

A REGULATIONS CODEX ADVENTURE

Trouble in Southshore



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ONE HEX EQUALS TWO MILES

Introduction

RC3: Trouble in Southshore, the third adventure in the **Regulations Codex** line, is a completely stand-alone module. Though it can easily be run as a follow up adventure after the completion of RC2, it exists independent of RC1 and RC2, and can easily be dropped into any OSR campaign of appropriate level with minimal modification.

Adventure Synopsis

The Elven town of Gul Nalore is being pestered by a “dragon” so they seek assistance from the people of Southshore. Southshore has its own problems to deal with, however. And, the elves’ dragon problem may not be exactly what it seems; the PCs face a choice to help the elves or their tormentor.

Getting Started

Give the PCs a copy of Handout #1. They have recently seen fliers posted announcing a bounty on orc shields which has been placed by Father Bálsyn Fischer, head cleric of the Church of Erm in Southshore. The events of RC3 kick off properly as the PCs stop in the village of Waddleby on their way to Southshore.

The Sore Foot

The road from Nefford to Southshore is only 15 miles, but most who journey between the two towns usually stop midway at the village of Waddleby to patronize The Sore Foot, which is generally regarded as a nice establishment. Unfortunately for the characters, a group of bandits who call themselves the Greencoats have decided to rob the place on the very day the PCs show up.

When the PCs arrive, they’ll find that they’re the only customers there. No music sounds from the open windows, but a delicious-smelling stew heats gently in the kitchen and makes the otherwise empty yard feel warm and inviting.

They’re met by a red-haired boy that looks to be a dozen years old. “Hello, travelers!” the child says while he eagerly waves at them. “Drinks and food that way, folks!”

The boy points towards the door to the common room a few yards away.

Inside, the PCs are greeted by the barkeep **Theodon Wenz**. Theodon (who goes by “Theo”) is a Halfling in his 60’s with gray hair on his head and his feet and who’s surprisingly thin for one of his kind. He’s incredibly attentive to the PCs, since they’re his first customers of the day.

After the characters have had a chance to secure rooms and order their dinners, the front door flies open and the child from outside (named **Timmy Schmitz**) is led in by a man dressed in leather armor and wearing a green waistcoat. The man holds one of his hands over the boy’s mouth and holds a dagger to the boy’s neck with his other.

“Alright everyone, let’s make this easy,” says the man as he takes a few more steps to allow his masked companions to file in behind him. “Anything you have that’s worth something, toss it on the bar and then back yourselves against the wall. I don’t want a reason to stick the kid, but if you give me one I’ll take it.”

The man speaking is **Karl Prager**, the leader of the Greencoats. They have been watching the Sore Foot for three days now, waiting for an opportune time to strike. The last two days had been fairly busy, but now with only a few travelers, they see it as an easy target. Karl expects the characters to comply, but is also fully prepared to follow through with his threat if he feels that any funny business is underway.

The manner in which this plays out is completely up to how the PCs react to the situation. Karl plans on keeping his hold on the boy while the patrons empty their pockets and his men collect their goods, then throwing Timmy inwards as he runs out the door following his comrades’ exit. If the PCs all comply, this goes as smoothly as possible, and no one gets hurt. If the characters try to interfere, the GM will have to adjudicate just exactly how everything plays out (reaction rolls and individual initiative are going to be really helpful here; Timmy has 3 hit points). Of course, once Karl releases Timmy, the characters are free to

pursue him and his companions outside.

Karl fights with a sword in his main hand and a dagger in the other. The rest of the **bandits** are armed with short sword.

AC: 6 HD: 3 (M) MV: 90’ (30’)
Att: sword, dagger Dmg: 1d8/1d4
SA: T3 ML: 8 Int: 14 AL: C XP: 35
Hit Points: 19

AC: 6 HD: 1 (M) MV: 90’ (30’)
Att: short sword Dmg: 1d6
SA: T1 ML: 8 Int: 11 AL: C XP: 10
Hit Points: 6, 5, 3

Karl carries 15gp, 37sp, and 5cp in his coin purse. The rest of the bandits have 56sp and 87cp between them. If they escape, they try to leave the area and head off in a random direction looking for their next score. If captured, they are defiant and contentious, and give no worthwhile information to the characters (as they have no information worthwhile to give).

If Timmy is killed, Theo will be none too pleased with the PCs, and he forces them to sleep in the stables instead of the rooms which they have paid for. Regardless of how their evening turns out, the PCs will also see Handout #2 posted in the common room of the inn. Theo doesn’t have much information to add, just that an elf came and posted it about two weeks prior, and asked Theo to direct interested parties south to Gul Nalore. This is detailed further in the “The Woe of Gul Nalore” section later.



The Town of Southshore

Nestled along the southern shore of Gorgewater Lake, Southshore is a fishing town about twice as large as Brink. In addition to being larger, there is a substantial amount more traffic coming and going. Not only does Southshore provide lake fish to Nefford, but the Gorgewater Lake is home to a type of clam known as the "Sweetheart's Giftbox." These clams have a wonderful blue and purple shell with concentric patterns, and they produce beautiful, heart-shaped pearls with a pink and purple hue.

Though these pearls sell for incredible amounts of money, Southshore has managed to remain small and not overrun with treasure seekers, because it is known that there are fewer than half a dozen found in any given year, and also that the clams are imbued with a magic which allows only one who was born within three miles of the Lover's Well in the center of town, who was baptized into the Church of Erm before reaching one week of age, and who upon reaching the age of 13 is found to have developed a purple, heart-shaped birthmark on their lower left buttocks to open their shells and remove a pearl.

Southshore has a population of 5,000. The majority live in the small homesteads dotting the countryside within a mile radius from the center of town, about 1,500 live in said center, and a small handful live in farms and logging camps in the outreaches.

Like in Brink, assault, murder, slander, tithe avoidance, and theft are all illegal. Most are sentenced with jail time and/or fines, though murder almost always results in public hanging. However, unlike Brink, one doesn't have to disarm to walk about Southshore (though folks do give many a sideways glance at those who look like adventurers, ruffians, and others of boisterous employ).

The patriarch of Southshore is **Father Bálсын Fisher**. Fisher is a 5th level elf shaman who has devoted his life to the service of Erm and her Church. He has served as the patriarch of Southshore now for some 60 years, and in that time the town has

reaped little but peace, prosperity, and happiness.

Father Bálсын Fisher

5th level Elf Shaman

AL: L AC: 4 hp: 19 MV: 120' (40')

Str: 13 Int: 8 Wis: 16

Dex: 14 Con: 9 Cha: 11

Bálсын wears *Mithril Chain Mail* under his priestly robes at all times. He's golden haired, and though he's 347 years old, he appears as a man in his 40s. Father Fisher is very matter-of-fact and deals with most situations in a blunt manner.



1. The Church of Erm. Though the church here in Southshore is definitely larger than its counterpart in Brink, it acts solely as the church. **Father Bálсын Fisher** lives here as do a dozen acolytes, two of which are 1st level clerics. Father Fisher will cast healing spells for 100gp per level of the spell, and will remove curses for 300gp.

The PCs will most likely head here first, as the flier directs them to speak with Father Fisher. Bálсын tells the party that about two months ago small thefts and attacks on livestock started occurring, happening every week or so. However, about a fortnight ago one of the farms furthest southwest from town was attacked by a small band of orcs bearing shields painted with yellow hawks. Though Southshore does have a town guard with a score of men, Father Fisher explains that he can't afford to have any of them away from town long enough to track and find the creatures in case

they grow brave enough to attack the town proper, hence the bounty.

2. Town Hall. Enough trade happens in Southshore that a town hall was built to deal with the bulk of the bureaucracy and paperwork. And, though Southshore is an ecclesiarchy, they have a yearly elected alderman who oversees the daily business of running the town. Currently (and for the last three years) that position is held by **Brevan Dawethyn**, a plump human man in his late 50s. Brevan acts as though he is incredibly busy, and has no time for the PCs. During the day, there are usually some thirty workers here in addition to about half of the town's guard.

3. The Purple Clam. Southshore's sole inn, the Purple Clam, greets visitors coming in from Nefford perched from its foundation on a rise in the north of town. The inn is ran by **Elden and Stella Sweetpearl**. The Clam has been in the Sweetpearl family since it was built 173 years ago, and Elden and Stella have been its proprietors since they married 18 years ago.

Their oldest son, **Gehrt**, left with his friends a week prior hoping to cash in on Father Fisher's bounty and hasn't returned. If the Sweetpearls find out that the PCs are also seeking the orc shield bounty, they will implore them to find their son and his friends **Arnatt and Willie Fourbrook**, and **Corhn Dunburry**.

4. Town Square. Most of the buildings in this part of town are merchants of goods and services. Most items listed in the RC can be found here save for plate armor, though weapons and the armor that is available generally sells for a 25% markup. Unlike the much larger town of Nefford, there are no shops here which sell potions or scrolls (yet, at least).

A fountain, beautifully crafted in an aquatic theme out of purple marble, runs idyllically here. Known as The Lover's Well, it has a 30% chance of curing someone born within three miles of it of any disease once per year.



5. Phozywhig's Fishery. At some point while the PCs are wandering through town, they'll be approached by a disheveled young child who reeks of fish. The girl, eight years old at most, introduces herself as **Yedda** and asks the PCs if they are "heroes." If they answer positively she gets gleeful and asks them to follow her "just this way, to see my pa!" If they tell her no, she'll lower her head and quietly say, "oh, okay," before turning to walk away.

Yedda will lead the PCs to her family's home where her father **Ancil Phozywhig** details his plight for the characters. Four days ago he had sailed out westward on the Gorgewater, towards Wood's Hollow, when a crude boat manned by lizardmen (he swears) came up alongside him. One of the creatures ("gussied up all in feathers and shiny polished stones") started violently shaking a rattle while chanting, and no matter how hard he tried he couldn't pilot his boat away from the creatures. He finally decided to just jump ship, and thankfully the creatures seemed much more interested in acquiring his boat than his life. Ancil watched

as the creatures disappeared into the distance with his livelihood, then made the long swim to shore at Wood's Hollow before making his way home to Southshore.

Ancil is not just concerned about the loss of his ship and the impact that could have on his business, but with the havoc these creatures could wreak on the fishing trade of Southshore as a whole. He all but begs the PCs to seek out the lizardmen on the western shore of Gorgewater Lake, destroy them, and return his boat if possible. He offers them a reward of 500gp, though he's prepared to go as high as 750 if the PCs drive a hard bargain.

This is detailed further in the "They Came From Wood's Hollow" section later.

6. Dunburry Farm. Though many farms and ranches surround the countryside near Southshore, the Dunburry farm is the only one actually located in town. Only two crops are grown here, wheat and hops, but almost any citizen asked would tell you those are the two most important crops, as they allow for the

brewing of Southshore's infamous Dunburry Hefeweizen.

While the PCs are in town, they'll be sought out by **Pelham Dunburry**, who runs the farm. A graying man in his mid fifties, he'll tell them that he's heard they're in town for **Father Fischer's bounty**, and will ask them to keep an eye out for his son **Corhn** who went seeking the bounty's fortune with his friends **Gehrt, Arnatt, and Willie**.

He'll explain that **Corhn** was betrothed to a girl named **Anya Keller** who was slain during the orc raid two weeks ago, which is why he and his friends went to hunt down the creatures. Pelham realizes the fact that his son is most likely gone; all he asks is that regardless of how he's found, if he's found, that the PCs deliver the news that he was slain fighting bravely in battle.

7. Thorntopple's Brews. If the PCs happen to inquire about a place to buy potions, they'll be directed to **Paena Thorntopple**, proprietor of the newly established Thorntopple's Brews. The characters will find a shop with no potions to sell, however. A budding young alchemist, Paena decided that Southshore could use a proper apothecary's shop and opened her business here just a month ago. Unfortunately for the halfling, she's found that the water here just doesn't react well to her recipes. Paena has heard that the elves of Stonedurn Grove know how to successfully brew potions with the water from the Gorgewater Lake, but is terrified to make the journey there with all the recent orc activity in the area. She'll offer to pay the PCs 50gp and promise them a discount for life if they deliver a letter to an elf named **Syvis Wynbella** in Gul Nalore.

8. The Merry Cobbler. The home and business of the Fourbrook family. If the missing friends are found, the PCs will need to deliver the news of Arnatt and Willie's passing to their parents, **Rohn and Jella Fourbrook**. The pair will take the news poorly, and will blame the party and "adventuring fools like them" for stirring up the orcs and causing this mess.

The Yellow Hawk Clan

Located just four short miles southeast of Southshore is the stronghold of the Yellow Hawk Clan, a group of orcs who until recently has always left the town of Southshore alone. When Southshore was first founded, a hero named Belthor Boldblade slew the then leader of the Yellow Hawk Clan in one-on-one combat, thus securing the right of the humans to live there in the orcs' eyes. Since this truce existed before Southshore came under the rule of the Church, and since the Yellow Hawks have never grown too large or tried to expand their small territory, both groups have remained neutral towards each other.

However, about six months ago a savage and ambitious orc named **Ungan the Breaker** and his small, burgeoning clan known as the Blackblades established their new strong-

hold in Stonedurn Grove. After learning of the presence of the Yellow Hawk Clan, and their non-aggressive ways towards the folks of Southshore, Ungan decided to let the humans do the dirty work of wiping out his potential rivals by executing raids on the folk of Southshore while armed with shields bearing the mark of the rival clan. The current bounty proves Ungan's plan is working...

As most townsfolk know the general location of the tribe, Gehrt, Corhn, Arnatt, and Willie would have had no trouble heading straight for their doom. Likewise, most townsfolk will be able to direct the PCs towards the Yellow Hawk's stronghold.

Halfway between Southshore and the Yellow Hawk stronghold, the PCs will come across the **bodies** of the missing lads from town. All obviously died in battle, and lying on top of the **body** of one of them is an

orc shield with a yellow hawk painted around its boss.

Characters who take the time to investigate the area instead of immediately either returning to town with news of the dead friends or bounding off towards the Yellow Hawk stronghold, will notice that **not only** does the shield seem more to have been placed **instead of having fallen naturally in battle**, but also that the footprints leading off from the site (some shod, others barefoot and clearly made by orcs) head to the southwest instead of southeast towards where the Yellow Hawks are known to reside. PCs with either the **Hunting, Survival (woods)**, or **Tracking general skills** will notice the tracks **whether** or not the party as a whole **takes** the time to properly investigate the scene.

If the PCs do decide to continue towards the Yellow Hawk's stronghold (there is an active bounty on



them, after all, and at this point the PCs would have no idea of the Blackblade's trickery), they'll find it another couple of miles southeast into the woods.

The orcs' reaction to the PCs will be very dependent on how the PCs approach the clan. For instance, if the characters pursue the footprints leading off from the four dead friends and learn about the Blackblades, they may approach the Yellow Hawks with this information to help them wipe out the aggressive new clan, which in turn can help restore the peace between Southshore and the Yellow Hawks. However, if the characters approach the Yellow Hawk orcs looking for a fight, a fight indeed they'll find (and likely one which will end very poorly for a small group of low level characters, unless they're pro at special-ops style assaults and have the dice gods on their side...).

The compound consists of fifteen huts built of mud and wood, and one large building made of stone. At any given time, the small circular huts house 1d4 adult orcs, the square huts house 1d4+1 adult orcs, and the large circular huts house 2d4+2 adult orcs. There are a total of 53 adult orcs throughout these huts (30 male and 23 female), as well as 60 young (non-combatants).

The large building is home to **Dolgrot the Feathered**, chieftain of the Yellow Hawk Clan, as well as his personal guard of twelve orcs who fight as **orc leaders**.

Orcs:

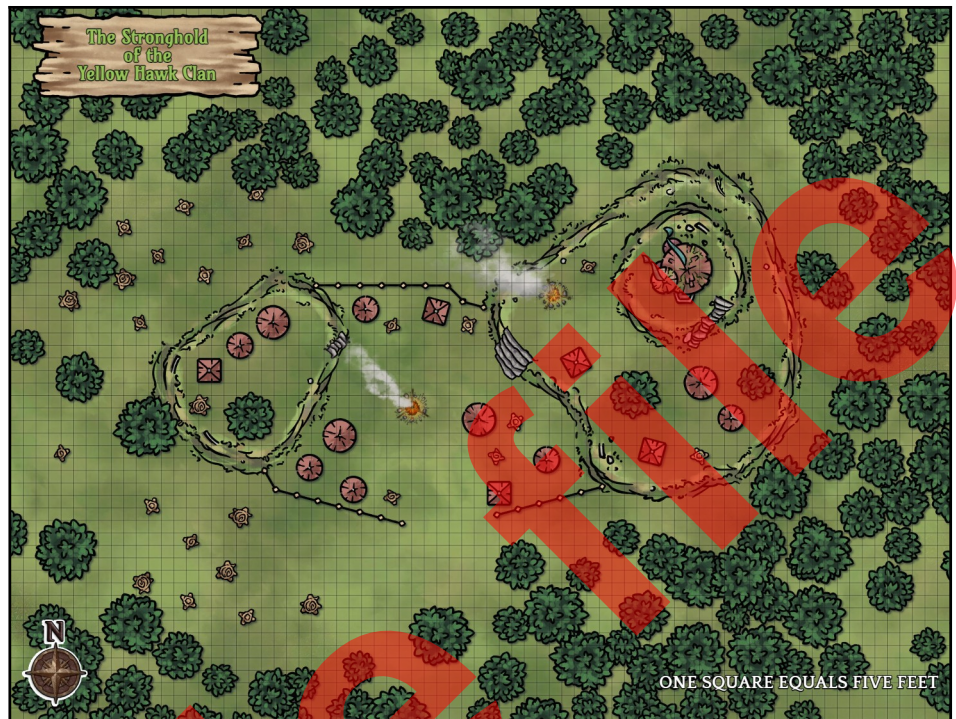
AC: 6 HD: 1 (M) MV: 120' (40')
Att: spear Dmg: 1d6
SA: Fl ML: 8 (6) Int: 7 AL: C XP: 10

Dolgrot's Guards:

AC: 6 HD: 1 (M) MV: 120' (40')
Att: sword Dmg: 1d8+1
SA: Fl ML: 8 (6) Int: 7 AL: C XP: 10
Hit Points: 8 each

Dolgrot the Feathered:

AC: 6 HD: 1 (attack as 4)(M)
MV: 90' (30')
Att: battleaxe Dmg: 1d8+2
SA: Fl ML: 8 Int: 7 AL: C XP: 25
Hit Points: 15



The clan's treasure is kept in a locked chest near Dolgrot's bed. It consists of 5,108gp, eight gems (two 1,000gp carbuncles, a 500gp pearl, a 10gp agate, a 5,000gp ruby, a 1,000gp opal, a 5,000gp emerald, and a 500gp aquamarine), a 100gp buckle (10 cn), a 2,000gp brooch (10 cn), a 20,000gp ring (50 cn), a 4,000gp necklace (25 cn), a 4,000gp decorative leaf (25 cn), a 10,000gp pendant (25 cn), and a 2,000gp bracelet (10 cn).

If the PCs have already trailed the Blackblades, they may have information about that clan trying to frame the Yellow Hawks and may wish to make them aware so that the Yellow Hawks can take care of the Blackblades. Or, they may even have wiped out the Blackblades completely themselves.

If the Yellow Hawks have to defeat the Blackblades, the PCs should still be able to repair relations between Southshore and the Yellow Hawks by delivering this information to Father Fischer along with proof of the defeat of the Blackblade tribe (however the PCs think to come up with this proof is up to them). Father Fisher will award the party a prize of 100 platinum coins for taking care of the problem (the

amount he would have rewarded for Dolgrot's head).

However, if the PCs destroy the Blackblades themselves, the Yellow Hawks will see the PCs as worthy warriors, which will re-affirm the orcs' belief that the humans of Southshore have a valid claim to their land. Dolgrot himself will accompany the PCs back to Southshore, bearing gifts of orcish ale and dried game meat for the town as a way to apologize for the actions of the Blackblades and to show their dedication to the truce between the two settlements. In this case, Father Fischer will award the party with a prize of 250 platinum (the reward for Dolgrot's head, plus the reward had they brought in 50 shields).



Trailing the Blackblades

The tracks that lead off from Gehrt, Corhn, Arnatt, and Willie run southwest, at one point crossing the road from Southshore to Gul Nalore. About a mile out from the village of Torrmouth, the PCs begin to see and smell light smoke rising in the

distance. By the time the village is in sight, it's clear from the smoldering ruins that the hamlet is no more.

The handful of buildings that comprised Torrmouth are nothing but charred rubble, and the bodies of both residents and livestock are strewn about. After a short while of the PCs being there, they'll hear a meager cry for help coming from some of the rubble. It won't take long for them to find a woman named **Shea** trapped under a fallen beam, her legs completely crushed and with very little life left in her. She'll ask for water, then after choking down a sip, she'll tell the PCs that four days ago a group of orcs descended upon them, slaughtering and burning everything in their path. The unarmed villagers were completely helpless against the creatures, and everything and everyone she ever knew was gone in less than an hour; she's laid here praying for death ever since. Before then taking her final breath, she asks the PCs if they'll find the body of her daughter **Sonia**, who was wearing a purple dress, and bury them together.

The girl can be found not far away where she was hiding under the remains of a now burned table, with a handful of orc arrows lodged in her back. If the party takes the time to find her, and buries her with her mother, they should be awarded 500xp each.

From the ruins of Torrmouth, the orc trail can be followed along the riverbank all the way to the camp of the Blackblade clan. If the party chooses a stealth approach, it is possible that they can scout out the size of the clan and also bear witness to the orcs making shields with yellow hawks emblazoned on them. Clever players should work out that the Blackblades are framing the Yellow Hawks, though their reasoning for doing so can only be learned via interrogation of Ungan the Breaker.

The Blackblade's camp is situated directly on the southern bank of the Corkorran, just a little over a mile away from where the river heads under the mountains. The smoke from their fire can be seen about a quarter mile out as the PCs approach from Torrmouth.

1 – Lookout

Since the band of orcs who slew the friends and razed Torrmouth have returned, Ungan has kept a scout stationed here fully expecting someone from Southshore to follow their trail back. If the PCs are foolish enough to actually approach the camp along the trail left by the raiders, the orc lookout will see them when they're about fifty yards out, and will alert the rest of the clan to prepare for an attack.

AC: 6 HD: 1 (M) MV: 120' (40')

Att: spear Dmg: 1d6

SA: Fl ML: 8 (6) Int: 7 AL: C XP: 10

Hit Points: 4

2 – Shield-Crafters

A group of four orcs is working on making a new batch of fake Yellow Hawk shields here. They've almost built enough to supply each of the Blackblades with one; the plan is to have the Blackblades equipped to look like Yellow Hawks when whoever comes to investigate the destruction of Torrmouth shows up. Ungan knows Southshore won't send a proper fighting force, since they had to place an open bounty to cull the Yellow Hawks, but he does expect *someone* to show up.

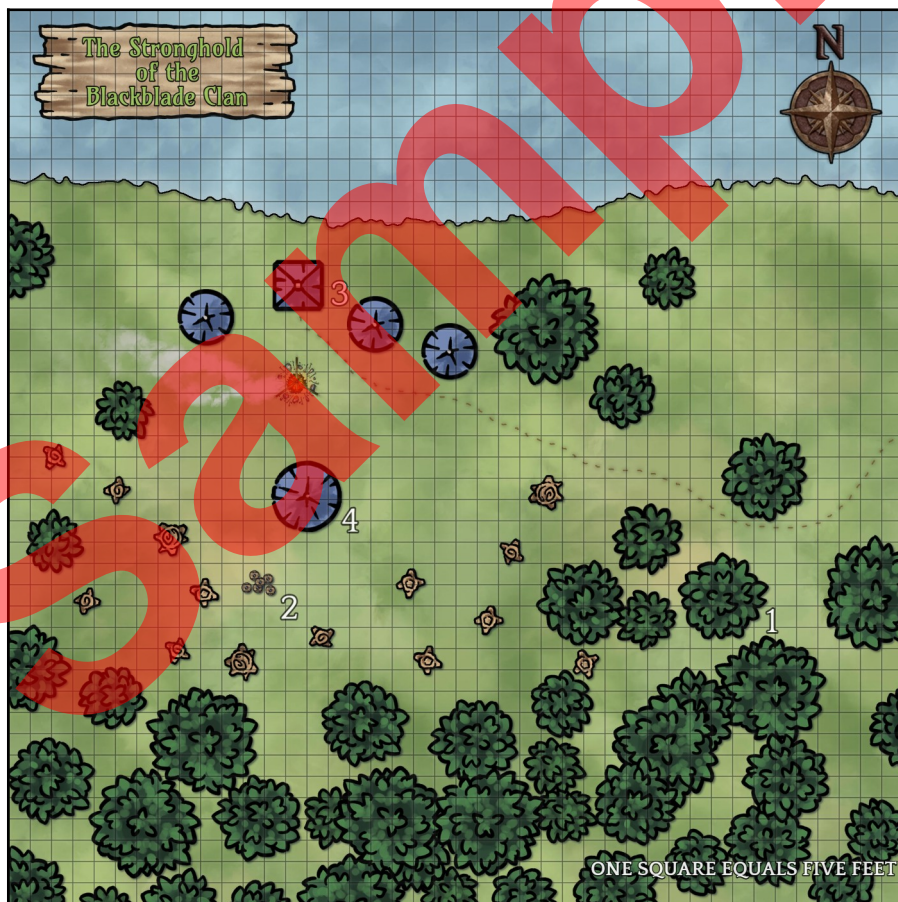
He hopes to slaughter all but one or two of whoever arrives, leaving the survivor(s) to bring back news of the vicious "Yellow Hawk" orcs who apparently have spread down to claim this new land. Ungan then plans to have his clan move out and wait for a returning force who will find an empty orc camp. The foul orc hopes the attacking force will then head to the known location of the Yellow Hawks to destroy them, and in the fray the Blackblades will come in from behind to finish off the remaining humans, any surviving Yellow Hawk males, and capture any Yellow Hawk females (as the Blackblades are currently comprised of only fighting-aged males).

AC: 5 HD: 1 (M) MV: 120' (40')

Att: spear Dmg: 1d6

SA: Fl ML: 8 (6) Int: 7 AL: C XP: 10

Hit Points: 6, 5, 4, 2



3 – Bachelor Pads

Each of these huts house three orcs. They will respond to the sound of battle within two rounds.

There's a 2 in 6 chance that the orcs of any given hut are drunk, however. Drunk orcs take three rounds to react to the start of battle, and suffer a -2 to their attack rolls.

AC: 6 **HD:** 1 (M) **MV:** 120' (40')
Att: spear or hand axe **Dmg:** 1d6
SA: Fl **ML:** 8 (6) **Int:** 7 **AL:** C **XP:** 10
Hit Points: 8, 7, 7, 6, 6, 5, 5, 4, 4, 3, 2

4 – Ungan the Breaker's Hut

A banner with the symbol of two crossed black swords flies above the largest hut of the settlement. Here is housed the leader of the Blackblade clan, **Ungan the Breaker**, and his three strongest warriors. Ungan and his warriors all wear plate mail. His warriors wield battle axes, while he carries a hand axe and a shield.

If the tide of battle swings against the orcs, Ungan will not fight to the death. He speaks fluent common and will try anything he can to convince the PCs that they should help him destroy the Yellow Hawk clan. He'll admit that his clan is responsible for framing the Yellow Hawks, but he'll claim that the reason he wants them wiped out is because "his spies have found out" that the Yellow Hawks are in league with Orcus (which is completely untrue; they worship their ancestors like almost all orcs do). This is of course a terrible choice for the PCs to make, as it will eventually lead to the Blackblades growing strong enough to launch an all out assault on the town of Southshore in the next few years.

Ungan's Warriors:
AC: 3 **HD:** 1 (M) **MV:** 120' (40')
Att: battle axe **Dmg:** 1d8+1
SA: Fl **ML:** 8 (6) **Int:** 7 **AL:** C **XP:** 10
Hit Points: 8, 8, 8

Ungan the Breaker:
AC: 2 **HD:** 1 (attack as 4)(M)
MV: 90' (30')
Att: hand axe **Dmg:** 1d6+2
SA: Fl **ML:** 8 **Int:** 7 **AL:** C **XP:** 25
Hit Points: 15

Ungan keeps the entire clan's wealth in his leather belt pouch. It consists of a ruby worth 1,800gp, two pearls worth 700gp each, and 12pp.

It should be relatively easy for the party to either perform reconnaissance on the Blackblades and gather information about their operation, or to just wipe them out themselves. How they proceed thereafter is up to them, though they'll likely go to Bálсын with the news. If the PCs return to Father Fisher without having gone to the Yellow Hawk orcs first, he'll ask them to act as ambassadors for Southshore and bring news of the Blackblades' treachery to the Yellow Hawks, along with a keg of Dunburry Hefeweizen as an apology for putting out a bounty on them. Even though that is a relatively inexpensive *mea culpa* for attempted genocide, the orcs will see it as a high honor to receive the gift of premium (especially to them) beer as a gift. He'll also reward the PCs 100 platinum coins for taking care of the problem.



They Came from Wood's Hollow

Wood's Hollow is a small village directly west of Southshore, on the other side of the Gorgewater Lake. Its population of ~1,000 people make their living from fishing and lumber production (the ironwood found in the area is prized throughout Karaccia).

To get there, PCs can follow the road south through Torrmouth, cross the Corkorran, then head back up the road north – a journey of just over 6 miles. Or, they can charter a boat to sail them the two miles west across the lake for 5gp each.

The village boasts a lone tavern, The Fountain of Health, which has no rooms for rent (Wood's Hollow doesn't get many visitors), but does serve great food and cold drinks. When the PCs arrive, they'll find that the local blacksmith, **Hugh Crossman**, excitedly telling the handful of locals there a wild tale.

Hugh just returned from a trip to the caverns which dot the cliffs north of Stonedurn Grove and west of the Gorgewater Lake, where he usually goes to collect ore for his smithy. The blacksmith, quite drunk now, is adamant that he watched from afar as a group of lizardmen carried two boats into a cavern about a mile or so north of where he was at. The crowd is playfully deriding him. Lizardmen have never been known to sail, and even if they *could*, what possible use would they have for fishing boats in a cave? Had the PCs not heard the tale of Ancil Phozywhig which sent them to Wood's Hollow in the first place, they too would most likely think Hugh was nothing but a drunken fool.

The smith will happily tell his tale to the PCs if they inquire about it. He'd been out collecting ore for two days already. The third day of his excursion had just dawned, and after finishing up his breakfast he just happened to notice movement off in the distance. Hugh was careful

not to be spotted as he moved closer to see what was going on, and that's when he saw the group of lizardmen carrying two boats. One of them he describes "just like any other boat you'd see sailing out of Southshore," and the other he said looks to be cobbled together out of rough hewn logs and bones with a sail made out of feathers.

Hugh will happily act as a guide for the PCs to lead them straight to the cave he saw the creatures enter, for a fee of 50gp to make up for a lost day of work. Otherwise, he'll give them as good of directions as he can. With Hugh as a guide, the PCs will follow a five and a half mile trek. Using his directions, the PCs will end up traveling seven miles before they reach the cavern.

Regardless of which path they take, when they're two miles out from the cavern, they'll come across

a pack of hungry **rock baboons** on the hunt. The primates will act very aggressively, trying to scare the PCs away (whooping and hollering, throwing rocks, beating their chests, etc.), but won't actually attack unless either the PCs attack first, or the PCs hang around more than a few minutes before leaving.

AC: 6 **HD:** 2 (M) **MV:** 120' (40')
Att: 1 club/1 bite **Dmg:** 1d6/1d3
SA: F2 **ML:** 8 **Int:** 2 **AL:** N **XP:** 20
Hit Points: 15, 14, 13, 12(x3), 8(x3), 4, 4

Like Hugh mentioned, there are many caves that dot the sheer cliffs of Karaccia in this area, but the one that the lizardmen are using is easy to discern once spotted, as there are totems flanking the entrance and there is firelight coming from inside. The skulls of large fish adorn the tops of two five-foot-high posts,

which are wrapped in strips of colorfully-scaled fish skins with many colorful rocks piled up around their bases.

Areas 1, 2, 4, and 5 are lit with campfires which the creatures keep going at all times.

1 – Slithering Sentries

Because of the importance of this lair to the tribe, they always keep **lizardmen guards** stationed here. If the PCs approach the cavern entrance head-on, the guards will spot them, and one of them will run to warn the others of a possible incoming attack. If the PCs are careful with their approach (i.e., they stay along the cliffs and approach from the side), they'll have the normal chance to surprise the guards.

The floor in here and also directly outside the cavern is littered with broken, splintered wood; the lizardmen have had to break masts and otherwise modify the few boats they've stolen to fit through the passageway to move them to the pool in area 4.

AC: 5 **HD:** 2+1 (M) **MV:** 60' (20')
Swim: 120' (40')
Att: spear **Dmg:** 1d6+1
SA: F2 **ML:** 12 **Int:** 6 **AL:** N **XP:** 25
Hit Points: 15, 13

2 – Dry Dock

This cavern is where the lizardmen keep their own boat, a primitive vessel that's more of a canoe with a sail than a proper craft like those they've stolen. And in fact, even this boat is one they stole (from a small group of goblins); the lizardmen don't possess the skills needed to craft a ship from scratch, though they have been able to at least keep this one relatively seaworthy since acquiring it.

If the PCs manage to take out the guards without making too much noise, the **lizardmen** in here will be performing maintenance on their boat. Otherwise, they will join the guards in repelling the intruding characters.



AC: 5 HD: 2+1 (M) MV: 60' (20')
Swim: 120' (40')
Att: mallet Dmg: 1d4+1
SA: F2 ML: 12 Int: 6 AL: N XP: 25
Hit Points: 15, 14, 10, 8, 6

3 – Fountain

Water gushes from a hole in the northern wall of this cavern, feeding the large pool that takes up the bulk of the lair. The water here is roughly five feet deep, dropping sharply down to that depth from the edge. The fountain makes enough noise that unless the guards were able to warn the others, it will mask the sounds of battle in areas 1 and 2 from the rest of the tribe in areas 4 and 5. Additionally, with the shadows being cast from the fires in areas 1 and 4, the PCs will have a 1 in 3 chance of surprising the lizardmen in area 4.

Lying near the flow of water is a recently dead adventurer. He's wearing chain mail and was armed with a sword. His belt pouch has been emptied by the lizardmen, and most of the contents of his backpack have also been taken. However, the PCs will find a map still in his pack (Handout #3), leading to the following section, "The Barrow of Tsargon."

4 – Hatchery

When the lizardmen found this cavern five months ago, they thought at first that it was going to be perfect for them to lay and hatch their eggs in. The temperature was ideal, it was relatively secluded, and it had a constant supply of fresh water. However, after their first few clutches of eggs seemingly disappeared without a trace, the creatures discovered that in the bottom of the pool, some 30 feet down, was a natural drain which lets the water flow back underground through a river which eventually feeds the Gorgewater Lake, instead of otherwise flooding these caves. Unfortunately for the lizardmen the gentle suction of the drain pulled their eggs down along with the water, both times occurring by happenstance when the lizardmen were sleeping.

The creatures have since taken to stealing boats to use to keep their



eggs safe and afloat. There are currently three stolen boats here. One of them is Ancil's, the other two are from fishermen who weren't as fortunate as Phozywhig with escaping. Each of them contains 1d4+2 eggs, which are easily destroyed.

There are six lizardmen along the northern shore of this cavern watching over the eggs. They will fight viciously to protect their clutches, and will of course alert the shaman and the warriors in area 4 as soon as a fight breaks out.

AC: 5 HD: 2+1 (M) MV: 60' (20')
Swim: 120' (40')
Att: spear or short bow
Dmg: 1d6+1 or 1d6
SA: F2 ML: 12 Int: 6 AL: N XP: 25
Hit Points: 14, 11, 10, 10, 6, 4

Like area 3, the water drops sharply to a depth of about five feet right from the ledge. However, the floor cones down thirty feet to the center of this area where the drain is located. The pull of the drain isn't so strong as to make swimming through the pool unsafe, however anyone wearing metal armor who tries to swim and sinks could get caught by its pull (2 in 6 chance), and will be unable to free themselves without help.

5 – Gruk'drux the Warm

The leader of this small tribe of lizardmen is **Gruk'drux the Warm**, a wokan. Gruk'drux is in possession of a *Wand of Minor Water Displacement*, which he found in an old water mill. The device had originally been used by the mage who owned the mill as a way to make underwater repairs on the gears of the mill easier. When the command word is spoken and a charge used, it allows the caster to displace up to 5 cubic feet of water for 1 hour.

Since the lizardmen have undertaken their plan to steal boats to use as floating egg crates, Gruk'drux uses the wand to make it impossible for their targets to steer their vessels by displacing the water around their boats' rudders. It currently has 13 charges left.

Gruk'drux lairs in this room, along with four of his strongest warriors. A mud altar with sticks and feathers sticking out of it is built up in the southern portion of this room which the wokan is standing behind with two guards to each side of him when the PCs enter.

Though Gruk'drux the Warm does speak a bit of the common tongue, if the PCs have slain even one of the tribe's number he'll have no desire to speak to them. He currently has *Protection from Evil*, *Sleep* (x2), and *Web* prepared. He will cast *Protection from Evil* as soon as he's aware of the PCs' presence, and once engaged he will first try to *Web* as many of the PCs as he can, then will try and put two of them to sleep in the following rounds while his warriors do what they can to protect him.

Gruk'drux the Warm

AC: 5 HD: 2+1** (M) MV: 60' (20')
Swim: 120' (40')
Att: spear Dmg: 1d6+1
SA: F2 ML: 12 Int: 6 AL: N XP: 45
Hit Points: 18

Gruk'drux's Warriors

AC: 5 HD: 2+1 (M) MV: 60' (20')
Swim: 120' (40')
Att: spear Dmg: 1d6+1
SA: F2 ML: 12 Int: 6 AL: N XP: 25
Hit Points: 15 each

The Barrow of Tsargon

The floor in the shaman's room is covered in moss. A few turns of scraping away the damp, green carpeting reveals a stone that's clearly labeled "PUSH" in common. Pushing the stone causes a false floor to slide to the side, revealing cut stone steps which spiral down into the darkness.

Tsargon, a fallen cleric of Erm, was interred with dark rituals which cause all undead found in his barrow to be turned as creatures two levels higher (i.e. zombies are turned as wights, ghouls are turned as wraiths, mummies are turned as vampires, etc.).

None of the rooms on the first level of the barrow are lit, and they show no signs of recent traffic. Everything has a layer of dust on it, and cobwebs abound. The doors, while old, are solid and in good repair, and generally muffle sounds between chambers. There are no wandering monsters on the first level.

1 – Zombies!

Four **zombies**, one in each corner, lie in wait and lurch to attack as soon as the PCs descend.

AC: 8 HD: 2 (M) MV: 90' (30')
Att: claw Dmg: 1d8
SA: Fl ML: 12 Int: 1 AL: C XP: 20
Hit Points: 12, 12, 9, 6

The northern and eastern doors of this room are locked. The **pit trap** is a naturally occurring 10' deep (1d6) hole. The flagstone above it gives way as the first PC steps on it.

2 – Secret Door

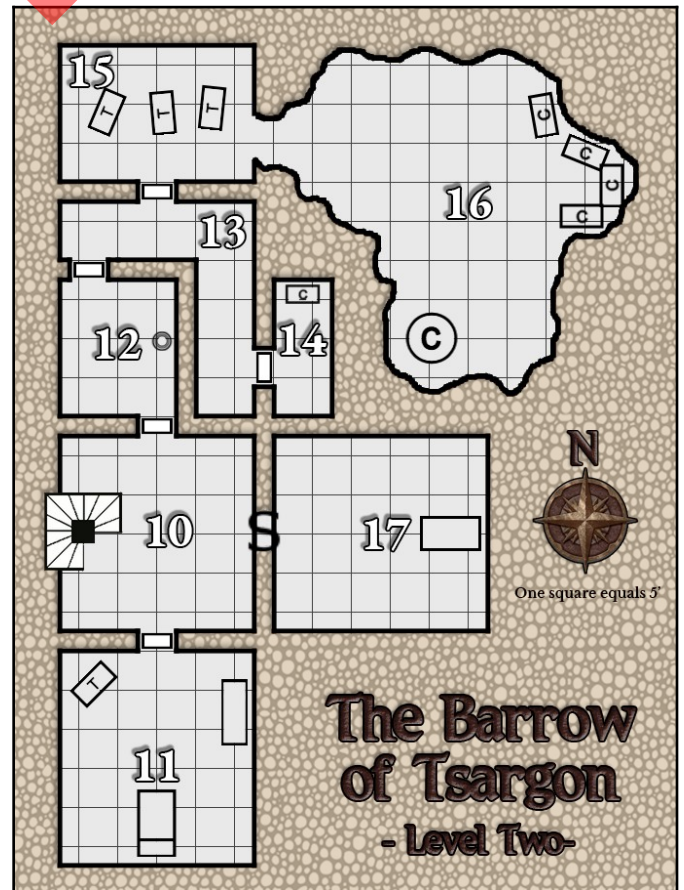
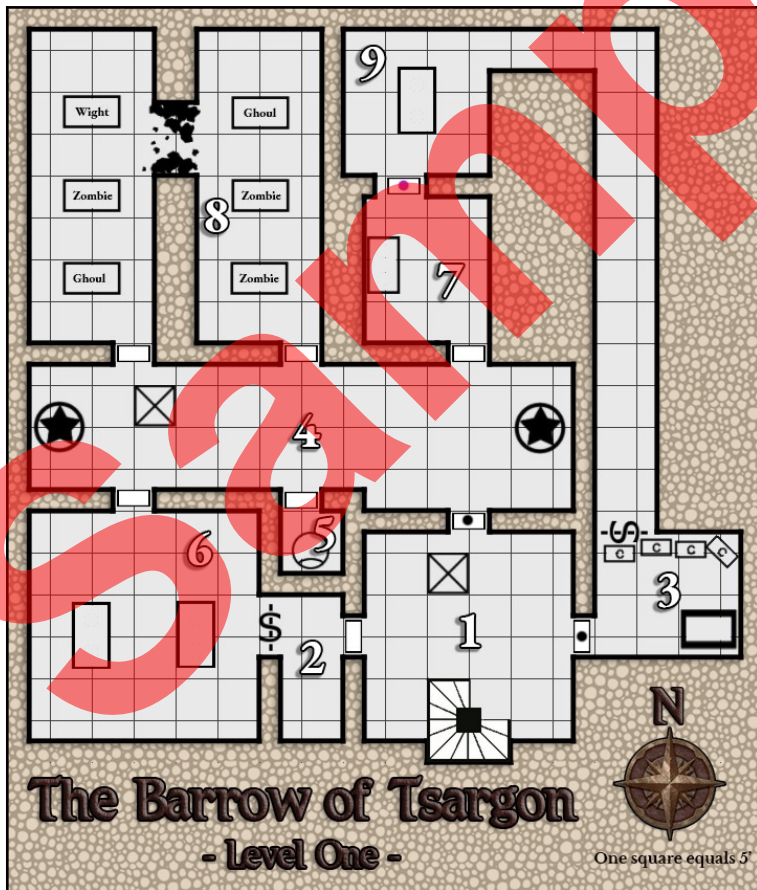
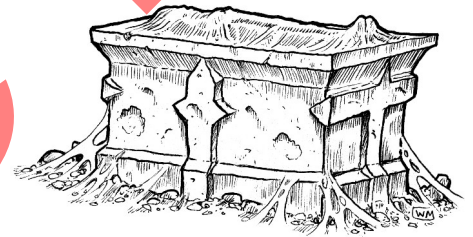
The southern wall of this small chamber is covered in a crumbling fresco depicting a man being bitten all over by countless snakes.

The secret door is opened by flipping a small metal switch (easily found on a 1-4, especially with the map indicating its location) in the wall, which is **trapped** with a poisoned needle (3d6 damage, save for half).

3 – Supply Room

Multiple crates are stacked along the northern wall, full of oils, incense, linens, and other burial accouterments. The secret door is opened by pressing a stone button in the northern wall. However, this trigger can only be found (regardless of dice roll) if the crates have been moved away from the wall.

The sarcophagus in the southeast corner is sealed with wax, and is full of **poisonous gas**. Anyone in the room when it is opened must save vs. poison or break into a coughing fit for 1d4 turns, taking 2d6 damage. An amber-colored crystal is set in the eye socket of the remains inside; it is used in room 4.



4 – Hall of Remembrance

Statues of Erm stand at each end of this hall. The eyes of the statues are made from amber-colored crystals, save for the left eye of the western statue which is missing.

If the missing eye is brought into this hall by anyone other than a cleric of Erm, they will take 2d4 points of damage per round until the crystal is placed in its rightful spot. However, when the “eye” is placed back in its socket, it will fully heal anyone located in the hall at the time it is replaced.

The **pit** in this room is 20' deep, but is only activated on a 1-2 on 1d6.

5 – Fountain

A fountain bearing the image of Sra'ha, the goddess of death, dominates this small room. The surprisingly clear and refreshing water still runs, and it can be used to open the magical lock to room 9.

6 – Warrior Ghouls

Two great warriors, now **ghouls**, were interred here. One is wearing *chain mail +1* and wields a two-handed sword. The other wears plate mail and wields a *short sword +1*.

The creatures lie dormant. If the room is entered through the northern door, they stay that way unless their sarcophagi are disturbed. However, if the room is entered through the secret door (which loudly grinds as it opens, taking a full minute), the ghouls will have awoken and climbed out of their resting spots, and will gain surprise on the PCs on a 1-3.

AC: 4 **HD:** 2* (M) **MV:** 90' (30')
Att: two-handed sword/1 bite
Dmg: 1d10/1d3+special
SA: F2 **ML:** 9 **Int:** 3 **AL:** C **XP:** 25
Hit Points: 16

AC: 3 **HD:** 2* (M) **MV:** 90' (30')
Att: short sword +1/1 claw/1 bite
Dmg: 1d6+1/1d3/1d3+special
SA: F2 **ML:** 9 **Int:** 3 **AL:** C **XP:** 25
Hit Points: 16

7 – Crying Lock

The door to the north is sealed with a magical lock. In the center of the door is a brass relief of Erm, palms covering her face as if crying. The door will not budge or react to anything in any way unless interacted with as described below.

To disable the lock and open the door, the arms must be bent down away from the face of the brass relief, and then water from the fountain in room 5 must be sprinkled on the face like tears.

The remains in this sarcophagus is missing the head, and appears to have been tossed for treasure long ago.

8 – Beware the Dead

Three sarcophagi stand down the center of each of these two rooms. The wall separating the two chambers has been long ago smashed at its far end. Characters who travel between the rooms at this point must make a save vs dragon breath to avoid tripping and getting stuck in the rubble for one round.

As soon as either of the doors to this area are opened, the monsters in the two southern-most sarcophagi will fling the lids off and begin battle, gaining surprise on a 1-4. On the next round the center two monsters join the fight, and on the third round the northern-most monsters join.

The wight was interred with a brass scroll case. Inside is a scroll with the words “Erm weeps for the dead” written on it, a clue to the lock on the door to room 9.

Zombies

AC: 8 **HD:** 2 (M) **MV:** 90' (30')
Att: claw **Dmg:** 1d8
SA: F1 **ML:** 12 **Int:** 1 **AL:** C **XP:** 20
Hit Points: 12, 5, 3

Ghouls

AC: 4 **HD:** 2* (M) **MV:** 90' (30')
Att: 2 claws/1 bite
Dmg: 1d3/1d3/1d3+special
SA: F2 **ML:** 9 **Int:** 3 **AL:** C **XP:** 25
Hit Points: 10, 8

Wight

AC: 5 **HD:** 3* (M) **MV:** 90' (30')
Att: 1 **Dmg:** Energy drain
SA: F3 **ML:** 12 **Int:** 5 **AL:** C **XP:** 50
Hit Points: 9

9 – The “Tomb” of Tsargon

An ornate sarcophagus, carved out of black marble, stands ominously in the center of this room. The lid cannot be removed, as it is actually all one solid piece of marble carved to look like a sarcophagus. A combined strength score of 45 can push the “sarcophagus” to the side, revealing stairs spiraling further downwards. It will slide closed one turn after being opened, and cannot be opened from below.

Engraved on the bottom of the “sarcophagus,” and visible from underneath after it has slid closed, are the words, “TO FIND THE PLACE WHERE TSARGON RESTS, ONE NEEDS TO CONTEMPLATE THE BOTTOM STEPS.”

Though there were no wandering monsters on this level, in the following lower level check every other turn for 1d4+2 **goblins**.



10 – I Smell Goblins

Unlike the chambers in the first level of the barrow, which were dusty and strewn with cobwebs, this room has obvious signs of recent traffic. Written in the goblin tongue with yellow paint on the door to the south is the word “BOSS.” A stone sarcophagus lies partially smashed along the western portion of the southern wall, with scratch marks on the floor indicating it had been dragged out of room 11.

The secret door is found normally, but only if the area searched is the steps, not where the door is. It is activated by a stone button on the front of the bottom step of the spiral stairs.

11 – Hawb, the Goblin Leader

A small band of goblins has taken over this level of the barrow, accessing it via the tunnel in room 16. They have been unsuccessful at moving the false sarcophagus to access room 9, nor have they found the secret door to room 17.

Their leader, a **hobgoblin** named Hawb, has claimed this chamber as his own. It is appointed with a bed, a wardrobe (containing a few sets of hobgoblin armor), a table with two chairs, and is lit with torchlight. Hawb speaks common, and will try to bargain his way out with his life (though if there are clerics of Erm in the party, this should be moot). He’s armed with a hand axe and a shield, and has a *Potion of Healing* which he’ll use if he can get a chance.

AC: 5 HD: 1+1 (M) MV: 90’ (30’)
Att: hand axe Dmg: 1d6
SA: F1 ML: 8 Int: 10 AL: C XP: 15
Hit Points: 9

Hawb keeps the bulk of his small tribe’s treasure locked in a chest here, the key to which is in his pocket. It consists of a bottle of fine wine (500gp), 120gp, 386sp, 2,890cp, and a ruby worth 75gp.



12 – Bodyguards

Hawb keeps the two other **hobgoblins** of this group stationed here as his bodyguards, to keep the “lesser” goblins from bothering him. They’re currently sitting on chairs using a barrel as a table to play a game of dice by torchlight. One of them wields a two-handed flail, the other has a sword and a shield. As they won’t be expecting an attack from the south, they can be surprised on a 1-4.

AC: 6 HD: 1+1 (M) MV: 90’ (30’)
Att: two-handed flail Dmg: 1d10
SA: F1 ML: 8 Int: 10 AL: C XP: 15
Hit Points: 8

AC: 5 HD: 1+1 (M) MV: 90’ (30’)
Att: sword Dmg: 1d8
SA: F1 ML: 8 Int: 10 AL: C XP: 15
Hit Points: 8

These **hobgoblins** have a combined total of 37gp in their belt pouches.

13 – Surprise!

A group of four **goblins** will be rounding the corner of this unlit hallway when the PCs first enter; roll surprise normally for both sides. If the goblins get to act first, one will run to room 14 in fear and barricade himself in there.

AC: 6 HD: 1-1 (S) MV: 90’ (30’)
Att: spear Dmg: 1d6
Att: battle axe Dmg: 1d8
SA: NM ML: 7 Int: 9 AL: C XP: 5
Hit Points: 6, 5, 2, 2

14 – Armory

Two weapon racks are situated along the eastern wall of this unlit room, holding a total of 10 spears, 8 battle axes, and 6 short bows. A crate along the northern wall holds five dozen arrows.

15 – Biergarten

A half dozen goblins are sitting around the three tables in this room, completely drunk. In fact, they’re so drunk that unless the PCs (or the ogres in room 16) directly engage with them, they won’t even notice the PCs passing through on a 1-4 on 1d6. If they do fight, they automatically lose initiative, and suffer a -2 to hit and damage.

AC: 6 HD: 1-1 (S) MV: 90’ (30’)
Att: fist Dmg: 1d4-2
SA: NM ML: 7 Int: 9 AL: C XP: 5
Hit Points: 7, 7, 4, 1, 1, 1

16 – So That’s How They Got In

A dozen smaller sleeping pallets made of hay, and two very large ones, are scattered about the northern portion of this cavern. Many boxes and crates are stacked against the eastern wall.

A tunnel in the ceiling of the southern portion of this natural cavern slopes up gently to the south for about a quarter of a mile before exiting one of the many caverns that the PCs passed on their way to the lizardmen’s lair. The tribe keeps a pair of ogres in their employ as “elevators” to lift the goblins up and down from the tunnel to this large cavern.

The creatures aren’t particularly smart, so even though they won’t remember letting the PCs into the goblins’ lair they can be convinced to lift them out (unless of course the PCs just attack them on sight) on a successful reaction roll, with an additional +1 if the PCs offer the ogres loot and a +2 if they offer the ogres food. The entrance to the exit tunnel is 15’ off the ground, if the PCs have to figure out how to get out themselves.

AC: 5 HD: 4+1 (L) MV: 90’ (30’)
Att: great-club Dmg: 1d8+2
SA: F4 ML: 10 Int: 6 AL: C XP: 125
Hit Points: 19, 17

All of the storage boxes in the eastern portion of this cavern are full of cheap rations (three months’ worth).

17 – The Real Tomb of Tsargon

Two candelabras flank a sarcophagus (identical to area 9, but real) against the eastern wall. Two suits of armor flank the door on the western wall. If the sarcophagus is opened without first lighting the candles, both of the suits of armor will spring to life and attack.

AC: 2 **HD:** 4* (L) **MV:** 30' (10')
Att: sword **Dmg:** 1d10+special
SA: F4 **ML:** 11 **Int:** Nil **AL:** N **XP:** 125
Hit Points: 28, 20

The armor can take damage normally when hit, but if non-magical metal weapons are used the attacker must make a save vs. spells or their weapon will become stuck in the armor until it is killed.

Tsargon was interred with a *Wand of Croaking*, which functions as a *Wand of Polymorphing* but can only turn something into a frog. The command word, “Cur’meht” is inscribed on its side (*Read Magic* must be used to read it). It has 6 charges left. Additionally, inside of Tsargon’s corpse in the center of his chest, is a large onyx carved into the shape of a heart worth 7,500gp.



The Woe of Gul Nalore

The elves of Gul Nalore are known throughout Karaccia for their “aureilc,” golden elks which they not only use as mounts but whom they revere as forest spirits. Unfortunately for them, a new neighbor has moved in who finds the elk delicious.

Duobraxis the Wyrm is a wyvern, albeit a special one. The creature was hatched in captivity, born as property of a traveling carnival show, “Doctor Matthias’ Marvelous Monsters.” A few years after Duobraxis was hatched, “Doctor” Matthias managed to get his hands on a red dragon egg. Unfortunately for him (and his employees, the majority of his attractions, and the few hundred people in attendance that day), the great wyrm **Vermilorian Pestiferous**, who had laid said egg,

tracked it down and razed the show. The creature took pity on the “lesser” draconian Duobraxis, and brought the wyvern with her as she left with her egg.

Over the years Vermilorian raised Duobraxis along with her own hatchling, and gifted him a *Ring of Long-Learning* which granted the wyvern both higher intelligence and long life (the wearer of the ring gains an Intelligence of 16, and their lifespan is doubled). After spending the last two decades living with and learning from a great red dragon, Duobraxis decided it was time to set out into the world on his own.

After searching for some time, the wyvern found what he thought was a perfect place to settle: a cave located in eastern Stonedurn Grove which was secluded, home to a race of turtle-like creatures called **turtar** that revered Duobraxis as a demigod, and which even provided the wyvern food in the form of a seemingly infinite supply of creatures living in the caverns known as **bovygrubs** (massive grub worms, almost the size of a cow). Things were perfect for Duobraxis for his first few years there, until an earthquake shook things up, literally and figuratively, five months prior.

Centuries ago, a cult to the serpent god R’ahnt-Amómn operated in the area. The **serpentmen** cultists were in the midst of performing a foul ritual when their underground temple was assaulted by a band of brave adventurers. The Tongue of R’ahnt-Amómn, an unholy relic which was the centerpiece of the cult’s ritual, was frozen in a wall of ice by the heroes’ magic-user and the serpentmen – all magically linked at the time to the artifact – were frozen along with it. The temple, frozen cultists and all, had sat long-forgotten under the mountains until the earthquake shook the ice which sealed the Tongue of R’ahnt-Amómn hard enough that it fell and shattered, freeing the vile creatures from their icy prisons.

Thankfully since the artifact shattered along with the ice in which it was encased, it prevented the serpentmen from renewing their foul magics. However, ravenous after

their hibernation and with the original entrance to their underground lair sealed off because of the earthquake, the creatures ventured through a tunnel opened by the moving earth, and found their way into the caverns which Duobraxis had claimed. And, unfortunately, the wily creatures made quick work of the wild bovygrubs to sate their hunger, being careful at all times to do so without being caught by the wyrm.

After Duobraxis first found the remains of a few slaughtered bovygrubs, he posted a group of turtar to keep watch on the remaining worms, but found them all slain a few days later. The wyvern has been unable to find the culprits in the areas of his caverns he can physically access, and the rest of the turtar refuse to explore deeper as they believe the cause to be evil spirits (and Duobraxis is starting to agree with them, and as such he won’t force his minions to march to their deaths). He figures that since whatever ate his minions and grubs hasn’t struck at them in the caverns they actively inhabit he can ignore the problem for now, especially since he learned of the delectable elk the nearby elves keep at their ranches...



The town of Gul Nalore is located in the woods directly south of Southshore, and is the largest elven settlement in the entire valley of Karaccia. Most elves either live in small homesteads isolated through the forests or at most gathered in small villages like Meanora with populations of just a few hundred. By contrast, some 2,000 elves call Gul Nalore home. Most live in homes and elk ranches within a mile or so of town, while about three hundred call the center of town home. While the town does have occasional visitors from Southshore and Nefford, the PCs will be the only non-elves present when they arrive.

Once the PCs have set off after the wyvern (see *The Ivy Hall*, below), there’s a chance they will be recruited by Duobraxis to help him

with his serpentmen problem, and thereafter with educating the locals about the differences between wyverns and dragons (and the difference between the magically-enhanced Duobraxis and other, common wyverns). As such, after each location with a relevant NPC is described there will be a section noted as “Duobraxis” which describes how the NPC will react to the PC’s attempt to sway their opinion on the beast. When the PCs attempt to sway an NPC, average the charisma modifiers for all PCs involved in the conversation, and add that number plus any modifiers listed for the NPCs, and compared it to the following chart. Additionally, for every three elves the PCs successfully sway to the wyvern’s side, add +1 to the roll. GMs should also feel free to modify based on how the players role-play the interactions.

Roll	Result
2-3	The NPC is offended the PCs would side with the beast, and will hear no argument otherwise. Additionally, the NPC petitions to have the PCs banned from Gul Nalore.
4-6	The NPC is offended the PCs would side with the beast, but the PCs may try to sway them. Roll again with a -3 penalty.
7-9	The NPC is neutral. The PCs can attempt to further convince them; roll again.
10-11	The NPC is potentially open to the PCs’ ideas. Roll again with a +3 bonus.
12	The NPC feels sorry for Duobraxis’ situation, and accepts his apology and request to live in peace with the elves.

There are a total of ten NPCs that the character can try and sway; if the PCs can sway the majority (six or more) of them, then peaceful terms between the elves and the wyvern can be reached. However, if the PCs try and sway the elves’ opinion of the wyrm unsuccessfully, they will not only miss out on any promised reward but will also be banished from the town of Gul Nalore, never to be welcome again.

1. The Green Gate. The journey from Southshore is eight miles along a narrow forest path which is seldom traveled. The woods begin to thin out a hundred yards or so out from



the town, making the beautiful Green Gate easily visible as they approach.

Constructed with a mix of white marble and exquisitely carved wood, this building acts as the main office and barracks of the *Nalore Bel’aureli*, the elite guard of Gul Nalore. When the party approaches, they’re greeted by stern yet not unfriendly elven guards. If the PCs present the notice they’d have seen posted in The Sore Foot, or otherwise indicate they’re here about the “dragon,” the guards will quickly usher them to meet **Tanaeth Silverglade** in the Ivy Hall.

If instead they indicate their business is with **Syvis Wynbella**, they will be directed to take the road to the east into the town proper, and follow it back west to the far side of Millhill where the apothecary’s shop is.

2. The Ivy Hall. This large, shining tower fashioned from a massive, lone tree is the home of Tanaeth Silverglade, *alánarel* or “leader” of the town, and his family. Tanaeth has led the elves of Gul Nalore for the last 300 years, and is well loved by the community.

Inside, the PCs will be asked to wait in the large common hall of the building which is decorated with elven sculptures of unparalleled quality, framed paintings with colors and richness the PCs have never before seen, plush furnishings, and lit by hummingbirds hovering about which emit a warm golden glow. They’re offered wine and refreshments and told that Tanaeth will be with them shortly.

The elf enters from a side door about fifteen minutes after the party is seated. Dressed in fine green robes with golden trim, the silver-haired Tanaeth greets the PCs warmly, and immediately explains the town’s situation:

"Our beautiful aureilc..." the weary elf sighs. "For countless years the elves of these woods have raised and cared for the majestic golden elk... have lived in symbiosis with them. To see them reduced to mere... food."

"I will keep this simple. Three times now in as many months, a great wyrm has flown out from the mountains in the east and gorged itself on aureilc. The first two attacks occurred on ranches in the outskirts of town, but the third... the vile beast swooped down just outside this very tower only five days ago, grabbing Nithroel and Thasinia, the aureilc of my two daughters. I don't know what was worse, the screaming of the aureilc or the wails of my girls as they watched helplessly. I want this beast dead."

Tanaeth explains that a party of hunters from the town tracked the wyrm to its lair, but when they realized where it was located they could not enter and had to return empty handed. It turns out the elves of Gul Nalore have been forbidden from entering what they call the Serpent Peaks for four hundred years, after a band of elves succumbed to the worship of the serpent god R'aht-Amómn and almost brought about the destruction of all elves in Karaccia. Silverglade is ready to offer a reward of 5,000pp in addition to letting the PCs keep whatever treasure they find in the "dragon's" lair. He'll also happily send three of the elven hunters with the party to guide them to the lair.

If the PCs ask questions around town about the attacks before setting off, to try and gauge what kind of dragon it is, some elves report him as having green scales and some say red. In truth, Duobraxis is generally purple in color, with a slight iridescence leading to the confusion in his actual hue. If asked about breath attacks, all the elves will agree that the "dragon" never used a breath attack while grabbing the elk, though a few elves will swear they saw it breathe fire as it flew away (they didn't, of course, as wyverns have no breath weapons).

Duobraxis:

- 6 If the PCs ate any of the dinner offered to them by Duobraxis, they will have (intentionally or not) consumed part of Thasinia, one of the Silverglades' aureilc. There will be no hiding this; Tanaeth can sense the lingering spirit of the animal intermingled with the spirit of the PC.
- 2 If the PCs bring nothing proving their tale true (something as simple as the head of one of the serpentmen, or as impressive as a shard of the shattered evil relic).
- +1 If the PCs turned down eating the dinner offered by Duobraxis. Tanaeth will be able to smell of his cooked aureilc on the PCs' clothes; he won't know for sure they were offered any, but will know they were there when Thasinia was cooked and that the PCs didn't partake.
- +3 If the PCs bring the remains of the eaten aureilc back so that they can properly be put to rest.

3. High Stables. Though constructed from planks carved in a fine elven fashion, the stable building is a poor sight as it shows signs of the latest attack, with large gouges ripped deep into the wood and pieces of broken wood still strewn about. Ever since the last attack, the Silverglades' remaining aureilc have been kept indoors at night, though if the PCs arrive during the day the elk will be seen here, moping about and mourning the loss of their companions.

4. Fletcher. This small building is the home of old Valren Farric, the town's best fletcher. When Duobraxis attacked the aureilc here in Gul Nalore, Valren sprung into action (as well as an elf of his age, 725, can) and fired off a few arrows at the wyrm. If the PCs speak to him before they set off after the wyvern, he'll recount the event stating that he sunk "at least a dozen arrows" into the creature.

Duobraxis:

- 3 If the PCs refute how many times he hit Duobraxis (the correct number is thrice).
- 1 If the PCs don't specifically compliment Valren on his archery.
- +1 If the PCs do compliment Valren on his archery.
- +2 If the PCs tell Valren that Duobraxis was impressed the elf was able to hit him.
- +3 If the PCs bring back one of Valren's arrows which struck the beast as a souvenir for him.

5. Nalore-Qalli Bakery. Though generally unknown outside of the town of Gul Nalore, the Nalore-Qalli Bakery is home to objectively the best bread in Karaccia. Its owner, Qalli Starwatcher, uses aureilc milk from the first ranch attacked by Duobraxis in her incredible pastries.

Duobraxis:

- 1 If the PCs don't buy something from her shop before trying to sway her opinion.
- +2 If the PCs bring her the lost bread recipe that can be found in the temple of R'aht-Amómn.

6. The Minstrel's House. This quaint yet lively tavern is the only such establishment in Gul Nalore. Serving some of the best wines in all of Imlar, it is one of the few reasons the town receives any outside visitors. Its proprietor is Finranthald Leaf-Fall, who's great-great-grandfather built the pub.

Finranthald's son, Finwe, was one of the hunters who tracked Duobraxis to his lair. However, unlike the others Finwe ventured into Duobraxis' lair. If the PCs speak with Finranthald before heading off to the lair, he'll tell them about how his son was part of the expedition, and how tradition dictates that since he entered the Serpent Peaks, he immediately forfeited his claim to the tribe of Gul Nalore. This is why Tanaeth



wouldn't have mentioned one of the hunters not coming back; as soon as Finwe entered the caverns he ceased to exist as far as the elves of Gul Nalore were concerned.

Though he has to be covert about doing so if other elves are in earshot, Finranthald will implore the PCs to find his child, help him if needed, and return with news of his status, be it good or ill.

Duobraxis:

- 6 If the PCs convince Finwe to go see his father before heading off in exile, but Finwe is caught while back in Gul Nalore (the punishment for disobeying the exile is carried out immediately, and it is death).
- 4 If the PCs let the fact that Finranthald is seeking information on his now-exiled son get out to the other elves of Gul Nalore.
- 4 If Finwe dies while under the PCs' care and Finranthald finds out about it (even if it's from the PCs being honest with him about whatever happened).
- 2 If Finwe dies, but Finranthald believes that he was dead before the PCs found him. He won't blame the PCs, but this still reflects badly on Duobraxis as his son wouldn't have been in his situation if not for the wyvern.
- +1 If the PCs tell Finranthald that Finwe is alive and well.
- +3 If the PCs tell Finranthald that Finwe is alive and well, and can provide proof as such.
- +6 If the PCs convince Finwe to go see his father before heading off in exile, and are able to facilitate a meeting without Finwe getting caught.

7. The Slender Log. An absolute master of his craft, **Almon Moonglade** runs this woodcraft shop which sells furniture and decorative pieces. Almon dislikes races other than elves, and is very dismissive of them.

Duobraxis:

- 3 If the PCs don't have an elf in the party.
- +1 For every elf in the party.

8. Tarts & Treats. The stunning elven beauty **Indenwel Cherryblossom** bakes delectable pastries in this shop. In addition to her normal offerings, this amiable elf currently has elderberry puffs for sale which heal 1hp of damage when eaten. They are 10gp each or 100gp for a dozen. She has three dozen total available.



Duobraxis:

- +1 If the PCs buy one of her elderberry puffs.
- +3 If the PCs buy a dozen or more elderberry puffs.

9. Temple of the Oak. Though there are some who worship her form as the goddess Erm (as evidenced by the likes of Bálсын Fischer in Southshore), the immortal I'crenhellem presents herself to the elves of Imlar as great spirits of the trees. To the elves of Gul Nalore, their tree

spirit resides in a beautiful, ancient oak around which they erected a splendid temple. The high priestess **Annhíril Oakwatcher**, a frail, gray-haired elf of some 900 years, leads a peaceful life here tending to their holy oak and communing with the creator.

Duobraxis:

- 1 For each Chaotic PC in the party.
- +1 For each Lawful PC in the party.

10. Wynbella's Wines. The "wines" sold in this apothecary aren't wines at all but instead potions, tinctures, and the like. **Syvis Wynbella** and his family have been in the alchemy profession for generations, and excel at the field. If the PCs come bearing the letter from Paena Thorntopple, Syvis will read it with amusement, chuckling to himself the whole time. He asks the PCs to deliver his response to her, "If you're too afraid to have made the simple journey from Southshore to Gul Nalore, perhaps you're not meant to run a potion store, for sure." He makes the PCs promise that they'll deliver the message "with a wink and a smile" and gives them each a *Potion of Healing* for their trouble. If the PCs do indeed deliver the message as asked, award them each 100xp.

Duobraxis:

- 1 If the PCs have come solely to discuss Duobraxis.
- +1 If the PCs have perused the available wares with legitimate interest and/or purchased something before mentioning the wyvern.
- +2 If the PCs have spoken with Syvis about Paena before taking about Duobraxis.

11. Millhill. At the top of this hill proudly stands the town's windmill. Like the rest of the buildings here, even this utilitarian structure is beautifully crafted and styled in the elven manner. The miller, **Mabladen Grainsmith**, actually designed and mostly constructed the mill himself some 400 years ago. He's incredibly proud of it, and will talk about it to anyone who'll listen (and generally even to those who'd prefer not to listen).

Mabladen's cousins own the ranch which was attacked in the first of the three raids, and one of the aureilc taken was his own. As such, the PCs are very unlikely to convince him to take the wyvern's offer of peace.

Duobraxis:

- 6 If the PCs do not present the book about rare grains found in the temple of R'aht-Amómn to Mabladen as a gift.
- 2 If the PCs do present the book about rare grains found in the temple of R'aht-Amómn to Mabladen as a gift.

12. Hunter's Lodge. The elves of Gul Nalore who decide to take on the mantle of "hunter" forsake other paths in life and dedicate themselves to the protection of Stonedurn Grove as a whole, and Gul Nalore specifically. Hunters serve terms of 250 years before being relieved of their duties, and the position is considered one of high honor amongst all the elves of Karaccia, not just those of Gul Nalore. Currently the force is composed of 26 elves. Seven of them are NM level, thirteen of them are 1st level, five of them are 2nd level, and their current leader, **Eledas Autumnwind**, is a 3rd level elf. A fierce elf nearing the end of her term as a hunter, Eledas has a burning hatred of Duobraxis for not only the slaughter of the aureilc, but for the loss of one of her hunters, Finwe Leaf-Fall, as she holds the wyvern directly responsible for Finwe's banishment. Unbeknownst to anyone else in town, Eledas and Finwe were secretly engaged, and planned on marrying after they both finished their terms as hunters (Eledas has 4 more years, Finwe had 9). If the PCs happen to speak with Eledas before heading off to the wyvern's lair, she'll mention nothing of Finwe and only wish for the PCs' luck in slaying the "foul, worthless creature."

Duobraxis:

- +0 The only way Eledas is even open to the idea of accepting Duobraxis' call for peace is if PCs bring Eledas Finwe's ring, in which case they may attempt to sway her with a roll.



The Lair of Duobraxis the Wyrn

Located seven miles northeast from Gul Nalore (or about eight miles southeast of Southshore), the entrance to Duobraxis' lair is little more than a hole in the base of the granite cliffs. Around the outside of this cavern entrance, the turtar have painted many scenes of themselves venerating and otherwise serving the wyrn.

Areas are dark and unlit unless otherwise noted in their description. All of the small pools are a foot deep at most, and full of clear, clean water. Wandering monsters should be checked for normally, every other turn.

Level One

1d8	Monster
1-2	1d4 tiger beetles
3	1 pit viper
4	1 crab spider
5	1 ochre jelly
6	yellow mold
7-8	1d4+2 turtar

Level Two

1d8	Monster
1-2	1d4 turtar
3	1d8 shriekers
4-5	1d3+1 bovygrubs
6-8	1d4+2 serpentmen

Level Three

1d8	Monster
1-4	1d4+2 serpentmen
5-6	1d3+1 thabn'met
7	2d6 robber flies
8	1d2 serpentmen bruisers

Bovygrubs, if encountered, are grub worms roughly the size of a legless cow. They aren't aggressive at all, but will fight back if attacked. They have a foot-long spike protruding from their hind-section which they will try and stab with. The spikes are venomous (save or die), however the amount of venom they inject is usually very small, allowing a +4 to saves against it.

AC: 7 **HD:** 3* (L) **MV:** 15' (5')
Att: spike **Dmg:** 1d6+poison
SA: NM **ML:** 4 **Int:** 1 **AL:** N **XP:** 50

1 – Guards in a Half-shell

A large bonfire burns in the northern area of this cavern. It is tended to by a half-dozen **turtar** guards which Duobraxis keeps stationed here at all times.

AC: 3 HD: 3 (M) MV: 30' (10')
Att: spear or short bow Dmg: 1d6
SA: F3 ML: 10 Int: 7 AL: N XP: 35
Hit Points: 16, 16, 14, 10, 11, 9

Assuming the PCs are aggressive (as the turtar aren't too keen on invaders in their home), three of the creatures will line up to block the passage towards area 2, while the other three will try and prod the PCs either back out the entrance, or failing that, towards the bear in area 6.

2 – Shrine to Duobraxis

The turtar have built a crude efigy of Duobraxis here out of a carved, painted log. Scales that the wyrm has shed have been affixed here and there, as have a few shed tail spikes (which may be a clue to the PCs that it's not an actual dragon they're up against). The idol is set up in the southwestern portion of this cavern. The northeastern wall is covered in more primitive paintings, similar to those on the outside entrance.

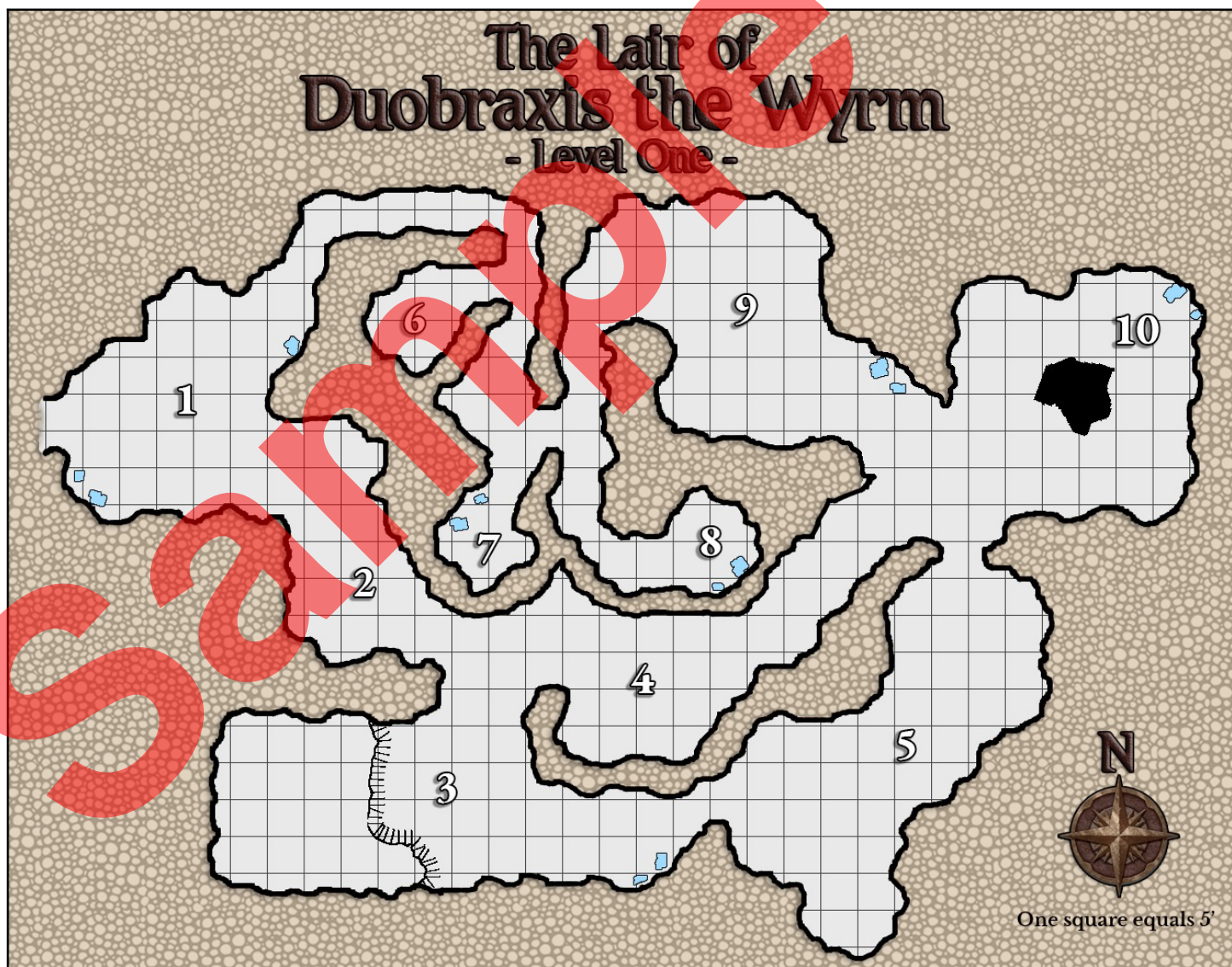
The base of the idol is surrounded by flowers (both fresh and dried), polished and colorful stones, and a variety of feathers. Hidden among the clutter is a large uncut emerald worth 500gp.

3 – Higher Ground

The **turtar's shaman** lairs in this large cavern, using a natural loft in the western portion as his space. There he keeps his bedding, an altar dedicated to Duobraxis, and shelves with a plethora of **shamanistic kitsch**. The cavern is lit by a large bonfire in the center, which is nestled up against the ledge of the raised section.

Two **turtar warriors** armed with crude but effective maces also lair in this cavern, along the southern wall of the lower portion. They will protect the shaman with their lives.

Qardle, the **shaman**, speaks broken common. If one (or both) of the warriors are slain, he will try and parlay with the PCs, calling them great warriors and beseeching them



(very slowly) to assist his “Great Master Duobraxis.” If the characters aren’t receptive to his request, he will laugh at them, stating “stop-breathe you-me-make yes yes, but Great Master you-eat! See you in Sky-swamp!”

Qardle (4th level turtar shaman)

AC: 3 HD: 3+4** (M) MV: 30' (10')

Att: spear Dmg: 1d6

SA: F3 ML: 10 Int: 7 AL: N XP: 75

Hit Points: 27

1st: *Cure Light Wounds, Light*

2nd: *Bless*

Turtar

AC: 3 HD: 3 (M) MV: 30' (10')

Att: mace Dmg: 1d6

SA: F3 ML: 10 Int: 7 AL: N XP: 35

Hit Points: 21, 20

Most of the items found in the shaman’s possessions are worthless trinkets. However, in a small leather sack can be found 89pp and a small piece of amber worth 150gp.

If the party does shows interest in Qardle’s request to help the wyrm, he’ll get visibly happy and excited and will then parade the PCs through area 5, telling all the turtar there (in their own tongue) that the PCs are there as servants of Duobraxis to free them of their “evil spirits.” He’ll then lead them to the tunnel in area 10, down the ladder to area 11 and through to area 12, and finally to Duobraxis in area 13.

4 – Spores!

Large blue and green mushrooms grow in the southern portion of this cavern. The turtar often break small bits of these fungi off to use for pigment in dyes. However, the mushrooms react when warm-blooded creatures get within ten feet of them, and they release a large, thick cloud of spores which completely fills this cavern. Any warm-



blooded creatures caught in this cloud must make a save vs. poison or be compelled to run in a random direction until they find a damp location at which to roll around to deposit all the spores stuck to their clothing/fur. After spending a full turn rolling around, the affected creature will then collapse into a deep sleep for 1d4 turns, before waking with no recollection of what just happened.

5 – Herpetarium

This large cavern is where the bulk of the turtar live. There are eight adult males who will fight if the PCs are hostile. Half are armed with spears, the other half wield maces, and all of them have short bows. The females (22) and young (16) don’t fight, and instead the majority of them will withdraw into their shells and lie still. One of the females, however, will attempt to flee towards Duobraxis’ lair in area 13 to alert him of the attack.

AC: 3 HD: 3 (M) MV: 30' (10')

Att: by weapon Dmg: by weapon

SA: F3 ML: 10 Int: 7 AL: N XP: 35

Hit Points: 17, 15, 14, 14, 13, 12, 11, 9

6 – Da Bears

A mated pair of black bears call this small cavern home. The turtar who guard area 1 have learned to give the bears a wide berth when they come and go to hunt, and the bears have learned that the turtar don’t have convenient, easy to open packaging. As such, the two groups live in relative peace with each other.

AC: 6 HD: 4 (L) MV: 120' (40')

Att: 2 claws/1 bite Dmg: 1d3/1d3/1d6

SA: F2 ML: 7 Int: 2 AL: N XP: 75

Hit Points: 20, 14

The remains of a cleric can be found among the offal and detritus in the rear of this cavern. In his backpack are a *Potion of Healing* and a cleric scroll with *Detect Magic*, *Snake Charm*, and *Cure Disease* on it.

7 – That Skull Has Bite

The bones of a long-dead black bear lie here, bits of dry fur still clinging to it in places. If a light source is present, a slight gleam can be seen inside the bear’s skull. Unfortunately, it isn’t treasure but instead the scales of a pit viper reflecting the light. If the skull is disturbed, the snake will lash out at whoever disturbed it.

AC: 6 HD: 2* (M) MV: 90' (30')

Att: bite Dmg: 1d4+poison

SA: F2 ML: 7 Int: 2 AL: N XP: 25

Hit Points: 15

8 – Finding Finwe

Finranthald’s son, Finwe Leaf-Fall, can be found in this small cavern. He’s alive yet unconscious when he’s found, covered in wounds from the turtar’s spears. Healing him, whether by magic or general skill, will wake him. Finwe will be startled when woken, but will calm quickly when he realizes that it wasn’t turtar who woke him.

The elf will regale the PCs with his tale of tracking the wyrm with a group of eight other hunters from Gul Nalore after its attack on the town five days prior. The creature flew northeast after the attack, with Nithroel in its mouth and Thasinia in its talons. Because of its speed, and the trees, they lost sight of the beast early on, but were able to follow the trail of aureilc blood being left behind by the poor animals. When his party arrived at the entrance to these caverns, the rest of the elves immediately declined to enter but Finwe believed, wrongfully, that since he was entering for the sake of the aureilc his transgression would be forgiven.

As soon as he entered he was attacked by the turtar guards in area 1, who cut off his exit and forced him to flee into the northern tunnel. He was then attacked by the bears in area 6. He cast *Light* at one’s eyes, and blasted the other with a *Magic Missile*, expending all his spells. When he came to the tunnel between areas 8 and 9 and saw torchlight flickering and heard the sounds of sparring coming from 9, he fled to

this corner of the caverns, bloodied and weak, with only two days worth of rations and a half-empty waterskin. Thankfully for the elf, the turtar never travel through these tunnels because of the bears, and the bears only ever leave through area 1 to go hunt and otherwise just rest in area 6. Because of the stressful conditions, he's been unable to heal from what little rest he's gotten. He was able to stay conscious for a day and a half after his rations ran out, but passed out a day and a half before the PCs arrived. Had the PCs not arrived when they did, he'd have most likely died within a day.

If the PCs haven't spoken with Finranthald, they'll have no reason to interact with Finwe further than helping him find his way out of the caverns; he assures them that he can make his way safely back to Gul Nalore from here (as he believes that he'll be forgiven for entering the mountains upon his return). He will, of course, be executed immediately on arrival (meaning when the PCs finally do interact with Finranthald, they'll get a -2 to their roll because Finwe's dead).

If, however, they have spoken with Finwe's father, let them plan and act however they see fit, and judge accordingly. There's no reason they shouldn't be successful in reuniting the two if they have a good plan to accomplish said goal. At the very least, even if they can't convince the lad to risk his life to see his father before he leaves, Finwe gives them a beautifully crafted ring fashioned to look like winding ivy and wrought of platinum. He asks them to show the ring to his father as proof of him surviving the caverns, and then deliver it to Eledas Autumnwind with the message that he'll wait for her in Nefford. It's worth 2,500gp if the party decides to pocket it (an evil act indeed).

If the PCs do show the ring to Finranthald, they'll not only gain the extra +3 to their roll if they try and have him side with Duobraxis, but he'll give them the reward of a bottle of elven wine worth 1,500gp and a *Potion of Super-Healing* (heals for 3d6+3).

9 – The Fab Four

The four strongest of the **turtar** claim this cavern as their lair. They will of course attack, unless the PCs have sided with Duobraxis (or if they show up dressed as messengers bearing cheese-covered discs of bread).

Leonard

AC: 3 HD: 3 (M) MV: 30' (10')
Att: sword Dmg: 1d8
SA: F3 ML: 10 Int: 7 AL: N XP: 35
Hit Points: 24

Ralph

AC: 3 HD: 3 (M) MV: 30' (10')
Att: dagger/dagger Dmg: 1d4/1d4
SA: F3 ML: 10 Int: 7 AL: N XP: 35
Hit Points: 24

Don

AC: 3 HD: 3 (M) MV: 30' (10')
Att: staff Dmg: 1d6
SA: F3 ML: 10 Int: 7 AL: N XP: 35
Hit Points: 24

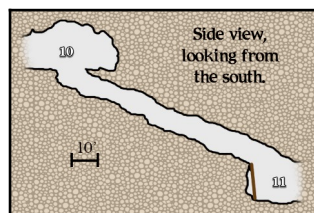
Mike

AC: 3 HD: 3 (M) MV: 30' (10')
Att: flail Dmg: 1d6
SA: F3 ML: 10 Int: 7 AL: N XP: 35
Hit Points: 24

These warriors possess two items of treasure, which they keep in a locked steel box in the northeastern corner of the cavern. Both are small idols. One is carved out of amethyst in the shape of a rat, and the other is cast out of silver in the shape of a soldier wearing plate armor with multiple blades and spikes protruding from it. The rat idol is worth 750gp, and the warrior is worth 500gp.

10 – Worst Slide Ever

A large hole, roughly 10' in diameter, takes up the center of this cavern. After dropping about 5', it then slopes down to the east at a 20° angle for about 70' before ending at area 11 on level 2.



11 – Turtar Engineering

Though it's easy for Duobraxis to flit up and down from the sloping tunnel, the turtar had to build a ladder for themselves to access this level of the caverns; before Duobraxis moved in they only roamed the upper level.

The ladder itself consists of shed tail spikes lashed with leather strips to two wooden poles. Any PCs with an appropriate Knowledge skill (dragons, wyverns, etc.) will be able to identify them for what they are. Otherwise the PCs will just be able to tell that they are some sort of animal horn.

The floor of this cavern is littered with countless shards of broken turtar shells.

12 – Lookout

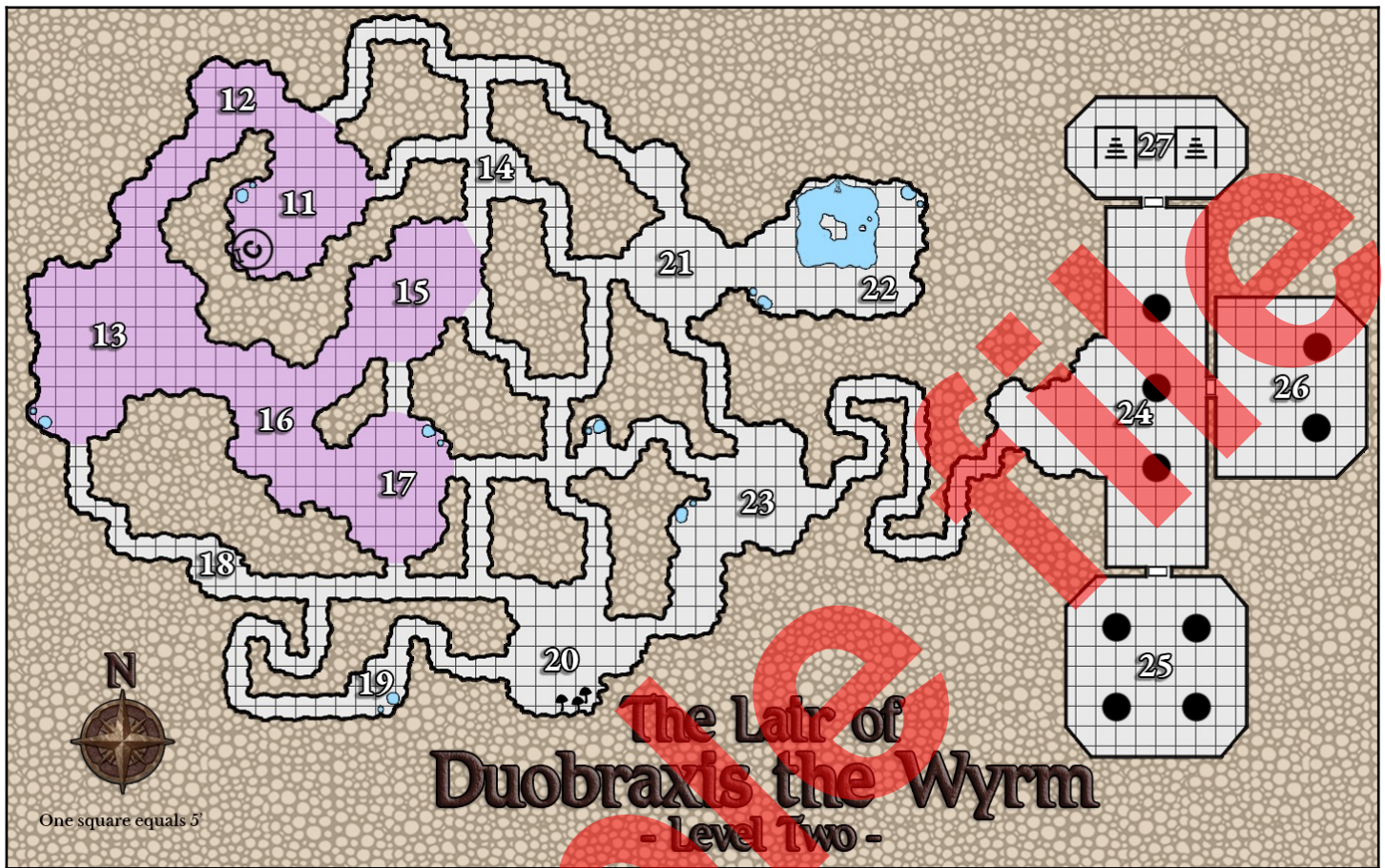
Ever since the earthquake, Duobraxis has kept a **turtar** stationed here as well as at areas 16 and 18. He doesn't expect them to battle the "evil spirits" if they show up, but instead they're to immediately run and alert him if the bovygrub-eaters appear.

AC: 3 HD: 3 (M) MV: 30' (10')
Att: spear or shortbow Dmg: 1d6
SA: F3 ML: 10 Int: 7 AL: N XP: 35
Hit Points: 20

13 – The Lair of Duobraxis

This large cavern is where the **wyvern** Duobraxis has made his nest, figuratively and literally as there is a large nest made of stone, branches, coins, gems, other assorted treasures, and hay in the northwest corner. A large bonfire burns in the center of this cavern, with a large slab of meat cooking on a spit over it. Even with the damp, musky scent of the wyvern hanging in the air, the smell of the roasting meat is almost intoxicating.

If the party approaches aggressively, the wyrm will initially engage in combat with them. If the PCs manage to either drop him to half of his hit points, or last three rounds of combat with him (whichever comes first) he will stop fighting, praise



them for their prowess, and then implore them to help him.

Duobraxis will *not* fight mindlessly to the death. If the PCs don't acquiesce to his parlay, he'll fight for one round further and then flee at full speed out through areas 12, 11, 10, 4, 2, and 1 before flying off to spend a few days away from his lair waiting on the PCs to leave. He will slay another aureilc during this time, again from one of the ranches on the outskirts of Gul Nalore.

Duobraxis the Wurm

AC: 3 HD: 7* (L) MV: 90' (30')

Fly: 240' (80')

Att: 1 bite /1 sting

Dmg: 2d8/1d6+poison

SA: F4 ML: 9 Int: 16 AL: C XP: 850

Hit Points: 46

If the PCs listen to Duobraxis' tale (whether because they came escorted by Qardle or because he stops combat with them and implores them to listen), he'll offer them food and drink consisting of very fine wine and a cut from the meat roast-

ing on the fire (which is, in fact, the aureilc *Thasinia*). Once they're comfortable and settled in, he begins telling them his entire tale:

How he was rescued and then raised by Vermilarian Pestiferous. How he found this lair and the turtar within. How after the earthquake his food became more and more scarce, and finally how lucky he was that the elves in the area raise such delicious livestock. Even though he's found a new source of food, he's still concerned about stopping whatever has been eating the bovygrubs before it begins attacking him and his turtar minions. He asks if the PCs would be interested in seeking out and eliminating this threat in exchange for gold.

Assuming the PCs explain to Duobraxis why they're here and that he has to immediately stop eating the aureilc, he'll strike a bargain with them. He will promise to stop eating the elves' aureilc, and will even send them a magic item from his horde as compensation and an apology gift, if the PCs will seek out and destroy

whoever or whatever has been poaching the bovygrubs, and also if the PCs promise to take the time to educate the elves of Gul Nalore about the differences between dragons and wyverns (as Duobraxis goes between being amused and being offended by the mix-up). He'll also ask them to complement the "old, grey elf" who managed to sink three arrows into his backside; Duobraxis even kept the arrows, he was so impressed.

If the PCs refuse him and attempt to re-initiate combat, he'll flee at his first opportunity and lie in wait for the PCs outside of his lair. He'll then follow them for a few days from the sky, doing his best not to be seen while he regains his health. He'll then wait for an opportune time to attack, doing his best to lay waste to the pesky adventurers. Once again, he's no fool and will not fight to the death. If it seems the PCs are besting him again, he'll retreat and seek out his "mother," Vermilarian Pestiferous, a **huge red dragon**.

Though it may take her a year or two to get around to it (a relatively short amount of time in the eyes of a four hundred and sixty-five year old dragon), she will be none too pleased with any “heroes” who try to kill her child, adopted or not, and will surely deliver her wrath upon them in due time.

Vermilarian Pestiferous, Huge Red Dragon

AC: -5 HD: 20**** (L) MV: 150' (50')
Fly: 360' (120')

Att:

Ground: 2 claws/1 bite

Air: Up to 6 (see RC p.170)

Dmg: 1d12+2/1d12+2/4d8+8

Breath Cone: 180' x 30'

SA: F36 ML: 11 Int: 15 AL: C

XP: 11,375

Hit Points: 116

1st: Charm Person, Hold Portal, Light, Magic Missile, Read Languages

2nd: Detect Invisible, ESP, Invisibility, Knock, Web

3rd: Dispel Magic, Fireball, Hold Person, Protection from Normal Missiles

4th: Charm Monster, Dimension Door, Polymorph Self

5th: Cloudkill, Feeblemind

If the PCs are open to the idea, he'll inform them that other than the areas of the caverns he can access (those areas shaded in purple on the map), the turtar have explored only

areas 14 (where the turtar initially tasked to guard the boygrubs were found slain), 21 and 22 (where the boygrubs were herded to be fed and watered), and area 18 where a lookout has been stationed since Duobraxis discovered the slain turtar and boygrubs. He has absolutely zero idea what's actually behind the attacks, only that it started happening after the earthquake, so he guesses some sort of evil earth spirits have been released.

Once the PCs have encountered the serpentmen they may attempt to have the turtar help them clear them out, if they somehow prove it was the serpentmen who have been raiding the boygrubs and not “evil spirits” like the turtar believe. If the PCs can convince at least three turtar to join them in fighting the serpentmen, then some of the remaining turtar will also act as henchmen for the party. To convince a turtar to fight, make a reaction roll modified by strength not charisma (the turtar respect physical might above all), and add an additional +1 for every two serpentmen the PC can prove they've slain. A result of a 10 or higher indicates the turtar is willing to fight. Up to six turtar will aid the PCs in their effort to clear out the serpentmen. Note that if the PCs slew any of the women or young, the turtar refuse to help them regardless

of what the PCs say to convince them, or what they roll on their reaction check.

Duobraxis' horde consists of 1,014gp, 8,768sp, 15,860cp, 6 pieces of jewelry (a 3,000gp cameo that weighs 25cn, a 10,000gp decorative oak leaf that weighs 25cn, a 2,500gp emerald pin that weighs 10cn, a 7,500gp four-leaf clover made of gold and covered in crushed emeralds that weighs 40cn, a 700gp earring that weighs 10cn, and a 15,000gp scarab that weighs 50cn), a *Staff of Power* (which will be his gift to the elves of Gul Nalore and has 26 charges), and his *Ring of Long-Learning*.

14 – An Odd Tradition

The shells of the turtar who were slain by the serpentmen lie here rotting. It is turtar tradition that when one of their number dies in battle they leave the body to decompose where it fell. They only reclaim the shell after it's been fully cleaned by insects and has dried. Because of this, there is a horrible stench in the air here, and for about 5' out from this area.

Turtar who die of natural causes are cannibalized by the tribe and then their shells are cleaned, dried, and decorated by those who partook in the meal, instead of allowing it to be cleaned and dried naturally.

