

NYR3-05

Silence of the Gnomes

A One-Round D&D Living Greyhawk® Nyron Regional Adventure

Version 1

by Jeffery C. Harris

Duke Grevin Damar of Flinthill has spread word far and wide. His castle in Arndulanth will host it. Heros of the realm will attend as his personal guests. A very special gnome will speak to the brave. The recruitment has begun. But, are you really ready to attend an event being called The Dragonslayer's Ball? And is any party really going to mobilize the realm to face a rampaging dragon bent on killing every gnome in the Flinty Hills? An adventure for characters level 6 - 12.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of the author. To learn more about the Open Gaming License and the d20 system license, please visit www.wizards.com/d20

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. You as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Reporting

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out a reporting form. After the form is filled out it should be given to the senior DM.

Living Greyhawk

This is a Living Greyhawk Adventure. As a Living Greyhawk adventure it is expected that players bring their own characters with them. If players do not have a Living Greyhawk character generated, get a copy of the current Living Greyhawk character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a Living Greyhawk character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the Living Greyhawk *Gazetteer* and Living Greyhawk Campaign Sourcebook (LGCS).

Living Greyhawk Levels of Play

Because players bring their own characters to Living Greyhawk games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the

number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: Living Greyhawk adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a Living Greyhawk adventure. If your group is APL 1 there are two things that you can do to help even the score.

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Kingdom of Nyronnd. Characters native to Nyronnd pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

"Gnome Way Out" is set in Nyronnd. It is part two of the Flinthill Saga, a trilogy of Nyronnd regional adventures, and is written for APL's 6, 8, 10, and 12.

In the first installment of this trilogy, the PC's answered the call for heroes to help the gnomes of Nyronnd's Duchy of Flinthill. Entire gnome villages deep within the Duchy had been completely depopulated. By all reports, on a given day, a given village was bustling with the activity of gnomish life; the next day it was empty and silent like a discarded cocoon.

Panicked correspondence with the Crown of Nyronnd by prominent gnome Houses had placed Lynwerd in a precarious position. Political wisdom and personal mortification at the incidents suggested a strong, visible course of investigation to end the vanishings. The families, merchants, and guilds who had appealed to their liege, King Lynwerd, had also sent pleas in desperation to their ancestral lord, Gnomeking Warren ap'Hiller, an autonomous power of the Marklands in the eastern Flinty Hills, beyond the Duchy of Flinthill. If the Gnomeking took the opportunity to unite the gnomes of Flinthill under his banner, in this mysterious shared racial threat, Nyronnd could well have lost the loyalty of the gnomes, which would have spelled disaster for the kingdom. The mining, gem cutting, and artisan revenue from Flinthill's gnomes was largely responsible for the kingdom's rebuilding funds, after the Greyhawk wars. Nyronnd would be devastated without its gnomes.

King Lynwerd appealed to his childhood friend, the recently elevated Duke Grevin Damar of Flinthill, and empowered him to gather licensed adventurers to this cause in the name of the Crown. This he did, and with

the help of these adventurers, the mystery of the vanishing gnomes was penetrated.

The force behind the gnome village vanishings was a recently enraged and very old green dragon from the Gamboge Forest, named Sasrakananakmasha. Content to contemplate the beautiful and horrid plants of her sunken garden until recently, and trying to devise an alchemical formula to accelerate the growth cycle of dragons while she built an army of gnoll and worg followers, this Green master herbalist was intruded upon by a band of gnome adventurers seeking her hoard, and led by a figure of gnomish folklore.

Zithidimus Seemslinger (Wiz[III] 17), most notorious of gnome Illusionist adventurers from the Flinty Hills, was getting old, and was mourning the years he had lost to political life, being the spokesman for the gnome villages of Flinthill to Duke Greven Damar's court. Still an adventurer in his old heart, he began fanciful reminiscences back to the days when he dreamed of becoming a dragonslayer. Long had he heard of the Greens of the Gamboge, and long had he assembled rumors of their whereabouts, of their activities, and mostly, of their treasure hoards. With Divination among his forbidden schools of magic, the Illusionist was forced to rely on these rumors, biding his time against the day when he would add Dragonslayer to the long list of his gnomish epithets. Throughout his years of adventure which slowly evolved into political life, Zithidimus constructed a magical weapon—a spear of wondrous power—to use against the fell beasts when at last he confronted one. And, as Zithidimus gained in power, he added magic to the weapon, until its refinement became an end unto itself for the Wizard.

When, at last, Zithidimus had it on reliable rumor that a specific Green was accumulating an army of gnolls and worgs in a specific cavern complex under the Gamboge Forest, and when that rumor went on to say that she had acquired a *book of infinite spells* for her hoard, Zithidimus was sure his time had come. He shelved his political duties and assembled a party of gnome adventurers, trekking to confront the Green of the Gamboge. So sure was he of his success, after all these years of anticipation, that he didn't take a chance on another adventurer coveting his powerful spear, and he hid it, placing it in a *Leomund's chest* on the ethereal plane.

But, Zithidimus' overconfidence was the party's undoing and his hubris has led to the sad state of current affairs in Flinthill. When the Wizard and his party confronted the Green in her sunken garden, they found more than a match for their abilities. If she wasn't raking their bodies open to the bone, or belching clouds of flesh-

eating gas, she was casting her mighty magics, quickening the plants of her sunken garden to fight on her behalf. Zithidimus didn't have a chance to recall his *Leomund's chest*; instead he fought back with his most powerful spell. His *Mordenkainen's disjunction* did drop the Green's spells. It did stop her quickened plants in their tracks. But, it also encountered her hoard, and the *book of infinite spells*.

Zithidimus reeled at the backlash, as the minor artifact was disjoined. He could feel all magical power leave his body the way a flame leaves the wick of a candle in a windstorm. He was snuffed out. He would never cast another spell again. And, that was not the worst of it. He lay helpless in the moss of the Green's Garden as she tore his adventuring friends limb from limb. Their screams burrowed deep into his gnomish skull, and rent his mind apart.

Zithidimus fled the caverns, but the screams followed him out, and through the woods, and into the hills. They accompanied him as he made his way home, on foot. It wasn't until he came to an outlying gnome village that Zithidimus discovered the final consequence of his battle with the Green of the Gamboge. The village was empty, and silent, except for the echoing screams in his own head. Tools and armor and toys lay in heaps where gnomes had once stood. There was only the lingering smell of chlorine acid on the wind.

Zithidimus locked himself in his modest home behind the old *permanent illusion* and succumbed to madness born of his grief. But, the Duke had no way of knowing. Sending the adventurers he gathered in the Crown's name to the village of Chipinshale, where Zithidimus was usually able to be found, he instructed them to seek out the old Illusionist and see if he could be of any help investigating the mystery of the vanished gnomes. The PC's found Zithidimus alone and mad in his home on the outskirts of an empty and silent Chipinshale, and left him even more confused than when they arrived. But, the old gnome had done one thing for them. He had given one of them his magical spear, and had accepted an oath that they would one day defeat, "Her," the cause of all his people's suffering, although he wasn't coherent enough to covey that "she" was a very old Green Dragon.

Following tracks that led north from vanished Chipinshale, the Duke's adventurers discovered a complex of caverns, filled with a gnoll and worg army, at the center of which was Sasrakananakmasha, the Green of the Gamboge, in a huge crater garden. Fleeing her horrid garden through fissures in the crater walls too narrow for the gargantuan dragon, and killing a clutch of the Green's children on the way out, the adventurers

eventually returned with their sad tale to Duke Greven Damar of Flinthill, and watched as the Duchy mobilized to confront the threat of the dragon, sending word of the mystery's resolution to the Crown of Nyrond, and King Lynwerd himself.

Adventure Synopsis

This sequel adventure is comprised of four major parts. In part one the PC's visit Duke Grevin Damar's recruitment drive for "Dragonslayers". PC's who have played "The Silence of the Gnomes" are given a place of honor at the recruitment drive banquet held at the Ducal palace in Arndulanth. PC's who have not played "The Silence of the Gnomes" are adventurers who have come to the banquet to hear more about this need of Flinthill's for "Dragonslayers". During the banquet, a surprise guest arrives, and tells the tale of "Sassy's" discovery by brave heroes from Nyrond. This surprise guest is known to the duke. He is floridly announced as The Grand Fool of the Gnomeking's Court and is shown every political courtesy. But, the Fool's robust performance is interrupted by flying horrors, diving right into the middle of the festivities, with the apparent purpose of killing all in sight. Duke Damar is attacked. If the PC's survive the fight, and show bravery, they are personally invited by The Grand Fool to accompany him to Gnomeking Warren ap'Hiller's court. The Gnomeking will want to personally meet heroes such as these.

Part two of the adventure sees the PC's to the court of Gnomeking Warren ap'Hiller. The heroes are welcomed by a regal gnome, and filled in on the joint efforts of Gnomehome and Flinthill. Together, their resources are completely tapped out trying to manufacture enough acid-protection magic to keep the dragon from laying waste to more villages. But, they cannot keep up, and some villages are yet being struck with heavy casualties, despite efforts to consolidate the gnome population in the larger settlements. And, even worse, the dragon has succeeded in bringing forth a virtually impenetrable acid storm to cover her former garden lair and lab. From within this protected enclave, she has now succeeded in her lifelong goal. She has a prototype formula to magically age dragons. The gnomes of the Flinty Hills, both Nyrondese and his own subjects, will lose this war if something can't be done. The regal gnome asks for the heroes' help. His alchemists and mages need the prototype formula to work a counter magic. And, they need it before the dragon ages any of her children to the point where they can help her with her flyby acid raids.

In preparation for the quest, The Grand Fool of The Gnomeking's Court gives the PC's a riddle test to gauge

their wits, and prepare them all to face the dragon. This riddle test, and the Grand Fool's companionship will provide comic relief during the adventure. The PC's are allowed to outfit themselves, and they have access to some very special and intricate gnome racial items.

Part three returns the PC's to the garden lair of the dragon, where they encounter the acid storm. It is gargantuan, permanent, and impenetrable, almost as if Sasrakananakmasha has control of the very atmosphere. This barrier will daunt the PC's until they are approached by a terrifying creature who emerges from the depths of the storm. It is a plant creature resembling a dragon, but with sap-oozing tendrils instead of wings, and very sharp, oozing thorns in place of talons and teeth. The monster is naturally immune to acid of all types and in fact requires it the way an amphibian requires moisture. It is obviously a creature born from the foul manipulation of life that occurs in the Green's garden. But, strangely, the creature does not attack immediately. Heroic PC's will get a chance to realize that the creature is not evil, and it is actually trying to reach them to help. Although it cannot talk, the plant monster is intelligent, goodly, and hates the dragon who has created it and tossed it aside as a worthless experiment gone wrong. This creature has the ability to cast *transport via plants* on beings in physical contact with it. This creature's ability, and its knowledge of the dragon's lair, is the only safe way past the acid storm. PC's who attack and destroy the creature on sight will end the adventure for themselves, committing an evil act in the process.

Passing through plants, the PC's emerge at the inner edge of the acid storm, where a bubble of clean air envelops the last remaining part of the dragon's original garden. It is a large hedge maze, and the entrance to the maze is before the PC's. They must negotiate the maze, and the plant-based traps within. At the center of this maze, after all traps have been bypassed, the PC's find an ancient ring of *standing stones* which predates even the dragon. Properly activating these stones is a puzzle which, when solved, admits the PC's to a deeper cavern where Sasrakananakmasha now has her secret lab.

Part four of the adventure is the battle in the lab. The Green of the Gamboge is there working, and the PC's surprise her. It is at this moment that The Grand Fool of the Gnomeking's Court reveals himself. He is Warren ap'Hiller, the Gnomeking himself! The regal figure at his court earlier was actually his chief war aid, who is in charge of the war effort. As Warren ap'Hiller launches into a terrific tumbling dance and juggling routine to *fascinate* the dragon (being a bard of no mean skill) he explains the paradox of gnomes to the PC's. The grand fool of any king's court is the king himself, for rulership

is an illusion, life is a joke, and all must dread the end of laughter which is death. Warren holds the dragon fascinated, and adamantly insists that the PC's continue deeper into the lab to find the prototype formula without him. The PC's must accept Warren ap'Hiller's sacrifice for his people to continue the quest.

In the back room of the lab is the prototype formula, along with a new clutch of Sasrakananakhmasha's children, magically aged. The PC's must defeat these dragons, retrieve the prototype formula, and make good their escape to the beginning of the hedge maze again, where the creature is waiting to send them home.

The conclusion of "Gnome Way Out" takes place at Gnomehome again, where Warren ap'Hiller's chief aid takes the prototype dragon aging formula, and promises to find a counter magic. The mood is subdued as the gnomes of Gnomehome mourn the loss of their true king, but as the PC's are leaving, and the gnomes are bidding farewell, an innocent looking dove flies up to them and transforms into a smaller plant creature like the one they encountered at the edge of the acid storm. Shocked, the crowd watches as the plant creature transforms again, this time into The Grand Fool of the Gnomeking's Court. Warren ap'Hiller has returned! He regales the PC's and his people with the tale of his escape, using his abilities as a Shifter with the help of the plant form he learned along the way. Gnomehome resounds with laughter again, and we feel that the balance of power in this war may have just shifted.

Player Introduction

Please read one of the following player introductions to the players depending on whether or not they have successfully completed, "The Silence of the Gnomes," part 1 of this trilogy. If the table is mixed with PC's who have and who have not completed part 1, then read both introductions, and have them apply separately to each of the two groups.

For players who have successfully completed "The Silence of the Gnomes":

Duke Grevin Damar's palace in Arndulanth is awhorl with activity. Although your guest apartments are far from the kitchens, stables, greathalls, barracks, and servants' antechambers where preparations are being made for the great Dragonslayers' Ball, you cannot help but feel the activity in the surrounding castle. Even the squad of personal honor guard outside your foyer is harried occasionally by the tumult, but their stalwart responses to the occasional interruptions have proven that they were well chosen to their task. Diplomatic

and friendly, they nevertheless turn aside all attempts at visitors to your inner chambers, explaining that the Duke's honored guests must not be disturbed. You hear the occasional gentle rebuff, and it brings to mind Damar's comments to you upon your arrival at the palace.

"You are most welcome here," he had said, "and if you have need of any comfort my home has to offer, you have but to ask. These guards will see you safely to me at need, but I must ask that you accept the comfort of your guest apartments as much as possible until after the Ball. Word has spread far and wide that you will be my guests of honor tomorrow, and your safety is my utmost concern. I can't thank you enough for coming. Surely every adventurer in the realm will be in attendance to dine and dance and parley in the presence of those who uncovered the draconic threat to our Kingdom! We will have a legion of Dragonslayers before the week is out, and we will battle this Green of the Gamboge until her plans for our destruction have utterly failed." The Duke of Flinthill had paused then, and met your eyes in a moment of approval. "You hold the key to the success of this campaign, my friends. Already the heroes of our realm begin to arrive for the Ball tomorrow, and it is due in no small part to your attendance here. We will stop this dragon, if stop her we can, and the gnomes of Nyrond will survive. I thank you again. Remember to alert the guards to your slightest need, and my home will accommodate. Until tomorrow."

With that, you had been led to these rooms, and the Duke had not exaggerated their comfort. From your private balcony onto the Ducal Palace Gardens in the courtyard a hundred feet below, you can see the great pavilions, tables, dance floors, and a large stage for the head table getting the final once over by scores of workers. At that head table is a large ornate chair with the Duke's livery emblazoned on its embroidery, and several smaller emblazoned chairs flanking it. You will sit in one of those chairs tomorrow, and help Duke Grevin Damar recruit dragonslayers for Nyrond. Dragonslayers! And the word has spread far and wide... It's time to begin thinking about preparing yourself for tomorrow.

For players who have not played "The Silence of the Gnomes":

Dragonslayers!

The Dragonslayers Ball. That's what they are calling this festival. But, you know what it is, really. No subterfuge or grandiloquence can hide the real

reason for this grand occasion from someone who has seen as many battles as you have. The Duke needs adventurers. Of course, he will call them heroes, but it amounts to the same thing. Northern Nyrond has a dragon problem. And, the Duke needs to solve it if he wants to have any Duchy left over to rule. You've heard the rumors in more common rooms than you can count, and the details vary as often as any truth found in taverns, but one thing is for sure. There is a green dragon hiding out in the Gamboge Forest, and trying to kill every last gnome of the Flinty Hills. A terror for certain. Now a festival – to attract adventurers to the Duke's cause, for certain. But, where there are dragons, there are also dragon hoards. This, too, is certain. And, you have decided to attend this Dragonslayer's Ball.

As you approach Arndulanth, and wind through its streets, the Ducal palace looms before you. Streaming banners in Flinthill colors flow from the turrets of the castle, and proclaim the ball tomorrow. Servants, functionaries, guards, and the curious swarm about the castle drawbridge like ants to the mound. Already a smallish village of tents and pavilions has been raised outside the castle gates, and the whole area is readying for the morrow. At worst, a diversion from the road. At best, opportunity.

But, there will be all sorts of unknown and unknowable folks to the castle on the new day, and this day is nearly spent. A quick check of several sheets of parchment nailed to one of many signposts at a crossroads near the castle shows The Swan's Gizzard still has vacancies, and this would be a good time to prepare for tomorrow.

PC's of either status have an opportunity to prepare as they wish for the Dragonslayer's Ball tomorrow. This includes changing spells, buying anything currently available for purchase in Nyrond per the Living Greyhawk Campaign Sourcebook, or other campaign documentation, visiting with people in the city of Arndulanth or the Ducal palace courtyard, checking out the site of the festival, etc.

Guests of the Duke: PC's who are guests of the Duke have any necessary merchant or functionary personally fetched and delivered to them in their rooms by their honor guard, and the guard will caution against venturing out in public. Adamant PC's may leave their rooms, but unless they manage stealth, they will be accompanied by an honor guard of two fighters equivalent to the APL in level at all times. The full squad outside their chambers consists of two fighters per PC, each of a level equivalent to the APL being played. Attacking these guards will, of course, immediately end

this adventure for any PC, and may result in the removal of the PC from campaign play (judge's option), per the rules spelled out in the Living Greyhawk Campaign Sourcebook. The guards are all LG in alignment, and conform to the fighters found in the *Dungeon Masters Guide* under NPC Fighters, pg. 52.

☛ **Ehlinni Togonal (female human Exp2; Profession (Innkeeper) +8)** runs The Swan's Gizzard, a typical adventurers' inn and tavern, and they have just enough room for adventurer PC's tonight at 5 gp each, including good meals. Other adventurers can be found in the common room here, and all are gabbing about the Dragonslayer's Ball tomorrow.

Adventurer PC's who have not met yet may do so in the common room of the Swan's Gizzard.

Guest PC's who have not met yet will do so in the common foyer of their shared apartments, which gives out onto separate rooms for each PC. The foyer has a private balcony that overlooks the courtyard garden of the palace, 100 feet below, where the ball will be held tomorrow.

Encounter 1

Dragonslayer's Ball

This encounter begins at the Dragonslayer's Ball, a festival being held around the Duke's palace with a banquet in the courtyard of the palace itself that evening. At the banquet, where the PC's are sitting at or near the Duke's table, Damar personally introduces The Grand Fool of the Gnomeking's Court, and this gnomish figure begins an oration to please the diners. His performance is interrupted, however, as minions of The Green of the Gamboge fly in and attack.

The judge is encouraged to embellish the Dragonslayer's Ball up to the moment when the banquet is to begin. It is an all-day festival with vendors, contests, dancing, gambling, and general revelry to help raise spirits in these troubling times for the Duchy of Flinthill. The evening banquet itself is really a recruitment drive to gather adventurers from the realm in one place, and tell them of the Kingdom's need against the dragon. Gnomes are in greater attendance here than even the normal population of Arndulanth would indicate, as many have traveled to the city for the festivities.

Dragonslayer's Banquet

Once evening arrives, obvious adventurers, those who have done well at contests of arms, and those with silver tongues to get them past guards who keep commoners

out, begin moving toward the Ducal palace courtyard which has been decorated for the banquet. There are rows and rows of tables in the courtyard, and a stage has been set up against a prominent wall which supports the head table of the Duke, and a small performance area from which a speaker could address the whole assemblage.

The banquet itself is a sumptuous repast at the Duke's table, well attended by servants who never let a cup go empty. The fare at the lower tables is also quite good, but the servants are less available and the service is only adequate, as most servants are wary of the strange collection of adventurers all around them.

PC's will either be at Duke Grevin Damar's table, or will have been conveniently seated near the stage, depending on whether or not they have played "The Silence of the Gnomes". See Judge's Aid #1 for the placement of PC's and NPC's during the banquet and imminent attack.

After the first course, and a few pleasantries exchanged with members of his table, Duke Grevin Damar stands and introduces eloquently The Grand Fool of the Gnomeking's Court.

Sense Motive Checks (DC 20) reveal that Damar is familiar with this figure, and comfortable in his presence. Read the following aloud as The Grand Fool takes the stage:

As Duke Grevin Damar begins the welcoming applause himself, and sits once again at his table, a door into the castle flings wide, and a resplendent gnome comes hurtling onto the stage. He vaults over a servant carrying a tray of steamed asparagus in lemon-herb sauce, does a tumble between two wine stewards, pantomiming pouring himself a cup, and does a backflip to land in the exact center of the performance stage next to the Duke's table. His costume is all silk and tassels, gold slashed with purple, and he wears a floppy tri-horned jester's cap of the same colors. With a wave of his hand and a few arcane words, he is suddenly juggling three purple balls of light which leave his hands and swirl over his head, finally exploding in little showers of golden sparks.

"From Warren ap'Hiller, Gnomeking, I am," the little figure spouts with cadence and projection that easily reaches over the banquet sounds, "come to Flinthill, to the duke of this land. For heroes we toast with wine and with song, to tell the sad tale of life gone so wrong."

The gnome begins to twirl one side of his huge, golden, waxed handlebar mustache, and he fixes the crowd with a penetrating gaze that is focused expressively under his bushy golden brows.

"For gnomes of this land, asleep in their beds, or tilling the soil with sweat on their heads, or wooing and singing to loves instead, have been gobbled up by creatures of dread.

"From hum-drum and then some, their lives go dark, with terror and sadness, they have not art, to battle this foe, and so they do part, with cries from above our end it does start.

"Proud heroes from Nyrond don't let us die, send help Protector we plea to the sky, a dragon named Sassy is our new woe, these heroes from Nyrond 'twas they did show, how Sassy the dragon swooped down o'er head, and vowed not to leave 'till each gnome was dead."

With a spin on his heel and another wave of his hand, The Grand Fool gestures to the air, and an image appears above the stage. It seems to be a rural gnomish village, asleep for the night under the stars. But, from out of nowhere a green dragon swoops down and belches a cloud of roiling noxious gas over the unsuspecting village. Gnome villagers run from their tiny homes, engulfed in the cloud. With hands clawing at their faces, they melt into the ground, leaving not a trace. Then the whole image melts, and nothing is left but the lonely sound of a reed instrument playing a mournful dirge.

With a deep sigh, the Grand Fool puffs himself up, and gestures to the head table. "His Grace, Duke Grevin Damar, faithful servant of Nyrond, and good friend to Warren ap'Hiller, Gnomeking, has gathered you here to no small end. Together, our lands must fight –"

"Dragons!" a shout pierces the relative calm of the Grand Fool's oration. Then another shout, "Dragons!"

Above the courtyard, from the night sky overhead, several dark shapes on darker wings are diving into the middle of the banquet. A horn from somewhere begins to sound a warning, and the Dragonslayer's Ball is thrown into chaos.

APL 6 (EL 7)

♣ Duke Grevin Damar: male human Ari9; hp 61; See Appendix A.

🐉 **The Grand Fool of the Gnomeking's Court (aka Gnomeking Warren ap'Hiller):** male gnome Brd9 / Sor4 / Shftr3; hp 83; See Appendix A.

🐉 **Half-Dragon (Green) / Half-Monstrous-Scorpions (3):** hp 39 (each); See Appendix A.

Tactics: Because their creature type is "Dragon" these bizarre misbegotten would-be vermin of Sasrakananakmasha's are not mindless. Rather, they have been trained to focus all attacks on Duke Grevin Damar until he is dead, then kill everyone in sight. The monsters will focus all their flyby attacks on the duke, trying to poison and incapacitate him. The Grand Fool will use his *dust of disappearance* on himself (and the duke) when he gets a chance. If the duke vanishes, this will throw the monsters into disarray, and they will begin attacking anyone else on the stage, using flyby tactics and breath weapons. They attack until slain.

APL 8 (EL 9)

🐉 **Duke Grevin Damar:** male human Ari9; hp 61; See Appendix B.

🐉 **The Grand Fool of the Gnomeking's Court (aka Gnomeking Warren ap'Hiller):** male gnome Brd9 / Sor4 / Shftr3; hp 83; See Appendix B.

🐉 **Half-Dragon (Green) / Half-Monstrous-Scorpions (6):** hp 39 (each); See Appendix B.

Tactics: Because their creature type is "Dragon" these bizarre misbegotten would-be vermin of Sasrakananakmasha's are not mindless. Rather, they have been trained to focus all attacks on Duke Grevin Damar until he is dead, then kill everyone in sight. The monsters will focus all their flyby attacks on the duke, trying to poison and incapacitate him. The Grand Fool will use his *dust of disappearance* on himself (and the duke) when he gets a chance. If the duke vanishes, this will throw the monsters into disarray, and they will begin attacking anyone else on the stage, using flyby tactics and breath weapons. They attack until slain.

APL 10 (EL 11)

🐉 **Duke Grevin Damar:** male human Ari9; hp 61; See Appendix C.

🐉 **The Grand Fool of the Gnomeking's Court (aka Gnomeking Warren ap'Hiller):** male gnome Brd9 / Sor4 / Shftr3; hp 83; See Appendix C.

🐉 **Half-Dragon (Green) / Half-Monstrous-Scorpions (3):** hp 156 (each); See Appendix C.

Tactics: Because their creature type is "Dragon" these bizarre misbegotten would-be vermin of

Sasrakananakmasha's are not mindless. Rather, they have been trained to focus all attacks on Duke Grevin Damar until he is dead, then kill everyone in sight. The monsters will focus all their flyby attacks on the duke, trying to poison and incapacitate him. The Grand Fool will use his *dust of disappearance* on himself (and the duke) when he gets a chance. If the duke vanishes, this will throw the monsters into disarray, and they will begin attacking anyone else on the stage, using flyby tactics and breath weapons. They attack until slain.

APL 12 (EL 13)

🐉 **Duke Grevin Damar:** male human Ari9; hp 61; See Appendix D.

🐉 **The Grand Fool of the Gnomeking's Court (aka Gnomeking Warren ap'Hiller):** male gnome Brd9 / Sor4 / Shftr3; hp 83; See Appendix D.

🐉 **Half-Dragon (Green) / Half-Monstrous-Scorpions (6):** hp 156 (each); See Appendix D.

Tactics: Because their creature type is "Dragon" these bizarre misbegotten would-be vermin of Sasrakananakmasha's are not mindless. Rather, they have been trained to focus all attacks on Duke Grevin Damar until he is dead, then kill everyone in sight. The monsters will focus all their flyby attacks on the duke, trying to poison and incapacitate him. The Grand Fool will use his *dust of disappearance* on himself (and the duke) when he gets a chance. If the duke vanishes, this will throw the monsters into disarray, and they will begin attacking anyone else on the stage, using flyby tactics and breath weapons. They attack until slain.

Upgrading "Thorn" or "Drakesthorn"

An item of legend, the spear "Thorn" (and its upgrade "Drakesthorn"), was handed out in the first part of this trilogy. Only one of these spears is allowed to be present during this scenario at each table, and if a PC wields it in this battle, the item will upgrade, provided it hits and causes damage to a foe of the "Dragon" classification. These foes qualify to grant that upgrade, as do other foes from later in this scenario. If the weapon is present, and qualifies to upgrade, please see Appendix E: New Rules Items, and read the appropriate text below to the relevant PC, depending on which upgrade occurs. Note that the weapon can only upgrade once per scenario. The PC is granted full knowledge of the weapon's abilities and is immediately allowed to use the new version upon transformation.

If "Thorn" becomes "Drakesthorn":

As the scrollwork head of the weapon, "Thorn", bites into the dragon's hide, and is bathed with dragon blood, the dragon screams – its piercing shriek far more savage than the wound would seem to call for.

There is a moment of stillness, and the light seems to dim all around "Thorn". Then, suddenly, the dragon blood is absorbed into the spear head as if it were a sponge, and a shower of sparks every color of the rainbow plays down the entire length of the spear, starting at the tip of its head, and stopping at the butt of its shaft.

The dragon struck by the weapon recoils as if from a feared enemy, and as you pull the weapon back you see that sparks are still swirling about the filigreed name upon the weapon's shaft. Finally they fade, and "Thorn" is no more.

What you hold now is "Drakesthorn". It is the same spear, and yet it is not, as you now feel a warm ebb of magic humming to you deep within the heart of the wooden shaft.

If "Drakesthorn" becomes "Drakeseeker":

As the scrollwork head of "Drakesthorn" plunges once again through the hide of a dragon, the creature screams – its piercing shriek as savage as the one you remember from your past – the last time poor Zithidimus' spear tasted dragon blood. This dragon recoils from the weapon, too, and there is a moment of stillness, all light seeming to dim around "Drakesthorn".

Then a shower of sparks all colors of the rainbow explodes from the mithril head of the spear, and plays down its length, only extinguishing once they have bathed the whole of the shaft. Before your eyes, the filigree changes, rewriting itself again, and "Drakesthorn" is no more.

What you hold now is "Drakeseeker", and the hum of magic from its rosewood heart is stronger than before. The spear almost hovers in your grasp, and seems to want to fly toward the dragon heart whose blood it has just tasted. You can't tell if the feeling is truly the volition of the weapon, or just a fanciful feeling, but somehow you know that this spear is ready to fly.

Encounter 2

Gnomehome

After the tumult of the Dragonslayer's Banquet, priests of Pholtus ride into the ducal palace courtyard, and begin ministering to the wounded or the dead. They are led by a stony political rival of Damar's in Arndulanth: Knight Valorous Carindrel of the Valorous League of Blindness. If Damar is slain, Carindrel will have the body taken to the temple of Pholtus for possible resuscitation. If Damar is wounded or poisoned, Carindrel will have priests escort him to a sickbed in the palace. If Damar is unhurt, he will still be unable to refuse the "kindness" of Carindrel's men.

Sense Motive Checks (DC 20) reveal that Damar is abashed at the ruin of his banquet. A similar check will reveal that Carindrel is using his quick response to the crisis toward his own political ends, and he is excited over this seeming tactical blunder of Damar's. He is obviously milking the situation for as much political gain as it's worth.

Gather Information Checks (DC 10) among the uninjured guests reveal that Carindrel was once a major political force in the region, along with the Valorous League of Blindness. But, the League's LN intolerance of those who don't fit Pholtus' faith, especially gnomes, has seen him lose much of his political clout to Duke Damar since the gnomish tragedies.

🏰 **Knight Valorous Carindrell, male human**
Ftr6/Pal3 (Bluff +10, Diplomacy +10, Intimidate +10, Knowledge (Flinthill) +13, Knowledge (religion) +5, Leadership) takes charge of the scene.

Rather than let the PC's get swallowed up in the politics and cleanup from this fiasco, The Grand Fool of the Gnomeking's Court will reappear, swooping down from a palace window on his *carpet of flying (6ft. by 9ft.)*, and ask them to come with him to Gnomehome. Gnomeking Warren ap'Hiller will surely want to learn more of the heroes of the day, and even now Gnomehome prepares to do battle against the dragon, Sassy. If the PC's are this good in a fight, the Gnomeking will want to reward them for their bravery against Sassy's minions, and beg their help.

PC's who express reluctance to leave should be reassured that Carindrel is looking after the needs of everyone here, and remaining much longer will just entangle them in his investigation.

If the PC's climb aboard with The Grand Fool, read the following aloud.

The elegantly stitched purple and gold carpet hovers for a moment over the bloodstained wreckage of the Dragonslayer's Ball as everyone climbs aboard. The Grand Fool capers a bit at the fringed border, impatiently. But, as the last rider scrambles over the edge of the carpet, the Grand Fool makes a challenging gesture to the clouds and shouts, "Up, up, up to the sky. Over walls and parapets and towers on high. Over cities, and rivers, and crops in a row. Look to the sky, to Gnomehome we go!"

And true to his word, the carpet launches itself out of the disheveled courtyard, which immediately grows small behind you, along with the Ducal palace, along with Arndulanth. The carpet flies, hundreds of feet off the ground, into the evening air, then banks and begins to fly east. Far below, the Duntinde River meanders lazily south of you between the Flinty Hills, glimmering in the setting sun. And, north of you, the canopy of the Gamboge Forest holds tight and green, revealing not a patch of earth, as if clutching its secrets close to its breast.

With wind whistling past him, and making a pennant of his silk and tassels, The Grand Fool of the Gnomeking's Court stands less than a span from an edging of fringe, and directs the carpet with his rhymes and sweeping gestures from his small arms. Sunset comes and goes, and still you are flying far above Nyrond. In the darkness below, not a sign of civilization can be seen in the hills. The gnomes have learned to hide well from eyes in the night sky it would seem.

Then suddenly, below you, a bright light among the hills. A stony keep of some kind defiantly raises watch fires to the heavens from its battlements.

"Mistwatch Citadel," the gnome says in a voice pitched above the wind as the carpet flies over the keep, "Even Sassy would not lightly challenge that stronghold, although the dwarves there would gladly join battle with her if she did. But, look to the east, we reach the border of Nyrond! Soon you will be welcomed by the court of the Gnomeking. Now forgive me this small discourtesy, heroes, for the Gnomeking has secrets yet to keep."

The Grand Fool waves his arms and speaks a few words. Suddenly, all about you the image of feathers is all you can see. The wind still whips past, and it's clear the carpet is still flying, for it is there beneath you, but in the air all around, an image of feathers blocks sight of the carpet's final destination. The last thing you saw were the Flinty Hills beyond Nyrond, as they grew jagged and taller, beginning to give way

to the sharp thrusting peaks of the Rakers in the distance.

The Grand Fool has cast a *silent image* of a giant eagle on the carpet to hide its landing from any possible unfriendly observers below, and also to hide the actual location of his court from the PC's. He will tell the PC's what he has done if they ask, and it is not really possible to disbelieve the illusion from atop the carpet, as the image surrounds the carpet at a distance of 12 feet, so the PC's can't easily interact with it. However, adamant and clever PC's who find a way to interact with the image (with missile weapons, for example), are allowed a Will save [DC 17] to disbelieve the figment. If this happens, the Grand Fool will not be offended, and will only laugh, like a playmate whose secret has been found out.

Gnomehome is located north of Glandevin, where the Flinty Hills give way to the Rakers, east of Nyrond. The carpet gently settles here, amid a gathering of gnomes in a cliffside city. The silent image disappears. When this happens, read the following aloud.

The image of feathers vanishes as the carpet settles gently to earth again. It has done so in a grand hall of sorts. Fifty foot ceilings carved from bare rock surround you in a huge hall, lavishly decorated with long colorful tapestries depicting gnomes in daily life. Nor are the woven gnomes the only ones about, for the hall is bustling with activity.

Although it seems at first that the crowd is gathered leisurely, because of the opulent surroundings of plush colorful cushions and finely wrought furniture, a closer look reveals that this hall is currently a war room. Racks of special weapons, some looking rather bizarre, are being tested by stout gnomes in one corner. An alchemical lab has been brought in, and gnomes bustle about it, like chefs to a stove, hooting and humming amid the strange smells and clouds conjured there. Behind the lab, a tapestry has been swept aside to reveal a bare rock wall, which is currently pockmarked and smoldering slightly. Several gnomes examine the wall with measuring staves, scribbling little notes in their notebooks. Yet another section of the hall sports a row of gnomish mannequins wearing armor, some dull some gleaming, and a perimeter of the stout gnomes continually takes weapons to them, testing their metal against various attacks. And, everywhere, in small circles of gathered furniture, or atop a spray of pillows, gnomes have maps and notes and little figurines representing troops laid out, discussing strategy.

Walking purposefully between these gatherings a rotund graying gnome in a brilliant green waistcoat and yellow breeches is followed a pace behind by a flock of fellow gnomes, some in armor, some in flowing robes, some in vestments, and some with shadier looks. A golden circlet encrusted with emeralds and yellow topazes rests above the graying gnome's bushy brows. He stops his stroll through the hall as The Grand Fool leaps off the hovering carpet, and runs up to him, sharing a few low words.

The carpet settles finally to the ground, in a space that looked strangely barren a moment ago, matching perfectly a divan, table, and chairs overflowing with gnomes.

The PC's have a moment to themselves, as the Grand Fool and the crowned gnome begin a hushed conversation across the room. The Grand Fool waves the flock of advisors closer, and an animated, whispered discussion goes on for a while.

Sense Motive Checks (DC 15) reveal that everyone in the room is quite unsurprised to see the carpet's flashy arrival.

Sense Motive Checks (DC 20) reveal that many of the gathered gnomes are hiding the fact that they are trying to overhear the conversation between the Grand Fool and the crowned gnome's advisors. A few raise eyebrows at the PC's standing awkwardly in their midst, but none are worried or surprised.

Gather Information Checks (DC 15) are allowed for PC's who interact with the gnomes closest to them while they wait. These gnomes are preparing for war against the Green of the Gamboge. It is well known that the Grand Fool of the Gnomeking's Court went to the Dragonslayer's Ball to parley with Duke Damar about their lands' joint efforts against the dragon. So far, most resources are engaged raising and training an army, and in the production of acid protection magics. Also, they know that there is a major tactical barrier of acid that must be surmounted if their war is to have any hope of success.

Read Lips Checks (DC 15) will only succeed if the attempting PC speaks gnomish. If so, then the judge should roll the check. The crowned gnome, advisors, and Grand Fool are 30 feet away. Success reveals that the Grand Fool is describing the events at the Dragonslayer's Ball, and expressing hope that these adventurers might be able to penetrate Sassy's lair and bring back "the prototype". He also expresses a desire to take them to the lair himself. The crowned gnome and the advisors are trying to talk him out of personally taking them there. If an attempting PC fails this check by 5 or more, he or she

believes that the conversation is a reproach on the Grand Fool for bringing the PC's here.

The discussion across the room resolves itself after a while, and when it is done, read the following aloud.

The crowned gnomish figure turns abruptly, away from his advisors, and begins to walk toward you. The others follow on his heels as he approaches, and from over his shoulder, you see the Grand Fool wink at you, and lay a finger aside his ample nose.

"You must forgive me, brave citizens of Nyrond, but I am not as much given to words as some gnomes you have met this day," the crowned gnome greets you as he approaches. His look would seem stern if not for the kindness in his words. "My Fool tells me of your success against the minions of the dragon. You are staunch, and deserve reward for this day's business. Chamberlain."

At this word, one of the gnomes from the entourage steps forward, and reaches inside his embroidered jerkin, retrieving a small velvet bag with a drawstring. He steps to a nearby table and sets the bag down, loosing its drawstring. Inside, a pile of gems gleams in the firelight of the hall.

"Take this token of our thanks, and take ease with us this night. I regret that we cannot make you more welcome with ceremony, but as you can see, the entire court is preparing for war. Our enemy the dragon has raised an impenetrable storm of acid over her former lair, and from within it, she has succeeded at her poison heart's desire, a goal most foul to our efforts. With skill we cannot match, she has created a formula – a potion, alchemy, infusion, we know not what – which has the power to age her kind. Even now she breeds within her acid storm, and raises her children on this foul milk, aging them so they can accompany her on her campaign of destruction. Our diviners have seen this, just as they have seen our destruction at her hands, unless we can capture this formula and work a counter magic.

"My Fool seems to think a reconnaissance mission led by proven heroes might stand a chance of capturing this formula from her lair for us. But, I have my doubts."

The crowned gnome pauses, looking you over, and the Grand Fool suddenly speaks up from behind him.

"What say the heroes of the Dragonslayers Ball?"

♣ **Shill of the Gnomeking** (Senior Warcraft Advisor), male gnome **Exp10** (Profession (soldier) +15, Profession

(officer) +10, Profession (tactician) +10, Bluff +15, Diplomacy +5, Gather Information +15, Innuendo +8, Intimidate +10, Knowledge (warcraft) +13, Ride +5, Sense Motive +10, Leadership) masquerades as the Gnomeking, at the insistence of Warren ap'Hiller, who would rather take a hand against Sasrakananakmasha directly.

Development: Between the two of them, the true Gnomeking and his shill will try to maneuver the PC's into helping the gnomes of the Flinty Hills. They are not above using flattery, diplomacy, intimidation, or anything short of outright begging to secure the PC's help. If the PC's agree to help the gnomes with the reconnaissance mission, they will gain their reward, and continue. If they will not help, they will still gain their reward and will be flown home tomorrow by a saddened Fool.

APL 6

Treasure: (C) 10 red spinels (100 gp each).

APL 8

Treasure: (C) 10 red spinels (100 gp each), 5 tourmalines (100 gp each).

APL 10

Treasure: (C) 10 red spinels (100 gp each), 3 golden yellow topazes (500 gp each).

APL 12

Treasure: (C) 10 red spinels (100 gp each), 6 tourmalines (100 gp each), 2 golden yellow topazes (500 gp each), 1 blue sapphire (1,000 gp).

The Grand Fool's Riddle-Test

If the PC's agree to help the gnomes with a reconnaissance mission, the crowned gnome will nod succinctly, as if he expected no less from them, and will retire to survey the warcraft efforts with his advisors again. The Grand Fool of the Gnomeking's Court will stay with the PC's and keep them company until tomorrow. The PC's are free to prepare for the next day as they see fit, and the Grand Fool will even help them.

Gnomeking Warren ap'Hiller considers wits to be the means of truly defeating evil. For him, it's all about attitude. Joy is key. To defeat a foe by becoming the thing you despise about your foe is to lose at the outset. So, to this end, he is willing to reward the PC's an additional way. Read the following aloud at some point while the PC's are preparing for tomorrow.

As you prepare for tomorrow in one corner of the greathall, The Grand Fool of the Gnomeking's Court finds you, and gathers your party together.

"We gnomes do not give our craft lightly to the world, but nor do we let it be spread that we are ungenerous. Perhaps a little practice to sharpen our wits for the test tomorrow. We will riddle together, and if you best me, then the secrets of the gnomes are yours for the barter!"

The small man gives each of you a large, winning smile underneath his enormous mustache, and slowly pulls ten folded and sealed parchments from a secret pocket somewhere in his raiment.

"Riddle me these," he says, holding the folded letters aloft, "and each time you best me, you will have the Gnomeking's leave to purchase a wonderment of gnomish ingenuity from our fine artisans. These letters with his seal will allow it, and you may redeem them this very night, or any day in future, if the gods send that future we have. Come, we will sharpen our wits that tomorrow will not find us lacking."

Each of the following riddles corresponds to an item access of Regional frequency. This riddling should be role-played between the Grand Fool and the party. Correctly answered riddles will grant the PC's one of the Grand Fools letters, which allows the PC's access to purchase the corresponding item. Unsolved riddles should have the corresponding item crossed off this scenario's AR.

1. What belongs to you, but others use it more than you do?

Answer: Your name.

Suregrip (Regional; 20 gp; Tome and Blood)

2. What is it that you can keep after giving it to someone else?

Answer: Your word.

+1 spell storing gnomish battlepick (Regional; 8,310 gp; Sword and Fist, DMG)

3. The more you take, the more you leave behind. What do I speak of?

Answer: Footsteps.

Automated Footpad (Regional; 30 gp; Song and Silence)

4. The man who made it doesn't want it. The man who bought it doesn't need it. The man who needs it doesn't know it. What is it?

Answer: A coffin.

Arm of Nyr (Regional; 12,800 gp; Defenders of the Faith)

5. I can run but not walk. Wherever I go, thought follows close behind. What am I?

Answer: A nose.

Potion of false life (Regional; 300 gp; Sword and Fist)

6. My house is not quiet; I am not loud. I am the swifter, at times the stronger. But, my house is more enduring, and longer to last. At times I rest, but my house still runs. Within it I lodge as long as I live. Should we two be severed, my death is ensured. What am I and where do I live?

Answer: A fish in a river.

Gnomish Staff of Illusion: Made of special fluted metals which gleam all colors of the rainbow under light, this staff is sized for a small character (Medium-size simple weapon; 1d4/1d4 points of damage when used as a quarterstaff, or 1d6 points of damage as a club), and allows the use of the following spells:

Minor image (1 charge)

Shadow Evocation (2 charges)

Caster Level: 9th; *Prerequisites:* Craft Staff, *minor image*, *shadow evocation*; *Market Price:* 20,000 gp. (Regional)

7. At night they come without being fetched. And by day they are lost without being stolen. What are they?

Answer: Stars.

Serpentine Owl Figurine of Wondrous Power (Regional; 9,100 gp; DMG)

8. I never was, am always to be. No one ever saw me, nor ever will. And, yet I am the confidence of all, who live and breathe on this terrestrial ball. What am I?

Answer: Tomorrow.

Golden Apron (Regional; 22,200 gp; Defenders of the Faith)

9. What is ... The beginning of eternity. The end of time and space. The beginning of every end. And, the end of every place?

Answer: The letter "e".

Robe of Scintillating Colors (Regional; 27,000 gp; DMG)

10. When you don't know what I am, I am something. But, when you know what I am, then I am nothing. What am I?

Answer: A riddle.

Mechanical Burglar (type III) (Regional; 3,000 gp; Song and Silence)

Encounter 3

Back to the Garden

The night passes uneventfully after the Grand Fool's riddle-test, and the PC's return to the greathall from a private room in the cliffside city of Gnomehome, which was provided by the Gnomeking's Court. In the greathall, the Grand Fool is already atop his hovering carpet, and the party is off without delay. Read the following aloud.

Once again you climb atop the ornate flying carpet, and with a few rhymes, the Grand Fool of the Gnomeking's Court directs the magical transport toward a lofty window. Feathers engulf your vision again as wind begins to whistle past. Moments later, the feathers vanish to reveal that you are heading northwest, toward the heart of the Gamboge Forest far below.

As you reach the treeline, suddenly the carpet dives to treetop level, and slows down a bit.

"Can't take a chance on being seen," the Grand Fool says, as he directs the carpet even lower.

Now you are skimming just below the canopy of the Gamboge, weaving between high reaching branches, and occasionally brushing through clumps of twigs. Birds squawk and take flight in the wake of your ungainly passage, and clumps of sheared foliage drift to the forest floor behind you. The grand fool capers on the leading edge of the carpet, occasionally spitting out a mouthful of leaves to continue his directorial rhyme. There is only a moment to ponder his sanity, however, as an incredibly acrid smell suddenly assaults your nose. The carpet slows even

more, and begins to wind its way down amid the trees' trunks, flying closer and closer to the ground. At last it breaks into a clearing of sorts, and you can see the cause of the horrid stench before you.

A roiling greenish cloud of thickest gas has parked itself over a large patch of the forest. It seems to swirl with lambent voracity, rolling out from some deeply hidden source, only to rush back in on itself, containing its potency. All around, the smell of rotting vegetation is so palpable, you can almost feel it staining your skin, and even at this distance your eyes sting and water.

"This is the lair of the dragon," the Grand Fool says simply, subdued for the first time since your meeting. He lands the carpet in a small copse of dense trees, just out of sight range from the cloud. "Now we must figure out how to get inside."

The Grand Fool will begin to set up a small campsite here, and will explain the particulars of his previous attempts at penetrating the cloud. He has led other gnomish scouting forays to this location, and has lost friends here. The cloud seems to be permanent, or continually renewing, and no one has any idea how the dragon maintains it. It is acid of the most corrosive sort, and no one has been able to withstand it. Acid protection magics are simply overwhelmed or outlasted by the cloud, and those who venture in typically run out screaming again as their spells wear off, or they are never seen again. The cloud is a mile in diameter, and surrounds the crater of the dragon's ancient lair, which the PC's may have previously penetrated in "The Silence of the Gnomes".

Once a small camp is set up, the Grand Fool will simply plop himself down to rest, and ask the PC's if they have any ideas.

Hazard: Acid cloud; CR –; elemental phenomenon; location trigger; spell effect (*acid fog*, 12th level Sor). Note: Unlike the typical *acid fog* spell, this phenomenon is not wholly magical, and does not allow SR to avoid, it has a duration of permanent, cannot be dispelled or disjoined, and has a half mile radius, centered somewhere in the dragon's lair. The fog is a dome with an apex of 50 feet at center, 10 feet at the edge.

PC's who have played "The Silence of the Gnomes" will remember Sasrakananakmasha's lair as a deep crater with a vast garden on the crater floor. A cavern complex led past her army to the bottom of the crater. That crater and cavern complex is still here, filled by the cloud, although most of the dragon's garden has been sacrificed to this elemental defense. The former cavern entrance is one-quarter mile into the fog, and virtually impossible to

find, but PC's who discover a way to do so also discover that the cavern is full of the same fog. The crater edge is just over a quarter-mile into the fog, and PC's who discover a way to make it that far, unless taking special precautions, must make a Reflex save [DC 18] or stumble over the edge of the crater, falling 300 feet to the floor below.

The judge should let the PC's ponder this obstacle for a while, but what the PC's don't know is that they are being observed. When it seems that all hope of getting into this lair is lost, the observer will finally act. Read the following aloud.

The cloud is daunting. The reconnaissance almost fruitless. Nothing could survive that billowing acid, and even the wildlife of the forest does not approach within scent range of this place. There seems to be few options left open.

Then suddenly a sound from the direction of the cloud. Could that be snapping branches? Heavy footfalls?

From within the cloud itself, a strange form emerges. It is huge and fibrous, like a moving tree, but it has the shape of a dragon. It is oozing sap like ichor from every inch of its body. It has no eyes on its dragon-head of plant tissue, but long, sharp thorns line its gaping maw, and similar thorns protrude from the ends of its four legs. Wing and tail structures of the same plant fiber undulate purposefully from its bulk, and the slime it oozes puddles on the ground under its feet.

As the thing finally wins free of the cloud, it picks up speed, and begins rushing your way full bore!

All APL's (EL 10)

☞ **Shambler Dragon:** hp 98; See Appendix E.

Tactics: This fearsome-looking creature cannot speak, and is not rushing to attack the PC's, but rather to offer help. It will not make a move against the PC's if allowed to approach, but will simply stop near them and wait for an attempt at communication. It observes using its Woodsense ability, so it may not even seem to be looking in the PC's direction at any given time, but it desperately wants to offer help, having observed their desire to penetrate the dragon's lair and do battle with its nefarious creator. It will gladly accept a *speak with plants* or similar communicative spell.

Development: The creature's headlong rush toward the PC's may be taken as an attack rather than the enthusiasm and summoned courage it really is. If this

happens, and the PC's attack the creature in earnest immediately, it will fight back with its full capabilities, looking for an opportunity to get away. If the PC's attack the creature from a distance, it will stop heading toward them, and will retreat into the cloud. As long as the attack was not too severe, the creature will emerge again 1d10 rounds later, and timidly try approaching again. This creature's knowledge and abilities are the only way to get beyond the acid cloud, and parties who butcher it or run it off have ended the adventure for themselves, and have committed an evil act (judge's option).

This creature is a leader among its small race, which has been created and tossed aside by Sasrakananakmasha. It despises the tortured existence that the dragon has created it to endure, and it wants to help the PC's defeat her evil. The creature knows about the dragon's secret lab, and the hedge maze surrounding it. Using its *transport via plants* ability, the creature will gladly take the PC's through a tree in the Gamboge to emerge from a similar species of tree in the dragon's hedge maze.

Properly interacting with this creature will earn the PC's a role-playing reward, and the opportunity to continue the adventure. Attacking the creature will instead earn it's EL reward, and end the adventure for the party.

Note: The Grand Fool of the Gnomeking's Court leaves his carpet in the forest, under a covering of leaves. He makes sure the party knows where it is, and how to operate it. The rhyme he used in Arndulanth will serve to make the carpet fly home to Gnomehome automatically.

Encounter 4

The Hedge Maze

Once the PC's have befriended the shambler dragon, and secured its help, the creature will transport them to the only part of Sassy's former garden which is still intact. This part of her garden predates even her, and was the original reason she decided to lair here. An ancient standing stone ring, surrounded by a hedge maze, has been on the floor of this crater for untold ages. Currently, it is the only thing within the crater untouched by the acid cloud from Encounter 3. The hedge is ten feet tall at all points, and the acid cloud boils around it at a distance of two inches above the hedge, and two inches from its outermost wall. The air within the maze is clean, and somehow ambient light still penetrates, but any creature leaving the relative safety of this perimeter will suffer the effects of the acid cloud. Please see Judge's Aid #2 for the layout of the hedge maze,

and for the location where the shambler dragon delivers the PC's via its *transport via plants* ability.

The shambler dragon will not accompany the PC's any farther than the beginning of the maze, but it will wait patiently for them here to take them home safely again. At the center of the hedge maze is the ancient standing stone ring, and within that are four altars of stone carved in the likeness of wreathing flame, swirling air, crashing waves, and earthen strata. Four specific locations within the maze (A, B, C, and D on the map) each have a blooming rosebush guarded by an elemental trap. If a rose from each of these bushes is placed on the altars at the center of the maze, on the altar of the corresponding element, then the stone ring will give up its secret, and allow the PC's to proceed into a hidden cavern where Sasrakananakmasha is currently working in the secret laboratory she has set up here. The dragon keeps roses from the four bushes with her at all times, and doesn't need to pick new ones to access the hidden cavern. PC's are not so lucky.

As the party arrives with the shambler dragon, read the following aloud.

With a sound like a small animal rushing headlong through a thicket of shrubs, you emerge from the foliage itself into a bubble of clean air. All around you a mighty hedge of thorny verdancy lives within this bubble, towering ten feet high at all points. You can't see through the hedge, but for some reason that defies explanation, ambient daylight passes through the boiling cloud surrounding this place, and the hedge seems untouched by the corrosive mist above and around it.

The dragon plant which brought you here steps to one side, revealing a long corridor with hedging on either flank, and some distance ahead that corridor seems to open into a larger space with some kind of stone structure at its center. The creature goes still, looking not unlike a bizarre topiary. It makes no move to lead you farther along, but there seems only one direction to go from here.

Hazard: Hedge: CR –; magical natural phenomenon; location trigger; spell effect (*wall of thorns*, 9th level Drd). Note: Unlike the typical *wall of thorns* spell, this phenomenon is permanent, cannot be dispelled or disjoined, and has an area defined by the hedge maze. The hedge walls are all 10 feet high and five feet thick, and otherwise impede movement through them as the spell.

APL 6 (EL 9)

A) Rosebush of red roses (fire):

✦ **Fireball trap:** CR 5; magical device; touch trigger; automatic resets; spell effect (*fireball*, 6th level Wiz, Ref save [DC 14] half); Search (DC 28); Disable Device (DC 28). Note: The bush and its roses are immune to fire and fire effects. The blast is too instantaneous to harm the *wall of thorns* hedge. This trap can be bypassed by speaking the Ignan word for “life” as a rose is plucked.

B) Rosebush of white roses (air):

✦ **Harrier trap:** CR 5; magical device; touch trigger; automatic resets; spell effect (*harrier*, 7th level Clr, no save); Search (DC 28); Disable Device (DC 28). Note: The harrier will focus all attacks on anyone touching the rosebush. This trap can be bypassed by speaking the Auran word for “life” as a rose is plucked.

C) Rosebush of yellow roses (earth):

✦ **Spiked Pit trap (80 ft. deep):** CR 5; no attack roll necessary (8d6), +10 melee (1d4 spikes for 1d4+5 points of damage per successful hit); Ref save (DC 20) avoids; Search (DC 20); Disable Device (DC 20). Note: The pit is covered by an illusionary floor, and occupies the entire space just in front of the rosebush. The spikes are actually yellow quartz stalagmites. This trap can be bypassed by speaking the Terran word for “life” as the pit is crossed, which forms an earthen bridge to the rosebush.

D) Rosebush of lavender roses (water):

✦ **Waterball trap:** CR 5; magical device; touch trigger; automatic resets; spell effect (*waterball*, 7th level Drd, Ref save [DC 16] half); Search (DC 29); Disable Device (DC 29). Note: This trap can be bypassed by speaking the Aquan word for “life” as a rose is plucked.

APL 8 (EL 11)

A) Rosebush of red roses (fire):

✦ **Fireball trap:** CR 7; magical device; touch trigger; automatic resets; spell effect (*fireball*, 10th level Wiz, Ref save [DC 14] half); Search (DC 28); Disable Device (DC 28). Note: The bush and its roses are immune to fire and fire effects. The blast is too instantaneous to harm the *wall of thorns* hedge. This trap can be bypassed by speaking the Ignan word for “life” as a rose is plucked.

B) Rosebush of white roses (air):

✦ **Harrier trap [x2]:** CR 7; magical device; touch trigger; automatic resets; spell effect (2 *harriers*, 7th level Clr, no save); Search (DC 28); Disable Device (DC 28). Note: The harriers will focus all attacks on anyone touching the

rosebush. This trap can be bypassed by speaking the Auran word for “life” as a rose is plucked.

C) Rosebush of yellow roses (earth):

✦ **Spiked Pit trap (120 ft. deep):** CR 7; no attack roll necessary (12d6), +10 melee (1d4 spikes for 1d4+5 points of damage per successful hit); Ref save (DC 20) avoids; Search (DC 20); Disable Device (DC 20). Note: The pit is covered by an illusionary floor, and occupies the entire space just in front of the rosebush. The spikes are actually yellow quartz stalagmites. This trap can be bypassed by speaking the Terran word for “life” as the pit is crossed, which forms an earthen bridge to the rosebush.

D) Rosebush of lavender roses (water):

✦ **Waterball trap:** CR 7; magical device; touch trigger; automatic resets; spell effect (*waterball*, 10th level Drd, Ref save [DC 16] half); Search (DC 29); Disable Device (DC 29). Note: This trap can be bypassed by speaking the Aquan word for “life” as a rose is plucked.

APL 10 (EL 13)

A) Rosebush of red roses (fire):

✦ **Delayed Blast Fireball trap:** CR 9; magical device; touch trigger; automatic resets; spell effect (*delayed blast fireball*, 14th level Wiz, Ref save [DC 20] half); Search (DC 32); Disable Device (DC 32). Note: The bush and its roses are immune to fire and fire effects. The blast is too instantaneous to harm the *wall of thorns* hedge. This trap can be bypassed by speaking the Ignan word for “life” as a rose is plucked.

B) Rosebush of white roses (air):

✦ **Summon Monster VIII trap:** CR 9; magical device; touch trigger; automatic resets; spell effect (*summon monster VIII*, 15th level Clr, no save); Search (DC 33); Disable Device (DC 33). Note: The spell summons a greater air elemental (see *Monster Manual*), which will focus all attacks on anyone touching the rosebush. This trap can be bypassed by speaking the Auran word for “life” as a rose is plucked.

C) Rosebush of yellow roses (earth):

✦ **Spiked Pit trap (120 ft. deep):** CR 9; no attack roll necessary (12d6), +15 melee (2d4 spikes for 1d4+5 points of damage per successful hit); Ref save (DC 25) avoids; Search (DC 20); Disable Device (DC 20). Note: The pit is covered by an illusionary floor, and occupies the entire space just in front of the rosebush. The spikes are actually yellow quartz stalagmites. This trap can be bypassed by speaking the Terran word for “life” as the pit

is crossed, which forms an earthen bridge to the rosebush.

D) Rosebush of lavender roses (water):

✦ **Waterball trap [x2]:** CR 9; magical device; touch trigger; automatic resets; spell effect (2 *waterballs*, 7th level Drd each, Ref save [DC 16] half); Search (DC 29); Disable Device (DC 29). Note: This trap can be bypassed by speaking the Aquan word for “life” as a rose is plucked.

APL 12 (EL 15)

A) Rosebush of red roses (fire):

✦ **Delayed Blast Fireball trap:** CR 11; magical device; touch trigger; automatic resets; spell effect (*delayed blast fireball*, 18th level Wiz, Ref save [DC 20] half); Search (DC 32); Disable Device (DC 32). Note: The bush and its roses are immune to fire and fire effects. The blast is too instantaneous to harm the *wall of thorns* hedge. This trap can be bypassed by speaking the Ignan word for “life” as a rose is plucked.

B) Rosebush of white roses (air):

✦ **Summon Monster VIII trap [x2]:** CR 11; magical device; touch trigger; automatic resets; spell effect (2 *summon monster VIII*, 15th level Clr, no save); Search (DC 33); Disable Device (DC 33). Note: The spell summons two greater air elementals (see *Monster Manual*), which will focus all attacks on anyone touching the rosebush. This trap can be bypassed by speaking the Auran word for “life” as a rose is plucked.

C) Rosebush of yellow roses (earth):

✦ **Pit trap with crushing walls (10 ft. deep):** CR 11; no attack roll necessary (1d6, falling; 20d6, crushing); Ref save (DC 28) avoids; Search (DC 20); Disable Device (DC 25). Note: The pit is covered by an illusionary floor, and occupies the entire space in front of the rosebush. The crushing walls are covered with yellow quartz spikes. This trap can be bypassed by speaking the Terran word for “life” as the pit is crossed, which forms an earthen bridge to the rosebush.

D) Rosebush of lavender roses (water):

✦ **Waterball trap [x2]:** CR 11; magical device; touch trigger; automatic resets; spell effect (2 *waterballs*, 9th level Drd each, Ref save [DC 16] half); Search (DC 29); Disable Device (DC 29). Note: This trap can be bypassed by speaking the Aquan word for “life” as a rose is plucked.

The Altars of the Elements

Placing a red rose gathered from the maze upon the stone altar carved to look like wreathing flames, in the center of

the standing stone ring, will make the altar seem to transform into fire. The effect is illusionary. Doing the same with a white rose upon the air altar, a yellow rose upon the earth altar, and a lavender rose upon the water altar, will likewise transform those alters into illusions of their respective elements.

When all four altars have active illusions upon them, the space in the center of the standing stone ring vanishes to reveal huge, roughly carved, cavernous steps spiraling down into the earth. There is no acid fog going down these steps, and they lead to an ancient, securely hidden cavern, which could have served any number of purposes to the original users of the standing stone ring. But, now, the Green of the Gamboge has her laboratory secreted down here.

At the judge's option, powerful divinations such as *commune* or *commune with nature* may reveal the trap bypasses listed above, but only cryptically. For example, “Speak of life with elemental tongues” is permissible.

Encounter 5

The Dragon's Lab

Please see Judge's Aid #3 for the layout of the hidden cavern under the standing stone ring, and for the placement of NPC's and foes during this encounter. As the PC's complete the placement of roses upon altars in Encounter 4, read the following aloud.

The final rose placed, each of the elemental altars is now transformed: a bonfire, its center white-hot as the sun, a cyclone of air, gyrating with debris from a forest floor, crashing waves, swelling and foaming without leaving their spot, and the strata of the earth, like a layered pastry with gems and crystals growing before your eyes.

For a moment the altars dance in elemental revelry, then seemingly each stretches out toward the other: a tendril of flame, a waft of air, a rivulet of water, and a spill of sand. When these forces come together at the central point of the standing stone ring, there is a flash of light, and each draws back to its parent, gripping the edge of a hole leading down into the ground, pulling the hole open like the iris of an eye. When they have finished, there is a vast opening, a cavern with roughly-hewn gigantic stone stairs spiraling down to unknown depths.

Suddenly, the Grand Fool of the Gnomeking's Court leaps into motion, and runs down the stairs, tumbling to absorb step-falls not meant for his small legs. At the edge of sight, before the steps force him

to spiral beyond you, he looks over his shoulder for a moment and smiles. Then he is gone.

The PC's have the option to follow the Grand Fool or not. Five rounds after he has gone, the hole in the center of the standing stone ring will begin to slowly spiral shut again. The altars will grow less violent, and fade back into stone, their roses gone. If the PC's do not follow at this point, before the hole closes, they will have to secure more roses to open the hole again. If the PC's decide to follow, read the following aloud.

The jagged stone stairs spiral down upon themselves for what seems like a hundred feet or more in falls that could accommodate a much larger stride than your own. An enormous creature could navigate this passage, which makes the scrambling gnome ahead of you look a bit ridiculous flying down the steps like a madman. But he does not slow.

"Quickly!" the gnome says over his shoulder, "Surprise is our only chance. I can smell her lab."

Although faster PC's could conceivably maneuver past the Grand Fool, or even hinder him, the judge should not allow this. If necessary, Warren ap'Hiller will use Tumbling checks, Escape Artist checks, or even his *blink* or *expeditious retreat* spell to get past PC's who try to slow him down. To this end, roll his checks secretly, and he will simply succeed against PC's. In his mind, the Gnomeking came here to delay the Green of the Gamboge while the PC heroes retrieve her dragon aging formula, and he is ready to sacrifice himself to make that happen. At the bottom of the spiral stair, read the following aloud.

Suddenly, the end of the stair shaft comes into view, and the Grand Fool leaps through the cavernous archway at its base into a huge cave.

In the middle of that cave, Sasrakananakhmasha, the Green of the Gamboge, rests patiently on her enormous scaly haunches facing a huge wall of shelves containing bottles, bowls, jugs, gourds, boxes, apothecaries, and a host of stranger vessels. She holds one earthenware jug between the sharp talons of her right claw, and is reaching for a bowl with the other. Both the jug and the bowl hit the floor with a crash and she swivels her serpentine head in the direction of the stairwell, her eyes burning with hate as she detects an interruption.

The Grand Fool of the Gnomeking's Court vaults into the cave and stands before the dragon with a flourish. She screams her rage to the stalactites hanging overhead, and begins to draw a deep breath, but the Fool has the jump on her, and starts to dance

of all things. He whirls on his heel, seems to trip himself up, goes down in a billow of gold and purple silk, then does a handspring and a backflip to land even closer to the dragon, his feet flying in a little jig.

The Green of the Gamboge stops drawing breath, and the flame of hate in her monstrous, huge eyes is banked for a moment. She blinks once, and those reptilian eyes glaze over. She is fascinated with the Grand Fool's dance. But, for how long?

"From Gnomehome afar, the fool capers down. Into the dragon-hole deep under ground. His feet they do fly, his voice makes a sound. And Sassy the dragon sees not his crown.

"Fly my good friends to the passage at right. Through it I smell our rescue from plight. The formula is there, I pray in sight. But Gnomeking holds Sassy not day and night.

"Is not the Grand Fool of every court bound, by love for his people, he hates so the sound, of mothers' sad tears which fall on the ground. Every king's a fool who only loves crowns.

"ap'Hiller am I, this one deed I give! I'll hold off the dragon so gnomes may live. Into her hatred I throw my small jokes. Now take heed my word, and save my small folks!"

The final word of Gnomeking Warren ap'Hiller, the Grand Fool of the Gnomeking's Court, is not a request. Still dancing, he gestures again to a passageway on the right. The foul stench of alchemy is obvious from that direction. Sasrakananakhmasha's laboratory must lie beyond, but to go on, you must leave Warren ap'Hiller to face the Green of the Gamboge alone.

The PC's have nine full rounds to enter the dragon's alchemy laboratory at right. The Gnomeking is currently fascinating the dragon with a bardic music performance. It is imperative that he have at least this one performance left from his allotment of bardic music performances per day. He knew it might come down to this sacrifice on his part, and he will never use all of his performances in one day until he meets the dragon.

Again, Judge's Aid #3 gives the location of Sasrakananakhmasha's alchemy lab. Currently, a clutch of aged dragons lies within the lab on a pile of treasure (toys for the brood). The PC's must fight this clutch, secure the prototype formula prominently resting in an alchemy beaker on the lab table, gather the treasure if they wish, and make good their escape.

If the battle with the dragon clutch in Sassy's lab takes more than 9 rounds, Warren ap'Hiller will attempt to renew his *fascination* of the dragon for as many uses of bardic music performances as he has left. After the first use, however, the judge should roll normally for their outcome. Warren ap'Hiller uses bardic music at a Perform Check of 1d20+23. This roll will set the DC for Sasrakananakmasha's Will save. She makes Will saves at +20. When Warren runs out of bardic music performances for the day, or if the dragon makes her save, the Gnomeking will transform into a *rampager* (see *Monster Manual II*), which will give him acid immunity, and he will attack in that form, electing to keep his armor unmelded and functional.

The judge should encourage the PC's to escape up the stairs after they have completed their quest. The Gnomeking has elected to make this sacrifice for his people to secure their escape, and staying behind to help him would only jeopardize the mission's success, and would be rather unheroic, given the importance of their mission.

APL 6 (EL 8)

🐉 **Sasrakananakmasha, The Green of the Gamboge, very old green dragon:** hp 392; See Appendix A. Only the Gnomeking should fight this creature.

🐉 **Young green dragons (4):** hp 116 (each); See Appendix A.

Treasure:

(C) 10 pp, 500 gp, 2,000 sp, 2,500 cp.

(M) Prototype dragon aging formula (see Appendix E), *ring of warmth*, *scroll of flame strike*.

APL 8 (EL 10)

🐉 **Sasrakananakmasha, The Green of the Gamboge, very old green dragon:** hp 392; See Appendix B. Only the Gnomeking should fight this creature.

🐉 **Juvenile green dragons (3):** hp 158 (each); See Appendix B.

Treasure:

(C) 10 pp, 700 gp, 2,000 sp, 2,500 cp.

(M) Prototype dragon aging formula (see Appendix E), *ring of warmth*, *scroll of flame strike*, *pearl of power* (2nd).

APL 10 (EL 12)

🐉 **Sasrakananakmasha, The Green of the Gamboge, very old green dragon:** hp 392; See Appendix C. Only the Gnomeking should fight this creature.

🐉 **Young adult green dragons (2):** hp 204 (each); See Appendix C.

Treasure:

(C) 40 pp, 750 gp, 2,000 sp, 2,500 cp.

(M) Prototype dragon aging formula (see Appendix E), *ring of warmth*, *scroll of flame strike*, *pearl of power* (2nd), *boots of levitation*.

APL 12 (EL 14)

🐉 **Sasrakananakmasha, The Green of the Gamboge, very old green dragon:** hp 392; See Appendix D. Only the Gnomeking should fight this creature.

🐉 **Adult green dragons (2):** hp 255 (each); See Appendix D.

Treasure:

(C) 60 pp, 793 gp, 2,000 sp, 2,500 cp.

(M) Prototype dragon aging formula (see Appendix E), *ring of warmth*, *scroll of flame strike*, *pearl of power* (2nd), *boots of levitation*, *greater slaying arrow* (evil outsiders), *greater slaying arrow* (humans).

Conclusion

The PC's encounter no resistance escaping up the stairs. As they draw near the top of the stairwell, the hole opens up again, automatically from this side. It is a short run to the hiding place of the Grand Fools flying carpet, and his rhyme activates the item, causing it to take the party back to Gnomehome overnight. The carpet will not respond to other instructions. The PC's arrive at Gnomehome at dawn the following day. Read the following aloud as they do.

The Gnomeking's senior warcraft advisor takes the gem encrusted circlet from his brow as he listens to your sad tale. All around the greathall of Ghomehome, there is a stunned silence, broken only by a muffled sob or two.

Laying the crown on a nearby table, the shill of the Gnomeking sighs deeply and considers your party silently for a moment. "Still, you have brought the formula. Our king has given himself for his people, and you must lay no blame for this upon yourselves. Warren ap'Hiller was the best of us, King and Fool. Is

not the grand fool of every king's court the king himself? For life is laughter. And all must dread the end of the joke, which is silence. Or, so it is with gnomish hearts, at least." The warcraft advisor stands and takes the dragon aging formula in his hand. "We have much to do. There is still a dragon to stop!" he shouts over the silence of the greathall. Slowly, the gnomes go back to what they were doing, and the war effort continues. The senior warcraft advisor takes the formula to his alchemists and mages, and they buzz over it eagerly in a huddle.

You stand a bit awkwardly for a moment, then suddenly a dove swoops in from a high window in the hall. It glides on white wings to your party, and lands at your feet, transforming instantly into a smaller version of the plant creature who helped you through the acid storm. Balking at this strange transformation, you and the gnomes around you have only a moment to gather yourselves before the plant creature transforms again, this time into The Grand Fool of the Gnomeking's Court. He is covered with wounds, but the bleeding slows as he takes his own, final form. After a stunned silent beat, the greathall erupts in a huge shout of joy. Healers rush toward the Gnomeking, and he turns to you, smiling.

"That acid storm really had me stumped until we met that delightful plant-dragon fellow," he says, then slumps into the care of his healers. He looks toward his senior warcraft advisor amid the mages, and the gnome holds aloft the formula you brought back. Warren ap'Hiller smiles broadly, and you know the tide of this war has turned.

"Rest up. We have a party to throw," the Gnomeking says to you as someone brings him his crown, "then we must get you safely home."

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience reward. Award the total value to each character.

Encounter 1

Defeating the emissaries of the dragon

APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP

Encounter 3

Defeating the shambler dragon. (This award is only to be given out if the PC's fought the shambler dragon, and ended the adventure at this point. Otherwise, award the role-playing amount for securing the shambler dragon's help)

APL 6	300 XP
APL 8	400 XP
APL 10	500 XP
APL 12	600 XP

Encounter 4

Surviving the hedge maze traps.

APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

Encounter 5

Defeating the aged dragon clutch.

APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

Roleplaying Reward #1

For good roleplaying during the Grand Fool's Riddle-Test, and attempting to solve his riddles

APL 6	100 XP
APL 8	125 XP
APL 10	150 XP
APL 12	175 XP

Roleplaying Reward #2

For good roleplaying with the shambler dragon in encounter 3, and securing its help

APL 6	80 XP
-------	-------

APL 8	100 XP
APL 10	120 XP
APL 12	140 XP

Total Possible Experience

For completing all goals, retrieving the prototype dragon aging formula, and properly role-playing scenes with the Grand Fool and the shambler dragon

APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 XP

Treasure Summary

Following is a listing of all possible treasure that can be recovered for this adventure.

Treasure Key

(L) = Looted gear from enemy; (C) = Coin, Gems, Jewelry, and other valuables; (M) = Magic Items.

Encounter 2

The Gnomeking's hero reward

APL 6	1,000 gp (C)
APL 8	1,500 gp (C)
APL 10	2,550 gp (C)
APL 12	3,600 gp (C)

Encounter 5

The aged dragon clutch's toys.

APL 6	825 gp (C)
-------	------------

5,950 gp (M)

Ring of Warmth (Adventure; 2,100 gp; DMG); *Scroll of Flame Strike* (Adventure; 4th lvl. caster; 700 gp; DMG); *Prototype Dragon Aging Formula* (N/A; 3,150 gp; see Appendix E).

APL 8	1,025 gp (C)
-------	--------------

9,950 gp (M)

Ring of Warmth (Adventure; 2,100 gp; DMG); *Scroll of Flame Strike* (Adventure; 4th lvl. caster; 700 gp; DMG); *Pearl of Power* (2nd Adventure; 4,000 gp; DMG); *Prototype Dragon Aging Formula* (N/A; 3,150 gp; see Appendix E).

APL 10	1,375 gp (C)
--------	--------------

17,450 gp (M)

Ring of Warmth (Adventure; 2,100 gp; DMG); *Scroll of Flame Strike* (Adventure; 4th lvl caster; 700 gp; DMG); *Pearl of Power* (2nd) (Adventure; 4,000 gp; DMG); *Boots of Levitation* (Adventure; 7,500 gp; DMG); *Prototype Dragon Aging Formula* (N/A; 3,150 gp; see Appendix E).

APL 12 1,618 gp (C)

Ring of Warmth (Adventure; 2,100 gp; DMG); *Scroll of Flame Strike* (Adventure; 4th lvl caster; 700 gp; DMG); *Pearl of Power* (2nd) (Adventure; 4,000 gp; DMG); *Boots of Levitation* (Adventure; 7,500 gp; DMG); *Greater Slaying Arrow* (evil outsiders) (Adventure; 4,057 gp; DMG); *Greater Slaying Arrow* (humans) (Adventure; 4,057 gp; DMG); *Prototype Dragon Aging Formula* (N/A; 3,150 gp; see Appendix E).

Total Possible Treasure

For recovering all treasure in the adventure

APL 6	4,800 gp
APL 8	7,500 gp
APL 10	12,600 gp
APL 12	18,000 gp

Item Availability

In addition to the treasure recovered in this adventure, solving the riddles of the Grand Fool of the Gnomeking's Court will grant PC's access to purchase the following items from the gnomes of the Gnomeking. Please mark out those items on the AR which correspond to riddles that the PC's did not solve.

Riddle 1

Suregrip (Regional; 20 gp; Tome and Blood)

Riddle 2

+1 spell storing gnomish battlepick (Regional; 8,310 gp; Sword and Fist, DMG)

Riddle 3

Automated Footpad (Regional; 30 gp; Song and Silence)

Riddle 4

Arm of Nyr (Regional; 12,800 gp; Defenders of the Faith)

Riddle 5

Potion of false life (Regional; 300 gp; Sword and Fist)

Riddle 6

Gnomish Staff of Illusion (Regional; 20,000 gp; see Appendix E)

Riddle 7

Serpent Staff (M) *Figurine of Wondrous Power* (Regional; 9,100 gp; DMG)

Riddle 8

Golden Apron (Regional; 22,200 gp; Defenders of the Faith)

Riddle 9

Robe of Scintillating Colors (Regional; 27,000 gp; DMG)

Riddle 10

Mechanical Burglar (type III) (Regional; 3,000 gp; Song and Silence)

Appendix A: NPC's and Foes for APL 6

Encounter 1

Duke Grevin Damar, male human Ari9: CR 9, HD 9d8+9; hp 61; Init +2 (Dex); Spd 30; AC 14 (+2 Dex, +2 bracers) [touch 14, flat-footed 12]; Atks +10/+5 melee (1d6+1/crit 18-20, +1 rapier); AL LG; SV Fort +4, Ref +5, Will +6; Str 10, Dex 14, Con 12, Int 14, Wis 10, Cha 16.

Skills and Feats: Bluff +12, Diplomacy +14, Innuendo +9, Knowledge (Nyrond history) +11, Knowledge (nobility) +13, Sense Motive +9, Knowledge (local Flinthill) +7, Read Lips +6, Listen +4, Ride +6, Wilderness Lore +3, Spot +2, Speak Language (gnomish, draconic, elvish, sylvan), Skill Focus (Diplomacy), Skill Focus (Knowledge-nobility), Weapon Finesse (rapier), Leadership, Weapon Focus (rapier).

Possessions: +2 Bracers of Armor, +1 rapier with three gems embedded in the handle (500 gp each).

The Grand Fool of the Gnomeking's Court (aka Gnomeking Warren ap'Hiller), male gnome Brd9 / Sor4 / Shftr 3: CR 16, HD 9d6+9 (Brd) + 4d4+4 (Sor) + 3d8+3 (Shftr); hp 83; Init +6 (Dex, Improved Initiative); Spd 25 (Dash); AC 20 (+6 magical studded leather armor, +2 Dex, +2 ring) [touch 14, flat-footed 18]; Atks +11/+11/+6 melee (1d6+1 subdual, +1 speed sap) or +12 ranged touch (1d6 fire, 1 fire to all creatures within 5 feet + 1d6 fire the following round unless smothered, alchemists fire); SQ Gnome Traits, Bardic Music, Bardic Knowledge, Greater Wild Shape; AL NG; SV Fort +8, Ref +12, Will +12; Str 10, Dex 14, Con 12, Int 12, Wis 12, Cha 18 (22).

Skills and Feats: Perform +23, Tumble +20, Bluff +17, Diplomacy +15, Escape Artist +9, Balance +9, Concentration +9, Spellcraft +9, Jump +7, Knowledge (Flinty Hills) +6, Knowledge (nobility) +6, Animal Empathy +6, Wilderness Lore +6, Listen +5, Alchemy +4, Spot +3; Alertness, Endurance, Improved Initiative, Leadership, Acrobatic, Dash.

Sorcerer Spells Known (6/6/3; base DC=16 + spell level): 0 – *mage hand, mending, detect magic, daze, ray of frost, light*; 1st – *expeditious retreat, silent image, shield*; 2nd – *alter self*.

Bard Spells Known: (3/3/3/2; base DC=16 + spell level): 0 – *easy math, open/close, per-cussion, prestidigitation, read magic, resistance*; 1st – *charm person, cure light wounds, grease, joyful noise*; 2nd –

bull's strength, fortissimo, sound burst, Tasha's Hideous Laughter; 3rd – *blink, charm monster, emotion*.

Gnome Spells (Sp): 1/day – *dancing lights, ghost sound, prestidigitation*.

Bardic Music (Su): 9/day – *Inspire Courage, Countersong, Fascinate, Inspire Competance, Suggestion, Inspire Greatness*.

Bardic Knowledge (Ex): Warren ap'Hiller can roll a special bardic knowledge check with a bonus of 10 to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places.

Greater Wild Shape (Sp): 3/day – Warren ap'Hiller can take the form of any Tiny, Small, Medium, or Large animal, beast, humanoid, monstrous humanoid, or plant, as long as such a form normally has 16 HD or less. Each time he assumes another form, he heals 16 points of damage. He can designate at the time of the change which pieces of his equipment meld into his new form, and which do not. Nonmelded equipment alters its size to match that of his new form, but retains its functionality.

Possessions: +3 studded leather armor, jester's baton with a carving of a gnomish face wearing a three horned jester's cap, which is actually a +1 speed sap, +2 ring of protection, +4 cloak of charisma, circlet of persuasion, dust of disappearance (1 application), carpet of flying (6ft. by 9ft.), belt with sewn loops holding 10 alchemists' fires.

Role-Playing Note: Warren ap'Hiller always masquerades as The Grand Fool of the Gnomeking's Court. He uses his wits as his primary weapon at all times, helping allies with bardic performances, or the occasional spell. He will enter combat only as a last resort, and will only take alternate form in the most dire of circumstances, or to complete a resounding jest.

Half-Dragon (Green) / Half-Monstrous-Scorpions (3): CR 4; Large Dragon (10 ft. long); HD 4d10+12; hp 39 (each); Init +0 (Dex); Spd 50, fly 50 (average); AC 18 (-1 size, +9 natural) [touch 9, flat-footed 18]; Atks +9/+9/+4/+4 melee (1d6+7 [x2], claws; 1d6+3 and poison, sting; 1d8+3, bite); Face/Reach 5 ft. x 10 ft./5 ft.; SA Improved Grab, Squeeze, Poison, Breath Weapon; SQ Low-light Vision, Darkvision 60 feet, Immunities; AL LE;

SV Fort +7, Ref +1, Will +1; Str 25, Dex 10, Con 16, Int 4, Wis 10, Cha 4.

Skills and Feats: Climb +15, Escape Artist +6, Hide +3, Spot +7; Fly-by Attack.

Improved Grab (Ex): If these creatures hit a Medium or smaller creature with a claw attack, they deal normal damage and may attempt to start a grapple as a free action without provoking an attack of opportunity and without the need for a touch attack. If a hold is achieved, the creature pulls its target into its space, and is not considered grappled. It will then do squeeze damage with each subsequent successful grapple check, and will also attempt to bite and sting. These creatures prefer making fly-by attacks, using this ability to hit with one claw, and then carrying their victims into the air for further attacks on subsequent rounds if the hold is successful.

Squeeze (Ex): When these creatures maintain a hold on a Large or smaller creature, they automatically deal damage with both claws, and attack the same opponent with bite and sting attacks at full value.

Poison (Ex): Successful stinger attacks deal the listed damage and also deliver injury poison (Fort save [DC 18] resists, 1d6 Str / 1d6 Str).

Breath Weapon (Su): 1/day -- These creatures can breathe a 30 foot cone of gas (Ref save [DC 17] half, 6d6 points of acid damage).

Immunities (Ex): These creatures are immune to *sleep*, paralysis, and acid.

Encounter 3

Shambler Dragon: hp 98; See Appendix E.

Encounter 4

Harrier: CR 4; Large magical beast (10 ft. long); HD 4d10; hp 22; Init +5 (Dex); Spd 20, fly 50 (good); AC 19 (-1 size, +5 Dex, +5 natural) [touch 14, flat-footed 9]; Atks +9 melee (1d8,energy); Face/Reach 10 ft. x 5 ft./5 ft.; SA Touch attack; SQ Incorporeal; AL N; SV Fort +4, Ref +9, Will +3; Str -, Dex 20, Con -, Int 2, Wis 14, Cha 6.

Skills and Feats: Listen +7, Spot +7; Weapon Finesse (energy).

Touch Attack (Su): The harrier's attack is a touch attack for the purpose of determining the AC of its target.

Incorporeal (Su): Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or

magic, with a 50% chance to ignore damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Encounter 5

Sasrakananakmasha, The Green of the Gamboge, very old green dragon: CR 18, Huge Dragon (28 ft. long); HD 29d12+174; hp 392; Init +4 (Improved Init.); Spd 40, fly 150 (poor), swim 40; AC 36 (-2 size, +28 natural) [touch 8, flat-footed 36]; Atks +38/+33/+33/+33/+33/+33 melee (2d8+11, bite; 2d6+5 [x2], claws; 1d8+5 [x2], wing buffets; 2d6+16, tail slap); Face/Reach 10 ft. x 20 ft./10 ft.; SA Breath Weapon; SQ Acid immunity, Blindsight, Darkvision 900 ft., Keen Senses, Water breathing, Damage Reduction 15/+2, Spell Resistance 25; AL LE; SV Fort +22, Ref +16, Will +20; Str 33, Dex 10, Con 23, Int 18, Wis 19, Cha 18.

Skills and Feats: Listen +33, Spot +33, Search +33, Bluff +33, Diplomacy +33, Profession (herbalist) +33, Spellcraft +33, Knowledge (nature) +24, Wilderness Lore +24, Alchemy +24, Concentration +26, Intimidate +14, Jump +12, Sense Motive +15; Improved initiative, Flyby attack, Wingover, Hover, Power Attack, Snatch, Create Infusion, Brew Potion.

Breath Weapon (Su): 1/1d4 rounds - Cone of corrosive (acid) gas 50 ft. long (Ref save [DC 30] half; 18d6 points of acid damage).

Crush (Ex): While flying or jumping, this dragon can land on opponents as a standard action, using her whole body to crush them. This attack is effective only against opponents of small or smaller size. It can effect all such creatures in an area equal to its Face of 10 ft. by 20 ft. Creatures in the effected area take 2d8+16 points of damage and must succeed at a Ref save (DC 30) or be pinned until the dragon moves off of them. If the dragon chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take 2d8+16 points of damage each round if they don't escape.

Frightful Presence (Ex): This fear effect takes place whenever the dragon attacks, charges, or flies overhead. Creatures within a radius of 270 ft., who have fewer than 29 HD must succeed at a Will save (DC 28) or be panicked (if 4 or fewer HD), or shaken (if 5 or more HD) for 4d6 rounds.

Expanded Spell List (Sp): This dragon can cast Plant Domain spells as arcane spells.

Spells Known (6/7/7/7/7/4; base DC = 14 + spell level): 0 lvl - *dancing lights, daze, detect magic, flare,*

ghost sound, light, ray of frost, mage hand, prestidigitation; 1st lvl -- entangle, charm person, expeditious retreat, hypnotism, magic missile; 2nd lvl -- detect thoughts, invisibility, locate object, mirror image, web; 3rd lvl -- dispel magic, haste, nondetection, stinking cloud; 4th lvl -- control plants, ice storm, improved invisibility; 5th lvl -- wall of thorns, teleport.

Spell-Like Abilities (Sp): 3/day -- *suggestion*; 1/day -- *plant growth*.

Languages: Common, Draconic, Elvish, Gnoll, Gnomish, Sylvan, Worg.

Young Green Dragons (4): CR 4, Medium Dragon (8 ft. long); HD 11d12+22; hp 116 (each); Init +4 (Improved Init.); Spd 40, fly 150 (poor), swim 40; AC 20 (+10 natural) [touch 10, flat-footed 20]; Atks +14/+9/+9/+9/+9 melee (1d8+3, bite; 1d6+1 [x2], claws; 1d4+1 [x2], wing buffets); SA Breath weapon; SQ Acid immunity, Blindsight, Darkvision 300 ft., Keen Senses, Water breathing; AL LE; SV Fort +9, Ref +7, Will +8; Str 17, Dex 10, Con 15, Int 12, Wis 13, Cha 12.

Skills and Feats: Listen +12, Spot +12, Search +12, Bluff +12, Diplomacy +12, Profession (herbalist) +12; Improved initiative, Flyby attack, Wingover.

Breath Weapon (Su): 1/1d4 rounds - Cone of corrosive (acid) gas 30 ft. long (Ref save [DC 17] half; 6d6 points of acid damage).

Languages: Draconic, Common.

Appendix B: NPC's and Foes for APL 8

Encounter 1

Duke Grevin Damar, male human Ari9: CR 9, HD 9d8+9; hp 61; Init +2 (Dex); Spd 30; AC 14 (+2 Dex, +2 bracers) [touch 14, flat-footed 12]; Atks +10/+5 melee (1d6+1/crit 18-20, +1 rapier); AL LG; SV Fort +4, Ref +5, Will +6; Str 10, Dex 14, Con 12, Int 14, Wis 10, Cha 16.

Skills and Feats: Bluff +12, Diplomacy +14, Innuendo +9, Knowledge (Nyrond history) +11, Knowledge (nobility) +13, Sense Motive +9, Knowledge (local Flinthill) +7, Read Lips +6, Listen +4, Ride +6, Wilderness Lore +3, Spot +2, Speak Language (gnomish, draconic, elvish, sylvan), Skill Focus (Diplomacy), Skill Focus (Knowledge-nobility), Weapon Finesse (rapier), Leadership, Weapon Focus (rapier).

Possessions: +2 Bracers of Armor, +1 rapier with three gems embedded in the handle (500 gp each).

The Grand Fool of the Gnomeking's Court (aka Gnomeking Warren ap'Hiller), male gnome Brd9 / Sor4 / Shftr 3: CR 16, HD 9d6+9 (Brd) + 4d4+4 (Sor) + 3d8+3 (Shftr); hp 83; Init +6 (Dex, Improved Initiative); Spd 25 (Dash); AC 23 (+6 magical studded leather armor, +2 Dex, +3 ring, +2 amulet) [touch 14, flat-footed 21]; Atks +12/+12/+7 melee (1d6+2 subdual, +2 speed sap) or +12 ranged touch (1d6 fire, 1 fire to all creatures within 5 feet + 1d6 fire the following round unless smothered, alchemists fire); SQ Gnome Traits, Bardic Music, Bardic Knowledge, Greater Wild Shape; AL NG; SV Fort +8, Ref +12, Will +12; Str 10, Dex 14, Con 12, Int 12, Wis 12, Cha 18 (22).

Skills and Feats: Perform +23, Tumble +20, Bluff +17, Diplomacy +15, Escape Artist +9, Balance +9, Concentration +9, Spellcraft +9, Jump +7, Knowledge (Flinty Hills) +6, Knowledge (nobility) +6, Animal Empathy +6, Wilderness Lore +6, Listen +5, Alchemy +4, Spot +3; Alertness, Endurance, Improved Initiative, Leadership, Acrobatic, Dash.

Sorcerer Spells Known (6/6/3; base DC=16 + spell level): 0 – *mage hand, mending, detect magic, daze, ray of frost, light*; 1st – *expeditious retreat, silent image, shield*; 2nd – *alter self*.

Bard Spells Known: (3/3/3/2; base DC=16 + spell level): 0 – *easy math, open/close, per-cussion, prestidigitation, read magic, resistance*; 1st – *charm person, cure light wounds, grease, joyful noise*; 2nd –

bull's strength, fortissimo, sound burst, Tasha's Hideous Laughter; 3rd – *blink, charm monster, emotion*.

Gnome Spells (Sp): 1/day – *dancing lights, ghost sound, prestidigitation*.

Bardic Music (Su): 9/day – *Inspire Courage, Countersong, Fascinate, Inspire Competance, Suggestion, Inspire Greatness*.

Bardic Knowledge (Ex): Warren ap'Hiller can roll a special bardic knowledge check with a bonus of 10 to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places.

Greater Wild Shape (Sp): 3/day – Warren ap'Hiller can take the form of any Tiny, Small, Medium, or Large animal, beast, humanoid, monstrous humanoid, or plant, as long as such a form normally has 16 HD or less. Each time he assumes another form, he heals 16 points of damage. He can designate at the time of the change which pieces of his equipment meld into his new form, and which do not. Nonmelded equipment alters its size to match that of his new form, but retains its functionality.

Possessions: +3 studded leather armor, jester's baton with a carving of a gnomish face wearing a three horned jester's cap, which is actually a +2 speed sap, +3 ring of protection, +2 amulet of natural armor, +4 cloak of charisma, circlet of persuasion, dust of disappearance (1 application), carpet of flying (6ft. by 9ft.), belt with sewn loops holding 10 alchemists' fires.

Role-Playing Note: Warren ap'Hiller always masquerades as The Grand Fool of the Gnomeking's Court. He uses his wits as his primary weapon at all times, helping allies with bardic performances, or the occasional spell. He will enter combat only as a last resort, and will only take alternate form in the most dire of circumstances, or to complete a resounding jest.

Half-Dragon (Green) / Half-Monstrous-Scorpions (6):

CR 4; Large Dragon (10 ft. long); HD 4d10+12; hp 39 (each); Init +0 (Dex); Spd 50, fly 50 (average); AC 18 (-1 size, +9 natural) [touch 9, flat-footed 18]; Atks +9/+9/+4/+4 melee (1d6+7 [x2], claws; 1d6+3 and poison, sting; 1d8+3, bite); Face/Reach 5 ft. x 10 ft./5 ft.; SA Improved Grab, Squeeze, Poison, Breath Weapon; SQ Low-light Vision, Darkvision 60 feet, Immunities; AL LE;

SV Fort +7, Ref +1, Will +1; Str 25, Dex 10, Con 16, Int 4, Wis 10, Cha 4.

Skills and Feats: Climb +15, Escape Artist +6, Hide +3, Spot +7; Fly-by Attack.

Improved Grab (Ex): If these creatures hit a Medium or smaller creature with a claw attack, they deal normal damage and may attempt to start a grapple as a free action without provoking an attack of opportunity and without the need for a touch attack. If a hold is achieved, the creature pulls its target into its space, and is not considered grappled. It will then do squeeze damage with each subsequent successful grapple check, and will also attempt to bite and sting. These creatures prefer making fly-by attacks, using this ability to hit with one claw, and then carrying their victims into the air for further attacks on subsequent rounds if the hold is successful.

Squeeze (Ex): When these creatures maintain a hold on a Large or smaller creature, they automatically deal damage with both claws, and attack the same opponent with bite and sting attacks at full value.

Poison (Ex): Successful stinger attacks deal the listed damage and also deliver injury poison (Fort save [DC 18] resists, 1d6 Str / 1d6 Str).

Breath Weapon (Su): 1/day -- These creatures can breathe a 30 foot cone of gas (Ref save [DC 17] half, 6d6 points of acid damage).

Immunities (Ex): These creatures are immune to *sleep*, paralysis, and acid.

Encounter 3

Shambler Dragon: hp 98; See Appendix E.

Encounter 4

Harrier (2): CR 4; Large magical beast (10 ft. long); HD 4d10; hp 22 (each); Init +5 (Dex); Spd 20, fly 50 (good); AC 19 (-1 size, +5 Dex, +5 natural) [touch 14, flat-footed 9]; Atks +9 melee (1d8, energy); Face/Reach 10 ft. x 5 ft./5 ft.; SA Touch attack; SQ Incorporeal; AL N; SV Fort +4, Ref +9, Will +3; Str --, Dex 20, Con --, Int 2, Wis 14, Cha 6.

Skills and Feats: Listen +7, Spot +7; Weapon Finesse (energy).

Touch Attack (Su): The harrier's attack is a touch attack for the purpose of determining the AC of its target.

Incorporeal (Su): Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or

magic, with a 50% chance to ignore damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Encounter 5

Sasrakananakmasha, The Green of the Gamboge, very old green dragon: CR 18, Huge Dragon (28 ft. long); HD 29d12+174; hp 392; Init +4 (Improved Init.); Spd 40, fly 150 (poor), swim 40; AC 36 (-2 size, +28 natural) [touch 8, flat-footed 36]; Atks +38/+33/+33/+33/+33/+33 melee (2d8+11, bite; 2d6+5 [x2], claws; 1d8+5 [x2], wing buffets; 2d6+16, tail slap); Face/Reach 10 ft. x 20 ft./10 ft.; SA Breath Weapon; SQ Acid immunity, Blindsight, Darkvision 900 ft., Keen Senses, Water breathing, Damage Reduction 15/+2, Spell Resistance 25; AL LE; SV Fort +22, Ref +16, Will +20; Str 33, Dex 10, Con 23, Int 18, Wis 19, Cha 18.

Skills and Feats: Listen +33, Spot +33, Search +33, Bluff +33, Diplomacy +33, Profession (herbalist) +33, Spellcraft +33, Knowledge (nature) +24, Wilderness Lore +24, Alchemy +24, Concentration +26, Intimidate +14, Jump +12, Sense Motive +15; Improved initiative, Flyby attack, Wingover, Hover, Power Attack, Snatch, Create Infusion, Brew Potion.

Breath Weapon (Su): 1/1d4 rounds - Cone of corrosive (acid) gas 50 ft. long (Ref save [DC 30] half; 18d6 points of acid damage).

Crush (Ex): While flying or jumping, this dragon can land on opponents as a standard action, using her whole body to crush them. This attack is effective only against opponents of small or smaller size. It can effect all such creatures in an area equal to its Face of 10 ft. by 20 ft. Creatures in the effected area take 2d8+16 points of damage and must succeed at a Ref save (DC 30) or be pinned until the dragon moves off of them. If the dragon chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take 2d8+16 points of damage each round if they don't escape.

Frightful Presence (Ex): This fear effect takes place whenever the dragon attacks, charges, or flies overhead. Creatures within a radius of 270 ft., who have fewer than 29 HD must succeed at a Will save (DC 28) or be panicked (if 4 or fewer HD), or shaken (if 5 or more HD) for 4d6 rounds.

Expanded Spell List (Sp): This dragon can cast Plant Domain spells as arcane spells.

Spells Known (6/7/7/7/7/4; base DC = 14 + spell level): 0 lvl - *dancing lights, daze, detect magic, flare,*

ghost sound, light, ray of frost, mage hand, prestidigitation; 1st lvl -- entangle, charm person, expeditious retreat, hypnotism, magic missile; 2nd lvl -- detect thoughts, invisibility, locate object, mirror image, web; 3rd lvl -- dispel magic, haste, nondetection, stinking cloud; 4th lvl -- control plants, ice storm, improved invisibility; 5th lvl -- wall of thorns, teleport.

Spell-Like Abilities (Sp): 3/day -- *suggestion*, 1/day -- *plant growth*.

Languages: Common, Draconic, Elvish, Gnoll, Gnomish, Sylvan, Worg.

Juvenile green dragons (3): CR 7, Large Dragon (15 ft. long); HD 14d12+42; hp 158 (each); Init +4 (Improved Init.); Spd 40, fly 150 (poor), swim 40; AC 22 (-1 size, +13 natural) [touch 9, flat-footed 22]; Atks +17/+12/+12/+12/+12/+12 melee (2d6+4, bite; 1d8+2 [x2], claws; 1d6+2 [x2], wing buffets; 1d8+6, tail slap); FAC 5 ft. x 10 ft./10 ft.; SA Breath Weapon; SQ Acid immunity, Blindsight, Darkvision 400 ft., Keen Senses, Water breathing; AL LE; SV Fort +12, Ref +9, Will +11; Str 19, Dex 10, Con 17, Int 14, Wis 15, Cha 14.

Skills and Feats: Listen +16, Spot +16, Search +16, Bluff +16, Diplomacy +16, Profession (herbalist) +16; Improved initiative, Flyby attack, Wingover, Hover.

Breath Weapon (Su): 1/1d4 rounds - Cone of corrosive (acid) gas 40 ft. long (Ref save [DC 20] half; 8d6 points of acid damage).

Spells Known (5/4; base DC = 12 + spell level): 0 lvl -- *daze, detect magic, ray of frost, mage hand*; 1st lvl -- *entangle, charm person*.

Expanded Spell List (Sp): These dragons have learned how to cast Plant Domain spells as arcane spells from their mother.

Languages: Draconic, Common.

Appendix C: NPC's and Foes for APL 10

Encounter 1

Duke Grevin Damar, male human Ari9: CR 9, HD 9d8+9; hp 61; Init +2 (Dex); Spd 30; AC 14 (+2 Dex, +2 bracers) [touch 14, flat-footed 12]; Atks +10/+5 melee (1d6+1/crit 18-20, +1 rapier); AL LG; SV Fort +4, Ref +5, Will +6; Str 10, Dex 14, Con 12, Int 14, Wis 10, Cha 16.

Skills and Feats: Bluff +12, Diplomacy +14, Innuendo +9, Knowledge (Nyrond history) +11, Knowledge (nobility) +13, Sense Motive +9, Knowledge (local Flinthill) +7, Read Lips +6, Listen +4, Ride +6, Wilderness Lore +3, Spot +2, Speak Language (gnomish, draconic, elvish, sylvan), Skill Focus (Diplomacy), Skill Focus (Knowledge-nobility), Weapon Finesse (rapier), Leadership, Weapon Focus (rapier).

Possessions: +2 Bracers of Armor, +1 rapier with three gems embedded in the handle (500 gp each).

The Grand Fool of the Gnomeking's Court (aka Gnomeking Warren ap'Hiller), male gnome Brd9 / Sor4 / Shftr 3: CR 16, HD 9d6+9 (Brd) + 4d4+4 (Sor) + 3d8+3 (Shftr); hp 83; Init +6 (Dex, Improved Initiative); Spd 25 (Dash); AC 25 (+6 magical studded leather armor, +2 Dex, +4 ring, +3 amulet) [touch 14, flat-footed 21]; Atks +13/+13/+8 melee (1d6+3 subdual, +3 speed sap) or +12 ranged touch (1d6 fire, 1 fire to all creatures within 5 feet + 1d6 fire the following round unless smothered, alchemists fire); SQ Gnome Traits, Bardic Music, Bardic Knowledge, Greater Wild Shape; AL NG; SV Fort +8, Ref +12, Will +12; Str 10, Dex 14, Con 12, Int 12, Wis 12, Cha 18 (22).

Skills and Feats: Perform +23, Tumble +20, Bluff +17, Diplomacy +15, Escape Artist +9, Balance +9, Concentration +9, Spellcraft +9, Jump +7, Knowledge (Flinty Hills) +6, Knowledge (nobility) +6, Animal Empathy +6, Wilderness Lore +6, Listen +5, Alchemy +4, Spot +3; Alertness, Endurance, Improved Initiative, Leadership, Acrobatic, Dash.

Sorcerer Spells Known (6/6/3; base DC=16 + spell level): 0 – *mage hand, mending, detect magic, daze, ray of frost, light*; 1st – *expeditious retreat, silent image, shield*; 2nd – *alter self*.

Bard Spells Known: (3/3/3/2; base DC=16 + spell level): 0 – *easy math, open/close, per-cussion, prestidigitation, read magic, resistance*; 1st – *charm person, cure light wounds, grease, joyful noise*; 2nd –

bull's strength, fortissimo, sound burst, Tasha's Hideous Laughter; 3rd – *blink, charm monster, emotion*.

Gnome Spells (Sp): 1/day – *dancing lights, ghost sound, prestidigitation*.

Bardic Music (Su): 9/day – *Inspire Courage, Countersong, Fascinate, Inspire Competance, Suggestion, Inspire Greatness*.

Bardic Knowledge (Ex): Warren ap'Hiller can roll a special bardic knowledge check with a bonus of 10 to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places.

Greater Wild Shape (Sp): 3/day – Warren ap'Hiller can take the form of any Tiny, Small, Medium, or Large animal, beast, humanoid, monstrous humanoid, or plant, as long as such a form normally has 16 HD or less. Each time he assumes another form, he heals 16 points of damage. He can designate at the time of the change which pieces of his equipment meld into his new form, and which do not. Nonmelded equipment alters its size to match that of his new form, but retains its functionality.

Possessions: +3 studded leather armor, jester's baton with a carving of a gnomish face wearing a three horned jester's cap, which is actually a +3 speed sap, +4 ring of protection, +3 amulet of natural armor, +4 cloak of charisma, circlet of persuasion, dust of disappearance (1 application), carpet of flying (6ft. by 9ft.), belt with sewn loops holding 10 alchemists' fires.

Role-Playing Note: Warren ap'Hiller always masquerades as The Grand Fool of the Gnomeking's Court. He uses his wits as his primary weapon at all times, helping allies with bardic performances, or the occasional spell. He will enter combat only as a last resort, and will only take alternate form in the most dire of circumstances, or to complete a resounding jest.

Half-Dragon (Green) / Half-Monstrous-Scorpions (3): CR 8; Huge Dragon (20 ft. long); HD 16d10+48; hp 156 (each); Init +0 (Dex); Spd 50, fly 50 (average); AC 20 (-2 size, +12 natural) [touch 8, flat-footed 20]; Atks +19/+19/+17/+17 melee (2d8+9 [x2], claws; 2d4+4 and poison, sting; 2d6+4, bite); Face/Reach 10 ft. x 20 ft./10 ft.; SA Improved Grab, Squeeze, Poison, Breath Weapon; SQ Low-light Vision, Darkvision 60 feet, Immunities; AL

LE; SV Fort +13, Ref +5, Will +5; Str 29, Dex 10, Con 16, Int 4, Wis 10, Cha 4.

Skills and Feats: Climb +16, Escape Artist +12, Tumble +12 Hide +0, Spot +7; Fly-by Attack, Hover, Wingover, Multiattack.

Improved Grab (Ex): If these creatures hit a Large or smaller creature with a claw attack, they deal normal damage and may attempt to start a grapple as a free action without provoking an attack of opportunity and without the need for a touch attack. If a hold is achieved, the creature pulls its target into its space, and is not considered grappled. It will then do squeeze damage with each subsequent successful grapple check, and will also attempt to bite and sting. These creatures prefer making fly-by attacks, using this ability to hit with one claw, and then carrying their victims into the air for further attacks on subsequent rounds if the hold is successful.

Squeeze (Ex): When these creatures maintain a hold on a Huge or smaller creature, they automatically deal damage with both claws, and attack the same opponent with bite and sting attacks at full value.

Poison (Ex): Successful stinger attacks deal the listed damage and also deliver injury poison (Fort save [DC 26] resists, 1d8 Str / 1d8 Str).

Breath Weapon (Su): 1/day -- These creatures can breathe a 30 foot cone of gas (Ref save [DC 17] half, 6d6 points of acid damage).

Immunities (Ex): These creatures are immune to *sleep*, paralysis, and acid.

Encounter 3

Shambler Dragon: hp 98; See Appendix E.

Encounter 4

Greater Air Elemental: hp 178; See *Monster Manual*.

Encounter 5

Sasrakananakmasha, The Green of the Gamboge, very old green dragon: CR 18, Huge Dragon (28 ft. long); HD 29d12+174; hp 392; Init +4 (Improved Init.); Spd 40, fly 150 (poor), swim 40; AC 36 (-2 size, +28 natural) [touch 8, flat-footed 36]; Atks +38/+33/+33/ +33/+33/+33 melee (2d8+11, bite; 2d6+5 [x2], claws; 1d8+5 [x2], wing buffets; 2d6+16, tail slap); Face/Reach 10 ft. x 20 ft./10 ft; SA Breath Weapon; SQ Acid immunity, Blindsight,

Darkvision 900 ft., Keen Senses, Water breathing, Damage Reduction 15/+2, Spell Resistance 25; AL LE; SV Fort +22, Ref +16, Will +20; Str 33, Dex 10, Con 23, Int 18, Wis 19, Cha 18.

Skills and Feats: Listen +33, Spot +33, Search +33, Bluff +33, Diplomacy +33, Profession (herbalist) +33, Spellcraft +33, Knowledge (nature) +24, Wilderness Lore +24, Alchemy +24, Concentration +26, Intimidate +14, Jump +12, Sense Motive +15; Improved initiative, Flyby attack, Wingover, Hover, Power Attack, Snatch, Create Infusion, Brew Potion.

Breath Weapon (Su): 1/1d4 rounds - Cone of corrosive (acid) gas 50 ft. long (Ref save [DC 30] half; 18d6 points of acid damage).

Crush (Ex): While flying or jumping, this dragon can land on opponents as a standard action, using her whole body to crush them. This attack is effective only against opponents of small or smaller size. It can effect all such creatures in an area equal to its Face of 10 ft. by 20 ft. Creatures in the effected area take 2d8+16 points of damage and must succeed at a Ref save (DC 30) or be pinned until the dragon moves off of them. If the dragon chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take 2d8+16 points of damage each round if they don't escape.

Frightful Presence (Ex): This fear effect takes place whenever the dragon attacks, charges, or flies overhead. Creatures within a radius of 270 ft., who have fewer than 29 HD must succeed at a Will save (DC 28) or be panicked (if 4 or fewer HD), or shaken (if 5 or more HD) for 4d6 rounds.

Expanded Spell List (Sp): This dragon can cast Plant Domain spells as arcane spells.

Spells Known (6/7/7/7/7/4; base DC = 14 + spell level): 0 lvl - *dancing lights, daze, detect magic, flare, ghost sound, light, ray of frost, mage hand, prestidigitation*; 1st lvl - *entangle, charm person, expeditious retreat, hypnotism, magic missile*; 2nd lvl - *detect thoughts, invisibility, locate object, mirror image, web*; 3rd lvl - *dispel magic, haste, nondetection, stinking cloud*; 4th lvl - *control plants, ice storm, improved invisibility*; 5th lvl - *wall of thorns, teleport*.

Spell-Like Abilities (Sp): 3/day -- *suggestion*; 1/day -- *plant growth*.

Languages: Common, Draconic, Elvish, Gnoll, Gnomish, Sylvan, Worg.

Young adult green dragons (2): CR 10, Large Dragon (15 ft. long); HD 17d12+68; hp 204 (each); Init +4

Appendix D: NPC's and Foes for APL 12

Encounter 1

Duke Grevin Damar, male human Ari9: CR 9, HD 9d8+9; hp 61; Init +2 (Dex); Spd 30; AC 14 (+2 Dex, +2 bracers) [touch 14, flat-footed 12]; Atks +10/+5 melee (1d6+1/crit 18-20, *+1 rapier*); AL LG; SV Fort +4, Ref +5, Will +6; Str 10, Dex 14, Con 12, Int 14, Wis 10, Cha 16.

Skills and Feats: Bluff +12, Diplomacy +14, Innuendo +9, Knowledge (Nyrond history) +11, Knowledge (nobility) +13, Sense Motive +9, Knowledge (local Flinthill) +7, Read Lips +6, Listen +4, Ride +6, Wilderness Lore +3, Spot +2, Speak Language (gnomish, draconic, elvish, sylvan), Skill Focus (Diplomacy), Skill Focus (Knowledge-nobility), Weapon Finesse (rapier), Leadership, Weapon Focus (rapier).

Possessions: +2 Bracers of Armor, +1 rapier with three gems embedded in the handle (500 gp each).

The Grand Fool of the Gnomeking's Court (aka Gnomeking Warren ap'Hiller), male gnome Brd9 / Sor4 / Shftr 3: CR 16, HD 9d6+9 (Brd) + 4d4+4 (Sor) + 3d8+3 (Shftr); hp 83; Init +6 (Dex, Improved Initiative); Spd 25 (Dash); AC 25 (+6 magical studded leather armor, +2 Dex, +4 ring, +3 amulet) [touch 14, flat-footed 21]; Atks +13/+13/+8 melee (2d6+3 subdual, *+3 merciful speed sap*) or +12 ranged touch (1d6 fire, 1 fire to all creatures within 5 feet + 1d6 fire the following round unless smothered, alchemists fire); SQ Gnome Traits, Bardic Music, Bardic Knowledge, Greater Wild Shape; AL NG; SV Fort +8, Ref +12, Will +12; Str 10, Dex 14, Con 12, Int 12, Wis 12, Cha 18 (22).

Skills and Feats: Perform +23, Tumble +20, Bluff +17, Diplomacy +15, Escape Artist +9, Balance +9, Concentration +9, Spellcraft +9, Jump +7, Knowledge (Flinty Hills) +6, Knowledge (nobility) +6, Animal Empathy +6, Wilderness Lore +6, Listen +5, Alchemy +4, Spot +3; Alertness, Endurance, Improved Initiative, Leadership, Acrobatic, Dash.

Sorcerer Spells Known (6/6/3; base DC=16 + spell level): 0 – *mage hand, mending, detect magic, daze, ray of frost, light*; 1st – *expeditious retreat, silent image, shield*; 2nd – *alter self*.

Bard Spells Known: (3/3/3/2; base DC=16 + spell level): 0 – *easy math, open/close, per-cussion, prestidigitation, read magic, resistance*; 1st – *charm person, cure light wounds, grease, joyful noise*; 2nd –

bull's strength, fortissimo, sound burst, Tasha's Hideous Laughter; 3rd – *blink, charm monster, emotion*.

Gnome Spells (Sp): 1/day – *dancing lights, ghost sound, prestidigitation*.

Bardic Music (Su): 9/day – *Inspire Courage, Countersong, Fascinate, Inspire Competance, Suggestion, Inspire Greatness*.

Bardic Knowledge (Ex): Warren ap'Hiller can roll a special bardic knowledge check with a bonus of 10 to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places.

Greater Wild Shape (Sp): 3/day – Warren ap'Hiller can take the form of any Tiny, Small, Medium, or Large animal, beast, humanoid, monstrous humanoid, or plant, as long as such a form normally has 16 HD or less. Each time he assumes another form, he heals 16 points of damage. He can designate at the time of the change which pieces of his equipment meld into his new form, and which do not. Nonmelded equipment alters its size to match that of his new form, but retains its functionality.

Possessions: +3 studded leather armor, jester's baton with a carving of a gnomish face wearing a three horned jester's cap, which is actually a *+3 merciful speed sap, +4 ring of protection, +3 amulet of natural armor, +4 cloak of charisma, circlet of persuasion, dust of disappearance (1 application), carpet of flying (6ft. by 9ft.)*, belt with sewn loops holding 10 alchemists' fires.

Role-Playing Note: Warren ap'Hiller always masquerades as The Grand Fool of the Gnomeking's Court. He uses his wits as his primary weapon at all times, helping allies with bardic performances, or the occasional spell. He will enter combat only as a last resort, and will only take alternate form in the most dire of circumstances, or to complete a resounding jest.

Half-Dragon (Green) / Half-Monstrous-Scorpions (6): CR 8; Huge Dragon (20 ft. long); HD 16d10+48; hp 156 (each); Init +0 (Dex); Spd 50, fly 50 (average); AC 20 (-2 size, +12 natural) [touch 8, flat-footed 20]; Atks +19/+19/+17/+17 melee (2d8+9 [x2], claws; 2d4+4 and poison, sting; 2d6+4, bite); Face/Reach 10 ft. x 20 ft./10 ft.; SA Improved Grab, Squeeze, Poison, Breath Weapon; SQ Low-light Vision, Darkvision 60 feet, Immunities; AL

LE; SV Fort +13, Ref +5, Will +5; Str 29, Dex 10, Con 16, Int 4, Wis 10, Cha 4.

Skills and Feats: Climb +16, Escape Artist +12, Tumble +12 Hide +0, Spot +7; Fly-by Attack, Hover, Wingover, Multiattack.

Improved Grab (Ex): If these creatures hit a Large or smaller creature with a claw attack, they deal normal damage and may attempt to start a grapple as a free action without provoking an attack of opportunity and without the need for a touch attack. If a hold is achieved, the creature pulls its target into its space, and is not considered grappled. It will then do squeeze damage with each subsequent successful grapple check, and will also attempt to bite and sting. These creatures prefer making fly-by attacks, using this ability to hit with one claw, and then carrying their victims into the air for further attacks on subsequent rounds if the hold is successful.

Squeeze (Ex): When these creatures maintain a hold on a Huge or smaller creature, they automatically deal damage with both claws, and attack the same opponent with bite and sting attacks at full value.

Poison (Ex): Successful stinger attacks deal the listed damage and also deliver injury poison (Fort save [DC 26] resists, 1d8 Str / 1d8 Str).

Breath Weapon (Su): 1/day -- These creatures can breathe a 30 foot cone of gas (Ref save [DC 17] half, 6d6 points of acid damage).

Immunities (Ex): These creatures are immune to *sleep*, paralysis, and acid.

Encounter 3

Shambler Dragon: hp 98; See Appendix E.

Encounter 4

Greater Air Elemental (2): hp 178 (each); See *Monster Manual*.

Encounter 5

Sasrakananakmasha, The Green of the Gamboge, very old green dragon: CR 18, Huge Dragon (28 ft. long); HD 29d12+174; hp 392; Init +4 (Improved Init.); Spd 40, fly 150 (poor), swim 40; AC 36 (-2 size, +28 natural) [touch 8, flat-footed 36]; Atks +38/+33/+33/ +33/+33/+33 melee (2d8+11, bite; 2d6+5 [x2], claws; 1d8+5 [x2], wing buffets; 2d6+16, tail slap); Face/Reach 10 ft. x 20 ft./10 ft; SA

Breath Weapon; SQ Acid immunity, Blindsight, Darkvision 900 ft., Keen Senses, Water breathing, Damage Reduction 15/+2, Spell Resistance 25; AL LE; SV Fort +22, Ref +16, Will +20; Str 33, Dex 10, Con 23, Int 18, Wis 19, Cha 18.

Skills and Feats: Listen +33, Spot +33, Search +33, Bluff +33, Diplomacy +33, Profession (herbalist) +33, Spellcraft +33, Knowledge (nature) +24, Wilderness Lore +24, Alchemy +24, Concentration +26, Intimidate +14, Jump +12, Sense Motive +15; Improved initiative, Flyby attack, Wingover, Hover, Power Attack, Snatch, Create Infusion, Brew Potion.

Breath Weapon (Su): 1/1d4 rounds - Cone of corrosive (acid) gas 50 ft. long (Ref save [DC 30] half; 18d6 points of acid damage).

Crush (Ex): While flying or jumping, this dragon can land on opponents as a standard action, using her whole body to crush them. This attack is effective only against opponents of small or smaller size. It can effect all such creatures in an area equal to its Face of 10 ft. by 20 ft. Creatures in the effected area take 2d8+16 points of damage and must succeed at a Ref save (DC 30) or be pinned until the dragon moves off of them. If the dragon chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take 2d8+16 points of damage each round if they don't escape.

Frightful Presence (Ex): This fear effect takes place whenever the dragon attacks, charges, or flies overhead. Creatures within a radius of 270 ft., who have fewer than 29 HD must succeed at a Will save (DC 28) or be panicked (if 4 or fewer HD), or shaken (if 5 or more HD) for 4d6 rounds.

Expanded Spell List (Sp): This dragon can cast Plant Domain spells as arcane spells.

Spells Known (6/7/7/7/4; base DC = 14 + spell level): 0 lvl - *dancing lights, daze, detect magic, flare, ghost sound, light, ray of frost, mage hand, prestidigitation*; 1st lvl - *entangle, charm person, expeditious retreat, hypnotism, magic missile*; 2nd lvl - *detect thoughts, invisibility, locate object, mirror image, web*; 3rd lvl - *dispel magic, haste, nondetection, stinking cloud*; 4th lvl - *control plants, ice storm, improved invisibility*; 5th lvl - *wall of thorns, teleport*.

Spell-Like Abilities (Sp): 3/day -- *suggestion*; 1/day -- *plant growth*.

Languages: Common, Draconic, Elvish, Gnoll, Gnomish, Sylvan, Worg.

Adult green dragons (2): CR 12, Huge Dragon (20 ft. long); HD 20d12+100; hp 255 (each); Init +4 (Improved Init.); Spd 40, fly 150 (poor), swim 40; AC 27 (-2 size, +19 natural) [touch 8, flat-footed 27]; Atks +26/+24/+24/+24/+24/+24 melee (2d8+8, bite; 2d6+4 [x2], claws; 1d8+4 [x2], wing buffets; 2d6+12, tail slap); FAC 10 ft. x 20 ft./10 ft.; SA Breath Weapon, Crush; SQ Acid immunity, Blindsight, Darkvision 600 ft., Keen Senses, Water breathing, Damage Reduction 5/+1, Spell Resistance 21; AL LE; SV Fort +17, Ref +12, Will +15; Str 27, Dex 10, Con 21, Int 16, Wis 17, Cha 16.

Skills and Feats: Listen +23, Spot +23, Search +23, Bluff +23, Diplomacy +23, Profession (herbalist) +23, Concentration +17; Improved initiative, Flyby attack, Wingover, Hover, Multiattack.

Crush (Ex): While flying or jumping, these dragons can land on opponents as a standard action, using their whole bodies to crush them. This attack is effective only against opponents of small or smaller size. It can effect all such creatures in an area equal to its Face of 10 ft. by 20 ft. Creatures in the effected area take 2d8+12 points of damage and must succeed at a Ref save (DC 25) or be pinned until the dragon moves off of them. If the dragon chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take 2d8+12 points of damage each round if they don't escape.

Breath Weapon (Su): 1/1d4 rounds - Cone of corrosive (acid) gas 50 ft. long (Ref save [DC 25] half; 12d6 points of acid damage).

Frightful Presence (Ex): This fear effect takes place whenever the dragon attacks, charges, or flies overhead. Creatures within a radius of 180 ft., who have fewer than 20 HD must succeed at a Will save (DC 23) or be panicked (if 4 or fewer HD), or shaken (if 5 or more HD) for 4d6 rounds.

Spells Known (6/7/5; base DC = 14 + spell level): 0 lvl -- *daze, detect magic, ray of frost, mage hand, resistance, mending*; 1st lvl -- *entangle, charm person, magic missile, ray of enfeeblement*; 2nd lvl -- *protection from arrows, ice knife*.

Expanded Spell List (Sp): These dragons have learned how to cast Plant Domain spells as arcane spells from their mother.

Spell-Like Abilities (Sp): 3/day -- *suggestion*.

Languages: Draconic, Common.

Appendix E: New Rules Items

“Thorn” “Drakesthorn” “Drakeseeker”

“Drakesbane”

The spear of the once-powerful Illusionist Zithidimus Seemslinger was an *upgrade item* for the region of Nyrond. It is an *item of legend*, and was originally handed out in the previous scenario from this trilogy, “The Silence of the Gnomes”. Information about the spear is repeated here for purposes of upgrading the item, originally documented in “The Silence of the Gnomes”.

When first encountered, the item was a finely wrought, handsomely ornamented masterwork halfspear, with the word, “Thorn”, worked upon its shaft in filigree. The weapon upgrades if it ever tastes dragon blood (defined as hitting and causing damage to any creature of the dragon classification, except pseudo-dragons or wyverns).

When Thorn tastes dragon blood, its filigreed name becomes, “Drakesthorn” on the shaft. Special descriptive boxed text was included in “The Silence of the Gnomes” in the event that this happened during the course of that scenario. The text is also included in this scenario, in the event that the spear tastes dragon blood for the first time here. But, regardless of when it happens, the first upgraded version of the weapon is a *+1 spear of size alteration*.

Drakesthorn

This *+1 spear* was created by Zithidimus Seemslinger, powerful Illusionist and figure of gnomish folklore in the Flinty Hills. Its haft is of richly grained and polished rosewood, deeply stained a ruddy hue. The head of the spear is finely scrollworked mithril, and joins with the haft in delicate filigree that also spells out its name in Draconic: “Drakesthorn”. The spear has the following powers:

Size alteration (Sp): as a move-equivalent action requiring concentration that does not provoke attacks of opportunity, the wielder of this weapon can make it transform into one of three forms: a halfspear, a shortspear, or a longspear. The weapon conforms to the

statistics appropriate for each weapon type while in that specific form. *Market Price*: +1 bonus.

Dragon setting (Su): if the wielder of this weapon uses a ready action to set the spear against a dragon’s attack, it will grant a single attack of opportunity against that dragon’s *charge*, *crush*, *grapple*, *snatch*, *tail slap*, *tail sweep*, or *wing buffet*, and will deal double damage if a hit is scored. *Market Price*: +1 bonus.

Drakeseeker

Like Thorn, Drakesthorn also upgrades if the weapon tastes dragon blood in another battle, although the spear can only upgrade at most once per scenario. If it upgraded to “Drakesthorn” for the first time in this scenario, it will not upgrade a second time as well. Descriptive text for the second upgrade is included earlier in this scenario, and should be read to the players if a PC succeeded in drawing dragon’s blood with it for the second time in this scenario. This second upgrade version of the weapon, “Drakeseeker”, retains all previous powers, increases to +2 enhancement, and gains the *returning* ability.

Finally, when Drakeseeker draws blood again from a dragon in a new scenario, its filigreed name will become, “Drakesbane”. That will be the final version of the weapon, and will be detailed in the third part of this trilogy. If a PC with “Drakeseeker” draws dragon blood with it before that time, the player can contact the Nyrond Triad for details on “Drakesbane”.

Creation

Here are the item creation statistics for these new rules items, originally introduced in “The Silence of the Gnomes”.

Thorn

Masterwork halfspear.

Drakesthorn

Caster Level: 15th; Prerequisites: Craft Magic Arms and Armor, polymorph any object, and sympathy; Market Price: 18,305 gp; Cost to Create: 9,305 gp + 732 XP.

Drakeseeker

Caster Level: 16th; Prerequisites: Craft Magic Arms and Armor, polymorph any object, sympathy, and telekinesis; Market Price: 32,305 gp; Cost to Create: 16,305 gp + 1,292 XP.

Note that the Nyrond Triad has determined that it is not possible for PC's to sell any version of this *legendary item*.

Gnomish Staff of Illusion

In encounter 2, solving a specific riddle in the Grand Fool's riddle-test will give PC's access to purchase the following new item.

Gnomish Staff of Illusion: Made of special fluted metals which gleam all colors of the rainbow under light, this staff is sized for a Small character (Medium-size simple weapon; 1d4/1d4 points of damage when used as a quarterstaff, or 1d6 points of damage as a club), and allows the use of the following spells:

Minor image (1 charge)

Shadow Evocation (2 charges)

Caster Level: 9th; *Prerequisites*: Craft Staff, *minor image*, *shadow evocation*; *Market Price*: 20,000 gp. (*Regional*)

Shambler Dragon

In encounter 3, the PC's will be approached by a very strange plant being, who is one of a very small race created and discarded by Sasrakananakmasha, The Green of the Gamboe. She found very little use for them once they awoke to sentience and displayed a tendency toward good that she had no use for. The green dragon destroyed most of the creatures, and left the rest for dead in the Gamboe Forest, but the creatures have recently found that they can reproduce, and their survival is now open to debate.

A shambler dragon resembles a Large to Huge dragon in form, although its body is made up of plant fibers which continually ooze a grayish green sap. Its tail and wing structures are actually very strong tendrils of plant fiber which can whip out to the full extent of its reach, and are used for defense rather than locomotion. The limbs of the creature end in very sharp thorns resembling talons, and the maw of the creature is lined with similar thorns, resembling a dragon's teeth.

Shambler dragons do not require food for sustenance, and are not carnivorous. Their tails and wings can burrow into the earth like roots, and they derive nourishment as plants. They are asexual and lay seeds as dragons do eggs. But, the tortured creatures have another environmental requirement. They require acid to the same degree that an amphibian requires water. Although they can live outside of an acid environment for several hours, they begin to harden and calcify without it. A shambler dragon who does not have a source of acid anywhere nearby will slow, harden, and become as solid as an oak, eventually transforming completely into petrified wood, and dying.

Shambler Dragon: CR 10, Huge Plant (20 ft. long); HD 10d8+50; hp 98; Init +0 (Dex); Spd 20, swim 40; AC 16 (-2 size, +8 natural) [touch 8, flat-footed 16]; Atks +16/+16/+14/+14/+14/+14 melee (2d6+9 [x2], wing tendril slams; 1d8+13, tail tendril slap; 1d6+4 [x2], claw thorns, 2d6+4, bite); FAC 10 ft x 20 ft./ 10 ft.; SQ Acid environment, Plant traits, Transport via plants, Woodsense; AL NG; SV Fort +13, Ref +4, Will +4; Str 28, Dex 10, Con 20, Int 8, Wis 11, Cha 6.

Skills and Feats: Multiattack.

Acid Environment (Ex): This creature is immune to the damaging effects of acid, and in fact requires it. Without regular exposure to acid, the creature begins to die. It is *slow* as per the spell, after 3d4 hours without acid, and is immobile 2d6 hours after that. Once immobile, the creature will petrify and die 2d12 hours later.

Plant Traits (Ex): A shambler dragon is immune to poison, *sleep*, paralysis, stunning, and polymorphing. It is not subject to critical hits or mind-affecting effects. It has low-light vision.

Transport Via Plants (Sp): A shambler dragon can *transport via plants* at will, as the spell cast by a 12th level druid, except that it can take all creatures touching it along with it or not as it chooses.

Woodsense (Ex): A shambler dragon can automatically sense the location of anything within 60

feet that is in contact with vegetation, even objects or creatures that are not in contact with the same vegetation as it is.

Languages: Shambler dragons cannot speak, except under the effects of a *Speak with Plants* spell or similar magic.

Treasure: None.

Note: This new creature is advanced, being a leader of its race. Shambler dragons range from Large (4 HD) to Huge (5 to 16 HD).

Dragon Aging Formula

In encounter 5, the PC's will discover the prototype for Sasrakananakmasha's allusive dragon aging formula.

Essentially this formula is an extremely complicated combination of a potion, an alchemical recipe, and an infusion. No one on Oerth besides the Green of the Gamboge has any clue how to reproduce it, and the formula's stability is untested as of yet. It may have harmful, or even fatal side effects over the long run, and the willingness of the green dragon to experiment with the formula on her own clutches only speaks to her overriding evil.

The formula smells like a cross between decaying vegetation and rotting flesh. Any creature not of the dragon classification who imbibes the formula must make a Fort save (DC 30) or die instantly, leaving behind an ancient desiccated husk of a corpse. If the Fort save is successful, a drinker will still take 10d6 points of damage. Immunity to poison will not prevent the need for this save, as the formula is much more than a poison. Likewise, the formula is more than a potion, and spell resistance will not wholly protect an imbiber. If a drinker has both immunity to poison and spell resistance, the formula must beat the imbiber's SR with a roll of 1d20+11 to affect the PC, but even if it fails to kill, the formula will nauseate anyone who drinks it for 2d12 hours.

Creatures of the dragon classification may imbibe a draught of the formula up to once per month. More frequent applications will cause even a dragon to be affected as a non-dragon, above. Each successfully administered draught of the formula ages a dragon by 50 years in a very painful growth spurt that lasts 2d12 hours.

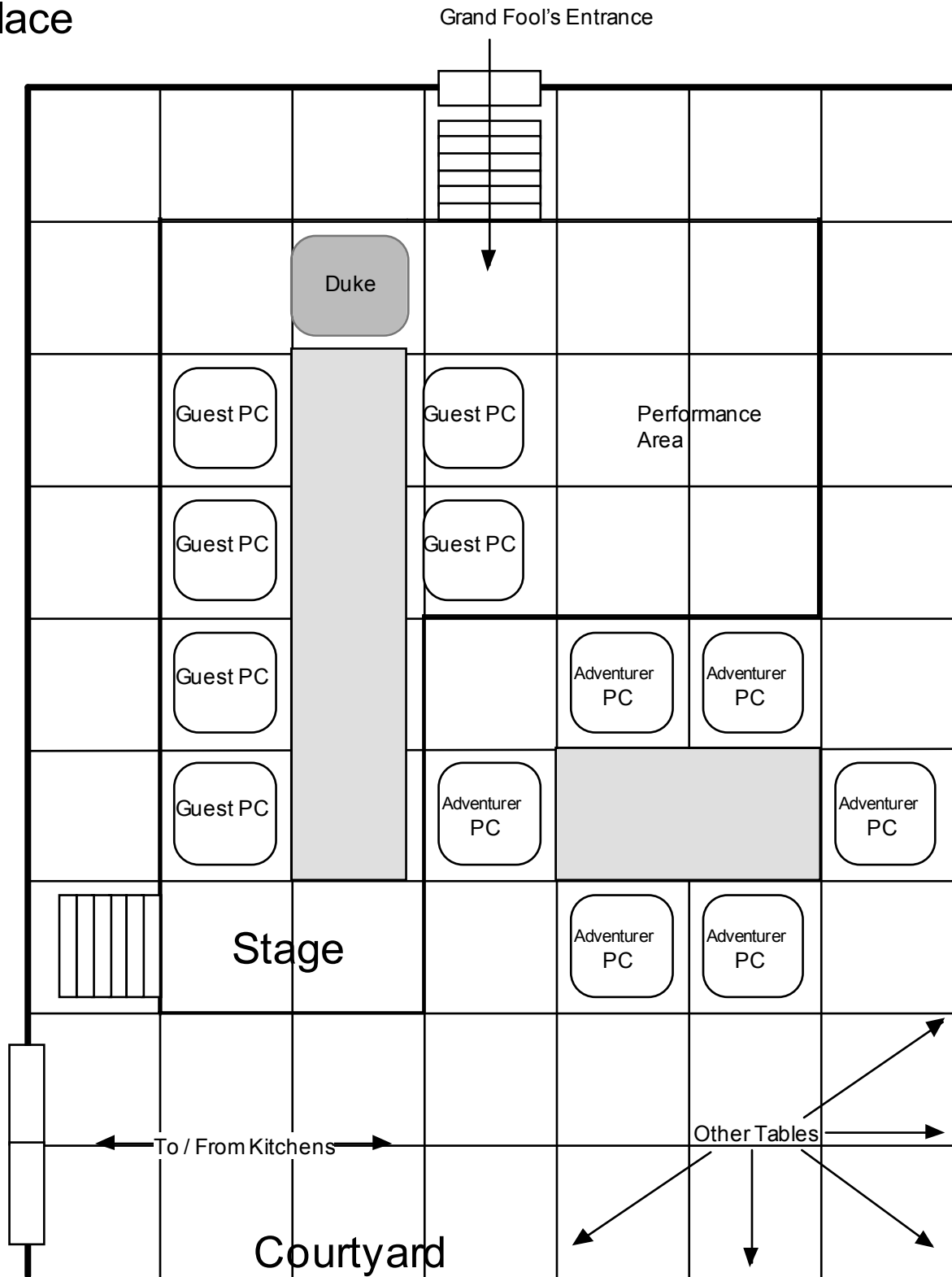
Creation

Caster Level: 11th; *Prerequisites:* Brew Potion, Create Infusion, spellcaster level 11th+, caster must have 20+ ranks in both Alchemy and Profession (herbalist), *plant growth, control plants*; *Market Price:* 3,150 gp; *Cost to Create:* 1,575 gp + 125 XP.

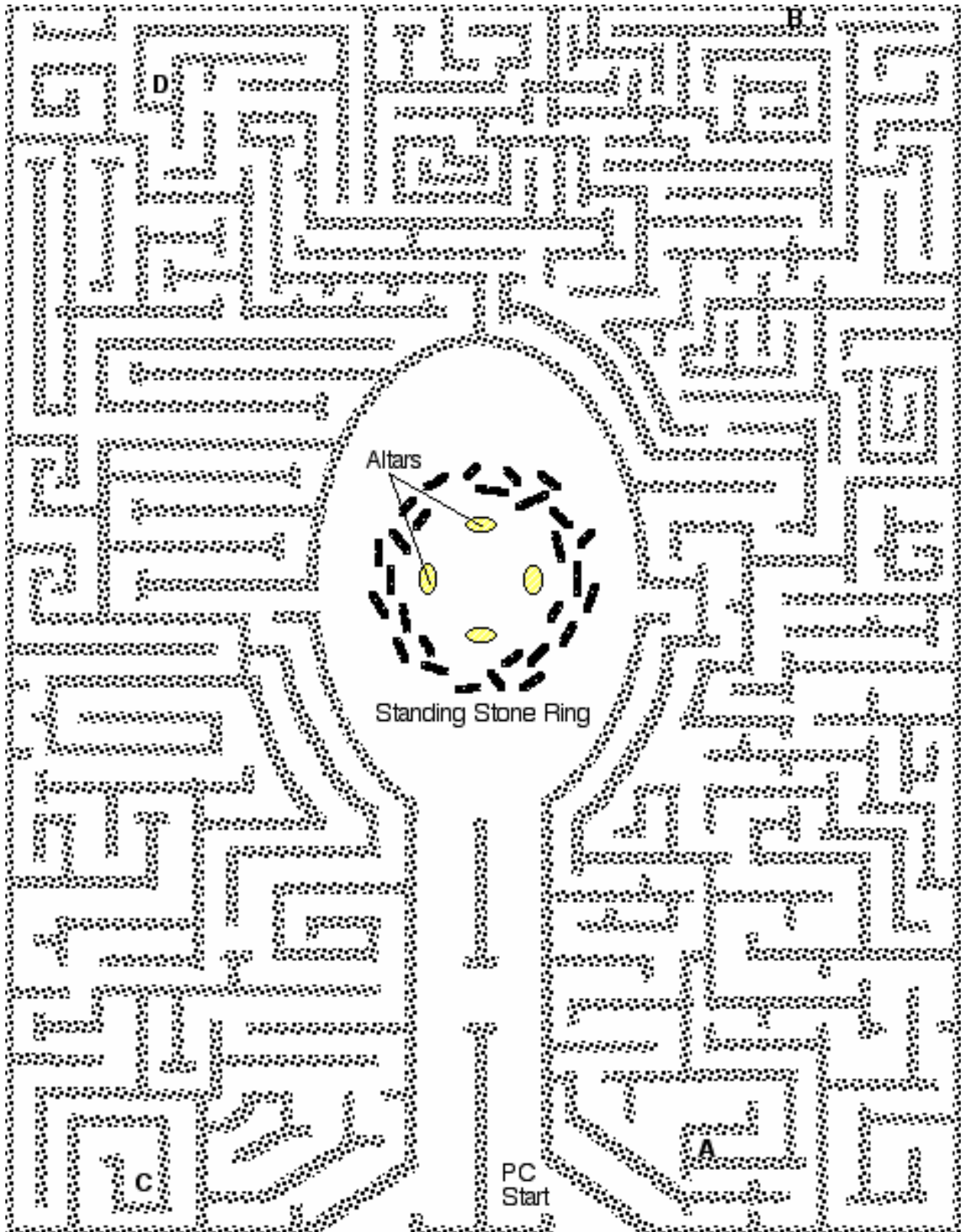
Note that this formula cannot currently be reproduced by anyone except Sasrakananak-masha, and she hoards the knowledge. The creation statistics above are provided only as reference. A single draught is all that the PC's may recover.

Judge's Aid #1

Palace



Judge's Aid #2



Judge's Aid #3

