

Quests of Doom 4

In the Time of Shardfall

By Michael Curtis



FROG GOD
GAMES

Quests of Doom 4

In the Time of Shadfall

Author
Michael Curtis

Developers
Patrick N. Pilgrim

Producer
Bill Webb

Editor
Jeff Harkness

Layout and Graphic Design
Charles A. Wright

Front Cover Art
Artem Shukaev

Interior Art
Andrew Bates, MKUltra Studios

Cartography
Alyssa Faden

FROG GOD GAMES IS

CEO
Bill Webb

Creative Director:
Swords & Wizardry
Matthew J. Finch

Creative Director:
Pathfinder Roleplaying Game
Greg A. Vaughan

Frog V
Patrick N. Pilgrim

Art Director
Charles A. Wright

Developers
John Ling and
Patrick N. Pilgrim

Customer Service Manager
Krista Webb

Zach of All Trades
Zach Glazar

Final Boss
Skeeter Green



ADVENTURES
WORTH
WINNING

FROG
GOD
GAMES

©2017 Frog God Games. All rights reserved. Reproduction without the written permission of the publisher is expressly forbidden. Frog God Games and the Frog God Games logo is a trademark of Frog God Games. All characters, names, places, items, art and text herein are copyrighted by Frog God Games, Inc. The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned.

Product Identity: The following items are hereby identified as Frog God Games LLC's Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Game Content: product and product line names, logos and identifying marks including trade dress; artifacts; creatures; characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity. Previously released Open Game Content is excluded from the above list.



Other Products from Frog God Games

You can find these product lines and more at our website, froggodgames.com, and on the shelves of many retail game stores. Superscripts indicate the available game systems: "PF" means the Pathfinder Roleplaying Game, "5e" means Fifth Edition, and "S&W" means *Swords & Wizardry*. If there is no superscript it means that it is not specific to a single rule system.

GENERAL RESOURCES

Swords & Wizardry Complete ^{S&W}
 The Tome of Horrors Complete ^{PF, S&W}
 Tome of Horrors 4 ^{PF, S&W}
 Tome of Adventure Design
 Monstrosities ^{S&W}
 Bill Webb's Book of Dirty Tricks
 Razor Coast: Fire as She Bears ^{PF}
 Book of Lost Spells ^{5e, PF}
 Fifth Edition Foes ^{5e}
 The Tome of Blighted Horrors ^{5e, PF, S&W}
 Book of Alchemy* ^{5e, PF, S&W}

THE LOST LANDS

Rappan Athuk ^{PF, S&W}
 Rappan Athuk Expansions Vol. I ^{PF, S&W}
 The Slumbering Tsar Saga ^{PF, S&W}
 The Black Monastery ^{PF, S&W}
 Cyclopean Deeps Vol. I ^{PF, S&W}
 Cyclopean Deeps Vol. II ^{PF, S&W}
 Razor Coast ^{PF, S&W}
 Razor Coast: Heart of the Razor ^{PF, S&W}
 Razor Coast: Freebooter's Guide to the Razor Coast ^{PF, S&W}
 LL0: The Lost Lands Campaign Setting* ^{5e, PF, S&W}
 LL1: Stoneheart Valley ^{PF, S&W}

LL2: The Lost City of Barakus ^{PF, S&W}
 LL3: Sword of Air ^{PF, S&W}
 LL4: Cults of the Sundered Kingdoms ^{PF, S&W}
 LL5: Borderland Provinces ^{5e, PF, S&W}
 LL6: The Northlands Saga Complete ^{PF, S&W}
 LL7: The Blight ^{5e, PF, S&W}
 LL8: Bard's Gate ^{5e, PF, S&W}
 LL9: Adventures in the Borderland Provinces ^{5e, PF, S&W}

QUESTS OF DOOM

Quests of Doom (Vol. 1) ^{5e}
 Quests of Doom (Vol. 2) ^{5e}
 Quests of Doom (includes the 5e Vol. 1 and 2, but for PF and S&W only) ^{PF, S&W}
 Quests of Doom 2 ^{5e}
 Quests of Doom 3 ^{5e, S&W}
 Quests of Doom 4* ^{5e, PF, S&W}

PERILOUS VISTAS

Dead Man's Chest (pdf only) ^{PF}
 Dunes of Desolation ^{PF}
 Fields of Blood ^{PF}
 Mountains of Madness ^{PF}
 Marshes of Malice ^{PF}

* (forthcoming from **Frog God Games**)

Table of Contents

| | |
|--------------------------------|-------|
| Credits | p. I |
| In the Time of Shardfall | p. 4 |
| New Monsters | p. 16 |
| Map Appendix | p. 17 |
| Legal Appendix | p. 24 |

In the Time of Shardfall

In the Time of Shardfall is a *Swords & Wizardry Complete* an open “seek and destroy” adventure intended for 4 to 6 characters of 5th to 6th level. The adventure involves a relic from the prehistoric past — a mystical prison containing a powerful proto-dragon and other creatures from long ago — that has been flung forward in time to arrive at the characters’ current era. The prison, an enchanted pane of obsidian called the *Akaata*, fractures upon arrival, breaking into several shards that fall to the land below. Soon, the prehistoric menaces trapped within wander out of their broken prison to threaten the realm. The characters must search for the five shards and destroy them and their former prisoners, then confront the now-free proto-dragon before it recovers its full strength.

In the Time of Shardfall is set in a small, unnamed area of woods and grassy hills, presumably part of a civilized kingdom or other such locale. In the **Lost Lands** setting, the adventure occurs in the region known as the Buntsveldt, a fertile strip of savanna that stretches across the Isthmus of Irkiana and separates the wastes of the Vast Desert to the west from the arid lands of the Irkainian Desert to the east. The Buntsveldt is occupied by a series of loosely allied city-states, the southernmost of which are Bliski and Ustran Pazeel serve as ports on the Gulf of Akados and are shown on the Gulf of Akados Region Map. This portion of the Buntsveldt featured in this adventure is the northern extent, however, west of the city-state of Stavropol and south of the border between the Buntsveldt and the neighboring Kingdom of Brounthia to the north.

Adventure Background

Un guessed eons ago the world of Lloegy, sometimes referred to as the Lost Lands and once known as Boros, was a very different place. Not only was it rawer and more savage, but it felt the tread of immortal creatures of immense power. The first Great Old Ones arrived from out of the Great Void of Night some 100 million years ago and began to create and breed servitor races and creatures to serve as worshipers, laborers, and food. One of the most powerful among these unbelievable entities was Tsathogga, now a demon lord fed in strength and divine power by the souls of evil mortals, but at the time one of the ancient Great Old Ones that vied for control of the planet and who visited it regularly via dimensional gateways from his distant realm of N’Kai. The tensions and competition between these impossible entities escalated until the advent of the Primordial Wars some 30 million years ago.

The Primordial Wars waged across and within Boros for almost 7 million years, fought by the proxies of the Great Old Ones—vast beasts, inconceivable horrors, and unhuman races—, and the very face of the world was changed beneath the viciousness of the ceaseless carnage. Tsathogga fared well among the contestants due to the versatility, innovativeness, and relative fecundity of a servitor race he had created early on in his quest for dominion, the tsathar. But one Great Old One called Vounhares Prah! tapped into a source not frequently exploited by the Great Old Ones to draw power and resources; Vounhares Prah! reached out beyond the Material Plane and touched the Elemental Planes. Inspired by the primitive elemental dragons and primal dragons that he found there, Vounhares Prah! created his own species of servitor beast, one of the most terrible creatures to stalk the primeval world. He created Dracosaurus horribilis, the proto-dragon, an apex predator that became known for its fearsome hunger and primitive cunning. And in some of these terrible beasts, Vounhares Prah! invested some of his own being to create intelligent and high unstopable monsters. None was more ferocious than the proto-dragon Ghurazkz.

Ghurazkz plagued entire regions with his fury, laying waste to the might of the tsathar and forcing them to huddle in isolated hollows and dark caverns to hide from the powerful proto-dragon, while the great creature decimated entire herds of dinosaurs and pods of shoggoths to satiate his

hunger. For a century, Ghurazkz was unassailable in his dominance until Tsathogga saw that his tsathar minions were in dire need of guidance if they were to survive upon the contested planet. To this in Tsathogga called together a secret conclave of the most powerful surviving tsathar sorcerers, witch-doctors, and primeval wizards, a group to whom he gave the secrets of dimensional magic rarely seen in the world at that time. Weaving their magic together, the cabal crafted a massive mirror of raw obsidian harvested from the bowels of a great volcano. This crude but monstrous looking glass was dubbed the *Akaata* and possessed the power to trap the physical forms of any peering into its glossy face. With the *Akaata*, the tsathar sorcerers hoped to trap Ghurazkz and end his reign of terror.

Their scheme succeeded in a manner both far better and far worse than the tsathar anticipated. Though many died luring Ghurazkz to the appointed place and time, the proto-dragon confronted the gleaming mirror and vanished within its inky confines. Inside the obsidian trap, the proto-dragon’s vitality would be absorbed, weakening him until he was eventually drained of life. Unfortunately, much of the land nearby was also absorbed, as well as one unlucky sorcerer. The scaly tyrant was imprisoned, but a swath of the primordial world was gone, its lush vegetation and native species along with it.

Although their nemesis was imprisoned, the tsathar could feel the containment magic of the *Akaata* was of finite duration and that even a weakened Ghurazkz might escape once those dweomers finally failed. Unless something was done with the prison, the proto-dragon would ultimately sunder his bonds and escape to rampage once again. To this end, the cabal, using their most powerful and life-draining sorceries, banished the *Akaata* from their time period, casting it thousands of millennia into the future. The world of the tsathar was saved from the most powerful of the proto-dragon menaces, though even their might and the ultimate fate of the Primordial Wars was rendered largely moot by the arrival of the massive meteor called the Judgment of Xtu that hammered the world and reshaped the face of the planet, ending the Great Old One dominion—at least for the time. But though the tsathar or millions of years past had been saved of Ghurazkz’s menace...perhaps another was doomed by their actions.

Starting the Adventure

The adventure begins without prelude, dropping the *Akaata* and its curious contents almost directly on top of the player characters. For this reason, the adventure can be introduced whenever you desire. The arrival of the *Akaata* and its subsequent destruction might occur as the characters travel overland through the region. But if the characters are the type to respond to such calamity with a “let the locals handle it” attitude, you might want to begin this adventure when the characters are in a place of more personal importance to them, one they’d be stirred to defend. Given the sparsely defined nature of the area affected by the *Akaata*’s arrival, it is a simple matter to alter the details of the landscape to better conform to your setting of choice.

Exploring the Land

The adventure involves much overland travel and searching, and there is no set order of encounters for the party. It is assumed they discover the first fragment initially, then likely proceed to the second, but the order in which they deal with the other three is dependent on the party’s decisions. It likely takes them several days if not a week to track down and deal with the five fragments and the proto-dragon Ghurazkz.

The Referee is encouraged to create his own wilderness encounter table

IN THE TIME OF SHARDFALL

and resolve the chance of random encounters while exploring as stipulated in the rules. The following table, however, is provided for the Referee's convenience and contains a full listing of prehistoric creatures that have escaped from the *Akaata* and now prowl the land.

Table 1: Akaata Escapees Table

| 1d20 | Escaped Creature |
|-------|---------------------|
| 1–3 | 1d4+2 Utahraptors |
| 4–6 | 1d4 Gronks |
| 7–9 | 1 Triceratops |
| 10–12 | 1d3 Elasmosauruses |
| 13–15 | 1d4 Ankylosaurs |
| 16–18 | 2d6 Pteranodons |
| 19–20 | 1 Tyrannosaurus rex |

Ankylosaurus: HD 9; AC 0[19]; **Atk** clubbed tail (3d6); **Move** 6; **Save** 6; **AL** N; **CL/XP** 9/1100; **Special:** none. (**Monstrosities** 120)

Elasmosaurus: HD 15; AC 7[12]; **Atk** bite (4d6); **Move** 1 (swim 15); **Save** 9; **AL** N; **CL/XP** 7/600; **Special:** aquatic. (**Monstrosities** 122)

Pteranodon: HD 3; AC 6[13]; **Atk** beak (1d8); **Move** 3 (flying 15); **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** none. (see **New Monsters**)

Gronk: HD 5; AC 8[11]; **Atk** weapon (1d8), horn (1d8); **Move** 12; **Save** 12; **AL** N; **CL/XP** 5/240. (**Tome of Horrors Complete** 313)

Triceratops: HD 16; AC 1[18] front, 6[13] back; **Atk** bite (1d8) and 2 gore (1d12); **Move** 9; **Save** 3; **CL/XP** 17/3500; **Special:** charge (double horn damage). (**Monstrosities** 124)

Tyrannosaurus Rex: HD 18; AC 5[14]; **Atk** bite (5d8); **Move** 15; **Save** 3; **CL/XP** 19/4100; **Special:** chew (automatic 3d8 damage after bite). (**Monstrosities** 125)

Utahraptor: HD 5; AC 5[14]; **Atk** bite (1d8), claw (1d6); **Move** 15; **Save** 12; **AL** N; **CL/XP** 5/240; **Special:** pounce (20ft leap, successful claw attack does double damage). (see **New Monsters**)

Rumors

In the Time of Shardfall is largely an exploration adventure focusing on the characters' effort to find and destroy the fragments of the *Akaata*. As they are likely strangers to the regions (assuming the Referee uses the default introduction), they may wish to learn more about the area to assist their explorations. The following list of rumors provides them with some information to guide them. The most likely source of these rumors are the villagers of Smallcrop (see below), but Serjeant Karrig, Hussar Konnors, or other NPCs of the Referee's devising could also provide this information.

Table 2: Rumor Table

| 1d6 | Rumor |
|-----|--|
| 1 | Land sharks have occasionally plagued the farmlands surrounding the village of Smallcrop. Those venturing off the road in that area should be careful. |
| 2 | The Slate Hills contain numerous gorges, gullies, and defiles bearing shallow, swift streams. Almost anything could be hiding in the maze-like highland. |

1d6 Rumor

- 3 The Slopfield Bog is a foul mire that legend holds was once the site of a great battle. A sinister figure has been sighted moving in the bog mist, working fell magic.
- 4 An gronk tribe dwells in an ancient, abandoned dwarven fortress in the Slate Hills (False)
- 5 The Storm Mountains to the northwest are home to many humanoid tribes. One of the most powerful are the Bone Grinders, a clan of ogrillons who occasionally raid outlying farms.
- 6 Bands of orcs and goblins have been seen leaving the mountains to the northwest in droves as if fleeing from someone or something.

The Arrival of the Akaata

The cabal's magic hurled the obsidian mirror across temporal boundaries and it arrives with a literal bang. The mirror's abrupt arrival in the future (the characters' present) places unforgiving physical stress upon the massive object, causing it to fracture and break apart immediately upon its manifestation in the current era. Due to subtle variations in landscape and cosmic position between the time of the *Akaata's* banishment and its subsequent arrival, the mirror arrives high in the air, some 1,000 feet above the land below, making it easily seen by the characters and other occupants of the area. The *Akaata* arrives during the daylight hours, assumedly near midday but you can change its time of arrival if he so desires. At the time of the prison's arrival, the party is at the position indicated on the overland map.

The sky above you, clear of clouds and a cerulean blue, suddenly flares bright green, throwing stark shadows around you. Your eyes are drawn upward by this strange phenomenon, and you glimpse a corona of emerald-white light fading in the sky above. In the center of the diminishing ring of light is a dark-colored object that reflects the sunlight like a polished coin.

As you watch, the ebon-hued object shatters, transforming into a rain of falling debris. Countless tiny fragments are borne away on the breeze, but your eyes discern as many as five large fragments, their exact size impossible to determine at this distance, fall from the sky, scattering in random directions as they plummet. A moment later, the sound of a tremendous thunderclap slams into you, pushing you back and blasting leaves and branches from the tops of nearby trees. Above you, the sky has returned to its normal color and the corona of light is gone. Far off and from several different directions, you hear the sound of deep, echoing thuds as if heavy objects had fallen to the earth miles away.



QUESTS OF DOOM 4

Any character specifically stating he watches the fragments' descent can automatically determine their rough points of impact (see map). Otherwise, characters have a 75% to determine where the nearest fragment fell (Fragment #1). If they fail the check, they run into a random encounter first before locating the fragment.

The Five Fragments

When the *Akaata* broke apart on arrival, much of the obsidian mirror disintegrated into fine, glossy grit carried away by the wind. There are, however, larger pieces of the enchanted prison that survived and fell to the ground, and it is from the largest of these pieces of debris that danger threatens. With the *Akaata's* destruction, the sorcerous containment is broken and the prisoners of the mirror — both intentional and accidental — are free of its confines and wandering forth into the modern timeline. Given the large area of prehistoric landscape absorbed by the *Akaata*, there is a sizable population of prehistoric creatures that can potentially escape into the current time period.

Fragment No. 1: Raptorial Insurgence

The first of the *Akaata* shards came to rest in a small beech wood not far from the characters' position. The shattered piece of enchanted obsidian crashed through the canopy and pierced the soft soil. It sticks from the ground like a broken dagger blade in the back of a murder victim.

Although the fragment has only recently come to rest, its otherworldly occupants and environment are already spilling out into the current time period. Characters entering the beech wood notice that the grove is unnaturally quiet — no birdsong is heard and no chittering squirrels berate them from the treetops. Thin wisps of mist coil around their ankles, and the air grows noticeably warmer as they approach the fallen shard. These atmospheric alterations are due to the prehistoric climate seeping out of the broken prison and into the current time.

Locating the first fragment is simple. The rent in the treetops throws sunlight into the otherwise shady wood and is noticeable from a distance. Read the following as the party approaches:

The sun shines down upon the forest floor through a large hole in the canopy. Broken boughs and fallen leaves litter the ground, as if bent and broken by a titanic wind. In the midst of the open ground beneath the holed forest ceiling is a large, raw-looking slab of glossy black stone. The tremendous piece of glass-like rock, its ebony surface shining as if wet, measures as high as a farmer's barn and appears about as wide. The soil at the edges of the shiny stone is disturbed and heaped into low piles. It appears as if the black shard fell from the sky above. Tendrils of mist seem to emerge from the stone in tentative fingers probing the clearing around it.

Unfortunately for the party, there is little time to immediately examine the shard as they are being stalked by a pack of 6 **Utahraptors** that until recently were trapped in the stone. The six bipedal dinosaurs are stealthily approaching the party.

Utahraptors (6): HD 5; HP 35, 32, 31, 29, 27x2; AC 5[14]; Atk bite (1d8), claw (1d6); Move 15; Save 12; AL N; CL/XP 5/240; **Special:** pounce (20ft leap, successful claw attack does double damage). (see **New Monsters**)

Examining the Shard

Once the dinosaurs are dispatched, the characters can further investigate the fragment. It measures 20ft high and is roughly triangular, being 25ft wide at its base and narrowing to 8ft wide at its jagged tip. The shard is only 5ft thick and is oriented so that its widest surfaces face north and south. It appears to be a giant fragment of ragged obsidian with jagged edges and striated with many small fractures. Thin wisps of mist emerge from its base, seeming to seep from the dark, glossy surface of the stone.

The shard appears to be ordinary stone along its northern, eastern, and western faces. The characters can touch it, climb it, or otherwise interact normally with the obsidian surface. Its southward-facing edge, however, is wildly different.

The southern face of the shard emits the seeping vapor, and anyone peering into the depths of the stone notices that there appears to be foliage, soil, stones, and even traces of sky lodged deep within the ebony depths of the shard. There is an occasional flash of movement inside the entrapped land, hinting that life dwells within it. The obsidian surface feels softer than normal and gives slightly if exerted against. However, despite all efforts, the stone forms a resolute barrier and it is impossible to force one's way into the trapped land (but see Referee's Option below). The seeping



Destroying the Shards

Although each fragment varies in size and location, the process for destroying the shards is the same. Each shard is damaged from the emergence into this world and the subsequent fall. The stone is heavily fractured and is in a fragile state. The party can destroy the shard by inflicting damage on any of its three solid edges (determine the fragment's orientation randomly if not noted in the text). Attacks against a fragment's permeable side are diffused by the magical nature of the barrier and cause no damage. Each fragment has AC 5[14] and has 50 hit points. The shards are immune to fire, cold and piercing weapons. Blunt weapons do normal damage.

When a fragment is reduced to 50% or fewer hit points, there is a 2-in-6 chance a random prehistoric creature is ejected from the shard, attracted into the current era by the commotion occurring around the fragment. Roll on **Table 1** above to determine what creature emerges if this event occurs.

Reducing the slab to zero hit points causes it to crumble, and produces a blast of escaping magical power. All within 20ft of the slab suffer 10 points of damage (save for half).

IN THE TIME OF SHARDFALL

vapor, however, hints that it's possible for life to emerge from the stone and enter the characters' world.

The fragment is part of a mystical prison, but characters cannot identify the nature of its origin. It is obvious to a character making the check that whatever life was once trapped inside the depths of the stone is now free to emerge. There is no telling exactly what or how many creatures lurk within. It is hoped the party concludes the fragments are a danger to the local residents and take steps to eradicate their menace.

Referee's Option: Entering the Akaata

If the Referee wishes to expand on the adventure (or punish the overly curious adventurer who plumbs too deeply into the fragments' mysteries), any of the Akaata fragments can be entered from its permeable face with the proper magic or effort. The spells *dimension door*, *knock*, *passwall* and possibly other spells (Referee's discretion) allow the subject to step through the face and enter the land inside. Exiting the fragment is as simple as stepping through the barrier from within.

The realm inside the *Akaata* fragments is a prehistoric, primeval land. The land is hot and humid, oversized ferns and palm-like trees grow everywhere, and the sound of monstrous animals moving through the underbrush is ever-present. Travelers within the *Akaata* have a 25% chance each hour of encountering some of the trapped land's occupants. Roll on **Table 1** above to determine what crosses their paths.

Characters seeking other exits from the fragment have a 1-in-6 chance each day to locate one of the intact exits (Referee's choice as to which one). Effectively, the party could resolve some of this adventure from inside the *Akaata*, seeking out a fragment and then exiting the land at the shard's location to deal with the fragment and any escaped creature.

Fragment No. 2: A Village Under Siege

The second shard of the *Akaata* plummeted to the earth in the "klach" of Smallcrop, a tiny independent farmhold located along the main trade road through the region that runs from Queenshold in the north and Alkis Anvil to the south. The fragment destroyed one of the settlement's home (crushing its occupant to death) and was quickly surrounded by Smallcrop's residents, curious and mystified at the shiny stone's abrupt appearance. It wasn't long before the creatures inside the fragment found their way out, terrifying the poor farmers.

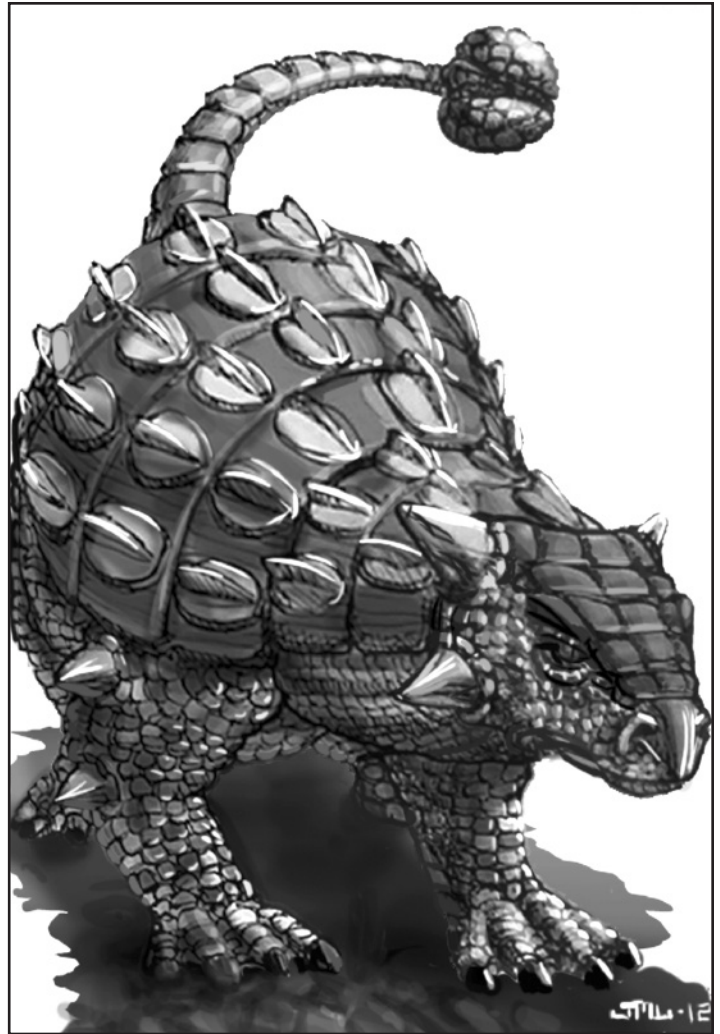
Smallcrop is now a battleground. Most of the farmers fled the village, but a patrol of Veltrada Council soldiers out of Alkis Anvil happened to be passing through and rallied to the aid of the villagers and is now in a pitched battle with the prehistoric denizens of the *Akaata*. Sadly, the soldiers are far outclassed by the dinosaurs, and only a scant few still survive. Their only hope lies in the hands of the characters who are (hopefully) up to the task of defeating the dinosaurs and smashing the *Akaata* fragment.

As the party approaches Smallcrop, they see a cluster of simple homes arranged along the trade road. Even from a distance, it is obvious that something is amiss. The chimneys of the village homes produce no smoke, a few of the buildings are in a state of collapse, and most tellingly, terrifying roars accompanied by the occasional shout and battle cry carry on the breeze.

As the party approaches, dark shadows pass over them, momentarily blocking out the sun. This is caused by the flight of **12 pteranodons** that have spotted the party and decided to dine upon the characters. The flying dinosaurs swoop down upon the party.

Pteranodons (12): HD 3; HP 21, 20, 19, 18x3, 16, 14x2, 13x3; AC 6[13]; **Atk** beak (1d8); **Move** 3 (flying 15); **Save** 14; **AL** N; **CL**/XP 3/60; **Special:** none. (see **New Monsters**)

The pteranodons aren't fearless monsters and attempt to flee if they lose more than half their number.



After slaying or driving off the pteranodons, the party can approach Smallcrop safely. Read the following as they enter the village:

This village is composed of roughly two dozen small homes situated into a defensive klach against the ever-present threat of desert raiders. However, the arrangement appears to have been of little help as many of the structures are in ruins and several have collapsed entirely. Those that still stand show signs of damage: holed walls, broken doors, and scorched thatching on their roofs. Broken farm tools and splotches of dried blood are in the dirt road that bisects the village, indicating a recent battle occurred.

The air is suddenly split by a tremendous bellow — a deep, throaty roar that reverberates throughout the village. Ahead of you at a distance of some 80 feet, you see a trio of armored men wearing dirty, torn tabards and desperately clutching swords and spears back onto the road. A house near them suddenly explodes into flinders three huge, armor-plated beasts lumber after the men. The four-legged creatures have massive spiked tails that swing aggressively in their wake. One of the beasts pauses and twists its body, whipping its tail furiously. The spiked appendage strikes one of the armored men, sending his broken and bloody form flying.

The armored men are the only survivors of the patrol and are fighting for their lives. They face **3 ankylosaurs**. Their abrupt arrival in a strange world, and the subsequent attacks by the villagers and soldiery who mistook their fearsome appearance as that of dangerous monsters, have driven these normally passive herbivores into a rage. The soldiers once

numbered a dozen and were led by **Serjeant Karrig**, but now only Karrig and one of his men, **Hussar Konnors**, survive. They certainly will be slain unless the characters can draw the ankylosaurs' attention away from them. If the characters join the fight, both men endeavor to assist them, hurling themselves back into the battle.

Ankylosaurs (3): HD 9; HP 65, 62, 57; AC 0[19]; **Atk** clubbed tail (3d6); **Move** 6; **Save** 6; **AL** N; **CL/XP** 9/1100; **Special:** none. (**Monstrosities** 120)

Serjeant Karrig (Ftr5): HP 33 (currently 16); AC 6[13]; **Atk** longsword (1d8+1) or shortbow x2 (1d6); **Move** 12; **Save** 10; **AL** L; **CL/XP** 5/240; **Special:** multiple attacks (5) vs. creatures with 1 or fewer HD, -1[+1] dexterity AC bonus, +2 to hit and damage strength bonus, +1 to hit missile bonus.

Equipment: leather armor, longsword, shortbow, 20 arrows.

Hussar Konnors: HP 18 (currently 8); AC 5[14]; **Atk** longsword (1d8); **Move** 12; **Save** 14; **AL** L; **CL/XP** 3/60; **Special:** none.

Equipment: chainmail, longsword.

Helpful Information

Defeating the ankylosaurs ends the current threat to Smallcrop. Assuming either Serjeant Karrig or Hussar Konnors survives, they can provide further details on how the situation in the village came to be. They explain their patrol was riding east along the trade road when they witnessed the "uncanny occurrence" in the sky. They watched several of the pieces fall, observing that one appeared to land in the vicinity of Smallcrop. The patrol, which numbered a dozen men, rode to investigate and found the hamlet under attack by tremendous, unknown monsters. One of the creatures, a "big brute of a lizard which walked on two legs," ate several villagers before the soldiers drove it off. The men were going to pursue the beast, but the "spiked tails" interrupted their attempt and took a terrible toll on their numbers. If Karrig and/or Connor survives the fight, they are willing to ally with the party in pursuit of the escaped dinosaur (see below).

After the ankylosaurs are defeated, small groups of villagers begin returning to the ruined village. These residents of Smallcrop fled the village and observed the soldiers battling the dinosaurs. They can provide some of the information above if Karrig or Konnors didn't survive the battle with the dinosaurs.

The residents of Smallcrop can also provide clues as to the whereabouts of the other *Akaata* fragments. Several keen-eyed villagers saw some of the shards fall and can indicate a general area where the characters might search for the rest. The Smallcrop folk inform the party of the following if the characters show interest:

- One piece appeared to plummet to earth in the vicinity of the Slopfield Bog located to the west.
- Another fragment fell above the Slate Hills to the northwest.
- A third shard fell farther to the northwest, beyond the Slate Hills. Both plains and mountains lie in that direction.

Characters asking for further information are told 1d4 rumors from **Table 2: Rumor Table** provided at the beginning of the adventure.

The Fragment

The second fragment lies within the collapsed walls of a simple crofter's hut on the north side of the village. Ruined furniture and broken floorboards surround the 20ft-tall, 25ft-wide hunk of enchanted stone. It measures 8ft deep and, like the first fragment, three of its sides are normal stone, while the fourth (facing west) serves as the exit from the mystical prison. Dried blood and a single, broken arm of the corpse pinned beneath the fallen stone extend from underneath the *Akaata* fragment. Destroying it is accomplished as described above (**Destroying the Shards**).

Slaying the ankylosaurs and destroying the fragment results in the residents of Smallcrop hailing the characters as heroes. The villagers take

Seeking Reinforcements

Serjeant Karrig and Hussar Konnors represent an official presence in the realm and theoretically should be able to inform their superiors and summon additional troops to aid in the dinosaur hunt or the search for the fallen fragments. The party might demand the soldiers alert the chain of command and have the local ruler provide military assistance. The Referee is free to allow this, but should increase the difficulty of the later encounters or ensure the escaped monsters mercilessly slaughter the reinforcements as quickly as possible.

Should the Referee desire the characters remain isolated and forced to be the sole heroes available to deal with the incursion, simply have Karrig or Konnors fail in their efforts. A number of reasons might prevent them from calling reinforcements (an armed insurrection currently has the realm's soldiery occupied, petty political rivalries prevent any noble from committing his troops, or the message simply never reaches the ruling body due to accident or the messenger being eaten by rampaging dinosaurs, for example). Allow the characters to wait for help for as long as they wish, but as they do, dinosaurs run amok, attacking travelers and perhaps even returning to Smallcrop. Eventually, the characters should be stirred into action when it becomes obvious help isn't coming.

up a collection from among their shattered belongings and reward the party with a monetary gift of 209gp, 813sp, 506cp, a set of silverware (50gp value), and a carved ivory jewelry box (200gp value).

Fighting the Terrible Tyrant

Depending on who is present in the aftermath of the battle, either Karrig, Konnors, or the villagers might ask the party to track down the "big brute" lizard that departed Smallcrop to ensure it doesn't return. The party could even take on this task themselves if they're altruistic (or simply bloodthirsty). Tracking the creature is simple: Tremendous tracks measuring 6ft long and 5ft wide, each bearing three claw-tipped toes and a fourth hind toe, lead out of the village and into the farmland south of Smallcrop. The party has no difficulty following them.

The tracks lead away from the village, crossing tilled fields and open plains. As the characters follow the tracks, they have a 1-in-6 chance (2-in-6 chance for rangers) to notice strange hummocks of dirt running parallel to the trail. These are signs of a bulette on the prowl.

The trail eventually reaches a small woodland on the edge of the plains. As the party approaches the woods, a tree suddenly crashes to the ground as a tremendous bipedal creature, its dark green flesh covered with striated markings of brown, black, and yellow, emerges from the woods. It opens its toothy jaw and roars at the characters, then begins a lumbering run at them. It is a

Tyrannosaurus Rex, and it is hungry.

Tyrannosaurus Rex: HD 18; HP 115; AC 5[14]; **Atk** bite (5d8); **Move** 15; **Save** 3; **CL/XP** 19/4100; **Special:** chew (automatic 3d8 damage after bite). (**Monstrosities** 125)

Bulette (9HD): HD 9; HP 67; AC -2[21]; **Atk** bite (4d12) and 2 claws (3d6); **Move** 15 (burrow 3); **Save** 6; **AL** N; **CL/XP** 11/1700; **Special:** leaping (20ft leap), surprise (4in-6 chance), burrow.

Combat occurs as normal between the party and the T-rex, but on the third round, a new wrinkle occurs: A bulette stalking the T-rex (and later the party) chooses this moment to strike. It bursts from the earth and leaps, randomly targeting a victim. It is 75% likely to go after the T-rex, but there is a 25% chance it attacks a random character instead. The T-rex and bulette attack until slain, driven by anger and hunger.

This could be an extremely deadly battle, especially if the bulette targets one of the characters when it first enters the battle. The smartest tactic available to the party is to lure the T-rex and the bulette into fighting one another and then take on the (hopefully) injured survivor of that duel.



Fragment No. 3: Jouktar

The party might find answers to some of the questions that have been troubling them at the site of the third *Akaata* shard. One of the sorcerers who helped create the obsidian prison became trapped in the magical mirror when Ghurazkz was lured into viewing it. That sorcerer was Jouktar, a prehistoric tsathar. Jouktar eluded Ghurazkz in a frantic cat-and-mouse chase throughout the interior of the *Akaata* while imprisoned, but, like the ancient and terrible beast, he too is now free. Unfortunately, Jouktar ran across a band of primeval servitor creatures similar to modern gronks when he fled the *Akaata* and is now battling for his life outside the third fragment.

This fragment is located among a series of low grassy hills. Numerous grass-lined gullies bearing tricking spring-fed streams wind through the hills before converging to form the creek indicated on the map. In these hills lies the third piece of the *Akaata*. However, that is not all they contain. Currently, one of the hills' many gullies is home to a fierce battle between Jouktar and brutish prehistoric creatures.

Characters heard the sound of crackling lightning and the grunts of battle ringing through the numerous ravines. The noise leads them to the combat.

A rocky defile winds in between steep-sided hills near the heart of this upland region. A thin, fast-moving rivulet races down its center, the brook's banks lined with verdant moss and ferns. On the left bank of the rivulet stands a tall, frog-like humanoid, his body covered in a curious robe-like garment that appears woven from plant fibers. It has gray flesh and reddish-gold eyes.

On the creek's right-hand bank is a group of tall, feral

monsters standing nearly 12 feet tall and covered in dark, matted hair. They wield massive greatclubs and a thick, curved horn extends from their foreheads. With a gesture of one of his unnaturally extended digits, the robe-clad stranger throws a bolt of eldritch power across the stream, striking one of the huge beasts, who howls in pain. The three creatures lunge forward, splashing into the stream to reach their assailant.

Jouktar the Sorcerer is battling **3 gronks** in the gully. He immediately notices the characters unless they take steps to conceal themselves. Jouktar ignores them for the moment, as the gronk are his biggest threat. He concentrates his magic upon them, but keeps a wary eye on the party whenever he can. Jouktar's robe is woven from strong plant fiber and provides some armor against the claws and teeth of his epoch's dangerous predators.

Gronk (3): HD 5; AC 8[11]; Atk weapon (1d8), horn (1d8); Move 12; Save 12; AL N; CL/XP 5/240. (*Tome of Horrors Complete* 313)

Jouktar, Tsathar Sorcerer (MU5): HP 16; AC 7[12] or 2[17] (missile) and 4[15] (melee) from *shield* spell; Atk +1 staff (1d6+1); Move 12; Save 9 (+2, ring); AL N; CL/XP 7/600; **Special:** leap (30ft horizontal, 10ft vertical), implant egg, slimy (Immune to webs, magic and mundane; wiggle free from confinement). (*Tome of Horrors Complete* 574)

Spells: 1st—light, magic missile, shield, sleep; 2nd— invisibility, phantasmal force; 3rd—lightning bolt.



Equipment: plant-fiber robe, +1 staff, ring of protection +2, wand of cold (12 charges).

Communicating with Jouktar

Jouktar is the only reliable source of information the characters likely have to explain the origin of the fragments and the threat Ghurazkz holds to their time. Unfortunately, learning these facts is a complex matter. As a denizen of a prehistoric time, Jouktar speaks no language currently spoken. Parties may need to rely on gestures and perhaps crude drawings to convey ideas with Jouktar and vice-versa. To simulate this, you could simply roleplay all communication efforts. Neither the players nor Referee can speak and must convey all information through miming or drawn images. Referees depending on this method might consider awarding the party a 900 XP bonus at the end of the adventure for overcoming this difficulty.

The Fragment

Although Jouktar is initially hesitant about destroying the fragment he arrived in, he can be persuaded of how important its destruction is to the characters. If convinced, he readily leads the party to the fragment's location, a shallow bowl-shaped depression about a half-mile away from the site of his battle with the gronks. Jouktar warns the party that there might be more of the creatures around and that they should be cautious — and rightly so! If Jouktar is slain or is not accompanying the party for some reason, the party can follow tracks leading from the gully to the fragment's resting place.

A group of the gronks is encamped around the fragment, uncertain of the strange new world and frustrated they can't seem to get back inside the stone. Read the following when the party arrives at the shard's location:

This fragment lies near the center of a wide, bowl-shaped depression situated between three hills. The grass that lined

Interaction with Jouktar

As the sole source of information about the Akaata's origin, establishing good social relations with Jouktar is important. However, the characters may recognize him as a tsathar and assume him to be hostile. The fact that he does not attack or otherwise act hostilely towards the characters should go a long way towards staying their hands. In addition, Jouktar has never seen humanoids before (they largely do not yet exist in his time) and has no inherent enmity towards them (unlike tsathar in the modern era). If evil is detected for, his alignment is apparent, but it quickly becomes obvious that he has no ill intent towards the characters.

The following information is provided to help the Referee adjudicate social encounters between Jouktar and the party — assuming they overcome the communication problem (see Communicating with Jouktar).

If the characters rush to Jouktar's aid and attack the gronks, he is automatically friendly toward the party. If they failed to assist him during the fight, Jouktar is initially indifferent. His attitude affects his willingness to educate the party about the purpose of the *Akaata* and how it came to be in their world/time.

The main things characters can pick up from Jouktar are: I must conduct myself in an honorable fashion so as to not shame myself or my people. Ghurazkz is a terrible threat to all times and places and must be destroyed once and for all.

- I wish to return home, and if all parts of the *Akaata* are destroyed, I might lose my only link to my rightful place and time.

Jouktar eagerly assists the party if they make it clear they intend to destroy Ghurazkz. Convincing him to destroy all the *Akaata* shards requires some persuasion, but appealing to Jouktar's sense of honor makes him realize the necessity of their destruction.



the floor of the depression is stamped down and the earth is churned up. Next to the great, 15-foot-tall and 20-foot-wide piece of magical stone is a crowd of monsters identical to the ones you encountered so recently. The hulking, horned brutes squat in the grass, howling and screaming at one another as if in the midst of some bestial debate.

There are **5 gronks** present. Due to their preoccupation, the party can surprise the gronks. Jouktar hangs back in a fight, using his magic strategically to assist the party.

The gronks have little in the way of wealth, but do carry several incidental treasures. One has a rawhide necklace adorned with a single uncut emerald worth 500gp. Another bears a bracelet of crudely carved ivory worth 200gp. A third possesses a plant fiber sack filled with 12 uncut quartzes (25gp value each) and 6 raw garnets (50gp each).

IN THE TIME OF SHARDFALL

The third fragment measures 15ft in height and 20ft across. It is 6ft deep and faces to the southwest. It can be destroyed as normal.

A Glimpse of Things to Come

After the gronks are dispatched, the party may destroy the fragment as normal, but lest they become complacent with the destruction of enchanted prisons, an odd phenomenon occurs as the last points of damage are delivered. When the final attack lands, read the following:

When the final blow falls upon the shining stone, you brace yourself for the anticipated thunderous reverberations accompanying its destruction. However, as the shard fractures and begins to crumble, you briefly catch sight of something reflected in the ebony depths of the stone. For a mere instant, you see a terrible head with a snub, rounded snout and tremendous burning eyes glaring from the stone. The face appears reptilian, but unlike anything you've witnessed or even heard of before. Its skin is more leathery than scaled, its eyes more feral, its teeth and horns somehow sharper. The thing's eyes seem to bore into you, and a snarl of hate and contempt forms on its toothy maw. A moment later, the visage is gone, and the stone shatters with a thunderous report.

If Jouktar is present, his face turns ashen with fear. He informs the characters that that creature was Ghurazkz, the monster he and his allies created the *Akaata* to imprison. However, he can offer no explanation on why Ghurazkz suddenly appeared in the fragment.

Unknown to Jouktar and the party, Ghurazkz's imprisonment within the *Akaata* had a strange side effect. The mirror prison was designed specifically to bind the proto-dragon and drain his life. As such, its magic was specifically keyed to his life force. This caused the proto-dragon to develop an unexpected spiritual connection with the enchanted prison. The destruction of the fragment results in Ghurazkz experiencing a brief psychic connection with the stone's failing magic. The creature caught a sudden glimpse of the party and is puzzled by the event. In time, Ghurazkz experiences a premonition of danger and takes precautions against invaders (see "Fragment #5: Ghurazkz's Lair" below).

Fragment No. 4: The Sticky Pits

The fourth of the *Akaata* fragments fell into a dismal swamp known as the Slopfield Bog by the locals. This dreadful mire is home to a sinister figure, Magher the Necromancer. Magher was drawn to the bog by the legends that the marsh was once the site of a titanic battle and the dark, peat-infused waters bear unnumbered corpses and bones of the soldiers who perished in that conflict. Magher has animated some of these mortal remains. The fragment's arrival, however, has presented him with a new untapped resource.

A portion of the prehistoric landscape imprisoned in the *Akaata* contained large primordial tar pits, death traps for some of the ancient world's titanic animals. When the fragment fell into the bog, that tar began seeping out of the stone, filling a portion of the swamp with sticky matter and the long-submerged bones of creatures that died in the gooey wells. Magher witnessed the fragments fall and investigated the site. He soon spotted the tar-encrusted bones in the pits and used his dark magic to animate the bones to create a new skeletal monster to do his bidding. Pleased with this new source of raw materials, Magher has set up camp on the edge of the tar pits and has claimed the natural asphalt deposits and the fragment as his own. The characters must overcome the necromancer and his undead guardians before they can deal with the shard. Further complicating matters, the fragment lies surrounded by the seeping tar and stinking marsh, making it difficult to reach and destroy.

The Slopfield Bog lies in a broad depression on the plains to the west of Smallcrop. The myriad streams from the Slate Hills to the north flow into the marsh, feeding its soupy mess. Stunted, dead trees grow along the bog's southwest verge where the Chorm Forest brushes against its muddy

borders. Reeds, still pools tainted dark brown by peat, and low hummocks of yellow grass turn the bog into a maze. Mist and miasmas of gas from rotting organic matter cover the marsh in the morning and twilight hours.

As the party reaches the edge of the bog, the breeze shifts and they catch a faint smell of tar mixed among the rotting stench of the marsh. Something is definitely amiss in the mire. Finding the fragment is not easy, however, and unless one of the characters can take to the air and perform a flyover of the bog's expanse, the party must plunge into the depths of the marsh and find the fragment with a tiring, plodding search. Even if a flying character locates the fragment, the rest of the party must still traverse the bog to reach the fragment.

Searching the Bog

Locating the fragment requires a prolonged search of the bog. Every hour, the characters have a 5% cumulative chance to discover the *Akaata* fragment. Each hour, they have a 2-in-6 chance of

stumbling across one of the bog's dangers. Roll on the table below to determine what occurs:

Table 3: Bog Hazards

| 1d6 | Hazard |
|-----|----------------------------|
| 1 | 1d4 Giant Poisonous Snakes |
| 2 | 1 Giant Crocodile |
| 3 | 2d6 Giant Frogs |
| 4 | 2d4 Zombies |
| 5 | 1 Triceratops Skeleton |
| 6 | Quicksand |

Giant Crocodile: HD 6; AC 3[16]; Atk bite (3d6), tail (1d6); Move 9 (swim 12); Save 11; AL N; CL/XP 6/400; Special: none. (*Monstrosities* 78)

Giant Frog (large): HD 3; AC 7[12]; Atk bite (1d8); Move 3 (or 100ft leap); Save 14; AL N; CL/XP 4/120; Special: leap (100ft), swallow whole (natural 20). (*Monstrosities* 179)

Giant Poisonous Snake: HD 4; AC 5[14]; Atk bite (1d3 plus poison); Move 12; Save 13; AL N; CL/XP 6/400; Special: lethal poison. (*Monstrosities* 440)

Quicksand: Saving throw to escape. Suffocate in 1d4 rounds if save fails or not rescued.

Triceratops Skeleton: HD 9; AC 8[11]; Atk bite (1d8), gore (1d12); Move 9; Save 6; CL/XP 9/1100; Special: charge (double gore damage), immunities (sleep, charm).

Zombie: HD 2; AC 8[11]; Atk strike (1d8); Move 6; Save 16; AL N; CL/XP 2/30; Special: Immune to sleep and charm.

The Fragment Site

Once the characters locate the fragment, they encounter the following:

The smell of natural asphalt and bitumen is heavy in air, making the bog's atmosphere even more unpleasant to the nose. Before you, at a distance of some hundred feet away, you see the now-familiar glossy stone of a fallen fragment rising up from the bog. Less than 10 feet of the broken stone is visible; the rest lies submerged in the midst of a 50-foot-wide pool of a dark, viscous substance. On the western edge of the black pool is an animal-hide tent, its brown surface covered with painted sigils and decorated with dangling bones that clack together in the breeze.

the floor of the depression is stamped down and the earth is churned up. Next to the great, 15-foot-tall and 20-foot-wide piece of magical stone is a crowd of monsters identical to the ones you encountered so recently. The hulking, horned brutes squat in the grass, howling and screaming at one another as if in the midst of some bestial debate.

There are **6 zombies** and a **triceratops skeleton** here. **Magher** is present, but is currently resting inside his tent when the characters discover the fragment (unless he is aware of them and is planning an ambush). Given the poor perception of the undead guardians outside it, the characters have a good chance of sneaking up on the tent and spying on the necromancer if they desire. However, if spotted, all the zombies and the triceratops skeleton immediately move to attack and the moans of the peat-preserved zombies alert Magher. He emerges from the tent the following round, ready to defend his new resource.

Triceratops Skeleton: HD 9; HP 50; AC 8[11]; Atk bite (1d8), gore (1d12); **Move** 9; **Save** 6; **CL/XP** 9/1100; **Special:** charge (double gore damage), immunities (sleep, charm).

Zombies (6): HD 2; HP 14, 13x2, 11, 10, 8; AC 8[11]; Atk strike (1d8); **Move** 6; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** Immune to sleep and charm.

Magher, Human Necromancer (MU9): HP 30; AC 8[11] or 2[17] (missile) and 4[15] (melee) from *shield* spell; Atk staff of striking (2d6); **Move** 12; **Save** 5 (+2, ring); **AL** N; **CL/XP** 12/2000; **Special:** +2 save vs. spells, wands and staves, spells (4/3/3/2/1).

Spells: 1st—*magic missile* (x2), *protection from good*, *shield*; 2nd—*darkness* 15ft radius, *phantasmal force*, *web*; 3rd—*dispel magic*, *fly*, *lightning bolt*; 4th—*confusion*, *dimension door*; 5th—*animate dead*.

Equipment: *robe of blending*, *staff of striking*, *ring of fire resistance*, *ring of protection +1*, *scroll of invisibility*.

Magher is a pale, gaunt Erskaelosi male in his late fifties. He dresses in a mottled robe made from the flayed skin of numerous humans and decorated with sigils drawn in old blood and bone chalk. His hair is blond turning gray, and stringy and unkempt. His eyes are the color of yellowing bones. Unpleasant to be around in even the briefest of social situations, Magher has sought the company of the dead his entire life and bears a fierce paranoia of the living. He sees the *Akaata* fragment as a new, invaluable source of potential power and is unwilling to allow others to claim it. He defends it fiercely. Death, being an old friend, holds no fear for Magher and he dies to protect the fragment.

Once characters deal with Magher and his servants, they can search the area and the tent. Next to the tent and spread out on several tar-covered blankets are the asphalt-encrusted bones of a Tyrannosaurus rex, the next creature Magher intended to animate. The tent itself holds a sleeping pallet, three woven reed baskets containing hard bread, dried fruit, smoked snake meat, and three filled waterskins, and a small wooden chest bound with iron bands. The chest is locked (Magher has the key tied around his wrist), but not trapped. Inside, however, is a **zombie poisonous snake**, its poison glands still bearing a powerful toxin.

Zombie Viper: HD 1d6hp; HP 4; AC 5[14]; Atk bite (1hp plus poison); **Move** 9; **Save** 18; **AL** N; **CL/XP** 2/30; **Special:** immunities (sleep, charm), lethal poison (+1 save). (**Monstrosities** 438)

The chest contains Magher's clothing, 135gp, 400sp, 300cp, and a carved quartz skull (250gp value). Hidden among his clothes is a *bag of holding* containing his spellbook, 61pp, 2547gp, 500sp, a gold bracelet adorned with carved skulls (250gp value), an electrum skullcap (250gp value), and a *potion of extra healing*.



Ambushed!

If Magher is aware of the characters, the necromancer is inside his tent, but peering intently out a hole in the covering, awaiting their arrival so he can spring the nasty surprise he has prepared for them.

Buried in the mud along the edge of the tar pits are another **6 zombies** coated in a thick layer of tar. Any character looking for hidden enemies before entering the area has a 1-in-6 chance of noticing that a portion of the mud seems recently disturbed and can avoid that area. Parties failing to look for hidden opponents are assumed to walk directly over the buried zombies, and they burst from the mud into their midst!

Destroying the Fragment

The fragment rests nearly 30ft inside a 20ft-deep morass of sticky tar, facing north. The characters' movement is cut in half as they tread through the sticky morass. Anyone attempting to move their normal movement or trying to fight must make a saving throw or become horribly stuck, requiring others to help pull them free. Additionally, the raw petroleum is highly flammable and, if set alight, any creature in the tar takes 1d6 points of fire damage every round until it escapes.

The characters might have to resort to magic to destroy the fragment and end the prehistoric invasion. Certain spells allow a creature to cross the tar without succumbing to its adhesive properties (*fly*, for example), while ranged attacks can obliterate the fragment safely from dry ground. One benefit of the tar pits is that any creature drawn through the fragment while the party strives to destroy it likely becomes mired in the tar unless it is a flying creature.

Fragment No. 5: Ghurazkz's Lair

The last and largest piece of the *Akaata* landed on one of the short mountains that rise in the northwestern section of the region. These

IN THE TIME OF SHARDFALL

mountains, are at the extreme southernmost extent of the Storm Mountains and are home to a number of humanoid tribes who only occasionally leave the mountains to raid. Of all the tribes of this area, the most powerful is a clan of ogrillons known as the Bone Grinders. At least, they were powerful until Ghurazkz arrived and decimated them.

When the fifth fragment landed on the mountain slope, the proto-dragon swiftly escaped his prison. Although not as cunning as modern dragons, Ghurazkz possesses some intelligence as well as animal savagery. This early example of dragonkind destroyed the fifth fragment to ensure he could not fall victim to it again. Then, following his most primitive instincts, Ghurazkz located a cave farther up on the mountain to serve as his lair. Unfortunately for the Bone Grinders' tribe, that cavern was their home and the majority of the ogrillon clan was destroyed by the powerful proto-dragon when he claimed their den as his own. The terrified survivors of the massacre now serve Ghurazkz.

The Shattered Fragment

The characters' search, perhaps spurred by rumors learned in Smallcrop, leads them to the the Storm Mountains. A great deal of recent activity is happening in the area, as if numerous creatures were stirred up. The tracks all lead away from the mountains, specifically away from one certain peak.

Climbing the suspect peak, the party discovers a crater two miles up the mountainside. The crater measures 50ft in diameter and is blasted into the mountain. Nearby boulders are shattered, and a few scrub trees uprooted. The shockwave produced by destroying one of the *Akaata* fragments caused the crater. One was here, but someone already destroyed it!

A character has a 1-in-6 chance (2-in-6 for rangers or elves) to notice large footprints pressed into the flinty soil. These tracks are nearly 10ft long and 8ft wide, and are of an unknown creature. The tracks bear draconic traits as well as some resemblance to the T-rex tracks outside of Smallcrop (assuming the characters tracked and defeated the T-rex). The tracks lead up the mountainside. If Jouktar is with the party, he identifies the tracks as belonging to Ghurazkz.

Potential Event: Rock & Roll

If the party's search brings them to this area before they discover the third *Akaata* fragment, this event doesn't occur. However, if the party is journeying to Ghurazkz's lair after destroying the third shard, the proto-dragon is aware that someone is interested in his affairs. After a few days of deliberating, he commands a group of ogrillons to take up position on the slope leading to his den with orders to deal with any strangers attempting to scale the mountain.

Lurking among the boulders and thin trees about a half-mile below the entrance to the lair are **6 ogrillons**. If they spot intruders climbing the mountain, they wait until the interlopers are 60ft away and then push three boulders down the mountainside at the trespassers. Any creature climbing the slope must make a saving throw or take 2d8 points of damage from the boulders. They follow this with hurled javelins for as long as possible.

Ogrillons (6): HD 2; HP 15, 14, 12, 10x2, 9; AC 5[14]; Atk 2 strikes (1d4+1) or javelin (1d6); Move 12; Save 16; AL C; CL/XP 2/30; **Special:** reinforced fists. (*The Tome of Horrors Complete* 405)

Equipment: 5 javelins.

Ghurazkz's Lair

Following the tracks leads the characters a mile farther up the mountain. There, set into a steep rock wall in the mountainside, is a 25ft-wide-by-15ft-high cave mouth that smokes with fetid miasmatic gases. Cracked stones and the ashes of old but large fires litter the mountain slope surrounding the cave. There is no sound aside from the endless drone of the mountain wind. Many large humanoid footprints are around the old fires, but even more appear to have been erased or walked over by the large draconic tracks leading up from the crater below. There is no sign of

movement or illumination inside the cave, which appears to lead deep into the mountain. If the party makes a great deal of noise or commotion while at the cave mouth, the guards at **Area 1** are alerted and take measures to ambush the characters.

General Features

The caves are natural limestone and filled with many stalagmites and stalactites, columns, and other common cave features. The ceiling once beyond the cave mouth rises to 20+1d6ft throughout, with the exception of **Areas 3** and **4** where it is only 10ft to 12ft tall. The sound of dripping water, the occasional falling bit of stone debris, and the chittering of bats is heard inside the cave. Once past **Area 2**, character also detect the slow, measured breathing of some tremendous beast deep in the cave system. This is the respiration of Ghurazkz.

Aside from **Areas 3** and **5** (and potentially **Areas 4** and **7**), little illumination is inside the caves. The ogrillons and Ghurazkz make do with their darkvision.

I. Watch Post

The tunnel leading from the cave entrance bends and widens at this location. Stalactites point down from above, but many of the partnered stalagmites below have been sheered away, leaving stumps like felled trees behind. An 8-foot-high pile of stones stands near the left-hand wall, obviously assembled for some unclear purpose.

Keeping watch over the entrance of the proto-dragon's lair are **6 ogrillons**. If they detected the characters entering the cave, they currently hide behind the stone pile, waiting to ambush them with javelins. Otherwise, they are sitting on cut stalagmite rings, eating raw mountain goat and swigging water from great drinking horns.

Ogrillons (6): HD 2; HP 15, 14, 12, 10x2, 9; AC 5[14]; Atk 2 strikes (1d4+1) or javelin (1d6); Move 12; Save 16; AL C; CL/XP 2/30; **Special:** reinforced fists. (*The Tome of Horrors Complete* 405)

Equipment: 5 javelins.

The ogrillon guards are terrified of their new master and this affects their performance. There is only a 33% chance they send one of the number to **Area 5** for reinforcements and to sound an alarm, as they'd rather defeat intruders singlehandedly and please Ghurazkz than seem cowardly (and risk being eaten).

The guards carry 52ep in treasure between them.

2. Trapped Crossroads

Four tunnels meet at this point. The tunnel you're descending continues to slope down into darkness. To your left, a 5-foot-wide tunnel disappears into a cleft in the rock wall, while a 10-foot-wide passage wanders off to your right. The glow of firelight is visible down this last tunnel.

This crossroads is trapped with a weighted net hidden among the stalactites overhead. A crude tripwire strung across the passage triggers it. Due to the ogrillons having to disarm and reset the trap as they can come and go, it is simple to deactivate (assuming it's noticed in the first place).

Weighted Net Trap

If triggered, a heavy 15ft-square, woven net falls from above. All creatures in the area beneath it are restrained and those that fail a saving

QUESTS OF DOOM 4

throw are knocked prone. Scraps of metal hanging from the net clatter together as it falls, alerting the occupants of **Area 5** that the trap has been triggered.

A creature can free itself or another with a successful saving throw. Doing 7 points of damage with a slashing weapon to an area of the net destroys a 5ft-square section and frees a creature within that section.

If the trap triggers, **6 ogrillons** from **Area 5** rush to this location, arriving three rounds after the net falls. They seek to kill or capture intruders, attempting to slay any creature not caught in the net first.

The narrow left-hand tunnel travels a short distance into the cleft in the wall then stops as a series of steps climb upward. The stairs appear to be a mix of naturally occurring ledges and steps carved by hand.

3. Roper Cave

The stairs end at the entrance to a smaller side cave. The walls are wet with seeping water, and masses of stalactites and stalagmites cover the floor and ceiling. Patches of moss cling to the wet walls, glowing with a pale, ghostly blue phosphorescence that turns this cave into a fairy garden of subterranean wonder. Another passage appears to exit the cave at the far side.

In the days just before Ghurazkz's arrival, a strange number of disappearances began to affect the ogrillon tribe. Several members went missing in the night, their fates unknown to the rest of the clan. Unknown to the ogrillons, a **roper** recently crept into their caves to prey on the unsuspecting brutes. It hides among the natural stalagmites of this cave.

Roper (10HD): HD 10; AC 0[19]; Atk tentacle (weakness), bite (2d10); Move 3; Save 5; AL N; CL/XP 11/1700; **Special:** immune to electricity, resist cold (50%), tentacles grab and cause weakness (50ft radius, 1 attack per round, up to 6 tentacles total, lose half strength and held; save resists strength loss), vulnerable to fire (+1 per hit die damage). (**Monstrosities** 400)

The roper positions itself just to the left of the exit out of this cave and is indistinguishable from the large stalagmites nearby. It waits until either one large creature or three smaller creatures enter the cave, then attacks with its tendrils.

A few stray bones and bloodstained hides discarded among the stalagmites of this cave may alert the party to potential danger.

The roper's gizzard contains 130pp, 2 bloodstones (50gp value each), a scroll of *read languages*, a scroll of *cure light wounds*, and a *potion of healing*. Also among the bones on the cave floor are 19gp.

The glowing moss is a natural form of subterranean life and produces dim illumination. The glow fades quickly if the moss is removed from the cave walls.

4. The Balcony

A narrow tunnel opens into a smaller grotto lined with teeth-like stone protrusions both above and below. The stone is streaked with gray guano. Patches of pale blue fungus glow softly along the walls. A tunnel exits this cave through the right-hand wall. Numerous small, dark-furred bats cling to the ceiling above.

If it is daylight outside, add the following:

The soft glow of diffused sunlight is visible coming from the mouth of the far tunnel.

The ogrillons seldom visited this cave, and a colony of bats made it their home. They roost here during the day, departing via the exit tunnel in **Area 7** to feed at night (and to serve as the occasional meal for Ghurazkz). The bats are harmless, but disturbing them sends them flying out of the cave into **Area 7**, alerting the proto-dragon that strangers are afoot.

Creatures wishing to cross the cave without disturbing the colony must make a saving throw to avoid stirring up the animals.

The exit tunnel terminates 15ft above the floor of **Area 7**, providing an exceptional vantage point to observe Ghurazkz's lair. The stone lip and close walls of the balcony tunnel also provide cover to anyone on the balcony from ranged attacks and Ghurazkz's breath weapon (half damage).

5. Ogrillon Den

A stone-lined fire pit glows in this chamber, the full carcass of a giant mountain goat roasting over the coals. Piles of furs are arranged into large beds scattered about the cavern, and barrels and crates are piled against the walls. About a dozen large hulking creatures with sallow skin, jagged fangs, and sloped, brooding foreheads gather near the fire. A tunnel exits the cave at the back of the space.

The ogrillons were once a mighty tribe, but now fewer than three dozen remain. Most are present in this chamber, huddling in their fear of the new master and in misery of their diminished state. There are **16 ogrillons** here — 10 males and 6 females — unless the trap in **Area 2** has been triggered. In that event, only 10 of the creatures are present. Male and female ogrillons have identical stats.

Ogrillons (16): HD 2; HP 16, 15x2, 14x3, 12x4, 10x3, 9x2, 8; AC 5[14]; Atk 2 strikes (1d4+1); Move 12; Save 16; AL C; CL/XP 2/30; **Special:** reinforced fists. (**The Tome of Horrors Complete** 405)

Two dozen sleeping furs in total are found here. Mixed among the personal belongings (stinking fur clothes, woven bags, wooden utensils, bone combs, etc.) is a collection of personal treasures totaling 267gp.

The crates contain various plunder stolen in raids down the years. Most

Negotiations with the Ogrillons

The ogrillons defend their home to the death if a fight breaks out, but it is possible to avoid such a confrontation if the characters are clever. The ogrillons serve Ghurazkz only out of fear, and if the party appears powerful enough to deal with the proto-dragon, the brutish humanoids might readily leave the characters to their task. However, the ogrillons need convincing.

The ogrillons are hostile if the characters attempt to converse with them. For the purposes of a social interaction, the ogrillons have the following characteristics:

- Free ourselves from the threat of Ghurazkz so we can resume our lives of violence and plunder! This cave is our home! Our tribe lived here for as long as we can remember!
- We might be fearsome, but Ghurazkz has devoured many of us and we dare not anger him.

The party might convince the ogrillons to let them deal with the proto-dragon if they appear powerful or if they somehow convince the creatures they can get rid of Ghurazkz. The ogrillons will not assist the characters in taking on Ghurazkz and immediately depart the cave system once the party moves to confront the proto-dragon. At best, the ogrillons tell the characters the secondary path to **Area 7** (the tunnel at the back of **Area 5**).

IN THE TIME OF SHARDFALL

is trash (horseshoes, bales of wool, rancid foodstuffs, etc.), but one of the crates contains a collection of 3 finely embroidered silk dressing gowns worth 225gp each. The six barrels contain water and vinegary wine.

6. Champion's Cave and Tribal Treasury

A large sleeping pallet of heaped furs occupies the far end of this side grotto. A number of oversized spears and axes hang on the rough cave walls, and a pair of mighty chests bound in iron rest on the far side of the pallet. Two massive figures stir in the darkness, emitting growls and snarls.

This room is the home of the ogrillon tribe's nominal leader, **Urgchat the Terrible**, and his **brown bear pet**. When Ghurazkz devoured the tribe's chieftain and shaman, it left a power vacuum that Urgchat readily filled. He lords his position over his terrified tribesmen and is actually pleased with the proto-dragon usurping the ogrillons' traditional home. Ghurazkz's arrival has served him well, and he has no desire to see the proto-dragon slain. Characters who negotiate with the ogrillons in **Area 5** might be sadly mistaken to believe all the tribe want Ghurazkz dead.

Urgchat the Terrible, Ogrillon Leader: HD 7; HP 51; AC 5[14]; Atk battleaxe (1d8+2) or 2 strikes (1d4+1); Move 12; Save 9; AL C; CL/XP 7/600; **Special:** reinforced fists. (*The Tome of Horrors Complete* 405)

Equipment: battleaxe.

Bear, Grizzly: HD 6; HP 43; AC 6[13]; Atk 2 claws (1d6), bite (1d10); Move 9; Save 11; AL N; CL/XP 6/400; **Special:** hug (if both claws hit, 2d6 additional damage). (*Monstrosities* 37)

The chests are locked and contain the tribe's treasure. Ghurazkz is unfamiliar with minted coins and similar riches, claiming only what raw gemstones and gold ore the tribe possessed to make his hoard. The rest of the ogrillons' riches are in the two chests. **Chest #1** holds 765cp and 4017sp. **Chest #2** contains 2211gp and 90pp.

7. Ghurazkz's Lair

If it is daylight when the party reaches this area, the cavern is in bright illumination from sunlight filtering down through the opening in the roof. Otherwise, it is in darkness.

A massive cavern lies at the bottom of the wide, winding tunnel. The ceiling rises some 30 feet above the rough floor, which is littered with broken stalagmites. A faint draught wafts through the subterranean chamber, blowing from a large tunnel mouth set high up on the cavern roof.

Curled into a coil and covering a large portion of the cavern's far end is a tremendous beast. Its olive-colored skin is covered with dark brown, green, and yellow stripes and bears numerous scars from old wounds. A smattering of armored plates adorns its short snout and rounded brow. Leathery wings lie flat upon its broad back, and a pair of stubby forearms lie curled along its smooth side.

This is **Ghurazkz**, the only living proto-dragon in the modern age. During his own era, he was a living calamity, but his imprisonment in the *Akaata* sapped him of his strength and power. Here he rests, slowly recovering his lost vitality until ready to challenge the world once again. Unless defeated soon, he will grow to become the most ferocious creature in the modern world.



Ghurazkz (Gray Dragon): HD 9; HP 67; AC 2[17]; Atk 2 claws (1d8) and bite (2d6); Move 21 (fly 60, swim 15); Save 6; AL C; CL/XP 12/2000; **Special:** breath weapon (line of fire, 2d6), spells (4/2). (*Tome of Horrors* 4 64)

Spells: 1st—charm person, detect magic, magic missile (x2); 2nd—detect invisibility, web.

As a proto-dragon, Ghurazkz resembles a mixture of dragon, Tyrannosaurus rex, and pteranodon. His head is more dinosaur than dragon, and he has short forelimbs. His wings are those of a leathery bird rather than bat, and he bears the coloration of a dinosaur.

Ghurazkz hoard is small, largely composed of the natural treasures he admired among the ogrillons' treasures. Located behind his place of rest in the cave are a hunk of unrefined silver (4000sp value), 3 large gold nuggets (250gp value each), 3 pieces of amber (100gp value each), 4 pieces of jade (100gp value each), 2 amethysts (100gp value each) and a set of *horseshoes of speed*.

Battling Ghurazkz

Depending on events before the characters reach this area, Ghurazkz may or may not be aware of their presence. If the guards at **Area 1** sent one of their number to warn the proto-dragon or if the characters stirred up the bat colony in **Area 4**, Ghurazkz knows they are here and is feigning slumber, hoping to lure them closer to affect as many as possible with his burning breath attack.

If the party was stealthy or managed to prevent Ghurazkz from being warned, the proto-dragon is truly resting. He is not fully asleep, but merely resting as he regains his vitality. Nevertheless, he is at a disadvantage to detect intruders sneaking into the cavern.

If the party appears too powerful or is overly large, or once the proto-dragon suffers more than half his hit points of damage, he decides to take the fight outside of the lair. Ghurazkz springs to the roof tunnel, climbing the winding passage to escape outside the cave system. It takes him two rounds to navigate the tunnel, during which time he cannot attack. Once he reaches the end of the tunnel, he takes to the air, circling the peak and awaiting the characters to either pursue him from the roof tunnel or to exit the cave mouth. Once in the open, he uses his breath attack to his best advantage.

Ghurazkz does not battle to the death. If reduced to fewer than 20 hit points, the proto-dragon attempts to fly off to seek out a new lair to go to ground and recoup his strength. If he survives his initial encounter with the party, he'll harbor a fierce hatred for them, and the characters are certain to run across the proto-dragon again in the future.

Concluding the Adventure

The party successfully concludes this adventure if they destroy the *Akaata* fragments and slay Ghurazkz. Any other surviving dinosaurs

eventually die off, victims to the alien climate in a world not their own. The characters are free to pursue new adventures knowing the threat of the past is at an end.

The fate of Jouktar is left in the Referee's hands. Permanently stranded in the current era, the ancestor of tsathar-kind will try to part company as soon as possible in order to seek out more of his own kind, likely hearing rumors of many trapped in stasis beneath the ruins of nearby Tsen and lacking only the acquisition of the legendary *Sword of Air* to set them free (see *LL3: Sword of Air* by **Frog God Games** for details).

If Ghurazkz escaped, the proto-dragon finds a new lair and secrets himself away. Over time, Ghurazkz heals any wounds he suffered from battling the party and then begins to recover the strength he lost during his imprisonment in the *Akaata*, becoming a more formidable foe. Unless the characters seek out the proto-dragon soon, they discover he has grown terrible, and to battle Ghurazkz again might easily end in their doom. An entire new campaign might revolve around finding a means to destroy a reinvigorated Ghurazkz or finding a means to banish him from the current time period.

Appendix: New Monsters

Pteranodon

Hit Dice: 3

Armor Class: 6[13]

Attacks: bite (1d8)

Saving Throw: 14

Special: none

Move: 3/15 (flying)

Alignment: Neutrality

Number Encountered: 1, 1d4

Challenge Level: 3/60

This flying reptile has a 30ft wingspan, but weighs a mere 40 lbs. It attacks with a serrated beak.

Pteranodon: HD 3; AC 6[13]; Atk beak (1d8); Move 3 (flying 15); Save 14; AL N; CL/XP 3/60; Special: none.

Utahraptor

Hit Dice: 5

Armor Class: 5[14]

Attacks: bite (1d8), claw (1d6)

Saving Throw: 12

Special: pounce

Move: 15

Alignment: Neutrality

Number Encountered: 1, 1d4+2

Challenge Level: 5/240

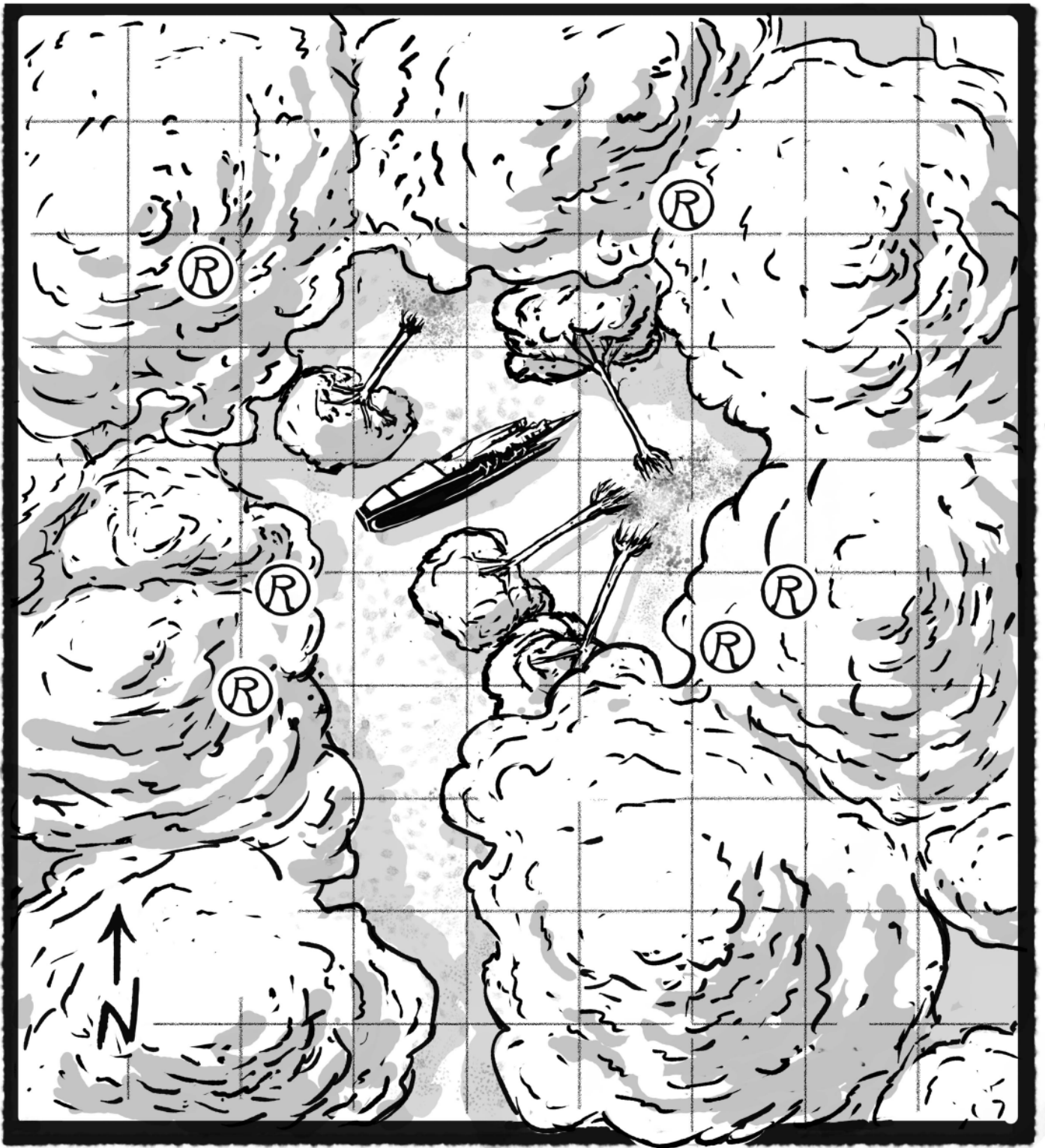
This aggressive dinosaur is a pack hunter that uses a 9in sickle-shaped curved claw on each foot to bring down prey. Utahraptors stand 12ft tall at the shoulder, and are about 20ft long from snout to tail. Proto-feathers cover their bodies, with colors ranging from browns and tans to a bright red head crest. The raptor is incredibly agile, able to leap 20ft to slam into its prey. If it hits with a claw attack after a leap, it deals double claw damage.

Utahraptor: HD 5; AC 5[14]; Atk bite (1d8), claw (1d6); Move 15; Save 12; AL N; CL/XP 5/240; Special: pounce (20ft leap, successful claw attack does double damage).

In the Time of Shardfall



Fragment Map, the first



Fragment

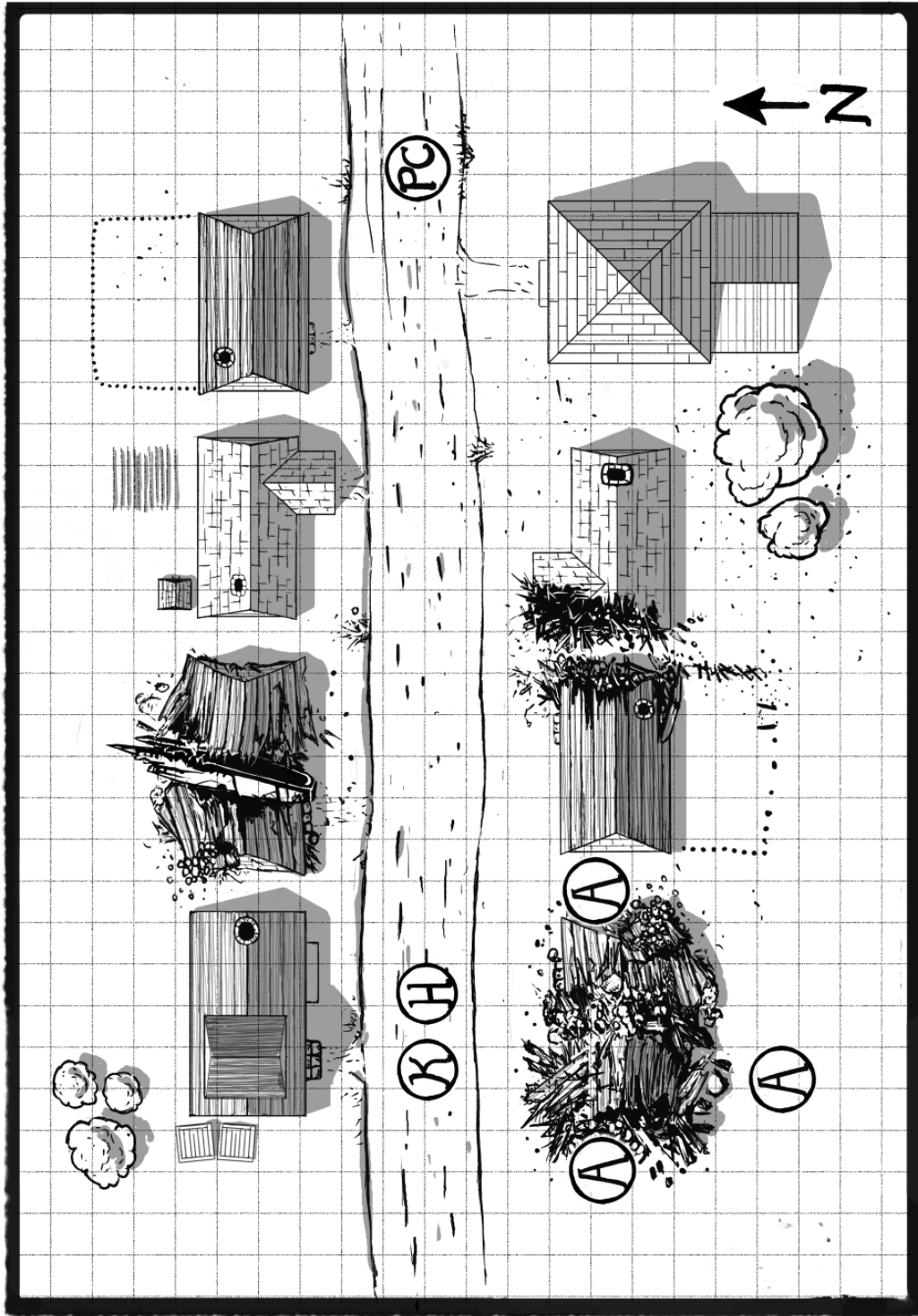


Raptor



10'

Fragment Map, the second



Fragment



Ankylosaur



Serjeant Karrig



Hussar Konnors

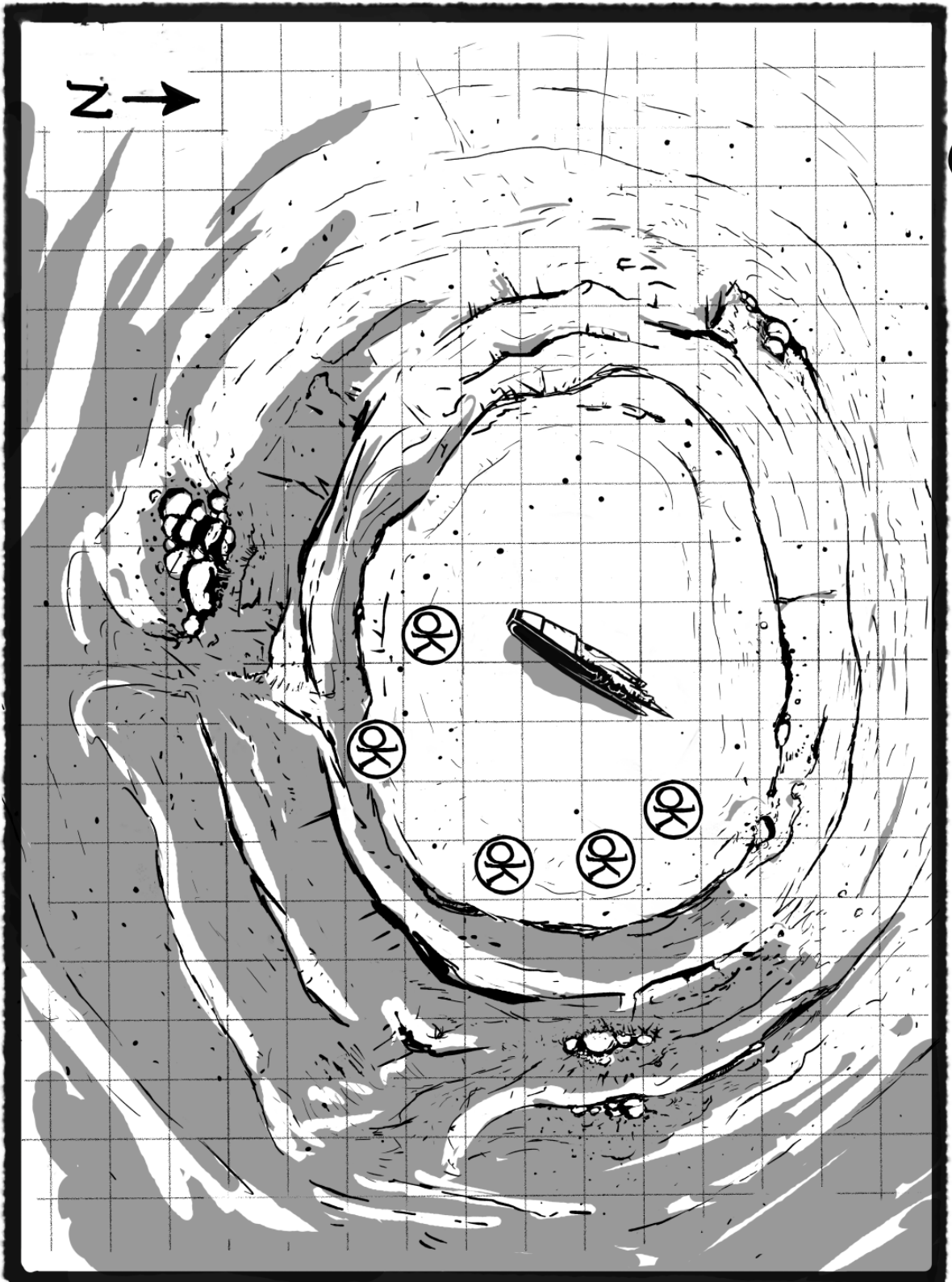


Party Position



5'

Fragment Map, the third



Fragment

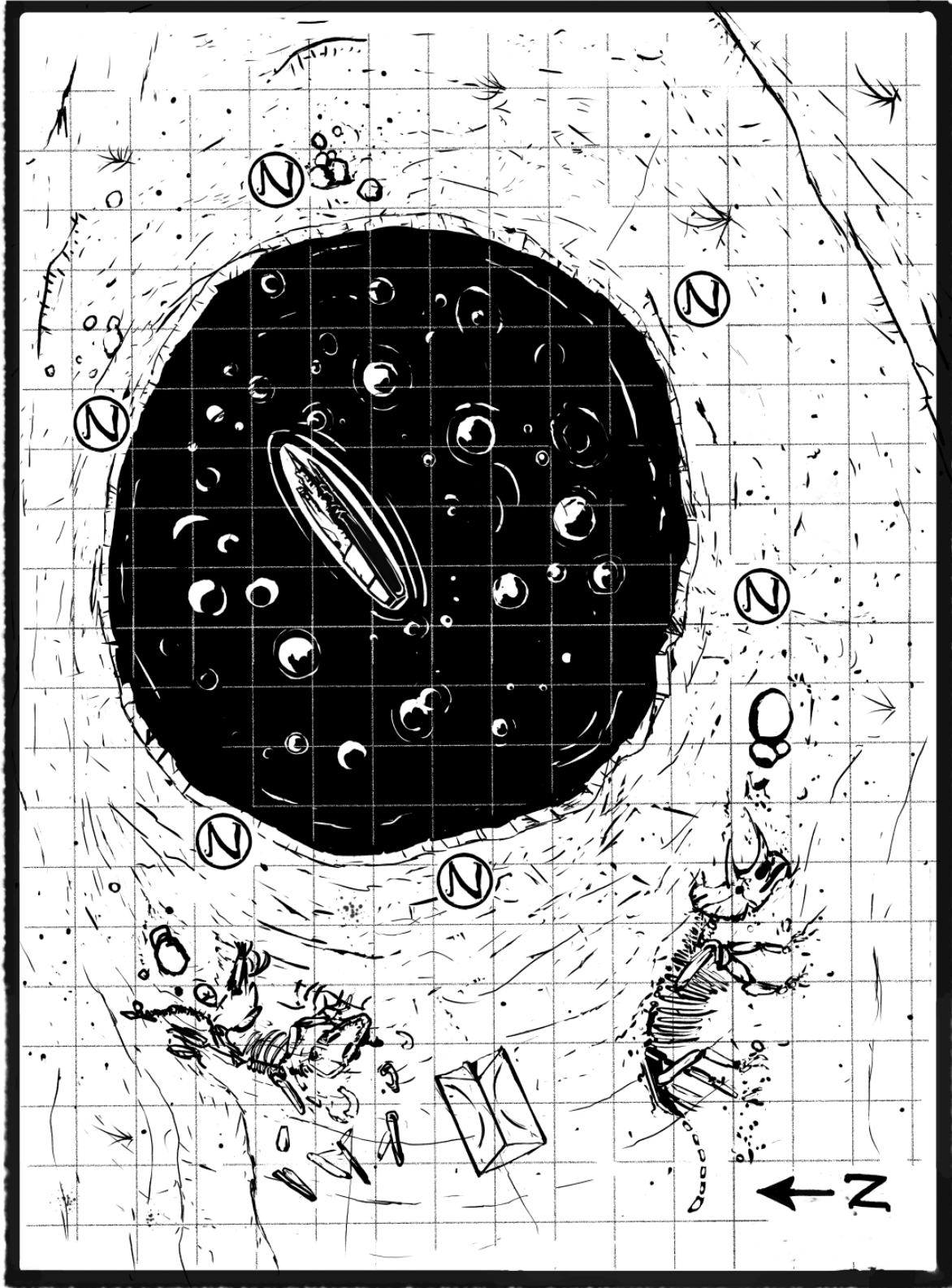



5'

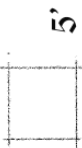



Ogrekin

Fragment Map, the fourth

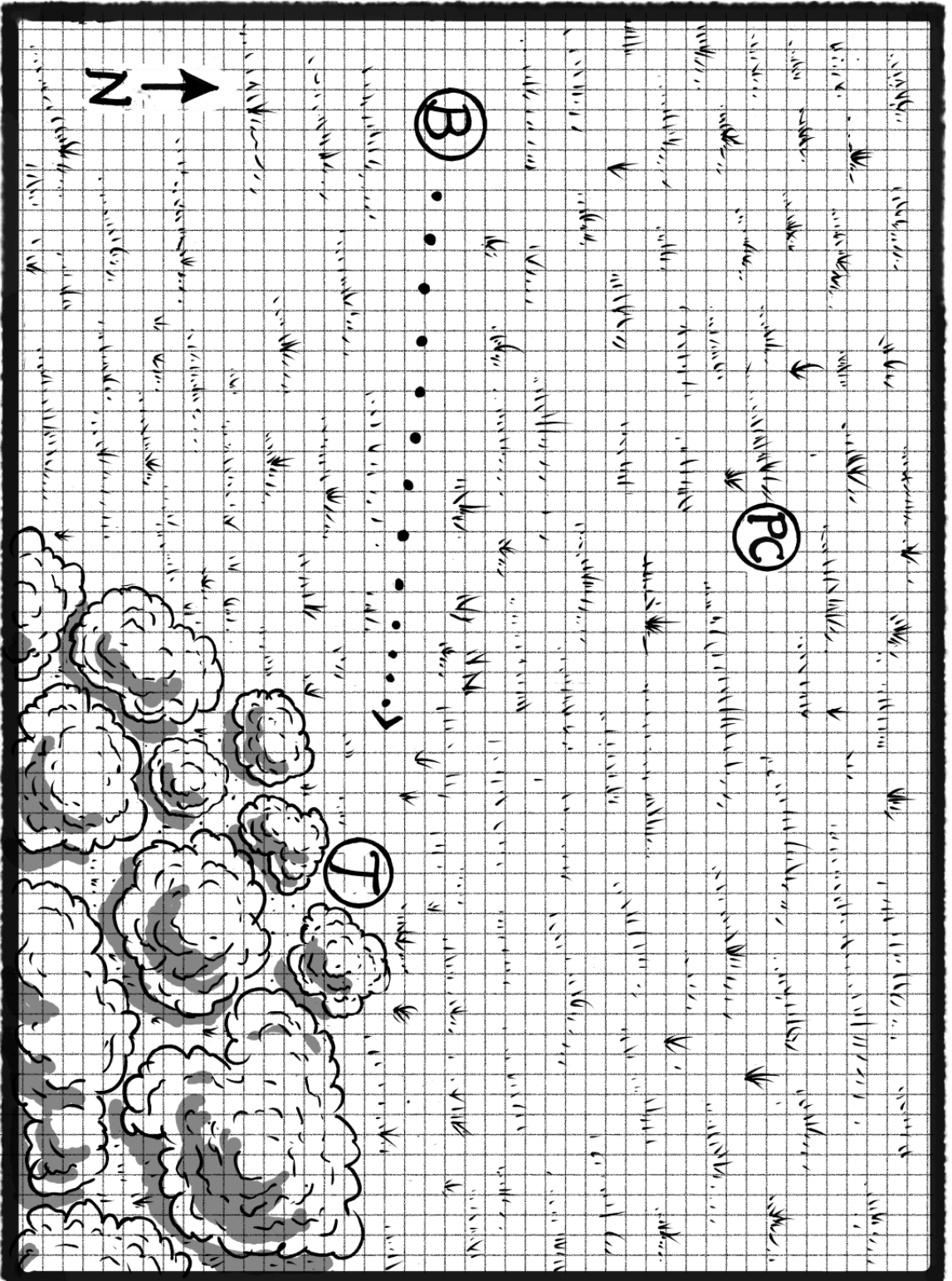


 Fragment

 5'

 Zombie

T-Rex Fight Map



20'



Bulette

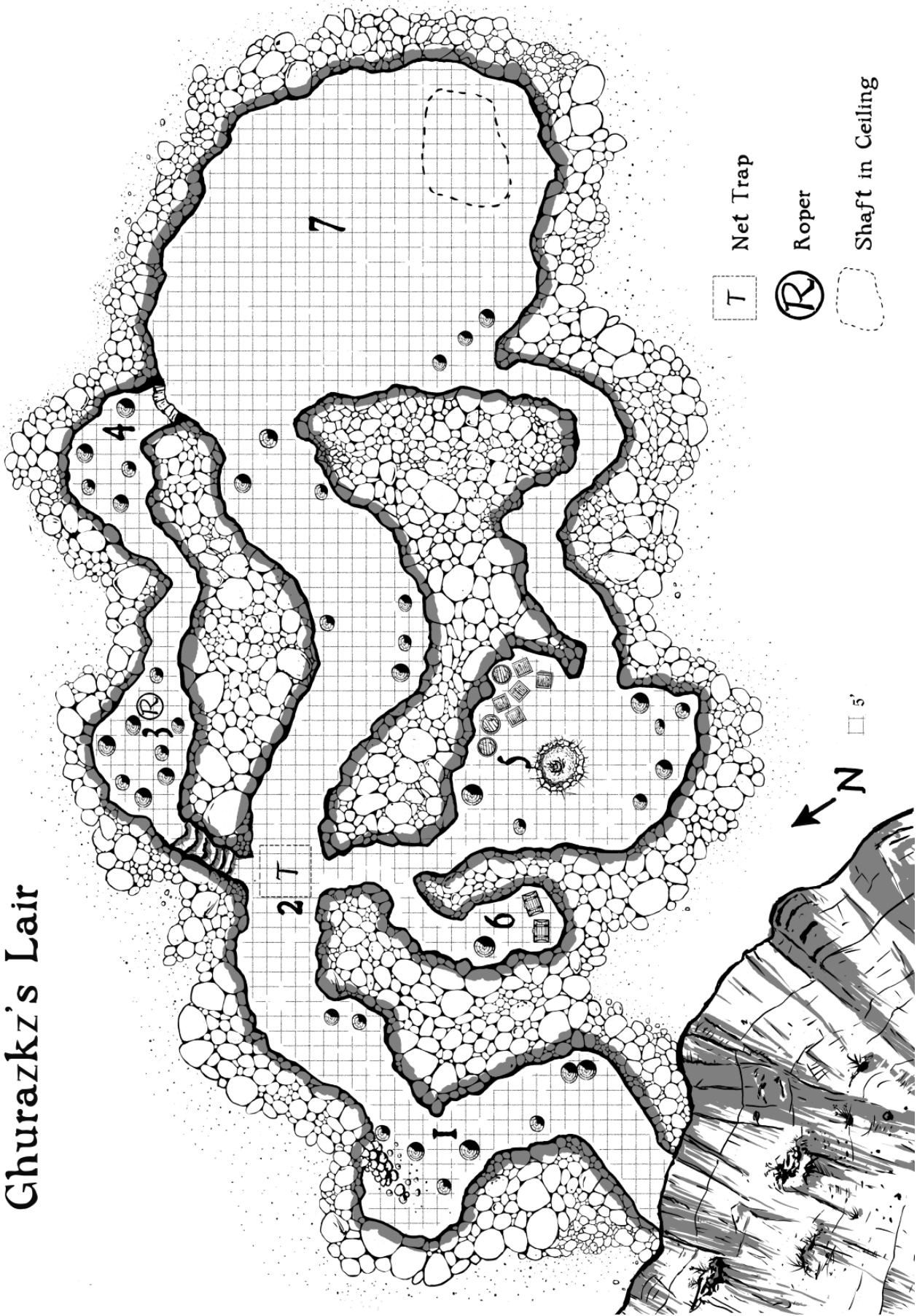


T-Rex



Players' Position

Ghurazkz's Lair



QUESTS OF DOOM 4

Designation of Product Identity: The following items are hereby designated as Product Identity as provided in section 1(e) of the Open Game License: Any and all material or content that could be claimed as Product Identity pursuant to section 1(e), below, is hereby claimed as product identity, including but not limited to: **1.** The name “Frog God Games” as well as all logos and identifying marks of Frog God Games, LLC, including but not limited to the Frog God logo and the phrase “Adventures worth winning,” as well as the trade dress of Frog God Games products; **2.** The product name “The Lost Lands,” “Quests of Doom 4: In the Time of Shardfall” as well as any and all Frog God Games product names referenced in the work; **3.** All artwork, illustration, graphic design, maps, and cartography, including any text contained within such artwork, illustration, maps or cartography; **4.** The proper names, personality, descriptions and/or motivations of all artifacts, characters, races, countries, geographic locations, plane or planes of existence, gods, deities, events, magic items, organizations and/or groups unique to this book, but not their stat blocks or other game mechanic descriptions (if any), and also excluding any such names when they are included in monster, spell or feat names. **5.** Any other content previously designated as Product Identity is hereby designated as Product Identity and is used with permission and/or pursuant to license.

This printing is done under version 1.0a of the Open Game License, below.

Notice of Open Game Content: This product contains Open Game Content, as defined in the Open Game License, below. Open Game Content may only be Used under and in terms of the Open Game License.

Designation of Open Game Content: Subject to the Product Identity Designation herein, the following material is designated as Open Game Content. (1) all monster statistics, descriptions of special abilities, and sentences including game mechanics such as die rolls, probabilities, and/or other material required to be open game content as part of the game rules, or previously released as Open Game Content, (2) all portions of spell descriptions that include rules-specific definitions of the effect of the spells, and all material previously released as Open Game Content, (3) all other descriptions of game-rule effects specifying die rolls or other mechanic features of the game, whether in traps, magic items, hazards, or anywhere else in the text, (4) all previously released Open Game Content, material required to be Open Game Content under the terms of the Open Game License, and public domain material anywhere in the text.

Use of Content from *The Tome of Horrors Complete*: This product contains or references content from *The Tome of Horrors Complete* and/or other monster *Tomes* by Frog God Games. Such content is used by permission and an abbreviated Section 15 entry has been approved. Citation to monsters from *The Tome of Horrors Complete* or other monster *Tomes* must be done by citation to that original work.

OPEN GAME LICENSE Version 1.0a The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity; (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures; characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor; (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content; (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your

acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Swords & Wizardry Core Rules, Copyright 2008, Matthew J. Finch

Swords & Wizardry Complete Rules, Copyright 2010, Matthew J. Finch

Swords & Wizardry Monstrosities, Copyright 2013, Matthew J. Finch

The Tome of Horrors Complete, Copyright 2011, Necromancer Games, Inc.,

published and distributed by Frog God Games; Author Scott Green.

Pathfinder Roleplaying Game Core Rulebook © 2009, Paizo Publishing, LLC;

Authors: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Quests of Doom 4: In the Time of Shardfall © 2017, Frog God Games, LLC; Author: Michael Curtis.

QoD 4b

Quests of Doom 4

In the Time of Shardfall

In the Time of Shardfall is an open “seek and destroy” adventure for **Swords & Wizardry Complete** intended for 4 to 6 characters of 5th to 6th level. The adventure involves a relic from the prehistoric past — a mystical prison containing a powerful proto-dragon and other creatures from long ago — that has been flung forward in time to arrive at the characters’ current era. The prison, an enchanted pane of obsidian called the **Akaata**, fractures upon arrival, breaking into several shards that fall to the land below. Soon, the prehistoric menaces trapped within wander out of their broken prison to threaten the realm. The characters must search for the five shards and destroy them and their former prisoners, then confront the now-free proto-dragon before it recovers its full strength.



FROG GOD
GAMES

ISBN 978-1-62283-420-4

