

The Dragon's Secret

by Jennell Jaquays



A LOST TEMPLE,
A MYTHIC HOARD,
AND A LEGENDARY LIE!

The tales of a long-dead dragon's abandoned treasure are local legend, just part of a fantastic Tapestry of Unsolved Mystery.

Dungeons of Doom Edition



compatible with
Swords & Wizardry
Complete

A Lost Temple,
a Mythic Hoard,
and a Legendary Lie!

A fantastic Tapestry of
Mysteries that are waiting to
be solved by a party of 6-8
5th to 7th level Adventurers.

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The **Dragon's Secret** centers on a mystery from the past: villagers invited a gold dragon to bless and protect the region with her presence... for a little tribute... and a temple... and followers... and perhaps just a whole lot more tribute. When the dragon eventually went mad, she laid waste to the surrounding lands in a fiery rage, ending with her death at the hands of heroes. Except... they found almost none of her treasure. In time people forgot the cathedral's location, but the legend of her missing treasure still inspires seekers to keep looking.

This adventure, published in an abridged version as part of a fundraiser featuring the work of TSR alumni, marks the return to tabletop game publishing of Hall of Fame designer and artist, Jennell Jaquays, the creator of enduring game settings such as **Dark Tower** and **Caverns of Thracia** (Judges Guild), **Griffin Mountain** (Chaosium), and **M5 Talons of Night** (TSR, Inc.).

The self-contained adventure fits into any campaign setting and opens the first door to **The Thousand Worlds**, her own game multiverse.

In addition to the adventure, the book includes "homebrew" rules variants for **Swords & Wizardry**, new monsters, and new playable character races for those not too shy to add a talking duck or an aardvark to their game world.



Dragon Crafted

TW01 5W-2018



compatible with
Swords & Wizardry
Complete



This Dungeons of Doom edition of **THE DRAGON'S SECRET** was produced as part of Star Hat Miniatures' Kickstarter, **DUCKS LOST IN THE DUNGEONS OF DOOM IV: QUACK KEEP**.

A Lost Temple, a Mythic Hoard, and a Legendary Lie!
A tapestry of Mysteries wait to be solved by a party of 6-8 5th to 7th level Adventurers.

The Dragon's Secret

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"Bramble and Aulde Dawne prepare the dragon's secret"
by Jennell Jaquays

Dedicated to Doug Rhea for bringing me back into a hobby and career that I had thought behind me. Thanks Doug!

This version of *The Dragon's Secret* has been updated and expanded from the original limited edition version that appeared in the *Legends of Adventure* collection produced by Pacesetter Games & Simulations.

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Star Hat Miniatures (starhatminiatures.com) duck characters inspired the Fowl Folk adventuring party.

The Dragon's Secret RPG adventure and accessory requires the *Swords & Wizardry™ Complete* RPG rules to enjoy full use of this product.

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FOREWORD

Or perhaps, more correctly, a *Backword*. *The Dragon's Secret* was developed out of maps and rooms taken from one of my "early" dungeons. These were adventure settings that I created for my own *Dungeons & Dragons* campaign in the mid-70s, possibly even before I started publishing my fanzine, *The Dungeoneer* in the summer of 1976.

Nineteen-year-old me tended to fill graph paper pages with interesting combinations of rooms and hallways drawn in colored pencil on graph paper. The size often depended on the size of the paper or the squares printed on it. Smaller squares meant bigger dungeons.

The original *D&D* rules suggested using tables and die rolls to fill dungeons with monsters and treasures and that is often just what I did, producing the classic "monster hotels" style of dungeon popular back in those early days. As I fleshed them out, a few rooms became "specials" with something more interesting going on in terms of inhabitants, treasures, and traps.

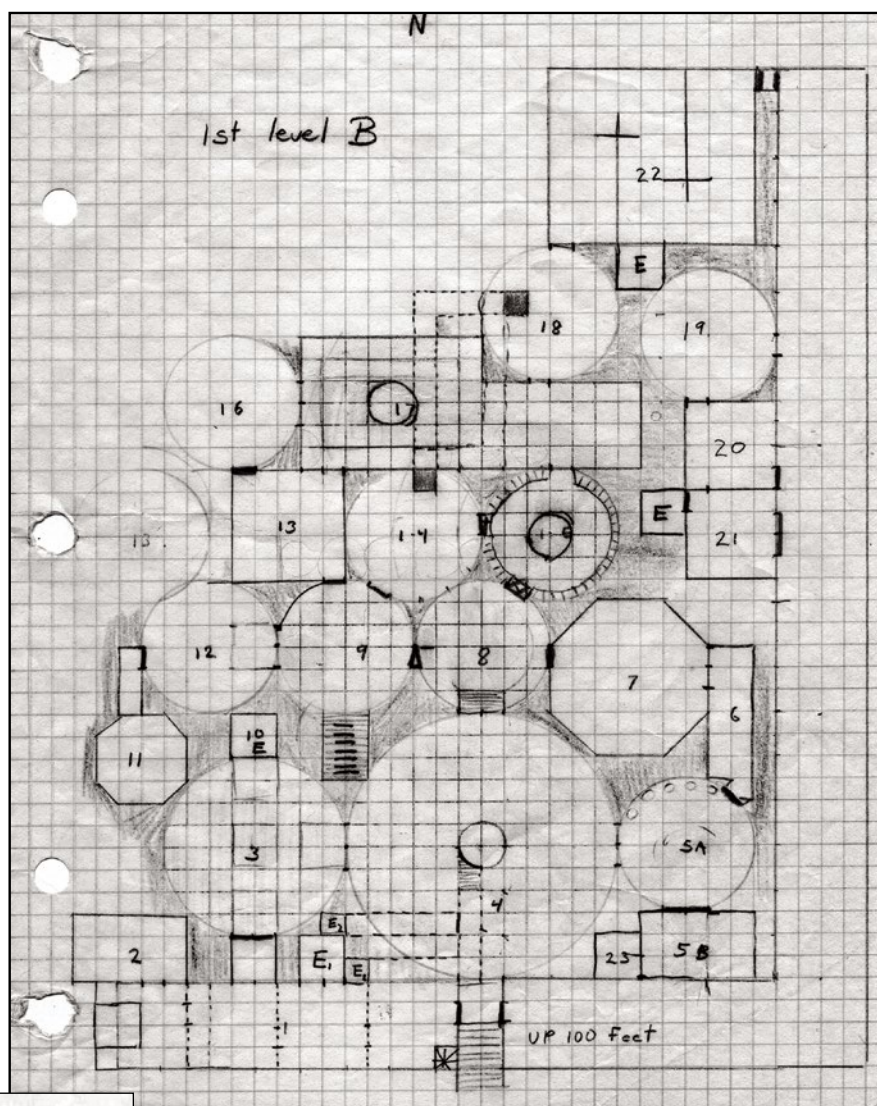
My original dungeon room entries, scrawled in pencil on notebook paper read like:

(11 ✓ 20 were rats - 4 family groups 4 at 24 hits
4000 S 1000 S 4 at 18 hits
1 gen - 500gp rest at 12 hits
Sword + 1 - Dumb
Potion: Longevity 11

There was never an over-arching theme, no deep history, no plot line, no NPC backstories, nor roleplay suggestions. Just enemies, hit points, and treasure. The rest was made up on the fly.

One of the challenges in this book has been getting back inside the head of my 19-year-old self. Why was this area colored yellow? (I don't remember!) Are the red doors secret? (yes) Which stairs go up, and which go down? Did I really mean to put 20 wererat lycanthropes in a single room? Really? REALLY?

What you have here is my attempt to take the bare-bones design of that college girl who submerged herself in *Dungeons & Dragons* so long ago, not realizing that making games would become her career; and reinterpreting those designs through the understanding, skills, writing style (and attention to detail) of a woman who has worked in games all her adult life.



I use more words now. Walls have thickness in my settings. Rooms often have distinctive architectural features. My NPCs have histories, motivations, and lives that intersect with other NPCs (and monsters) around them. Monsters are not there just to die and gift the players with experience points. They don't all fight to the death. Treasure isn't just values for coin and jewels.

My earliest maps used color to define features. But as a tip of the hat to both production costs and the new "old school style", my maps don't have color (the purpose of the yellow may never be known).

I hope you enjoyed the time spent inside my previous adventures, written for *The Dungeoneer*, Judges Guild, and Chaosium. After all, they were written with you in mind.

And like my work of old, this one is also totally not play-tested before publication. Some things just don't change.

Enjoy!

Jennell Jaquays

BACKSTORY

The Cathedral of the Golden Dragon was built centuries before the present time to propitiate Aulde Dawne, a bloated, greedy, and cruel gold dragon who demanded tribute and praise from people of the countryside. That would seem odd behavior for a noble, lawful dragon, but Aulde Dawne was neither noble, nor lawful, nor even a dragon.

She was Dawne Rozyfingers, a marginally competent mage turned con-artist. With her partner in crime, an equally corrupt wizard by the name of Steed Bramble, they conceived their mightiest flimflam ever. Bramble *Polymorphed* Rozyfingers the mage into Aulde Dawne the gold dragon and together, they established the Cathedral scam.

Sometimes appearing a wizard, and others disguised as a holy father, Bramble convinced the locals that attracting a benevolent gold dragon would be good for all. All that Aulde Dawne required to bestow her blessings and protection would be a simple shrine, something small and discreet. And the occasional modest gift of gold, or jewels would be so very much appreciated.

As is common with such stories, an "inch" became a "mile" and a simple shrine became the construction of a magnificent cathedral to host the dragon's burgeoning tribute. It soon all but beggared the region. Bramble himself lived long and well, always promising to revert Rozyfingers back to human. But the scam was too good to give up. Bramble used magic to extend his life and set additional protections around the cathedral.

To Rozyfingers, now more the dragon Aulde Dawne than the human she once was, he promised to preserve and protect her greatest treasure deep in the vaults. He kept promising to return her to human form as well. He set final plans in motion, then passed the operation of the cathedral to his host of acolytes to continue a scam they now believed as truth. Not long thereafter he passed on himself to whatever reward a life of con artistry may have earned him.

His death enraged the dragon, who realized she would never be human again. She took that rage out on the acolytes of the Cathedral and the surrounding countryside, ravaging away nearly all sign of human inhabitation. The few who survived fled, telling tales of the "mad dragon."

Heroes eventually "solved" the problem of the mad dragon, in her lair, but found little in the way of all the promised treasure. By then, the true tales of her origin had already faded.

The cathedral was supposedly sealed up and forgotten. Supposedly. As is common, abandoned spaces become the gathering places of other creatures.



Although not all the original guardians have moved on.

And there are the rumors that Bramble and his followers dug too deep, explored too far, touched things that should have been left untouched. But those are stories that can be told another time...

How to Use This Book

Pronoun Use

This book uses “they” as a singular, non-gendered pronoun for most rules content and some characters who are either agender, non-binary, or have an unknown gender. Gendered pronouns (he or she) are used only if situationally appropriate (which is still quite often). It may sound odd at first, but we hope you’ll recognize that you’ve actually been using this respectful, singular, non-gendered pronoun all along without realizing it.

Homebrew Rules

Look for the symbol of the foaming tankard on boxed text. These are optional rules arising from the author’s personal play style or rule interpretations. Most are simple house rules variants that may add color, clarity or unexpected variation from the standard rules.

Homebrew Rule: Detecting Magical Traps

Magically-triggered traps require magic to detect, though a variant might allow a Thief with sufficiently high spell casting ability to treat a magically triggered spell as a normal trap for detection purposes.



Map Key Explanations:

Door: Regular heavy dungeon that takes a bit of dice roll oomph to open. Use standard opening rules unless otherwise directed.

Door, Barred: Like a classic jail cell, but beefier.

Door, Double: Two doors that will open together (on a good day). It’s a Dungeon doublewide!

Door, Secret: Most rooms with Secret Doors connecting them to other spaces will discuss what’s secret here, including any special conditions for finding them.

Drapes: Drapes hanging from ceiling to floor.

Hatch Door: think submarines, but more medieval.

Ladder: For vertical connections.

Phantasmal Floor: To the eyes, the floor appears solid, a real floor. Touch MAY indicate otherwise. A phantasmal floor would fool the other senses. This is basically an illusion of a floor that responds to touch as well. The falling damage one takes from going through the floor is real.

Phantasmal Wall: To the eyes, this appears to be a real, physical wall. Touch MAY indicate otherwise. A phantasmal wall would fool the other senses. This is an illusionary wall that responds to touch as well.

Phantasmal Wall, Moving: The arrow indicates direction of apparent movement.

Pit Trap: Area of the X and depth is as indicated by the room’s trap description. Traps trigger as normal for your rules unless otherwise indicated.

Tree: Self-explanatory. Or not. Whatever.

Trap Trigger: Refer to the specific location for the effects of the trap.

Stair: The wide end of this triangle formed of parallel lines is the top, the point, the bottom.

Statue: See room description for details.

X marks the Spot: Check your local room description for details.

Descriptive Features

Each room or encounter area begins with a general descriptive paragraph to set the scene or describe the contents. The rest of the location or encounter breaks down into discrete subsections. Most seem obvious, but some may need explanation. The description categories for rooms and encounters include Snapshots, Backstory, Secrets, Curios, Traps, Treasure, and Denizens. Descriptions of Denizens may also include Tactics/Roleplay, Encounters, Snapshots, Insight, Profiles, Lore, and Tales sections. In each encounter or room, only those sections that are needed for the situation will be noted. Rooms or encounters may not use all of these features.

WHAT ARE SNAPSHOTS?

A snapshot is that first sensory impression of a Denizen, encounter, room, or situation. Usually, it’s visual, but not always.

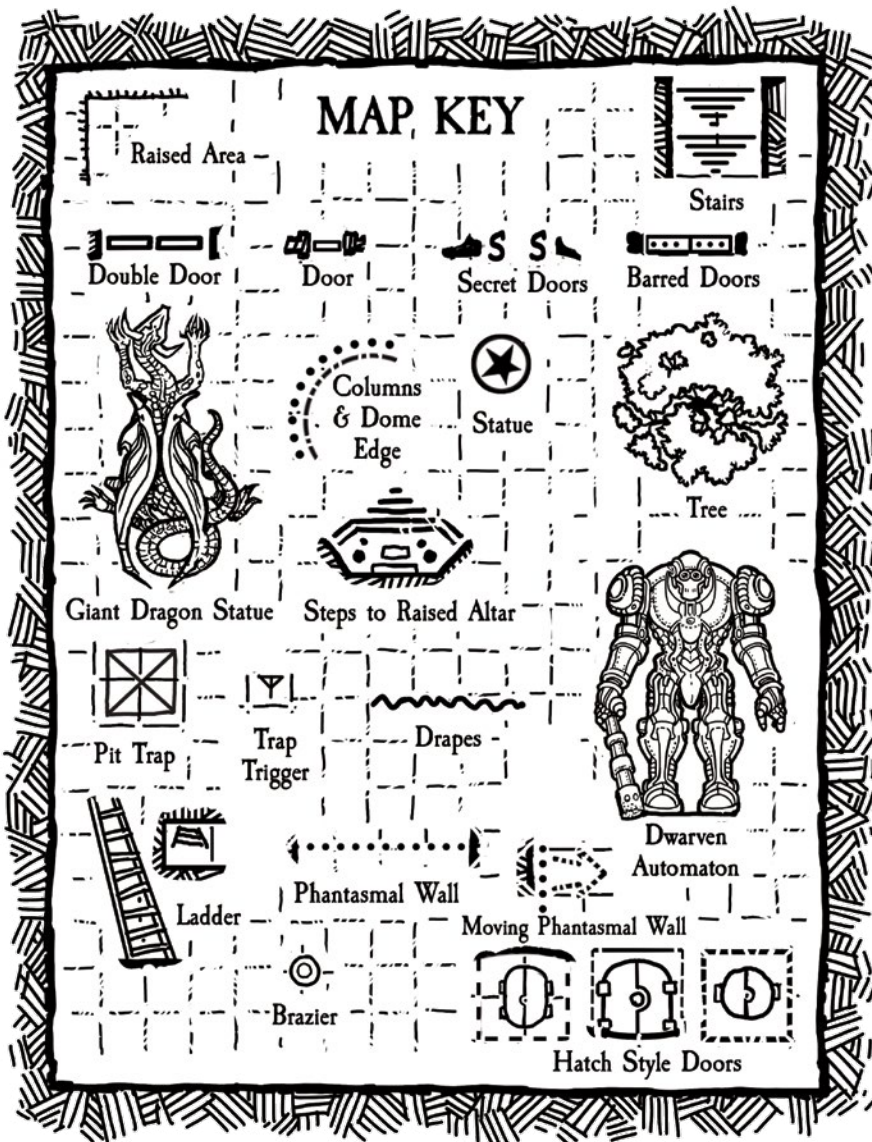
WHAT IS BACKSTORY?

Backstory is “color” that may be included, developed, or shared as desired by the GM. It can include history or tales relevant to telling the story of the room, its occupants, and contents.

For a Denizen, it’s a snapshot of their history with enough detail to round out their character for their role in the adventure.

WHAT ARE REMARKABLES?

Remarkables might be any number of things. For rooms or settings, they might be “remarkable” features about the construction and condition of the place; noteworthy details about how the room is made



or decorated that affect gameplay and its state at the time of first entry or discovery.

For Denizens, they are things about the character or creature that stand out and set them apart from similar individuals. It could be that they are taller, or heavier than others. Or perhaps they are phenomenally stronger. Or maybe they just wear a distinctive red hat.

For objects or items, being remarkable means that there is something unusual and perhaps obvious about them that the adventurers will notice. It could be that the red hat is encrusted with gems (though a Secret might be that the "gems" are crystallized blood). Or that the object seems out of place in the setting, much better, or perhaps much worse than one might expect to find there.

WHAT ARE SECRETS?

Secrets are those things that require searching or sensing to find in a given area. They could be secret or concealed exits, hidden objects, or truths about the setting not immediately evident to a casual observer.

Or they may be things about a Denizen that only the GM or other NPCs in the adventure know, such as important information about their behavior, allegiances, possessions, or relationships... things about the Denizen that are not immediately apparent from casual observation (but might be deduced from closer observation).

WHAT ARE CURIOS?

Curios are randomly encountered, often exotic, out of place, or out of context objects. Each room or encounter area has a chance for one or more Curios to be present. The Curio Table can be found at the end of this adventure. Curios seem like things that **MUST** have some sort of story attached to them. GMs are encouraged to do just that. Playing on the suppositions and suspicions of the players about the Curio is a good place to start. It's not all that difficult to turn a Curio into a unique magic item on the spot.

These can be placed in advance, but choosing them at the time of the encounter may encourage improvisation that includes the players as well. Any association, context, use, powers, etc. are up to the individual GM and their players.

Finally, a Denizen may have a portable Curio on their person.

WHAT ARE TRAPS?

Traps are typically devices or magic intended to protect something in the room. Traps with physical triggers can be detected using normal rule mechanics by Thieves or characters with Thief-like abilities when they search a suspected area or item.

Undetected Traps trigger under normal circumstances on a d6 roll of 1-2 if a character meets the triggering conditions.

Because the original rules are vague on trap effects, damage and avoidance are described with each trap.

The Homebrew rule on page 4 suggests only using magic to detect magically triggered traps.

WHAT IS TREASURE?

Treasure is nearly anything with intrinsic value, typically something potentially portable, something that can be removed and carried off by adventurers. The GM may wish to assign treasure value to portable Curios found while exploring.

And Denizens can have remarkable treasure on their persons as well.

WHAT ARE DENIZENS?

A "Denizen" is an umbrella term to encompass all the Non-Player Characters, animals, creatures, or monsters that may be encountered in and around the setting of *The Dragon's Secret*. They are beings directly controlled by the game's GM. A Denizen is any being in the game setting who is NOT a player controlled character, regardless of whether the intent is to talk to them, fight them, or run away from them.

Denizens common to many fantasy game systems and worlds (e.g., like gargoyles, kobolds, or gnolls) are typical or average specimens of their kind as they may already exist in the GM's game world, with any differences noted.

Likewise, their weapons, spell use, magical items, and special or unique abilities are those already common in that game world. Denizens that are new or unique to this setting will be more fully detailed.

WHAT ARE TACTICS/ROLEPLAY?

These are play suggestions for Denizens, how they might respond to intruders or visitors. Playing foes as if they were intelligent creatures and not just aggressive, mindless murderers bent on ... well ... murdering, can be a big challenge for the GM. Tactics suggest options within the context of a denizen's placement in the adventure. Roleplay gets inside that characters' head to understand how they might respond as people.

WHAT ARE ENCOUNTERS?

These pertain to Denizens and are suggestions where that Denizen may be encountered, particularly if they are not tied directly to an encounter area on a map.

WHAT ARE INSIGHTS?

Insights are first impressions about a Denizen's personality, or possibly an "aha" moment about the character.

WHAT IS LORE?

Denizens and places often have rumors, stories, and local gossip associated with them. Sometimes, this is all that is known or worth sharing.

WHAT ARE PROFILES?

Profiles are an in-depth discussion or exploration of the character's personality, and their quirks, attitudes, motives, values, and biases. May include role play suggestions.

WHAT ARE TALES?

Tales are ideas for adventures, encounters, or stories that specifically involve one or more Denizens, separate from their situation in an encounter area. Tales can serve as inspiration for further adventures or side quests. NPCs will often have Tales associated with them.

How to Read Denizen Stats

Fifth Wall *Swords & Wizardry* game adventures use the following stat blocks to represent Denizens (monsters) taken from the *Swords & Wizardry Complete Rules*. Their stat blocks will appear similar to this:

Black Bears (2):

HD 4+1; AC 7 [12]; Save 13; Move 9; AL N;
Atk: Claw/Claw/Bite (1d3/1d3/1d6);
HP 25, 19; CL/XP 4/120 each.

The monster name is followed by the number appearing. Then Hit Dice (HD); Armor Class (AC with both descending and ascending armor values); Saving Throw (Save); Movement Speed (Move); Alignment (AL) which is expressed as L for Law, N for Neutral, or C for Chaos; Physical Attacks as Atk, followed by the weapon type(s) and damage done by each attack; Special attacks or abilities, if any (Special); Hit Points for each denizen (HP); and finally the Challenge Level/Experience Point values for the denizens (CL/XP). Any special attacks or magical spells known will be included in the stat block. If a Denizen's possessions or personal treasures are remarkable or important, they may be included in the stat block. The GM may need to refer to either the *S&W Complete* rules or the New Monsters Appendix in this book for rules and clarifications.

An asterisk after the monster name indicates a non-standard variant on an existing monster. Two asterisks is a new creature whose description can be found in New Denizens at the end of the adventure.

NPC Denizens

NPC Denizens are typically people, not monsters, and include both non-adventuring characters as well as adventurer class people. The character's race, class, and level accompany their name (Human Thief, 4). Such characters may have the usual six Attribute stats assigned to them as well (Strength, Intelligence, etc.). Remarkable abilities, possessions, or spells follow the stat block.

Some NPCs may have other descriptive characteristics, such as a relevant Backstory, or Secrets about them, or suggestions for Tactics or Roleplay.

CONVERSION NOTES

While written for *Swords & Wizardry* rules, the stats for animals, monsters, and humans should convert to most old school revival rules sets with minimal work. For more modern RPGs, use the specific descriptions, abilities, and stat blocks for common creatures provided by those rules. New creatures and NPCs may require some creative development (or wait til we release a stat-block conversion pack!)

SAMPLE NPC DENIZEN

Damovar (Human Thief, 4):

HD 4; AC 5 [14]; Move 12;
Save 12; AL N;
Atk: Longsword (1d8), dart
(1d3);
S 17, I 12, W 12, D 17, C 16,
Ch 11;
HP 20; CL/XP 5/120.

Wears padded armor. Has a
set of lock picks.

Climb 88%, Delicate tasks
30%, Hear 4 in 6, Hide

Shadows 25% Move Silently 35%, Open Locks: 25%



Snapshot: In his borrowed finery, the young thief
seems more dandy than dangerous.

Backstory: As the son of the Grand Master Thief
of his guild, Damovar was born into his job, but not
into the ambition needed to succeed at it. He learned
by observing his dad, aunts, and uncles ply their
craft, eventually accompanying other thieves as their
assistant or porter (He's quite strong for a thief).

Secrets: His dad is both the head of the Thieves
Guild and the city's Mayor. He knows not to brag
about that, because both bits of information put him
at risk from his dad's enemies.

Encounters: Damovar is most often found in the
Reedy Eel, a tavern in the Green District, looking for
work, or if not there, he's engaged in having a good
time with young men and women found in the exotic
pleasure parlors he prefers.

Remarkables: Damovar's clothing is richly made,
if a bit careworn from over wear. He stole it from his
father's closet of Mayoral finery.

Tactics/Roleplay: Damovar is always looking for
that big score, the one that will impress others, set
him up for life, or at least keep him drunk and happy
for more than a week. He's a poor ally or hireling.
He has boundary issues when it comes to the finer
points of (other people's) property ownership and
will avoid combat that is not forced on him.

Tales: Additional stories that involve Damovar.

***1* Moonlighting.** Damovar has been working with
Red Ranger, a bandit chief. Red has gone missing
after an encounter with wolves on a moonlit night.
His crew is looking for him.

***2* No One Mentioned a Curse.** Damovar has found
his big score, but needs help bringing it out of the
Stone Crypt Mountains. He doesn't believe the
stories about the curses.

***3* Only Mostly Dead.** The Mayor is looking for his
son. You find him (Damovar), but just as someone
else kills him (he's nearly dead or freshly dead).

DRAGON TALES...

Dragon Tales are suggestions for ways that GMs
can draw their PCs into adventures and investigations
around the Dragon Cathedral, or to further involve
them with the characters there. Some Tales may con-
flict with others or approach the topic from a differ-
ent point of view. Most are intentionally vague.

✧ *A featured character in the Tale*

A [Location] in the Reedy Bend region

(⇒ A linked Tale)

HOME, HOME ON THE...

Homesteaders want to rebuild an abandoned vil-
lage once called Dragon's Gold deep in the forest. But
they've heard rumors of a hydra rampaging in the
woods. They're hiring guards to accompany them as
they build their new homes and offer to help the adven-
turers build their own as part of payment. [Village of
Dragon's Gold] [Hydra's Lair]

WE'RE WANTED IN TWELVE KINGDOMS...

Everywhere you look, there are posters with wood-
cut illustrations that depict a pair of wizard's appren-
tices. Dimple Anderz and Eldon Warmal are want-
ed for the poisoning death and robbery of a locally
renowned wizard named Gringham Thundercaster.
The reward is substantial, put forth by the home chap-
ter of the wizarding guild. Apparently there have been
a string of similar murders over the past century and
it seems that one of the murderers has been implicat-
ed in several of them. The two were last seen heading
towards a forest said to hide a ruined temple. [Dragon
Cathedral] ✧ Dimple Anderz ✧ Eldon Warmal

ONLY MOSTLY DEAD

The renowned alchemist and mage Thimbull
Everflow had a rumor brought to their attention that
a particular spider venom could cause a zombie like
condition. Thimbull promises a handsome reward to
anyone who brings back enough of that spider venom
that can raise up the undead. [Dragon Cathedral]

ALL THAT'S GOLD DOES NOT GLITTER...

The adventurers who brought down the mad gold
dragon, Aulde Dawne, in her lair came away almost
empty handed, which did nothing to end the stories
about her great treasure. Could the lost treasure still
be in that shrine that was raised up to honor her? With
every tale, the treasure grows more fabulous. But find-
ing that shrine may be a challenge. [Dragon Cathedral]

Random Outdoor Encounters

Ghoul Scouts/Pack

These creatures are not local. Something deep with the Cathedral calls out to them, summoning them, asking for release and freedom.

Ghouls:

HD 2; AC 6 [13]; Save 16; Move 9; Align C;
Atk: 2 Claws (1d3), 1 Bite (1d4)
Special: Immunities, Paralysis;
HP: 12, 9, 16, 13, 8, 11, 15; Challenge Level/XP: 3/60

Gargoyles

The Cathedral is protected by a Gurgle (group) of Gargoyles. This is an airborne "wing" flying overhead, alert for intruders and marauders (like adventurers and gnolls). If the gargoyles feel a need to attack, they may fly over to Cathedral roof, grab a couple rocks/stone heads and fly over and drop rocks from the sky.

Gargoyles:

HD 4; AC 5 [14]; Save 13; Move 9/15 (flying); AL C;
Atk: 2 Claws (1d3), Bite (1d4), Horn (1d6), dropped rock (3d6).
Special: Rain Spout (see A.08), Immune to non-magic weapons;
HP: 20, 22, 15, 30; CL/XP6/420 each.

Hydra

This is the region's apex predator and it is hungry, always HUNGRY. Does it attack on sight? What do you think? There is a 15% chance of being encountered in its lair and will have its treasure there.

The Hydra's Lair: The hydra's lair can be found in a shallow cave overhang along the base of the cliff wall some ways west of the Dragon Cathedral.

Curios: 10% chance of one.

Treasure: 1200 gp; +1 *Shield*; *Potion of Clairaudience*; three M-U scrolls: *Sleep*, *Read Languages*, *Shield*; a gem-inlaid, enameled brooch, 517 gp; a silver ring worked to look like a unicorn, 166 gp; a red pendant, 122 gp. The final item is hidden in the hydra's sleeping area, a golden-colored egg, more like mummified ivory than metal or natural egg-shell.

Secrets: The dragon, Aulde Dawne laid this egg. Had it survived to hatch, it might have been another drakghul.

Hydra:

HD 7; AC 5 [14]; Save 9; Move 9); AL N;
Atk: 7 Bites (1d6);
HP: 60; CL/XP 9/1,100.

Random Encounter Table: Cathedral Area

When adventurers explore the area around the Cathedral, roll 2d10 and use this table for random encounters.

2D10	ENCOUNTER
2	Ghoul pack (2d8)*
3-4	Gargoyles (1d4)
5	Duck adventurers (1d4+1)
6-7	Ghoul scouts (2)*
8-9	Kobold patrol (5)
10	Black Dragon
11-12	Stirges (2d6)*
13	Werewolf patrol (2)
14	Merchant
15-16	Carrion Creepers (1d4+1)
17-18	Gnoll raiding band (2d6+4)
19	Owlbears (3)
20	Hydra (1)

* Night encounter only

Use your own house rules or preferences for determining the chance for random denizen encounters and frequency of checks in the area around the Cathedral. Inside the Cathedral, there are no random encounters unless otherwise noted by the Denizen entry.

Kobold Patrol

This small band of hunters separate from the main group in Room C.03. They are unwilling to use the elevator because it has been infested by carrion creepers, so they seek a different way in. They are armed with the nasty little Paralytic Sticks as well as their spears.

Kobolds:

HD 1d4 hp; AC 7 [12]; Sav: 18; Move 6; AL C;
Atk: Spear (1d6), or Paralytic stick (1 pt);
Special: Paralytic Stick (see below);
HP: 4, 3, 3; CL/XP B/10 each.

Paralytic Sticks- These are envenomed wooden spikes. If they hit, they only do 1 point of damage, but the venom is carrion creeper venom. Characters hit with these spikes must make a Saving throw or being paralyze for 1d6 turns (venom is not as strong as that from a living creeper).

Black Dragon, Immature

This immature black dragon is as much an intruder in the region as the gnoll marauder bands. Greedy for another dragon's allegedly unguarded, lost treasure, he has come looking for his fortune. Flowing Shadow the black dragon can speak, and cast three first level Magic-User spells.

Flowing Shadow, Immature Black Dragon:

HD 7; AC 2 [17]; Save 9; Move 9/24 (fly); AL C;
Atk: 2 Claws (1d4), 1 Bite (3d6);
Special: Spits Acid (21 damage);
HP: 21; CL/XP 7/15 each.

Stirges

These nasty blood suckers are a hungry hunting patrol from the disgusting flock nesting in Room B.03.

Stirges (22):

HD 1+1; AC 7 [12]; Save 17; Move 3/18 (fly); AL N;
Atk: Sting (1d3 + blood drain);
Special: Drain blood 1d4/round, +2 bonus to hit;
HP: 5 hp x 12; CL/XP 1/15 each.

Werewolf Patrol

The werewolves watch for intruders as they lope in wolf form through the forests and fields. They will observe and follow the party, but do not engage directly unless the guards at Room A.05 of the Dragon Cathedral are threatened or harmed.

Werewolves (2):

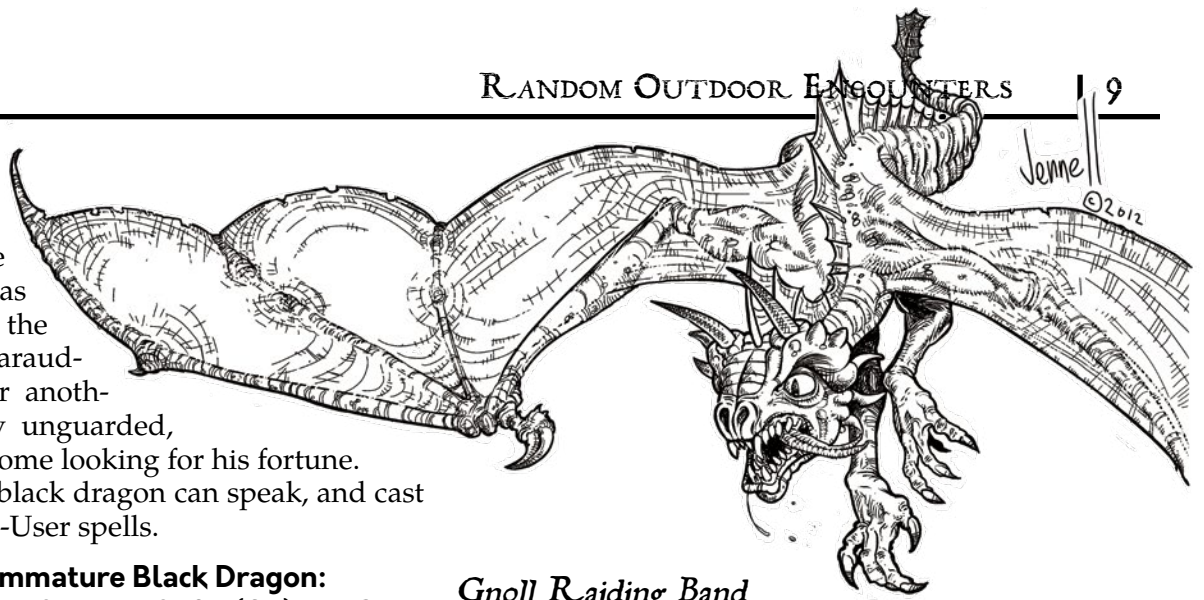
HD 4; AC 5 [14]; Save 13; Move 12; AL C;
Atk: Bite (2d4);
Special: Lycanthropy; hit only by magic or silver weapons;
HP: 24, 16; CL/XP 5/240 each.

Carrion Creepers

Normally limited to underground scavenging, the local population infests the forests around and above the cathedral. The dragon's rampage long ago brought all manner of scavengers in to feast for leagues around.

Carrion Creepers:

HD 2+4; AC 7 [12]; Save 14; Move 12; AL N;
Atk: Bite (1 hp) and 6 tentacles (special);
Special: Tentacle attacks causes paralysis;
HP: 18, 13; 14, 9, 16; CL/XP 4/240 each.



Gnoll Raiding Band

Rumors of treasure to be plundered attracts more than adventurers. Grimshark's Raiders and Dranggot's Gang, competing gnoll marauder groups, have been ranging far and wide searching the "Lost Temple of the Dawn" (which is how legend is already spinning this location. These are rival gangs at war with each other. One band is led by Fang Grimshark, an ambitious young warrior related to a tribal chief; and the other by Drang Maggot, an older, successful, and popular veteran of countless raids.

Gnoll Raiders (16):

HD 2; AC 5 [14]; Save 16; Move 9; AL C;
Atk: Bite (2 d4), or Weapon (1d10);
HP: 16, 15 x 5, 12 x 5, 10 x 4, 6; CL/XP 2/30 each

Owlbears

This small family group of owlbears, hunts and scavenges for food in the area. They are hungry, so they might attack one or two adventurers by themselves, but sapient enough to give a larger party a wide berth. The second and third owlbears are juveniles.

Owlbears:

HD 5; AC 5 [14]; Save 13; Move 12; AL N;
Atk: 2 Claws (1d6), Bite (2d6);
Special: Hug for additional 2d8 if to-hit roll is 18+;
HP: 37, 18, 19; CL/XP 5/240 each.

Fowl Folk Adventurers**

Dwarf-sized and beak-faced, this sturdy crew has heard the rumors of the dragon and her lost, supposedly unguarded treasure. They believed enough to lure them out of their floating city in marsh country. They don't trust unfeathered folk, but they might agree to an alliance.

Dor of Duckmarsh (Anatidae/Duck Ranger, 6):

HD 6; AC 1 [18]; Move 9/12; Save 9; AL L;
Atk: Shortsword (1d6), shortbow (1d6);
S 15, I 12, W 14, D 17, C 12, Ch 11;
HP 29; CL/XP 5/120.



Wears a green and brown tunic over +1 *plate armor* and a gray hooded cloak. Carries a shield marked with no blazon or symbol. Tracking skill is 90%,

Tactics/Roleplay: He's the band's leader and a bit of jerk towards others, despite working well as a team. He is often condescending towards non ducks. No one's ready to stick a shiv in him over it.. yet, but none of the others consider him a friend.

Roland Whitewing (Brantagii/Goose Fighter, 5):
HD 5; AC 5 [14]; Move 9/12; Save 12; AL N;
Atk: Longsword (1d8), dart (1d3);
S 19, I 8, W 10, D 13, C 16, Ch 7;
HP 33; CL/XP 5/120.

Wears a patched brown tunic over chainmail and a battered shield. His satchel contains numerous notebooks tightly bound up with leather straps and sealed with locks.

Tactics/Roleplay: Roland resents that his companions treat him like hired muscle. He will fight for them, but he won't die for them. He collects information to sell, so he may act overcurious, but will attempt to hide it.

Gala Everflight (Anatidae/Duck Magic User, 6):
HD 6; AC 7[12]; Move 9/12; Save 10; AL N;
Atk: Staff (1d6), dagger (1d4), dart (1d3);
S 7, I 16, W 12, D 13, C 17, Ch 16;
HP 19; CL/XP 5/120.

Wears blue robes and a gray hooded cloak. *Wand of Lightning* (2 charges). *Cloak of Displacement* +2. *Potion of Healing* x2.

Tactics/Roleplay: Gala is the heart of the band; its center. Everyone in the group cares about her and she does what she can to keep them together, despite egos, attitudes, and species distrust or resentment. She is the group's spokesduck, the one who will interact with others during encounters.

Eider of the Green Pond (Anatidae/Duck Druid, 7):
HD 7; AC 5 [14]; Move 9/12; Save 9; AL L;
Atk: Spear (1d6), dart (1d3);
S 13, I 12, W 13, D 14, C 10, Ch 9;
HP 20; CL/XP 5/120.

Wears studded leather armor and blue and green hooded robes. *Staff of Healing* 150 charges.

Tactics/Roleplay: Eider cultivates an air of mystery about herself and a degree of separation from the others. She is curious about the world outside of Fowl Folk peoples, but would rather

retreat into nature and ponder what she learns.

Nacka Nightwall (Corvii/Crow Thief, 7):

HD 7; AC 7 [12]; Move 9; Save 12; AL C;

Atk: Shortsword (1d6), sling (1d4);

S 17, I 14, W 9, D 17, C 13, Ch 5;

HP 22; CL/XP 5/120.

Wears leather armor (+1 *vs. missiles*). *Ring of poison resistance*. Has a set of lock picks.

Climb 91%, Delicate tasks 50%, Hear 5 in 6, Hide Shadows 60%, Move Silently 50%, Open Locks: 25%.

Tactics/Roleplay: Nacka rarely speaks. They haven't even shared a gender with members of the band or shown a preference for one. Nacka has a "knack" for getting their hands into other's possessions. They are unlikely to conclude an encounter without attempting to pick the pockets of one of more people. Nacka knows and has worked with Erebox the Aardvark (Room A.03). She won't share that, should they meet. But she might side with him in any mischief.

Burgha Duckie (Anatidae/Duck Monk, 6)

HD 6; AC 3 [16]; Move 12; Save 11; AL L;

Atk: shortsword (1d6+3), throwing star (1d3+3);

S 13, I 17, W 15, D 17, C 14, Ch 15;

HP 21; CL/XP 5/120.

Wears Turquoise and white monk robes. *Ring of protection* +1. *Ring of Conflagration**. Damage bonus +3 to attacks. Two weaponless attacks/round. Slow Falling. Speak with Animals. Climb 90%, Delicate tasks 40%, Hear 4 in 6, Hide Shadows 35% Move Silently 45%, Open Locks: 35%

Tactics/Roleplay: Burgha shares her wisdom and wealth freely. She prefers diplomacy over confrontation. She has a particular quirk, a love of explosions. Her ring helps with that.

Ring of Conflagration. Once per day, the ring can unleash 1d6 fireballs that inflict 3d6 hit points each (saving throw indicating half damage).

The Merchants

Bhenga the Merchant is a burly older woman with a pair of assistants (her adult sons Pieter and Ryolf). All are normal humans) and another pair of sturdy human guards. They were contacted some weeks back to meet a man outside the ruins of a temple near the cliffs. They are suspicious of everyone and nervous about being here in the wilderness. But the price to be paid overcame fear. They have a string of five pack mules carrying massive bundles of dried food, wine, beer, cured

meats, common and exotic seasonings, flour, salt, and candied fruits.

First Encounter: The merchants have been camping in the woods here for a few days.

Someone named Eldon sent a messenger with 100 gp and offered 500 gp more if they would show up here in the wilderness with requested goods. He would meet them here, wearing dragon acolyte's robes and exchange the coin for ALL they had brought (including the mules).

Eldon Warmal is an unexceptional magic user, already wanted for the murder of his master (see Room C.04). Eldon made a deal with two of the werewolves who patrol the woods to kill the merchant party in exchange for a share of the goods and some additional gold. Eldon has no intention of showing up here. He expects the werewolves to do their job.

The werewolves attack in force that first night (half the werewolves in Room C.02). They are not expecting the adventurers to be there and will break off the attack and return home the first time a werewolf is seriously injured.

Second Encounter: If the adventurers do not take the Merchant up on her offer of employment, they discover the encampment was attacked and the merchant party likely killed or captured. The goods and mules are gone as well and the trail leads to the Cathedral of the Dragon.

Secrets: Bhenga was not chosen at random for this mission. She is the aunt of Dimble Anderz, one of the two young rogue Magic Users hiding out in the temple. She does not realize that her buyer, Eldon, has any connection to her nephew. Her nephew does not know that his partner in murder chose his aunt to bring them provisions.

Tactics/Roleplay: Bhenga's impatience has begun to overtake her greed. She arrived on time and has been made to wait. She's upset. She offers the adventurers 100gp if they'll stay with her until her buyer arrives.

Bhenga the Elder:

HD 1d6; AC 9 [10]; Save 18; Move 12; AL N:

Atk: staff (1d6)

Special: None

HP: 5; CL/XP: B/10 each.

Pieter and Ryolf:

HD 1d6; AC 9 [10]; Save 18; Move 12; AL N:

Atk: short sword (1d6)

Special: None

HP: 4, 6; CL/XP: B/10 each.

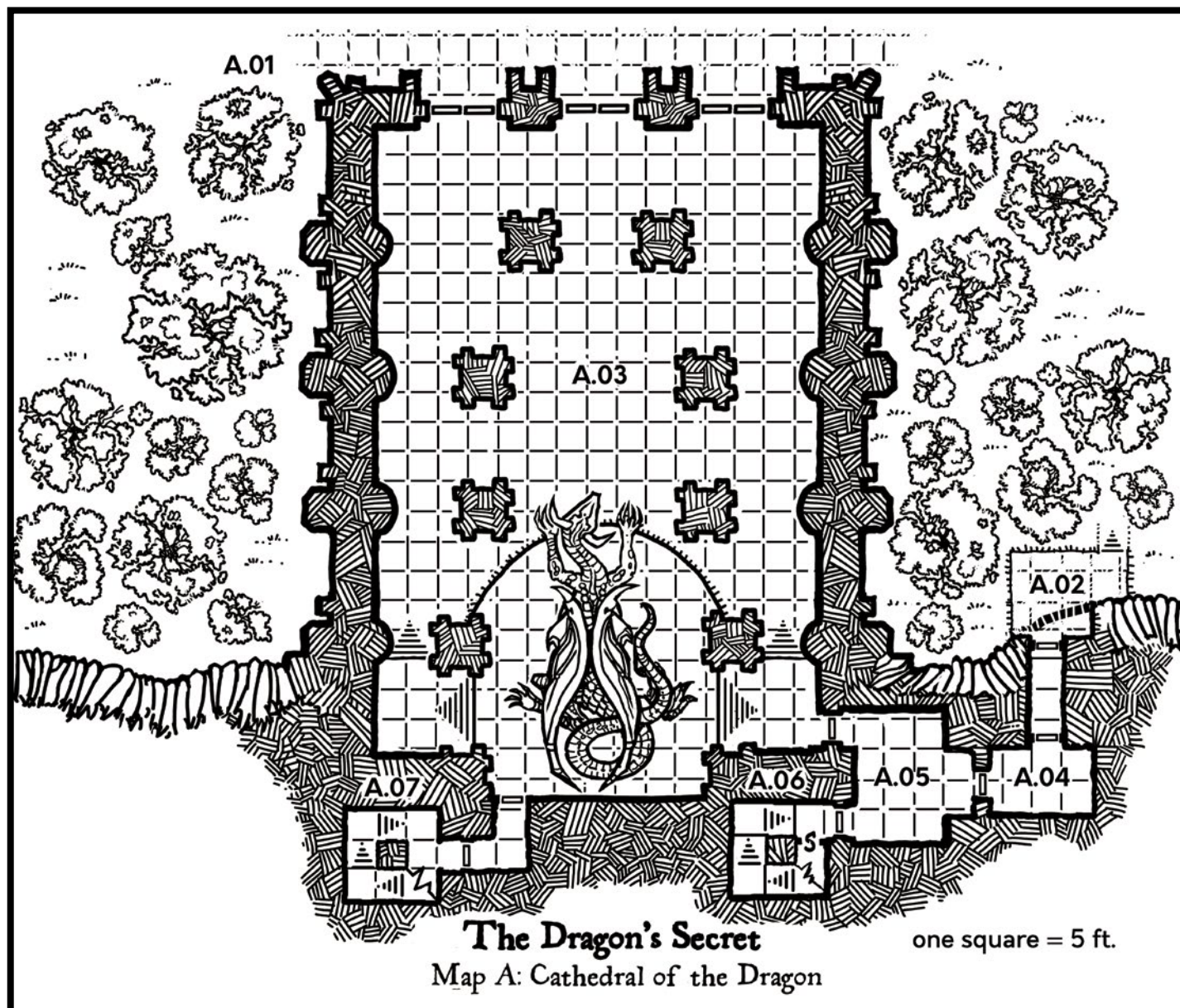
Human Guards (2):

HD 1; AC 7 [12]; Save 17; Move 12; AL N:

Atk: Spear (1d8)

Special: None

HP: 7; CL/XP: 1/15 each.



Map A: The Cathedral of the Dragon

A.00 THE CATHEDRAL GROUNDS

The grounds around the cathedral have become overgrown. Not just weeds, but trees that have taken root, grown, and propagated more trees. A young forest has grown up along the cliff face and the cathedral building. Any outbuildings made of lesser materials have lapsed into ruin and become buried in the growth.

The cathedral towers above the trees. The massive outer doors tower 25 feet above the ground. The lowest clerestory windows start at 40 feet above ground level, little more than wide arrow slits. 15 feet further up, 5-ft.-wide circular openings are more easily entered.

The lower edge of the cathedral begins at 65 feet off the ground and climbs to a steep peak.

Denizens: The wilderness area around the Cathedral is both home to a number of predatory creatures and a place of interest to outsiders and intruders.

A.01 WE'RE GOING TO THE CHAPEL AND...

This massive stone cathedral was constructed of the same stone as the cliff face rising behind it seems unusually well-cared for. It's not the abandoned temple that the stories described.

The three pairs of outer doors at the north end of the cathedral are locked and then bolted from inside.

Tall, narrow clerestory windows, over 40 ft. above the ground allow light and air to pass into the sanctuary, but only a small, slender person could edge in through them. Still higher up, round, open oculus

windows allow daring climbers a way in.

Atop each buttress, grim, grotesque gargoyle statues survey the grounds below, ever vigilant. Well, from ground level they certainly LOOK like statues.

Backstory: The mighty Dragon Cathedral, with its massive walls and doors was built over a period of decades by devoted followers of Aulde Dawne siphoning resources off of villages and towns for leagues around. But only those closest knew its location, nestled up against a cliff in the wilds.

Remarkables: The cathedral is built of finely dressed gold-tinged limestone, the same stone as found in the cliff wall behind it. The doors are massive, carved of sturdy wood, decorated with carvings of dragons. While weathered, the cathedral still stands strong and sturdy.

Secrets: A door to the adjacent rooms carved into the cliff walls is hidden behind thick copses of trees. The doors are all barred from the inside.

Traps: Not really a trap, but a hazard. If they believe they are unnoticed, the gargoyles may tip or toss head-size rocks (or stone heads) down on the unwary who come within 20 feet of so of the base of the cathedral.

Denizens: Make a standard check for wandering monsters in the area. If making loud noises (like bashing down doors or using explosive magic), double the chance for an encounter.

A.02 THE SIDE PORCH

Temples often have side entrances. Hidden behind the relatively young trees, a raised, stone deck can be reached by a short flight of steps. The side door is barred from the inside.

Remarkables: The stone is the same as in the cathedral, and the door has been set back into the cliff-face, framed by dragon designs.

Secrets: The door is not visible unless someone is looking in this area.

Denizens: Make a standard check (as you do) for wandering monsters in the area. If the intruders are making loud noises (like bashing down doors or using explosive magic), double the chance for an encounter.

A.03 SANCTUARY HALL

Despite the high, narrow windows, pools of light surround the massive pillars that support the roof. The light emanates from numerous dragon lamp sconces (bronze dragon heads holding a stone enchanted with *Continual Light*) mounted to the pillars. Some are missing, others are dark, casting no light, their magic failed.

An amazingly lifelike, yet somehow idealized life-size sculpture of a golden dragon sits on a 10-ft. tall raised dais, wings folded, head up and alert, fore claws crossed, dangling over the near edge of the platform. Much of the gold-leaf on the scales is still intact. The

distinguishing feature of the dragon is a mane, sculpted, or styled in a way seems to defy gravity all the while appearing singularly unattractive. The walls are decorated with mosaic murals that praise a be-maned golden dragon acting like a benevolent ruler over humanity, though the actual quality of the work is sub-standard, often unfinished, and occasionally funny.

Backstory: The dragon statue is supposed to represent Aulde Dawne, a magic user who with the aid of a wizard accomplice, secretly pretended to be a gold dragon. Despite all the idealized portraits of her, she was said to be bloated, and on a good day with a tail wind, could barely fly. The adventurers who finally ended her tale of terror and dispatched the corrupted beast in her lair (elsewhere) expected to find riches beyond their dreams. Yet they found next to nothing. Whatever riches she had were stored in the vaults beneath this temple, and may be long looted and gone... or not.

Remarkables: The interior is crafted of golden limestone, undamaged by weather.

Secrets: The ornate carvings and sculptural friezes (mostly portraits of the dragon Aulde Dawne) decorate the base of the dais are arranged in curved panels. The two directly in front of the dragon's foreclaws are secret doors, difficult to notice without a search. The doors are *Wizard-Locked* as well by a 3rd level Magic User.

Traps: Not really a trap, but fiddling with or attempting to remove the dragon eye gems summons the guards from both Room A.03 (gargoyles) and Room A.05 (werewolves).

Treasure: The dragon's eyes are sparkling, crystal-line blue gems worth 5,000 gp. each.

Denizens: A pair of gargoyles lurk up in the rafters of the cathedral, vigilant wardens against thieves. Their task is not to attack the party, but to summon aid if they attempt to steal the gems in the eyes, or damage the statue. An unusual intruder, a member of the beast man race known as aardvarks, has set up a campsite in the southwest alcove, to the west of the great dragon statue.

Gargoyle guards (2):

HD 4; AC 5 [14]; Save 13; Move 9/15 (flying); AL C; Atk: 2 Claws (1d3), Bite (1d4), Horn (1d6); dropped rock (3d6).
Special: Rain Spout (see A.08), Immune to non-magic weapons;
HP: 25, 23; CL/XP6/420.

Tactics/Roleplay: The gargoyle guards will not directly engage the thieves. Instead, one of the guards garbles out a thrumming song of warning, that summons 1d6+2 of the gurgles within three rounds of combat, with the others arriving three per round until all are in the Cathedral. As long as the thieves are NOT

near the dragon sculpture, the gargoyles will bombard with rocks (there are, for practical purposes, an unlimited arsenal of them in the rafters). If the thieves remain around the sculpture, gargoyles descend to attack (also remember, another gargoyle is positioned at B.05 and it will have also heard the alarm song and be ready if the thieves run its way).

The alarm song also draws in the werewolf guards from Room A.05 (in wolf form) within three rounds of combat. This is a fight to drive off or kill thieves, not take captives.

A.04 HELP! HELP! I'VE BEEN ROBED!

This robing chamber once had a ceremonial purpose, but has become little more than a storage room, mostly junk-filled. Upon examination, nearly all of the boxes and chests in here have been ransacked and contain little of value. An altar used as part of the robing ceremony still exists, but off in a corner, notable only for the golden dragon sculpture (worn, gilded stone, not well-sculpted) resting, sphinx like upon the altar, but facing away from the doors (see Denizens section



Erebox the Aardvark

Erebox (Aardvark Fighter/Thief, 4/3):

HD 7; AC 4 [15]; Move 9; Save 11; AL N;
Atk: Shortsword (1d6), or Snout Punch\ (1d3), or
Tail Bash (1d4);
S 17, I 15, W 12, D 17, C 17, Ch 8;
HP 38; CL/XP: 7/600.

Carries a wooden shield. Has a set of lock picks.

Climb 88%, Delicate tasks 30%, Hear 4 in 6, Hide
Shadows 25% Move Silently 35%, Open Locks: 25%

Backstory: Erebox is a typical aardvark. He is sensitive about his stature, prickly, and often violent. He thinks that most humans and elves are not right in the head and treats them as such.

He will not intervene to save the helpless unless there may be a profit involved. He will use others and make fools of them on occasion. He talks about himself in the third person ("Erebox thinks yon spellfakir is not right in the headbone.") He knows how to convince people that what he wants to do is what they really want to do. Erebox is no fool and takes few risks.

Secrets: Erebox knows the secrets and lies behind the Dragon Cathedral. He's here to collect the bounty on the heads of the two fugitive magic users, and find Steed Bramble's hidden treasure.

Encounters: Erebox has set up camp inside the southwest corner of the Cathedral's Sanctuary Hall (Room A.03). He's been quite careful NOT to touch the dragon statue.

Tactics/Roleplay: Erebox is suspicious of humans, dwarves, and elves, but thinks halfings amusing. He's thinking about getting one as a pet. He is openly hostile and rude to any Fowl Folk he meets. His goal is to capture the two magic users in Room C.04. He doesn't need help so much as he needs decoys and diversions.

Tales: Erebox's stories focus mostly on greed.

***1* Bad Blood.** The adventuring band of ducks has tracked Erebox here. He's wanted for posing as the highest priest and protector of the Temple of the Duck, and helping himself to several valuable holy artifacts. He MAY have the artifacts on him, or remember where he pawned them.

***2* How Much for Just the Statue?** Erebox barely escaped an encounter with the two murdering mages. But that giant automaton? There MUST be a way to get that out of the dungeon and reassemble it outside.

***3* Give it Back.** Kobolds ransacked his camp out in the woods, and stole something dear. Then the gargoyles stole it from the kobolds before they could return to their lair. They have it up on the roof. Who knew that an aardvark could be sentimental about something from his childhood.

of this room for more details).

Backstory: The acolytes of the golden dragon fastidiously donned their official robes here before doing their duties. Afterwards, they returned those robes to their lockers.

Secrets: If the altar is moved aside, one of the flagstones directly beneath it can be lifted up to reveal a hidey hole containing the werewolve's portable treasure trove.

Curios: There's a 15% chance of one curio in one of the opened chests (found by searching).

Traps: The chest containing the preserved robes is both sealed with a *Wizard Lock* spell (cast at 4th level) and trapped with a spring-loaded spike. The poison on the spike is weakened now, and allows +5 to the Saving Throw (or death results in 3 turns).

Treasure: (*The boxes*) Most of the boxes and chests in here have been ransacked and contain little of value. Broken ceremonial objects; holy symbols made of bronze, shaped like dragons, that may have been gold-leafed once; the remains of a ceramic pitcher and basin, as well as fragments that might have been mugs. One mug remains unbroken, a homely, cartoonish, pot-bellied dragon with a weirdly styled mane.

(*The beneath the altar*) The werewolves' treasure consists of 2,700 gp., *Cursed Chain Mail* (Causes bearer to run away from combat), a +1 *Dagger*, a +1 *Mace* (heavy), *Rope of Entanglement*, *Luckstone*, *Potion of Clairaudience*, two *Antidote Potions* (see page 15 for homebrewrule variant), 1300 gp. begemmed gold tiara, 260 gp. brooch, 180 gp. gem, 135 gp. gem, 120 gp. silver necklace.

(*The enchanted chest*) One chest (the one with the spring-loaded poison spike trap) has been *Wizard-Locked* shut (by a 4th level magic user). Dispelling the lock is like breaking a vacuum seal. There's a hiss of air movement, and a smell of long ago incense from inside the chest. The chest contains a single, ornate dragon acolyte's robe, in all its golden glitter and glory. Also, a +2 *Mace*, and a pair of *Potions of Extra Healing*.

Denizens: The golden dragon sculpture is a guardian, a living statue intended to protect this entrance from intruders. Its weight prevents the altar from being easily moved. The dragon can only "see" directly ahead (meaning that currently, it can't see the doors), but it activates if moved or lifted, if it "sees" intruders, or if tapped in a correct pattern (by the werewolves).

Several non-lethal giant centipedes lurk in the hole beneath the altar. They are unseen until they attack.

Living Stone Statue, Dragon*:

HD 5; AC 4 [15]; Save 12; Move 9; AL N;

Atk: 2 claws (1d6), bite (1d6);

Special: Partial Magic Resist, +4 Saving Throw;

HP: 38; CL/XP: 7/600 each.

Homebrew Rule: Falling Damage

Characters who fall take 1d6 damage per 10 ft. fallen. That is 1d6 for the first 10 ft., plus 2d6 for the second 10 ft., plus 3d6 for the third, and so on, up to a maximum of 20d6 (which is terminal velocity).



Homebrew Rule: Antidote Potion

Very few poisons, venoms, or toxins are immediately fatal (or at least they shouldn't be). An antidote Potion functions like the cleric/druid magic spell *Neutralize Poison*. It's contents magically counter the effects of most non-magical, or non-disease-based poisons, venoms, and toxins (crafted or natural). It won't cure damage done by poison or venom, but ends the paralysis or crippling pain that often accompanies poisoning and stops additional damage, or death from ensuing.

Giant Centipedes (non-lethal) (3):

HD 1d2; AC 9 [10]; Save: 18; Move: 13; AL N;

Atk: Bite (1);

Special: paralyzing poison +4 save;

HP: 2 each; CL/XP 1/15 each.

Tactics/Roleplay: The living statue of the dragon will not pursue past the northern door of Rooms A.04 or A.03, but it will pursue as long as intruders are within 50 ft. of it. Once pursuit ends, the dragon statue returns to its pedestal.

Centipedes are nasty and attack if disturbed.

A.05 GUARDS! GUARDS!

A trio of human (appearing) guards is always on duty here. They will always be alert for intruders, and barring magic that disguises sound, smell, and visibility, they will know someone is there.

Backstory: The werewolves are not sure exactly who has hired them, but they have a safe place for the family groups to stay, food, and a relative amount of respect. The werewolves and the gargoyles are aware of each other, but choose to not interact. They serve different masters (or at least think they do).

Treasure: The werewolves keep their main treasure stashed in Room A.04, carefully hidden in order to execute a rapid retreat if need be. However, on their persons, the werewolf guards here each have a *Potion of Healing* (total 3), 15 gp., and an *Antidote Potion*.

Denizens: When encountered, the werewolf guards are always in human form, but can shift into wolf form in an instant. The 32-hit point werewolves are the lead-

ers, the 24-hit point werewolves are their seconds in commands. The leader of one of the two family groups commands here, always accompanied by two adolescents. The second in command (always from the other family) is patrolling with the other adolescent (see Random Encounters).

There are always three on duty here in human form and two outside patrolling for intruders in wolf form.

Werewolves (3):

HD 4; AC 5 [14];
Save 13; Move 12;
AL C;
Atk: Bite (2d4);
Special:
Lycanthropy; hit only by magic or silver weapons;
HP: 32, 16, 16; CL/XP 5/240 each.

Tactics/Roleplay: The werewolves will not change unless threatened. If the fight looks like the pack could be seriously harmed or even destroyed, the elder activates the dragon statue by tapping on it and command it to attack, while the guards regroup with the remainder of the pack.

A.06 ALL'S WELL THAT STAIRS WELL (E)

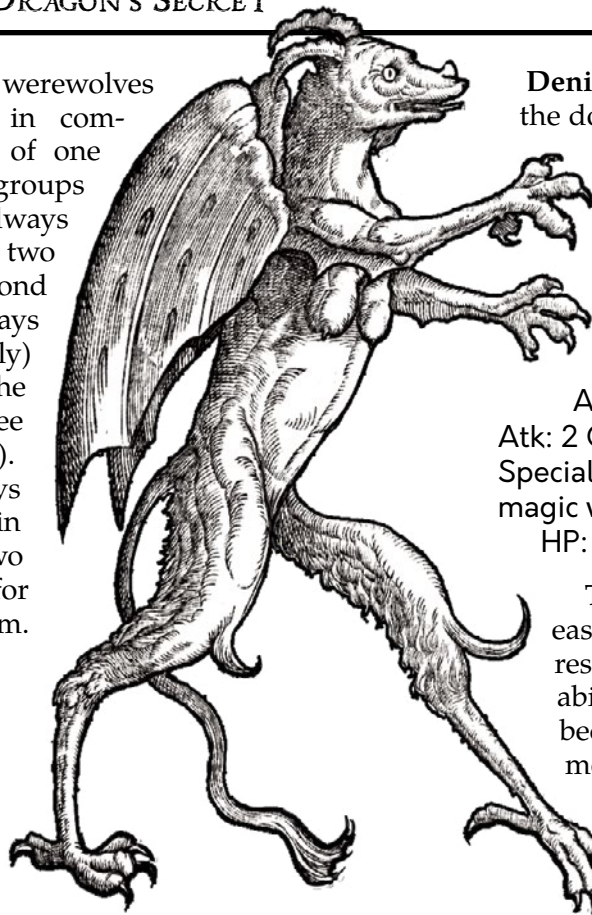
The east stairwell connects the ground floor with the roof, and via a secret door, to the vaults below. The top of the stairwell opens into a vaulted, high-ceiling room with a door in the north wall that opens onto the cathedral roof.

Backstory: The builders of the cathedral needed access to the roof and other areas (vaults and balconies). The secret door was the acolytes' access to the vaults beneath (without having to reveal the secret of the doors hidden beneath the dragon statue's claws in Room A.03.)

Remarkables: The stair is entirely stone and those ascending move in a counter clockwise direction. Descent down to Map B moves clockwise.

Secrets: The secret door immediately inside the door from Room A.04 circles down a single story to a passage leading over to Room B.03.

Curios: A 10% chance of a Curio at the top of the stairs (near the roof exit).



Denizens: A trio of gargoyles sleep just inside the the door to the roof. They are a part of the Gurgle of *geased* gargoyles that have recently come off guardian duty (in Room C.15) and are sluggish to waken. They're not guarding the room, just sleeping off a long, tedious shift of service.

Gargoyles (3):

HD 4; AC 5 [14]; Save 13; Move 9/15 (fly);
AL C:

Atk: 2 Claws (1d3), Bite (1d4), Horn (1d6);
Special: Rain Spout (see below), Immune to non-magic weapons;
HP: 29, 32, 25; CL/XP 6/420.

Tactics/Roleplay: The gargoyles here are easy to surprise (they're sleeping). Sleeping or resting gargoyles have an innate camouflage ability if sitting or resting upon stone. They become stone-like, all but invisible until they move. However, they won't attempt to hold the door or any such thing. They are not door guards. They will retreat after the first round to the roof, and being backed up by the rest of the Gurgle.

A.07 STAIR, NOT SO VERY WELL (W)

The west stairwell connects the ground floor with the roof (only). The top of the stairwell comes up into a vaulted, high-ceiling room that opens onto the Cathedral roof by way a door in the north wall.

The gargoyles barricaded the final rotation of the stairwell with thorny brush, heavy branches, fire-sharpened stakes, and other barriers.

Backstory: The builders carved this

Homebrew Rule: Gargoyle Special Abilities



Camouflage - Sleeping or resting gargoyles have an innate camouflage ability if resting upon stone. They become stone-like, all but invisible until they move.

Rain Spout - is a special ability possessed only by the cathedral gargoyles. They may eject a high-pressure stream of rainwater out of their mouths at an opponent. If the gargoyle attacks without surprise, opponents may make a Saving Throw to avoid being knocked backwards 1d4+2 feet. With surprise, no Save is allowed. No damage other than making things very wet is done by the Spout. A cathedral gargoyle may **Rain Spout** twice each day.

stairwell out while creating the cathedral. The gargoyles chose to use it to store their accumulation of treasure and they did not leave it unprotected or unguarded.

Secrets: The door connecting with the Sanctuary is carefully hidden in the decorative work of the wall from the Sanctuary side.

Traps: Four rotations up, there is a rotted portion of the stair. Treat like a trap. If triggered, it dumps the triggering character and anyone within 5 ft. of them down 15 feet (but only for 1d6 damage) and then the victims continue to tumble to the next landing down.

The barricades at the top can be hacked, burned or blasted out of the way, but anything that blasts the barricade also destroys the stairs as well, collapsing the stairs to dump everything, treasure, guardians, brush, and adventurers down to the base of the stairwell. Let's call this 1d6 x d6 damage for all concerned.

Treasure: The gargoyles' collected treasure lies in a great jumbled pile near the center the room. It consists of 9,400 gp in loose coins, mostly tossed in ceramic pots or left in piles on the floor, a +3 *Short Sword*, a +1 *Spear*, 5 +1 *sling stones*, a *Spell Wand*: (choose a level three MU spell) that holds 9 charges, *Dust of Appearance*, *Boots of Elvenkind*, *Potion of Animal Control*, *Potion of Diminution*, *Potion of Clairvoyance*, *Potion of Clairaudience*, *Potion of Extra Healing*, 79 gp ring, 107 gp black gem, 305 gp necklace, 1010 gp pink gem, 896 gp green gem, 149 gp pin, 136 gp earrings, 123 gp brooch.

Denizens: Piercers, a whole colony of them. Collected, tended and bred over generations by the gargoyles, these murderous scavengers lurk in the high recesses of the topmost chamber of the stairwell. Whether intruders come from below, or through the door off the roof, they are ready. Assume that the number of piercers is three times the number of party members and that there will be three rounds of falling attacks by





the piercers.

Piercers (variable):

HD 3; AC 3 [16]; Save 14; Move 1; AL N;
Atk: 1 Drop/Pierce (1d6 per HD);
Special: Drop from ceiling;
HP: 12+1d6 each; CL/XP4/120 each.

Tactics/Roleplay: The piercers have aligned themselves over the treasure pile and the door. They will attack when they sense that most of them can fall and hit victims. In an extended melee, grounded piercers will roll around on the floor, attempting to knock foes down, or crawl to the opening in the floor to tumble and roll down into the barricade below.

A.08 A GURGLE OF GARGOYLES

A “gurgle” (group) of gargoyles roosts atop the spires and parapets of Dragon Cathedral. They have been *cursed/geased* to guard the temple and the entrance to the Dragon’s Secret Treasure vault (C.015).

The roof-top area of the cathedral (not mapped here) covers the entire cathedral right up to the cliff face to the south. Doors have been set into the cliff wall at the south and lead into the stairwells (A.06 and A.07).

Remarkables: So far, the slate tiles oare undamaged, though many are showing wear, particularly where the gargoyles roost or enter the stairwells to the south.

Backstory: One of the wizard Steed Bramble’s final acts was to *Geas* an entire Gurgle of Gargoyles to protect not only the Cathedral, but to focus on guarding the Dragon’s Secret. (yes, I made that word up for a group of gargoyles... the purpose of a gargoyle on a Cathedral is to channel water away from the side of the stone. Water gurgles so... OK. You get it). The gargoyles chose to live atop a high, stone structure, as gargoyles do. This is their home.

Secrets: From the ground level, the gargoyles look like stone sculptures (using their special Camouflage ability).

Traps: Not really a trap, but the parapets have piles of head-sized rocks stacked along the edge. The gargoyles drop them on intruders. Some of the rocks are actually stone heads (from statues, or perhaps victims of Medusa or gorgons... but that would be another story altogether).

The GM may wish to make parts of the roof unstable, rotted beneath the sloping tiles and prone to collapse from additional weight. The gargoyles would avoid those spots, but they wouldn’t be noticed by an adventurer who wasn’t also a mason or a carpenter. Using the homebrew falling damage rules, the fall to the building floor 50 to 60 feet below would be approximately 15d6 to 20d6 damage.

Treasure: The gargoyle treasure is stored in Room A.07 at the top of the stairwell.

Denizens: Nearly all the gargoyles (those not on duty) are roosting atop the roof here. They sit quietly, slipping easily into their Camouflage ability, becoming part of the stonework to undiscerning eyes.

Gargoyles (20):

HD 4; AC 5 [14]; Save 13; Move 9/15 (fly);
AL C:

Atk: 2 Claws (1d3), Bite (1d4), Horn (1d6),
dropped rock (3d6);

Special: **Rain Spout** (see below), Immune to non-magic weapons;

HP: 32 hp x 2, 30 hp x 2, 28 hp x 4, 25 hp x 10, 21 hp x 7; CL/XP 6/420 each.

Tactics/Roleplay: The gargoyles have been charged to guard the Dragon’s Secret. That means keeping looters out of the final treasure chamber and not necessarily randomly attacking every intruder.



Glyphic Three-Horn, Gargoyle Leader

Glyphic Three-Horn, Gargoyle leader:

HD 6; AC 3 [16]; Move 9/15 (fly); Save 11; AL C;
Atk: 2 Claws (1d3+1), Bite (1d4+1), Horn (1d6+1),
dropped rock (3d6);
Special: Rain Spout (see below), Immune to non-
magic weapons;
HP: 37; CL/XP: 7/600.

Backstory: Glyphic, leader of the gurgle, is the eldest gargoyle and significantly larger than her fellows. Scars and chips crisscross her stony hide. One horn broke off and grew back as two. She blames herself for the bondage the gurgle endures. What makes it worse is that she herself is almost free of it. She can communicate with non-gargoyles but cannot discuss the gurgle's mission, including what they guard and who bound them to the task.

Secrets: Glyphic knows of a hidden Curio, secreted away in the rafters above the Sanctuary Hall (A.03). She believes the Curio to have unique magical properties.

Encounters: Glyphic is too large to be on guard duty inside the underground chambers. She perches atop the Cathedral roof, typically lost in thought. Unless attacked, she seems an actual piece of statuary.

Tactics/Roleplay: She ignores intruders, leaving them to the gurgle to deal with. Her mind continually plays through scenarios for ways to free the gurgle, who she once was, what she may owe the gargoyles, and so on, leaving her oblivious to much else in the world. Unlike the other gargoyles, she is not bound by the *Geas* to fight to the death here and will break off the fight if wounded. She will command the gurgle to bombard intruders rather than confront them directly.

Tales: Glyphic's stories focus mostly on freedom, and obligations.

***1* Make it go away.** Glyphic wants to trade a secret unrelated to her protection mission for removal (*dispel magic*) of the *geas*. The trick

is that it must be cast on each individual. Steed Bramble was 18th level when the original *Geas* was cast.

***2* The Messenger.** Glyphic has a rolled parchment she found in an abandoned campsite ages ago. She can't read it, so she assumes it's important. It may have been, once. The message was addressed to the acolytes of the temple and simply says "*The wizard is dead. Beware the dragon. The priest needs both the dragon and the knight to reach her secrets.*" The message refers to the solution to the puzzle that opens the entrance to the Dragon's Horde. But it could be misread to assume that a literal dragon and knight are needed by a priest.

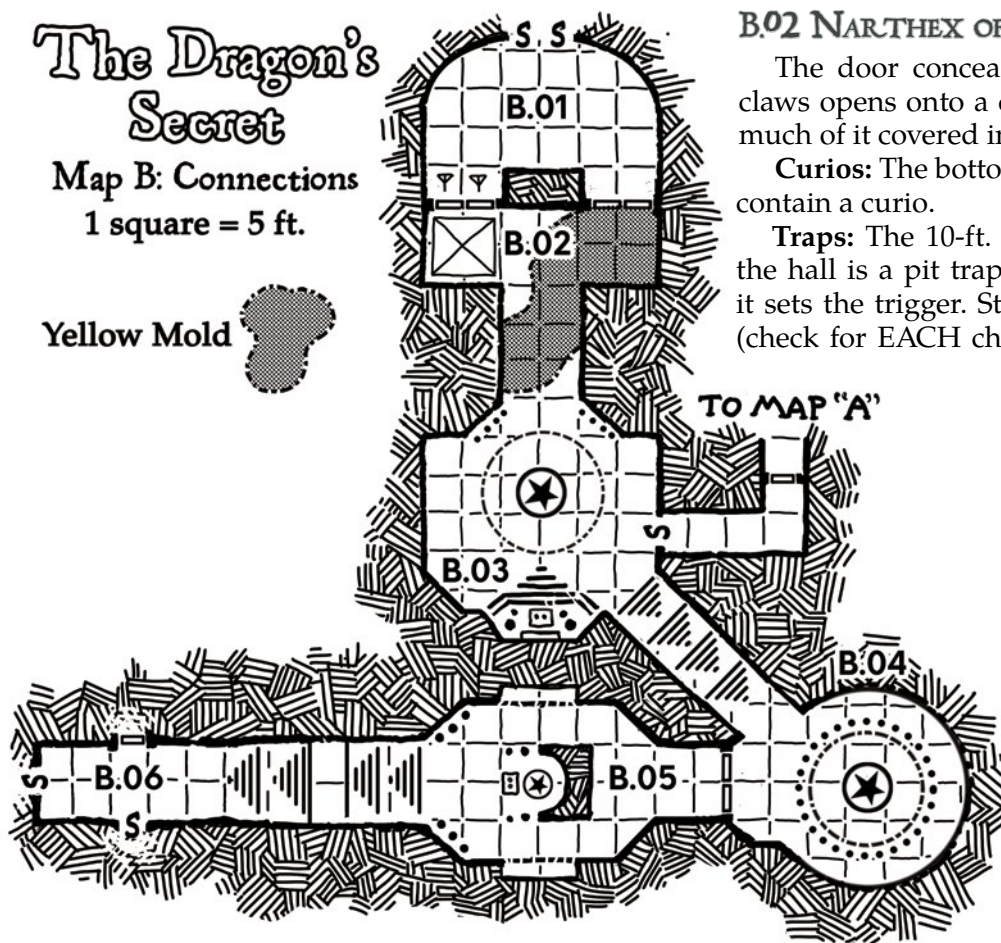
***3* Somebody that I used to be.** Glyphic did begin life as a gargoyle. However, she believes she was once human and was enchanted into this form. She wants to find a way to regain her imagined humanity. She's willing to join the adventurers on their quest. However, if forced to fight against gargoyles, her loyalties are with her people, not the adventurers.

MAP B: CONNECTIONS

The Dragon's Secret

Map B: Connections
1 square = 5 ft.

Yellow Mold



The Cathedral of the Golden Dragon has secret places beneath it. Once used by the dragon's followers, now abandoned or taken over by other denizens. Only the most devout servants ever traveled deeper than the Chapel of Burnt Idols (Room B.03).

B.01 BENEATH THE DRAGON'S GAZE

The doors concealed in the cabinetry work beneath the dragon's foreclaws open onto a low-ceilinged chamber, with a floor that slopes downwards away from them to two pairs of doors on the far (south) wall. Both pairs of doors are locked.

Remarkables: The doors are wooden. All are in good repair. The walls have been painted to look like elegant marble paneling, but inspection reveals worn paint.

Backstory: The dragon cultists hid their mistress's treasure deep beneath the Cathedral. This is where the secret entrance to it begins.

Secrets: The doors to the chamber are secret from the Room A.03 side (the Sanctuary Hall).

Curios: There is a 10% chance of a curio here.

Traps: Opening the west pair of doors will set the trigger on a pit trap in Room B.02.

B.02 NARTHEX OF PERIL

The door concealed beneath the dragon's foreclaws opens onto a downward sloping passageway, much of it covered in a growth of yellow mold.

Curios: The bottom of the pit has a 25% chance to contain a curio.

Traps: The 10-ft. square area of the west end of the hall is a pit trap. Opening the door adjacent to it sets the trigger. Standing on it or walking over it (check for EACH character) causes the floor to collapse, dropping victims 20 ft. into a pit (for 3d6 of damage).

Traps: Much of the eastern hall and down towards the south is covered in Yellow Mold growth (see map), which does 1d6 damage if touched or releases deadly poisonous clouds of spores if poked or struck.

Yellow Mold (1):

Atk: Contact Toxin (1d6);
Special: Poisonous spores
CL/XP 3/60.

Treasure: The box looks like it may have been dropped here. A mold-covered wooden box contains 80 gp., a 170

gp. green gem, and a strange, damaged dragon statuette carved of red stone that fills most of the large box (about 1 ft tall). The dragon, standing in an odd, upright pose, has only one head and one wing remaining to it, but there are neck stumps where four other heads could attach. Handling the figure causes unease, discomfort, and even sensations of illness, and later nightmares. Magic and evil can be sensed on this statue. The statue cannot be damaged further or destroyed.

Lore: If adventurers open and investigate the box, the future events outlined in the Epilogue: A Door Opens on page 41 are set in motion. For this adventure, the drag-



B.02 The broken statuette

Random Underground Encounters

A Gargoyle

Always a single gargoyle, sitting silent as stone (using camouflage ability). It observes but if intruders are carrying looted treasure, it will go for help. There is a 50% chance that this gargoyle will be Glyphic Three-Horn, the gargoyle leader. Use stats for an outdoor encounter gargoyle.

Duck Adventurers

The adventuring party of ducks has found their way deeper into the vaults. Use the adventurers from the Outdoor Encounter Table. They don't trust non-ducks and will be actively hostile if an aardwark is with the player character adventuring band.

Kobold Patrol

This small band is gathering resources for their tribe in Room C.03 (hunting rats and centipedes for food). They are armed with the nasty little Paralytic Sticks as well as their spears.

Kobolds (5):

HD 1d4 hp; AC 7 [12]; Sav: 18; Move 6; AL C;
Atk: Spear (1d6), or Paralytic stick (1 pt);
Special: Paralytic Stick (see below);
HP: 4, 3, 3; CL/XP B/10 each.

Paralytic Sticks— These are envenomed wooden spikes. If they hit, they only do 1 point of damage, but the venom is carrion creeper venom. Characters hit with these spikes must make a Saving throw or being paralyze for 1d6 turns (venom is not as strong as that from a living creeper).

Stirges

These nasty blood suckers are a hungry hunting patrol from the disgusting flock nesting in Room B.03.

Stirges (22):

HD 1+1; AC 7 [12]; Save 17; Move 3/18 (fly); AL N;
Atk: Sting (1d3 + blood drain);
Special: Drain blood 1d4/round, +2 bonus to hit;
HP: 5 hp x 12; CL/XP 1/15 each.

Eldon Warmal & Entourage

When Eldon Warmal leaves the apartment, he will always be accompanied by his bodyguard of two juvenile werewolves. If necessary, they will fight a delaying action to allow Eldon to escape and then retreat themselves.

Random Encounter Table: Underground

When adventurers explore Maps B and C, roll 2d10 and use this table for random encounters.

1d10	ENCOUNTER
1	A Gargoyle
2	Duck adventurers (1d4+1)
3-4	Kobold patrol (5)
5-6	Stirges (2d6)*
7	Eldon Warmal entourage
8-9	Giant Centipedes *
10	Ghouls *

* Also occurs automatically if lights go out

Use your own house rules or preferences for determining the chance for random denizen encounters and frequency of checks in the area around the Cathedral. Inside the Cathedral, there are no random encounters unless otherwise noted by the Denizen entry.

Werewolves, juvenile (2):

HD 4; AC 5 [14]; Save 13; Move 12; AL C;
Atk: Bite (2d4);
Special: Lycanthropy; hit only by magic or silver weapons;
HP: 16, 16; CL/XP 5/240 each.

Giant Centipedes

If the lights go dark, the centipedes come out... They attack immediately and will not retreat unless driven off (or killed en masse at once).

Giant Centipedes (non-lethal) (5d6):

HD 1d2; AC 9 [10]; Save: 18; Move: 13; AL N;
Atk: Bite (1);
Special: paralyzing poison +4 save;
HP: 2 each; CL/XP 1/15 each.

Giant Centipedes, man-sized (1d4):

HD 2; AC 5 [14]; Save: 18; Move: 15; AL N;
Atk: Bite (1d8 + poison);
Special: Lethal poison, +6 save;
HP: 10 each; CL/XP 4/120 each.

Ghouls

"The Call" summons them to Map D and they have found their way in here.

Ghouls:

HD 2; AC 6 [13]; Save 16; Move 9; Align C;
Atk: 2 Claws (1d3), 1 Bite (1d4)
Special: Immunities, Paralysis;
HP: 12, 9, 16, 13, 8, 15; Challenge Level/XP: 3/60



Slithering Tracker

on is only a disturbing curiosity. It sets the stage for later adventures involving this location.

B.03 CHAPEL OF BURNT IDOLS

The mold-choked hallway from B.02 widens into a chapel with a 20-ft. tall wooden statue of a dragon segreant (the dragon equivalent of the heraldic "rampant" stance) standing atop a low dais. The statue is badly charred and fire-damaged. Much of the area around it shows marks of burning, perhaps several times. Whatever was once on the altar against the south wall has been burned, smashed, and scattered.

Remarkables: Walls are carved into the native stone and the south end of the chamber is badly fire-scarred.

Backstory: The mold is a problem here that won't go away. This is also where most of the dragons' acolytes entered from the upper rooms.

Secrets: The treasure has been hidden in a secret cache behind the altar. The secret door on the east wall is secret from this side, only. The passage beyond connects with Room A.06 The East Roof Access Stairwell.

Curios: 05% chance of one Curio. And additional 50% chance it will be fire-damaged in some way.

Treasure: If the party insists on digging around for treasure, the undamaged wood in the dragon statue is Nightwood, a rare and exotic type, valued by both wood crafters for its deep red hue and vampire hunters, because a weapon made of the wood not only harms a vampire (as if +2 magic), but also negates both their regeneration and gaseous form powers while in contact with the fiend. A priest of a lawful god might recognize the wood. The statue is worth 5000 gp if it can be transported out. Also, hidden in a secret compartment on the south wall altar, are 500 gp,

a Luckstone, and Bracers of Defense, AC 6 [13].

Denizens: High up in the apex of the chapel dome, hidden in the shadows above the charred dragon carving hangs a stirge hive, fastened to the stone of the dome. Vents and narrow passages allow the stirges to reach the outer world and seek prey.

Stirges (35):

HD 1+1; AC 7 [12]; Save 17; Move 3/18 (fly); AL N;

Atk: Sting (1d3 + blood drain);

Special: Drain blood 1d4/round, +2 bonus to hit;

HP: 5 hp x 35; CL/XP 1/15 each.

Tactics/Roleplay: The stirge hive stays mostly quiet by day, but at night stirges will be coming and going constantly, in and out of the hive and down the stair to seek out their usual paths to the surface. If stirges notice the party, they will swoop and attack in a flight of 5+1d4 stirges who will fight for no more than four rounds and then flee back to the hive. If any escape, they alert the hive, and the entire remaining flock attacks. Disturbing the hive in any way also causes the entire flock to attack (the mold may not be the only reason for fire damage in the room).

B.04 THE COLUMNED ROTUNDA

The stair from the burnt chapel leads down this circular domed rotunda. Narrow stone columns, set too close together to allow an adult human or anyone wearing armor to slide between form a circular, form a cell-like space around a particularly fanciful statue of a golden, decorated with of colorful glazed tiles.

The columns form a barrier between enthusiastic (angry?) worshippers and the delicate statue. Sufficient damage and force could smash an opening large enough to slide through.

Backstory: The dome arcs above yet another statue to a vain dragon and has become the perfect lurk for a slithering tracker.

Secrets: The dragon statue is hollow. Attacking it with a blunt weapon (AC 8 [11]) will shatter it like a piggy bank, which coincidentally is how it was used.

Curios: The tracker is a Curio collector. There are 1d4+1 Curios of various kinds around the base of the statue.

Treasure: The interior of the statue contains, 800



gp, 350 sp, 1,200 cp, a 277 gp red coral necklace, a 145 gp amber gem, a simple silver ring with a blue stone worth 40 gp, and a 2 gp brass ring.

Denizens: High up at the apex of the chapel dome, an all but invisible slithering tracker patiently lurks.

Slithering Tracker (1):

HD 4; AC 5 [14]; Save 13; Move 12; AL N;

Atk: no normal attack;

Special: Transparent, paralysis;

HP: 31; CL/XP 6/400 each.

Tactics/Roleplay: If undetected, the nearly invisible slithering tracker will pursue the party and wait for its chance to feed.

B.05 SHRINE OF THE SECRET

The Shrine of the Secret is where the devout would purify themselves of thoughts of greed and disloyalty before carrying tribute further into the treasure vaults.

Backstory: This is where the devout actually learn the secret combination to the dragon's real treasure vault (Room C.15). Because there was never a guarantee of which followers would be the ones to take treasure deeper into the vaults, the combination was kept here, beneath the altar in the form of a picture puzzle.

Secrets: The top of the carved wooden altar piece (carved with dragons, what else) flips upwards.

The painting shows a diagram of nine circles. Three of the circles are darkened and have an image painted on them; a dragon in the upper left, a knight in the lower left, and a priest carrying a small sculpture of the pictured dragon. While the dragon and knight are superimposed over the circles, the priest appears to stand on one. At this point, give your players a copy of "The Secret Painting" handout (page 50).

To open the vault, one needs to possess both the knight statue and the dragon, which is nowhere to be seen (it's elsewhere in the vaults) and position them as shown on the stone pressure plates. A priest (actually anyone) then stands on a third circle.

Curios: 25% chance of one Curio.

Treasure: The knight statue. In addition to be a puzzle solution, it is worth 200 gp.

Denizens: There is single "statue" here of a gargoyle. But it's not a statue.

Gargoyle (1):

HD 4; AC 5 [14]; Save 13; Move 9/15 (fly); AL C:

Atk: 2 Claws (1d3), Bite (1d4), Horn (1d6);

Special: Rain Spout (see below), Immune to non-magic weapons;

HP: 29; CL/XP 6/420.

Tactics/Roleplay: Unless the party attacks it, the gargoyle remains motionless. If attacked it retreats back towards the entrance to the vaults. It does not use

its special attack.

B.06 ABRUPT ENDINGS

The hall ends here amidst piles of crates, barrels, and chests of stored miscellanea along the north and west walls. The north door is locked, the key lost long ago and is blocked by the storage containers. The containers hold household goods (crockery, rotting linens, kitchen ware, men's and women's fine clothing).

Backstory: The crates, etc. are camouflage. The door to the north has not been opened by key in some time.

Secrets: There are secret doors in both the west and south walls. The west is blocked in by boxes.

Curios: 55% chance of 1d3 Curios in the boxes and chests (if searched thoroughly).

Traps: One of the chests has a poison pin trap. If not detected and removed, the poison paralyzes the victim and slowly kills them over a period of time equal to their Constitution score (Saving Throw).

The locked door into Room C.09 is seriously trapped with a poison pin on the latch handle (Saving Throw or die in 1d6 turns). Attempts to open the door by the latch or force the door, triggers a crossbow trap targeted on it that does 3d6 damage to the target (multiple bolts fired at once). Finally, once the door opens, it triggers a deadfall, literally dropping the ceiling as loose stone blocks on anyone standing in the 10-ft. square area in front of the door. Those standing under the ceiling get a Saving Throw or take 2d6 falling rock damage.

Treasure: A 500 gp heirloom necklace is hidden in the chest with the poison pin trap.



B.05: The secret painting

Map C: Circular Illogic

C.01 HALL OF ILLUSION

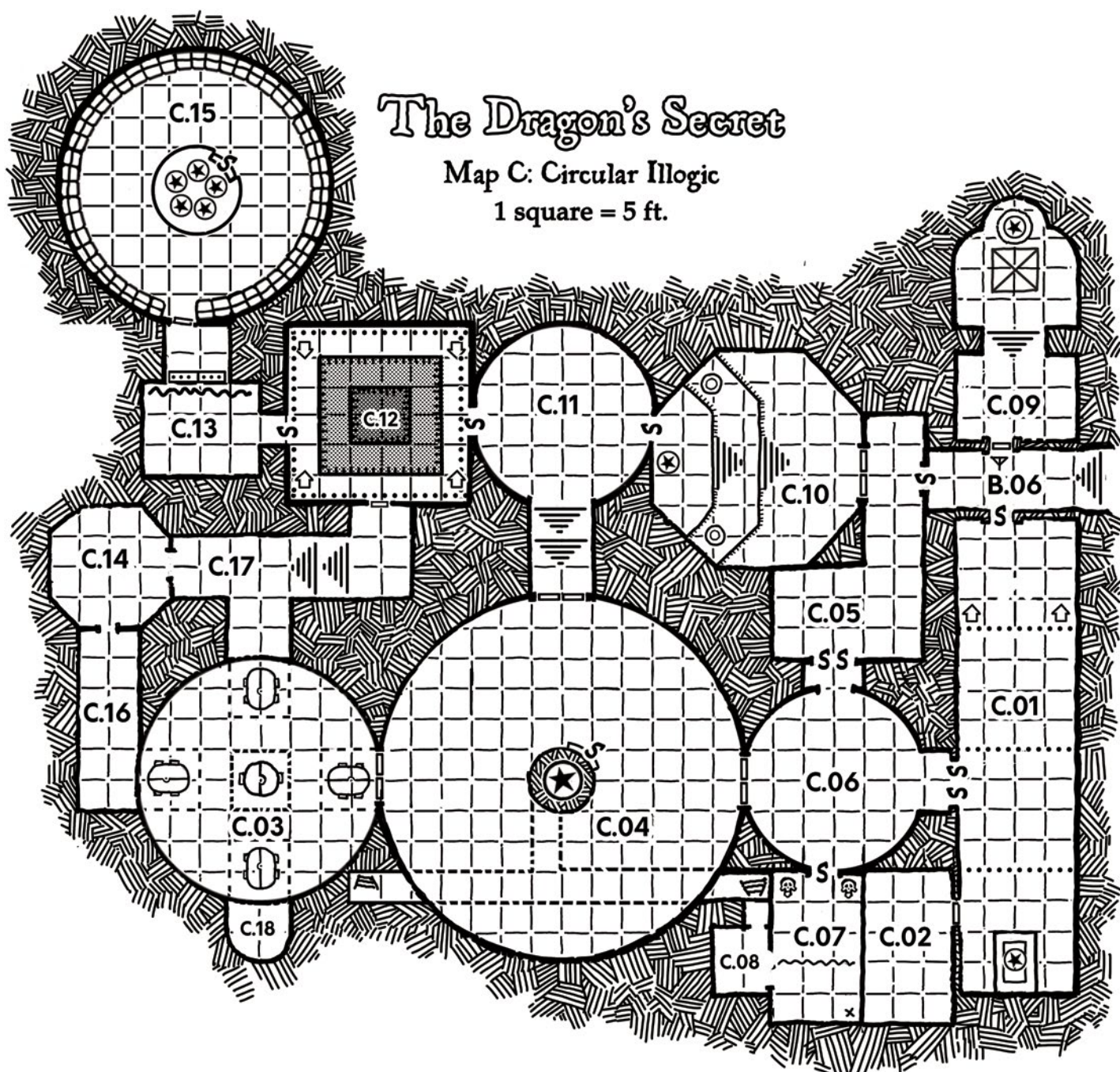
Entered from the east (Room B.06), this is a 15 x 20 ft. room. The far wall (south) is an illusion, though it appears to have a door in it. The magic does not dispel if disbelieved or if it passed through upon disbelief. Permanent illusions of *Phantasmal Force* divide the room every 20 feet. Each of the subsequent illusionary walls appears to have a normal door in it. The southernmost end of the hall has a life-size statue of a griffon standing on an elevated stone base (the statue comes to life if activated by the denizens of Room C.02).

Backstory: This is a classic dungeon from the mid-70s. Magic unavailable to players was often used in my designs, which themselves, rarely had thematic unity.

Secrets: The wall is a *Phantasmal Force* spell, enchanted into permanence, and used as trap for this hallway (see Traps). There is a coffin-sized space atop the griffon's pedestal, sealed beneath the stone slab upon which the griffon statue stands. If the griffon is sitting on the slab, it cannot be moved.

Curios: 05% chance of one at the hall's south end.

Traps: The door to north (Room B.06) is *Wizard*



Locked from this side (but not the other) by a 5th level Magic User. Once the room is entered, the illusion of the phantasmal force is that of a sliding wall, moving rapidly northward to crush adventurers. If any say they disbelieve the trap, allow a saving throw for disbelief. Otherwise, the “crushing” does 1d6 damage to every character. Moving south past the original starting point of the wall, resets the trap, unless it is dispelled.

Treasure: Carefully wrapped in oiled cloth is a magical +2 *Longsword* that is +1 normally and +2 against dragons and dragonish creatures.

Denizens: The griffon is a living statue that animates when commanded by the wand held by the elder werewolf in Room C.02. The body stats are as for a living statue. The attack stats are those of a griffon. It cannot fly.

Living Stone Statue, Griffon*:

HD 5; AC 4 [15]; Save 12; Move 9; AL N;

Atk: 2 claws (1d6), bite (1d6);

Special: Partial Magic Resist, +4 Saving Throw;

HP: 38; CL/XP: 7/600 each.

Tactics/Roleplay: The stone griffon will not pursue past the northern door of Room C.01. Though it may attempt to pursue through other rooms in the dungeon, so long as it doesn't enter Map B. Once pursuit ends the griffon statue returns to its pedestal.

C.02 THERE WOLVES

Two separate families form a pack of werewolves. They lair here in human form, all adolescents or adults of varying ages and genders. They are part of the guard rotation working Room A.05 near the Dragon Cathedral. The room mainly looks like a long-term, but still somewhat makeshift habitation humans would make in a cave or campground. Most of the furnishings are rough-hewn timber and logs, but some are quite fine and elegant.

Backstory: Creatures of myth and legend have been recruited to guard the Dragon Cathedral against intruders. Four decades ago, several werewolves looking for safety for themselves found it here, working security. These are their children and grandchildren.

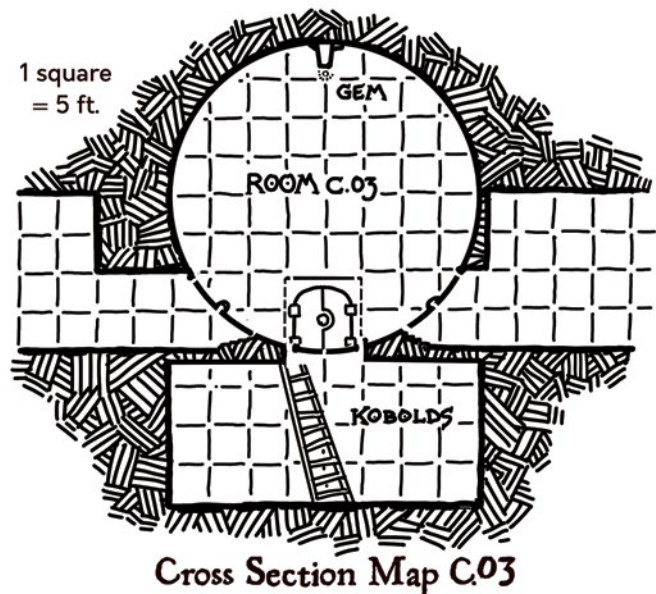
Lore: The rumors of a lost werewolf clan are known to other groups far away from the cathedral.

Secrets: The griffon statue in the hall outside (Room B.01) is an animated statue.

Curios: There is a 45% chance of 1d3. If more than one, they will be related in some way.

Treasure: The family elder in the room will have a small feathered wand on their person. This wand can be used by the wielder to activate, deactivate, and command the griffon statue in the hall outside.

Denizens: A total of 10 werewolves live here. The



actual number in the room at any time can be adjusted to challenge higher or lower level parties. When encountered, they will always be in human form, but can shift into wolf form in an instant. The 32 hit point werewolves are the family leaders (see Elder Worgg's NPC description), the 24 hit point werewolves are their seconds in commands. One of each will always be in the room, and they will be from opposing families.

Werewolves (10):

HD 4; AC 5 [14]; Save 13; Move 12; AL C;

Atk: Bite (2d4);

Special: Lycanthropy; hit only by magic or silver weapons;

HP: 32, 32, 24, 24, 16 x 8; CL/XP 5/240 each.

Tactics/Roleplay: The werewolves will not change unless threatened. If the fight looks like the pack could be seriously harmed or even destroyed, the elder will activate the griffon and command it to attack, while the pack flees the dungeon.

C.03 THE KOBOLDIAN SPHERE

The room is 40 ft. in diameter and spherical. And the surface of the sphere has gravity, so long as anyone walking up it keeps at least part of their body in contact with the surface of the sphere. Everyone walks like slow foot dragging zombies or falls. Adventurers enter in from other chambers by climbing several steps up through a hatchlike door where the end wall slopes steeply inward. The door splits in the middle to open up and away from the opener. There are hatch doors in the north, south, east, and west directions of the room.

There is a similar, round hatch dead center in the bottom of the sphere. This hatch is barred shut from below (by the kobolds who live down there).

The kobold lair beneath the sphere (see Cross

NPC: Elder Worgg



Elder Worgg, senior werewolf leader:

HD 4; AC 5 [14]; Save 13; Move 12; AL C;

Atk: Bite (2d4);

Special: Lycanthropy; hit only by magic or silver weapons;

HP: 32 CL/XP 5/240.

Snapshot: When encountered in human form, Elder Worgg is portly (heavy) and balding. When he can, Elder Worgg dresses like a rich human merchant, or perhaps a nobleman. But when he talks, his words are often lost in growls and snarls.

Backstory: Elder Worgg is the oldest and most senior of the werewolves guarding the Cathedral and its vaults. He was a cub when the families came here (and the only surviving member of that generation). He vaguely remembers their patron, a tall, white-haired male, not human, because the smell was wrong for human. For decades, the patron did not return, but the families were faithful, even as they died of age or violence and passed the responsibility onto another generation. They trusted the patron would return and reward their faithfulness. And when the patron did return recently, his name was different, but his appearance was the same. He gave the looked-for sign and said the right words. The families renewed their vow of loyalty, brought food, fine drink, and clothing as well. The families will continue to guard him and his companion while they are here and continue to look for their patron's secret treasure in the Cathedral and nearby caves.

Remarkables: Elder Worgg is chubby, even in wolf form.

Tactics/Roleplay: He will avoid changing into wolf form unless absolutely necessary, as it ruins his clothes if he can't take them off first.

Insight: As far as he knows, Elder Worgg never had a human name. His name is more of a title than anything else. He's not certain if he is aggravated or pleased by the Patron giving him a name. What does "Fido" mean?

Secrets: Elder Worgg is terrified of the undead. In all his years, he has gone no further than rooms C.03 and C.11. He hopes the Patron never asks him to explore further in that direction.

Tales: stories involving Elder Worgg

*** 1 * The Elder Worgg's New Clothes.** The wolves took several bundles of clothing from merchant's wagon. They were beautiful pieces of work, but not long after starting to wear, them, the wolves took sick, including Elder Worgg. The "merchants" were bounty hunters after the rogue mages. They had been removing creatures that they believed to be allies of the mages. They got to the werewolves but had nothing to counter the gargoyles. Their abandoned campsite may have an antidote or cure hidden in it.

*** 2 * Where Wolf?** A woman suspected of being a local werewolf approaches the party in a tavern. "We have missing family. They followed a (she growls out an unintelligible snarl word) to a lost temple. We have heard nothing since." She offers to mark the adventurers as friends, so no other werewolves will attack. She asks only for news, and in return will share secrets of hidden treasures known only to the wolf clans.

*** 3 * Anywhere but There.** The Patron has demanded that Elder Worgg explore into the chambers and halls filled with undead and take as many wolves as he needs. The werewolf leader's fear of the undead is justified. Both his own father and two of his litter mates died there. He won't lead his people to horrific doom. He asks for the adventurers' help to make the Patron go away forever.

Section Map C.03) is where the creatures live and keep their treasure.

Backstory: Some wizard had a fun idea, but then couldn't figure out what to do with it.

Secrets: The door to this area from Room C.04 is secret from that room's side. The pedestal is a control switch for one of several teleport chambers in the dungeon. It rotates. If the pedestal is rotated a quarter turn, the gem glows. If the gem glows, the teleporters on the dungeon level all teleport the contents of their chambers to a point in the forest on the plateau above. This is how the kobolds enter and exit the dungeon. If the gem is not glowing the teleport functions differently (see Room C.10).

Curios: 25% of one curio down in the kobold lair (see Cross Section Map C.03)

Traps: If the kobolds have not been summoned or released by walking noisily across their hatch door, attempting to remove the red gem or manipulate the pedestal it sits upon will do exactly that.

The other ever-present trap is falling damage. Falling the full 35 ft. from the apex here means falling for 6d6 damage, head first.

Treasure: On the "roof" (the sphere's apex), apparently attached to the "top" surface on a 3-ft. tall pedestal, is a large, 5,000 gp red gem. Removing the gem disables the escape elevator (see Room C.18). The kobolds lair below the sphere contains *Cursed Chainmail Armor* that makes its wearer charge into combat, *Pipes of the Sewers* (used by the Kobold leader), and a chest full of gems and modest jewelry worth 700 gp. Treasures not on the persons of kobolds are stored in a chest below the stair up.

Denizens: Walking across the bottom hatch, or attempting to manipulate or steal the large red gem summons a mass attack of kobolds.

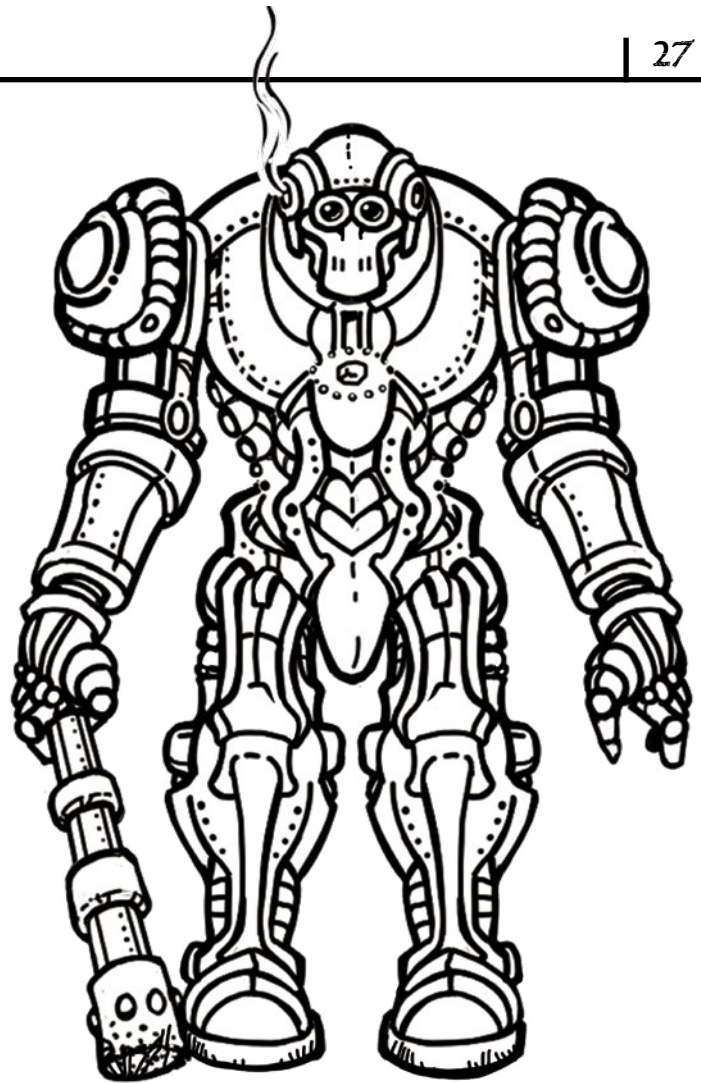
Kobolds (39):

HD 1d4 hp; AC 7 [12]; Sav: 18; Move 6; AL C;
Atk: Spear (1d6), or Paralytic stick (1 pt);
Special: Paralytic Stick (see below);
HP: 4, 3x39 each; CL/XP B/10 each.

Giant Rats (10d6 if summoned by Pipes):

HD 1d4 hp; AC 7 [12]; Sav: 14; Move 12; AL N;
Atk: Bite (1d3);
Special: 5% are diseased;
HP: 3 each; CL/XP A/5 each.

Paralytic Sticks- These are envenomed wooden spikes. If they hit, they only do 1 point of damage, but the venom is carrion creeper venom. Characters hit with these spikes must make a Saving Throw or be paralyzed for 1d6 turns (this venom is not as strong as that from a living creeper).



Tactics/Roleplay: The kobolds are not entirely rational, so they throw themselves en masse on intruders. They attempt to inflict harm, poke with paralytic sticks, grapple and restrain. The Kobold Chieftain will use his *Pipes of the Sewers* to summon 10d6 giant rats.

C.04 BANG, BANG MAXWELL'S SILVER... CLUB?

This 60-ft. diameter circular chamber with its high domed ceiling, has a single, prominent feature, a gargantuan, tarnished, darkly silver clockwork statue of a man, 30-ft. tall, standing on a 5-ft. pedestal. The apex of the dome is 90 feet overhead. And it looks like the steam rising out of its joints is slowly increasing in intensity. Looking up, large, glowing gems are visible in the forehead and chest of the clockwork giant, those on its chest shaped to form an eye.

The room is lit with eight dragonlamp sconces (bronze dragon heads holding a stone enchanted with *Continual Light*, spaced evenly around the walls about 10 feet up.

There are inward-opening double doors on the east, north, and west "sides" of the room. The doors to the west lead to one of the "hatches" opening into Room C.03. The doors to the north and east are locked.

Backstory: More magical mechanical madness, run by mad mages. Blame the dwarves. They're the ones

building these dangerous clockwork things.

The clockwork giant is essentially a silver-plated robot magically crafted by dwarves. Whatever the original purpose of it (combat, labor, or construction), it is now used by a pair runaway mage's apprentices to ease their boredom while they hide out here.

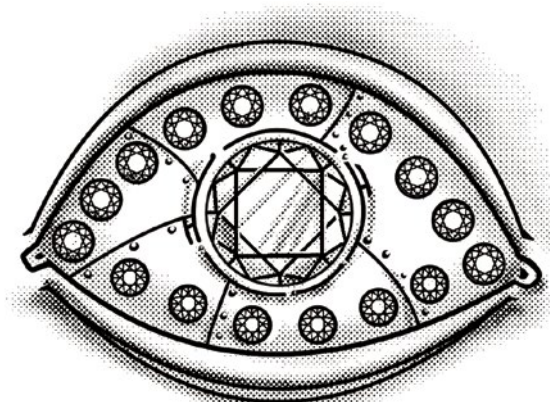
Secrets: The clockwork giant animates. That should come as no surprise. But the secret is that two low-level magic users control it from a hidden room high above the floor of the giant's chamber. A hidden door in the clockwork giant's pedestal opens on a narrow shaft with a circular metal stair that descends to a secret passageway (see dashed lines on map). The passageway branches to the west and the east. The west branch leads to a long ladder up to a control room (see Detail Maps C.04a & b) and the map to the east leads to a shorter ladder up to Room C08.

Curios: There is a 20% chance of one, up against the wall of the chamber.

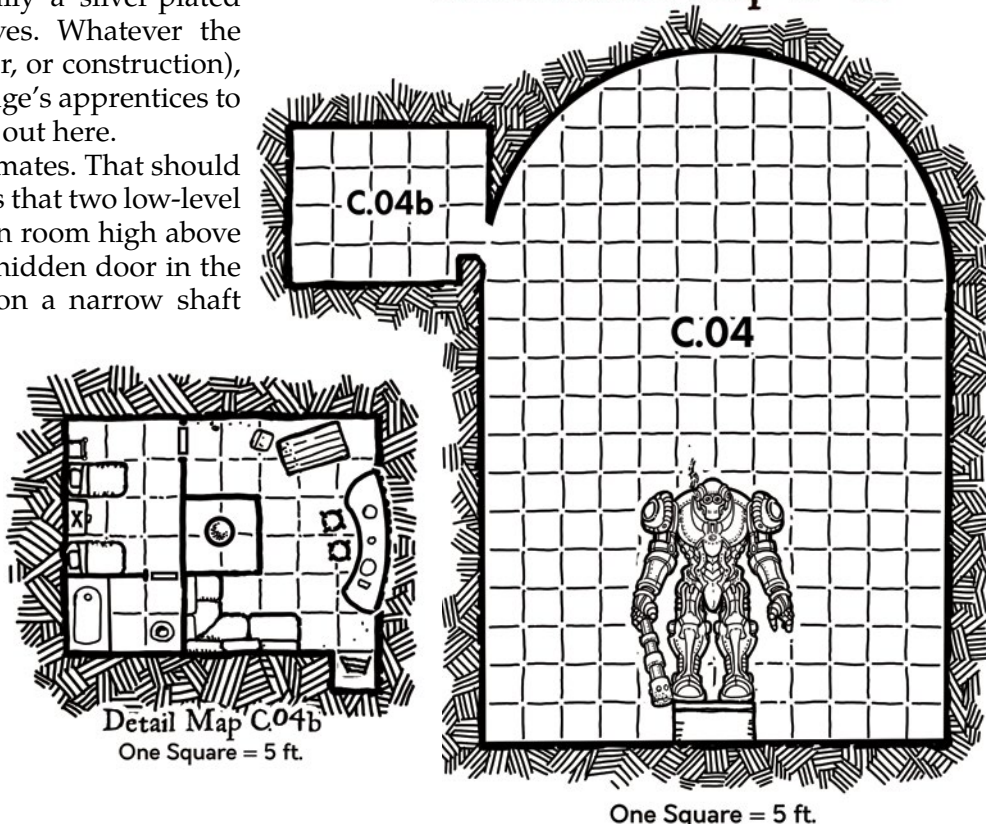
Traps: There are random patches of Green Slime, dripping down the walls. A character thrown against the wall by a club hit has a 25% chance to be thrown INTO a Green Slime patch, requiring a Saving Throw.

Treasure: 18 gems are embedded in the clockwork giant's head and chest. 10 x 100 gp, 6 x 50 gp, a 25,000 gp gem forms the pupil the eye, and a 10,000 gp gem has been embedded in the forehead of the giant. They are enchanted to empower the giant, and glow. Removing the gem from the giant's forehead dispels its magic and ends the glow.

Denizens: The 30-ft. tall, tarnished silver clockwork giant is the chamber's only apparent denizen. If the party enters into the room silently, invisibly, and without torches or lanterns, the giant is mostly quiet, gems glowing faintly, vapor rising silently. If the par-



Cross Section Map C.04a



ty (or an individual) make a noise, talk, fight or shine lights around the chamber, the giant awakens. For simplicity, use stats for an iron golem here, but without the poison gas, immunities, and the fire and lightning interactions.

Giant Clockwork Automaton:

HD 16; AC 3 [16]; Save: 3; Move: 13; AL N;
Atk: Club (3d6) every other round**;
Special: Massive knockback;
HP: 90; CL/XP 17/3,500.

**** Club attack:** The automaton is slow and inaccurate, striking only once every other round and only hitting on an attack roll of natural 19 or 20 (a 20 will always hit). The victim take 3d6 damage and is thrown against the wall by the massive knockback force of the blow. There is a 25% chance that the character strikes a green slime patch when they impact the wall. Finally, because the giant is coated in silver, it WILL affect lycanthropes, and other creatures only affected by silver.

Tactics/Roleplay: The young mages in the control room think this is all a big joke. They are little more than clumsy puppeteers, who can manage to drive the automaton around the room and make it hit things. It's likely capable of much more, but that's all these guys know how to make it do. Get down off pedes-

tal, walk around, hit things, get back up on pedestal. If the automaton is somehow defeated, they grab up as much of their stuff as possible and try to escape the control room (and possibly the dungeon as well).

C.04B PUNK PUPPETEERS ON THE LAM

This chamber is reached through a secret tunnel underneath the floor of Room C.04, then climbing a ladder up a narrow shaft.

The control room overlooks the automaton construction and testing chamber. A relatively simple outline picture of a humanoid figure made of fine gold wire has been pressed into a sheet of smooth stone mounted on a desk near an open viewing window. There are faintly glowing gems located at the head, the chest, each of the hands, shoulders, knees, feet, and the club areas of the outline. Someone standing here can touch parts of the outline figure and see down into the large domed chamber.

The rest of the 30 x 40 ft. space is filled with what appears to be to a comfortable apartment. The furnishings are worn and faded, but still quite serviceable. However, much of the space is filled with trash, dirty laundry, and empty ration containers and wrappings. The space has been lived in for many months.

Backstory: Those who built the control room made it a safe space where mages and technicians could work on the giant silver automaton without fear of personal injury by it. The automaton was built, tested, and then abandoned, all for reasons unknown.

Much more recently, a pair of youngish apprentice mages killed and robbed a harsh, but not necessarily cruel master, a wizard of some renown and standing. Fearful for the lives from the vengeance of the mage guilds and the older man's family, they grabbed what they could and ran, including some of his spell books and magical items. And yes, there is a reward for them and return of the stolen items, alive if possible.

Secrets: There is a trick to controlling the automaton, but it takes a while to learn and longer to master. Even the young mages haven't mastered it.

The ladder leads down to a narrow tunnel below the floor of Room C.04. It connects to the base of the automaton and Room C.23.

Curios: 45% chance of a single Curio.

Treasure: 5,000 sp. in the form of 50 bars hidden at the spot marked "X" on the map (in a wall niche behind a chest set up against the wall). A sturdy knapsack contains four wizard's spell books. Three are "unlocked" but one has *Explosive Runes*, marked on it. The GM should choose the contents of the spell books to fit their own campaign.

The dragon statuette, which is required in Room C.15 to open the hidden entrance to the Dragon's Treasure Vault, sits atop the treasure chest in in the

bedroom of the apartment. In the chest is another of the dragon's acolytes' robes, still gaudy, but is still serviceable despite being moth eaten and faded.

Denizens: The two Magic Users living in the room are on the run from justice. They murdered their master, an elderly wizard.

C.05 THE POT O' SILVER

The room, shaped like a backwards letter "L" is 60 feet from the floor to ceiling (but only the leg of the L near the south door).

Backstory: There's obviously a story here, but now is not the time for its telling.

Secrets: Unless the adventurers look up, they will likely not see the five-foot-wide stone lattice catwalk extending around the top of the room.

Treasure: A cast iron metal cooking cauldron hangs suspended from the catwalk in the center of the room, about 45 feet up in the air. The cauldron contains 400 sp.

C.06 DEAD, LIKE HIM

The room looks like the aftermath of a long-ago

Black Onyx Skull

This 3-inch-wide black stone skull hangs from a tarnished silver chain and is a cursed item (meaning it cannot be voluntarily discarded or removed from the character's possession without a *Remove Curse* spell). It wakes the nearby dead (human, demi-human, even monsters, all those within a 50-ft. radius) as skeletal warriors the same number of Hit Dice as they had in life.



The first activation is always a warning. Only a maximum of 5 HD of undead will awaken (and only as 1 HD creatures). However, the *Skull* weakens the character as if they had dropped an experience level for 1d6 turns. Play up as a coldness, a weakness, a numbness of the soul that gradually fades.

Thereafter, for every 10 Hit Dice (cumulative) of undead it awakens, it drains a level from the character (with the same feelings of weakness and loss, except permanent). A character who dies of this cursed magic item rises up as DM-controlled wight. A *Remove Curse* spell is required to drop the skull.

Dimble Anderz, fugitive mage

Dimble Anderz (MU, 4):

HD 4; AC 9 [10]; Save 11; Move 12; AL N;
S 8, I 13, W 7, D 13, C 14, Ch 9;
Atk: Silver dagger (1d4);
HP 19; CL/XP 5/240.

Spells: (2) Charm Person, Sleep.

Dimble has a *Healing Potion*, and a scroll with a *Fireball* spell on it.

Snapshot: With his short stature, slicked-back dark hair and modest garb, Dimble seems more appropriate for a young village priest than a future wizard.

Remarkables: Dimble has a phenomenal skill at understanding and figuring out how to use magical items. He got the Clockwork Automaton working. He instantly knows how to use any magic item that comes into his possession. Bringing the Clockwork Automaton to life was a challenge he joyously undertook.

Backstory: Dimble Anderz did what Eldon told him to do and fed the domineering old wizard his dinner, laced with the "sleeping powder." He snatched up as many books as possible before meeting Eldon outside town. They had escaped the old monster's servitude. Only later did he learn that Eldon had given him poison mixed with sleeping powder and that he had murdered Gringham Thundercaster, their old master. One of the wizard's note books told of the abandoned dragon temple... so they knew where they would be hiding.

Secrets: He is the nephew of Bhenga the Merchant (See **Random Outdoor Encounters**). She doesn't know he is associated with Eldon Warmal or wanted for magicide.

Insight: The young mage is a follower, not a leader. He dotes on Eldon and follows his lead in everything. He has no clue about Eldon's secrets.

Encounters: Dimble rarely leaves the apartment or the automaton's room.

Tactics/Roleplay: If the young mages feel threatened by intruders, they will grab up their treasure (silver and personal items) and make a run for it out of the dungeon, leaving the heavy spell books behind.



Eldon Warmal, murderous scoundrel

Eldon Warmal (CL, 4/MU, 8):

HD 12; AC 9 [10]; Save 5; Move 12; AL C;
S 11, I 17, W 13, D 15, C 12, Ch 4;
Atk: Staff of Striking (2d6);
HP 36; CL/XP 15/2900.

Spells: Any usable by a level 4 cleric or level 8 magic user. Eldon has *Wand of Fear*, a *Ring of Protection* +2, and *Staff of Striking* (all stolen from his master).

Snapshot: Eldon's towering height and pale hair in a long braid he keeps looped over

his shoulders make him easy to find in a crowd. His angry scowls and cruel comments make folks wonder why they would want to. If met outside the apartment, he wears dragon priest robes, carefully refurbished to look nearly new.

Remarkables: While he's not unattractive, Eldon's unpleasantess accounts for his low Charisma.

Backstory: Eldon needed Gringham Thundercaster's spell books to replace his own lost ones. He had lost track of the decades spent serving lonely old wizards only to kill them and steal their spell books. Along the way he discovered ancient lore suggesting that the Dragon Cathedral may hold more than treasure: a gateway to other worlds may be lost in its depths. Gringham was not his first victim and Dimble not his first patsy.

Secrets: Eldon's BIG secret is that he is neither who nor what he claims to be. He is far older than Dimble, due to his mixed elven/human heritage. The dragon priest robes are his, from when he served here as a very young priest. Yet he knows only those secrets entrusted to junior acolytes and priests. He knew old Bramble hid vast piles of treasure in the vaults here, and that none of it came out after the dragon and Bramble died. Eldon is still looking for Bramble's hidden treasure. He knows it was not where Aulde Dawne died (he helped kill her). For centuries he has been stealing others' magic and training himself. Gringham was just the most recent. He gave Dimble the fatal dose of "sleeping powder" that ended the old wizard. The wagon with all Eldon's stolen magic is hidden in a cave near the Dragon Cathedral.

Insight: He treats everyone else as expendable.

Encounters: When encountered away from the apartment, Eldon is accompanied by 1d4+1 of the werewolves from room C.02, including Elder Worgg. He made a protection arrangement with them many long years ago and has returned to collect on it.

battle. Around the chamber, 14 armed and armored corpses, dried and bony lay scattered about. In their midst is a single canvas sack, rotted with age.

Backstory: Warriors died nearby and their bodies were dragged here. **Secrets:** The door to this chamber from Rooms C.01 to the east and C.05 to the north is secret. So is the door to Room C.07 to the south.

Curios: There is a 25% chance of one Curio.

Traps: Touching the *Black Onyx Skull* activates its curse, and brings the 14 skeletons around it to animated life (See boxed artifact description on page 29).

Treasure: The party finds a *Black Onyx Skull*.

Denizens: There are 14 skeletal warriors in the room; enough to drain a first level character to death if activated by the *Skull*.

Human skeletons in chainmail (14):

HD 1; AC 4 [15]; Save 17; Move 12; AL N;

Atk: sword (1d8);

Special: None;

HP 7 hp x 14; CL/XP 1/15 each.

Tactics/Roleplay: Once raised, the dead attack until destroyed.

C.07 DEAD MEN TOLL NO TRAILS

This chamber contains only the restless dead. A tattered drape hides one half of the room (and any occupants) from the other. The doorway to Room C.08 to the west is open.

Backstory: This is where some poor soul died from raising up these dead dwarves into powerful undead warriors. In death, she became the wight that guards her own treasure from thieves.

Secrets: The door to the north is not secret from this room. The door to the west into room C.08 is secret from this side.

Curios: There is a 50% chance of a Curio mixed in with the treasure boxes.

Traps: Touching the treasure wakes the myrmidons.

Treasure: A stack of boxes and chests in the southeast corner contain 500 sp., 2,000 gp., 8 x 100 gp. gems, a begemmed gold necklace worth 1,000 gp.; and an ornate tiara worth 3,000 gp.

Denizens: These short-statured skeletal myrmidons are gaunt, dwarven warriors in chainmail. Their leathery skin, stretched tight over bones gives them the appearance of dry, desert-mummified corpses. Their beards are crisp and patchy. They have no special power, except the strength to wield a two-handed sword in combat. The wight was the previous owner of the *Black Onyx Skull*, who died, raising these myrmidons. It lurks in the shadows near the stack of treasure.

Skeletal Dwarven Myrmidons (2):

HD 6; AC 5 [14]; Save 11; Move 12; AL C;

Atk: two-handed sword (1d10);

HP 30, 24; CL/XP 6/400.

Wight:

HD 3; AC 5 [14]; Save 14; Move 9; AL C;

Atk: Claw (1 hp + level drain)

Special: Level drain (1 level), only hit by magical or silver weapons;

HP 18; CL/XP 5/240.

Tactics/Roleplay: The myrmidons stand motionless adjacent on either side of the north door (the skulls). They will only attack if the north door is entered, or if they are attacked first. The Wight's location is linked to the treasure (x) in the corner. It cannot move more than 12 feet from the corner unless it is attacked.

C.08 IT GOES DOWN

The classic 10x10 ft. square room, with a bit of an extension to the north that ends in a deep shaft going down into darkness. Forged iron ladder rungs have been set into the east wall of the shaft. The shaft descends to a narrow, 5 ft.-wide, 7 ft.-high passage that connects this space with the hidden door in Room C.04 and the control room above it.

Backstory: The two runaway mages (Room C.04) know the path up to this point, but have been no further than his space. They have no idea what lies beyond.

Secrets: The door into Room C.07 is not secret from this side.

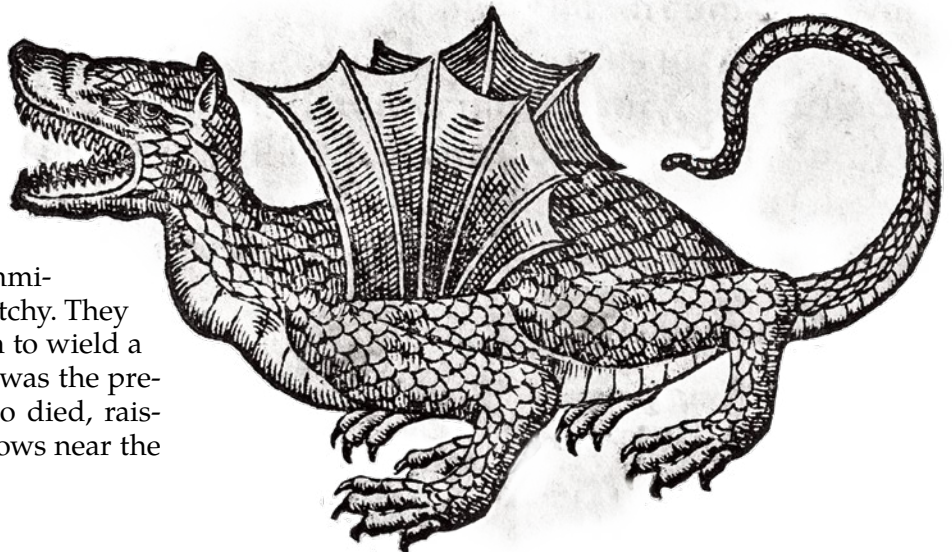
Curios: 05% chance of one curio.

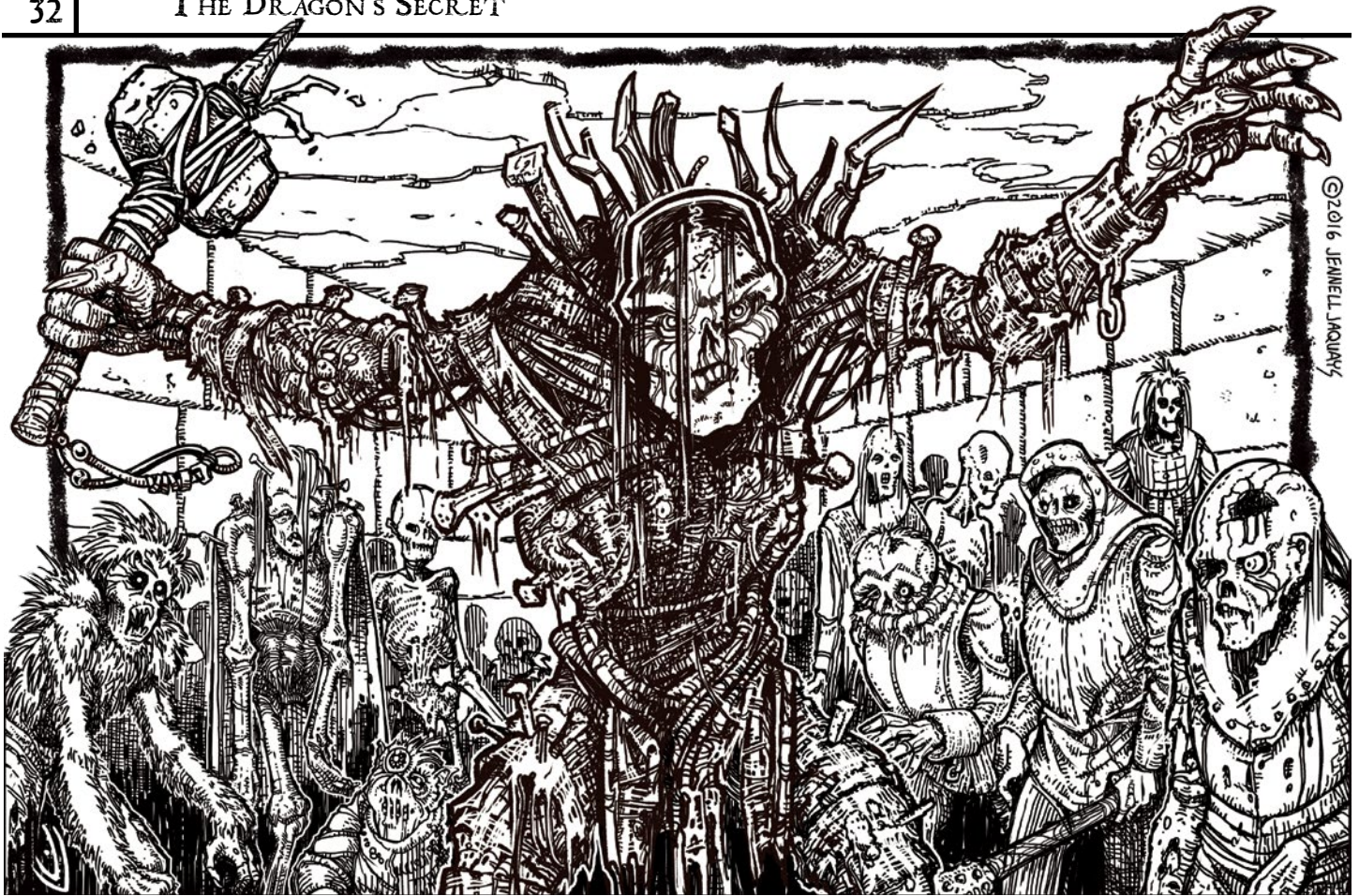
C.09 THAT MURDEROUS AULDE DRAGON

The door to the south to of Room B.06 is the only non-secret exit from that chamber.

The interior of the room has two levels. A short stair ascends from the southern section to the northern.

A gilded wooden statue of a gold





dragon segreant (rampant, but for dragons) stands on a low pedestal at the north end of the room.

Backstory: This is a false Dragon's Treasure Room. It was set up as a decoy to distract thieves. Even the overkill of traps is there to make it feel more authentic. And all the treasure was carefully crafted from wood and plaster to resemble real artifacts.

Secrets: All the treasure in the room is either fake copies of real things or real treasure of low value.

Curios: 80% chance of 1d4 Curios. Most have some sort of gold worked into them.

Traps: The 10-foot square area in front of the dragon statue is a 30-foot-deep pit trap (6d6 falling damage). Walking over it triggers it.

Treasure: The walls in the room are lined with shelves, cabinets, massive furniture items, open chests of gold and gems. When the imagination runs to treasure chambers, this room is the archetype. It is the mother of all treasure chambers.

And everything in here is absolutely fake, crafted of wood, gilded in paint, with brass details and colored glass gems. A dwarf might notice this immediately, but for others, that may take more time and closer examination.

If adventurers thoroughly ransack the room, they find about 500 gp worth of portable wealth. The faux treasure has value as art objects. If they haul out nearly all of it could sell for tens of thousands, of gold pieces.

Denizens: What's worse than zombies or spiders? Zombie spiders!! If the pit trap in the upper chamber springs, or adventurers poke around in the treasure, these horrors will be released from the chests scattered around the two room areas that hold them.

Massive Zombie Spiders* (8):

HD 3+2; AC 7 [12]; Save: 15; Move: 12; AL N;
Atk: Bite (1d6 + poison);
Special: Immune to sleep and charm spells,
Poison (+2 save or die)
HP: 20, 19, 26, 25, 17, 21, 23, 12; CL/XP 5/240
each.

Tactics/Roleplay: The zombie spiders burst out of the chests that they have been packed into. Make an attack with surprise check. On a d6 result of 14, the spiders surprise the adventurers on their first attack.

CJO SHE'S GOT LEGS ...

The octagonal room seems to be a temple or shrine of some kind, devoted to a centipede deity, because there's a massive wooden statue of a centipede segreant, rising up legs spread wide to embrace (or devour) worshippers atop the second of two tiers of five-foot-tall risers along the west wall. The risers are made in such a way that each five-foot section looks like an open gothic arch. The centipede statue's lower body is wrapped around what looks to be a mixture of eggs

and gemstones.

Backstory: This was a room that originally just had centipedes in it. I made it more interesting in the update. Oh? You were expecting backstory about the centipede goddess? That's yet another story.

Secrets: The door into Room C.11 is secret from this side. The arches in front of the platform risers open into a mazy warren of support pillars underneath the raised areas. The maze can be as simple or complex as desired, though it will have a cramped, low ceiling.

Curios: There should be 1d4 different curios under here, accumulated over the years.

Treasure: The accumulated loot of the centipedes is stashed in the maze beneath the platforms. Piles of coin total up to 480 gp along with a 6,200 gp rainbow swirled gem, a 150 gp ornate necklace, and a ring set with a brown gemstone worth 110 gp.

Denizens: Seven lethal giant centipedes lair underneath the risers.

Giant Centipedes, man-sized (7):

HD 2; AC 5 [14]; Save: 18; Move: 15; AL N;

Atk: Bite (1d8 + poison);

Special: Lethal poison, +6 save;

HP: 9, 15, 10, 6, 7, 7, 14; CL/XP 4/120 each.

Tactics/Roleplay: The centipedes swarm out if one or more characters are injured (scent of blood), or the centipede mother statue or the braziers are disturbed.

C.11 THE UNPOPULAR DEAD

The room is filled with forgotten things, broken and worn furniture, boxes and trunks filled with ancient, decaying clothing, shelves full of probably pointless decorative objects, unwanted books, broken dragon sculptures, and the debris of a dozen lifetimes. Piles around the room reach shoulder high in places.

The stairs to the south lead down to locked doors

into room C.04.

Backstory: Unwanted things found their way to the room, including many things from the dragon cult and their remaining army. The servants of the dragon once had a massive army of the undead, frightening warriors that did their bidding without question. This motley collection is what remains.

Secrets: The doors into both C.12 and C.10 are secret from this room, hidden behind tall, deep stacks of boxes, trunks and debris.

Curios: A room full of junk is going to have more than a few Curios. There are definitely two Curios in here, and 1d2 more if the first two are found. Finding them requires a concerted search amidst the stacked clutter and debris.

Traps: Searching or moving piles of junk is trap trigger, causing poorly balanced piles of things to collapse in a debris avalanche. Falling junk will do 1d6 damage to anyone unlucky enough (Saving throw required) to be caught in the debris avalanche. Up to three debris avalanches are possible in this room. A debris avalanche will always reveal one curio.

Treasure: Mixed in with the debris, possibly in forgotten boxes, are 1,000 gp, a scroll with a 4th level magic spell on it, a purple crystalline gem worth 135 gp, a *Potion of Growth*, a *Potion of Dragon Control*, and a *Potion of Extra Healing*.

Another box will contain a foot-tall statue of priest, similar to the knight statue found at Room B.05. It looks like the Priest figure on the art statue that will be familiar to anyone who has seen the puzzle image beneath the altar in Room B.05. This is a red herring and cannot be used to solve the puzzle in C.15. However, it sits upon the folded, though slightly careworn robes of the dragon's acolytes (which are useful in Room C.15).

Denizens: As many as twenty zombies cluster together in the center of the chamber. While they will



activate and pursue if disturbed, they have stood here motionless for so long that their desiccated skin is covered in mold and cobwebs. The zombies carry massive two-handed clubs called mauls. They are mostly dressed in the rotted garb of farmers, merchants, priests, and the occasional servants in faded livery. At least one zombie wears the rotting remnants of a dragon acolyte's robes.

Zombies (8+2d6):

HD 2; AC 8 [11]; Save 16; Move 6; AL N;
Atk: maul (heavy club) (1d6)
Special: immune to sleep & charm magic;
HP: 8 hp each; CL/XP: 2/30 each.

Tactics/Roleplay: These are mindless animated dead. Once woken, they will pursue intruders relentlessly until either they or their victims are destroyed.

C.12 CLAUSTROPHOBIC CRUSHING

The room is square and almost featureless, except for several chests and urns sitting in the room's center.

Backstory: One of the many traps in the vaults that uses greed as a bait.

Remarkables: The walls of the pit trap are lined with old spider webs.

Secrets: The chests are illusions. The central floor area is an phantasmal floor and the phantasmal walls hide ALL the exits, so that even the door the adventurers enter through appears to be gone. They also hide the approach of the zombies from room C.13 until they are upon the adventurers. Plus, there's also the distraction of the crushing trap, and the hidden pit area.

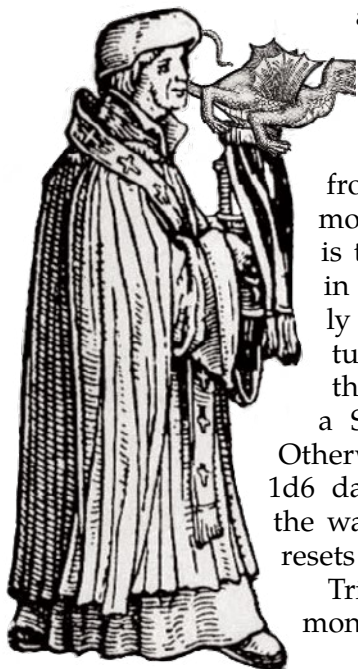
Curios: There is a 45% chance of a curio in the deepest part of the pit trap in the room's center.

Traps: Five feet in from the walls, the center of the room is a 10-ft.-deep pit, hidden by

a phantasmal floor. Inside the pit, a second phantasmal floor hides a second 20-ft.-deep pit. As the first adventurer steps away from the wall or the doors, the moving phantasmal force wall is that of all four walls sliding in towards each moving rapidly northward to crush adventurers. If any characters say they disbelieve the trap, allow a Saving Throw for disbelief.

Otherwise, the "crushing" does 1d6 damage to each character as the walls meet. Leaving the room resets the trap

Triggering the trap also summons the zombies in room C.13



to fight the intruders.

Denizens: Triggering the trap summons the zombies from Room C.13.

Tactics/Roleplay: See C.13 for Zombie Tactics. Notable is that the zombies can't see the illusions on the floor or walls, so they either stay within five feet of the walls, or if most of the party is in the pit, jump in to join them. And the spiderwebs are strong enough for them to climb out (adventurers too, if they try it).

C.13 DENIZENS ON ICE

The room is unnaturally cold, as in barely above freezing. Frost-rimed coffin-like boxes line the walls, all recently opened. Is this some sort of frozen crypt, or frigid mausoleum, or even a kind of frosty grave? Also, nice drapes along the north wall. This is where the Wizard and his acolytes stationed even more zombies to guard the Dragon's Secret.

Backstory: The magical cold storage has kept these guardians quite well preserved. The wizard Steed Bramble wanted this secret protected.

Secrets: The drapes hide a pair of heavy, barred steel doors with massively thick bars, locked with an equally massive key lock. Bending the bars would be at a -2 penalty.

Curios: 45% chance of one, on the north (far) side of the steel gate.

Treasure: Might not be obvious, but 22 suits of good condition plate armor is worth 2,200 gp. The mauls would fetch another 220. Not going to make anyone rich, but they're zombies not wealthy, treasure-accumulating undead.

Denizens: The room has been guarded by 22 heavily armored zombies since the vaults were shut down. The cold keeps the zombies (once elite warriors) at maximum hit points. All are heavily armed and armored.

Heavily Armored Zombies (22):

HD 2; AC 3 [16]; Save 16; Move 6; AL N;
Atk: maul (heavy club) (1d6)
Special: immune to sleep & charm magic;
HP: 16 hp each; CL/XP: 2/30 each.

Tactics/Roleplay: The trap in Room C.12 also summons the zombies here to that room. They will attack until one side is destroyed, but not pursue past Rooms C.12, C.13, or C.15.

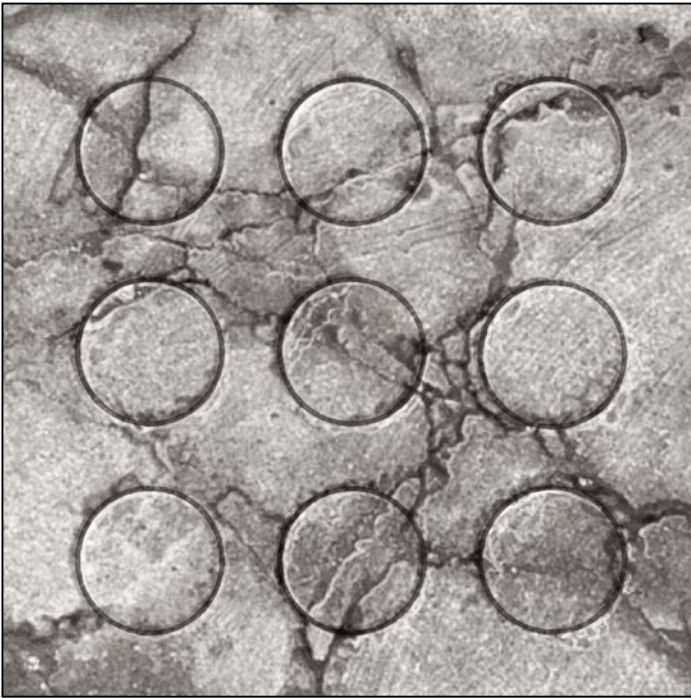
C.14 A SERIOUS SPIDER PROBLEM

The the floor and the ceiling 60 feet above are choked with giant, dusty cobwebs.

Backstory: Rather than clear out a spider infestation, the wizard killed them and made them into intruder-killing zombiespiders.

Curios: 25% chance of cob-webbedCurio.

Treasure: Concealed by thick cobwebs, a +1 Shield,



C.15: Circles hidden in the floor dust.

a *Rope of Climbing*, a 750 gp necklace, a pair of 300 gp gem studded bracers, a bag of shiny stones worth 5 gp, and a gorgeous red piece of glass worth 1 gp.

Denizens: Five massive (6-foot diameter) undead spiders lurk in the webs high above. They produce just enough web silk to drop via silk to the ground to attack, but not enough to make new webs.

Giant Zombie Spiders* (5):

HD 5+2; AC 3 [16]; Save: 12; Move: 4; AL N;

Atk: Bite (1d6+2) +poison;

Special: Immune to sleep and charm spell, Poison (+1 save or die);

HP: 40, 35, 26, 30, 38; CL/XP 5/240 each.

Tactics/Roleplay: If adventurers disturb the webs on the floor the zombie spiders drop down to attack.

C.15 THE GLOBE'S THEATRE

The Theatre is a 45-ft. diameter, circular domed chamber with a single (apparent) entrance. The 15-ft. diameter, 10-ft.-tall pillar in the room's center, topped by five crouching stone gargoyles is the first feature one might notice in the room. The second is the seat affixed to the wall at floor level. And finally, the third is the giant sphere supported above the gargoyles. Strange lights swirl across the sphere's surface.

Backstory: The room was created to be the guardian portal to the brass dragon's actual treasure. The entire gurgle of gargoyles was cursed to guard this portal room. The duty falls to five members of the gurgle at any time. They alternate who may be on duty typically every two or three days. The remainder of the gurgle

lives atop the Cathedral.

Secrets: The shaft above the globe is difficult to see from the floor. It leads up to the surface to what looks like an abandoned well atop the plateau, the gargoyles use this to return to their Gurgle (group of gargoyles) atop the Dragon Cathedral (Area A.08).

The secret door opens by solving a puzzle. Facing the north-east side of the central pillar is a pattern of circular pads in the floor. However, it will take a search to find them, as dust filtering down from above has filled in the cracks and spaces around the pads. If the area is swept, the circles become visible. At this point, give the players a copy of Secret Circles on the Floor player handout (see page 50) and tell them that this is what they see on the floor.

The secret panel on the north side of the pillar only opens if the pressure plate puzzle is solved correctly (as per the puzzle solution shown under the altar at Room B.05). The solution is this: facing the door, place the dragon statue on the upper left. Place the knight statue on the lower left (see The Secret Painting handout on page 50). Then have someone stand on the middle right pad. If you feel a need to increase the difficulty of the puzzle, require that they wear one of the priests or acolyte's robes found elsewhere in the adventure. The door then hisses open to reveal a quite narrow circular stair that leads down (to Map D: The Dragons' Horde).

The puzzle solution requires the knight statuette from Room B.05 and the dragon statuette from Room C.04b.

The stair down to Map D (Room D.01) is not quite three feet wide and turns tightly around the center column as it descends. The door at the base of column stair is quite narrow as well, and locked, and barred from this side.

Traps: Sitting in the chairs triggers the globe trap. The globe immediately whirls and lights flash and everyone in the room makes a Saving Throw. Those who fail, are subjected to a *Hold Person* spell and frozen in place. Those who Save are STILL half-blinded and at -3 penalty on attacks for the first three rounds of combat.

Denizens: Gargoyles. Of course, they're not statues. Who would put gargoyle STATUES in a dungeon? The gargoyles are from the same "gurgle" of as above gargoyles. This is the focus of their guarding.

Gargoyles (5):

HD 4; AC 5 [14]; Save 13; Move 9/15 (fly); AL C:

Atk: 2 Claws (1d3), Bite (1d4), Horn (1d6);

Special: Rain Spout (see below), Immune to non-magic weapons;

HP: 30, 25, 20, 32, 21; CL/XP6/420 each.

Tactics/Roleplay: This is the gargoyle's guard station. No intruders are allowed past this point without



both the dragon and knight statuettes and without at least one party member wearing the robes of the dragon's acolytes. The robes are not part of the puzzle, but they are a form of identification for the gargoyles.

If the party (any or all) sit or stand in the chairs, or attempt to open the secret door (while not wearing acolytes robe) the gargoyles attack. Four gargoyles start the attack and one will seek to escape and summon the rest of the gurgle in about 5+1d4 rounds.

C.16 HALL OF PASSAGE

A short L-shaped hallway ends at one of the hatch doors to Room C.03 in the south, and an open door in the north.

Denizens: Do a random monster check in the hall. If an encounter is indicated, then a shambling crew of zombies is stumbling through here (see Room C.17).

C.17 HALL OF NOT SO MUCH MYSTERY

Sometimes, a hall is just a hall. This one connects to an open doorway into C.14 to the west, a hatchway doorway into room C.03 to the south, and ascends about 10 feet up to the east and room.

Denizens: Do a random monster check in the hall. If an encounter is indicated, then a shambling crew of zombies stumbles through here. Unless confronted, they ignore the party. They were victims of Giant Zombie Spiders in C.14.

Zombies (1d6+2):

HD 2; AC 8 [11]; Save 16; Move 6; AL N;
Atk: maul (heavy club) (1d6)
Special: immune to sleep & charm magic;
HP: 12 hp each; CL/XP: 2/30 each.

C.18 ELEVATED AWARENESS

The floor is covered in deep drifts of leaves, twigs and other forest debris.

Backstory: The kobolds use the elevator to the surface frequently. It's how the kobolds get in and out of the vaults. But sometimes things other than themselves ride back down.

Secrets: This elevator rises to the surface plateau behind the Dragon Cathedral. It operates so long as the gem in the "ceiling" or apex of Room C.03 remains in place. Stepping on a pressure plate beneath the leaves for 10 seconds triggers the elevator to magically rise. It remains on the surface until triggered again.

Traps: The carrion creepers hidden in the debris on the floor will ambush anyone who enters the elevator.

Treasure: The remains of three unlucky kobold hunters have a 10 gp gem, a 70 cp, and a *Magical Dagger* +1.

Denizens: Three carrion creepers lurk hidden in the forest floor debris drifts. The kobolds know of them and don't want to fight them.

Carrion Creepers (1d3):

HD 2+4; AC 7 [12]; Save 14; Move 12; AL N;
Atk: Bite (1 hp) and 6 tentacles (special);
Special: Tentacle attacks causes paralysis;
HP: 18, 13; 11, 8; CL/XP 4/240 each.

C.19 THE PLATEAU ABOVE

Packs of ghouls plague the area around the shaft entrance above Room C.15 (see Random Outdoor Encounters). They want to reach that which calls to them on Map D. Gargoyles patrol the area as well. The area directly above Room C.15 will definitely have a ghoul encounter by night, with the creatures attempting to find a way down into the vaults.

Map D: The Dragon's Horde

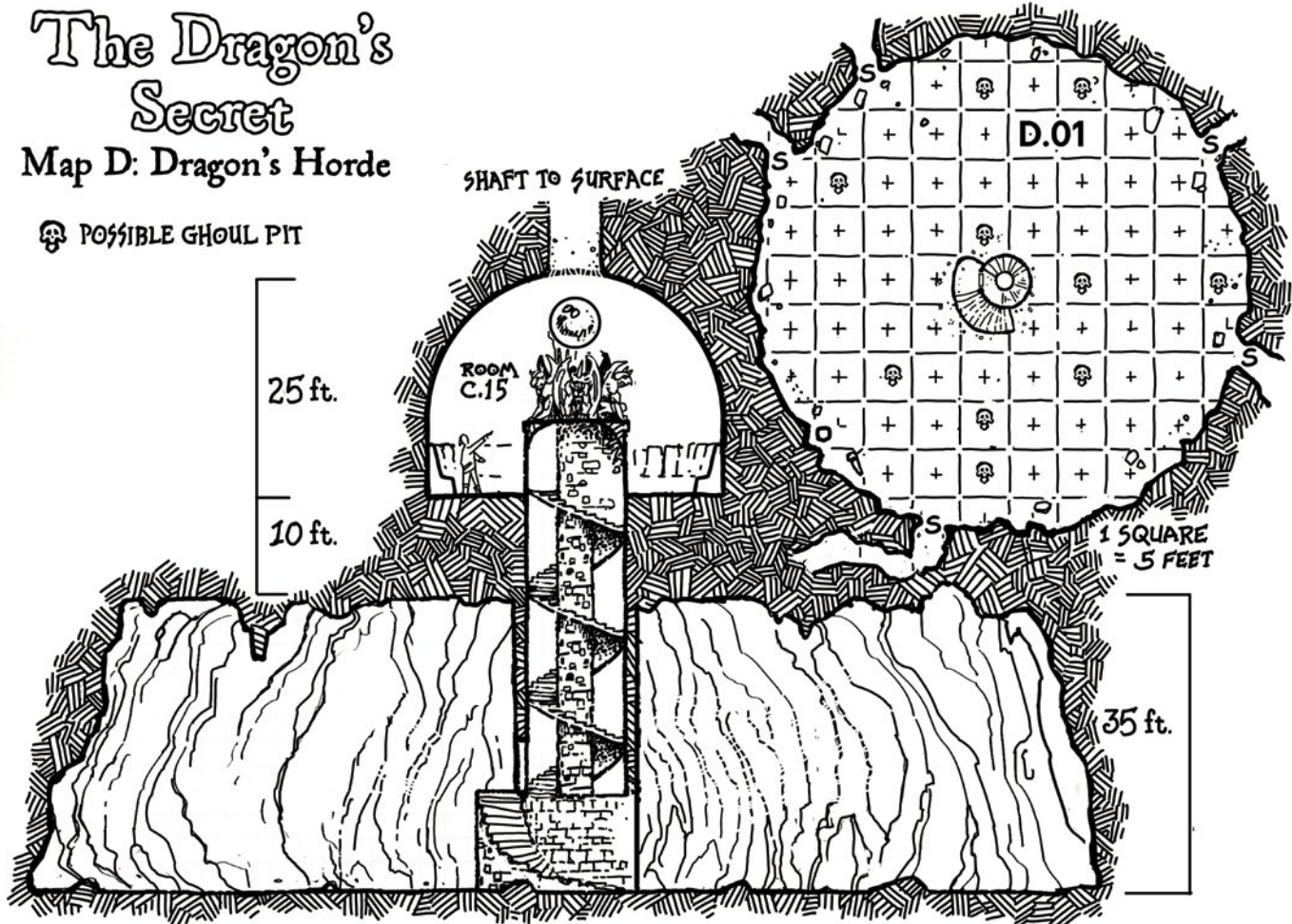
D01 THE DRAGON'S SECRET... HORDE

The dragon's full treasure has been carefully hidden away in this rough, cavernous vault, beneath the other rooms, guarded by the corrupted offspring of Aulde Dawn, undead dragon creatures previously unknown to lore and legend. The stair spiraling down from the Theater chamber (Room C.15) is narrow, no more than three feet wide. Too narrow for something much larger than a person in armor to pass through.

Backstory: Both the dragon's accumulated treasure and her secretly laid eggs were stored here. Her partner, the wizard Steed Bramble set up the protections, the guardians, and the traps. Not even legend discusses who her paramour may have been or the offspring produced. It was always, a secret, a dragon's secret. The eggs hatched... but something was terribly wrong with them. Perhaps the effects of being polymorphed into a dragon so long. Perhaps the nature of the father. But the poor things were born... corrupted. Not deformed or mutated, but corrupted. They

became dragkhul, dragonish things born mostly, but not entirely dead, and enraged beyond sanity by their condition. The first casualties were the acolytes set to monitor the eggs' hatching. They were devoured in moments. The warriors, acolytes, and even some mercenary mages sent in by the wizard Steed Bramble to subdue them either died, or became the first of the guardian ghouls. Either way, they remain in this chamber forever. Some believe that Bramble himself died in this chamber, though the more common tale is that he died in bed, surrounded by comfort, with a smile on his face.

The dragkhul also summon and enthrall ghouls with "*The Call*," a singsong wyrding that resonates unhindered through walls and distance. They are summoning the ghouls who try to find their way into the vaults. And the gargoyles not only let them pass through, they open the doors for them, recognizing them as minions of those whom they have been charged to protect. The dragkhuls and their ghoul



Rooms C.15 & D.01 Cross Section

minions devour the weakest and then charm the survivors into service.

Secrets: The walls and the around the treasure chamber has been tunneled and mined to create a small maze of passages (not mapped). Many are large enough to allow the drakghul to pass through unhindered, others, only ghouls and other human size creatures can use. The GM may wish to draw these out themselves, or just use the entrances as hidden niches in the walls, where the drakghuls and some of their ghouls lurk in ambush. These have been concealed from view by debris. Also, assume that at least one of the tunnels is near breaking out into Room C.04. It would take less than a combat round for a drakghul to break through into that room.

Areas marked with skulls on the floor may be the location of ghouls hiding themselves in pits they have dug as ambush holes as well.

Curios: There is a 75% chance of two Curios being mixed in with the treasure. Both should have some sort of treasure value to them, and they have somehow managed to evade destruction as well.

Traps: When adventurers first enter the chamber via the stair, the denizens are aware of their presence (unless they can somehow magically shield themselves from awareness). Just opening the hidden panel in the base of the pedestal in Room C.15 alerts them (these are hungry creatures). The denizens retreat into their covered pits and tunnel warrens to catch the intruders unaware. They have an increased (+2) chance of surprising the intruders because of this.

Treasure: The treasure in here may have once been neatly stored, but now it's torn and tossed about. No urns or chests



remain intact. Any finely crafted furniture has been smashed to flinders. Nothing not somehow warded against evil and massive damage remains.

The scattered treasure consists of coins worth 25,000 gp in various denominations, a +3 *Shield*, a +1 *Mace (heavy)*, an *Amulet against Scrying*, -1 *Cursed Plate Mail*, 8 +1 *darts*, *Luckstone*, *Horseshoes of Speed*, *Cursed Chain Mail*: Attracts missiles (even those fired at others nearby) and grants +1 to hit on such missiles, a gold dragon necklace worth 1,400 gp, 200 1 gp shiny stones, 800 gp blue gem, 200 gp red gem, a 6 gp cheap ring, a 150 gp bracelet, 500 gp enameled brooch, a 6,500 gp. gold and enamel statue of a fierce duck armed like a warrior, a 1,200 gp statuette of sphinx-like cat, a jeweled helmet worth 770 gp, and an ornate scepter worth 1,250 gp.

Denizens: Consider the drakghul as individuals. They call themselves Mag, Cromag, and Krek. Mag, the most powerful, leads them. There were once others, but they were weaker and their energy was needed to preserve the remaining brood. That was long ago though. The three drakghuls and their horde of ghoulish minions lurk here, waiting for something that the drakghul are expecting (the return of "mother" and her freeing them from their torturous existence).

Mag Drakghul*:

HD 7; AC 2 [17]; Save 9; Move 9; AL C;
Atk: 2 claws (1d8), bite (2d8);
Special: Breathes toxic corruption, Immunities, paralysis;
HP: 45; CL/XP: 12/2,000.

Leader and middle-sized creature of the three. Has gems noticeably embedded all over its body. Several tiny drakghul skulls hang on a cord around its neck. Angry. Hungry. Suspicious, but hopeful.

Cromag Drakghul*:

HD 7; AC 1 [18]; Save 10; Move 9; AL C;
Atk: 2 claws (1d8), bite (2d8+1);
Special: Breathes toxic corruption, Immunities, paralysis;
HP: 56; CL/XP: 12/2,000.

Massive. Hulking. Strong, but with blunt claws from digging. Small, smooth stones cover nearly every surface of its skin, giving Cromag a higher armor rating than its siblings. A loyal follower. Quiet. Obedient. Not the brightest candle on the shelf.

Krek Drakghul*:

HD 6; AC 2 [17]; Save 9; Move 9; AL C;
Atk: 2 claws (1d8), bite (2d8);
Special: Breathes toxic corruption, Immunities, paralysis;
HP: 38; CL/XP: 11/1,400.

The smallest. Missing its right eye. Badly scarred. Open wounds on its skin ooze black vapor. Agitated. Wiley. Untrusting. Ambitious. Speaks in passive aggressive whispers. Over half the ghouls are specifically loyal to it alone.

Zealot Ghouls (variable):

HD 2; AC 2 [17]; Save 16; Move 9; Align C;
Atk: 2 Claws (1d3), 1 Bite (1d4)
Special: Immunities, Paralysis; Turn as if 1 to 3 hit die stronger creatures.
HP: 12, 9, 16, 13, 8, 11, 15; Challenge Level/XP: 4/60

Dark Courage: The presence of the drakghul raises the resistance of the zealot ghouls in their service. For each drakghul present, treat the ghouls as one challenge level more powerful for purposes of resisting against Clerics' turning.

Tactics/Roleplay: The drakghul have always believed that their "mother" is coming for them. They are immature personalities, children who will never grow up. That is part of why they won't leave their "nest". They are waiting for something, though they are not sure why. If there is a female magic user in the group (or perhaps any female character), the drakghul might be convinced that she is their mother. Existing on our plane causes them pain. They want to end that by somehow crossing over to the dimension that is the source of their negative energy.

The drakghuls will initially send their horde of zealot ghouls against invaders, while they stay back and use spells (low level) and corruption breath as support initially and then wade into combat.

If the drakghul feel they are losing, one of them will break off, barrel through the maze of tunnels and force an opening up through the floor of room C.04. The rest will fight a retreat in force towards the new exit and escape up towards the surface. If possible, one of them will collapse the tunnel behind them. The drakghul will sacrifice any and all of the zealot ghouls to save themselves.

If the gargoyles gurgled from Area A.08 has not yet arrived, any surviving members of the gurgles will be clambering down the narrow spiral stair to enter the combat as well.

The Curio Tables

Curios represent randomly-placed unusual objects; things that seem like they MUST have some sort of story attached to them. When instructed to do so by an encoun-

ter, roll a d100 and consult this table. Next, use the Curios: Remarks About Construction Table, and if needed, the Curios: Is it Treasure table.

1	Fist-sized rock, covered in chipped red paint	51	Small yellow and pink Pegasus figure
2	A seven-pointed star carved of yellow stone	52	Door only seen out of the corner of the eye
3	A broken sword	53	A tattered classic wizard's hat
4	Spear, made of blackened cast iron	54	A massive demon, crafted entirely of straw
5	A brass dragon scale	55	An old broom with a scorched brush end
6	A simple game board, without playing pieces	56	A child-size table set with six place settings
7	A brass gear, that spins in place if left alone	57	A sealed jar of tiny blue-green oval pills
8	A bundle of cured animal pelts	58	A flat river stone, with an eye painted on it
9	A wand of blue feathers (a tickle wand?)	59	A flute carved from a single piece of jade
10	Three kobold corpses, hung upside down	60	A pair of inhumanly large leather sandals
11	Glass palette filled with a fatty green paste	61	Room is 40° F warmer than nearby spaces
12	A large, bronze-colored egg, wrapped in cloth	62	A walking staff carved with forest animals
13	Gnarled, arrow-long stick with fletching	63	Four wooden buckets filled with damp earth
14	A large pyramid of tiny rune-marked skulls	64	A bag of black powder
15	A chainmail sleeve	65	A bag of 24 wood, bone, and ceramic marbles
16	Spectacles made of finely ground pink quartz	66	A jar of glass eyeballs
17	A mummified human hand on the end of staff	67	A human skeleton, carved of rich wood
18	A bronze basin set into the stone of the floor	68	A sealed ceramic vat of pickled vegetables
19	A folded piece of parchment, 10 ft. on a side	69	The floor is living growing meadowland
20	A beautiful stylized male mask	70	A four-poster bed, that might fit a doll
21	Seven perfectly round sky-blue marbles	71	A massive, riveted, iron-bound book
22	An embalmed merman corpse flung in a corner	72	An embalmed reptilian claw
23	A glowing, hand-shaped symbol on the wall	73	An iron ring with seven crudely-forged keys
24	Finely made artist's paintbrush	74	Drawing on a wall of a character's pet
25	A carved dragon toy, painted gold	75	Small ornate box containing incense sticks
26	A berry bush, growing out of the wall	76	20 feet of finely crafted copper wire
27	A bag of rusty iron spikes	77	A convoluted brass horn with many valves
28	A gaping hole in the wall, like a tunnel	78	A glowing dragonlamp, but not on a wall
29	A circular trephining saw, a foot across.	79	Large shard of red volcanic glass
30	Well-preserved container of iron rations	80	A chair, crafted entirely of daggers
31	A triangular shield with scarred by lightning	81	Crown woven of strands of golden glass
32	Massive blood-spattering all over, still wet	82	A common small cooking pot, made of gold
33	A handful of glass beads (like gemstones)	83	A set of three canopic jars
34	A wooden duck on wheels, large as a horse	84	The dried husk of a three-foot-long beetle
35	Massive fang carved with runes	85	A trap door set in the floor
36	Helmet made of finely tooled boar tusk ivory	86	A cameo brooch that resembles a character
37	A page, obviously torn from a spell book	87	Pair of stone obelisks nearly ceiling-tall
38	Tiny chalk drawings of horses cover the walls	88	A small statuette of a crouching gargoyle
39	A cat mask, painted in greens and golds	89	A liquid-filled bronze chalice
40	A candlestick and ornate clock together	90	A floral crown, fresh as when it was made
41	A songbird mask, painted in blues and pinks	91	A sheriff's badge of office
42	The room is choked in thick spider webs	92	Wall art of people bowing before a dragon
43	Razor sharp spear head, chipped from stone	93	Three very large, very petrified eggs
44	Ring of creepy skull-shaped toadstools	94	A staff made of mummified twining snakes
45	A weathered bronze chisel	95	A patch of green grass, growing on the floor
46	Barrel surrounded by dried blood stains	96	Six small wood rods, each a different color
47	Wax-sealed glass jar of colorless clear liquid	97	The curio is inside a reliquary. Reroll curio
48	Scarred and worn bronze plaque in the wall	98	A detailed doorway painted on the wall
49	Two lead counterweights hang from ceiling	99	Roll twice on this table. Combine the results
50	A bag of small metal figurines	00	The curio is definitely magical (Reroll curio)

Curios: Remark About Construction

Roll a d20 for details of a Curio's construction. If the selected entry is marked with asterisks (*), then the Curio also has a value as a Treasure as well. Keep track of multiple asterisk results, as they will affect treasure value on Table 4D. Some entries may have more than one asterisk associated with them.

The PCs' impression of the Curio is that it's...

1d20 Impression

1-3	... mostly unremarkable.
4	... magical, more so than realized. ***
5	... a treasure regardless of construction (reroll). *
6	... sturdy common stuff.
7	... brightly painted or colored.
8	... weathered and faded.
9	... crafted of precious metals. *
10	... rustically made.
11	... of ancient design and make. *
12	... toy-like or actually a toy.
13	... possibly made for giants.
14	... embellished with dragons. *
15	... shoddily made.
16	... made like a puzzle.
17	... intended to have a religious function. *
18	... covered in gold leaf. *
19	... jewel encrusted. **
20	Reroll and combine results

Curios: Is it Treasure?

If indicated by the construction remarks table by an asterisk, roll a d20 for details of the Curio's value as treasure. If a curio has more than one asterisk accumulated on Table 4C, then multiply the treasure value by 10 for each asterisk.

d20 Treasure Value

1-3	Its value is 1d20 gold.
4-6	Its value is 2d20 gold.
7-9	Its value is 1d100 gold.
10-18	Its value is 1d100x10 gold.
19-20	Its value is 1d100x100 gold, but ONLY to a specific collector.

Epilogue: A Door Opens

The Dragon's Secret is a stand-alone adventure. It's also an introduction to the multiversal campaign setting of *The Thousand Worlds*, built on the foundation established by my (Jennell's) own game campaigns in various rules systems over the years, explored and expanded upon again in recent years through adventures created to be played at game conventions.

Handling the broken, five-headed dragon statuette in area B.02 of this adventure awakens ancient magics. That magic calls out to things and places long-buried in history; buried with grim purpose. It opens doors that were meant to stay closed forever.

The world that contains the Dragon Cathedral and its denizens is just a fragment of a greater realm, or more correctly, a fragment of greater lost cosmos called *The Thousand Worlds*. The records of those worlds have long since decayed into dust, the histories long ago distorted into tall tales and legends; the legends twisted into vague myths that have faded into forgotten lore, no longer relevant to residents of this realm.

Or so they had been lulled into thinking.

For now, right now, only this world is real to those who live in it. Few even know the legends of the Thousand Worlds or that they even existed. What became of the 999 other realms, none know.

If they even existed, it may well be that some have been destroyed in a great cataclysm long ago. Others, like this world, were isolated, cut off from contact with other realms. A few were sealed away from the rest as protection, sacrificed to save the rest from contagion, lest the evil trapped therein grow strong again and return.

Deep inside the Dragon Cathedral, a door has opened onto another world. That world was intended to be sealed away forever. Should adventurers return here in the future, they will find that much has changed and that an evil that mighty powers warred over and worlds died to restrain... is waking up.

The Dragon Cathedral and its denizens will return in *A Door Opens*, a megadungeon style adventure and campaign setting from 5th Wall Games & Miniatures by Jennell Jaquays.

NEW CHARACTER RACES

Two new "beast folk" character races are introduced in this adventure, the Fowl Folk (mostly ducks and waterfowl) and the Earth Pigs (Aardvarks). In the context of the adventure, they are encountered as non-player character races, but there is no reason not to make them into character races as well. The Monster descriptions for each race include additional details about them.

THE FOWL FOLK (AS "CHARACTERS")

Fowl Folk represent several type of birds. They are not a single race unto themselves. They are all sentient, flightless, bipedal bird breeds like ducks (the Antidae), geese (the Brantagii), swans (the Cygnii), and even crows and ravens (the Corvii). Others may exist. There are rumors of raptor races like Hawks, Eagles, and Owls. But those are rumors. Ducks are definitely the most common race. Swans are the most rare.

On average, fowl folk are smaller than human size, roughly dwarven in height, but slighter of build. Like halflings, few wear footgear of any kind, which otherwise might get in the way of their native swimming skills.

Ducks have a +4 resistance to standard charm spells. As aquatic birds, they have a natural swimming skill, even when fully clothed.

Swans have higher than human Intelligence and Wisdom potentials (add +1 to the character's rolls for those attributes, Max 19). Swans swim as well as ducks.

Geese have a higher than human Strength potential (add 1 to the character's Strength Attribute roll, Max 19) and a *Terrifying Honk* special ability that demoralizes foes (-1 to all rolls) for at least a round of combat. Geese are also good swimmers.

Crows and Ravens possess a higher than human Dexterity potential (add 1 to the character's Dexterity Attribute), a 20% bonus to high in shadows (even if not Thieves), and a 5% bonus with Delicate Tasks and Traps (Thief abilities).

Fowl Folk, like humans (and unlike other races), may be any class (including those normally limited to humans, like rangers, druids, and assassins). The only penalty they have is that their level advancement is limited to their attribute value for the Prime Attribute required for their class. Example: A Duck Fighter with a Strength of 13 can advance to only 13th level. While a Duck Magic User with an Intelligence of 18 could reach 18th level as a mage.

Fowl Folk have natural affinity for some classes. They gain a 5% experience bonus (in addition to any prime attribute bonuses) when choosing to be Druids



or Rangers. Fowl Folk Rangers and Druids do not have level advancement limitations.

They may also multi-class as Fighter/Magic Users (Cygnii only), Thief/Assassins (Corvii only), or Fighter/Thieves (any). In each case, they are limited in advancement in the classes to half level of their Prime Attribute Scores (rounded up). Where multiple Prime Attributes are required, always base maximum level on the LOWEST attribute.

Fowl Folk that are not player characters might have completely different limitations or abilities than Fowl Folk player characters, as determined by the GM. See Fowl Folk in the New Monsters section.

EARTH PIGS (AARDVARKS)

Aardvarks are a beast folk race, short in stature, covered in short bristly gray fur. Notable features include tall horse-like ears, a longish tubular nose snout, and a muscular tail. Feet and hands are both clawed, but are not typically used for combat.

Aardvarks are naturally stronger and more dexterous than all other races and get a plus one bonus to their Strength and Dexterity Attribute rolls (Maximum Strength of 19) and the reason for their minimum armor class of 5 [14].

Aardvarks are limited to the Fighter, Thief, and Monk classes. The penalty they have is that their level advancement is limited to their attribute value for the Prime Attribute required for their class. Example: An Aardvark Fighter with a Strength of 13 can advance to only 13th level. While an Aardvark Magic User with Dexterity of 18 could reach 18th level as a Thief.

They can multi-class as Fighter/Thieves, but are limited in advancement in the classes to half level of their respective Prime Attribute Scores (rounded up).

Aardvarks that are not player characters might have completely different limitations or abilities than Aardvark player characters, as determined by the GM. See Aardvarks in the New Monsters section.

New Monsters

AARDVARKS (EARTH PIGS)

By Jennell Jaquays, adapted from *The Dungeoneer*

Hit Dice: 5

Armor Class: 5 [14]

Attacks: By weapon type (typically 1d8)

Saving Throw: 12

Special: Snout Punch (1d4), Tail Bash (1d6)

Move: 9

Alignment: Neutrality

Challenge Level/XP: 5/240

Aardvarks are short and stocky, no more than three to five feet tall and covered with short gray fur. They have long, powerful snouts which can be used as a brawling weapon as can their muscular tails. Normally, aardvarks disdain the wearing of armor and apparel, preferring no more than a helmet, a shield and a sword belt.

No one knows from whence came the aardvarks, these "Pigs of the Earth." All that is known about the aardvarks is that nothing is known about the aardvarks. They just are. Few will ever encounter one, and even then, some assume them to be no more than a reckless, ill-mannered child in a bunny suit.

Aardvarks are known to travel in groups of one. Should any more be encountered together, they are likely a master-less mercenary company as befits their temperament. Aardvarks have no allegiances outside their own race, except to gold (and anything which may be sold for gold). Although they may take the names of many deities in vain, they serve no gods and tend to be brutal iconoclasts.

Aardvarks tolerate non-aardvarks as a necessary evil. Also, other people often have gold, which they may give to an aardvark if properly encouraged. Despite this benevolent forbearance, a certain degree of hostility exists between Aardvarks and The Fowl Folk, each referring to the other as a "funny animal." If the ducks have gold, well that's different.

Aardvarks make excellent mercenaries and reasonably good hirelings so long as there is a good chance of making a profit. They are sometimes even stay loyal after the gold runs out.

But they take betrayal personally. Tales of hunting down and selling a former employer into bondage who cheated them or betrayed them are the stuff of legend. That the legend sometimes includes selling the betrayers' spouses, children, and near relatives into bondage are the stuff of horror tales told round the campfire.

DRAKGHUL

By Jennell Jaquays

Hit Dice: 6-7

Armor Class: 2 [17]

Attacks: 2 Claws (1d8), Bite (2d8)

Saving Throw: 10, 9

Special: Breathes toxic corruption, Immunities, paralysis

Move: 9

Alignment: Chaos

Challenge Level/XP: 11-12/1,400-2,000

Drakghuls are a corrupted form of demi-dragon (mostly dragon form) possibly demonic or associated with the negative material plane, the doomed children of Aulde Dawn, hidden away to hatch here in the dimness of the vaults. They were born dead, creatures corrupted by the magical enchantment on their mother and perhaps some lingering curse or toxic legacy from an unknown father.

Drakghul are immune to *Sleep* and *Charm*-related spells.

Despite appearances of life, they are undead. But, they cannot be Turned by Lawful clerics.

Physically, they resemble the corpse of a dragon/human hybrid distorted further along horrific lines. Part human, part dragon, part ghoulish fiend.

As with dragons, they can breathe a cloud of toxic gas-like corruption, 20 feet in diameter up to three times a day (The corruption does 4x their hit dice in damage, and corrodes or rots their armor, weapons, and gear (a successful saving throw indicates half damage). Corroded metal equipment loses 1d3 points of effectiveness (damage or protection) with each failed save. Wood, cloth, paper, and leather rot to uselessness in 1 to 2 turns.

The most dangerous feature of these horrid, cunning creatures is their paralyzing touch: any hit from a drakghul requires a saving throw or the victim becomes paralyzed for 3d6 turns.

Finally, drakghul can use "*The Call*" to summon other ghouls (or ghoulish creatures) to form their pack of zealot ghouls. They will often be surrounded and aided by a subservient pack of humanoid ghouls, summoned from great distances. The *Called* ghouls become zealots, and each drakghul near them cumulatively raises their effective challenge level resistance by one (up to a max of +3). Any ghouls known to be within a few hundred feet of a drakghul can be summoned into combat by a drakghul in 1d6 rounds.

THE FOWL FOLK (AS "MONSTERS")

by Jennell Jaquays with additional material by Darcy Perry

The Fowl Folk include a diverse grouping of sentient breeds of flightless, bipedal waterfowl (and other birds) like ducks (the Anatidae), geese (the Brantagii), swans (the Cygnii), and even crows and ravens (the Corvii). Others may exist. There are rumors of raptor races like Hawks, Eagles, and Owls. But those are rumors. Among the Fowl Folk, ducks are the most common and swans the rarest.

However, for reasons still cogitated by scholars over tea and biscuits, instead of wings they have arms with hands and fingers not unlike other humanoids. In a world that includes centaurs, fowlbears and weresheep, it's particularly impressive how much a talking duck can upset even the most open-minded sage.

On average, Fowl Folk are smaller than human size, roughly dwarven in height, but slighter of build. Like halflings, few wear footgear of any kind, which otherwise might get in the way of their native swimming skills.

Most prefer to live in wetland areas like marshes, lakes, ponds, swamps, or even coastal areas. Their villages and towns (called Ponds) are often built on the water, either floating on it or rising above it on stilts. Individual homes are called nests, regardless of their construction.

Others choose forests as their preferred setting. A few individuals are most at home in cities, living amongst other races. Ducks (The Anatidae) are the most common in waterfowl folk populations. Crows and Ravens often live apart in their own societies.

Fowl Folk, like humans (and unlike other races), may be any class, including those normally limited to humans, though they may not advance as far in abilities. Larger groupings, villages, towns etc. of Fowl Folk will have more powerful members as leaders or defenders.

THE ANATIDAE (DUCK FOLK)

Hit Dice: 2+1

Armor Class: 7 [12]

Attacks: by weapon, but typically 1d6.

Saving Throw: 16

Special: +4 Saving Throw vs. Charm spells

Move: 9 (12 swimming)

Alignment: Any (mostly Neutrality or Law)

Challenge Level/XP: 3/60

Ducks are one of the smaller Fowl Folk and have +4 resistance to standard charm spells that are not specifically targeted at Fowl Folk. Of all the Fowl Folk, the Anatidae cling most closely to their roots in nature and their ties to a possibly magical or miracu-

lous origin. Because of this, ducks are more likely to be Clerics, Rangers, or Druids than the other breeds. As aquatic birds, they have a natural swimming skill, even when fully clothed.

THE CYGNII (SWAN FOLK)

Hit Dice: 3+1

Armor Class: 7 [12]

Attacks: by weapon (1d8 damage is typical)

Saving Throw: 14

Special: Greater than Human Intelligence, Uses multiple spells level 3 or higher.

Move: 9 (12 swimming)

Alignment: Neutrality

Challenge Level/XP: 5/240

Significantly larger than ducks, the elegant, graceful Cygnii are the natural sages and mages of the Fowl Folk. They are also the most rarely encountered, preferring solitude and surrounding themselves with the tools of their interests, whether it be libraries, laboratories, or dream-shrouded eldritch kingdoms.

Swans have higher than human Intelligence and Wisdom potentials (add +1 to the character's rolls for those attributes, Max 19). Swans swim as well as ducks.

Though wise, and intelligent, they are often brooding and self-focused. They take risks with, and for knowledge that others might not. For there are indeed things that fowl were not meant to know. About 25% of Cygnii encounters will be with magic users. Some of those may be dual-classed Fighter/Magic Users (be wary of demon-haunted swords).

THE BRANTAGII (GEESSE FOLK)

Hit Dice: 4

Armor Class: 7 [12]

Attacks: by weapon (1d8 damage is typical)

Saving Throw: 13

Special: Terrifying Honk

Move: 9

Alignment: Neutrality

Challenge Level/XP: 5/240

The largest, most robust, and most aggressive of the Fowl Folk, the Brantagii are fierce guardians and relentless warriors. Geese have a higher than human Strength potential (add 1 to the character's Strength Attribute roll, Max 19) and a *Terrifying Honk* special ability. Geese are also good swimmers.

In addition to being much larger than other breeds and exceptionally strong as well, their deep honking battle cries give pause to intruders and foes alike. When sounded before a battle, their *Terrifying Honk* ability demoralizes foes (-1 to all rolls) for at least a round of combat.

THE CORVII (CROW AND RAVEN FOLK)

Hit Dice: 2+1 (Crows) to 3+1 (Raven)

Armor Class: 7 [12]

Attacks: by weapon

Saving Throw: 16 (Crows) or 14 (Ravens)

Special: 50% Hide in Shadows, 55% Delicate

Tasks and Traps, Sense Treasure

Move: 9

Alignment: Neutrality or Chaos

Challenge Level/XP: 3/60 or 4/240

The dark-feathered Corvii are not waterfowl but can often be found in their midst. Crows are usually duck-sized, though may be a bit rangier in build. Ravens rival swans for size.

Crows and Ravens possess a higher than human Dexterity potential (add 1 to the character's Dexterity Attribute), a 20% bonus to high in shadows (even if not Thieves), and a 5% bonus with Delicate Tasks and Traps (Thief abilities).

They also gain a small bonus when working on delicate tasks (like picking locks or pockets) or dealing with Traps,

While none of the Fowl Folk are noted for their pleasant-sounding voices, the Corvii's caws are particularly sharp and abrasive.

The *Sense Treasure* ability expresses itself as an innate sensation of the presence of valuable shiny things near to them, in much the same way as dwarves note features in stonework.

LIVING STATUE, STONE

Adapted from multiple sources by Jennell Jaquays

Hit Dice: 5

Armor Class: 4 [15]

Attacks: 2 Fists (1d6/1d6)

Saving Throw: 12

Special: Partial Magic Resist, +4 Saving Throw

Move: 9

Alignment: Neutral

Challenge Level/XP: 7/600

Living stone statues may be created in any shape or size. The statue described here is human shape, stands about 7 feet tall, weighs around 1,500 pounds and is made of marble. These statues are typically made of fine-grained metamorphic or igneous stone such as marble or granite.

Living stone statues are often created as guardians that let only the initiated into restricted places or as wardens against theft. They are made to activate when certain conditions are met, or stipulations broken, or disregarded (e.g.; a living creature enters a chamber guarded by a living statue, or someone walks by it without performing a simple, yet obscure ritual.)



Once activated, the statue stays within a restricted range of whatever it protects (50 ft. is a typical distance). Though living stone statues made to guard against theft may pursue thieves until the stolen item or items are returned. (Need a perpetual nemesis for a character?)

Any weapon that strikes a living stone statue and does its maximum damage (e.g.; 8 points damage on the roll of a d8) has a 40% chance to shatter into pieces. Magic weapons have a 10% less chance to shatter for each point of its combat bonus. Thus, a +2 sword has only a 20% chance to shatter. Due to their sturdy construction and magical nature, living stone statues gain a +4 bonus to all their saving throws.

Living statues are immune to charm, sleep and hold spells. They cannot be poisoned and are impervious to disease and suffocation.

ZOMBIE SPIDERS, GIANT

By Jennell Jaquays, adapted from Matthew Finch's Giant Spiders

These are "dead" spiders enchanted to zombie status. The venom is both fatal and horrific. Victims who die of bites from the larger spiders rise up as zombies.

ZOMBIE SPIDER, HUGE

Hit Dice: 2+1

Armor Class: 7 [12]

Attacks: Bite (1 hp) + poison

Saving Throw: 16

Special: Immune to sleep and charm spells, Poison (+4 save or die)

Move: 6

Alignment: Neutrality

Challenge Level/XP: 3/60

Though they probably have more in common with skeletons, Giant zombie spiders were once living spiders, enchanted into unlife. They were once a hunting spiders and still jump out at prey. Unlife has hardened their exoskeleton and weakened their poison effectiveness.

ZOMBIE SPIDER, MASSIVE

Hit Dice: 3+2

Armor Class: 5 [14]

Attacks: Bite (1d6) + poison

Saving Throw: 15

Special: Immune to sleep and charm spells, Poison (+2 save or die)

Move: 12

Alignment: Neutrality

Challenge Level/

XP: 5/240

These Man-sized giant zombie spiders were once large, hairy hunting spiders. Most were not web-spinners in life. While they lack the surprise ability of they had in life, they still can lurk and wait silently until called into action. Unlife has hardened their exoskeleton and weakened their poison.

ZOMBIE SPIDER, GIANT

Hit Dice: 5+2

Armor Class: 3 [16]

Attacks: Bite (1d6+2) + poison

Saving Throw: 12

Special: Immune to sleep and charm spells, Poison (+1 save or die)

Move: 4

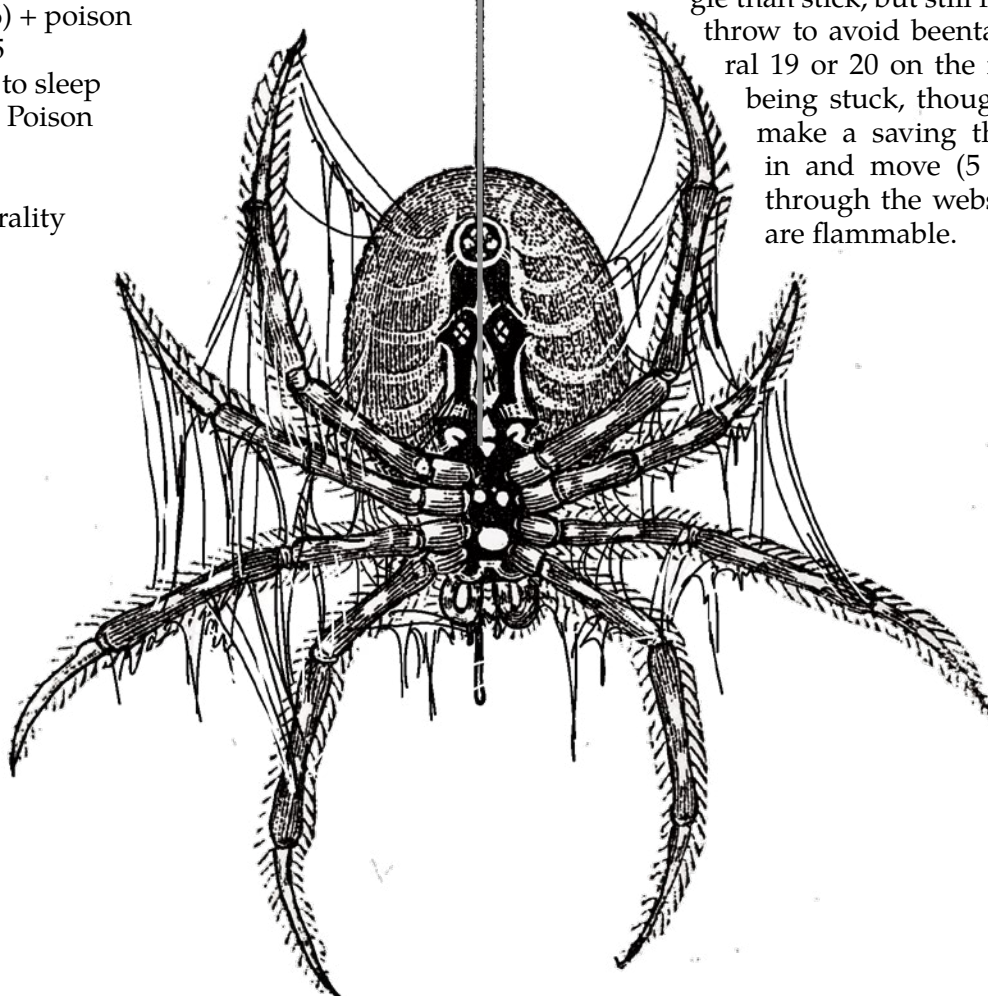
Alignment: Neutrality

Challenge Level/XP: 7/600

The greater giant zombie spiders were once web builders, but death has deprived them of that power. Unlife has hardened their exoskeleton and weakened their poison.

However, victims who die of the poison, rise up as zombies. *Resurrection* is not possible unless *Remove Curse* is cast first.

They dwell in the tattered remnants of the webs they may have spun in life, sometimes more cobweb than actual web. Such webs are more likely to tangle than stick, but still require a saving throw to avoid beentangled (a natural 19 or 20 on the roll does mean being stuck, though). Those who make a saving throw can fight in and move (5 ft. per round) through the webs. The cobwebs are flammable.



(Continued from page 7)

DRAGON TALES...

ALL WHO ARE LOST DO NOT WANDER...

The odd dwarf in the corner quickly covers the parchment he's been studying when anyone comes near. Seen from afar, it looks like an engineer's drawing of a clockwork man. When he notices you staring, he shrugs, then motions you over and tells you his story. He introduces himself as Lubbock Geargrind. He's looking for a clockwork device whose plans were stolen from a workshop in... you don't catch the mumbled name. He's traced several shipments of the kind of parts need to build the device to a village in the forest, Dragongold, or some such. You realize he's talking about something that happened hundreds of years ago. What he wants, is to recover the plans, and if the device was built, bring it back to... you didn't catch the name again. But he's will to pay well and cover some expenses of the search, with a bonus for recovering the device as well as the plans. Of course, he's talking about the clockwork automaton and fails to mention that it's 25 feet tall and swings a metal club. [Village of Dragon's Gold] [Dragon Cathedral]

INTO THE WOODS

As you walk into your favorite drinking establishment, the tavern keeper Mathilda Butterbeer is beside herself with grief. She thinks she just sent a child in a bunny suit off into the wilderness on a wild goose chase. She was telling stories her old grandad had told her about the lost treasure of Dragon's Gold, a village destroyed by a mad gold dragon long ago. The kid threw down a couple coppers for her and said he knew where to start looking for it. Before she could say another thing, the kid was gone. Others in the tap room said it was no child, but a halfling in a bunny a suit, who called himself an aardvark, or some such. Erebox the Aardvark. But that's silly because everyone knows aardvarks are just fantasy creatures, like those talking ducks. Mathilda will hear none of that. She wants heroes to go save that child. ♣ *Erebox the Aardvark*

HOWLS IN THE KNIGHT

Etham Malme, the young squire to Sir Redward Olmes, popularly known as the Red Knight approaches you. He asks for your discretion then tells of Sir Redward's "affliction." It seems poor "Red" (everyone calls him Red), has been taken by lycanthropy, one of the family several curses (while all the best families have them, the Olmes have lost count of their curses and afflictions... might be something in the water at the family's crumbling estate). He's not the first Olmes to be so afflicted (again, it may be hereditary, or just the water).

The family believes that cursed family members of an earlier generation left as a group to find a safe haven. And they think its time for Sir Redward to join them, if they still exist. Perhaps they can help poor Red gain some control over his affliction. If the party agrees, then they will accompany young Etham and his lord in search of rumors of the werewolves of Dragon Cathedral. Etham will travel with the party. Redward, however, travels in a sealed wagon. He is not well. [Dragon Cathedral] ♣ *Elder Worgg*

ANIMUS QUACKERS ON MY STOOP

This begins at the home of an individual party member. You are startled awake early one morning by loud pounding on the door of your home. As you stumble towards the door, half awake, the rising hostility evident in the angry, argumentative voices outside escalates rapidly accompanied by sharp quacks and hisses. The door opens on the startled faces of six bird like creatures, dressed in worn armor, magicians' robes, and hooded cloaks. A sturdy... duck... in armor has his hand clenched firmly around the neck of a... crow... in a cowled cloak. "Oh," he quacks, "Is this not the Ministry of Deeds?" Releasing the crow, he flourishes a long scroll covered in wax seals and ribbon that is apparently a deed of property ownership. "We... acquired this... from... a reliable source and need to register our ownership of it."

As the morning sun strikes the seals on the document, the crow makes a last grab for it, but is too late. Three of the sun-touched seals explode, ripping holes in the air through which indescribably creatures push into the street and begin attacking the duck group, who flee down the street, monsters in hot pursuit.

As ducks disappear out of sight, pursued by their assailants, the crow in the cowled cloak literally steps out of the shadows and reaches down to roll up the deed scroll before the light hits it again. Gesturing towards the now-safely-rolled scroll, she croaks "Good morning. Nacka Nightwall is pleased to make your acquaintance. It looks like I need a new set of companions if I'm to retrieve the lost treasure that the mad dragon hid here."

Nacka is the thief from the Fowl Folk adventuring party (Outdoor Random Encounters). The deed is genuine, but after centuries, may not be relevant. The seals... well, when triggered, they apparently rip holes in the fundament between worlds and let in bad things. Assume that the duck party survives and that they WILL be coming back for that deed at some point. [Dragon Cathedral] ♣ *Nacka Nightwall*, ♣ *Fowl Folk Adventurers*

WE'RE NOT A GANG, WE'RE A CLUB!

Gnoll gang warfare has broken out in the forest near the Dragon Cathedral as two rival war bands vie for control of the area (and destruction of their foes). One group has taken over the ruins of the abandoned village of Dragon's Gold in the forest. The other has set up their headquarters in the Dragon Cathedral itself.

The gargoyles will remain neutral so long as neither side damages, loots, or otherwise vandalizes the cathedral. Double the size of the advance scouting parties and assume that skirmishes between the factions are near constant.

This can be an obstacle to exploring or an opportunity to join in and support one (or both sides) in the conflict. **[Dragon Cathedral] [Village of Dragon's Gold]** ♣ *Gnoll Raiding Bands*

THE TRUE FAN

Generis Anshell is the sole heiress of a wealthy merchant family. Some years back she stumbled upon the legends surrounding Aulde Dawne and became fascinated by them. She buys up any artifacts alleged to have connection to the dragon and her stories. She hosts small museum in her home devoted to the dragon myths. Her collection includes priest and acolyte robes (some look fake), several golden dragon scales, and a tattered bundle of journal pages, with a carefully written out transcript nearby. The journal describes the transport of several massive crates from a cave said to be the dragon's final lair, to the Dragon Cathedral. The description of Cathedral and its location is quite

detailed. She claims to have located it in a distant forest and is willing to share that information with the party of heroes she has assembled.

She wants ALL the artifacts the party can bring away from the Cathedral (acts of theft and desecration don't seem to bother her in the least). She saves the worst bit of news til last: She and her husband Ermahl will join the quest to the Cathedral to search for the dragon's lost secret. For the party to get paid (or keep their share of any loot), she has to accompany them to the Cathedral, find the secret, and stay alive (no mention of whether or not her husband, or their three sturdy bodyguards need to survive as well.)

Tactics/Roleplay: Generis and Ermahl are rich, entitled people. Generis treats her servants well and often fairly, but rarely sees other people as her equals. Ermahl should be unpleasant in whatever manner the players running the adventuring party find most annoying. **[Dragon Cathedral]**

GHOST DUCK

The Fowl Folk adventurers stumble into trouble and all but three are killed. Unfortunately, the dead ducks have risen up as various undead and are clawing their way towards the survivors who, running scared, have managed to drag the undead in the adventurer's party. Chose three ducks and turn them into undead of appropriate challenge level for the party. Include additional undead of that kind if necessary to make it feel dangerous. The surviving ducks would probably like their friends healed and restored to life if possible. ♣

Fowl Folk Adventurers

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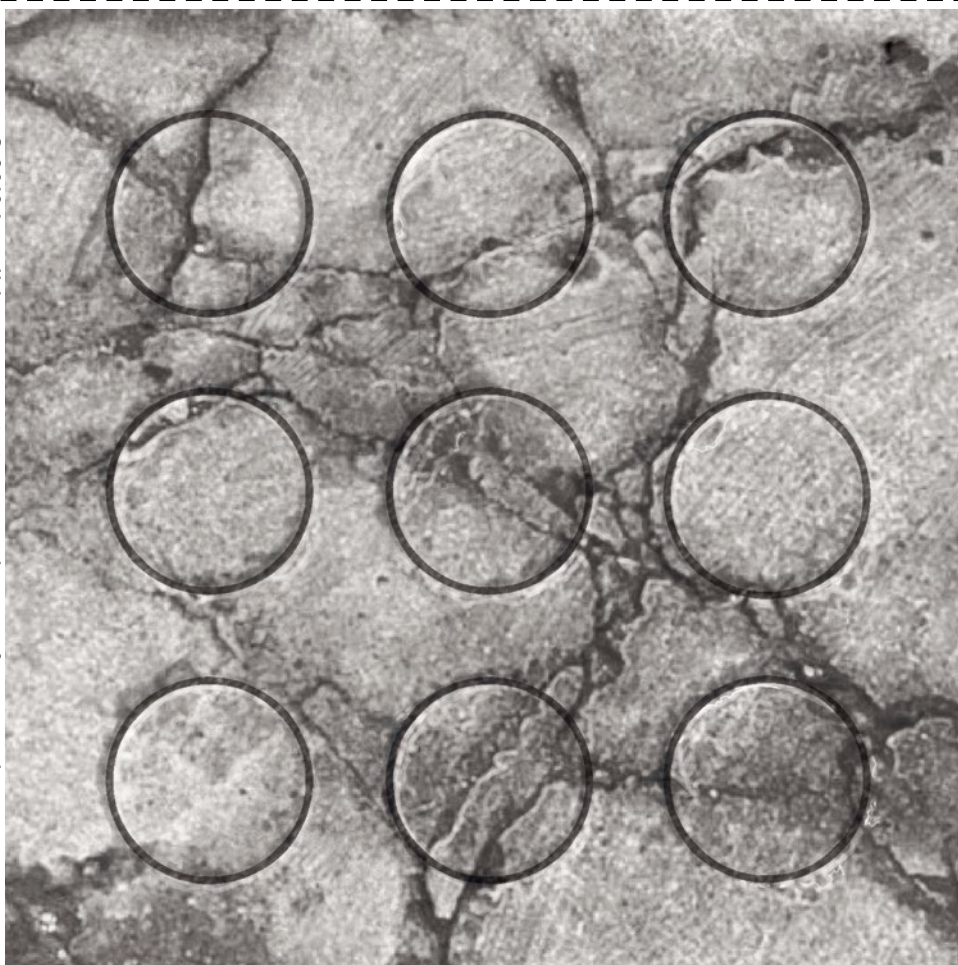


The Secret Painting

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Player Handouts

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Circles on the Floor

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