

# WARREN OF THE WITHERED WYRM

For Characters Levels 10-14



by rc pinnell

*What you think you know about dragons is about to be put to the test. For your experience and self-education as explorers is sorely lacking. Both of which may, possibly, be greatly enhanced--should you survive. But many have entered the warrens, smug in their belief that they were more than capable to deal with what awaited within. Few have returned, with those being so traumatized they could not coherently report the horrors that they had faced. Dare you, now, follow in their tracks?*

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*This product includes a large, annotated map of an extensive cave system, along with descriptions of the creatures found therein, a Background and premise, a complete party of pre-generated characters, and a detailed explanation of the species of dragons as they appear within this adventure. The latter being exclusively found here, and pertaining only to the scenario and not to any other game system or campaign-world.*

# WARREN OF THE WITHERED WYRM

## For Characters Levels 10 - 14

### PREFACE

The premise of this adventure-scenario assumes that female dragons have a biological edge over their male counterparts. That, like the great white shark, the females are by far larger and stronger than the males. This means that you—the DM—either temporarily include within your game world the reasoning supporting the adventure, or allow it to take place as a *stand-alone*, outside your own campaign, allowing your players to access it. What ever you decide, it is strongly suggested that you portray the dragon, with all its abilities, as given, reducing the number or effects of its powers only if your players' characters are in the low range, or lower, than the levels suggested.

### NOTES FOR THE DM

It is impossible for an adventure (as a product) to account for all the differences between the players' styles within such a large hobby community; especially the strengths and weaknesses of their characters; most of all, the DMs. The job of making everything work lies, obviously, in the hands of those running the game. The success or failure of the experience is equally shared between them, and the information provided. If this scenario and/or any of its components appear faulty, it is assumed that the DM will see and adjust the bits and pieces before actually running the adventure.

An *average* party should include the four basic classes (cleric, fighter, magic-user, thief), with the remaining ranks filled with either sub-class or multi-class types. No single class character, however, should be less than 9<sup>th</sup> level, with multi-class types being no less than 8<sup>th</sup> in their highest class.

The mechanics underlying this adventure are *based on* the **Advanced Dungeons & Dragons** edition-system. If you (the DM) intend to include materials from other sources, please make adjustments to the information that follows, in order to retain as much of the challenge and reward as possible.

This product is divided into three sections: The **Foreword** (what you are reading), The **Adventure** (which includes the description Key to encounter areas), with the last being, The **Appendices** (which includes the map, a pre-generated group of characters, and expanded material concerning female dragons).

### GETTING STARTED

You (the DM) must present to your players' characters a world—or, a part of your world—where the wild and untamed lands are far removed from the civilized states and realms. It is a world where encounters with even the most

familiar types—orcs, goblins and such—have become most uncommon and the sight of an ogre or giant is rare. It is a world where myths and legends linger in the air like a strange mist visible only to the most aged of citizenry able to recall stories told them by their grand sires. It is a place where the word *dragon* conjures only vague images of something terrible, beyond physical description with the one exception, that its roar was as thunder, cracking open the skies and breaking the ears of any one unfortunate to be near when the creature appeared.

In this world the player-characters have spent a lifetime, gaining wealth and reputation, exploring the deep and dark tombs of long forgotten persons, the abandoned dungeons of past civilizations, blazing trails into unknown lands far beyond the boundaries of the known lands. They have survived, escaping death many times due to their increasing skills and powers. Settled down and content with their status, the memories of those times linger in the back of their minds, surfacing now and again as whispers in their ears, beckoning them to explore, once more.

And now, within the comfort of their abodes, surrounded by all the luxuries they can afford, the characters have become aware of spreading rumors throughout the land. Conversations whispered in local taverns, pubs and in market places have become the daily fodder gaining in fear and despair as a disease, rolling across the land, village to village, town to town. And are now the concern of the local nobles and authority, as mounting tales of citizens disappearing in recent months have stirred the populace into demanding that something be done. Thus far nothing has been, though a suspect's name has surfaced. A blanket of terror covers the land as all retreat to what safety they can find. All, after hearing just the mention of a single word—Jerimat!

### FORMING THE GROUP

The characters must form their own association, knowing of each other only by reputation. However, each shares a connection with one another, as they took up their careers mainly because of old tales told to them as children by an eccentric elderly member of their own family. Some in which the reporter claims to have had an actual encounter with a ferocious beast bearing a name much like that now being uttered.

Once they have contacted one another, through whatever social means is available, allow them to use their years of experience and skills to find out where they need to go; including the use of crystal balls and spells, to learn as much as they can. At best, all such efforts will only lead them to the location-entrance.

## THE ADVENTURE

The lair of Jerimat lies deep within the earth, hundreds of leagues from the nearest border of the civilized realm: that familiar to the characters. Travel to the location should not be an issue for those at the levels intended. As they get close to their destination, the characters should notice a subtle, yet distinct feature: an extinct volcano rising up from a huge area of desolate rocky waste surrounding it. At the base of the mount appears an opening, dark, and beckoning. During the day the entire region is hot as heat waves radiate up from the ground. At night, surprisingly cooler, though a clearly visible red glow can be seen in the entrance.

Once entered, the tunnels and caves within should be easy to navigate—posing no serious resistance. The DM should assume the primary passages are between 18' to 20' wide, with walls reaching 12' to 14' before beginning to narrow as they arch upward to as high as 32'; secondary passages will be from 10' to 14' wide, with walls at 10' to 12' before narrowing toward their apex of 16' to 18'. **Note: the narrow, 3' wide passages, lead to a secret cave not accessible by most lair residents; this is shown on the map as (7) and is a safe zone for the characters.** Though the smaller canine denizens *can* make their way into this space, they usually avoid doing so, as it usually lacks anything of interest to them.

Jerimat has a 54-63% chance of noticing if she is being probed via a scry/crystal ball attempt. If the characters use such within twenty-four hours of entering the tunnels, she and all her guardian minions will be on the alert. If the players attempt doing so anytime/where within the lair, she will know, and have a general idea of their location.

## RANDOM-WANDERING ENCOUNTERS

These will occur from time to time as the characters explore the warren. Check every 3 turns spent, with a roll of 1 on a D 10 indicating such happens. The creatures listed below will (usually) be encountered within certain location, passages/tunnels, as they are instructed by Jerimat to maintain security within these locations.

1. Hell Hounds (1-3) 4HD/27 hp each; passages 1-16
2. Hell Hounds (1-3) 5HD/34 hp each; passages 1-16
3. Hell Hounds (1-3) 6HD/41 hp each; passages 1-16
4. Hell Hounds (1-3) 7HD/48 hp each; passages 1-16
5. Fire Giants (1-3) 62 hp each; passages 1-12
6. Fire Giants (1-3) 64 hp each; passages 1-12
7. Fire Giants (1-3) 66 hp each; passages 1-12
8. Fire Giants ((1-3) 68 hp each; passages 1-12
9. Gas Spores (1-2) 1 hp each; passages 1-6
10. Blast Spores (1-2) 1HD/ 4 hp each; passages F-H/\*\*
11. Fire Mephit, 25 hp; passages F-H
12. Fire Bats (3-6), 9-16 hp each; passages 1-6

Any creature above that appears in a set location later must be deducted from the number appearing there, if killed as a random event.

\*\* New creature; described in Appendices.

## KEY TO THE WARREN

1. ENTRANCE TUNNEL: The opening to this tunnel is not shown on the map, being approximately another 30 feet east of where the tunnel first appears. As wide as it is, the bends and twists of it reduce the amount of light that can reach the portion designated (1) to the point that, even at midday, the light within is close to the same as if it were dusk outside; adjust this according to time of day, as needed. A small nook along the north wall (**a**) contains a human corpse, propped up, with a warning written on parchment spiked to its chest bidding *welcome* to visitors; this is written in the fire giant language. A smaller passage in the south wall leads to a small cave (**b**). Linger within is a **Blast Spore** (6 hp). There is a 35% chance that Jerimat will hear the explosion if it is destroyed—if she is in her private cavern (21).

THE NATURAL CAVERNS: A river once flowed out of this mountain, (note the collapsed tunnel), creating the caverns 2-6, from 17-20; all others, being above these in elevation, and were initially pockets formed as the earth shifted and moved, until being expanded upon once they were discovered. The air within is breathable, but grows thick and musky the further one goes; in the cavern of the lake of fire and adjacent caves the air is hot and moist. So much so that heat exhaustion will result in those not accustomed to it, after 1 hour of remaining within. While the sound of feet walking upon the sandy floors seems to indicate that noise does not travel far within the warren, the opposite is actually more the case. The walls of the tunnels and chambers are more solid rock than anything else, and the clanging of swords in area 1 can be heard as far as caverns 2 and 6, for example.

2. CAVERN This chamber has been recently claimed by a creature and is usually avoided by the warren residents. Currently occupying it is a large **Roper** (12 HD/ 88 hp.) Its only treasure is in its gizzard (18 PP/5 Gems.)

3-5. CAVERNS OF THE FIREBATS An unusual amount of these creatures has established a colony within the warren; most likely attracted by the warm temperatures within, and nourished by the frequent number of intruders seeking the riches rumored to be present. As such, their colony has prospered under the protection of the other creatures serving the proprietor of the warren. What little treasure they have garnered for themselves will be found in cavern 5. Distribution as follows:

3. 7-10 Fire Bats: 16 hp each
4. 7-12 Fire Bats: 12 hp each
5. 9-16 Fire Bats: 9 hp each

AC 8, MOVE; 6"/20", HD 2, ATK 1, DAM. 2-8, SD: Immune to fire, ALIGN. Neutral Evil, SIZE: S, XP: 28+2/hp  
With more information regarding these creatures located in *Monster Manual 2* (p.16). If the colony suffers losses of more than half their total, they will flee to area 6.

6. **LARGE CAVERN** Four passages enter/exit this (the third largest) cavern in the warren; from the east, west, north and south. The apex of the ceiling (where the #6 appears) is roughly 40 feet above the floor, with the walls of the cavern reaching 8 to 10 feet in height before arcing towards the roof. The entire place is filled with mounds and heaps of items, some stacked as high as 10 feet. All of it is common items that adventurers might bring with them into the place, and most are broken, smashed, splintered, torn, crushed, and useless. Everything from a large shield, pole arm, backpack, boots, breast plate, etc. can be found. Literally hours could be spent rummaging through the piles, if the characters so chose; they should not find anything of use unless you/the DM decides to let such be. Some stacks are teetering precariously and the slightest nudge might send them toppling (decide the odds for this as needed.) One such incident should not attract much attention from the warren residents, but if the characters repeatedly cause such, the hell hounds, fire giants—or both—will appear to investigate the cause; use the wandering table to determine which. Otherwise, roll on the random encounter table to determine if the cavern is occupied. Naturally, if the warren is *on alert*, there will be guards posted here. (See Giants' Caves for more information regarding this.) Unknown to Jerimat and her servants, an item of interest managed to get itself into the ground at location marked—X. You/the DM may decide what this is, or make it a **Greater Ring of Spell Storing** that contains the following spells: Cure Light Wounds x3, Neutralize Poison, Control Temperature 10' Radius, Wall of Thorns, Conjure Earth Elemental, Reincarnate. Or, a **Ring of Wizardry** (doubles 1<sup>st</sup> through 3<sup>rd</sup> level spells.)

7. **SAFE CAVE** Two, three foot, tunnels access this area (see map) and are much too narrow for the giants to pass through; though the smaller hell hounds can do so with ease—and the larger with some effort—they avoid doing since it is empty and holds nothing of interest to them. If the characters have entered the warren undetected, and have not cause much commotion exploring, they may return to this chamber to recover from wounds and regain spent spells. Naturally, if they repeatedly do so they will leave tracks behind that patrolling hounds will most likely notice (from scent). Thus, some precaution should be maintained by the party; if not, let the chips fall as such.

8. **CAVERN** Long ago a **Spore Queen** found its way into the warren and this cave in search of a location to claim as hers and construct her own hive. Jerimat allowed the creature to remain as long as the spores didn't become a nuisance. This arrangement has continued due largely to the fact that the spore queen produces offspring once every five years. Once the spores mature, they tend to leave the hive driven by their own, mysterious, wants. At present, a few spores roam about the warren (see the random encounter table), returning to this cave to rest. If characters find and enter the chamber, they will encounter the Queen (100%) and from 1 to 6 other spores. She is treated as having AC 7, doing triple explosive damage in a 40-foot radius-blast, if she is struck/killed.

9. **CAVE** This chamber is clearly for storage, as it is filled with giant wooden barrels (6' high, 4' across at the widest) containing various items; mushrooms and roots, dried and/or salted meats, water, etc. It is the pantry (of sorts) for the occupants of the chambers further east. From time to time (1-3 on a d6) it is also guarded by 1-4 **Shriekers** (13 hp each). These strange beings/creatures are treated as pets, as they frequently alert the warren denizens of intruders. If they are present, and if they become alarmed at the intrusion of the characters, they will attempt to live up to their name. (See X's on map for their locations.)

10-12. **CAVERNS OF THE FIRE GIANTS** For reasons known only to them, a dozen fire giantesses moved into the warren decades ago, pledging both their loyalty and services to Jerimat in exchange for something. Exactly what it is they desired to gain is known only to them, and the warren queen. You (the DM) may come up with what ever this is. Since then, the fire giants have maintained the warren, collecting and sorting, stacking and storing all the items that intruders left behind as group after group sought to rob Jerimat of her rumored treasure, only to die, adding more and more treasure as decades passed. They are devoted to Her beyond any attempt to turn them against Her, and will die defending Her and the warren. Their common room (**10**) is filled with furnishings sized to accommodate their bulk, with the walls covered with the skins of various large animals. A toilet area to the southwest reeks, with scores of piles of excrement and pools of rancid urine cover the floor. Characters deciding, they want to investigate the locale must make a Save Throw vs. Poison or suffer damage to their lungs as if being attacked by green dragon breath, each turn spent in the area. If lucky, they might discover an invisible object (**C**) in the corner (1 in D6 chance per turn exploring). This is the skeleton of a long-ago intruder, a **Ring of Invisibility** still on its finger. Their sleeping chamber (**11**) contains double bunk beds enough for all of them, along with large foot-lockers and wardrobes filled with their personal items. The clothing within these is likely of no interest or use to the characters, but each giantess will have a small amount of treasure she is fond of; rings, jewelry, hair pins, necklaces, etc., each collection having a value of from 1,000 to 6,000 GP. The kitchen/dining area (**12**) is divided, with the former being in the southern section and the latter, the north. These are filled with typical sundry items appropriate to each area's function.

If the warren is on alert, half of the giantesses will be at cavern 6 as intruders arrive. They will throw spears (doing 1-12 +9 hp damage each) before closing on the invaders with large swords (doing 2-16+9 points of damage per hit). HP: 3x68, 3x66, 3x64, 3x62. They will call for support if they suffer 50% losses; those in their quarters will arrive in 2-4 rounds thereafter. When in their quarters, distribute them as you/the DM decide where they might be according to the time of day and whatever routine you wish to establish. On alert they are AC3, M12", ThAC0 10, Size—Large. Unprepared/surprised they are AC5.

13. WIDE PASSAGE Two large alcove-like sections jut out of the passage here; one to the north, the other south. The ceiling in the passage-proper reaches a height of around 40 feet; but only 30 in the alcoves. Suspended from the ceilings in the alcoves are **4 Huge Piercers**; two in the north, two in the south. These are larger than the more common encountered, having 5-8 hit dice, doing more damage (see below). They otherwise behave like their lesser kin, dropping on unsuspecting victims that pass beneath them; the creatures generally stay within their alcoves but are capable of moving into the passage if driven to. AC2, Move 1", SA 95% likely to surprise, SIZE L. DAMAGE 5-30/5 HD; 6-36/6 HD; 7-42/7 HD; 8-48/8 HD

14/15 HELL HOUND KENNELS As seen in the random-encounter table, a pack of these creatures resides within the warren, serving the fire giants and Jerimat as patrol units. Any that are encountered and destroyed outside the kennels must be deducted from the figures to follow. Each cave (14-15) can easily house the entire pack, but you/the DM, may divide them into groups, if you wish. They are normally surprised on a 1 in D6, but should characters create any noise in chamber D ahead of encountering the beasts, the odds of surprising them drop to 1 in D10. As noted previously, they have the following HP: 3x48, 3x41, 3x34, 3x27, are AC4, MOVE 12", ATK 1, DAM 1-10, SA Breathe fire, MR Standard, INT Low, AL Lawful Evil.

D. WIDE PASSAGE This area is filled with bones of all sorts, shapes and sizes, from wall to wall, at an average height of 1 foot. Two narrow dog paths wind through from the south about 3 feet from the walls, one going north, and the other east, but only careful examination of the area will reveal these beforehand. Otherwise, anyone passing through the area without the aide of bright light, equal to a Light spell or stronger, will step on the bones per turn moving, on a roll of 1-4 on a D6 (1-2 for elves, 1 for halflings) causing loud crunching sounds that will alert the kennel residents. Obviously, if the characters take great precautions as they move—silencing their motion by magic or otherwise, this may alter the chance of surprising anything that might lie ahead. (Note: the fire giants care little about this area and usually just stomp through, which might explain the multitude of broken bits and shards among the mass of bones.) Somewhere beneath all this lies an **Amulet of Inescapable Location**. If you/the DM prefer, a small item of value might be placed, instead, within the chamber; either case requiring extensive searching before it being found. (Suggestion: found on a roll of 1 in D12 per turn spent looking.)

16. CAVE/FALSE TREASURE VAULT What appears to be an enormous number of gold pieces (1,000,000) is actually a pile of copper ones (valued at 5,000 GP). An illusion has been placed upon the pile that must be disbelieved before anyone sees it for what it really is. Hidden within this mass is a **ring of delusion** and a **Periapt of Foul Rotting**. Finding either one, or both, will require spending a great amount of time.

It is possible that fleeing fire bats have taken refuge here (see *Caverns of the Fire Bats*) and, if so, be prepared to conduct an encounter based on those that survived and are present. Place the *treasure* in the western section of the cave, and the bats in the east-alcove. (Note: you may assign two or three fire giants to be present as well, to be deducted from those described previously.)

17. GREAT CAVERN-LAKE OF FIRE As the characters get within 30 feet of this chamber, they will notice that the air is much warmer, and wetter. Upon entering the vault, they will find themselves on a ledge that runs along most of the eastern half. A sheer vertical drop of 8 to 12 feet meets the fiery lake below, where bubbles of gas rise to the surface, erupting into small fireballs. Several rock islets, broken stalagmites, rise from the lake (see map) with the two larger ones capable of supporting up to six man-sized figures. The water temperature ranges from 190 to 250 degrees F. Often slinking about within will be **Jerimat**, herself! This is a base, 15% chance, unless you, the DM, prefer to place her here for the ultimate show down. As an *Immortal* red dragon, she has abilities far beyond the standard types encountered. (The reason for this is described more in the Appendices, and should be read carefully before running an encounter with her.) She is AC -6, can MOVE 18", has 128 hp, ThAC0 7, can attack with 2 claws and bite for 1-8+5 x2/3-30+10, has the ability to cast 2x1st, 2x2nd, 2x3rd, 2x4th and 2x5th level spells; you can create her spell-list/book, or allow her the following: Charm Person, Magic Missile (as 11<sup>th</sup> level); ESP, Web; Slow, Suggestion; Dimension Door, Polymorph Other; Conjure Elemental(water), Feeblemind. She can use her breath weapon 5 times per day. If she is present, any portion of her within the water is treated as if invisible. But she must raise her head out of the lake in order to breathe fire or cast spells. **As it is not possible for this text to describe for you the best strategy for her to use against the characters, you (the DM) should apply whatever reason and logic you deem needed to conduct an encounter with her. However, she is arrogant, and cannot believe herself in danger from puny invaders. She will only attempt to flee if reduced to less than 25% of her hit points.**

If Jerimat is not present, there is a 10% chance instead that 2 **Greater Salamanders** will be patrolling the lake. These creatures have 9+9 HD (71, 69 hp) and are not beholden to Her as the fire giants; they have their own purpose for being here, as they are in search of a unique item they suspect might be within Her treasure.

Spread upon the bottom of the lake is the majority of Her treasure; items not able to withstand the hot wetness being kept in chamber 18. This includes 130 gems (total value of 26,200 GP); 40 pieces of jewelry (total value of 144,500 GP); **shield +2**; **javelin of lightning**; **ring of feather falling**; **ring of protection +4** on AC/+2 on saving throws; **sword**—bastard +3 **frost brand** (16 INT, NG, 3 PA); **chain mail +3** (optionally elf sized). How all these are located and retrieved from the lake is left to you/the DM, to handle.

18. CAVERN/TREASURE VAULT Items not able to stand the heat and wetness of the lake are stored here. As the air here is much cooler than the previous chamber (about 100-105 F,) the salamanders have not been able to spend any lengthy amount of time searching here. Thus, the item they seek—and several others of worth—will be found as follows: 9 **protection scrolls** (1 of each type/total value 14,500 GP); 7 **scrolls** of 1 spell each; 6 **scrolls** of 2 spells each; 5 scrolls of 3 spells each; 4 scrolls of 4 spells each; 3 **scrolls** of 5 spells each; 2 **scrolls** of 6 spells each; 1 **scroll** of 7 spells. (Total value must be determined by DM, who must determine spells per scroll; any cleric scrolls will be intact, where those containing the spells Jerimat has memorized, must deduct those spells as having been studied and thus erased from the scroll.) **Crossbow of Accuracy +3; bracers of defense AC3; 90 +1 arrows; 70 +2 arrows; 50 +2 bolts; carpet of flying (large); wand of Orcus!** (Yes. That artifact. You may, if you wish, remove this item or substitute something else that you deem would be of great value to the characters. But something that comes with a *catch!*)

19. CAVERN All of the warren residents avoid going into this chamber; more because its occupant is a nuisance to them, than anything else. If the characters enter it, they will encounter a huge colony of **Yellow Mold**; roughly 23 feet by 24 feet, it has managed to attain intelligence of sorts. (Consult the Monster Manual regarding this.) While Jerimat could easily destroy it with a puff of her breath, she has allowed the colony to remain, as she does not have any use for the chamber at present.

20. CAVERN INLET If not encountered in the lake, the salamanders are most likely to be present, here (70%) as the water is shallower and much warmer (about 350-F). If they are not here, or the lake, they will be certainly be found at location E, where the water comes up from the earth much hotter (500-F).

F CAVE Of the tunnels running from area 17 to 21 the least used is the one passing through this cave; perhaps because of the narrower ones accessing it from the south, Jerimat herself never visits this chamber, as it is more or less a dead end of sorts. Regardless, she allows its current occupant free run of it as long as *it* does not go further east than G/H. When characters enter, it is 40% likely that a **Giant Slug** will be present. Having 82 hp, it is 12 HD, AC8, MOVE 6", ATK bite/spit, DAM 1-12/as breath type, SD blunt weapons do no harm (magical blunt weapons do only the magical plus, and do not include strength), SIZE large.

G-H CAVES These two open areas in the passage from cavern 17 to 21 appear empty, but are—in fact—guarded by 2 **Blast Spores** (1 in each). These creatures are fully described in the Appendices, and appear identical to a Gas Spore/Beholder. The explosion caused by the death of these creatures is potentially lethal even to high level characters, with other effects that can render an entire party immobile and defenseless for multiple turns, or even hours.

If Jerimat has fled the lake cavern or is otherwise located in chamber 21, she will not hesitate to breathe down the passage and explode these creatures when she feels doing so will harm those entering her lair, or those that attacked her.

21 GREAT CAVERN/JERIMAT'S LAIR This is where the warren owner resides most of the time. If Jerimat flees here from an unusually strong encounter with invaders in cavern 17, she will automatically regain half the hit points she may have lost there; a **magic bowl\*** in the northeast alcove contains the equivalent of 12 potions of Extra-healing, and it will have been drained. If the characters encounter her first, here, the bowl will be filled. As stated previously, her combat strategy against intruders is not one that can be laid out as *the* most effective; each DM will have to best judge what She will do, what abilities she will use, and when/or whether she will flee from combat. In this chamber, if it looks as if She is losing, she will move to the northern portion of it and use her *Dimension Door* spell, to take her to the entrance of the warren (#1), where she will then run quickly to the exit and fly away. This would only be done in an extreme case. If she resorts to such, she will not return to the warren until she is fully healed; thereafter, she will await for the intruders to exit the tunnel, blasting them with her breath before leaping to the sky, where she will then circle about and swoop down to breathe as many times as she can. If she is injured again and brought to less than half of her hit points, she will fly away, plotting revenge upon her attackers some time in their future. \*(To be created by the DM.)

This ends ***The Warren of the Withered Wyrms.***

## AFTERWORD

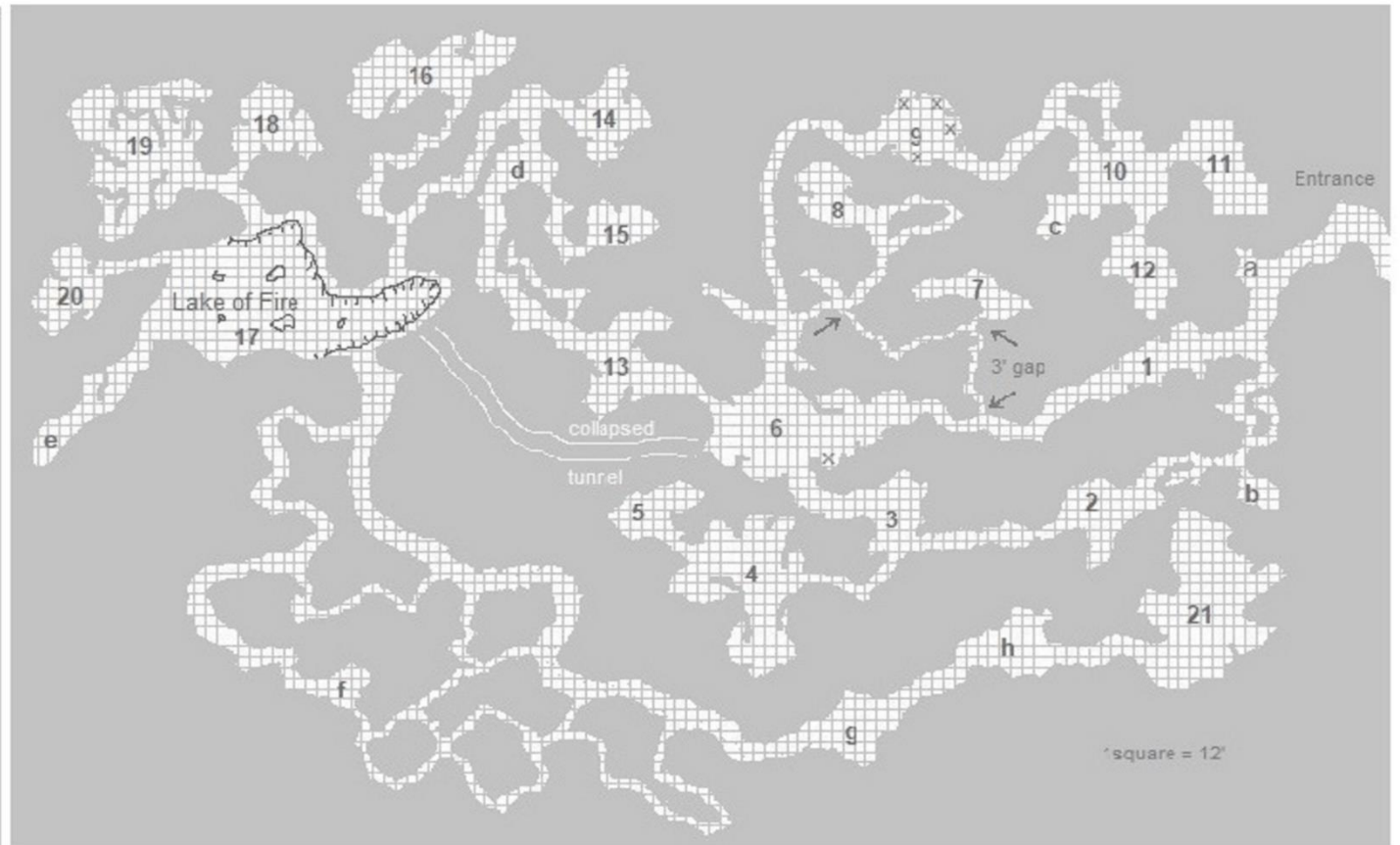
The adventure just described provides the framework on which the DM must build. It is not possible, in the author's opinion, that works of this sort can account for every kind of possibility in regards to character-actions.

In the end, it is the job of the DM to take what is at hand and make the adventure exciting and enjoyable for the players.

Text/Map by RC Pinnell  
Cover Illustration: PD  
Editing Advise, Leon (Lordpeyre) Baradat

# Appendices

## 1. Map



### NEW CREATURES

#### BLAST SPORE

FREQUENCY: VERY RARE  
NO. APPEARING: 1-2  
ARMOR CLASS: 10 (7 adjustment)  
MOVE: 1"  
HIT DICE: 1 (6 hp)  
%IN LAIR: 90%  
TREASURE TYPE: NIL  
NO. OF ATTACKS: 1  
DAMAGE/ATTACK: 12-72/6d6x2)  
SPECIAL ATTACK: See Description  
SPECIAL DEFENSES: See Description  
MAGIC RESISTANCES: Standard  
INTELLIGENCE: Non-  
ALIGNMENT: Neutral  
SIZE: L  
XP VALUE: 99

The Blast Spore is a sterile cousin of the Gas Spore. And as its lesser kin, its resemblance to an eye tyrant is the same. It does not, however, have the same ability to attach itself to another creature/ being, and insert its rhizomes into it. This does not make it less a threat. On the contrary, upon its death, the blast that results not only causes physical harm to all within a 30 foot radius, but can also cause victims that fail their Save Throw to become blind and/or deaf; the save is vs breath weapon. Thus, a failure of any of the 3 required saving throws may result in great physical damage ( 12-72 hp loss ), blindness, and deafness; the two latter being permanent, requiring high level spells. (A third level Cure Blindness cleric spell is not sufficient. Restoration of sight and hearing require the application of both a Heal spell and Regenerate.)

## APPENDICES 2

### DRAGONS

The dragon represented in the previous adventure is created based on the premise that, like great white sharks, the female of the species lives longer and grows larger than the male. This occurs as the creature passes through its Mature stage, losing its ability to mate as all of its eggs have passed out of its system one way or another. At this point, the female begins to lose estrogen, and gain testosterone. (While this is not, actually, how things work for most species, regarding growth of cells as such, it applies in this case because—after all—this is a fantasy game.)

The tables below apply to Jerimat, an Immortal Red dragon, and from which can be extrapolated the data to represent any or all other types of dragons one wishes to include.

TABLE 1/PHYSICAL

Age		HD Progression	Size	AC	Damage/Attack	Move:
6.	Old (101-200 Years)	10-11-12	54'	-2	2-9/2-9/5-32	11"/27"
7.	Very Old (201-400 Years)	11-12-13	60'	-3	3-10/3-10/7-34	13"/30"
8.	Ancient (401-800 Years)	12-13-14	66'	-4	4-11/4-11/9-36	15"/33"
9.	Venerable (801-1200 Years)	13-14-15	72'	-5	5-12/5-12/11-38	17"/36"
10.	Immortal (1201-Years)	14-15-16	78'	-6	6-13/6-13/13-40	18"/38"

TABLE 2/OTHER

Age	Intelligence	Spell Use	Chance to have/Greater amount treasure listed
6.	15-17	2-2-2	25%/100%
7.	15-18	2-2-2-1	50%/150%
8.	16-18	2-2-2-2	75%/200%
9.	17-18	3-2-2-2-1	100%/250%*
10.	18-19	4-3-2-2-2	100%/300%*

\* Use tables G, R, U

### BREATH WEAPON/SUBDUALSLEEPING

As previously established, dragons are able to use their breath-weapon up to 3 times per day up to the age of Ancient. For each age beyond this, they can use their breath once more. (4 x/Venerable; 5x/Immortal). Venerable and Immortal dragons will never submit to being subdued. While all dragons sleep, the chance of attacking a Venerable/Immortal dragon while asleep is 10%/5%.

## PRE-GENERATED PARTY

#	Class:	Level:	HPS	STR	I	W	D	C	CH	Race	HGT	WGT	SEX	AL
1.	Cleric	11	88	14	12	17	10	16	10	HU	5'10"	155	m-f	any
2.	Druid	10	68	12	11	17	09	12	16	½-E	5'7"	130	m-f	N
3.	C-F	4-8	51	17	12	13	08	15	10	½-O	5'5"	152	m-f	any
4.	Fighter	9	97	18/81	09	12	13	16	10	D	4'6"	174	m*	any
5.	Paladin	10	98	16	11	13	14	16	17	HU	6'0"	175	m-f	LG
6.	R-T	9-11	77	18/02	13	15	12	17	11	½-E	5'8"	150	m*	NG
7.	MU	12	42	13	16	12	16	15	09	HU	5'9"	145	m-f	any
8.	MU-T	8-10	48	13	14	09	16	15	13	E	5'0"	90	m-f	**
9.	Monk	10	49	18	10	15	15	15	11	HU	6'2"	168	m-f	L-

\* You may ignore strength limits to females and allow them, due to some magical event of the past.

\*\* The character must have a neutral component.

L- The monk may be either Lawful Neutral or Lawful Good, only.

Note: **any** does not include evil characters. The *balance* of this party must take into account the presence of the paladin.

## CHARACTER ITEMS

#	Items
1.	+1 chain, +2 shield, +2 hammer, staff striking, 2 potions giant strength(hill), potion fire resistance
2.	+3 leather, +1 shield(w), +3 scimitar, ring mammal control, 2 potions of climbing
3.	+3 splint, +2 shield, +3 sword, +1 mace, staff curing, 20 +2 bolts, potion giant strength(storm)
4.	+4 banded, +2 shield, +2 hammer, +3 sword, crossbow speed, 8 +2 bolts, 3 potions extra-healing
5.	+3 chain, +3 shield, +3 sword, +1 mace, boots elven kind, rope of climbing, 3 potions extra-healing
6.	Bracers AC4, +3 ring protection, sword of wounding, +3 mace, 20 +1 arrows, bag holding, ring invisibility
7.	Bracers AC3, +2 ring protection, +2 dagger, cloak& boots of elven kind, 3 potions extra-healing
8.	+3 cloak protection, +3 ring protection, +2 sword/giant slayer, boots of speed, scroll of 4 spells**
9.	+1 cloak protection, +3 ring protection, +2 spear, +3 crossbow of accuracy

\*\* Contains the spells: Invisibility, Web; Lightning Bolt; Ice Storm

## CHARACTERS' SPELLS

## CHARACTERS/OTHER INFO

#	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>	Move	AC	ATK/RD
1.	7	6	5	3	2	1	12"	1	1
2.	7	6	4	3	2	-	12"	3	1
3.	3	2	-	-	-	-	12"	-2	3/2
4.	-	-	-	-	-	-	9"	-3	3/2 (2 if specialization allowed)
5.	2	-	-	-	-	-	12"	-1	3/2 (2 if specialization allowed)
6.	1/1(druid/magic-user)			-	-	-	12"	1	3/2
7.	4	4	4	4	4	1	12"	-1	1
8.	4	3	3	2	-	-	12+"	2	1
9.	-	-	-	-	-	-	12"	-1	1 (2/monk's open-hand)

1) Allow spell-casters to choose which spells they wish to have memorized.

2) Either create spell-books for those using magic-user spells, or assist players in doing so.

3) Allow those able to create scrolls to do so; of spells they may normally cast; up to 1 scroll per level.