

A red dragon with large, leathery wings is breathing a stream of fire from its mouth. The dragon is positioned in front of a stone archway, and the ground around it is covered in flames. The scene is set in a dark, cavernous environment with stone walls and a large, glowing fire in the background.

The Dragon's Breath

An OSRIC Adventure

By Joseph A. Mohr

THE DRAGON'S BREATH

An OSRIC 1ST EDITION Adventure

For 5-7 Characters Level 4th to 7th

By Joseph A. Mohr

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Joseph A. Mohr

CREDITS

The Dragon's Breath is written by Joseph A. Mohr

Cartography was made with Campaign Cartographer 2 Pro by Joseph A. Mohr.

Artwork included on the cover page and interior of this adventure were created by:

Boulders	Theblackrhino@depositphotos.com
Cover (Red Dragon)	Fotokostic@depositphotos.com
Dragon Face	Outsiderzone@depositphotos.com
Dragon Flying Drawing	Outsiderzone@depositphotos.com
Dragon Hoard	Fairytaledesign@depositphotos.com
Dragon Hoard 2	Fairytaledesign@depositphotos.com
Dragon Hoard 3	Fairytaledesign@depositphotos.com
Evil Wizard	Memoangeles@depositphotos.com
Treasure Chest	3drendering@depositphotos.com
Wizard Lab	Fairytaledesign@depositphotos.com
Wizard Statue	Samiramay@depositphotos.com

GAME MASTER NOTES

This module is intended to be a short adventure playable in 3 to 4 hours. I wrote this module intending it for use in convention play. I am estimating that four or five combat encounters along with a few puzzles, tricks, traps and riddles should be playable in that amount of time. I highly recommend that players exploring these caves have a balanced party with healing and a thief who can possibly find traps.

This particular module is shorter than my others in this series. This one has only nine encounter areas. But I foresee the boss battle in this one to be much harder and likely to take much longer. In the end I see this battle being much more satisfying than most because it is a battle with a dragon. People are likely to die in this one. I doubt they will mind too much given the scope of the battle involved and the potential treasures to be gained. Despite the title of the game real battles with dragons tends to be kind of uncommon or even rare in this game. This is for a simple reason. Dragons are often an incredibly tough encounter to survive and most of the time people are attached to their characters and prefer to avoid such risks.

This was originally play tested by some friends of mine from work. Two characters died immediately in the first round to dragon breath. Before it was all over one character remained alive. It isn't intended to be an easy adventure to survive.

Dragons are some of the toughest monsters in the game and for good reason. The rewards for defeating one can be enormous.

This adventure begins in the town of Freeport but it could just as easily begin in some village or town in your campaign. Local farmers are terrified about a dragon being seen recently in the area. Something has been snatching their live stock and flying off with them. Heros are needed to end this problem. Some of the items found in these caves are specific to my campaign world and you might want to alter. Or perhaps you could leave them in and let the players wonder where they come from.

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BACKGROUND **INFORMATION** **FOR THE PLAYERS**

The players have come to the town of Freeport looking for adventure and treasure. When they arrive they discover that the town is in turmoil. Farmers have been losing their livestock to a raiding dragon that has been only seen at night and has been flying in from somewhere and snatching cattle and pigs from local farms. The dragon has not unleashed its breath weapons, has not attacked any people as of yet and has not been identified as to color, age or size. It has only been seen flying at a distance hauling away animals.

Freeport is not a wealthy town. It is mostly peasants and farmers. They seek help from adventurers to go out and slay this dragon so that they can resume their normal lives. They have little to offer as far as money or reward. However, they point out that dragons are well known to hoard gems and valuables. Any reward the players seek can easily be taken from the dragon that is slain.

The dragon has been seen flying off towards the hills and woods to the west of town. It is well known that there is a large cavern system in those hills large enough to house a very large dragon and perhaps a very large hoard of treasure.

A previous band of adventurers came to town a week or two ago and set upon the same mission. They have not been heard from since. The town mayor offers you 500

gold pieces each upon return to the town with proof that you have slain the dragon.



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Random Encounters (on the way to the caves) 1 in 6. Roll every 2 hours.

1. **Centaurs (6):** AC 5; MV 18"; HD 4; HP 20 each; #AT 3; Dmg 1-6/1-6/weapon; AL N; XP 175 each. Each carries a long bow and 12 arrows.

The centaurs will not be immediately hostile. They are out looking for food and are not particularly looking for trouble with humans and humanoids. They have seen the dragon at a distance but do not know the color or size of it. They believe that it must be living here in these woods but do not know exactly where. They only know that it has been seen with increasing frequency.

2. **Owlbears (2):** AC 5; MV 12"; HD 5+2; HP 25 each; #AT 3; Dmg 1-6/1-6/2-12; SA hug; AL N; XP 420 each.

These owlbeats are out hunting for food and will attack anything and anyone. They have owlbear pups in a cave nearby that are hungry. These owlbeats have been displaced from their cavern home by the newcomer in town. The dragon took their home. Now they are out scavenging for food. Anyone capable and willing to try to talk to them with speak with animals might learn the location. They will also learn that the dragon is working with a wizard.

Otherwise they will fight to the death. If owlbear hits with an 18 or better it grabs the

victim and hugs him. He will automatically hit the next round and every round thereafter for 2-16 points until dead.

Random Encounters (inside the caves) 1 in 6. Roll every 2 hours.

1. **Shambling Mound (1) :** AC 0; MV 6"; HD 11; HP 45; #AT 2; Dmg 2-16/2-16; SA suffocation; SD See below; AL N; XP 9000.

Anyone hit by both arms of the beast is grabbed and suffocated. Anyone so entangled will suffocate in 2-8 rounds if they do not break free. It is immune to blunt weapons. It takes one half damage from slashing and piercing weapons. Immune to fire. Takes one half or no damage from cold. Lighting causes it to grow by one hit dice.

KEY TO DRAGON'S BREATH

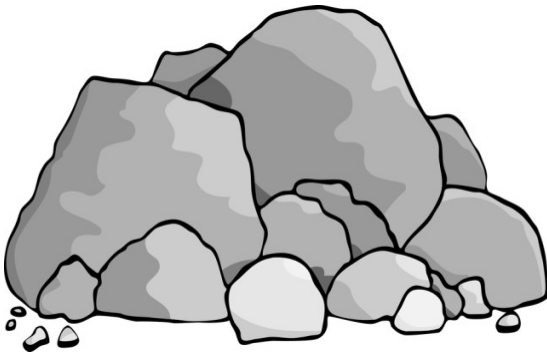
Entrance/Rockslide

After a great deal of searching the players discover what appears to be the entrance to a large cavern. There are signs of recent movement here by a very large creature. They also notice some human or humanoid footprints here which indicate that the other party sent to dispatch the dragon may have found this cave entrance before them. What has become of them is unclear at this point. They see no signs of combat here.

The mouth of the cave is dark and unlit. There are loose rocks and boulders

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strewn about the entrance of the cave and all over the hill above the entrance.



The rocks are a carefully planned trap. Anyone entering the cave may trip a razor thin wire which will pull the rocks from the top of the hill onto anyone entering the cave. They will each need to roll a dexterity save to see if they can dive out of the way of falling rocks and boulders. 4D6 versus dexterity or take 2-16 points of damage.

2. Cavern Interior

The caves are made naturally. They appear to be limestone.

Here at the entrance of the cave the players see a passage leading north and a passage leading east. There are some signs of movement and traffic here at the mouth of the cave. There are a few broken arrows here and some signs of combat that has taken place here not long ago. There are some charred bones on the ground here. They appear to be the bones of a human fighter.

He wears chain mail which appears to be melted and deformed from the heat. The sword he was carrying appears to have been snapped in half. There are blood trails leading north from here as well as blood trails leading east.

The cavern here appears to be about thirty feet high and seems to be consistently that high or higher throughout the caves.

Random Encounter check here if the players spend too long here.

3. Trap/Bodies

The adventurers find a large cave here. It would appear that some of the adventurers before them crawled into this cave to die after their encounter with the beast.

Here they find the remains of a wizard who bled out from some very large claw marks across his chest. He wears a tattered and bloodstained light grey robe and has a broken quarterstaff nearby. Everything else he had appears to have been taken from him.

There are also the remains of a cleric. The body appears to be dwarven. It has been horribly mutilated and it is not easy to be sure of the identity. The head has been removed. Whatever took the head did so posthumously. The body is wearing some very mangled dwarf sized plate mail and it has huge bite marks through the torso. It is no longer wearable. All other possessions of this body have been removed. The dwarf also seems to have strange burn marks on his

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breast plate. It appears to be lightning damage.

There is a chest in the northeast corner of this room. Neither of these adventurers ever had the chance to investigate it before dying.

None of the items mentioned are magical. None radiate any magic if asked. All are beyond use as the dragon has damaged them beyond repair.

The chest, of course, is a trap. There is nothing inside but pain and misery for anyone who attempts to open it. If opened without finding and removing the trap it will spit out corrosive gas. All in the area of effect (20' by 20') must roll saving throws for their armor and weapons to avoid having them be ruined by the gas.

4. **Pit Trap/Dead Body/Sword of Dragon Slaying**

The players come to a split in the passage. There are passages north, south, north east and east from here. None of these passages are lit. There are a few foot prints visible which seem to lead towards the east. They don't appear to go very far.

This is an important area but players will likely pass it by once they detect that a trap is present. There is a pit trap here with a trap door that will snap back upwards once someone falls in. The pit is 30 feet deep with spikes. Anyone who falls will take 3-18 damage from the fall plus 1-6 damage from the spikes at the bottom.

At the bottom of the pit are the

remains of the thief of the previous party. His armor is ruined by the spikes impaling his body. It was normal leather armor anyway. But he has a sword with him that glows with magical aura.

What is not obvious from looking down in the pit, however, is that the body is not alone. Close inspection will reveal, if asked, that the body appears to be nothing but bones. It should not have decomposed that much this quickly. Something has helped it along.

The sword is a **+2 Dragon Slayer Long Sword (Blue Dragons)**. See Player Handout A.

The creature is a **Gelatinous Cube (1)**: AC 8; MV 6; HD 4; HP 20; #AT 1; Dmg 2-8; SA paralyzation; SD surprise; AL N; XP 650.

Anyone touched by it must save versus paralyzation or be paralyzed for 5d4 rounds. Immune to electrical, fear, holds, paralyzation, polymorph and sleep spells. Fire and normal weapons do normal damage. Cold will slow the cube by half if it fails its saving throw.

There is no other treasure here.

5. **Riddle Room**

There is a single feature in this cave. The rest is bare. There is a statue here of a wizard with long flowing robes and a long beard. The wizard has a long pointed hat and carries a wand in one hand. Both hands have rings upon them. The statue is carved out of

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marble. The statue radiates powerful magical energy.



There is a plate with some engraved runes on the base of the statue. The statue seems as if it is looking directly at the players regardless of their position in the room. It is almost as if the eyes are moving with them wherever they go.

The runes can be deciphered as follows:

See Player Handout B

Answer to this riddle: Time

Correct answer: The two rings suddenly begin glowing and then reappear on the hands of the statue as metal rings. The wand also begins glowing and also reappears as a real wand in the hands of the statue.

Ring of Acid Resistance. Ring of Lightning Resistance. Wand of Frost with 12 charges.

Incorrect answer: The wizard points his wand at the person answering (and anyone close) and fires off a level 10 cone of cold at the players. Damage is 10D4+10. Save for half.

See Player Handouts C and D for the rings and E for the wand.

6. Shriekers/Piercers/Random Encounters

As the players enter this chamber they see a number of large mushrooms growing in this cave. Some of the mushrooms are at least seven feet tall. It looks as if there are some stalks of other mushrooms that have been eaten or partially eaten in the not too distant past.

From the ceiling of this cavern there are many stalagmites hanging down.

In the center of the mushrooms there is a large treasure chest. It has a large rusty looking lock on it.

Shriekers (3): AC 7; MV 1; HD 3; HP 10 each; # AT 0; Dmg Shriek; AL N XP 120 each.

The mushrooms will begin continuously shrieking the moment the players get close or they see the lights from the players lanterns and torches. This will alert the piercers which will drop on anyone who approaches the treasure chest.

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The shrieking will draw the random encounter with the shambling mound on a 1-4 out of 6. The mound loves eating the shriekers and has already eaten several of them.

Piercers (2): AC 3; MV 1"; HD 4; HP 18 each; #AT 1; Dmg 4-24; SA Surprise; AL N; XP 264 each.

The treasure chest is trapped. It has a poison needle. If the thief fails to discover and remove it he will be nicked and poisoned. If the thief makes his saving throw he will take 10 points of damage. If he fails it he will suffer 20 points of damage. Onset time is 2 rounds.

Inside the chest: 243 gold pieces, 1432 silver pieces and two potions. **One is a potion of fire resistance. The other is a potion of cold resistance.**

7. Wizard's Lab

This cave appears to be a laboratory. There are cauldrons bubbling with liquids. There are shelves here with many different containers of various sizes and shapes. There are liquids of many different colors in the containers and some powders. None of the containers appear to be marked in any way at all.



There is a parrot sitting on a perch in the room watching as the adventurers enter. There does not appear to be anyone else present in the room.

On another set of shelves there appears to be many containers with body parts in them. Noses, ears, eye balls, fingers and toes, bodily organs and other vile things fill the bottles and beakers. Many of these body parts appear to be humanoid. Some of the containers have blood in them and others have ground up bone in them.

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On another set of shelves are bugs of several types in containers made of glass. All of the containers have a stopper in them made of cork or some other similar material.

Another set of shelves has a number of containers which appear to have various herbs and spell components in them. Some are recognizable. Others are not.

If the adventurers talk to the parrot they may discover the recipe for some potions that might be useful. If they talk to it normally the bird will recite recipes such as mix the blue liquid with the white powder. Or mix the black powder and the red liquid. Etc.

There will be a 40% chance of making a real potion this way. Randomly on the following table:

1. Potion of fire resistance
2. Potion of poison gas resistance
3. Potion of acid resistance
4. Potion of cold resistance
5. Potion of lightning resistance
6. Backfire - person drinking will be poisoned and suffer 20 points of damage unless they make a saving throw versus poison and then they will suffer 10 points of damage instead.

If the players use a speak with animals spell the odds of making a successful potion increase to 75%. There will only be enough material to make three working potions. Failures in making a potion indicates that the potion will boil out of the bottle and drain off leaving too little fluid to make a useable potion effect.

8. Cave of Tricks

This particular cave appears to be the living quarters for someone. There is a bed here which seems to have been used recently. It has not been made. Whoever it belongs to must be somewhere in the vicinity.

There is a painting on the wall here. It has a golden frame around it and it radiates powerful magical energy. Depicted in the painting is a little old lady sitting on a throne. Around her there are five birds flying. One of the birds is black. Another is red. A third is white. The fourth is green. And the fifth bird is blue. The little old lady seems disinterested in what the birds are doing and merely stares forward at you. There is a metal plate at the bottom of the painting where the artist might put a title to the portrait but it seems to be blank.

On another wall of the cavern is the head of a dragon mounted on a wooden base. The color of the dragon is indeterminable. The color has faded from the head over the years. The head seems quite old.

There is a wooden chest at the head of the bed. It has a lock upon it.

The Painting

The painting depicts the queen of dragons. If her name is used in the room her image in the painting will suddenly transform into that of the queen. Her birds will also transform in the painting to dragons of each of the evil colors. She will be sitting upon an enormous mound of treasure and

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magical items in the portrait. She will look at the person using her name and confer them a boon depending upon the class of the person who used her name. The boon will come in the form of kicking with her rear paw one of her magic items to the edge of the painting where it will fall from the painting onto the floor of the cavern. The painting will then flash and disappear:

Cleric	Staff of Curing (8 charges)
Magic User	Ring of Wizardry (Doubles 1st and 2nd level spells)
Fighter	Axe of Sharpness
Thief	Gauntlets of Dexterity
Paladin	Sword of Sharpness
Monk	Spear +3
Bard	+3 Chain Mail

Only one character will receive this boon.

The Dragon Head

The dragon head turns towards the players as they approach it. It speaks a riddle and then turns and awaits their response.

See Player Handout F

Answer: A circle

If the players do not answer it all the head will do nothing at all but remain silent and no longer move. If the players answer incorrectly then the head will spray fire on the person answering and anyone else nearby for 3-30 damage (save for half).



Correct answer: the dragon head will open it's mouth and a **ring of fire resistance** will be in the mouth.

Treasure Chest

The treasure chest is not trapped. Instead there is a magic mouth cast upon the inside lid. When the lid is raised the magic mouth will begin screaming for the wizard to return. Within 1-3 rounds the wizard will teleport into the chamber to defend his belongings. There is also a 1-4 chance out of six of the shambling mound arriving within 1-3 rounds as well.

The wizard is named Olaf and he is a friend and ally of the Dragon in area 9. They have been together as friends and allies for many years and Olaf has prepared many of the defenses in the cave as well as bringing the shambling mound in to patrol the caves.

Olaf Fizzlebang - 10th level Magic User, INT 18, Dex 17, CON 15, HP: 31, AC: 1, Bracers of Defense AC 5, Lawful Evil. He has a **travel spell book** here with the spells below written into the book. His real spell book is hidden away in the room in a fake stalagmite hanging from the ceiling here. It might be noticed by the gnome or the dwarf

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if they are carefully looking at the ceiling for strange things. The probability for success is 15%. See Player Handout G if the players manage to find this book. He wears a **Ring of Protection +1**. He also carries a **wand of webs with 12 charges**. Experience for killing Olaf is 2384. Spells Memorized: **Magic Missile, Sleep, Shocking Grasp, Burning Hands, Scare, Web, Magic Mouth, Mirror Image, Lightning Bolt, Fireball, Hold Person, Fear, Confusion, Teleport, Cone of Cold.**



Inside the chest are the following items: 255 platinum pieces, 322 gold pieces, 3 gems worth 500, 500 and 1000 respectively. There is also a **potion of heroism** and a **Candle of Invocation (C) - Neutral Good**. See Player Handout H.

9. **The Lair of the Dragon and the Hoard of Treasure**

When the players turn the corner into this massive cavern they find a sight that nearly stuns them and freezes them in their tracks for just a moment. They see before them an enormous cavern filled with valuable things of all types. It is a sight like they have never beheld before.

There is a pile of coins that fills the cave from end to end. Coins of every type of metal and of virtually every nation, state and denomination fill the room. All the coins are mixed. It is impossible to tell just how many of each there might be without spending weeks counting them and sorting them. There are platinum pieces, gold pieces, copper pieces, silver and electrum pieces. There are gems of various types, sizes and colors scattered among the coins. The coins and gems must be at least ten feet deep if not more.

Atop and to the sides of the coins are three chests open and overflowing with coins as well. There are goblets made of gold, chalices made of silver and candlesticks made of platinum. There are whole suits of plate mail and chain mail. There are several swords, spears, axes and shields. A few items on the pile gleam with magical energy. There is a suit of plate mail here about the size of a gnome. There is a gleaming sword here. A staff sits on the pile shimmering with magical aura. One suit of fine plate mail here bears the coat of arms of Antonivious the ancient Paladin that defeated the arch lich Malcon the Firebringer ages ago in an epic Zanzian battle several hundred years ago. It must be worth a fortune to a collector all on it's own.

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There are furs, paintings, scroll tubes and casks of food and drink. There are cartloads of trade goods that must have been snatched from the air and brought here by the dragon.

But there is no dragon here to be seen.



The dragon is named Xaa and he is an old Red Dragon. He likes to sleep beneath his pile of treasure and he is doing so as the players enter the cave. He awakens the moment they enter but he sits still beneath the pile and listens to what they have to say.

He will rise up at an opportune moment and either attack or begin threatening the players. He may try to extort treasure from them rather than risk combat with them.

He speaks common tongue, dwarf and elvish.

XAA (Old Red Dragon): AC -1; MV 9"/24"; HD 11; HP 66; #AT 3; Dmg 1-8/1-8/3-30 or breath weapon or spell; SA spells and breath weapon SD surprise; AL CE; XP 17500. Spells memorized: **Magic Missile, Sleep, Shatter, Web, Lightning Bolt.** Makes all saving throws as a 22 HD creature. Fear aura of 25'. All creatures that see the dragon must make a saving throw versus petrification. If they fail this saving throw then they will fight at -2 to hit from that point forward but will not necessarily flee.



Xaa is a clever adversary. He can talk, cast spells, extort, offer bribes, lie, cheat and steal. He will do whatever he feels is necessary to win and he is thoroughly evil. He will begin by using his breath weapon on the closest adversaries or any group that is bunched together.

Should the players win the fight then

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hand them Player Handout I which is a list of the treasure hoard items except for the identity of the magic items which the players will have to determine on their own.

It will not be possible for the players to remove all the treasure in one night or even one week. There is just too much of it here. How do they guard it in the meantime? How do they prevent other thieves from coming in and grabbing some? How do they choose what to bring to town first and what to leave behind? How do they manage the coins? These things are adventures all in themselves. The adventure ends here however after the players sort out the magic items and collect the reward from the town. .



Player Handout I - Treasure Hoard.

Magic Items in the Hoard:

Chain mail is +1 elvenkind

Plate mail is +1 gnome sized plate mail

The gleaming sword is a +3 Frost Brand

The quarter staff is a Staff of Striking

The scroll tubes are both spells.

One is clerical spells: Raise dead, heal, flame strike

The other is druid spells: entangle, faerie fire, heat metal, fire trap, cure light wounds, call lightning.

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PLAYER HANDOUT A

+2 DRAGON SLAYER LONG SWORD

This finely made weapon is intricately engraved with a dragon's head in the pommel and gold etching around the handle. It is a plus two weapon normally but against any true dragon it acts as a plus four weapon. Against one specific type of dragon this weapon will do triple damage. In the case of this sword it is made to kill Blue Dragons.

PLAYER HANDOUT B

“I can fly yet have no wings,
I beat down mountains, conquer kings,
At once three different things am I,
As a continuous, whole I cannot die.”

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PLAYER HANDOUT C

RING OF ACID RESISTANCE

Similar to the Ring of Fire Resistance. This ring makes the user immune to normal acid. Strong acids such as from dragon breath the user saves at +4. The user will take -2 damage per die roll (but not ever less than 1 per die) damage. Acid that the user stands within he will suffer 10 points of damage per round.

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PLAYER HANDOUT D

RING OF LIGHTNING RESISTANCE

Similar to the Ring of Fire Resistance. This ring makes the user immune to normal electricity. Strong acids such as from dragon breath the user saves at +4. The user will take -2 damage per die roll (but not ever less than 1 per die) damage. Electricity that the user stands within he will suffer 10 points of damage per round.

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PLAYER HANDOUT E

WAND OF FROST

A wand of frost with 12 charges. This wand provides three possible functions:

1. **Ice Storm.** Costs one charge
2. **Wall of Ice.** Costs 1 charge
3. **Cone of Cold.** Costs 2 charges. 6 hit dice of damage. Count all 1s as 2s on the damage rolls.

PLAYER HANDOUT F

“Wherever you start, it’s all the same,
With no beginning or end whatever the game,
For a symbol of eternity I’ve been used,
In many guises over for you to muse.”

PLAYER HANDOUT G

SPELL BOOK OF OLAF FIZZLEBANG

Includes all the spells in the travel spell book as well as:

1 st Level	Ventiloquism Spider Climb Unseen Servant Erase Enlarge Affect Normal Fires Jump
2 nd Level	Locate Object Wizard Lock Continual Light Darkness 15' Radius Knock
3 rd Level	Infravision Flame Arrow Dispel Magic Tongues Water Breathing
4 th Level	Fumble Dig Charm Monster Wall of Ice Wizard Eye
5 th	Monster Summoning III Airy Water Cloud Kill Wall of Stone

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PLAYER HANDOUT H

CANDLE OF INVOCATION

This candle is blessed and when burnt by a cleric of the proper alignment (the same alignment as the candle itself which is neutral good) it will temporarily raise the level of the cleric by two levels and allow both the additional spells and hit points of that temporary increase. The candle will burn for up to four hours. The effects only last while the candle burns. It sits upon a pewter dish with a handle and can be carried by the cleric.

PLAYER HANDOUT I

TREASURE OF XAA

Coins

24456 Gold Pieces
43223 Silver Pieces
46554 Copper Pieces
1233 Platinum Pieces
2334 Electrum Pieces

Gems

33 Azurites worth 10 gp
41 Turquoise worth 10 gp
15 Lapis Lazuli worth 10 gp
23 Jasper worth 50 gp
14 Amber worth 100 gp
10 Pearls worth 250 gp
2 Black opals worth 1000 gp
1 Fire Opal worth 5000 gp

2 Suits of Plate Mail (One Dwarf Sized, One human Sized) worth 400 gp each.

1 Suit of Plate Mail with the Antonivinus Family Crest worth 1500 gp

16 Furs worth 100 gp each

Several fine spears worth 2 gp each

A finely etched and gold plated two handed sword with jewels in the pommel worth 100 gp.

A very fine mace with gold engraving on the handle worth 100 gp.

1 Painting of Antonivinus in his plate mail riding on his horse with lance and shield at the ready worth (500 gp)

1 Painting of the Arch Lich Malcon the Firebringer before he turned into a lich. At one point he was the Seer of the King of Zanzia before he turned to evil. This painting is from that era and is worth 1000 gp.

10 Silver candlesticks worth 50 gp each. 5 Jeweled silver goblets and chalices worth 100 gp each.

2 Bone Scroll Cases which radiate magical energy

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1 Gleaming Long Sword which radiates magical energy
One quarter staff radiating magic
One suit of Chain Mail which radiates magic
One gnome sized suit of Plate Mail which radiates magic

PLAYER HANDOUT J

OLAF'S TRAVEL SPELLBOOK

1 st Level Spells	Magic Missile, Sleep, Shocking Grasp, Burning Hands
2 nd Level Spells	Scare, Web, Magic Mouth, Mirror Image
3 rd Level Spells	Lightning Bolt, Fireball, Hold Person,
4 th Level Spells	Fear, Confusion
5 th Level Spells	Cone of Cold, Teleport

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