

Council of Wyrms

ADVENTURE



Book Three:
ADVENTURES




Advanced Dungeons & Dragons®

2nd Edition Game

■ Council of ■ yrms

Book Three: Adventures
by
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These foul creatures—these dragons—are hatching the eggs of destruction. This creature must not be allowed to continue . . .
— Solif, a dragon slayer

Adventure One: of the Draca

The first crack appeared along the inside of the shell, and muted light—brighter than anything the dragon babe had ever known—lanced into its dark, crowded world. The new creature pushed against the textured wall, lengthening the fissures and widening the light-filled breaks. It craved the light then, and fear rose inside it at the thought of remaining in the tight confines forever. Instinct took over, and it struggled madly to free itself. Untested limbs and still-furled wings fought to release themselves.

The dragon struggled to make its body obey its commands. Soft scales scraped across the shell's interior with a wet, grating sound as it worked to unfold its compacted form. It mewled in fear and anger when the confines did not yield. Clenched talons opened, splaying new, sharp claws. Jaws moved up and down as its head and neck stretched full and straight, straining against its imprisonment. The shell broke away, and the hatchling—triumphant—let out a roar to announce its arrival into the world.

Fresh from its egg and desperately hungry, the quivering creature searched the cavern with blurry eyes. It waited for the return roar of its draca, welcoming it to life. But there was no answering bellow. No draca—no mother. The only sound was a yelp of surprise, and that emerged in tandem with a belch of fetid breath from the thing standing some 20 feet away. Instinct again took hold, and the hatchling hissed.


Through its blurry, not-yet-focused eyes, the hatchling saw that the thing stood on two wide legs. It held a dragon egg in its two huge arms, and no wings sprouted from its back. The creature gibbered something the hatchling could not understand, and similar noises from elsewhere in the cavern responded. The hatchling understood only one thing:

That creature was definitely not its draca. . . .

Introduction

Books One and Two of this set describe how to create dragon player characters and provide some details about the world in





which these characters live. Now you need adventures for them to participate in—adventures that let them learn about their capabilities while giving them the opportunity to earn the experience they need to advance. **Adventure One: Not the Draca** and **Adventure Two: Color Blind** are specifically designed for beginning-level dragon PCs.

Not the Draca works great as the first adventure in all dragon PC campaigns. It pits a group of newborn hatchlings against thieves intent on stealing dragon eggs. How many 1st-level human and demihuman PCs would be enough to take on a small army of ogres—and how many would even consider such an enterprise? Well, as the players learn, it's all in a day's work for 1st-level dragon characters.

This adventure and the one that follows will help new players advance their dragon PCs and get a feel for playing the powerful creatures. When linked with the other adventures in this book, they form the basis for an ongoing campaign. DMs will want to round out their campaigns with a few adventures of their own, but this collection provides a significant framework to build upon.

Players must create hatchling PCs using the rules provided in this boxed set prior to beginning this adventure, which is designed to introduce four to six hatchlings to life as newborn dragons. DMs should encourage players to create a variety of dragon types. Table 9: Random Hatchlings is an excellent tool to ensure that each player doesn't choose to play a gold dragon or other powerhouse.

The DM is encouraged to read the adventure thoroughly before attempting to run it. Due to the limitations of space and the attempt to pack as many adventures into this book as possible, plenty of room remains for enthusiastic DMs to expand encounters, add scenes, and flesh out the presented adventures. This is recommended and heartily encouraged.

Overview

Deep in the hatchery chambers of the Council Aerie, a handful of eggs quiver. Tiny cracks perforate shells smooth and perfect only moments before. A clawed

talon emerges here, a tooth-filled snout there, and soon a group of newborn hatchlings struggle out of broken shells. Instead of being greeted by proud parents, council custodians, or vassals eager to begin their training, the hatchlings (all of various types) are welcomed into the world by foul ogres intent on robbing the hatchery!

Led by the powerful Krug Bonebreaker (recently bolstered by the success of his raids on the topaz and green clan hatcheries throughout the temperate islands), the ogres hope to strike it big in the Council Aerie. Krug is going for broke; he wants to steal as many different types of dragon eggs as the ogres can carry. They have secretly dug a tunnel into the hatchery and have only been waiting for Council business to end before proceeding.


As the adventure begins, the aerie is mostly deserted. A particularly grueling Council session has just ended, and members of both the Platform of Wyrms and the Platform of Dominates have departed to check in with their domains. A few custodians and vassals remain behind to clean up and prepare for the next session.

The moment is right for Krug and his gang to make their move. The precious stones and metals found within the eggs will bring huge profits from his frost-giant contacts to the north. Plus, Krug has developed a gruesome taste for the meat of unborn dragons.

With a gang of 14 ogres, three carts, and a simple plan (get into the hatchery, fill the carts to overflowing, and get out quickly and quietly), Krug is ready. For an ogre, Krug is fairly intelligent. He has actually thought of contingency plans for almost every possible scenario. The only thing that could throw him and his gang into chaos would be if a clutch of eggs suddenly hatched. Of course, that's just what happens!

The hatchling PCs emerge from their shells to discover unfamiliar creatures carting away unhatched dragon eggs. The hatchlings must adjust to the world outside their shells quickly, or the ogres will get away with a significant number of eggs. If the hatchlings decide not to stop the thieves, Krug will see them as weaklings and attempt to kidnap a few of them to sell as slaves to his frost-giant bosses.





The fate of many unborn dragons rests on the still-wet wings and untried claws of this clutch of newborn hatchlings. The first test of dragon life begins with the breaking of a shell. . . .

Starting the Adventure

Not the Draca opens as dragon hatchlings see the world outside their shells for the first time. Initially there is only a warm, comfortable darkness. Then the first tiny jagged lines of light appear as their individual shells begin to crack. Have each hatchling PC make a Constitution check to determine how long it takes the dragon babe to adjust to its new environment. If the check is successful, cross-reference the PC's base Constitution score with the first column on the Hatching Shock Duration Table (below) to determine the number of turns before the hatchling's vision clears and the other effects of hatching shock wear off. If the check fails, look at the second column. Note that these Constitution checks suffer the same penalties as all other checks until the shock wears off.

Hatching Shock Duration Table
(duration measured in turns)

Base Constitution	Successful Check	Failed Check
3	20	30
4-6	10	25
7-9	9	20
10-12	8	15
13-14	7	14
15	6	12
16	5	10
17	4	8
18	3	6
19	2	4
20+	1	2

In addition to determining the duration of hatching shock (the effects of which are described below), these checks also identify which hatchling (or hatchlings) first notices that there is someone other than newborn dragons roaming this hatchery

chamber. Read the following passage to the player (or players) whose hatchling PC rolled the best Constitution check (the lowest die roll):

Your vision remains blurry, and the bright light outside your shell nearly blinds you after spending long months in the dark confines of your egg. Still, you force your eyes to open wide as you look around for your draca—your mother—or some other dragon to welcome you into the world. For a moment, you can barely determine the difference between one blurred shape and the next. Then you focus on one image nearby.

It is the shape of a large creature, but not the shape of a dragon. It stands upright on two legs, not down on four. No wings emerge from its back, no tail sweeps majestically behind it. It has long, greasy hair falling around a head that has no tapered snout. Its hide is a dull black-brown, covered by warts instead of scales. Whatever this creature is, it's not a dragon—but it carries an unhatched dragon egg!


One by one, the hatchlings notice the ogre. It watches them for a few moments, apparently fascinated by the hatching process. Then the ogre gently sets the egg it carries down on the cavern floor and moves to grab the smallest of the newborn hatchlings.

The adventure continues with "Event One: First Contact." Before proceeding to that portion of the adventure, you'll want to read through "Hatching Shock Effects" and "Things to Know" (below) for more details that will affect the way the adventure plays out.

Hatching Shock Effects

All new dragons suffer from an affliction called *hatching shock*. The trauma of breaking free of the shells that housed them for so long causes hatchlings to be disoriented for a time. Also, hatchlings need time to acclimate to the environment outside their eggs. They require a period of adjustment to get used to using senses and muscles that lay dormant throughout their incubation. How long the





effects of shock hamper a hatchling is determined by its base Constitution score and the success or failure of a modified Constitution check (see above). The effects for each dragon suffering hatching shock are as follows:

- **Combat Penalty.** A -2 penalty is applied to all attack rolls for the duration of the shock. Also, a hatchling's usual +1 combat modifier to all damage rolls for physical attacks is not applied until the shock wears off.
- **Defensive Penalty.** Hatchlings receive a -2 penalty to Armor Class until the shock wears off. They don't have complete mobility when they first emerge from the shell, which is reflected by their being easier to hit.
- **Ability Check Penalty.** All ability and proficiency checks are made with a -2 penalty while hatching shock is in effect. A newborn dragon's physical and mental acuity is not yet in peak condition, thus the penalty.

Things to Know . . .

The following information provides DMs with facts about a variety of subjects vital to this adventure, including hatchlings, ogres, and the hatchery. Under ". . . About Hatchlings," the DM will discover things about newborn dragons that will help him or her deal with them as the story progresses. Some of this information should also be passed along to the players to help them properly run their hatchling PCs. Under ". . . About Ogres," DMs find out about the major antagonists of the plot. Statistics for Krug and his cohorts are found here. Finally, the section on the hatchery describes the locations shown on the adventure map (which is on page 11).

. . . About Hatchlings

Dragons instinctively know a select number of combat and noncombat proficiencies upon hatching, as per the rules in *Book One*. Dragons learn some of these proficiencies subliminally as they grow within their eggs. They learn the modern-languages proficiency, for example, by listening

to the sounds of dragon speech that filter in through their shells.

The same applies to a hatchling's name. Upon emerging from its egg, a dragon knows its name and clan affiliation. How? When a female dragon lays an egg, she instinctively knows the nature of the hatchling growing within it. The *draca*, or dragon mother, spends the first several days after laying a clutch of eggs whispering an identifying phrase over and over to each egg in turn. "You are Agoron of Clan Cloudwalker," a silver *draca* might say, murmuring the phrase until it echoes within the unborn dragon's shell. The *draca* will repeat each egg's phrase until the baby dragon has imprinted on the words.

The eggs brought to the Council Aerie receive prehatching instruction as well. Vassals loyal to the custodians tend the eggs, singing a teaching chant for hours on end every day. The chant tells the unborn dragons that they are safe in the Council hatchery, surrounded by unborn dragons from all the clans. "Grow together in peace and harmony," the vassals sing, "safe in a clutch of metal, color, and gem." Upon hatching, dragon young instinctively recognize the other members of their Council clutch and look upon them as siblings—at least initially. Later, a types' natural tendencies come through, though these will be tempered by the experiences a dragon has during its years as a ward of the Council.

Dragon babes also know a good deal about the world around them. Some of this knowledge is instinctive; other bits are learned as the unborn dragons listen while they grow within their eggs. They do not emerge as know-it-all dragon geniuses, of course, but they have far more innate knowledge than most other newborn creatures.

Finally, except for those things a dragon can be expected to know instinctively, everything new to a just-hatched dragon should be viewed as strange and mysterious. For example, the hatchling PCs should have no idea what the ogres are. They will recognize them as living creatures and understand that they are not dragons, but beyond that the ogres could be anything—friend or foe.



... About Ogres

Krug Bonebreaker leads a gang of 14 ogres on a raid of the Council hatchery. They have stolen dragon eggs before, breaking into lairs in other domains to loot the riches stored within the leathery shells. These past successes have given Krug and his gang the courage to break into the aerie. With a lot of hard work, the ogres have dug a tunnel into one of the hatchery chambers. The tunnel is at location 5.

As leader, Krug is a powerful and relatively intelligent ogre. Standing nearly 10 feet tall, he is larger than most of his followers. Krug carries a huge club and wears a necklace of dragon scales around his thickly muscled neck. He is loaded down with pouches containing gems and gold (totaling 872 gp). He acts with cunning, planning how to best approach a situation where other ogres would simply charge in with fists flailing.

Krug Bonebreaker, Ogre Leader: Int Avg (10); AL CE; AC 3; MV 9; HD 7; hp 33; THACO 11; #AT 1; Dmg 8-18 vs. S/M (2d6+6) or 7-12 vs. L (1d6+6); SA +6 to damage; SZ L (10'); ML 12; XP 650.

The rest of the ogres are more or less typical of the species. They follow Krug's orders with few complaints because of the wealth and good eating his plans have brought them. A couple of the ogres are wary of dealing with frost giants on a regular basis, but they can't complain about the gold the giants shell out. One ogre is assigned to each of the three carts the gang has brought to the hatchery. The large wooden carts are 5 feet wide, 7 feet deep, and 12 feet long. The stout wheels are made of metal, as is the pull bar attached to each cart's front end. The ogres plan to fill the carts with dragon eggs and then sneak back out the way they came in. Each ogre carries a thick club and 1d6 gems worth 2d6 gp each. A few of the ogres also carry a handful of spears, as mentioned in the location descriptions.


Ogres (14): Int Low (8); AL CE; AC 5; MV 9; HD 4+1; hp 27, 25, 24, 23, 23, 22, 21, 21, 21, 16, 15, 14, 13, 12; THACO 15; #AT 1; Dmg (club) 7-12 vs. S/M (1d6+6) or 7-9 vs. L (1d3+6), (spear) 7-12 vs. S/M (1d6+6) or 7-14 vs. L (1d8+6); SA +6 to damage; SZ L (9'+); ML 12; XP 270.

Krug and his gang believe they are ready for any misfortune that might befall them via the tunnels leading into the depths of the aerie. However, they never considered the possibility of having to face dragon hatchlings. At first, depending on the actions of the PCs, the ogres will see the hatchlings as potential sources of more riches. (The giants from beyond the isles are always in the market for young dragons to use as slaves.) Once the hatchlings start fighting in earnest, Krug takes their threat seriously and begins planning a proper response. He will use his men and the caves to best advantage, seeking to first subdue or kill the hatchlings so that his gang can finish loading their carts. If Krug loses more than six ogres to the claws and teeth of the baby dragons, he will order the rest of the gang to grab whatever eggs they can and retreat. If Krug goes down, the remaining ogres flee in panic—though they will defend themselves as they head for the exit tunnel.

... About the Hatchery

The hatchery snakes through a series of multilevel chambers in one corner of the Council Aerie. This particular adventure takes place in an isolated portion of the hatchery, not far from the aerie's outer wall. The three chambers (designated 13, 14, and 15 by the custodians) are much the same as other chambers in the hatchery. Each has been carved to resemble a natural cave, harkening back to the most ancient lairs of dragonkind. Stones enchanted with muted *continual light* spells illuminate the chambers with a warm glow. Soft grasses cover the hard rock floors, providing cushioning for the eggs.

With few exceptions, the corridors leading to them are too small for most dragons to traverse. It falls to the Council's demihuman vassals to care



for the eggs by spending time with them, performing the teaching chants, and watching for the first signs of hatching.

Krug learned about the small corridors from a drunken dwarf vassal. He made his plans, confident that his gang could handle a few vassals as long as the old, powerful dragons would be cut off from any battles.

Specifics concerning key areas of the hatchery map, shown below, are as follows:

1. Approach Corridor/Vestibule. This 30-foot-wide corridor leads from other hatchery areas and the rest of the aerie to chambers 13, 14, and 15. The corridor ends in a vestibule. Three openings in the vestibule lead to egg chambers. At the start of this adventure, two ogres stand watch by the corridor, alert for the approach of any of the Council's vassals. Two now-dead gnomes, who had been working in the area and were surprised by the appearance of Krug and his gang, have been dumped beside the east wall. A cart waits outside the west chamber. Three eggs are already in it.

If the hatchlings take out the three ogres in their chamber quickly and with as little noise as possible, they could sneak out and surprise the ogre guards stationed here. If they make a lot of noise, one of the guards will remain in his spot while the other goes to investigate. If an ogre emerges from the chamber to sound the alarm, the guards will take up defensive positions facing the chamber opening. In this case, they use the spears they carry as missile weapons until the rest of the ogres can be mustered. Each ogre guard carries four spears.

2. Chamber 13. Unhatched dragon eggs fill this chamber. There are 21 eggs of assorted draconic origin incubating peacefully under the muted light of glowing stones. Krug and six of his gang members are moving through the chamber, trying to determine which eggs are most valuable. They are examining each egg, looking for telltale traces of precious metals or gems in the shells themselves.

A secret portal hidden in the rock wall leads to a passage that connects to chamber 14 (location 3). The ogres don't know about this passage. If Krug

winds up defending himself in this chamber, he can roll once each round to spot the portal. (He notices it on the roll of 1 on 1d6.) Of course, he can only search for the passage during a round when that's all he's doing (besides issuing commands). Thus he must be alone or defended by his ogres.


Two of the ogres here carry spears (two apiece). If trouble starts, Krug orders his men to fill the cart with whichever eggs are closest. He commands two of them to take the filled cart and flee. Then he leads the other four toward the source of trouble. If the hatchlings keep the sounds of battle to a minimum, they can surprise the ogres in this chamber by approaching via the secret passage. Surprise isn't possible through the main opening.

3. Chamber 14. The largest of the three chambers is also the one containing the fewest eggs. A huge pillar of stone divides the chamber, making it impossible to see from one end to the other. The hatchling PCs emerge from their eggs in this location. Their clutch of eggs is in the northeast corner of the chamber, and that's where they start the adventure.

Three ogres are searching this area when the PCs emerge. They have one cart, but they have not yet deposited any eggs into it. One ogre stands near the hatching PCs. He carries a single dragon egg. See "Event One: First Contact" for details on this initial encounter.

The gnome vassal waiting to welcome the hatchlings was overcome by the ogres. Her shattered body lies near a stone pillar. Though they think she is dead, she is only unconscious. Her wounds are grievous, though, and she will die if she does not receive help within two hours. At the start of play, roll 1d6+6 to determine how many turns the gnome has left. Then roll 1d10 to determine which round in that turn will be her last. For example, on a roll of 3 and a roll of 7 respectively, the gnome dies from her wounds at the end of the seventh round of turn nine (3+6=9).

Two secret portals lead to hidden corridors that connect to the other chambers. The hatchlings are not initially aware of these portals, though they can find them normally if they decide to search the chamber walls.



4. Chamber 15. The ogres entered the hatchery through a tunnel they dug into this chamber. Now three ogres examine the eggs resting here for the specific types Krug wants. These include the eggs of red, gold, silver, amethyst, and sapphire dragon types. The ogres have a cart, and one carries three spears. They have orders to fill their cart and head back down the tunnel at the first sign of danger. One of them is to remain behind to guard the others' retreat and to hold the tunnel open for the rest of the gang.

5. Ogre Tunnel. The tunnel the ogres dug leads from the outer wall of the aerie to chamber 15 in the aerie hatchery. The tunnel is approximately 13 feet wide and 11 feet tall. If any ogres manage to escape from the hatchling PCs, they can be out of the aerie and running across the open plains in a matter of minutes (depending on how many eggs they try to escape with). If the PCs can alert the custodians within one turn of an ogre's escape, the ogre will be caught before it can make a clean get-

away. Otherwise, the ogre will hide out in the hills until it can get to the hidden boats and cast off from All Clans Island.

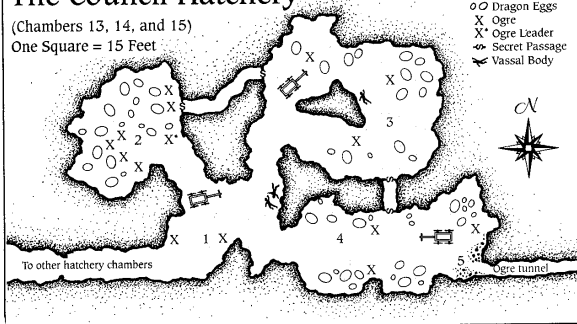
Note: A dragon's body is roughly one-third as wide as it is long, its wingspan twice its width. Some hatchlings can fit into the tunnel.


Event One: First Contact

The adventure starts as the ogre sets down the egg, pulls a large sack from his belt, and moves toward the smallest dragon hatchling. Treat this round as the ogre's initiative as he attempts to grab a newborn. If his attack roll is successful, he grabs the PC but inflicts no damage. The PC can attempt to break free by making a successful Strength check, modified by how much stronger or weaker the ogre is (+1 or -1 for each step on Table 1: Strength in the *Player's Handbook*). Treat the ogre as having a Strength score of 18/91. For example, if the hatchling has a Strength score of 13, then it receives a -8 to its ability check. It must

The Council Hatchery

(Chambers 13, 14, and 15)
One Square = 15 Feet





roll a 5 or less to break free. No matter how large the bonus or penalty, a roll of 1 is always a success and a roll of 20 is always a failure. In the round after the ogre grabs (successfully attacks) the hatchling, he stuffs it in the sack.

After this first round of action, roll for initiative normally. The most likely courses of action are outlined below.

If the PCs decide not to attack, the ogre continues grabbing and stuffing until he finally has the hatchling in his sack. Then he heads off to show Krug what he captured. The other two ogres wait around, watching the hatchlings but making no hostile moves unless the PCs try to leave the chamber. In 1d6+2 rounds, Krug and six ogres arrive with large sacks to capture the remaining hatchlings.

If the PCs decide to attack the ogre, the ogre will fight back. The other two ogres, if not attacked by the PCs, will simply stand around for 1d4+1 rounds and watch the fight, making fun of their companion. "Did the little baby bite you?" one teases. "Don't be a goblin! They're only babies!" giggles the other. After the rounds have passed or once a PC attacks one of the other ogres, all three invaders join in to subdue or kill the hatchlings. If an ogre goes down, the other two will attempt to escape to warn Krug and the other ogres.

Once the battle against these three monsters ends (ogres defeated, ogres fleeing, etc.), go immediately to "Event Two: First Lesson."

Event Two: First Lesson

The hatchlings have either defeated the three ogres from "Event One" or have caused one or more of them to flee from the chamber to alert Krug and the rest of the gang. The gnome vassal now begins to regain consciousness, despite her serious wounds. Speaking in the language of the metallic dragons, she provides the hatchlings with the following information:

"I, Svilliffa, welcome you to life, hatchling masters. I am sorry that your emergence has not gone more smoothly. I was to guide you from these chambers into the place prepared for you by the

custodians. But I am dying, and those foul creatures—those ogres—are stealing the eggs of dragons! This outrage must not continue. . . ." Svilliffa coughs as pain wracks her wounded body. With great effort, she continues.

"Listen well, young masters: The ogres are powerful creatures, but you are dragons! What does it matter that you are newborn and inexperienced? The least among you is greater than the strongest ogre. Believe that, and it will be true. Secret passages exist, leading from this chamber into those beyond. Make use of them and surprise will be on your side. One can be found on the south wall, and one on the west. Be careful, be proud, and work in harmony, as Great Io once commanded. . . ."

The gnome vassal succumbs to pain at this point, falling back into unconsciousness until her wounds are treated or she dies. None of the hatchlings have the knowledge or abilities to help Svilliffa. Without attention, she will die as outlined under location 3 above. The best the hatchlings can do is to seek help from the Council's vassals.

After Svilliffa falls into unconsciousness again, the PCs must determine a course of action. What they will find in the various chambers is detailed under "Things to Know" above. At some point, Krug will notice them and the climax begins; go to "Event Three."

Event Three: Facing Krug

No matter what course the hatchlings pursue, eventually they must face Krug, the ogre leader. How Krug reacts to the PCs depends on what they have done up to this point.

If the PCs defeated the first three ogres quietly, they might be able to sneak up on Krug using the secret passages. For the scenario to work out this way, the hatchlings have to work together, make good die rolls, and get close to Krug without him noticing them. In this case, the major battle takes place in chamber 13 (location 2) amid plenty of eggs and ogres.

If the hatchlings decide not to attack during the initial encounter, Krug and six ogres arrive in chamber



14 (location 3) carrying large sacks. They plan to capture the dragon babes, and it will be up to the PCs to "dissuade" them from this course of action. Krug is persistent, but if the PCs prove to be too much trouble to take alive, he orders his men to kill them.

If the PCs are spotted by the guards in location 1, the adventure becomes a running battle through the vestibule and chambers. Krug orders his ogres to capture or destroy the young dragons, directing them in an intelligent offense. He orders his spear throwers to attack first, then sends at least two ogres after each dragon to overpower them.

Krug will join in any fight, but only when it best suits his purposes. He is a hands-on leader, but he isn't impulsive or stupid. When he can strike and make a difference he will. When the odds are against him, he stays back and tries to rally his gang.

Krug initially treats the hatchlings as something amusing. He treats the hatchlings as he would treat an ogre baby—speaking to them in a high voice, using simple words (even for an ogre), and showing a total lack of respect. He doesn't take the hatchlings seriously at all. Later, as they demonstrate their ability to deal with his gang, Krug becomes enraged, screaming, "I will not be defeated by babies! Not even dragon babies are the equal of Krug Bonebreaker!" The PCs should do everything possible to prove him wrong.

When Krug is defeated or has escaped, go on to "Concluding the Adventure."

Concluding the Adventure

If Krug is killed while fighting, his gang rushes for the exit. The hatchlings can pursue the fleeing ogres or let them escape. If pursued, the ogres will defend themselves.

If the hatchlings do not defeat or drive off the ogres, they will be captured or killed by Krug and his gang. Captured hatchlings will be taken north and sold to the frost giants from beyond the Ice Sea. DMs are encouraged to develop a scenario in which the PCs have a chance to make an escape. Ideally, such an attempt should occur before the ogres actually reach the rendezvous, as hatchlings

are no match for a group of frost giants.

If the adventure played out successfully, Krug has been killed and his gang has been defeated or is fleeing from the aerie. Among Krug's possessions is a gold coin bearing the marks of the frost-giant raider, Odifal. The hatchlings have no idea what this means, but the custodians do. They discern that the giants are ultimately responsible for the raids carried out by Krug and others—and the giants will have to be dealt with at some future time.


Any fleeing ogres can be captured or killed by the custodians and their vassals once the hatchlings alert them to the danger. In addition, if Svilliffa is still alive, she can be healed by priests from the vassal tribes.

The adventure ends with the hatchlings receiving welcome from the custodians and vassals. There are no apologies for what the newborns endured, however, for dragons are supposed to be made of stern enough stuff to handle even the worst first day. "Consider this your first lesson," Mykell tells them in a firm, friendly voice. "It won't be your last."

Awarding Experience

In addition to the experience points awarded for defeating the ogres, the following outcomes warrant greater rewards:

- If the hatchlings help save Svilliffa's life, they receive an additional 1,000 XP each.
- If the PCs manage to defeat the ogres without losing a single dragon egg, give them a bonus of 1,000 experience points each.
- If the ogres escape the aerie with any eggs, even if the ogres are subsequently captured, experience awards should be reduced by 100 points per stolen egg. If any eggs break, reduce awards by 250 points each.
- A story award of 10,000 to 15,000 XP should be given to each hatchling, depending on how the adventure turned out and how well they role-played. Good role-playing includes staying in character, acting like a naive, inexperienced newborn dragon, and coming up with draconic solutions to the situations.



"For the crime
of landing on our
land, you, he
should be put to
death...
— Council
elder"

Adventure Two: Color Blind

The young dragons approached the village on shaky wings, for they were still learning the subtleties of flight and of gauging the morning breeze. The vassal village, located in a small clearing beside a swift-moving river in the northern forest of Majyst Island, appeared quiet for midday. Closer the young dragons flew, and they saw a large mob of dwarves crowding around a sturdy cage.

The dwarves closest to the cage held sharp-tipped spears at the ready, business ends aimed into the cage. As the young dragons landed, one dwarf dressed in the garb of a village elder called out, "On my mark, the invader dies!" Spears drew back and arm muscles tensed. Then another voice called out, deeper, more commanding—demanding the attention of all present.

The young dragons turned to see a large amethyst dragon perched atop a flat rock overlooking the village. "Stop," the amethyst ordered. "Justice can wait until after we have greeted our guests. . . ."

Introduction

Color Blind finds a group of 2nd- to 3rd-level dragon PCs visiting an amethyst dragon vassal village. The dwarves of the village have captured a very young white dragon, and three of the village elders cannot wait to put the white to death. The PCs, as representatives of the Council of Wyrms, must find a way to convince the village's draconic lord that something rotten is going on—then they have to determine what that is before the white is killed.

This adventure is designed for four to six very young to young dragon PCs (2nd- and 3rd-level dragons). These dragons still work for the Council of Wyrms, and the adventure springs from a benign mission they are sent to accomplish.

As with the other adventures in this book, Dungeon Masters are encouraged to expand the plot with more encounters, events pertinent to their campaigns, and additional personalities for the PCs to role-play with.





Overview

The dwarves of Clan Majyst's vassal village of Dwarfstown have something to hide. The three village elders—Hammerim, Malletal, and Naluri—each have a secret they will go to any lengths to keep, even murder. Each secret revolves around a very young white dragon, and therein lies the crux of this adventure.

Hammerim oversees the village's metallurgy operations. As a side venture, he has been selling a significant portion of the mine's output to Clan Evilwood—without the approval of his amethyst lords. The white dragon happened upon a secret exchange Hammerim was conducting in the forest, and Hammerim is sure the white took notice of the dwarf, the green dragons, and a load of processed metal that was changing hands.

Malletal has been looking the other way for the last few years, even though his job includes patrolling the northern forests. For an annual gift of diamonds, the dwarf ignores the small white dragon hunting party that invades the forest once a year to supplement its food supply. The very young white dragon was a member of the most recent hunting party, and his capture by the village could reveal details that Malletal would rather keep hidden.

Naluri finds the white to be a great threat to her plans, and she wants nothing less than to see him dead before her secret can be brought to light. Naluri has been helping Odifal, the frost-giant raiding chief who has been plundering the northern isles for years now. In her most recent meeting with the frost giant, she received the orders she has waited a lifetime to hear. For a wrong she believes was committed against her family long ago by Lord Gemmena of Clan Majyst, Naluri has built up a strong hatred and thirst for revenge. In her recent meeting with Odifal—a meeting witnessed by the white dragon—Naluri convinced the frost-giant chief to turn his attention toward Majyst Isle. All of her plans for revenge could come to naught if the white reveals what he overheard.

As the adventure begins, the white dragon sits in

a sturdy cage. Arrows still jut from the very young dragon's body, including one lodged in his throat that prevents him from speaking. The elders call for the white's death, appealing to Keryst the amethyst dragon to let them carry out justice. With the arrival of the PCs, however, Keryst orders the dwarves to lay down their weapons and show their guests a proper welcome in the name of Clan Majyst.

The PCs have been sent to Dwarfstown to pick up a golden talon ring that Mykell, Grand Custodian of the Council, had commissioned some months back. Luck and a bit of coincidence have brought the PCs to this place in time to stop an invasion—if they realize that there is more going on than a simple trial. The white appeals to them for help, making unintelligible sounds and cryptic gestures to the Council representatives.

Once the PCs learn what the situation is, then some detective work will be in order. Because the white dragon cannot speak and has no other way to communicate, the PCs will have to use other methods for finding out what the white is trying to tell them. Ample evidence can be found in the forest around Dwarfstown. As the PCs get closer to the truth, however, "accidents" begin to occur. The dragon PCs are in danger from three different directions, as three different and unrelated villains seek to keep their secrets safe. Will they get to the bottom of the mystery before an accident takes them down? Will they uncover Hammerim's dealings with the green dragons? Will they find out how Malletal supplements his income? More important, will they discover Naluri's ties to the frost-giant raiders in time to stop the imminent invasion? Those are the questions facing the dragon player characters in this problem-solving adventure.

Starting the Adventure

Mykell, Grand Custodian of the Council of Wyrms, gives her young dragon charges a simple mission. As background to **Color Blind**, read the following to the players:

Since hatching, your days have been filled with



all kinds of activities. Vassals have taught you history and other scholarly subjects. Older dragons have instructed you in draconic lessons, demonstrating combat techniques and explaining the purpose of the Council of Wyrms. Most recently Mykell, the chief custodian, gave you a special mission.

"You will go to Majyst Isle, to the vassal village of Dwarfstown in the northern forest," Mykell explained to you in her deep, even voice. "There you will seek out the dwarf elder Hammerim and present this great pearl on my behalf. In exchange, Hammerim will give you a gold talon ring that I commissioned with the blessing of Gemmena, lord of Clan Majyst."

The custodian fixed each of you with her most penetrating stare, then added, "You will be representing not only Mykell, Grand Custodian, in your travels, but the entire Council as well. Work together as we have taught you. Do not let the prejudices of your different species cause you to lose sight of the laws of Great Io. You have done well so far, my children. Now, do even better."

The dragon PCs, still working together as students of the Council, receive a great pearl of extreme value and directions on how to get to Dwarfstown from the Council Aerie. Just by the size of the pearl, they should come to the conclusion that Hammerim is either a great craftsman or has great craftsmen working for him. Otherwise, the mission sounds simple enough for the small group of young dragons to accomplish. Does Mykell believe all of them are necessary for going on such an errand? No, but she does believe in the value of teaching the young dragons how to work together. And if any trouble should happen to occur, there is strength in numbers.

As they approach the vassal village from the air (assuming all of the dragon PCs have the dragon flight proficiency by this time), the PCs can't help but notice the large mob of dwarves crowded around a cage in an open square. Go to "Event One: Something Rotten in Dwarfstown." Before that, read over "Things to Know" to find details important to the course of the adventure.

Things to Know . . .

Here are the facts and statistics the DM needs to properly run this adventure. You'll find information concerning the white dragon and what occurred before the start of the adventure, the village elders and their malicious secrets, the amethyst dragon Keryst, and Dwarfstown.


. . . About the Very Young White Dragon

The very young white dragon Snowfire was a member of a hunting party that regularly visits the northern forests of Majyst Isle. The hunting party, which hails from the Frostwind Domain in the southern reaches of Glacianta, has been making annual forays into the Majyst forests for the past 10 seasons. This was the first time Snowfire tagged along, and it was to be used as a training exercise for the inexperienced white.

Snowfire is only six years old. With an 8-foot-long body and a 7-foot-long tail, he is barely of average size for a white dragon his age. He only speaks and understands *chromatic dragon*, and he has not yet learned to read or write. He can fly, can deliver two claw attacks per round, and has learned to hunt from his older brothers (the other white dragons that accompanied him to Majyst Isle). Because of wounds he received before being captured by the dwarves, Snowfire has been reduced to 14 hit points. His other vital statistics are shown below.

Snowfire, Very Young White Dragon: Int Low (7); AL CE; AC 3; MV 12, fl 40 (C); HD 7; hp 14 (36 at full strength); THACO 14; #AT 2; Dmg 3-8/3-8 (1d6+2); SA +2 to damage; SD immune to cold; SZ L (15' from nose to tail); ML 10. Combat proficiencies: bite, claw/claw, kick, flight, stall. Noncombat proficiencies: alertness, hunting, language (*chromatic dragon*), navigation, tracking.

The very young white accompanied two other white dragons to Majyst. They met Malletal in an isolated clearing somewhere on the dwarf's normal



patrol route. To give Snowfire a sense of importance, he was granted the privilege of handing over the small pouch of diamonds to the dwarf elder. Malletal accepted the gift, wished the dragons good hunting, then turned around to head back to the village.

Their hunting pattern finally took the white dragons out of the forest and to the north shore of the island. Snowfire stalked a large stag to the tree line—then let it escape as his attention was drawn to the group gathered at the water's edge. He watched in confusion and fear as a female dwarf conversed with five frost giants. The very young white knew to fear the giants, for he heard many stories about the terrible things the huge humanoids liked to do to his kind. Frozen in place, he listened to words he didn't understand. But the meaning of the exchange did not escape him. The dwarf was friends with the giants, for they gave her a gift like the one he gave the other dwarf.

Suddenly the other two white dragons burst out of the forest in close pursuit of a herd of deer. So intent were they upon their prey, they did not notice the frost giants until after the first blows were struck. Then it was too late. Snowfire watched in horror as the frost giants slashed and hacked his teachers with huge battle axes. He found his voice as the white dragons went down, and his scream of outrage and fear resounded through the forest.

The giants gave chase, but were wary of going too far into the forest at this point. The plans they had set in motion depended upon the amethyst dragons remaining unaware of their presence. So they commanded Naluri to track down the white dragon and silence it while they returned to their hidden camp on Glacianta to await her signal. If the signal is not delivered at the agreed upon time, they will know she has failed and will cancel the attack.

Snowfire flew through the forest on wings given strength by unabashed terror. He had no idea where he was going. He only knew he had to get away from the slashing battle axes. Ignoring the tree branches that scraped his body and the


unseen trunks that hurt when he failed to maneuver around them in time, he zoomed along without rhyme or reason. He might have escaped completely, had he not run into Hammerim and a small group of green dragons on the other side of a thick canopy of leaves.

The green dragons were busy exchanging gems for metal. Hammerim barely had time to raise his axe when Snowfire burst into the clearing. He took a mighty swipe at the dragon, delivery a serious wound. A green followed this up with a blast of poisonous breath, but Snowfire saved for half damage. In the meantime, Naluri ran into a patrol of dwarf warriors. She took command of the unit and sent it to follow the white dragon's obvious flight path through the broken branches and shredded plants. Hearing the dwarf patrol closing, Hammerim urged the green dragons to flee while he quickly hid his payment in the bushes. The green dragons retreated—but not before one of them slashed Snowfire's throat with a rake of its sharp claws.

A moment later, the patrol entered the clearing and let loose a volley of arrows. Most clattered harmlessly off the white dragon's armored scales, but a few found purchase in soft spots. One arrow buried itself deeply in Snowfire's neck wound, further injuring his vocal cords and making it impossible for him to talk. Naluri commanded the patrol to advance and finish the white dragon off. Hammerim seconded the order. But the patrol's commander, a young dwarf named Torvin, changed the order.

"Keryst, a dragon champion of Clan Majyst, currently waits in Dwarfstown," Torvin said with great authority. "He should be allowed to decide the invader's fate." The elders grumbled, but they didn't protest too loudly as nets were thrown over the white dragon and it was hauled back to the village.

Snowfire was placed in a hastily constructed yet sturdy cage in the center of the village. His wounds were left untended, and a few arrows still jut from bloody punctures. Confused, hurt, and afraid, the dragon now huddles in the middle of the cage. He



doesn't trust the dwarves. If the PCs address him in chromatic dragon, he will attempt to tell them what happened. As he can't speak, the best he can do is make gestures to try to get his story across.

A careful examination of Snowfire's wounds reveals some interesting things to PCs who make a successful healing proficiency check (or an Intelligence check at a -5 penalty). Scrapes along his body look to be caused by tree branches and sharp thorns. These appear painful but caused no real damage to his young scales. The throat wound was obviously the result of claws—dragon claws. Other wounds were made by dwarven battle axes and arrows, some of which still jut from Snowfire's body.

If Snowfire receives healing magic that restores enough hit points to bring his total back up to at least 32, his voice returns. Until then, he cannot speak at all. The elders will do whatever they can to keep healing from being applied. Even if Snowfire does regain his voice, he doesn't understand any of the events he witnessed. The best he can do is describe the scenes and let the PCs determine the meanings.

... About Elder Hammerim

Elder Hammerim manages the metallurgy operations centered in Dwarfstown village. His subordinates process the raw ores drawn from the nearby mines, turning it into metal that can be used to fashion weapons, armor, and tools for the clan and its vassals. His responsibilities give him access to all of the raw and processed ore, and herein lies his secret.

Hammerim has been selling metal turned out by the village to the green dragons of Clan Evilwood. This secret trade has been going on for a number of years, and the dwarf elder has grown very accustomed to the wealth that has come his way. He is greedy, secretive, and very protective of the situation he has established. In fact, he will do anything to keep the flow of wealth open—and he has. When one of his smiths noticed that the inventory was low, Hammerim decided to elimi-

nate the curious dwarf before he asked the wrong questions. No one ever suspected that the accident with the unbalanced anvil was something more sinister than an innocent, though unfortunate, mishap.

Hammerim has a short, solid build. His gray hair and beard are worn long and tied off with precious jewels. He dresses according to his station, with perhaps a bit more gaudiness than that displayed by the other elders. He carries a wicked battle axe whenever he steps out of his affluent home.

To Hammerim, Dwarfstown turns out more metal than the clan really needs. If he can trade some of it to the green dragons for its equivalent in precious gems, where's the harm in that? The fact that Hammerim keeps the gems for himself doesn't seem to keep him up at night. In truth, he sleeps like a baby.


His most recent exchange with the green dragons was interrupted by the arrival of the very young white dragon. The exchange was completed, but Hammerim had to hastily hide his payment as the dwarf patrol chasing the white entered the clearing. As soon as he makes certain the white dragon can't ruin his racket, Hammerim will return to the clearing and recover his sack of gems.

Hammerim is deathly afraid that the dragon champion Keryst will discover his secret. The dragon always talks about increasing mine output and productivity, and Hammerim believes he talks of these things because he suspects the dwarf's treachery. He hopes to think of some way to throw Keryst off his trail, even if it involves more "accidental" deaths.

The elder pushes for the white dragon's death. "It is a killer," Hammerim repeats over and over. "It tried to eat me out there in the forest. I barely got my axe up in time to defend myself. It's mad, I tell you. Mad!"

The PCs may ask Hammerim about the gold talon ring for Mykell. Though flustered by recent events, Hammerim will play the perfect salesman. He presents the talon ring with pride and words of praise, and accepts the great pearl with humility





and thanks. The deal complete, he hopes to see the Council's representatives on their way as quickly as possible.

Hammerim, Male Dwarf Elder: AL LN; AC 4; MV 6; F8; hp 62; THACO 13; #AT 3/2; Dmg 2-9 (1d8+1); SA +1 to hit, +1 damage; SD +4 save vs. poison, wand, spell; SZ S (4'4"); ML 14. Str 17, Dex 11, Con 16, Int 13, Wis 9, Cha 14.

... About Elder Malletal

Elder Malletal commands the Dwarftown militia and personally leads the patrols of the northern forests. He does his job very well and treats his duty with great seriousness. Ogres, bugbears, goblins, giants—he watches fastidiously for any signs of these interlopers and takes a personal affront to their presence. However, Malletal also has a love for diamonds. His secret begins with this powerful craving.

A number of years ago, Malletal surprised a small group of white dragons who had just brought down four large deer. Outraged that these dragons had invaded his forest, Malletal prepared to call for the rest of his patrol. That's when one of the dragons moved forward and held out a bulging pouch. Curious, Malletal cautiously took the offered pouch and peered inside. A huge smile spread across his face as he poured the diamonds into his palm. "I believe that a little extra hunting won't hurt," he said. "The herds need thinning this time of year."

This year, the dragons brought a very young white dragon with them for his first hunt. They even let it offer the gift of diamonds to Malletal. At the time, Malletal was touched by the somber air the very young dragon approached him with. Now he curses the luck that the dragon has been captured and could reveal embarrassing details to the rest of the village. The dragon has even appealed to him with silent gestures and sad eyes. So far, Malletal doesn't think anyone else has noticed, but he hopes they can kill the dragon soon so that he can stop worrying about what might occur.

Decked out in the finest plate mail and armed

with an enchanted *war hammer* +2, Malletal looks like the powerful warrior he is. He is extremely serious, always ready for a fight, and very protective of the village and the forest around it. He feels very guilty about letting the white dragons hunt in the forest once a year, and he will do everything in his power to keep his secret safe. Even so, he promises that the white dragons will not be allowed access to the forest again—no matter how many diamonds they offer him.

As commander of the village guard, Malletal makes every effort to convince the amethyst dragon champion that the white dragon poses a danger to the community. "For the crimes of hunting on clan land alone, he should be put to death."


Malletal, Male Dwarf Elder: AL LN; AC 2; MV 6; F10; hp 74; THACO 11; #AT 3/2; Dmg 5-8 (1d4+4); SA +1 damage; SD +4 save vs. poison, wand, spell; SZ S (4'7"); ML 16. Str 16, Dex 15, Con 15, Int 12, Wis 11, Cha 10.

... About Elder Naluri

Elder Naluri serves as chief administrator of Dwarftown Village. She handles all the day-to-day problems and decisions needed to keep the village running. She reports to the clan's dominator, especially to Keryst, the champion who currently oversees the vassals of this community. Outwardly, she plays the fawning servant to Keryst. Inwardly, she considers the dragon champion to be an easily duped fool. She wields a *short sword* +2 when combat becomes unavoidable, and carries a *potion of amethyst dragon control* that she will use if the situation turns against her. Her secret dates back to her grandfather, who fostered a hatred of Clan Majyst that has festered to this day.

Naluri's grandfather was once Lord Gemmena's kindred, taking his own father's place when the time came for Gemmena to bond with another. His family had been proudly serving in this capacity since Gemmena was a hatchling. After only a few short weeks, Gemmena dismissed Naluri's grandfather. The dragon lord just did not feel an





affinity for the dwarf. Her action, however, caused the family to suffer disgrace—at least in the mind of Naluri's grandfather.

As Naluri grew up, she was raised on a diet of her grandfather's hatred and disappointment. She listened to his heartache, took hold of his bitterness, and made his hatred her own. She promised to one day avenge the wrong her grandfather suffered, to make Gemmena and Clan Majyst pay for disgracing her family. She has dedicated her life to accomplishing this.

Six years earlier, Naluri received a report from Malletal concerning frost giant activity in the islands to the north. Naluri thanked Malletal for his diligence, told him to keep a watchful eye, then readied a ship for the annual trip to Clan Corum's domain on Glacianta. During the trip to trade with the other amethyst dragon clan, Naluri took time to locate the frost giants. The giants almost killed her before she could convince Odifal to hear her out. She offered her aid to the frost-giant chief, promising information that would make his raids more profitable. Odifal listened, then agreed to let her assist his raiders.

Over the years, Naluri passed along news of approaching trade ships, the movements of patrols, and even the flight of dragons toward the northern isles. She fostered trust and a working relationship with the giants in anticipation of one day convincing them to aid her. She finally set up a meeting with Odifal—a meeting witnessed by the very young white dragon. During that meeting, Naluri urged Odifal to come to Majyst Isle. "This should be the center of your activity, Chief Odifal," Naluri coaxed. "The dragons of Majyst are more prosperous than the dragons of Glacianta, and this island is closer to the wealthy domains of the temperate isles. I have prepared a hidden lair for you and your raiders in an abandoned part of our mine."

Odifal was intrigued by this offer, for he had long coveted the riches of the central islands. He was about to agree when the white dragons stumbled upon the meeting. Though his giants killed the two older dragons, a young one escaped. "Find that dragon and destroy it before our secret is

revealed," Odifal ordered Naluri. "We will wait until sundown tomorrow. If you have not sent the signal by then, we will know you have failed. We will return to our lair up north, for less riches in safety is better than more in danger."

Naluri now seeks to hurry the process of justice (something Keryst advocates to the extreme) and see the young white dragon put to death. If this fails, she plans to rush to the shore and send out the signal—regardless of the danger posed to the giants. What does she care if Odifal and his frost giants are destroyed, as long as they cause as much damage and destruction as possible before they fall?

The frost giants await Naluri's signal from a point at the very limit of vision. The signal, a blazing tree on the edge of the shore, tells the giants that it is safe to come ashore.


Naluri, Female Dwarf Elder: AL LE; AC 5; MV 6; T9; hp 37; THACO 16; #AT 1; Dmg 3-8 (1d6+2); SA backstab×4 damage; SD +4 save vs. poison, wand, spell; SZ S (4'5"); ML 16. Str 14, Dex 16, Con 14, Int 16, Wis 14, Cha 17.

... About Keryst

The amethyst dragon dominate Keryst is a young adult who hopes to make his reputation by increasing the productivity of Dwarfstown. He travels to the vassal village once every few months to see how things are going and to suggest ways to pull more ore from the mine or to make the processing more efficient. To these ends, Keryst spends a lot of time with both Naluri and Hammerim.

When Keryst is present, he normally sits atop a flat rock overlooking the village. Though he makes suggestions and offers advice, Keryst follows the path of most amethyst dragons and lets the vassals govern themselves. He was more than willing to simply observe the proceedings against the captured white dragon when the PCs arrived. He decided to take over in order to impress the guests in hopes that they would take a good report about him back to the Council.





Though he believes in justice, Keryst cares little about what really happens to the white dragon. In his opinion, the white dragon is an invader who deserves to be punished for his crimes. If the dwarves want to punish the dragon by putting it to death, then that is their decision. After making a small show of presiding over the situation for his guests, Keryst is quite willing to turn matters back over to Naluri. The PCs will have to convince him not to do that if they hope to find out what the white dragon knows.

Keryst serves as an authority figure who can help or hinder the PCs, depending on their play. If they have no sense of what to do next, then Keryst can offer a suggestion or two. If they are plowing ahead and nothing can stand in their way, have Keryst act as a road block that they'll need to find a way around. If the adventure is playing out as the DM envisioned it, then Keryst can stand back and watch as the PCs track down the clues.

Keryst, Young Adult Amethyst Dragon: Int Genius (17); AL N; AC -5; MV 12, Fl 40 (C); HD 15; hp 65; THACO 6; #AT 5; Dmg 1-10/1-10/5-30; SA +5 to damage, breath weapon (dmg 10d8x5); SD immune to poisons, force attacks; SZ G (82' from nose to tail); ML 17. Innate abilities: water breathing, water walking (6/day), neutralize poison (6/day). Combat proficiencies: breath weapon, claw/claw/bite, flight, kick. Noncombat proficiencies: alertness, appraising, debate, etiquette, language (gem dragon, high draconic), mining, psioncraft, reading/writing, spellcraft (wizard), stewardship, survival (forest). Psionics: PSPS 100; Disciplines—Psychokinesis, Psychometabolism; Sciences—project force, complete healing; Devotions—inertial barrier, molecular agitation, cell adjustment, reduction; Defense Modes—M—, TW. Spells: 1st level—*audible glamor*, *entangle*.

... About Dwarfstown Village

The vassal village of Dwarfstown is located in the northeast portion of Majyst Isle. Surrounded by

thick forest and close to the island's north shore, Dwarfstown houses nearly 30 dwarves who work the nearby mine, operate the metallurgy, and patrol the local forest. Three elders oversee the village. These elders are Hammerim, Malletal, and Naluri.

Dwarfstown sits in a forest clearing approximately 50 miles northeast of the city of Clear Lake. The mine, which turns out raw iron ore that the dwarves refine into steel, is 5 miles northeast of the village. The island's shore is less than 10 miles away. To the west, in an isolated clearing where Hammerim met with dragons of Clan Evilwood, evidence can be found linking the dwarf to the green dragons—including a hidden sack of jewels. To the north, a trampled site links Malletal with three white dragons. To the northeast, on the shore of the Ice Sea, evidence of a battle waits to be discovered. Locations to the map on the following page are described below.

1. Rolling River. A river flows beside Dwarfstown, carrying its water toward the Ice Sea. The river moves quickly, and it is fairly wide and deep. Any attempt to swim the river requires a swimming proficiency check with a -4 penalty.

2. Bridge. A sturdy stone bridge spans the Rolling River, providing access to the road to the mine and other points north and east of Dwarfstown. The bridge is wide and strong enough to allow loaded wagons to cross safely.

3. Road to the Mine. This well-traveled path leads to the mine. It winds 5 miles through the forest to the mine. Dwarf warriors patrol the road and mine area on a regular basis.

4. Road to Clear Lake. This road leads to the capital city of Clan Majyst, some 50 miles away. The dwarves are responsible for patrolling the area nearest the village. While the rest of the road remains relatively safe, the great distances involved make it impossible to watch every mile of it at all times. When the humanoid tribes that live



in the deep forest feel particularly brave, they strike at a vassal caravan or other travelers out of the cover of the trees.

5. Dragon Rock. This large, flat-topped rock gives visiting dragon dominates a place to rest and watch the village activities. During this adventure, this is the place where Keryst spends most of his time.

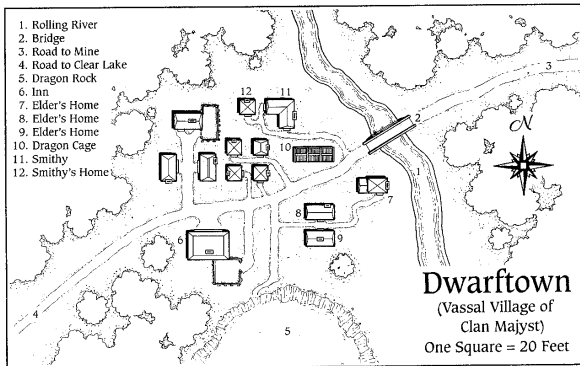
6. Cracked Ore Inn. The Cracked Ore Inn serves visiting vassals from other villages and clans. This two-story structure has a large common room, public sleeping rooms, and a few private rooms for more prominent visitors. An enclosed pen next to the inn houses the visitors' mounts.


7. Naluri's Home. Elder Naluri lives in this large, old house beside the Rolling River. Her home reflects her position in the community, but it is not as richly decorated or as well-kept as the

homes of the other elders. She lives alone, with only her hatred and her schemes to keep her company. The only evidence of her involvement with the giants are a few large gold coins bearing the marks of the raiding chief Odifal. These coins are hidden in the same secret place that contains a second *potion of amethyst dragon control* and a *sword +2, dragon slayer*. Unless she sees no other option, Naluri will not retrieve the sword.

8. Hammerim's Home. Elder Hammerim lives in this richly appointed (to the point of gaudiness) house with his wife and three children. If the PCs investigate the home, they can find a secret room filled with jewels from the domain of Clan Evilwood. To determine the origin of these jewels, a PC dragon needs to make a successful appraising proficiency check.

9. Malletal's Home. Malletal does his best to match the opulence of Hammerim's home, but he falls





woefully short. His home will never match the affluent gaudiness of his neighbor's. Malletal and his wife live here. He too has a secret room. It contains a large supply of excellently cut diamonds. A successful appraising proficiency check identifies them as coming from the white dragon mines of Glacianta.

10. Dragon Cage. This sturdy cage measures 60 feet in length, 25 feet wide, and 25 feet high. The bars are made from the strongest steel, and Snowfire has no chance of bending or breaking them because of his weakened condition. Torvin, captain of the village guard, placed the captured dragon within the cage until Keryst could render a more permanent decision as to its fate. Torvin and Malletal have the only keys to the cage.

Torvin, Male Dwarf Guard: AL LG; AC 2; MV 6; F6; hp 41; THACO 15; #AT 1; Dmg 4-14 (1d10+4); SA +2 to hit, +4 damage; SD +4 save vs. poison, wand, spell; SZ S (4'8"); ML 16. Str 18/82, Dex 13, Con 15, Int 9, Wis 8, Cha 12.

11. Smithy. This large building serves the dual function of being both the metallurgy plant and the steel works where metal items are fashioned. Except for the mine itself, more dwarves work here than anywhere else in the village. A check of the latest inventory records indicates that a significant portion (15%) of processed metal is missing. This metal was given to the green dragons by Hammerim. If questioned, the smith reveals that Hammerim took a wagon load of metal into the forest earlier that day.

12. Smith's Home. The chief of the smithy lives in this humble house with his wife and four children. While respectful of dragons, these dwarves have no great love for them. They will not cooperate unless specifically ordered to by their master, Keryst.

The other buildings in the village serve as living quarters for the miners, the village militia and guards, and the smith workers. A pen beside one

of the buildings houses the animals used as patrol mounts and beasts of burden.

Note that the village has no resident priests or healers. If the PCs request such services, the vassals will have to send to Clear Lake for a cleric. The cleric will not arrive before Keryst's deadline passes (see "Event One").

Event One: Something Rotten in Dwarfstown

The dragon PCs approach the vassal village and see a crowd of dwarves around a large cage. The dwarves nearest the cage wield spears with large, sharp metal heads. Malletal stands near these spear carriers, for most of them are part of his militia or the village guard. He calls out above the sound of the crowd, "On my mark, the invader dies!" Give the PCs a moment to react in some way. Let them peer into the cage and see the wounded white dragon who looks to be about their age. Let them notice the other two village elders looking on with nervous anticipation. Then they hear the louder, more commanding voice.

"Stop," orders Keryst, the amethyst dominate, from his place atop the dragon rock. "Justice can wait until after we have greeted our guests."

The amethyst dragon is older than the PCs, but still considered young to be a dominate. He is a favorite nephew of Lord Gemmena, however, so has been granted more authority and responsibility than other dragons his age. He has the dwarves greet the PCs in the appropriate fashion, then asks what brings them to this vassal village of Clan Majyst.

If the PCs identify themselves as servants of the Council of Wyrms, the dwarves respond with the sign of Great Io, tracing an eight-pointed star in the air before them. Snowfire, who can't understand the words that are being said, does recognize the sign made in the presence of those dragons selected to serve the Council. Despite his wounds, Snowfire tries to get the PCs' attention. Read the following:

The white dragon begins to make strangled sounds, moving its jaws as though to speak but only senseless noise spills out. Then it waves its claws around, gesturing toward you as best it can with wounded, weakened limbs. After a few moments of this, the very young white collapses. Its efforts have exhausted it, but its steady gaze never leaves you until its eyes finally close in weary pain.

The PCs should realize that the dragon was trying to tell them something. Now it lies on the floor of the cage, unconscious from its trials and exertions. If the PCs ask what crime the white dragon committed, Naluri says that it is none of their concern. "This is Clan Majyst business," she says defiantly, "subject to our lord Keryst and not the Council." Keryst agrees, explaining that the Council's wards need not trouble themselves with the fate of one lone white dragon. "Find the item you came to pick up and be on your way," Keryst concludes. "I am sure Mykell has other tasks waiting for you on All Clans Island."

It will take a few good arguments for the PCs to convince Keryst to let them look into this matter. The most compelling evidence that would bring Keryst around is the claw wound on Snowfire's neck. If that, or some other argument, is presented to Keryst in a respectful manner, he will allow the PCs time to investigate the situation. Hammerim will speak up. "And how long will we wait, Master Keryst?" he asks. "Who knows what danger this mad dragon poses to our community? It should be put to death." Keryst agrees, and gives the PCs a time limit of six hours to find out whatever they can. At the end of that time, the captive will be destroyed.

Event Two: Exploring the Forest

Torvin agrees to take the PCs to the spot where they captured the white dragon, explaining what he knows of the events that occurred at the time. Hammerim also gives a version of his tale, though

he leaves out anything incriminating. He does paint himself as a brave hero, fending off the insane, murderous white dragon until help could arrive. Hammerim and Malletal insist on accompanying the PCs as well. Naluri remains behind to keep an eye on the prisoner.

If the PCs lose the trail at any time in this section, they will eventually return to the village and "Event Three."

At the Western Clearing

The clearing, several miles west of the village, shows obvious signs of battle—arrows that missed their mark or broke and bounced off tough dragon scales, broken tree branches, crushed foliage, etc. The spot where the white dragon burst into the clearing is plain.

Successful observation proficiency checks (Int) or modified Intelligence checks (Int-4) reveal a number of significant things about the site, depending on how successful the rolls are, as follows:

- A roll of up to 3 less than the required success number means the PC spots the tracks of other dragons. At least three separate sets of tracks fill a part of the clearing, and it is obvious to the roller that they were standing relatively still for a period of time. Furthermore, a successful tracking proficiency check identifies the tracks as those of green dragons.
- A roll of 4 to 6 less than the required success number also reveals wagon wheel tracks. A successful tracking check allows a PC to locate the wagon in the foliage about 30 feet west of the clearing. It was obviously dropped from a great height (after the dragons emptied the metal it contained into their own packs). This roll also helps the PCs spot a patch of foliage that was destroyed by poison gas—the breath weapon of a green dragon.
- A roll of 7 or 8 less than the required success number uncovers tracks made by a dwarf. From their position, it is obvious that the dwarf stood with the green dragons for a significant length of time.

- On a roll of 9 or less than the required success number, a PC finds the sack of jewels that Hammerim hastily hid inside a thorny thicket. A successful appraising proficiency check indicates techniques and materials common to the craftsmanship of Clan Evilwood.

Depending on what occurs here, Hammerim gets very defensive. He blames these "Council children" for attempting to foster discordance in Majyst domain. "It must be some vile plot on the part of Grand Custodian Mykell," he hastily accuses. "I never did trust the Council and its custodians. They have their own agenda that does not match the clans." If the PCs suggest that Keryst may want to ask Hammerim some questions, Mallet orders the guard to return him to the village.

- Tracing the white dragon's path through the forest requires a successful tracking proficiency check. If the check succeeds, the dragon PCs can follow back along Snowfire's mad dash through the woods, to the shore of the island.

All the Shore

A number of things are immediately obvious if the PCs reach the beginning of the white dragon's mad flight through the forest. It was standing at the tree line, probably watching something happening on the small beach, before it took wing and fled into the deeper forest. PCs who explore the shore need to make successful observation proficiency checks (Int) or Intelligence checks at a -4 penalty to discover additional details.

- On a roll of up to 3 less than the required success number, the PCs notice the indentation of a large object in the sand nearest the water. The rising tide has obscured much of the indentation, but enough remains to hint that something large and heavy was beached here for a time. (This was the frost giants' launch, the craft that transported them from their vessel to this meeting site.)
- On a roll of 4 to 6 less than the required success number, the PCs spot a number of mud-

dled tracks in the disturbed sand near the water's edge. A successful tracking proficiency check helps sort out what creatures made the tracks. There are several large, booted feet, like a dwarf's footprints but much, much bigger. There are also the small, booted prints of a dwarf, deer tracks, and dragon tracks—made by white dragons larger than the one back in the village cage.

- On a roll of 7 or 8 less than the required success number, a PC notices movement in the forest. If the group investigates, they find five marine scraggs bent over the shattered body of a juvenile white dragon. The dragon obviously crawled into this hiding space before succumbing to its wounds. The wounds were inflicted by large, bladed weapons of a size too great for even the strongest dwarf to wield. The saltwater trolls came ashore to hunt, but were intrigued by the corpse of the white dragon. If the PCs do not spot them, the trolls remain hidden until the PCs depart or 50 minutes pass (the length of time remaining before the scraggs must return to the sea). If the PCs do spot them, the trolls will fight to keep the body they found.

Trolls, Marine Scraggs (5): Int Low (5); AL CE; AC 2; MV 3, Sw 12; HD 6+12; hp 40, 38, 33, 32, 30; THACO 13; #AT 3; Dmg 1-4/1-4/9-16 (1d4/1d4/1d8+8); SD regeneration in water; SZ L (10'); ML 16; XP 1,400.

- On a roll of 9 or less than the required success number, a PC finds a large gold coin partially buried in the sand. It bears the mark of Odifal, the frost-giant raider who has been terrorizing the northern isles.
- On a roll of 10 or less than the required success number, one of the dragon PCs notices that one of the trees nearest the shore has been coated with oil. The giants prepared the tree so that Naluri could easily set it ablaze when she was ready to signal them. If the PCs clean off the flammable substance, Naluri will have difficulty carrying out her plan in "Event Four."

- If the PCs want to go back even farther along Snowfire's trail, a successful tracking proficiency check at the shore will lead them to the north clearing, where the white dragons met with Malletal.

All the Northern Clearing

This clearing lies to the north of the vassal village. Nothing links Malletal to this spot initially (though later revelations, like his hidden collection of diamonds, may). However, he behaves in a very nervous manner while at this spot, especially if the PCs discover the diamond as described below.

- A successful observation roll (or Intelligence check at -4) reveals three things: this is the first place the white dragons landed upon reaching Majyst Island, there were a total of three white dragons, and small booted foot prints indicate that a dwarf was present at the same time as the dragons. From the evidence supplied by the tracks and prints, the smaller of the three dragons approached the dwarf. The dwarf showed no fear, finally walking away at a casual, unhurried pace.
- A PC who rolls better than 3 less than the required success number for the observation check notices one other thing. A single diamond gleams in the grass. It lies beside the tracks of the dwarf and small white dragon, right where the two stood together for a short time.

Nothing else can be learned at this site, and there is no other trail to pick up and follow as the dragons landed here from the sky.

Event Three: Kill the Dragon

When the PCs return to the village, a few things occur. Keryst waits patiently to hear their report. As they explain what they have discovered, they may or may not notice two dwarves approaching the cage from different directions. The single guard stationed at the gate seems unconcerned until the closer dwarf swings his battle axe free


of its harness and charges toward the cage. As the guard moves to intercept the closer dwarf, the second one tries to slip a large plate of food into the cage.

The dragon PCs must decide how they want to act. The battle axe presents an obvious danger, but the greater threat is disguised as a simple meal for the prisoner. Each part of this encounter is described separately, though the two occur simultaneously and need to be handled as such.

The guard, caught by surprise, takes a mighty hit from the battle axe and falls back in a spray of blood. "Stay out of my way, Jornak," the crazed dwarf screams. "I'm going to kill that monster before it decides to free itself and destroy all of us!" The crazed dwarf is Mordiak, who lost his wife and son to a white dragon two seasons before. He has controlled himself for as long as he could, but now he burns to take a measure of revenge out of the young white dragon. The guard refuses to fight another dwarf, plus his wound has made him too nervous to move back into the range of the battle axe. On the second round, Mordiak reaches the cage and begins slashing and hacking at Snowfire. If the PCs try to stop him, Mordiak turns his axe on them. Overcome by grief and a thirst for revenge, the crazed dwarf will fight to the death (although inventive PCs can come up with less lethal ways to restrain him). Keryst calls for Mordiak to "halt this insane activity," but the dwarf ignores him. On the fifth combat round, if the PCs have not stepped forward, Keryst moves to restrain Mordiak himself. By that point, however, Snowfire could be dead.

Mordiak, Male Dwarf Vassal: AL LN; AC 4; MV 6; F3; hp 18; THACO 18; #AT 1; Dmg 4-11 (1d8+3); SA +1 to hit, +3 damage; SD +4 save vs. poison, wand, spell; SZ S (4'6"); ML 14. Str 18/23, Dex 11, Con 12, Int 8, Wis 9, Cha 10.

The other dwarf is a young female who has been ordered to take a plate of food to the prisoner. She received her orders from Elder Naluri, who also prepared the meal. If no one stops her, the



dwarf delivers the plate and pushes it into the cage. When Snowfire gets a chance, he will eat some of the food. The food has been poisoned with a very strong, fast-acting ingested poison. If Snowfire makes his saving throw, he loses 1d4 points every round until the poison is neutralized or death occurs. If he fails his save, he takes 1d6 points of damage every round. If the PCs cannot help him, they can try to convince Keryst to use his innate *neutralize poison* ability. Pointing out that a mystery that might threaten all of Clan Majyst requires the information that the white possesses is enough to get Keryst to act.

Event Four: Act of Desperation

At some point in the adventure, the dragon PCs will either get close to discovering Naluri's involvement or will convince Keryst beyond a shadow of a doubt that the white dragon probably knows enough about the things they have uncovered that he needs to be questioned. When either of these things become obvious, Naluri makes one last act of desperation.

First, Naluri consumes her *potion of amethyst dragon control* and orders Keryst to protect her from the PCs. For the purposes of this adventure, Keryst fails his saving throw and falls under Naluri's control for 5–20 (5d4) rounds. During this time, Keryst uses his abilities to best advantage to keep the PCs from following or hindering Naluri. He retains enough control not to apply lethal force, though the PCs should not be aware of this. They think that the stronger amethyst is quite capable of destroying them. Once the effects of the potion wear off, Keryst will need a few rounds to recover his senses before he can be of any help to the PCs.

The dragon PCs catch up with Naluri at the shore where Snowfire witnessed her meeting with the frost giants. She will have the weapon listed in her description and a flaming torch. If the DM thinks it necessary for dramatic purposes, Naluri

can be considered to have retrieved her *dragon slayer sword* +2 from her home, as well as her second *potion of amethyst dragon control*.

If the PCs wait until they defeat Keryst (or the potion's effects wear off), then they reach Naluri just as she prepares to set fire to tree as a signal to the frost giants. If a few of the PCs chase after her immediately, leaving the rest to keep Keryst occupied, then they catch her just as she bursts onto the shore and lights her torch. Either way, Naluri hopes to send her signal, and the PCs must try to keep her from accomplishing that goal.

"This is for my grandfather," Naluri shouts as she tries to set fire to the tree. "You wronged him, Gemmena! You wronged my family! Now I bring doom to Majyst! I bring the frost giants!"

If the PCs discovered the oil-soaked tree earlier in their investigations, then it is quite possible that Naluri's torch will find only live tree wood to burn. This, of course, doesn't burn very well at all. If the oil was not discovered, a single touch of the torch's flame will set the tree on fire. Once the flame catches hold, the PCs have three rounds to put it out before it blazes bright enough to signal the giants.

Naluri tries her best to keep the PCs at bay, but she isn't a true warrior type. The PCs should be able to stop her before she can touch flame to tree (if they win initiative) or at least defeat her in time to smother the flames if she succeeds. Probably the best way to accomplish that is for a dragon PC to charge into the tree, uproot it, and knock it into the sand and sea. DMs should allow any other reasonable plan to work if it is accomplished in the allotted amount of time.

No matter what occurs, Naluri fights to the death. Unless the PCs make a supreme effort to stop her without killing her, the elder battles on as long as she has breath and strength enough to wield her sword.

Concluding the Adventure

At the very least, the dragon PCs should succeed at stopping Naluri from signaling the frost giants. If they caused Naluri's final act of desperation



because they discovered her involvement, award the group 2,000 bonus experience points. If they had no idea she was behind the worst of the mysteries but they still stopped her from sending the signal, the bonus drops to 1,000 experience points. Either way, Keryst also allows the PCs to take a share of Naluri's secret treasure worth 4,000 gp—wealth given to her by the frost giants.

If the PCs uncovered Hammerim's secret dealings with the green dragons, the elder has his rank removed in shame. Keryst presents the PCs with 8,000 gp in jewels that Hammerim received for dealing in stolen metal. They also earn an experience point bonus of 1,000 points. Hammerim loses his position in the village, and further punishment awaits him at a future date.

If the PCs learned of Malletal's treachery and reveal it to Keryst, they receive 1,000 bonus experience points at the conclusion of the adventure. They also receive 6,000 gp in diamonds—part of the diamonds Malletal has accumulated over the years as gifts from the white dragons. Malletal loses his position as chief of the militia, but he is allowed to stay on at the village in a lesser capacity as his crimes were not as great as those committed by Naluri or Hammerim.

If the PCs save Snowfire's life and convince Keryst to let the very young white dragon return home, award them a bonus of 2,000 experience points. Snowfire did not maliciously invade Majst territory, and was not out to kill any vassals or dragons. He just came along to learn to hunt and to gather additional food for the winter. He never would have been on the island if Malletal hadn't allowed it by accepting the white dragons' gift of diamonds.

Of course, it is possible that the adventure ends on a darker note. If the PCs can't keep Naluri from setting off her signal, the frost giants will arrive on the island within 1d4 hours. There is not enough time for help to be called and to arrive, so the vassal village will be on its own when the giants hit land. Keryst asks the PCs to help defend the village. They will have only a short time to prepare a suitable defense against the giants.

In this case, Odifal is not stupid. He realizes that even though the signal was sent, things may not be perfectly safe for him and his raiders. He sends only one boat to shore, keeping his other two far enough at sea that they can escape back to Glacianta should the need arise. The boat that hits land contains 12 frost giants. Once they realize that Naluri is not present to direct them to the hidden lair, they send up the retreat signal (a flaming arrow shot straight into the sky) and attempt to cast off themselves. If forced to, they will fight until the last giant falls.


Frost-giant Raiders (12): AL CE; AC 0; MV 12 (15); HD 14+4; hp 94, 85×2, 78×4, 62×4, 54; THACO 7; #AT 1; Dmg 11–25 (2d8+9); SA +9 damage, hurled rocks (2d10 damage); SD immune to cold; SZ H (21'); ML 13; XP 7,000.

If the PCs succeed and the signal is never sent, Odifal takes his frost giants back to their hidden lair somewhere on Glacianta's frozen coast. The major threat has been delayed for a time, though the PCs have once again uncovered evidence of the frost-giant raiders operating within the confines of the Io's Blood island chain. A few years later, in the next adventure presented in this book, they will have an opportunity to finally confront Odifal and his raiders.

When everything is over, the PCs can gather up their rewards and the talon ring for Mykell and return to the Council Aerie. Hopefully they have learned a valuable lesson from these events—not everything they face will be as clear as black and white.

Awarding Experience

In addition to the experience awards outlined above, the dragon PCs should receive story awards based on how well they were role-played and how the adventure turned out. These awards, should range from 50,000 to 100,000 XPs.



"He'd never realized it was no casual slip—it was a frost-giant long beard!"
—Sunfire the White

Adventure Three: The Terrible Alliance

The endless plains of ice stretched away from the frozen coast of Glacianta, like sheets of glass sparkling in the sunlight. Odifal, chief of the frost-giant raiders, stood in front of the concealed opening to his hidden lair and looked out upon the ice and sea. For nearly 30 years, Odifal and his raiders plundered the northern isles from this secret spot. He had made periodic trips back to the lands of the frost giants, but he had come to consider this cold landscape his home. Soon, he would be ready to strike at the dragons in a more significant manner than his past coups. There would be no more lightning raids, no meaningless skirmishes. Soon there would be war.

"Any sign of them yet, Odifal?" asked the human female, speaking in almost perfect giant.

"No, not yet," Odifal responded, turning to look across the dancing sea. "The ships will be here soon, though, loaded with enough frost-giant warriors to take and hold this island. We will fight the dragons—and we will win!"

"After we teach you, Odifal," the female cautioned. "After we show you how to kill the vile beasts."


Odifal looked down upon the human, admiring her armor and the sword strapped to her back. She was small, this member of a race he usually ignored. But he had seen her fight, and he knew that his dreams of conquest depended on this human. For with her aid, his giants would win the grand war that was even now sailing toward them from a place far beyond the horizon. She knew how to kill the wyrms.

For she was a dragon slayer . . .

Introduction

The Terrible Alliance is the culmination of events hinted at in the first two adventures. The dragon PCs, now at juvenile age (4th level), get a chance to stop the frost-giant marauders who have been plaguing the northern islands. The expedition turns





more dangerous when the PCs discover that ancient enemies of the lo's Blood dragon clans are involved—dragon slayers!

Designed for four to six juvenile dragons and their Kindred, **The Terrible Alliance** sends the PCs north to investigate what may be the hidden lair of Odifal the frost giant and his raiders. The PCs have just awakened from the *dragon sleep* that advanced them to 4th level and are preparing to finally leave the Council Aerie. The time has come to return to their respective domains. Before they depart, however, Grand Custodian Mykell has one last thing she needs the PCs to do.

A few notable characters from the previous adventures appear in this one. If any of these characters died as a result of play, substitute new names and personalities as you see fit. These recurring NPCs include: Snowfire the white dragon, Krug Bonebreaker the ogre leader, and Odifal the frost-giant chief.

Overview

Just as the dragon PCs prepare to depart from All Clans Island at the end of their service to the Council of Wyrms, Mykell approaches them with one final task. A white dragon recently arrived on the island with important news about the frost-giant raiders who have been causing so much trouble and concern. If Snowfire survived **Adventure Two: Color Blind**, then he is the white dragon who waits to speak with the Council's representatives. If not, it is another juvenile white from Clan Frostwind.

The white brings news that while he was flying near the coast, he saw a ship enter a large crack in the frozen cliff side. The ship was much too big to be a vassal vessel. The white dragon believes it was going to the lair of the frost-giant raiders. Mykell decides that this news warrants some sort of investigation, so she asks the PCs to perform one last service before they leave.

With the help of the white dragon, the PCs reach the presumed location of the frost giants' lair. The dragons could fly into the huge cave

opening, following the flow of the Ice Sea. This route, however, is rife with danger and deadly surprises. The better course is to send the dragon's kindred in through one of the smaller caves to scout the interior.

In any case, the PCs eventually enter the frozen caves. Exploration soon gives way to battle as the PCs must face a variety of creatures loyal to the giants, including ogres, winter wolves, ice trolls, and yeti. The frost giants themselves make terrible foes, especially when they unleash a pair of remorhazo into the caves. Finally, the major confrontation takes place—the dragon PCs engage in deadly combat with Odifal and his dragon slayer allies.

In the end, the PCs should know about the plans Odifal and the dragon slayers have worked out. A huge fleet of frost-giant war ships—loaded with frost-giant warriors—is en route to Glacianta to provide the dragon slayers with an army to send against the dragons. If the PCs win against the frost-giant raiders, they should have time to rally a force of Glacianta dragons great enough to repel the approaching warships. The adventure ends with time enough to gather a dragon army, and it also leads to a perfect opportunity to play a session of the Council of Wyrms. Can the PCs convince the Council to send a larger force to bolster the dragons of Glacianta? That could be the starting point of another adventure, and suggestions for developing that storyline are provided.

Starting the Adventure

The Terrible Alliance opens on All Clans Island, on the great plain in front of the Council Aerie. Read the following passage aloud.

Another period of dragon sleep has ended, and now you and your clutch companions have advanced to the age of juvenile—gaining all of the powers and abilities that go along with that age. Your time of learning with the Council's custodians has passed, and you are free to return to your clans. The custodians hope you take the lessons of



cooperation and harmony back with you, but who knows what demands the rigors of clan life will place upon the Council's lofty ideals?

Your kindred stand ready, waiting for the signal to take their places atop your backs. Soon you will take to the air and fly, leaving these childhood companions behind. Part of you is impatient with longing. Part of you wishes that things could remain as they have been. The vassals and custodians who have been closest to you wish you well. Before you can depart, however, you hear the familiar voice of Mykell call.

"One moment, young masters," Mykell calls as she swoops down from the aerie's entrance level. "May I speak with you before you go?"

Mykell lands nearby and addresses the PCs in her great, calm voice. "I have just received some information that needs to be verified or disputed before the Council can take action," she explains. "Could you perform one last task for me before you go?"

If the PCs agree, proceed to "Event One: News From a White Dragon." Before that, examine the information presented under "Things to Know" for details on important characters and features in this adventure.

Things to Know . . .

The following information provides DMs with facts about a variety of subjects vital to this adventure. These subjects include the dragons of Glacianta, the raiders' lair, the frost giants, and the dragon slayers. Statistics, descriptions, and role-playing notes are included in each section.

. . . About the Dragons of Glacianta

The white dragons of Clan Frostwind and the amethyst dragons of Clan Corum control domains relatively close to the lair of the frost-giant raiders. In fact, the lair is located within the bounds of Frostwind domain. Snowfire (or whichever juvenile white dragon the DM decides to use) approached his clan leaders about what he saw,


but the leaders were not interested. They acted nervously when he mentioned it, perhaps even frightened. They dismissed the news and told young Snowfire to forget about it. Instead, Snowfire went to see the Council custodians.

The white dragons of Clan Frostwind have suffered the most from the raids of Odifal and his frost giants. This has not made the dragons intent on destroying them. It has instead made them more frightened of their ancient enemies. The leaders of the clan have come to believe that the best way to deal with the frost giants is to give them what they want when they make one of their periodic raids. Better to turn over a hatchling or two, the leaders believe, than to lose many grown dragons to the axes and boulders of the giants.

The amethyst dragons of Clan Corum have had less contact with the raiders. While they consider the frost giants to be frustratingly troublesome, they do not see them as a significant threat. For this reason, the amethyst dragons have not gone out of their way to hunt down the raiders. They do, however, keep a watchful eye for their approach in order to keep damages and losses due to raids at a minimum.

If the PCs approach the white dragons with evidence that a frost-giant army is on its way to Glacianta, they will first have to get past the suspicion directed at them, the fear that grips the clan, and the general distrust the clan has for strangers. If they seek out Snowfire's help, the PCs will have an easier time convincing the white dragons to take action. With the proper amounts of respect, proof, and a stirring call to arms, the PCs can muster a force of 30 white dragons to send against the coming frost-giant armada. These dragons range in age from young to old, and they will be accompanied by a similar number of vassal warriors.

The PCs may also seek help from Clan Corum after they discover what Odifal and his allies have planned. Without compelling evidence, the amethyst dragons refuse to take the threat posed by the frost giants too seriously. Under no circumstances will they (or the white dragon clan, for that matter) send dragons or vassals to help



the PCs clear out the raiders' lair. If the PCs obtain sufficient proof of a dire threat, such as a piece of dragon slayer armor or Odifal's battle maps from the lair, the clan will provide 15 dragons of juvenile to mature adult age to help fend off the invasion force.

... About the Raiders' Lair

The lair of the frost-giant raiders is located within a series of frozen caverns on Glacianta's southeast shore. A river of sea water flows through the great crack in the ice-covered, miles-high cliff side that leads into the caverns, connecting them to the Ice Sea. Inside, the river passes a number of natural chambers, finally ending in a bay where the raiders' dock their long boats.

In addition to the frost-giant raiders and their servants, some of the chambers still house the monsters that lived there before the coming of the giants. Some of these monsters, like the ice trolls, cooperate with the giants to a certain extent. Others, like the remorhaz, stick to themselves or are even hostile to the giants and their servants.

Details on the individual chambers and the encounters that occur within them are provided in the next section, "Lair of the Frost Giants." This section also lists all the relevant statistics for the monsters occupying the caves.

Special Note: At any given time, two pairs of wolves patrol the caves (locations 12 to 22). They encounter player character parties on a roll of 1 on 1d10, check each turn. *If the caves are on alert*, the encounter chance increases to 1-3 on 1d10, and the wolves will be accompanied by a frost giant from area 15.

Winter Wolves (12): Int Avg (8); AL NE; AC 5; MV 18; HD 6; hp 46, 43, 39, 34, 29, 27, 25, 24, 21, 18, 16, 15; THACO 15; #AT 1; Dmg 2d4; SA frost breath (once every 10 rounds, all within 10 feet, 6d4 points of cold damage, save vs. breath weapon for half); SD immune to cold-based attacks, fire-based attacks cause an additional point of damage per die; SZ L (12'); ML 14; XP 975.

... About the Frost Giants

The frost giants occupying the ice caves come from the lands beyond the Ice Sea. This particular band follows the raiding chief Odifal, a powerful, ambitious frost giant with strong ties to the rulers back home. They have been active in the Io's Blood chain for nearly 30 years, plundering vassal villages and attacking lone dragons whenever the opportunity presented itself. Odifal has acquired help in his campaign against the dragons. He has hired ogre gangs to steal dragon eggs, employed disgruntled vassals to pass along details of trade routes and other important information, and even urged other monsters to wreak havoc upon the dragon domains. Not everything can be attributed to Odifal, but in more than a few cases his influence can be seen.

From the first raid he was taken on as a young frost giant, Odifal has found meaning and excitement in the plunderer's life. His first raid was in the company of older frost giants who came to Io's Blood to hunt white dragons. Their hides had a number of uses by the frost giants, especially as the primary material in armor and shields. Odifal himself saw a wealth of opportunity for raiders who were brave enough and ambitious enough to remain on the dragon islands for long periods of time. But that wasn't his only reason for starting his campaign against the dragons.

As the raiding party was returning to its ship on that long ago day in young Odifal's life, a venerable white dragon swooped out of nowhere. Its powerful breath weapon killed Odifal's beloved older brother before the raiders could recover and deal their own blows upon the dragon. Odifal vowed to avenge his brother's death, and after all these years he may finally get the chance.

The raiders have been plundering dragon domains in the northern isles. Periodically, Odifal sends ships back to the giant lands beyond the Ice Sea to trade and sell the plunder for supplies. Recently, his raiders met up with a pair of humans who were much more advanced and civilized than the humans who live among the Io's Blood islands. These



humans—these dragon slayers—convinced Odifal that they could help him wage war on the dragons. "If you can raise an army," the female dragon slayer explained, "I can help you lead it to victory!"

After much negotiation and the promise of unimaginable riches, Odifal convinced the other frost-giant chiefs to contribute warriors to his cause. The final arrangements have been made, the last deals struck. Now one of Odifal's vessels leads a small armada of giant war ships toward Io's Blood—a total of eight ships and 240 seasoned warriors. While this is not a huge army, it is large enough to cause considerable damage to the clans of Frostwind and Corum on Glacianta's shores. The war ships will arrive approximately two draconic weeks (24+1d20 days) after the dragon PCs reach the frost-giant lair. This does not give them a lot of time to defeat the raiders and prepare for the invaders' arrival.

Odifal fights savagely against dragons—especially against white dragons. While he leads his raiders by example and has never run from a fight, if things are not going his way he will attempt to flee. Odifal should be played as a powerful, intelligent warrior whose only blind spot is his obsessive hatred of dragonkind. He fights with bold tactics and fierce determination, never seeking or giving quarter. He should be played as the deadliest foe for the dragon PCs have encountered thus far in their short lives.

Odifal, Frost-giant Raider Chief: Int Very (11); AL CE; AC -2; MV 12 (15); HD 14+4; hp 106; THACO 5; #AT 1; Dmg 14-28 (2d8+12, *battle axe* +3); SA +9 damage (Strength), +3 to hit and damage (axe), hurled rocks (2d10 damage); SD immune to cold; *ring of fire resistance*, two *scrolls of protection from dragon breath*; SZ H (21'); ML 17; XP 9,000.

Frost-giant Raiders (30): Int Avg (9); AL CE; AC 0; MV 12 (15); HD 14+4; THACO 7; #AT 1; Dmg 11-25 (2d8+9); SA +9 damage, hurled rocks (2d10 damage); SD immune to cold; SZ H (21'); ML 13; XP 7,000.


... About the Dragon Slayers

The human dragon slayers recruited by Io's avatar were nearly wiped out in the defeat they suffered to the combined forces of dragonkind. Over the centuries since that fateful battle, the human descendants of the dragon slayers have taken two divergent evolutionary paths. Those descended from the few slayers who survived in the isolated Io's Blood wilderness are little better than savages. Those who continued the line back in the human lands maintained their disciplines and fighting techniques, although the war seriously depleted their numbers.

Thus, in the human lands, the dragon slayers survived as a band dedicated to Io and the teachings of his avatar. The band retains the knowledge to forge the armor and weapons of the dragon slayers, but the skill to construct the great sailing ships was lost. Sentiment has also gone against the dragon slayers. The majority of humans have no interest in resuming the ancient war. The dragon slayers, however, do. Any dragon slayers the PCs meet will be from the human lands—and these will be rare meetings indeed. The descendants of the dragon slayers who live on the Io's Blood islands are too primitive to retain their ancestral heritage.

The band has sent two of its best members to scout the dragon islands and determine what the great beasts are up to. Daress and Kandoz have been exploring the islands for a number of months, eventually coming into contact with the frost-giant raiders. Daress saw an opportunity to strike at the dragons without mustering the human forces—who currently have no way to transport a large army to Io's Blood in any event. Daress was able to convince Odifal that he could win a war against the dragons. If he could gather enough warriors, Daress and Kandoz could instruct them in the art of battling dragons and lead the giant troops to victory. Odifal agreed and, even better, convinced the frost-giant chiefs to contribute warriors to the effort.

Daress and Kandoz do not expect the frost giants to win a decisive victory. They do expect



them to cause enough damage to weaken a few of the dragon clans. These weak spots can later be used by the dragon slayers as starting points in their own renewed war effort.

While destroying the two dragon slayer scouts would be a wonderful accomplishment for the dragon PCs, DMs may want to have at least one of the slayers escape to become a recurring villain. Even though the humans have no current plans to launch another war, the presence of a dragon slayer should make the PCs think that such a war might be on the horizon.

Daress, Female Dragon Slayer: AL LE; AC -1 (*dragon slayer plate mail*, Dex bonus); MV 12; F12; hp 87; THACO 9; #AT 3/2; Dmg 1d8+4/1d12+4 (*long sword +1*); SA +2 to hit dragons (+4 vs. gold dragons), +13 damage (Strength and slayer bonus), breath stun, great blow, wing attack (see *Book Two*); SD immune to dragon fear, save vs. breath weapons for half or no damage; *ring of fire resistance*; SZ M (6'1"); ML 19; XP 4,000. Str 16, Dex 17, Con 16, Int 12, Wis 11, Cha 14.

Kandoz, Male Dragon Slayer: AL LE; AC 0 (*dragon slayer plate mail*, Dex bonus); MV 12; F11; hp 76; THACO 10; #AT 3/2; Dmg 1d8+9/1d12+9 (*long sword +1*); SA +17 damage (Strength and slayer bonus), +2 to hit dragons (+4 vs. silver dragons), breath stun, great blow, wing attack (see *Book Two*); SD immune to dragon fear, save vs. breath weapon for half or no damage; *ring of warmth*; SZ M (6'8"); ML 17; XP 3,500. Str 18/00, Dex 16, Con 15, Int 10, Wis 8, Cha 12.

Lair of the Frost Giants

The Ice Sea slaps the frozen cliffs of Glacianta that rise almost a mile above the water on the island's southeast shore. Four openings lead into the lair of the frost-giant raiders in this area. A wide waterway flows into the caves of ice and stone. This serves as the primary entrance for the frost giants and their vessels. Along the cliff face, three

cave mouths open into chambers that connect to the main lair. These cave mouths open onto exterior ledges that lead up to the top of the cliff. The monsters that live in these caves come and go from these points to engage in daily hunts.

Locations within the lair are noted on the map on pages 38 and 39, and descriptions are given below. Statistics are provided for all creatures living in the caves. Statistics for the frost giants and the dragon slayers can be found above in "Things to Know."

1. The River. The waters of the Ice Sea flow into the caves, cutting through them in the form of a river of icy water. The river enters the cliff side through a huge, 150-foot-wide, 300-foot-high crack in the rock. The giants travel the river on their giant-sized longboats. The water level rests about 50 feet below the top of the gully the river flows through. To each side of the gully, huge caves cut farther into the cliff's interior. The river ends in a three-pronged bay. Here, the giants have constructed docks for their ships.

Great icicles hang from the ceiling of the cave. The giants do not discourage the presence of these jagged points of ice, for they form an obstacle to flying creatures—like dragons. The sharp points of ice, dropping almost 100 feet from the ceiling like thousands of teeth, force flying creatures to travel closer to the spears, boulders, and axes of the giants.

2. Giant Guards. Three frost giants are stationed in this chamber at all times. They watch for intruders and serve as the first line of defense for the caves. If the giant guards need immediate assistance, they can call to the ogres across the river for help. The chamber contains a large gong that the giant guards can use to alert the rest of the lair to danger, a giant-sized table and chairs, a supply of frozen meat to snack on, and a cache of boulders (six each). A bridge spans the river, connecting this isolated chamber to the ogre caves on the other side.

3. Ogre Guards. Three connected chambers



house the tribe of ogres that serves the frost giants. Four extremely powerful ogres are usually stationed in the first chamber, talking to the giant guards along the river, playing with their trained polar bears, or sleeping. In theory these ogres are supposed to be guarding the caves beyond, but they have grown lax over the years as nothing has ever threatened the caverns.

If alerted to trouble, one of the ogres runs back to the common chamber (location 5) to warn the chieftain and the rest of the tribe. The remaining three guards order the trained polar bears to fight beside them as they battle to defend the cave. They will also call to the giants for aid, or go to the aid of the giants in the event that invaders strike in that direction.

Ogre Guards (4): Int Avg (9); AL CE; AC 3; MV 9; HD 7; hp 38, 35, 30, 27; THACO 14; #AT 3; Dmg 1d10+6/3d6+6 (two-handed sword); SA +3 to hit, +6 to damage; SZ L (10'); ML 12; XP 650.

Polar Bears (5): Int Semi (4); AL N; AC 6; MV 12, Sw 9; HD 8+8; THACO 11; #AT 3; Dmg 1d10/1d10/2d6; SA hug (18+ on paw hit inflicts 3d6 additional damage) after being reduced to; SD aggressiveness (fight 1d4+1 rounds 0 to -12 hp); SZ H (14+); ML 10; XP 1,400.

4. Refuse Chamber. The ogres who serve the frost giants periodically clean the caves. Much of the garbage is carried to this chamber. The ogres do not mind the proximity of the refuse, for they often find unexpected treasures buried in the mounds of trash.

The ogres keep a hatchling green dragon in this chamber. Captured during one of the ogres' raids on a Clan Darkcloud hatchery, the baby dragon is chained to the cold stone wall in the south corner of the chamber. The ogres like to tease and abuse the dragon, who is weak and ill due to lack of adequate food and water, its surroundings, and the beatings it has suffered. The green dragon is afraid of anyone who approaches it, including the dragon PCs. If the PCs manage to

find the hatchling, it will be too weak to aid them but its family will be grateful if it is returned to the clan safely. If they rescue the hatchling and return it to Darkcloud Domain, award the PCs an additional 2,000 XPs.

If the lair has not been alerted, the PCs find four ogre youths teasing the green hatchling. The youths try to fight once they notice the dragons, but they have little chance against the dragon PCs. They could pose a bit of a problem for kindred, however.

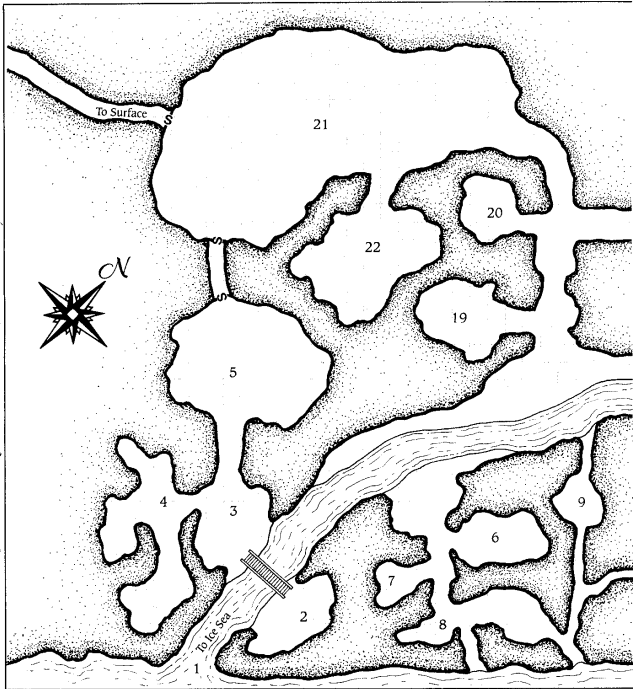
If the lair has been alerted, the PCs will find only the green dragon hatchling.

Ogre Youths (4): AL CE; AC 6; MV 6; HD 1-1; hp 7, 7, 6, 5; THACO 20; #AT 1; Dmg 1d6; SZ M (5'); ML 9; XP 25.

5. Ogre Common Room. The ogres who serve the frost giants live in this large chamber. Cooking fires, sleeping mats, and even a few tents fill a portion of the cave. The ogres work as servants to the frost giants, keeping the caves clean and doing various chores. They also act as guards and raiders in their own right, doing Odifal's will for the wealth and excitement it brings. In addition to a chieftain, eight guards (four of which can be found in location 3), and 18 male ogre warriors, the tribe has 22 females, 12 youths, and one ogre shaman.

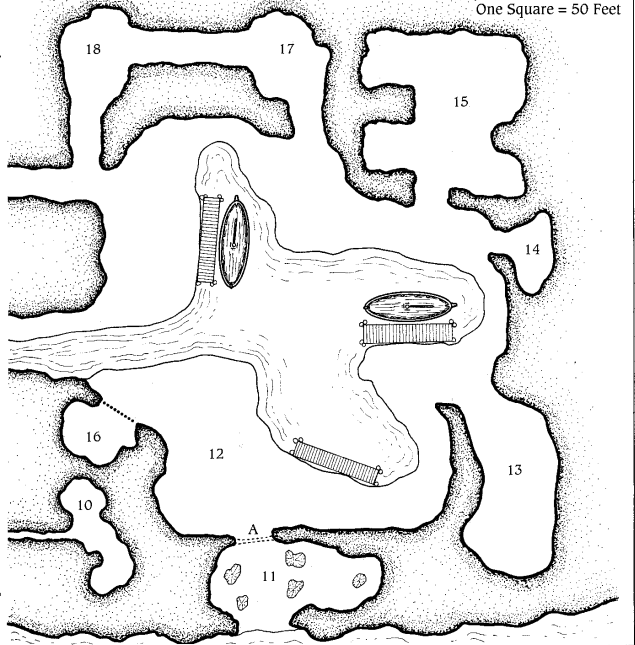
Krug Bonebreaker has risen to become the leader of this ogre tribe, and he will remember any of the dragon PCs who did any significant amount of damage to him in the battle of the aerie hatchery 26 years ago. If Krug was killed in that battle, a different ogre serves as leader (but use the same statistics presented below). The shaman is always near the leader when both are in the caves, and four of the guards accompany the chieftain wherever he goes.


The ogres are very loyal to Odifal and the frost giants. They have had a long, mutually beneficial relationship. They fight to the death to protect their own chambers and to aid the frost giants against any invaders.



Lair of the Frost Giant Raiders

One Square = 50 Feet





A secret door hidden in the wall of this chamber leads to the frost giant's great hall. The passage connecting the two chambers is 50 feet wide and 30 feet high. The ogres use it regularly to enter the frost-giant caves so they can perform their expected duties. The giants only use the passage in emergencies.

The ogres have a small treasure hoard hidden under a large rock near the leader's tent. The hole beneath the rock contains gems, precious stones, and coins worth a total of 3,368 gp.

Krug Bonebreaker, Ogre Leader: Int Very (11); AL CE; AC 1; MV 9; HD 9; hp 48; THACO 12; #AT 3/2; Dmg 1d10+7/2d6+7 (*halberd +1*); SA +4 to hit, +6 to damage; SD *potion of extra healing*; SZ L (10'); ML 14; XP 975.

Ogre Shaman: Int Avg (9); AL CE; AC 5; MV 9; HD 3; hp 22; THACO 18; #AT 1; Dmg 2d4+6/1d6+6 (*lucern hammer*); SA +2 to hit, +6 to damage, spells; SD spells, *potion of fire breath*; SZ L (9'); ML 13; XP 650. Spells: 1st level—*cure light wounds, magical stone*; 2nd level—*chant*.

Ogre Male Warriors (18): Int Low (7); AL CE; AC 5; MV 9; HD 4+1; hp 21 each; THACO 17; #AT 1; Dmg 1d6+6/1d3+6 (*club*) or 1d6+6/1d8+6 (*spear*); SA +2 to hit; +6 to damage; SD nil; SZ L (9'); ML 12; XP 270.

Ogre Females (22): Int Low (7); AL CE; AC 5; MV 9; HD 4+1; hp 19 each; THACO 17; #AT 1; Dmg 2d4; SA nil; SD nil; SZ L (9'); ML 11; XP 270.

6. Yeti Cave. A small yeti clan lives in this ice-filled chamber. The clan serves the frost giants, guarding entry to the lair through the small cave openings leading to the ledges that run along the cliff face overlooking the Ice Sea. In return, the yeti receive extra food and a small amount of precious metal, which the creatures enjoy looking at.

If the kindred PCs enter the lair through the small cave openings, a yeti guard surprises them on a 1-7 on a roll of 1d10. The yeti fights sav-

agely, and the noise of combat attracts the other yeti and the occupants of locations 7 and 8.

The yeti have a small amount of treasure given to them by the giants and collected from vassals they have captured while hunting. The treasure totals 913 gp.

Yeti (6): Int Avg (8); AL N; AC 6; MV 15; HD 4+4; hp 24, 23, 22, 21, 19, 16; THACO 15; #AT 2; Dmg 1d6/1d6; SA chilling squeeze (on natural 20, 2d8 hp cold damage), surprise gaze (if surprised, save vs. paralyzation or go rigid with fright for 3 rounds; paralyzed victim suffers automatic hits by both claws and is squeezed); SD immune to normal cold, invisible in snow or ice; SZ L (8'); ML 13; XP 420.

7. Winter Wolf Pack. A pack of winter wolves occupies this cave. The wolves are on good terms with the yeti. Each leaves the other to live as they see fit. These wolves are wild, coming and going as they please. They hunt the land above, ranging far and wide along the frozen shore as well as into the snowy interior of the island. Unlike the domesticated pack that lives within the giants' caves, this pack does not serve the frost giants. They tolerate the giants, and even accept the food that is sometimes left in the unoccupied cave nearest the river.

The winter wolves defend their territory from all intruders, including the kindred and dragon PCs. If forced into combat, the wolves use their breath weapons first before rushing in with snapping, tearing jaws.

In addition to the adult members of the pack, there are five winter wolf cubs nestled toward the rear of the icy chamber. The cubs do not fight, but the female* who protects them receives attack and damage bonuses against foes who come too close to the cubs: +2 to hit, +2 damage.

Winter Wolves (8): Int Avg (8); AL NE; AC 5; MV 18; HD 6; hp 34, 29, 28, 25*, 24, 22, 15, 15; THACO 15; #AT 1; Dmg 2d4; SA frost breath (1 per 10 rounds, all within 10 feet, 6d4 points of

cold damage, save vs. breath weapon for half); SD immune to cold-based attacks, fire-based attacks cause an additional point of damage per die; SZ L (12'); ML 13; XP 975.

8. Chamber of White Pudding. This side chamber has a cracked ceiling. Snow falls from the opening, filling the chamber with mounds of cold, white powder. Entering this cave can be deadly to both bonded demihumans and dragons, for the snow and ice is home to three white puddings.

One of the deadly puddings stretches across a patch of snow about 20 feet into the cave. There is a 50% chance that the pudding will be mistaken for a thin layer of ice atop the snow. If it is mistaken, it gains surprise automatically. It waits until the PC is very close or even steps into it before it strikes. Once this pudding attacks its victim, the other two drop from the ceiling in search of their own victims. If bonded demihumans enter the cave, each pudding attacks a separate character. If dragon PCs enter the cave, the pudding hiding on the floor combines its attacks with one of the ceiling puddings, probably causing a massive amount of damage to one dragon. The third pudding drops upon a different dragon PC.

Each hit by a weapon or a dragon's claws divides a pudding into smaller ones. Each of these smaller puddings attacks just as the original, able to cause the same amount of damage.

White Puddings (3): Int Non- (0); AL N; AC 8; MV 9; HD 9; hp 55, 52, 37; THACO 11; #AT 1; Dmg 7d4; SA dissolve animal and vegetable material in a single round; SD immunities (acid, cold, poison), lightning bolts and blows divide puddings, fire and magic missiles do normal damage; SZ L (8'); ML special; XP 1,400.

9. Ice Troll Cave. A tribe of 12 ice trolls inhabit this cave. The trolls cooperate with the frost giants, often trading with them or agreeing to an infrequent joint venture of some sort. The trolls often trade treasure for demihuman slaves.

A small pool of shallow water stands in one cor-

ner of the cave. The ice trolls will attempt to battle while standing in the pool to make the best use of their regenerative powers.

If intruders enter the caves and connecting passages claimed by the tribe (locations 9 and 10), the ice trolls try to subdue them to add them to their slave pen. If the intruders are dragons, the ice trolls send a few members of the tribe to warn the frost giants.

The leader of this tribe of ice trolls wields an old long sword and is slightly more powerful and skilled than his followers. He always rushes to the front of any battle, leading his tribe by example and strength of arms.


Among the possessions stored in the cave are various bits of treasure worth a total of 6,650 gp. They also have a *pearl of power* taken from a captured elf wizard. The *pearl* allows a mage to recall one 2nd-level spell per day.

Ice Troll Leader: Int Avg (9); AL CE; AC 6 (leather armor); MV 9; HD 4; hp 23; THACO 17; #AT 2 or 1; Dmg 1d8/1d8 (claws) or 1d8+4 (long sword), 1d12+4 vs. large opponents; SA nil; SD regenerate 2 hp/round in water, immune to cold, fire-based attacks cause double damage, fire and acid damage does not regenerate, can be hit only by +1 or better weapons; SZ L (8'); ML 11; XP 650.

Ice Trolls (11): Int Avg (8); AL CE; AC 8; MV 9; HD 2; hp 13, 13, 11, 10, 9, 8, 8, 8, 7, 7, 5; THACO 19; #AT 2; Dmg 1d8/1d8 (claws); SA nil; SD regenerate 2 hp/round in water, immune to cold, fire-based attacks cause double damage, fire and acid damage does not regenerate, can be hit only by +1 or better weapons; SZ L (8'); ML 11; XP 175.

10. Ice Troll Slave Pen. This cave is used by the ice troll tribe to hold their demihuman, human, and humanoid prisoners. These captives are well fed on grains and vegetables, keeping them healthy for when the trolls decide to use them for food.

There are currently seven captives within this



chamber: four gnome vassals from Clan Frostwind, two kobolds, and an elf (half-dragon). The ice trolls do not know that the elf-looking captive is actually a half-dragon.

If the PCs free the captives, only the half-dragon agrees to aid them if they ask for help. The others want to return to their homes and families as quickly as possible and prefer to take their chances in the wilderness than wait around in these caves. Award the PCs an additional 3,000 experience points if they release the ice trolls' slaves. The half-dragon will refuse to provide assistance if the dragon PCs treat him with rudeness and contempt.

A pool of icy water fills part of this chamber. If fighting in this location, the ice trolls attempt to do so while standing in the shallow pool.

Nadrus, half-dragon male (silver dragon/elf): AL LG; MV 12; F5; hp 34; THACO 16; #AT 1 or 2; Dmg by weapon or 1-4/1-4 (claws); SA +1 to hit with bow, short sword, long sword; SD 90% resistant to *charm* and *sleep*, immune to cold, *feather fall* (1/day), 60' infravision; SZ M (?); ML 11; Str 15, Dex 14, Con 13, Int 11, Wis 16, Cha 15.

11. Remorhaz Lair. Two remorhaz nest in this cave. A significant number of ice pillars make it difficult to see very far into the cave. PCs entering through the large cave opening receive only subtle hints that something large and nasty lives beyond the pillars. Smooth, rounded depressions have been carved into the thick layer of ice that coats the cave floor. These depressions are very slippery, and any kindred PCs (or even dragon PCs) forced to fight while standing in one do so with a -4 to hit penalty and a -2 Armor Class penalty.

The remorhaz do not take kindly to intruders in their lair. They attack with ferocious anger, even if the intruders are dragons. The first remorhaz emerges from the deep shadows beyond the frozen pillars, striking with a swiftness that should surprise most opponents. Intruders receive a -4 penalty to surprise rolls made against this attack.

After 1d4 rounds have past, the second remor-

haz leaps out of the shadows and opponents receive the same surprise penalty. Player characters will negate this penalty if at least one of the party is actively watching the shadows for more creatures.

Obviously, attempting to enter the frost-giant caves from this direction can be extremely dangerous. The remorhaz fight to the death to protect their home. If the PCs do manage to defeat them, they can locate the concealed opening into the frost giants' lair (marked A on the map). At this spot, Odifal had his giants smash a hole in the wall while the remorhaz were out hunting. He then sealed the hole with a thin layer of ice. If intruders have breached the rest of the lair's defenses, the giants can smash the ice and release the remorhaz into their caves. If things are really going badly, they know they can use the makeshift exit to flee the caverns.


Remorhaz (2): Int Animal (1); AL N; AC 0 (head 2, underbelly 4); MV 12; HD 13; hp 58, 57; THACO 7; #AT 1; Dmg 6d6 (bite); SA swallow on natural 20 (victim 14' tall or less, death instantaneous from intense heat), heat lash (creatures coming in contact with back suffer 10d10 points of heat damage); SD melt metal (nonmagical weapons melt on contact with back); SZ G (39'); ML 14; XP 9,000.


Note: Locations 12-20 are patrolled by winter wolves (see lair note on page 34).

12. Frozen Lagoon. The river ends in a three-pronged bay in this large, airy cavern. Three docks have been built into the water, and two giant long boats are currently moored here. The third dock is empty. Various tools, ropes, and other items needed to keep the boats in good repair lie scattered upon the frozen ground in this cave.

If the giants have not been alerted, there is a 1 in 6 chance that 1d4 frost giants will be working on the boats. There is also a 1 in 10 chance that a pair of winter wolves will enter the chamber each turn as they patrol the caves.

If the giants have been alerted, half of the





giants from location 15 will be here, along with Kandoz the dragon slayer. As long as Kandoz is alive and not engaged in melee, he is assumed to be giving orders and devising tactics. In this case, all of the frost giants with him fight at +1 to hit and +1 damage.

Two giants stand ready to fire the pair of double ballistae aimed at the chamber opening. The ballistae are stationed at the spot marked "B" on the map on pages 38 and 39. Each ballista can be operated by a single giant and can hurl two projectiles before it needs to be reloaded. The projectiles have a range of 960 feet, cause 3d6 damage (2d6 to man-sized or smaller targets), take two rounds to reload, and have a THACO of 9 (when used by a frost giant).

The spot marked "A" on the map indicates a thin layer of ice covering an opening in the cave wall. This opening leads to the remorhaz lair (location 11). If Odifal believes his giants need help, he orders the ice smashed to release the polar worms into the caves. The opening can also be used as an emergency exit.

13. Treasure Cave. The treasure gathered by the frost giants on their most recent raids can be found here. Gems, precious metals, vassal-crafted weapons and armor, pearls, draconic jewelry, dragon pelts, and other stolen treasures totaling 139,826 gp fill this cold chamber. If the kindred PCs were captured as a result of "Event Three," then their armor and weapons will be scattered among the items in this chamber.

A colony of six ice toads inhabit this cave, guarding it on behalf of their frost-giant masters. In exchange for their services, the giants provide food and a portion of the treasure to toads. The ice toads' stash totals 9,875 gp worth of gems, mostly diamonds, which the toads love.

Any nongiants who enter the chamber must face the wrath of the ice toad guardians. The ice toads have worked out tactics to use against intruders and thieves. Once each round, three of the toads generate spheres of cold to increase the damage directed at the intruders. They use this

attack in addition to their vicious bites.

If the intruders appear particularly powerful, one of the toads flees the cave in order to warn the giants and send out a call for help.


Ice Toads (6): Int Avg (9); AL N; AC 4; MV 9, hop 9; HD 5; hp 31, 28, 25, 24, 21, 13; THACO 15; #AT 1; Dmg 3d4 (bite); SA radiate cold (10' rad. every other round, 3d6 damage); SD nil; SZ L (8'); ML 12; XP 270.


14. Winter Wolf Cave. The domesticated winter wolves serving the frost giants use this chamber as a lair. If the giants have not been alerted, eight wolves will be here (see lair note on page 34 for details). If the giants have been alerted, this cave will be empty.

15. Frost-giant Barracks. The frost-giant warriors (both males and females) share this large cavern. In addition to the 30 raiders and their personal belongings, the chamber has tents and beds, fire pits, extra boulders and spears, and the individual wealth of the giants. This wealth totals 1d10x100 gp each.

If the raiders have not been alerted to the PCs' invasion of the caves, 20 of the giants will be in this chamber. They will be lounging around, sleeping, repairing armor and weapons, talking, playing games, or engaged in some other lazy activity. If the raiders do know their caves have been invaded, half of the giants will take up defensive positions in location 12 while the other half advances to the great hall (location 21) to defend Odifal.

16. Prison. The frost giants keep prisoners in this stockade. If kindred were captured as a result of "Event Three," then they will be placed in this chamber. Their armor and weapons will be stored in the treasure cave (location 13). Currently, there are no other prisoners being kept by the giants. The stockade is extremely tough. A successful bend bars roll is needed to break free, and the complex lock requires an open lock roll made with a -25% penalty.





17. Cooking Chamber. Large pots of stew and dozens of spits of roasting meat are constantly cooking in this warm, wonderful-smelling chamber. Two ogre females are usually here, preparing food or monitoring the cooking fires. These ogres are part of Krug's tribe, and they take turns working in the frost giants' kitchen. Winter wolf pups roam among the cooking fires, sometimes bothering the ogres for scraps of food or bones to gnaw on. The pups do not fight, but instead run away if threatened.

If the giants have been alerted, this area will be deserted.

18. Provisions. Frozen slabs of meat and even whole carcasses (mostly deer and moose) fill this cold chamber. The giants conduct periodic hunting forays when the provision cave needs to be stocked. The cave is currently filled as the giants recently completed a hunt.

19. Temple. The frost-giant shaman lives in this cave that doubles as a temple for the raiders. The shaman administers to the spiritual needs of the raiders, and also serves as adviser to Odifal.

If the giants have not been alerted, there is a 50% chance that the shaman will be in this chamber. If gone, he will be in the great hall (location 21).

If the giants have been alerted, he will be at Odifal's side in the great hall (location 21).

The holy items, decorations, and personal treasure of the shaman total 16,921 gp.

20. Cave of the Dragon Slayers. Daress and Kandoz, the dragon slayers, are currently living in this cave. They keep it much warmer than the rest of the caverns with many blazing fire pits.

If the giants have not been alerted, the dragon slayers will be in the cave. They will not give up their lives in a foolish or futile effort. They will, however, immediately launch attacks that give them the best chance to win or escape. If needed, Kandoz will remain behind to give Daress a better chance to escape.

If the giants have been alerted, especially if dragon invaders have been seen, the dragon slayers split up. Daress takes a position beside Odifal and his shaman (location 21). Kandoz goes to lead the frost giants at location 12. See these locations for more details.

The PCs can find pieces of spare dragon slayer armor in this cave, as well as the personal wealth of the slayers. Their treasure totals 8,250 gp in small gems.

21. The Great Hall. The frost giants use this gigantic chamber as a meeting hall and common room. Odifal has a throne set up here, with a great table for his chief advisers. Scattered across the table are a number of scrolls.

Chained to each side of the throne is a juvenile white dragon. Odifal captured them right after they hatched and has raised them as guard creatures. Unlike the more civilized dragons of the Io's Blood Isles, these white dragons have been raised without the instruction other young dragons receive. Instead, they are primitive savages, with as much in common with the Io's Blood dragons as the humans of Io's Blood have with the dragon slayers. They are loyal to Odifal, and will even battle other white dragons if Odifal commands it (see "Event Five").


If the giants have not been alerted, there is a 50% chance that Odifal will be here or in his living chamber (location 22). He will probably be warned of intruders by the white dragons.

If the giants are alerted, Odifal will make his stand in this chamber with 10 giants from area 15, the shaman, and Daress the dragon slayer.

There is a double ballista (as in area 12) set up beside Odifal's throne. Odifal can fire it before any enemy gets close enough to engage in melee combat (THACO 7). Most of the warrior giants will fight to the death.

Daress fights to the best of her ability until it becomes obvious that the giants are going to lose. Then, at the first opportunity, she beats a hasty retreat through one of the secret doors.

Two secret passages lead out of the chamber.



One connects to the ogre caves (location 5). The other leads to the surface, exiting in the Glacianta wilderness. The scrolls, if recovered, are letters to Odifal from other frost-giant chiefs. If the PCs can read the frost-giant language, they discover that the letters contain agreements from the other chiefs to send war ships and warriors to Io's Blood to assist Odifal in his upcoming war against the dragons.

Juvenile White Dragons (2): Int Low (5); AL CE; AC 1; MV 12, Fl 40 (C), Br 6, Sw 12; HD 11; hp 58, 45; THACO 9; #AT 3 + special; Dmg 1d6/ 1d6/2d8; SA breath weapon once every 3 rounds (4d6+4 damage); SD immune to cold, *ice walking*; SZ H (24' base); ML 15; XP 8,000.

22. Odifal's Chamber. Odifal and his three mates live in this chamber. The chamber is richly furnished in a combination of frost giant and dragon finery. Some has been imported from the frost-giant lands. The rest was plundered from the dragon clans.

If the giants have not been alerted, Odifal is 50% likely to be here.

If the giants have been alerted, only the female giants are here. The mates fight as fiercely as any other frost giant.

Odifal's personal treasure is worth 16,682 gp.

Frost-giant Females, Odifal's Mates (3): Int Avg (9); AL CE; AC 5; MV 12 (15); HD 13; hp 64, 59, 52; THACO 8; #AT 1; Dmg 10-17 (1d8+9); SA +9 to damage; SD immune to cold; SZ H (20'); ML 12; XP 4,000.

Event One: White Dragon's News

Mykell takes the PCs to meet with the visiting white dragon. If Snowfire survived from the previous adventure, then he is the white dragon who has come bearing news. If not, DMs should feel free to change the dragon's name and personality.

Once greetings (and introductions) have been exchanged, Snowfire speaks.

"I was flying near the coast of Glacianta, following a herd of deer across the frozen plains. It was the southeast coast, still in the Frostwind Domain but far from any settlements. I banked wide, preparing for my attack dive, when I noticed a vessel closing on the coast. My first thought was how stupid vassals can be. They were going to crash into the cliffs and sink and no one would ever know what happened. I started to change my direction, intending to warn them back to safer seas. That's when I realized it was no vassal ship—it was a frost-giant longboat!


"I found a place to perch atop the cliffs so that I could watch the invaders wreck their boat in those treacherous waters. That never happened, though. Instead, it sailed through the rocks and reefs and entered a great crack in the cliff wall. I think that's where they hide. I can lead you to it."

Snowfire answers any questions the PCs have about the region, the cliffs, the longboat, and the leaders of the Frostwind clan. He lowers his head if questioned about his clan, for the leaders of the clan dismissed the news with nervous indifference. He hopes that the Council won't do the same.

Mykell asks the dragon PCs what they think. If they volunteer to check out Snowfire's story, proceed with the adventure. If they don't volunteer, Mykell reminds them how much trouble the frost-giant raiders have caused over the years. She asks them to take on this one last mission before they return to their clans.

Event Two: The Shore of Glacianta

Snowfire leads the dragon PCs and their kindred to the frozen cliffs of Glacianta's southeast shore. If the PCs want to scout out the area, reveal the information that follows as they explore the cliffs. If they decide to fly directly into the great crack,



then proceed with the encounter descriptions presented in the "Lair of the Frost Giants" section. If the PCs decide on the direct approach, Snowfire does not follow them. He agrees to wait outside, but he has no intention of fighting the frost giants—especially in their lair. That's the job of the Council's representatives.

The dragon PCs can easily spot four openings in the cliff side relatively close to one another. The obvious entrance is the great crack. The waters of the Ice Sea actually flow into this opening, and it is evident that a giant longboat can navigate the passage. Two smaller cave mouths can be spotted farther along the cliff face. Inclined ledges surround these openings, providing foot paths up the side of the cliff to the land above. Tracks in the permafrost indicate that a number of small, human-sized creatures regularly travel along these ledges. The dragons are too large to use these openings in their natural forms, but the kindred can easily enter them. The last opening is wide and high, easily able to accommodate the dragons. It also has a ledge leading up to the plains of Glacianta.

If the dragons decide to send their kindred in to scout the lair, use the encounters presented in the "Lair of the Frost Giant" section and go on to "Event Three." If the dragons decide to enter the caves through one of the openings, use the same encounters. Remember, if they don't use their kindred as scouts, they must decide if the kindred will wait outside or accompany them in.

Event Three: Kindred Captured!

If the dragons send the kindred into the caves to scout the territory, then this event takes place. How it happens depends on the actions of the kindred and the path they take, as well as the decisions made by the DM. At some point in their exploration, the inhabitants of the caves will overpower (or even kill) the kindred. Instead

of killing the characters, however, the results knock them unconscious (though they could be badly hurt). They are then presented to the giants as captives.

The captured kindred are placed in location 16. While it is possible for them to escape on their own, by making them prisoners the dragon PCs have another reason for entering the caves and confronting the frost giants.


Event Four: Unleashing the Remorhaz

If the giants are unable to slow down the advance of the dragon PCs through the caves, they have an emergency plan. They will only use this option if they are being beaten by the dragons. One giant runs over to the thin ice wall marked A in location 12. Using his great battle axe, the giant smashes the ice. This opens a passage between the giants' caves and the lair of the pair of remorhaz (location 11).

Once the ice wall collapses, the remorhaz have free access to the giants' caves. Being curious and hungry, they pass through the opening to search out the source of the smells and sounds they sense. In most cases, the dragon PCs will be farther into the caves when the remorhaz are set free.

A number of rounds after the wall comes down, the remorhaz reach the PCs and attack them from behind. To determine how many rounds, subtract 12 from the number of the location the PCs are currently in, then roll 1d6. The total equals the number of rounds until the remorhaz reach their location. For example, when the giants knock open the wall, the PCs are in location 17 battling the ogre cooks. $17-12=5$. The DM rolls a 2 on 1d6. $5+2=7$. The remorhaz join the battle in 7 rounds.

If the PCs enter the lair through location 11, the remorhaz will not be available for later use—at least not in the manner presented above.



Event Five: The Final Battle

At some point, the dragon PCs encounter Odifal and his best warriors. Ideally, this battle occurs in the great hall (location 21), but it could occur elsewhere depending on how the adventure plays out. In most cases, the PCs will face Odifal, his pair of white dragons, the frost-giant shaman, half of the dragons from location 15, and at least one dragon slayer. Other members of Odifal's camp may be present as well, including his mates from location 22 or winter wolves.

Odifal leads this battle as intelligently as possible. He uses his allies to best advantage, seeking to take down the strongest dragons with superior numbers while the others are kept busy for as long as possible. He fires the ballista beside his throne personally, and he needs to roll a 7 to hit AC 0.

If it appears that his forces cannot defeat the PCs, Odifal attempts to escape through one of the secret passages. In the end, however, unless he wins a total victory, Odifal should go down fighting—in as dramatic a manner as possible.

Concluding the Adventure

The adventure should end with the dragon PCs defeating the frost-giant raiders and their chief, Odifal. Some of the giants could escape into the icy wilderness, but Odifal should go down in a blaze of glory. His death should be a hard-fought victory for the dragon PCs, but a satisfying end to this adventure.

At least one of the dragon slayers should also escape to become a recurring villain in future adventures. Daress is the best choice, but Kandoz can work nearly as well in this role.

As the adventure comes to a close, the PCs should know that a frost-giant armada is bearing down on Glacianta. The DM needs to work up a continuation to this adventure wherein the dragon PCs attempt to rally the dragons of clans Frostwind and Corum. Only with the help of these clans can


the PCs hope to turn back the invaders. They may even seek help from the Council, participating in a meeting to convince the dragon clans of the coming danger.

How this proceeds depends on what the DM wants to do and how much of this war he or she wants to incorporate into the campaign.

Awarding Experience

In addition to experience earned for defeating monsters, the dragon PCs should receive story awards based on how well they were role-played and how successfully they completed the adventure. These awards should range from 50,000 to 150,000 XPs.





"This maze was
constructed for
only one
purpose—to
destroy you!"
— Hammerim
the dwarf

Adventure Four:

Stolen Hoards

Hammerim the dwarf stood in the center of the massive chamber, taking one last look at his handiwork. The smooth stone floor was clean and clear, waiting to be covered and piled high with the stolen dragon hoards. Across the chamber, six massive iron statues stood at silent attention against the east wall. In other chambers, Hammerim's traps were set, his allies gathered. Everything was at ready. The time of his revenge had finally arrived.

"I have planned and worked for almost a century," Hammerim shouted to the silent statues. "The dragons who ruined my life must now be made to suffer. And when their suffering ends, then those dragons will die!" The dwarf pulled a silver dagger from a sheath at his side. With a quick slash, he sliced a shallow cut into his left palm. The blood welled from the wound as Hammerim squeezed his hand and formed a fist. A crimson stream dripped from that clenched hand to splatter on the chamber floor.


"By the blood of my ancestors that flows through my veins," Hammerim shouted, "I swear that vengeance will be mine! I have been shamed and cast out because of the dragons who once served Mykell the Custodian. But by this blood, they shall not survive another dragon's age."

His eyes sparkled with an insane, evil light. "They shall not . . ."

Introduction

Stolen Hoards is a tale of revenge that pits four to six adult dragons (6th-level dragons) against the evil genius of a crazed dwarf. If the dragon PCs have progressed through the previous adventures presented in this book, then the villain of this piece is Hammerim, the dwarf who was once an elder in the vassal village of Dwarfstown (see **Adventure Two: Color Blind**). If not, then the DM needs to select another vassal who has reason to hate the dragon PCs for something they did during their time of service to the Council of Wyrms.

As adults, the dragon PCs are involved in activities related to



their own individual pursuits and the goals of their clans. While they have probably adventured together a few times over the last 75 years, the concerns of the Council have not been high on any of their agendas.

Now they must join together once again to deal with the consequences of past actions. An enemy from the past has set a plan into motion that will hurt—and very possibly kill—the dragon PCs. Be aware: This is an extremely tough adventure. Even the strongest adult dragons will be hard pressed to survive the encounters that await them in this adventure. Only by working together and thinking things through can the PCs hope to survive the trap that Hammerim has set for them.

Overview

After the dragon PCs exposed Hammerim's schemes in Dwarftown, the elder dwarf lost his position of authority and was cast out of the village. On that day, the dwarf swore he would eventually find a way to get his revenge on Mykell's servants.

More than 90 years have passed since events unfolded in Dwarftown (as detailed in **Adventure Two: Color Blind**). In that time, Hammerim has been busy planning and implementing the means of his revenge. Using the wealth he had hidden outside the village in case of an emergency, the dwarf purchased what he needed to start work on his grand plan. Now the time has come for the plan to finally be set into motion.

On one of the small islands off the northwest coast of Rockshore, Hammerim has established a base, built into the side of a mountain. Helping him construct it over the years have been two natural enemies of the dragons—a clan of duergar and a band of drow. With their assistance, Hammerim has filled a series of caverns with traps designed to weaken and ultimately kill a group of dragons. The duergar provided the muscle, the drow the magic. The duergar worked for the promise of wealth and for the pleasure that harming the dragons will give them. The drow coveted

the magical items waiting in the dragons' hoards. Hammerim wants none of these things. All he wants is to ruin the dragons who have ruined his life—and then kill them.

The caverns, which Hammerim calls his "death maze," have been completed and stocked with all manner of dangerous foes and deadly traps to throw at the dragons. All Hammerim needed was a lure to bring the dragon PCs to his underground maze. With the help of duergar thieves, Hammerim stole a portion of each dragon PC's bonded hoard. The total stolen from each PC equals 40,000 gp plus 10,000 to 60,000 gp additional (1d6×10,000). The theft of the hoards happens before the start of the adventure, and there is nothing the PCs can do to stop them.

The thefts occur simultaneously, thanks to the many duergars in Hammerim's service. When the PCs realize that their hoards have been robbed, they can discover a single clue that leads them to contact each other. Only by comparing the separate clues can they determine where they must go to recover their hoards.


After that, the PCs travel to the small island off the coast of Rockshore. Items that each PC recognizes as a portion of their bonded hoards lie scattered at the mouth of a cave. The cave mouth appears to be natural, and it leads deep into the interior of an unnamed mountain. Inside the mountain, Hammerim's death maze awaits them.

Inside the maze, the PCs must battle their way past a variety of deadly foes. These foes include elementals, bulettes, duergar ballistae crews, and drow wizards. Except for the drow and duergar, all of the creatures within the maze have been charmed or otherwise enchanted to remain in their chambers and attack the dragon PCs on sight. Finally, they must face Hammerim and his iron golems in order to reclaim their stolen hoards.

Starting the Adventure

Inform each dragon PC that a portion of his or her bonded hoard is missing. An extensive search turns up only one clue. Each PC finds a single





chunk of stone, obviously cracked off a larger stone tablet. When a dragon PC touches one of the chunks of stone, a single word appears in glowing letters upon its smooth face. The word is "Dwarfstown." The stones radiate magic, but nothing else can be learned by examining a single chunk of stone.

If the PCs recognize the name of the vassal village they once adventured in, they should realize that more can be learned by contacting each of the dragons who once served the Council custodians. In fact, each of the dragons have had from 50,000 to 100,000 gp worth of treasure stolen from their bonded hoard, and each of them has found a single chunk of stone. If they meet, the stones can be fitted together to recreate the tablet they were broken from. Once fitted together, the stones glow with enchantment and magical words scroll across the smooth face.

"Come to the smallest island off Rockshore's northwest shore," the magical words read. "There you will find what you have lost."

The dragon PCs can find the island without trouble. Even the entrance to the caverns has been marked for them to discover with little effort. The real trouble begins when they reach the cavern entrance. Turn to "Hammerim's Death Maze" and go to location 1. (The map for this adventure is on pages 52 and 53.)

Thing to Know . . .

Here are the facts about, the motivations of, and statistics for the major villains appearing in this adventure. These include Hammerim the dwarf, Kolar and his durgar, and Zoberraz and her drow.

. . . About Hammerim the Dwarf

Hammerim designed the death maze caves and labored to construct them over the last 90 years. His hatred for the dragon PCs has intensified over the decades, growing to the point where he has become obsessed with getting his revenge. Once he was in love with the finer things in life, and

that was his downfall. His obsession in those days was for precious gems, and his illegal dealings with the green dragons helped fill his coffers. When the dragon PCs helped expose his illegal activities, Hammerim was ruined.

The dwarf elder was stripped of his rank and station, then cast out of the clan. He was no longer welcome in the Majyst Domain. Hammerim gathered his hidden store of wealth from the forest and departed to plan his revenge on the young dragons who destroyed his life. With nowhere to go, Hammerim drifted from island to island. He frequently communed with the humanoid races, fostering friendships of a sort with kobolds, orcs, and others. Near the end of his first decade in exile, Hammerim met Zoberraz the drow.

Hammerim lived with the drow for a time, sequestered in one of their hidden lairs among the Io's Blood Isles. With Zoberraz's help, the dwarf developed his hatred and vague musings into a solid plan for revenge. Together they located an island where they could build the dwarf's death maze, and it was Zoberraz who convinced a durgar clan to perform the work.

Over the years, Hammerim has dreamed of only one thing—revenge. He has memorized the names and features of the dragons who ruined him, and has spent time and wealth learning everything he can about them. His hatred drives him to desperate acts, and he has given much to construct the death maze. Nothing he currently possesses or will ever possess is his. The only thing he truly owns is the hatred that burns in his heart.

In the end, no matter how bad the situation may appear, Hammerim will remain to battle to the death. It is all he has left to look forward to—the destruction of the dragons he hates, or his own death at their claws. Either way, he will attain his just reward.

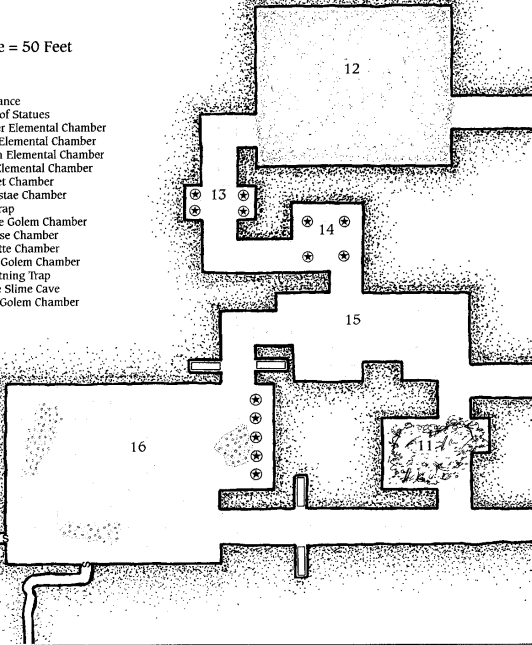
In addition to *plate mail* +3 and a *battle axe* +2, Hammerim carries the following magical items: three *potions of extra healing*, one *potion of fire giant strength* (+10 damage), and one *potion of invulnerability* (-2 AC, +2 saves, kindred can hit only with magical weapons). He drinks the latter

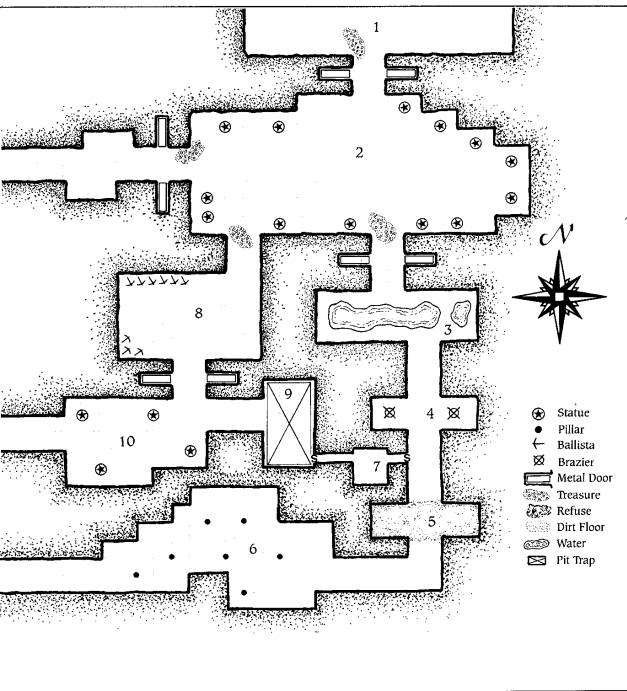


Hammerim's Death Maze


One Square = 50 Feet

1. Entrance
2. Hall of Statues
3. Water Elemental Chamber
4. Fire Elemental Chamber
5. Earth Elemental Chamber
6. Air Elemental Chamber
7. Secret Chamber
8. Ballistae Chamber
9. Pit Trap
10. Stone Golem Chamber
11. Refuse Chamber
12. Bulette Chamber
13. Clay Golem Chamber
14. Lightning Trap
15. Olive Slime Cave
16. Iron Golem Chamber





- ⊕ Statue
- Pillar
- ⊥ Ballista
- ⌒ Brazier
- ⌚ Metal Door
- 📦 Treasure
- 🗑️ Refuse
- ☁️ Dirt Floor
- 💧 Water
- ⊗ Pit Trap



two potions just before the dragon PCs enter location 16 (both work normally). Hammerim's statistics without the potions are given in parentheses.

Hammerim, Male Dwarf: AL LE; AC -2 (0); MV 6; F13; hp 104; THACO 7 (9); #AT 2; Dmg 1d8+12 (1d8+2) (*battle axe +2*); SA nil; SD +2 saves/kindred can hit only with magical weapons (potion), +4 save vs. poison, wand, spell; SZ S (4'4"); ML 16. Str 15, Dex 9, Con 15, Int 13, Wis 10, Cha 14.

... About Kolar and the Duergar

Kolar leads a band of 40 duergar. The leader and his band have pledged themselves to helping Hammerim gain revenge against a group of dragons (the dragon PCs). They have labored many decades to construct the death maze. The duergar provided the muscle, while the drow contributed the magic.

For the promise of a significant portion of the treasure hoard of six adult dragons, the duergar have agreed to continue aiding Hammerim. They have taken up strategic positions within the death maze, as indicated in the location descriptions to come.

If more than two-thirds of the duergar are destroyed in the battles, or if Kolar himself falls, the remaining duergar flee.

Kolar, Male Duergar: AL LE; AC 1; MV 6; F6; hp 48; THACO 15; #AT 1; Dmg 1d4+3/1d4+2 (*warhammer +1, Strength*) or 1d6+3/1d8+3 (*short sword +2, Strength*); SA *enlargement, invisibility*; SD surprised only on a 1 on 1d10, -2 to opponents' surprise rolls, immunities (poisons, paralysis, illusions/phantasms), +4 save (death, wands, spells); SZ S (4"); ML 13; XP 1,400. Str 17, Dex 12, Con 16, Int 12, Wis 7, Cha 11.

Duergar Warriors (40): AL LE; AC 4; MV 6; F3+6 hp; hp 25 each; THACO 17; #AT 1; Dmg 1d6/1d8 (short sword); SA *enlargement, invisibility*; SD surprised only on a 1 on 1d10, -2 to opponents' surprise rolls, immunities (poisons, paralysis, illusions/phantasms), +4 save vs. magical attack; SZ S (4"); ML 13; XP 975.

... About Zoberraz and the Drow

Zoberraz and her drow warriors have been working behind the scenes in the draconic isles for many years. While not powerful enough to take direct action against the dragon domains, the drow have been able to score small victories. Most of these victories have come in the form of stolen treasure. Zoberraz is especially interested in the magical items the dragons love to collect.

As a fighter/mage, Zoberraz is a powerful drow. She wears the enchanted black chain mail typical of the dark elves, and wields a magical dagger and short sword of the same ebony metal. She possesses a *stone of controlling earth elementals*, a *censer controlling air elementals*, a *bowl commanding water elementals*, and a *brazier commanding fire elementals*. She uses these to summon and control the elementals the PCs encounter in the death maze.

The drow leader sees Hammerim as an opportunity to finally strike a significant blow against the dragons. If the maze works, it can be used to destroy more dragons in the future. If it fails, only time and an obsessed dwarf will be lost. Zoberraz believes that she and her drow warriors can escape if the dragons prove to be too powerful for the maze to contain.

Zoberraz carries herself with an air of sedate malice. She is thoroughly evil, and she hates the dragons almost as much as Hammerim does. Her hatred extends to all dragons, however, whereas Hammerim hates a select few (the dragon PCs). While Zoberraz will fight the PCs, she does not go out of her way to put herself or her followers in danger. She uses her magic to best advantage, then sits back in the shadows to see what develops.

Zoberraz, Female Drow: AL CE; AC -2; MV 12; F11/W12; hp 52; THACO 10; #AT 2/3; Dmg 1d4+2/1d3+2 (*dagger +2*), 1d6+4/1d8+4 (*short sword +4*); SA *dancing lights, faerie fire, darkness, levitate, know alignment, and detect magic* once per day; SD surprised only on a 1 on 1d10; MR 72%; SZ M (5'3"); ML 14. Str 13, Dex 18, Con

12, Int 17, Wis 14, Cha 17. Spells: 1st level—*burning hands, chill touch, jump, spider climb*; 2nd level—*blur, invisibility, mirror image, strength*; 3rd level—*dispel magic, fireball, fly, vampiric touch*; 4th level—*dimension door* (×3), *ice storm*; 5th level—*cloudkill, dismissal, teleport, wall of force*; 6th level—*project image*.

Drow Warriors (30): AL CE; AC 4; MV 12; F5; hp 36 each; THACO 16; #AT 1; Dmg 1d6+1/1d8+1 (*short sword +1*); SA *dancing lights, faerie fire, darkness, levitate, know alignment, and detect magic* once per day; SD only surprised on a 1 on 1d10; MR 60%; SZ M (5'); ML 14; XP 650.

Hammerim's Death Maze

Hammerim's death maze (found on pages 52 and 53) is built into the side of a mountain on one of the islands off Rockshore's northwest coast. All the passages and portals can accommodate even the largest adult dragons, though some of them will find the caves claustrophobic. The ceilings are low, barely 150 feet high, making it nearly impossible to fly and completely impossible to engage in aerial combat of any sort. Location descriptions of the maze are presented below.

1. Entrance to the Maze. Read the following to the PCs:

Searching the island, you eventually find items from your stolen treasure hoards scattered in front of an opening into the side of a mountain. There are just enough pieces from each of your hoards to identify, but nowhere near the total amount stolen from you. The items form a trail into the cave. It is impossible to tell if they were dropped there by accident or if they were deliberately placed to attract your attention.

About 1,000 gp of each dragon PC's bonded treasure hoard lies scattered in front of the entrance to the death maze. If any of the dragon PCs decide to examine the cave opening, they can

spot the concealed metal doors hidden in the walls on a successful dragon senses check (see "Special Abilities" in *Book One: Rules*).

If they do spot the metal doors, there isn't much the dragons can do about them. Once all of the dragons step into the cave (location 2), the duergar watching from the narrow tunnels running throughout the thick cavern walls release the doors. They slam shut with a resounding clang of finality.


The metal doors are extremely strong, with reinforced frames and sturdy locks. In addition, they are also *wizard locked*, making it very difficult for the dragon PCs to retreat—even if they wanted to. The solution to this puzzle and trap lies in front of them, at the end of the twisting caverns.

2. Hall of Statues. Read the following to the PCs:

This oddly shaped cavern was definitely carved out of the mountain's solid interior. The walls have sharp corners and smooth finishes, and the floor and ceiling are flat and polished. Great statues line the walls. Each statue is humanoid in shape, standing about 20 feet tall. They are crafted from stone or metal, standing silently and staring into the center of the chamber. Three passages lead out of the entrance hall. More items from your treasure hoards spill across the stone floor and into each dark passage.

The stone and metal statues are not enchanted or threatening in any way. If the dragon PCs examine them closely, they might recognize these statues as huge representations of dwarves. Or they might mistake them as life-size carvings of giants.

Items from each dragon PC's bonded hoard worth the equivalent of 500 gp can be found leading into the three passages. The items have been carefully separated so that items from two dragons are scattered in front of each passage. The implication is that the dragons should each take the passage where they find their bits of treasure—at



least that's what Hammerim hopes they decide to do. Two dragons are easier to deal with than six, after all. Still, he has stocked his maze with enough terrors to handle them (he believes) even if they decide to stick together.

If the dragons do split up and take different passages, the best way to run the encounters is to cut from one group to the next. For example, if the gold and topaz dragon PCs follow the west passage, run their encounter as the metal doors slam shut and something large moves beneath the loosely packed dirt floor. Something brushes against one of the dragons, and the other PC notices a huge fin rising out of the soil in front of him. At that point, as the tension and mystery begin to build, cut to the next group. Run their encounter until you reach an appropriate cliff hanger, then cut to the third set of PCs. Keep going like this; always leaving one group just before something major happens. In this way, the tension remains high and everyone stays interested to see what's going to happen next.

3. Chamber of the Water Elemental. Read the following to the PCs:

A large pond of still water dominates this long, narrow chamber. A smaller pond fills the east portion of the cave. A passage leads to the south, and flickering firelight can be seen in that direction. As you pass between the two pools, a great wave rises up out of the larger one and splashes toward you. For a moment, you see two deep green orbs peering at you out of the rolling wave. Then it is upon you, attacking with waves like crashing fists.

The water elemental leaps from pond to pond, striking at a single dragon with great force as it passes. Angered over being summoned and commanded to battle dragons, the elemental seeks to work out its frustration by destroying the dragons as quickly as possible. It remains on this plane until defeated, dismissed by Zoberraz, or the summoning device hidden in location 7 is destroyed.

Because of the narrow dimensions of this series of chambers, the dragon PCs will be forced to spread out down the passage. This will put them into conflict with at least two elementals at a time. In addition, once two of the dragon PCs have advanced into this chamber, the durgar hiding in the walls shut the metal doors, cutting the PCs in the water elemental's chamber off from the rest of the party.

Because the dragon PCs will be fighting in enclosed chambers, take special care to determine the area of effect of each dragon's breath weapon. If used indiscriminately, these may hit friends.


Water Elemental: Int Low (7); AL N; AC 2; MV 6, Sw 18; HD 12; hp 55; THACO 9; #AT 1; Dmg 5-30 (5d6); SA slow ships (1 ton/hp); SD +2 weapon or better to hit (or 4 HD); SZ L (12'); ML 15; XP 6,000.


4. Chamber of the Fire Elemental. Read the following to the PCs:

Two huge braziers blaze to each side of this narrow chamber. As you enter the chamber, a gout of fire bursts from the brazier on the right, burns across the ceiling, and dives into the brazier on the left. Along the way, it sets fire to the oil-soaked walls and ceiling, turning the entire chamber into a raging inferno.

The room bursts into intense flames. Any dragons not immune to fire or heat suffer 1d4 points of damage every round they remain in the flaming room. The round after the chamber erupts in flame, the fire elemental begins to attack. Its fiery limbs strike one dragon at a time, seeking to consume it as it consumes everything in its path. Like the other summoned elementals, it remains on this plane until defeated, dismissed by Zoberraz, or the summoning device hidden in location 7 is destroyed.

If the dragon PCs seek to spread out into this chamber while still battling the water elemental, the fire elemental has no qualms about leaping





into the fray. After all, the sooner the dragons are destroyed, the sooner the elementals will be released from this plane.

The passage connecting this chamber to the next contains a secret door. The secret door leads to location 7, where Zoberraz keeps her elemental summoning devices. The dragon PCs can spot the door with a successful dragon senses roll, but the door is built to accommodate a human-sized creature.

Fire Elemental: Int Low (5); AL N; AC 2; MV 12; HD 12; hp 62; THACO 9; #AT 1; Dmg 3-24 (3d8); SA flammable objects save vs. magical fire at -2 or burn; SD +2 weapon or better (or 4 HD) to hit; SZ L (12'); ML 16; XP 6,000.

5. Chamber of the Earth Elemental. Read the following to the PCs:

The stone gives way to a dirt floor in this long, narrow chamber. As you step across the rich, loosely packed earth, you can feel it shift beneath your massive claws. Then the room rumbles and quakes, and a large, vaguely humanoid shape rises out of the earth.

The earth elemental pulls itself together from the pit of rich soil that fills this chamber. Various rocks and clumps of vegetation jut from its humanoid form. Its eyes consist of precious stones from the stolen hoards of one of the dragon PCs. If this PC is among those encountering the earth elemental, it attacks that PC first. (Assign each dragon PC a number and roll 1d6 to determine whose treasure was scattered in the soil.)

Each blow delivered by the earth elemental strikes like an earthquake. If possible, the elemental seeks to combine its attacks with the other elementals instead of fighting all of the dragon PCs by itself. PCs entering the stone corridor south of area 5, the air elemental from area 6 will join the combat. The earth elemental remains on this plane until defeated, dismissed by Zoberraz, or the summoning device hidden in location 7 is destroyed.

The ceiling in the chamber drops to 100 feet. Only the smaller dragons have enough room to lift off the ground, and even then can only stay aloft for two rounds before landing for a round. Flying or levitating via spell is possible and will reduce damage taken from the earth elemental. Each die of damage inflicted by the elemental will inflict at least one hit point of damage.

Earth Elemental: Int Low (6); AL N; AC 2; MV 6; HD 12; hp 48; THACO 9; #AT 1; Dmg 4-32 (4d8); SA -2 points per die of damage vs. flying/levitating opponents; SD +2 weapon or better to hit (or 4 HD); SZ L (12'); ML 15; XP 6,000.


6. Chamber of the Air Elemental. Read the following to the PCs:

This chamber opens upward, rising to a height of 700 feet. Finally, you can actually spread your wings and fly if you so desire. However, maneuvering within this cave could be difficult, as great pillars of stone connect floor to ceiling in the chamber's center. The passage leading south is as small and cramped as the other passages you have traversed. After a moment examining the cave, you hear the rush of wind as a strong, focused blast of air smashes into you with deadly force.

The air elemental waits until one dragon takes to the air before attacking. If none of them decide to fly by the time they reach the center of the chamber, then the elemental attacks anyway. If the PCs are locked in combat with the earth elemental and enter the stone-floored passage to the south of location 5, then the air elemental joins the combat.

It remains on this plane until it is defeated, dismissed by Zoberraz, or the summoning device hidden in location 7 is destroyed.

Air Elemental: Int Low (7); AL N; AC 2; MV Fl 36 (A); HD 12; hp 76; THACO 9; #AT 1; Dmg 2-20 (2d10); SA +1 to hit/+4 damage against airborne



opponents, whirlwind (60' tall, 10' base, 30' top diameter; lasts one round, causing 2d8 damage); SD +2 weapon or better (or 4 HD) to hit; SZ L (12"); ML 15; XP 7,000.

7. Secret Chamber. Secret doors in the east and west walls of this chamber provide access to its hidden contents. Within this demihuman-sized chamber, with its 10-foot-high ceilings and 75-foot-wide interior, Zoberraz keeps the magical devices that summoned and control the four elementals in locations 3, 4, 5, and 6. If the dragon PCs want to reach the devices or otherwise explore this chamber, they need to somehow make themselves the size of demihumans. Remember, gold, silver, and bronze dragons have natural *polymorph self* abilities.

The devices, a *stone of controlling earth elementals*, a *censer controlling air elementals*, a *bowl commanding water elementals*, and a *brazier commanding fire elementals*, are hidden in this chamber and guarded by Zoberraz and 12 drow warriors. Zoberraz remains in this location until the dragon PCs have passed through chamber 6. Then she leaves to join Hammerim in location 16 to prepare for the final battle.

If the PCs somehow enter this chamber before facing all of the elementals, Zoberraz leads her drow against them. The moment it appears that the dragons are too tough for the small band of drow, Zoberraz orders her followers to retreat, then *teleports* or uses *dimension door* to reach a pre-selected spot in location 16.

8. Ballistae Chamber. A small army of 18 duergar stand ready to harry the dragon PCs. Their main weapons to accomplish this task are nine armed ballistae. Six of the massive weapons have been set up on a high platform on the north wall. The other three are on a similar platform in the southwest corner. Two duergar man each ballista.

Each ballista can hurl one projectile before it needs to be reloaded. The projectiles have a range of 960 feet and cause 3d6 points of damage against large-sized creatures or bigger. It takes

four rounds to reload a ballista. The duergar have THACOs of 15 when firing the ballistae at dragons.

The moment a dragon PC enters this chamber, the three ballistae closest to the passage opening fire their projectiles. They immediately begin to reload on the next round, and the second three weapons fire. On the third round, the last three ballistae hurl their projectiles at any dragons still in the chamber. While all of the duergar attempt to reload their weapons for a second volley, in all likelihood they will never get the chance. As soon as one group of duergar are attacked, the rest of the ballista crews flee into the small, secret passages designed to accommodate beings no larger than demihumans.


If the dragons attempt to rush across the cave and through the south passage, they receive a rude surprise. Just before they reach the safety of the open passage, metal doors slam shut to cut off their escape. This allows all of the ballistae to get at least one shot at the dragons. The moment the duergar abandon the chamber and flee, the doors slide apart to allow passage to location 10.

9. Pit Trap. Read the following to the PCs:

This chamber appears to be a dead end, though it may provide some protection and a place to rest.

The pit trap activates as soon as one large dragon (15 HD or better) or two smaller dragons enter the chamber. Once this occurs, the floor swings open and drops the dragon or dragons 100 feet into a spike-filled pit. A dragon can make a Dexterity check with a -4 penalty to see if it can use its wings fast enough to prevent the fall. Otherwise, the dragon crashes to the bottom of the pit and takes 6d6 points of damage (from the combination of the fall, the sharp spikes, and its own massive weight).

Any dragon who survives the fall can climb out of the pit in two rounds by making two successful Strength checks. If either check fails, the dragon PC falls back into the pit, sustaining 3d6 damage on the first check, 6d6 damage on the second.



10. Chamber of the Stone Golems. Read the following to the PCs:

Four stone statues occupy positions on each of this chamber's four walls. Three dark passages lead out of the chamber, in addition to the passage that brought you to the room. Except for the statues of 20-foot-tall dwarves, the chamber is empty.

If the dragon PCs approach this chamber from any direction except the north, then the metal doors leading to location 8 are closed and *wizard locked*. If they arrive from the north, the metal doors seal behind them.

The dragon PCs can make dragon sense checks to see if they spot the *invisible* drow warrior sneaking toward location 9. The drow is attempting to reach the secret chamber (location 7) and did not realize that the dragons would be blocking his path. He imbued a *potion of invisibility* in location 15, then started across the stone golem chamber. If the PCs notice the drow and capture him, they can learn a little about the death maze and its designer. But that will have to wait until after the stone golems have been dealt with.

As soon as two dragons enter this chamber, three of the statues begin to move. These are special stone golems, and they have been commanded to attack and destroy dragons on sight. The fourth statue is not enchanted in any way. The golems begin pounding on the nearest dragons with their massive fists, continuing to battle until Zoberraz commands them to halt, the dragons are dead, or they have been destroyed.

Like the other golems in this labyrinth, the stone golems have been specially constructed in a larger form to better fight the dragon PCs. Except for their greater size (higher Hit Dice, hit points, and damage inflicted) and the fact they are *hasted*, these golems are just like the stone golems described in the *Monstrous Manual*.

If the dragon PCs manage to capture the drow warrior, they can use various methods to convince him to cooperate—including spells, psionics, or the intimidation proficiency. He refuses to reveal much in any

case, just that the PCs are doomed. "This maze was constructed for only one purpose—to destroy you," the drow sneers. "And you have so graciously entered of your own free will." The last thing he says, no matter what methods the PCs try, is "You'll pay for Dwarfstown." Only powerful psionics will make him reveal the names of Zoberraz or Hammerin.

Stone Golems (3): Int Non- (0); AL N; AC 5; MV 12 (*hasted*); HD 16; hp 104 each; THACO 6; #AT 2 (*hasted*); Dmg 4–32 (4d8); SA permanently *hasted* (-2 initiative bonus); SD +2 weapon or better to hit; SZ H (20'); ML 20; XP 10,000.

11. Chamber of Garbage. Read the following to the PCs:

Mounds of garbage fill this chamber, and the odor of filth and decay permeate the air. To cross to the exit, you will have to wade through the refuse. In some places the piles are as deep as 30 feet. In others, the garbage pile is barely 15 feet high.

If the PCs make dragon sense checks before entering the chamber, they can spot the pair of giant slugs lying in wait among the trash. Otherwise these appear as pale gray lumps draped across mounds of garbage.


When they strike, the slugs rear up, revealing white underbellies, and spit deadly acid at a chosen target. They will spit for three rounds before closing for melee. If the dragons charge into melee, they will bite instead.

Giant Slugs (2): Int Non- (0); AL N; AC 8; MV 6; HD 12; hp 62, 53; THACO 9; #AT 1; Dmg 1–12 (bite); SA spit acid (4d8 damage, save vs. breath weapon for half); SD immune to blunt weapons; SZ G (30'); ML 12; XP 5,000.

12. Chamber of the Bulettes. Read the following to the PCs:

A floor of hard-packed dirt replaces the smooth stone floor in this large chamber. As you move far-





ther into the chamber, you hear the echoing clang of metal doors slamming shut to seal the passage behind you. You sense movement in the chamber ahead. Something is burrowing through the dirt floor, heading directly toward you.

Hammerim has placed four bulettes in this chamber. Zoberraz has enchanted them to remain here, but was not able to command them to attack a specific target. As such, all of the drow and duergar avoid this chamber. None of them wish to become meals for the landsharks.

When the dragon PCs set clawed foot on the dirt floor, the vibrations alert the bulettes to the presence of prey. Two burrow through the dirt in front of the dragons, their twin armored fins cutting a path above the surface of the ground. The other two, meanwhile, approach from beneath the dragons. These two gain surprise and attack in the second round of combat.

The dirt floor is actually a huge, 50-foot-deep pit that has been filled with soil. The bulettes burrow through this soil like sharks swim through water. They emerge to attack, use their jump combat, then plunge back into the soil in hopes of gaining another round of surprise.

If a bulette takes enough damage to reduce it to less than 10 hit points, the enchantment put in place by Zoberraz wears off. However, the bulette will continue to battle the dragons to vent its rage and satisfy its hunger. There is a 40% chance that one of these "free" bulettes will attack one of the other landsharks if they come into contact (within 10 feet of each other).

Bulettes (4): Int Animal (1); AL N; AC -2 (4 around eyes/6 shell under crest); MV 14 Br 3; HD 9; hp 66, 52, 49, 32; THACO 11; #AT 3; Dmg 4d12 (bite)/3d6/3d6 (claws); SA 8' jump (4 attacks in air, 3d6 damage each); SZ L (10' tall, 12' long); ML 11; XP 4,000.

13. Chamber of the Clay Golems. Read the following to the PCs:

Two clay statues stand to either side of this

passage. The 20-foot-tall statues resemble huge dwarves or possibly squat giants. As you continue through the passage, two of the statues start to move.

There are two clay golems in this chamber, one on each side of the passage. The other two clay statues are not enchanted and pose no threat to the dragon PCs.

This battle could really test the dragon player characters, as their claws and teeth cannot harm the clay golems. The dragons will need to employ tail slaps, and innate abilities against the clay golems. (In this encounter, a dragon PC who thinks of it can try to "punch," using a paw as a blunt weapon, once per round. The attack inflicts 2 hit points, plus its combat modifier, plus a size modifier: M=0, L=+1, H=+2, G=+3.)


The golems battle until the dragons are defeated, Zoberraz commands them to stop, or they are destroyed.

It is possible that a dragon PC or two will flee down the passage in order to escape the slow-moving golems. If this occurs, the fleeing dragons blunder right into the waiting trap in location 14.

Two duergar were about to cut across the chamber when the dragons enter. They were on their way from the small passages in the west wall to the passages in the east wall that lead to location 8. Note that these small passages do not appear on the map. When the dragons arrive, the duergar attempt to hide behind one of the nonmoving statues. The dragons can spot them by making successful dragon sense checks (see "Special Abilities" in *Book One: Rules*). If they are spotted, the duergar succumb to a bout of intense fear. In this frightened state, they can't answer any questions—at least not coherently. If the dragon PCs do a supreme job of calming the frightened duergar, and make Charisma checks at -6, then they can learn the name of the person who set this trap (Hammerim), the name of their leader (Kolar), and that the duergar really don't want to step through the south passage.

Note that damage inflicted by the clay golems can





be cured only by a *heal* spell cast at 17th level or greater. Mykell can arrange for such healing when (and if) the dragons return to All Clans Island.

Clay Golems (2): Int Non- (0); AL N; AC 7; MV 7; HD 13; hp 70 each; THACO 8; #AT 1; Dmg 3-36 (3d12); SA after one round of combat can *haste* itself for three rounds once per day, wounds healed only by 17+ level priest; SD +1 blunt weapon or better to hit; SZ H (20'); ML 20; XP 6,000.

14. Lightning Trap. If the dragon PCs peer into this chamber before advancing, read the following description to them.

Four iron statues stand at silent attention in this widened passage. Two statues occupy the east alcove, two the west. The passage continues southward, apparently opening into a larger chamber somewhere in that direction.

If they walk right in (or do something to test the chamber, like tossing in one of the duergar), then read this description.

Suddenly lightning flashes from the eyes of the southwest statue. It leaps across the chamber to the opposite statue, energizing the air and crackling malevolently. When the jagged bolt reaches the second statue, it arcs to touch the others. In an instant, the room is filled with blazing, painful electricity.

This room is a trap. When any living thing reaches the center of the chamber, the statues toss lightning bolts toward each other. In an instant, any living creature within the chamber takes 6d6 points of electrical damage (save vs. breath weapon for half). A dragon that makes its saving throw can move, either forward or back the way it came. Each round a dragon PC stays in the chamber, it suffers another attack.

Any dragons that don't make the saving throw are caught in the field of charged energy. They

continue to take 6d6 points of damage each round until they make successful saving throws vs. paralysis. Once they make the save, they can try to leave the chamber.

Dragons immune to lightning damage can stride through this trap with ease. Once all living creatures have exited the chamber (or been killed), the lightning stops arcing and the room settles down.


15. Chamber of the Olive Slime. Read the following to the PCs:


This large chamber is moist and alive with many growing things. Fungi and mold cover almost every surface, and some even drips down from the ceiling. A large mound of plant life fills a portion of the chamber's east half. After everyone has entered this area, metal doors clang shut behind you. Then the mound of plant life begins to move. . . .

This chamber contains two threats to the PCs. The first is obvious. An olive slime creature, formed from the juvenile blue dragon that serves as its host, moves toward them from the east half of the chamber. In the west half, an olive slime waits to drop from the ceiling on the first dragon to back in that direction.

The first dragon to enter the west half of the chamber receives the notice of the olive slime. It releases its tendrils and drops from its perch on the ceiling. The target must make a saving throw vs. poison to notice that the olive slime has dropped onto it. Otherwise, another dragon must make a successful dragon senses proficiency check to spot it clinging to its companion's back. If no one notices the slime, its host becomes protective of it in 2d4 hours. In 1d6+6 days, the host becomes an olive slime creature.

The olive slime creature attacks with one purpose—to infect other hosts with olive slime. There is a 10% chance per successful hit that the creature struck will be infected. Once it successfully infects a creature, it ignores that foe and concentrates on another.





Olive Slime: Int Non- (0); AL N; AC 9; MV 0; HD 2+2; hp 9; THACO 19; #AT 0; Dmg nil; SA infects host; SD harmed by acid, freezing cold, fire, *cure disease* spells, and spells that affect plants; SZ S (4' radius); ML 10; XP 420.

Olive Slime Creature: Int Animal (1); AL N; AC 9; MV 6; HD 12+2; hp 53; THACO 13; #AT 1; Dmg 4-16 (4d4); SA olive slime; SD harmed by acid, freezing cold, fire, *magic missile* spells, and spells that affect plants; SZ H (22'); ML 9; XP 2,500.

16. Chamber of the Iron Golems. *If the dragon PCs have been separated or have missed most of the maze, they will find the metal doors to the chamber sealed (even a knock spell fails). Hammerim wants the dragon PCs to explore the maze and be well worn down before the final battle, and the duergar keep him informed of the dragons' progress. However, he also wants all of the survivors assembled for his grand speech (against the advice of Zoberraz!). Only when it is time for the climax will Hammerim open the doors.*

Mounds of treasure fill large portions of this massive chamber. Coins, precious metals, gems, and other valuable items are heaped in shining piles. You can feel these items calling to you, for among them are your bonded hoards. You have found the rest of your stolen treasure!

When the PCs enter the chamber, metal doors slam shut, sealing the exit. The PCs notice a line of six iron statues standing against the east wall. Like the others elsewhere in this dungeon, these statues are 20 feet tall and resemble stern, angry dwarves.

After a moment, a voice calls out, "The time has finally come! You ruined my life, dragons of the Council! Now I will take great pleasure in ending yours!" With that, four of the statues begin to move toward you. The chamber trembles with each resounding iron footfall. They advance

slowly, their massive fists ready to strike. . . .

The moving statues are iron golems. Magical electrical attacks (including the breath weapon of a bronze dragon) will *slow* an iron golem for 3 rounds. Magical fire attacks (including the breath weapon of a gold dragon) will repair 1 hit point of damage for every hit die of damage it would have normally caused. All other spells have no effect on the golems. Once every 7 rounds, each golem breathes out a cloud of poison gas that fills a 10-foot cube directly in front of it.

Hammerim hides behind the south mound of treasure. After 1d4 rounds of combat have passed between the dragon PCs and the golems, he can no longer contain himself. He rushes out to take up the battle personally. As he fights, he shouts out the crimes he believes the dragons have committed against him. "You ruined everything with your interference! I lost my fortune, my livelihood! I lost my family and friends, my position, my home! I have been cast out, exiled, cut off from my clan! And it is all your fault!" Hammerim fights to the death.

Zoberraz hides behind the west mound of treasure. She is invisible and operating through her *projected image*, watching to see how the battle progresses (possibly protected by a *wall of force*), deciding whether to get involved. If the dragons attack her, she joins the fight until she can escape. She has no intention of dying in this maze. Once Hammerim attacks, Zoberraz casts spells to help him. She always positions herself for a ready escape if necessary. Only concentrated efforts by the PCs will defeat Zoberraz. Otherwise, when the moment is right (especially if Hammerim falls), Zoberraz flees.

Once the golems and Hammerim are defeated the PCs can locate the controls that open the sealed metal doors. The controls are built into the south wall. Of course, the controls are not built for manipulation by dragon claws. The PCs will have to change form or come up with a way to work the small, delicate control levers. All of the treasure stolen from them is in this chamber, with the



exception of the bits they found scattered elsewhere in the maze.

Iron Golems (4): Int Non- (0); AL N; AC 3; MV 6; HD 20; hp 110 each; THACO 3; #AT 1; Dmg 4-48 (4d12); SA 10' poison gas cloud once/7 rounds; SD +3 weapon or better to hit; SZ H (20'); ML 20; XP 15,000.

Concluding the Adventure

With the death of Hammerim, Zoberraz flees. The enchantments and charms she put in place will slowly fade, leaving whatever remains in the maze either harmless (like the golems) or confused and seeking escape (like the elementals and charmed creatures). The dragon PCs can gather their treasure, release the locking mechanism sealing the metal doors, and make their way back to the maze's entrance.

Zoberraz and Kolar could return at a later date to provide more trouble for the dragon PCs. The drow, especially, has long-ranging plans for conquering the dragon islands. What these plans are and how they will play out are left to creative DMs to work out.

If any of the dragon PCs were infected by the olive slime (location 15), then Hammerim may still get some measure of revenge. If no one notices the presence of the slime, or if no action is taken to remove it, then the character is consumed in 1d6+6 days and becomes an olive slime creature. See the *Monstrous Manual* for more information about olive slime and olive slime creatures.

The dragon PCs have successfully worked together again. This should only boost the relationships among their respective clans. In the future, they should feel comfortable calling on each other again should the need arise.

Awarding Experience

In addition to experience earned for defeating the maze's monsters, the dragon PCs should receive story awards based on how well they were roleplayed and how successfully they completed the adventure. These awards should range from 50,000 to 150,000 XPs.

