

Dragotha's Lair

An RPGA® Adventurer's Guild Tournament
for the AD&D® game

Based on *White Plume Mountain* by Lawrence Schick, *Return to White Plume Mountain* by Bruce R. Cordell, and the *Dungeons & Dragons®* game created by Gary Gygax and Dave Arneson.

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CREDITS:

Design: Bruce R. Cordell

Editing: Penny Williams, John D. Rateliff

Cartography: AD&D Core Rules 2.0 CD-ROM

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INTRODUCTION & SYNOPSIS

Twenty years ago, newly discovered map fragments revealed the lair of Dragotha, the Undead Dragon. Those same fragments also revealed the location of White Plume Mountain, and with it the renewed threat of Keraptis, an ancient wizard of evil repute. Thus, Keraptis and White Plume Mountain received all the attention, while Dragotha's lair, whatever it really represented, remained a mystery.

The fabled undead hunter, Tardalus the Inquisitor, hates mysteries. So he has gathered a team of adventurers (the player characters) to investigate this one. Tardalus is a devoted servant of Heironeous, god of justice and valor. A self-avowed undead hunter, Tardalus's eye has turned to the original Undead Dragon. It doesn't bother Tardalus in the least that Dragotha, if he exists at all, has remained quiescent these last several centuries. Sleeping undead evil is still evil and must be vanquished.

Relying on Tardalus's special knowledge, the party of undead hunters finds and descends into Dragotha's lair. The lair is an overly large tomb, complete with lesser undead and terrible traps. Particularly lucky and brave parties press all the way to the innermost chamber and find Dragotha himself. As legends foretold, Dragotha is indeed an undead dragon, or dracolich. Luckily for the heroes, Dragotha doesn't have the "heart" to truly devastate the heroes. Unfortunately, it takes the willing sacrifice of a hero most noble to send the awakened Dragotha back into his undead slumber of ages. Should a hero be unwilling to make this ultimate sacrifice, Tardalus is hero enough to accept this fate.

PREPARATION

Dragotha's Lair is an AD&D game adventure designed to supplement and showcase the adventure *Return to White Plume Mountain*. It is not necessary to have *Return To White Plume Mountain* to run this adventure, but the Dungeon Master (DM) should keep a copy of the *Player's Handbook* and *Dungeon Master's Guide* on hand during play.

The DM should understand the AD&D game system and be able to explain the basics of the game mechanics and the most important aspects of a character sheet to new players before the game begins. This is a mid-level adventure (for five to six characters of 6th to 8th level) that can be played in one four-hour session. Seven pregenerated 7th-level characters are enclosed for use with the adventure, but any character within the requisite range will do. Print out or photocopy the pregenerated characters ahead of time so that passing them out is an easy task when play begins.

Text presented in unshaded boxes is information that the DM can read aloud or paraphrase to the players. Refer to the maps printed at the end of this adventure as necessary, and follow any directions given.

AND SO IT BEGINS

Pass out the pregenerated characters. Read or paraphrase the boxed text immediately below as an introduction to the players of *Dragotha's Lair*.

You are a bold campaigner, a veteran of many adventures. Recently, you met Tardalus the Inquisitor, an undead hunter of great renown. Intrigued by his stories of a mysterious undead dragon located to the north, you joined his quest to discover the truth. In return for your aid in dangerous situations, Tardalus agreed to give you and the others equal shares of any and all treasure found in the lair. Tardalus is interested only in one thing: discovering and dispatching Dragotha the Undead Dragon.

Allow the player characters (PCs) to briefly introduce themselves to the other players. When introductions are complete, inform the players that the expedition is already underway. After a few weeks of overland travel through lonely lands, the party, led by Tardalus, is fast approaching the location of Dragotha's lair. Tardalus shows the PCs the map he is using to navigate (show the players the **Lair Overland Map**). Play begins at the point marked "You Are Here" on the Lair Overland Map.

At this point Tardalus willingly answers some of the PCs' questions, if he has not done so already. Tardalus knows the following:

- **Dragotha.** "The legend of Dragotha is an old one, so old in fact that, until now, no one has known for sure where to find the lair of the Undead Dragon. However, I recently secured a map and runestone key from an old barrow, long undisturbed. Being an undead hunter of great renown, I immediately swore my next quest: to find and destroy Dragotha!"
- **Dragotha's Lair.** "According to what I learned in the barrow, it seems that a group of dragon cultists have associated themselves with Dragotha. Apparently the cultists created a mausoleum temple to Dragotha before sealing themselves up inside when Dragotha lapsed into quiescence. I don't know why Dragotha isn't active, but I know that as long as he exists, he is an affront to all that is good."
- **White Plume Mountain.** "We've steered wide of that peak. Rumor has it that the evil wizard, Keraptis, has returned yet again. However, that doesn't concern our current quest."
- **Other Locations on the Overland Map.** "I don't think we need concern ourselves with places like Mukos or Thingizzard's Hut. Actually, I'd prefer to go directly to the lair, but I suppose it's possible that some of the other sites on the overland map could prove interesting. I really don't know anything about them or their significance, except for the two ruins."
- **Ruins.** "The ruins of Caherdalen and Lossathan are hundreds of years dead. Once, they were thriving cities. According to legend, both communities were destroyed by Dragotha."

- **The Great Swamp.** “A nasty fen, inhabited by all sorts of terrible creatures. We’d best stay on our toes, lest we become a meal for some hungry swamp monster.”

Tardalus, human male, 12th-level Cleric: AC 2 (*chainmail* +2 & shield); MV 12; hp 44; THAC0 12 (*mace* +2); #AT 1; Dmg 1d6+3 (*mace* +2); SA Spells, turn undead; SZ M (5 ft. 11 in. tall); ML elite (13); AL NG; XP 7,000.

Str 13; Dex 12; Con 13; Int 14; Wis 9; Cha 14
Special Equipment: *mace* +2 “*Requiter*”

(always inflicts x2 damage vs. undead, x3 damage vs. evil foes on natural attack roll of 20), *chainmail* +2, *decanter of endless water*, runestone dragon key.

Spells: (8/7/6/4/2/2) **1st**—*command*, *cure light wounds* (x3), *protection from evil*, *remove fear*, *sanctuary* (x2); **2nd**—*hold person* (x2), *know alignment*, *messenger*, *silence 15-ft. radius*, *withdraw*, *wyvern watch*; **3rd**—*call lightning*; *cure blindness*, *cure disease*, *remove curse*, *speak with dead*, *stone shape*; **4th**—*cure serious wounds* (x2); *neutralize poison*; *spell immunity*; **5th**—*cure critical wounds*, *flame strike*; **6th**—*find the path*, *heal*.

Quote “If I had a sovereign for every wight I’ve sent howling back into the Darkness, I could tile a cemetery in shining gold!”

LAIR OVERLAND MAP, KEYED

Play begins at the point marked “**You Are Here**” on the Lair Overland Map at dawn (6 a.m.). Tardalus has lead the party to this point without prior mishap. Till now they have avoided the worst of the swamp, but now a trek through the swamp is necessary. From this point on, it takes an average party on foot about 30 minutes to traverse each 1000-ft. hex.

Traversing the Swamp

Read or paraphrase the following to the heroes as they press through the swamp:

The saturated air mats your clothing to your body. Every step in the sinking, omnipresent mud releases the stench of fungus, rot, and sulfur. Swamp grass grows from the unending pools of stagnant water, sometimes so thickly that vision is reduced to a dozen yards. Gnarled trees poke up here and there but are all half-smothered by moss and lichen. The whine of insects is constant, and a swarm of stinging gnats is a second shadow difficult to escape.

Though dangerous creatures definitely lurk in the swamp, following Tardalus’s lead avoids the necessity of rolling for random encounters. Running into patches of quicksand is still possible, though, and at some point during the journey (chosen by the DM), the PCs stumble into some.

Quicksand

Quicksand patches are 20 feet in diameter. PCs who stumble into quicksand may move 3d4 feet into it before

realizing that the mud beneath their feet is any different than normal swamp muck. At this point, PCs begin to sink at a rate of 1 foot per round. Once a character begins sinking, her movement rate drops by 2 for every 1 foot she has sunk, automatically dropping to 0 when the character is chest deep (an average PC has a movement rate of 9). For purposes of this quicksand patch, treat a character’s Move total as the actual number of feet moved per round. Each round the character may make a saving throw vs. paralyzation to avoid sinking 1 foot for that round, if she takes no other actions (such as trying to slog for the edge). Characters on the edge of the quicksand can extend objects or throw ropes to sinking allies. Each successful Rope Use proficiency check (or Strength check at a –4 penalty) pulls a sinking character 1 feet up from the mud. Characters who sink below the surface continue descending for about 20 feet and perish through drowning 4 rounds later, if not rescued.

Summoning Ring

White stone shafts, decayed and broken, reach upward from the swamp. Some columns in the 30-foot-diameter circle are cracked or broken. Others lean against their companion stones, while many have fallen completely over and sunk into the morass.

A Wisdom check, for PCs who specifically observe the scene, reveals that the water in the center of the ring slowly swirls for no obvious reason.

Should any PC enter the ring, or if the PCs can generate a significant disturbance on the water, four bog-mummies rise to the attack! PCs who triggered the attack by walking into the ring without first noticing the swirling water lose 1 round of attacks to the bog mummies before rolling initiative normally.

Bog mummies are humanoids smothered in mud-saturated wrappings. Swamp vegetation and bugs thickly infest every bog mummy.

A search of the shallow water reveals a rusted-out iron chest, in which many completely ruined parchments are cached (impossible to say what they once represented), plus a petrified hand. The sapphire ring on the hand is a *ring of protection* +2.

Bog Mummies (4): AC 3; MV 9, swim 9 (move normally through swampland and quicksand); HD 8; hp 36 (average); THAC0 13; #AT 1; Dmg 1d12 (undead claw); SA Disease (see below); SD +1 or better weapon to hit, spell immunities (see below); SW Cold attacks, holy water, turning (see below); SZ Medium (6 ft. tall); ML champion (16); AL CE; XP 4,000.

SA—Disease. Wounds inflicted by a bog mummy cause *bog rot* except on a successful saving throw vs. death magic (roll only once for each wounded character at the end of the encounter). The flesh of PCs with *bog rot* stiffens and darkens. If not treated with *cure disease*, *bog rot* proves fatal in 24 hours. For each hour the disease goes untreated, the victim must save vs. death magic or lose 1 point of Str, Cha, Dex, or Con (roll 1d4 to determine which). If the disease is treated by a *cure disease* spell, lost ability points automatically return.

SD—Bog mummies are immune to normal fire attacks, *sleep*, *charm*, *hold*, and other mind-affecting spells. Bog mummies take half-damage from magical fire.

SW—Cold-based attacks inflict double normal damage. Bog mummies can be turned as Special creatures on the turning table. A vial of holy water inflicts 2d4 points of damage to a bog mummy.

Cave of Bones

Meager downs poke grassy tops from the edge of the swamp. The hills mark a transition between the edge of the swamp and dryer, rocky terrain. A dark cave beckons, leading directly into the side of one of the downs.

The aperture leads into a cramped (5-ft.-high by 3-ft.-wide) cave that runs only 30 feet under the hillside, finally opening into a roughly 10-ft. by 10-ft. by 10-ft. subterranean chamber. The cave is empty but for faded cave paintings and graffiti on the wall. The cave paintings depict various animals, including bear, buffalo, and deer, though all are completely skeletal. The ceiling holds one final painting: a skeletal dragon.

The graffiti is obviously written by various hands over a long period of time and is mostly indecipherable. A few lines of interest remain:

- “Keraptis stole the heart of Dragotha, and so earned the dragon’s eternal hate.”
- “A hero most noble ensures the Dragon’s continuing slumber.”
- “Dragotha’s hoard surpasses that of any other dragon.”

The heroes may or may not draw conclusions from the pictures and graffiti, but nothing else of value can be found here.

Ruins

Tumbled walls and ruination peek from beneath grass, shrubs, and trees that have mostly reclaimed what was once a small community.

Both sets of ruins (Caherdalen & Lossathan) are less than ghost towns. Any secret vaults or treasuries that either city may once have had were looted long ago. Even a cursory walk through the town makes it clear that nothing of value remains. However, a walk-through does disclose an interesting feature: strange discolorations on some half-walls. The discolorations are darkened silhouettes of humans in various poses of flight and extreme terror. Closer examination reveals the silhouettes to be composed of compacted ash. These silhouettes are all that remain of the villagers on the wrong end of Dragotha’s terrible breath.

DRAGOTHA’S LAIR MAP, KEYED

The Undead Dragon lairs beneath a lonely crag, the much-weathered remnant of a mountain range long since lost to erosion. Dragotha has not used his personal

entrance for centuries, and in any case it is completely covered in tons of stone from a landslide deliberately caused by the dracolich.

One other entrance exists—an entrance made by human hands, and Tardalus has the key. Furthermore, the undead hunter knows exactly where to find the human-sized entrance on the large crag, which saves several days of searching.

All is dark within the Lair, unless noted otherwise. All the following descriptions are given with the assumption that PCs are carrying lanterns.

D0. Maw of Doom

The back wall of a shallow cliff is entirely covered by a much weathered relief sculpture. Once you have noticed it, it is easy to see the form of a 30-foot-high skeletal dragon skillfully carved from the stone.

Notice that the keyed map begins with D1; this area lies immediately outside it. To access D1, the heroes must make a successful Find Secret Doors roll (multiple attempts are allowed). On a successful check, a portion of the carving is revealed that exactly matches the runestone dragon key in Tardalus’s possession. When the runestone key is applied to this spot, it snaps into place with an audible click. Then a section of the carving dramatically falls back and slides aside, revealing the bubble-shaped chamber keyed as D1.

D1. Choices

In addition to the recently opened secret entry, two roughly hewn tunnels give off this bubble-shaped chamber—one to the northeast, the other to the southeast. Darkness and silence fill both corridors.

A search of this chamber reveals that the dust here has not been disturbed for many, many years, save by the drip and flow of natural cavern processes. The northern passage leads deeper into the complex, while the southern leads to a series of traps.

D2. Trapped Approach

The rough cavern widens into a small chamber whose southern wall is actual masonry. A large oaken door stands closed in the center of the wall.

A covered pit trap lies immediately inside this chamber—PCs who make directly for the door must save vs. paralyzation or fall into the 30-foot-deep pit for 3d6 points of damage. Cautious characters still require a successful *find traps* roll to avoid the trap, unless they stick close to the walls while entering the chamber.

The door to D3 is trapped (see below).

D3. More Traps

The door to this room is trapped. If the party opens it without first detecting and removing the trap, a tinkling of glass heralds the spray of poison gas that fills both D2 and D3. Heroes who fail a saving throw vs. poison take 1d6+6

points of damage, while those who succeed at their saving throw still take 1d4 points of damage.

Other than dust, this chamber appears vacant. A faded wrap-around mural on the walls depicts an emaciated dragon of ebony scales flying amidst lighting-lit clouds. Small cracks mar the mural, appearing to be more concentrated near the center of the southern wall.

A covered pit trap of the same depth and statistics as the pit trap described under D2 lies in wait in front of the center of the southern wall.

D4. Breathing Altar

An elaborately carved altar stands near the center of the eastern wall of this rough cavern. The design on the altar's front is reminiscent of a dragon. In fact, small wisps of smoke emerge at regular intervals from its nostrils. A large golden offering bowl is attached to the cavern's floor immediately in front of the altar, directly below the carved dragon's open maw.

The altar and bowl are nothing more than a trap. The golden bowl (worth about 200 gp) is firmly attached to the floor with a rusted iron bolt. If anything is placed in the bowl, or if someone attempts to remove the bowl (requiring a successful bend bars/lift gates roll), the dragon mouth breathes a roaring conflagration of black fire. The black flame fills the room, doing 4d6 points of damage to all who fail a saving throw vs. breath weapon and 2d6 points of damage to those who make their saving throw.

The altar can breathe up to three times per day. Significant damage to the altar (about 100 points) destroys it and the trap, granting 400 XP to every member of the party.

D5. Writing on the Wall

Strange runes are carved on the wall of this rough tunnel.

Those who can read the Draconic tongues, or those with access to translation magic, can read the following message inscribed in Draconic: "To pass beyond this spot is to consign your body and soul to Dragotha, the Undead Dragon."

D6. First Hall

The obsidian door leading to this chamber is double-valved, but even after centuries of inactivity it opens silently with but a gentle shove.

A patina of dust cloaks the massive stone blocks that tile this chamber. Piles of rotting plaster slump before every wall, apparently having once covered the naked stone. To the east, the room opens into a larger hall lost in darkness. Inscribed above the entry in the Common Tongue are the words: "Temple of Dragotha."

The designs that once decorated the plastered walls are long lost to time's cruel hand. It doesn't appear that

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anything has moved here for uncounted years. The open archway to the east opens directly into D8.

D7. Rubble Choked.

The worked corridor gives way to a rough tunnel, which in turn peters out in a dead-end filled with rubble.

Hard work clearing away this rubble doesn't lead to anything but solid rock.

D8. Columned Hall

The ceiling is lost in darkness above, but massive pillars march the length of the hall, supporting the unseen heights. Each column is carved in the form of a tightly coiled serpent. The visible walls and floor of the hall are composed of simple undressed stone.

The ceiling rises 200 feet, should any hero possess means or sufficiently strong light to investigate the heights. Strangely, the columns carved as coiled serpents possess no head or tail. Those who specifically think to look note that there is not a single speck of dust in the room, though no reason is immediately apparent. In fact, the creatures in D10 keep this columned hall tidy.

D9. Sculpture

A 10-foot-high sculpture of a rearing dragon skeleton faces the opening to the columned hall. Though cracked and somewhat pitted, the statue is essentially intact. The skeletal dragon possesses a single horn on its skull, pointed to the west.

Like D8, this room is utterly free of dust.

If the horn of the stone dragon is rotated to the right, the secret door on the south wall opens (nothing else triggers the secret door open). If the horn is rotated to the left, the concealed door on the east wall opens (but it can also be opened normally) and dark gas streams from the stone dragon's open mouth. All those within this chamber must make a saving throw vs. spell or be *slowed* for 10 rounds. Those who fail their save by 5 or more fall into a deep sleep from which they can only be woken by the application of physical damage.

If the trap is sprung and the eastern door opens, the Well Watchers are roused in D10 and enter D9 to "tidy things up."

D10. Well Watchers

The 5-foot-wide, 2-foot-tall circular stone lip of a well occupies the eastern portion of the rough cavern, though no pulley or bucket is immediately apparent.

A few of the crazed dragon cultists sealed within Dragotha's Lair long ago made the transition to undeath (as many others have also accomplished) and now reside in the neck of the well. Periodically the creatures, now five wights, squirm free of the well to clean the dust from the columned hall and the adjacent room (D8 and D9). If the trap in D9 is triggered, they emerge and attack any PC in the lair, even if they must track the heroes to another

location. The wights also attack any PC who peers over the edge of the well, dramatically lunging at the investigating character and attempting to pull him or her down into the well.

Wights appear as animate corpses, though they move more quickly than any zombie should. Their eyes burn with black fire.

Wights (5): AC 5; MV 12; HD 4+3; hp 19 each; THAC0 15; #AT 1; Dmg 1d4 + special (bite or touch); SA energy drain (touch or bite drains one level); SD harmed only by silver or +1 or better magical weapons, undead immunities (unaffected by *sleep*, *charm*, *hold*, cold, poison, and death magic); SW holy water (2d4 points of damage per splash), can be turned; SZ M (6 ft. tall); ML elite (14); Int average (9); AL LE; XP 1,400 each.

D11. Empty

This rectangular stone chamber is empty of all save dust.

D12. Blasted Area

The rusted iron door to this chamber is crumpled and hangs half off its hinges. Inside, the room is blackened and cracked as if subject to some great explosion that occurred long ago. Despite the great heat damage, a strange circle filled with blurred and broken runes is partially visible as an inscription over the entire floor.

The original inhabitants used this chamber as an experimental summoning chamber. Unfortunately, the last experiment apparently got out of hand. Nothing remains in this room to tell inquisitive investigators more, unless they find the concealed door on the east wall.

In fact, dragon cultists in service to Dragotha attempted to summon a replacement for Dragotha's stolen heart (see D21). Something went wrong, and the ensuing blast ended that particular line of research, but the *thing* that was summoned slinked through the eastern secret door into area D13.

D13. Spawn of Evil

The lowest portions of this rocky cavern are half-flooded with a greenish, stagnant-looking liquid. The odor of malodorous rot inhabits the chamber like a living thing.

The *thing* brought into the lair in D12 paused briefly here, depositing a clutch of eggs before it departed. A closer look at the liquid reveals a sticky mass of green-tinged eggs such as a fish might lay, though each egg approaches 1 inch in diameter. Though translucent, within each is visible a surging blot of darkness. They never hatch, but the mass is dangerous nonetheless for its ability to dissolve flesh. For purposes of interaction with the PCs, treat the entire egg mass as one creature.

Gelatinous Eggmass (1): AC 9; MV 0; HD 30; hp 300 (see SD); THAC0 Nil; #AT 6 (pseudopods); Dmg 1d4 (dissolving enzyme, see Notes); SA Dissolution (see Notes); SD Immune to weapons and most spells; SW Each *cure disease* spell inflicts 2d10 points of damage,

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sunlight kills it after 1 hour exposure, fire burns it for 1d4 points of damage per application; SZ H (30 ft. diameter); ML fearless (20); Int non- (0); AL N; XP 65

Notes: SA—Dissolution. The egg mass eats through 1 inch of wood per hour but dissolves metal much faster: it eats through plate armor in only 3 melee rounds. The horrid egg mass can be scraped off quickly, cut away, frozen, or burned. Otherwise, when in contact with a living target it dissolves flesh at a rate of 1d4 points of damage per round. If a living target is killed by the egg mass, that target is completely absorbed into it, becoming food for the mysterious gestating amoebas.

D14. Wondrous Hall

Immense columns support a vast hall illuminated by dim lamps, one to a column. Each column is carved in the form of a draconic leg, rising into unguessed heights above. In addition to each leg-column, four exceptionally large white-marble statues stand near each corner of the chamber. The statues model completely skeletal dragons. The visible walls and floor of the hall are sculpted in high reliefs showing leering faces, horns, bones, and dragons. A shrouded, cloaked figure stands at the very center of the hall, in the confluence of the sickly lamplight. Six shrouded humanoid figures surround the central figure.

The chamber rises 200 ft. high, though the light of the yellowish lantern light only reaches about 60 ft. up. Five exits are visible in this chamber, and one secret door provides the sixth exit to the south. A special enchantment in this room prevents all clerical turning from functioning within it.

The shrouded figure at the center of the hall was (and is) the high wizard-priest of Dragotha's Cult, called Angdol. The other figures are lesser cultists, who have stats similar to ghouls, but more powerful. Though dead, Angdol remains dangerous, and doesn't take kindly to any who interrupt his dark séance. If PCs attempt to talk with Angdol, the figure turns and addresses the party and may take the time for some simple conversation before attacking:

- "I am Angdol, high priest-wizard of Dragotha. It was by my hand that Dragotha's Lair was sealed against the outer world. By entering here, your life is forfeit."
- "Dragotha is near. The Undead Dragon rests, gathering power for his next glorious rampage."
- "Without his undead heart, Dragotha tires quickly. However, with your arrival, Dragotha even now draws vitality from your living hearts, and begins to stir!"

Angdol is tough—he can't be turned, and he has the physical stats of a flesh golem. When hostilities occur, Angdol attacks with his spells, while his six fellow cultists attempt to prevent the party members from physically attacking Angdol by their own ferocious attacks.

Angdol, flesh golem, 12th level Wizard: AC 4 (*bracers of AC 4*); MV 8; HD 9; hp 40; THAC0 11 (4 with +4 *staff & Str* bonus); #AT 1; Dmg 1d6+11 (+4 *staff & Str* bonus); SA Cast spells; SD Immune to nonmagical weapons, immune to all spells save the following: fire- and cold-based spells *slow* a flesh golem for 2d6 rounds, electrical spells heal a flesh golem for 1 hit point per damage die; SZ L (8 ft. tall); ML fearless (19); Int genius (18); Str 19; AL NE; XP 4,000.

Spells: (4/4/4/4/1) **1st**—*magic missile* (x3), *shield*; **2nd**—*knock*, *levitate*, *mirror image*, *rope trick*; **3rd**—*fireball*, *lightning bolt*(x2), *slow*; **4th**—*Evard's black tentacles*, *polymorph other*, *stoneskin*, *wind wall*; **5th**—*cloudkill*, *cone of cold* (x2), *true seeing*; **6th**—*death spell*.

Special Equipment: *staff +4*, *bracers of AC 4*, *ring of spell storing* (*fireball*, *lightning bolt*, (x2), *teleport* (x2)).

Ghouls (6): AC 3; MV 9; HD 5; hp 30; THAC0 15; #AT 3; Dmg 1d3/1d3/1d6 (claw/claw/bite); SA Paralyzation; SD Spell immunities (see Notes); SW *Protection from evil*, turning (see Notes); SZ M (6 ft. tall); ML fearless (20); AL NE; XP 1,400.

Notes: SA: Paralyzation. A ghoul's touch inflicts paralysis upon humans and demihumans (excluding elves) unless a saving throw vs. paralyzation is successful.

Paralysis lasts for 1d6+2 rounds. Any human or demihuman (except elves) killed by a ghoul becomes a ghoul in 3 days time unless the body is blessed. Of course, ghoul victims are usually eaten before such a thing could occur.

SD—Ghouls are immune to cold-based attacks, *sleep*, *charm*, *hold*, and other mind-affecting spells.

SW—Priests of the appropriate deities can turn ghouls. A *protection from evil* spell keeps ghouls completely at bay unless they are attacked.

D15. In the Earth

Loose soil covers the floor of this hallway, and steep mounds of moist earth block most of the walls. Only the ceiling remains completely bare of earth.

A dozen cultists lie in the earth, but anyone's passage through the hall serves to rouse them. Though once they cared passionately about Dragotha, their long interment has stripped them of all reason, and now they care only about eating living flesh. The PCs will do nicely in this case, and the ghouls boil up out of the soil after the PCs are halfway into the room (or if the PCs become aware of them through investigation).

Ghouls (12): AC 6; MV 9; HD 2; hp 8 (average); THAC0 19; #AT 3; Dmg 1d3/1d3/1d6 (claw/claw/bite); SA Paralyzation; SD Spell immunities (see Notes); SW *Protection from evil*, turning (see Notes); SZ M (6 ft. tall); ML fearless (20); AL N; XP 175.

Notes: See Notes section for ghouls in D14.

D16. Altar of Initiation

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The chamber is tiled with alternating obsidian and redstone slabs. Relief sculpture on each slab details blank faces with open, howling mouths. A pitted globe hangs from the ceiling, from which drizzles a wan, faded light. An altar carved of black marble sits directly across from the main entrance, and subtle runes are inscribed upon its smooth surface.

A *continual light* spell still provides some light in the chamber, though it was cast so long ago that the globe upon which it is hung is beginning to disintegrate. Not so the altar, however, which is still partially invigorated with enchantment. The altar is dedicated to Dragotha, and all cultists who wished to swear allegiance to the undead dragon eventually made a pilgrimage to this point. Readers of the Draconic language or a *comprehend languages* spell can reveal the following rune message on the altar. Whosoever reads or hears the message (should someone read it aloud) becomes enmeshed in the rune's magic. The runes read:

*What surpasses Heaven,
Is more despicable than Hell;
The poor have it,
The rich need it;
If eaten, death follows?*

[Answer: Nothing]

Once asked, the riddle demands an answer. It is assumed that actual initiates of Dragotha know the answer. Heroes who attempt to leave the chamber after having become enmeshed in the runes' magic are subject to a negative-energy bolt from the altar's face for 8d6 points of damage (save for half-damage). If they survive, they are free to depart without further attack. Actually, this is the preferred method of leaving.

Those who answer "Nothing" are assumed to be pledging their allegiance to Dragotha. A bone-yellow beam lances from the altar and strikes each who swear "Nothing." This requires an immediate saving throw vs. death (at a +3 bonus). Those who succeed take 1d12 points of damage and feel queasy. Those who fail become true initiates of the cult and in a flash of sickly light are transformed into ghouls! The new ghouls possess the stats of the ghouls described in D15. They attack former compatriots mindlessly and mercilessly.

D17. History on the Wall

Though much of the plaster that once covered the walls and ceiling has flaked away, a section of yellowing and sagging plaster remains on the eastern wall of this room. The damage is almost total; however, a faded design remains visible on the plaster: A skeletal dragon lies prone before a shining figure who wears a glowing crown. The light rays from the crown seem to keep the dragon quiescent.

Heroes may remember this painted scene should they ever breach D21. The scene is a hint that may serve the heroes well in their quest to destroy Dragotha.

D18. Dragon Sculpture

Blocks of stone of all types and sizes occupy this chamber. Some of the blocks are completely square, but many of them show evidence of the sculptor's chisel: rough dragon heads, claws, teeth, and other draconic forms are half-carved into many of the blocks. Besides the unfinished sculptures, a stone work bench sits against the north wall of the chamber, upon which many stone-working implements are visible.

The sculptor, Kelthumiir the vampire, continues his slow work to this day. If any PC enters the chamber, he steps out from behind one of the stone blocks to attack those who disturb his art.

One stone block is carved to form a rough coffin—this is Kelthumiir's bed should he require rest.

The stone workbench contains many tools, including chisels of all sizes and head types, hammers, and many patches of rough sharkhide. Three small stone drawers apparently hold different grades of polishing sands. PCs who completely pull out the central drawer and look back into the hole see a second drawer pulling.

The hidden drawer is trapped with a scything blade, and if this is not detected and removed then an over-eager looter must make a saving throw vs. death magic to avoid it. A character who fails this save loses his or her hand (and permanently loses 2d4 hit points!). Fast thinking on the part of the lackhand's compatriots will safely tourniquet the stump to stop blood loss. Otherwise, if no tourniquet is applied, the victim bleeds to death at the rate of 1 hp per round. The hidden drawer contains 20 gems, each easily worth 200 gp, and a clay flask containing 2 doses of *dust of animation*. When this dust is sprinkled on an inanimate stone statue, that object animates as per the 6th-level priest spell *animate object*.

Kelthumiir, Vampire: AC 1; MV 12, fly 18 (C); HD 8+3; hp 38; THAC0 11 (6 with +3 *rockhammer* & Str bonus); #AT 1; Dmg 1d6+7 plus 2 life levels drained (transferred through *rockhammer* if victim fails save vs. death magic); SA Vampiric abilities (see Notes); SD Vampiric defenses (see Notes); SW Turnable by cleric, repelled by garlic, mirrors, and forcefully presented holy symbols, suffer 1d6+1 points of damage when splashed with holy water or struck by holy symbol; SZ M (6 ft. tall); ML champion (16); Int exceptional (15); AL CE; XP 8,000 each.

Special Equipment: +3 *rockhammer*
“Strikeslip.”

Notes: SA—Vampiric abilities. *Charm gaze* (–2 penalty on victim's saving throw), energy drain (2 levels with each successful attack), Strength 18/76.

SD—Vampiric defenses. *Regeneration* (3 points a round), immune to nonmagical weapons, immune to *sleep*, *charm*, *hold*, *poison*, *paralysis*, and *death magic*, half-damage from cold or electricity, assume *gaseous form*, *shape change* (to bat), *spider climb*, automatically assumes *gaseous form* if reduced to 0 (zero) hit points and flees to coffin.

D19. Earthen Chambers

The floor of this stone chamber is completely covered with (or possibly composed of) loose, damp earth. Several humanoid skulls litter the earth, as well as skulls of less recognizable beasts.

Many of bones in this chamber are human, and all of them gnawed. Heroes who have previous experience with such soil-filled rooms may expect a trap. And they are correct. Each chamber contains twelve dragon cultists (ghouls) hungrily lying below the soil. The heroes' entry is enough to send these creatures into aggressive action. At the DM's option, ghouls from the adjacent chamber (if not already dealt with) arrive to reinforce attacking ghouls from the first chamber at a rate of four per round, until all twelve reinforcements have arrived.

Ghouls (12): AC 6; MV 9; HD 2; hp 8 (average); THAC0 19; #AT 3; Dmg 1d3/1d3/1d6 (claw/claw/bite); SA Paralyzation; SD Spell immunities (see Notes); SW *Protection from evil*, turning (see Notes); SZ M (6 ft. tall); ML fearless (20); AL N; XP 175.

Notes: See Notes section for ghouls in D14.

D20. Earthen Tomb

Mysterious, ghostly funeral dirges play continuously in this room, though they are not audible outside. The floor of the chamber is covered, or composed of, damp soil littered with stray bones. A single sarcophagus occupies the center of the far wall.

The sarcophagus is locked from within. If touched, the music ends immediately. If opened, it sprays out necromantic gas. All PCs in the chamber must save vs. death magic. On a successful save, a PC takes 1d12 points of damage. On a failed save, heroes take 3d12 points from negative energy.

Worse, the negative energy gas stirs the bone-strewn soil, creating 4 wights, which attack the party immediately. Unfortunately, the greater mummy lying within the sarcophagus also rises to attack.

A few trinkets lie scattered in the bottom of the sarcophagus, including a pair of *gloves of missile snaring*, *boots of speed*, a *wand of wonder* (12 charges), and a *hat of stupidity*.

Greater Mummy: AC 0; MV 12; HD 10+3; hp 53; THAC0 9; #AT 1; Dmg 3d6 (pummel); SA *Fear* (all who see must save at a –2 penalty or stand rooted in fear for 1d4 rounds), Normal mummies subject to greater mummy's command, *mummy rot*, spells; SD hit only by +2 or better weapons, immune to normal fire, take half-damage from electricity, turned as vampire, immune to *sleep*, *charm*, *hold*, *fear*, *poison*, *paralysis*, *death magic*, and cold-based attacks; MR 10%; SZ M (6 ft. tall); Int average (9); ML fearless (19); AL CE; XP 12,000.

Spells: (4/4/3/2/2): **1st**—*armor*, *identify* (x2), *magic missile*; **2nd**—*mirror image*, *rope trick*, *scare*, *wizard lock*; **3rd**—*dispel magic*, *fireball*, *lightning bolt*;

4th—dimension door, ice storm; **5th**—cone of cold, magic jar.

Wights (4): AC 5; MV 12; HD 4+3; hp 15 each; THACO 15; #AT 1; Dmg 1d4 + special (bite or touch); SA energy drain (touch or bite drains one level); SD harmed only by silver or +1 or better magical weapons, undead immunities (unaffected by *sleep*, *charm*, *hold*, cold, poison, and death magic); SW holy water (2d4 points of damage per splash), can be turned; SZ M (6 ft. tall); ML elite (14); Int average (9); AL LE; XP 1,400 each.

D21. Dragotha's Lair

The air is cold here, so cold that breath steams and skin stings. A vast subterranean chamber opens up on all sides, filled with gargantuan cave stalactites, stalagmites, flowstone, and other oversized cave formations. The cavern is lit by a gleaming point of light that stands poised on the edge of a wide basin. Within the basin, a jumble of gargantuan bones can only be one thing: the skeleton of a mighty dragon.

The smartest thing the heroes can do now is turn and run. But of course that's not too likely from heroes who have come this far, especially if Tardalus remains to goad them forward. PCs who move into the chamber and come within 25 feet of the dragon icon on the map are close enough to make out the point of light.

The Light

The light streams from a golden crown perched upon the head of an emaciated gnome, who stands half-encased in a calcite stalagmite, as if he has stood in that position for hundred of years.

The Real Story: The gnome is Kalsha, a servitor of Keraptis, left behind by that evil wizard when Dragotha's heart was stolen. Kalsha wears the *crown of mortality*, a device fashioned by Keraptis that exploits the dragon's missing undead heart. So long as a living creature wears the crown, the skeletal dragon lies quiescent and inactive in its golden rays.

Unfortunately, Dragotha is a great power, and even under the influence of the *crown of mortality* he yet "lives." Should any living creature approach to within 20 feet of the wide pit containing his remains, the undead dragon draws upon their living vitality. This has the unfortunate result of destabilizing the *crown of mortality's* restraining effect on Dragotha's remains. Should the heroes move any closer to the crowned gnome or Dragotha's remains, the light falters.

The Light Goes Out

A feeling akin to vertigo, but darker, brushes your spine, then seizes firmly upon your heart. As your breath labors, the golden light of the crown flickers and dims. The gnome crumples to dust in the fading light, but a spectral voice is audible: "My vigil is done. Your hearts now empower the Undead Dragon. One of you must take up the vigil, the *crown of mortality*, in my stead, and the

Dragotha's Lair

others flee this unholy place, lest Dragotha once again inflict its necromantic taint on the world."

What Happens Next: Kalsha's spirit is finally allowed to depart. Though the light of the crown goes out, a blaze of sick yellowish light emerges from the pit, as every bone in Dragotha's body lights up. Unless a PC is somehow in a position to prevent it, the crown pitches forward from the crumbling gnome's remains and falls into the pit among the revitalizing bones.

Now, while Dragotha remains active, every PC permanently feels a horrible weight on his or her heart, no matter how far he or she eventually separates from Dragotha. This weight is Dragotha's necromantic link. The link revitalizes Dragotha and allows the undead dragon to regenerate 5 points per round while any hero remains alive, or until this unholy link is once again severed by a newly donned *crown of mortality* (see Conclusion). Luckily, Dragotha can't physically touch the crown of his own accord (though touching it to him has no effect). Donning the crown requires a selfless act of courage, since the wearer must remain for all time poised at the edge of the pit, wearing the crown to quell the dragon.

One round after the crown pitches into the basin, and the bones begin to blaze with sickly light, Dragotha rises.

Dragotha Rising

The silence shatters with a hunting scream so loud that your ears feel pierced with needles. Rising up in great loops like an uncoiling python, a horrible skeletal form rises, brushing the ceiling with an insane length that easily surpasses 100 feet. Yellow light shines from every bone, though its cavernous eye sockets are black as night. Teeth taller than men fill the undead dragon's mouth, which is more than large enough to swallow a man whole.

Now What? The dragon is a terrible threat. The best way to deal with it is for most of the party to distract the dragon while one retrieves the *crown of mortality* at its feet and dons it. Any character who touches the crown realizes that such an action has permanent consequences, so donning the crown requires the strength of a real hero. Donning the crown immediately severs the undead dragon's necromantic link(s). If it becomes clear that no hero will don the crown, even when Tardalus explains its significance, then Tardalus himself attempts to make this ultimate sacrifice. If the crown is donned, Dragotha's bones fall to the earth once more, subdued. As long as the other living party members retreat within 10 rounds, no new necromantic links form.

Dragotha doesn't make it easy. If he can actually kill a living PC, the undead dragon hopes to harvest the heart and temporarily (24 hours) move without need for any necromantic link. Thus, he uses all his dreadful powers, including his terrible breath weapon, to the fullest.

If the undead dragon is quelled by a hero using the crown, a quick search of the pit reveals Dragotha's hoard, though it is somewhat smaller than what an active

dragon might otherwise accumulate. It takes each PC a round to descend into the pit, and another round to retrieve each separate item. Those who stay in this room longer than 10 rounds face the possibility of Dragotha rising once more—as the 10 round time limit approaches, the bones begin to shine in threat again, and whoever wears the crown should yell out a desperate warning that a new necromantic link is imminent.

Dragotha's hoard includes 32 cut gemstones of various types (each worth 150 gp); a 3-foot statue, carved from a single ruby, depicting a rampant dragon (5,000 gp value); and a fist-sized diamond whose crystal matrix catches all available light in a breathtaking blaze (2,000 gp value). Rare gold coins of intricate, artistic, and ancient mint are also scattered in the pit. The hoard contains 7,433 coins. To a knowledgeable collector of such items, each coin possesses up to 10 times its face value, but gathering the coins takes longer than the heroes probably want to remain. A few magic items can also be found: a *decanter of endless water*, a pouch of *dust of tracelessness* (13 pinches), *gauntlets of swimming and climbing*, a *hat of disguise* (currently shaped like a fez), *Hevard's handy haversack*, four *Ioun stones* (incandescent blue sphere, vibrant purple prism, scarlet & blue sphere, pink & green sphere, or DM's choice of any four stone that aren't "dead"), and a *pearl of power* (2nd-level spells or DM's choice).

Dragotha, the Undead Dragon: AC -4; MV 12; HD 16; hp 126; THAC0 5; #AT 4; Dmg 3d6/3d6/4d6/3d6 (claw/claw/bite/tail-swipe); SA Breath weapon (See Notes); SD Regenerates (see Notes) MR 45%; SZ G (120 ft. long); ML fearless (20); AL LE; XP 20,000

Note: Breath Weapon. Breaths (1/hour) dark cloud of negative energy in a cone-shaped area 5 feet wide at the origin, 60 feet in length, and 20 feet wide at the exhalation's edge. Living creatures caught in the blast take 10d6+6 hp of damage (save for half damage) as their flesh sloughs away. Those killed through loss of hit points are completely melted, save for clothing, possessions, heart, and exposed bones. The bones rise a round later as skeletons in Dragotha's service.

Regenerates. Dragotha animates by automatically forging necromantic links with living creatures who come within 20 feet of him. While any links remain active, Dragotha regenerates 5 hit points a round. Should he kill a creature and have time to spare, Dragotha may harvest the heart and gain autonomy for 24 hours, during which time the dragon also regenerates. Even if brought to below 0 hit points, Dragotha continues to regenerate if any necromantic links remain between him and another living creature, no matter how far separated.

Skeletons: AC 10; MV 6; HD 1; hp 8; THAC0 19; #AT 1; Dmg 1d6 (undead claw); SD Half-damage from piercing and slashing weapons, immune to cold-based attacks, to *sleep*, *charm*, *hold*, and to other mind-affecting spells; SW Holy water, turning; SZ M (6 ft. tall); ML fearless (20); AL N; XP 65.

CONCLUSION

Did one of the player characters rise to the occasion, donning the *crown of mortality* for the sake of the others and the world beyond? If so, that player has the satisfaction of knowing his or her character's selfless act will live on in legend, story, and bardic ballads for years. It's possible that no PC was able to rise to the occasion, in which case it is Tardalus's name which is revered. Of course, it is also a distinct possibility that the Lair of Dragotha proved too much for the heroes, and that they all succumbed to Dragotha's might.

If Dragotha was triumphant, he has hearts enough to break free of his lair (bursting through the rock above) and become a major threat to the surrounding lands. If this adventure is a simple one-shot, then Dragotha's subsequent actions are not important. DMs who want to incorporate this adventure into an expanded adventure, possibly one that includes White Plume Mountain, should keep in mind that it was Keraptis who originally stole Dragotha's heart. The dragon knows this, and furthermore knows where to find the mountain. Keraptis (or whoever goes by that name) could soon find an unwelcome visitor at his door. Should any PC ever find Dragotha's heart (which isn't described in this adventure but can be found in *Return to White Plume Mountain*), burning it destroys Dragotha forever. Should Dragotha get his heart back, he loses all vulnerability to the *crown of mortality*, nor does he require necromantic links to retain his regenerative abilities.

If a PC utilized the *crown of mortality* to render the dragon inactive, award each character a 6,000 XP story award. If Tardalus proved to be the hero of the group, the PCs still each gain a 2,000 XP story award. Heroes who entered the Lair but retreated before ever facing Dragotha do not earn any bonus XP. It goes without saying that a party that fell to the terrors of the Lair gain no bonus XP.

Crown of Mortality

The *crown of mortality* appears as a gold band. It was forged by Keraptis specifically to keep Dragotha subdued. When properly utilized by a living creature within 20 feet of the dragon, the crown prevents the dragon from regenerating, and prevents the dragon from forming new necromantic links with living creatures. Unfortunately, the wearer becomes locked in time with the dragon, and can nevermore move from the position where the crown was donned. Furthermore, all living creatures must evacuate the area when the crown is put on within 10 rounds, lest the sacrifice of the wearer go for naught and new wearer be necessary. Once the crown is donned, the wearer perishes whenever Dragotha manages to forge a new necromantic link.

XP Value: 4,000

GP Value: 5,500

PREGENERATED CHARACTERS

The next section contains seven AD&D character sheets. Please print out or photocopy the section, and then hand the sheets out to the players before play. These characters were designed with *Dragotha's Lair* in mind and represent a good range of classes for a potential party of four to six members (using all seven characters may be one too many—the seventh character was included to increase the number of choices available to the players). Please look over the characters ahead of time so that you're familiar with their abilities and items.

Though characters are provided, your players may wish to use their own characters, or you may wish to use this adventure later in the context of an ongoing campaign. In this case, any 6th- to 8th-level core AD&D character may be substituted, although their power levels and items should not fall too far above or below those provided here, lest the adventure lose its challenge by being too easy, or much too deadly.

Volarin of Enoch

7th-level Male Human Wizard (Transmuter)

STR: 9 *Hit 0; Dmg 0; Doors 5*
DEX: 15 *Reaction/Msl 0; AC +1*
CON: 10 *System Shock 70%*
INT: 17 *Languages 6*
WIS: 13 *Magic Defense 0*
CHA: 12 *Reactions 0*

Alignment: Lawful Good

Languages: Common, Elven, Goblin, Orc, Ogre, Draconic

Armor Class	Hit Points
6	18

Armor: *Ring of protection +3*

Base THAC0: 18

Weapons and Attacks

WEAPON	#ATTACKS	THAC0	DAMAGE
Staff	1/round	18	1d6
Dagger	1/round	18	1d4
MISSILE RANGE (SHORT/MEDIUM/LONG)			
Dagger		10/20/30	

Spells/Day: 5 1st lvl, 4 2nd lvl, 3 3rd lvl, 2 4th lvl

1st: *Burning hands, color spray (x2), magic missile (x2)*

2nd: *Invisibility, Melf's acid arrow (x2), rope trick*

3rd: *Fly, fire ball, haste*

4th: *Otiluke's resilient sphere, polymorph other*

Normal Equipment: Robes, staff, dagger, backpack with one week's rations, 2 flasks water, 2 flasks oil, tinder kit, lantern, 6 iron spikes with wooden mallet, belt pouch with spell components, 6 candles, chalk, scroll case with 10 pieces of parchment, inkpot, shaker of fine white sand (about half a pound), 50 feet of twine, bedroll.

Magical Items: *Ring of protection +2 (+3 AC)*, scroll with *magic missile, levitate*, and *web* spells, *dust of dryness* (5 pinches). *Dust of dryness* absorbs water. One pinch dries up 15 cubic feet of water (fifteen 1-foot cubes). It has no effect on creatures, except water elemental or the Spawn in D13 (which suffer 5d6 points of damage).

Saving Throws:

Paralyzation, Poison, Death Magic	13
Rod, Staff, or Wand	9
Petrification or Polymorph	11
Breath Weapon	13
Spell	10

+1 Dexterity bonus vs. area effects

+2 bonus to all saves from *ring of protection*.

Jonar Crackjaw
7th-level Male Dwarf Fighter

STR: 17 *Hit +1; Dmg +1; Doors 10*
DEX: 9 *Reaction/Msl 0; AC 0*
CON: 15 *System Shock 90%*
INT: 14 *Languages 4*
WIS: 8 *Magic Defense 0*
CHA: 11 *Reactions 0*

Alignment: Lawful Good
Languages: Common, Dwarven, Trollish, Goblin

Armor Class	Hit Points
0	43
Armor: <i>Splinted mail +3</i> and shield	
Base THACO: 13	

Weapons and Attacks			
WEAPON	#ATTACKS	THACO	DAMAGE
Battle axe +2	2/round	9	1d8+6
Short sword	3/2 rounds	12	1d6+1
Crossbow	1/round	11	1d4+3

Jonar attacks three times per two rounds with his short sword. This means he strikes once in the first round, twice in the second, once in the third, twice in the fourth, etc., etc.

MISSILE RANGE (SHORT/MEDIUM/LONG)
 Crossbow 60/120/180

Normal Equipment: Small shield, battle axe, short sword, light crossbow with 20 bolts, backpack with one week's rations, 2 flasks water, 1 flask oil, tinder kit, lantern, two large sacks (empty), block and tackle, rock hammer, magnifying glass, bedroll.

Magical Items: *Battle axe +2, splinted mail +3, potion of levitation, 10 bolts +2*

Saving Throws:	
Paralyzation, Poison, Death Magic	10
Rod, Staff, or Wand	12
Petrification or Polymorph	11
Breath Weapon	12
Spell	13
+4 bonus vs. poison and magic	

Haliana of Everwood
7th-level Female Elf Thief

STR: 11 *Hit +0; Dmg 0; Doors 6*
DEX: 18 *Reaction/Msl +2; AC +4*
CON: 13 *System Shock 85%*
INT: 14 *Languages 4*
WIS: 6 *Magic Defense -1*
CHA: 12 *Reactions 0*

Alignment: Chaotic Good
Languages: Common, Elven, Goblin, Ogre

Armor Class	Hit Points
2	25
Armor: <i>Leather armor +2</i>	
Base THACO: 17	

Weapons and Attacks			
WEAPON	#ATTACKS	THACO	DAMAGE
<i>Short sword 21</i>	1/round	15	1d6+2
Dagger	1/round	17 (15)	1d4
Short bow	2/round	15	1d6

Shortsword & offhand dagger attack, Dagger THACO: 17

MISSILE RANGE (SHORT/MEDIUM/LONG)
 Short bow 50/100/150
 Dagger 10/20/30

Thief Abilities: Pick Pockets: **55%**; Open Locks: **35%**; Find/Remove Traps: **35%**; Move Silently: **55%**; Hide in Shadows: **55%**; Detect Noise: **60%**; Climb Walls: **10%**; Read Languages: **75%**; Backstab: **+4** bonus **x3** damage to victim.

Elf Abilities: Infravision: see 60 feet in the dark; **Resist Sleep and Charm:** 85%; **Search:** Notice secret doors on a roll of 6 on a d6, or 3+ if actively searching for them; **Surprise:** Enemies suffer a -4 penalty on their surprise checks if Haliana is at least 90 feet from companions.

Normal Equipment: Dagger, short bow with 20 arrows, backpack with one week's rations, 2 flasks water, tinder kit, 6 torches iron crowbar, thieves' picks and tools, two large sacks (empty), small bag of powdered chalk, 3 buds of garlic, bedroll.

Magical Items: *Short sword +2, leather armor +2, potion of plant control, ring of warmth, eversmoking bottle*

Saving Throws:	
Paralyzation, Poison, Death Magic	12
Rod, Staff, or Wand	12
Petrification or Polymorph	11
Breath Weapon	15
Spell	13
+4 bonus vs. area-effect attacks	
-1 penalty vs. mind-affecting magic	
+2 bonus vs. cold attacks from <i>ring of warmth</i>	

Sarladin Qwif
7th-level Male Human Cleric

STR: 17 *Hit +1; Dmg +1; Doors 10*
DEX: 8 *Reaction/Msl 0; AC +2*
CON: 15 *System Shock 90%*
INT: 9 *Languages 2*
WIS: 15 *Magic Defense +1*
CHA: 11 *Reactions 0*

Alignment: Lawful good
Languages: Common, Goblin

Armor Class	Hit Points
0	40
<i>Armor: Plate mail +1</i>	
Base THACO: 16	

Weapons and Attacks			
WEAPON	#ATTACKS	THACO	DAMAGE
<i>Morningstar +2</i>	1/round	13	2d4+3
Sling	1/round	16	1d4+1
MISSILE	RANGE (SHORT/MEDIUM/LONG)		
Sling	50/100/200		

Spells/Day: 5 1st lvl, 4 2nd lvl, 2 3rd lvl, 1 4th lvl

1st: *Command, cure light wounds (x3), light*
 2nd: *Augury, find traps, spiritual hammer (x2)*
 3rd: *Prayer, remove paralysis*
 4th: *Cure serious wounds*

Turn Undead:

Skeleton D; Zombie D; Ghoul T; Shadow T; Wight 4; Ghast 7; Wraith 10; Mummy 13; Spectre 16; Vampire 19; Ghost 20.

Normal Equipment: Morningstar, backpack with one week's rations, 2 flasks water, 1 flask oil, tinder kit, lantern, iron crowbar, 50 feet of rope, 6 iron spikes, mallet, sand glass (15 minutes), small iron frying pan, bedroll.

Magical Items: *Plate mail +1, morningstar +2, scroll of protection from cold, scroll with neutralize poison and flame strike, potion of polymorph self*

Saving Throws:	
Paralyzation, Poison, Death Magic	7
Rod, Staff, or Wand	11
Petrification or Polymorph	10
Breath Weapon	13
Spell	12
+1 bonus vs. mind-affecting magical attacks	

Nazenhoss, Purger of Gladburg
7th-level Male Human Paladin

STR: 18/33 *Hit +1; Dmg +3; Doors 12*
DEX: 10 *Reaction/Msl 0; AC 0*
CON: 9 *System Shock 65%*
INT: 7 *Languages 1*
WIS: 15 *Magic Defense +1*
CHA: 17 *Reactions +6*

Alignment: Lawful Good
Languages: Common

Armor Class	Hit Points
0	39
<i>Armor: Plate mail, ring of protection +3</i>	
Base THACO: 13	

Weapons and Attacks			
WEAPON	#ATTACKS	THACO	DAMAGE
<i>Battle axe +3</i>	3/2 rounds	9	1d8+6
Short sword	3/2 rounds	12	1d6+3
Dagger	3/2 rounds	12	1d4+3
MISSILE	RANGE (SHORT/MEDIUM/LONG)		
Dagger	10/20/30		

Paladin Abilities: Detect Evil in 60-ft. radius by concentrating 1 round; Immune to disease; Heal 14 hp/day on another; *cure disease* 2/week; Evil creatures suffer -1 to attack rolls within 10 ft. of paladin.

Turn Undead:

Skeleton T; Zombie 4; Ghoul 7; Shadow 13; Wight 13; Ghast 16; Wraith 19; Mummy 20.

Normal Equipment: Plate mail, short sword, dagger, backpack with one week's rations, 2 flasks water, tinder kit, 6 torches, 50 feet of rope, oil and whetstone, two large sacks (empty), leather wash basin, vial of cologne, bedroll.

Magical Items: *Battle axe +3, ring of protection +1 (+3 AC), potion of healing, potion of healing*

Saving Throws:	
Paralyzation, Poison, Death Magic	13
Rod, Staff, or Wand	9
Petrification or Polymorph	11
Breath Weapon	13
Spell	10
+3 bonus to all saving throws from class ability and <i>ring of protection</i> , +1 bonus vs. mind-affecting magic	

Driadriel Silversword

6th/6th-level Female Elf Fighter/Wizard

STR: 17 *Hit +1; Dmg +1; Doors 10*
DEX: 10 *Reaction/Msl +0; AC +0*
CON: 13 *System Shock 85%*
INT: 15 *Languages 4*
WIS: 13 *Magic Defense +0*
CHA: 14 *Reactions +2*

Alignment: Neutral Good
Languages: Common, Elven, Goblin, Centaur

Armor Class	Hit Points
4	25

Armor: Bracers of defense Armor Class 4.
Base THAC0: 14

Weapons and Attacks			
WEAPON	#ATTACKS	THAC0	DAMAGE
Scimitar +2	1/round	11	1d8+3
Dagger	1/round	13	1d4+1
Long bow	2/round	13	1d6
MISSILE			
	RANGE (SHORT/MEDIUM/LONG)		
Dagger	10/20/30		
Long bow	70/140/210		

Spells/Day: 4 1st level, 2 2nd level, 2 3rd level

1st: *Magic missile (x3), protection from evil*
2nd: *Mirror image, web*
3rd: *Invisibility 10-ft. radius, lightning bolt*

Elf Abilities: **Infravision:** see 60 feet in the dark; **Resist Sleep and Charm:** 85%; **Search:** Notice secret doors on a roll of 6 on a d6, or 5+ if actively searching for them; **Surprise:** Enemies suffer a -4 penalty on their surprise checks if Driadriel is at least 90 feet from companions.

Normal Equipment: Dagger, long bow with 20 arrows, backpack with one week's rations, 2 flasks water, 1 flask oil, tinder kit, lantern, 100 feet of rope with iron grapple, 2 extra bowstrings, small feather pillow, bedroll.

Magical Items: *Ring of jumping, scimitar +2, bracers of defense AC 4*

Saving Throws:			
Paralyzation, Poison, Death Magic			13
Rod, Staff, or Wand			9
Petrification or Polymorph	11		
Breath Weapon			13
Spell			10

Hark of Delveshire Wood

7th-level Male Human Druid

STR: 14 *Hit 0; Dmg 0; Doors 8*
DEX: 8 *Reaction/Msl 0; AC 0*
CON: 9 *System Shock 65%*
INT: 10 *Languages 2*
WIS: 18 *Magic Defense +4*
CHA: 16 *Reactions +5*

Alignment: Neutral
Languages: Common, Lizard Man, Giant

Armor Class	Hit Points
5	33

Armor: *Leather armor +3*
Base THAC0: 16

Weapons and Attacks			
WEAPON	#ATTACKS	THAC0	DAMAGE
Staff +2	1/round	14	1d6+2*
Sling +4	1/round	12	1d4+1
MISSILE			
	RANGE (SHORT/MEDIUM/LONG)		
Dagger	10/20/30		
Sling	50/100/200		

Spells/Day: 5 1st lvl, 5 2nd lvl, 3 3rd lvl, 2 4th lvl

1st: *Cure light wounds (x2), faerie fire (x2), shillelagh.*
2nd: *Augury, charm person or mammal, find traps, heat metal (x2)*
3rd: *Cure disease, protection from fire, stone shape*
4th: *Cure serious wounds, neutralize poison*

Druidic Powers: Identify Plants, Animals, and Pure Water; Pass through thick thorn bushes, tangled vines, swamp, etc., at normal movement rate without leaving a trail; Assume the forms of normal animals—once to reptile, once to avian, and once to mammal each day. The form assumed can be no larger than a black bear (about human size). Each change to an animal form restores 1d6x10% of damage sustained, if any.

Normal Equipment: Leather armor, backpack with one week's rations, 1 flask water, 1 flask oil, tinder kit, lantern, 50 feet of rope, belt pouch with mistletoe, bedroll, beeswax, honey.

Magical Items: *Leather armor +3, sling +4, ring of featherfall, staff +2, +4 vs. evil creatures.*

Saving Throws:			
Paralyzation, Poison, Death Magic			7
Rod, Staff, or Wand			11
Petrification or Polymorph	10		
Breath Weapon			13
Spell			12
+2 bonus vs. fire and electrical attacks			
+4 bonus vs. mind-affecting magical attacks			



