

# The KINGDOMS



## THE SHADOW OF FANE

by Keith Robinson





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### CREDITS

Author: Keith Robinson

Layout & Design: Keith Robinson

Cartography: Keith Robinson

Interior Artists: Gillian Pearce, Danilo Moretti

Cover Design: Anne Stokes



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# THE SHADOW OF FANE

By K.A. Robinson

## Introduction

The appearance of kobolds in the southern tip of the Great Barrier Mountains was bound to unsettle the folk of Mazula, who remembered the old tale: *when kobolds return below the tower of lore, so will the evil Fane be Lord once more*. With rumors circulating in Mazula of lights having been seen above the ancient Tower of Fane, coupled with news that Ungal, the High Priest of a cult dedicated to Fane, has led his followers to the tower, tensions are high and nerves strung.

So the adventure continues, as the journey to the Tower of Fane gathers pace and the trek through the Great Barrier Mountains gathers apace. What truth is there to the rumors of a kobold army that awaits Fane's return and the destruction of the south? Can Ungal be stopped in time, before he breaks the ancient curse that has held Fane in his tower for a thousand years? Or is it already too late and at this very moment Fane prepares himself for war once more? Only the way forward offers the answers.

*The Shadow of Fane* is an adventure designed for four players beginning at 3rd level. It will advance those who succeed in completing it through to 5th level. This adventure is also the second in a trilogy – *The Last Mage of Mount Fane* – that will see those who advance through the entire series reach 8th level. *The Shadow of Fane* is also designed so that it can be played as a single, one off adventure. (see *Playing as a Stand Alone* on page 31)

## GM Preparation

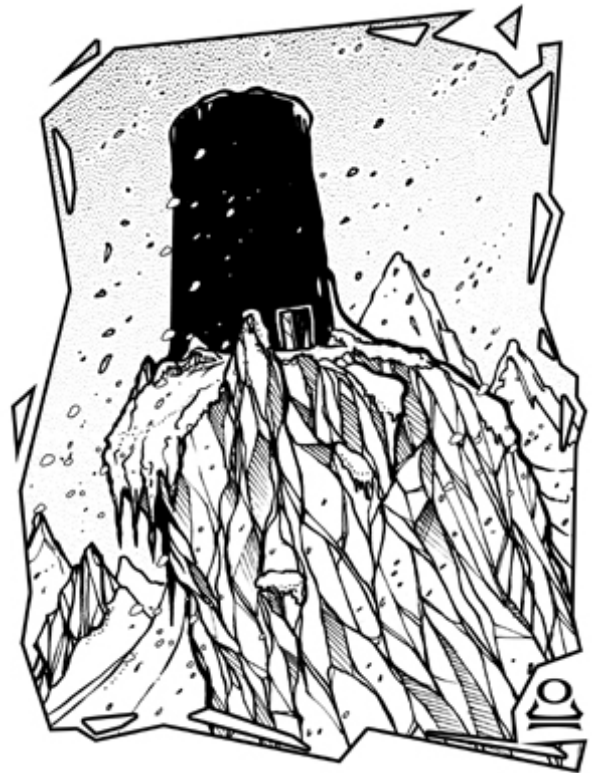
What follows is for the eyes of the GM only. If you are a player, then you should stop reading now and await your adventure.

## The Last Mage of Mount Fane Trilogy

*The Shadow of Fane* is the second in a three part trilogy, which also includes *The Cult of Fane* and *The Tower of Fane*. Together, these three adventures form *The Last Mage of Mount Fane* and take the heroes from the small village of Mazula, where the strange Cult of Fane are situated, right through to the tower itself. It is expected that those who succeed in reaching the end of the trilogy will be around 8th level.

The three adventures which form the trilogy of *The Last Mage of Mount Fane*, and a brief overview of each, are:

*The Cult of Fane*: The beginning of the series starts in the village of Mazula, where the truth behind the Cult of Fane must be unearthed by entering their lair, an old mansion which overlooks the village. A journey through the lower part of the Great Barrier Mountains culminates at the Church in the



Mountains, where the Cult have animated the dead and killed the priest there.

*The Shadow of Fane*: The journey to Mount Fane continues, with the long trek through the mountains taking the party of adventurers to the base of the mountain and to Panak's Warren. Here, they must enter the kobold warren and overcome the kobold King, Panak, and his legion of kobold followers. They will also finally encounter the real master of the warren, a white dragon called Draycolicran.

*The Tower of Fane*: The concluding part of the trilogy requires Mount Fane itself to be climbed in order to reach the tower. After battling with the remnants of the Cult, Fane's Tower lies before them and once inside, they cannot escape and must journey upward through the mythical tower and battle the horrors that lay within.

Each adventure can easily be used as an independent stand alone adventure, though some work on the part of the GM will be required. Each, however, is designed with a climatic end that is not in itself reliant upon the other adventures of the trilogy in any way.

## The Story of Fane

The Tower of Fane has stood upon the summit of Mount Fane since Amman was still a fledging nation and its evil empire yet to dominate much of Arrasia. The black tower has been dormant for centuries, a bleak monument on the road to Olthorn. Fane was once a powerful wizard who helped unify the people of the south through the building of a number of portals that linked all of the major cities there. Although his fame

was great, there were many that sought to bring about his downfall, envious of his power and the esteem in which he was held. So it was that, in time, they brought about his disgrace and downfall through lies and deceit.

Forced to flee, he retreated to this bleak outback and constructed a brooding tower to keep the world at bay. Isolated for years, it is said that the wizard's heart turned black in bitterness of his treatment and that he built a great portal, which connected all of the portals of the south and through which he traveled in secret, as he set about mustering a great army of kobolds.

Fane was now more powerful and terrifying than anyone could imagine and, when he was ready, he unleashed his army, sending them through the portal to arrive unlooked for in the very heart of his enemies. With surprise on his side, the cities of the south burned and Fane's army swept all before them. It is written in the *Book of Black Days* that '*Kobold armies from Fane did turn all green to black and brought fire which was death and terror and the people fled before them.*'

Made aware of their enemy, the remaining portals were smashed and King Fenamir II of Sarond brought together an alliance of those that remained. In a mighty battle that lasted for three nights, they eventually smashed and routed the kobold army, who fled back to the Great Barrier Mountains. King Fenamir moved his army against Fane and destroyed the great portal that he discovered at the base of Mount Fane, but could not gain access to the tower itself. Frustrated and with a rage in his heart, he summoned the greatest clerics of his age, who weaved a curse upon Fane's black tower – a curse which would condemn him to remain forever locked within its confines, unable to communicate with anyone except those locked inside with him and never to step foot on the lands of Arrasia again.

And so it is said that Fane, unable to find a way to break this curse, was finally driven mad and was forced to wander his tower alone, having murdered all of his henchmen in a fit of rage. It is also said that with his powerful magic, he built strange and mysterious rooms which accessed bizarre worlds, so that they might entrap any who tried to gain access to his private chambers at the very top of his black tower. Fane's shadow is believed by many to still be found there, locked at the very top, unable to escape the curse that remains to this day.

It is said that should kobolds ever return to Mount Fane, so he will rise once again and emerge from the tower, finally free of the curse and ready to exact his revenge. With his new army, it is said he will once again bring death and destruction upon the people of the south and wreak his terrible vengeance.

## GM Synopsis

With the Cult of Fane having been defeated in Mazula (played out in the first part of the trilogy, *The Cult of Fane*) and the discovery that Ungal, the High Priest of the Cult of Fane, has undertaken an epic jour-

ney with the majority of the Cult to reach the tower and there bring about Fane's return and the destruction of the south, the journey continues.

Having reached the Church in the Mountains at the end of *The Cult of Fane*, where the priest Jashir had been animated as a ghast and the dead walked as skeletons, the time has come to push on to the Tower of Fane and discover the truth behind the rumors. Employed by Peyter Hirschon, the cleric of the Holy Lodge of Erenus in Mazula, the adventurers continue their trek through the Great Barrier Mountains in pursuit of Ungal and his followers, to discover the truth. Is Fane soon to return and make war on the south? Is it true that a kobold army once again lives at the base of Mount Fane and await his return? Will Ungal succeed in breaking into the tower and ending the curse and, if so, what evil and horrors lay beyond?

The first part of *The Shadow of Fane* covers the journey from the Church in the Mountains (described in *The Cult of Fane*) to the foot of Mount Fane itself. As well as encounters and perils that must be overcome in order to succeed, those undertaking this journey will encounter a number of kobolds along the way, who now control the mountain path and make regular attacks against those who use it.

These kobolds are from a young tribe that has recently appeared and located themselves in the warrens that can be found at the foot of Mount Fane. Arriving here after a schism within their own tribe, Chief Panak has seen his small tribe of kobolds establish themselves in their new home and secure themselves against enemy attacks.

However, despite rumors to the contrary, Panak does not await the return of Fane, nor has he heard of the old tales telling of Fane's return. When the Cult arrived this way with Ungal at their head and tried to persuade them of their duty to Fane, friction soon broke out between the two forces and bloodshed spilt as Ungal tried to oust Panak and take control.

Unbeknown to Ungal, however, Panak was no longer the real authority behind the tribe and after several early successes, he soon discovered the truth. This tribe was now slave to the egotistical white dragon, Draycolicran, who had flown down from his mountain lair and decided to stay. Ungal and his followers were soon forced to flee and hide, until Draycolicran tired of the chase and returned to the safety and comfort of his new home.

Originally making his home amongst the kobolds, a lower level was soon discovered during the excavations that Draycolicran had ordered them to undertake. A vast and ancient chamber was uncovered, which Draycolicran took to be his own and where the kobolds now serve him. He soon had them making attacks against those that used the merchant road, raiding merchant caravans and travelers, with the sole aim of making a bed of gold for Draycolicran.

The sudden raids by Panak's kobolds soon led to

rumors of a kobold army having returned to Mount Fane and the reemergence of the old tales of the curse of Fane, which said that should kobolds ever return to Mount Fane, so he would break the curse that ties him to the tower and once again rise to make war on the people of the south.

In order to reach the Tower of Fane (which is not a part of this adventure, but which is covered in the concluding part of the trilogy, *The Tower of Fane*) Panak's warren and his kobold tribe must be faced. The adventure climaxes with a dramatic struggle against Draycolicran himself in the ancient portal room through which Fane once sent his kobold minions, but which is now a crumbling monument to his demise.

### Order of Play

*Great Barrier Mountains:* The journey to Mount Fane, and the tower itself (which is not a part of this module), is a treacherous one, which requires following the old mountain road. A long and dangerous journey, overcoming the many hurdles that the mountains throw up, forms a major part of this adventure before Panak's kobold warren is reached. Encounters *en route* to the warren include a memorable encounter with an ogre called Drobin and his son, Drobin Jnr, as well as a brief side adventure through a dire rat warren.

*Panak's Warren:* Chief 'Wildbear' Panak has led his kobold tribe to the foot of Mount Fane and there made a home for them in the ancient warrens that once served the armies of Fane himself. However, it was not long before Draycolicran arrived (see below) and soon the tribe were making war upon the traveler's on the old mountain path, stirring up rumors of the return of kobolds to Mount Fane. Panak and his tribe of kobolds form the main encounter for this adventure.

*Draycolicran:* A juvenile white dragon, Draycolicran has taken up residence in an ancient chamber under Panak's warren. The kobolds now serve him as their master and raid the mountain path so that he may line his bed with more gold and feed his already inflated ego. Draycolicran is a cunning and vicious foe and will in all likelihood be the finalé of *The Shadow of Fane*, the second part in the trilogy of *The Last Mage of Mount Fane*.

### The Kyngdoms

This adventure is set in The Kyngdoms Campaign Setting, an exciting and challenging world written in lavish detail and available as either a PDF or POD product. It is also available, completely free of charge, at our website, where you can also find further information about our products:

<http://www.thekyngdoms.com/>

This adventure takes place in Karnish, at the southern region of the Great Barrier Mountains, with the villages of Terrador and Bhaan being the nearest and most

significant urban centers. For those who have purchased *The Kyngdoms Atlas*, this adventure is located on p49 A1.

Should you wish to locate this adventure in your own setting, it should be placed somewhere in a significant mountain range, where a mountain of at least 7,000 feet in height exists. A mountain path that acts as a trade route is also advantageous to the plot.

### Character Hooks

If you are planning on playing this as the second part of *The Last Mage of Mount Fane* trilogy, you should refer to the *Starting the Adventure* section in the first part of the trilogy, *The Cult of Fane*, as this adventure continues directly on from that, with the journey through the Great Barrier Mountains beginning where that adventure left off, at the Church in the Mountains.

If this has been followed, the party of adventurers are in the employ of Peyter Hirschon, the cleric of the Holy Lodge of Erenus who wished to have the Cult investigated. Having heard news that Ungal and the majority of the Cult have left for the Tower of Fane, Peyter has asked those who helped him in the village to now undertake the journey to the tower itself and stop Ungal's mad plans, offering a reward of 500 gp each to all those prepared to undertake the task.

As well as being offered a reward, Peyter was also happy to hand over a quantity of supplies to help the cause, including a donkey, supplies (four weeks per group member), rope (4x50 ft of hemp rope), blankets and so forth, but nothing of great value or not required. There were also a large quantity of supplies – 100 days of trail rations, 100 candles, 25 pints of oil, 5 flasks of holy water and 5 blankets – that were to be handed over to Jashir, though he is no longer in any need of them, however, having been murdered by Ungal. Peyter will be happy should the party use these to help them on their journey to the tower.



# Chapter 1:

## Journey Through the Mountains

### Using the Area Map

The journey through the mountains represents a considerable part of this adventure, with many encounters along the way before Mount Fane is reached where Panak and his kobold tribe must be overcome and Draycolicran defeated. The journey consists of a number of encounters, labeled on the *Area Map* as E1 – E13. These are not only combat encounters, but also a number of natural hazards that must be overcome in order to progress. The keyed areas on the map are all described in detail in the Encounter Areas section of this adventure. You should reference the appropriate description that matches the map key.

Also included amongst these encounters are a number of descriptive passages, which are to help players visualize the environment in which the game is occurring. It will also help stop the players from thinking there will be an encounter every time the GM reads out some text! The primary purpose of these descriptions, however, is to set the scene and give a sense of the scale of the surrounding mountains and the adventuring party's journey through them.

Movement through the Great Barrier Mountains is tough and arduous. A path winds its way through the valleys and gorges and eventually arrives at the city of Olthorn, some 350 miles north as the crow flies. However, this trail is not unbroken, as parts of the path have collapsed, been covered in falling rocks, or have simply disappeared. Some parts accessible during the summer months become totally inaccessible during the winter and attacks from humanoids and other creatures on those that use the path are all too common.

It is expected that the journey through the mountains will take a considerable amount of time, especially given the obstacles that need to be overcome. Use the *Terrain and Overland Movement* table in the PHB for precise details. In order to facilitate play, it is important that as the party travel through the mountains, there is a sense of doing so and that encounters are broken up and do not become predictable (if every time you mention something out of the ordinary turns into an encounter, the surprise and enjoyment factor will be lessened). To help achieve this, all GMs are encouraged to add many more descriptive passages between encounters, as well as have interesting time out areas, in wooded valleys, caves behind waterfalls, on windy plateaus and so forth, where the player characters can rest and recuperate as they see fit.

### Random Encounters in the Mountains

Any travel through the mountains is treacherous, especially at night. Once per day during daylight, or twice at night, use the *Random Encounter Table* below

to determine if there has been an encounter.

Roll a d6 during the day or a d10 at night and reference the *Hazard* column for details. Should an encounter with a monster occur, use the *Monster Chart*, located within the same table, to determine the creature.

Some *Encounter Areas* offer safe harbors that protect those within them from random encounters. Refer to the individual entries for exact details, but where this is indicated in the description, do not roll for encounters while they remain in the safety of that area.

Random Encounter Table				
day	night			
d6	d10	Hazard	d10	Monster Chart
-	1	Use Monster Chart <sup>1</sup>	1	1 Wolverine
1	2	Rock Slide <sup>2</sup>	2	1 Small Viper
2	3	No Encounter	3	1d3+1 Kobolds
3	4	Treacherous path: DC12 Reflex save or fall 1d4x10 ft. <sup>3</sup>	4	1d2 Wolves
4	5	No Encounter	5	4 Kobolds
5	6	Use Monster Chart <sup>1</sup>	6	1d6+1 Goblins
6	7	No Encounter	7	1d4+2 Kobolds
-	8	Rock Slide <sup>2</sup>	8	1d2+1 Hobgoblins
-	9	Treacherous path: DC16 Reflex save or fall 1d4x10 ft. <sup>3</sup>	9	1d3+2 Dire Rats
-	0	Use Monster Chart <sup>1</sup>	0	1 Rat Swarm

<sup>1</sup> Roll a d10 and consult the Monster Chart.  
<sup>2</sup> Rockslide: CR1; +8 melee (2d4, rock); all targets within 60 feet on each other. Those that fail a Spot check (DC 15 or, at night, DC 20) are considered flat-footed.  
<sup>3</sup> At night, a Reflex save (DC 18) is required or fall 1d6x10 ft.

### Encounter Areas

Match the following 13 keyed encounter areas with the appropriate key on the *Area Map*. Each is fully described and forms the adventure that will see the player characters follow the old mountain path. Each keyed area is marked with one of the following keywords, which will help to quickly define the encounter type: *descriptive* (a descriptive passage only, to be read to the players), *encounter* (an encounter where combat is expected to occur), *hazard* (a natural hazard that must be overcome).

#### E1. First Sightings (descriptive)

*The rocky and treacherous path winds steeply upwards, requiring a concentrated effort, until you stand on a vast rocky outcrop, three thousand feet above sea level. As the strong wind howls loudly around you, lashing your hair against your face, you have the distinct sensation of feeling as though you are standing on top of the world, with spectacular views to the south, where a sea of green stretches into the horizon, far below. To the north and east, however, mountain peaks stretch up towards the clouds. One in particular, far off to the north, seems to stand above all others, rising upwards in dramatic and wicked fashion.*

*Even this peak, however, is but a foretaste of what lies beyond, where the majesty of the Great Barrier*

*Mountains, dominating the skyline and dwarfing all that came before it, stands unbowed and relentless, disappearing over the horizon and into the clouds. Everywhere you look your gaze meets with what can only be described as a solid mass of jagged, jutting rock.*



*As you continue your journey, the flat track suddenly descends steeply down a near vertical slope, which is as difficult to navigate downwards as it was to climb on the other side of the outcrop. The path drops down over five hundred feet and then begins to wind through rugged valleys with dangerous overhangs. Sheer cliffs drop away, leaving the path, and those on it, exposed to dramatic slopes that fall onto the rocks hundreds of feet below.*

A DC 10 Knowledge (local) or DC 15 Knowledge (geography) check will reveal that the tall mountain to the north, which now becomes a regular part of the backdrop as the journey continues, is in fact Mount Fane. In the southern reaches of the Great Barrier Mountains it is the first of the tall peaks, reaching up to 7500 feet at its summit. While this may seem tall, this is nothing compared to those peaks which lie further north, with many reaching upwards of thirty or even thirty-five thousand feet. A few even reach upwards of forty thousand feet.

### **E2. Rock Fall (hazard) (EL 3)**

*After being closed in for what seems an interminable age, with the path hemmed in on both sides by sheer cliffs, a wooded valley suddenly opens up before you. The rocky path continues through it, and the sounds of birds and other life make a refreshing change. After a half-mile or so, the trees thin and become sparse, leaving the valley mostly bare. The awesome sight of the mountains rear up all around and the echoes of your footsteps bounce loudly off the stone. After a while, the valley once again closes in and the stifling feeling of claustrophobia returns. The path also begins to ascend quite sharply. Suddenly, a loud grumbling can be heard all around and the ground shakes underfoot. From above, rocks come tumbling down the slopes, raining down around you and crashing into the ground.*

Those that make a successful Spot check (DC 15) can brace themselves against the impact of the rock (meaning that they are not regarded as flat-footed and do not lose their Dex bonus to AC). Those that fail to make the Spot are regarded as being flat-footed.

All those within 30 feet of each other (the GM should decide the exact location of the rock fall) are caught in a rockslide and may well be struck by the rocks as they fall from above.

*Rockslide:* CR3; +10 melee (4d6, rocks); all targets within 30 feet on each other.

### **E3. Drobin & Son (encounter) (EL 4.5)**

*After following the path through the rocky valleys, the east side suddenly falls away into a sheer, vertical drop that falls around one hundred feet onto teeth-like rocks below, and almost certain death. Taking much care, you proceed forward, edging*

*your way around the rock face. The trek is nerve-racking, with small rocks being disturbed and clattering down the side of the mountain into the depths below. Soon enough, however, the path shifts and is once again consumed by cold, gray rock on all sides, before opening up into a large, rocky valley.*

*There, you can see that a gentle waterfall trickles into a small lake, before being washed away down a rivulet that runs down the mountain. Next to the lake can be seen a large, smoldering fire, with what appears to be two blankets – one large sized, the other medium – stretched out next to it and a large bundle laying against a rock. Several clumps of trees are scattered around the enclosed valley, whose cliffs sheer dramatically upwards all around.*

Drobin, an ogre, and his son, Drobin Jnr., have taken up residence in this valley and have made a small camp around the lake. They have been here for several months now, having found the pickings good, and intend to stay a while longer. They were responsible for killing six of the cultists when they passed this way, as well as a number of kobolds and other unfortunates. Otherwise, they have existed on a staple diet of fish from the lake, when they have been fortunate enough to catch them, and rats from the wood.

When the adventurers first encounter the camp, it will be as in the description, as both Drobin and Drobin Jnr. will not be present, having been out hunting. They will return 1d4+2 minutes later, with Drobin carrying half-a-dozen fat rats in one hand and a greatclub in the other. Together, they will be singing in rather deep and tuneless voices: *“Ratss, ratsss, raaaatttsss... we got some rats! Gonna cook ‘em, gonna poke ‘em, gonna eeeeat ‘em! We gots some rats!”*

Anyone in the valley will hear them coming (DC 5 Listen check). If they are alerted to anyone’s presence, Drobin will immediately drop his rats and enter combat, yelling *“I’m gonna smash yer and eats yer!”* and *“Little Drobin’s gonna chew on yer feet, he is!”*. Drobin Jnr will stay by his father’s side, attacking alongside him from under the protection of his father’s reach. Although not yet fully grown – he is still medium in size – Drobin Jnr. is already nonetheless a powerful figure and will attack those nearest to him, yelling *“Pokes ‘em, daddy Drobin. Poke’s em ‘till they squeek!”*.

If they are not alerted to intruders, they will return to the camp and begin to skin the rats and prepare the fire. However, if the camp has been disturbed in any way, Drobin will roar loudly and immediately begin to look for those responsible, all the while with Drobin Jnr. under the protection of his long reach.

Drobin is rather chatty and is likely, while searching, to use phrases such as *“Hidin’ won’t do it for yer. Drobin smells yer!”*, or *“No rats for Little Drobin!”*, or *“Come out, come out wherever yer be!”*, or *“I knows yer there. Why not come out ‘n say howdy to Little Drobin?”* and so forth. He is even likely to break out

into song. Drobin’ Jnr. will interject with the occasional *“Poke’s em ‘till they squeek!”*.

However, if they cannot find those responsible, Drobin’s tone will soon change to one of frustration, instead sayings things like *“Drobin will tear yer up and gobble yer down!”*, or *“I’m gonna squish yer sooo bad when I gets me ‘ands on yer!”* or *“I’ll eats yer! I’ll tear yer up and eats yer feet!”* or *“Drobin’ll find yer. Oh yes. He’ll teach yer proper, he will.”*

A search of the camp and of Drobin’s and Drobin Jnr.’s possessions – kept in a large bundle – reveals 220 gp, a once exquisite silver chalice, but which is now badly crushed and generally in a poor state, but still worth 50 gp, a brass jug with jade inlay (much of which is now missing) worth 100 gp, a medium masterwork composite longbow (+2 Str bonus) (which was once owned by one of the cultists), 40 arrows, 5 +1 flaming arrows, 2 potions of cure light wounds, 1 potion of cure moderate wounds, 2 potions of endure elements and 2 potions of water breathing.

It will also be immediately obvious that a number of filthy, blood stained white cloaks, with kobold’s heads emblazoned on them, have been badly stitched together to form a blanket (these six cloaks are from cultists who fell victim to Drobin when they passed through this area). Scattered around the camp can also be found half a dozen small spears, 3 sets of small leather armor (which are all that remain from Drobin’s numerous encounters with kobolds), 1 set of medium leather armor and 2 short swords (all from the Cult).

A search of the area around the camp will also reveal a large number of bones scattered amongst the rocks, which are all that remain of Drobin’s victims and are testament to his and Drobin Jnr.’s large appetites.

**🐉 Drobin Jnr, Ogre Juvenile:** Medium giant; CR 2; HD 3d8+6; hp 19; Init +0; Spd 30 ft; AC 17 (+4 natural, +3 hide armor), touch 10, flat-footed 17; BAB/Grp +2/+5; Atk +6 melee (1d10+4, greatclub); SQ Darkvision 60 ft., low-light vision; AL CE; SV Fort +4, Ref +1, Will –1; Str 17, Dex 10, Con 13, Int 6, Wis 6, Cha 9.

*Skills and Feats:* Climb +5, Listen +0, Spot +0; Toughness, Weapon Focus (greatclub).

*Equipment:* Greatclub, hide armor.

**🐉 Drobin the Ogre:** Large giant; CR 3; HD 4d8+11; hp 35; Init -1; Spd 30 ft\*; AC 16 (–1 size, –1 Dex, +5 natural, +3 hide armor), touch 8, flat-footed 16; BAB/Grp +3/+12; Atk +8 melee (2d8+7, greatclub); SQ Darkvision 60 ft., low-light vision, reach 10 ft; AL CE; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

*Skills and Feats:* Climb +5, Listen +2, Spot +2; Toughness, Weapon Focus (greatclub).

*Equipment:* Large greatclub, large hide armor.

\* In hide armor. An ogre otherwise has a base speed of 40 ft.



#### E4. Owlbear Attack (encounter) (EL 4)

*After a steep climb, the path levels out and continues briefly before disappearing into a cave, which seems to be cut into the side of a large mountain that would otherwise block the way. After preparing some light, you continue onwards and are soon consumed by the narrow tunnel. After what seems to be a long time, you emerge from the tunnel, only soon to find another a short distance further on, which is very much like the first. Gently ascending ever upwards, the light at the end can soon be clearly seen and the tunnel emerges into a narrow, tree filled valley.*

The tunnels are approximately 10 feet wide and 10 feet high and roughly cut. They ascend gently and cut straight through the center of a large mountain, which would otherwise be impassable. An owlbear lurks near the exit of the second tunnel, in the small wooded valley. It will attack within a minute or two of anyone leaving the tunnel, emerging with a loud crashing of undergrowth from amongst the trees.

A successful DC 15 Search of the valley will reveal a large nest of entwined branches, layered with leaves and feathers, which was where the owlbear had made its home. A number of animal bones lay scattered around the nest, along with one or two humanoid and kobold bones. A DC 15 Search of the nest will reveal a *ring of sustenance* lost amid the feather lining, which is all that remains of some unfortunate victim.

Due to its presence, most predators now prefer to remain clear of this dangerous area, meaning that those who rest here for any period of time can do so without the danger of any serious threat and will not be disturbed by random encounters for the duration of their stay.

🦉 **Owlbear (1):** Large magical beast; CR 4; HD 5d10+25; hp 52; Init +1; Spd 30 ft; AC 15 (–1 size, +1 Dex, +5 natural), touch 10, flat-footed 14; BAB/Grp +5/+14; Atk +9 melee (1d6+5, 2 claws) and +4 melee (1d8+2, bite); SA Improved grab; SQ Scent; AL N; SV Fort +9, Ref +5, Will +2; Str 21, Dex 12, Con 21, Int 2, Wis 12, Cha 10.

*Skills and Feats:* Listen +8, Spot +8; Alertness, Track.

*Equipment:* none.

#### E5. Crevasse (hazard) (EL 1)

*After several hours of following the steep and difficult path, it suddenly flattens and becomes relatively easy going, before opening into a large rock filled valley. The sides sheer upwards hundreds of feet and overhang precariously. The large boulders scattered in the valley are evidence of large-scale rock falls here. After winding through the valley for a short distance, the track suddenly ends at a wide*

*crevasse. The bridge that once spanned it is gone, presumably having fallen into the deep gorge, with only wooden posts jutting out of the rock on either side of the yawning gap remaining.*

The crevasse is 15 feet wide and 50 feet deep and there is no other way around that is any easier. Any Climb checks will be DC 15, as the natural hand and footholds give plenty of assistance. The bottom of the crevasse is no more than a rock filled gully, which runs a considerable distance in either direction, before coming to a sudden halt. Several deep pits fill the bottom and rock falls are common, so following it will be treacherous.

The valley continues on the other side of the crevasse but soon ends and the track continues to snake its way through the mountains.

Anyone can Take 10 when Climbing, but not Take 20.

Overcoming this hazard is equivalent to a CR1 encounter.

#### E6. Dire Rat Warren

Use the *Dire Rat Warren* map for this encounter.

*For at least an hour, the surrounding cliffs seem to have been spewing rubble over the path, with scree and boulders constantly tumbling down the steep slopes that sheer up around you. Nonetheless, you cautiously push onward, circumnavigating the larger rocks and carefully making your way over the loose rock and stone that has made movement treacherous. Suddenly, however, as you make a sharp turn, the narrow path ends, filled with the remains of a large landslide. A small cave in the side of the cliff seems to have avoided being covered and two enormous, malevolent rats can clearly be seen at its entrance.*

A recent rockslide has made the path impassable, as a large layer of rubble now entirely fills the path which is sandwiched between the cliffs which sheer upwards on both sides over 100 feet. The rubble itself is 20 feet high and fills a 30-foot section of the path, which is 10 feet wide at this point.

Climbing the cliff requires a DC 20 Climb check, but may also (20% chance per round) cause more rubble to tumble down around them (*Rockslide*: +8 melee (2d4, rock); all targets within 30 feet on each other). If those on the cliff take any damage, they must succeed in a further Climb check, with the DC the same as the damage they have taken, or fall.

Climbing the rubble itself is even more treacherous, with the rubble constantly shifting underfoot. In order to traverse the rubble – which is 20 feet high and fills a 30 foot section of the path – a DC 15 Climb check is required for each round of movement. In addition, a DC 25 Balance check is also required alongside every Climb check. Failure means that they have slipped and

fallen, taking an appropriate amount of falling damage. If this occurs, there is a 25% chance that rubble will fall down upon them (*Rockslide*: +8 melee (2d4, rock), solitary target).

The two rats that can be seen are in fact dire rats and a third lurks immediately inside the cave entrance (see keyed area 'a' below), which gives access to a small warren of caves where dire rats have made their home. Fortunately, the entrance was narrowly avoided by the falling rubble, so has not been affected in any way. The small warren also provides an alternate route around the rockslide, as it exits a short distance on the other side.

*General Cave Environment.* The stonework is completely natural and generally five feet wide and between five and ten feet high. Small puddles of water are common throughout and the walls are covered in green, slimy lichen, which is harmless. The floors are natural stone, meaning that all movement is halved and the DC of Balance and Tumble checks increases by 5. Running and charging are impossible. There is no natural light, so a light source will be required for those unable to see in the dark.

#### a. Dire Rat Warren Entrance (EL 1)

Three dire rats protect the entrance. Two will be immediately spotted, but a third lurks in the shadows of the cave entrance, which will only be seen on a successful Spot check opposed to the dire rat's Hide. They will attack anyone that they perceive as a threat.

☠ **Dire Rats (3):** Small animal; CR 1/3; HD 1d8+1; hp 5 each; Init +3; Spd 40 ft, climb 20 ft; AC 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12; BAB/Grp +0/-4; Atk +4 melee (1d4 plus disease, bite); SA Disease (bite, Fort DC 11, incubation 1d3 days, 1d3 Dex, 1d3 Con); SQ Low-light vision, scent; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4.

*Skills and Feats:* Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11; Alertness, Weapon Finesse.

*Equipment:* none.

#### b. Rat Cave (EL 3)

*The tunnel suddenly widens into a natural cave, where small stalactites hang from the ceiling, down which drips water into puddles below, which have formed on the rough floor. The air is rank and filled with the stench of droppings and filth. Small eyes stare back at you as several vicious looking rats emerge out of the darkness.*

The cave floor is covered in rat droppings and gnawed bones, which are all that remain of whatever

unfortunate creatures that were feasted upon here. An inspection of the bones will reveal them to be nothing more than small animal bones, however. There are 3 dire rats here, plus one exceptionally mean old advanced dire rat. They will attack anyone on sight. There is nothing of any value here.

☠ **Dire Rats (3):** Small animal; CR 1/3; HD 1d8+1; hp 5 each; Init +3; Spd 40 ft, climb 20 ft; AC 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12; BAB/Grp +0/-4; Atk +4 melee (1d4 plus disease, bite); SA Disease (bite, Fort DC 11, incubation 1d3 days, 1d3 Dex, 1d3 Con); SQ Low-light vision, scent; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4.

*Skills and Feats:* Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11; Alertness, Weapon Finesse.

*Equipment:* none.

☠ **Advanced Dire Rat (1):** Small animal; CR 2; HD 3d8+3; hp 15; Init +3; Spd 40 ft, climb 20 ft; AC 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12; BAB/Grp +2/-2; Atk +7 melee (1d4 plus disease, bite); SA Disease (bite, Fort DC 12, incubation 1d3 days, 1d3 Dex, 1d3 Con); SQ Low-light vision, scent; AL N; SV Fort +4, Ref +6, Will +4; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4.

*Skills and Feats:* Climb +11, Hide +8, Listen +5, Move Silently +4, Spot +5, Swim +11;

Alertness, Weapon Finesse, Weapon Focus (bite).

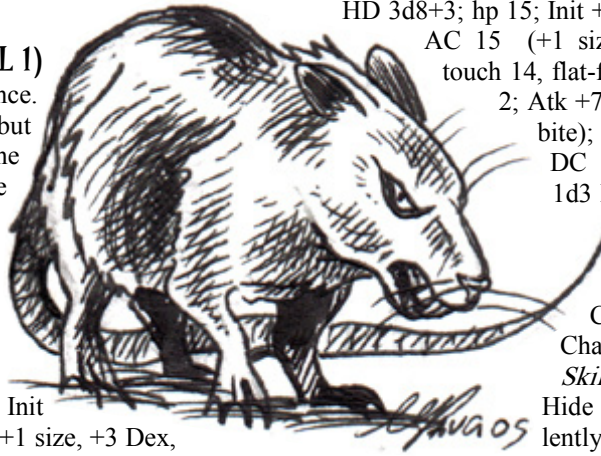
*Equipment:* none.

#### c. Fetid Rat Cave

*A largish cave opens up, with the rough ceiling forming a natural dome, perhaps reaching up as high as fifteen feet at its apex. The stench of the cave – of the accumulated filth of many years – hits you immediately and you feel your stomach churn from the reek. A large number of rats are visible, their noses constantly twitching and the malevolence in their eyes clearly visible.*

Those entering this cave must make a DC 15 Fortitude save or become *sickened* from the stench. The effects of becoming sickened (–2 on all attack rolls, damage rolls, saving throws, skill checks and ability checks) lasts for 1d4+2 rounds. Those that make their save cannot be affected again by the smell exuded from this chamber for a 24-hour period.

There are 6 dire rats here, which will attack on sight.



Amongst the filth and gnawed bones on the floor, which are mostly animal but also include the occasional humanoid bone, can be found (Search DC 16), still attached to a finger bone, a plain gold ring worth 45 gp.

✖ **Dire Rats (6):** Small animal; CR 1/3; HD 1d8+1; hp 5 each; Init +3; Spd 40 ft, climb 20 ft; AC 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12; BAB/Grp +0/-4; Atk +4 melee (1d4 plus disease, bite); SA Disease (bite, Fort DC 11, incubation 1d3 days, 1d3 Dex, 1d3 Con); SQ Low-light vision, scent; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4.

*Skills and Feats:* Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11; Alertness, Weapon Finesse.

*Equipment:* none.

#### d. Warrior Rat Cave (EL 4)

*The narrow tunnel widens into a rough, natural chamber, with several long stalactites having formed on the roof. The stench of years of filth is strong here and the twinkling of eyes can be seen reflecting in the light.*

Like all the other caves infested with dire rates, the floor is scattered with gnawed animal bones and filth. This cave is defended by two advanced dire rats, who will attack on sight. There is nothing of value here.

✖ **Advanced Dire Rats (2):** Small animal; CR 2; HD 3d8+3; hp 15 each; Init +3; Spd 40 ft, climb 20 ft; AC 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12; BAB/Grp +2/-2; Atk +7 melee (1d4 plus disease, bite); SA Disease (bite, Fort DC 12, incubation 1d3 days, 1d3 Dex, 1d3 Con); SQ Low-light vision, scent; AL N; SV Fort +4, Ref +6, Will +4; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4.

*Skills and Feats:* Climb +11, Hide +8, Listen +5, Move Silently +4, Spot +5, Swim +11; Alertness, Weapon Finesse, Weapon Focus (bite).

*Equipment:* none.

#### e. Ooze Filled Tunnel (EL 3)

A gelatinous cube fills the junction here, but is not easy to spot, due to the damp nature of the rock. Those that fail to make a DC 15 Spot check do not notice anything unusual and walk straight into the beast, becoming automatically engulfed (and possibly paralyzed from the effects of the acid).

✖ **Gelatinous Cube (1):** Huge ooze; CR 3; HD 4d10+32; hp 54; Init -5; Spd 15 ft; AC 3 (-2 size, -5 Dex), touch 3, flat-footed 3; BAB/Grp +3/+11; Atk +1 melee (1d6 plus acid); SA Acid, engulf, paralysis (DC 20 Fort save or paralysed for 3d6 rnds); SQ Blindsight 60 ft., immunity to electricity, ooze traits, reach 10 ft,

transparent; AL N; SV Fort +9, Ref -4, Will -4; Str 10, Dex 1, Con 26, Int -, Wis 1, Cha 1.

*Skills and Feats:* -

*Equipment:* none.

#### f. Green Slime (EL 4)

There are three areas keyed to this description.

At each location is a patch of *green slime* located on the floor in the middle of the tunnel in the many puddles that have formed. They are not easily noticed and require a DC 20 Spot check in order to spot them.

Green slime deals 1d6 points of Constitution damage per round when it comes into contact with flesh, which it devours. On the first round of contact, the slime can be scraped off, in all likelihood destroying the scraping device, but after that it must be frozen, burned, or cut away (dealing damage to the victim as well, where appropriate). Anything that deals cold or fire damage, sunlight, or a *remove disease* spell destroys a patch of green slime. Against wood or metal, green slime deals 2d6 points of damage per round, ignoring metal's hardness but not that of wood. It does not harm stone.

#### g. Central Rat Cave (EL 2)

*A rough, natural cave opens up, the walls glistening with patches of green colored slime and large droplets of moisture. Water has collected as puddles on the natural floor and a reek of filth fills the air.*

The green slime here is no more than a thick carpet of lichen that has found the moist atmosphere to its liking. It is completely harmless, however. 6 dire rats are located in this cave and will attack anyone who enters it. The floor is littered with animal bones (with the occasional humanoid bone amongst them), droppings and filth. There is nothing of value here.

✖ **Dire Rats (6):** Small animal; CR 1/3; HD 1d8+1; hp 5 each; Init +3; Spd 40 ft, climb 20 ft; AC 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12; BAB/Grp +0/-4; Atk +4 melee (1d4 plus disease, bite); SA Disease (bite, Fort DC 11, incubation 1d3 days, 1d3 Dex, 1d3 Con); SQ Low-light vision, scent; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4.

*Skills and Feats:* Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11; Alertness, Weapon Finesse.

*Equipment:* none.

#### h. Small Gave (EL 2)

*The tunnel ends in a small cavern, which reeks of filth. Bones lay scattered around the floor and a single, bloated rat stares back at you from the center of the cave.*

A single advanced dire rat is located here, which will attack anyone that comes this way. The bones are almost entirely those of animals and are covered in teeth marks, where they have been gnawed. There is nothing of value here.

🦁 **Advanced Dire Rat (1):** Small animal; CR 2; HD 3d8+3; hp 15; Init +3; Spd 40 ft, climb 20 ft; AC 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12; BAB/Grp +2/-2; Atk +7 melee (1d4 plus disease, bite); SA Disease (bite, Fort DC 12, incubation 1d3 days, 1d3 Dex, 1d3 Con); SQ Low-light vision, scent; AL N; SV Fort +4, Ref +6, Will +4; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4.

*Skills and Feats:* Climb +11, Hide +8, Listen +5, Move Silently +4, Spot +5, Swim +11; Alertness, Weapon Finesse, Weapon Focus (bite).

*Equipment:* none.

#### i. Queen Dire Rat's Lair (EL 4.5)

*A large, natural cavern opens up before you, with the heavy stench of droppings, decay and filth filling the air. Water constantly drips from the cave roof above, where stalactites have formed over the years. A large pile of gnawed and splintered bones seems to have formed a nest in the center of the cave and on it sits a bloated, thoroughly evil looking rat, its eyes filled with hateful intent. A number of others dart around the nest, squeaking and acting particularly agitated at your presence here.*

Those entering this cave must make a DC 15 Fortitude save or become *sickened* from the stench. The effects of becoming sickened (-2 on all attack rolls, damage rolls, saving throws, skill checks and ability checks) lasts for 1d4+2 rounds. Those that make their save cannot be affected again by the smell exuded from this chamber for a 24-hour period.

This is the home of the queen dire rat and 3 ordinary dire rats. The queen is much bigger than the others, who will protect her with their lives if necessary. They will attack anyone who enters here. If the queen is killed, the others will attempt to flee.

A search of the nest (Search DC 16) will reveal the



following items scattered loosely amongst the pile of bones: 30 gp, 120 sp, 500 cp, a *potion of cure moderate wounds*, a *potion of water breathing*, a beautifully carved bloodstone, sculpted into the head of a red dragon, worth 75 gp, and a *+1 light steel shield*, on which is emblazoned a set of gold scales with coins on one side and a sword on the other, set against a blue background (a DC 10 Knowledge (religion) check will reveal this to be the holy symbol of Fandor).

🦁 **Dire Rats (3):** Small animal; CR 1/3; HD 1d8+1; hp 9 each; Init +3; Spd 40 ft, climb 20 ft; AC 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12; BAB/Grp +0/-4; Atk +4 melee (1d4 plus disease, bite); SA Disease (bite, Fort DC 11, incubation 1d3 days, 1d3 Dex, 1d3 Con); SQ Low-light vision, scent; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4.

*Skills and Feats:* Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11; Alertness, Weapon Finesse.

*Equipment:* none.

🦁 **Queen Dire Rat (1):** Medium animal; CR 4; HD 6d8+12; hp 44; Init +3; Spd 40 ft, climb 20 ft; AC 14 (+3 Dex, +1 natural), touch 13, flat-footed 11; BAB/Grp +4/+6; Atk +8 melee (1d6+2 plus disease, bite); SA Disease (bite, Fort DC 16, incubation 1d3 days, 1d3 Dex, 1d3 Con); SQ Low-light vision, scent; AL N; SV Fort +6, Ref +9, Will +6; Str 14, Dex 16, Con 14, Int 1, Wis 12, Cha 4.

*Skills and Feats:* Climb +12, Hide +5, Listen +6, Move Silently +4, Spot +6, Swim +12; Ability Focus (disease), Alertness, Weapon Finesse, Weapon Focus (bite).

*Equipment:* none.

#### j. Exit

This tunnel continues for a further 200 feet before eventually emerging back onto the mountain path, well on the other side of the rock fall, which can be seen much further down the track. Those making their way down this tunnel will feel a constant gentle breeze and any naked flames will flicker. After a hundred feet or so, a shaft of light will become clearly visible in the distance, which will continue to grow as the exit is approached (assuming, of course, that it is daylight).

#### E7. Merchant Attack (encounter) (EL 3)

*For over a mile, the rocky path has mostly been hugging the mountain slopes, which fall away dramatically to the west, where the fields, far below, stretch out in a carpet of green. Occasionally, the path swings wildly and passes through a rocky valley, down the sides of which tumble scree and large boulders. A number are densely wooded and filled with wildlife. However, these are but brief respites*

*before the path reemerges on the western slopes, where the world once again reveals itself to you.*

Have the players make Listen checks.

Those that succeed in a DC 15 check can clearly hear the sounds of human voices coming from ahead, interspersed with excited barking and yapping sounds. The human voices sound confused and frantic, with yells of pain also to be clearly heard, though it cannot be determined exactly what is being said, as everything is muffled and hurried.

The path clings to the side of a steep rock face that falls away dramatically on the western side. After a distance of around a hundred feet, it swings around a corner and continues for a further 50 feet before widening into a sizeable ledge. Read the following description to those viewing the ledge:

*Ahead, the narrow rocky path widens into a large ledge, which juts out above the steep rocky slopes that fall away below it in dramatic and deadly fashion. On the eastern side, however, the ragged mountainous walls sheer upwards into the sky. In the middle of the ledge, huddled around a number of large boulders, can be seen three humans who appear to be using their crossbows to fire into the rocky slopes, from where frantic yapping and barking can be heard.*

*On a small, well defended outcrop that runs along the rock face, protected by large rocks, a number of small scaly figures can be clearly seen, firing sling shot relentlessly at those on the ledge, where the stones clatter loudly against the stone, often ricocheting off into the depths below. A number of bodies – perhaps as many as a half-dozen – can be seen lying motionless on the ledge floor, as well as at least two of the small creatures attacking them, whose bodies are slumped over the rocks on the cliff, each with several bolts sticking into them.*

The ledge is approximately 30 feet wide and fifty feet long. Three largish boulders are situated in roughly the center of the ledge, where the defenders have taken up their position. The ledge juts from the mountains, meaning that any who fall from it will freefall for around 50 feet before slamming into the rock below (5d6 falling damage), tumbling a further 30 feet (3d6 falling damage, DC 12 Reflex for half damage) before coming to rest in a small rocky valley. The eastern side of the ledge is protected by a rocky cliff, which sheers upwards. A well-protected outcrop on the cliff can be seen amongst the rocks, 20 feet up, in which a number of kobolds have situated themselves and are attacking those on the ledge.

The scene here shows a merchant, Manx Plaid, and those working for him, having been ambushed on the ledge by kobolds, who have taken up defensive positions on the outcrop amongst the rocky cliffs. Several

of the merchant's employees – six in total – have already been killed, with only Manx and two others remaining. All have taken up defensive positions behind the boulders and are using their crossbows to fire back. Four kobolds have been killed (though only two of the bodies are visible from the ledge), though another 8 kobolds and their captain remain and are confident of victory.

The kobolds are located in a small outcrop hidden amongst the rocks on the cliff slope. They are approximately 20 feet up and the outcrop itself is 10 feet wide and 30 feet long, allowing 6 kobolds to fire at those on the ledge below at any one time. The small outcrop gives the kobolds a +4 cover bonus against all attacks made from outside of it and they have used this to their advantage, having picked off three-quarters of the merchant's men already.

Access to the kobolds can only be gained by climbing, which requires a DC 15 Climb check. The kobolds will continue to use their slings for as long as possible, though will resort to their spears as soon as melee combat is inevitable. Once any new combatants enter the battle (i.e. the adventuring party) they will become the new focus of the kobold assault, who will realize this momentum change immediately.

The merchant, Manx Plaid, is from Olthorn, in Ghent, having made the long and arduous journey along the mountain path toward Mazula, with the eventual aim of arriving in the City of Karnish. The journey was mostly an uneventful one, until now. Having neared the end of the journey, he was ambushed by a large number of kobolds near the foot of Mount Fane, but managed to hustle along and escape, only to be ambushed once again here on the ledge, but with a far more dramatic and deadly outcome.

Manx and the remaining two men in his service are all injured and will maintain their position behind the rocks (enough for six individuals each of whom gain a +4 cover bonus to AC) throughout the combat, though will offer help through continuing to fire their crossbows at the kobolds. Of the six fallen comrades, two are dead. The remaining four are on –1, –1, –3 and –8 respectively at the moment of the adventurer's arrival into the combat. Should Manx get time, he will attempt to heal as many of these as he can, using his Heal skill.

After the battle, Manx will explain that he has made the journey from Olthorn, in Ghent, and is on his way to the City of Karnish, where he is looking to finalize a deal with the Karnish authorities on the supply of arrows and bolts for the Karnish army, a deal which he has been working on for several months now. He has a large supply of both on him (around two hundred and fifty of each), along with a number of other goods, which the party can purchase to replenish their supplies.

As a rule of thumb, the GM should make available anything that is on the *Goods and Services* table in the PHB that costs less than 5 gp. He also has large numbers of arrows and bolts, carefully stored in large packs

that they are carrying. The GM should use their nous as to what Manx will or will not have available for sell (for instance, it is unlikely they will have things like ladders, iron pots, soap or fishing nets, for example), but it is a good idea to allow the party to replenish arrows, bolts, rope, and so forth for the journey ahead. Trail rations should be made available in considerable numbers, should anyone wish to purchase them.

Beyond what they carry with them, the kobolds possess nothing of any value.

The path continues on the other side of the ledge.

**🐉 1st lvl Kobold Warriors (8):** CR ¼; HD 1d8; hp 4 each; Init +1; Spd 30 ft; AC 15 (+1 size, +1 Dex, +1 natural, +2 leather armor), touch 12, flat-footed 14; BAB/Grp +1/-4; Atk +1 melee (1d6-1/x3, spear) or +3 ranged (1d3-1, sling); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +2, Ref +1, Will -1; Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8.

*Skills and Feats:* Craft (trapmaking) +2, Hide +6, Listen +2, Move Silently +2, Profession (miner) +2, Search +2, Spot +2; Alertness.

*Equipment:* small spear, sling, 1d10 sling bullets, small leather armor, 1d6 sp, 1d20 cp each.

**🐉 4th lvl Kobold Warriors (1):** CR 1; HD 4d8; hp 21; Init +1; Spd 30 ft; AC 18 (+1 size, +1 Dex, +1 natural, +4 chain shirt, +1 light wooden shield), touch 12, flat-footed 17; BAB/Grp +4/-1; Atk +6 melee (1d6-1/19-20, short sword) or +6 ranged (1d3-1, sling); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +4, Ref +2, Will +0; Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8.

*Skills and Feats:* Craft (trapmaking) +2, Hide +7, Listen +2, Move Silently +3, Profession (miner) +1, Search +2, Spot +5; Alertness, Weapon Finesse.

*Equipment:* small short sword, sling, 1d10 sling bullets, small chain shirt armor, 1d4 gp, 1d10 sp, 1d20 cp.

**👤 Manx Plaid:** Human, 4th level Expert; CR 3; HD 4d8; hp 21 (11)\*; Init +0; Spd 30 ft; AC 14 (+4 chain shirt), touch 10, flat-footed 14; BAB/Grp +3/+2; Atk +2 melee (1d6-1/19-20, shortsword) or +3 ranged (1d8/19-20, light crossbow); AL LG; SV Fort +1, Ref +1, Will +4; Str 8, Dex 10, Con 10, Int 13, Wis 11, Cha 12.

*Skills and Feats:* Bluff +8, Climb +4, Diplomacy +15, Gather Information +8, Profession (merchant) +10, Sense Motive +7, Spot +7, Listen +7; Skill Focus (Diplomacy), Skill Focus (Profession (merchant)).

*Equipment:* shortsword, light crossbow, 5d4 bolts, chain shirt, 100 gp, 200 sp, 1000 cp.

\* Manx is currently on 11 hit points, having been struck on several occasions by the kobold sling shot.

**👤 1st lvl Human Warriors (8\*):** CR ½; HD 1d8+1; hp 9 (4) each\*; Init +0; Spd 30 ft; AC 14 (+3 studded leather armor, +1 light wooden shield), touch 10, flat-footed 14; BAB/Grp +1/+2; Atk +2 melee

(1d6+1/19-20, shortsword) or +2 ranged (1d8/19-20, light crossbow); AL LG; SV Fort +3, Ref +0, Will -1; Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

*Skills and Feats:* Climb +3, Intimidate +3, Spot +4, Listen +2; Alertness, Weapon Focus (light crossbow).

*Equipment:* shortsword, light crossbow, 5d4 bolts, studded leather armor, light wooden shield, 1d20+10 cp, 1d10 sp.

\* Only two are still conscious and are on 50% of their normal hit points (i.e. 4 each). Two more are dead (i.e. have -10 hit points) and the remaining four begin with -1, -1, -3 and -8 respectively.

## E8. Vast Valley (descriptive)

*For what seems a large part of the day, the journey is relatively straightforward, with only the occasional steep climb or descent. The mountains themselves veer up on all sides, though the occasional wooded vale or isolated waterfall, where both fauna and flora are plentiful, are still common enough. Although the path occasionally circumnavigates the worst of the impassible barriers that the mountain constantly throws up – vertical slopes, rocky outcrops and yawning chasms – it generally seems to follow a steady path.*

*Occasionally, the scene changes dramatically as the path momentarily hugs the side of sheer vertical slopes of what appears to be some enormous valley that cuts through the mountains, hundreds of feet deep. In some places, the slopes are covered in pine trees, which cling precariously onto the steep inclines. Scree constantly shifts and tumbles down, causing some parts of the path to become treacherous and difficult to overcome. Ever closer, Mount Fane, which has now become a constant landmark on your journey, looms ominously, its brooding nature becoming clearer with every step.*

## E9. Kobold Scouting Party (encounter) (EL 4.5)

*The path winds gently through the mountains, which veer up all around you. Vicious looking rocks jut out wickedly overhead and scree tumbles down onto the path. The path itself follows what appears to be a sharp arc for perhaps a mile or so, with only the occasional twist or turn, and following a mostly gentle incline. Suddenly, one entire side of the mountain seems to fall away, replaced instead with a sheer drop into a vast, rocky valley that stretches out for miles.*

*The stunning impact of this enormous geographical feature is matched only by the exhilaration of following the narrow path, which clings to the side of the mountain in precarious fashion. Ahead, Mount Fane looms up into the sky, dominating all those around it. Eventually, however, the valley is once again replaced by the all-consuming rock of the mountains, and the track steepens considerably. The ominous presence of Mount Fane remains, however,*

*and your journey seems to lead you ever closer to it.*

As the party proceeds down the path, a Spot check (DC 16) reveals a kobold scouting party ahead, making their way down the same track, but towards them (the kobolds will spot the party on the same DC). The scouting party consists of 4 kobold warriors, a kobold sergeant, and a kobold sorcerer. The starting distance between them is 200 feet, on a straight path, 10 feet wide, with steep, rocky cliffs on either side (Climb DC 15). The kobolds have the high ground, but it is not enough to gain any specific advantage from.

Those that fail their Spot checks will be surprised. If everybody (including the kobolds) fail to spot each other, Spot checks will be required again with the DC reduced by 2 (DC 14) with the distance between them cut by the movement rate of the slowest member (30 ft. for the kobolds) of both parties. For example, 30 feet of movement for the kobolds and 30 feet for the party will put them at an encounter distance of 140 ft, requiring a DC 14 Spot check. Keep rolling Spot checks, at a cumulative -2 on the DC and cutting the encounter distance between the two groups, until a successful role is made.

Whenever the kobolds become aware of their opponents, they will prepare themselves for combat, with the kobold warriors forming two ranks. Those in the front line will use their spears, while those behind will use their slings, only taking up their spears if they are threatened or if one of the frontline is killed. The sergeant will maintain his position at the rear, stopping those in front from running. He will use his sling for as long as possible and will defend the sorcerer with his life, if necessary. The sorcerer will cast *shield* on himself, drink his *potion of mage armor* (in that order), and then use his spells to weaken the front line fighters, using *ray of enfeeblement* (before the combat begins, if possible) and *daze* on them. He will disrupt and attempt to remove the threat of enemy spellcasters using *magic missile* and *ray of frost*.

Mount Fane remains a constant presence for the remainder of the journey, its menacing and overbearing presence looming ever closer as the travelers make their way toward it.

**☛ 1st lvl Kobold Warriors (4):** CR ¼; HD 1d8; hp 4 each; Init +1; Spd 30 ft; AC 15 (+1 size, +1 Dex, +1 natural, +2 leather armor), touch 12, flat-footed 14; BAB/Grp +1/-4; Atk +1 melee (1d6-1/x3, spear) or +3 ranged (1d3-1, sling); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +2, Ref +1, Will -1; Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8.

*Skills and Feats:* Craft (trapmaking) +2, Hide +6, Listen +2, Move Silently +2, Profession (miner) +2, Search +2, Spot +2; Alertness.

*Equipment:* small spear, sling, 10 sling bullets, small leather armor, 1d6 sp and 1d20 cp each.

**☛ 4th lvl Kobold Sergeant Warrior (1):** CR 1; HD 1d8; hp 21; Init +1; Spd 30 ft; AC 17 (+1 size, +1 Dex, +1 natural, +4 chain shirt), touch 12, flat-footed 16; BAB/Grp +4/+0; Atk +6 melee (1d6/x3, masterwork spear) or +6 ranged (1d3, sling); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +4, Ref +2, Will +0; Str 10, Dex 13, Con 10, Int 10, Wis 9, Cha 8.

*Skills and Feats:* Craft (trapmaking) +2, Hide +8, Listen +2, Move Silently +2, Profession (miner) +2, Search +2, Spot +4; Alertness, Dodge.

*Equipment:* small masterwork spear, small sling, 10 sling bullets, small chain shirt, 1 uncut amber gem worth 50 gp and a piece of jade worth 90 gp, 4 flasks of acid, a *potion of cure light wounds* and a *potion of endurance elements*.

**☛ 3rd lvl Kobold Sorcerer (1):** CR 3; HD 3d4; hp 9; Init +1; Spd 30 ft; AC 14 (+1 size, +1 Dex, +1 natural, +1 deflection), touch 12, flat-footed 12; BAB/Grp +1/-5; Atk -1 melee (1d6-1/x3, spear) or +4 ranged (1d3-1, sling); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +1, Ref +3, Will +2; Str 6, Dex 13, Con 10, Int 9, Wis 8, Cha 13.

*Skills and Feats:* Concentration +3\*, Craft (alchemy) +2, Craft (trapmaking) +1, Profession (miner) +1, Search +1, Spellcraft +0; Combat Casting, Weapon Focus (ray).

*Equipment:* spear, sling, 10 sling bullets, 450 sp, *ring of protection +1*, *potion of mage armor*.

*Spells Known:* (6/6, save DC 11 + Spell Level): 0 – *daze*, *detect magic*, *mending*, *ray of frost*, *read magic*; 1st – *magic missile*, *ray of enfeeblement*, *shield*.

\*+7 when casting on the defensive.

## E10. Treacherous Path (hazard) (EL 1)

*The rocky path clings precariously to the side of a vertical wall of stone, dropping away wickedly on one side into the depths below. The wind rushes through your hair and you catch your breath at the spectacular view of the mountains spread out before you, whose jagged and rugged slopes sheer upwards in dramatic fashion. As you slowly and carefully make your way along the path, which is sometimes no more than three or four feet wide, small sections break loose and tumble down the dangerous slope.*

*Eventually, you leave this section behind as the path is once again consumed on both sides by the vertical slopes. The route, however, is becoming increasingly difficult, as it continues to ascend steeply. In some places, you are even forced to use your hands to assist you as the path suddenly ascends sharply. Soon, a wall of sheer stone rears up before you, with the path zigzagging its way to the top, having been cut out of the rock. In places, it has crumbled and a loose layer of scree covers much of the path.*

The rock face sheers upwards 30 feet. The path is broken into three sections, which zigzag up the rock face, with each being roughly 20-foot long and set at a 30-degree angle, meaning that they are very steep. They are also very narrow, being only a few feet wide. In some places, where the path has crumbled away, it is even narrower.

Walking up the path is treacherous, as it is covered in loose scree, meaning that all movement is at one-half speed and requires a DC 12 Balance check for each round spent on the path. They may, instead, choose to use their hands and knees and *climb* up the path at one-quarter speed, requiring a DC 5 Climb check. In either case, those that fail make no progress and must also make a DC 12 Reflex save, with failure indicating that they have fallen. Should their fall be broken by a section of path below them, they take 1d6 points of falling damage, plus must make a Reflex save (DC 12) in order to not roll off and continue their fall (and thus take more damage).

Also, for every round spent on the path, there is a 10% chance (which is not cumulative) that it will crumble under their weight. Should this occur, they must make a DC 15 Reflex save to avoid tumbling down the cliff face, taking falling damage. Should their fall be broken by a section of the path below them, they take 1d6 points of falling damage, plus must make a Reflex save (DC 12) in order to not roll off and continue their fall (and thus take more damage).

At the top of the cliff is a small wooded valley, with a gentle waterfall cascading into a small pond. This area provides excellent hunting opportunities and is well protected, meaning that no random encounters occur here should the PCs decide to use this place to rest.

Anyone can Take 10 on their Balance or Climb checks, but cannot Take 20.

Overcoming this obstacle is equivalent to a CR 1 encounter.

### E11. Mount Fane Looms (descriptive)

*The ascent through the Great Barrier Mountains is relentless and the path all too often a danger in itself. For several hours, the rocky path clings precariously onto the side of a vast slope, on one side rearing up way above you and on the other a sheer fall, into the treacherous depths of a vast valley that spreads out in all directions below. Occasionally, the path seems horribly exposed and the wind whips passed you, howling and swirling as violent eddies.*

*Soon, however, the path follows a large, natural curve in the mountains, until before you, now but a few miles away, looms the vastness of Mount Fane,*

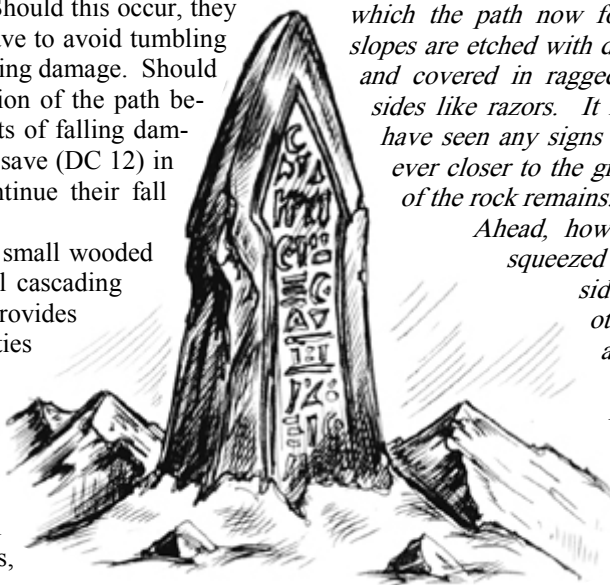
*which eclipses all the other mountains around it. Your eyes follow its ragged and deadly slopes upwards, to its snow covered tip, where you know you must travel. Although a shiver passes through you as you continue to gaze at this brooding lump of rock, you nonetheless feel the excitement of knowing that your journey is near to reaching its end.*

### E12. Standing Stone (encounter) (EL 35)

*Your journey, having taken you through rocky valleys and along the side of dramatic slopes, seems to have become harder, as the incline – as well as the path itself – has become tougher and less easy to navigate. In several places, the track seems to disappear altogether, forcing you to follow the easiest route around vast rocks that jut up from the ground and under fearsome overhanging rocks that seem to defy gravity. However, whether through luck or natural instinct, you always pick up the track and continue onwards.*

*The great mountain, Mount Fane itself, now looms above you in dramatic fashion, around the base of which the path now follows. Its almost vertical slopes are etched with deep, wicked looking gouges and covered in ragged rocks, which cling to its sides like razors. It has been a while since you have seen any signs of flora and as you journey ever closer to the great mountain, only the gray of the rock remains.*

*Ahead, however, the path is suddenly squeezed between a sharp fall on one side and a steep cliff on the other, and there, standing like a beacon and pointing up toward Mount Fane, comes into sight a tall, carved standing stone, situated alongside the path on a small rocky outcrop, which falls away into the depths below.*



A Spot Check (DC 15) will reveal what appears to be a rough path leading up the cliff opposite the standing stone to a ledge above, where a small stone wall has been erected. Those who succeed in a DC 20 on the same check may also notice a number of small figures seemingly crouched just below the wall (see below).

The standing stone is the *Standing Stone of Fane*, onto which have been carved runes. It stands 10 feet high and is totally smooth and unblemished, apart from the carvings, despite being hundreds of years old. The runes are in fact Rhuven and read:

*East to find the cursed Fane and his Dark Tower.*

If *Detect Magic* is cast upon the standing stone, it emits a strong aura of abjuration, as it has been perma-



nently endowed with the effects of an *endure elements* spell, protecting it from the harsh environment.

Directly east of the stone, on the opposite side of the path, is a steep, rocky bank, 30 feet high (Climb DC 15). A very rough, 5-foot wide rock path gives access to the top, where a small wall of rocks, 2 ½ feet high, has been erected. Behind this wall are 6 kobold warriors and their captain. Though they will see anyone coming either way down the path, they are not easy to spot themselves, as they gain a +4 circumstance bonus on their Hide checks. The wall affords those behind it a +4 cover bonus to AC against ranged attacks.

The narrow track leading to the top is 60 feet long and 5 feet wide. The ledge is quite steep, being around 30-35° or so and those on it must succeed a DC 0 Climb check in order to progress without hindrance, though at half their normal rate of movement. Those that fail travel at quarter speed and must use both hands to maintain their balance and stop themselves from falling, losing any Dexterity or shield bonus to their AC.

The kobolds will ambush anyone who pass below them on the track, bombarding them with stones from their slings. They have learnt from experience that the standing stone tends to draw the curious, so will wait until their targets are huddled around it before attacking. If the stone is ignored or anyone shows any signs of having spotted them or the track leading up to their position, they begin the attack immediately.

If any intruders reach their position, the captain and a number of the kobolds will attempt to hold the attackers on the narrow ledge. There is only enough room for a single combatant to stand on the ledge itself, but enough for two on the ridge to defend it. The other kobolds will continue to use their slings until they are forced into melee combat. If the captain is killed the others will attempt to flee.

Once the ledge has been accessed and the kobolds defeated, a very rough track, that seems to lead around the base of Mount Fane, is clearly visible. Mount Fane itself sheers upwards on one side of the track, its steep cliffs covered in jagged rocks and deep gorges. This path, down which any kobolds will flee, not only leads to the kobold warren, but also, ultimately, to the east face of Mount Fane, which provides the easiest route to the summit of the mountain and the Tower of Fane itself (which is played out in the third and final part of this trilogy, *The Tower of Fane*).

It is assumed, with the help of any advice that may have been gained from Jinsky, in *The Cult of Fane*, plus any information gathered from the runes carved into the standing stone, assuming anyone can read Rhuven, that this is the path that will be taken by the adventurers in order to continue their quest. Once the adventurers are on the ledge, read the following passage:

*The rocky ledge seems to sit squarely at the base of Mount Fane itself, which now looms above, forcing you to strain your necks to look up its wicked*

*slopes. A small dry-stone wall, behind which the kobolds were hidden, has been erected on the very edge of the ledge. Opposite, and hugging the base of Mount Fane, a very rough track can be seen leading off into the distance.*

✠ **1st lvl Kobold Warriors (6):** CR ¼; HD 1d8; hp 4 each; Init +1; Spd 30 ft; AC 15 (+1 size, +1 Dex, +1 natural, +2 leather armor), touch 12, flat-footed 14; BAB/Grp +1/-4; Atk +1 melee (1d6-1/x3, spear) or +3 ranged (1d3-1, sling); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +2, Ref +1, Will -1; Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8.

*Skills and Feats:* Craft (trapmaking) +2, Hide +6, Listen +2, Move Silently +2, Profession (miner) +2, Search +2, Spot +2; Alertness.

*Equipment:* small spear, sling, 10 sling bullets, small leather armor, 1d6 sp and 1d20 cp each.

✠ **2nd lvl Kobold Fighter Captain (1):** CR 2; HD 2d10+2; hp 17; Init +2; Spd 30 ft; AC 18 (+1 size, +2 Dex, +1 natural, +3 studded leather, +1 small wooden shield), touch 13, flat-footed 16; BAB/Grp +2/-2; Atk +6 melee (1d4/19-20, short sword) or +5 ranged (1d3, sling); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +4, Ref +2, Will +1; Str 11, Dex 15, Con 12, Int 10, Wis 12, Cha 8.

*Skills and Feats:* Craft (trapmaking) +2, Hide +6, Listen +2, Move Silently +2, Profession (miner) +2, Search +2, Spot +3; Alertness, Weapon Finesse, Weapon Focus (short sword).

*Equipment:* small shortsword, sling, 10 sling bullets, small studded leather armor, small wooden shield, *portion of cure light wounds* and a *potion of endure elements*.

### E13. The Base of Mount Fane (descriptive)

*The journey around the base of Mount Fane is much tougher than previously, with the track, if it can be called so, extremely rough, little used and, in most places, completely natural. Mount Fane itself rears upwards in sheets of vertical rock, with huge and deadly overhangs and wicked rocks projecting outwards like razor sharp thorns. The mountain seems to constantly rumble, as rocks tumble down, and the occasional deafening roar of splintering stone shatters the silence as, somewhere, an overhang finally succumbs to gravity and crashes to the ground.*

*Everywhere you look, rock and stone jut outwards and upwards and several deep ravines are passed along the way. Where once valleys were filled with trees and plants, now they are barren, rocky landscapes that offer the eye no respite. For much of the journey, the route is squeezed between sheer cliffs that rise hundreds of feet around you, with rock falls and tumbling scree a worryingly common event.*

## Chapter 2: Kobold Warren & Draycolicran

The trek around the base of Mount Fane is arduous, but not too difficult at first. A very rough and little used rocky track follows the mountain's natural contours around its base. Much of this track is completely natural – sometimes winding precariously along a sheer cliff, or through a gully, or over a steep and rocky incline – but in some places it seems to have been deliberately cleared, or even carved into the mountain itself, where it would otherwise be impassible.

After about an hour or so from the standing stone (see keyed area E12 of Chapter 1: *Journey Through the Mountains*), the track ends dramatically in a gully at what first appears to be a sheer 30-foot cliff. A DC 14 Spot check, however, will reveal a narrow and steep rocky trail leading up to a walled ledge where a cave entrance can be seen. Several kobolds defend this position and will attack anything that is not a part of their tribe. The track is 5-foot wide and all movement is at half speed, due to the steep incline. It is completely safe, however. Those who decide to climb the cliff must succeed in a DC 20 Climb check.

The cave gives access to the kobold warren of Chief 'Wildbear' Panak, who moved his small tribe of kobolds here after an unsuccessful coup in his natural tribe saw him defeated and forced to flee, along with those that would follow. Having heard of a great mountain where kobolds once made their home, from where they made war on the humans, Panak led his small tribe over two hundred miles through the Great Barrier Mountains, overcoming overwhelming odds, until they eventually arrived at Mount Fane, where they discovered the warren in which they have since set up home.

For a while, they lived there peacefully enough, looking to avoid too much trouble until their numbers had significantly increased. This ploy worked very well at first, as they restricted their attacks on the travelers on the road and concentrated on the goblins that are also common in these mountains. They also set about building the defenses of their new home and extending the small network of caves.

Shortly after the arrival of Panak came a new arrival, Draycolicran, who took up residence in an old cave on the slopes of Mount Fane. Draycolicran was a young white dragon at the time of his arrival and very quickly became aware of the small kobold tribe at the base of the mountain. Although his initial reaction was to kill them all and take their far more comfortable home for his own, he instead came up with an even more cunning plan to serve his ego – to instead take their home *and* have them serve and amuse him.

Happy at having thought up such a marvelous plan, Draycolicran flew down from his lair and breathed his

frosty breath over their guards, before entering the warren and killing several more of the tribe, before Panak and those that remained bowed down before him and promised their servitude.

Draycolicran had soon settled in at the rear of the warren, with his kobold servants serving his every desire, as well as filling in every now and then as a small snack. However, although he took nearly all their possessions as his own, he soon desired his hoard to be greater than it was and ordered Panak to begin raiding those that used the path and return their wealth to him. This was around six months ago. Around two months ago, just before the arrival of Ungal, as they continued to extend their warren, they discovered a large chamber below it, which seemed to be some ancient ruins.

Draycolicran had soon declared this chamber as his own and had the kobolds move all of his wealth there so that it would form a nice comfortable bed. It was much cooler than the kobold warren and much more to his liking. The kobolds have since cut a rough set of stairs from the warren above, which Draycolicran already has plans to widen, for when he grows. He also has notions of extending the chamber and of having the kobolds dig through the collapsed areas.

Panak himself is not too unhappy with this turn of events. Although Draycolicran is unpredictable and not beyond killing a kobold or two, he has also brought security to the tribe from the many threats found in the surrounding mountains. No greater example of this was when Ungal arrived here with his Cult of Fane followers. Unaware of Draycolicran below, Ungal soon set about trying to take control and prepare for the arrival of Fane, who, of course, they'd never heard of. After a general uneasy peace that lasted for a day or two, the two sides were suddenly at loggerheads.

The cultists would almost certainly have overwhelmed the tribe had it not been for Draycolicran, who emerged in a rage and attacked those that dared to kill his servants. Some of the cultists were killed and others captured – to be used as entertainment in the fighting pits (see keyed area 4, below) – but Ungal and many others managed to flee. Draycolicran made after them, killing many more, until they hid themselves in caves and refused to come out. Draycolicran eventually got bored – they had proved pretty worthless in any case – and returned to his chambers, having by now grown into an egotistical juvenile whose strength and power had grown with him.

### Level 1: Panak's Realm

The keyed areas described below refer to the *Panak's Realm: Level 1* map.

*Standard warren environment.* unless otherwise stated in the description, use the following as the standard settings for the kobold warren caves.

The corridors are hewn roughly from the rock and are generally 5 feet wide and six or seven feet high. They are cold and damp, with harmless patches of lichen and moss clinging to the rock. Torches in wall brackets at regular intervals give off light. The floors are uneven and covered in loose stone, meaning that charging or running requires a DC 10 Balance check (failure means they can still act, but cannot run or charge for that round). All chambers are generally 15 feet high and the air everywhere smells heavily of smoke.

### 1. Cliff Top and Entrance (EL 4)

A 30 feet high rocky cliff abruptly cuts off the path that traverses the base of Mount Fane. A narrow rocky trail, 5 feet wide, leads up to a ledge on top of the cliff, where a small dry stone wall can be seen. Set back behind this, into the rock face, is a cave entrance. The cliff track does not present any difficulties in gaining access to the top of the ledge, although there is only room for one abreast and all movement is at half speed while on the incline.

On the cliff ledge are 8 kobold warriors and 1 kobold captain. They will attack anyone who comes within range of their slings and receive a +4 cover bonus to attacks from the other side of the wall, which is 2-½ ft. high. If anyone reaches the top of the trail, the kobolds will try and hold them on the ledge using their melee weapons.

On the ledge, just outside of the cave entrance, are eight wooden pickets that have been banged into the ground. On each is the swollen, rotten remains of human heads, bloated and putrified, along with what at first appears to be a tatty white cloth billowing in the wind. Closer inspection will reveal these to be cloaks, each with a kobold head emblazoned upon it and waving in the wind like a flag. These are in fact just a few of the cultists who became the victims of Draycolicran after they arrived here and tried to persuade the kobolds to join them. All of these died in the fighting pits (see keyed area 4, below).

The cave is not in fact the main entrance to the kobold warren, which is not immediately obvious (see keyed area 2), as it is concealed by a rock that juts out into the ledge. The entrance immediately noticeable (and which can be seen from below) has been heavily trapped in the hope of catching out the unwitting and unwanted and is used entirely as an extra defensive measure.

As well as giving access to the kobold warren, the far side of the ledge also gives access to a natural rocky path that continues on around the base of Mount Fane (see keyed area 20 for details). Those who intend to continue this journey to its finalé will need to take this track in order to reach the east face of Mount Fane, where they can begin the ascent to the tower itself (see the third part of this trilogy, *The Tower of Fane*, for more details).

**✖ 1st lvl Kobold Warriors (8):** CR ¼; HD 1d8; hp 4 each; Init +1; Spd 30 ft; AC 15 (+1 size, +1 Dex, +1 natural, +2 leather armor), touch 12, flat-footed 14; BAB/Grp +1/-4; Atk +1 melee (1d6-1/x3, spear) or +3 ranged (1d3-1, sling); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +2, Ref +1, Will -1; Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8.

*Skills and Feats:* Craft (trapmaking) +2, Hide +6, Listen +2, Move Silently +2, Profession (miner) +2, Search +2, Spot +2; Alertness.

*Equipment:* small spear, sling, 10 sling bullets, small leather armor.

**✖ 2nd lvl Kobold Fighter Captain (1):** CR 2; HD 2d10+2; hp 19; Init +2; Spd 30 ft; AC 18 (+1 size, +2 Dex, +1 natural, +3 studded leather, +1 small wooden shield), touch 13, flat-footed 16; BAB/Grp +2/-2; Atk +6 melee (1d4/19-20, short sword) or +5 ranged (1d3, sling); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +4, Ref +2, Will +1; Str 11, Dex 15, Con 12, Int 10, Wis 12, Cha 8.

*Skills and Feats:* Craft (trapmaking) +2, Hide +6, Listen +2, Move Silently +2, Profession (miner) +2, Search +2, Spot +3; Alertness, Weapon Finesse, Weapon Focus (short sword).

*Equipment:* small shortsword, sling, 10 sling bullets, small studded leather armor, small wooden shield.

### 2. Main Entrance and False Door (EL variable)

The main entrance to the kobold warren is not immediately obvious, either from the cliff top or from below, as it is concealed behind a natural rock formation that juts outwards. Once the rock has been rounded, however, it is clearly visible.

A small alcove a short distance down the corridor ends in a well-disguised, fake trapped door (a DC 30 Spot check will give it away, as will a DC 20 Search check). When the pull-ring is turned, the mechanism is triggered which, firstly, fires a poisonous needle from its fake lock and, secondly, releases the spring mechanism that supports the trap door, causing it to snap open, dropping those on it into a pit. The door is completely immovable, but if smashed to pieces, reveals nothing more than a cold stone rock wall.

**☠ Poison Needle:** CR2, mechanical, touch trigger, manual reset; +17 melee (1 + greenblood oil poison), Search DC 22, Disable Device DC 17


**☠ Trap Door Pit:** CR2, mechanical, touch trigger, manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); Search DC 20; Disable device DC 20


### 3. Trapped Entrance (EL variable)

This entrance is clearly visible from both on and below the cliff top. Not used by the kobolds, it acts as a trapped decoy to fool the unwary. There are 4 trap door

pits (marked as ‘T’ on the map), which are 10 feet deep. At the bottom are the remains of a number of victims – some of Ungal’s followers met with their deaths here – and require a DC 15 Climb check to climb out of.

In the center of this area is also located a footplate (marked as ‘P’ on the map) which, when trodden on, causes the three portcullis, one at the end of each tunnel (as indicated on the map), to automatically drop shut and lock in place. In order to lift any of the portcullis a DC 25 Strength check is required. However, the bars themselves are not as strong, requiring only a DC 20 Strength check to bend. A crowbar grants a +2 circumstance modifier on attempts to bend the bars. A successful attempt will allow sufficient room for one medium or smaller sized individual to climb through. Medium sized characters are considered squeezed when they climb through. Small sized (and smaller) characters are not hampered in any way.

 *Trap Door Pit.* (CR1, mechanical, touch trigger, manual reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); Search DC 24; Disable device DC 20)

 *Portcullis Trap.* (CR1, mechanical, touch trigger, manual reset; no save; Search DC 28; Disable device DC 20)

#### 4. Fighting Pit Chamber (EL 4.5)

*A large pit sits in the middle of the floor, dominating this 20-foot high chamber. 10 feet deep and with no obvious way down, bloodstains cover the rough pit walls and floor, where small pieces debris are scattered. A large, rough-cut wooden chair, flanked on either side by smaller wooden chairs, sits on the far side of the pit, as if carefully placed so that whoever sits there can easily see whatever goes on in it. Also, three-tiered rough wooden benches are located on each side of the pit. A number of small wooden cages can be seen on the north wall along with an alcove where a number of wooden racks are located.*

The pit is the kobold fighting pit, where the kobolds pit themselves in combat against their prisoners. Here, well-armed kobold gladiators take on weakened and poorly armed victims while watched over by Panak, who sits in his chair at the far end of the pit, and kobolds who sit on the benches. A DC 14 Search check of the bottom of the pit will reveal nails, teeth, hair and broken weapon tips. It is also permanently stained with blood. Access to the pit is achieved via a set of ladders, which are located in the alcove (see ‘b’ below).

There are 8 kobolds, 1 kobold gladiator and 1 kobold captain here, who will attack any intruders.


a. These three small wooden cages house the captives who are used in the fight pit. Straw is scattered on the soiled floor, but otherwise they are empty.

b. This alcove stores the paraphernalia used during

fight in the pit. A mobile rack, with two small wheels at one end and handles at the other, contains weapons of mixed sizes – short swords, maces, spears, flails – which are all in a poor state (–2 on attack and damage rolls), except for a medium sized masterwork flail, so severely covered in grime that it has gone unnoticed and requires a DC 20 Search check to discover.


A second rack, built into the wall, contains 2 sets of padded armor, 2 sets of leather armor, a breastplate, a set of spiked gauntlets and two light steel shields with shield spikes attached (all medium-sized). The padded and leather armor are in poor shape and entirely useless, but the rest are in good order.

There is also a 10-foot ladder, which is used to climb into and out of the fighting pit.

 **1st lvl Kobold Warriors (8):** CR ¼; HD 1d8; hp 4 each; Init +1; Spd 30 ft; AC 15 (+1 size, +1 Dex, +1 natural, +2 leather armor), touch 12, flat-footed 14; BAB/Grp +1/–4; Atk +1 melee (1d6–1/x3, spear) or +3 ranged (1d3–1, sling); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +2, Ref +1, Will –1; Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8.


*Skills and Feats:* Craft (trapmaking) +2, Hide +6, Listen +2, Move Silently +2, Profession (miner) +2, Search +2, Spot +2; Alertness.

*Equipment:* small spear, sling, 10 sling bullets, small leather armor.

 **Kobold Gladiator (1):** 4th level Kobold Warrior; CR 1; HD 4d8; hp 21; Init +1; Spd 30 ft; AC 18 (+1 size, +1 Dex, +1 natural, +4 chain shirt, +1 light wooden shield), touch 12, flat-footed 17; BAB/Grp +4/–1; Atk +6 melee (1d6–1/19–20, short sword) or +6 ranged (1d3–1, sling); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +4, Ref +2, Will +0; Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8.

*Skills and Feats:* Craft (trapmaking) +2, Hide +7, Listen +2, Move Silently +3, Profession (miner) +1, Search +2, Spot +5; Alertness, Weapon Finesse.

*Equipment:* small short sword, sling, 1d10 sling bullets, small chain shirt armor.

 **2nd lvl Kobold Fighter Captain (1):** CR 2; HD 2d10+2; hp 19; Init +2; Spd 30 ft; AC 18 (+1 size, +2 Dex, +1 natural, +3 studded leather, +1 small wooden shield), touch 13, flat-footed 16; BAB/Grp +2/–2; Atk +6 melee (1d4/19–20, short sword) or +5 ranged (1d3, sling); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +4, Ref +2, Will +1; Str 11, Dex 15, Con 12, Int 10, Wis 12, Cha 8.

*Skills and Feats:* Craft (trapmaking) +2, Hide +6, Listen +2, Move Silently +2, Profession (miner) +2, Search +2, Spot +3; Alertness, Weapon Finesse, Weapon Focus (short sword).

*Equipment:* small shortsword, sling, 10 sling bullets, small studded leather armor, small wooden shield.

## 5. Gladiator Training Room (EL 5.5)

Several roughly carved human-sized wooden mannequins have been placed around this chamber. All have been heavily used and are badly marked and covered in deep cuts and gashes. Towards the west wall of the chamber are two archery style targets, also made from wood, with three roughly painted concentric circles (a ring of red, then white and a smaller bull's eye, also red). There are also several weapons racks around the chamber walls.

At the insistence of Draycolicran, this large chamber is where Krag turns kobolds into gladiators, using the mannequins and targets to hone their fighting skills. Krag is a wicked kobold of mean intent and Draycolicran has given him the role of improving the fighting skills of the tribe, so that they should be better able to defend him and serve his needs. There are 4 kobolds here, along with Krag, Yip and a kobold gladiator. Yip is often found here honing his skills with his rapier. He is also the resident trap maker and is responsible for all the traps in the warren, which he resets when it is required for him to do so.

There are four weapons racks around the chamber, but the weapons and armor are in a sorry condition and not fit for actual combat. Here, it is just used for practice.

If any combat occurs, Krag and the kobold gladiator will tackle the strongest looking member of their enemy, attempting to flank him to maximize their advantage. If Yip catches any of his opponents flat-footed, he will try to use his sneak attack ability using one of his flasks of alchemist's fire. If this is not possible, he will drink his potion of invisibility and try the same tactic (he will do this even if he has already attacked with one of his flasks at the beginning of the combat). The remaining kobolds will work as a team and try to tackle any obvious spellcasters. Failing that, they will gang up against the weakest looking of their enemy in an attempt to overwhelm them.

✱ **1st lvl Kobold Warriors (4):** CR ¼; HD 1d8; hp 4 each; Init +1; Spd 30 ft; AC 15 (+1 size, +1 Dex, +1 natural, +2 leather armor), touch 12, flat-footed 14; BAB/Grp +1/-4; Atk +1 melee (1d6-1/x3, spear) or +3 ranged (1d3-1, sling); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +2, Ref +1, Will -1; Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8.

*Skills and Feats:* Craft (trapmaking) +2, Hide +6, Listen +2, Move Silently +2, Profession (miner) +2, Search +2, Spot +2; Alertness.

*Equipment:* small spear, sling, 10 sling bullets, small leather armor.

✱ **Kobold Gladiator (1):** 4th level Kobold Warrior; CR 1; HD 4d8; hp 21; Init +1; Spd 30 ft; AC 18 (+1 size, +1 Dex, +1 natural, +4 chain shirt, +1 light



wooden shield), touch 12, flat-footed 17; BAB/Grp +4/-1; Atk +6 melee (1d6-1/19-20, short sword) or +6 ranged (1d3-1, sling); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +4, Ref +2, Will +0; Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8.

*Skills and Feats:* Craft (trapmaking) +2, Hide +7, Listen +2, Move Silently +3, Profession (miner) +1, Search +2, Spot +5; Alertness, Weapon Finesse.

*Equipment:* small short sword, sling, 1d10 sling bullets, small chain shirt armor.

✱ **Yip:** 2nd lvl Kobold Rogue; CR 2; HD 2d6+2; hp 11; Init +2; Spd 30 ft; AC 16 (+1 size, +2 Dex, +1 natural, +2 leather), touch 13, flat-footed 14; BAB/Grp +1/-3; Atk +5 melee (1d4/18-20, rapier) or +4 ranged (1d3, sling); SA Sneak attack +1d6; SQ Darkvision 60 ft., evasion, light sensitivity, trapfinding; AL LE; SV Fort +1, Ref +5, Will +0; Str 10, Dex 15, Con 11, Int 12, Wis 12, Cha 8.

*Skills and Feats:* Craft (trapmaking) +8, Disable Device +6, Hide +11, Listen +5, Move Silently +7, Perform +4, Profession (miner) +2, Search +8, Spot +5, Tumble +7; Weapon Finesse.

*Equipment:* small masterwork rapier, sling, 10 sling bullets, small leather armor, *potion of invisibility*, thieves tools, 2 flasks of alchemist's fire.

✱ **Krag:** 3rd lvl Kobold Fighter; CR 3; HD 3d10+6; hp 30; Init +1; Spd 20 ft; AC 20 (+1 size, +1 Dex, +1 natural, +5 chainmail, +2 heavy wooden shield), touch 13, flat-footed 16; BAB/Grp +3/+2; Atk +9 melee (1d4+3/19-20, masterwork short sword) or +5 ranged (1d3+3, sling); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +5, Ref +2, Will +1; Str 16, Dex 13, Con 14, Int 10, Wis 10, Cha 14.

*Skills and Feats:* Climb -1, Craft (trapmaking) +2, Hide -2, Intimidate +8, Jump -1, Profession (miner) +2, Search +2; Point Blank Shot, Power Attack, Precise Shot, Weapon Focus (short sword).

*Equipment:* small masterwork short sword, sling, 10 sling bullets, small chain mail, heavy wooden shield, key (to chest in keyed area 7).

## 6. Gladiator Quarters

*A dozen or so bundles of shabby old furs and skins line the walls of what is obviously a sleeping area of some kind. A small wooden table, flanked by benches, runs down the center of the room, on which are the remnants of various unknown foodstuffs and a pungent, unpleasant looking liquid.*

These bundles – 8 in total – are in fact beds for the kobold gladiators. Although they are both shabby and smelly, digging around in them will find 2d10 x 100 cp and 1d10 x 10 sp. The liquid on the table is, in fact, a kobold drink, similar to ale, but made from ingredients local to this area, and is extremely potent.

This area is otherwise empty.

## 7. Krag's Quarters

*A large bundle of furs and skins take up one entire corner of this chamber. Along the north wall are a number of badly stuffed animal heads, including bears, wolves and even a bugbear's head. The faces are badly distorted due to the poor taxidermal rendering and the eyes stare eerily in all directions. A rough chair and table stand against the north wall, on which sits a half burnt candle in a wooden stand and a half empty bottle. On the floor next to the table is an old wooden chest.*

This is Krag's personal quarters. The bundle of rags is his luxurious bed and the heads around the walls are those of victims killed by either himself or his gladiators. The bottle on the table contains little more than cheap ale.

The chest is locked (hardness 5, hp 15 Break DC 23) – Krag has the key on his person – and contains: 28 gp, 316 sp, 3018 cp, a flint & steel and 6 candles.

## 8. Throne Room (EL 3)

*A plain stone throne sits on top of an elevated rocky platform cut out of the rock, with roughly cut steps leading up to it on all sides, forming a number of tiers. Two smaller wooden thrones flank it on either side and have been set on a lower tier, as if to signify their subservience. The chamber itself is 20 feet high, with a number of worked tunnels leading off it.*

This is Panak's throne room, with the two lower thrones being for his two wives. Briefly, Draycolicran used this as his own, but stopped doing so when he had retreated below, soon after becoming too large to fit in it anyway. 12 kobold warriors defend this area. There is nothing of any value here.

🐉 **1st lvl Kobold Warriors (12):** CR ¼; HD 1d8; hp 4 each; Init +1; Spd 30 ft; AC 15 (+1 size, +1 Dex, +1 natural, +2 leather armor), touch 12, flat-footed 14;

BAB/Grp +1/–4; Atk +1 melee (1d6–1/x3, spear) or +3 ranged (1d3-1, sling); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +2, Ref +1, Will –1; Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8.

*Skills and Feats:* Craft (trapmaking) +2, Hide +6, Listen +2, Move Silently +2, Profession (miner) +2, Search +2, Spot +2; Alertness.

*Equipment:* small spear, sling, 10 sling bullets, small leather armor.

## 9. Weasel Feeding Area (EL 4 or 0)

*An iron portcullis blocks the way ahead, beyond which can be seen what appears to be an empty natural cave that stretches into the darkness. The floor seems to be littered with gnawed bones. A winch is set into the wall on either side of the portcullis.*

A heavy iron portcullis denies access to this area. A winch is located on the wall next to the portcullis, both in the tunnel that gives access to this natural cave and in the cave itself. Using the winch to raise the portcullis requires a DC 10 Strength check, but can be fixed in place using a small metal pole in order to stop it from closing again.

Once access is gained, the passage opens into a natural cavern, where the ceiling rises to 20 feet at its center. The rough hewn floors (DC10 Balance check for running or charging) are scattered with bone that has been stripped clean of flesh. Teeth marks are clearly visible where the bones have been gnawed.

Any noise here is likely to alert the 2 dire weasels located in keyed area 10, as will the raising of the portcullis. Once alerted, the dire weasels will attack anything that is not a kobold.

## 10. Weasel Rearing Area (EL 4 or 0)

This natural cavern, 15 ft in height and with rough hewn floors (DC 10 Balance check for running or charging) is the home for 2 dire weasels who will attack anything that is not a kobold, assuming that they have not already been attracted by the raising of the portcullis (see keyed area 9). These vicious animals are well looked after by their kobold masters, but have lost none of their voracious appetite. A large bundle of straw and rags in the far end of the cavern are where these animals sleep and rest.

🐉 **Dire Weasels (2):** Medium animal; CR 2; HD 3d8; hp 13 each; Init +4; Spd 40 ft; AC 16 (+4 Dex, +2 natural), touch 14, flat-footed 12; BAB/Grp +2/+4; Atk +6 melee (1d6+3, bite); SA Attach, blood drain; SQ Low-light vision, scent; AL N; SV Fort +3, Ref +7, Will +4; Str 14, Dex 19, Con 10, Int 2, Wis 12, Cha 11.

*Skills and Feats:* Hide +8, Listen +3, Move Silently +8, Spot +5; Alertness, Stealthy, Weapon Finesse.

*Equipment:* none.

## 11. Water Area

This natural cavern, 15 ft in height and with rough hewn floors (DC 10 Balance check for running or charging) ends in a large, clear pool of water. Small blind fish can be seen swimming in the water, darting around with sudden bursts. Several wooden buckets are scattered around the floor, each with a length of rope attached to the handle. This area is used by the kobolds to collect water for the tribe, as well as acting as a watering hole for the dire weasels in keyed area 10.

## 12. Ga'qa's Chamber

*A large bundle of filthy, smelly furs and rags fill one corner of the room and an unlit torch is set in a bracket in the middle of one wall. A battered old wooden chest is set on the floor, next to the rags, its lid closed.*

This is the personal quarters of Ga'qa, Panak's personal bodyguard. He is rarely here, as is the case now, nearly always being found at the side of Panak (see keyed area 13, below). The bundle of rags is his bed. The chest is locked (hardness 5, hp 15, Break DC 23) – Ga'qa has the key – and contains 120 gp, 500 sp and 3800 cp.

## 13. Panak's Quarters (EL 6)

*Many animal furs and skins cover the floor of this cavern and a large bundle of them can be seen in an alcove in the far wall, forming what appears to be quite a luxurious bed. A wooden chest with slightly rusted iron bindings can also be seen in the alcove. Two unlit torches sit in sconces on either wall.*

This is the personal sleeping quarters of Chief Panak and his two wives, who also

act as the tribe witchdoctors and look after the healing and spiritual needs of the tribe. Along with Panak and his wives can also be found Ga'qa, Panak's bodyguard, and 4 kobold warriors.

Although Draycolicran has enslaved the kobold tribe, he decided to keep Panak as the tribe's chief after Panak quickly surrendered and threw himself at the mercy of the dragon. Although Draycolicran was of the mind to eat him, he decided instead to allow Panak to live, believing (rightly) that the tribe were more likely to bow down to him if they could see that the mighty Panak had already done so.

Although no longer in charge of his own destiny, Panak now commands the kobolds and sees the orders of Draycolicran acted upon. He both fears and despises Draycolicran, but is also aware that their chances of survival as a tribe are better with the dragon ruling over them. How long that remains the case, however, is difficult to gauge, as Draycolicran is both wicked and unpredictable.

The chest is locked (hardness 5, hp 15, Break DC 23) – Panak has the key – and contains 320 gp, an ornamental silver dagger worth 150 gp and two pouches, each of which contain 200 glass beads. Panak believes these to be valuable, though they are in fact completely worthless (Draycolicran, aware of their worthlessness, slyly allowed him to keep them as a *reward* for his loyalty).

*Battle Tactics:* Panak, Ga'qa and two kobolds will form the front line of a column (with Panak and Ga'qa in the center), stretching from wall to wall, with the remaining 2 kobolds standing behind them using their longspears to attack with reach. The

two wives will use their healing to keep the frontline standing (especially



Panak), but will also target the most dangerous looking opponents with their *cause fear* spells, if they are able to do so. Should the front column be broken, the kobolds at the rear will drop their longspear and use their normal spears instead, filling the space of their fallen comrades. The wives will only use their weapons if forced into melee combat.

☠ **1st lvl Kobold Warriors (4):** CR ¼; HD 1d8; hp 4 each; Init +1; Spd 30 ft; AC 15 (+1 size, +1 Dex, +1 natural, +2 leather armor), touch 12, flat-footed 14; BAB/Grp +1/-4; Atk +1 melee (1d6-1/x3, spear) or +1 melee (1d6-1/x3, longspear) or +3 ranged (1d3-1, sling); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +2, Ref +1, Will -1; Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8.

*Skills and Feats:* Craft (trapmaking) +2, Hide +6, Listen +2, Move Silently +2, Profession (miner) +2, Search +2, Spot +2; Alertness.

*Equipment:* small spear, small longspear\*, sling, 10 sling bullets, small leather armor.

\*Only two kobolds have small longspear.

☠ **Ga'qa:** 5th level Kobold Warrior; CR 2; HD 5d8+5; hp 38; Init +3; Spd 20 ft; AC 18 (+1 size, +3 Dex, +1 natural, +3 Hide), touch 13, flat-footed 15; BAB/Grp +5/+2; Atk +8 melee (1d6+1/19-20, masterwork short sword) and +7 melee (1d3+1/19-20, dagger) or +9 ranged (1d3+1, sling); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +5, Ref +4, Will +2; Str 12, Dex 17, Con 12, Int 8, Wis 12, Cha 8.

*Skills and Feats:* Craft (trapmaking) +1, Hide +7, Intimidate +7, Profession (miner) +3, Search +1; Two Weapon Fighting, Weapon Finesse.

*Equipment:* small masterwork short sword, small dagger, sling, 1d10 sling bullets, small hide armor, key (to chest in keyed area 12).

☠ **Panak's Wives (2):** 4th lvl Kobold Adepts; CR 1; HD 4d6; hp 16 each; Init +1; Spd 30 ft; AC 13 (+1 size, +1 Dex, +1 natural), touch 12, flat-footed 12; BAB/Grp +2/-4; Atk +1 melee (1d6-2/x3, spear) or +4 ranged (1d3-2, sling); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +1, Ref +2, Will +5; Str 6, Dex 13, Con 10, Int 9, Wis 14, Cha 8.

*Skills and Feats:* Concentration +2, Craft (trapmaking) +1, Heal +4, Profession (miner) +3, Search +3, Spellcraft +1; Spell Focus (necromancy), Greater Spell Focus (necromancy).

*Equipment:* spear, sling, 10 sling bullets, gold chain worth 30 gp each.

*Spells Known:* (3/3/1, save DC 12 + Spell Level): 0 – *cure minor wounds, guidance, touch of fatigue*\*; 1st – *bless, cause fear*\*, *cure light wounds*; 2nd – *cure moderate wounds*.

\* +2 on all DCs for necromancy spells.

☠ **Chief 'Wildbear' Panak:** 4th lvl Kobold Fighter; CR 4; HD 4d10+12; hp 45; Init +2; Spd 20 ft; AC 21 (+1 size, +2 Dex, +1 natural, +6 splint mail, +1 light spiked wooden shield), touch 13, flat-footed 19; BAB/Grp +4/+3; Atk +8 melee (1d4+5/19-20, masterwork short sword) and +6 melee (1d3+3/x2, light spiked shield) or +7 ranged (1d3+3, sling); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +6, Ref +2, Will +3; Str 16, Dex 15, Con 16, Int 10, Wis 14, Cha 14.

*Skills and Feats:* Climb +6, Craft (trapmaking) +2, Intimidate +9, Profession (miner) +4, Search +2; Improved Shield Bash, Power Attack, Two Weapon Fighting, Weapon Focus (short sword), Weapon Specialization (short sword).

*Equipment:* small masterwork short sword, small spiked light wooden shield, sling, 10 sling bullets, small hide armor, key (to the chest in the alcove), gold necklace with jade inlay worth 150 gp, *ring of climbing*.

## 14. Main Kobold Area (EL 5.5)

*The smoke blackened roof of this large cavern has been hewn into a dome, which peaks at 25 feet in height at the center. Several tiny holes continue upwards to form chimneys, which obviously funnel the smoke out of the cavern. Large, natural columns support the weight of the ceiling and a fire pit, which is surrounded by rough and dirty cooking utensils and pots, dominates the center of this chamber. Scattered around the walls are a large number of bundles of furs and rags. Skins cover some parts of the floor and walls and torches in brackets are set into the walls, many of which are lit.*

This is the main kobold area, where the majority of the tribe lives, sleeps and eats. The bundles of furs and rags are where they sleep and the fire pit, which is kept burning at all times, is where the food is prepared and cooked. There are some 20 adult kobold warriors here, with another 60 non-combatants, including young and old.

If strangers or enemies access this chamber, it will be evacuated. Of the 20 kobold warriors located here, 10 will immediately move against the intruders, including Hajdunac, the kobold sorcerer, who will support them with his magic. The remaining 10 kobold warriors and the 60 non-combatants will filter out the safest exit and make a hasty retreat from the warren, with the warriors acting as their defense (they will find a safe-haven in the mountains somewhere, until it is safe to return). Eggs (which are kept warm in the bundles of fur and rags that also act as their beds) will be collected and taken with them, if possible. The evacuation will take 1d4+2 rnds to complete.

If attacked, the noncombatants are virtually at the mercy of their enemies and represent no real threat, so have no xp value.

There is very little of value here, as the kobolds are



very poor and what little they did have was mostly taken by Draycolicran. Searching through the bedding will reveal a total of 1d3x500 cp, but little else besides personal possessions that have been left behind in the panic. It is also likely that a search will reveal any of the eggs that were not taken during the evacuation. This is likely to be only 1 or 2 in number, as at any one point there will only be half a dozen or so and the kobolds will be keen to take away with them as many as they can.

✱ **1st lvl Kobold Warriors (20\*):** CR ¼; HD 1d8; hp 4 each; Init +1; Spd 30 ft; AC 15 (+1 size, +1 Dex, +1 natural, +2 leather armor), touch 12, flat-footed 14; BAB/Grp +1/-4; Atk +1 melee (1d6-1/x3, spear) or +3 ranged (1d3-1, sling); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +2, Ref +1, Will -1; Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8.

*Skills and Feats:* Craft (trapmaking) +2, Hide +6, Listen +2, Move Silently +2, Profession (miner) +2, Search +2, Spot +2; Alertness.

*Equipment:* small spear, sling, 10 sling bullets, small leather armor.

\* Only 10 will stand and fight, along with Hajdunak, while the remaining 10 will help the kobold non-combatants escape.

✱ **Hajdunak:** 2nd lvl Kobold Sorcerer; CR 2; HD 2d4; hp 6; Init +1; Spd 30 ft; AC 13 (+1 size, +1 Dex, +1 natural), touch 12, flat-footed 12; BAB/Grp +0/-6; Atk -2 melee (1d6-2/x3, spear) or +2 ranged (1d3-2, sling); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +0, Ref +2, Will +1; Str 6, Dex 13, Con 10, Int 9, Wis 8, Cha 13.

*Skills and Feats:* Concentration +1\*, Craft (alchemy) +3, Craft (trapmaking) +1, Profession (miner) +1, Search +1, Spellcraft +0; Combat Casting.

*Equipment:* spear, sling, 10 sling bullets.

*Spells Known:* (6/5, save DC 11 + Spell Level): 0 – daze, detect magic, mending, ray of frost, read magic; 1st – mage armor, magic missile.

\*+5 when casting on the defensive.

✱ **1st lvl Kobold Commoners (60):** CR 0 (no xp value); HD 1d4-1; hp 1 each; Init +1; Spd 30 ft; AC 13 (+1 size, +1 Dex, +1 natural), touch 12, flat-footed 12; BAB/Grp +0/-6; Atk -1 melee\* (1d2-2/x2, unarmed attack) or +1 ranged (1d2-2, sling); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +2, Ref +1, Will -1; Str 7, Dex 13, Con 8, Int 8, Wis 9, Cha 8.

*Skills and Feats:* Craft (trapmaking) +1, Hide +5, Listen +1, Profession (all kinds) +5, Search +1, Spot +1; Alertness.

*Equipment:* none.

\* an unarmed attack provokes an attack of opportunity.

## 15. Stairs Down

These roughly cut stairs lead steeply down 70 feet to the second level of the kobold warren and Draycolicran's lair (see *Panak's Warren Level 2: Draycolicran's Lair*, keyed areas 21 to 29, for details).

## 16. Alchemist Area

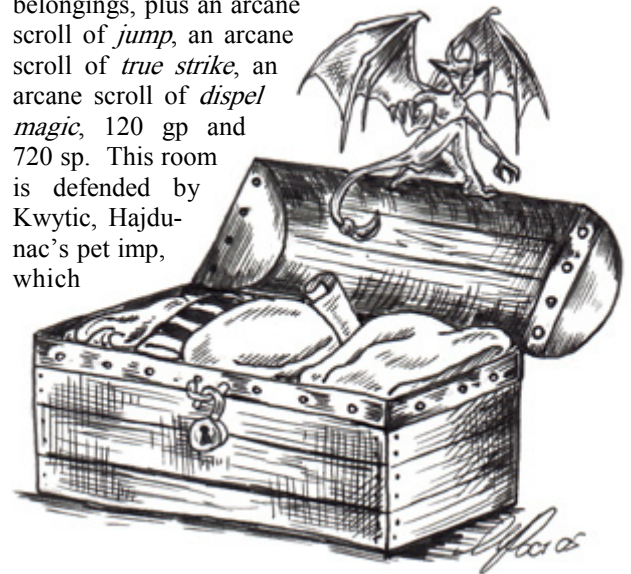
*A wooden table runs down the entire length of the east wall and is covered in a chaotic mess of jars, jugs, vials and pots, many full of strange looking materials and substances. An array of crude chemistry paraphernalia is also stored haphazardly on the table.*

This is the alchemy room where the sorcerers do their work. Although rustic and crude, it is nonetheless an effective alchemist's lab. Anyone using this lab while making any Craft (alchemy) checks gains a +2 circumstance bonus on their roll. There are also enough materials here to put together 4 spell component pouches. A DC 14 Search check will reveal 5 pearls worth 100 gp each, 2 flasks of alchemical fire, 1 smokestick and 5 tindertwigs. There are also 2 *potions of cure light wounds*.

## 17. Hajdunac's Quarters (EL 2)

*Two bundles of furs and skins are set against the wall, opposite which is a wooden chest, its lid wide open. A tiny winged creature with a barbed tail sits atop the open lid of the chest.*

This is the sleeping quarters of the tribe's sorcerers. Hajdunac is located in keyed area 14, where he will help defend the kobold non-combatants to escape. The second sorcerer was encountered in *The Cult of Fane* while on patrol whilst out raiding for Draycolicran, so is also not here (should he have escaped that encounter, the GM should decide whether or not to place him here). The open chest contains a number of personal belongings, plus an arcane scroll of *jump*, an arcane scroll of *true strike*, an arcane scroll of *dispel magic*, 120 gp and 720 sp. This room is defended by Kwytic, Hajdunac's pet imp, which



will attack anything that does not resemble a kobold, using its *invisibility* spell-like ability to get around the battlefield undetected.

✠ **Kwytic the Imp:** Tiny outsider; CR 2; HD 3d8; hp 13; Init +3; Spd 20 ft., fly 50 ft. (perfect); AC 20 (+2 size, +3 Dex, +5 natural), touch 15, flat-footed 17; BAB/Grp +3/-5; Atk +8 melee (1d4 plus poison, sting); SA Poison (Fort save DC 13 or 1d4 Dex initial, 2d4 Dex secondary), spell-like abilities; SQ Alternate form, damage reduction 5/good or silver, darkvision 60 ft., fast healing 2, immunity to poison, resistance to fire 5; AL LE; SV Fort +3, Ref +6, Will +4; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14.

*Skills and Feats:* Diplomacy +8, Hide +17, Knowledge (the planes) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +7, Survival +1 (+3 following tracks); Dodge, Weapon Finesse.

*Equipment:* none.

## 18. Storage Area

*Piles of wood, rags, pots, jugs, crates and barrels are stacked haphazardly around the walls of this room.*

This is the main storage area for the warren. Amongst the pile of firewood, rags and pots and pans can be found a number of items, including 10 torches, 1 barrel of oil (contains 50 pints) and 3 50-foot lengths of hemp rope. There are also picks, shovels, buckets, ten small short swords forged in their own smithy, 10 rough cut small light wooden shields and 5 sets of small leather armor, plus 30 days of trail rations. There is also enough fresh food here to last for several days (before it starts going off).

## 19. Smithy (EL 2)

*A large roaring furnace has been cut into the rock in the north wall, with a large set of bellows hanging on the wall next to it. Several anvils stand in the middle of the hot chamber and a large water trough is located at the east end the room. Buckets of water are scattered around, along with buckets filled with a number of strange substances. A kobold, with his back to you, constantly hammers on a glowing piece of metal, apparently oblivious to your presence.*

This is where the kobold smithy makes the weapons and other metal goods for the tribe. As well as water, the buckets also contain iron ore, chalk and limestone. The smithy is completely deaf and will remain oblivious to any intruders until attacked or alerted. He will then attack with the red hot metal object, which is in fact a partially constructed short sword and which counts as an improvised weapon (this has already been factored into the smithy's stats), which in its present state is big enough to wield two-handed.

There are a number of rough, though usable, spears and short swords (all small sized), but nothing of any value.

A large four-pronged circular winch is set into the wall near the portcullis (though not near enough to reach it from behind the bars!) and is used to reset all of the portcullis' in keyed area 3. It requires a DC 22 Strength check to raise the portcullis, however, though up to two medium or three small sized creatures can help to assist (which is, of course, how the kobolds manage the task when they are required to).

There is nothing of any value here.

✠ **Kobold Smithy:** 3rd level Expert, 1st level Warrior; CR 2; HD 3d6+9 plus 1d8+3; hp 34; Init -2; Spd 30 ft; AC 16 (+1 size, +2 Dex, +1 natural, +2 leather apron), touch 13, flat-footed 14; BAB/Grp +3/+3; Atk +4 melee (1d3+6 plus 1d4 fire damage/x2, red hot partially shaped short sword); SQ Darkvision 60 ft., deaf\*, light sensitivity; AL LE; SV Fort +8, Ref +2, Will +2; Str 18, Dex 15, Con 16, Int 8, Wis 8, Cha 6.

*Skills and Feats:* Bluff +4, Climb +5, Craft (blacksmith) +5, Craft (trapmaking) +1, Gather Information +4, Hide +5, Intimidate +7, Profession (miner) +1, Search +1, Sense Motive +8; Great Fortitude, Skill Focus (Sense Motive).

*Equipment:* small leather apron.

\* automatically fails all Listen checks and -4 on initiative rolls (factored in).

## 20. The Road Continues

This rocky path continues onwards, taking a sharp turn around several impassable rocky outcrops and circumnavigating other natural hazards, where possible. Those who follow this path will eventually arrive at the east face of Mount Fane, where the journey to the summit is easiest (this section of the adventure is fully described in *The Tower of Fane*, the final part of *The Last Mage of Mount Fane* trilogy).

## Level 2: Draycolicran's Realm

The keyed areas described below refer to the *Panak's Realm: Level 2 – Draycolicran's Lair* map.

The lower level of the kobold warren was discovered during excavations aimed at extending the size of the warren. To the kobold's surprise, they found a large chamber that had been hewn out of the rock long ago, but which was now in a very poor state. Several corridors and rooms, now filled with rubble, intimated that this was once a much larger and grander affair. Draycolicran had soon moved down here, taking it as his own, and has half-hearted plans of having the kobolds extend it even further.

In fact, this entire level was constructed a thousand years ago by the minions of Fane and was where his



kobold armies were stationed prior to passing through the portal which was located here and which gave access to those portals he had created for the cities of the south. The large central chamber, where Draycolicran has made his lair (see keyed area 22), is nearly all that remains of the vast complex, with the mountains having collapsed on top of most of it. The central remaining chamber was in fact where the portal itself was located, which was destroyed by King Fenamir II after the defeat of Fane and his armies.

Although not much remains, the ancient complex of tunnels and rooms was in fact vast, with large chambers for the kobold armies, as well as for those that were required to feed them and maintain order. Should any time be taken to dig out the tunnels, it is likely to only lead to further dangerous rock falls. However, if enough time is invested in this endeavor, some pockets are likely to remain where rooms and corridors have survived, mostly intact.

The exact nature of these surviving rooms, their contents and what they may be inhabited with is left entirely up to the GM and could easily be expanded to form a much larger complex of chambers should the GM so wish.

## 21. Stairs Up

These roughly cut stairs lead up steeply for 70 feet to the first level of the kobold warren and Panak's Realm (see *Level 1: Panak's Realm*, keyed areas 1 to 20, for details).

## 22. Ancient Portal Chamber (EL 6)

*A vast chamber emerges from the darkness before you, the vaulted roof rising up to fifty feet high at its center. Much of the plaster has long since fallen from the walls, forming heaps now strewn across the floor, but where it remains it is obvious that this was once a grand hall of some kind, as exquisite patterns and decorations are still clearly visible. A number of huge columns stretch up to support the roof, though most are now in a pretty poor state, some having large cracks running down them, and one has actually collapsed and now lies amidst the debris on the floor.*

*An enormous statue of a bearded old man dressed in robes and holding a quarterstaff can be seen in the southeast corner, though like much else here it is badly damaged, with parts of it having broken off. Several large sections of the roof have also fallen and can now be seen scattered around as huge boulders, having formed large craters in the floor where they landed. The once beautiful mosaic floor is now smashed and strewn with rubble and large pieces of debris.*

This enormous chamber was once the Grand Hall that housed the portal through which Fane sent his armies into the hearts of his enemies' cities. Beautifully rendered in highly decorated plaster walls and a mosaic floor, it was destroyed when Fane was defeated and now lies in ruins. Lying hidden in the darkness for over

a thousand years, it was rediscovered by the kobolds during their excavations of their warren, who have since built a rough set of steps down to it, at the behest of Draycolicran, who has now taken this area to be his own personal kingdom.

Although there appear to be a number of exits leading from this chamber, there is in fact only one – the stairs that access the kobold warren above. All the others have been blocked by tons of debris that have collapsed into them and which are now completely impassible. There are two statues, flanking the sunken portal area, which is accessed via a sloping ramp (see keyed area 23 for precise details). They are both of the same figure, in the same pose, of an old bearded wizard wearing flowing gowns and holding a quarterstaff in one hand. A DC 20 knowledge (religion) or DC 15 Knowledge (history) check will reveal this to be Fane himself, watching sternly over the smashed portal.

Movement around the chamber is partially restricted, due to the loose rubble that is strewn across the floor, meaning that it is not possible to run and a DC 10 Balance check is required for a charge (failure means they cannot charge for that round, though may still otherwise act normally). The larger objects that are found on the floor of the chamber, such as large boulders that have fallen from the ceiling, large heaps of rubble and collapsed pillars, are clearly shown on the map of this area and the GM should allow players to use these in any reasonable way, applying penalties and bonuses as befits the situation.

Although Draycolicran's actual bed is located to the rear of what now remains of the portal (see keyed areas 23 and 24), he will battle with his enemies in this chamber, where he can take wing and fly above the heads of his opponents, breathing his icy breath upon them. He is still too young and inexperienced to have done much to defend his lair, relying upon the kobold warriors to act as a first line of defense and fight off most foes. Nonetheless, he is a dangerous and cunning opponent and he will use all his abilities to bring about victory.

Anyone who takes a closer look at what remains of the plaster on the walls will clearly be able to see faded murals and images of some kind. A DC 15 Spot check will reveal kobolds to be a popular theme, along with what appears to be an old wizard (who is, in fact, Fane). The outline of a black tower can also be seen in some of the remaining images. A slope gives access to the portal area, which is situated in a sunken section of the chamber (see keyed area 23 for precise details).

*Hazards of combat within the chamber.* Although the chamber looks pretty stable, this is not actually the case and any combat will seriously test the structures that remain. Particularly vulnerable are the columns and statues, which may well collapse if struck with too much force, and the roof, from which large sections are liable to fall.

Any area affect spells – such as *fireball* – are likely to cause damage to the structure itself. When calculat-

ing the normal damage, take into consideration any objects that may also be affected and also calculate the damage for these. As unattended objects, they do not get a saving throw of any kind.

*The Roof.* Any damage to the roof that exceeds 15 hit points of damage from a single attack will cause a section of the damaged roof to crash to the floor. This will affect 1d3+1 adjacent 5-foot squares (of a shape of the GMs choosing – this could either be in the form of one large section or lots of brick-sized chunks) and have the following features: +12 melee attack on all those within its area, causing 2d6 points of damage (no save). Should the damage from a single attack cause more than 30 points of damage to the roof, the area affected is increased to 2d4+2 adjacent 5-foot squares.

*The Columns.* The columns are also vulnerable and likely to collapse if struck for enough damage. Each column has a radius of 2½ feet and has the following characteristics: Hardness 5, hit points 50 (this is less than usual, but takes into account their weakened state). Should any column be reduced to 0 or less hit points, it will collapse. You must first check to see what direction the column will fall in (roll a d8 with 1 equal to north, 2 equal to north east and so forth). Each column will affect an area equivalent to a 30 feet cone from the base of the column (as it breaks up into many pieces), in the direction indicated by your roll. It hits all those within that area with a +15 melee attack, doing 4d6 points of damage to each (no save).

*The Statues.* The statues will act similarly to the columns when damaged, but with a few differences. A statue has the following characteristics: each has a radius of 6 feet, Hardness 5 and 40 hit points and will collapse if they are reduced to 0 or less hit points. A statue will always fall in a westerly direction (that is, away from the wall) and will affect an area equivalent to a 30 feet cone from its base. It hits those within that area with a +15 melee attack, doing 4d6 points of damage to each (no save). Should a statue take at least 20 hit points of damage from a single attack, a part of it will break off (an arm, head, quarterstaff, and so forth) and crash to the floor, affecting the two adjacent squares directly in front of the statue and striking anyone in that area with a +12 melee attack for 2d6 points of damage (no save).

Remember, Draycolicran's breath weapon will count as damage to the columns, statues and roof, should it strike them. Arrows and bolts will also cause damage, though this is likely to be minimal. Should anyone strike a column with a melee weapon for any reason, the damage should be added. It should also be kept in mind that if Draycolicran is within the affected area of falling debris or collapsing columns, he will also take damage if struck, though it will not affect his ability to fly, should he be doing so at the time.

*Tips for playing Draycolicran.* Although he may think otherwise, Draycolicran is still young and has much to learn. Nonetheless he knows this chamber well

and will use it to the best advantage he can and will prefer to fight from the air to weaken his opponents before landing to finish them off. Initially, after having taken to the air, he will use his *fog-cloud* spell-like ability to fill the center of the chamber with fog. As he is able to use this ability 3 times per day, he will use it again if necessary. From above, he will then use his blindsense ability to locate his targets and use his breath weapon, either hovering above them or using his Fly-By Attack. On rounds when he cannot use his breath weapon, he will instead use his Fly-By Attack feat to dive down and attack his enemies. If possible he will always choose targets within the fog cloud.

When in the air, there are still obstacles that need to be overcome – such as the columns – but being of only medium size and having the Wingover feat means that he is pretty nimble and should have few problems in this department.

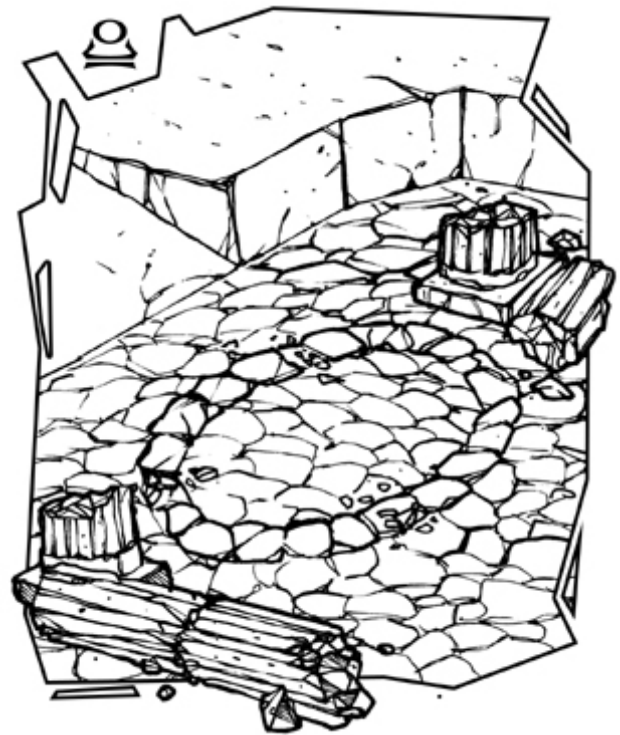
After two or three attacks in this fashion, Draycolicran will attempt to select an isolated target (hopefully still in the fog cloud) and land in order to vent his full anger on them, in the form of a melee attack. He will continue his attack until his victim is either dead or until the victim's comrades turn up in support, in which case he will once again take to the air and use his breath weapon and Fly-By Attack tactics. If at any time he considers his life is under threat, he will immediately take to the air.

Should anyone use any fire against him, Draycolicran will become enraged and target those individuals more than the others. If they become isolated, he will almost certainly land and attack them.

If the situation becomes perilous for Draycolicran – that is, his hit points drop below 25% - he will make a quick assessment of the position. If he believes his opponents are weak – that is, weaker than he is – he will likely fight on in the hope of defeating them. However, should his opponents look too strong, he will attempt to use his hoard to buy his way out, offering gold in return for a safe passage. If the deal is accepted, he will leave, but only until his health is recovered, after which he will seek those that humiliated him in order to exact his revenge. If the deal is not accepted, he will fight to the death.

*XP Adjustment:* if Draycolicran is defeated in his own lair, give the PCs an additional 50% xp more than they would ordinarily get for this encounter, as it will represent a significant victory.

✱ **Draycolicran:** Juvenile White Dragon; Medium dragon; CR 6; HD 12d12+24; hp 102; Init +4; Spd 60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.; AC 21 (+11 natural), touch 10, flat-footed 21; BAB/Grp +12/+15; Atk +15 melee (1d8+3, bite) and +13 melee (1d6+1, 2 claws) and +13 melee (1d4+1, 2 wings); SA Breath weapon (30 ft. cone of cold, 4d6 cold damage, DC 18 Ref for half, 1/1d4 rnds); SQ Blindsight, darkvision 120 ft., *fog cloud* 3/day, icewalking, immunity to



cold, immunity to *sleep* and paralysis, keen senses, vulnerability to fire; AL CE; SV Fort +10, Ref +8, Will +8; Str 17, Dex 10, Con 15, Int 8, Wis 11, Cha 8.

*Skills and Feats:* Concentration +11, Diplomacy +7, Hide +8, Knowledge (history) +1, Listen +15, Search +14, Sense Motive +5, Spot +15; Fly-By Attack, Hover, Improved Initiative, Multiattack, Wingover.

*Equipment:* none.

### 23. Smashed Portal

*A stone ramp leads down to a sunken area, some 5 feet below the level of the rest of the floor. On the floor opposite can clearly be seen a full circle of red floor tiles, flanked by two broken columns, both laying smashed in several pieces. Small chunks of debris and dust are scattered everywhere and the red tiles have been badly damaged and many are missing. The intricate nature of the columns, despite their present condition, is still immediately obvious. To the north east, just to the rear of the floor circle, can be seen a ditch or crater of some kind.*

The circular area and stone columns once framed the shimmering portal that was here, but which was dispelled long ago with powerful arcane magic. The columns are badly damaged, but still show some signs of their intricate nature, with segments of delicately carved stone vine and grape still visible in a few places. Mostly, however, the decoration is either badly damaged or gone entirely. The red tiles that form the circle are also in a poor state, with many missing and many others smashed. This area no longer has anything special about it and does not radiate magic.

This whole area is set 5 feet below the main floor level, with a stone ramp leading down into it. The sides of this sunken area were once highly decorated, but much of the plaster has fallen off and the paint badly faded. There is nothing of any value here, though the crater is where Draycolicran has made his bed (see keyed area 24).

## 24. Draycolicran's Bed of Gold

*A large crater, around 10-feet deep, has cut right through the floor and even carved out a section of the wall, creating a cozy alcove. There is no obvious way down, but at the bottom can be seen a layer of glittering coins and objects in the form of a bed of treasure. Gold, Reds, pinks and blues sparkle and glisten in the light and your eyes goggle at the hoard before you.*

This is Draycolicran's bed of gold, where his entire hoard is kept and where he sleeps. The bottom of the crater is 10 feet down and requires a DC 15 Climb check or some other method to get down to.

Once there, however, the hoard includes the following items: 400 gp, 1000 sp, 15000 cp, 10 pieces of polished oval banded agate worth 10 gp each, 50 lapis lazuli beads worth 2 gp each, 2 blood stone cameos worth 30 gp each, 1 mixed cut pendeloque citrine worth 50 gp, 1 cabochon red garnet worth 100 gp, 1 pink freshwater pearl worth 150 gp, 2 gold bracelets worth 30 gp each, an ivory statue of a dwarf worth 30 gp, a pair of silver earrings worth 30 gp, a silver plate worth 30 gp, a beautifully carved silver chalice worth 50 gp, a gold goblet worth 50 gp, a gold figurine of an eagle worth 50 gp, a small gold crown worth 100 gp, 2 *potions of endure elements*, 2 *potions of resist energy 10 (fire)*, a *potion of shield of faith +2*, a *potion of cure moderate wounds*, a *potion of water breathing*, a *wand of cure light wounds* (35 charges, CL1), *bracers of armor +1*, a *pearl of power (1st)* and 5 *arrows +1*.

## 25. Blocked Exit

*A huge stone door, with decorative bas-relief having been carved into it, lies partially open, while a second lies on the floor, badly cracked. Beyond, the tunnel doesn't extend very far before what was obviously a wide passage is completely blocked by fallen rock.*

Of the two huge stone doors that once controlled access to the portal chamber, one now lies partially smashed on the floor. The other remains in place, though is stuck. The bas-relief carvings are of kobold warriors in scenes of war, but many are chipped or worn away and large cracks run down both sections of the door.

The tunnel beyond the door, which once gave access to further chambers and also to the main entrance through which kobolds came to make their way to the

portal, is now completely blocked, having been destroyed after Fane's defeat and his retreat to the tower. All of the tunnels after this point are completely blocked and impassible, with much of the rock having fused into a solid mass over the centuries.

There is nothing of value here.

## 26. Intact Room

The wooden door to this room is still intact, though is slightly the worse for wear and stuck solid (hardness 3, hit points 15, Break DC 23).

*This rooms remains in relatively good condition, though the plaster has cracked and in many places has fallen to the floor. Several small pieces of debris have also fallen from the roof, one large piece having smashed a wooden table, which now lays on the floor, broken. A wooden door stands intact opposite.*

This room is completely empty. The second door leading into the corridor is much like that which gave access to this room, being firmly stuck in place (hardness 3, hit points 15, Break DC 23).

## 27. Partially Collapsed Room (EL 3)

The wooden door to this room is still intact, though is slightly the worse for wear and stuck solid (hardness 3, hit points 15, Break DC 23).

*The far end of this room has entirely collapsed and is now consumed by a large pile of rubble. Loose debris is scattered around the otherwise empty room.*

Hiding in the rubble is a minor xorn, which will attempt to surprise anyone who comes into this room who is carrying any precious metals or minerals, which it will eat, if possible. The rubble is dense and impenetrable and whatever lays beyond is entirely destroyed. There is nothing of value here.

**Xorn, Minor (1):** Small Outsider; CR 3; HD 3d8+9; hp 22; Init +0; Spd 20 ft., burrow 20 ft.; AC 23 (+1 size, +12 natural), touch 11, flat-footed 23; BAB/Grp +3/+1; Atk +6 melee (2d8+2, bite) and +4 melee (1d3+1, 3 claws); SQ All-around vision, earth glide, damage reduction 5/bludgeoning, darkvision 60 ft, immunity to cold and fire, resistance to electricity 10, tremorsense 60 ft.; AL N; SV Fort +5, Ref +3, Will +3; Str 15, Dex 10, Con 15, Int 10, Wis 11, Cha 10.

*Skills and Feats:* Multiattack, Toughness.

*Equipment:* none.

## 28. Small Room

The wooden door to this room is still intact, though is slightly the worse for wear and stuck solid (hardness 3, hit points 15, Break DC 23).

*A small, badly damaged room is revealed, with both the walls and ceiling having collapsed in many places, forming large piles of rubble on the floor.*

This room is completely empty.

## 29. Destroyed Room

*This area was obviously once a room, but part of one wall has collapsed entirely, giving access to the main chamber beyond. Piles of rubble are strewn across the floor, both from the collapsed wall and from the roof. Although the doorway remains mostly intact, the door itself is missing.*

This room is completely empty.

## Concluding This Adventure

### Success

Reaching the foot of Mount Fane is in itself a fine achievement, with the journey around the mountain and the ascent to the top, and the Tower of Fane itself, fully described in the third and final part of the trilogy, *The Tower of Fane*.

However, the real success for this phase of the trilogy is the defeat of Panak and his kobold tribe and the discovery of what lies behind the attacks on merchants who use the mountain road: Draycolicran. Defeating Draycolicran in his lair will be tough to achieve, but would mark a successful conclusion to *The Shadow of Fane*, with the defeat of the kobold tribe that helped start the rumors of Fane's imminent return.

Defeat of the kobolds and Draycolicran would see the mountain road open once again for the merchants of Olthorn to make their long journey to the City of Karnish, often via Mazula, restoring both confidence and essential trade to the local area once again and helping, slowly, to stop the rumors of Fane's imminent return from circulating.

### Failure

Failure to defeat either the kobolds or Draycolicran, or both, would leave the mountain road shut, the economy stretched, and the nerves of the local populace frayed, as rumors of Fane's return would continue to grow. Indeed, it is likely, in the event of Draycolicran's survival, that there would likely be very serious consequences to Mazula and the other communities local to that area of the Great Barrier Mountains.

Should Panak remain alive, but Draycolicran killed, he will set about gathering the remnants of his tribe and start to rebuild. Hardship is nothing to Panak and he will continue his struggle to establish a tribe of his own. Attacks will initially decrease, but when their numbers

had been sufficiently recovered, the attacks would begin afresh, with Panak remembering fondly the large quantities of loot that they managed to procure for Draycolicran from the merchants who passed that way. Of course, with less people using the road, it is almost certain that the kobolds will spread further afield, as far as Mull and maybe even Mazula and the other local communities.

Should both Panak and Draycolicran survive, little will change, with Draycolicran continuing to live a comfortable life with the kobolds doing his bidding. As the wealth coming from the road dried up, however, it is likely that the kobolds would have to journey further afield to appease the wicked white dragon.

In the event of the kobolds being wiped out, but Draycolicran surviving, it won't be long before he begins to menace the local communities around the mountains. Soon, as he grows into a young adult, he will become powerful enough to become a serious threat and will have no qualms in killing those who do not accede to his wishes. Indeed, he will even delight in killing those that do.

## Playing As a Stand Alone

This adventure is designed as the second in *The Last Mage of Mount Fane* trilogy, which includes *The Cult of Fane* and *The Tower of Fane*. However, this module can easily be adapted to run as a stand alone adventure with very few modifications on the part of the GM. Following are a few ideas to help you on your way, should you not wish to continue onto the third part of the trilogy.

### Starting the Adventure

The small village of Mazula sits near the southern tip of the Great Barrier Mountains, where the locals mine the stone quarry located there and around which the community has grown. Quiet and sleepy, little happens in Mazula and the people there have gone about their business undisturbed for hundreds of years. Recently, however, travelers along the old mountain path have been attacked and murdered by kobolds, their goods stolen, making the route to Olthorn a treacherous one and severely hampering trade. If this were not bad enough, six weeks ago a white dragon came to Mazula and killed some of the villagers, before demanding a weekly tribute of 1000 gp.

For the past six weeks the villagers have dug deep and paid up, with the money being collected in three weekly intervals by a band of kobolds, who seem to be in the service of the white dragon, which goes by the name of Draycolicran. Now, however, the villagers cannot afford the next payments and know that something must be done in order to avert the inevitable wrath of Draycolicran and the village's destruction.

Peyter Hirschon, the local cleric of the Holy Lodge of Ernenus, has decided to use his contacts to seek out a party of adventurers who will be prepared to undertake the journey into the mountains and find Draycolicran's lair and kill him, along with his kobold minions. A small reward of 500 gp each can be offered, plus the lure of Draycolicran's bed of gold.

Those hired by Peyter will be encouraged to make the journey to find the dragon, rather than waiting in Mazula in the hope that he will turn up there. The local council do not wish for a blood bath to occur within the village.

Reports from those who have made it along the mountain path suggest that the kobolds seem to be based somewhere along the base of Mount Fane – an enormous and rugged peak which was once said to be the home for an evil wizard who lived in a tower that was built upon its summit.

If those hired insist on waiting, a small party of kobolds will turn up to collect the tribute a few weeks later (see *Kobold Band*, below, for details). If they are captured, they will say anything they feel is most likely to get them released, lying through their teeth where necessary. They will also be only too happy to betray their tribe and tell of its location in the mountains, though will not act as guides. If forced to, they will lead those following them a merry dance until a chance to escape presents itself.

If the kobolds are killed, another group will turn up around three weeks later. If these are also killed, Draycolicran himself will make an appearance and look to destroy the village. However, if he is faced with an organized and strong opponent, he will immediately retreat and bide his time, hoping that any harmony between his opponents will eventually end. He may well even send a strong unit of kobolds to attack the village (this is entirely up to the GM to design and scale for this adventure).

### Mazula Details

**Population:** 220 (Human 82%, Halfling 10%, Dwarf 6%, Elf 1%, Other 1%)

**Gold Limit:** 100 gp (this is the price of the most expensive item available)

**Power Type:** Conventional (Village Council)

**Alignment:** Lawful Good

**Province:** Derron

**Provor\*** Lord Alemgor

**Significant Personages:** Yakkel Rilton (First Member of the Village Council), Asher Fey (Second Member of the Village Council), Yarak Hordul (Cleric of Mynax), Captain Karanag (Captain of the militia), Peyter Hirschon (Cleric of the Holy Lodge of Erenus).

\* The Provor rules the province through royal proclamation. Lord Alemgor lives in an estate in Lonvale.

The village of Mazula is mapped out and explored in the first part of this trilogy, *The Cult of Fane*.

## Running the Adventure

The adventure will mostly run as described throughout this module. However, some changes will be required to remove elements that are directly linked with the third part of the *Last Mage of Mount Fane* trilogy.

### *Chapter 1: The Journey Through the Mountains:*

Almost no changes are required to the encounters as written, as this section of the adventure deals with the journey to the kobold lair, where Draycolicran can also be discovered. The only change of any note worth mentioning here is for *Encounter Area E.12 Standing Stone*. Should you wish to continue with an adventure of your own making (the tower could be an old ruin, for example), then no changes are necessary. However, if you do not want any further adventure here, either change the text (to something that suits your game) or remove it all together.

*Chapter 2: Kobold Warren and Draycolicran:* Almost no changes are required in order to run this chapter of the adventure, with the kobold warren, Chief Panak and Draycolicran all ran as is. The only suggested change would be to have each of the billowing cloaks on the posts with cultist heads on them located at keyed area 1 (*Cliff Top and Entrance*) be different and have these represent non-related victims of the duels in the fighting pit, rather than cultists.

## Kobold Band (EL 35)

A kobold band consists of 10 kobold warriors and 1 gladiator kobold, who leads them. It takes them around three weeks to make the journey from their warren to Mazula, with the same again for the return journey. As such, Draycolicran sends out a party every weeks in order to keep the gold coming in. This also means that it will actually take *at least* six weeks, and in all likelihood even longer, before he is aware that there are any problems.

This will also have an impact on those that decide to sit tight in Mazula and wait for Draycolicran to arrive, as it could take as long as 3 months before he actually decides to act. Even then, this may be in the form of sending a large party of kobolds to threaten the villagers, rather than actually go along himself. The tactic of waiting, therefore, may be a long one.

✖ **1st lvl Kobold Warriors (10):** CR ¼; HD 1d8; hp 4 each; Init +1; Spd 30 ft; AC 15 (+1 size, +1 Dex, +1 natural, +2 leather armor), touch 12, flat-footed 14; BAB/Grp +1/–4; Atk +1 melee (1d6–1/x3, spear) or +3 ranged (1d3-1, sling); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +2, Ref +1, Will –1; Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8.

*Skills and Feats:* Craft (trapmaking) +2, Hide +6, Listen +2, Move Silently +2, Profession (miner) +2, Search +2, Spot +2; Alertness.

*Equipment:* small spear, sling, 10 sling bullets, small leather armor.



✱ **Kobold Gladiator (1):** 4th level Kobold Warrior; CR 1; HD 4d8; hp 21; Init +1; Spd 30 ft; AC 18 (+1 size, +1 Dex, +1 natural, +4 chain shirt, +1 light wooden shield), touch 12, flat-footed 17; BAB/Grp +4/-1; Atk +6 melee (1d6-1/19-20, short sword) or +6 ranged (1d3-1, sling); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +4, Ref +2, Will +0; Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8.

*Skills and Feats:* Craft (trapmaking) +2, Hide +7, Listen +2, Move Silently +3, Profession (miner) +1, Search +2, Spot +5; Alertness, Weapon Finesse.

*Equipment:* small short sword, sling, 1d10 sling bullets, small chain shirt armor.

*Success:* The most successful outcome is that the kobolds and Draycolicran are killed or chased off, relieving the threat of disaster from Mazula. This will allow the mountain road to open and resume normal traffic, which will see Mazula's economy slowly recover.

*Failure:* Should Draycolicran survive, he will almost certainly seek his revenge, both on Mazula and on those who tried to kill him (if they aren't already dead). Certainly, after recovering from any wounds, he will swoop down on Mazula and destroy it, killing all the folk of the village in a rage. With this done, it is likely that he will start raiding the nearby settlements and begin demanding tribute, thus beginning the cycle over again. Any surviving kobolds will continue to serve Draycolicran.

If Draycolicran is killed, but Panak survives, the kobolds will continue their attacks on those that use the mountain road, with Panak now lining his own bed, rather than Draycolicran's. It is possible, if they feel strong enough, that they may even venture down as far as Mazula and make raids against the outlying farms and even the quarry. Should they have sufficient success, they may well even attack the village itself.

## And Finally...

### Something About The Kyngdoms

We hope you have enjoyed this product every inch as much as we enjoyed writing it. Should you wish to continue this adventure, look for our forthcoming release *The Tower of Fane*, which completes the high adventure trilogy of *The Last Mage of Mount Fane*. Also look for the first part of the trilogy, *The Cult of Fane*.

Located in *The Kyngdoms Campaign Setting*, these adventures not only act as excellent introductions to the setting as a whole, but also highlight some of the rich flavor, excitement and depth that it has to offer. *The Kyngdoms Campaign Setting* is available as a PDF, as well as being available in a 8.5"x11" perfect bound book format. Please visit our website for more details.

*The Kyngdoms Campaign Setting* is also available, completely free of charge, on our website, where you will find a wealth of information to help increase your enjoyment of both the setting and gaming as a whole. Please to be sure to visit our website and forums, where you can drop us a line to leave your feedback. We really do like hearing from you!

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Please use these links to find out more about *The Kyngdoms Campaign Setting*:

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<http://www.thekyngdoms.com/forums/index.php>

The Kyngdoms PDFs:

[http://www.enworld.org/shop/index.php?do=publisher&publisher\\_id=33](http://www.enworld.org/shop/index.php?do=publisher&publisher_id=33)

[http://www.rpgnow.com/default.php?manufacturers\\_id=649](http://www.rpgnow.com/default.php?manufacturers_id=649)

<http://paizo.com/store/downloads/theKyngdoms>

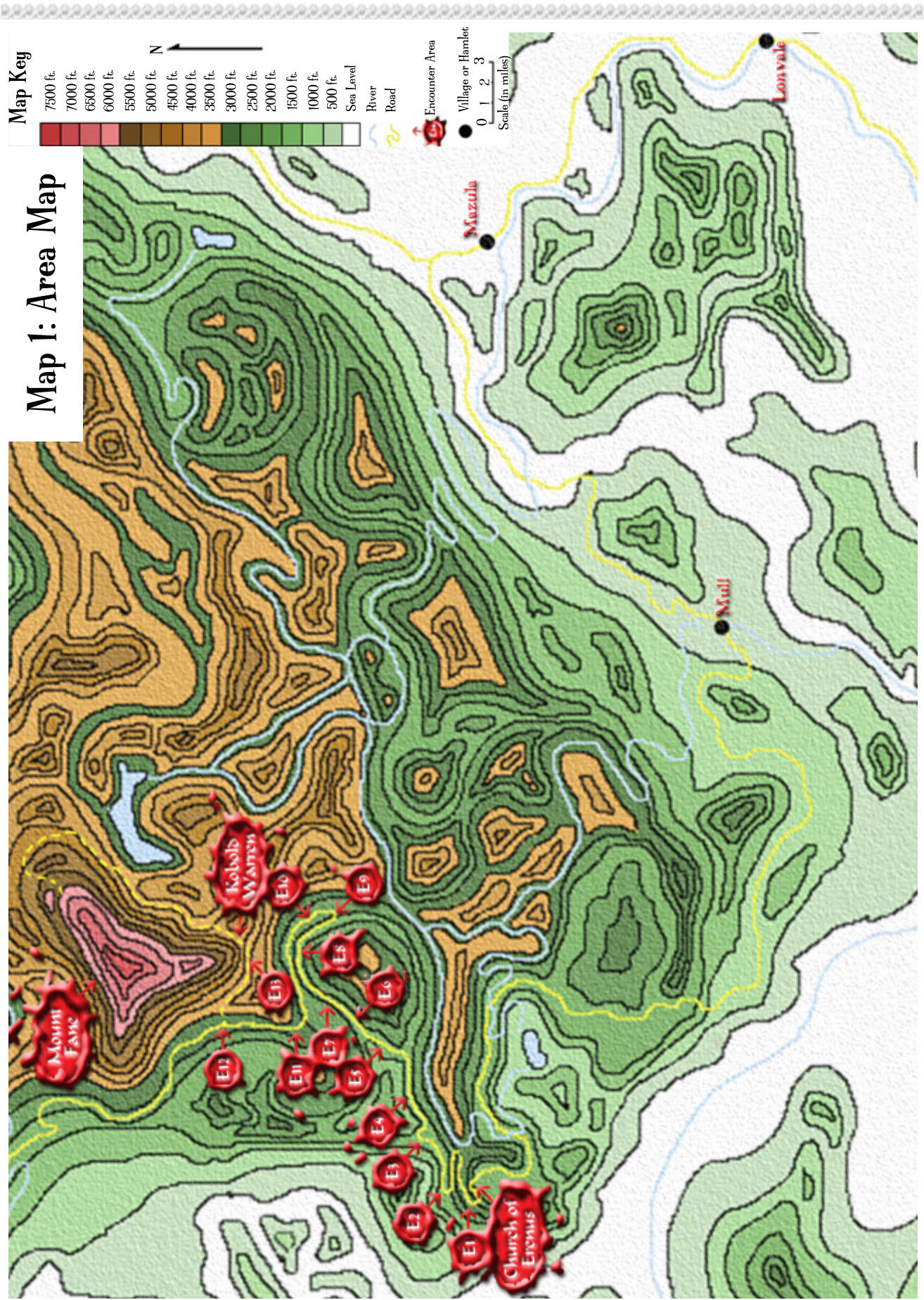
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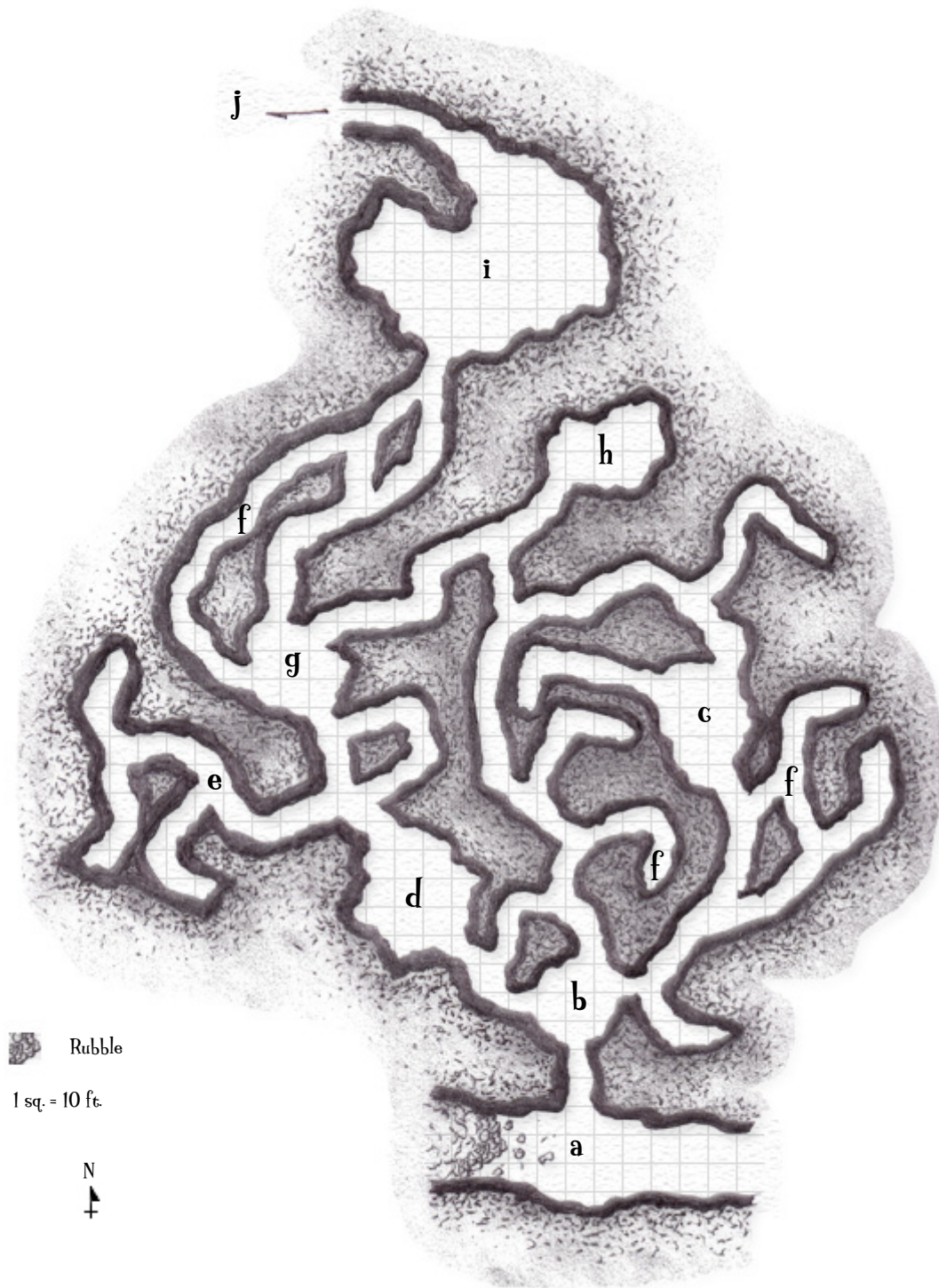
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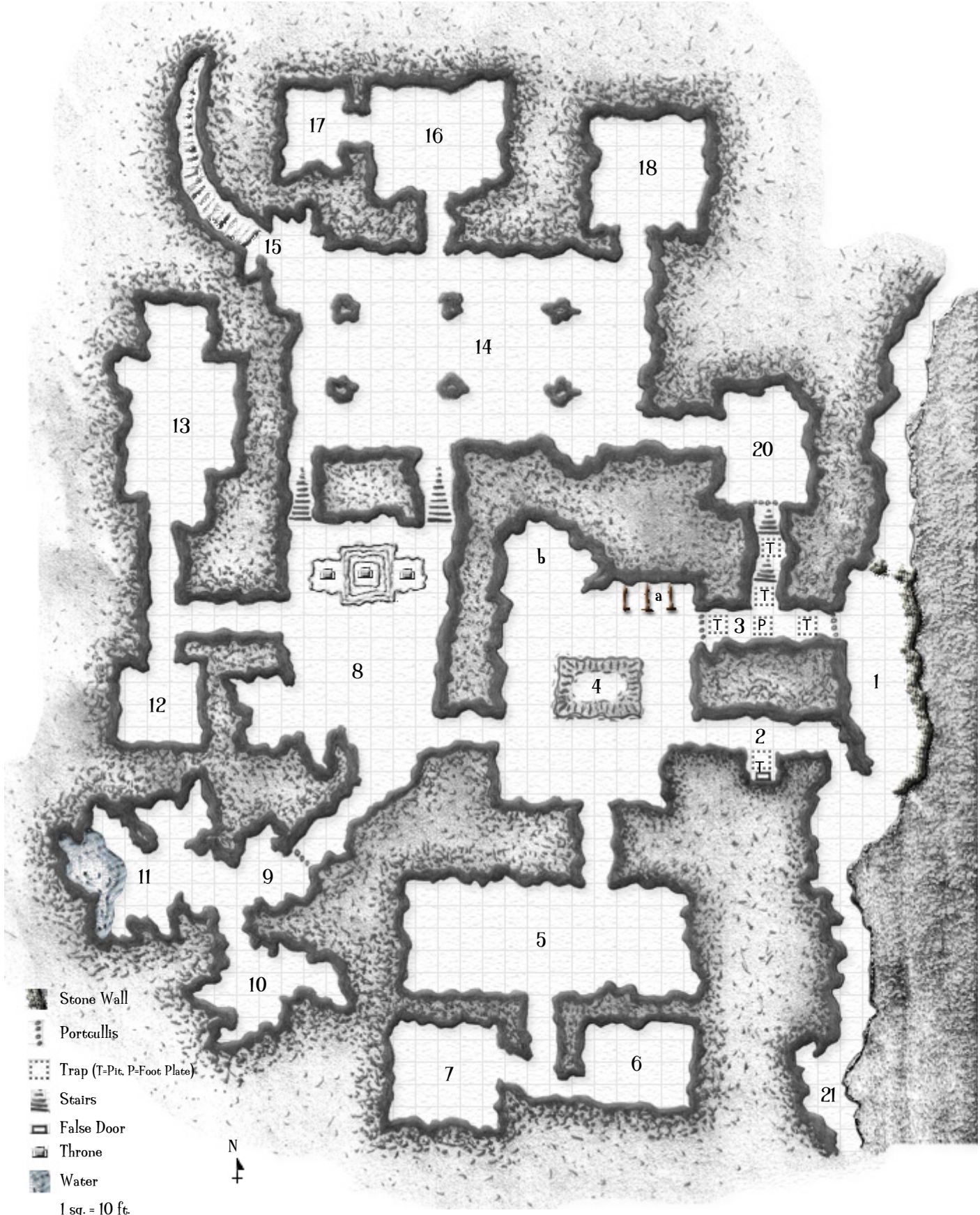


Map 1: Area Map

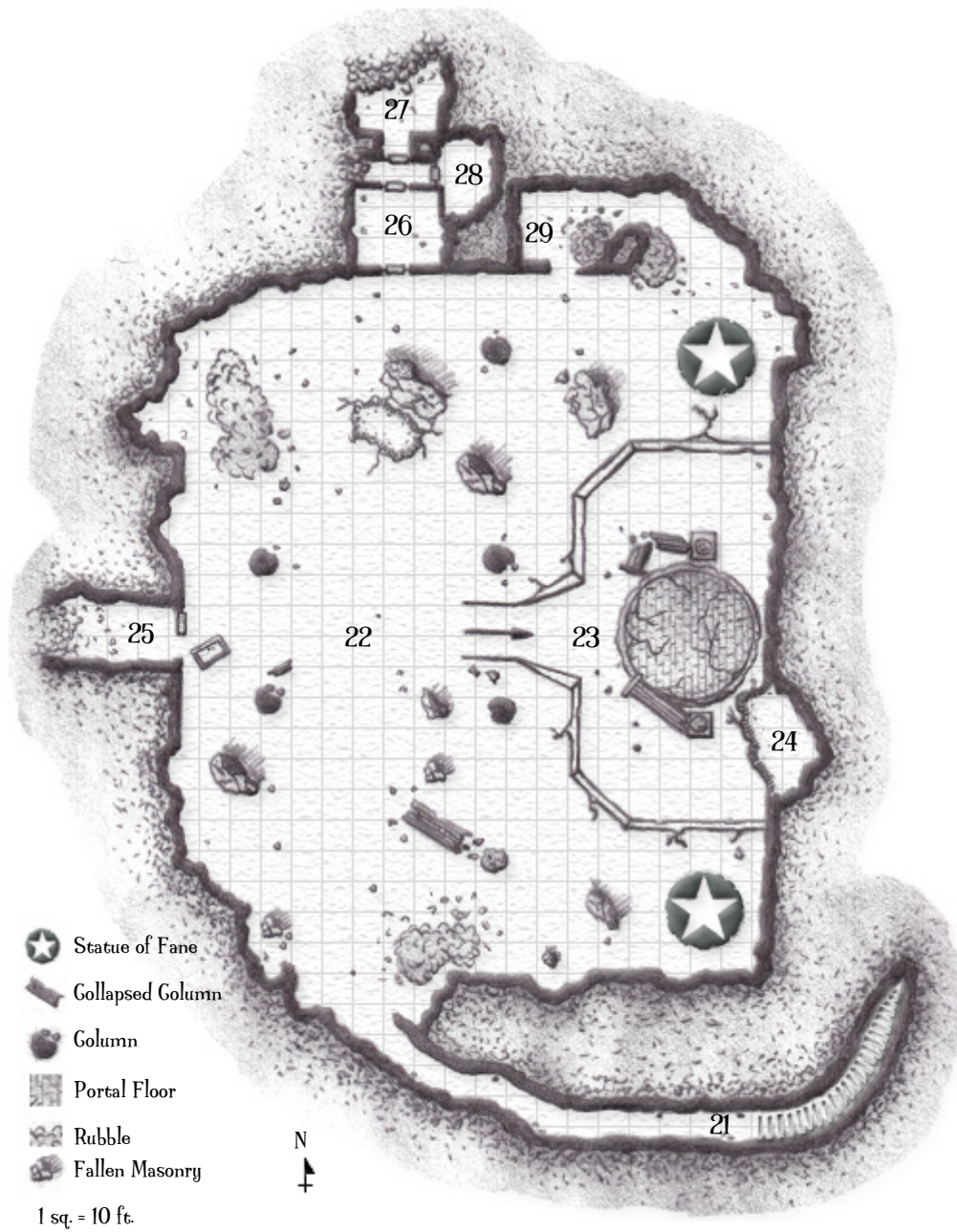
## Map 2: The Dire Rat Warren



# Map 3: Panak's Warren: Level 1



## Map 4: Panak's Warren: Level 2



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## **Play Testers**

Duncan Johnson, Paul Millington, Marc Taylor, Darrell Ottery, Julian Read, Keith Robinson

# The Shadow of Fane

(Part 2 of The Last Mage of Mount Fane Trilogy)

For a thousand years has the bleak Tower of Fane stood upon the peak of Mount Fane, an ominous presence overlooking the ancient mountain pass. Tales and local superstition say that Fane, a wicked wizard of lore, walks there still, now a prisoner, trapped there for all eternity.

Unless, of course, the curse that holds him there should be broken.

Now lights have been seen above the tower and the mountain pass is no longer safe. Are the ancient stories of Fane's return coming true? Is a terrifying presence from the past rising from the ashes to wreak his revenge?

The Shadow of Fane is the second part in The Last Mage of Mount Fane Trilogy, designed for 3rd level characters.

*Requires the use of the Dungeons & Dragons, Third Edition Core Books, published by Wizards of the Coast, Inc*

*This product utilizes updated material from the v.3.5 revision.*