

A 3.5/OGL ADVENTURE FOR LEVEL 11

J2



Guardians of DRAGONFALL™



BY ANSON CARALYA

GAMEMASTERY™

MODULE

Nothing inspires the members of our organization more than the tantalizing prospect of an unsolved mystery. But despite the efforts of generations of Pathfinders, Dragonfall is as much an enigma now as it ever was. For the dragons, of course, this mystery is a point of pride—just another reason why the lesser races could never seriously challenge their superiority.

For a mortal, to enter Dragonfall means death, if not from the powerful magical guardians then from the enmity of all dragonkind. These chronicles are full of heroes who sought to defy the dragons and brave the forbidden mountain. But not even the dragons themselves are above this law, and there are no lengths to which they will not go to keep their secrets.



THE PATHFINDER CHRONICLES



Curthew

Adventure Background

For the aged, death is not some abstract notion easily dismissed to tomorrow, but rather a constant possibility faced daily. The eternal mystery of death becomes ever more fascinating as it approaches, and this preoccupation is not unique to humans. For Auronorex, an aging gold wyrm rich with the lore of centuries, a natural extension of his fascination with death centered on the study of Dragonfall, the ancient and mysterious dragon graveyard, a place to which he himself must make a pilgrimage at the end of his days. He spent the last fifty years in the form of a human, living among them while seeking a quiet end to his life. When, during his research, he learned that some of the guardians of Dragonfall had raided a nearby temple, he alone immediately recognized the dire significance of the news. The guardians were supposed to watch over the graveyard at all times, never leaving its confines. To learn that they had been used for such evil was an ominous portent.

Deeply concerned, he investigated further, and deduced that something had usurped control of the guardians. Fearing that the most likely culprits were other dragons, he kept his discovery to himself and devised a plan to halt this growing malignancy. Knowing that he could only confirm his suspicions during the final moments of his life, Auronorex left a cryptic message for a group of trustworthy agents to investigate

the situation, hoping that with his assistance they might succeed where he could not in his final hours.

Having prepared for the inevitable, Auronorex flew to Dragonfall—reluctant, but also strangely eager, as he had spent decades imagining what it must look like. What he found horrified him, but all he could do was see the corrupted guardians and hope his agents could resolve the situation. He didn't get far before he was caught and slain.

ADVENTURE SUMMARY

The PCs receive a summons from Aroon, an elderly herbalist living on the outskirts of Augustana, a city on the northern shores of the great Inner Sea. Although Aroon is a well-known and appreciated member of the community, he keeps to himself. Few people visit him for any reason and fewer still call him friend. The PCs arrive at his home and find it empty, but a quick investigation reveals that someone meticulously cleaned the abode and left a letter addressed to them.

The letter explains Aroon's carefully guarded secret, that he was in fact an aging gold dragon named Auronorex. The mis-sive goes on to tell the legend of Dragonfall, as well as Auronorex's disturbing discoveries at the holy dragon site. Although the dragon hopes the PCs explore Dragonfall, he wishes its secrets to remain a mystery and has arranged for them to be transported

there through a hidden *teleportation circle* in his cellar. Once ready, the PCs can travel to Dragonfall within moments.

Arriving at the edge of the Bone Field, the PCs must navigate the vast, labyrinthine trenches of bone to find the body of Auronorex. Abandoned by its guardians, the Bone Field has become infested with powerful undead. Upon finding Auronorex's body, the party can speak with his ghost and garner some vital clues as to the threat that lies at the heart of the graveyard, a towering spire of rock known as Shearphorus.

Making their way to the spire, the PCs must enter through the Emerald Shrine, where green dragons deposit their sacrifices before making the traditional offer to the Dragonfall Seneschal. Within Dragonfall, the PCs journey upward through the crypts of the green dragons, encountering the draconic mohrg Lephrelourge, who rides along endlessly with the burial ceremony. The PCs emerge from the green dragons' crypts into the Throat of Shearphorus, the open central shaft of the mountain, where they are finally free to investigate the cause of Dragonfall's plight.

Within the Hall of Guardian Rest, the PCs confront the tiefling wizard Tornulis, the cause of the corruption, and seize the *Bellwether Brooch*, the key to Dragonfall's power. But in order to restore the sanctuary and avoid the wrath of dragonkind they must return the brooch to its rightful

resting place, beyond the Gauntlet of Challenge-Cry.

Within the gauntlet, the PCs must overcome numerous tests designed to prove the worth of mighty dragons before they face the final guardian: the living green dragon Culpangia. With Culpangia defeated and the *Bellwether Brooch* returned to its setting, the guardians resume their normal functions. With the corruption removed, the spirit of Auronorex is called to the mountain and becomes the new Dragonfall Senschal, who thanks the PCs for their aid and graciously pardons them for their trespass, sternly warning them never to reveal what they have seen.

Introduction

It is a cold and rainy day in the port city of Augustana. Most of the merchants, vendors, and shoppers apparently decided that instead of getting drenched on the muddy streets, their day might be better spent enjoying a warm mug of cider in the nearest tavern. As a result, every table is spoken for in the taproom of the Tattered Flag alehouse.

With a grumble from those near to the door, a young boy makes his way into the smoky tavern, heading for the bar. After consulting with the bartender, he heads straight for you. Pulling off his rain-drenched cloak, he nervously approaches, producing a sealed letter from his pocket.

"Beg your pardon, Sirs. I've a letter for you. Been told to deliver it today to this very place." The young boy looks nervous as he holds out the wax-sealed envelope.

The adventure begins in Augustana, a coastal city in the human nation of Andoran. Sitting on the northern shore of the Inner Sea, Augustana is a bustling port town full of foreign traders, local craftsmen, and sailors looking for work. Being close to the border with Cheliah, the town also has a sizable militia presence, including a wing of Eagle Knights of Andoran, always on guard against the meddling interests of Andoran's neighbor.

The boy is **Curthew Heldin** (NG male human commoner 1), the son of a local drover. One week ago, he was approached by an herbalist and sometime healer named Aroon and asked to deliver a letter to the Tattered Flag to a group of adventurers matching the PCs' descriptions. Curthew

knows little of Aroon, other than he supplied the boy's mother with herbs that cured her of a terrible cough a few years back. Curthew identifies his employer if asked and does not wait for a tip after delivering the letter (although he graciously accepts one if offered). If he is still around when the PCs read the letter, he informs them that he got the letter a week ago and has not tampered with it. Curthew has no idea how the letter seems to be accurate about the day's weather. Upon opening the letter, give the PCs **Handout #1**.

PART 1: THE HERBALIST'S HOME

Standing near the end of High Tide street is a small one-story wooden building in good repair. A small signpost just outside a neatly kept yard that reads "Aroon's Herbalism. All Are Welcome." The windows are all dark and shuttered, but otherwise, nothing looks out of the ordinary. When one of the PCs knocks on the front door, a magic mouth calls out from within, saying, "Welcome my friends, please come in." There is no other response and calls go unanswered. The front door is sealed with a modified arcane lock set to open for any one of the PCs. All of the other windows and doors are similarly sealed.

When the PCs enter the building, read or paraphrase the following.

Beyond the door is a small room, cramped with hanging herbs, dried animal skins, and dozens of shelves. Each one displays countless bottles of odd liquids, powders, and preserved specimens. The room has a musky earthen scent with an undertone of decay. Other than this impressive array of herbalism supplies, the room is empty. A closed door leads deeper into the abode.

The house contains only three other rooms: a sparsely appointed bedroom; a kitchen full of pots, pans, and other cooking utensils; and a large study whose walls are lined with rather full bookcases. The clean and well-organized chambers look unlivin': The kitchen holds no food and the bed appears unused. Books on history, herbalism, arcane knowledge, and dragon lore fills the shelves. Of Aroon, there is no sign.

The only thing out of place is a letter sitting on the edge of the desk in the study.



Designer Notes

SETTING THE STAGE

Although this adventure is assumed to begin in Augustana, it can easily be set in any sizable community. The starting city plays only a small part in the adventure and can be changed without any real impact on the plot.

In addition, Auronorex (in the guise of Aroon the herbalist) should be known to the PCs in some way, either in passing or through past deeds performed on his behalf. This adventure works best if the PCs have just recently performed a great and noble deed. Auronorex only trusts his secrets with those he feels are likely to do the right thing.

*Greetings,
I hope this letter finds you warm and dry on this miserable day. I am writing to you because I have been monitoring a troubling situation that has recently drawn my attention, and I require the assistance of a capable and discreet band of adventurers. Although you might be unfamiliar with me, I can assure you that I have considerable means at my disposal and can offer substantial compensation for your efforts. If you are interested, please visit my home on High Tide Street at your earliest convenience. In either case, please discuss my request with no one. Your discretion is greatly appreciated.*

Aroon the Herbalist

Handout#1

The neatly folded letter is written on the same kind of paper as the note delivered to the PCs. The names of each one of the PCs appear on the top fold of the letter. When the PCs inspect the letter, give them **Handout #2**.

A search of the house turns up few other clues, none of which conflict with Auronorex's tale. There is a secret compartment underneath the floor of the study, but it is expertly hidden and can only be found

FURTHER RESEARCH

The PCs are free to research Dragonfall and Auronorex using skills, bardic knowledge, or divination magic.

Dragonfall

Knowledge (arcana) or Bardic Knowledge:
DC 20: Several legends mention Dragonfall as a plateau at the peak of the highest mountain on the continent. There is a death sentence penalty for mortal trespassers, with no exceptions.

DC 25: Many true dragons seek out Dragonfall when the time of their death approaches—be it from poison, disease, or natural causes.

DC 40: The shattered mountain Shearphorus, “The Reaching Claw,” stands at the center of Dragonfall. The scarcity of authentic touches in legends suggests the death sentence penalty is real and efficiently enforced. Only dragons who take certain steps find their way to Dragonfall. These steps, and the decision of whether to take them, are deep draconic mysteries.

Auronorex/Aroon

Knowledge (arcana), Knowledge (local), or Bardic Knowledge:

DC 10: Aroon is a kindly old man and a skilled herbalist. Most who live near him speak well of him but mention that he is an odd sort who mostly keeps to himself and entertains few visitors.

DC 20: On the rare occasion that Aroon did entertain guests, they were always foreigners with outlandish dress and mannerisms. (This refers to the rare times when other dragons might visit in disguise).

DC 30: Aroon is not a man at all. He has lived far beyond his years and never seems to age. One of his stranger visitors refers to him by another name entirely: Auronorex.

DC 40: Auronorex has been living in the guise of a kindly town herbalist for years now. Having fled the politics of dragon kind, he decided to settle down and live his remaining years in peace.

My Friends,

If you are reading this letter, it means you have at least agreed to consider my proposal. I would be extremely grateful for your assistance, and it means a great deal to me that you have come. Welcome to my humble home! Feel free to make yourselves comfortable.

The message contained within this letter should be treated with the utmost secrecy. I must ask for your solemn oath in this regard. Keep the contents of this letter to yourselves, and do not show it to anyone.

Before I continue, it is time for me to reveal my most closely held secret: I am not a man. I am a gold dragon.

It feels quite liberating to write those words. My true name is Auronorex, and by the time you read this, I will be dead. Do not mourn for me, it was my time. I have lived a great many years and now I hope I have found peace. I say hope because I have recently learned of a threat that could endanger the sacred rest of not just myself, but dragons across the world.

Before I die, I must make a sacred pilgrimage to a hidden temple, a monument to draconic power known as Dragonfall, where my bones may lie among those of my kin. Many of my kind go there, regardless of their lineage or color, for it is a holy place, a place where our souls might find solace until we are needed again in the future.

Dragons who seek Dragonfall find it in their own way. For me, that quest meant careful research, study, and magic. When I finally located it, I was horrified by what I learned. The guardians of Dragonfall no longer watch over the great Bone Field as they should, and I heard rumors they have been sighted raiding nearby towns. Worse, my visions showed me a menace lurking in the great mountain, an unwelcome outsider defiling one of our most sacred places. I know there is no way Dragonfall can be usurped without the help of my kin, so I turn to you. This sacrilege must be stopped, and not just for my sake. If the power that resides within Dragonfall were to be turned to other ends, the destruction that could be wrought upon the world would be incredible.

I have known my fate for many years now, but it was not until almost the end that I learned of this danger. I now must lay my trust in you to travel to Dragonfall, as I have done, to put an end to this perversion. While I am forbidden from telling you the location of Dragonfall, nothing prevents me from bringing you to the edge of the Bone Field. To this end, I scribed a magic circle in the cellar of this very house to transport you there. I shall leave further instructions for you in the Bone Field. Seek out the sign of the golden star once you arrive.

In closing, I feel compelled to warn you of the danger involved with this quest. No mortals are allowed to enter Dragonfall. The penalty is death. Although this is a terrible risk I must ask it of you nonetheless. I ask you to do this for not only dragon kind, but for your own. Anyone who would dare tamper with this most sacred place must have greater plans, and I shudder to think of what they might entail.

Auronorex

Handout#2

with a DC 40 Search check. For more information on this compartment and its contents, see Concluding the Adventure. Finally, behind the house, a pair of shuttered doors leads down to the cellar. Like the other doors, they open for the PCs but not for anyone else. Down in the basement are more drying herbs and curing meats, along with a faintly glowing circle inscribed on the floor. This is a *teleportation circle* keyed to send any who step in it to Dragonfall, right at the edge of the Bone Field. Once the PCs step into the circle, proceed with Part 2.

PART 2: THE BONE FIELD

Dragonfall can be easily divided into two distinct sections. The first is the tower of ancient rock called Shearphorus. This pillar of stone is hollow and contains a host of crypts and altars where dragons of various kinds travel to rest among their kind's honored dead. Shearphorus is also the home of the guardians who watch over all of Dragonfall.

The outlying area is known as the Bone Field, and it is littered with the bones of the unworthy. For while the first test for dragons seeking to rest in Dragonfall is to find the sacred mountain, the second one is more demanding. Before they are allowed to pass inside the mountain, they must present the Dragonfall Seneschal with an offering worthy of their power. The form of this offering is different for every dragon, and the Seneschal alone has the power to decide if the offering is acceptable or not. While the bodies of the dragons who enter Dragonfall are consumed in holy rites sacred to each draconic race, the bodies of the unworthy are cast into the field of bones and left to rot, until only the skeletons remain. The massive number of bones in the Bone Field speaks to the difficulty of the test.

But there are other kinds of bones scattered throughout the Bone Field as well. As a sacred redoubt of draconic power, Dragonfall has long been the object of thieves, plunderers, and usurpers of all races. The bones of these misguided explorers are scattered amongst the draconic skeletons, generally puny in comparison. Before the recent troubles, the guardians patrolled this region constantly. They sought out intruders and destroyed any dragons who happen to rise as undead. Such abominations are banned in this sacred place, but the spirits

of some evil dragons are so malignant as to rise without provocation.

The *teleportation circle* takes the PCs to an area just outside of Dragonfall, on the edge of the Bone Field. Since the area of Dragonfall proper is protected from such incursions, Auronorex chose a spot just outside that would allow the PCs easy access to the field. When the PCs arrive at the area, read or paraphrase the following.

With a flash of light, the world grows dark and stormy. The first thing visible through the gloom is a massive draconic skull, large enough to swallow a horse whole, just a few feet away. Beyond the skull, a vast plain of massive draconic bones reaches into the distance. Beyond their towering rib cages and crumbling wings stands a stark tower of rock, rising up from the center of the field. As lightning flashes in the distance, small forms can be seen circling the tower and swooping over the field without apparent pattern or purpose. In front of the mountain, about halfway across the Bone Field, a golden point of light shimmers faintly through the storm.

Bone Field Encounters

The Bone Field radiates out from Shearphorus for about two miles in every direction. While dozens of interesting places to explore litter the area, only the following four are in the vicinity of the path that leads from the PCs' entry to Shearphorus. Should the PCs venture off this path, feel free to improvise encounters along a similar theme to those presented below.

Travel through the Bone Field is at the same rate as if moving through a trackless forest. Most of these areas are strewn with patches of difficult terrain, while some of the more towering skeletons require a DC 15 Climb check to overcome.

A. Ashes of the Ancients (EL 10)

This broad area is littered with the crumbling bones of truly ancient dragons, leaving behind large dunes of fine gray powder interspersed with small bone fragments. Here and there, larger skeletons still remain, although they are hardly recognizable as such due to extreme weathering. Although most of this terrain is easy to move through, anyone moving more than his speed in one round kicks



Designer Notes

WHAT DO YOU WANT TO KNOW?

The adventure as written assumes Auronorex's letter and the opposition in Dragonfall are enough to motivate the PCs, so uncovering the true meaning of Dragonfall is not integral to the adventure's plot. But if your players enjoy deciphering ancient riddles and accumulating forbidden knowledge, read through Appendix 1 and sprinkle bits of its lore into a few encounters—perhaps Lephrelourge thinks his undead state guarantees him a place in the Final Flight, or Astersyn peppers his gibberish with tales of the Paragons—then add a lore-dependent hurdle or two to the Gauntlet of Challenge-Cry and success in the Paragon Chamber.

up a cloud of dust around him in a 10-foot radius. This cloud provides concealment (20% miss chance), but anyone inside of it must make a DC 15 Fortitude save or spend the round coughing and choking, unable to take any action aside from movement. Creatures who do not need to breathe, such as constructs and undead, are unaffected. The cloud of dust remains for 1 round.

Creatures: A pair of young adult red dragon skeletons prowls this area of the graveyard. The guardians normally would have destroyed these recently risen undead, but because of the troubles in Dragonfall, the skeletons roam free. The skeletons hide in the dust when the PCs arrive on the scene and blend in with the surroundings. A DC 20 Spot check notices their movement before they attack. On the round they spring from hiding, these skeletons create an immense dust cloud, blanketing the entire area (with the same results as above).

YOUNG ADULT RED DRAGON SKELETONS (2) CR 8

hp 123 each; MM 227

TACTICS

During Combat The dragon skeletons charge the nearest enemy each round and attack.

BONE FIELD RANDOM ENCOUNTERS

There is a 20% chance per hour spent in the Bone Field of having a random encounter. Should one occur, roll on the following table to determine the encounter.

d% Roll	Result
01–40	Avalanche (EL 7): Avalanches of bone are common in this area (DMG 90). This occurs while the PCs are crossing through a narrow crevasse between two large mounds of bone. The Listen DC to detect the oncoming avalanche is 15.
41–60	Wandering Undead (EL 8): A lone young adult red dragon skeleton (MM 227) encounters the PCs and begins to hunt them.
61–80	Erratic Guardians (EL 9): A single tongue of rebuke (see Appendix 4) encounters the PCs. As it approaches them, there is a 50% chance it attacks with its breath weapon and flies away. Otherwise, it remains to fight for 1d4+1 rounds.
81–90	Dying Dragon (EL 12): A diseased mature adult white dragon (MM 77) has come to Dragonfall to die, but is not yet ready to enter Shearphorus. It spots the PCs and attacks. Every round, the dragon must make a DC 20 Fortitude save or spend the round coughing up a vicious green globule of mucus and bile.
91–100	Bone Storm (EL 10): A terrible storm strikes the region without warning, lashing the area with terrible winds and lightning. Each round, the PCs take 4d6 points of bludgeoning damage from the flying bones and 4d6 points of electricity damage from the lightning. A DC 20 Reflex save halves this damage. The storm persists for 1d6 rounds.

Morale The dragon skeletons fight until destroyed.

B. Seneschal's Cathedral (EL 9)

The bones around this area are meticulously organized, creating a spiral of bone walls that lead into a small clearing. In the center of this open space reside the bones of a Gargantuan blue dragon. The spirit of this dragon was the Seneschal of Dragonfall, a title held by the entity charged with protecting the graveyard from intrusion and evaluating the worthiness of dragons who came to Dragonfall to be interred. When the Bone Field was assaulted, this skeleton was one of the intruders' first targets.

The dragon's bones have been carefully carved with the draconic word for "protector" over and over again. Despite their pristine condition, the skull of the dragon has been crushed by the tail slap of a Huge dragon. A DC 25 Search check of the area uncovers a green dragon scale embedded in a fragment of the shattered skull. The bones ringing this clearing are inscribed with a complex litany of protective runes, mixed in with bits of draconic prophecy.

Creatures: A single tongue of rebuke has been stationed here by the new master of Shearphorus to ensure that the seneschal remains dead. It circles this area constantly but does not attack until the PCs try to leave the cathedral.

TONGUES OF REBUKE CR 9
hp 85; See Appendix 4
Imbued Energy acid

TACTICS

During Combat The tongue of rebuke alternates between its breath weapon and roar to use each as often as possible.

Morale The tongue of rebuke fights until destroyed. It pursues opponents up to 500 feet from the seneschal's cathedral, and then returns.

C. The Spirit of Auronorex

This location contains some of the largest draconic skeletons in the entire Bone Field. Lying in the center of these skeletons is a relatively fresh corpse of a great wrym gold dragon, the body of Auronorex. His body glows with an intense, golden light, and is the source of the glow visible across the Bone Field.

When the PCs approach, a spectral image appears, the ghost of Auronorex himself, bound to this place by the sacrilege taking place in Dragonfall. Read or paraphrase the following to the PCs.

An image shimmers into being: the ghostly form of old human man. "I thought I might appear in a form that you are more accustomed to.

"I cannot tell you how much it pleases me to see you here. I was beginning to worry my message was not delivered. As you can see, things are not as they should be. You should not have even been able to make it this far. The guardians, a powerful group of constructs, should have destroyed you the moment you entered, as they have done for countless centuries."

The ghostly old man motions to the spire of rock in the distance before continuing. "When I arrived here four days ago, I proceeded to Shearphorus, as I knew I must. Once there, I went to the shrine of my kind, there to spend my final moments before my spirit would go to join those who have come before. With my strength failing, I had little chance to explore, to discover the cause behind this disturbance. I did, however, catch a glance of a human form, one tainted with infernal blood. She looked on as I made my way to the shrine, surrounded by the very guardians that should be protecting this place. When she commanded them, they obeyed. Horrified by this discovery, and knowing that I would find no rest among such perversion, I fled the sacred mountain to seek help. Unfortunately, the usurper detected my presence and dispatched the guardians to pursue me. In my weakened state I did not get far, and they caught up to me here. The current defilement of this sacred place denies me my rest. Now I am bound here, possibly forever.

"Long have I studied this place, but even now I am unsure exactly how it was subverted. I can tell you this, however: There is an artifact that supposedly can control the guardians. In the draconic texts, it is known as 'The frozen tear encased beneath the pillars of fire, at the end of the gauntlet beyond the throatless voice.' I'm not sure exactly what this means, but I believe that it is your best chance to restore Dragonfall. Find the usurper, recover this 'frozen tear,' and return it to its rightful place, only then will the corruption end. That should also lift the curse of death that will be placed upon you."

After this speech, Auronorex grows silent, waiting for the PCs to respond. He knows little more than what he has already communicated, but he still answers any questions he can. Possible questions and answers follow.

“How do we get inside Shearphorus?” “Several of the evil breeds of dragons require living sacrifices for their final draconic rites. In order to bring these sacrifices into the appropriate crypts within the mountain, they would deliver them to various shrines lying within the Bone Field, before attempting to enter the mountain themselves. Your best chance for entering the mountain undetected is through one of these shrines. While they should all be guarded, I’ve noticed that the Emerald Shrine, located not too far from here, appears to be deserted.”

“What can we expect to find in Shearphorus?” “Each race of dragons has a complex crypt associated with it. The

doors to these only open when a dragon of the proper breed is present, although I believe that if you find the appropriate body part, even dead, the crypt would still open. I do not know the specific body part you need, but it is one that belongs to all true dragons, living and dead. The crypts serve us in our final hours and allow our souls to join with our kin. Aside from the crypts, construct guardians still prowl the halls, although they seemed to me to be on strange errands.”

“Who is this woman? Did you see anyone else?” “I do not know the woman, for I only glimpsed her briefly. As for others, I did not see any, but there was a great green dragon prowling the area. I cannot be certain whether she was simply waiting for the right moment to die or was there for more sinister purposes.”

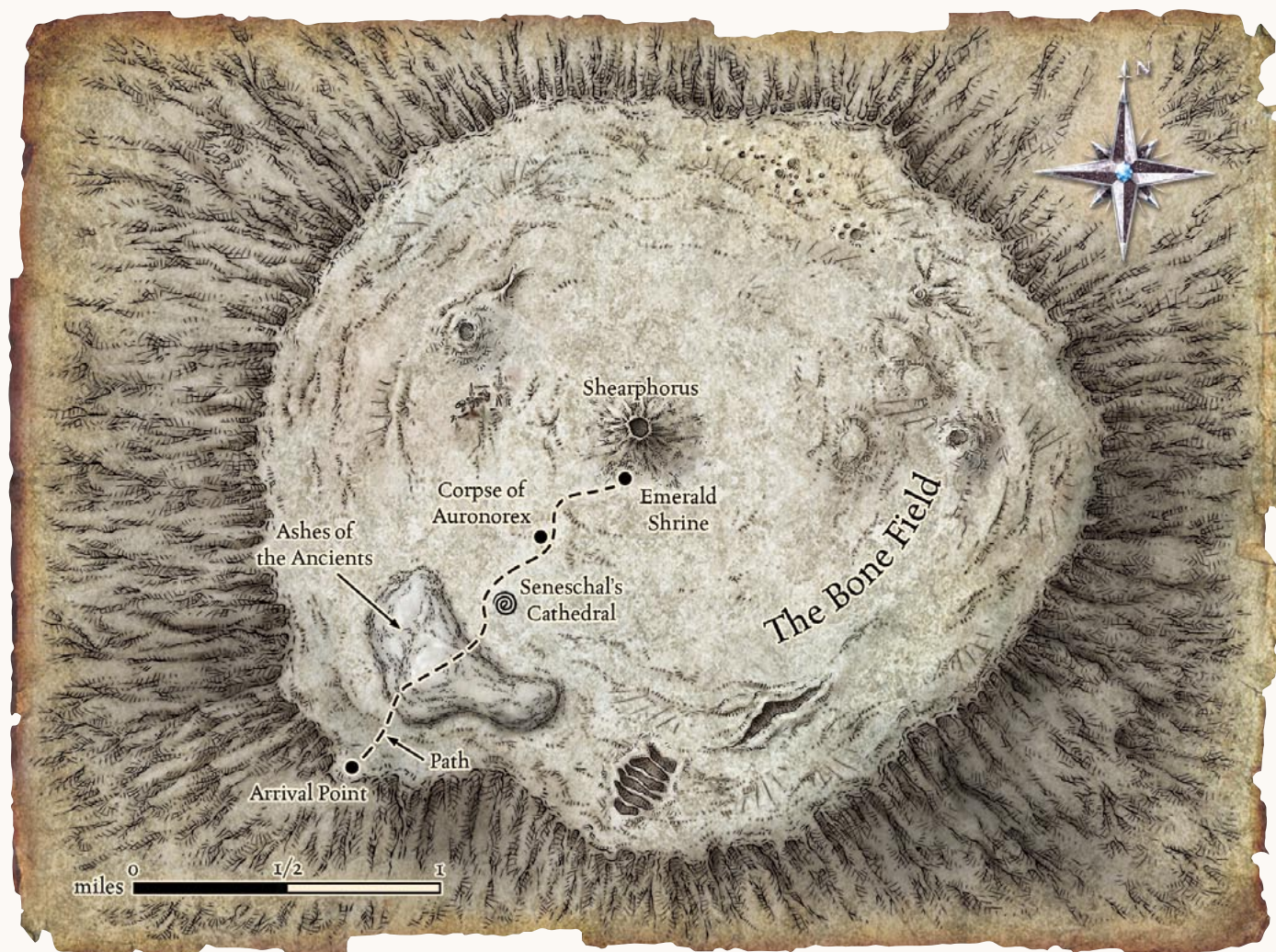
“Are undead normally allowed here?” “No. It is my understanding that undead dragons are destroyed the moment they

are discovered here. The fact that you have faced some is just another clue that something is seriously wrong.”

“Can we rest here?” “Yes. Although I cannot leave this area, I can watch over you while you rest. I must ask, though, that you do not tarry too long.”

D: The Emerald Shrine (EL 11)

Rising up out of the Bone Field is the Emerald Shrine, a place where sacrifices, brought by green dragons to ease their passing, are prepared and transported inside the mountain. Each evil dragon type has a similar shrine, scattered around the Bone Field. When the intruders assaulted Shearphorus, they chose this shrine as their point of entry, due to the green dragons traveling with them. After destroying a number of guardians in the area, they used the shrine’s portal to enter the mountain without facing its powerful gate guards.



When the PCs approach, read or paraphrase the following.

The vast wall of the mountain looms above, its peak obscured by the furious storm. Ahead, a dark hole opens into the side of the mountain. From a distance, it might be mistaken for a natural fissure in the rock, if not for the sight of an enormous emerald that has been set into the opening above the cave entrance. A line of flowing draconic script has been traced around the outside of the cave entrance.

The script reads, in Draconic, “To serve in life and glorify in death.” This phrase refers to the fate of the servants of green dragons.

Creatures: High above, in the frozen heart of nearby mountains, the old white dragon Nortuanung ruled a vast domain. She was a vicious predator who dominated all the lands around her lair with but one exception: a temperate valley in her lands was home to the satyr Enath, who not only managed to convince the dragon to spare his life, he actually befriended her and lived with her for several years. Their descendants, known as the Winterhorns, inherited their mother’s aggressive temperament and served her well.

One month ago, Nortuanung realized her time was near and made the journey to Dragonfall, arriving just moments before the invaders. The Winterhorns, in turn, followed their mother in hopes of paying their final respects. This group arrived only a few days ago and, finding Dragonfall in a state of chaos, they decided to enter and investigate. Unable to find their mother’s body, they looked for a way into Shearphorus and found the Emerald Shrine. Unsure how to proceed, and reluctant to enter the portal in the middle of the shrine without more information, they plucked out a few “volunteers” and sent them into the shrine to find out if it was safe. They have not yet returned. The leader of the Winterhorns, a half-dragon satyr named Sedarost, is unsure about their next course of action.

Regardless of their plans, they still view non-draconic creatures as invaders and attack on sight. The Winterhorns are ruthless savages and their appearance matches their nature. Their heads sport heavy, curving, bone-colored horns, their pelts are covered by tough scales, and their

over-muscled goat legs seem always poised to launch them at prey.

SEDAROST

Male half-dragon satyr rogue 3
CE Medium dragon (augmented fey)
MM 146, 219

Init +4; **Senses** darkvision 60 ft., low-light vision; Listen +17, Spot +22

DEFENSE

AC 27, touch 14, flat-footed 23
(+5 armor, +4 Dex, +8 natural)
hp 65 (8HD; 5d8+3d6+32)

CR 9

Fort +6, **Ref** +11, **Will** +5

Defensive Abilities evasion, trap sense +1; **DR** 5/cold iron; **Immune** cold, paralysis, sleep

OFFENSE

Spd 40 ft.

Melee mwk morningstar +10 (1d8+5) and head butt +4 (1d6+2)

Ranged +1 shortbow +9 (1d6+1/x3)

Special Attacks breath weapon, pipes, sneak attack +2d6

TACTICS

Before Combat If the Winterhorns hear or spot the PCs approaching, they hide and



Sedarost

Sedarost attempts to charm the PCs with his pipes. He urges any PCs affected by the charm to take shelter through the portal in the Emerald Shrine, while the Winterhorn raiders attack the others.

During Combat Sedarost always tries to make sneak attacks, using his bow from close range or moving through combat via Spring Attack to target flat-footed or flanked opponents. He saves his breath weapon for tight situations.

Morale Sedarost flees if reduced below 20 hp or if two of his raiders are incapacitated.

STATISTICS

Str 21, **Dex** 18, **Con** 18, **Int** 14, **Wis** 10, **Cha** 16

Base Atk +4; **Grp** +9

Feats Alertness, Dodge, Mobility, Spring Attack

Skills Hide +24, Intimidate +13, Jump +14, Listen +17, Move Silently +19, Perform (wind instruments) +18, Spot +22, Tumble +16

Languages Common, Draconic, Sylvan

SQ trapfinding

Gear *eyes of the eagle*, mwk buckler, mwk morning star, satyr's pan pipes, +1 *shadow studded leather*, +1 *shortbow* and 20 arrows, belt pouch holding coins worth 151 gp and five gemstones worth 100 gp each.

WINTERHORNS (3)

CR 6

Male half-dragon satyr barbarian 2

CE Medium dragon (augmented fey)

MM 146, 219

Init +2; **Senses** darkvision 60 ft., low-light vision; Listen +18, Spot +16

DEFENSE

AC 23, touch 10, flat-footed 21

(+5 armor, +2 Dex, +8 natural, -2 rage)

hp 77 (7 HD; 5d8 +2d12 +42)

Fort +8, **Ref** +6, **Will** +8

Defensive Abilities uncanny dodge; **DR** 5/cold iron; **Immune** cold, paralysis, sleep

OFFENSE

Spd 30 ft.

Melee mwk halberd +14 (1d10+12/x3) and head butt +7 (1d6+4)

Ranged composite longbow +6 (1d8+2/x3)

Special Attacks breath weapon (DC 15), rage 1/day

TACTICS

Before Combat The Winterhorns wait only for the resolution of Sedarost's charm attempts before charging into battle.

During Combat Loving the mayhem of battle, the Winterhorns immediately enter a rage and switch from foe to foe, swinging their halberds. If a foe is adjacent to Sedarost, the

Winterhorns make trip attacks with their halberds to facilitate Sedarost's sneak attacks. They use their breath weapons at the earliest opportunity to target multiple opponents.

Morale The Winterhorns won't retreat while in a rage, but once their rage ends they flee if reduced below 15 hp or if Sedarost flees or is incapacitated.

Base Statistics The Winterhorns statistics change as follows when not raging:

Str 23, **Con** 18

Will +6

hp 63

AC 25, touch 12, flat-footed 23

Melee mwk halberd +12 (1d10+9/x3) and head butt +5 (1d6+3)

Breath Weapon DC 16

STATISTICS

Str 27, **Dex** 15, **Con** 22, **Int** 14, **Wis** 14, **Cha** 12

Base Atk +4; **Grp** +10

Feats Alertness, Dodge, Power Attack, Weapon Focus (halberd)

Skills Climb +9, Hide +11, Intimidate +7, Jump +9, Knowledge (nature) +4, Listen +18, Move Silently +11, Perform (wind instruments) +5, Spot +16, Survival +8 (+10 aboveground), Swim +2

Languages Common, Draconic, Sylvan

SQ trapfinding

Gear composite longbow (+2 Str) and 20 arrows, mwk breastplate, mwk halberd, coins worth 77 gp in a quiver pocket.

SPECIAL ABILITIES

Breath Weapon (Su) The Winterhorns' breath weapon is a 30-foot cone of cold, usable once per day, dealing 6d8 points of damage. A successful Reflex save (DC 18) reduces damage by half.

Development: If Sedarost or any Winterhorns are captured, they are smart enough to trade information for their lives and canny enough to string along a story if the PCs drop a thread of information. They are also bloodthirsty enough, however, that they attack at the first opportunity, even if there is little hope of success. They know nothing of Dragonfall or the true purpose of the Emerald Shrine, but they all know the reason that brought them here.

The glow in the center of the Emerald Shrine emanates from a standing portal made from green flickering light. The entire area around the portal has an intense acrid stink. Those who pass through the portal are transported inside Shearphorus, into area 1.

PART 3 : SHEARPHORUS

The assault of Dragonfall ended with the tower of rock known as Shearphorus. It began, however, with a sorceress' dream of great power. Tornulis, a tiefling of some skill, has always sought out great power, first with her magic, then with the fascination with constructs—minions who would obey her every whim. Tornulis's conquest of Dragonfall began several years ago, while she was researching the construction of a shield guardian. During her studies, she uncovered a bit of lore regarding a brooch that could control multiple constructs of far greater power. Envisioning a construct army at her command, she pored through musty tomes and eventually determined that the *Bellwether Brooch* indeed existed. Housed within Dragonfall, the brooch controlled the legendary guardians of Dragonfall. While scouting the foothills around Dragonfall, Tornulis encountered an odd pair of green dragons: the undead Lephrelounge and his mother, the living Culpangia. Assuming an undead dragon must be some sort of Dragonfall pariah, Tornulis chose to negotiate. Lephrelounge's draconic heritage pulled him toward Dragonfall in death, but he knew the guardians would certainly destroy him, so he would not enter. Culpangia, interested only in preserving her bloodline, realized that if Tornulis took control of the guardians, Lephrelounge could dwell safely within Dragonfall. They reached an agreement, and Tornulis used the dragons' knowledge and her own spells to navigate Dragonfall and claim the *Bellwether Brooch*. Since her victory, Tornulis has returned most of the wings of protection to their old task of guarding the area—a necessary step to keep her conquest secret, for the time being—and began converting the





Designer Notes

“AND I SHALL END DEATH”

Anson and I worked closely together to maintain continuity between what he created for Dragonfall in this adventure and what I wrote in the Dragons of Golarion section of *Pathfinder* #4. One of the late additions to the Dragons of Golarion section was the draconic epic poem. The opening of the poem, reprinted here, should explain some of the phrases that were later added throughout the module.

*I shall then be Apsu,
for I am the first.
I am the primeval,
who was of Heaven
and of Material
before they had names,
for I created them with Chaos.
I then shall go
and I shall end Death.*

Thus begins the four-thousand-line epic, *Draconic Apsu*, the story of the creation of the races of the true dragons as recorded in the fourth generation by the gold sage Gunnarrex. The first two lines frequently show up throughout draconic literature and on the Obelisks of Fate and the Obelisks of Destiny. The ninth line of the poem, “and I shall end Death,” appears all across Dragonfall. Many of the metallic dragons use this line as a battle cry when they enter combat with chromatic dragons.

—Mike McArtor

other guardians into a strike-force of iron wyrms. This is the current state of Shearphorus. It is a base that Tornulis is using to fashion an army—one that she plans to protect at all costs.

Dragonfall is a very large complex, occupying much of the interior of a mountain. There are many crypts within, each with its own guardians and powerful magical rituals to honor and dispose of corpses. The PCs can only enter crypts for which they can find a key—a dragon heart of the correct breed.

Dragonfall Features

Several special effects protect the entirety of Dragonfall (equivalent to the interior volume of the mountain Shearphorus). First, living creatures entering Dragonfall by any means receive the Dragonfall Mark, a red tattoo made up of Draconic runes around their eyes, branding them as a Dragonfall trespassers (Will DC 41 to avoid). The mark imposes a –10 penalty on all Diplomacy or Bluff checks against dragons. Second, anyone who tries to cast a spell or use a spell-like ability to create undead within Dragonfall must make a Spellcraft check (DC 30 + spell level) or lose the spell. Third, any creature entering Dragonfall astrally or ethereally is immediately attacked there by the Shards of the Covenant: a swarm of draconic fangs, making a single slashing attack each round at +34 for 4d8 points of damage, with a 19–20 threat range; any confirmed critical deals +1d6 points of damage and requires a DC 30 Fortitude save to avoid instant death (by having one’s silver cord cut if astral, or by decapitation if ethereal). Finally, the power of the *Bellweather Brooch* prevents any spells from the conjuration (teleportation) or conjuration (summoning) schools from being cast within Dragonfall and also prevents creatures from teleporting into Dragonfall, except for the specific entry points for the chromatic dragon sacrifice shrines. This magic also prevents anyone from using divination magic, such as *scrying*, *clairvoyance*, or a *crystal ball* to view areas within of Shearphorus.

Passages and chambers inside Dragonfall are generally spacious, allowing for the dignified movement of the largest dragons. Ceilings in excess of 40 feet high and gateways 30 feet wide are typical. Structure, lighting, and environment all vary throughout Dragonfall, tailored to each chamber’s purpose, with one exception: the portals accessing each set of crypts are magically-reinforced stone double doors, 30 feet high, 20 feet wide, and 3 feet thick (2,700 hp per 10-foot by 10-foot section, hardness 24, break DC 120, +13 save bonus against spells and spell-like abilities that could affect them). These doors open from the outside only in the presence of a dragon’s heart (living or dead) of the correct dragon breed. The doors open immediately in response to the presence of a heart within 20 feet

and remain open for five minutes. From within the crypts, the doors open in response to “open” spoken in Draconic or a successful opposed Strength check against the doors’ +18 bonus. On or near most doors in Dragonfall is an inscription written in Draconic that reads “and I shall end Death.”

Astersyn’s screams (see the Epitaphrum, area 12) are audible throughout most of the mountain outside the closed crypts. See the descriptions of individual areas for details.

1. The Maelstrom (EL 8)

The PCs arrive here from the portal in the Emerald Shrine. They are greeted by total darkness, windstorm-level winds (DMG 95), and a plunge into a roiling and corrosive lake full of bone shards.

The Dragonfall Mark appears on the PCs’ faces the moment they arrive in Dragonfall.

A frothy acidic lake, tormented by a shrieking cyclonic wind, fills this hemispherical cavern. Sheer, slick walls rise from the liquid, and stalactites hang from the ceiling twenty feet overhead. A gap in the ceiling between stalactites is the cavern’s only visible exit.

Treat immersion in the fluid as acid exposure (DMG 302), with the usual damage, poisoning effects, and risk of drowning (DMG 304, treat the lake as rough water). The PCs face another problem every 1d4 rounds: a collection of bone shards, grossly approximating a dragon’s skull, rises from the center of the lake to a height of 10 feet and breathes a 50-foot cone of acid at a randomly targeted PC. This attack deals 8d6 points of acid damage, with a DC 20 Reflex save for half damage. The bones fall lifelessly back into the fluid after breathing, and there are enough bones in the water (and the magic animating them is strong enough) that damaging the bones before or after they breathe has no effect.

Scaling the walls of the cavern requires a DC 20 Climb check, although this still leaves the climber exposed to the attacks of the dragon skulls. Climbing from this height to the exit in the ceiling requires a separate DC 25 Climb check.

When Dragonfall was functioning properly, victims brought here through the portal in the Emerald Shrine who freed themselves from this predicament received

the honor of serving as sacrifices in the burial rituals of the green dragons above. The lake was also the final resting place for the bones of the green dragons who were deemed worthy to enter Dragonfall. Of the four Winterhorns ensnared by the portal, two drowned and two managed to shed their armor and climb to safety—only to be killed in the chamber above.

Treasure: Metal armor, weapons, and gear collect at the lake's bottom, but all are corroded and worthless.

2. The Emerald Graveyard (EL 11)

Piles of bones fill this cavern, from inch-long fragments to foot-thick plates. Huge skulls and breastbones lean against walls that resemble petrified wood. An emerald mold covers the cavern floor and most of the bones. Although the howling wind from the cavern below is still audible, the air here is quite still. No exit is visible.

The omnipresent mold has a strong corrosive effect, eventually eating through nearly anything, but short-term exposure is not dangerous. A DC 15 Spot check reveals that the bones are all moving, albeit extremely slowly. They are not undead; the magic of the chamber just gives them the tiniest bit of animation, allowing the larger bones to push aside the smaller, such that the smaller are slowly swept into the opening to the Maelstrom below.

A well-disguised section of the ceiling (Search DC 20) is actually a 20-foot-diameter plug of living plant material blocking access to the green dragons' ceremony chambers above. The plug is 6 inches thick (60 hp, hardness 5, break DC of 20 per 10-foot by 10-foot section). The plant-wall twists open in response to the command phrase, "Witness the Forest Fall," spoken in Draconic.

In the past, guardians of Dragonfall known as tongues of rebuke captured survivors of the Maelstrom here and held them in stasis until needed for sacrifice in the ceremony chamber above. Dragonfall's new master, the tiefling wizard Tornulis, moved the tongues elsewhere, leaving these chambers to Lephrelourge.

Creatures: Two mohrgs, spawn created by the draconic mohrg Lephrelourge, lurk

here among the bones, awaiting intruders from below. They recently killed the two Winterhorns who survived the Maelstrom, in the process creating thralls of their own, but Lephrelourge wants all future prey for his entertainment alone and commanded the mohrgs to paralyze intruders and deliver them to him above.

The Winterhorn zombies bear the Dragonfall Mark across their eyes but otherwise resemble lifeless versions of the Winterhorns outside the Emerald Shrine.

MOHRGS (2) **CR 8**
hp 91; MM 189

TACTICS

Before Combat If they detect the PCs' approach, the mohrgs hide and position the zombies close to the entrance to facilitate a charge attack.

During Combat The mohrgs try to gain flanking opportunities and make hit-and-run tongue attacks. After successfully paralyzing an opponent, they immediately move on to the next target. The mohrgs are unaware of the stasis traps.

Morale The mohrgs attack until destroyed.

WINTERHORN ZOMBIES (2) **CR 4**
NE Medium undead
MM 265
Init +1; **Senses** darkvision 60 ft.; Listen +0, Spot +0

DEFENSE

AC 21, touch 11, flat-footed 20
(+1 Dex, +10 natural)

hp 68 (10d12 +3)

Fort +3, **Ref** +4, **Will** +7

Defensive Abilities undead traits; **DR** 5/slashing

OFFENSE

Spd 40 ft.

Melee mwk halberd +9 (1d10+10/x3) or

Melee head butt +7 (1d6+7)

TACTICS

During Combat The mohrgs command the zombies to charge whenever possible. Otherwise, they direct the zombies' movement so as to corner opponents to compensate for their action limitations.

Morale The zombies attack until destroyed.

STATISTICS

Str 25, **Dex** 13, **Con** —, **Int** —, **Wis** 10, **Cha** 1

Base Atk +5; **Grp** +12

Feats Toughness

SQ single actions only

Other Gear mwk halberd.

SPECIAL ABILITIES

Single Actions Only (Ex) Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

Traps: There are four stasis traps in the chamber, intended to preserve sacrifices for use in the ceremony chambers above. Any living creature entering the indicated area becomes rooted to the spot, frozen in time. Removing the victim from the area ends the effect.

STASIS TRAPS **CR 5**
Type magic; **Search** DC 30; **Disable Device** DC 30

EFFECTS

Trigger location; **Reset** automatic

Effect *temporal stasis* (variant equivalent to 5th level spell, effect ends if subject removed from location; **Fort** DC 17)

3. Tears of the Forest (EL 12)

This vast stone chamber is reminiscent of a canopied forest. Sturdy, irregularly spaced columns rise along the walls and branch out into interlocking arches to form the ceiling more than eighty feet above. Shadowy light speckles the damp, uneven floor and knotted walls. The chorus of rivulets cascading down the walls mimics the rustling of leaves. Inset in the far wall of the chamber, at least one hundred-twenty feet away, stand a pair of stone doors, thirty feet in height and twenty feet wide, engraved with a leaf-and-vine motif. The chamber's walls and floors resemble petrified wood.

The lighting in the chamber is equivalent to shadowy illumination. The environment otherwise changes as the funeral ceremony of the green dragons progresses, as detailed below. Even casual examination of the chamber reveals many small holes in the floor and walls, roughly one inch in diameter and no more than one foot deep. These holes serve as root-anchors for the animated plants that facilitate the ceremony. The doors are typical crypt doors as described at the beginning of Part 3, with the saying "and I shall end Death" worked into the leaf-and-vine décor of the door.

Before Tornulis seized control of Dragonfall, green dragons came to this



Designer Notes

DOOR NUMBER 4?

If the PCs blindly enter one of the undetailed crypts, substitute one of the detailed crypts if the assignment hasn't yet been determined and doesn't cause difficulties, or improvise a new crypt. Perhaps the crypt of the black dragons is submerged in strong acid, encouraging a hasty retreat, or maybe the PCs enter the crypt of red dragons, where pools of lava and furnace-like blasts of hot air welcome them. Remember that the crypt doors receive saving throws against spells directly affecting them, such as *passwall*, as detailed at the beginning of Part 3.

Of course, you can easily expand the adventure in Dragonfall by adding dragon corpses in area 5 (or fragments of corpses elsewhere) and detailing their corresponding crypts.

chamber, where, in the company of sacrifices, a magical ritual stripped their flesh from their bones. The ceremony involved a number of steps, all orchestrated by animated plants. First, guardians delivered sacrifices from the Emerald Graveyard and animated plants bound them while the dragon assumed a commanding pose before them. Next, strong acid showers slowly stripped away the flesh of sacrifices, while the plants grew into the body of the dying dragon and symbolically “reunited” him with the forest. The last thing the dragon heard was the sweet screams of the sacrifices. Meanwhile, the flesh of the dragon was absorbed into the magical plants, allowing him to live on within the forest. Finally, as the acid showers subsided, the animated plants collected all of the bones and swept them down to the Emerald Graveyard.

Lephrelourge, the undead green dragon, morbidly enjoys riding along with this ritual, impervious to its effects and augmenting the ceremony with castings of *ghost sound* to imitate sacrificial victims. Unless the PCs catch him by surprise, he initiates the ritual as soon as he is aware

of them, eager at the prospect of real sacrifices. Through experience, he knows where a green dragon (he qualifies as such) must be located to trigger the ritual, and he lies near this space until the mood strikes him to experience the ceremony again (it is a free action for Lephrelourge to initiate the ritual). The effects of the ritual follow.

Round 1: Tendrils shoot forth from the root-anchors. Each living creature in the chamber is subject to an *entangle* spell (heightened to 4th level, Reflex DC 19). Treat the entire chamber as affected by an *entangle* spell for the purposes of movement. Rather than entangling Lephrelourge, the plants lift him 15 feet off the floor and provide him concealment without limiting his mobility.

Round 2: Acid showers begin to rain down throughout the chamber, dealing 4d6 points of acid damage (DC 16 Fortitude for half). The showers render the walls and floor slick. The acid damages the plants faster than they can regrow, such that Escape Artist and Strength checks to escape the *entangle* effect receive a circumstance bonus each round (it begins at +2 and increases by an additional +2 each round). The plants carry Lephrelourge toward his sacrifices at a speed of 20 feet.

Rounds 3–4: The acid showers continue (dealing 4d6 points of acid damage each round; DC 16 Fortitude for half) and living creatures are subject to the effects of acid fumes (DMG 302). The plants continue to move Lephrelourge.

Round 5: The acid showers cease, although living creatures are still subject to the effect of acid fumes. The tendrils wither away, ending the *entangle* effect and leaving Lephrelourge on the ground. At this point in the typical ceremony, only bones remain.

Round 6: Smaller tendrils, intended only to lift bones into place, snake out of the root-holes and again attempt to *entangle* the PCs (DC 16 Reflex). A successful Reflex save, break check, or Escape Artist check results in no limitations to movement. The tendrils wither away at the end of the round.

5 minutes later: Tendrils again appear, slowly collect any bones in the chamber, and move them toward the Emerald Graveyard. The plant-wall separating the two chambers twists open, allowing the tendrils to push the bones through, and then closes behind them.

Creatures: Lephrelourge was one of five sons born to the proud green wyrm Culpangia. Like his brothers, his power was exceeded only by his arrogance, and like them, he was soon (by draconic reckoning) slain in daring too much. A particularly powerful mohrg, the guardian of a jewel Lephrelourge coveted, sealed his fate. The loss of the last of her brood drove Culpangia mad, and, rushing to his corpse, she did everything she could to revive him. The results were not as she intended and Lephrelourge rose as an undead, a dragon with many of the abilities of the horrid creature that slew him. Although his form and mind remained fairly intact, a racial instinct left him obsessed with entering Dragonfall. Unwilling to abandon her legacy, Culpangia accompanied him, hoping to find some cure for his condition. Defying the most basic draconic tenets, she helped Tornulis take control of the Dragonfall guardians so Lephrelourge could dwell safely within Shearphorus.

Where a typical juvenile green dragon is muscular and robust, Lephrelourge is emaciated and sallow, his scaly gray-green skin hanging in folds from his shoulders and legs. He speaks to intruders in Draconic, whether they reply or not, even in the middle of combat, informing them of their great honor in playing a small role in the 537th funeral ceremony for the greatest of green dragons.

LEPHRELOURGE

CR 11

Male elite draconic mohrg juvenile green dragon

LE Large undead (air, augmented dragon)

Init +8; **Senses** blindsense 60 ft., keen senses;

Listen +28, Spot +28

DEFENSE

AC 39, touch 13, flat-footed 35

(+4 armor, +4 Dex, +22 natural, –1 size)

hp 91 (14d12); fast healing 5

Fort +9, **Ref** +15, **Will** +10

Defensive Abilities undead traits; **DR** 15/magic;

Immune acid, undead traits; **Resist** cold 15, electricity 15

OFFENSE

Spd 40 ft., fly 150 ft. (poor), swim 40 ft.

Melee bite +23 (2d6+9/19–20) and

2 claws +20 (1d8+4) and

2 wings +20 (1d6+4) and

tail slap +20 (1d8+13)

Melee tongue +22 melee touch (paralysis) and

2 claws +20 (1d8+4) and

2 wings +20 (1d6+4) and
tail slap +20 (1d8+13)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite and tongue)

Special Attacks breath weapon, create spawn, energy drain, improved grab (bite, tongue), paralyzing touch (DC 22), swallow whole

Spells Known (CL 1st):

1st (3/day)—*obscuring mist*, *mage armor*
0 (5/day, 2 remaining)—*arcane mark*, *detect magic*, *ghost sound* (Will DC 15), *resistance*

TACTICS

Before Combat If Lephrelourge hears the PCs hacking their way through the plant-wall passage from the Emerald Graveyard, he casts *mage armor* on himself.

During Combat After casting *mage armor* on himself, Lephrelourge is content to watch the PCs struggle against the tendrils of the burial ritual until they either free themselves or deal damage to him, at which point he uses his breath weapon attack as often as possible. The plants supporting and moving him during the ritual partially protect him from melee, but if pressed, he attacks with his tongue, hoping to swallow an opponent, and if this fails, he uses his claws, bite, and breath weapon.

Morale Lephrelourge retreats immediately if he swallows an opponent, heading for the Maelstrom to digest in peace. He knows the command word to open the plant-wall, and uses it to close the wall behind him. He likewise retreats there if he is reduced to less than 30 hp, considering it a secure location to regenerate.

Base Statistics Without *mage armor* in effect, Lephrelourge has AC 35, touch 13, flat-footed 31.

STATISTICS

Str 29, **Dex** 18, **Con** —, **Int** 14, **Wis** 12, **Cha** 18

Base Atk +14; **Grp** +27

SQ turn resistance +4

Feats Alertness, Improved Critical (bite), Improved Initiative, Improved Sunder, Lightning Reflexes, Multiattack, Power Attack, Weapon Focus (bite)

Skills Climb +26, Concentration +13, Diplomacy +14, Hide +17, Intimidate +14, Listen +28, Move Silently +29, Sense Motive +10, Spot +28

Languages Common, Draconic

Other Gear *amulet of natural armor* +2

SPECIAL ABILITIES

Breath Weapon (Su) Lephrelourge can breathe a 40-foot cone of corrosive (acid) gas, dealing 8d6 points of damage (Reflex DC 21 for half damage) every 1d4 rounds.

Create Spawn (Su) Creatures swallowed by Lephrelourge and drained of all levels are regurgitated after 1 hour as mohrgrs under his control. They do not possess any of the abilities they had in life.

Energy Drain (Su) Living creatures inside Lephrelourge's gizzard gain one negative level each round. The DC is 21 for the Fortitude save to remove a negative level. The save DC is Charisma-based.

Improved Grab (Ex) To use this ability, Lephrelourge must hit a creature of his size or smaller with his tongue attack. He can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Paralyzing Touch (Su) Lephrelourge lashes out with his tongue in combat. An opponent the tongue touches must succeed on a DC 21 Fortitude save or become paralyzed for 1d4 minutes. The save DC is Charisma-based.

Swallow Whole (Ex) Lephrelourge can try to swallow a grabbed Medium or smaller opponent by making a successful grapple check. A swallowed creature takes 2d6+4 points of bludgeoning damage and 4 points of acid damage per round from his gizzard and is subject to his energy drain. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 15 points of damage to the gizzard (AC 19). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. Lephrelourge's gizzard can hold 1 Medium, 4 Small, 16 Tiny, or 64 Diminutive or smaller opponents.

Development: If the PCs allow Lephrelourge to escape to the Maelstrom to regenerate there, he is unlikely to seek vengeance on them. In his undead state, he feels no loyalty to Culpangia (or anything else), and is content to simply ride through the funeral ceremony endlessly, with only the occasional sacrifice for company. If the PCs revisit the chamber later, he eagerly triggers the ceremony, attempting to use them as sacrifices again.

4. The Spiral Passageway

A steep spiral passageway bores through the stone. It leads up to the left, where a faint light is visible, and down to the right, into darkness. The passage is



Designer Notes

PCS' ACTIONS AND DRAGONFALL OPERATIONS

Dragonfall was ancient when the first elves appeared on Golarion. Its continued existence is in part thanks to its ability to repair damaged guardians and replace destroyed guardians. If the PCs take their time exploring the place, assume that a wings of protection periodically checks areas 4, 5, 6, and 10. It picks up any disabled guardians it encounters and carries them to the Guardian Hall (area 11) for repair, and they return to their previous post in perfect condition one hour later. If a tongue of rebuke has been unbound (reduced to 0 hp and subsequently destroyed), three days are required to restore it to perfect condition. The wings of protection also clear blockages of crypt doors and rectify other obvious tampering. Don't use this mechanism to force the PCs to fight the same battle repeatedly, just to keep them moving and reinforce to them that the machinery of Dragonfall is resilient. The sight of a wings of protection carrying even one inert guardian in for repair concerns Trauzek and Tornulis, and they might scout around in response. Of course, the PCs can prevent guardians from returning again by placing them outside the reach of patrols, such as within crypts.

If the PCs destroy all of the guardians listed in the adventure, it is safe to assume still more guardians exist. These unseen guardians might emerge from maintenance in closed crypts or return to Dragonfall from the outside world, quietly and efficiently picking up the pieces.



at least thirty feet wide and equally high, and from the visible curvature, the spiral made by the passage must be close to two hundred feet across. The outer surface of the great stone doors blends well with the passage walls. Despite their size, the gigantic doors look to be difficult to detect if closed.

This passageway leads down to more crypts and up to the Throat of Shearphorus (area 5). Travel in either direction is under shadowy illumination.

The crypt doors indicated on the map are very difficult to detect, requiring a DC 25 Search check.

Astersyn's screams (from area 12) can be heard with a DC 30 Listen check. From this distance, a PC can only determine that a gigantic creature is somewhere venting a terrible rage. This DC drops by 1 for every 50 feet of travel up the passage.

5. The Throat of Shearphorus (EL 11)

The proportions of this space are immense: this is the bottom of a circular stone shaft nearly two thousand feet deep. Here, the shaft is two hundred feet wide, while it is perhaps twice that at the ragged peaks above, where gray clouds pass overhead. Circular stone columns form the shaft's walls.

One cluster of columns forms a distinct pillar rising straight from the floor to a height of more than eight hundred feet. Although the pillar stands just twenty feet from the walls here at its base, the walls fall away above as the pillar continues its vertical climb. At its peak, the pillar stands alone as a wide plateau, connected back to the mountain's side by only a narrow stone saddle. Something stands on the plateau, bellowing in rage, its deep roars echoing up and down the great stone throat. To be audible at this distance, the creature must be gigantic.

A wide ramp spirals upward against the stone walls for a few hundred feet, continuing the path from below, before abruptly ending.

The bellows heard by the PCs come from Astersyn, the senile brass great wyrm in the Epitaphrum (area 12). A DC 30 Knowledge (arcana) check identifies the beast as a dragon of advanced years. Although most

of his screams are animalistic vents of rage, there is some Draconic peppered throughout. A DC 20 Listen check picks out a few phrases: "The name! Speak the name!" and "End the torture!" He is calling for the Epitaphrum to speak his name, thinking this would mean he has gained an honorable entry into Dragonfall (a logical thought in his addled state).

The voice of the Epitaphrum can also be heard with a separate DC 30 Listen check, although against the din of Astersyn's screams, PCs can only determine that a voice speaks Draconic in a steady tone, and must be very powerful itself to be heard at all at this distance.

The PCs are not completely safe from Astersyn even at this distance. In his rage, he is actually tearing apart the stone of the Epitaphrum above, albeit slowly. There is a 5% chance each round that a piece of stone falls. A DC 20 Spot check notices the falling stone early enough to avoid any possibility of damage. Otherwise, there is a 10% chance it hits a square occupied by a randomly determined PC, who must make a DC 20 Reflex save to avoid 20d6 points of damage.

The spiral path leading upward is similar to the one below, passing by several crypt portals, although all are difficult to detect (Search DC 25). The crypt of the bronze dragons, "Stormwatch," is the highest crypt, located at the terminus of the upper spiral and frequently touched by lightning. The crypt of the white dragons, the "Hoarfrost Helix," is located at the terminus of the lower spiral.

Creatures: Two tongues of rebuke (one each imbued with lightning and cold) stand watch and attack any intruders.

TONGUES OF REBUKE (2) **CR 9**
hp 85; See Appendix 4

TACTICS

During Combat The tongues of rebuke begin combat with their roar special attacks and then alternate between their breath weapon and roars to use each as frequently as possible. In rounds in which they can make neither special attack, they use their bite attack on opponents within range or move, flying if it is the most direct route, to position themselves to best advantage for breathing or roaring in the following round. They do not coordinate their actions and might very well damage each other in attacking the PCs.

Morale The tongues fight until destroyed.

They relentlessly pursue any fleeing opponent, waiting indefinitely outside a crypt portal if necessary.

6. The Mouth of Shearphorus (EL 17)

A ring of jagged stone spires four hundred feet across form the peak of the hollow monolith. The tallest spires soar another three hundred feet into the air. Fierce winds shriek as they pass through sharp gaps. There are no plateaus here, and barely any handholds.

This is Dragonfall's front door, the aerial entrance used by dragons and the wings of protection. It is nothing but sheer cliffs and sharp stones, so PCs who cannot fly must succeed at DC 20 Climb checks just to prevent themselves from falling to the stone floor two thousand feet below.

Creatures: When she first took control of Dragonfall, Tornulis ignored the Mouth of Shearphorus, but this decision quickly came back to haunt her, as the senile bronze wyrm Astersyn flew in and took up residence in the heart of the complex. Tornulis wants no more uninvited guests, so she has positioned eight wings of protection and eight tongues of rebuke here, with orders to attack anything entering Shearphorus except other guardians of Dragonfall. They take no notice of what happens below and ignore anything flying out of the mountain, but as soon as re-entry is attempted, they attack en masse. If the PCs make this blunder, retreat is probably their best hope, at least to give them time to reconsider. Clever tactics that prey on the guardians' fixed orders, such as luring the guardians away with a summoned monster to allow entry, might work. Despite these tricks, the Emerald Shrine is currently the "safest" path into Dragonfall.

TONGUES OF REBUKE (8) **CR 9**
hp 85 each; See Appendix 4

TACTICS

During Combat The tongues of rebuke alternate between their breath weapons and roars to use each as often as possible.

Morale The tongues of rebuke fight until destroyed. They pursue opponents within 500 feet of Shearphorus, then return.

WINGS OF PROTECTION (8)

hp 111 each; See Appendix 4

TACTICS

During Combat The wings of protection attempt to grab and constrict opponents in mid-air, letting go just in time to save themselves from hitting the ground.

Morale The wings of protection fight until destroyed. They pursue opponents within 500 feet of Shearphorus, then return.

7. Stormwatch

The storm raging above the mountain outside is nothing compared to the tempest that engulfs this chamber. Although it is located within a mountain, this room nevertheless appears to be a cliff overlooking a vast, storm-tossed sea. The roof of the cavern is obscured by thick, inky-black storm clouds that lash the jagged rocks of the cliff with a torrential downpour. Jagged flashes of lightning and deafening peals of thunder strike at the cliff face. Just

CR 8

a few feet away, opposite the portal, a small peninsula juts out into the angry sea. The flat area of rock offers a breathtaking view of the raging storm.

Stormwatch, the highest of the crypts, is reserved for the bronze dragons. While the cavern is very large, it is not nearly so massive as it seems, the result of powerful illusion magic. The storm, on the other hand, is quite real, although it does not affect the area that is within 10 feet of the portals. Anything that moves beyond that is immediately drenched with water and has a 5% chance each round of being struck by lightning (6d6 electricity damage, DC 16 Reflex half).

The ritual for bronze dragons begins when the dragon steps out onto the peninsula. With a brilliant flash, dozens of bolts of lightning strike from the clouds above and outline the dragon's form with a glowing silhouette of raw power. For a

split-second, the dragon seems to become living lightning as the power surges through its body. And then, with an earth-shattering roar, the body disintegrates into particulate energy and becomes part of the rampaging storm above.

Its unlikely the PCs will spend much time in this crypt, as there is little here to interest them, but depending on how things go in the Epitaphrum (area 12) they might be able to access it. Nothing attacks them while they are in here, so if they can avoid the lightning and don't mind the constant thunder, it does offer a relatively safe respite.

8. The Hoarfrost Helix (EL 10)

The opening of the great stone doors releases a blast of frigid air, complete with stinging ice crystals and a view into a swirling blizzard. A rough, rime-encrusted rock wall is visible seventy feet away through the slashing



winds, apparently the far side of some arctic vent. Beyond the threshold is a sheer drop into dancing white fog—a fog that conceals everything above the portal's arch. The air here is colder than the deepest winter night.

The Hoarfrost Helix, a nightmarish spiral column of arctic cold, is the crypt of the white dragons. Sacrificial victims, teleported into the bottom of the helix from a trap similar to the one in the Emerald Shrine and held in stasis until a ceremony is imminent, can only attempt to climb up, but the rime is incredibly slippery and blasts of bitter cold strong enough to send climbers or fliers plummeting to the bottom blow through the place. In a cruel irony, the magic of the helix roughly animates any dead beings, sending them cartwheeling up through the helix to the top, springing lightly from icy point to icy point, mimicking the white dragons' icewalking ability. The white dragon ceremony is relatively simple. The dragon icewalks up to the summit of Fimbulpeak (see below) and his sacrifices, animated by the magic of the crypt, surround him. One by one the humanoids are frozen solid beneath the gaze of the dragon, before tumbling off the peak to shatter against the walls of the crevasse. Finally, the dragon himself is frozen in a position of draconic glory, his body being drawn into the icy walls of the cavern to eternally gaze upon his fellows that make it this far.

The environment in the Hoarfrost Helix is equivalent to extreme cold (DMG 302) and the winds are severe (DMG 95). The walls are icy, requiring a DC 30 Climb check. The helix is 100 feet deep from the crypt portals and includes a stasis trap at its base similar to the one in the Emerald Graveyard (area 2). This trap only triggers by victims teleporting into the area and therefore doesn't affect the PCs.

Nortuanung underwent the white dragon's ceremony upon her arrival in the Hoarfrost Helix. As an accepted member of Dragonfall, her body now rests peacefully within the walls of the chamber.

The PCs enter the crypt through the front door this time, unlike their experience in the green dragon crypt. While they don't have an undead dragon to contend with, two Huge rime elementals

haunt the helix, emerging from the ice to harass intruders.

Creatures: Two rime elementals are bound to the Hoarfrost Helix, acting as custodians and insurance against overly powerful sacrificial victims. Native to the coldest reaches of the Elemental Plane of Water, rime elementals are most comfortable on ice, having many of the powers of typical water elementals only when in contact with icy surfaces. Although they are not guardians of Dragonfall, they are nonetheless influenced by the *Bellwether Brooch* and do not attack its wearer.

HUGE RIME ELEMENTAL (2) **CR 7**
hp 152; MM 98 (Huge water elemental)

Swim speed becomes speed whenever in contact with icy surfaces, allowing the rime elemental to move vertically or even along the underside of overhanging surfaces if they are icy.

Water mastery becomes **rime mastery**, and requires contact with icy surfaces (the helix walls qualify as such) rather than water.

Drench becomes **gelid touch** but retains its effect.

Vortex requires contact with an icy surface, at which point the elemental becomes a living waterspout. No cloud of debris effect is created by contact with the sea bottom.

Alignment These elementals are chaotic evil.

TACTICS

During Combat The rime elementals are accustomed to tormenting climbers. Using their vortex ability and great speed, they rush up to climbers, capture them in their vortices, spin them around for a round or two, and then eject them to plummet to the bottom of the helix. If this approach doesn't work, or their opponents fly, spider climb, or are otherwise free to move normally, the elementals instead use slam and bull rush attacks.

Morale The elementals fight until destroyed, as demanded by their binding.

Treasure: Many sacrificial victims attempted to ascend the Hoarfrost Helix using mountaineering or improvised equipment. Following their deaths, the rime elementals scornfully picked out their pitons, daggers, and other aids from the ice and tossed them to the bottom, to give false hope to the next group of sacrifices. Dozens of small objects that could serve as pitons, and many more that are hopelessly broken,

now lie at the bottom of the helix. There is also 400 feet of rope, frozen stiff in loose coils by the arctic conditions, although no single length measures more than 30 feet.

9. Fimbulpeak (EL 10)

This plateau, forty feet square, is unimaginably cold. Crystals swirl and dance in the air, and massive icicles, some twenty feet in length, reach down from the ceiling sixty feet above.

The top of the Hoarfrost Helix is bone-crackingly cold. While the wind is insignificant, the air is as thin as that at the peak of the highest mountain. This barely breathable air requires a DC 15 Fortitude save each round to avoid fatigue. The PCs are also subject to the effects of extreme cold (DMG 302). The environment preserves the bones, which are later transported to the Bone Field.

Desiring a secure location separate from her workshop, Tornulis has turned this crypt into her treasury. She knows Lephrelounge and Culpangia would never enter the graveyard of a chaotic dragon type and thus considers it safe against her most likely adversaries. Long obsessed with the study of dragons and draconic constructs, one of her more unusual possessions is an *amulet of health* +2 made from the mummified heart of a wyrmling white dragon. While she was surprised when this crypt opened up for her approach, she was quick to take advantage of the situation.

Creatures: The covetous and paranoid white dragons bound another guardian here, a nine-headed cryohydra, to ensure no would-be sacrifice ever scales the helix to stand triumphantly over their corpses. The beast is held in stasis until a non-dragon (other than a guardian of Dragonfall) sets foot on the plateau, and then returns to stasis when the plateau has been free of intruders for 10 minutes.

NINE-HEADED CRYOHYDRA **CR 10**
hp 97; MM 157

TACTICS

During Combat Although not terribly bright, the cryohydra does notice after its first breath weapon attack on an opponent whether that opponent appears affected, and does not waste further breaths on opponents who appear immune. It ignores

foes whose attacks simply lead to the growth of additional heads and focuses all of its attention on those making fire-based attacks.

Morale The cryohydra fights until destroyed.

Treasure: A small iron chest is secured to a thick icicle by silver wire fifty feet above the plateau (Search DC 20 to locate, Climb DC 30 to reach, and easily freed from the stalactite). The chest has a good lock (Open Lock DC 30) and is warded with a *fire trap* spell (cast by Tornulis, CL 11th). The chest (worth 200 gp), lined with remorhaz hide and completely airtight, protects its contents from damage in this harsh environment. It holds Tornulis' research on the *Bellwether Brooch*, an emergency spellbook (containing *dimension door*, *disintegrate*, *fox's cunning*, *haste*, *magic missile*, and *overland flight*; worth 1,065 gp), and a pair of fine aquamarines, each worth 500 gp. Her notes on the brooch

include everything in the description in Appendix 3. A DC 20 Search check reveals this information in 5 minutes; otherwise an hour is required to read the notes.

10. Entrance to the Guardian Hall (EL 9)

A thirty-foot-square opening on either side of the great pillar accesses this simple space, an unadorned chamber seventy feet across with unworked stone walls, floor, and thirty-foot-high ceiling. A thirty-foot-diameter opening in the center of the floor drops away into darkness.

This is the entrance to the Guardian Hall, set apart from the crypts of Dragonfall. The guardians access it only when in need of repair, and disabled guardians are brought here and pushed into the shaft, as their fall is arrested at the bottom by a null-gravity area.

Desiring a more flexible sentry than the unthinking guardians, Tornulis has stationed her one living servant here to warn her of impending attack or trouble within the Throat of Shearphorus.

Creatures: Tornulis, an avowed loner most comfortable with automatons, was quite surprised when a supplier of stolen spellbooks informed her that he knew of a wizard eager to apprentice himself, and more surprised still when the tight-lipped fence let on that the young wizard threatened to crush his skull if he did not find an appropriate master quickly. Intrigued more than compassionate, she agreed to meet Trauzek, a half-fiend ogre who made the unlikely decision to pursue a career in wizardry. Approaching the relationship as a craftsman facing a block of raw material, she agreed to assist him in his studies in return for unquestioning loyalty. She has actually grown to trust him to some limited extent, and for his part, Trauzek adores his brilliant tutor.



Trauzek is a burly ogre with rough scales covering his body. He has two straight horns, a stunted tail, and a fin that runs over the top of his head and down his back to the tip of his tail. Unlike most half-fiends, he does not have wings.

TRAUZEK

CR 9

Male half-fiend ogre wizard 6

LE Large outsider (native)

Init +2; **Senses** darkvision 60 ft., low-light vision; Listen +6, Spot +6

DEFENSE

AC 16, touch 11, flat-footed 14

(+2 Dex, +5 natural, -1 size)

hp 83 (10 HD; 4d8+6d4+50)

Fort +13, **Ref** +5, **Will** +8

DR 5/magic; **Immune** poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 20

OFFENSE

Spd 30 ft.

Melee Large mwk falchion +15 (2d6+13/18–20) or 2 claws +14 (1d8+9) and bite +9 (1d6+4)

Ranged Large mwk composite longbow +8 (2d6+2/x3)

Space 10 ft.; **Reach** 10 ft.

Special Attacks smite good

Spell-Like Abilities (CL 10th):

3/day—darkness, poison (DC 13)

1/day—contagion (DC 13), desecrate, unholy blight (DC 13)

Spells Prepared (CL 6th):

3rd—fly, lightning bolt

2nd—mirror image, scorching ray, whispering wind

1st—alarm (x2, cast once), mage armor, true strike

0—detect magic, prestidigitation (x3, cast twice)

TACTICS

Before Combat Trauzek has cast *alarm* (mental version, password “Tornulis”) on the chamber to alert him to any intruders. If he has warning of an imminent attack, he casts *fly*, *mage armor*, and *mirror image*.

During Combat Trauzek casts his *whispering wind* to warn Tornulis as soon as intruders

appear. He then casts *fly* and zooms out into the Throat of Shearphorus, this apparent retreat to buy himself time to cast *mage armor* and *mirror image*. If any opponents follow, he happily engages them aerially using Flyby Attack falchion attacks and his bow. Otherwise, he returns to the chamber, casting *true strike* the round before landing and then hacking away with his falchion, stopping only to use his *unholy blight* spell-like ability if he begins to feel overmatched.

Morale If Trauzek is reduced below 30 hp, he flees down to the Guardian Hall (area 11).

STATISTICS

Str 29, **Dex** 15, **Con** 20, **Int** 13, **Wis** 8, **Cha** 8

Base Atk +6; **Grp** +19

Feats Combat Casting, Flyby Attack, Iron Will, Scribe Scroll^B, Spell Penetration, Still Spell

Skills Climb +13, Concentration +14, Decipher Script +4, Knowledge (arcana) +10, Knowledge (the planes) +4, Listen +6, Search +4, Spellcraft +10, Spot +6

Languages Common, Giant, Terran

SQ summon familiar (rat)

Combat Gear scroll of stinking cloud; **Other Gear** arcane foci, belt pouch containing material components, mwk composite longbow (+2 Str) with 40 arrows, mwk falchion, and coins worth 200 gp

Trauzek



11. The Guardian Hall (EL 13)

A 30-foot by 30-foot section of the chamber directly below the chute from area 10 above has a permanent null-gravity effect to aid in repair of seriously damaged guardians of Dragonfall. Flying PCs must use a move action to reorient themselves when passing through this area, but may then proceed as normal. Falling PCs (and those protected by *feather fall*) do not reach the ground, instead hanging 15 feet above the floor. They can liberate themselves in any number of ways, including throwing an anchor or lassoing an object outside the null-gravity area and pulling themselves free, or making a DC 30 Tumble check.

This huge chamber, roughly carved and left with unfinished walls, is one hundred feet square. Continual flame spells nearly cover the flat ceiling thirty feet above, so the place is refreshingly well-lit. An iron boss ten feet in diameter protrudes from the stone in the center of each wall. Large iron tools of various function lie haphazardly across the floor, while one workbench features a more orderly

set of fine human-sized tools and a bedroll below. An iron statue of a legless dragon lies near a wall, not quite complete, and what might be a howdah stands next to it. A large opening in the center of each wall is covered with a massive iron hatch, secured with a heavy bar.

The Guardian Hall is a repair shop for the Guardians of Dragonfall and where Tornulis spends most of her time creating and refining her construct army. The tools spread across the floor animate and fly to attend any damaged guardian in the hall, granting any guardian fast healing 3 unless the tools are physically prevented from reaching it (with the exception of unbound tongues of rebuke; these require three days to restore to normal function). The tools are otherwise inert.

Tornulis uses the one organized workbench. The nearly-complete tongue of rebuke is a mount she has been building for herself. It is completely lifeless at this point. Under normal circumstances, the tools here could construct a new guardian of Dragonfall, given the appropriate raw materials, to replace any guardians permanently destroyed, but with Tornulis's interference, this won't happen during the course of this adventure.

The four ports set in the walls serve to imbue the tongues of rebuke with their elemental energies. Opening a port is easy (Intelligence check DC 5; automatic for Tornulis) but extremely dangerous: if the jaws of a tongue of rebuke span the opening, no damage is dealt and the tongue of rebuke takes on that energy type after 3 rounds; otherwise, a stream of energy (acid, cold, electricity, or fire) shoots across the chamber to the opposite wall, dealing 8d6 points of damage to anything in its path each round (treat as a 20-foot-long line 10 feet in diameter). Shutting a port is a standard action.

Creatures: Tornulis styles herself the Queen of Dragonfall and has embellished upon her Dragonfall Mark: red draconic tattoos cover her face, neck, and arms, radiating out from the *Bellwether Brooch* at her throat. If the PCs wish to talk, she's willing to listen out of perverse curiosity, but she never gives up the *Bellwether Brooch* or her hopes to rule the world from Dragonfall. If forced into combat, she throws everything she has at the PCs.

Tornulis's proudest creation is here with her: a tongue of rebuke she has modified to serve her as a shield guardian.

Any guardians previously damaged by the PCs might be undergoing repairs here as well.

TORNULIS

CR 11

Female tiefling transmuter 11

LE Medium outsider (native)

Init +7; **Senses** darkvision 60 ft.; Listen +4, Spot +4

DEFENSE

AC 16, touch 14, flat-footed 13

(+2 armor, +1 deflection, +3 Dex)

hp 40 (11d4+11)

Fort +4, **Ref** +8, **Will** +7

Defensive Abilities resist cold 5, electricity 5, fire 5

OFFENSE

Spd 30 ft.

Melee mwk dagger +5 (1d4–1)

Ranged mwk dagger +9 (1d4–1)

Spell-Like Abilities (CL 11th):

1/day—darkness (DC 12)

Spells Prepared (CL 11th, +4 melee touch, +8 ranged touch):

6th—*disintegrate* (DC 21), *globe of invulnerability*

5th—*baleful polymorph* (DC 20), *interposing hand*, *telekinesis* (DC 20)

4th—*fire shield*, *polymorph*, *shout* (DC 18), *stoneskin*, *wall of ice* (DC 18, already cast)

3rd—*blink*, *clairaudience/clairvoyance*, *hold person* (DC 17), *protection from energy*, *slow* (DC 18, x2)

2nd—*blindness/deafness* (DC 16), *false life*, *fox's cunning*, *scorching ray*, *spider climb*, *touch of idiocy*

1st—*endure elements*, *magic missile*, *ray of enfeeblement*, *reduce person* (DC 16), *shield*, *true strike*

0—*detect magic*, *light*, *mage hand*, *open/close*, *touch of fatigue* (DC 14)

TACTICS

Before Combat Each day, Tornulis casts *wall of ice* into her tongue of rebuke shield guardian, with orders for it to be cast on her (in hemisphere version, 5 foot radius) if she is rendered unconscious, and for the shield guardian to then attack all foes outside the ice hemisphere until they are slain. If Trauzek warns Tornulis of the PCs' approach, she casts her long-duration defensive spells, including *stoneskin*, *false life*, and *shield*.

During Combat If she already has her defensive spells in place, Tornulis lets fly

with offensive spells, focusing initially on any obvious spellcasters with *disintegrate* and *baleful polymorph*. If the PCs absorb these attacks without difficulty, she animates her *hand of the theurge* to use her *wand of lightning bolt*, while she casts more defensive spells, beginning with *globe of invulnerability*. If caught unaware, she animates the *hand of the theurge* in the first round, casts *globe of invulnerability*, *stoneskin*, and *interposing hand* while the wand fires. She then begins casting offensive spells, attempting to knock fighter-types into the null-gravity area with *telekinesis*, casting *disintegrate* and *baleful polymorph* at rogues and arcane spellcasters, and using *scorching ray*, *magic missile*, and *ray of enfeeblement* on others. Tornulis directs her tongue of rebuke shield guardian to attack as many opponents as possible with its breath weapon and roar while excluding her from its area of effect, and makes use of its *shield other* ability throughout combat. If she begins to run low on offensive firepower, she casts *open/close* to open the fire port and directs her shield guardian to bull rush foes into the line of fire and grapple them there.

Morale If Tornulis expends all of her offensive spells or is reduced below 10 hp, she casts *polymorph* and takes the form of a young white dragon to fly to the safety of the Hoarfrost Helix (area 8), accompanied by her shield guardian. If the *Bellwether Brooch* is taken from her, she fights to the death in a furious assault.

STATISTICS

Str 8, **Dex** 16, **Con** 12, **Int** 19, **Wis** 10, **Cha** 11

Base Atk +5; **Grp** +4

Feats Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Improved Initiative, Scribe Scroll, Spell Focus (transmutation), Spell Penetration

Skills Bluff +2, Concentration +15, Craft (carpentry) +9, Craft (sculpting) +7, Decipher Script +11, Hide +5, Knowledge (arcana) +18, Knowledge (architecture and engineering) +9, Listen +4, Spellcraft +18, Spot +4

Languages Common, Draconic, Dwarven, Elven, Goblin, Infernal

SQ summon familiar (weasel)

Combat Gear *hand of the theurge* (see Appendix 3), *wand of lightning bolt* (CL 6th, 30 charges); **Other Gear** *amulet of health* +2 (made from the mummified heart of a white dragon, not currently worn), arcane

foci, *Bellwether Brooch*, bracers of armor +2, belt pouch with material components, diamond dust worth 1,000 divided into four packets (material component for *stoneskin*), key to chest in Fimbulpeak (area 9), *ring of protection* +1, and coins worth 212 gp

TONGUE OF REBUKE GUARDIAN CR 9
hp 85; See Appendix 4

As *tongue of rebuke* plus: guard and shield other special qualities of shield guardian (MM 223), attuned to wearer of *Bellwether Brooch*.

TACTICS

Morale The tongue fights as directed by Tornulis until destroyed, as long as she wears the *Bellwether Brooch*.



Tornulis

Treasure: Concealed under the workbench in a secret compartment (Search DC 15) are Trauzek's and Tornulis's spellbooks. Trauzek's spellbook is unremarkable and contains the following spells in addition to those he has prepared: *blink*, *charm person*, *displacement*, *heroism*, *magic weapon*, *scare*, *shield*, *slow*, *web*, and all cantrips. It is worth 2,565 gp.

Trap: Tornulis's spellbook, however, is very unusual: its covers are bronze plates engraved to resemble interlocking golem fists, it is thicker than the typical spellbook, and it has an integral hinged bronze bookmark in the shape of a golem's arm. This arm is actually a mechanical trap and attacks anyone who touches the book without first activating the hidden bypass switch.

TORNULIS'S SPELLBOOK TRAP CR 1
Type mechanical; Search DC 20; Disable Device DC 20

EFFECTS

Trigger touch; **Bypass** hidden switch (Search DC 25, Craft Construct feat gives +10 bonus); **Reset** automatic
Effect Atk +10 melee (1d4 plus poison, dagger); poison (blue whinnis, DC 24 Fortitude save resists (poison only), 1d6 Con/2d6 Con).

In addition to those spells Tornulis has prepared, her spellbook contains the following spells: *apparent master* (see Appendix 5), *legend lore*, *permanency*, and all cantrips except those of the conjuration and illusion schools. The book is worth 11,250 gp due to its integrated trap and unusual materials.

Development: If Trauzek has joined Tornulis here, she is more confident and

only flees if reduced to 5 hp or less. Trauzek flies above the fray, using Flyby Attack to make falchion attacks.

PART 4: THE GAUNTLET OF CHALLENGE-CRY

Dragonfall exists to honor the bones of devout true dragons, but it has another purpose as well, one known only to the most powerful of great wyrms: Once every century or two, a dragon of surpassing power enters Dragonfall to pass through a series of largely ceremonial tests and complete an ancient ritual within Paragon Hall (see Appendix 1 for more details). After claiming the *Bellwether Brooch* from Tornulis, the PCs must make their way past the senile bronze wyrm Astersyn in the Epitaphrum and navigate the tests of the Gauntlet of Challenge-Cry, confront Culpangia in Paragon Hall, and replace the *Bellwether Brooch* to its setting ("the rain drop encased in ice"), thereby restoring Dragonfall to its proper function.

12. The Epitaphrum (EL 15)

As the PCs ascend toward the plateau of the Epitaphrum, the DC checks to identify the source of Astersyn's screams, their meaning, and the voice of the Epitaphrum all decrease from their levels at the base of the Throat of Shearphorus. The Knowledge (arcana) check to identify the source as a dragon drops to DC 20 at an altitude of 200 feet and to DC 10 at an altitude of 400 feet. Exceeding either check by 10 or more further identifies the source as an elder male bronze dragon. Likewise, the Listen check to make out Draconic fragments drops to DC 20 at an altitude of 200 feet and is automatic at an altitude of 400 feet and above. A DC 20 Listen check at an altitude of 200 feet deciphers the voice of the Epitaphrum as speaking Draconic, and a DC 20 Listen check at an altitude of 400 feet catches the context: a continuous cycle through a list of draconic names.

PCs also become subject to Astersyn's frightful presence within 360 feet of him.

This flat, circular plateau, one hundred feet across, is glassy-smooth and bears several large runes inscribed in its center, but it is otherwise completely bare. Large chunks of stone have been broken off the periphery. A



narrow saddle of rock connects this pillar back to the throat of the mountain. A steady, disembodied voice emanates from a polished iron inlay of two precisely overlapping hexagons set in the mountain's wall sixty feet above the far side of the connecting saddle.

The voice emanating from the symbol is powerful, alternating between male and female. It identifies the current paragons for each of the forty draconic bloodlines that are currently awaiting challengers in Paragon Hall. See the area 16 for more information.

Creature: Of course, the PCs also find the mad bronze wyrm Astersyn here, crying for the disembodied voice to call his name. In his confused, decrepit state, he flew into Dragonfall. He knows he should be here, but at the same time, he knows he shouldn't be aware of being here, reinforcing his confusion. He believes only hearing his name called will fix the problem. Despite his power, the guardians who confronted Astersyn on his arrival damaged him and he is too senile to

heal himself—in fact, he regularly harms himself by attacking the structure of the place. The guardians would ordinarily attack him until they finished him off, but Tornulis pulled them away, not caring to waste resources once Astersyn installed himself here.

Astersyn's delirium detracts from the typical grandeur of a metallic great wyrm, and the bloody streaks that mar his hide give him a sinister look.

ASTERSYN

Male great wyrm bronze dragon
CN Gargantuan dragon (water)
MM 80

Init +4; **Senses** blindsense 60 ft., keen senses;
Listen +40, Spot +40

DEFENSE

AC 44, touch 6, flat-footed 44
(+38 natural, −4 size)

hp 565 (currently 113) (39d12+312)

Fort +29, **Ref** +23, **Will** +21

Defensive Abilities water breathing; **DR** 20/
magic; **Immune** electricity; **SR** 31

OFFENSE

Spd 40 ft., fly 200 ft. (clumsy), swim 60 ft.

Melee bite +50 (6d6+14) and
2 claws +47 (2d8+7) and
2 wings +47 (2d6+7) and
tail slap +47 (2d8+21)

Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)

Special Attacks breath weapon, crush (4d6+21),
frightful presence (DC 27), tail sweep
(2d6+21, DC 39)

Spell-Like Abilities (CL 12th):

At will—*speak with animals*

3/day—*create food and water, fog cloud, detect
thoughts, control water*

1/day—*control weather*

TACTICS

Before Combat Astersyn disregards other creatures unless they attack him. His senses most likely make him aware of them, however, so he is unlikely to be surprised or caught flat-footed.

During Combat If attacked, treat Astersyn as under the influence of a *confusion* spell to determine his response (assume for this that the attacker is the effect's "caster"), with the

exception that a result of “flee” instead means he attacks the structure of the Epitaphrum and he does not automatically attack creatures that attack him, instead relying on the chart result.

Morale Only Diplomacy checks can affect Astersyn’s attitude, as detailed below under Development.

STATISTICS

Str 39, **Dex** 10, **Con** 27, **Int** 6, **Wis** 7, **Cha** 6

Base Atk +39; **Grp** +65

Feats Ability Focus (breath weapon), Cleave, Extend Spell, Flyby Attack, Hover, Improved Initiative, Improved Natural Attack (bite), Iron Will, Lightning Reflexes, Multiattack, Power Attack, Snatch, Spell Focus (enchantment), Weapon Focus (bite)

Skills Escape Artist +42, Listen +40, Spot +40, Swim +54

Languages Draconic

SQ alternate form

SPECIAL ABILITIES

Breath Weapon (Su) Astersyn has two types of breath weapon, a line of lightning (24d6 damage, Fortitude DC 39) and a cone of repulsion gas. Creatures within the cone must succeed on a Will DC 39 save or be compelled to do nothing but move away from Astersyn for 1d6+12 rounds. This is a mind-affecting compulsion enchantment effect.

Development: Interaction with Astersyn is a risky business. If the PCs have determined how Dragonfall is supposed to work, the easiest course of action is to convince Astersyn to go Stormwatch and commence with the ceremony. This course is hampered by the fact that Astersyn no longer remembers (if he ever knew) where the bronze dragon crypt is or how to activate the ritual, but it only takes a DC 15 Diplomacy check (remember that characters with the Dragonfall Mark suffer a –10 penalty on Diplomacy checks made against dragons) to convince him to try. As long as the PCs bring him to within 20 feet of the door to Stormwatch within 2 minutes, Astersyn gratefully thanks the PCs and enters the crypt. If the PCs take longer than that to find the crypt (and they might have to use trial and error since its unlikely they know where along the Spiral Passageway the right crypt is) Astersyn’s mind begins to slip, and the PCs have to make a new Diplomacy check each round (with a

cumulative –1 penalty each round) to convince him to continue searching.

If the PCs attempt to convince Astersyn to aid them on their quest or let them pass, they have a harder time, as they have to overcome the dragon’s natural horror at finding humanoids in Dragonfall. Nevertheless, PCs speaking Draconic can make a DC 25 Diplomacy check to restore Astersyn’s mind for 5 rounds. During this time, Astersyn volunteers to assist them, and can be a potent ally while lucid. Beginning on the sixth round, a new Diplomacy check (DC 25 +1 per round) is required to keep Astersyn sane. Failing any Diplomacy check causes Astersyn to act as if under the influence of a *confusion* spell, with the following exceptions: a result of “flee” instead means he attacks the structure of the Epitaphrum (or moves toward it for one round if he left) and he does not automatically attack those who attack him (instead rolling on the chart each round).

The runes in the center of the Epitaphrum state, in Draconic, “Speak your challenge.” Any statement made here in Draconic with any element of challenge to it results in a 50-foot-diameter section of the floor slowly folding away (Reflex DC 10 check to avoid falling) to reveal a 240-foot-deep shaft leading down into the pillar. This is the entrance to the Gauntlet of Challenge-Cry. A DC 30 Search check otherwise identifies the trapdoor.

Trapdoor: 2,700 hp per 10-foot by 10-foot section, hardness 24, break DC 120, +13 save bonus against spells that could affect it. If the trapdoor opens while Astersyn is in a demented state, he attacks the PC speaking the challenge for one round, then acts as if under the effect of *confusion* for the next 5 rounds. The floor returns to its normal configuration after 10 minutes.

XP award: Astersyn is normally a CR 25 opponent, but with his reduced hp and mental ability scores, lack of spells, and *confusion*-impaired reactions, he is the equivalent of a CR 15 opponent. Award the PCs experience as if they had defeated a CR 13 monster for gaining access to the shaft without fighting Astersyn, and give them the full CR 15 award if they manage to get Astersyn to Stormwatch.

13. The Challenge of Might (EL 11)

Light in this chamber is equal to shadowy illumination when the trapdoor above is open or the gate is imbued with fire or

electricity (see below); otherwise, there is no natural light.

The bottom of the deep stone shaft is flat and empty, with a massive iron door, forty feet high and thirty feet wide, set in its eastern side. The door appears designed to slide upward, much like a solid portcullis. A thick, sturdily-braced horizontal iron shelf protruding from the door five feet above the floor appears to be the only leverage point from which to lift it. The iron of the door changes color several times a minute, at first glowing orange as if pulled from a forge, then glistening with green perspiration, next frosted with ice crystals, and finally dry and crackling with electricity, before again glowing orange and repeating the cycle. Large runes etched into the doors seem to ignore the state of the door, their forms remaining the color of blackened iron throughout the cycle.

The gate itself is the Challenge of Might. It changes substance every 5 rounds, and is cyclically imbued with fire, acid, cold, and electricity. In each form, it deals 10d6 points of damage of the appropriate energy type to anyone in contact with it and 5d6 points of damage to anyone within 10 feet. A DC 20 Reflex save reduces the area damage by half, but there is no save for the damage taken while a creature is in contact with the door. A powerful dragon can easily overcome it using its physical strength and energy immunities. The gate weighs 2,000 pounds, and lifting it is the most direct way through it. It has 270 hp per 10-foot by 10-foot section, hardness 30, a break DC 70, a +13 save bonus against spells that could affect it, and automatically repairs 5 points of damage per round. The Draconic runes etched into the top of the door read, “I shall then be Apsu, for I am the first.” The runes at the bottom of the door read, “and I shall end Death.”

Use the carrying capacity chart (PH 162) to determine how much a given creature can lift. Be sure to account for size modifiers. Each additional creature that assists adds 2 to the strongest creature’s effective Strength score. The gate opens to the command “Open” spoken in Draconic from the opposite side.



Creatures: Two tongues of rebuke (acid and cold) stand guard beyond the gate to prevent entry by non-dragons.

TONGUES OF REBUKE (2) **CR 9**
hp 85; see Appendix 4

TACTICS

Before Combat As soon as the gate is lifted, the tongues of rebuke each make a bull rush attack as part of a charge against the nearest non-dragon target engaged in lifting the gate (+13 bull rush when charging).

During Combat After bull rushing through the open gate, the tongues of rebuke alternate attacks between their breath weapons and roars to use each as frequently as possible, targeting any opponent still engaged in lifting the gate. They do not attack the wearer of the Bellwether Brooch.

Morale The Tongues fight until destroyed.

14. The Chamber of Ascension (EL 10)

The columns in this chamber imbued with fire (see below) create shadow illumination.

This chamber, four hundred feet high and eighty feet across, is another immense vertical shaft carved into the heart of the mountain. Twelve evenly-spaced iron columns five feet in diameter stand along the chamber's perimeter, rising to support a ring-shaped platform near the ceiling. The ceiling itself is some form of shimmering screen—not a prismatic wall, but perhaps something similar. The columns stand in matching sets of three. Three columns glow orange with heat, three glisten with green perspiration, three are frosted with ice crystals, and three crackle with electricity, all very similar to the portcullis-gate in the last chamber. There are no visible exits.

Appearances here aren't deceiving—the columns have exactly the same properties as the gate in the Challenge of Might (area 13), except they don't change energy type. The walls of the chamber are all within the area of effect of the columns, so climbers require some form of protection, and flyers must stay near the center of the chamber.

Creatures: Two wings of protection attack any non-dragon flying up the chamber to the platform atop the columns.

WINGS OF PROTECTION (2) **CR 8**
hp 111; see Appendix 4

TACTICS

During Combat The wings of protection attempt to grab and constrict opponents, wrapping themselves around the columns at the same time to further damage their prey (even although this damages the wings as well). They don't attack the wearer of the Bellwether Brooch.

Morale The wings of protection fight until destroyed.

15. The Challenge of Arcana (EL 11)

From the height of the ring-shaped platform, the ceiling thirty feet above appears to be some form of magical screen, with strange runes darting across it. A chamber beyond the screen is barely visible.

DRACONIC PARAGONS

Paragon Hall contains the final resting place for the draconic paragon of each bloodline. The names of each of these dragons is inscribed on the bas-relief carvings and spoken by the voice of the Epitaphrum. The following list names all forty Paragons, the bloodlines they represent, and, parenthetically, the breed to which they belong. Two of the parenthetical bear the word “extinct” as well, which indicate the two Paragons who have no clan mates still living.

Akkeron of Daraxa (red)
 Asthaxyn of Zosh (red)
 Chastharak of Bollivik (silver)
 Daskan of Meshiavel (silver)
 Dvarax of Orrstreng (copper)
 Ekretian of Spravevost (bronze)
 Gralgalask of Gorlam (brass)
 Grusyx of Orix (bronze)
 Herox of Orikal (pure brass)
 Horlyxan of Tyss (silver)
 Hvit of Skel (pure blue)
 Iklamian of Aleirt (gold)
 Jakthyl of Lyxstryxl (brass)
 Kahetryx of Syxstryxl (green)
 Karnoten of Geris (pure black)
 Krasnyek of Kosthrum (silver)
 Kuivresk of Ruddantyl (bronze)
 Laskulk of Argix (pure silver)
 Lataryx of Aurixia (pure gold)
 Magnyfex of Vuellthak (red)
 Mesinansk of Perspykus (gold)
 Notrou of of Kexkyl (gold)
 Nyttig of Straxel (copper)
 Orothyx of Ectrym (gold)
 Oton of Mox (bronze)
 Pakthylax of Kaelklig (copper; extinct)
 Pretoxyl of Yt (copper)
 Ryxthalan of Huuromyth (red)
 Ryltoern of Perxop (pure copper)
 Spravvanes of Pyropex (pure bronze)
 Sythyl of Uzzaabil (blue)
 Tashraxmort of Nerothroc (pure red)
 Tektharix of Ehmalilin (blue)
 Trothaxon of Wymerid (brass)
 Ulmnurax of Tixok (green)
 Uturgyth of Pellthol (black)
 Vaxthyxl of Nivus (pure white)
 Vlyth of Virid (pure green)
 Warthallan of Mishtuu (brass; extinct)
 Zerobyn of Hox (blue)

The screen composing the ceiling represents half of the Challenge of Arcana. It is equivalent to a *wall of force* except it is unaffected by *disintegrate*. A DC 15 Knowledge (arcana) check identifies the runes dancing across it as Draconic, and a DC 15 Spot check notices that the rune for “open” appears frequently and in large groupings, although the rune itself is of different sizes and orientations. To bypass the screen, a section of it must be hit with an energy attack (of any type) at least 20 feet in diameter when the area is covered in “open” runes. A ready action to cast a spell or use a device can accomplish this, but only following successful Knowledge (arcana) and Spot checks. The energy attack results in a 20-foot-diameter hole opening in the screen for one round at that location.

This, however, is only half of the test.

Creatures: Two arcanatons fly through any opening in the screen to contest the spell-power of the challenger.

ARCANATONS (2)

CR 9

hp 76; see Appendix 4

TACTICS

During Combat The arcanatons begin combat with tentacle attacks, trying to determine which target has the most magical effects and items to consume. Once they have drained a target of all magic, the arcanatons shoot bolts of arcane fire from a safe distance. The arcanatons’ *arcane consumption* ability cannot dispel the screen, so it is entirely possible for the PCs to trap them on the opposite side of the screen or separate them with the screen.

Morale The arcanatons pursue anyone opening a hole in the screen within areas **14** and **15**, but no further. They fight until destroyed.

Development: If either of the arcanatons is destroyed, a replacement is summoned 24 hours later and bound to service.

16. The Paragon Hall (EL 13)

Two massive iron obelisks dominate this domed chamber, each fifty feet tall and covered with intricate runes. Arcane fire arcs between their peaks, illuminating bas reliefs of forty gigantic dragon heads peering out of the chamber’s stone walls at even intervals. A single huge claw corresponding to each head reaches out

five feet from the base of the walls. Through the flickering light, a small field of crystals glitters on the floor between the obelisks, with a gap a few inches wide in their center and surrounded by several runes below.

This is the culmination of the Gauntlet of Challenge-Cry, the place where the greatest of wyrms complete a primal draconic ritual (see Appendix 1). The PCs are here for another reason—they must replace the *Bellwether Brooch* in its setting (the gap in the crystal field, referred to as “the ice” in Auronorex’s clues) to return the Guardians of Dragonfall to their normal tasks. Culpangia, Lephrelourge’s green dragon mother and Tornulis’s accomplice in capturing the *Bellwether Brooch*, does anything she can to prevent this.

The bas-reliefs represent the Paragons of each dragon bloodline. A DC 30 Knowledge (arcana) check determines these carvings depict dragons who have grown beyond even the stature of great wyrms. The field of crystals is in the shape of a deced, and the gap in its center immediately accepts the *Bellwether Brooch* if it is placed there. The runes read, in Draconic: “To erase with Dahak and to begin with Apsu.”

Any time a dragon’s frightful presence is active in the Paragon Hall, the air begins to swirl, building in intensity from light wind to windstorm by one gradation per round (DMG 95).

Creatures: Culpangia lurks in the Paragon Hall, ensuring against the return of the *Bellwether Brooch*, imagining she has saved the last of her brood and dreaming of the greatness still to come from her line. She has fallen into complete paranoia, living here under the gaze of the Paragons while corrupting Dragonfall. Her *ioun stone* circles her head, and her crimson Dragonfall Mark rings her eyes.

CULPANGIA

CR 13

Female adult green dragon

LE Huge dragon (air)

Init +4; **Senses** blindsense 60 ft., keen senses;

Listen +28, Spot +28

DEFENSE

AC 27, touch 8, flat-footed 27

(+19 natural, –2 size)

hp 270 (20d12+140)

Fort +19, **Ref** +12, **Will** +15

Defensive Abilities water breathing; **DR** 5/magic; **Immune** acid; **SR** 21

OFFENSE

Spd 40 ft., fly 150 ft. (poor), swim 40 ft.

Melee bite +26 (3d8+8) and

2 claws +24 (2d6+4) and

2 wings +24 (1d8+4) and

tail slap +24 (2d6+12)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Special Attacks breath weapon, crush (2d8+12), frightful presence (DC 23)

Spell-Like Abilities (CL 6th):

3/day—*suggestion* (DC 16)

Spells Known (CL 5th):

2nd (4/day)—*invisibility*, *mirror image*

1st (6/day)—*comprehend languages*,

expeditious retreat, *shield*, *unseen servant*

0 (6/day, 2 remaining)—*arcane mark*, *detect magic*, *disrupt undead*, *mage hand*, *message*, *resistance*

TACTICS

Before Combat If Culpangia hears combat with the arcanatons in the Challenge of Arcana (area 15), she uses the warning to prepare for intruders by casting *invisibility*, *expeditious retreat*, and *mirror image*, and positions herself to open combat with a crush attack against as many opponents as possible.

During Combat Culpangia charges into melee, using Slow Exhalation to deal breath weapon and bite damage simultaneously. If she hits with several attacks in a round, she begins taking larger and larger Power Attack adjustments. She uses Frightful Suggestion to recommend any PCs affected by her frightful presence hide behind the obelisks to avoid the cross-fire. If she spots the *Bellwether Brooch* (and she actively looks for it), she attempts to grapple and pin its wearer, to then rip the brooch away, swallowing it if the succeeding attack is with her bite.

Morale The presence of intruders instantly concerns Culpangia and she fears her Lephrelourge might be dead. She makes hollow taunts in combat, trying to get the PCs to boast of their battles in Dragonfall. If the PCs imply they killed Lephrelourge, she tries to determine if they used fire to overcome his regeneration powers. She won't flee unless she knows the PCs don't have the *Bellwether Brooch*, or she has it herself, in which case she retreats to find Lephrelourge if she is reduced below 50 hp.

STATISTICS

Str 27, **Dex** 10, **Con** 25, **Int** 16, **Wis** 17, **Cha** 16

Base Atk +20; **Grp** +36

Feats Alertness, Flyby Attack, Frightful

Suggestion (see Appendix 2), Improved

Initiative, Improved Natural Attack (bite),

Multiattack, Power Attack, Slow Exhalation

(see Appendix 2)

Skills Concentration +30, Diplomacy +26, Hide

+15, Intimidate +11, Listen +28, Move Silently

+23, Sense Motive +13, Spot +28

Languages Common, Draconic, Ignan, Infernal

Other Gear *amulet of health* +4, *ioun stone* (dark blue rhomboid)

SPECIAL ABILITIES

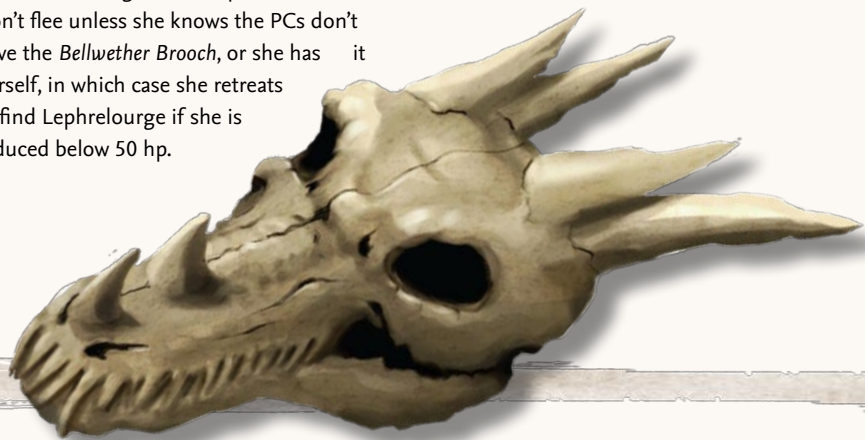
Breath Weapon (Su) Culpangia can breathe a 50-foot cone of corrosive (acid) gas, dealing 12d6 points of acid damage (Reflex DC 27 for half) every 1d4 rounds.

Treasure: Culpangia expended most of her treasure in attempting to revive her sons as each was slain, but her remaining hoard is contained in a single chest set next to the claw of her bloodline's Paragon. The chest holds coins worth 3,202 gp, gems and jewelry worth 2,700 gp, and a +2 *adamantine rapier*.

CONCLUDING THE ADVENTURE

If the PCs return the *Bellwether Brooch* to its setting and slay Culpangia, they witness the beginning of changes to Dragonfall meant to prevent this situation from repeating itself in the future. The spirit of Auronorex manifests in the Paragon Chamber and addresses the PCs. Read or paraphrase the following.

With a crackle of light, the brooch is returned to its proper place. For a moment there is silence, replaced shortly by a faint hum that fills the air as a golden radiance takes form. The spirit of Auronorex appears before you.



APSU

Waybringer, the Exiled Wyrms, Maker of All

LG god of dragons, glory, leadership, and peace

Apsu and his metallic children have lived on countless planets in the time since he fell to the Material Plane. Having long fled from Dahak in his search for a world where his children might know peace, Apsu keeps no fixed domain upon the Outer Planes. Rather, his cathedral-like lair, the Immortal Ambulatory, is a traveling demiplane capable of manifesting a physical gate upon Golarion. Here he holds court over his mortal children and makes plans to destroy Dahak once and for all. Wise and cautious, Apsu hates to see other creatures suffer, even as he himself endlessly feels the stings of his son's betrayal and his mate's rejection. Sinuous and long-winged, with scales that sparkle like mother-of-pearl, Apsu appears lean and ancient. As Dahak's unhealing wounds attest, however, he is anything but weak.

Domains: Creation, Good, Earth, Law, Travel.

Favored Weapon: Breath weapon or quarterstaff.

DAHAK

The False Wyrms, Sorrowmaker, the Endless Destruction

CE god of destruction, dragons, evil, and treachery

Almost universally hated by metallic and chromatic dragons alike, Dahak nonetheless retains enough divine power to remain a constant threat to Apsu and his children. No dragon trusts Dahak, but his offers of power and endless life tempt many evil dragons. In his aspect as the Endless Destruction, Dahak can call down rains of stone around him, leading some to incorrectly speculate that he caused the Starfall. Covered in bony ridges, spikes, and long curving horns, Dahak bears numerous scars all across his blood-brown scales. These gifts from Apsu ache constantly and further fuel his hatred and anger.

Domains: Chaotic, Destruction, Evil, Scalykind, Trickery.

Favored Weapon: Bite or scourge.

"You did as I hoped you would. You have restored this sacred place. Much has occurred here that will not be forgotten in the years to come. Changes will be made to ensure that this can never happen again. Since the destruction of the previous seneschal, the Paragons of my kind have elected me to serve as protector of Dragonfall. My friends, it is my honor that my first act is to pardon you for your trespass. It is best that you forget what you have seen here. It is not for you to know. I have also left a gift for you, back in my home in Augustana. You will find it beneath the rug of my study. I thank you for your service. My kind thanks you. When you are ready, I shall send you back to your home."

With that, the PCs are free to leave Dragonfall—and encouraged to leave quickly if they don't take the hint. As Auronorex indicates, there is a reward waiting for them underneath the study of his small home. This reward is 25,000 gp worth of treasure, with at least one item suited to each PC. In addition, Auronorex's pardon removes the Dragonfall Mark as soon as the PCs leave Shearphorus.

If the PCs defeat Tornulis but don't replace the *Bellwether Brooch* (or keep it for themselves), they are attacked on sight by any dragons who see the Dragonfall Mark or the brooch. The dragons of Golarion soon understand the problem lies within Dragonfall and take drastic measures to set things right. Dragons track down the PCs and, at the very least, sternly interrogate them about their time in Dragonfall. More likely, they face ever-stronger waves of dragon attacks until they return the brooch or are defeated.

APPENDIX 1: DRAGONFALL AND DRACONIC BELIEF

Draconic history speaks directly of three draconic gods but hints at others. All true dragons can trace their lineages back to the birthing waters, to the first gods Apsu and Tiamat. From them came a second generation of draconic deities. Dahak the False Wyrms came from this second generation of gods. He tried to kill the first metallic dragons, but when that failed he tarnished those he had injured and they became the chromatic dragons.



Bellwether Brooch

Dragons' feelings for their deities fall short of the reverence and servitude of true worship. They see their deities more as advisors and respect them in a way similar to ancestor worship. A dragon, with its impressive physical, mental, and magical powers, laughs at the thought of standing (or worse, kneeling) side-by-side with some simple-minded humanoid to ask favors of a remote power. And for what favors need a dragon ask? Dragons believe the here-and-now belongs to them, and few dispute this. With their temporal needs satisfied, they find little call for the spiritual support of a deity.

Yet, as they age, dragons begin to yearn for more. Following decades and centuries of mastery over the here-and-now, they inevitably become obsessed with what lies beyond their great reach. Their independent contemplations and researches ultimately generate the same findings, whether as the result of a deeply embedded thread in their source materials or some dint of draconic reasoning. Every aging dragon who speculates on the hereafter arrives at the same conclusion: the world as it exists now has a mortal life all its own. Golarion shall die, and from its ashes a new world shall be born.

For a dragon who has mastered the here-and-now, one ultimate challenge, and one ultimate reward, remains: to usher in the ending of the old world and to serve a role in sculpting the new one. Dragonfall allows for these possibilities by bridging the present with the future: the rise and fall of Dahak and the triumph of mighty Apsu. Dragons believe that those interred in the crypts of Dragonfall will return to life for the Final Flight, as declared by Dahak the False Wyrms, and the Great Hatching, as designated by Apsu. As a dragon assigns more

importance to Dragonfall, building up its hoard to impress the seneschal of Dragonfall (the exact size and composition of which varies based on the petitioning dragon's accomplishments and the fiat of the seneschal), it becomes ever more reluctant to leave its lair.

A special honor is reserved for the Paragon of each of the draconic bloodlines that survive to those prophesized end times: to lead all dragons in the Final Flight and to guide them in the creation of the Great Hatching. To become a bloodline's Paragon requires entering Dragonfall while still living and defeating the existing Paragon, held in stasis to answer such challenges until the Call of Dahak. Given the multitude of challenges which have occurred, the current Paragons are all exceedingly powerful great wyrms, and, as the penalty for loss is oblivion, only the strongest and most daring of dragons challenge their bloodlines' Paragons—after spending decades researching the Paragon's every power and further bolstering their own strengths to defend against future challengers. This need to amass power beyond that required to thoroughly defeat today's challenges drives dragons to hoard treasure as well as useful information, and to safeguard any information relating to their powers and weaknesses. As even the weakest dragon occasionally dreams of challenging its Paragon, this mindset influences nearly all dragons.

Extinct Bloodlines

The original two septs—groups of true dragon breeds—originally had between them forty clans: twenty-five for metallics and fifteen for chromatics. In the countless millennia since, two of these bloodlines have gone extinct, leaving thirty-eight active clans. Despite the annihilation of two bloodlines, though, a full count of forty Paragons still reside within Dragonfall. The Paragons of the lost clans of the brass Mishtuu and the copper Kaelklig remain asleep in Paragon Hall, awaiting the call of Dahak and the Final Flight.

APPENDIX 2: NEW FEATS

These new feats make already powerful dragons even more impressive.

Slow Exhalation [General]

You have mastered a technique that allows you to release your breath weapon as you bite an opponent.

Prerequisite: Breath weapon, true dragon.

Benefit: You may expend your breath weapon in a continuous way, such that any successful bite attack also deals your breath weapon damage (no save). The slow exhalation of your breath weapon may be maintained for a number of rounds equal to your Constitution bonus if your breath weapon is cone-shaped, or half that duration if it is line-shaped. Once you complete your slow exhalation, you must wait 1d4 rounds as normal before using your breath weapon again.

Frightful Suggestion [General]

You can adjust your frightful presence to fill victims' minds with something other than just fear.

Prerequisite: Frightful presence, true dragon.

Benefit: You may make a *suggestion* to any one opponent affected by your frightful presence each round as a free action. The Will save DC for the *suggestion* is the same as that for your normal frightful presence ability. An opponent who successfully saves against the *suggestion* removes the effect of the frightful presence and is immune to your frightful presence for 24 hours.

APPENDIX 3 : NEW MAGIC ITEMS

The following new items can control Dragonfall or provide additional magical power.

BELLWETHER BROOCH

Aura Overwhelming enchantment and transmutation; **CL** 29

Slot amulet; **Price** — (major artifact)

DESCRIPTION

The creators of Dragonfall allowed for the possibility that at some point in the future, Dragonfall might require relocation. While they could not program the guardians with the flexibility of thought necessary to execute this task themselves, they did, through the *Bellwether Brooch*, allow the option for someone else to lead the guardians to a new location.

As long as the *Bellwether Brooch* resides in its setting in the Paragon Chamber of Dragonfall, the Guardians of Dragonfall

follow their normal routines. If the *Bellwether Brooch* is removed from its setting, however, the guardians immediately stop performing these routines and await the commands of the brooch's wearer. As a free action, the wearer of the brooch can telepathically command any Guardians of Dragonfall within 100 feet, and the guardians obey fully. The guardians resume their normal routines if the brooch is replaced in its setting. In addition, the wearer of the brooch receives a +10 insight bonus on skill checks to craft constructs, is treated as 5 levels higher for the purposes of creating constructs, and need not expend XP in the creation of constructs.

The brooch is a clear diamond cut in an ovoid, two inches long. It has no chain or clasp; instead, it attaches itself to the wearer's skin at the neck. The wearer can easily remove it, but it is treated as a "well-secured object" against any attempts to remove it by force.

HAND OF THE THEURGE

Aura Strong transmutation; **CL** 15th

Slot none (wondrous item); **Price** 16,000 gp

DESCRIPTION

This large crystal, sized and shaped like a loosely clenched human fist, perfectly accepts any wand. As a standard action, the hand can be loosed to activate a wand on its own at any target within range. Any such activation costs 3 charges from the wand. The hand can activate the wand for up to 4 rounds and then drops. It is considered attended by you for all effects that target items, and it exists within your space. The *hand of the theurge* accompanies you everywhere, whether you move by physical

or magical means. If you have an unoccupied hand, you can grasp it while it is activating on its own as a free action; when so retrieved, the hand can't animate again for 4 rounds.

CONSTRUCTION

Requirements Craft Wondrous Item, *animate objects*; **Cost** 8,000 gp, 640 XP

APPENDIX 4 : NEW MONSTERS

Dragonfall houses several new monsters.

Arcanaton

This fiery sphere of energy pulses like an ember in a warm hearth. Three silver eyes swim across the globe's surface, widening and narrowing as they consider their prey, and three whip-like tentacles slowly twitch in the manner of a cat's tail.

ARCANATON

CR 9

N Medium outsider

Init +10; **Senses** darkvision 60 ft.; Listen +17, Spot +17

DEFENSE

AC 22, touch 20, flat-footed 16
(+4 deflection, +6 Dex, +2 natural)

hp 76 (9d8+36)

Fort +10, **Ref** +12, **Will** +8

Defensive Abilities arcane consumption, immunity to magic

OFFENSE

Spd fly 90 ft. (perfect)

Melee 3 tentacles +15 (1d8+2) plus arcane consumption

Ranged arcane fire +15 touch (9d6)

Space 5 ft.; **Reach** 10 ft.

Arcanaton



Special Attacks arcane consumption, arcane fire

TACTICS

Before Combat Arcanaton typically observe prey from a safe height before attacking.

During Combat Arcanatons are straightforward in combat, strafing foes likely to have magical powers with their tentacles using Flyby Attack, and blasting others from a distance with bolts of arcane fire.

Morale An arcanaton is only interested in consuming arcane energies, and once no energy remains, it seeks out new prey.

STATISTICS

Str 14, **Dex** 23, **Con** 18, **Int** 9, **Wis** 14, **Cha** 19

Base Atk +9; **Grp** +11

Feats Alertness, Flyby Attack, Improved Initiative, Weapon Finesse

Skills Concentration +17, Knowledge (arcana) +12, Listen +17, Search +12, Spellcraft +12, Spot +17, Use Magic Device +17

SQ arcane consumption

SPECIAL ABILITIES

Arcane Consumption (Su) A successful tentacle attack by an arcanaton conveys the effects of a targeted *dispel magic* (9th level caster), affecting worn magical protections first and proceeding to spells in effect on the target once all worn magical protections have been suppressed.

Any magic weapon or magic object touching an arcanaton (including melee attacks) is treated as the subject of a targeted *dispel magic* (9th level caster). Each successful suppression of a magic item or spell dispelled grants the arcanaton 3 temporary hp.

Arcane Fire (Su) An arcanaton can fire a bolt of raw magical energy as a standard action. The bolt is a ranged touch attack with 190 ft. range that deals 9d6 points of damage.

Immunity to Magic (Ex) An arcanaton is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted here. A magical attack that dispels magical effects, such as *dispel magic*, slows an arcanaton (as the *slow* spell) for 2d6 rounds, with no saving throw. If an arcanaton contacts an *antimagic field*, it is stunned for 1d4 rounds, with no saving throw.

ECOLOGY

Environment any

Organization solitary or cluster (2–5)

Treasure none

Alignment always neutral

Advancement 10–18 (Medium), 19–27 (Large)

Level Adjustment —

Arcanatons are elementals of magic, the raw stuff of dweomer given sentience. Their origin is unknown, and while legends indicate their summoning and binding was once commonplace, it is now a lost art. They seek out areas of active magic and consume what they can, but they are not unreasoning parasites, and some mages report successfully appeasing an arcanaton and sending it on its way.

Environment: Any area of high magic

Typical Physical Characteristics:

Arcanatons measure five to six feet in diameter, with tentacles seven to ten feet in length. They are weightless. Their coloration intensifies after consuming magical energy, and pales when they are deprived of it.

The Guardians of Dragonfall

Two varieties of Guardians of Dragonfall are encountered in this adventure, although others might exist in more remote regions of the area. All of the guardians are mindless iron constructs following set routines or the commands of the wearer of the *Bellwether Brooch*.

Tongue of Rebuke

This iron automaton, sculpted in the form of a legless dragon with exaggerated features and dull gray eyes, glides through the air as a serpent across sand.

TONGUE OF REBUKE

CR 9

N Large construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Listen +0, Spot +0

DEFENSE

AC 22, touch 8, flat-footed 22
(–1 Dex, +14 natural, –1 size)

hp 85 (10d10+30)

Fort +3, **Ref** +2, **Will** +3

Defensive Abilities construct traits, unbinding;
DR 10/adamantine; **Immune** acid, cold, fire, or electricity; **SR** 20

OFFENSE

Spd 20 ft., fly 60 ft. (average)

Melee bite +13 (4d6+10)

Space 10 ft.; **Reach** 5 ft.

Special Attacks breath weapon, improved grab, roar

TACTICS

Before Combat Tongues of rebuke are not subtle; they directly attack anything recognized as an enemy according to the orders given to them.



Tongue of
Rebuke

During Combat Tongues of rebuke typically alternate between attacks with their breath weapon and their roar, making bite and grab attacks when neither is available.

Morale Tongues of rebuke mindlessly follow the commands given to them.

STATISTICS

Str 24, **Dex** 8, **Con** —, **Int** —, **Wis** 11, **Cha** 13

Base Atk +7; **Grp** +18

SQ imbued energy

SPECIAL ABILITIES

Breath Weapon (Su) A tongue of rebuke has one type of breath weapon, a line of acid, cold, fire, or lightning (10d8 damage, Reflex DC 15), 80 feet in length. Once a tongue of rebuke breathes, it can't breathe again until 1d4 rounds later.

Imbued Energy (Ex) Each tongue of rebuke is imbued with one of the following energy types: acid, cold, fire, or lightning. It is immune to this type of energy and its breath weapon is of this energy type.

Improved Grab (Ex) To use this ability, a tongue of rebuke must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Roar (Su) A tongue of rebuke can loose a devastating roar every 1d4 rounds. All creatures except dragons and tongues of rebuke within 120 feet must succeed on a DC 16 Will save or become shaken for 4d6 rounds. Those within 30 feet who fail their saves become panicked for 4d6 rounds. The save DC is Charisma-based.

Unbinding (Ex) If a tongue of rebuke is reduced to 0 hp, its energy is released in a blast equivalent to its breath weapon with a radius of 20 feet.

ECOLOGY

Environment Dragonfall

Organization solitary or pair

Treasure none

Alignment always neutral

Advancement 11–20 (Large), 21–30 (Huge)

Level Adjustment —

The tongues of rebuke exist to serve the interests of dragonkind by performing the most menial of roles and are typically encountered as guardians of important sites. Their inability to do more than follow simple commands, combined with their agelessness, has been known to leave them guarding a site long after its significance has passed.

Typical Physical Characteristics: The scaled iron body of a tongue of rebuke measures twenty feet in length and two feet in diameter. Depending on the type of energy it was imbued with, the edges of its scales might crackle with electricity, whiten with frost, glow red with heat, or glisten with acid. An inert tongue of rebuke weighs two tons, but they are naturally weightless.

Wings of Protection

The iron automaton flying overhead is little more than a great pair of reptilian wings, at least fifty feet across. Its body resembles a long, thin rope, coiling and corkscrewing, with a featureless blunt head and tapered tail.

WINGS OF PROTECTION

CR 8

N Huge construct

Init –1; **Senses** darkvision 60 ft., low-light vision; **Listen** +0, **Spot** +0

DEFENSE

AC 23, **touch** 7, **flat-footed** 23

(–1 Dex, +16 natural, –2 size)

hp 111 (13d10+40)

Fort +4, **Ref** +3, **Will** +4

Defensive Abilities construct traits; **DR** 10/adamantine

OFFENSE

Spd 30 ft., fly 80 ft. (poor)

Melee slam +15 (1d8+12) and tail +10 (2d6+4)

Space 15 ft.; **Reach** 10 ft.

Special Attacks constrict, improved grab

TACTICS

Before Combat Wings of protection typically only attack creatures standing between them and their quarry or those attempting to interfere with their flight. They ignore everything else.

During Combat If they are not carrying a load, wings of protection attempt to grab and constrict their opponent. Otherwise, they make slam attacks with their blunt heads.

Morale Wings of protection do not flee.

STATISTICS

Str 26, **Dex** 8, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +9; **Grp** +25

SQ weightless load

SPECIAL ABILITIES

Constrict (Ex) A wings of protection deals 1d8+12 points of damage with a successful grapple check.

Improved Grab (Ex) To use this ability, a wings of protection must hit a creature of any size with its slam or tail attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Weightless Load (Su) A wings of protection ignores all load effects for any creature or object wrapped in its coils. This weightlessness provides the wings of protection a +4 bonus on opposed grappling checks when a grappled opponent attempts to escape a grapple.



ECOLOGY

Environment Dragonfall

Organization solitary

Treasure none

Alignment always neutral

Advancement 14–26 (Huge), 27–39

(Gargantuan)

Level Adjustment —

Wings of protection (singular and plural) were created to guard the skies above Dragonfall from any intruder. A wings of protection coils itself around its victims to crush the life from them.

Typical Physical Characteristics: A wings of protection weighs ten tons, with a wingspan of fifty feet and an uncoiled length of one hundred feet.

APPENDIX 5: NEW SPELL

Tornulis created a new spell to aid her in her pursuit of construct mastery.

APPARENT MASTER

School enchantment; **Level** Brd 4, Sor/Wiz 5

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range Close (25 ft. + 5 ft./2 levels)

Target One construct; see text

Duration 1 hour/level

Saving Throw Will negates; **Spell Resistance** Yes

DESCRIPTION

This charm makes a construct regard you as its master. The spell only affects mindless constructs that are attuned to the commands of a master, such as animated objects, golems, retrievers, and shield guardians. All constructs with Intelligence scores, even those that explicitly follow the commands of their creator, such as an homunculus, are unaffected. If the construct is currently being threatened or attacked by you or your allies it receives a +5 bonus on its saving throw.

The spell enables you to control the construct completely, with the sole exception that commands directly resulting in damage break the spell. Any act by you or your apparent allies that damages the construct also breaks the spell. You can communicate your commands in any spoken language. The construct reverts to obeying the last commands given by its true master when the spell's duration expires.

If the construct's true master attempts to command a construct affected by *apparent master*, you must win an opposed Charisma check for the construct to continue to follow your commands. Failing this check breaks the spell.

SUBSCRIBE TO GAMEMASTERY™ MODULES

As a subscriber, every month you'll receive in your mailbox a 32-page, full-color adventure module written by a world-class adventure designer. As a bonus, you'll receive a free electronic PDF version of each module, downloadable from your account on **paizo.com**. Stay on top of the latest events in the **PATHFINDER CHRONICLES** campaign setting—subscribe today!

Visit **paizo.com/gamemastery** for details.



OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate

and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to

that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Gamemastery Module J2: Guardians of Dragonfall, Copyright 2007, Paizo Publishing, LLC. Author: Anson Caralya.



Valeros

Male Human Fighter 11

ALIGN NG INIT +8 SPEED 30 ft.

ABILITIES

18	STR
18	DEX
14	CON
13	INT
8	WIS
10	CHA

DEFENSE

HP 87

AC 23

touch 15, flat-footed 19

Fort +10, Ref +8, Will +3

OFFENSE

Melee +2 frost longsword +19/+14/+9
(1d8+8/17–20 plus 1d6 cold) or

Melee +2 frost longsword +17/+12/+7
(1d8+7/17–20 plus 1d6 cold) and
+2 short sword +16/+11 (1d6+4/19–20)

Ranged +1 comp longbow +16/+11
(1d8+5/x3)

Base Atk +11; Grp +15

SKILLS

Climb	+17
Intimidate	+14
Ride	+18
Swim	+16

FEATS

Combat Expertise, Greater
Weapon Focus (longsword),
Improved Critical (longsword),
Improved Initiative, Improved
Two-Weapon Fighting, Power
Attack, Two-Weapon Defense,
Two-Weapon Fighting, Weapon
Focus (longsword), Weapon
Focus (short sword), Weapon
Specialization (longsword)



Combat Gear potion of cure moderate wounds (3); **Other Gear** amulet of health +2, backpack, belt of giant strength +4, cloak of resistance +1, +1 composite longbow (+4 Str) with 20 arrows, +2 frost longsword, gloves of Dexterity +2, lucky tankard, +2 mithral breastplate, rations (6), ring of protection +1, +2 short sword, 50 ft. silk rope, silver dagger, 27 pp, 17 gp

Born a farmer's son in the quiet Andorian countryside, Valeros spent his youth dreaming of adventure and exploring the world. For the past several years, he's done exactly that, having been a mercenary with the Band of the Mauler, a guard for the Aspis Consortium, a freelance bounty hunter, and hired muscle for a dozen different employers in as many lands. Gone is his youthful naivete, replaced by scars and the resolve of a veteran warrior. Although he possesses a keen wit, he finds the simplest, most direct approach is often the best, and has little patience for convoluted schemes or magical chicanery. While noble at heart, Valeros hides this beneath a jaded, sometimes crass demeanor, often claiming that there's no better way to end a day's adventuring than with "an evening of hard drinking and a night of soft company."



Seoni

Female Human Sorcerer 11

ALIGN LN INIT +2 SPEED 30 ft.

ABILITIES

8	STR
14	DEX
12	CON
10	INT
13	WIS
21	CHA

DEFENSE

HP 40

AC 18

touch 14, flat-footed 16

Fort +4, Ref +5, Will +8

OFFENSE

Melee staff of fire +4 (1d6–1)

Ranged mwk dagger +8 (1d4–1/19–20)

Base Atk +5; Grp +4

Spells Known (CL 11th)

5th (5/day)—cone of cold (DC 22), hold
monster (DC 20)

4th (7/day)—dimension door, fear (DC 19),
wall of fire

3rd (7/day)—dispel magic, fly, haste,
lightning bolt (DC 20)

2nd (7/day)—false life, invisibility, resist
energy, scorching ray, web

1st (8/day)—burning hands (DC 18), enlarge
person, grease (DC 16), magic missile, shield

0 (6/day)—acid splash, arcane mark, daze
(DC 15), detect magic, light, mage hand,
prestidigitation, ray of frost, read magic

SKILLS

Bluff	+19
Climb	+2
Concentration	+15
Listen	+3
Spellcraft	+14
Spot	+3

FEATS

Alertness (when Dragon is in
reach), Dodge, Extend Spell,
Greater Spell Focus (evocation),
Spell Focus (evocation), Spell
Penetration

FAMILIAR

Dragon (blue-tailed skink: as
lizard, MM 275)



Combat Gear potion of cure serious wounds (2), scroll of break enchantment, scroll of wall of force, tanglefoot bag, wand of magic missile (CL 5th, 50 chrg); **Other Gear** backpack, bracers of armor +4, cloak of Charisma +4, everburning torch, mwk dagger, rations (4), ring of protection +2, staff of fire (50 charges), 34 gp.

Despite being a consummate adventurer, Seoni is something of an enigma to her compatriots. Quietly neutral on most matters, bound by codes and mandates that she rarely feels compelled to explain, the sorceress keeps her emotions tightly bottled. Extremely detail-oriented—a trait that has led Merisiel to often call her a "control freak"—Seoni is a careful and meticulous planner, a schemer who frequently finds herself frustrated by the improvised plans of her more impulsive companions. Despite all of this, Seoni has stuck by her comrades through numerous tight spots, a fact that continues to amaze and confuse Valeros, who often wonders loudly (although not altogether unappreciatively) about "the witch and her schemes."

Merisiel

Female ELF ROGUE 11

ALIGN CN INIT +6 SPEED 30 ft.

ABILITIES

12	STR
22	DEX
13	CON
8	INT
13	WIS
10	CHA

DEFENSE

HP 52

AC 24

touch 17, flat-footed 18

Fort +4, Ref +13, Will +4 (+6 against enchantment)

Defense evasion, trap sense +3, improved uncanny dodge;
Immune sleep

OFFENSE

Melee +1 keen rapier +15/+10
(1d6+2/15–20)

Ranged mwk dagger +15 (1d4+1/19–20)

Base Atk +8; **Grp** +9

Special Attack crippling strike, sneak attack +6d6

SKILLS

Bluff	+11
Disable Device	+12
Hide	+18
Jump	+18
Listen	+10
Move Silently	+18
Open Lock	+16
Search	+12
Sleight of Hand	+16
Spot	+12
Tumble	+17

FEATS

Dodge, Mobility, Spring Attack, Weapon Finesse



Combat Gear potion of cure moderate wounds (2), potion of invisibility (2); **Other Gear** amulet of natural armor +1, boots of speed, gloves of Dexterity +4, +1 keen rapier, masterwork daggers (12), masterwork thieves' tools, rations (2), ring of jumping, ring of protection +1, +3 shadow silent moves studded leather armor, polished jade worth 50 gp, 153 pp

Merisiel's life experiences have taught her to enjoy things to their fullest as they occur, since it's impossible to tell when the good times might end. Just over a century old—still an adolescent as her people count age—she's already grown used to watching her friends grow old. She's open and expressive with her thoughts and emotions, and never hesitates to make them known when things go wrong. Never the sharpest knife in the drawer, Merisiel makes up for this by carrying at least a dozen of them on her person. She hasn't met a problem yet that can't, in one way or another, be solved with things that slice. While she's always on the move and working on her latest batch of plots for easy money, in the end it comes down to being faster than everyone else—either on her feet, or with her beloved blades. She wouldn't have it any other way.

Kyra

Female Human Cleric 11

ALIGN NG INIT -1 SPEED 20 ft.

ABILITIES

14	STR
8	DEX
14	CON
10	INT
20	WIS
12	CHA

DEFENSE

HP 75

AC 23

touch 11, flat-footed 23

Fort +10, Ref +3, Will +15

OFFENSE

Melee +1 holy scimitar +12 (1d6+3/18–20)

Special Attacks greater turning 1/day, turn undead 8/day (+3, 2d6+12)

Spells Prepared (CL 11th, +7 ranged touch)

6th—heal^P, heroes' feast

5th—flame strike^P (DC 20), righteous might, spell resistance, summon monster V

4th—air walk, divine power, fire shield^P, freedom of movement, restoration

3rd—dispel magic (2), prayer, remove disease, searing light^P (2)

2nd—aid, bull's strength, heat metal^P (DC 17), resist energy, spiritual weapon (2)

1st—bless, cure light wounds^P, divine favor (2), sanctuary (DC 16), shield of faith (3)

0—detect magic (3), light, mending (3)

D domain spell; Domains healing, sun

SKILLS

Concentration	+16
Heal	+19
Knowledge (religion)	+14

FEATS

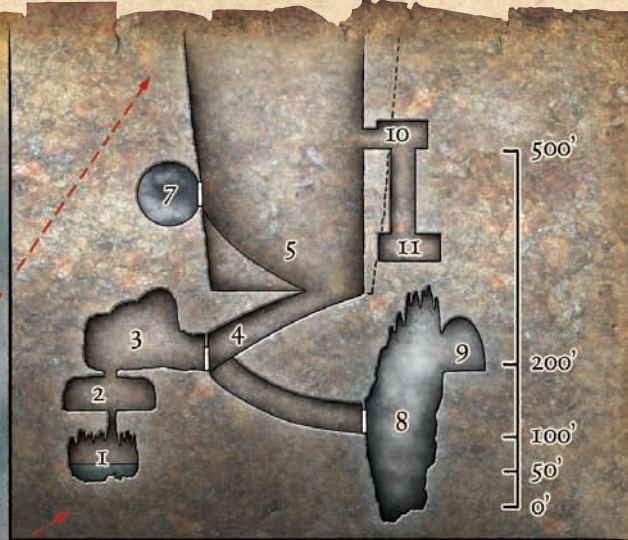
Combat Casting, Extra Turning, Iron Will, Martial Weapon Proficiency (scimitar), Weapon Focus (scimitar)



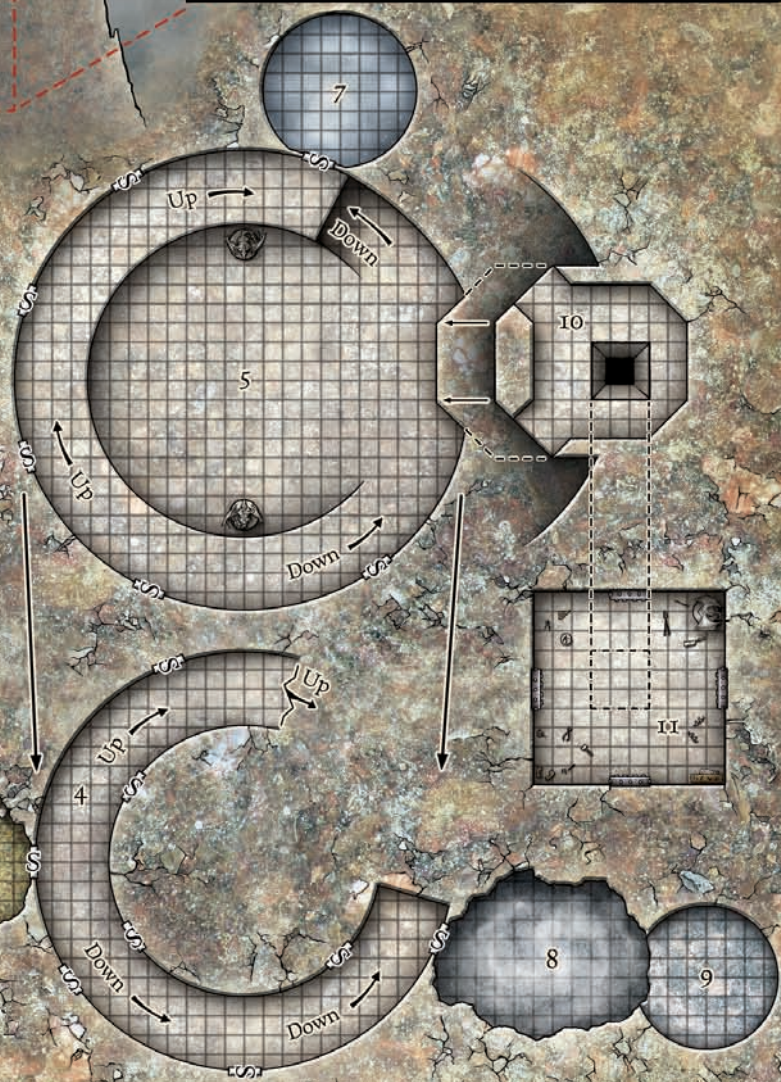
Combat Gear holy water (3), scroll of word of recall, wand of cure moderate wounds (50 charges), wand of lesser restoration (50 charges); **Other Gear** backpack, +3 chainmail, cloak of resistance +2, +1 holy scimitar, +2 light fortification heavy steel shield, periapt of Wisdom +4, rations (6), ring of protection +2, gold holy symbol (with continual flame) worth 300 gp, 11 pp

Kyra was one of the few survivors of a brutal raid on her hometown, and on the smoking ruins of her village she swore her life and sword arm to Sarenrae. Possessed of a fierce will, pride in her faith, and skill with the scimitar, Kyra has traveled far since her trial by fire. She lost her family and home that fateful day, yet where another might be consumed by anger and a thirst for revenge, Kyra has found peace in the Dawnflower, and in the belief that, if she can prevent even one death at evil hands, her own losses will not have been in vain. While her faith runs deep, she does not see herself as an evangelist and saves her sermonizing for those with ears to hear her enlightenment—a virtue largely learned after many frustrating philosophical arguments with Merisiel and Valeros.

2000'
1000'
500'
250'
0'

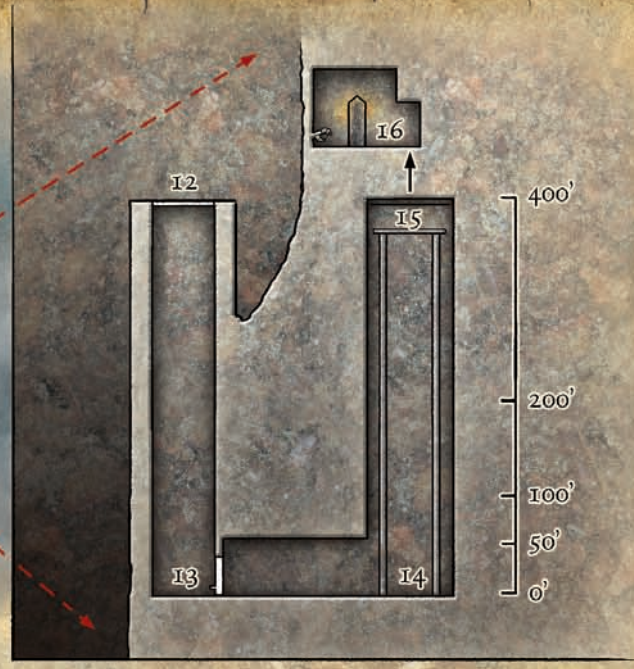
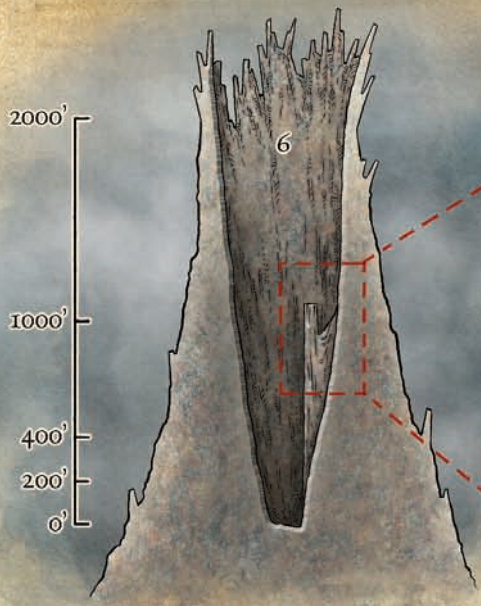


Fingal's Folly
One square = 5 feet



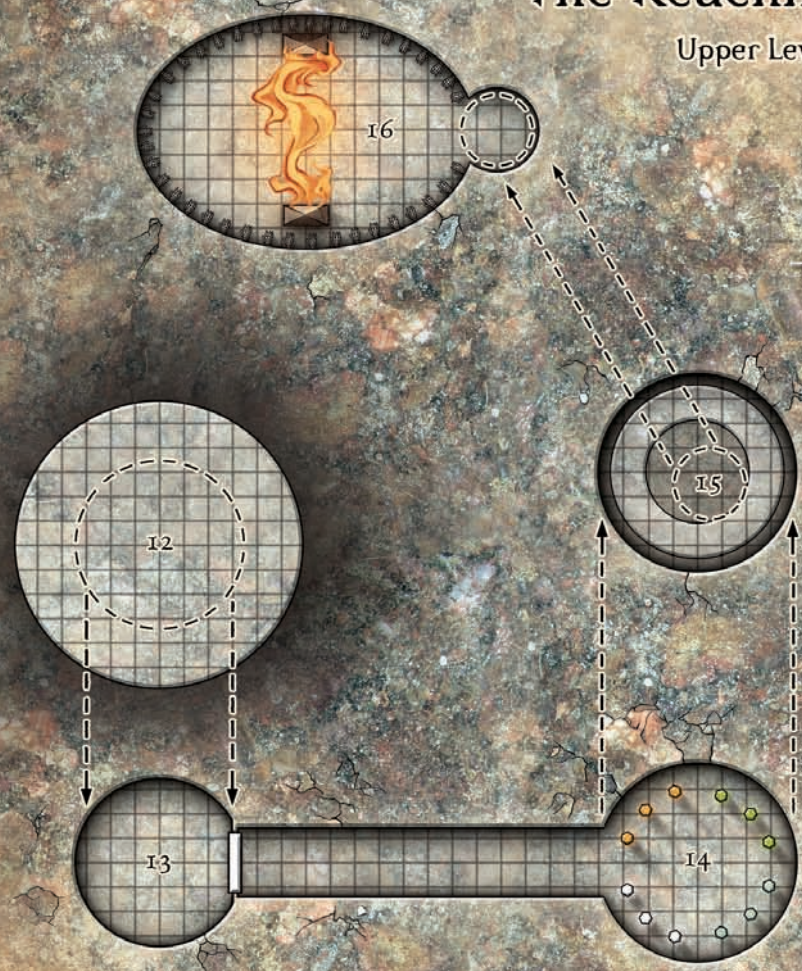
Shearphorus
"The Reaching Claw"
Lower Levels





Shearphorus "The Reaching Claw"

Upper Levels



One square= 10 feet

NO MORTAL MAY ENTER THE GREAT DRAGON GRAVEYARD

GameMastery Module

J2: Guardians of Dragonfall

Something has gone terribly wrong in Dragonfall, the fabled graveyard of the dragons. The eternal guardians are not at their post, and some have even been spotted attacking local villages. Their job is to watch over the sacred site of Dragonfall, but who will guard the guardians?

Guardians of Dragonfall is a journey adventure for 11th-level characters compatible with the world's most popular fantasy roleplaying game. This adventure includes details on the great dragon graveyard and the surrounding Bone Field, as well as statistics for all of the villains bent on taking control of the sacred mountain.

This adventure is set in Dragonfall, a remote mountaintop in the world of Golarion, part of the **PATHFINDER CHRONICLES™** campaign setting. It can be easily adapted for use with into any world.

paizo.com/gamemastery



PZO9507

US\$12.99

ISBN 978-1-60125-056-8

5 1 2 9 9 >



9 781601 250568

EAN



3.5 • OGL
COMPATIBLE

Printed in China