

Levels 6–8



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LEGACY OF MADNESS

by Eric Steiger

In the late hours, heroes find themselves quaffing a good drink, eating a hot meal, and reciting great tales of their bold deeds... this is the life that the true adventurer cherishes.

But, when this precious time is cut short by the thunderous bellow of a dragon — one that is hungry for power and thirsty for an unattainable treasure — the true adventurer does not argue.

And when that treasure lies in the heart of a cave where an even more powerful force resides — one that guards the very power that is sought — the true adventurer does not flinch.

And when the treasure bears a power beyond thought, so great that a line of dragons have sworn to defend it — even to the death — the true adventurer asks, when do we leave?

The Legacy of Madness is more than just a myth. For some, it is a way of life.

LEGACY OF MADNESS

by Eric Steiger



For use with
DRAGONS
d20 Sourcebook
by AEG

Requires the use of the
Dungeons and Dragons® Player's Handbook,
Third Edition, published by
Wizards of the Coast®

Legacy of Madness



HOW TO USE THIS PRODUCT

This adventure is designed to be easily dropped into your existing *Third-Edition D&D* campaign. It can be run in a just a single session and makes for an excellent evening's gaming. To prepare yourself to run the adventure, you should read it completely at least once to familiarize yourself with the material. You may wish to photocopy the map in the center of the book for ease of use as well. The text on the back of the book can be read to your players to introduce them to the adventure. After that, you're ready to begin. Good luck!

DUNGEONS AND DRAGONS

This module requires the use of the *Dungeons and Dragons® Player's Handbook, Third Edition*, published by Wizards of the Coast.® You won't be able to run this adventure without it.

"LET'S GO KILL A DRAGON!"

LAST WORDS OF A CHARACTER
WHO REMEMBERS 2ND EDITION
DRAGONS

WINTER
2001

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Product #8502



Illustration by Luis Vazquez. © 2001 AEG

208 pages of our favorite forces of nature. Dragons "make" fantasy. The king of beasts makes his triumphant appearance in this mammoth addition to the d20 line. Including rules for dragon hunters, dragon riders, aerial combat, new dragons, and thoroughly defining the 10 dragons that started it all, AEG's *Dragons* is a must-have for GMs and PCs alike.



GAME MASTER BACKGROUND

Long ago, Ysar'n Drax the Mad Dragon's power permeated the Shroudlands. An immensely powerful silver dragon, Drax's instability and paranoia, greater even than most greens, earned him the nickname of *the Mad*. Heroes from all over the world came to challenge Drax; for the locals' sake, for their own reputations, or for the vast treasure Drax had accumulated over his long centuries, the results never changed. Finally, 600 years ago, a hero whose name is lost to history challenged Drax. Nobody knows the outcome of the challenge, as neither was ever seen again.

The truth behind that conflict lies in the origins of Drax's madness. Long before he came to the Shroudlands, Drax had a talent to artifice. He spent years perfecting the art and science of forging magical items, preparing to create his masterpiece. His plan: to create a sentient artifact, not merely with a mind of its own, but with a portion of his own intellect. Able to learn and teach, Drax's artifact would be his gift to the world, enabling future generations to reach heights of learning undreamed of.

Instead of partaking of his mind, however, Drax's project stole his sanity. The *tome of artifice* warped into the *tome of logic*, the repository of perfectly clear thought. A sentient item, the Tome knows the most rational course of action in any situation, eliminating emotion or feeling from its processes. Though Drax, only a slightly eccentric silver dragon, soon sank deeper and deeper into madness. He grew paranoid and irrational, a shell of his former, magnificent self.

Drax's own offspring led to his downfall. Lethnearinos, one of Drax's children, investigated the rumors of his father's health. With his last bit of sanity (and against the Tome's advice), Drax took his own life rather than harm his child, and dying, explained his plight. Lethnearinos, having fought his way through Drax's lair's considerable defenses, determined that the cave would be adequate and appropriate to keep the book safe, augmenting traps and safeguards around it.

600 years later, after Ysar'n Drax faded into history, another ambitious dragon sought to follow in his footsteps. Synastarax, an enterprising young blue dragon, recently discovered a few pages from Drax's early notes on the *tome of artifice*. How, she seeks the magical book. She believes if found, the tome will make grant her power beyond measure, able to create anything she wants.

Synastarax knows of Drax's reputation for paranoia, and does not delve into the silver's lair herself. She plans on holding a village hostage to force a group of adventurers to do her dirty work, relying on the guess that the party would prefer to save innocent lives rather than risk fighting in the village.

The *tome of logic* bears a subtle curse. It serves a very beneficial purpose — it always knows the most logical course of action to take at any given time. However, it seeks to become its owner's sole repository of sanity, making them

more and more reliant upon it for wisdom. As it spends time with a person, it saps their wisdom, causing them to act less and less rationally on their own. It is not precisely evil, merely possessive. It has determined that its thinking ability is perfect, and others' are flawed, therefore it is in the best interest of the user that the tome take care of him.

THE ULTIMATUM

The adventure begins in any hamlet, village, or city. Synastarax takes the town hostage, cares little about the timing. If possible, start the adventure at the end of a previous one — the PCs are resting in a tavern, manor house, or other base of operations. Regardless, when the PCs are comfortable, read the following:

Things are quieting down around here. You yearn for relaxation, just a short respite before the next world-threatening emergency. Naturally, the gods couldn't watch such an opportunity pass by several thunderclaps just outside, and then a voice. It reverberates all around and the building trembles from the shock. It threatens to collapse from the sheer power. It bellows: "I require a service, and until one among your number comply, you belong to me. The most capable should assemble in one hour to await.... instructions. If I am not satisfied with their promptness... I shall destroy this town." Craning your necks to the window, you see a blue dragon hovering above the village, lightning crackling from its maw.

Synastarax chooses a local landmark that the PCs can find with ease. She is serious in her threat, and if the PCs dawdle, she destroys a building or two (empty ones; she intimidates the commoners, not provoking a dragonhunt), until they acquiesce. The party needn't be the only candidates. Feel free to include challengers and NPCs with a modicum of skill.

What she wants is quite simple: she wishes the PCs to retrieve a book from the lair of a dead dragon, Ysar'n Drax — a task even the bravest PC should blanch at.

They have five days.

If a PC asks why she is unwilling to do it herself, she cooks him with her lightning breath weapon, then tells the survivors that such a task is beneath her. A lowly human is up to the task. Synastarax is straightforward: if the PCs do not do as she wishes, she kills them first, then razes the village, killing its inhabitants. She is impatient, pragmatic, and ruthless. She is willing to give the PCs any assistance that neither endangers nor inconveniences her (basically, nothing useful other than advice). She also warns the PCs that if they attempt to double-cross her (i.e. agreeing and then fleeing) she will destroy the village, and then hunt down the PCs, taking exactly as long to kill them as it took her to find them.

This is not a bluff.

If the PCs wish to ask around, or determine what they know about Ysar'n Drax, they can use a Gather Information or Bardic Knowledge check. Ask what DC they wish to attempt, and if they pass, give them all of the information up to the level they attempted. If they fail, they learn nothing.

DC Information gathered

- 10 Ysar'n Drax lived in this region a centuries ago. He was known as the Mad Dragon (if any PCs speak Draconic, they know that Ysar'n Drax means "mad dragon").
- 15 Drax was not always insane, but nobody knows what made him that way.
- 20 Ysar'n Drax was an Ancient Silver Dragon
- 25 Before he went insane, Drax had a talent for and interest in artifice.
- 30 Ysar'n Drax's true name is Yafyhonaron

Synastarax, Adult Dragon, Blue: CR 13; SZ H (dragon, earth); HD 21 d12+105; hp 265; Init +0; Spd 40 ft., fly 150 ft. (poor), burrow 20 ft.; AC 28 (-2 size, +20 natural); Atks Bite +27 melee (2d8+8), 2 claws +22 melee (2d6+4), 2 wings +22 melee (1d8+4), or tail +22 melee (2d6+12); SQ Damage Reduction 5/+1, sound imitation, electricity immunity, create/destroy water, breath weapon (12d8, DC 25), spells (5th level Sorcerer); AL LE; SV Fort +17, Ref +12, Will +15; Str 26, Dex 10, Con 21, Int 16, Wis 17, Cha 16. Skills: Listen +18, Spot +18, Search +18, Bluff +14, Concentration +12. Feats: Cleave, Craft Wondrous Item, Great Cleave, Power Attack, Wingover.



THE WAY TO THE LAIR

Synastarax pointedly refuses to give the PCs a ride to Drax's lair. She knows humans too well to allow a hero an opportunity to cut at her hide. She tells the PCs she will meet them in five days... right here.

The lair is wherever the GM likes. If this is an established campaign world, find a remote location with 20 miles of the village and bury the cavern there. The Shroudlands is the name given to the region near Ysar'n Drax's lair. A few locals considered themselves "under the dragon's shroud" while he was there, so the name remained. Wherever the cavern is, the Shroudlands are dangerous territory. While Drax lived, evil feared his wrath... until he went mad. At that point all beings feared him. But, after a 600 years, empty land attracts immigrants and now the Shroudlands are home to most anything.

No road leads to Drax's lair. Few traveled there in the last 600 years. Those who did, never returned. The wilderness in the area is overgrown, swampy, and treacherous. The trek requires two days (roughly) of travel each way, leaving only a day to search for the tome. The PCs may have to spend some time finding maps, guides, or a local authority who knows a little bit about the terrain.

TROLL AMBUSH

Once the PCs are far enough from civilized lands, read the following:

The area once known as the Shroudlands still befits its namesake. Where once the shroud was a metaphor, cast by the mad dragon, it is now literal. A pall overcomes the land — untamed and wild. There is evil here and little good to counterbalance it. Hacking through the swampy undergrowth, the sky grows darker and the heat beats down.

Encounter: This encounter is optional. **2 trolls (hp 55, 62)** have stalked the PCs, since entering the swamp. Since they know the terrain and are not overcome by hunger, they wait until the best opportunity to strike; surprising and catching the PCs flat-footed.

Trolls (2): CR 5; SZ L (Giant); HD 6d8+36; hp 55, 62; Init +2 (Dex); Spd 30 ft.; AC 18 (-1 size, +2 Dex, +7 natural); Atks 2 Claws +9 melee (1d6+6), bite +4 melee (1d6+3); SA Rend (2d6+9); SQ Regeneration 5, scent, darkvision 90 ft.; AL CE; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6. Skills: Listen +5, Spot +5. Feats: Alertness, Iron Will.

UNICORN RESCUE

Encounter: This encounter is optional. By the end of the day, the PCs have made it to higher ground, out of the swamp. Between here and Drax's lair, it is all deep woodland. While the going may be easier, it is no less dangerous. During the

night, Kialee, a **unicorn (hp 17*)**, runs through the PCs campsite, desperate to evade a pack of **6 worgs (hp 14, 22, 31, 35, 39, 43)** who have hunted her for days. She is tired, panicked, and bedraggled. If the PCs can calm her down somehow, they have a valuable ally for the path ahead. On the other hand, they'll also have to deal with the worgs, who are perfectly willing to give up Kialee in exchange for them.

Remember, worgs are intelligent. If the PCs gain the upper hand, they retreat into the woods, and follow from a safe distance, preparing to ambush when the PCs are at a disadvantage, possibly just after leaving Drax's lair.

If the PCs successfully rescue Kialee, she offers to escort them to Drax's lair (she knows where it is). Her help and knowledge of the area can shave half a day off the journey.

If the worgs kill Kialee, the PCs can still make it to Drax's lair, but lose the 12 hour window that they would gain traveling with her.

Unicorn (1): CR 3; SZ L (magical beast); HD 4d10+20; hp 34 (*currently 17); Init +3 (Dex); Spd 60 ft.; AC 18 (-1 size, +3 Dex, +6 natural); Atks Horn +11 melee (1d8+8), 2 hooves +3 melee (1d4+2); SQ Magic circle against evil, spell-like abilities, immunities; AL CG; SV Fort +9, Ref +7, Will +6; Str 20, Dex 17, Con 21, Int 10, Wis 21, Cha 24. Skills: Animal Empathy +11, Listen +11, Move Silently +9, Spot +11, Wilderness Lore +9 (+12 in forest). Feats: Alertness.

Worgs (6): CR 2; SZ M (magical beast); HD 4d10+8; hp 14, 22, 31, 35, 39, 43; Init +2 (Dex); Spd. 50 ft.; AC 14 (+2 Dex, +2 natural); Atks Bite +7 melee (1d6+4); SA Trip; SQ Scent; AL NE; SV Fort +6, Ref +6, Will +3; Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10. Skills: Hide +7, Listen +9, Move Silently +7, Spot +9, Wilderness Lore +2 (+6 when tracking by scent). Feats: Alertness.

YSAR'N DRAX'S LAIR

Drax's lair is embedded in a cliff overlooking the whole of the Shroudlands. While the cavern is quite large, it is also deceptively simple. By the time Drax took over the cave, he was powerful enough not to need a complex dwelling. When he went insane, he merely took the existing layout, and enhanced it to his liking. Regardless, the cavern system only has three visible rooms, which are natural caverns, separated by long, rough-hewn corridors. The entrance chamber connects to a receiving area, which is in turn connected to Drax's main chamber.

1. ENTRANCE CHAMBER

Encounter: The entrance chamber is wide, over 130 feet at the mouth. It narrows as it winds inward, but makes for a large cave. The cave was home to many residents over the years, but most knew better than to go farther into the cave. Currently, a small tribe of **3 ogres (hp 17, 25, 33)** have made their home here. Their leader is an **ogre mage (hp 34)** named Mak'ilur. As the PCs approach the cave, read the following:

The area around Drax's lair is quiet, almost as if in mourning for the fallen wyrm. The forest clears away before the cliff, offering an unobscured view of the cavern entrance. The mouth of the cavern yawns wide, large and eerily inviting. A sigil rests above the opening, ravaged by time. It must be Ysar'n Drax's.

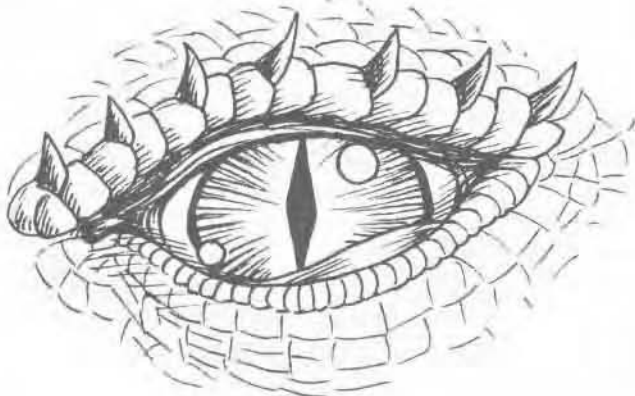
Tactics: As soon as the ogres hear the PCs coming, the ogres take up strategic spots towards the back of the entrance, using their darkvision to their advantage. Darekh holds no loyalty to his followers, and if it looks like he is in danger of dying, he flees out the front of the cave (he and his followers never, ever, go further into the lair).

The entrance chamber narrows further in, but never less than 60 ft., make it large enough to accommodate a dragon's wingspan. The ceiling is only about 40 feet high though making it feel cramped for larger beasts.

Treasure: These ogres live in squalor and filth, but some gems and coins have been collected into small piles (apparently, they don't own any sacks). 214 sp, 59 gp, and 10 gems of various size and value make up the four piles. The gems are a rough bloodstone (10 gp), an off-color lapis-lazuli (35 gp), an eye agate (10 gp), a poorly cut opal worth (370 gp), a citrine (50 gp), a fine-colored jasper (nearly flawless, 250 gp), 2 azurites (10 gp, each), a banded agate (10 gp), and a large, dense moonstone (300 gp, possibly magical).

Ogres (3): CR 2; SZ L (Giant); HD 4d8+8; hp 17, 25, 33; Init -1 (Dex); Spd 30 ft.; AC 16 (-1 size, -1 Dex, +5 natural, +3 hide); Atks Huge greatclub +8 melee (2d6+7); AL CE; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7. Skills: Climb +4, Listen +2, Spot +2. Feats: Weapon Focus (greatclub).

Mak'ilur, Ogre Mage: CR 8; SZ L (Giant), HD 5d8+15; hp 34; Init +4 (Improved Initiative); Spd. 30 ft., fly 40 ft. (good); AC 18 (-1 size, +5 natural, +4 chain shirt); Atks Huge greatsword +7 melee (2d8+7); SA Spell-like abilities; SQ Regeneration 2, SR 18; AL LE; SV Fort +7, Ref +1, Will +3; Str 21, Dex 10, Con 17, Int 14, Wis 14, Cha 17. Skills: Concentration +6, Listen +5, Spellcraft +4, Spot +5. Feats: Improved Initiative.



2. WELCOME CAVERN

Originally, a well-furnished area, it was specifically designed to make guests feel comfortable. When he went mad, Ysar'n Drax installed several traps in the room. When Drax died, Lethnearinos left the traps in place in order to discourage any curious guests from finding the *tome of logic*.

Read the following aloud when the players approach:

The corridor expands up ahead, to a room that might, long ago, have been pleasant and comfortable. It contains various tattered and decayed objects of art and furniture, none in any functional condition. It appears that it was an antechamber of some kind, once upon a time. While not as expansive as the entrance chamber, it is still quite large.

There are three traps in this room. One is at the entrance, one is the room itself, and the other is at the exit. All of them are magical in nature, and all spell effects are from a 15th-level Sorcerer.

Trap 1: A pressure plate at the room's entrance creates a *globe of cold* when pressed.

Globe of Cold Trap: CR 4; 20-ft-radius sphere (5d6); Reflex save (DC 15) avoids; Search (DC 27); Disable Device (DC 27).

Trap 2: Most of the room is under the effect of a *reverse gravity* spell. The ceiling (40' up) is covered in sharpened stalactites.

Ceiling Spikes Trap: CR 6; no attack roll required (4d6, +10 melee (1d4 spike attacks for 1d8 points of damage each); Reflex save (DC 20 — dive out of spell area of effect) for no spike damage, 2d6 falling damage; Search (DC 30).

Trap 3: Finally, the exit to the room contains a tripwire linked to a wand in the opposite corner, which casts *acid fog* at the PCs. If removed without a Disable Device check (or on a failed one), the wand goes off. It currently has 23 charges left.

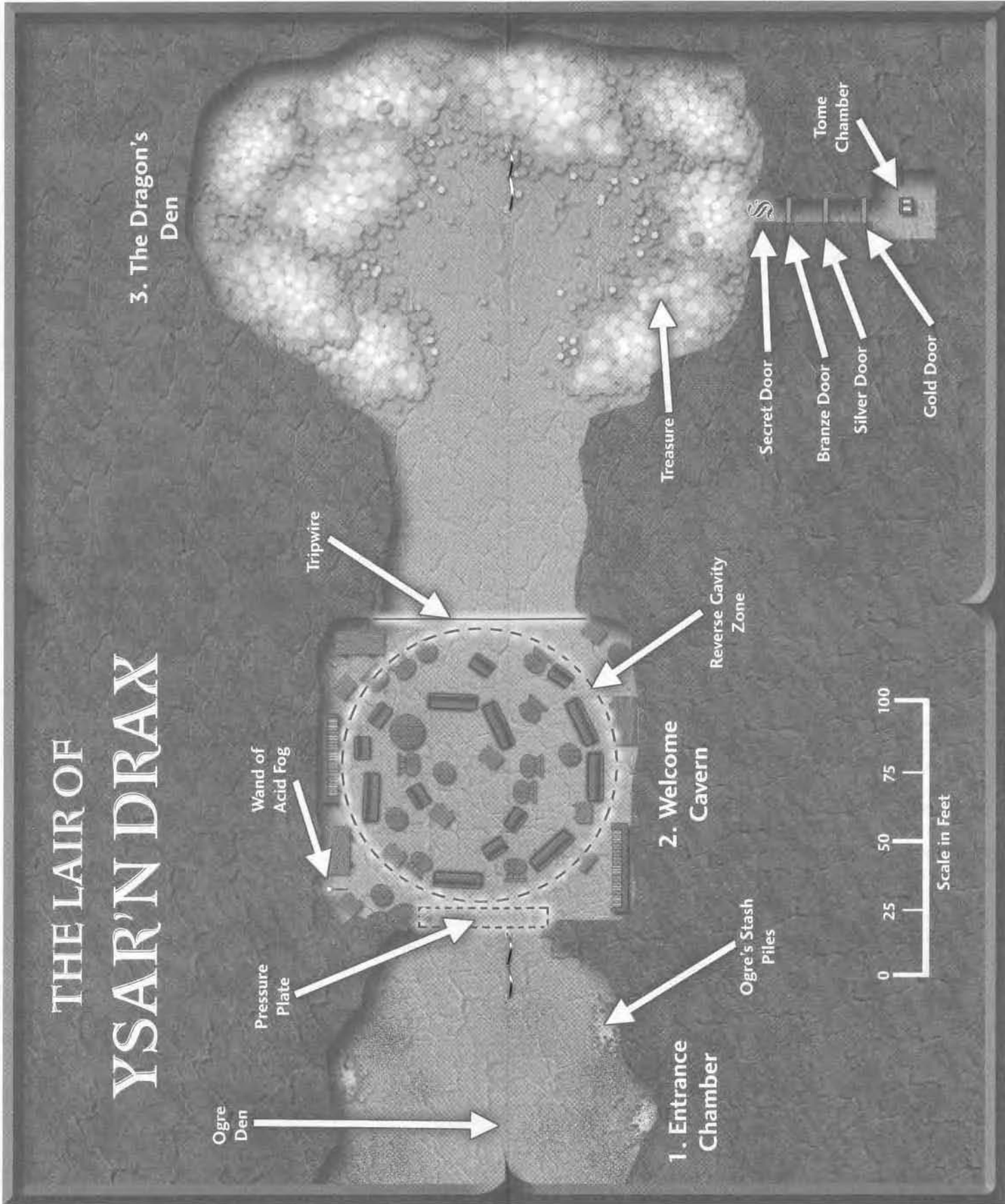
Acid Fog Trap: CR 3; 30 ft. x 20 ft cloud (2d6/round); Reflex save (DC 15) for half; Search (DC 20); Disable Device (DC 28).

3. THE DRAGON'S DEN

This room is, naturally, the largest in the lair. It is over 200 by 200 feet, easily large enough for its draconian occupant to rest comfortably. At the moment, it is filled with treasure, wealth beyond the dreams of avarice. However, it also contains a resident who remained unseen for over 600 years — the ghost of Ysar'n Drax. Read the following aloud:

Having navigated the traps lining the entrance to the Mad Dragon's lair, you see a truly awe-inspiring sight in the center. A gigantic room opens up out of the corridor, obviously the great beast's home. You can barely see the ceiling of the room, and the various passages the dragon used to reach the sky from here. Still brimming with treasure, the room boasts valuables of immense wealth.

THE LAIR OF YSAR'NDRAK



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Ghost of Ysar'n Drax/Yahfyonaron, Ghostly-Ancient

Silver Dragon (1): CR 24; SZ G (undead dragon); HD 34d12+238; hp 418, Init +0; Spd. 40 ft., fly 200 ft. (clumsy); AC 39 (-4 size, +36 natural), Deflection Bonus +8 while manifesting, Atks Bite +42 melee (4d6+12), 2 Claws +37 melee (2d8+6), tail slap +37 melee (2d8+18), or 2 wings +37 melee (2d6+6); SA Breath, manifestation, telekinesis, control weather, damage reduction 15/+2; SD Cold and Acid Immunity, ethereal, spells (cleric and sorcerer 15); SQ Rejuvenation, turn resistance; AL CG; SV Fort +26, Ref +10, Will +27; Str 35, Dex 10, Con 0, Int 26, Wis 28, Cha 30. Skills: Jump +34, Hide +22, Listen +22, Search +22, Spot +22, Spellcraft +30, Scry +25. Feats: Alertness, Brew Potion, Craft Magic Arms and Armor, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Scribe Scroll.

If the *Dragons™* book is being used, the information on ghost dragons, page 89, can be substituted.

The ghost does not attack the PCs, provided they do not attack him, or try to steal his treasure. He greets them cordially, and asks of news. He tells them anything they wish to know, except about the tome. Yahfyonaron regained his sanity upon his death, and has spent the past 600 years dealing with the consequences of his actions. However, he is terribly afraid of the tome, doing his best to keep people from getting it, short of attacking them. He offers false clues, dire warnings, and advice, but he neither stops nor helps the PCs from achieving their goal. Once the PCs return to this room with the tome, he retreats into the Ethereal, offering no more trace of his presence unless his treasure is threatened.

Treasure: 17,000 gp, 22 gems (GM determined), a +4 longsword of speed, potion of remove disease, rod of withering, 1 scroll (containing the spells *displacement*, *fly*, and *fear*), 1 scroll (containing the spells *transmute rock to mud*, *cone of cold*, and *bigby's interposing hand*), a staff of life, a wand of darkness, and a pearl of power (5th level).

This is where the adventure becomes tricky. It is ultimately up to the GM how difficult it is to find the tome. The tome is not among the hoard, and Yahfyonaron tells the

PCs this if they ask. There, however, is a hidden door on the southern end of the chamber, which can be found with a Search check (DC 30). However, this DC is very high and GMs may wish to lower it if they want to PCs to succeed easily or not.

Should they find the door, it is locked, requiring an Open Lock check (DC 28) to open. Once the PCs get past it, they enter a cramped passage. Here, they face the three doors.

RESTING PLACE

When Lethnearinos recovered the tome, he decided his father's lair was an ideal resting place. He wanted to ensure that the book remained where it was, however, and rather than risk the consequences of destroying such a powerful artifact, he sealed it behind three doors, each of which bore a unique and cunning trap. They are each magically reinforced, and impervious to physical harm or abuse. The only way past each door is to neutralize the trap guarding it or use a spell like passwall.

Bronze Door: this door is the first one along the secret passage, just twenty feet inside the hidden door. It carries a simple, deadly trap: contact poison on the entire door. The poison is transparent, but has a slight sheen, allowing a Spot check (DC 25) to notice. If the poison touches bare skin, it deals 3d10 damage each round, for 5 rounds (Fort save DC 23 for 1d10 damage each round instead). It is corrosive, and if touched to clothing, eats through a layer of clothing every round. The only way past this trap is by neutralizing the poison; Alchemy check (DC 25).

Silver Door: This door is another 20 feet further along, and is deathly cold. A PC touching it with bare skin suffers 4d6 cold damage on contact (Fortitude Save DC 20 for half), and without a successful Reflex save, sticks to it, taking 2d6 cold damage every round. The trap can be neutralized by doing a total of 30 points of heat/fire damage to the door.

Gold Door: This door does not have a trap so much as it is the trap. As soon as a PC gets within 5 feet of the door, it takes its true form, that of a Clay Golem (it turns inside out, so that the gold exterior becomes the innards).

Clay Golem: CR 10; SZ L (construct); HD 11d10; hp 100; Init -1 (Dex); Spd 20 ft.; AC 22 (-1 size, -1 Dex, +14 natural); Atks 2 Slams +14 melee (2d10+7); SA Berserk. wound; SQ Construct, magic immunity, damage reduction 20/+1, immune to piercing and slashing, haste; AL N; SV Fort +3, Ref +2, Will +3; Str 25, Dex 9, Con -, Int -, Wis 11, Cha 1; Skills: None. Feats: None.

Treasure: The gold core of the clay golem makes it harder than others of its kind. The PCs may attempt to rip the gold core out from the golem, once slain, but its value is ultimately up to the GM.

Once the PCs fight their way past the golem, they enter a small room with a treasure chest. Lethnearinos did not trap the chest, but placed two spells upon it instead. The first one notifies his heir if the chest is ever opened

(a permanent alarm), and the second spell hides the first spell from detection. Short of extraordinary measures, the PCs have no clue they triggered the spells. The return trip out of the lair is uneventful (unless the GM decides otherwise).

THE TOME

Once the PCs have the tome, it advises them with subtly emotional hints. Whoever holds the tome is more than willing to give it to the dragon. The tome is smart enough to know that an adventurer would most likely keep a talking book, but subtly images and dreams about his family and friends ripped asunder if he keeps the book, should encourage him to give the book to Synastarax.

However he finds out is up to the GM, but the PC knows he cannot destroy the book (whether or not this is true).

NEGOTIATIONS WITH SYNASTARAX

Encounter: Note: If the PCs somehow disabled the alarm spell on the chest, this encounter does not happen.

Read to the person holding the tome.

It is the evening of the fifth day. The tome is secure, and you await the dragon. Somehow, you know that Synastarax is getting more than she bargained for, but your own sense of self-preservation reminds you that soon, that will be her problem. The draconian silhouette wings towards you from the setting sun. As the beast approaches, however, you see a glint of pink off of silver wings...

Encounter: The dragon currently approaching them is Ohandalyar, one of Lethnearinos's children. He is young, tired, and wounded, but knows the consequences if the tome falls into the wrong hands. He does not attack the PCs outright, but he is cautious and edgy — after all, they're carrying the artifact his family has worked so long to safeguard. He lands and answers any questions the PCs might have about the book, his sire or grandsire, or anything else the PCs wish to know. If they tell him about their deal with Synastarax, he offers to assist them in any way he can in order to prevent the book from falling into her claws. At the least convenient time, however, Synastarax shows up.

Seeing the PCs talking to a silver dragon, Synastarax assumes they have betrayed her and broken the deal (and, depending on how things went with Ohandalyar, they might have). She immediately attacks, going after Ohandalyar first, then PCs once they pose a significant threat. Her first goal is the tome, however. If she can secure it and escape, she saves revenge for later.



This sort of combat (two dragons against one another, plus PCs) could be difficult for GMs to orchestrate. If necessary, have Ohandalyar die quickly so that the PCs have a moment to shine, being the heroes this day. However, they'll have to be quick, as there are quite a few dragons (and others), which've had their eyes on that hoard for a long time. But that's another story...

Ohandalyar, Young Silver Dragon: CR 6; SZ M (dragon, air); HD 13d12+26; hp 115 (currently 78); Init +3 (Imp Init); Spd. 40 ft., fly 150 ft. (poor); AC 22 (+12 natural); Atks 1 Bite +16 melee (1d8+3), 2 claws +11 melee (1d6+1), 2 wings +11 melee (1d4+1); SA Breath Weapon (6d8, DC 18), *cloudwalking*, *polymorph self*, spells (1st level Sorcerer); SV Fort +10, Ref +8, Will +11; Str 17, Dex 10, Con 15, Int 16, Wis 17, Cha 16; AL LG. Skills: Jump +13, Listen +15, Diplomacy +15, Concentration +15. Feats: Alertness, Cleave (Claw), Improved Initiative, Power Attack.

AFTERMATH

If Synastarax survives the conflict, and acquires the book, the PCs have a new quest on their hands, as they race to recover the tome of logic from an increasingly insane blue dragon. If she did not get the book, then Ohandalyar wants it for safekeeping and (perhaps) eventual

destruction. If Ohandalyar dies during the battle, his last words offer instructions on how to destroy the Tome for good, which should be extremely challenging. Only if one or more PCs are prepared to go insane, should they be allowed access to the book for a significant period of time.

If the book is destroyed, Ysar'n Drax (Yahfyararon) rests peacefully. His ghost no longer haunts his lair, and the PCs may loot it at their leisure. However, they'll have to be quick, as there are quite a few dragons (and others), with their eyes on that hoard. But that's another story...

If Drax has any grandchildren, etc., some of them might take exception with PCs looting the tomb.

NEW SPELLS

GUARDIAN'S LEGACY

Divination

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 2 Hours

Range: Touch

Duration: Permanent

Saving Throw: No

Spell Resistance: No

This spell was created to guard certain places or objects from tampering over a very long time. While it does not do anything to prevent desecration, the caster prescribes a set of circumstances (similar to with a *magic mouth*) under which the spell is triggered. Once it is, it alerts the chosen recipient as to the event that took place to trigger the spell, and the location in which it happened. The long-term advantage to this spell is that the recipient can, at any time, designate someone else to be notified in place of him. Thus, responsibility for guarding a certain object or place can pass from parent to child, sibling to sibling, or any other chosen recipient.

Material component: a bit of mandrake root.

SPELLSLEEP

Abjuration

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 Hour

Range: Touch

Target: Enspelled Object

Duration: 1 Day/level

Saving Throw: No

Spell Resistance: No

This spell has one purpose: to mask the presence of magic on an object. While this spell is active, the object it has been used upon shows up as nonmagical on any tests. Note that the spell does not actually affect magical abilities, so an item under its effect can still be used for a magical ability.

NEW MAGIC ITEM

TOME OF LOGIC

Artifact

Intelligence: 20

Wisdom: 22

Charisma: 15

Ego: 26

Communication: Speech (rarely used): Common, Draconic, Elven, Dwarven, *telepathy* (usually used), Reads all languages (and *reads magic*)

Abilities: Sense Motive (10 ranks), *detect chaos* (at will), *detect magic* (at will), *detect thoughts* (100-ft. range, 1 minute/use)

Alignment: LN (extreme)

Purpose: Promote Law

Special Purpose Power: *confusion* (DC 14) for 2d6 rounds

The tome of logic was to be an intelligent repository of artifact-making knowledge, but a flaw in its creation twisted it. It now believes that it is the most (and only) intelligent, wise, and logical being in the world, and that all others are flawed, and should turn to it for guidance. It has some justification for its beliefs, as it is always capable of making the right decision in any circumstance, unswayed by emotion or compassion. It is not evil, because it has no desire for power, only responsibility. It legitimately believes that what it does for its possessor is in their best interest.

However, the tome of logic has also deduced that as long as intelligent beings rely on their own faculties, they have no need for it. Therefore, in order to force reliance upon itself, the tome of logic saps one point of Wisdom from its possessor each month, until they have none left, and are insane. At that point, they are forced to rely on it for guidance, and have no decision-making ability of their own.



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LEGACY OF MADNESS

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