

DUNGEONS & DRAGONS®

CAMPAIGN ACCESSORY

FORGOTTEN REALMS®

DRAGONS OF FAERÛN



Eric L. Boyd and Eytan Bernstein

DUNGEONS & DRAGONS®

CAMPAIGN ACCESSORY

FORGOTTEN REALMS®

DRAGONS OF FAERUN™

Eric L. Boyd and Eytan Bernstein



FORGOTTEN REALMS®

DESIGNERS: **ERIC L. BOYD AND EYTAN BERNSTEIN**

ADDITIONAL DESIGN OR DEVELOPMENT: **EVAN JAMIESON, THOMAS M. COSTA, GEORGE KRASHOS**

EDITORS: **BETH GRIESE, CINDI RICE, KIM MOHAN**

EDITING MANAGER: **KIM MOHAN**

DESIGN MANAGER: **CHRISTOPHER PERKINS**

DEVELOPMENT MANAGER: **JESSE DECKER**

SENIOR ART DIRECTOR D&D: **STACY LONGSTREET**

DIRECTOR OF RPG R&D: **BILL SLAVICSEK**

PRODUCTION MANAGERS: **JOSH FISCHER, RANDALL CREWS**

FORGOTTEN REALMS ART DIRECTORS: **RYAN SANSAVER, MARI KOLKOWSKY**

COVER ARTIST: **LUCIO PARRILLO**

INTERIOR ARTISTS: **ANNE STOKES, DAARKEN, GONZALO FLORES, TOMAS GIORELLO, ERIC M. GIST, FRED HOOPER, HOWARD LYON, WILLIAM O'CONNOR, JIM PAVELEC**

GRAPHIC DESIGNER: **ROBERT RAPER**

CARTOGRAPHER: **KYLE HUNTER**

GRAPHIC PRODUCTION SPECIALIST: **ANGELIKA LOKOTZ**

IMAGE TECHNICIAN: **TRAVIS ADAMS**

SPECIAL THANKS: **ED GREENWOOD, ERIK THORNTON**

Based on the original DUNGEONS & DRAGONS® rules created by Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

This product uses updated material from the v.3.5 revision. It is designed for use with the *FORGOTTEN REALMS® Campaign Setting* by Ed Greenwood, Sean K Reynolds, Skip Williams, and Rob Heinsoo.

This Wizards of the Coast game product contains no Open Game Content. No portion of this work may be reproduced in any form without written permission. To learn more about the Open Gaming License and the d20 System License, please visit www.wizards.com/d20.

U.S., CANADA, ASIA,
PACIFIC, & LATIN AMERICA
Wizards of the Coast, Inc.
P.O. Box 707
Renton, WA 98057-0707
(Questions?) 1-800-324-6496



EUROPEAN HEADQUARTERS
Hasbro UK Ltd
Caswell Way
Newport, Gwent NP9 0YH
GREAT BRITAIN
Please keep this address for your records

620-95379720-001-EN
9 8 7 6 5 4 3 2 1

First Printing: August 2006

ISBN-10: 0-7869-3923-0

ISBN-13: 978-0-7869-3923-7

DUNGEONS & DRAGONS, D&D, DUNGEON MASTER, FORGOTTEN REALMS, D20, D20 SYSTEM, WIZARDS OF THE COAST, *Dragons of Faerûn*, *Player's Handbook*, *Dungeon Master's Guide*, *Monster Manual*, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast, Inc. in the U.S.A. and other countries.

This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc.

This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental.

©2006 Wizards of the Coast, Inc. Printed in the U.S.A.

Visit our website at www.wizards.com/forgotten_realms

TABLE OF CONTENTS

Introduction	4	Encounter Areas.....	60	Cone of Euphoria.....	114
Using this Book.....	4	Karthaut Lighthouse.....	61	Diminish Breath Weapon.....	114
The Dracocentric Campaign.....	5	The Underground Complex.....	62	Dragon Blight.....	114
The Rage of Dragons.....	5	Concluding the Adventure.....	68	Dragonblood Affinity.....	114
The Dracorage Campaign.....	5	3: Tyranny of the Dragon Queen	69	Dragonblood Spell-Pact.....	115
Turning of the Great Cycle.....	6	Unther: Realm of the Dragon Queen.....	69	Dragoncall.....	115
What You Need to Play.....	6	Threskel: Land of the Bone Wyrms.....	70	Gaze Screen.....	115
1: True Dragons of the World	7	Life and Society.....	71	Gem Tracer.....	116
History of Dragonkind.....	7	Major Geographical Features.....	71	Icy Claw.....	116
Time of Dragons.....	7	Important Sites.....	72	Light of Ymor.....	116
Under the King-Killer Star.....	8	Regional History.....	72	Pacification.....	117
Dragonfall War.....	8	Plots and Rumors.....	72	Platinum Ray.....	117
Followers of the Scaly Way.....	9	The Church of Tiamat.....	73	Pebble Wind.....	117
Return of the Dragon Queen.....	9	Servitors of the Five-Headed Queen.....	74	Revelation.....	117
Time of Troubles.....	9	The Altar of Scales.....	75	Scattergloom.....	118
Rise of the Dragon King.....	9	Encounters.....	76	Shadow of the Dark Queen.....	118
Year of Rogue Dragons.....	9	Concluding the Adventure.....	87	Spectral Dragon.....	118
Turning of the Great Cycle.....	10	4: Orders of Dragonkind	88	Steelsting.....	119
Dragon Roles.....	10	Blood of Morueme.....	88	Threesteel.....	119
True Dragons.....	12	Church of Tchazzar.....	91	Epic Spells.....	119
Aerosclughpalar, "Gildenfire".....	12	The Confluence.....	93	Rules for Epic Spells.....	119
Antasillix, "Defender of the Pit".....	14	House Orogoth.....	94	New Epic Spells.....	121
Arsekaslyx,		Sisterhood of Essembra.....	97	7: Magic Items	123
"Guardian of the Well".....	15	Talons of Justice.....	99	Magic Weapons.....	123
Arveiatuface, "The White Worm".....	17	5: Dragon Lairs	101	Dragontooth of Lareth.....	123
Buchembrallor,		Lair Traps.....	101	Silver Sickles of Soranth.....	123
"The Terror of Velen".....	18	CR 6 Traps.....	101	Sword of Dragonblood.....	124
Claugiyliamatar, "Old Gnawbone".....	18	CR 7 Traps.....	102	Other Magic Items.....	125
Iryklathagra, "Sharpfangs".....	20	CR 8 Traps.....	102	Amber Acorns of the	
Jalanvaloss,		CR 9 Traps.....	102	Moonwood Circle.....	125
"The Wyrms of Many Spells".....	24	CR 10 Traps.....	103	Crown of the Death Dragon.....	125
Nartheling,		Lair Hazards.....	103	Crown of the North Wind.....	126
"Master of the Mountain".....	27	Chlorine Haze (CR 8).....	103	Crownring of Tchazzar.....	126
Olothontor,		Dracolich Slough (CR 6).....	103	Dragon Blight Bomb.....	126
"The Minstrel Wyrms".....	29	Dragon Mold (CR 5).....	103	Dragon Dowsing Rod.....	127
Protanther, "King of the Ice".....	30	Fear Moths (CR 4).....	104	Dragon's Draught.....	127
Saryndalaghlothtor,		Gem Dragon Dust (CR Varies).....	104	Dragonskull Talisman.....	127
"Lady Gemcloak".....	31	Magic Shrieker Moss (CR 3).....	104	Dragonspectre Flute.....	127
Taraunramorlamurla,		Shadow Slime (CR 7).....	105	Idol of Apostasy.....	128
"Serenescales".....	34	Dragon-Related Creatures.....	105	Ring of Draconic Deception.....	128
Tchazzar, Chosen of Tiamat.....	37	Dragonblood Subtype.....	105	Ring of Dragons.....	129
Tostyn Alaerthmaugh,		Bluespawn Stoneglider.....	105	Rods of the Dark Lady.....	129
"the Silver Flame".....	40	Kratlbairn.....	106	Scalebane Bottle.....	129
Wyrms of the North.....	42	Redspawn Birther.....	108	Scepter of Cimbar.....	129
Undead True Dragons.....	44	Spectral Creature (Template).....	109	Stone of Aerial Alarm.....	130
Alasklerbanbastos,		6: Dragon-Related Spells	111	Minor Artifacts.....	130
the Great Bone Wyrms.....	44	Quick Reference.....	111	Chassabra's Pendant.....	130
Dretchroyaster,		New Assassin Spell.....	111	Diamond Scepter of Chomylla.....	131
"The Monarch Reborn".....	48	New Bard Spells.....	111	Helm of Supreme Wizardry.....	131
Ghaulantatra, "Old Mother Wyrms".....	48	New Blackguard Spells.....	111	Major Artifacts.....	132
Iltharagh, "Golden Night".....	49	New Cleric Spells.....	111	Fanged Shield of Shyk Korort.....	132
2: Cult of the Dragon	52	New Druid Spells.....	112	Ghazir the Desert's Edge.....	133
History of the Cult.....	52	New Paladin Spell.....	112	Kayas the Krakenscourage.....	134
Organization.....	54	New Sorcerer/Wizard Spells.....	112	Kuraltaar the Demonshield.....	135
Dragon Cult Cells.....	55	Epic Spells by Spellcraft DC.....	112	Monocle of Bagthalos.....	137
Dragonwell Cell.....	55	New Spells.....	112	Staff of Shoon.....	137
Mourktar Cell.....	55	Abate Dracorage.....	112	Chapter 8: New Dragons	138
Sembian Cell.....	56	Aggravate Dracorage.....	113	Mercury Dragon.....	138
Wyrmsmoke Cell.....	56	Antidragon Aura, Greater.....	113	Steel Dragon.....	140
Followers of the Scaly Way.....	57	Blunt Natural Weapons.....	113	Mist Dragon.....	142
Magic of the Cult.....	58	Chromatic Ray.....	113	Appendix: Roll Call of Dragons	145
The Cliffs of Karthaut.....	58	Compel Breath.....	114		



INTRODUCTION

The greatest scholar of draconic mysteries on the Sword Coast looked out over the walls of Baldur's Gate toward the Sea of Swords and the setting sun. He thought to himself, "At last, a moment's peace from the incessant voice that keeps yammering at the back of my skull!"

"Master Velsaert, if I may, I have another question about the Dracorage," spoke a high-pitched whine of a voice.

"Blast! There it is again," he sighed.

With a barely controlled snarl, plastered over with a smile, the great sage turned around to greet his latest apprentice, Baltron Quillfeather, late of Twilight Hall.

"Ah yes, Master Baltron, what a surprise. You've been here, what, nearly a ride now? And yet we still haven't begun to exhaust your store of questions, apparently. I do believe I've come to understand why the wise leaders of Those Who Harp thought to send you here to further your studies. Please proceed."

Almost without thinking, the Balduran loremaster immediately tuned out the intricate and thoroughly irrelevant question that followed, perceiving little more than a rapid fire burst of high pitched squealing. How many apprentices had he had over the years? What was it about this one that irritated him so? Baltron's mission was a noble one, to review and analyze all available lore regarding the Dracorage so that the Harpers might know how to proceed in the face of reports of spreading madness among the continent's great dragons. And yet, there was something so insistent, so demanding about Baltron's questions that Velsaert could barely contain his frustration. Couldn't the bookish young human accept that Faerûn's great wyrms simply succumbed to madness from time to time, no matter how noble they might otherwise be?

"Arrgh!" Velsaert screamed in frustration, rending the soft meat between his claws into a bloody pulp. "Get out of my head!"

This book gives you everything you need to make dragons a focal point of your FORGOTTEN REALMS® campaign. Dragons are the embodiment of all that is the DUNGEONS & DRAGONS® game, and an epic confrontation with a powerful dragon is the highpoint of many campaigns. Dragons are an integral part of life in Faerûn, and their depredations and intrigues play a great role in shaping its history.

using this book

This book is of benefit to players and DMs who wish to play a dracocentric campaign or even just a dracocentric character in Faerûn.

Chapter 1: True Dragons of the World. This chapter details the history of dragonkind and integrates the Dragonfall War (introduced in *Races of the Dragon*) into Faerûn. It then details a sampling of powerful wyrms and their younger kin, focusing on their intrigues and entanglements in recent years (including the Year of Rogue Dragons). DMs can draw general inspiration or specific foes from this chapter, while players can find draconic patrons and learn what their knowledge of draconic lore has taught them.

Chapter 2: The Cult of the Dragon. This chapter details the Followers of the Scaly Way, legendary creators of Faerûn's powerful dracoliches, who instigated the Rage of Dragons that beset Faerûn in the Year of Rogue Dragons (1373 DR). Players of power-hungry evil characters can tie their history to the Dragon Cult, while DMs can use the group as sinister opponents of a good-aligned group. This chapter also includes an adventure for mid-level PCs.

Chapter 3: Tyranny of the Dragon Queen. This chapter details the Church of Tiamat, followers of the ascendant Dragon Queen, who overthrew the last god-king of Unther and now seeks to rule the South in his stead. This chapter also updates the state of affairs in Threskel and Unther. Players of dragon-loving evil characters can tie their history to the Dragon Queen's faith, while DMs can use the group as powerful opponents of a good-aligned group. This chapter also includes a high-level adventure.

Chapter 4: Orders of Dragonkind. This chapter details six dragon-focused organizations of varying alignments. Players can associate their character with groups such as the Blood of Moruemé, the Church of Tchazzar, the Confluence, House Orogoth, the Sisters of Essembra, or the Talons of Justice, while DMs can use diametrically opposed groups as draconic-themed foes. This chapter also summarizes rules for playing some more unorthodox player character races of the half-dragon variety and gives details for those seeking to worship draconic deities.

Chapter 5: Dragon Lairs. This chapter details a variety of dragon-related challenges, including new dragon-related monsters and traps and hazards commonly encountered in dragon lairs.

Chapter 6: Dragon-Related Spells. This chapter details a variety of new spells. Some are useful to PCs battling dragons, while others are useful to DMs pitting dragons against their players' characters. This chapter includes several epic spells as well, including the epic spell responsible for the Rage of Dragons.

Chapter 7: Magic Items. This chapter details new magic to help characters battle dragons as well as fitting rewards for dragon slayers who manage to plunder a dragon's hoard. This chapter also includes a discussion on the consequences of releasing historical artifacts into the modern age.

Chapter 8: New Dragons. Here you'll find descriptions of three new dragon varieties—mercury, steel, and mist—presented in the classic *Monster Manual* format, with statistics and rules text updated to reflect the v.3.5 version of the D&D game.

The Dracocentric Campaign

Dragons can play a central role in a FORGOTTEN REALMS campaign in a variety of fashions. If some or all of the players are descended from dragons (such as draconic creatures, half-dragons, or creatures with certain sorcerous bloodlines) or aspire to become part dragon (by taking the dragon disciple prestige class) or serve one or more dragons (by taking one of the various prestige classes found in *Draconomicon*, by joining a dragon-ruled organization, or by simply pledging themselves to serve a particular dragon), then the campaign can revolve around their ties to dragonkind and the conflicts and intrigues thus entailed.

Alternatively, dragons are well suited to play the role of prominent opponents in a Realms-based campaign. Such campaigns might focus on a specific, powerful wyrm such as Iryklathagra, Dragon Qysara of Shoon, and the countless historical threads she tie into her plots and schemes. Such campaigns might also focus on a group of dragon-oriented villains such as the Church of Tiamat or the Cult of the Dragon or a dragon clan, such as the Blood of Moruemé or House Orogoth.

The Rage of Dragons

The *Year of the Rogue Dragons* trilogy (*The Rage*, *The Rite*, and *The Ruin*) by Richard Lee Byers, as well as Byers's *Queen of the Depths*, his short story "Traitors" in *Realms of the Elves*, and the anthologies *Realms of the Dragons* and *Realms of the Dragons II*, collectively tell a tale of the greatest peril to all

living creatures of Faerûn, a tale rooted deep in the arcane mysteries of the past.

Thousands of years ago, before the Reign of Giants and Elven Crown Wars, Faerûn lived in the Time of the Dragons, an age when dragons ruled with impunity over all the lesser races ("meat"). The elves in particular chafed under the yoke of the dragons and sought a way to free themselves from their oppression. After years of secret research in the frozen north of Faerûn and extensive debate about the costs and risks, the elves weaved the *Dracorage mythal*, a permanent crafting of elven high magic and one of the most powerful spells ever woven into the Weave. This epic spell made it impossible for dragonkind to continue its collective dominion of Faerûn. The *Dracorage mythal* caused all dragons (including those of type dragon and creatures with the dragonblood subtype) to become reckless and run amok across their lands, slaughtering their young and vassals, and destroying all in their wake, but it also gave the Fair Folk the opportunity to break free of dragon rule, marking the denouement of the Reign of Dragons.

As a result of this ancient curse, dragons have periodically gone berserk, rampaging across the Realms. Like some sort of disease, the so-called Dracorage (sometimes known as the Dragon Rage or simply the Rage) lays dormant, erupting forth every several decades or even few centuries—an event seemingly associated with the reappearance of the King-Killer Star (actually a bright red comet that winks like a baleful eye)—to infect dragons for several tendays at a time.

The intensity, breadth, and duration of a Dracorage has historically depended on the astrological position of the King-Killer Star. As a result, sometimes the effects of the Dracorage have been localized, leading to a so-called "flight of dragons." The most recent Flight of Dragons occurred in the Year of the Worm (1356 DR) and resulted in the destruction of cities and deaths of thousands across the Moonsea, Dalelands, Cormyr, and beyond. At other times (approximately every 300 years, but recorded intervals have ranged from 100 to 700 years), the Dracorage has affected all Faerûn, precipitating a full-blown Rage of Dragons. The last true Rage of Dragons precipitated by the King-Killer Star occurred in the Year of the Dracorage (1018 DR).

The Dracorage Campaign

The most recent Rage of Dragons occurred prematurely in the Year of Rogue Dragons (1373 DR) as a result of the manipulations of the mighty lich and leader of the Cult of the Dragon, Sammaster, and not the wanderings of the King-Killer Star across the heavens.

The premature eruption of the Dracorage allows DMs to introduce this continent-spanning event into a campaign set roughly in the current timeframe. (Other than a less appropriate year name, there is little reason why Sammaster's Dracorage could not have unfolded the year before or the year after the Year of Rogue Dragons, if that works better for your campaign.) A Dracorage campaign revolves around a period of aberrant behavior by Faerûn's great wyrms. Like all periods of transition, a dramatic change in the status quo unleashes a period of change that can in turn precipitate all manner of adventures. For example, the

PCs might be directly involved in unraveling the secrets behind Sammaster's Dracorage, as the heroes do in the *Tear of Rogue Dragons* trilogy, or they might focus more on the consequences of a particular dragon awakening from a long sleep or abandoning its responsibilities as it succumbs to the Dracorage. The novel *Queen of the Depths* by Richard Lee Byers gives a good example of what this type of Dracorage campaign might look like.

Turning of the Great Cycle

As discussed in Chapter 1, the Year of Rogue Dragons culminates in the unraveling of the *Dracorage* mythal and marks the turning of the Great Cycle. In the wake of Sammaster's Dracorage (presumably in the Year of Lightning Storms [1374 DR], but again the exact year can be varied as appropriate for the individual campaign), no barrier remains to the great

wyrms of Faerûn reestablishing the Reign of Dragons over the Realms. A post-Dracorage dracocentric campaign is focused on what comes next. The PCs might get swept up in the resumption of the Dragonfall War between the followers of Bahamut and the servitors of Tiamat, or they might get involved in the machinations of a great wyrm such as Alasklerbanbastos or Tchazzar who seeks to carve out a new kingdom before rivals claim the territory for themselves. Regardless of their patron or motivation, the PCs might become skilled dragonhunters, tracking down rival wyrms and eliminating them and the threat they pose.

what you need to play

You need the three D&D core rulebooks—*Player's Handbook* (PH), *Dungeon Master's Guide* (DMG), and *Monster Manual* (MM)—plus the *FORGOTTEN REALMS Campaign Setting* (FRCS) and *Draconomicon* (Dra) to make the best use of *Dragons of Faerûn*.

Several other books are referenced herein. In many cases, this reference is in the form of a superscript abbreviation of the book's title, which is tacked onto the end of the name of a spell, monster, or some other game element. The books (including some of those mentioned above) and their abbreviations, when applicable, are as follows: *Book of Exalted Deeds* (BoED), *Book of Vile Darkness* (BoVD), *Complete Arcane* (CAr), *City of Splendors: Waterdeep* (CS), *Champions of Valor* (CoV), *Dungeon Master's Guide II* (DMG2), *Epic Level Handbook* (ELH), *Expanded Psionics Handbook* (EPH), *Faiths and Pantheons* (FP), *Fiend Folio* (FF), *Heroes of Battle* (HoB), *Libris Mortis* (LM), *Lords of Darkness* (LD), *Lost Empires of Faerûn* (LE), *Lords of Madness* (LM), *Magic of Faerûn* (Mag), *Monster Manual II* (MM2), *Monster Manual III* (MM3), *Monsters of Faerûn* (Mon), *Player's Guide to Faerûn* (PG), *Races of the Dragon* (RD), *Sandstorm* (San), *Serpent Kingdoms* (SK), *Shining South* (SS), *Unapproachable East* (Una), and *Underdark* (Und).

Throughout this book, an asterisk (*) denotes a spell, feat, monster, or magic item described elsewhere in the book.

Under the baleful gaze of the King-Killer Star, the Rage of Dragons sweeps over Faerûn

Illustration by William O'Connor

TRUE DRAGONS OF THE WORLD

This chapter lays out a history of dragonkind in Faerûn, discusses the varied roles played by true dragons, and details individual dragons, living and undead, active in Faerûn today.

History of Dragonkind

Although dragons are powerful, long-lived creatures, draconic history is little known even among the longest-lived members of the race. Philosophers have speculated that the oral tradition of draconic historians and the innate self-centeredness of dragonkind have combined to undermine the accumulation of a permanent draconic historical record. In fact, much of what is known of the history of dragonkind has been recorded by the Proud Peoples (elves and dwarves), but their decline has led to the fragmentation of the historical record, and the records that remain display a perspective that reflects their creators' biases regarding dragonkind.

Time of Dragons

In the wake of the Days of Thunder, dragons rose to rule Faerûn. Elven myth, recorded in the form of the Parwiccan Cycle, speaks of the Tearfall, thought to refer to a rain of meteors that fell from the sky. Some scholars interpret the ancient texts as suggesting the meteors precipitated a dramatic climatic change, which in turn sparked the rapid evolution of proto-dragons (little more than large lizards) into the varied forms of dragonkind known today. Others claim that the meteors were in fact falling dragon eggs, from which the varied races of dragonkind were born into this world.

The Time of Dragons, also known as the Dawn Ages, began circa -30,000 DR and lasted some six millennia. Individual dragons and dragon clans ruled large swaths of territory and battled with their rivals for control of the land, seas, and skies.

Great treasures lie beneath the slumbering forms of Faerûn's majestic wyrms. Be thankful such hoards occupy the dreams of dragonkind and leave them undisturbed, for when the great dreamers awake to thieving hands, all the wonders of our world quickly fall to their wrath.

Velsaert of Baldur's Gate
Year of Wild Magic (1372 DR)

The dragons of this age were devout followers of the draconic pantheon, and many wars of this period were fought over religious issues. Over time, however, religious fervor waned, as philosophers of different faiths came to the conclusion that the draconic deities were not the guardians and protectors of dragonkind, because they had allowed dragons to fight such genocidal conflicts in their name. The one draconic holy war that continued unabated was the Dragonfall WarRD, which pitted the followers of Bahamut against the spawn of Tiamat.

During this period of devastating warfare among the dragons of Faerûn, isolated pockets of formerly dragon-ruled territory fell under giant control. Over time, such giant-ruled kingdoms came to threaten the hegemony of dragonkind, leading to great battles between giant-ruled kingdoms such as Darchar, Grunfesting, Helligheim, Nedeheim, Ostorla, and Rangfjell, and dragon-ruled realms such as Caesinmalsvir, Darastriverthicha, and Tharkrixg-hontix. While Faerûn's dragons and giants battled for dominance of Toril, the smaller humanoid races began to carve out their own kingdoms. In one such instance, the Parwiccan Cycle speaks of the descendants of Tintageer, now known as moon and gold elves, who carved a realm from the northlands of Faerûn by defeating a red great wyrm named Mahatnartorian, Master of the Mountains.

The Time of Dragons drew to an end with the dawning of the Rage of Dragons. The High Mages of the Fair Folk hit upon a plan that involved the creation of a high magic effect tied to appearances of the King-Killer Star (also known as the King-slayer Star among the Fair Folk) in the heavens. In an ancient

citadel in the northernmost reaches of Faerûn, they created the *Dracorage mythal*, encompassing all Faerûn and periodically driving Faerûn's wyrms to madness. The King-Killer Star appeared in the heavens just often enough for the *Dracorage mythal* to disrupt the dominance of the dragon race over the continent, but not so often as to prevent the rise of humanoid kingdoms in the inter-Rage periods.

under the king-killer star

In the twenty-five millennia that followed, the collective power of Faerûn's wyrms waxed and waned, but dragonkind never reclaimed its absolute rule over Faerûn. Every time individual wyrms or dragon clans sought to reestablish their dominance over large swaths of Faerûn, either the lesser humanoid races united to bring them down (see the Dragonmoots sidebar) or, failing that, the King-Killer Star returned to drive them into madness, destroy what they had wrought, and turn them against their own offspring. Only once did an allied group of dragons come close to unraveling the *Dracorage mythal*, but the long-forgotten wyrms of that day were turned aside by the sacrifice of nearly the entire subrace of avariels, who mustered a great crusade to fly north and defend the ancient citadel that housed the *Dracorage mythal* capstone.

Although exceptions are recorded throughout history, in time the majority of Faerûn's dragons came to occupy the niche of top predator, not king. Notable exceptions include Anaglathos, who ruled over Turmish for six years; Kisonraathisar, who ruled over Westgate until the Year of Bold Poachers (-349 DR); Tchazzar, who ruled over Chessenta for nearly a century (and has now returned); and Ylveraasahlisar the Rose Dragon, who ruled over Calimport for a century.

The last Rage of Dragons unleashed by the King-Killer Star unfolded in the Year of the Dracorage (1018 DR). The last Flight of Dragons occurred over the Dalelands and the Moonsea in the Year of the Worm (1356 DR).

dragonfall war

Although the Time of Dragons is long forgotten, even among the most ancient of great wyrms, the ancient conflict between Tiamat and Bahamut has continued, increasing and decreasing in intensity over time, gradually subsuming other races and cultures as well.

The last great era of conflict between the Platinum Dragon and the Chromatic Dragon raged from -2087 DR to -1071 DR, during the first millennium of the Untheric empire. Tiamat's cult was brought to Faerûn (at least among humans) by the Mulan. The clergy of Enlil preached that Tiamat was the Nemesis of the Gods, and she was blamed by the god-kings for every setback Unther experienced as it rose to greatness and then decayed over the centuries. Tiamat battled an Untheric alias of Bahamut, known as Marduk the Justice Bringer, time and again, but neither wyrm could prevail.

In -1,071 DR, the Untheric pantheon marched to war against the deities of the orc pantheon in a cataclysmic conflict that saw the death of many gods. During the final Battle of the Gods, Tiamat launched a surprise attack against Gilgeam while he battled Ilneval. The ever-vigilant Marduk intervened, killing Tiamat before she could land a death blow against Gilgeam, but at the cost of his own life.

In the wake of the Battle of the Gods, the Platinum Dragon was reduced to the rank of celestial paragon^{BoED} (with divine rank 1 if celestial paragons are considered demigods in your campaign), and the Chromatic Dragon was reduced to the rank of archfiend^{BoVD} (with divine rank 1 if archfiends are considered demigods in your campaign). Marduk's church vanished entirely, his name remembered only as one of the Old Ones of Unther, but Tiamat's cult survived after a fashion. As Gilgeam grew increasingly tyrannical, the people of Unther never forgot the Nemesis of the Gods and they increasingly turned to her in secret for succor.

Dragonmoots

The proud but now-vanishing tradition of Dragonmoots is much-sung of when dwarves empty tankards. Of old, Dragonmoots were "called" (by messenger-dwarves sent from one dwarf clan to another) whenever the leader of a dwarf clan decided that a particular dragon was too bothersome to be left alone any longer and too powerful for a clan to risk tackling alone.

Most Dragonmoots involved two or three dwarf clans, the elders of all meeting to decide just how a specific dragon would be fought, and how its hoard would be divided after victory (and such forays almost always ended in victory). Adventurers from the ranks of the clan would be asked to lead the attack, bolstered by the axes of old dwarves desiring to die in battle and the frightened strength of younglings wanting to prove themselves worthy, in the eyes of their clan, of becoming warriors.

Clan elders encouraged Dragonmoots as occasions when dwarf clans would meet, feast together, discuss trade, cast eyes on eligible dwarves of other clans, and "take measure" of each other (marking the likenesses and characters of important dwarves for future diplomatic use). It took as many as seven clans to defeat some wyrms, and more than one dragon ravaged those sent against it.

Dragonmoots began to fade when dwarves grew too few to dare openly challenge dragons (except as members of "crazed adventuring bands"), and certain clan elders grew too suspicious of other dwarves, and of the risks of gathering anywhere, to enthusiastically support future moots. However, several clans revived the old practice during the recent Rage of Dragons, since the Thunder Blessing has increased the ranks of their warriors.

followers of the scaly way

In the Year of Fell Pearls (887 DR), a former Chosen of Mystra named Sammaster became convinced that dead dragons would one day rule Toril, a path he named the Scaly Way. Sammaster created his first dracolich in the Year of Queen's Tears (902 DR), and the ranks of the Cult of the Dragon soon swelled. In the years that followed, Sammaster suffered a series of setbacks, but the Cult of the Dragon continued to follow his teachings. (Further details on the history of the Cult of the Dragon can be found in Chapter 3.)

After his last defeat in the Year of the Blacksnake (1285 DR), the lich Sammaster returned to unlife once again thanks to the magic of his phylactery. Once he did, however, Sammaster saw little point in resuming command of the Followers of the Scaly Way immediately, for he had tried that path before. The founder of the Cult of the Dragon was frustrated by the inability of the secret society, strong in magic but numerically weak, to stand against its foes, and by the reluctance of many evil dragons to embrace his vision of a future when they, as undead dracoliches, would rule supreme. Plainly, he needed a new strategy, and he sought inspiration in ancient texts and places of power.

Return of the dragon queen

In the Year of the Bloodbird (1346 DR), after centuries of silence from the Dragon Queen, the few remaining followers of the Nemesis of the Gods successfully summoned an aspect of Tiamat known as the Dark Lady to Unther, an event that had been heralded centuries before by Ochir Naal, prophet of Tiamat. Over the next dozen years, the Dark Lady secretly fomented rebellion throughout Unther, seeking to overthrow the hated Gilgeam, and the ranks of her followers swelled once again (elevating her to the rank of demigod).

Unknown to her followers in Unther, the Dragon Queen had her own reasons for finally answering their prayers. While the Church of Tiamat grew in opposition to the despotic rule of Gilgeam, the Dragon Queen turned her baleful gaze to Sammaster's studies, in which she saw suggestions of mad genius. Through subtle hints and divinely inspired bursts of intuition, Tiamat helped Sammaster rediscover the secrets of the *Dracorage mythal* without revealing to him that his discoveries were shaped by the claws of a dark god. In time, roaming the Moonsea region and the Cold Lands in disguise, Sammaster discovered the existence of the *Dracorage mythal* and its secrets. As Tiamat had hoped, he set about harnessing the power of the Dracorage for his own ends.

Time of troubles

In the Year of Shadows (1358 DR), the Avatar Crisis forced the gods of Toril to walk among their followers in mortal form, upsetting many divine machinations, including those of the Dragon Queen. During the Time of Troubles, Gilgeam destroyed Tiamat, seemingly ending her threat to his eternal rule. In truth, however, Tiamat's essence was splintered among three powerful dragons in the region. The largest of the three, Tchazzar, consumed the other two, therefore meeting the conditions the Dragon Queen

had laid down in advance. Tchazzar was thereby transformed into Tiamat anew.

The Fall of the Gods also returned Bahamut to the land in avatar form for the first time since the death of Marduk. During his sojourn on Faerûn, the Platinum Dragon caught wind of Tiamat's brewing plots, which presaged a resumption of the Dragonfall War.

Rise of the dragon king

In the Year of Serpent (1359 DR), Gareth Dragonsbane, future king of Damara, and his adventuring companions returned from an expedition to the Abyss, having stolen the *Wand of Orcus*, shattered it in the blood of an avatar of Tiamat (checking her plans once again), and returned to Damara with the blessing of Bahamut. Gareth brought with him the Tree-Gem, which, once planted, represented Bahamut's covenant to protect Damara against the influence of demons as long as the kingdom of Damara allied itself with the forces of good. In so doing, Gareth brought to Damara a measure of peace and freedom from demonic meddling that the rest of the Demonlands has never experienced.

As Bahamut had hoped, the planting of the Tree-Gem sparked renewed interest in his teachings among the nondragon races. In the years that followed, good-aligned mortals across Faerûn heard the Call of Bahamut, and many pledged themselves to the service of the Platinum Dragon. The elite became platinum knights^{DR} or vassals of Bahamut^{BoFD}. Some of those who were called by Bahamut chose to undergo the Rite of Rebirth, transforming themselves into a long-forgotten race known as the dragonbornRD. As the ranks of his followers swelled, Bahamut rose in power, assuming the rank of lesser deity once again, while Tiamat did the same.

The planting of Bahamut's Tree-Gem also drew the attention of the Dragon Queen. In response, Tiamat dispatched an avatar to Castle Perilous in the cold wastelands of Vaasa. Scores of chromatic dragons heeded her call and descended on the ruined fortress. With their participation, the Dragon Queen initiated a massive breeding program, creating all manner of spawn of Tiamat, horrifying monstrosities that had not been seen in Toril since the Battle of the Gods. The spawn of Tiamat then spread far and wide. (Several varieties of spawn of Tiamat are presented in *Monster Manual IV*. Two new ones—the bluespaw stoneglider and the redspaw birther—are in this book.)

Year of Rogue Dragons

In the Year of Rogue Dragons (1373 DR), Sammaster finally completed his transformation of the *Dracorage mythal*, tying his phylactery to the chamber that served as the capstone of the ancient *Dracorage mythal* so that the mythal's effects were no longer constrained by the appearance of the King-Killer Star in the heavens, but linked instead to his own life force. Only dracoliches would remain unaffected by Sammaster's endless, ever-intensifying Dracorage, and wyrms of every species would have to ally themselves with the Cult and accept transformation into the form of a Sacred One, or suffer permanent madness. The lich then set about reasserting his control over individual Cult of the Dragon cells across Faerûn. From the isle of Tan in

the Pirate Isles to Dragonback Mountain, northernmost peak of the Riders to the Sky mountains, Cult members transformed their secret strongholds into laboratories in which dozens if not hundreds of dragons could be transformed into dracoliches in a short period of time.

As the Rage of Dragons spread and worsened, chromatic dragons across Faerûn either succumbed to its effects and turned on whoever crossed their path or desperately embraced the Dragon Cult as an alternative. Rampaging wyrms wreaked great destruction across Faerûn, from As'arem to Calimport and from Asavir's Channel to the Tannath Mountains, but Sammaster's guiding hand focused their destruction on Damara, Impiltur, Narfell, Sossal, Vaasa, and the Cold Lands north of the Moonsea. Communities such as Bloodstone Pass, the Monastery of the Yellow Rose, Uluvín, and Ylraphon were destroyed or nearly so by dragons who succumbed to madness, and other groups, such as the Thousand Fists orc tribe of the Nether Mountains and the navies of Cimbar and Soorenar, were decimated by the dragons' wrath.

Lareth, sovereign of the gold dragons, called for a great council in the Galena Mountains, where he unveiled his plan for all the metallic dragons to enter a magical slumber until the Dracorage subsided, as his kind had done time and again. (While many elder metallic dragons had the magical ability to flee to another plane, due to long-standing draconic traditions regarding territorial claims, they did not do so, fearing the effect of "abandoning" territory on the Material Plane to their hated chromatic cousins.) Although many wyrms agreed with the King of Justice, a few rebels rejected this approach, maintaining (thanks to subtle hints from the Lord of the North Wind) that this episode of Dracorage was like no other and would last forever. Displaying the first tinges of madness, Lareth threatened to use his minions to coerce or destroy any dragon who resisted. In time, the great gold wyrm Tamarand, second only to Lareth, was forced to destroy the King of Justice, but he refused the mantle of royalty.

Only the gem dragons largely escaped the effects of the Dracorage, for they had the power (and the willingness) to flee to the Inner Planes for however long it lasted. However, a few waited too long and succumbed to the effects of the Dracorage as well.

As Sammaster's plot unfolded with astonishing swiftness, a group of heroes led by Dorn Graybrook (CN male half-iron golem^{MM2} [augmented Vaasan human] fighter 10/ranger 3) and Karasendrieth (CG female adult song dragon sorcerer 3/bard 2) worked to unravel the effects of Sammaster's Art. In locales such as the Gray Forest, the Monastery of the Yellow Rose, Northkeep, and Thar, the heroes retraced Sammaster's path, seeking the lore first found by the lich that allowed him to manipulate the *Dracorage mythal*.

Eventually, the allies discovered how to counter the *Dracorage mythal* (using the spell *abate Dracorage**) and turned their efforts toward finding the *Dracorage mythal's* capstone. Their search led them to a lost elf city in the Novularond Mountains in the heart of the Great Glacier and from there, through a *portal*, to the ancient citadel in the northernmost reaches of Faerûn in which the mythal had been raised millennia ago. After a great battle with Sammaster and his summoned planar

dragon allies, the heroes prevailed, destroying the lich, his phylactery, and the *Dracorage mythal* once and for all, thereby forever ending the magical madness that had long afflicted the dragons of Faerûn.

Turning of the Great Cycle

In the wake of Sammaster's Rage of Dragons, Faerûn's wyrms returned to their lairs, greatly reduced in number. Many had died unleashing orgies of destruction on the lesser races of Faerûn. Others had embraced dracolichdom, and some now found themselves magically beholden to the Dragon Cult's Wearers of Purple. Few among the dragonkind races realized that Tiamat had set in motion the events that led to the destruction of the *Dracorage mythal*, but word quickly spread that Sammaster and the Cult were behind the most recent rage (thanks to skilled rumormongering by both the Harpers and the Church of Tiamat). Even fewer realized the end of the Dracorage marked the Turning of the Great Cycle, the long-foretold resumption of religious fervor among dragonkind.

In the Year of Lightning Storms (1374 DR) Faerûn was beset by great lightning strikes the length and breadth of the continent. At least some of those lightning strikes marked the impact points of an unusual year-long rain of meteors. In a series of visions, Bahamut and Tiamat instructed their respective followers to seek out such sites, for each contained some form of draconic egg within. In the months that followed, the Church of Tiamat recovered more than half of the eggs of the latest Tearfall and brought them back to the Altar of Scales in Unthalass in preparation for the looming war. The rest were lost, hatched on their own, or recovered by followers of Bahamut.

Now, with Faerûn still reeling from the aftereffects of Sammaster's rage, the Dragonfall War threatens to erupt anew, pitting the followers of Bahamut and Tiamat against each other in an ancient holy war last fought centuries ago, while the Church of Tiamat and the Wearers of Purple struggle for control of Sammaster's legacy.

Dragon Roles

Dragons are skilled, fearsome predators capable of devastating attacks and able to withstand all but the most grievous wounds. Even the youngest dragons are elite predators, capable of preying on most creatures in Faerûn today. By adulthood, most wyrms are nigh undefeatable, threatened only by other dragons or powerful adventurers armed with magic and luck.

While some dragons use their natural cunning, physical prowess, and magical abilities simply to stay atop the food chain, many dragons are much more than "just" monsters. Scholars of dragonkind divide dragons into two camps: predators and schemers. The former are considered quantifiable, albeit extremely dangerous, threats to humanoid societies, while the latter represent a wide range of possible threats with the potential for wildly outsized influence on the shape of Toril today. In game terms, predator dragons are powerful or even epic adversaries in a single contest, while scheming dragons shape entire campaigns, interacting

with the PCs initially through their minions and eventually in multilayered plots.

Predators oscillate between two basic states: hunter and sleeper. Predatory wyrms spend the bulk of their days sleeping atop their hoards, reducing the number of dragons who are hunting concurrently. Some sages believe that something about dragon physiology causes the larger wyrms to awake at different times, minimizing the disruption to the ecosystem that multiple wyrms could inflict. If this is indeed the case, then something in the magic of the *Dracorage mythal* must artificially adjust such sleep patterns so that multiple wyrms awake simultaneously prior to a Rage or Flight of Dragons. Arauthator (page 42), Arveiaturance (page 17), and Klauth (*FRCS* 167) are elite examples of predatory wyrms.

Schemers, on the other hand, have unique, individual goals and hence exhibit all manner of behaviors. Most seek to manipulate the lesser races and their fellows to serve their own ends. The goals of scheming dragons can often be categorized as one or more of the following: hoard-building, encouraging personal worship, preserving the status quo, fear-mongering, power-seeking, lore-seeking, or observing. Astute sages have noted that each of these categories is associated with a general draconic trait, but individual dragons sometimes evince a stronger expression of one or more particular traits than the norm.

Hoard-building dragons are focused primarily on the acquisition of wealth. Whereas most dragons are content to simply seize treasure from those they slay, hoard-building dragons employ all manner of unusual schemes to acquire coins, gems, and items of magic, from outright theft to extortion to running their own businesses. For example, Gaulauntyr the Thief Dragon spends her days stealing gems and food (chiefly exotic cheeses), while Iryklathagra extorts a percentage of Amn's annual tax receipts from the Council of Six, and Lhammaruntosz runs a Sword Coast merchant shipping fleet.

Although some dragons encourage lesser races to worship them in a cynical ploy to increase their power, most wyrms who build cults of followers have a strong streak of narcissism and believe

themselves equal to the gods. For example, Augaurath, a female mature adult white dragon of Anauroch's High Ice, commands the worship of nearby yeti, winter wolves, and semisentient remorhaz. Likewise, Ghaulantatra has established a small cult among the Sandskull orc tribe in the Fallen Lands, and Maughrysear, a female ancient red dragon better known as "Flashburn," is worshiped by a tribe of monastic orcs from the High Moor. The Dragonclaws, as members of the tribe have taken to calling themselves, have transformed an ancient Ammarindan citadel in the southern Graypeaks overlooking the High Moor into a fortified monastery dedicated to the veneration of Maughrysear. Elite members of the order train as monks and then take the initiate of the draconic mysteries^{Dra} prestige class.

Due to their extended life spans, dragons who reach their prime often witness the rise and fall of empires and the transformation of the natural world. In response, some wyrms seek to maintain some measure of the status quo, despite the passage of time. For example, Aerosclughpalar, better known as "Gildenfire," once sought to "preserve" the High Forest by preventing the spread of forest fires.

Most dragons have an unsettling presence that induces fear in most of the lesser races. A few evil dragons seem to feed off such fear, literally gaining sustenance from terrifying other sentient beings. Many dragons of this type adopt the bloodscaled fury^{Dra} prestige class and lead brief (by draconic standards) but bloody lives. One long-surviving exception is Jaxanaedegor (LE male vampiric^{Dra} very old green dragon), who claims most of Threskel as his domain and draws strength by terrorizing the inhabitants of surrounding communities.

Most dragons claim domains, ranging in size from the immediate environs of their lair to the entirety of the Sword Coast, but few attempt to enforce their will outside the ranks of dragonkind, blithely ignoring the implicit challenge to their dominion posed by settlements of lesser races, no matter how powerful, that lie within their territories. In the tradition of ancient draconic kings, a few dragons seek absolute power in their demesne, demanding fealty from every living or undead creature in their territory.

planar dragons of the great tree

The planar cosmology of Abeir-Toril is unique, arranged like a great tree with many branches. All varieties of epic and planar dragons detailed in *Draconomicon* and *Epic Level Handbook* are found in Dragon Eyrie, but many are not uncommon on other planes as well, as noted below.

Battle Dragons: Arvandor, Dragon Eyrie, House of the Triad, Warrior's Rest.

Chaos Dragons: Abyss, Arvandor, Brightwater, Dragon Eyrie, Gates of the Moon, Supreme Throne, Warrior's Rest.

Ethereal Dragons: Dragon Eyrie, Ethereal Plane.

Force Dragons: Dragon Eyrie.

Howling Dragons: Dragon Eyrie, Fury's Heart, Supreme Throne.

Oceanus Dragons: Arvandor, Dragon Eyrie, Gates of the Moon, Heliopolis, Warrior's Rest.

Prismatic Dragons: Dragon Eyrie.

Pyroclastic Dragons: Dragon Eyrie, Fury's Heart.

Radiant Dragons: Dragon Eyrie, House of the Triad, House of Nature.

Rust Dragons: Barrens of Doom and Despair, Clangor, Dragon Eyrie, Hammergrim, Nishrek.

Shadow Dragons: Dragon Eyrie, Plane of Shadow.

Styx Dragons: River of Blood (Abyss, Barrens of Doom and Despair, Blood Rift, Clangor, Fated Depths, Fury's Heart, Hammergrim, Nine Hells, Nishrek).

Tarterian Dragons: Dragon Eyrie, Deep Caverns.

With the exception of shadow dragons, planar dragons rarely if ever make their homes in Toril.

Some such wyrms even claim the thrones of lesser creatures. For example, Alasklerbanbastos, the Great Bone Wurm of Dragonback Mountain, is actively seeking to rule Chessenta, Threskel, and Unther, while Tchazzar has returned claim to the same territories as well. Likewise, Mithbarazak regularly occupied the throne of Iltkazar, at least until his recent abduction, and Valamaradace rules the lands around Everlund from her throne at the heart of the Floatipg Mountain.

For some dragons, the twin urges to acquire hoards and advance their mastery of the Art combine to form a powerful craving for lore. Some, such as Daurgothoth, "The Creeping Doom," seek to master new forms of magic, while others, such as Olothontor, the Minstrel Wurm, delight in the endless possibilities of musical expression. Thalagyrt, known as Old Lord Memory, collects actual memories from other sentient creatures.

Although most dragons spend much of their lives dozing atop a bed of coins and jewels, few can afford to remain ignorant about events in the territories surrounding their lairs that might prompt a band of powerful adventurers to go "dragon hunting." A few dragons become consumed with events in surrounding lands. Some, such as Nymmurh, the Wurm Who Watches, focus on a single bloodline and follow the family for generations. Others become obsessed with a particular settlement, such as the interest Claugiyliamatar evinces for the City of Splendors.

True Dragons

Although Toril is home to many races of dragonkind, the children of Io are dominated by the true dragon subraces, most of which fall in one of four categories: chromatic, gem, metallic, and undead. Chromatic dragons include such varieties as black, blue, brown^{Mon}, green, red, and white dragons. Gem dragons^{MM2} include such varieties as amethyst, crystal, emerald, sapphire, and topaz dragons. Metallics include such varieties as brass, bronze, copper, gold, mercury*, silver*, and steel* dragons. Other living varieties include deep dragons^{Mon}, fang dragons^{Mon, Dra}, mist dragons*, sand dragons^{San}, song dragons^{Mon}, and rattelyrs^{SS}.

Aerosclughpalar, "Gildenfire"

N male old gold dragon

Guarded like a dragon's hoard, a forest doth expire.

Life, reborn and enduring, is wrought by gilded fire.

parable entitled "By Gilded Fire"
attributed to Mintiper Moonsilver,
Year of the Moonfall (1344 DR)

Born in the Year of the Burning Tree (890 DR), Aerosclughpalar has now entered his prime, with swept-back twin horns, twin frills adorning his long neck, and catfishlike whiskers common to gold dragons. His golden scales are tinted with green-gray lichen, and his pupils have faded to resemble liquid emeralds.

Hoard: Gildenfire's hoard is barely recognizable as such, for he truly cherishes the High Forest in its entirety. Nevertheless, the Druid Dragon has established eight "treasure caches" throughout the great northern woods. Each cache consists of a grove of weir trees, a highly prized species that is now quite rare, carefully

shaped over the centuries into living sculptures of dragons of yore. Lingering enchantments (akin to *dancing lights*) placed by Gildenfire cause these weir trees to flicker with dancing balls of light, leading some travelers to mistakenly conclude such groves are inhabited by will o' wisps. Gildenfire's groves are warded against interlopers (with various *symbols* and *glyphs*), but those of pure heart (good or at least non-evil alignment) can wander through them unhindered.

At the center of each grove lies a single tree fashioned of gold, silver, or some other precious metal and cloaked in a *permanent illusion* to resemble a living weir tree. Such trees are typically worth more than 20,000 gp in precious metal alone, and some have one or more magic items encased in their trunks. Those items include *amber acorns of the Moonwood Circle**, *Azlaer's harp^{MES}*, *golden orb of Silvanede^{LE}*, *armor of dragonshape^{DR2}* (green), *haircloth mantle of Tappan (mantle of giant strength +4)*, *scroll of control weather, creeping doom, and summon nature's ally VII*, *silver sickles of Soranth**, *thyrsus of the druid^{LE}* (25 charges), and a *wreath of Turlang (bracelet of friends)*.

Lair: Aerosclughpalar dwells in a small stone cave beneath the roots of a great weir tree in the settlement now known as Tall Trees, once the Eaerlanni capital city of Teuveamanthaar. However, he spends the bulk of his time wandering the High Forest, tending to its inhabitants and guarding the great woodlands against extraplanar agents who would despoil it.

Tactics: Aerosclughpalar is cautious, patient, and prone to careful observation and deliberation before acting. He has learned the hard way that nature is very adaptable and that the cycle of life can address most imbalances in its own natural course. He does not hesitate to act quickly, with decisive force, when he perceives threats from the Lower Planes. Tactically, he is concerned primarily with getting the job done, and he evinces little consideration for laws or other moral codes once he is persuaded to act.

Known Allies: For years, Aerosclughpalar has lived in human guise under the name Vaeros Fireshield as an Initiate of the 11th Circle in the Church of Mielikki. Many followers of Our Lady of the Forest suspect that "Vaeros" might eventually succeed Uthgang Jyarl as Great Druid of the North. As such, Aerosclughpalar considers all who worship Mielikki, Eldath, Silvanus, Lurue, and Gwaeron Windstrom as allies. Gildenfire is close friends with the ancient treant Turlang, and he has worked on many occasions with both Those Who Harp and the Fair Folk who seek to found New Eaerlann.

Known Enemies: As a member of the druids of the Tall Trees^{CoV}, "Vaeros" opposes the machinations of the surviving demons of Hellgate Keep, the orcs of the Nether Mountains and the High Forest, the recently released fey'ri of House Dlardrageth^{CoB}, and the Eldreth Veluuthra^{CoK}.

Schemes: Although Aerosclughpalar is not considered a rogue by other gold dragons, he does hold to philosophical positions at odds with most others of his kind. The Druid Dragon (as those who are aware of his true identity sometimes call him) acknowledged Lareth, before his death, as his liege and the sovereign of all gold dragons on Abeir-Toril, but the two had significant philosophical differences. Gildenfire believes that all species are best served by allowing the hand of nature, however harsh, to



The High Forest is renewed by Aerosclughpalar

Illustration by William O'Connor

cull weakness and disease from the cycle of life and to allow new life to flourish. As such, in the guise of Vaeros he strives to eliminate extraplanar threats to the High Forest and the world beyond that seek to upset the natural order.

Knowledge Checks: Only Sinklayr Greenstroke, Uthgang Jyarl, and a few gold and silver dragons know Vaeros's true identity, so PCs must deduce the connection between Vaeros Fireshield and Gildenfire themselves through careful investigation and roleplaying or by a DC 35 bardic knowledge, Knowledge (geography), or Knowledge (local High Forest) check. Once Vaeros Fireshield is identified as Aerosclughpalar, locating the dragon's lair on a map requires a successful DC 15 bardic knowledge, Knowledge (geography), or Knowledge (local High Forest) check. PCs who question one or more druids of the Tall Trees can learn about Vaeros Fireshield's description, lair, tactics, known allies, and known enemies with a successful DC 20 Gather Information check. They can learn about Gildenfire's rumored hoard and schemes with a DC 30 Gather Information check.

Adventure Hooks: PCs are likely to encounter Vaeros in human form while exploring the High Forest. If the PCs are battling demons from Hellgate Keep or House Dlardrageth, Vaeros might join them in battle. If the PCs are attacking powerful predatory monsters, however, Vaeros might attempt to intercede, arguing that nature should be allowed to take its course.

Rage of Dragons: Gildenfire prepared for the Dracorage by relocating to the heart of the Dire Wood, a cancerous blot in the heart of the High Forest. As planned, when he eventually

succumbed to the magical madness, the gold dragon spent his fury shattering the petrified trees of the Dire Woods and hunting the aberrations that stalk beneath their boughs.

AEROSCLUGHPALAR

CR 26

Male old gold dragon druid 11 [Mielikki]

N Gargantuan dragon (fire)

Init +4; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; **Listen** +54, **Spot** +54

Aura frightful presence (240 ft., DC 31)

Languages Draconic, Druidic, Sylvan

AC 34, touch 6, flat-footed 34
(-4 size, +28 natural)

hp 391 (29 HD); **DR** 10/magic; *ring of regeneration*

Immune fire, paralysis, poison, sleep

SR 27

Fort +30, **Ref** +19, **Will** +32; +4 against spell-like abilities of fey

Weakness vulnerability to cold

Speed 60 ft. (12 squares), fly 250 ft. (clumsy), swim 60 ft.; Flyby Attack, Hover, Wingover; woodland stride

Melee bite +50 (4d6+16) and

2 claws each +45 (2d8+9) and

2 wings each +44 (2d6+9) and

tail slap +44 (2d6+23)

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

Base Atk +37; Grp +63

Atk Options Awesome Blow, Blind-Fight, Cleave, Improved Bull Rush, Improved Sunder, Power Attack, Snatch; crush, tail sweep

Special Actions breath weapon

Druid Spells Prepared (CL 11th):

- 6th—*fire seeds* (DC 25), *transport via plants*
- 5th—*awaken* (DC 24), *call lightning storm* (DC 24), *commune with nature*, *stoneskin* (DC 24)
- 4th—*command plants* (DC 23), *control water* (DC 23), *dispel magic*, *ice storm*, *screaming* (DC 23)
- 3rd—*greater magic fang* (DC 22), *meld into stone*, *plant growth*, *protection from energy* (DC 22), *quench* (DC 22), *remove disease* (DC 22)
- 2nd—*animal messenger*, *bear's endurance*, *bull's strength*, *cat's grace*, *flame blade*, *owl's wisdom*
- 1st—*calm animals* (DC 20), *detect animals or plants*, *entangle* (DC 20), *faerie fire*, *goodberry*, *obscuring mist*, *speak with animals*
- 0—*detect magic* (3), *guidance*, *know direction*, *read magic*

Sorcerer Spells Known (CL 11th):

- 5th (5/day)—*cloudkill* (DC 22), *dismissal* (DC 22)
- 4th (7/day)—*fire shield*, *hallucinatory terrain* (DC 21), *lesser globe of invulnerability*
- 3rd (8/day)—*blink*, *deep slumber* (DC 20), *lightning bolt* (DC 20), *nondetection* (DC 20)
- 2nd (8/day)—*fox's cunning*, *gust of wind* (DC 20), *invisibility*, *protection from arrows*, *owl's wisdom*
- 1st (8/day)—*alarm*, *expeditious retreat*, *feather fall*, *identify*, *true strike*
- 0 (6/day)—*arcane mark*, *dancing lights*, *detect magic*, *ghost sound* (DC 18), *light*, *mage hand*, *open/close*, *prestidigitation*, *read magic*

Spell-Like Abilities (CL 11th):

- 3/day—*bless*
- 1/day—*geas/quest*

Abilities Str 39, Dex 10, Con 25, Int 24, Wis 28, Cha 24

SQ alternate form, animal companion (none), *detect gems*, *luck bonus*, trackless step, water breathing, wild empathy +18 (+14 magical beasts)

Feats Alertness, Awesome Blow, Blind-Fight, Cleave, Flyby Attack, Hover, Improved Initiative, Improved Bull Rush, Improved Sunder, Power Attack, Snatch, Weapon Focus (bite), Weapon Focus (claw), Wingover

Skills Concentration +50, Diplomacy +52, Disguise +39, Escape Artist +32, Heal +52, Intimidate +39, Knowledge (arcana) +18, Knowledge (history) +18, Knowledge (nature) +52, Listen +54, Search +39, Sense Motive +41, Spellcraft +30, Spot +54, Survival +23, Swim +57

Possessions *amulet of mighty fists* +2

Alternate Form (Su) Aerosclughpalar can assume any animal or humanoid form of Large size or smaller as a standard action three times per day. This ability functions as a *polymorph* spell (CL 11th), except that Aerosclughpalar does not regain hit points for changing into humanoid form and can only assume the form of an animal or

humanoid. Aerosclughpalar can remain in his animal or humanoid form until he chooses to assume a new one or return to his natural form.

Breath Weapon (Su) Once every 1d4 rounds, either a 60-ft. cone, damage 16d10 fire (becomes superheated steam underwater), Reflex DC 31 half; or a 60-ft. cone, 8 points Strength damage, Reflex DC 31 negates.

Crush (Ex) Area 20 ft. by 20 ft.; Medium or smaller opponents take 4d6+21 points of bludgeoning damage (4d6+23 with amulet) and must succeed on a DC 31 Reflex save or be pinned.

Detect Gems (Sp) Aerosclughpalar can employ a divination effect similar to a *detect magic* spell, except that it only finds gems, three times per day. He can scan a 60-degree arc each round: By concentrating for 1 round he knows if there are any gems within the arc; 2 rounds of concentration reveal the exact number of gems; and 3 rounds reveal their exact location, type, and value. This ability is the equivalent of a 2nd-level spell.

Frightful Presence (Ex) Aerosclughpalar can inspire terror by charging, attacking, or flying overhead. Creatures within 240 feet of the dragon that have 28 HD or fewer must attempt a DC 31 Will save. Success indicates that the target is immune to Aerosclughpalar's frightful presence for 24 hours. On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds. Those with 5 or more HD become shaken for 4d6 rounds.

Luck Bonus (Sp) Aerosclughpalar can touch a gem, usually one embedded in his hide, and enspell it to bring good luck. As long as Aerosclughpalar carries the gem, he and every good creature in an 80-foot radius receives a +1 luck bonus on all saving throws and similar rolls. If Aerosclughpalar gives the enspelled gem to another creature, only that bearer gets the bonus. The effect lasts 1d3+24 hours but ends if the gem is destroyed. This ability is the equivalent of a 2nd-level spell.

Snatch (Ex) Against Medium or smaller creatures, bite for 4d6+16 per round or claw for 2d8+9 per round.

Tail Sweep (Ex) Half-circle 30 ft. in diameter; Small or smaller opponents take 2d6+21 (2d6+23 with amulet) points of bludgeoning damage (Reflex DC 31 half).

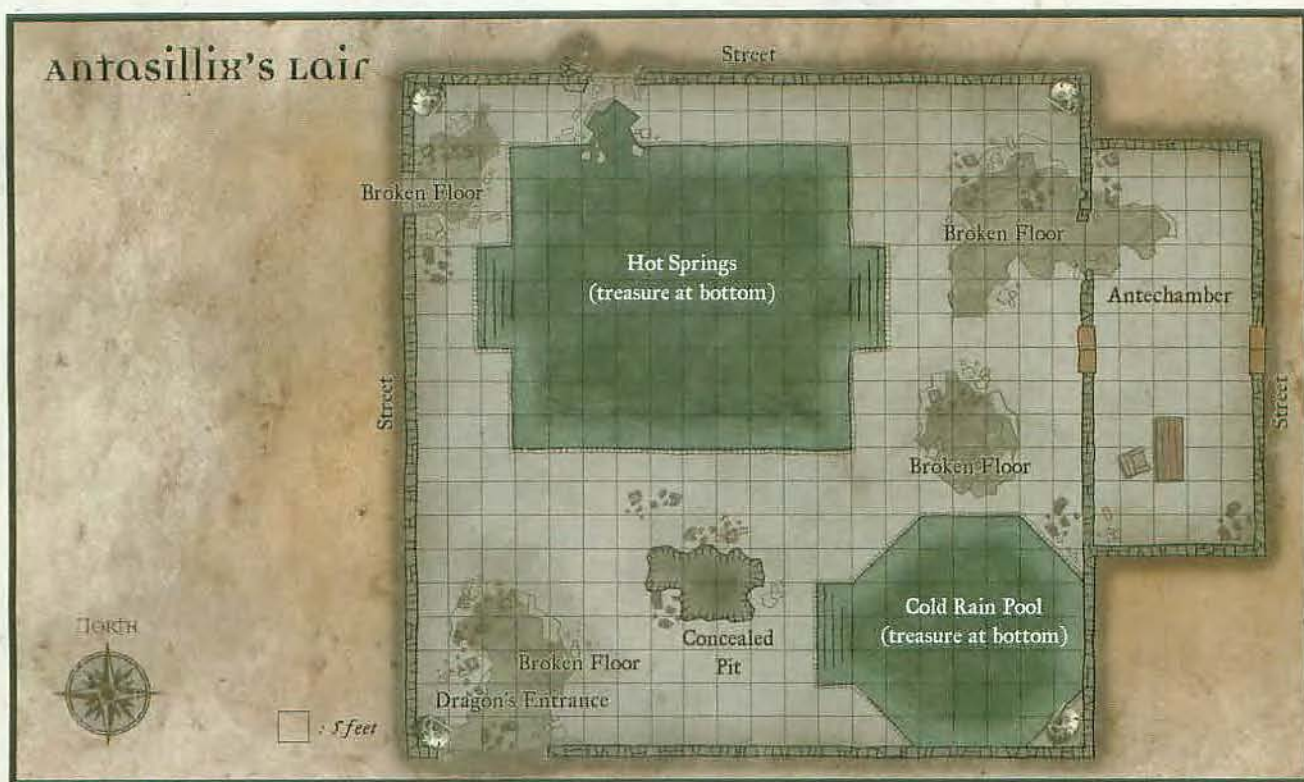
Antasillix, "defender of the pit"

LE male fiendish juvenile green dragon

Antasillix defends the Pit of Many Colors against enemies of Tiamat, especially rival sects.

He bursts with energy, exhibiting fluid movements, both beautiful and deadly. His scales are dark and glittering, reflecting impetuous youth and restless agitation. Fiery green eyes are just visible below facial crests, betraying a greater curiosity than cruelty, and an eagerness bordering on obsession.

Hoard: Mixed coins (4,500 gp total), 3 black pearls (500 gp each), 1 amethyst (100 gp), 3 blue zircons (50 gp each), *wand of Melf's acid arrow* (44 charges).



Lair: Antasillix resides in an abandoned bathhouse in the same ruined quarter of Unthalass that contains the Pit of Many Colors. The bathhouse is in mostly good condition and still contains a natural spring; this suits the dragon fine, for he enjoys idly swimming, waiting for his dark goddess to call him to duty.

Tactics: Antasillix lives the normal existence of a youthful green dragon until he receives a summons from Tiamat. She sends him whenever a cleric of another deity casts a spell, attempts a ritual, or channels divine energy within 20 feet of the Pit of Many Colors. He does not attack the cleric and his allies in Unthalass, but waits until they leave, ambushing them at the most opportune time. Against physically powerful opponents, he prefers to alternate between his breath weapon and his wand. Against weaker enemies, he pounces into melee.

Known Allies: Antasillix has no known dragon allies, though he has had occasional contact with Kolchis of the Altar of Scales (see Chapter 4). The dragon is unaware of the activities of the temple, but does perform missions for the priests in return for treasure.

Known Enemies: Antasillix hates non-Tiamatan priests, especially those who worship Gilgeam, and goes out of his way to devour them whenever possible.

Schemes: Antasillix is still rather young and has not ventured outside Unther. Recently he spied a flight of wyverns and out of curiosity followed them, hoping to learn more about dragonkind. Several unfortunate stings later, he learned his lesson, though his curiosity did not abate.

Knowledge Checks: Locating Antasillix's lair on a map is possible with a successful DC 20 bardic knowledge, Knowledge (geography), or Knowledge (local Unther) check. Questioning

squatters in the ruined areas of Unthalass reveals more about the dragon's description, lair, and tactics, with a DC 15 Gather Information check.

Adventure Hooks: While poking around for information about the Altar of Scales, characters might learn that the dragon preys on the poor in the ruins of Unthalass. If the PCs explore the Pit of Many Colors (see pages 102–103 of *Champions of Ruin*), they might attract his attention.

Rage of Dragons: During the Year of Rogue Dragons, Antasillix heeded a call from Tiamat to plunge into the Pit of Many Colors and join her. After the Rage was over, he emerged from the pit infused with infernal energy.

Statistics: Use the statistics for the juvenile green dragon on pages 249–250 of *Draconomicon* or page 103 of *Champions of Ruin*. Add the fiendish template, *MM* 108.

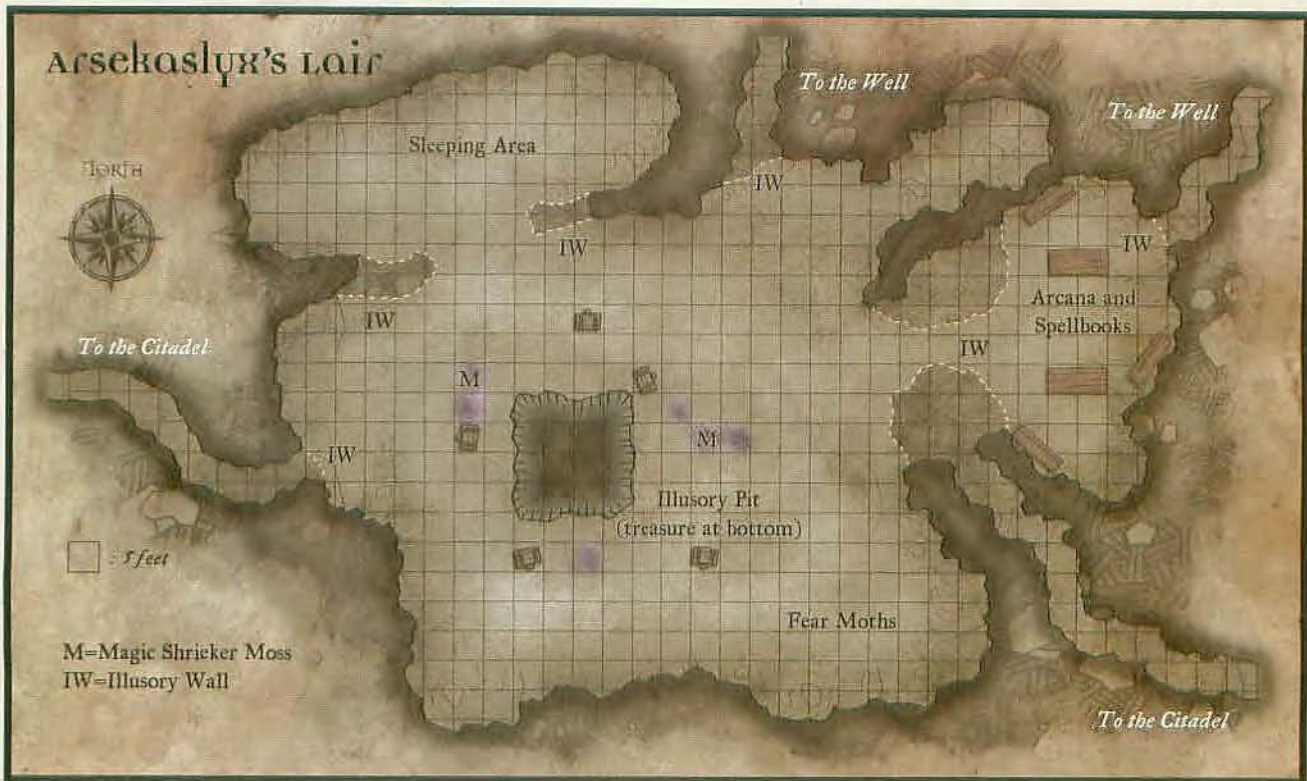
Arsekaslyx, “guardian of the well”

CE female pseudonatural mature adult red dragon

Arsekaslyx provides the might necessary for the Cult of the Dragon to maintain its stronghold above the Well of Dragons (see page 117 of *Champions of Ruin*).

She carries herself with the dignity and grace of a creature that has seen much. Her thick scales have matured to a deep red; her eyes smolder like malevolent magma, hinting at the cunning thoughts within.

Hoard: Mixed coins (42,000 gp total), 8 iolites (50 gp each), 3 blue pearls (100 gp each), 5 aquamarines (500 gp each),



5 emeralds (1,000 gp each), 5 pink diamonds (5,000 gp each), ivory comb (55 gp), obsidian dagger (105 gp), crystal vase (550 gp), amethyst-encrusted shawl (1,050 gp), +3 *dwarven waraxe*, *iron bands of Bilarro*, *rod of flailing*, *rod of the python*, 4 *scrolls of illusory wall* (she had many of these, but has used most of them). In addition, she has numerous spellbooks and books of lore on all manner of subjects, especially arcana concerning dragons.

Lair: Arsekaslyx lives in a cavern that connects to a network of tunnels expanding from the Well of Dragons. Her lair is a recent one, for she just arrived in secret to bolster the Cult's defenses during the group's building process. It contains immense piles of coins, valuables, and food. She frequently brings in artifacts and lore excavated from the Well, to ensure that these secrets do not fall into the wrong hands. Unlike with the lairs of many dragons, most tunnels and openings that lead to her lair do not appear particularly large (some look much smaller, due to *illusory walls*; she uses *polymorph* to enter and exit the others). She feels that this deception makes it less likely for her lair to be discovered, and harder for other dragons to bother her.

Tactics: While physically powerful, Arsekaslyx is very much a mental dragon. She likes to learn about a foe, befriend it, and trick it into defeating itself. She prefers spells to physical combat but is willing to do whatever it takes to most expediently deal with whatever opponent she is facing.

Known Allies: Arsekaslyx is a strong ally of the Cult of the Dragon and a permanent fixture at the Well of Dragons.

Known Enemies: It is only a matter of time before Naergoth (the taskmaster of the Well project) discovers that Arsekaslyx is more valued at the stronghold. At that point, he might seek

to surmount the dragon to prove his worth. Currently he is not aware of her presence, due to her frequent use of the *polymorph* spell to appear as a human and observe.

Schemes: As a pet project, she has taken on the half-black dragon evoker Vargo—the Cult's operations leader at the Well. She is molding the wizard, promising him the possibility of performing a special ritual that would turn him into a half-dracolich. Vargo is forever seeking to emulate dragonkind, and Arsekaslyx is preying on this desire.

Knowledge Checks: Locating Arsekaslyx's lair on a map is possible with a DC 25 bardic knowledge, Knowledge (geography), or Knowledge (local Western Heartlands) check. Infiltrating the Cult might provide information on her description, lair, and tactics, with a DC 25 Gather Information check (along with the requisite checks for infiltration).

Adventure Hooks: Powerful characters seeking to put a stop to the Cult's plans to harvest the bones of thousands of dead dragons might seek to infiltrate the operation. The Talons of Justice are especially likely to hire characters to do this, pitting them directly against Arsekaslyx.

Rage of Dragons: During the Year of Rogue Dragons, Arsekaslyx discovered a long-buried secret artifact known as the *bone scepter of Zceryll "the star-spawn"* that allowed her to resist the effects of the Rage. The *scepter* warped her physiology, causing her to develop aberrant appendages.

Statistics: Use the statistics for the mature adult red dragon on page 258 of *Draconomicon*. Add the pseudonatural template, page 160 of *Complete Arcane*. Change *fire shield* to *polymorph*.

Arveiaturace, “The white worm”

CE female ancient white dragon

Arveiaturace is a mammoth creature, with scales of pale powder blue and fading alabaster that are a subtle contrast to the sparkling luster of the ice all around her. Her eyes hint at a cunning intelligence unusual for white dragons, but her expression betrays her kind's tendencies toward brutishness and savagery.

Hoard: 26,000 gp in assorted coin, 10 brown garnets (100 gp each), 3 golden yellow topazes (500 gp each), 4 violet garnets (500 gp each), 6 assorted opals (1,000 gp each), 5 assorted sapphires (1,000 gp each), 2 jacinths (5,000 gp each), 9 assorted diamonds (5,000 gp each), 9,065 gp worth of masterwork weapons (some of special materials) and armor, mammoth jet idol of Gargauth (5,000 gp), life-size phosphorescent rock statue of an alhoon (4,400 gp), 6 Malarite tapestries depicting massacres of the elves (12,000 gp), +3 slick improved shadow improved silent moves mithral shirt, +3 longsword, crystal ball, flesh golem manual, rod of metamagic empower, ring of protection +4, stone golem manual, staff of frost (28 charges), wand of slow (42 charges), wand of unseen servant (34 charges).

Lair: Arveiaturace lives in carefully hollowed-out ice caves attached to the complex of the deceased wizard Meltharond, her former master. Meltharond was the ruler of the Ice Peak, an isolated island south of the Sea of Moving Ice and west of Fireshear. She has carefully carved out her lair so that she can access Meltharond's belongings without harming them with her bulk. Despite this,

the ice caves are precariously fragile, and it is only a matter of time before they collapse. Two stone golems and one flesh golem guard her treasure.

Tactics: Arveiaturace became particularly adept at battling wizards after years of serving Meltharond as a steed in mage-battle. The dragon has learned a great deal about arcane matters from her master, and she uses this knowledge in battle against wizards. One of her favorite tactics is to skew the aim of combatant wizards by skimming the waves, making her a difficult target. She is also very patient, planning her battles ahead of time rather than attacking spontaneously. When she is angered, however, she tends to lose focus and strategy.

Known Allies: Arveiaturace is the occasional mate of the white wyrm Arauthator. When she hears his call, she often flies over to join him. She has a strange relationship with Laeral of

the Seven Sisters, having spent a considerable amount of time conversing with the archmage. This is probably the reason she has stopped harassing ships near Waterdeep.

Known Enemies: Many seafarers along the Sword Coast consider her an enemy. Some consider her a maritime legend, usually to their detriment.

Schemes: More paranoid than ambitious, Arveiaturace has yet to concoct particularly grand plans. She would like to find a wizard to replace Meltharond, but no suitable candidates have presented themselves. For now, she is content to plague the Sword Coast, though her attitude is changing since the Dracorage.

Knowledge Checks: Locating Arveiaturace's lair on a map is possible with a successful DC 25 bardic knowledge, Knowledge (geography), or Knowledge (local Sword Coast) check. Well-traveled seafarers can provide more accurate information about her with a DC 25 Gather Information check.

Adventure Hooks: Seasoned Moonshaevian seafarers would like little more than to be rid of Arveiaturace forever. She has been a constant bane to the populace, inspiring terror that prevents people from visiting many of the beautiful lands in the northern islands. A party could be hired to slay the dragon and rid the region of her menace.

Illustration by William O'Connor



Arveiaturace and her mysterious rider tirelessly patrol their domain

Rage of Dragons: During the Year of Rogue Dragons, Arveaturace was tempted by the Cult of the Dragon in her search to find a new wizard master. One of the Wearers of Purple named Lashivian (NE Tethyrian male human necromancer 14) convinced her to work with the Cult as an agent, but he has not yet persuaded her to become a dracolich.

Statistics: Use the statistics for the ancient white dragon on page 274 of *Draconomicon*.

Buchembrallor, “The Terror of Velen”

LE male young green dragon

Buchembrallor has hunted the sea lanes of Cape Velen in County Fyraven at night for 75 years, claiming the lives and gold of merchants and pirates.

Consistent with his age, Buchembrallor has bright spring-green scales with a glossy shine. He has the impetuous expression of an overconfident youth, and green eyes more like a cat's than a reptile's.

Hoard: 1,200 gp, 100 pp, 1 jasper (12 gp), 1 canary diamond (5,000 gp), ivory tray with platinum inlay (1,050 gp), black pearl cameo with color change alexandrite inlay (5,050 gp), *folding boat*, *potion of delay poison*.

Lair: Buchembrallor lives on the northern shore of Cape Velen in County Fyraven. His lair is in a sea cave leading deep into the cliffs, just under the treeline of the forest. It contains more treasure than most dragons his age have, though most of this is strewn about in disorganized piles.

Tactics: Buchembrallor is extremely overconfident, unaware that despite his prowess, numerous greater predators live in the region. When entering a fight, he assumes that any creature of equal size or smaller is inherently inferior. This has helped him to acquire a hoard significantly larger than most dragons of his age.

Known Allies: Buchembrallor's youthful impetuosity amuses Linussaxannol, and while he is not quite a mentor to the young green dragon, they are on friendly terms.

Known Enemies: Buchembrallor is becoming more than just a nuisance among the sailors of Wealdath. A 3,000 gp bounty has been set for whoever brings back his skull.

Schemes: Buchembrallor is obsessed with older dragons, and he wants to accumulate a large treasure hoard. His hoard is already considerably larger than those of most dragons his age, but he is not satisfied. He hopes to steal treasure from sailing ships and the lairs of other dragons.

Knowledge Checks: Locating Buchembrallor's lair on a map is possible with a DC 17 bardic knowledge, Knowledge (geography), or Knowledge (local Wealdath) check. Seafarers can provide more accurate information about his suspected lair and habits with a DC 19 Gather Information check.

Adventure Hooks: The bounty on the dragon is a great incentive for money-hungry adventurers, though some might simply hunt down the dragon to say they've slain a wyrm.

Rage of Dragons: During the Year of Rogue Dragons, Buchembrallor declared open war on the sea lanes of the Wealdath, coming into direct conflict with a number of captains.

Linussaxannol came to his aid (as unlikely as this might seem), and together they wreaked havoc on a large swath of the coast.

Statistics: Use the statistics for the young green dragon on page 249 of *Draconomicon*.

claugiyliamatar, “old gnawbone”

NE female ancient green dragon

The domain of “Old Gnawbone” encompasses a significant swath of northwestern Faerûn, and the dragon's notoriety for killing adventurers spreads even farther out. She controls a network of human spies in Waterdeep and Neverwinter. Her greatest desire is to be like one of the powerful women who live in these cities, and the spy network grants her a glimpse into this dream.

Old Gnawbone is not aging well for a green dragon. Her scales are dulling to a pale olive green, with black edges on the wings and frills. A perpetual scowl creases her serpentine features, except when she peers into her *crystal balls* and meddles in the affairs of humanity.

Hoard: 12,000 gp of assorted coins (a small fraction of the Brokengulf fortune), 7 emeralds (1,000 gp each), 15 busts of



Claugiyliamatar envies the powerful females of the world

powerful human women (1,000 gp each), 4 *crystal balls* (each with one of the following special abilities: *arcane sight*, *detect thoughts*, *see invisibility*, *telepathy*), *band of the mage*, *ring of chameleon power*¹, *ring of draconic deception*², *rod of spheres*^{1 Mag}.

1 Being used by Claugiyliamatar.

Lair: Claugiyliamatar's lair lies in Kryptgarden Forest, at the end of a deep ravine running from the base of one of the mountains that bounds the old-growth forest on the north. Claugiyliamatar uses human and animal guards to patrol the region around her lair. She doesn't have a name for her lair, but humans call it Deeping Cave. The cave opens at the end of a dark, vine-choked gully, populated by oak and duskwood trees. Her lair is a bizarre abode, covered in creeping phosphorescent lichens, toadstools, and mosses that drape over the statues of powerful human women looted from a dozen tombs.

Tactics: Claugiyliamatar likes to swoop down on caravans, picking off humans and stealing magic items. When in her lair, she spends her time running the affairs of her gang, the Gnawbones (detailed on page 56 of *City of Splendors: Waterdeep*). She spends countless hours monitoring the activities of groups in Neverwinter, Waterdeep, and to a lesser extent the rest of Faerûn. She is always planning deceptions and schemes meant to outwit rivals and enemies, knowing that they frequently outmatch her in physical and magical power.

Known Allies: The only true allies of Claugiyliamatar are the members of the Gnawbones. They serve as her spies, running her affairs and collecting the coin she and her operations yield.

Known Enemies: Claugiyliamatar has made numerous enemies throughout the years—especially other dragons. Rumors suggest that Balagos considers her an impudent, haggish dragon. Many greens and blacks scheme for parts of her territory, and it is only a matter of time before one of them (or a group) is powerful enough to challenge her.

Schemes: Ultimately, Claugiyliamatar would like to be able to join human society, while still having access to all her draconic powers. She would like to rule as an all-powerful dragon-queen of Waterdeep, doted on by nobles and worshiped by commoners. This dream is probably not realistic, but it drives her to try to find a way to take on human shape and still employ her powers.

Old Gnawbone is also considering the possibility of undeath, though she has no interest in working with the Cult of the Dragon. She thinks that assuming undead status would allow her to watch humans and pursue her dreams for as long as she desires.

Knowledge Checks: Locating Claugiyliamatar's lair on a map is possible with a successful DC 32 bardic knowledge, Knowledge (geography), or Knowledge (local The North) check. Investigations into the underworld of Waterdeep or Neverwinter can reveal information about the Gnawbones gang (and, to a lesser extent, Claugiyliamatar) with a DC 33 Gather Information check.

Adventure Hooks: Claugiyliamatar has angered numerous Waterdhavians with her schemes. Scions of the Brokengulf family might seek revenge on the dragon for stealing much of their fortune. Other dragons might seek the aid of characters, either covertly or through the aid of minions.

Rage of Dragons: During the Year of Rogue Dragons, Claugiyliamatar became embroiled in a series of fights when she was

attacked by the green dragons of Neverwinter Wood. Fleeing the forest, she came upon waiting representatives from the Cult of the Dragon, who offered her protection and the possibility of becoming a dracolich. She has yet to accede to their offers, lavishing in the gifts and praise they heap upon her, but she is seriously considering the possibility.

CLAUGIYLIAMATAR

CR 28

Female ancient green dragon rogue 4/druid 4

NE Gargantuan dragon (air)

Init +1; **Senses** blindsense 60 ft., darkvision 120 ft., low-light vision; **Listen** +38, **Spot** +38

Aura frightful presence (300 ft., DC 31)

Languages Chondathan, Common, Draconic, Illuskan, Dwarven, Elven

AC 38, touch 7, flat-footed 37; uncanny dodge
(-4 size, +1 Dex, +31 natural)

hp 520 (40 HD); **DR** 15/magic

Immune acid, paralysis, sleep

Resist evasion; **SR** 27

Fort +30, **Ref** +23, **Will** +28; +4 against spell-like abilities of fey

Speed 40 ft. (8 squares), fly 200 ft. (clumsy), swim 40 ft.; woodland stride

Melee bite +49 (4d6+10) and
2 claws each +46 (2d8+5) and
2 wings each +46 (2d6+5) and
tail slap +46 (2d8+15)

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

Base Atk +38 **Grp** +60

Atk Options Snatch; sneak attack +2d6, crush, tail sweep

Special Actions breath weapon, spontaneous casting (*summon nature's ally*)

Combat Gear rod of spheres

Druid Spells Prepared (CL 4th):

2nd—*flaming sphere* (DC 17), *resist energy*, *tree shape*, *wood shape*

1st—*charm animal* (DC 16), *cure light wounds* (2), *entangle* (DC 16), *goodberry*

0—*cure minor wounds*, *detect poison*, *know direction*, *resistance*, *virtue*

Sorcerer Spells Known (CL 13th):

6th (4/day)—*legend lore*, *Tenser's transformation*

5th (7/day)—*cloudkill* (DC 20), *dominate person* (DC 20), *persistent image*

4th (7/day)—*detect scrying* (DC 19), *improved invisibility*, *lesser globe of invulnerability*, *scrying* (DC 19)

3rd (7/day)—*clairvoyance*, *dispel magic*, *protection from elements*, *wind wall*

2nd (7/day)—*alter self*, *blur*, *invisibility*, *mirror image*, *see invisibility*

1st (8/day)—*alarm*, *comprehend languages*, *endure elements*, *magic missile*, *obscuring mist*

0 (6/day)—*dancing lights*, *detect magic*, *ghost sound*, *light*, *mage hand*, *mending*, *open/close*, *prestidigitation*, *read magic*

Spell-Like Abilities (CL 13th):

3/day—*dominate person* (DC 20), *suggestion* (DC 18)
1/day—*plant growth*

Abilities Str 31, Dex 12, Con 25, Int 22, Wis 23, Cha 20

SQ animal companion, trackless step, water breathing

Feats Brew Potion, Extend Spell, Faster Healing, Flyby Attack, Greater Resiliency, Improved Flight, Multiattack, Quicken, Snatch, Stealthy, Weapon Focus (bite), Wingover

Skills Bluff +42, Concentration +44, Diplomacy +46, Escape Artist +38, Gather Information +33, Hide +36, Intimidate +43, Knowledge (arcana) +43, Knowledge (nature) +46, Listen +43, Move Silently +38, Search +43, Sense Motive +43, Spellcraft +28, Spot +43, Survival +28, Swim +38, Use Magic Device

Animal Companion (Ex) Claugiyliamatar frequently changes animal companions to suit her needs. She can choose any of the companions available to a 4th-level druid that would be available in the forest.

Breath Weapon (Su) 60-ft. cone, once every 1d4 rounds, damage 20d6 acid, Reflex DC 33 half.

Crush (Ex) Area 20 ft. by 20 ft.; Medium or smaller opponents take 4d6+15 points of bludgeoning damage and must succeed on a DC 33 Reflex save or be pinned.

Frightful Presence (Ex) Claugiyliamatar can inspire terror by charging, attacking, or flying overhead. Creatures within 300 feet of the dragon that have 39 HD or fewer must attempt a DC 35 Will save. Success indicates that the target is immune to Claugiyliamatar's frightful presence for 24 hours. On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds. Those with 5 or more HD become shaken for 4d6 rounds.

Snatch (Ex) Against Medium or smaller creatures, bite for 4d6+10 per round or claw for 2d8+5 per round.

Tail Sweep (Ex) Half-circle 30 ft. in diameter; Small or smaller opponents take 2d6+15 points of bludgeoning damage (Reflex DC 33 half).

Iryklathagra, "sharpfangs"

LE female great wyrm blue dragon

May her body rot and her scales crumble as she slumbers atop the fruits of the Imperium! May her fangs grow dull and her wings wither as she drifts on the river of time! Iryklathagra shall rue the day she challenged the almighty Shoon, for I shall personally dine upon her flesh and gnaw upon her bones. My Art will summon her to my throne and force her to bow down before me. I shall fashion her hide into a mantle befitting of the qysar. By all the gods, I swear to bring her only death, for no man or wyrm shall ever challenge the authority of the Shoon in this realm or the next!

excerpt from the Collected Ravings of Shoon VII, 11th Qysar of the Shoon Imperium, published in the Year of the Dusty Library (469 DR)

Despite her age and the vow of Shoon VII, Iryklathagra stands proud and fit, a perfect example of a great wyrm blue dragon in her prime. Although she has the dramatic frilled ears and single massive horn typical of her breed, her most distinctive feature is her oversized fangs. Because Sharpfangs has long eschewed the desert environment common to her breed, her iridescent azure scales lack the glossy finish of other blue dragons.

Hoard: During the past millennium, Iryklathagra has assembled one of the greatest hoards of coins, gems, and magical artifacts to be found in all Faerûn. Although it is large enough to rival the treasury of a large city or small kingdom, the true value of the hoard of Sharpfangs far exceeds the magical power contained within the items she has collected and the exact counts of the accumulated stacks of coin. In Iryklathagra's case, the great wyrm blue dragon has assembled her hoard by plundering the ruins of Shoonach, by receiving centennial tribute from the syl-pashas of Calimshan, by claiming treasury of the Skeletal Finger thieves guild, by seizing the hoard of the bronze dragons Arellaxerrontoal and Trollushanthallor; and by raiding far afield across Faerûn. Her hoard continues to grow far beyond that of other great wyrm blue dragons thanks to her newly instituted "tax" on Amn's treasury (discussed below).

Mixed coins and minor pieces of artwork worth 158,395 gp, *eyes of Nearal* (pair of matched bejurils, 5,000 gp each or 12,500 collectively), *mourning stones of Evyrtaan* (set of 48 matched pieces of jet, worth 100 gp each or 10,000 gp collectively), *Rysellan's tears* (set of 9 matched king's tears, each depicting one of the founding liches of the Twisted Rune, 5,000 gp each or 75,000 gp collectively), *bronze brazier of Memnon* (worth 14,000 gp), *funeral urns of Nykkar* (13 urns worth 1,200 gp each), *goblet of seven winds* (worth 9,000 gp), *onion dome of Anachtyr* (gilded dome wrested from the top of a since-fallen temple in Saelmur, worth 10,000 gp), *writing rugs of Alimir* (7 Calishite carpets depicting battles with beholders in the Alimir Mountains, worth 1,000 gp each, 18,000 gp as a set), *Akkabar's battleblade ring*^{EG}, *Fanged Shield of Shyk Korort*^{*}, *Ghazir the Desert's Edge*^{*}, *Kayas the Krakenscourage*^{*}, *Kuraltaar the Demonshield*^{*}, *mastering of Amabl V* (ring of efreeti calling, analogous to a ring of djinni calling), *monocle of Bagthalos*^{*}, *staff of Shoon*^{*}.

Lair: Since the Year of the Prancing Centaur (1362 DR), Iryklathagra has occupied the chapterhouse of the Skeletal Finger thieves guild in the depths of the Small Teeth. She has transformed the trap-filled citadel into a nigh-impregnable lair. The only known entrance to the lair is a midair, invisible *portal* between two peaks in the Small Teeth that deposits anyone passing through it in an endless well (really a vertical tube with a *portal* at the bottom that leads to the top of the shaft and activates 1 round after someone slams into the bottom of the shaft) guarded by a pair of endlessly warring genies (an advanced 25 HD efreeti and an advanced 25 HD noble djinni). The exact location of the midair portal is difficult to discern, because anyone passing through it triggers the creation of an illusion of his or her form that appears to continue on in mid-flight.

Tactics: Iryklathagra has survived as long as she has due to her cunning and patience. She exhibits little of the arrogance common among younger dragons who think themselves indestructible, but

her thirst for revenge against those who slight her is unmatched. Sharpfangs always retaliates disproportionately at a time of her choosing, and she makes sure her determination in this regard is well known across the lands of the Shoon Imperium by hiring bards to tell her tales in the fashion she likes them told. She is also careful to confine her ravages to lands far beyond the kingdom of Amn and to promptly drive off or destroy any wyrm who seeks to encroach into her territory. As a result, the rulers of Amn have a vested interest in deterring would-be dragon slayers, for if Sharpfangs were to depart, her successors might be far less benign.

Known Allies: Araugauthos the Bluetalon (LE female old blue dragon) escaped from Undermountain during Halaster's Highharvestide in the Year of the Gauntlet (1369 DR). After slaying a great wyrm red dragon that laired near Citadel Amnur and claiming his hoard, she flew south to rejoin her mother, Iryklathagra. The daughter now serves the schemes of Sharpfangs, guarding her mother's lair during her absences and serving as a decoy against would-be dragonslayers. Iryklathagra generously rewards her daughter for her service, and the two are genuinely attached to each other. Halaster's motivation for imprisoning Araugauthos remains mysterious, but Iryklathagra suspects the Mad Mage acted in revenge for her plundering of his abandoned tower in the emirate of Torsil (which motivated her later interest in acquiring *Kuraltaar the Demonschild* from Qysara Shaani; see the discussion in Chapter 7) in the Year of the Lost Library (150 DR), when she was still a wyrmling.

Known Enemies: Iryklathagra's ancient nemesis is the infamous Shoon VII^{LE} (now a NE male lich [augmented Tethyrian human] necromancer 31/archmage 5 who has quasi-permanently *magic jarred* Zallanora Argentresses, a N female moon elf wizard 3). Since escaping the *Tome of the Unicorn*^{LE} during the Time of Troubles, "Zallanora" has bided her time among the Cowled Wizards of Amn, slowly building "her" influence within the organization and appearing to grow in power. Shoon VII seeks to reestablish the Shoon Imperium with himself as its undying qysar. The two greatest obstacles to his rule are his ancient feud with Sharpfangs and his rivals among the Twisted Rune. Shoon VII would like to see both the dragon and the other liches destroyed before he makes his move, and he is actively spying on the defenses and schemes of both.

Schemes: Iryklathagra has long seen herself as the rightful heir to the throne of the Shoon, but the self-styled "Dragon Qysara of Shoon" has little interest in the day-to-day rule of a nation of grasping merchants (Amn), a kingdom of feuding nobles (Tethyr), or a caliphate of unmatched decadence (Calimshan). She has deliberately cultivated the image of a dragon content to sleep away the years on her hoard only to emerge and vent her wrath on any who have slighted her. In truth, Iryklathagra spends much of her time in human form, insinuating herself and her agents into the ruling classes of Amn, Tethyr, and Calimshan. Her goal is not to wield the levers of power, for the petty doings of humanity concern her little unless they threaten her or her holdings, but to build her hoard through steady streams of taxation and tithing.

Calimshan's centennial tithes are well known and publicly bemoaned by a succession of syl-pashas charged with guarding

the royal treasury, but Amn and Tethyr have paid tribute just as well. Amn's Council of Six diverts a percentage of the nation's tax revenue into Iryklathagra's claws every year in an arrangement dating back to the dragon's quiet financial backing of Thayze Selemchant and the nascent Council of Six in the Year of the Striking Falcon (1333 DR), during the Great Amnian Trade War. A previous arrangement with the kings of Amn existed before the fall of the monarchy in the Year of the Crumbling Keep (1276 DR). In Tethyr's case, the fall of the monarchy during the Ten Black Days of Eleint ended centuries of quiet tribute by Tethyr's royal house. Agents of Sharpfangs are now quietly negotiating with King Haedrak and Queen Zaranda on a resumption of such tribute, with the wreckage inflicted on Calimport's Palace Ward serving as a useful warning of the consequences if no agreement is reached.

Knowledge Checks: Locating Iryklathagra's lair on a map requires a successful DC 25 bardic knowledge, Knowledge (geography), or Knowledge (local Amn/Calimshan/Tethyr/Wealdath) check. PCs who question a military leader in Amn, Tethyr, or Calimshan, or a scholar of the Shoon Empire, can learn about Iryklathagra's description, lair, tactics, known allies, and known enemies with a successful DC 20 Gather Information check. They can learn about her rumored hoard and schemes with a DC 30 Gather Information check.

Adventure Hooks: Shoon VII seeks to assess Iryklathagra's defenses in preparation for their ultimate reckoning. Toward that end, the infamous lich plans to unleash waves of would-be dragonslayers against the great wyrm blue dragon to probe her defenses and her response to various types of attacks. Rather than hire such groups directly, which might reveal to Sharpfangs that her long-imprisoned nemesis has returned, Shoon VII has begun seeding crypts and dungeons throughout the Imperial South with fragmentary accounts of her hoard, suspect maps leading to her lair, and the like.

In the wake of Iryklathagra's assault on the city of Calimport (discussed below), the syl-pasha of Calimshan is desperate to regain the favor of Bhaelros (Talos) for the country. As a result, Syl-Pasha Ralan el Pesarkhal has offered to cede Calimshan's claims on Sharpfangs's hoard and grant the title of Syl-Vizar of Calimport (a new title, conveying day-to-day rulership of Calimport), to the slayer of Iryklathagra. Unbeknownst to even the syl-pasha, the Bhaelrosian priest who suggested this method of atonement is actually in the employ of Shoon VII, who sees the syl-pasha's offer as one more lever in his tactical assault on Sharpfangs.

Rage of Dragons: In the Year of Rogue Dragons, Iryklathagra succumbed to the Dracorage, like many of her kin. The great wyrm attacked and shattered the eastern tower of the Twin Towers of the Eclipse before returning to her lair. (In late 1373 DR Blackwill Haarken Akhmelere, using the ancient Calishite artifact known as the Golden Lamp of Samesaj, repaired the eastern tower and rebuilt the western tower of the temple, thereby erasing any evidence of the affront to Cyric caused by the actions of Iryklathagra and the mysterious being known as the Sojourner, as related in the novel *Midnight's Mask*.) Iryklathagra's Dracorage-fueled lust for death and destruction remained unsated, so she reemerged from the Imperial Mount at the heart of Shoonach

(suggesting the existence of a *portal* linking her lair to the ruined imperial capital) and flew south to Calimport.

Barred by a *mythal* from unleashing her fury on the Pasha's Sabban, home to the symbolic heir to the qysars of Shoon, Sharpfangs turned her wrath against the nearby Plaza of Divine Truth. During the battle with the temple's defenders, Iryklathagra's sweeping tail shattered the legendary Idol of Bhaelros, thus triggering an ancient prophecy. An aspect of Bhaelros manifested in the middle of the courtyard astride an enslaved great brass wyrm. The resultant battle destroyed most of Palace Ward (with the notable exception of the Pasha's Sabban) before Sharpfangs was finally driven off, her fury spent.

Despite Iryklathagra's departure, the aspect of Bhaelros continued to wreak havoc upon Calimport, forcing the syl-pasha's army to battle the raging deity and his steed for three days before both were destroyed. Enraged at his defeat, Bhaelros retaliated by raining *lightning bolts* down upon Calimshan for a year thereafter. By the end of the Year of Lightning Storms (1374 DR), the unending thunderbolts had gravely weakened the syl-pasha's rule, and the rulers of Calimport's other cities had regained a measure of their traditional independence.

Statistics: Use the statistics for the great wyrm blue dragon on pages 215–216 of *Draconomicon*, but replace the Leadership feat with Improved Natural Attack (bite).

IRYKLATHAGRA, BANE OF THE SHOON:

A BRIEF BIOGRAPHY

Since the reign of Qysar Shoon IV, a female blue dragon by the name of Iryklathagra has plagued the lands once claimed by the Shoon Imperium. Born in the Year of the Pirates' Port (145 DR) amid the sands of Anauroch, Iryklathagra collected powerful artifacts and spells at a relatively young age for a dragon. Her earliest exploits are largely lost to history, but it is known that she arrived in the South in the Year of the Plague Clouds (236 DR). In a secret meeting, Iryklathagra and Shoon IV plotted the destruction of Rhimnasarl the Shining, a great silver dragon of the Marching Mountains who had long opposed the oppressive rule of the Shoon. In exchange for possession of the Shining Wyrms' hoard and lair, the blue dragon offered to confine her hunting to the periphery of the

Imperium and to keep other dragons from settling in the lands claimed by the Shoon.

With the aid of the wizard-qysar and his troops, Iryklathagra managed to slay Rhimnasarl, but Shoon IV reneged on his deal with the blue dragon once he realized the true worth of the silver dragon's hoard. Iryklathagra, near-death from the battle, had no choice but to retreat, and when she returned, the Yawning Cavern of Rhimnasarl had been plundered of its magic and gold. Meanwhile, the qysar, who thought her dead, spread false tales of his victory that survive to the present day. He claimed that he had defeated not one, but two great dragons, the second of which was Iryklathagra. The blue dragon, he boasted, had arrived on the heels of his victory over Rhimnasarl, intending to battle her ancient nemesis in a draconic duel that would have devastated the surrounding lands.

Intent on regaining a hoard that she considered rightfully hers and exacting her revenge against the Shoon Imperium, Iryklathagra established a secret lair of her own elsewhere in the Marching Mountains and set about building its defenses. In the Year of the Dun Dragon (245 DR), the blue dragon launched a reign of terror on the surrounding lands that bedeviled a succession of qysars. The Shoon Imperium never officially admitted that Iryklathagra was the same wyrm that Shoon IV had supposedly vanquished, a fact that has engendered some amount of confusion among sages regarding the date of the blue dragon's birth.

By the Year of Seven Scales (322 DR), Iryklathagra had achieved sufficient power to brazenly confront Shoon VII, the great-great-great-grandson of Shoon IV. She settled onto Qysar's Square before the Imperial Palace in Shoonach and dared the qysar to respond to her presence. After several days of tense negotiations, the blue dragon departed peacefully with a small fraction of the hoard, having been assured that Shoon VII would accede to the rest of her demands away from the prying eyes of his subjects.

The Sharpfang Battles that ensued encompassed a series of three clashes between Iryklathagra, later known as "Sharpfangs" for her deadly bite, and Shoon VII, a powerful wizard in his own right. The first conflict erupted in the northeastern territories of Valashar, a kingdom within the Shoon Imperium, during the planned transfer of Rhimnasarl's hoard. Iryklathagra

unleashing the hoard

Swords and shields, staves and scepters: The relics of heroes and villains are wrapped in the mantle of history and become symbols of bygone ages. Once lost, they are woven into myth, an integral part of a realm's cultural tapestry. If found, they can dislodge crowns and reforge thrones.

Motivated by an instinctive need to acquire and hoard, the great dragons of the Faerûn, by dint of their extended life spans, serve as inadvertent curators for that which has faded away or been thrown down. But no dragon lives forever, and many are eventually slain by small bands of would-be heroes. Almost inevitably, the plundering of a wyrm's

hoard has far-reaching consequences on surrounding lands. When tied to a region rich in history and conflict, a small company of dragon slayers can trigger great social, political, and economic change, creating unlimited potential for new adventures.

Several of the unique magic items found in Iryklathagra's hoard (the *Fanged Shield of Shyk Korort*, *Ghazir the Desert's Edge*, *Kaya's the Krakencourage*, *Kuraltaar the Demonshield*, and the *staff of Shoon*; see the descriptions in Chapter 7) have a special section called Consequences detailing the effects of unleashing them on the world at large.

had insisted that Shoon VII personally deliver the tribute, but instead he attacked the dragon with the arsenal of spells and magic items at his disposal. Although both the qysar and the dragon escaped their first battle relatively unscathed, four villages of Valashar were wholly destroyed, and Shoon VII seized several powerful items of magic from Iryklathagra, enabling him to claim victory.

The Year of Battle Talons (358 DR) saw the resumption of open hostilities between Sharpfangs and Shoon VII, a battle that again visited destruction upon Valashar during a rare visit by the qysar to the periphery of his domain. (Some historians suspect that Shoon VII was deliberately trying to draw Iryklathagra into battle away from the capital city of Shoonach.) After recouping from her previous defeat, Iryklathagra had assembled a veritable armory of spells and magic devices of her own. Even the qysar's *soulfire* spell, which ripped the life out of dozens of peasants and nearby soldiers to fuel a massive conflagration, could not stop the blue dragon from stealing his prized *Staff of Shoon* and claiming victory.

In the Year of Molten Anvils (366 DR), the last of the Sharpfang Battles earned Iryklathagra her common appellation, for the blue dragon shattered and nearly bit off the qysar's left arm and right leg during the conflict. Shoon VII and his nemesis battled in the skies over Shoonach and among the streets of the slaves' city just outside the city center. More than 75,000 slaves died as a result of the battle, for both combatants possessed ancient magics and a hatred so consuming that they attacked with little thought to their surroundings. Neither combatant gave quarter, despite the qysar's injuries and Iryklathagra's shredded wings. The soldiers and other wizards of the Imperium drove off the dragon and tended their leader, whose boastful oaths of victory rang hollow amid the ravages done to his capital.

One year later, in the Year of Shying Eyes (367 DR), Shoon VII staged his own "death." Feigning incapacitation stemming from his last battle with Sharpfangs, Shoon VII placed his daughter Shaani on the throne and manipulated her into poisoning her apparently infirm father. Secretly immune to the poison's effects, the former qysar was free to research and undergo a transformation to lichdom three years later. Little is known of his activities in the centuries that followed except that he eventually became a demilich trapped in the *Tome of the Unicorn*, a libram of his own devising.

Shoon VII's successor, Qysara Shaani, achieved one notable success early in her reign before the ensuing decline of the Shoon Imperium. When Iryklathagra returned to Shoonach in the Year of Emerald Eyes (371 DR), the dragon's laughter after learning of the death of Shoon VII cracked the great dome atop the Qysar's Palace. Shaani, prepared for the visit of Sharpfangs, offered Iryklathagra a small hoard in gems and magic, including the *mastering of Amahl V*, *Akkabar's battleblade ring*^{PG}, *Kuraltaar the Demonshield*^{*}, and two bottles containing a trapped efreet and a djinn. Aware that the Imperium was crumbling around Shaani and that Shoonach would be ripe for plunder after its collapse, Iryklathagra parlayed the offering into a tribute due once each century by "the inheritor of Calim's throne." Under threat of devastating raids, those tributes have been continued by Calimshan's pashas through the present day.

Iryklathagra returned to pick over the bones of the Shoon Imperium in the Year of the Corrie Fist (450 DR) on the fourth day of the Shoonach Conflagration, the great fire set by Tethyr's army. After a brief talk with King Strohm, the great wyrm blue dragon destroyed and plundered buildings among the Imperial Mount above the city proper and claimed much hidden magic for her own, including *Gbazir the Desert's Edge*, which had been fabricated with magical lore gleaned from Rhimnasari's research. Many of the treasures Iryklathagra seized were once part of Rhimnasari's hoard or had been derived from the lore seized from the great silver dragon by Qysar Shoon IV. (*Janhyra's Tome*, also known as the *Tome of Secrets*, was one of the few artifacts that lay within the vaults of Shoonach not to fall into her claws, and she has spent the past nine centuries tracking down it and other treasures she feels are her due.) Since the Shoonach Conflagration, Sharpfangs has been true to the vow she made "the little elfking," whose conditions are not unlike her original deal with Shoon IV, and she has never used Tethyr as a hunting ground.

For nearly six centuries, Iryklathagra laired in a secret cavern in the Marching Mountains, emerging at least once each century to receive the tribute that was her due from the syl-pasha of Calimshan. Little is known of her activities during the Seventh Age of Calimshan, for she confined her depredations to realms far afield and largely faded from memory in the former lands of the Shoon. One deed that has not yet come to light unfolded in the Year of the Shrouded Slayer (671 DR), when Iryklathagra hunted amid the grasslands of the Shaar, seizing the *Fanged Shield of Shyk Korort* from a gnoll shaman of Yeenoghu.

In the Year of the Dracorage (1018 DR), Iryklathagra emerged from her lair and joined the massive flights of dragons ravaging Faerûn. In a series of conflicts that lasted for nearly a month, Sharpfangs battled the defenders of Mintar along the shores of the Lake of Steam, devastating that city and sinking many local ships in the process. When Iryklathagra finally retreated to her lair, she left Mintar largely in ruins. A few surviving magelords, who for years had labored to acquire power in the shadows of Mintar's government, emerged as the new leaders of the city by promising to protect the populace from future wyrm attacks.

Over the course of the next century, the Magelords of Mintar rebuilt their city and plotted their revenge against Sharpfangs. Although their magical divinations finally revealed the site of the blue dragon's lair, plans by the magelords to destroy Iryklathagra were forestalled by their own defeat at the hands of the Harpers in the Year of the Peryton (1128 DR). In the chaos that ensued in Mintar, the lore regarding Sharpfangs that had been gathered by the magelords fell into the hands of the Skeletal Finger thieves guild, a band of rogues active throughout the South.

Thirty-four years later, in the Year of the Prancing Centaur (1162 DR), members of the Skeletal Finger invaded Iryklathagra's lair in hopes of stealing some of her legendary hoard, but they succeeded only in awakening the blue wyrm from a long sleep. Enraged by their temerity, Sharpfangs retaliated by attacking the Skeletal Finger's secret redoubt in the depths of

the Small Teeth and slaying every member of the guild. Since her former lair's inviolability had been compromised, she then moved into the guild's vacated stronghold, transforming it into a nearly impregnable lair. Among the many coins, jewels, and artifacts she recovered was the *Monocle of Bagthalos*, a little-known relic sacred to Helm that had been fashioned in the Year of Eyes (1141 DR) and stolen a year later by members of the guild. For the next two centuries, Iryklathagra largely remained within her new lair, hunting far afield on those rare occasions when she emerged—such as her plundering of the trade city of Otany in the Triton Protectorate of Ahlors, deep in the Sea of Fallen Stars, in the Year of the Shattered Wall (1271 DR).

Shoon VII resurfaced in the Year of the Prince (1357 DR), when the *Tome of the Unicorn* was stolen from the Green Rooms of Ruathym by Shond Tharovin, a Calishite wizard. Unlike those who preceded him, Shond managed to both summon Shoon's skull from the *Tome* and communicate with the spirit of the former qysar. As part of a deal struck between them, Shond agreed to find seven spirits for the demilich to consume. The first such attempt came a year later during the Time of Troubles. The magical chaos engendered by the Fall of the Gods caused Shoon VII to switch corporeal forms with Zallanora Argentresses, an elf mageling whose caravan was ambushed by Shond Tharovin and his agents. After his release, Shoon VII (in the form of Zallanora) joined the Cowled Wizards of Amn, using his new guise to gather lore on the changes that have occurred since the collapse of the Shoon Imperium.

In the Year of the Gauntlet (1369 DR), Iryklathagra emerged from her lair with a ravenous hunger after a century of inactivity. By chance, the blue wyrm's appearance followed the birth of a clutch of three bronze dragons within the same mountain range by just over a year. Savoring the possibility of a rare culinary treat, Iryklathagra waited until Arellaxerrontoal, the mature adult mother of the hatchlings and more powerful of the mated pair, emerged from her family's lair through the crater of an extinct volcano two peaks east of Kossuth's Eyes. The blue wyrm then attacked Trollushanthallor and his offspring in their lair, killing the adult male bronze dragon and two of the hatchlings before returning to her lair to dine on the bodies of the latter. The third hatchling, Alaerurgos, managed to escape, albeit badly wounded, and she now dwells in the relative safety of the centaur settlement in central Tethir, under the tutelage and protection of Count Gamalon Idogy, Sage of the Court of Tethyr. Arella dwells among the Suldusk elves, plotting a cold revenge against Sharpfangs.

On Midsummer in the Year of the Unstrung Harp (1371 DR), Iryklathagra emerged from her lair long enough to retrieve her centennial tribute from the syl-pasha of Calimshan. Slaves of the syl-pasha brought a king's ransom in coins, jewels, art, and magic to the waiting wyrm at the heart of ruined Shoonach. As is her custom, Sharpfangs dined well that day and then vanished with the latest addition to her hoard. Few expected to see her again for another century.

Jalanvaloss, “The WyrM of many spells”

LN female mature adult steel* dragon

The WyrM of Many Spells is deeply enmeshed in the schemes of Waterdeep's merchant nobility.

In draconic form, Jalanvaloss is long and sleek with catlike grace. The spines that surround her face resemble whiskers and long, straight hair. Her eyes are silver orbs, and her scales shine like burnished steel.

Hoard: In lieu of a traditional hoard of coins, gems, and magic, the WyrM of Many Spells owns or partially owns several shops in Waterdeep's Southern Ward, Trades Ward, and Dock Ward, including the House of Pride perfume shop (D33), Meiroth's Fine Silks (T35), and the Swords' Rest (S1). She owns the buildings and rents the premises to various merchants, generating a steady stream of income. All these buildings are crowned with one or two floors of rental apartments, which generate more income. The WyrM of Many Spells also owns several houses full of genteel rental rooms in Sea Ward and North Ward, including Firesong Villa (N76) and Stagdown Manse (\$69).

Lair: Jalanvaloss rents various upper-floor rooms all over the city, and at least two of those she owns—the House of Pride and Meiroth's Fine Silks—incorporate secret apartments (rooms retained by Jalanvaloss herself, which have their own entry stairs linking to cellars—and thence, to nearby stables or the sewers). She customarily assumes a different human shape when visiting one abode than she wears for dealings with another. She is known to have at least one secret cache somewhere in the sewers and another in a spell-guarded tomb somewhere in the City of the Dead that contain nothing but clothing, makeup, and accessories that allow her to change one human identity for another. It is hard to say which of her various Waterdhavian properties is her true lair; Jalanvaloss has even been known to curl up for a rest in dragon form on the roof of a tomb in the City of the Dead and use a spell to make her appear to be no more than sculpted—and weathered—stone.

Tactics: Jalanvaloss is constantly scheming, displaying an aptitude and a love for all manner of tangled intrigues. She is constantly nurturing new agents and allies, few of whom know the true identity of their benefactor. The WyrM of Many Spells avoids situations that might lead to physical combat whenever possible, but once she enters into battle, her fury is unmatched. If possible, she attempts to maneuver the field of battle to her advantage before such hostilities erupt, a careful approach that has allowed her to kill several more powerful wyrms.

Known Allies: Jalanvaloss can call on a dozen or more adventuring companies who got their start thanks to the WyrM of Many Spells, including the Seven Swords of Sail Street, Belgar's Boastful Band, and the Catsclaw Company. Likewise, half the nobles in the city owe her some amount of money thanks to her penchant for borrowing from one merchant house to loan to another, all to support the success of a third venture.

Known Enemies: In her youth, Jalanvaloss served Rythalies, a reclusive, white-bearded human archmage who dwelt in a now-ruined mountaintop keep in eastern Amn, as both steed

Jalanvaloss gives Mulgor of Tye the slip

Illustration by Daarken



and favored pupil. Although Rythalies is long dead, Jalanvaloss inherited many of his enemies, including the heirs of the Amnian branch of House Rosznar, who for years have engaged in a tit-for-tat series of attacks with the Wyrms of Many Spells. In the Year of the Dragon (1352 DR), agents of Lord Daigar Rosznar of Amn set fire to several Waterdhavian properties owned by Jalanvaloss in revenge for some previous injury. The Wyrms of Many Spells retaliated by destroying two juvenile blue dragon sisters, Calanthriina and Daereverose, employed by the Rosznars to ferry precious cargo up and down the Sword Coast, dealing a sharp check to the fortunes of the Amnian branch of House Rosznar and earning her the enmity of Dower Lady Miilal Hydcont, daughter of Lord Daigar, elder sister of Lord Tobem Rosznar of Imnescar, first cousin of Lord Trellin Rosznar, and the true power behind Rosznar family fortunes. Because Lady Miilal is a high-ranking member of the Knights of the Shield and Lord Trellin has recently inherited the title of the Waterdhavian branch, the Dower Lady of Hydcont Hall is now well positioned to exact her revenge.

Jalanvaloss has long opposed the efforts of the Cult of the Dragon to establish a foothold in the City of Splendors. Over the years, she has exposed the schemes of several Followers of the Scaly Way active in Waterdeep, and the Wyrms of Many Spells destroyed the male adult black dragon Nabalnyth after he began recruiting Cultists to serve him in the Rat Hills. In the wake of the Year of Rogue Dragons (1373 DR), the Cult has all but abandoned its efforts to establish a foothold in Waterdeep, but Jalanvaloss remains ever vigilant.

She regards Khelben Arunsun more as an honored opponent, to be teased and frustrated whenever doing so will afford her a means of escape from his seeking magic, and when taking up his time will not endanger the security of the city.

Schemes: In the short term, Jalanvaloss seeks to build her hoard through careful mercantile investments, focusing on real estate. In the medium term, she seeks to advance one or more of her human personas into the ranks of Waterdeep's nobility. In the longer term, the Wyrms of Many Spells dreams of founding her own kingdom, perhaps in the western High Forest, with herself as queen, commanding an elite army of human adventuring bands to protect a cultured, prosperous elf populace.

Knowledge Checks: Locating one of the apartments of Jalanvaloss (owned or rented) in the City of Splendors requires a successful DC 25 bardic knowledge, or Knowledge (local Waterdeep) check. For every 5 points by which the check result beats the DC, one additional apartment can be identified (two on a result of 30, three on a result of 35, and

so on). PCs who question one of Waterdeep's more knowledgeable information brokers (for example, Lord Bly Ruldegost, who is a member of the Knights of the Shield) can learn about Jalanvaloss's description, lairs, tactics, known allies, and known enemies with a successful DC 20 Gather Information check. They can learn about her rumored hoard and schemes with a DC 25 Gather Information check.

Adventure Hooks: Many Waterdeep-based adventuring companies owe a debt to Jalanvaloss, whether they realize the identity of their benefactor or not. Jalanvaloss might call in such a debt for a variety of reasons, but she is most likely to do so to further a scheme directed against House Rosznar, the Knights of the Shield, or the Cult of the Dragon.

If the PCs have not previously interacted with Jalanvaloss, they might unwittingly expose one of her schemes during the course of another adventure. Jalanvaloss delights in such unexpected turns, for inevitably such interactions allow her to add further twists to her plots and spawn a bevy of new intrigues.

Rage of Dragons: During the Rage of Dragons, Jalanvaloss stayed within Waterdeep's *King-Killer shield**, allowing her to escape the effects of the Dracorage. However, to maintain her true mass without hunting outside the city, Jalanvaloss and the other steel dragons resident in Waterdeep needed to purchase large quantities of game. The Knights of the Shield caught wind of these somewhat unusual purchases, allowing them to trace the transactions through several layers of obfuscation. As a result, although Jalanvaloss's varied guises still cloak her identity, her enemies in House Rosznar have pulled back several layers of deception that she had woven around her activities.

JALANVALOSS

CR 11

Female mature adult steel dragon

LN Large dragon (air)

Init +4; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; **Listen** +31, **Spot** +31

Aura frightful presence (210 ft., DC 25)

Languages Draconic

AC 30, touch 9, flat-footed 30

(-1 size, +21 natural)

hp 231 (22 HD); **DR** 10/magic

Immune acid, paralysis, sleep

SR 28 (38 against arcane spells of 1st-4th level)

Fort +17 (+27 against poison), **Ref** +13, **Will** +17

Speed 60 ft. (12 squares), fly 200 ft. (poor), swim 60 ft.

Melee bite +27 (2d6+6) and

2 claws each +25 (1d8+4) and

2 wings each +25 (1d6+4) and

tail slap +25 (1d8+9)

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

Base Atk +22; **Grp** +32

Special Actions breath weapon

Sorcerer Spells Known (CL 13th):

6th (4/day)—*mislead* (DC 22), *project image* (DC 22)

5th (6/day)—*dominate person* (DC 21), *feeblemind* (DC 21), *persistent image* (DC 21)

4th (7/day)—*arcane eye* (DC 18), *dimension door* (DC 18), *screying* (DC 18), *steelsting** (DC 18)

3rd (7/day)—*bold person* (DC 19), *major image* (DC 19), *scattergloom** (DC 17), *tongues* (DC 17)

2nd (7/day)—*cat's grace*, *eagle's splendor*, *invisibility*, *life bolt*^{Mag}, *Tasha's hideous laughter* (DC 18)

1st (7/day)—*charm person* (DC 17), *disguise self*, *know protections*^{Mag} (DC 15), *mage armor*, *magic missile*

0 (6/day)—*dancing lights*, *daze* (DC 16), *detect magic*, *detect poison*, *ghost sound* (DC 16), *mage hand*, *open/close*, *read magic*, *silent portal*^{Mag} (DC 16)

Spell-Like Abilities (CL 13th):

1/day—*charm person* (DC 15), *enthrall* (DC 16)

Abilities Str 23, Dex 10, Con 19, Int 20, Wis 19, Cha 18

SQ alternate form

Feats Alertness, Education^{PG} (history, local Waterdeep),

Eschew Components, Improved Initiative, Spell Focus

(enchantment), Spell Focus (illusion), Spellcasting

Prodigy^{PG} (Charisma), Multiattack

Skills Bluff +29, Concentration +29, Diplomacy +30,

Disguise +12, Escape Artist +10, Gather Information +6,

Hide -4, Intimidate +8, Knowledge (history) +24,

Knowledge (local Waterdeep) +32, Knowledge (nobility

and royalty) +18, Knowledge (religion) +10, Listen +31,

Search +30, Sense Motive +29, Spellcraft +30, Spot +31,

Swim +14

Alternate Form (Su) Jalanvaloss can assume any animal or humanoid form of Medium size or smaller as a standard action five times per day. This ability functions as a *polymorph* spell (CL 13th), except that Jalanvaloss does not regain hit points for changing form and can only assume the form of an animal or humanoid. Jalanvaloss can remain in her animal or humanoid form until she chooses to assume a new one or return to her natural form.

Breath Weapon (Su) Once every 1d4 rounds, either an 80-ft. line, damage 7d6 acid, Reflex DC 25 half; or a 40-ft. cone, 7 points Con damage, Reflex DC 25 negates

Frightful Presence (Ex) Jalanvaloss can inspire terror by charging, attacking, or flying overhead. Creatures within 210 feet of the dragon that have 21 HD or fewer must attempt a DC 25 Will save. Success indicates that the target is immune to Claugiyliamatar's frightful presence for 24 hours. On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds. Those with 5 or more HD become shaken for 4d6 rounds.

Nartheing, “Master of the Mountain”

CN male ancient fang dragon

Nartheing is the master of Umbergoth, the enormous mountain that defines the border of Aglarond and Thay. He is on the verge of a war with the beholders that might spill out into the surrounding areas.

Nartheing is enormous and powerfully muscled, with massive, overdeveloped limbs. His body is covered in thick, mottled plates of muddled brownish-white, interspersed with scythelike blades.

Hoard: 33,000 gp in mixed coin, 5 green tourmalines (100 gp each), 5 cave pearls (100 gp each), 4 aquamarines (500 gp each), 4 alexandrites (500 gp each), 3 star rubies (1,000 gp each), 4 pink diamonds (5,000 gp each), scrying mirror (1,000 gp), masterwork weapons (some of special materials) and armor (14,000 gp), Aurilian ice pearl pendant (2,255 gp), bolts of finest quality Shou silk (4,000 gp), Imaskari circlet of color-change alexandrite (7,000 gp), life-size alabaster statue of Azoun IV (6,000 gp), ruby statuette of a balor (8,000 gp), set of Cormyrean porcelain dishes (4,000 gp), unforged mithral bars (10,000 gp), *crown of majesty* (as *cloak of Charisma +4* that resizes to fit the wearer's head), *staff of defense* (43 charges), *staff of swarming insects* (39 charges), *wand of revelation* (42 charges), scroll of *tongues*, scroll of *water breathing*.

Lair: Umbergoth attracts a host of lesser creatures and powerful monsters, all of which serve Nartheing out of fear of his incredible physical prowess and powerful magic. He resides in a network of mazelike caves at the top of the peak, surrounded

by the aeries of griffins, asperi, and other winged beasts. Other more powerful monsters such as beholders and wyverns live on the massive mountain and follow the orders of the wyrm.

Every day Nartheing casts a *Mordenkainen's private sanctum* spell on the main part of his lair—which happens to contain his treasure. This protective measure has made it almost impossible for spellcasters to learn anything about the inner workings of his operations. He uses spells such as *sending* and *message* to communicate with those outside the edges of his sanctum.

Tactics: Nartheing is a foe so severe that even archmages steer clear of his territory. Although physical combat is his forte, and he will tear creatures of his size limb from limb, he is also a cunning and adept spellcaster. He specializes in magic that protects him in and out of battle, due to the paranoia that arises from being surrounded by hordes of creatures.

In combat, Nartheing prefers to confront a foe in full-on melee, relying on the voracity of his attacks, especially his snatch and crush. If an enemy is more difficult, he uses ranged magic. Unlike many fang dragons, he prefers to prepare for fights and tends to cast numerous defensive and precautionary spells before battle.

Known Allies: The beholder mage Lestch'cymatium nominally serves Nartheing in Umbergoth, but given the right backing, he would reach for control with little hesitation.

Known Enemies: Nartheing lives with numerous potential enemies, but has less to worry about from visitors due to his lair's location in a peak surrounded by wasteland. Aglarond and Thay have been content to leave the dragon and his mountain alone, and let the creatures inside fight for supremacy.

Schemes: Nartheing has recently discovered a series of secret portals running throughout the caves of Umbergoth. The behold-

Illustration by Daarken



Nartheing battles the beholders of Umbergoth

ers suspect that he has a secret, but have not yet pieced together that the *portals* are the cause of the disappearances of several of their kind. Nartheling is experimenting with keys that force creatures standing on top of hidden *portals* to be sent through them. It is unknown where the *portals* lead.

The food supply is getting scarce in Umbergoth, and Nartheling might be forced to begin hunting beyond the mountain. This turn of events might precipitate a full-scale war between the dragon and the beholders. The winner will need the support of the wyverns to succeed (and as a dragon, Nartheling certainly has an edge).

Knowledge Checks: Locating Nartheling's lair on a map is possible with a successful DC 25 bardic knowledge, Knowledge (geography), or Knowledge (local Aglarond or Thay) check.

Adventure Hooks: Lestch'cymatium has sent out a call to beholders from other areas to join his effort should a full-scale war erupt. This act has alarmed the citizens of Thay and Aglarond, because the beholder mage has expressed intentions to expand outward from Umbergoth should he capture the mountain. Thay or Aglarond (or perhaps even Nartheling) might seek outside help to deal with this problem. For most in those countries, the rule of the chaotic yet isolationist dragon is preferable to that of the ambitious beholders.

The nature of the *portals* in Umbergoth is disturbing to the Red Wizards of Thay, as well as the Witches of Rashemen. They might seek characters to determine the nature of these *portals*, and possibly to slay the dragon who controls them.

Rage of Dragons: During the Year of Rogue Dragons, Nartheling went on a rampage, attacking beholders on sight. Lestch'cymatium called for the aid of numerous beholders and a full-scale war nearly erupted. The skirmishing spilled over into Thay and Aglarond, alarming the peoples of both nations. Both assembled groups to protect the border areas and to prevent the conflict from coming too far into the countries. In the wake of Sammaster's Rage, the dragon abruptly ceased hostilities. As a result, Lestch'cymatium still nominally serves Nartheling, but the alliance between the dragon and the eye tyrants is badly frayed.

NARTHELING

CR 18

Male ancient fang dragon^{Mon}

CN Gargantuan dragon (air)

Init +4; **Senses** blindsense 60 ft., darkvision 120 ft., low-light vision, scent; **Listen** +25, **Spot** +25

Aura frightful presence (300 ft., DC 28)

Languages Auran, Common, Draconic, Elven, Orc

AC 35, touch 6, flat-footed 35

(-4 size, +29 natural)

hp 375 (30 HD); fast healing 2; **DR** 15/magic

Immune sleep, paralysis

SR 28

Fort +27, **Ref** +20, **Will** +26

Speed 60 ft. (12 squares), fly 150 ft. (clumsy)

Melee bite +41 (6d8+11 plus ability drain) and 2 claws each +39 (4d8+5) and 2 wings each +39 (3d8+5) and tail slap +39 (4d8+15)

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

Base Atk +30; **Grp** +53

Atk Options Awesome Blow, Improved Bull Rush, Power Attack, Snatch; crush, tail sweep, trip

Special Actions sound imitation

Combat Gear *staff of defense* (43 charges), *staff of swarming insects* (39 charges), *wand of revelation* (42 charges), scroll of *tongues*, scroll of *water breathing*.

Sorcerer Spells Known (CL 11th):

5th (7/day)—*Mordenkainen's private sanctum*, *sending*

4th (7/day)—*chromatic ray* (DC 19), *lesser globe of invulnerability*, *screaming* (DC 19)

3rd (7/day)—*blink*, *displacement*, *fireball* (DC 18), *haste*

2nd (7/day)—*locate object*, *invisibility*, *mirror image*, *resist energy*, *scorching ray*

1st (8/day)—*feather fall*, *identify*, *mage armor*, *magic missile*, *ray of enfeeblement*

0 (6/day)—*arcane mark*, *daze* (DC 15), *detect poison*, *ghost sound*, *mage hand*, *mending*, *message*, *open/close*, *prestidigitation*

Spell-Like Abilities (CL 11th):

At will—*detect magic*, *read magic*

2/day—*shield*, *telekinesis* (DC 20)

1/day—*dispel magic*, *spell turning*

Abilities Str 33, Dex 10, Con 23, Int 16, Wis 21, Cha 20

Feats Ability Focus (ability draining bite), Awesome Blow, Improved Bull Rush, Improved Initiative, Improved Natural Attack (bite), Improved Natural Attack (claws), Improved Natural Attack (wings), Improved Natural Attack (tail slap), Multiattack, Power Attack, Snatch

Skills Bluff +37, Concentration +44, Diplomacy +45, Escape Artist +20, Gather Information +35, Hide +19, Intimidate +14, Knowledge (arcana) +38, Knowledge (nature) +35, Listen +38, Move Silently +10, Search +38, Sense Motive +35, Spellcraft +48, Spot +38, Survival +33, Swim +26

Possessions combat gear plus *crown of majesty* (as *cloak of Charisma* +4 that resizes to fit the wearer's head)

Ability Drain (Su) Nartheling's bite drains 2d4 points of Constitution (Fortitude DC 30 negates).

Crush (Ex) Area 20 ft. by 20 ft.; Medium or smaller opponents take 4d6+16 points of bludgeoning damage and must succeed on a DC 28 Reflex save or be pinned.

Frightful Presence (Ex) Nartheling can inspire terror by charging, attacking, or flying overhead. Creatures within 300 feet of the dragon that have 29 HD or fewer must attempt a DC 30 Will save. Success indicates that the target is immune to Nartheling's frightful presence for 24 hours. On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds. Those with 5 or more HD become shaken for 4d6 rounds.

Increased Damage (Ex) Because of Nartheling's sharp claws, teeth, and scales, all his attacks do damage as if he was one size larger.

Snatch (Ex) Against Medium or smaller creatures, bite for 6d8+16 plus ability drain per round or claw for 4d6+5 per

round. A creature is not allowed a Fortitude save against the ability drain if it is snatched.

Sound Imitation (Ex) A fang dragon can mimic any voice or sound it has heard, anytime it likes. Listeners must succeed on a DC 28 Will save to detect the ruse.

Tail Sweep (Ex) Half-circle 30 ft. in diameter; Small or smaller opponents take 2d6+16 points of bludgeoning damage (Reflex DC 30 half).

Trip (Ex) If Nartheling hits with a claw or tail attack, he can attempt to trip the opponent as a free action (*PH* 158). If the attempt fails, the opponent cannot react to trip the dragon.

olothontor, “The Minstrel Wurm”

LE male very old blue dragon

While not a force of good or creation, Olothontor is a rare blue dragon, in that he has a great appreciation for—almost an obsession with—fine music. Unlike most chromatic wyrms, he can have meaningful and interesting relationships with non-evil characters.

Olothontor's scales have matured to a hard dark blue, with even darker purple edges on his wings and crests. His large body has a somewhat lazy posture, though he is capable of extreme violence when deprived of the music he loves. Most of the time, the dragon's face has a serene calm; some have even described him as smiling—a rare expression on a wurm.

Hoard: 46,000 gp in mixed coins, 5 malachites (50 gp each), 6 small green sapphires (100 gp each), 1 brown pearl (500 gp), 6 fine pink sapphires (1,000 gp each), 4 blue diamonds (7,000 gp each), Chessentan harpsichord (7,250 gp), Chultan teak harp (8,000 gp), fine ivory flute (2,000 gp), Sembian brass instrument set (5,000 gp), various other valuable musical instruments (20,000 gp), masterwork weapons forged from rare metals^{MAG} including darksteel, dlarun, fever iron, and hizagkuur (30,000 gp), *chime of interruption*, *chime of opening* (8 charges), *dragonspectre flute*, *harp of charming*, *pipes of haunting*, *pipes of pain*, *pipes of the sewer*, *pipes of sounding*, *ring of evasion*, *staff of enchantment* (39 charges), *wand of sculpt sound* (32 charges), scroll of *dominate person*, scroll of *ray of exhaustion*.

Lair: Olothontor lairs in a cavern in Mount Araddyn, just north of Mount Sar along the Coast Road. This site is easily reached from the highway (up a rock-strewn grassy hill between two rock arms of the mountain). The front of the lair is an old stone mansion. Many of its pillars contain secret compartments that lead to pots of gold hidden there by former owners. The mansion is run down, pillaged of all but a few pieces of oversized stone furniture. Olothontor has placed spells in the giant-sized central rooms, so that any living creature entering them causes favorite songs to be heard. These “recordings” warn the dragon of intrusion and scare away timid visitors. The innermost rooms run up to meet a cliff face of Mount Araddyn, where the entrance to the dragon's cavern is located. This cave is large and warm, its floor strewn with gravel (for use with Olothontor's *pebble wind* spell). The cavern is cut two-thirds of the way in by a 40-foot-wide chasm that drops down about 400 feet to a volcanic flow.

Tactics: Most of the time, Olothontor is looking for one of two things—new musicians to play for him, or magic devices that aid in recording and playing different types of music. While he does occasionally go on a binge when he eats whatever is convenient, the normal preoccupations of most blue dragons do not interest him. If “bribed” with music, he usually lets people go, though he has no problem combating a difficult or uncooperative visitor. When such a visitor is present, he uses the standard magical, physical, and supernatural abilities of a blue dragon of his age. He is extremely calm in battle and is not prone to irrational bouts of anger, though he will respond to betrayal. Given a choice, however, he prefers to use magic (in the form of spells and numerous items) to charm humans into playing for him.

Known Allies: The minstrel worm is loosely allied with a large number of musicians and Harpers. These relationships aren't really friendships so much as mutual understandings. He declines to threaten the violence that a dragon of his age could produce, and in return, they supply him with plenty of music. The dragon has no true friends, but he probably needs them less than other dragons due to his reclusive nature.

Known Enemies: Just as Olothontor really has no allies, he also has few enemies. He was at one point a mate to an adult blue dragon in Anauroch named Ingeireirautha, but she was much more like most blue dragons, and thus they did not get along. While they could hardly be considered enemies, they are not on cordial terms, and the Minstrel Wurm might clash with her out of spite for their previous unpleasant relations.

Schemes: Olothontor has three goals in life: find a female blue dragon who can sing (a near impossibility), find and hear the music of the finest minstrels throughout the world, and collect items and spells that further his exploration of music. As long as he is working on one of those goals, he is content. The Cult of the Dragon has tried to entice him to become a dracolich, but he has ignored their supplications, suggesting that his interest in the Cult would strengthen if it could somehow magically empower a female blue dragon to sing.

He has on some occasions sought out song dragons, though his nature and obsessive personality usually repel those more good-hearted dragons. This lack of acceptance has not prevented him from continuing to try.

Knowledge Checks: Locating Olothontor's lair on a map is possible with a successful DC 26 bardic knowledge, Knowledge (geography), or Knowledge (local Waterdeep) check. Those who inquire among well-traveled musicians and Harpers can learn a great deal about the dragon with a DC 24 Gather Information check.

Adventure Hooks: An adventuring group containing a bard who is focused on any form of music might accidentally attract the attention of the dragon. He tends to wander, searching for music and not demonstrating any sense of territoriality. Great rewards can be gained from this dragon, since he is really only concerned with riches that relate to music, and he is more than happy to trade other (more valuable) items for magical pieces related to song. He could become an enemy, however, if his requests for performance are repeatedly spurned.

Rage of Dragons: During the Year of Rogue Dragons, Olothontor was involved in his normal pursuit of song dragons when he

came across bardic magic that helped him temporarily suppress the rage. He learned of it while attempting to court Karasendrieth, an adult song dragon (who repeatedly spurned him), when she disseminated knowledge of this spell. He was among the few chromatic dragons with an interest in resisting the Dracorage, and in going about his daily life. The bardic magic, combined with his preexisting activities with music, served to keep his rage at a low enough level to withstand the year.

Statistics: Use the statistics for the very old blue dragon on page 213 of *Draconomicon*. The Minstrel Worm has ranks in Perform (sing) and Use Magic Device. He also has access to appropriate bard spells (instead of cleric spells) related to music, as if they were on the sorcerer/wizard list.

protanther, "king of the ice"

LG male great wyrm gold dragon

Protanther was the King of Justice before Lareth, and he now resides in Novularond Mountains in the heart of the Great Glacier. He is a staunch opponent of the evil that plagues the glacier and Vaasa.

Protanther is a creature of regal majesty, gilded in a deep, almost rose, gold, with scales as hard as adamantine. His enormous eyes resemble pools of molten gold and hold within them the secrets and wisdom of ages long dead.

Hoard: 32,000 gp, 6,000 pp, 8 malachites (10 gp each), 7 rose quartzes (50 gp each), 2 red spinels (100 gp each), 2 pearls (100 gp each), 8 blue pearls (500 gp each), 6 fire opals (1,000 gp each), 9 brown diamonds (5,250 gp each), full collection of busts depicting all Kings of Justice up to and including Lareth (37,860 gp), tabletop recreation of the entire Great Glacier region (11,000 gp), tapestry depicting a map of Faerûn circa 570 DR (4,000 gp), *The Book of Adjustment* depicting the history of the Netherese settlement of Halruaa (3,000 gp), various ornate and masterwork weapons and armor (17,000 gp), +4 heavy wooden shield of sonic resistance, +3 breastplate, +5 full plate with spell resistance 15, 52 +4 crossbow bolts, oathbow, +4 flaming burst warhammer, headband of epic intellect +12^{ELH}, ring of energy immunity electricity^{ELH}, ring of major energy resistance cold, ring of major spell storing, ring of wizardry III, potion of shield of faith +5, scroll of cone of euphoria*, scroll of dragonblood spell-pact*, scroll of teleport, scroll of wall of stone, scroll of prismatic wall, staff of abjuration (38 charges), staff of illusion (35 charges), staff of illumination (47 charges), staff of passage (42 charges), staff of rapid barrage^{ELH} (32 charges), staff of domination^{ELH} (35 charges), wand of wall of ice (36 charges).

Lair: Protanther rules the skies of the Novularond Mountains, in the center of the Great Glacier. His lair lies in an enormous series of sculpted caverns in one of the smaller peaks in the range. He has used his magic to shape the caves into a variety of different architectural motifs to match the styles of most of the major civilizations in Faerûn that have existed throughout his lifetime. Traps and creatures guard his massive lair that rival even the security precautions of the Lich-king Zhengyi at his peak.

The lair contains huge amounts of gold, coin, fancy weapons and armors, art objects from ages past, and magical treasures.

Guarding these are golems, celestial beings, triggered summoned monsters, and numerous traps.

Tactics: Protanther has many weapons at his disposal, including a powerful breath weapon, a huge arsenal of magic, and dominant combat prowess. In his old age, he prefers to learn as much as possible about his opponent before combat. If, however, he is provoked suddenly, his wrath is swift; in these situations, he employs the most expedient means to slay his enemy.

Known Allies: This former King of Justice calls the Talons of Justice and many other gold and silver dragons allies. He is particularly good friends with the great-wyrm Larendrammagar ("Nexus") and was a comrade of the late King of Justice, Lareth. Any Talon or younger gold or silver will come to his aid in times of need, out of great respect and awe.

Known Enemies: Protanther is a foe of the evil denizens of the Great Glacier, especially the very old white dragon Kalaughra. In one-on-one combat, the former king could destroy the younger and less powerful white dragon. Kalaughra, however, has a number of allies among the frost giants of the glacier. She also seems to have some sort of cloaking magic that makes it difficult for him to locate her.

Schemes: It is said that Protanther created the Great Glacier to sweep the evil from Vaasa. While no one has absolute proof—and Protanther isn't speaking on the subject—this theory is in line with his powerful magical abilities to reshape land (he modified his entire mountain; see above).

Before the Dracorage, Protanther was on a zealous crusade to rid the glacier of evil. He was going on extended raids against the frost giants and other evil residents, and freeing enslaved populations. The Dracorage temporarily halted these endeavors, but he is likely to continue them in the future (see Adventure Hooks).

Knowledge Checks: Locating Protanther's lair on a map is possible with a successful DC 40 bardic knowledge, Knowledge (geography), or Knowledge (local Waterdeep) check. Those who investigate among the nomadic populations of the Novularond range can find rumors about the dragon with a DC 42 Gather Information check.

Adventure Hooks: Protanther could make a powerful ally for characters looking to rid Vaasa and the glacier of evil. The great wyrm has unfathomable knowledge of this region and others as well, and is a staunch foe of evil. Even more likely, however, he could make a fearsome enemy for any evil party looking to expand its domain or raid the hoard of such a powerful dragon.

Rage of Dragons: During the Dracorage, Protanther agreed to Lareth's plan and submitted to Larendrammagar's *sleep* spell. After sleeping for several weeks, he awakened in the middle of a nightmare in which a giant rift appeared in the southern part of the glacier. From the rift emerged ice demons, strange tentacle-covered planar dragons, and mutated giants. He flew swiftly from his resting place in a zealous rage, ready to mount an all-out war on the creatures. He is currently embroiled in a fight with the creatures, hoping for aid from other good dragons.

Statistics: Use the statistics for the great wyrm gold dragon on page 247 of *Draconomicon*. Replace the *imprisonment* spell with *miracle*.

Saryndalaghlothtor, “Lady Gemcloak”

CN female adult crystal dragon

*Old Snarl did rage,
wreathing Mirabar in flame;
the Axemother returned
to contest his fierce claim.
By axe and by claw
the battle was fought,
until only the Gemcloak
in the skies flew aloft.*

—excerpt from Dwarven drinking song
popular in Mirabar, first appeared
in the Year of Rogue Dragons (1373 DR)

Saryndalaghlothtor is relatively stocky for an adult crystal dragon, with powerful, ruby-hued claws. Her scales are a translucent alabaster and seem to wink in twilight, like a beljuril. Moonlight and starlight cause her scales to luminesce, while full sunlight lends them a dazzling brilliance.

Hoard: Mixed coins and minor pieces of artwork worth 12,124 gp, 16 rubies (2,000 gp each), 9 beljurils (2,000 gp each), various other low-quality gemstones (15,000 gp collectively), *gemstone of moderate fortification*^{DM}, *ring of improved jumping*, *helm of supreme wizardry*.

In addition, Saryndalaghlothtor has the following spells in her spellbook, entitled *Gemcloak's Libram*. 0—*acid splash*, *arcane mark*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *disrupt undead*, *electric jolt*^{MAG}, *flare*, *ghost sound*, *Horizikaul's cough*^{MAG}, *light*, *message*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*; 1st—*alarm*, *animate rope*, *burning hands*, *cause fear*, *charm person*, *color spray*, *comprehend languages*, *detect undead*, *disguise self*, *endure elements*, *erase*, *expeditious retreat*, *forcewave*^{MAG}, *grease*, *hold portal*, *hypnotism*, *Kaupær's skittish nerves*^{MAG}, *know protections*^{MAG}, *mage armor*, *magic missile*, *obscuring mist*, *protection from chaos*, *protection from evil*, *protection from good*, *protection from law*, *Shelgarn's persistent blade*^{MAG}, *shield*, *shocking grasp*, *silent image*, *sleep*, *spirit worm*^{MAG}, *summon monster I*, *true strike*, *unseen servant*, *ventriloquism*. She is thought to have several other spellbooks as well, which contain other rare spells of 1st level and higher that she can employ by means of her *helm of supreme wizardry*.

Lair: Since the Year of the Tankard (1370 DR), Saryndalaghlothtor has laired in the depths of an old goblin mine beneath Bryn Crag, just southwest of Mirabar, just west of the Long Road, and entered by way of a cavern on the east face known as “the Maw.” She shares her home with the House of the Axe, a newly formed dwarf hold founded by Mirabarran dwarves (who take care to keep its existence secret from most folk of Mirabar).

The dwarves dubbed the moody but essentially gentle dragon Lady Gemcloak for her glittering appearance, and later The Axemother, as they came to see her as the “mother” under whose protection they could found a new city or tribe. She is happy to eat flawed and shattered gems and low-grade, leaden metal ores

and rust scraps, and she and the dwarves have come to trust one another, despite the tragedy induced by Sammaster's Rage. Word is spreading among dwarves across the North (and as far south as Waterdeep and Daggerford) of “a new hold” where dwarves of no famous clan or lineage can win a place among fellows in prosperity and ever-growing power. If the swelling ranks of dwarves dwelling all around her bothers Lady Gemcloak, she gives no sign of it.

As is the way of dwarves, the inhabitants of the House of the Axe have named the larger caverns, strategic passageways, and waymoots of the ever-expanding gem mine. The dwarves call the westernmost (and innermost) cavern Home-hold, and it serves as their meeting place and staging/work area. Moving east, one comes to Wyrmslumber, where the Axemother likes to curl up and sleep on a bed of gems; it is the largest of all the caverns, but it has an eastern opening that is a tight squeeze for Saryndalaghlothtor and would halt the passage of any larger dragon. Other areas include Theller's Anvil (though Theller and his anvil are now elsewhere, in smaller caves to the west), Blackrun, Eldock's Rest, and The Maw, where the cave mouth created by overzealous goblin mining looks east out of the shoulder of Bryn Crag.

Breakneck pits—deep, narrow clefts equipped with sharpened stone spurs, covered with old tarpaulins concealed under handfuls of gravel, and held up with rotting saplings—were commonplace work of the goblin Kreeth tribe, and they still stud the heights of the Crag within sight of the city, awaiting the unwary and left undisturbed by the dwarves. In addition, the Stout Folk have added a few pitfalls of their own. Roll-boulder deadfalls, a succession of large rocks that can be rolled off a ledge to plunge down on intruders below, perch on high ledges all around the Maw. Rockfalls, stone slab ceilings on the major passages leading away from the Maw—including the Slither, the main route used by Saryndalaghlothtor—can be winched aside to allow tons of loose rock above them to fall and block the way.

An underground spring feeds pools in the southwesternmost reaches of the mine, and the dwarves are thought to cache many of the best gems to the northwest. The dwarven accommodations are located in smaller outlying tunnels, mainly to the north (where anyone tunneling or skulking in from Mirabar is noticed), and they are always guarded by way-sentries equipped with alarm gongs and warhorns. Sentry posts are equipped with small rockfall devices that the sentries can trigger to bar the passage they guard and prevent invasions.

Tactics: Saryndalaghlothtor relishes physical combat, and her fearlessness has allowed her to defeat several more powerful wyrms, including a red dragon over the skies of Mirabar a few years ago. The Axemother typically pounces on foes whenever possible (whether in the sky or in a tunnel beneath the ground), rending them with her powerful claws.

Known Allies: Saryndalaghlothtor's chief allies are the shield dwarves of the House of the Axe. Although the House dwarves have fewer elders and “old rank” families than established dwarf realms, a few “Dwarves of the Ring” hold absolute authority. Prominent among the more active and warlike are Corthold Flamehand (CG male shield dwarf fighter 10/dwarven defender

6) and his sister Ieilhalla Flamehand (LG female shield dwarf cleric 10 [Berronar]/ paladin 5); strong among the more stay-at-home and artistic are the master forgers Theller (NG male shield dwarf expert 13) and Auldrymbrei (LN female shield dwarf expert 14). They seldom bark commands unless the House is at war, but dwarves who disobey or ignore them are expelled from the House. The Ring has kept iron control over the release of gems, keeping prices high and reducing the chance that some greedy human force or other—the Arcane Brotherhood of Luskan, for example—might learn how rich the House is and decide to seize it for their own. For the same reason, the Ring forbids visitors to penetrate the House beyond the Maw or to take up residence in the mine.

Known Enemies: Lady Gemcloak and her dwarf allies routed the Kreeth tribe following the collapse that exposed the Maw, and many goblins fled their reach, only to regroup in the southern Craggs. Before the Axemother's arrival, the Kreeth goblins had shown little interest in the rare birth of a blue-skinned goblin with an innate gift for psionics, and most were forced by social pressure to live alone on the periphery of Kreeth-held territory. As a result, every living Kreeth blue^{EPH} survived the dragon's rampage, and their relative strength was enough that a Blue Council came to rule the Kreeth from behind the scenes as the tribe reformed. Under the guidance of the Blue Council, the Kreeth are determined to reclaim their rich mines. The goblins have begun tunneling beneath the Craggs to reach the outermost mines now held by the House of the Axe, and skirmishing between the two groups is accelerating.

During Sammaster's Rage, Saryndalaghtothor battled Klauth in the skies above Mirabar. Old Snarl has not forgotten her interference and is carefully contemplating a fitting form of revenge. Lady Gemcloak is well aware of the threat he poses to her dwarf allies and her lair, if not to her directly (due to her ability to flee the Material Plane), prompting her to consider new ways of defending the House of the Axe.

Schemes: Lady Gemcloak, like all her kind, enjoys dining on metallic ores and gems of all sorts, but she indulges in occasional "blood meals" of goblins, wyverns, or other creatures that challenge her. She hunts the skies over Mirabar and down the Mirar Valley and does not hesitate to pursue foes out to sea or over the Eyeremoors. The Mirar is her favorite watering hole, and she often drinks from meltwater pools high in the Craggs or the small lakes that lie in the bogs to the north of the Mirar.

Saryndalaghtothor spends a typical day dozing on her bed of gems chatting with dwarves, who bring her news of doings in Mirabar and the wider Sword Coast North, and who focus on traders passing through her domain in particular. She'll take to the air for a short "wingstretch and sniff the wind" flight (often at twilight or in concealing mists or rain) once every day

or two if she can, and she takes an active interest in the development of the mine and her dwarf "children."

The Axemother cares little about human or dwarf activity in her domain that doesn't actually involve invading her lair with raised weapons and threatening words, but she reacts to any dragon or goblin incursion by bursting from her lair in all-out attack. She loves to pounce, but she isn't as reckless as she seems, and she can seldom be duped into plunging into a waiting trap or a situation where she can be cornered by a prepared and alert foe.

Saryndalaghtothor's greatest ambition is to increase her mastery of the Art, but, curiously, she evinces little interest in doing the work it would take to do so. The Dwarves of the Ring



Illustration by Tomas Gopello

The crystal dragon Saryndalaghtothor comes to the surface in search of her next meal

have urged the Axemother to focus her energies on the Invisible Art, but for now the dragon resists doing so.

In recent months, the Axemother has begun acting as a messenger between the House of the Axe and several clans of azers on the Elemental Plane of Fire. Saryndalaghlothtor has the vague idea that if she can forge an alliance between the two groups, it might be possible to open a *portal* between the two realms, facilitating both trade and mutual defense. The Axemother chuckles at the thought of Old Snarl facing a lair filled with fire-immune azers, but it is unclear if she is moving fast enough to make such an alliance a reality before Klauth's vengeance is at hand.

Knowledge Checks: Locating Saryndalaghlothtor's lair on a map requires a successful DC 20 bardic knowledge or Knowledge (local The North) check. PCs who question a Mirabarran dwarf can learn with a DC 30 Gather Information check about Lady Gemcloak's description, tactics, and enemies, as well as her alliance with the House of the Axe. They can learn about her rumored hoard and schemes with a DC 35 Gather Information check.

Adventure Hooks: As rumors of Saryndalaghlothtor's gem-rich lair spread across the North, many groups have begun conspiring to seize it for themselves. Among those groups is a cabal of Mirabarran mining interests that have learned that early reports of "goblin despoiling and devastation" beneath Bryn Crag were far from truthful. With the secret backing of allies in the Arcane Brotherhood, the Mirabarran cabal begins hiring adventures up and down the Sword Coast to slaughter a "white dragon" who threatens "peaceful Mirabar." Although none have yet come close to succeeding, wave after wave of attacks is beginning to exact a toll.

Rage of Dragons: During Sammaster's Rage, Saryndalaghlothtor retreated to the Elemental Plane of Air, as her kind has always done under the baleful gaze of the King-Killer Star. However, when the great wyrm red dragon Klauth appeared in the skies of Mirabar and unleashed his fury, the Dwarves of the Ring turned to the Axemother for her aid. Saryndalaghlothtor returned to the Material Plane to confront Klauth and, with the aid of Mirabar's defenders, eventually managed to drive him off. However, as Lady Gemcloak returned to her lair to heal, she too succumbed to the madness of the Dracorage. Her sudden attack on those dwarves working outside the Maw shortly after her battle with Old Snarl was both unexpected and devastatingly effective.

In the wake of her rampage, Saryndalaghlothtor fled to the Elemental Plane of Fire, determined to atone for her crimes through a trial by fire. She might have died if not for the intervention of a tribe of azers, who received a vision from the dwarven god Moradin. The Axemother eventually returned to the Crags, where she was surprised to find that the Stout Folk were grateful for her efforts and sacrifice, despite the cost to their own kin. As a result, the dragon's ties to the Stout Folk of the House of the Axe have grown even tighter, and in her heart she now considers them truly her children.

SARYNDALAGHLOTHTOR

CR 13

Female adult crystal dragon^{MM2} wizard 1

CN Huge dragon (air, psionic)

Init +0; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; **Listen** +18, **Spot** +18

Aura frightful presence (180 ft., DC 23)

Languages Auran, Common, Draconic, Dwarven

AC 27, touch 8, flat-footed 27

(-2 size, +19 natural)

hp 237 (21 HD); **DR** 5/magic

Immune cold, paralysis, *sleep*

Resist fire 15; **SR** 21 (or **PR** 21 if using psionics)

Fort +17, **Ref** +12, **Will** +15

Speed 40 ft. (8 squares), burrow 5 ft., fly 150 ft. (poor), swim 40 ft., Flyby Attack

Melee bite +26 (2d8+8) and

2 claws +24 (3d6+4) and

2 wings +24 (1d8+4)

tail slap +24 (2d6+12)

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

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

Atk Options Improved Bull Rush, Power Attack, Rend, Snatch; crush

Special Actions breath weapon (DC 25)

Wizard Spells Prepared (CL 1st):

1st (3/day)—*forcewave*^{Mag} (DC 14), *know protections*^{Mag} (DC 14)

0 (2/day)—*detect magic*, *disrupt undead*, *read magic*

Power Points/Day: 32; **Powers Known** (ML 5th, telepathy primary discipline):

3rd—*crisis of breath* (DC 16), *hostile empathic transfer* (DC 16)

2nd—*body adjustment*, *brain lock* (DC 15), *psionic suggestion* (DC 15), *read thoughts* (DC 15)

1st—*burst*, *detect psionics*, *empathy*, *far hand*, *mindlink* (DC 14)

Spell-Like (or **Psi-Like**, if using psionics) **Abilities** (CL 5th [or ML 5th if using psionics]):

3/day—*charm person* (DC 14) (or *psionic charm* [DC 14], if using psionics)

Abilities Str 27, Dex 10, Con 21, Int 16, Wis 17, Cha 17

SQ planar travel, summon familiar (none at present)

Feats Flyby Attack, Improved Bull Rush, Improved Natural Attack (claw), Large and in Charge^{Dra}, Multiattack, Power Attack, Rend^{Dra}, Scribe Scroll, Snatch

Skills Bluff +11, Concentration +21, Diplomacy +21, Disguise +5 (+7 in character), Escape Artist +16, Gather Information +9, Intimidate +5, Jump +34 (with *ring*), Knowledge (arcana) +18, Knowledge (local The North) +19, Knowledge (psionics) +18, Listen +19, Psicraft +12, Search +18, Spellcraft +12, Spot +19

Possessions *Gemcloak's Libram* (see above), *helm of supreme wizardry*^{*}, *gemstone of moderate fortification*^{Dra}, *ring of improved jumping*

Breath Weapon (Su) 50-ft. cone, once every 1d4 rounds, damage 12d6 brilliant light plus blinded for 1d4 rounds, Reflex DC 25 half and negates blindness

Crush (Ex) Area 15 ft. by 15 ft.; Small or smaller opponents take 2d8+12 points of bludgeoning damage and must succeed on a DC 25 Reflex save or be pinned.

Frightful Presence (Ex) Saryndalaghtothor can inspire terror by charging, attacking, or flying overhead. Creatures within 180 feet of the dragon that have 20 HD or fewer must attempt a DC 23 Will save. Success indicates that the target is immune to Saryndalaghtothor's frightful presence for 24 hours. On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds. Those with 5 or more HD become shaken for 4d6 rounds.

Planar Travel (Su) Saryndalaghtothor has the innate ability to pass instantly between the Material Plane and the Inner Planes.

Snatch (Ex) Against Small or smaller creatures, bite for 2d8+8 per round or claw for 3d6+4 per round.

Taraunramorlamurla, “serenescales”

CG female adult song dragon

Such a one I've not seen before, nor expect her like again. Calm, disinterested in great wealth or vainglory, above all fair and principled. She hardly seems a dragon at all!

Maskalandur Narlur, “Lorelord of Ormpur”
excerpt from *One Sage's Wyrnbook*
published in the Year of the Gauntlet (1369 DR)

Taraunramorlamurla rarely assumes her draconic form, but when she does, she appears as a sleek, outstandingly beautiful (to both human and draconic eyes) song dragon: a more slender and sinuous version of a copper dragon, with strikingly iridescent silver-blue scales.

In human form, Serenescales is a rather plain, heavyset woman who stands about 5-1/2 feet tall. She looks as if she has seen little more than twenty winters, and she has unruly brown hair, pale skin, and a plump face. She usually wears cowed cloaks over rumbled, nondescript robes, and whenever possible avoids being seen in public. She does business from behind walls and screens, and she avoids taverns, walking in the streets by day and shopping for herself.

Her most distinctive features, in either form, are her large, dark (liquid black-hued) eyes and her level, disconcertingly direct (“dark-fire”) gaze. She loves to sing and hear the music and song of others.

Hoard: Taraunramorlamurla has gathered wealth far more slowly than most dragons because, although she occasionally “confiscates” magic items as too dangerous to be held by “unworthy,” “reckless of consequences,” or “basely motivated” humans, she considers coins, gems, and trade-metal to be worthless unless she has earned them. In one respect, this song dragon is more lawful than chaotic: She strikes deals with creatures she dwells among—these days, the folk of Waterdeep—and adheres strictly

to those bargains, in both letter and spirit, to derive her (meager) income.

Mixed coins and minor pieces of artwork: 7,644 gp, 36 silver trade ingots of ancient make (75 gp each), ivory statuette of a dancing faun (70 gp), mithral chalice (800 gp), bejeweled glove (2,000 gp), *stars of Arandur* (five large matched blue diamonds, 1,000 gp each or 7,500 collectively), *lenses of darkness*^{MAG}, *moon bracers*^{MAG} +1, *pipes of sounding*, 5 *potions of cure moderate wounds*, *ring of mind shielding*.

Lair: Since the Year of the Gulagoar (1316 DR), Taraunramorlamurla has dwelt in Waterdeep in human form, fascinated by humankind and vastly entertained by learning all about them. After convincing Maaril to allow her to settle in the city, she initially supported herself as a laundress in various households, slipping out in dragon form to feed, whenever she felt the need, on wild nomadic herds in the Dessarin, treetop foliage in the High Forest, and seabirds on the high flanks of the coastal mountains north of the city.

Desiring more time and freedom to move among a wider variety of folk, Serenescales then took various names, appearances (using *alter self*), and professions all across the city, so as to see life in the Palace, on the docks, in the villas of the nobility and the mansions of the ambitiously wealthy—and taste the full variety of Waterdhavian life.

In the Year of the Weeping Moon (1339 DR), desiring more daily operational freedom, she established herself in an upstairs suite above an empty shop on northside Sammarin's Street in North Ward, posing as the Keeper of Secrets, a safekeeper for valuables and incriminating or hard-to-guard (often stolen) goods, and a moneylender, lending coins with borrowers' incriminating secrets as surety. As Keeper, she gave her identity as Taunamorla Esmurla, a scribe from Amn. But Taunamorla disappeared after associates of hers (other dragons in human form) caused the deaths of several members of the Watch, and a battle erupted in which dragons revealed themselves, the Watchful Order became involved, and the Lords of Waterdeep publicly vowed to find and “drive out hidden dragons in our midst.”

In private, the Lords did nothing, for most of them couldn't see anything they practically *could* do, and the rest knew that the “hidden dragons” were benefiting the city far more than they were endangering it. A few Lords also knew of another position that Taraunramorlamurla was ably fulfilling at the request of the other human-form-assuming “hidden dragons” in the city. She was a guide and central contact for the hidden dragons dwelling in Waterdeep, helping them watch over events, manipulating and sometimes covertly advising the Lords of Waterdeep, and magically attacking forces seeking to overthrow the Lords. Approximately seven of the present Lords (notably Mirt and Duran) know of her, though none of them know her current human “identity.”

Taraunramorlamurla now dwells in North Ward, posing as Oelavarra Draethfurl, the widow of the merchant fleet owner Daeregh Draethfurl (she was posing as Oelavarra's personal maid when Oelavarra died, and magically took the old lady's shape).

Oelavarra Draethfurl is now officially poor, having spread rumors that all those (imaginary) wizards cost her staggering amounts, and she lives alone, in seclusion. Draethgates—her man-

sion on northside Horn Street, in North Ward—is heavily warded with a web of spells that block translocation and scrying magics, prevent ferrous metals (thus, weapons and much armor) from entering, except through small, shifting, invisible openings that Serenescales controls, and audibly (through recurring chimings) detect the presence, movements, and location of living creatures (except Taraunramorlamurla herself).

A secret stair links all four floors of the mansion with its roof and cellar, and Serenescales has caused two rooms to be converted to traps: She can bring down portcullises across their doors and windows to temporarily imprison intruders within them.

By night, Serenescales often slips out of Draethgates to wander the city, acting as a discreet messenger, carrier of valuables, and moneychanger in exchange for small fees. (She will never do this without carrying some means of healing.) She is primarily interested in learning the deeds, gossip, and aims of those she meets, not in gaining income.

Tactics: Taraunramorlamurla is calm, patient, and entirely devoid of arrogance (though she has iron-strong confidence), avoiding battle and concealing her true nature whenever possible. Over the years, she has become good at acting and a shrewd judge of human nature, so as not to provoke those she meets to do anything more than confide in her and see her as harmless. However, she sometimes shows the chaotic side of her nature by “setting things going” among humans, through rumor or through manipulating certain Waterdhavians into thinking their rivals or enemies have done something or are about to do something, so she can watch the fun.)

When expecting trouble, Serenescales will wear or carry as many useful magic items from her hoard as she can, holding nothing back for a “later” that might never come. She prefers to let others among the “hidden dragons” (such as the fang dragon Raumorthadar, who usually poses as a male human wizard) do her fighting for her—and the mere threat of unexpected attacks from half a dozen or more dragons is enough to dissuade most draconic foes. She usually contrives to warn human opponents, by some roundabout means, that she can call on a dozen or more human mages and dragons to champion her in battle.

If faced with superior deadly power, Taraunramorlamurla flees, using her *teleport* spell to reach Raumorthadar or another formidable “hidden dragon” and request his aid—which will almost always be given unhesitatingly.

Known Allies: The more than a dozen hidden dragons who currently dwell in Waterdeep refer to Taraunramorlamurla as the Keeper, and they both respect and obey her, because she still faithfully serves them as a go-between, ambassador to humans, and general source of news. Six hidden dragons have traditionally fought for her in battle and rallied to her aid swiftly and without disputation, and four of them survived the Dracorage: Araemra “Longtalons” (CG female young song dragon); Raumorthadar “Razorfang” (CN male mature adult fang dragon long ago enspelled by a human wizard to unleash an innate arcane spellcasting ability; he is able to cast spells just as human mages do, and is now a wizard 17); Skeldaer “Shimmerscales” (LG male juvenile silver dragon); and Ohmrathedar “the Thoughtful” (LG male ancient bronze dragon).

Known Enemies: Taraunramorlamurla’s longtime foe is the great wyrm red dragon Klauth (*FRCS* 167), who scribes often to reveal to him what he’s certain she possesses: some means of “turning off” the city wards to permit him to enter, depart, and fly over the city at will. He plots to have her slain once he has found her secret, and Klauth believes that if he exterminates Serenescales, the hidden dragons of Waterdeep will very soon be independent, squabbling individuals he can easily slay, one by one, and establish dominion over the City of Splendors.

Taraunramorlamurla is well aware of Old Snarl’s scrutiny—and so is the mage Maaril, who foils many of Klauth’s attempts to vex Serenescales by means of agents, because he sees her as vital in maintaining his control of the dragons of the city. Taraunramorlamurla knows that Maaril could, if he desired, be far more immediately dangerous to her than Klauth, but she’s confident the human mage only knows of her, five other song dragons, and perhaps the steel dragon Jalanvaloss, not the other seven dragons of various kinds hiding in the city who have been there since before Maaril acquired the *dragonstaff of Abghairon*^{CS}. All the hidden dragons have made a pact to act together against Maaril, if such drastic action ever becomes necessary. Raumorthadar is even contemplating studying *Abghairon’s dragonward*^R, with the aim of learning how to control, alter, or if need be destroy it. Serenescales is aware of this, but privately doubts he’ll make much progress, and so has never spoken against his trying.

Schemes: Taraunramorlamurla is personally unambitious, seeking only to enjoy the ongoing entertainment of watching life in Waterdeep unfold around her, with but one exception: she is seeking a consort. She is both lonely and growing restless to mate. Raumorthadar is a good friend, but she knows, given their natures, they can never be happy as a couple. On several occasions she has contemplated a trip to the Moonshaes to hunt for a mate, but is reluctant to depart Waterdeep, or reveal her interest to wider Faerûn until she has found a way to scry potential consorts for some time and decide on likely candidates.

In her daily dealings, Serenescales tries to keep bargains she personally makes, but she doesn’t necessarily obey or value human laws. If she encounter humans she isn’t interested in working for, she is not above misrepresenting herself or manipulating them into wild goose chases.

Knowledge Checks: To discern that Serenescales might be something other than human requires a character to have successfully noticed that there’s something odd about her. Doing so requires a successful Spot check (opposed by her Disguise check). Then the PC must make a successful Sense Motive check (opposed by her Bluff check) to guess that Taraunramorlamurla is not a normal human. Learning something of her true draconic nature requires a successful DC 25 bardic knowledge check or DC 30 Knowledge (local Waterdeep) check. PCs are most likely to first turn up the information that the woman they’ve met never seems to age much, and that several women who all look more or less alike have been around Waterdeep for decades. PCs who question a sage (particularly Maskalandur Narlur, the sage who styles himself “Lorelord of Ormpur”) can learn something of Taraunramorlamurla’s Waterdhavian history and character with a successful DC 30 Gather Information check (DC 20 if consulting Narlur).

Adventure Hooks: As a demure, discreet, trusted messenger or bearer of items (contracts, tokens, samples, evidence), Taraunramorlamurla can often be encountered at work in Waterdeep, usually after dark. Her acting abilities, love of manipulation, and genuine interest in the lives of humans she meets often leads to her taking an interest in PCs, and perhaps literally leading them into adventures, or pointing them to adventures (or confrontations with others) by the false rumors or correct information she whispers to them. Serenescales is also seeking suitable adventurers she can hire to visit the Moonshae's and bring word back to her of lone male song dragons (a difficult task, since the human forms of song dragons are invariably female).

Taraunramorlamurla is always alert for adventurers seeking to find (and slay?) dragons in Waterdeep, and she is aware that Klauth or others might have hired human agents to track down her or the other hidden dragons. If she suspects PCs of having such aims, she begins an elaborate watch over them, seeking to learn all she can of who hired, coerced, or is backing them, before proceeding with violence (calling in her allies).

Age of Dragons: As Sammaster's Rage swept over the City of Splendors, Taraunramorlamurla and several of her fellow "hidden" found themselves outside Waterdeep on various seemingly unrelated expeditions. Serenescales succumbed to the Dracorage while en route to Silverymoon, to deliver some valuables to their new owner (a Waterdhavian heir to a long-hidden fortune). Taraunramorlamurla might have spent her life assaulting settlements across the Silver Marches, if not for the prompt aid of Alustriel, who whisked her back to the City of Splendors and the relative safety of its *King-Killer shield*.

In the days that followed, Serenescales worked secretly with Alustriel and Laeral to track down her fellow "hidden" and bring them back to the City of Splendors. They were too late in at least three cases (where the wyrms in question had died due to their actions while in the throes of madness), but the trio managed to keep the others alive and relatively sane. Only Taraunramorlamurla knows the debt the "hidden" owe to Alustriel and Laeral; the other dragons are too proud to swallow such an explanation, and thus they willingly believe that Serenescales controls hidden magic of sufficient power on her own. Taraunramorlamurla has also not revealed to her fellow "hidden" that the Cult of the Dragon had manipulated each one individually so that many of them were taking sojourns outside Waterdeep as the Dracorage engulfed Faerûn. Serenescales suspects there is a traitor among the ranks of the "hidden" who has betrayed their identities to the Dragon Cult.

TARAUNRAMORLAMURLA

CR 14

Female adult song dragon^{Min}

CG Large dragon (air)

Init +4; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; Listen +30, Spot +30; *true seeing* 15 ft.

Aura frightful presence (180 ft., DC 26)

Languages Celestial, Chondathan, Common, Draconic, Elven, Illuskan; *tongues* (continuous)

AC 28, touch 9, flat-footed 28
(-1 size, +19 natural)

hp 190 (20 HD); **DR** 5/magic

Immune electricity, paralysis, poison, *sleep*

SR 23

Fort +15, **Ref** +12, **Will** +17

Speed 40 ft. (8 squares), fly 150 ft. (average), Flyby Attack

Melee bite +23 (2d6+4) and

2 claws +21 (1d8+2) and

2 wings +21 (1d6+2) and

tail slap +21 (1d8+6)

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

Base Atk +20; **Grp** +28

Atk Options Power Attack

Special Actions breath weapon

Sorcerer Spells Known (CL 5th):

2nd (6/day)—*alter self*, *detect thoughts* (DC 18)

1st (8/day)—*alarm*, *color spray* (DC 17), *obscuring mist*, *true strike*

0 (6/day)—*detect magic*, *mage hand*, *message*, *open/close*, *prestidigitation*, *read magic*

Spell-Like Abilities (CL 5th):

1/hour—*darkness*, *light*

2/day—*blink*, *feather fall*

1/day—*teleport* (DC 21)

Abilities Str 19, Dex 10, Con 17, Int 20, Wis 21, Cha 22

SQ alternate form, frightful presence

Feats Alertness, Blind-Fight, Flyby Attack, Improved Initiative, Multiattack, Power Attack, Versatile Performer^{CAI} (stringed instruments, wind instruments)

Skills Bluff +29, Concentration +13, Diplomacy +33, Disguise +16 (+18 in character), Gather Information +31, Intimidate +8, Knowledge (arcana) +18, Knowledge (local Waterdeep) +28, Listen +30, Perform (singing) +29, Perform (stringed instruments) +29, Perform (wind instruments) +29, Search +28, Sense Motive +28, Spellcraft +20, Spot +30

Possessions *ring of mind shielding*

Alternate Form (Su) Taraunramorlamurla can assume a unique humanoid form—that of a Medium female human—as a standard action three times per day. This ability functions as a *polymorph* spell (CL 5th) cast on herself, except that Taraunramorlamurla does not regain hit points for changing form and can only assume the form of a specific female human. Taraunramorlamurla can remain in her human form until she chooses to return to her natural form.

Breath Weapon (Su) 40-ft. cone, once every 1d4 rounds, damage 12d6 electricity (charged gas), Reflex DC 23 half.

Frightful Presence (Ex) Taraunramorlamurla can inspire terror by charging, attacking, or flying overhead. Creatures within 180 feet of the dragon that have 19 HD or fewer must attempt a DC 26 Will save. Success indicates that the target is immune to Taraunramorlamurla's frightful presence for 24 hours. On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds. Those with 5 or more HD become shaken for 4d6 rounds.

Tchazzar, chosen of tiamat

CE male fiendish great wyrm red dragon

The Father of Chessenta has been brought back to life by the Dragon Queen and returned to the land. It is only a matter of time before all of Chessenta, Threskel, and Unther acknowledges the rule of the new Sceptenar of Cimbar.

Despite his many years, Tchazzar has the vigor of a powerful male red dragon in the prime of life. Unlike a typical great wyrm red dragon, his scales are the bright, glossy scarlet of a wyrmling, except along his wings where they are the color of obsidian. Tchazzar's eyes are pitch black orbs, and his horns are jet black with sharp, serrated edges.

Hoard: Tchazzar has claimed Cimbar's palace treasury as his hoard. Mixed coins worth 109,948 gp, *blood of Tchazzar* (set of 12 matched red tears, 1,000 gp each or 20,000 collectively), *moonstones of Nanna-Sin* (17 sacred moonstones, 50 gp each or 1,500 gp collectively), *speaking stones of the Broken Pyramid* (32 pieces of tomb jade found on the tongues of the Untheri sorcerers interred within, 1,000 gp each), *tears of Talona* (set of 3 matched king's tears, each depicting a lost priest-lich of Talona, 5,000 gp each or 25,000 gp collectively), 12 foot-tall gold statuettes depicting the god-kings of Unther during the Battle of the Gods (1,200 gp each), 8 bejeweled dragon eggs (1,500 gp each), 4 mithral chalices (800 gp each), 6 royal gowns adorned with tremairs (a pink variety of tremolite) (1,000 gp each), *armor of Horus* (+4 electricity resistance fire resistance scale mail), *billet of Ultham* (lesser rod of quickened metamagic), *Chaathuulandroth's bulwark* (+3 improved acid resistance dragonhide heavy shield), *elixir of Horus-Re*^{Mag}, *eye*

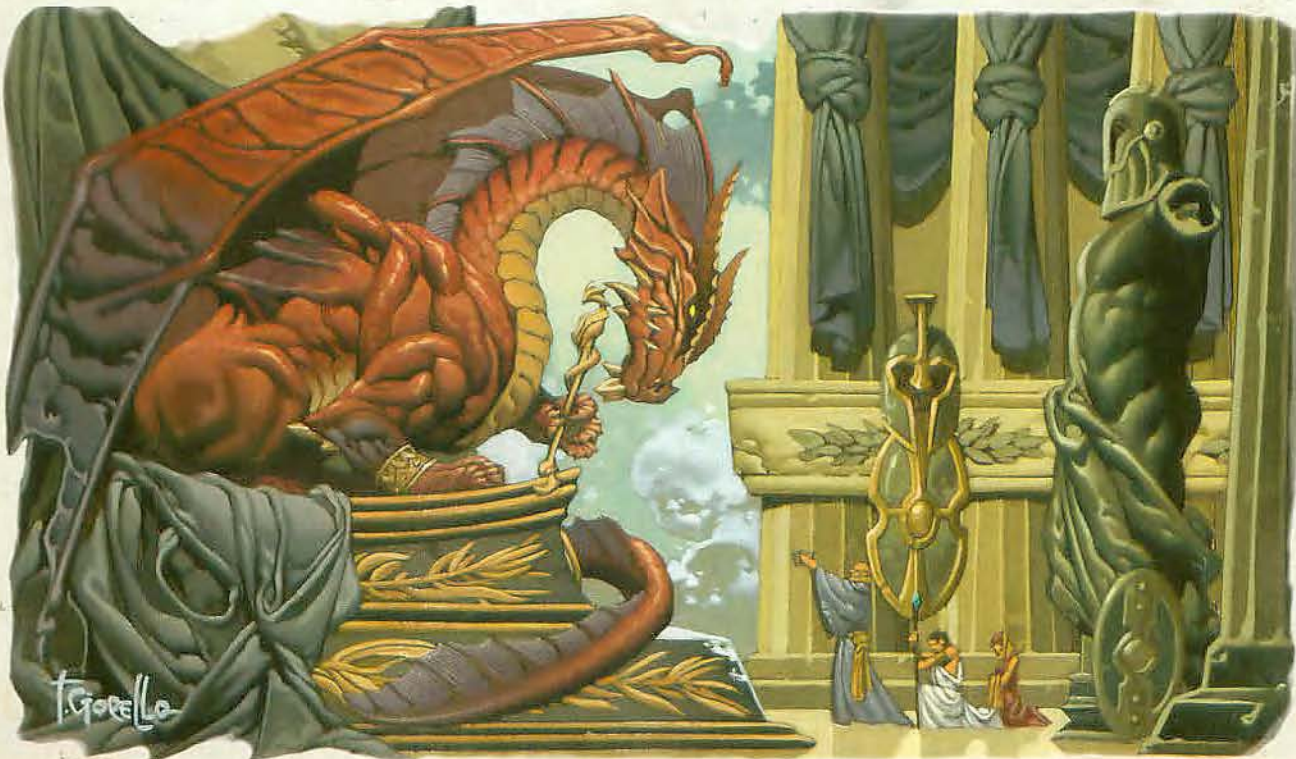
of the Sceptenar (crystal ball with see invisibility), *hammer of Ramman* (+2 shocking burst thundering warhammer), *lantern of revealing*, *phoenix helm*^{Mag}, 25 +1 radiant holding^{Mag} arrows, *robe of stars*, *robe of the Dragon Queen* (lesser vestments of power^{Mag}), *rod of fury* +3^{Mag}, *rod of splendor*, *scarab of protection*, *scarab of scintillating auras*^{Mag}, *scepter of Cimbar*^{SK}, *scroll of foresight*, *scroll of time stop*, *scroll of wish*, *serpent ring*^{SK}, *silver ankh of Ra*^{LE}, *staff of stunning* (+3 knockback quarterstaff^{Mag}), *Tchazzar's claw-ring* (ring of greater electricity resistance), *wand of restoration* (25 charges).

Lair: As the newly crowned Sceptenar of Cimbar, Tchazzar has reclaimed the Great Palace of Cimbar as his lair. The alabaster citadel sits atop a low hill in Old Cimbar in the shadow of the now-abandoned Great Temple of Gilgeam. Tchazzar had the Great Palace built to his specifications when he last ruled Chessenta, and its sprawling galleries easily accommodate the great wyrm's tremendous bulk.

Tactics: Convinced of his innate superiority over all living things, Tchazzar has no fear, but he sees physical conflict as beneath his godlike self. The Sceptenar of Cimbar surrounds himself with powerful minions he can dispatch to destroy any threat. On the rare occasions when he is physically threatened, Tchazzar's rage is unmatched, for he feels that his foes are undermining his hard-earned divine status. Such fights bring out his basest nature, and he wades into melee, using his physical weapons and breath weapon without thought of the cost to allies.

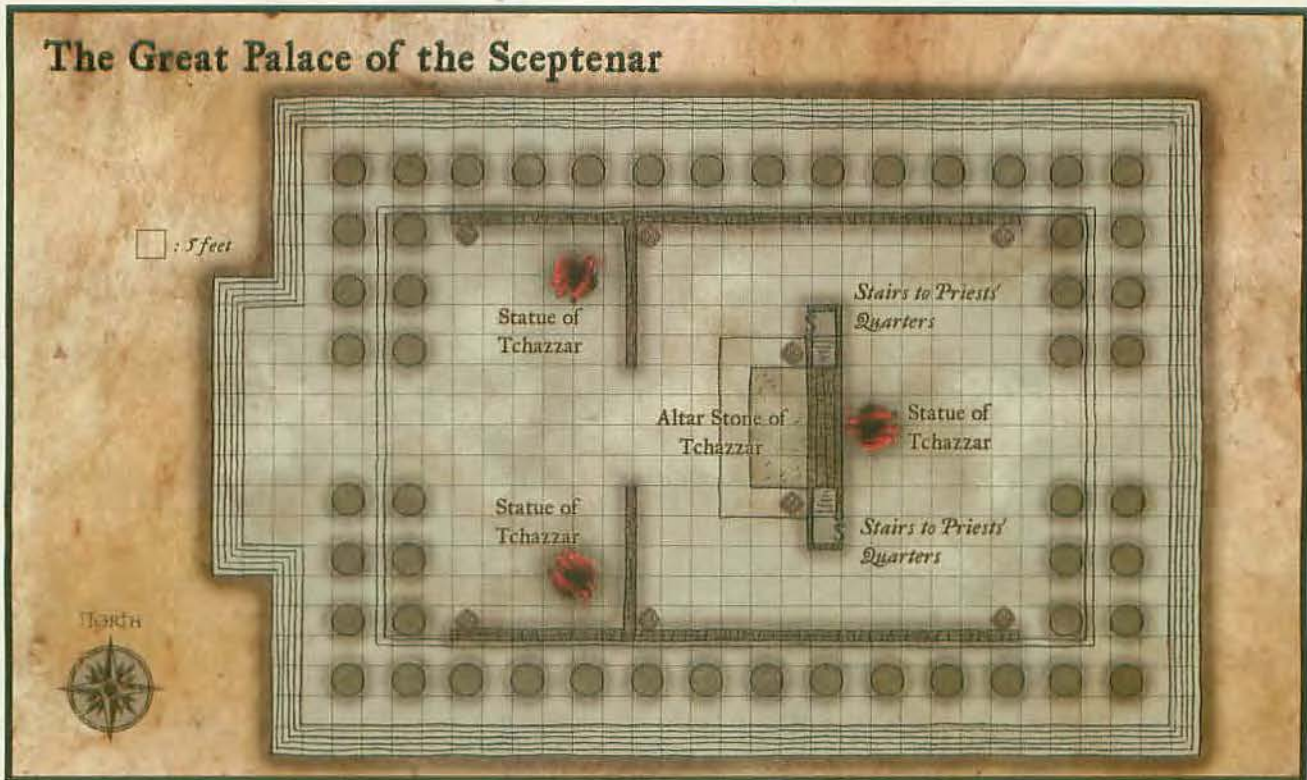
Known Allies: Although he serves as Tiamat's champion in Faerûn, Tchazzar keeps the Dragon Queen's church at arm's length, for he is not interested in calling attention to the fact that he operates at Tiamat's whim.

Illustration by Tomas Giorello



Tchazzar, the new Sceptenar of Cimbar

The Great Palace of the Sceptenar



Tchazzar's closest allies are Gestanius of the Dragonsword Mountains (LE female fiendish great wyrm blue dragon) and Skuthosiin "the Venomous" of the Methwood (LE male fiendish old green dragon cleric 1/unholy ravager of Tiamat^{dra} 6 [Tiamat]). Tchazzar consumed the other two members of Tiamat's Trinity during the Time of Troubles to complete the rebirthing of Tiamat. Like Tchazzar, Gestanius and Skuthosiin were restored to life and returned to the land by the Dragon Queen reborn in fiendish form.

Known Enemies: As the Dragon Queen's Chosen (which is currently nothing more than a title), Tchazzar is Tiamat's champion in Faerûn, unleashing his fearsome wrath on whoever draws her ire. In the short term, Tchazzar's enemies include the cities of Airspur, Luthcheq, Mordulkin, and Soorenar. In the longer term, Tchazzar aims to smash any Dragon Cult cell that refuses to acknowledge Tiamat's rule. Tchazzar also seeks the destruction of his ancient rival, Alasklerbanbastos, despite the latter's recent alliance with the Church of Tiamat in Unther, and he views any dragon who serves the Great Bone Wyrms as a heretic.

Schemes: Now that his rule of Cimbar is secure, the son of Rauthstokh "Redbones" plots to rebuild his kingdom, claiming all the lands of Chessenta, Threskel and Unther. First, Tiamat's Chosen intends to bring one Chessentan city after another under his banner through threats and secret negotiations. Aside from the mad leaders of House Karanok in Luthcheq, the leaders of the other major Chessentan cities have already begun quietly negotiating their admittance into Tchazzar's burgeoning empire.

Once all of Chessenta but Luthcheq is in his grasp, the Father of Chessenta intends to overrun not just the City of

Madness, but the plains of Threskel as well, all in the name of the Dragon Queen. He knows this will be too great a provocation for his ancient rival, Alasklerbanbastos, to ignore and that the Great Bone Wyrms will be forced to muster his army of undead dragons in defense. By opposing Tchazzar's march into Threskel, Alasklerbanbastos should anger the Dragon Queen and shatter the tentative alliance the Great Bone Wyrms' Dragon Cult cell has forged with the followers of Tiamat in Free Unther.

As if that were not enough, Tchazzar is already planning for the day he turns his armies against the crusaders of Mulhorand. When Tchazzar's army sweeps in from the west, Gestanius will unleash her forces from the east, cutting off Mulhorand's supply lines. Meanwhile Skuthosiin's army will march down the coast, blocking any Mulhorandi attempt to reestablish their supply lines by sea.

Knowledge Checks: As Sceptenar of Cimbar and one of the first dragon kings to rule a wide swath of Faerûn in many a year, Tchazzar is quickly becoming famous across Faerûn. Locating Tchazzar's lair requires a successful DC 10 bardic knowledge, Knowledge (geography), or Knowledge (local Old Empires) check.

PCs who question one or more Chessentans can learn about Tchazzar's description, lair, tactics, known allies, and known enemies with a successful DC 15 Gather Information check. They can learn about his rumored hoard and schemes with a DC 25 Gather Information check.

Adventure Hooks: PCs in the employ of one or more of Chessenta's many factions might find themselves approached by an agent of Tchazzar. In exchange for certain favors, he would

want them to advocate a peaceful reunification of Chessenta's ever-warring city-states. However, the PCs' employers might be adamantly opposed to an alliance with Tchazzar.

As Tchazzar's drive to reunify the country proceeds, rumors will begin to spread that his next target is Threskel. The PCs might be approached by an agent of House Jedea of Mordulkin, who asks them to uncover what Tchazzar's plans are for their city. (They fear Tchazzar will transform it into a military camp, whether they fight him or simply surrender and install one of his generals as ruler.) Unbeknownst to the PCs, their contact is secretly in the employ of Alasklerbanbastos, and their reports are being sent to the Great Bone Wyrm.

Rage of Dragons: Tchazzar returned to Toril in the last days of the Rage of Dragons, materializing above the Bay of Chessenta in the midst of a naval battle between the cities of Cimbar and Soorenar. After wreaking havoc on both fleets in an orgy of destruction, the Father of Chessenta seemed to regain a measure of his self-control. After destroying or driving out nearly every dracolich and dragon that Alasklerbanbastos had sent into Chessenta, Tchazzar then flew off toward Cimbar. After a brief battle with Cimbar's overmatched defenders, he quickly installed himself in the Palace of the Sceptenar and set about solidifying his rule by slaughtering all remaining opposition within the city.

TCHAZZAR

CR 40

Male fiendish great wyrm red dragon, dragon ascendant^{Dra} 12
CE Colossal dragon (fire, extraplanar)

Init +4; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; **Listen** +63, **Spot** +63

Aura awesome aura (360 ft., DC 44)

Languages Abyssal, Aragrakh, Draconic, Infernal

AC 50, touch 11, flat-footed 50
—8 size, +39 natural, +9 deflection)

hp 1,144 (52 HD); fast healing 3; **DR** 25/epic

Immune ability damage, ability drain, energy drain, fire, mind-affecting spells and abilities, transmutations (polymorph, petrification, form-altering attacks)

SR 33

Fort +41, **Ref** +32, **Will** +41

Weakness vulnerability to cold

Speed 70 ft. (14 squares), fly 270 ft. (clumsy), swim 70 ft., Flyby Attack, Hover, Wingover

Melee bite +63 (4d8+18) and
2 claws each +61 (4d6+9) and
2 wings each +61 (2d8+9) and
tail slap +61 (4d6+27)

Space 30 ft.; **Reach** 20 ft. (30 ft. with bite)

Base Atk +53; **Grp** +87

Atk Options crush, smite good (1/day, +20 damage), tail sweep, Awesome Blow, Cleave, Improved Bull Rush, Large and in Charge^{Dra}, Power Attack, Snatch, Tempest Breath^{Dra}

Special Actions breath weapon

Combat Gear *crownring of Tchazzar**, *Orb of Dragonkind* (red dragon)

Sorcerer Spells Known (CL 19th):

9th (5/day)—*deafening breath*^{Dra}, *meteor swarm* (DC 28)

8th (7/day)—*breath weapon admixture*^{Dra}, *demand* (DC 27), *enervating breath*^{Dra}

7th (7/day)—*greater arcane sight*, *greater stunning breath*^{Dra}, *project image* (DC 26)

6th (7/day)—*antimagic field*, *legend lore*, *true seeing* (DC 25)

5th (8/day)—*burning blood*^{Dra}, *ethereal breath*^{Dra}, *greater wings of air*^{Dra}, *superior magic fang*^{Dra}

4th (8/day)—*dispelling breath*^{Dra}, *fire shield*, *rebuking breath*^{Dra}, *wingbind*^{Dra} (DC 23)

3rd (8/day)—*blinding breath*^{Dra}, *fireball* (DC 22), *nondetection*, *tongues* (DC 22)

2nd (8/day)—*bull's strength*, *cat's grace*, *eagle's splendor*, *fox's cunning*, *razorfangs*^{Dra}

1st (9/day)—*alarm*, *expeditions retreat*, *feather fall*, *true strike*, *unseen servant*

0 (6/day)—*arcane mark*, *detect magic*, *detect poison*, *light*, *mage hand*, *mending*, *open/close*, *prestidigitation*, *read magic*

Spell-Like Abilities (CL 19th):

12/day—*locate object*

3/day—*suggestion* (DC 21)

1/day—*discern location*, *find the path*

Abilities Str 46, Dex 10, Con 31, Int 26, Wis 27, Cha 28

SQ alternate form, immortal

Feats Awesome Blow, Cleave, Draconic Knowledge^{Dra}, Fast Healing^{Dra}, Flyby Attack, Great Fortitude, Hover, Improved Bull Rush, Improved Initiative, Improved Speed^{Dra}, Iron Will, Large and in Charge^{Dra}, Lightning Reflexes, Multiattack, Power Attack, Snatch, Tempest Breath^{Dra}, Wingover

Skills Appraise +63, Bluff +64, Concentration +65, Diplomacy +68, Disguise +9 (+11 in character), Escape Artist +55, Intimidate +66, Jump +73, Knowledge (arcana) +63, Knowledge (history) +32, Knowledge (the planes) +33, Listen +63, Search +63, Sense Motive +63, Spot +63, Survival +8 (+10 on other planes)

Possessions combat gear plus *amulet of supremacy*^{Dra}

Awesome Aura (Ex) Tchazzar can inspire terror in creatures that view him. Those within 360 feet of the dragon that have 40 HD or fewer must attempt a DC 44 Will save. Success indicates that the target is immune to Tchazzar's awesome aura for 24 hours. On a failure, a creature is shaken or dazed (dragon's choice) for 4d6 rounds. If Tchazzar attacks or charges, shaken creatures must succeed on a second DC 44 Will save or become frightened for 4d6 rounds. All allies within the radius receive a +4 morale bonus on attack rolls, saves, and checks, and foes that fail their saves take a -4 morale penalty on attack rolls, saves, and checks. Allies can be excluded (dragon's choice) from the effect of the aura.

Breath Weapon (Su) 60-ft. cone, once every 1d4 rounds, damage 24d10 fire, Reflex DC 40 half.

Code of Conduct Tchazzar loses his awesome aura (and does not regain his frightful presence) if he ever willingly commits an action opposed to his chaotic evil alignment.

Crush (Ex) Area 30 ft. by 30 ft.; Large or smaller opponents take 4d8+27 points of bludgeoning damage and must succeed on a DC 40 Reflex save or be pinned.

Immortal (Su) Tchazzar is a quasi-deity and can no longer die from natural causes. He does not need to eat, sleep, or breathe. He can still be slain in physical or magical combat, and is still subject to death from massive damage.

Snatch (Ex) Against Large or smaller creatures, bite for 4d8+18 per round or claw for 4d6+9 per round.

Tail Sweep (Ex) Half-circle 40 ft. in diameter; Medium or smaller opponents take 2d8+27 points of bludgeoning damage (Reflex DC 40 half).

Tostyn Alaerthmaugh, “the silver flame”

CG male young adult mercury dragon

“In the wake of the Silver Flame . . .”

popular saying in Waterdeep
used to imply a curious, unexpected change of plans

Tostyn is typical in appearance for his species, with a thin, sinuous body and slender, whiplike tail. His bright scales have achieved the mirrored countenance of a much older mercury dragon, marred only by a long, barely visible scar along his left rear haunch, received during the most recent Dracorage in his battle with Chloracidara’s brood.

Hoard: The Silver Flame’s treasure consists of a pile of shiny rocks (metallic ores, largely copper, destined for future meals) and a much larger pile of items Tostyn deemed junk when he rearranged the lair to meet his needs—mainly broken furniture and rotting scraps of fabric, but some vases, stools, and the like possess minor (sometimes even powerful) magic. Their soft glows give the room an eerie appearance and enough light for any intruders to see what floats above the treasure: a gigantic brain trailing ten tentacles beneath it, its parrotlike beak opening and shutting soundlessly from time to time. This is a dead grell preserved, held aloft, and animated by magic already in place when Tostyn first entered the underlake mansion. It has no powers or sentience, is not undead, and reacts to intruders only by turning to face them and working its beak. The Silver Flame considered it trash and brought it here from elsewhere in the mansion; the purpose for which it was enspelled is unknown.

Tostyn’s trophy room contains failed magic automatons, mainly various sorts of golems. Some of the devices include grinding gears from a horse-powered mill, a siege tower, the broken remnants of a gigantic—over 300 feet across, when whole—orrery depicting the movements of known celestial bodies in Realmspace, the steering vanes of a crashed *Halruaan skyship*, vessels (ships, wagons, and aerial craft the dragon has pounced on and captured), and other oddities.

His collection also contains a levitating, upright, massively armored metal “lich’s coffin” from Tashluta that Tostyn has never been able to open (see page 96 of *Serpent Kingdoms*), and the complete, intact skeleton of a green dragon encased in clear, thick, articulated glass akin to the armor worn by warriors

of Nimbral. He also stores a mummified beholder still on the human-sized throne Tostyn found it slumped on, with all sorts of curious-looking wands, rods, and hoses clipped to a frame that encircles the grand seat. A magic net holds together a drifting, chiming collection of glass spheres, each one holding a different body part of a slain, bloodless male human in robes, with one of his severed hands still clutching a wand and his torso clad in robes worked with winking stars.

Also in Tostyn’s lair is a rather tattered “dragon disguise” designed to be strapped onto a giant or titan, who could then operate the false wire-and-silk dragon-wings, claws, and tail by means of long rods (like a marionette).

Another curiosity is a 10-foot-diameter stone pedestal with four arches reaching up from its sides to hold above it a small, round stone slab. Three clusters of controls, each consisting of raised stone studs made to fit the four spread fingers of a human hand, run down one edge of the pedestal. Tostyn brought it here from a shattered, abandoned wizard’s tower somewhere in the Spine of the World mountains because of his interest in a faded note that lies on the main slab, weighted down with a rock. The note reads in Common: “Ringforge; Netherese? Crafts spell-storing rings in upper tray when a proper creature is drained of life on main slab. Plain rings of any metal work, but instructions lost. Creature possibly draconic or undead.” Tostyn has never attempted to find the lost instructions or experiment with the controls; he simply wanted such a device hidden away in his keeping, not out where some overly clever wizard might decide to experiment with its powers on a certain mercury dragon.

Tostyn’s only known treasures of a practical purpose include *Chassabra’s pendant*, the amulet that controls his lair, and a *ring of the ram*.

Lair: The Silver Flame lairs in the Everlake, at the heart of the Evermoors, but spends little time at home. Tostyn made his lair where he discovered a “hole” in the waters at the lake: a magical shaft of air in the water, offering an entrance to a mansion beneath the muddy lake bottom.

This nameless abode was probably once the home of a powerful wizard (it was bristling with magical wards and defenses, most of which Tostyn has left unaltered), but it was long abandoned when the Silver Flame discovered it. He found a “control amulet” that allowed him to command the powers of the mansion, tore apart some of its interior walls to give himself room to move about in comfort, and made himself at home. Today that amulet is hidden somewhere in the lair, and its location is known only to the dragon.

Tostyn tries never to enter the shaft of air when creatures are nearby to see him. He usually flies over the Everlake looking for humans or other beings on the shores of the lake before plunging into his lair. Flocks of birds flying across the lake often unintentionally find the lair; from time to time the air column’s depths come to life and suck fresh air down the shaft, swirl it around, and drive out stale air, which then comes shooting up the shaft. Small flying creatures could well find themselves making an unexpected journey either down or up the airshaft. At least one adventurer employing a *fly* spell discovered the lair in this way, but fled from its depths without investigating beneath the lake bottom.

The shaft enters the lake bottom, descends 80 feet, and then curves to rise up again some 20 feet, emerging into a large entry chamber. Six guardgoyles^{CS} await here; they attack any intruding creature who isn't Tostyn or accompanied by him, pursuing as far as the "safe passage" described below. They know the nature and precise location of traps beyond their chamber and avoid them at the last instant, giving no sign of breaking off pursuit or proceeding tentatively until they reach real danger.

Four 60-foot-high archways in the walls of the entry chamber open into high and wide passages that run straight into the rock, fanning out like the fingers of a human hand for several hundred yards before beginning a succession of bends, right angles, and archways. Three are "false" passages that wind through a succession of mechanical traps (blades that snap out of walls, falling stone blocks attached to chains that immediately draw the blocks back up into their ceiling sockets, and so on).

The fourth route is the only safe one, and it leads to a passage lined with magic stone statues that move in reaction to the presence of intruders. They raise their arms menacingly, always turning to face creatures moving along the passage. The statues are designed to frighten intruders into turning back, but they cause no harm even if touched or attacked. Many are broken and have been strapped together with metal bands or propped up on stone blocks; they are ancient relics salvaged from a Netherese ruin.

Between each pair of statues, a door is set into the wall. All the doors are 40-foot-high ovals with barbed points protruding from their centers, like giant spike-bossed shields. Almost all the doors are false; only one can be made to open, swinging on counterweights so that even a lone halfling can operate it. The bosses on all the fake doors are really wards, and they fire at any intruding creature that moves two doors beyond the real one, unleashing cold, electricity, or *bold* effects as long as any living creature remains beyond the real door.

The passage behind the real door forks; one branch leads to a chamber heaped with Tostyn's treasure, and the other rises to a sleeping area. The sleeping chamber almost reaches the surface; if his lair were ever flooded, Tostyn could claw his way through the ceiling to freedom, destroying a small, bare rocky islet in the process. The waters of the Everlake would then pour into the lair through this new route. The only feature of this sleeping chamber is a huge mound of earth covered with soft, lush mosses collected and planted by the dragon.

A few unfinished chambers open from the passage that climbs to the sleeping area. These rooms have been left unfinished, ending where digging for future expansion abruptly halted. Tostyn uses these to house his slowly growing collection of trophies. The Silver Flame doesn't bother to bar or conceal the doorless arches of these rooms, and enough of their contents are still magically animated to give the appearance of ongoing life and activity.

Tactics: Tostyn is curious, proud, and reckless, and he often charges into encounters with larger dragons, archmages engaged in spell-battle, and similar perils. He flies into and out of rages quickly, holding no grudges and considering no one a lasting foe. His every attitude, belief, like, and dislike changes as often as the

northern winds. The only constant about the Silver Flame is his unpredictability.

Known Allies: Tostyn's ebullient, mercurial personality has won him many quick friendships but few lasting alliances. His most steadfast friend is Laeralyn (CG female advanced 4 HD pseudodragon sorcerer 2), whom he rescued from the grips of Cheleen (CE female mature adult black dragon) high above the High Moor.

Known Enemies: Until recently, Tostyn's only "enemies" were Waterdhavian nobles irate at his penchant for crashing parties at their country estates. However, unbeknownst to the Silver Flame, Chloracridara (LE female old green dragon) of the ruined city of Mhilamniir in the High Forest is now actively hunting the elusive mercury dragon, seeking revenge for his killing of one of her children and wounding of another.

Schemes: More than any other known dragon, Tostyn cares nothing for the future; plans and food stores and building up treasure hoards don't concern him. He spends his days plunging into a succession of fresh delights, helping adventurers tear apart a ruin here, chasing some raiding wyverns there, pouncing on a pirate ship over here, then dodging among the storm clouds. The Silver Flame hates only those he has seen use poison or magical deception to bring misfortune to others, those who exhibit viciousness or cruelty, and those who greet him with treachery.

Knowledge Checks: Placing Tostyn's lair in the vicinity of the Everlake requires a successful DC 25 bardic knowledge or Knowledge (local Silver Marches) check. Locating the shaft requires a DC 35 Knowledge (nature) check or 1 hour of patient observation and exploration on the lake. PCs who question a Waterdhavian noble can learn about the Silver Flame's description, tactics, and actions with a successful DC 20 Gather Information check.

Adventure Hooks: Those Who Harp view Tostyn as a kindred spirit, whose antics (often at the expense of haughty nobles and pompous merchants) never fail to amuse. In recent weeks, scattered reports gathered by the Harpers have suggested that another wurm is hunting a mercury dragon that has a scar like Tostyn's. Berdusk Hall might enlist the PCs to protect Tostyn, which would be complicated by the Silver Flame's unwillingness to restrict his exuberant activities that border on the madcap.

Age of Dragons: Tostyn attempted to avoid the effects of the most recent Dracorage by slumbering in his lair, but either curiosity or a tinge of madness got the best of him, and he emerged from the Everlake near the end of Sammaster's Rage to explore. Three days later, while flying just above the treetops of the High Forest, Tostyn found himself under attack by a pair of very young green dragons in the grip of madness. The Silver Flame killed one of the wyrms and drove off the other, but not before he had received a grievous wound, forcing him to return to his lair until the Dracorage had ebbed and his flank had healed.

CR 8

Wyrms of the North

TOSTYN ALAERTHMAUGH

Male young adult mercury* dragon

CG Medium dragon (Fire)

Init +3; Senses blindsense 60 ft., darkvision 120 ft., keen senses; Listen +20, Spot +20

Aura frightful presence (150 ft., DC 19)

Languages Common, Draconic, Ignan

AC 29, touch 12, flat-footed 26
(-1 size, +17 natural, +3 Dex)

hp 142 (15 HD); DR 5/magic

Immune fire, paralysis, sleep

SR 18

Fort +12, Ref +12, Will +11

Weakness vulnerability to cold

Speed 60 ft. (12 squares), fly 250 ft. (good); Adroit Flyby
Attack^{Dr}, Flyby Attack, Power Climb^{Dr}, Wingover

Melee bite +19 (1d8+4) and

2 claws +17 (1d6+2) and

2 wings +17 (1d4+2)

Base Atk +15; Grp +24

Atk Options Blinding Sheen*

Special Actions breath weapon

Sorcerer Spells Known (CL 5th):

2nd (5/day)—*eagle's splendor*, *gaze screen**1st (7/day)—*charm person* (DC 13), *comprehend languages*, *Kaupær's skittish nerves*^{Mag} (DC 12),
Laeral's cutting hand^{Mag}0 (6/day)—*detect magic*, *detect poison*, *mage hand*,
mending, *read magic*, *touch of fatigue* (DC 12)

Spell-Like Abilities (CL 5th):

3/day—*mirror image*1/day—*color spray* (DC 13), *hypnotic pattern* (DC 14)

Abilities Str 19, Dex 16, Con 17, Int 14, Wis 15, Cha 14

SQ frightful presence, protected sight

Feats Adroit Flyby Attack^{Dr}, Flyby Attack, Hover,
Multiattack, Power Climb^{Dr}, WingoverSkills Balance +14, Concentration +12, Diplomacy +4,
Disguise +6, Escape Artist +12, Gather Information +4,
Jump +2, Knowledge (local The North) +11, Knowledge
(local Waterdeep) +11, Listen +20, Search +20, Sense
Motive +11, Spot +20, Tumble +15Possessions *Chassabra's pendant**, *ring of the ram*Breath Weapon (Su) 30-ft. cone, once every 1d4 rounds,
damage 5d8 fire (intense fiery light), Reflex DC 20 half.Frightful Presence (Ex) Tostyn can inspire terror by charging,
attacking, or flying overhead. Creatures within 150 feet
of the dragon that have 14 HD or fewer must attempt
a DC 19 Will save. Success indicates that the target is
immune to Tostyn's frightful presence for 24 hours. On a
failure, creatures with 4 or fewer HD become panicked for
4d6 rounds. Those with 5 or more HD become shaken for
4d6 rounds.Protected Sight (Ex) Tostyn is immune to any effect that
would blind or dazzle him. He also gains a +3 racial bonus
on saving throws against any light or pattern effect.

Ed Greenwood wrote a popular series of articles entitled "Wyrms of the North," which appeared in *Dragon* magazine, issues #230 to #259, and *Dragon Magazine Annual* #3. These articles are also available for free on the *Wizards of the Coast* website, <http://wizards.com/dnd>. Two additional dracoliches appeared in *Cult of the Dragon* [2nd Edition] in the same format: Aurgloroasa and Dretchroyaster.

Seven wyrms from this series—Arveiaturace, Claugiyliamatar, Dretchroyaster, Jalanvaloss, Saryndalaghlothtor, Olothontor, and Tostyn Alaerthmaugh—are detailed in this chapter. Following is a brief accounting of the lairs and activities during Sammaster's Rage of the other twenty-five.

Arauthator: "Old White Death" (CE male old white dragon sorcerer 5) lairs beneath Lonefang Mountain, far to the north of the Spine of the World amid the Endless Ice Sea. During Sammaster's Rage, he was one of a dozen or so dragons who attacked the Host Tower of the Arcane in Luskan. After the west arm of the Host Tower fell, Arauthator seized a great deal of magical might, including at least three tomes containing rare and powerful spells.

Aurgloroasa: "The Sibilant Shade" (CE female wyrm shadow dracolich) dwells in the throne room of Thunderholme, an abandoned dwarf city in the southern Thunder Peaks, several leagues north and west of Highcastle. During Sammaster's Rage, Aurgloroasa moved quickly to cement her control over the Wearers of Purple in Sembia, leaving her well positioned to mount a leadership bid over the entire Cult of the Dragon in the wake of Sammaster's defeat. She succeeded in part, as discussed in Chapter 2.

Balagos: "The Flying Flame" (CE male great wyrm red dragon) claims two lairs: the Smokespire, the most westerly peak of the arm of the Troll Mountains that shelters the upland forests of Amn north of Eshpurta, and the Wyrmwel, in Mount Thargil, easternmost of the Starspire Mountains. During Sammaster's Rage, Balagos flew east to the Lake of Steam, where he unleashed a firestorm in the warring cities of Saelmur and Mintar that killed over half the population of each city. In his wake, Balagos left a new detente, with neither city able to muster the troop strength to mount a credible attack on the other.

Daurgothoth: "The Creeping Doom" (CE male great wyrm black dracolich wizard 20/archmage 5) lairs in the abandoned gnome city of Dolblunde (see page 144 of *Lost Empires of Faerûn*), which lies north and east of Waterdeep. During the most recent Rage of Dragons, Daurgothoth initiated longstanding plans to supplant Sammaster as the leader of the Cult of the Dragon. He succeeded in part, as discussed in Chapter 2.

Deszeldaryndun Silverwing: "The Guardian Worm of Everlud" (LG male silver wyrm) dwells with Valamaradace in the "Floating Mountain" (see below). During the Rage of Dragons, Deszeldaryndun and his mate both succumbed to madness and turned on each other with deadly fury. Only the intervention of Alustriel kept the two dragons from killing each other. In gratitude, both have pledged themselves to the defense of the Silver Marches.

Eldenser: "The Worm Who Hides in Blades" (N great amethyst wyrm; *FRCS* 224) sometimes leaves his immobile, stasis-ruled body stashed in one of a dozen or so mountain-heart caverns or inaccessible sea isles, but usually places it in a crypt in Waterdeep's City of the Dead. His sentience spends a good amount of time lurking within blades passed from adventurer to adventurer. During Sammaster's Rage, Eldenser withdrew his body to the Elemental Plane of Earth, where he waited out its effects.

Felgolos: "The Flying Misfortune" (LG male juvenile bronze dragon sorcerer 14) has numerous sleeping spots in high mountain peaks stretching from the Troll Mountains to the Thunder Peaks, but no true lair. During the Rage of Dragons, Felgolos wandered east to join in the crusade against the Cult of the Dragon and its draconic allies. Through a combination of luck and spells, he never succumbed to its effects, despite ignoring the accepted practice by generations of metallic wyrms of sleeping beneath the baleful gaze of the King-Killer Star.

Galadaeros: "The Sunset Flame" (CG male mature adult copper dragon) dwells in a network of caverns he calls Flamehome in the highest peak on an uncharted island in the Sea of Swords northwest of Gundarlun. This island is considered by those who see it to be one of the Purple Rocks. During Sammaster's Rage, Galadaeros flew west, seeking to escape the effects of the Dracorage. Although he claims not to have succumbed to madness, the Sunset Flame did return with tales of a lost aerie of the aaracokra far to the west.

Gaulauntyr: Although she used to lair near Waterdeep, "Glorytongue" (CN female mature adult topaz dragon; *FRCS* 220) now dwells in a ruined manor house in the woods southeast of Arrabar in the wild southern verges of Chondath. During the Rage of Dragons, Gaulauntyr got greedy and stayed overlong in Fæerûn. After succumbing to madness, she wreaked great devastation on the vineyards of Nimpeth, destroying most of that year's grape harvest, before regaining enough self-control to flee to the Elemental Plane of Water.

Hoondarrh: "The Red Rage of Mintarn" (CE male ancient red dragon) dwells in a vast complex of subterranean rooms beneath the isle of Skadaurak, northwest of the island of Mintarn. During Sammaster's Rage, Hoondarrh emerged from his lair and flew west toward the Moonshaes. In a rage befitting his name, he vented his fury on the city of Callidyrr, burning large swaths of homes and setting the central castle ablaze. The Red Rage was only driven off thanks to the collective efforts of a circle of powerful druids, and the damage left in his wake will take years to rebuild.

Iymrith: "The Dragon of the Statues" (LE female ancient blue dragon sorcerer 7) dwells in the ruined city of Anarath in the northern reaches of the Frozen Sea, in the shadow of the High Ice. (See page 96 of *Serpent Kingdoms* for more details on the City of Statues.) During the recent Rage of Dragons, Iymrith flew north into Hartsvale, where she slaughtered dozens of giants, wiping out three important clans.

Klauth: "Old Snarl" (CE male great wyrm red dragon; *FRCS* 167) lairs in Klauthen Vale, a narrow, winding chasm in the mountains east of Raven Rock. During Sammaster's Rage, Klauth appeared in the sky above Mirabar, maddened with fury and fully

intent on tearing apart the entire city and digging into its depths. Klauth wreaked great devastation on the surface city, but he was driven off through the joint efforts of Mirabar's stout defenders and Saryndalaghtothor before he could damage the undercity.

Lhammaruntosz: "The Claws of the Coast" (LG female very old bronze dragon) has two lairs: a bowl-valley amid the heights of Orlumbor (her primary lair) and a hidden hoard-lair in the interior of the High Moor. She spends most of her time running a shipping line along the Sword Coast. During the recent Dracorage, Lhammaruntosz succumbed to madness and unleashed a devastating series of attacks on pirate lairs and ships throughout the Nelanther Isles. She left the pirate port of Skaug a smoking ruin and sank at least a dozen pirate ships, both at mooring and at sea.

Malaeragoth: "The Dragon Unseen" (LN male very old sapphire dragon) dwells in the Realm of Stone and Shadow, a huge network of caverns beneath the Graypeak Mountains formed of natural subterranean chambers and a long-abandoned Ammarindan dwarven delve. During the recent Dracorage, Malaeragoth retreated to the Elemental Plane of Earth to wait out the ensuing madness.

Miiryem: "The Sentinel Wyrm" (N female great silver wyrm incorporeal sentinel) dwells in the cellars and natural volcanic passages beneath Candlekeep, tied to the casket of the archmage who bound her to her current form. Sammaster's Dracorage did nothing to relieve her endless servitude, so she continues her endless duty as the half-mad guardian of Candlekeep's lower reaches.

Mornauguth: "The Moor Dragon" (NE female young adult green dracolich cleric 8 [Shar]) lairs in extensive caverns beneath Greenleaf Vale in the region of the High Moor known as the Rockshaws, east of Daggerford and southeast of Secomber. During the Rage of Dragons, Mornauguth despaired of Shar ever answering her pleas and turned to the Cult of the Dragon in desperation, hoping to preserve her hard-won sanity. Ironically, only after Mornauguth's transformation into undeath did Shar's favor return in full. The Moor Dragon is now in the process of building a new Cult of the Dragon cell, dedicated to Shar, active in eastern Amn but based in the Rockshaws. She travels between the two regions by means of several carefully placed *portals*.

Nurvureem: "The Dark Lady" (CE female adult drow-dragon) has a dozen lairs in the Dessarin River valley, but is most commonly encountered dallying with paramours in Rundreth Manor, overlooking the long road north of Amphail. During the Rage of Dragons, Nurvureem destroyed ambassadors from the Cult's Yartar cell before unleashing her fury on the sleepy village of Uluvin, formerly a community of 600 or so farmers and cattle ranchers located between Secomber and Ironforge and now a graveyard, home only to the risen dead. After Sammaster's defeat, Nurvureem helped rebellious Cult members in Yartar drive off Pox and Sauglyce, the leaders of the cell. The Dark Lady then toyed with the remnants of the Cult cell for several months before revealing their secrets to the authorities in Yartar, forcing the new Cell leaders to explore an alliance with the Church of Tiamat.

Nymmurh: "The Wyrm Who Watches" (LG male ancient bronze dragon) lairs in a labyrinth of caverns he calls The Pit,

located high among the most inaccessible peaks of the isle of Alaron in the Moonshaes. During the recent Dracorage, a touch of madness led Nymmurh to miscast a spell through a mirrorlike *portal*, thereby catapulting himself onto the Plane of Mirrors. The guardian of Waterdeep's Silmerhelve clan now has a second obsession: learning more about the strange race known as the *nerra*^{FF}.

Palarandusk: "The Unseen Protector" (LG male great gold wyrm sorcerer 9, unique semi-incorporeal form) dwells in a high, narrow valley known as Felrenden, located amid the westernmost peaks of the Sword Mountains, not far from the High Road southeast of Leilon. Palarandusk has no true lair, but stays in the vicinity of the gnome village of Ieirithymbul. The Unseen Protector remained incorporeal during Sammaster's Rage, because the *Dracorage mythal*'s effects did not extend into the Ethereal Plane.

Raulothim: "The Silent Shadow" (LN male great emerald wyrm wizard 10) dwells in the caldera of an extinct volcano on the isle of Axford, north of Ruathym. During the latest Dracorage, he withdrew to the Elemental Plane of Air.

Thalagyrt: "Old Lord Memory" (N male very old mist dragon) dwells in a damp, dripping network of caverns on the shore of the Sea of Swords, north of Port Llast. During Sammaster's Rage, he was one of a dozen or so dragons who attacked the Host Tower of the Arcane in Luskan. After the west arm of the Host Tower fell, Thalagyrt seized many tomes from the rubble and bore them back to his lair.

Valamaradace: "The Dragon Queen of Silverymoon" (LG female ancient gold dragon) and her consort Deszeldaryndun (see above) dwell in the Floating Mountain, a gigantic, hollow, oval rock kept aloft, moved, and enshrouded in mist by the Dragon Queen's magic. Usually it hovers low over the woods due west of Everlund, or south of there on the verge of the High Forest. As noted above, the Dracorage consumed both Valamaradace and Deszeldaryndun, and in their madness they turned on each other with murderous intent. Thanks to Alustriel, the two dragons survived their fight, and both have pledged themselves to the defense of the Silver Marches. Unbeknownst to Deszeldaryndun, Alustriel has since named Valamaradace as her heir.

Voaraghamanthar and Waervaerendor: "The Black Death" and "The Rapacious Raider" (each a CE male adult black dragon sorcerer 9) dwell in the heart of the Mere of Dead Men, in a

partially submerged keep above a labyrinth of flooded tunnels. During Sammaster's Rage, the twin "Wyrms of the Mere" appeared in the skies above Leilon, intent on exterminating a Cult of the Dragon cell with which they had long been allied. In the hours that followed, they engulfed the city in a noxious, burning mist and slaughtered over half of Leilon's militia. Once the last Cult leader was dead, they left as abruptly as they came.

Zundaerazylym: "The Laughing Wyrms" (LN female ancient steel dragon) dwells in the city of Neverwinter in the guise of the female human Amundra Nelaerdra, owner of Bright Weaves Laundry and regular laundress and seamstress at the Moonstone Mask festhall. During Sammaster's Rage, Ophala Cheldarstorn (NG female Illuskan human wizard 16), owner of the Moonstone Mask, whisked Zundaerazylym to the Astral Plane, allowing the Laughing Wyrms to sidestep the madness that had engulfed Faerûn's dragons.

undead true dragons

In Faerûn, the ranks of undead dragons are dominated by dracoliches, thanks to the efforts of Sammaster and the Cult of the Dragon, but ghostly, vampiric, and other varieties are not unknown.

Alasklerbanbastos, the great bone wyrm

LE male great wyrm blue dracolich

The Great Bone Wyrms of Dragonback Mountain is the hidden lord of Threskel and the self-proclaimed Dragon King of Old Unther.

Alasklerbanbastos is literally just the skeleton of a great wyrm blue dragon animated by a fell intelligence that clings to existence with fierce intensity. Small sparks leap between his bones with unnerving frequency and his eyes smolder like burning magnesium.

Hoard: Mixed coins, gems, and minor artwork worth 162,690 gp, seven sapphires of Set (matched set of 7 black sapphires, 5,000 gp each, 50,000 gp collectively), *bulwark of Ra* (*shield of the sun*), *eyes of Geb* (pair of matched bejurils, 5,000 gp each), *hammer of Ramman* (*hammer of thunderbolts*), *golden axe of the Great Rift*^{Mag}, *orb of dragonkind* (*blue dragon*),

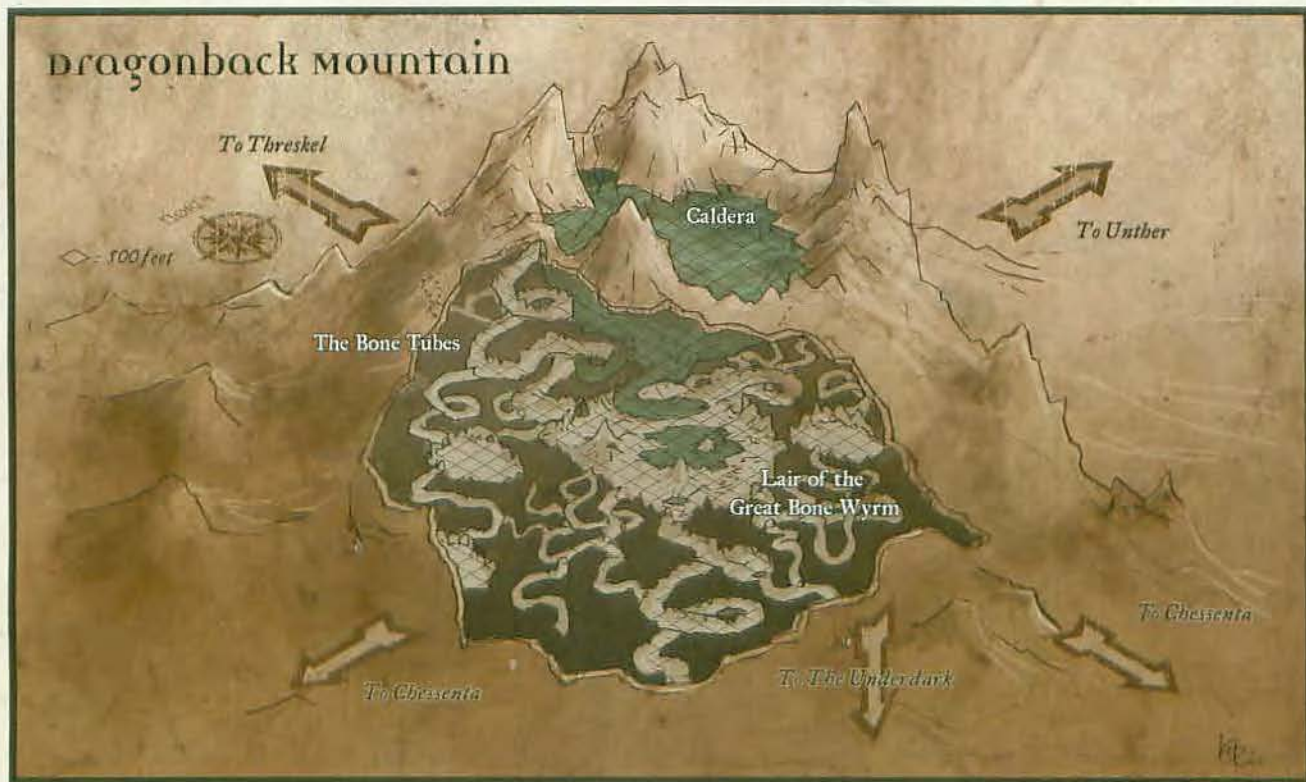
Drow-Dracogens

Drow-dracogens are half-shadow dragon drow whose mixed ancestry has been split into two separate forms by means of secrets stolen from the malaugrym. From a game mechanics perspective, drow-dracogens are treated as shadow dragons, usually with additional class levels. Their favored class is sorcerer. Drow-dracogens have a Challenge Rating of the appropriate shadow dragon age category +1, because they have one additional supernatural ability and one additional racial trait.

Alternate Form (Su): A juvenile or older drow-dracogen can

assume a unique humanoid form—that of a Medium drow—as a standard action three times per day. This ability functions as a *polymorph* spell cast on itself at its caster level, except that the drow-dracogen does not regain hit points for changing form and can only assume the form of a specific drow. A drow-dracogen can remain in its drow form until it chooses to return to its natural form.

Elf Blood: For all effects related to race, a drow-dracogen is considered an elf.



*ring of dragons**, *rod of Gilgamesh (rod of lordly might)*, *rod of Mishtaset (python rod)*, *scarab of protection*, *shrouds of Osiris (shrouds of disintegration)*, *sword of Marduk (+3 Large holy flaming burst greatsword)*, *thunderbolts of Ramman (12 javelins of lightning)*.

Lair: Alasklerbanbastos lairs in the depths of Dragonback Mountain (the northernmost peak of the Riders to the Sky Mountains) on the border of Chessenta, Threskel, and Unther. He governs in secret from the depths of a great web of twisting lava tubes and slave-dug tunnels that weave through the heart of the ancient volcano. The walls, floors, and ceilings of his lair are embedded with hundreds of dragon bones, giving him dozens of complete dragon skeletons in which to manifest if his physical form is ever destroyed. The Bone Tubes, as they are known, are patrolled by half a dozen adult and younger dragons of varying hues, including blue, green, and brown. Several of these lesser wyrms are dracoliches themselves, with their phylacteries held "in trust" by the Great Bone Wyrms.

Tactics: The Great Bone Wyrms is a survivor, maintaining his cool and his cunning even in the face of devastating setbacks (such as his failure to seize control of the Cult of the Dragon) and stunning disappointments (such as the return of Tchazzar). Alasklerbanbastos prefers to work through proxies, subtly shaping the field of battle in advance of a looming conflict for years, if not decades.

Known Allies: In recent decades, Alasklerbanbastos has attracted a coterie of young chromatic dragons to his lair beneath Dragonback Mountain. Some pledged to serve the Great Bone Wyrms in exchange for being granted fiefdoms in the lands of Old Unther, while others followed the path of Alasklerbanbastos into

dracolichdom. Many of these younger dragons were slaughtered by Tchazzar in the Year of Rogue Dragons (1373 DR), but at least a dozen survive (mostly the dracoliches whose spirits returned to the phylacteries held by the Great Bone Wyrms). Alasklerbanbastos's most prominent servant is Jaxanaedegor (see Chapter 3), the vampiric Lord of Threskel.

Despite nearly four centuries of intermittent strife with the Church of Tiamat in Unther and an undying enmity for Tiamat's Chosen, Alasklerbanbastos is now tentatively allied with the Dragon Queen's followers in Unther. In the wake of Sammaster's fall, the Great Bone Wyrms recognized a unique opportunity to unite the Followers of the Scaly Way and the Dragon Queen's disciples under a single throne. At the same time, leaders of the newly reenergized Church of Tiamat received instruction to begin assimilating the Followers of the Scaly Way into the ranks of the Dragon Queen's followers. The Great Bone Wyrms's bid to replace Sammaster eventually foundered, thanks in large part to his failure to bridge the enormous divide between dragons and dracoliches, but his alliance with the Church of Tiamat survived. The two groups now plot to wrest control of Mulhorand-occupied southern Unther and place the entire nation under the rule of a council of dragon-kings, both living and undead. Their relationship is greatly complicated by the return of Tchazzar, as discussed below.

Known Enemies: The Great Bone Wyrms's greatest enemy is Tchazzar, Father of Chessenta. The two great dragons contested for control of western Unther in the decades before and after the Year of Flashing Eyes (929 DR), when the Alliance of Chessenta won its independence. After Tchazzar's apparent ascension to godhood in the Year of the Dracorage (1018 DR), Alasklerbanbastos

turned to the nascent Dragon Cult cell in Mourktar in a desperate bid for additional power and underwent the transformation ritual to become a dracolich shortly thereafter. Since Tchazzar's return, the two great wyrms have resumed their centuries-old struggle, complicated by the alliance both have forged with the Church of Tiamat in Unther.

Alasklerbanbastos must also guard against attacks by his erstwhile allies in the Cult of the Dragon. The Cult's new leadership trio (see Chapter 2) view estranged dracoliches such as Alasklerbanbastos, who mounted failed leadership challenges in the past, as threats to their rule of the Dragon Cult. Such threats must be neutralized, if not eliminated.

Schemes: After the collapse of Unther's Dragon Cult cell in the Year of Lathander's Light (1024 DR), Alasklerbanbastos spent his first few centuries of unlife in perpetual somnolence, plotting his eventual rise to power in a world where his chief rival had apparently ascended to godhood. During this period the Great Bone Wyrms rarely emerged from his lair except for isolated forays to wreak destruction, such as the summer-long reign of terror he inflicted on the region in the Year of Lurking Death (1322 DR).

After the apparent death of Tchazzar during the Time of Troubles, Alasklerbanbastos began rebuilding the Dragon Cult cell in Unther, attracting a coterie of young chromatic dragons willing to serve him and eventually embrace undeath. In an attempt to establish a draconic nobility ruling over the lands of Threskel and Chessenta and thereby cement his own rule as self-proclaimed Dragon King of Old Unther, he began granting fiefdoms to the wyrms in his service, although the recipients were expected to seize the lands they had been granted through some combination of brute force and cunning.

The Great Bone Wyrms' plots to gradually extend his control into northern Unther and eastern Chessenta faltered in the face of Sammaster's return (and Alasklerbanbastos's subsequent failure to seize control of the Cult of the Dragon when the opportunity presented itself), Mulhorand's continued advance into Unther (conquering all but Messemprar), and Tchazzar's return in the Year of Rogue Dragons (1373 DR). In the waning days of that year, the Father of Chessenta slaughtered many of the Great Bone Wyrms' draconic followers, dealing a sharp setback to the ambitions of Alasklerbanbastos in Chessenta.

The cautious and cunning dracolich now finds himself allied with his traditional foes, the followers of Tiamat, against the invaders from Mulhorand, while his ancient enemy Tchazzar threatens everything he has built in Chessenta and Threskel. Alasklerbanbastos has returned to employing human agents as his proxies, since they are more likely to escape the notice of the newly enthroned Sceptenar of Cimbar. Alasklerbanbastos still hopes to build a draconic nobility in Chessenta, Threskel, and eventually Unther as a buffer against the newly installed Sceptenar of Cimbar, but he recognizes that it will be many years before such a transformation takes place in the lands of Old Unther.

Knowledge Checks: Locating the lair of Alasklerbanbastos on a map requires a successful DC 25 bardic knowledge, Knowledge (geography), or Knowledge (local Old Empires) check. PCs who question one of Alasklerbanbastos's former allies in the Cult of

the Dragon or current allies in the church of Tiamat can learn about the Great Bone Wyrms' description, lair, tactics, known allies, and known enemies with a successful DC 20 Gather Information check. They can learn about his rumored hoard and schemes with a DC 30 Gather Information check.

Adventure Hooks: The Great Bone Wyrms realizes it is only a matter of time before Tchazzar drives a wedge between him and his Untheric allies in the church of Tiamat, precipitating a war that Alasklerbanbastos and his allies will inevitably lose. However, Alasklerbanbastos believes that the human leaders of Chessenta's cities secretly have no wish to cede their authority to Tchazzar and therefore can be convinced to ally themselves with the Great Bone Wyrms' vassals, at least for the time being. The PCs can get involved in the dracolich's intrigues in a variety of ways. They might be recruited to serve as emissaries for the Great Bone Wyrms, or they might be employed by agents of Tchazzar to block such negotiations and root out traitors among those who have nominally pledged their loyalty to the Father of Chessenta.

Rage of Dragons: During the Rage of Dragons, Alasklerbanbastos observed Sammaster's behavior with increasing dismay, correctly foreseeing that the founder of the Dragon Cult was gambling everything on his latest bid for power. While remaining outwardly loyal to Sammaster, the Great Bone Wyrms quietly secured his holdings and reached out to his traditional foes in the Church of Tiamat by providing aerial support in the form of small flights of dragons to defend Messemprar against the advancing armies of Mulhorand. However, although his preparations left Alasklerbanbastos well prepared to mount a bid for control of the Dragon Cult, his alliance with the Church of Tiamat ultimately undermined his bid as well, since few Sacred Ones in western Faerûn could tolerate trading the suzerainty of the First Speaker for the tyranny of the Dragon Queen.

ALASKLERBANBASTOS

CR 28

Male great wyrm blue dracolich^{dra} (augmented blue great wyrm)

LE Gargantuan undead (earth)

Init +4; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; **Listen** +48, **Spot** +48

Aura frightful presence (360 ft., DC 36)

Languages Draconic

AC 46, touch 6, flat-footed 46

(-4 size, +40 natural)

hp 253 (39 HD); **DR** 20/magic, 5/bludgeoning

Immune undead immunities

SR 34

Fort —, **Ref** +21, **Will** +27

Speed 40 ft. (8 squares), burrow 20 ft., fly 200 ft. (clumsy);

Flyby Attack, Hover, Wingover

Melee bite +49 (4d6+14 plus 1d6 cold plus paralysis) and 2 claws each +49 (2d8+7 plus 1d6 cold plus paralysis) and 2 wings each +49 (2d6+7 plus 1d6 cold plus paralysis) and tail slap +49 (2d6+21 plus 1d6 cold plus paralysis)

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

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

Atk Options Cleave, Power Attack, Snatch; tail sweep

Special Actions breath weapon, paralyzing gaze, paralyzing touch

Combat Gear orb of dragonkind (blue dragon)

Sorcerer Spells Known (CL 21st):

9th (6/day)—*deafening breath*^{Dra}, *dominate monster* (DC 26), *foresight*

8th (6/day)—*create greater undead*, *energating breath*^{Dra}

7th (7/day)—*control undead* (DC 24), *greater scrying* (DC 24), *greater stunning breath*^{Dra} (DC 36)

6th (7/day)—*aura of terror*^{Dra}, *eyebite* (DC 23), *true seeing* (DC 23)

5th (7/day)—*dominate person* (DC 22), *greater wings of air*^{Dra}, *superior magic fang*^{Dra}, *symbol of pain* (DC 22)

4th (7/day)—*breath weapon substitution*^{Dra}, *dispelling breath*^{Dra}, *energation*, *fire shield*

3rd (8/day)—*arcane sight*, *blink*, *fireball* (DC 20), *tongues*

2nd (8/day)—*continual flame*, *darkness*, *invisibility*, *mirror image*, *razorfang*^{Dra}

1st (8/day)—*alarm*, *mage armor*, *ray of enfeeblement* (DC 18), *true strike*, *unseen servant*

0 (6/day)—*arcane mark*, *detect magic*, *disrupt undead*, *mage hand*, *mending*, *message*, *open/close*, *prestidigitation*, *read magic*

Spell-Like Abilities (CL 17th):

3/day—*ventriloquism* (DC 18)

1/day—*hallucinatory terrain* (DC 21), *mirage arcana* (DC 22), *veil* (DC 23)

1/3 days—*control undead* (CL 15th, DC 24)

Abilities Str 39, Dex 10, Con —, Int 22, Wis 23, Cha 24

SQ create/destroy water, frightful presence, invulnerability, sound imitation, undead traits

Feats Blind-Fight, Breath of Unlife (see sidebar), Cleave, Draconic Knowledge^{Dra}, Flyby Attack, Hover, Improved Initiative, Improved Multiattack^{Dra}, Large and in Charge^{Dra}, Multiattack, Power Attack, Practiced Spellcaster^{Car} (sorcerer), Snatch, Wingover

Skills Bluff +49, Concentration +49, Diplomacy +53, Disguise +7 (+9 in character), Escape Artist +42, Intimidate +49, Knowledge (arcana) +48, Knowledge (history) +27, Knowledge (religion) +27, Listen +48, Search +48, Sense Motive +50, Spellcraft +50, Spot +48

Possessions combat gear

Breath Weapon (Su) 120-ft. line, once every 1d4 rounds, damage 12d8 electricity and 12d8 negative energy, Reflex DC 36 half.

Create/Destroy Water (Sp) Alasklerbanbastos can use this ability three times per day. It works like the *create water* spell, except that the dragon can decide to destroy water instead of creating it, which automatically spoils unattended liquids containing water. Magic items (such as potions) and items in a creature's possession must succeed on a DC 36 Will save or be ruined. This ability is the equivalent of a 1st-level spell.

Frightful Presence (Ex) Alasklerbanbastos can inspire terror by charging, attacking, or flying overhead. Creatures within 360 feet of the dragon that have 38 HD or fewer must attempt a DC 36 Will save. Success indicates that the target is immune to Alasklerbanbastos's frightful presence for 24 hours. On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds. Those with 5 or more HD become shaken for 4d6 rounds.

Invulnerability (Su) If Alasklerbanbastos is slain, his spirit immediately returns to his phylactery. If no dragon-type corpse lies within 90 feet for his spirit to possess, Alasklerbanbastos is trapped in the phylactery until such a time—if ever—that a corpse becomes available. Alasklerbanbastos is difficult to destroy. If his spirit is currently contained in his phylactery, destroying that item when a suitable corpse is not within range effectively destroys him. Likewise, an active Alasklerbanbastos is unable to attempt further possessions if his phylactery is destroyed. The fate of a disembodied dracolich spirit—that is, a spirit with no body or phylactery—is unknown, but is presumably drawn to the Dragon Eyrie.

Paralyzing Gaze (Su) Fear, range 40 feet. A creature that meets Alasklerbanbastos's gaze must succeed on a DC 36 Will save or be paralyzed with fear for 2d6 rounds. Whether or not the save is successful, that creature cannot be affected again by Alasklerbanbastos's gaze for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

Paralyzing Touch (Su) A creature struck by any of Alasklerbanbastos's natural attacks must succeed on a DC 36 Will save or be paralyzed for 2d6 rounds. A successful save does not confer immunity on subsequent attacks.

Snatch (Ex) Against Medium or smaller creatures, bite for 4d6+14 plus 1d6 cold plus paralysis per round or claw for 2d8+7 plus 1d6 cold plus paralysis per round.

Sound Imitation (Ex) Alasklerbanbastos can mimic any voice or sound he has heard, anytime he likes. Listeners must succeed on a DC 36 Will save to detect the ruse.

Tail Sweep (Ex) Half-circle 30 ft. in diameter; Small or smaller opponents take 2d6+21 points of bludgeoning damage plus 1d6 points of cold damage (Reflex DC 37 half).

FEAT: BREATH OF UNLIFE [METABREATH]

Your breath weapon contains the chill of undeath.

Prerequisite: Cha 13, energy breath weapon, undead.

Benefit: Your energy breath weapon deals half damage of the normal type and half negative energy damage against living creatures. Your energy breath weapon deals normal energy damage against undead.

In addition, you can take other metabreath feats (see *Draconomicon*) as if you had a Constitution score equal to your Charisma score.

Dretchroyaster, “The Monarch Reborn”

LE male wyrm green dracolich

A complex and unfathomably insane creature, Dretchroyaster is a bizarre and perverted secret lord of Cormanthor, forever yearning to achieve more power. This ambition is tempered by his debilitating phobia of adventurers, a strong streak of cowardice, and a tendency to let his guard down while eating.

Dretchroyaster is a mammoth monstrosity of rotting green scales and exposed jutting bones. Pieces of bizarre amber and emerald webbing stick to his body in patches, compounding his horrifying appearance.

Hoard: 26,000 gp, 42,000 pp, 2 green quartz (20 gp each), 4 quartz crystals (70 gp each), 7 small jade spheres (140 gp each), 4 golden yellow topazes (570 gp each), 5 black star sapphires (1,300 gp each), 2 purple diamonds (7,500 gp each), translucent jade statue of green wyrm (7,140 gp), platinum vase with pale emeralds (8,000 gp), malachite bust of Lord Eltargrim of Myth Drannor (6,000 gp), 4 suits of elven chain (16,600 gp), a variety of elven masterwork weapons (23,400 gp), assorted vintages of elverquint (20,000 gp), *diamond scepter of Chomylla**, *dragonslair**, +4 full plate of fire resistance, bracers of armor +6, orange ioun stone, pale green prism ioun stone, ring of evasion, ring of spell storing, ring of wizardry III, scroll of death ward, scroll of deep slumber, scroll of dragon blight*, scroll of rage, scroll of lesser geas, scroll of wall of fire, staff of charming (39 charges), staff of spheres^{ELH} (42 charges), staff of walls^{ELH} (38 charges), staff of transmutation (38 charges).

Lair: Dretch's lair is in a tangled glen east of ruined Myth Drannor and south of Hillsfar, known as Monarch's Fall Glade. It is believed that this area was the site of a titanic battle between the elves of Cormanthor and the armies of darkness. An elven weapon of great power was damaged in the battle, falling to the ground. Centuries later, the strange remnants of the object developed into a mazelike web as strong as steel, streaked with amber and emerald.

The dracolich uses his *staff of transmutation* to navigate the web, due to its constricting and narrow thorn-covered passages. The thorns deal 1d6 points of damage per round to those who pass through, except for Dretch.

For some unknown reason, gas effects (including Dretch's breath weapon) have double duration when cast inside the mazes of the dracolich's lair. The lair itself is immune to fire, though those within take damage normally.

Tactics: Dretchroyaster dislikes entering physical combat, preferring to wait out his opponents, employing feints and diversions to test their abilities. The dracolich has an overpowering sense of self-preservation, bordering on absolute cowardice, and this trait drives all his actions in combat.

Known Allies: Verthandantalynx the wyrm green dragon was a longtime mate; she and Dretch had multiple clutches of offspring (unusual for green dragons). The dracolich always left her to raise their children, and they have not had contact in some time, but he might seek them out on a whim. Whether or not they will welcome him in his new form is unknown.

Dretch is a nominal ally of Larkonlan, a powerful wizard of the Cult of the Dragon. Larkonlan spent years manipulating and courting the wyrm, waiting for an opportunity to persuade him to become a dracolich. Their relationship is one of mutual usefulness; neither considers the other a friend, but both benefit from the deal.

Known Enemies: The citizens of the southern Dales would jump at the opportunity to slay the monstrosity that has plagued their lands for centuries. His current location is a mystery, but an effort with enough ambition might become a true threat to the dragon.

Naxorlytaalsxar, “The Terror Tenebrous,” was a former archnemesis of Dretch, but was killed in a heated battle with the dragon that turned Lake Sember into a poisonous pool. It has taken years for the druids and mages of Semberholme to renew the lake, and they have not forgotten Dretchroyaster's treachery.

Schemes: The greatest goal of the Monarch is to figure out a way to use the magic still extant in the crystalline webbing of his lair. He has yet to find various keyed objects that might allow him to exploit it, but would pay handsomely (or at least pretend to) for the information.

Knowledge Checks: Locating Dretchroyaster's lair on a map is possible with a successful DC 38 bardic knowledge, Knowledge (geography), or Knowledge (local Cormanthor or Dalelands) check. Those who investigate and speak to the Elves of Cormanthor or the people of the Dalelands can learn more with a DC 37 Gather Information check.

Adventure Hooks: A contingent of veteran Dalesfolk might decide to rid their lands of the threat of the Monarch forever. This effort would require them to assemble the finest heroes available—both local adventurers as well as those with specific knowledge of dragons and elven magic.

Rage of Dragons: As a dracolich, Dretch was not affected by the Dracorage's mind-influencing effects, but he still used the rage to his advantage. During the rage, he walked about disguised in a variety of forms, inflaming tensions between other denizens of Cormanthor. Unbeknownst to the Monarch, many of his current plans were planted as seeds by Larkonlan and the Cult.

Statistics: Use the statistics for the wyrm green dragon on page 252 of *Draconomicon*. Add the dracolich template on page 146 of *Draconomicon*.

Ghaulantatra, “Old Mother Wyrm”

CE female ghostly great wyrm white dragon

Ghaulantatra is in a three-way fight with the Cult and the ghost beholder Thaluul over the strategic mountains to the north of the High Gap.

Old Mother Wyrm is a giant translucent mass of billowing white, sapping the life-force of all she touches. Her body has the general shape of an enormous white dragon, but its shape seems to waver and shift, no longer entirely real.

Hoard: 40,000 gp, 3,000 pp, 8 malachite discs (10 gp each), 12 small white zircon cabochons (50 gp each), 8 white pearls

(100 gp each), 6 rhodolites (500 gp each), 11 perfect orange sapphires (1,500 gp each), 6 white diamonds (5,300 gp each), bronze bust of Semmemon (3,000 gp), white gold tiara with emeralds (4,000 gp), mithral bars (10,000 gp), assorted masterwork weapons and ornate armors (16,000 gp), +4 chain shirt, +5 heavy steel shield, +3 heavy fortification improved fire and cold resistance wild hide armor, brazier of commanding fire elementals, manual of bodily health +5, scroll of mass enlarge person, scroll of stone shape, staff of fire (33 charges), staff of necromancy (40 charges), wand of contagion (44 charges), wand of summon monster III (42 charges).

Lair: Ghaulantatra's lair is situated at the bottom of a hollow chasm in the middle of one of the mountains to the north of the High Gap. Branching from the lair are numerous mazelike tunnels. Many of these lead off to the lairs of other monsters, but most eventually backtrack toward the cavern. The dragon shares her lair with the ghost-beholder Thaluul; each is in a battle to evict the other.

Tactics: Ghaulantatra thinks she is a goddess, and she exults in her ability to snuff out the lives of weaker creatures. She does occasionally have a creative streak when she "imparts" some of her generosity to others through the gift of treasure or magic, but most of the time she enjoys experimenting with the many different ways to take a life.

Her favorite tactic is to drain the life force of her enemies with her breath weapon and energy-draining attacks, waiting for them to reach the edge between life and death; at this point, she uses her most powerful spell or her breath weapon, ruining any chance the victim had of survival.

Known Allies: Ghaulantatra has a nominal ally in her former mate, the old white dragon Arauthator. It is likely that he would want nothing to do with her if he learned of her current state.

Today, only the orc tribes of the Fallen Lands are her allies, though they help her more out of fear than friendship. Many of the tribe consider her a deity, and her current form has only strengthened this opinion.

Known Enemies: Ghaulantatra's most obvious enemy is the ghost beholder Thaluul who shares her lair. Thaluul was the cause of her death, but in her stronger ghostly form she managed to destroy the beholder, and now they are both fettered to the lair.

She has secret enemies in the Cult of the Dragon as well. They are bringing her caravans of treasure in the hope that they can appease her greed, dispersing her spirit. If the Cult accomplishes this, it can move another dragon into the strategic lair.

Schemes: Ghaulantatra truly desires to be a goddess, and she has started a small faith among some of the upstarts in the Sand-skull orc tribe in the Fallen Lands. She believes that with their support (searching for a way to unfetter her from the cavern), she might be able to achieve the true immortality she desires.

Knowledge Checks: Locating Ghaulantatra's lair on a map is possible with a successful DC 40 bardic knowledge, Knowledge (geography), or Knowledge (local Waterdeep) check. Those who investigate among the orc tribes of the Fallen Lands can learn more with a DC 36 Gather Information check.

Adventure Hooks: PCs battling orc hordes might hear rumors of a great goddess arising in the region. They might wish to verify the rumor, or put the dragon to her final rest.

It is more likely, however, that the PCs will become involved in the plot by the Cult and Thaluul to oust the wyrm from her lair. They might be unwitting pawns, or, if evil, they might play a significant role.

Age of Dragons: During the Dracorage, much of the Cult was concerned with the plans of Sammaster, but others saw it as a good opportunity to recruit the help of Ghaulantatra. They felt that she could gain the support of the orc tribes, giving the Cult a foothold in the region, and they were willing to bring her treasure to fuel this aim. She used this opportunity to amass a considerable following, and she now has numerous orcs under her sway.

Statistics: Use the statistics for the great wyrm white dragon on page 276 of *Draconomicon*. Add the ghostly dragon template on page 161 of *Draconomicon*.

Iltharagh, "Golden Night"

CE male very old topaz dracolich

Iltharagh seethes in his cavern at the mouth of the ice flow north of Luskan, waiting for the opportunity to gain revenge against Arveiaturace, "the White Wyrm." He is an impressive font of psionic power, and he could be a powerful ally or enemy to characters, especially those with psionic powers.

Iltharagh became a dracolich relatively recently, thus his body still has many of the topaz-colored gem-scales of his kind. Years of sitting in a cold cave have taken their toll, however, and his once-brilliant golden scales have dulled to a lackluster deep yellow. The brilliant glow of his eyes is the only remnant of Iltharagh's former glory.

Hoard: 52,000 gp, 11 onyx beads (10 gp each), 6 carnelians (50 gp each), 11 pieces of amber (containing various insects) (100 gp each), 7 golden yellow topazes (500 gp each), 11 yellow corundums (1,000 gp each), 4 perfect very large golden yellow topazes (8,000 gp each), mithral bars (30,000 gp), Evereskan canary diamond coronet (14,000 gp), large crystal chess set (6,000 gp), solid translucent yellow jade butterfly carving (11,000 gp), Shou silk tapestries (8,500 gp), assorted masterwork weapons, armors (functional, ornate, 37,500 gp), huge golden topaz sphere in a platinum stand (phylactery), figurine of wondrous power (obsidian steed), ring of djinni calling, horseshoes of the peerless steed, immovable rod, iridescent spinel ioun stone, ring of blinking¹, ring of protection +5², oil of magic vestment +3, scroll of control weather, scroll of fabricate, scroll of mass bull's strength, scroll of mislead, scroll of prismatic spray, scroll of scintillating pattern, staff of size alteration (46 charges), staff of swarming insects (48 charges).

1 Being used by Iltharagh.

Lair: Iltharagh lairs in a cave north of Luskan. By a quirk of his psionic power, the ice flow in the region has shifted its course, bisecting his cavern. The mouth of the ice lies only a few hundred yards from the back of the lair.



Iltharagh's lair is quite small by draconic standards, with a few pits containing treasure. Despite its size, it has a striking appearance due to the large coating of topaz dust covering the eastern half, the ice flow running down the center, and the brilliant shimmering of numerous golden gems in the treasure hoard.

Tactics: Iltharagh has been in a strange fugue state, unique to gem dracoliches. When a gem dragon becomes a dracolich, its body and mind are forced into a severe conflict. Psionics are fueled by a living body, yet the energy animating the dracolich attempts to maintain this flow of power. Like Cypress, the only other known gem dracolich, Iltharagh has emerged victorious in this struggle, but he has just begun to stir from his cave.

When the dracolich leaves his cave, it is to survey the lands of the North. He occasionally swoops down and devours small bands of orcs, but is still somewhat unsure of his powers. It is likely that a sufficient threat would awaken his powerful draconic instincts, causing a swift death to the fool threatening him.

Known Allies: Some suggest that Iltharagh has maintained contact with some of his gem dragon kinfolk, but during the Dracorage, most of them fled the plane.

Known Enemies: Arveiaturace is the archenemy of Iltharagh, and he hopes to one day destroy her. For years, the two fought for domination over the region north of Luskan, but the white dragon always seemed to be a few steps ahead. With his newfound powers as a dracolich, and recovery from psionic difficulties, Iltharagh might finally be able to best the white wyrm.

Schemes: Iltharagh is spying on Arveiaturace, learning about her movements, habits, and weaknesses. He is much more concerned with her destruction than with the acquisition of wealth

or power. He is likely to seek out adventurers willing to learn more about the white wyrm, and is willing to pay them well for their efforts.

Knowledge Checks: Locating Iltharagh's lair on a map is possible with a successful DC 37 bardic knowledge, Knowledge (geography), or Knowledge (local Sword Coast) check. Those who investigate in Luskan can learn more with a DC 39 Gather Information check.

Adventure Hooks: Iltharagh is likely to seek out adventurers, especially those with psionic power, making him a rare NPC of note for such characters. Unlike most dracoliches, he has yet to succumb completely to true evil, though he is certainly not a creature of good. His primary goal is to slay his nemesis, and he

TRANSDIMENSIONAL BREATH [PSIONIC]

Your breath weapon affects bordering planes.

Prerequisite: Cha 13, Ghost Attack, breath weapon

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37 of *Expanded Psionics Handbook*). When you use your breath weapon, it has its full normal effect on incorporeal creatures, creatures on the Ethereal Plane or the Plane of Shadow, and creatures within an extradimensional space in the breath's area. Such creatures include ethereal creatures, creatures that are *blinking* or *shadow walking*, manifested ghosts, and creatures within the extradimensional space of a *rope trick* or *portable hole*.

would be happy to return to his cave indefinitely if this were to take place.

Rage of Dragons: During the Dracorage, most of the gem dragons left the Material Plane, but as a being that was not affected, Iltharagh felt no such need. He saw the rage as an opportunity to slay his rival Arveiturace, who no longer possessed her complete mental faculties. He emerged from hiding and flew out to launch an attack on the white wyrm, but she was too well defended by cultists, and he retreated to his cave. He is now hoping for another opportunity to slay his rival while she is weak.

ILTHARAGH

CR 24

Male very old topaz dracolich

CE Huge undead (water)

Init +4; **Senses** blindsense 60 ft., darkvision 120 ft., low-light vision, scent; **Listen** +25, **Spot** +25

Aura frightful presence (270 ft., DC 28)

Languages Chondathan, Common, Draconic, Drow, Dwarven, Elven, Giant, Illuskan, Orc

AC 47, touch 15, flat-footed 47

(-2 size, +34 natural, +7 *inertial armor*)

hp 201 (31 HD); **DR** 15/magic and 5/bludgeoning

Immune cold, electricity, paralysis, polymorph, sleep, undead immunities

Resist fire 15 **SR/PR** 30

Fort —, **Ref** +22, **Will** +22

Speed 70 ft. (14 squares), burrow 15 ft., fly 160 ft. (poor, supernatural), swim 70 ft.; **Flyby Attack**, **Hover**, **Wingover**; **Speed of Thought**^{EPH}

Melee bite +42 (2d8+11 plus cold plus paralysis) and 2 claws each +40 (2d6+5 plus cold plus paralysis) and 2 wings each +40 (1d8+5 plus cold plus paralysis) and tail slap +40 (2d6+5 plus cold plus paralysis)

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

Base Atk +31 **Grp** +50

Atk Options **Ghost Attack**^{EPH}, **Transdimensional Breath***; crush, paralyzing gaze, paralyzing touch

Special Actions breath weapon, control undead

Combat Gear *oil of magic vestment* +3, scroll of *control weather*, scroll of *fabricate*, scroll of *mass bull's strength*, scroll of *mislead*, scroll of *prismatic spray*, scroll of *scintillating pattern*, staff of *size alteration* (46 charges), staff of *swarming insects* (48 charges)

Power Points/Day 192

Powers Known (ML 13th):

7th—*psionic phase door*

6th—*breath of the black dragon* (DC 23), *crystallize* (DC 23), *mass cloud mind* (DC 23), *psionic disintegrate* (DC 23)

5th—*ectoplasmic shambler*, *psionic major creation*, *psionic true seeing*

4th—*metamorphosis*, *psionic dimension door*, *psychic reformation*, *psychic vampire* (DC 21)

3rd—*dispel psionics*, *ectoplasmic form*, *hustle*, *psionic blast* (DC 20)

2nd—*animal affinity*, *chameleon*, *psionic identify*, *swarm of crystals*

1st—*crystal shard*, *detect psionics*, *entangling ectoplasm*, *inertial armor*†, *thicken skin*

† Already manifested and augmented (7 points spent)

Psi-Like Abilities (ML 13th):

2/day—*feather fall*

Spell-Like Abilities (CL 13th):

2/day—*control winds* (DC 23), *fog cloud*

Abilities Str 33, Dex 10, Con —, Int 24, Wis 25, Cha 26

Feats Ability Focus (expanded knowledge), Flyby Attack, Ghost

Attack^{EPH}, Hover, Improved Initiative, Metamorphic

Transfer^{EPH}, Multiattack, Speed of Thought^{EPH},

Transdimensional Breath (see sidebar), Wingover

Skills Autohypnosis +40, Concentration +38, Diplomacy +40,

Escape Artist +30, Hide +25, Intimidate +35, Knowledge

(psionics) +39, Listen +40, Psicraft +39, Search +36, Sense

Motive +36, Spot +37, Survival +37, Swim +41, Use

Psionic Device +38

Breath Weapon (Su) 60-ft. cone, once every 1d4 rounds, damage 18d8 dehydration, Reflex DC 35 half.

Control Undead (Sp) Once every three days, Iltharagh can use *control undead* as the spell (caster level 15th). He cannot cast spells or use psionic powers while this ability is in effect.

Crush (Ex) Area 15 ft. by 15 ft.; Small or smaller opponents take 2d8+16 points of bludgeoning damage, and must succeed on a DC 35 Reflex save or be pinned.

Frightful Presence (Ex) Iltharagh can inspire terror by charging, attacking, or flying overhead. Creatures within 270 feet of the dragon that have 30 HD or fewer must attempt a DC 28 Will save. Success indicates that the target is immune to Iltharagh's frightful presence for 24 hours. On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds. Those with 5 or more HD become shaken for 4d6 rounds.

Invulnerability (Su) If Iltharagh is slain, his spirit immediately returns to its phylactery, from where it can attempt to possess a suitable corpse.

Keen Senses (Ex) Iltharagh sees four times as well as a human in low-light conditions and twice as well in normal light. He also has darkvision out to 120 feet.

Paralyzing Gaze (Su) Fear, range 40 feet. A creature that meets Iltharagh's gaze must succeed on a DC 33 Will save or be paralyzed with fear for 2d6 rounds. Whether or not the save is successful, that creature cannot be affected again by Iltharagh's gaze for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

Paralyzing Touch (Su) A creature struck by any of Iltharagh's natural attacks must succeed on a DC 33 Will save or be paralyzed for 2d6 rounds. A successful save does not confer immunity on subsequent attacks.



CULT OF THE DRAGON

The Cult of the Dragon, also known as the Dragon Cult or the Followers of the Scaly Way, is a secret society whose members revere dragons and seek to transform them into dracoliches. The Dragon Cult's veneration of the Sacred Ones (or night dragons, as some call them) is based on the alternate translation by Sammaster, founder and First Speaker, of a passage by the legendary oracle Maglas.

This chapter gives an overview of the Dragon Cult's history and current status in the wake of the Year of Rogue Dragons. It details the history and the current structure of the Dragon Cult in the wake of the events of the Year of Rogue Dragons.

A great deal of additional information on the Cult of the Dragon can be found in the *Forgotten Realms Campaign Setting*, pages 272–273; *Champions of Ruin*, pages 72–74; *Faiths and Pantheons*, pages 210–212; and *Lords of Darkness*, pages 18–27.

History of the cult

In the Year of the Jasmal Blade (835 DR), a gifted young wizard named Sammaster was selected as one of Mystra's Chosen. His early, promising research into metamagic developed into an unhealthy fascination with necromancy, after he lost control of his *silver fire* in a failed rescue attempt and killed numerous innocents in the process. Likewise, an unhealthy obsession with Alustriel, another Chosen of Mystra, left him increasingly embittered with the world.

In the Year of the Flamedance (865 DR), Algashon Nathaire, a powerful mystic theurge in the service of Bane, ingratiated himself with Sammaster, and the two began to work together. At Bane's command, Algashon sought to turn Sammaster away from Mystra and thereby steal for the Black Lord the secret of Mystra's *silver fire*.

In the Year of the Stricken Star (875 DR), Algashon convinced Sammaster to attack Alustriel, intending to steal her *silver fire* through a vile ceremony while she was at a disadvantage. However, Alustriel called on Elminster and Laeral, and together the three Chosen killed Sammaster, and Azuth then appeared to strip the corpse of its *silver fire*. However, after their departure, Algashon resurrected Mystra's former Chosen, now quietly mad but still blessed with long years and the ability to heal quickly.

In the years that followed, Sammaster drew on his own translation of Maglas's prophecy, Algashon's whisperings, and ancient tomes unearthed from ruins beneath the deserts of Anauroch and Raurin. Sammaster and Algashon founded the first Dragon Cult cell in the city of Chondathan (now the Sembian city of Saerloon) and set about creating all manner of draconic undead.

Sammaster and his followers created their first dracolich, Shargrailer, in the Year of the Queen's Tears (902 DR). The First Speaker used Shargrailer as a potent weapon against the former colonies of Chondath (later to become Sembia), and the Dragon Cult's coffers began to overflow with coins extorted from fearful merchants. The ranks of Sammaster's followers grew quickly, and new cells sprang up in Chancelgaunt (now Selgaunt) and Yhaunn.

During this period, Algashon convinced Sammaster to collect his wisdom, prophecies, formulae, and procedures in a single tome, which could then be copied and used to spread new Dragon Cult cells across Faerûn. The First Speaker agreed and completed his infamous *Tome of the Dragon*^{LD} in the Year of the Rotting Wind (905 DR), leading to an explosion of Dragon Cult activity across the Heartlands.

Sammaster's increasingly overt activities did not go unnoticed, and the Dragon Cult acquired a range of enemies, not the least

"And naught will be left save shattered thrones, with no rulers but the dead. Dragons shall rule the world entire. . ."

Maglas the Oracle

Standard translation, *The Chronicle of Years to Come*

of whom were Those Who Harp. In the Year of the Sinhala (916 DR), the Harpers arranged an ambush of Sammaster's entourage just outside the tiny village of Hap in Battledale. Despite their efforts, Sammaster and his followers might well have prevailed if not for the appearance of an avatar of Lathander who struck down the First Speaker and routed his followers.

Sammaster's apparent death precipitated the first schism among the Followers of the Scaly Way—some followers remained loyal to the memory of the First Speaker and continued to operate openly, while others followed Algashon into secrecy and exile, first to Urmlaspyr and then west and north into the Western Heartlands and the North. Most cells were eventually forced by their enemies to follow Algashon into hiding or face extinction, which allowed the Banite theurge to return to Sembia in triumph, where he became first of the Wearers of Purple. However, Algashon's view of the organization as primarily religious, commanding obedience to the Sacred Ones and Bane, soon clashed with the beliefs of the more pragmatic adherents, who saw the Dragon Cult as a means to further their own personal power. In time, the latter group found a leader in the archmage Tuelhalva Drakewings, but open skirmishing between the two sects soon forced the Drakewings faction into hiding.

In the Year of the Awakening (1001 DR), Tuelhalva was sent south to Peleveran, a kingdom built along the Landrise of the Shaar, to investigate reports of an ancient undead dragon lurking in the catacombs beneath the capital city of Peleveria. Although he found no such wyrm, Tuelhalva did discover the gathering evil of Gargauth and saw in the exiled archdevil the opportunity to break from the Sembian cell of the Dragon Cult and its Banite leadership.

In the Year of the Dracorage (1018 DR), Tuelhalva summoned an avatar of Gargauth to the Realms and called for like-minded pragmatists in Sembia to secede from the Dragon Cult and join him in Peleveran to form a new cell far from the influence of Algashon. Tuelhalva and his allies quickly installed themselves as the rulers of Peleveran, but Gargauth then betrayed them by whispering words of their success to Algashon, who then mustered an army of dragons, dracoliches, and Cult members to destroy them. Because this battle unfolded during a continent-wide Rage of Dragons, few scholars realize the destruction of Peleveran was the result of an interfactional battle within the Dragon Cult and not simply the larger Dracorage. In contrast, the destruction of Zhentil Keep in this year was widely blamed on the Dragon Cult in Sembia, marking the start of true hostility between the Zhents and the Dragon Cult.

In the wake of Peleveran's destruction, both Algashon and Tuelhalva were dead, and the ranks of Bane's followers in the Dragon Cult were greatly reduced. As a result, the Followers of the Scaly Way shifted away from a close association with any specific deity and away from a religious connotation to membership.

In the years that followed, the Sembian cell remained preeminent as other cells waxed and waned in importance, but Sembia's Wearers of Purple could in no way be said to rule the Dragon

Cult. Most cells operated in secret, and their activities are little known. Some of the more widely publicized events are detailed below.

In the Year of the Winged Worm (1225 DR), a Dragon Cult cell formed in the city of Elversult and the nearby port to of Pros. This cell worked with Hethcypressarvil, better known as Cypress the Black, a rare black dragon with psionic abilities. Although he eventually became a dracolich, nominally under the control of the cell leaders, Hethcypressarvil circumvented the controls used to "manage" a Sacred One and came to dominate the cell as its leader.

In the Year of the Snarling Dragon (1279 DR), the Dragon Cult cell in Luskan self-destructed when an allied white dracolich attacked three allied white dragons for their hoards.

In the Year of Many Mists (1282 DR), Sammaster briefly returned as a lich, once criteria he had set into play three centuries before were finally resolved amid the ruined city of Harrowsmouth. From his lair in the Desertsmouth Mountains, high above Shadow Gap, Sammaster began to rebuild his control of the Dragon Cult. However, before the returned First Speaker could threaten the surrounding lands, the Company of Twelve, composed of a dozen paladins supported by the Harpers, marched

into "the Gates of Hell." At the cost of nine of their number, they destroyed the lich again, although they did not recover his phylactery or the original *Tome of the Dragon*.

In the Year of the Lion (1340 DR), the Sembian cell started a

new cell in Featherdale in the guise of a merchant coster in an attempt to control the entire dale. The rulers of Featherdale turned to Sembia for help, which led to the Battle of the River Rising. The Dragon Cult might well have won if not for the sacrifice of the archmage Mzhentul, who turned himself into a living pillar of flame.

In the Year of the Worm (1356 DR), the last Flight of Dragons unfolded in the Moonsea region. (The Dragon Cult attempted to claim credit for this event, but in truth it was the reappearance of the King-Killer Star.) Maddened dragons emerged from the Great Gray Land of Thar to wreak havoc on the region. Phlan and Yûlash were destroyed, Zhentil Keep was heavily damaged, and Arabel, Hillsfar, and Suzail were forced to fight off powerful wyrms.

In the Year of the Prince (1377 DR), the Sembian cell made a bid to control Shandrill Shessair, a young spellfire^{Mag} wielder from Deepingdale. Their bid backfired, resulting in the (apparent) destruction of three dracoliches: Aghazstamm, Rauglothgor, and Shargrailar "the Dark."

In the Year of Maidens (1361 DR), four Cult mages appeared outside Silverymoon and cast spells to draw out Alustriel. After she and Taern "Thunderspell" destroyed two of them, the remaining two unleashed a dracolich against the southern walls of the city, leaving Alustriel alone. Only the timely arrival of Khelben "Blackstaff" Arunsun and Laeral Silverhand Arunsun saved Alustriel's life.

In the Year of the Sword (1365 DR), the Sembian cell convinced a very old blue dragon named Malygris to become a

*"And naught will be left save shattered thrones, with no rulers.
But the dead dragons shall rule the world entire. . ."*

Sammaster, First Speaker

Alternate translation, *The Chronicle of Tears to Come*
Year of Fell Pearls (877 DR)

dracolich. Malygris then killed the suzerain of the blue dragons of Anauroch, claiming his throne for his own. Hopes that Malygris would employ the blue dragons of Anauroch against Zhentarim trade activity came to naught seven years later when the undead suzerain was forced to bow down to High Prince Telamont Tanthul of Thultanthar (Shade).

In the Year of the Gauntlet (1369 DR), Piergeiron the Paladin destroyed Kistarianth "the Red" on the slopes of Mount Waterdeep during Halaster's Highharvestide. The transformed red dragon was slain in life by Piergeiron's father, Athar "the Shining Knight." In the wake of this event, the Dragon Cult began dispatching adventuring companies into Undermountain to determine if the Mad Mage of Undermountain had somehow acquired a copy of the *Tome of the Dragon*.

The events of the Year of Rogue Dragons (1373 DR) related to Sammaster and the Cult of the Dragon are discussed in Chapter 1.

In the Year of Lightning Storms (1374 DR), the Dragon Cult underwent a period of great turmoil, as various cells battled internal and external bids for control, and the Church of Tiamat moved to subsume the Dragon Cult under the banner of the Dragon Queen. Alasklerbanbastos, the Great Bone Wurm of Unther and Threskel, tried to unite the surviving Dragon Cult cells under his personal leadership, but his alliance with the Church of Tiamat in Unther ultimately undermined this effort. However, his efforts paved the way for Augloroasa "the Sibilant Shade," Daurogoth "the Creeping Doom," and Alagshon Nathaire to establish a ruling triumvirate.

organization

The Cult of the Dragon is a sprawling, schismatic, secret society of composed of insane fanatics who embrace Sammaster's vision of undead dragons ruling the world and power-hungry pragmatists who see membership in the Dragon Cult as an avenue to greater personal power.

Followers of the Scaly Way are divided into autonomous cells. Each cell is made up of recruits, known as Followers of the Scaly Way or Dragon Cultists, and the senior leadership, known as Keepers of the Secret Hoard. The former group, dominated by individuals who see the Dragon Cult as a road to personal power, is composed primarily of fighters, rogues, and barbarians who feed the Dragon Cult's coffers through banditry, blackmail, drug running, extortion, and kidnapping. They also run the Dragon Cult's mercantile operations and vice dens (gambling and prostitution). The latter group, dominated by true believers, is composed primarily of wizards, a handful of clerics, and the most ruthless warriors and thieves to rise up through the ranks. They control the cell's treasury and the cell's copy of the *Tome of the Dragon*^{LD}.

Each established Dragon Cult cell is ruled by one or more Wearers of Purple. There is a great deal of overlap between the Wearers of Purple and the Keepers of the Secret Hoard, but the two terms are not strictly synonymous. A Wearer of Purple is always accorded the rank of Keeper of the Secret Hoard by other cells.

Following the death of Sammaster, many Keepers of the Secret Hoard as well as a few of the Sacred Ones made a bid

for overall leadership of the Dragon Cult. After the Great Bone Wurm's bid collapsed, an uneasy triumvirate seized power. The trio includes Augloroasa "the Sibilant Shade" (see Chapter 1), now known as the First Whisperer; Daurogoth "the Creeping Doom" (see Chapter 1), now known as the First Reader; and a humanoid lich, known only as the First Interpreter. (The identity of the First Interpreter is known only to Augloroasa and Daurogoth. Before his own destruction, Sammaster secretly brought Alagshon Nathaire back from the dead as a banelich^{Mon}.)

Already their alliance shows signs of strain. Daurogoth is suspected of withholding arcane lore he has gleaned, while Augloroasa is thought to be withholding secrets her spies have unearthed. Neither dracolich trusts Alagshon, despite his efforts to blunt efforts by the Church of Tiamat to subsume the Dragon Cult, since both suspect the banelich still works to incorporate the Dragon Cult into the Church of Bane.

Cult of the Dragon (Expansive Religious): AL NE, LE, CE; 100,000 gp resource limit; Membership 5,730; Mixed (human 4,527, dragonkin 516, draconic creature 286, half-dragon 178, dragon 57, dracolich 51, other 115); Dues 100 gp/month (300 gp to join).

Authority Figures: Alagshon Nathaire (see below), Augloroasa (see Chapter 1 and below), Daurogoth (see Chapter 1 and below).

Important Characters: Keepers of the Secret Hoard, Wearers of Purple.

Associated Classes: Fighter, rogue, barbarian, sorcerer, necromancer, cleric.

Associated Skills: Bluff, Intimidate, Knowledge (arcane), Sense Motive, Spellcraft, Speak Language (Aragrakh), Speak Language (Draconic).

Requirements: You may not divulge secrets of the Dragon Cult to outsiders. You must obey the leaders of the Cult, hold dragons in great esteem, and revere the Sacred Ones (dracoliches). You must tith 10% of your wealth to the Dragon Cult.

Favored in Guild Benefit: The Dragon Cult offers little besides protection and kinship to those without the abilities to bring undeath to a dragon. Wizards (including specialists) receive one bonus necromancy spell (of any level they can cast) to add to their spellbooks at each new wizard level, if they can cast spells from the school of necromancy. A wizard attempting to attract a draconic cohort receives a +2 bonus to his Leadership score for that purpose. A wizard attempting to attract a draconic familiar acts as if he were two levels higher for purposes of the Improved Familiar feat.

Senior members of the Dragon Cult usually take the wearer of purple^{FP} prestige class as soon as they are able. Junior members sometimes take the dragonkith^{Dr} prestige class.

Alagshon Nathaire: Alagshon (LE male banelich^{Mon} [augmented Vaasan human] cleric 25 [Bane]/divine disciple 5), the original Second Speaker of the Cult, died in the skies above Peleveran over three centuries ago. Sammaster brought him back from the dead in the Year of Rogue Dragons (1373 DR) as a banelich, intending to make restore him to his position as Second-Speaker. In the wake of Sammaster's death, Alagshon has moved carefully to restore his influence in the Dragon Cult, operating openly as a lich among the faithful but not revealing

his true identity. The banelich openly professes the faith of the Dark Lord, but in truth he has begun to hear the whisperings of Gargauth anew.

Augloroasa "the Sibilant Shade": From her lair in the depths of the lost dwarf city of Thunderholme in the southern Thunder Peaks, the First Whisperer dominates the Sembian cell. Her agents have become the Cult's eyes and ears both internally and against their enemies. The Sembian cell has become the main source of information about other cell activities and what the Church of Tiamat, the Harpers, the Zhentarim, and other enemies are planning against the Cult.

Daurogoth "the Creeping Doom": From his lair in the ruined gnome city of Dolblunde near the banks of the River Dessarin, the First Reader studies arcane lore recovered by the Dragon Cult, including eldritch texts removed from the catacombs beneath the Monastery of the Yellow Rose. Daurogoth creates new spells and magic items for use by the Keepers of the Secret Hoard. The First Reader is not associated with any specific Dragon Cult cell, and he forcibly expels any Follower of the Scaly Way who dares to come calling.

Dragon cult cells

In the wake of Sammaster's Rage, three dozen or so active Dragon Cult cells of any significance are scattered across Faerûn. Several of the most prominent cells are discussed below. Other known, active cells are based in the Dragonjaw Mountains, Elversulf (and Pros), Hlondeth (see *Serpent Kingdoms* page 92), the Rockshaws of the northern High Moor (see Chapter 1), the ruins of Peleveria along the Landrise of the Shaar, and Yartar. Until recently there were also active cells in the Bloodstone Lands (see the *Year of Rogue Dragons* trilogy), Leilon (see Chapter 1), Westgate (see *Champions of Ruin* pages 73–74), and on the Pirate Isle of Tan (see *Queen of the Depths*), but all have collapsed in the wake of Sammaster's Rage.

Each cell has its own perspective on several dogmatic issues, including whether to emphasize religious devotion or self-serving pragmatism, whether or not to engage in magical experimentation with new types of undead dragons, whether or not to emulate dragonkind by pursuing transformation into their number, whether or not to cooperate with various monstrous races, whether or not to apply the transformation to dracolichdom to those who are not true dragons, and whether or not to cooperate with or oppose the Church of Tiamat. The DM is encouraged to make each cell unique, reflecting the constant state of schism that afflicts the Cult of the Dragon as a whole.

Dragonwell cell

In the Year of Wild Magic (1372 DR), the Sembian cell discovered the Well of Dragons in the caldera of an ancient volcano southeast of the Battle of Bones. After dispatching the undead draconic guardian, the Dragon Cultists established a new cell in this ancient draconic graveyard. The Dragonwell Cell currently controls only the Well of Dragons and its immediate environs, but it has begun to establish its claim to territory stretching from Evereska to the Sunset Mountains and from the Serpent Hills deep into the sands of southern Anauroch.

Membership: The Dragonwell cell is composed primarily of Sembian expatriates, most of them human, drawn from the lower ranks of Sembian society (primarily craftsfolk and mercenaries). There is little tolerance for religious fanaticism, magical experimentation, or monstrous members among its ranks, although the recent arrival of Arsekaslyx has begun to attract a small number of near-mad fanatics who attend to her every need.

Leadership: Although nominally led by five Wearers of Purple, the Dragonwell cell is ruled with an iron hand by Naergoth Bladelord (NE male Chondathan fighter 10/wearer of purple^{FP} 9), formerly a Wearer of Purple in the Sembian cell. The only threat to Naergoth's leadership is the growing influence of Arsekaslyx among the more recent recruits and the rising influence of Vargo Kent (CE male half-black dragon [augmented Tethyrian human] evoker 16).

Allies and Enemies: The Dragonwell cell is closely allied to the Sembian cell (and, until very recently, was considered an outlying colony of the Sembian cell). The Dragonwell cell is directly associated with one dragon, Arsekaslyx (see Chapter 1).

Since its inception, the Dragonwell cell has openly skirmished with the Shadovar, pitting drake-riding Cultists against shades mounted on veserabs (see *Dragon* #299) in the night skies above the sands of Anauroch. The recent discovery of Netherese artifacts buried in the depths of the Well (quickly revealed to the Shadovar by their spies) has only aggravated tensions between the two groups.

Plots: Over the past two years, the Dragonwell cell has transformed the Well of Dragons into a nearly impregnable fortress. Naergoth is very pleased with the progress and no longer resents this remote posting. However, he feels the cell lost an opportunity to recruit several new dracoliches to its service during the Year of Rogue Dragons, when the heretofore unknown *King-Killer shield* over the Serpent Hills undermined the cell's efforts to induce the large dragon population into dracolichdom. Undeterred, Naergoth continues to send emissaries into the Serpent Hills, now bearing gifts instead of threats, and he has begun to reach out to the large population of green dragons in the Forest of Wyrms.

Mourktar cell

Founded in the Year of the Pillaged Crypt (1005 DR) by a follower of Algashon, the Mourktar Cell achieved early success by convincing Alasklerbanbastos (see Chapter 1) to embrace dracolichdom in the wake of Tchazzar's apparent ascension to divinity. The Mourktar cell has since moved its base to the Great Bone Wurm's lair beneath Dragonback Mountain but is still very active in Mourktar and the rest of Threskel, in Messemprar and occupied Unther, and to a lesser extent in eastern Chessenta.

Membership: The Mourktar cell has long been considered rather dogmatic by other cells, emphasizing devotion to the Black Lord and the collected teachings of Algashon over the teachings of Sammaster. Dragon cultists in this cell have long experimented with the creation of new forms of draconic undead, most of whom lurk within the depths of Dragonback Mountain or in large crypts beneath Mourktar and Messemprar.

Leadership: The Mourktar cell has long been ruled by Alasklerbanbastos, the Great Bone Wurm, its first and most successful dracolich. However, for the first time in years, there is simmering tension between the Wearers of Purple and the Great

Bone Wyrms, as members of the former group grow increasingly uncomfortable with their leader's alliance of convenience with the Church of Tiamat in Unther and dismayed at recent setbacks following the return of Tchazzar.

Allies and Enemies: Most cell members are followers of Bane at the Black Lord's Altar in Mourktar, and this cell has long operated as a secret society within the church. The Mourktar cell is nominally allied with the Church of Tiamat in occupied Unther, but this relationship is growing increasingly strained.

The Mourktar cell has long opposed the Church of Tchazzar, and the recent return of the Father of Chessenta has rekindled this ancient enmity. Since the failure of the Great Bone Wyrms' bid for control of the Followers of the Scaly Way, the Mourktar cell has become increasingly estranged from the rest of the organization. Most other cells now consider the Mourktar cell to be in open schism.

Plots: The Mourktar cell is currently regrouping following the recent failure of its bid to install a draconic nobility in Threskel and Chessenta. Most of the nondragon members of the cell are consumed with the effort to maintain Messemprar's independence in the face of relentless Mulhorandi expansionism, while Alasklerbanbastos and his dragon deputies work to undermine the machinations of Tchazzar.

sembian cell

The Sembian cell is the largest and oldest Dragon Cult cell. Its territory encompasses Sembia, the southern Dales, the great forest of Cormanthyr, the Thunder Peaks, and the southern Desertsouth Mountains, but its membership is concentrated in Saerloon and Urmlaspyr.

Membership: The Sembian cell is composed primarily of Sembian merchants, most of them human, drawn from the upper strata of Sembian society. There is little tolerance for religious fanaticism, magical experimentation, or monstrous members among its ranks.

Leadership: The Sembian cell is ruled from the shadows by Aurgloroasa and the Wearers of Purple, as the twelve senior leaders of the cell are known. The current leadership of the Sembian cell includes High Dragonservant Faerlaur Onthim of Urmlaspyr (NE male Chondathan human cleric 10 ["Shar and Cyric," secretly Tiamat]/wearer of purple^{FP} 5), Salvarad (NE male Chondathan human cleric 10 ["Talos," secretly Cyric and Shar]/wearer of purple^{FP} 10), Zannaster, "Archmage of the Purple" (LE male Chondathan human necromancer 5/wearer of purple^{FP} 10/archmage 5), and Zilvreen (NE male Chondathan human rogue 10/wearer of purple^{FP} 8). The remainder includes seven Sembian merchant-warriors and a high-ranking commander in the Silver Ravens.

Allies and Enemies: The Sembian cell is directly associated with two dracoliches, Aurgloroasa and Dretchroyaster (see Chapter 1). They are loosely allied with Eboanaffimoth (CE female adult red dracolich), Malygris (LE male very old blue dracolich) of Anauroch, and Shhuushuru (CE female great shadow wyrm dracolich), better known as "Shadow Wing," of the Far Hills. The Sembian cell wields a great deal of influence over the Dragonwell cell, due to its close alliance with Naergoth Bladelord.

The Sembian cell is engaged in a long-running war of attrition with the Zhentarim. The Sembian cell is also battling efforts by Tiamat's followers to subsume the Dragon Cult and working to counter the growing influence of the Shadovar.

Plots: Although the Cult continues to seek new converts to dracolichdom among the dragons of the Thunder Peaks, the cell's leadership is focused primarily on reestablishing its leadership of the entire Dragon Cult and battling the Church of Tiamat. The Wearers of Purple have not given up the hope that Aghazstamm and Shargrailar "the Dark" might someday be returned to unlife if their phylacteries can be found. None realize that both phylacteries lie hidden in the hoard of Aurgloroasa.

wyrmsmoke cell

High above the western slopes of the Galena Mountains, halfway between Glistar and Hulburg, floats an ancient and long-abandoned cloud giant citadel known as Wyrmsmoke Keep. From the aerial ramparts of this ancient ruin, a small Dragon Cult cell has long exerted influence over the great dragons of the eastern Moonsea and the Great Gray Land of Thar by blending the mercantile might of the Moonsea's cities with the martial prowess of Thar's elite warriors.

Membership: The Wyrmsmoke cell is composed of powerful merchants based in the great cities along the shores of the Moonsea and their allies in Wyrmsmoke Keep. Wyrmsmoke Keep is garrisoned by three tribes of dragonkin^{Mcc, Drs}, one tribe of draconic orcs who raise fire drakes^{Dra} as steeds, and their commanders (mostly orc or ogre variants).

Leadership: The Wyrmsmoke cell is ruled by a council of six, known as the Wearers of Purple. They include Kaela Ulsant of Mulmaster (LE female Vaasan human cleric 6 [Bane]/wearer of purple^{FP} 7), Crenshyl Khodoil of Thentia (NE male Chondathan human fighter 9/wearer of purple^{FP} 2), Delphaeryn Leiyrathon of Melvaunt (LE female Vaasan human necromancer 11/wearer of purple^{FP} 1), Theldar Hammerfist (NE male half-orc fighter 12/wearer of purple^{FP} 4), Orinskar of Thar (CE male ogre barbarian 11), and Dalgar, "Blood of Iyrauroth" (CE male draconic^{Dra} orc rogue 5/assassin 5/wearer of purple^{FP} 2).

Allies and Enemies: The Wyrmsmoke cell lost all its allied dracoliches and most of its allied dragons during the events of the Year of Rogue Dragons, thanks to the efforts by the Talons of Justice to hunt down the followers of Sammaster.

The Wyrmsmoke cell has long opposed the efforts of the Zhentarim to control trade across the waters of the Moonsea, but it has never been strong enough to openly oppose the machinations of the Zhentarim.

Plots: For decades, members of this cell have bribed dragons along the Galenas to target the Black Network's ships, profiting from the "unexpected" shortage of goods that the sinking of a carefully chosen merchant ship can induce. Although it has suffered setbacks, the cell has never angered the Zhentarim enough to engender a full-scale counterattack. In the wake of Sammaster's Rage, such a response is seen as increasingly likely, so the leaders of the Wyrmsmoke cell have spent a good deal of their shared fortune to open negotiations with several candidates for dracolichdom among the surviving dragon population of the Galenas.



Sinister sorcerers vie for leadership of the Cult

Illustration by E. M. Gist

followers of the scaly way

The Followers of the Scaly Way are drawn from all parts of Faerûn and many different races. The majority of Sammaster's disciples are human, but representatives of other races are found within the ranks of the Dragon Cult as well. Likewise, most Dragon Cultists have levels in expert, fighter, or rogue, and an elite minority has levels in cleric, sorcerer, necromancer, or wizard. However, nearly every class combination is represented among the ranks of the Followers of the Scaly Way. Several races and classes are worthy of particular attention and are discussed below.

Clerics: Many Dragon Cult cells are dominated by self-serving pragmatists, and even the more religious cells often minimize religious observances. Clerics within the Dragon Cult usually venerate Bane, Shar, Talos, Talona, or Velsharoon, and their gods rarely see a conflict between their ties to the Dragon Cult and their duties to their respective churches. A smaller number of clerics within the ranks of the Dragon Cult venerate Cyric, Gargauth, Malar, or Tiamat. Followers of Tiamat occupy a unique niche at this point in the Cult's evolution, either dominating their respective cells or hiding their affiliation altogether. Clerics of the Dragon Cult often take the Follower of the Scaly Way feat (see sidebar).

Dracoliches: Dracoliches, known as Sacred Ones, are nominally revered by the Dragon Cult. In practice, however, dracoliches either dominate their allied cells or they are subservient to the local Wearers of Purple, who command them by means of

hidden strictures included in the process of transformation into dracolichdom.

In some cases, a creature of the dragon type that is not a true dragon has been transformed into a dracolich. While most cells recognize that even Sammaster experimented on various kinds of drakes while perfecting his process, some cells view such transformations as sacrilegious. In certain rare instances, a half-dragon has deliberately embraced dracolichdom. Such transformations are always controversial, since most cells reject the creation of "humanoidlike" dracoliches.

Dragonblood: Creatures that have the dragonblood subtype are held in great esteem in some Cult cells due to the legacy of dragon blood thought to run through their veins, but they are not accorded any special status.

FEAT: FOLLOWER OF THE SCALY WAY

You are an adherent of Sammaster's teachings. You hold dragons in high esteem and revere the Sacred Ones (dracoliches).

Prerequisite: Speak Draconic, member of the Cult of the Dragon

Benefits: You receive a +4 bonus on saves against the frightful presence of true dragons. You are immune to the frightful presence and paralyzing gaze of dracoliches.

Clerics of evil deities can substitute the Dragon^{DM} domain or the Scalykind^{FG} domain for one of their regular domains.

Dragonkin: Dragonkin^{Mon, Dra} play an important low-level role in some Dragon Cult cells, where they serve as guards and mercenaries. Dragonkin tribes are rarely encountered in settled regions such as Sembia or the Vilhon Reach. Those cells that do employ a tribe of dragonkin are usually located in wilderness regions, such as the North or the Cold Lands north of the Moonsea.

Dragons: True dragons hold a place of honor among every Dragon Cult cell, because each is a candidate for transformation into dracolichdom. Lesser dragons (those that are not true dragons) are held in esteem, but never worshiped except by a few fringe cells of little true power.

Like creatures with the dragonblood subtype, half-dragons and draconic^{Dra} creatures are held in great esteem in some Cult cells due to the legacy of dragon blood that runs through their veins. However, few achieve positions of real power within a Dragon Cult cell, due to the manipulations of their humanoid rivals and the true dragons who do not brook competition for their status.

Necromancers: Although all wizards are respected by Dragon Cult members, necromancers are viewed in particularly high regard, for they are thought to understand many of the deepest mysteries of Sammaster's *Tome of the Dragon*.

Sorcerers: Like draconic creatures, half-dragons, and creatures with the dragonblood subtype, sorcerers are held in great esteem in some Cult cells due to the legacy of dragon blood thought to run through their veins. Many Dragon Cult sorcerers embrace their draconic heritage, taking various draconic feats (see *Draconomicon* and *Races of the Dragon*) or pursuing the dragon disciple prestige class to increase their ties to all things draconic.

magic of the cult

The Cult of the Dragon is best known for developing the process for creating dracoliches. Sammaster's Rage also earned the Dragon

Cult accolades for manipulating the *Dracorage mythal*^{*}, perhaps the longest-surviving epic spell to cloak Faerûn.

On a day-to-day basis, the Cult employs a large number of lesser magic items including *dracolich brew*^{Dra}, *dracolich phylactery*^{Dra}, *dragon's draughts*^{Mag}, *dragonrider armor*^{Dra}, *dragonskull talismans*^{Mag}, *horns of the dragon*^{Dra}, *rings of dragons*^{Mag}, *rings of dragonshape*^{Mag}, and *staffs of draconic power*^{Dra}. Likewise, Dragon Cult spellcasters seeking an audience with a dragon favor spells such as *aggravate Dracorage*^{*}, *antidragon aura*^{Dra}, *hide from dragons*^{Dra}, *miser's envy*^{Dra}, and *monstrous thrall*^{Dra}. In contrast, Dragon Cult spellcasters seeking to support one of the Sacred Ones favor the various *inflict* spells, *iron bones*^{Mag}, and *stone bones*^{Mag}. Wearers of Purple favor spells such as *draconic might*^{Dra}, *dragon ally*^{Dra}, and *greater dragon ally*^{Dra}.

The cliffs of karthout

Presented below is an adventure for four to six 9th-level characters involving the Cult of the Dragon.

preparation

As Dungeon Master, you need four books to run this adventure: the *Player's Handbook*, the *Dungeon Master's Guide*, the *Monster Manual*, and the *FORGOTTEN REALMS Campaign Setting*. *Player's Guide to Faerûn* and *Stormwrack* are also useful.

This adventure takes place on an isolated cliff face that juts out from a stretch of the Dragonmere coast between Teziir and Westgate. Information about the Dragonmere (also referred to as the Lake of Dragons in this adventure) is available in the *FORGOTTEN REALMS Campaign Setting*. The location of the adventure could be moved to numerous other aquatic sites throughout Faerûn.

Paragraphs in *italics* should be paraphrased or read aloud to the players. Sidebars contain useful information for the DM.

Adventure Background

Reveilain Brant was the apprentice to Vargo Kent, a high-ranking evoker in the Cult of the Dragon's Well of Dragons operation. Reveilain was overambitious, frequently attempting to reach beyond his station. He angered Vargo, causing the busy and powerful wizard to relegate Brant to menial tasks such as component gathering and cleaning. Because Vargo mostly ignored the young apprentice, Reveilain was left to his own devices. He used this opportunity to shirk his duties and explore the well.

While exploring the Well of Dragons, Reveilain came across a group of ogres hauling rubble from a dig. Tossing the dirt everywhere, the ogres were mindless of what might be found in the turned soil. Their taskmaster, a Wearer of Purple named Arleanda (LE female Chondathan human cleric [Velsharoon] 6/wearer of purple^{FP} 5) wasn't particularly interested in the excavation—being a more academic type—and failed to notice a tablet amid the dirt. Reveilain was much more alert, and he secreted away the artifact before anyone discovered it.

In between hours of monotonous work as an apprentice, Reveilain found time to translate the writings on the tablet—an ancient artifact sacred to the draconic demigod Kalzareinad, the nefarious

random encounters in the dragonmere

The Lake of Dragons is one of the most dangerous waterways in all of Faerûn. Roll on the following random encounter table once for every 12 hours the player characters spend traversing the lake.

d%	Encounter	Source
01–60	None	—
61–65	1d4 merrow (EL 6)	MM 199
66–70	Water naga (EL 7)	MM 193
71–75	2 scraggs (EL 7)	MM 247
76–80	Giant octopus (EL 8)	MM 276
81–85	1d4+2 Huge sharks (EL 8)	MM 279
86–90	4 giant crocodiles (EL 8)	MM 271
91–95	Giant squid (EL 9)	MM 281
96–100	Dragon turtle (EL 9)	MM 88

dragon god of dark secrets. The writings detailed a process through which a half-dragon could undergo a transformation into a dracolich known as the Kaemundar. Fascinated by the idea of becoming immortal but aware of his human limitations, the young apprentice sought a way to transform himself into a half-dragon.

Reveilaein was aware that his master Vargo had once been a normal human but had discovered an alchemical process that turned him into a half-black dragon. The young mage concocted a scheme to steal the formula. He waited until Vargo was busy with Cult duties and ripped the page out of the mage's notes that contained the formula. Reveilaein had the command word to bypass the wards on Vargo's spellbook, having required it for some of his tasks as an apprentice. What he did not expect is that ripping the page also set off a ward. Vargo sensed the ripping of his spellbook and immediately transported himself back to his chambers. Reveilaein was somewhat prepared for such an eventuality. He read a scroll of *teleport* he had stolen from Vargo and transported himself away from the Well.

Reveilaein retreated to Arabel, where he analyzed the alchemical formula stolen from Vargo and the ritual described on the tablet. He searched out a priest of Kalzareinad, employing considerable resources to pay a diviner to locate a follower of the dark demigod. The divinations paid off, and Reveilaein located Morven Vance, a Mulan priestess of Kalzareinad. Morven was a disciple of Maldraedior (LE, male great wyrm blue dragon ascendant^{DM 3}) and is one of a very small number of worshipers of Kalzareinad. Tantalizing the priestess with a relic of her deity, Reveilaein convinced her to help him perform his two rituals. It occurred to him that she might seek to slay him or steal the knowledge for herself, but he was too obsessed with immortality and power to care.

Morven did indeed consider the possibility of killing the wizard or stealing the magic. In a moment of weakness, while helping him perform the ritual, she became too afraid to seize the artifact for herself. She helped Reveilaein perform the ritual to transform him into a Kaemundar.

With his newfound power, Reveilaein sought to establish his own Dragon Cult cell. Along with Morven, he recruited like-minded individuals from Arabel—specifically, members from failed cells with knowledge of key Cult rituals—and headed for the Dragon Coast. Knowing that he was too weak to convince true dragons to undergo the dracolich transformation, he hoped to be able to get the dragon turtles of the Lake of Dragons to consider the process.

Reveilaein and his band located an isolated lighthouse situated on a cliff between Teziir and Westgate. The group easily dispatched the small band of Draeven (folk of the Dragon Coast) operating the lighthouse. They explored the cliffs, hired some builders (and later killed them), and dug a base below the lighthouse. This effort expanded the network of tunnels that ran throughout the rock.

Up until now, the cell has been recruiting lesser draconic allies. A cluster of four ambush drakes has taken up residence in the lighthouse. The Cult has managed to attract a local wyrmling green dragon named Eldrisithain, who serves as a cohort of Aeroth, the cell's Wearer of Purple. The greatest accomplishment of the group, however, is the courting of Tsenshivah. Reveilaein

sighted the dragon turtle soon after he set up the base under the lighthouse. The creature was in a frenzy because local fishermen had killed her mate. The Kaemundar gathered his cell and used its magic to calm and charm the creature.

Since the discovery of Tsenshivah, the lighthouse cell has been tantalizing the dragon turtle with promises of the power necessary to get back at the humans responsible for her suffering. So far, she has agreed to patrol the waters around the cliff, driving away any boats that come too close.

One month prior to the start of the adventure, Teziir sent a crew of experienced seamen to check on the lighthouse. This was done to ensure that everything was functional and the caretakers were well. The city had received word of dragon turtle attacks near the lighthouse and wanted to check out the veracity of those claims. Now a month has passed, and the crew has not returned. Unbeknownst to Teziir, the ship capsized when Tsenshivah attacked it. Most of the sailors drowned in the rough waters of the Dragonmere. The dragon turtle ate those who remained.

Adventure synopsis

The adventure begins when the adventurers take a boat to the cliff. There are a variety of reasons why the characters would make the trip to Karthaut Lighthouse (detailed in the following section), but all eventually intersect with the Cult cell. The boat ride is a rough one, and many of the characters might be injured. See the sidebar below for random encounters in the Lake of Dragons. For information concerning the dangers of sea travel, see *DMG 92* or consult *Stormwrack*.

TSENSHIVAH (EL 9)

When the characters are attempting to dock (and while traversing the face of the cliff), they are harried by the breath weapon of Tsenshivah, the dragon turtle under the sway of the Cult.

TSENSHIVAH, DRAGON TURTLE

CR 9

N Huge dragon (aquatic)

Init +0; Senses darkvision 60 ft., low-light vision, scent;

Listen +16, Spot +16

Languages Aquan, Common, Draconic

AC 25, touch 8, flat-footed 25

(-2 size, +17 natural)

hp 138 (12 HD)

Immune fire, sleep, paralysis

Fort +13, Ref +8, Will +9

Speed 20 ft. (4 squares), swim 30 ft.

Melee bite +18 (4d6+8) and

2 claws each +13 (2d8+4)

Space 15 ft.; Reach 10 ft.

Base Atk +12; Grp +28

Atk Options Blind-Fight, Cleave, Improved Bull Rush, Power Attack, Snatch

Special Attacks breath weapon

Abilities Str 27, Dex 10, Con 21, Int 12, Wis 13, Cha 12

Feats Blind-Fight, Cleave, Improved Bull Rush, Power Attack, Snatch

Skills Diplomacy +3, Hide +7 (+15 when submerged), Intimidate +16, Listen +16, Search +16, Sense Motive +16, Spot +16, Survival +16 (+18 following tracks), Swim +21

Breath Weapon (Su) Cloud of superheated steam 20 ft. high, 25 ft. wide, and 50 ft. long, once every 1d4 rounds, 12d6 fire, Reflex DC 21 half.

Snatch (Ex) Against Small or smaller creatures, bite for 4d6+8 per round or claw for 2d8+4 per round.

Tsenshivah enters melee combat only if the characters leave the cliff by boat (or if she discovers that they have killed members of the Cult).

APPROACHING THE LIGHTHOUSE

When the characters approach the cliff face, paraphrase or read aloud the following information for the players.

A steep cliff looms above the water, casting a shadow on the waves. Switchback paths crisscross the length of the 50-foot-tall cliff face, eventually giving access to the lighthouse at the top. The lighthouse is a 70-foot-tall structure painted in alternating bands of gray and purple. A bright light emanates from the open-air top level, illuminating the gray-cast skies. A swath of green forest covers the plateau at the top of the cliff and continues into the land mass beyond.

From the shore, the lighthouse and cliff look perfectly normal. The most likely course of action for the characters is to traverse the pathways leading up the sheer surface of the cliff and head into the lighthouse. They might choose to explore the area atop the cliff first, in which case they could discover other entrances to the complex (see Encounter Areas, below).

It is very likely that both Tsenshivah and the cell have spotted the characters on their way in. The dragon turtle will try to stop them from reaching shore. If the characters enter the lighthouse, two Cultist thugs—Otto and his brother Ivo—greet them on the first floor. The brothers seem accommodating, welcoming the characters to ascend the central spiral staircase and inspect the rest of the structure.

KARTHOUT LIGHTHOUSE

As with most lighthouses, the original purpose of this structure was to guide ships passing through the dangerous waters of the Dragonmere. The lighthouse's bottom five levels are each pierced by a central shaft that houses a narrow spiral staircase. Above the fifth level is a longer and narrower area with a ladder that leads up to the cupola that contains the lantern (now replaced with a permanent form of a *daylight* spell). Except for the lowest floor, each level has two windows on opposite sides of the structure.

The lighthouse was built with a secret trap door in the floor of the first level. If one of the caretakers spotted invaders or some other threat, he would sound an alarm and pull the lever to let the other residents hide in the underground tunnels in the cliff.

If all goes as planned for the brothers, the characters ascend the stairway, giving the Cultists time to leave the lighthouse and enter the complex through one of several caves (alerting the cell and relocating to a better position to snipe at the characters with their bows). If the characters choose to interrogate the brothers, they evade questions as best they can and fight if necessary. The characters might be able to intimidate the brothers into answering questions for them.

The forests on the top half of the cliff are dense, but unremarkable. They lead into the landmass from which the cliff emerges, continuing for an indeterminate distance. This is probably not a viable route for when the characters choose to leave the cliff because it is difficult to navigate the forest, and there are no towns for a considerable distance.

Adventure Hooks

There are a number of reasons why the PCs might seek out the cliffs. The most likely is that they were hired by Teziir to investigate the missing crew who went to inspect the lighthouse. Another possibility is that the Harpers, Moonstars, or another good-aligned group has somehow (possibly through divinations) gotten word that this cliff is dangerous. Local druids, rangers, or seafarers might have noticed the strange behavior of dragon turtles in the area and asked the characters to investigate. The characters might simply stumble upon the lighthouse when traveling through the area.

Less morally upright parties might be hired by Vargo Kent (if he discovers the location of his former apprentice) to find and bring back Reveilaein. If Vargo discovers what Reveilaein has stolen (from both his books and the well), he will desperately seek this knowledge for himself.

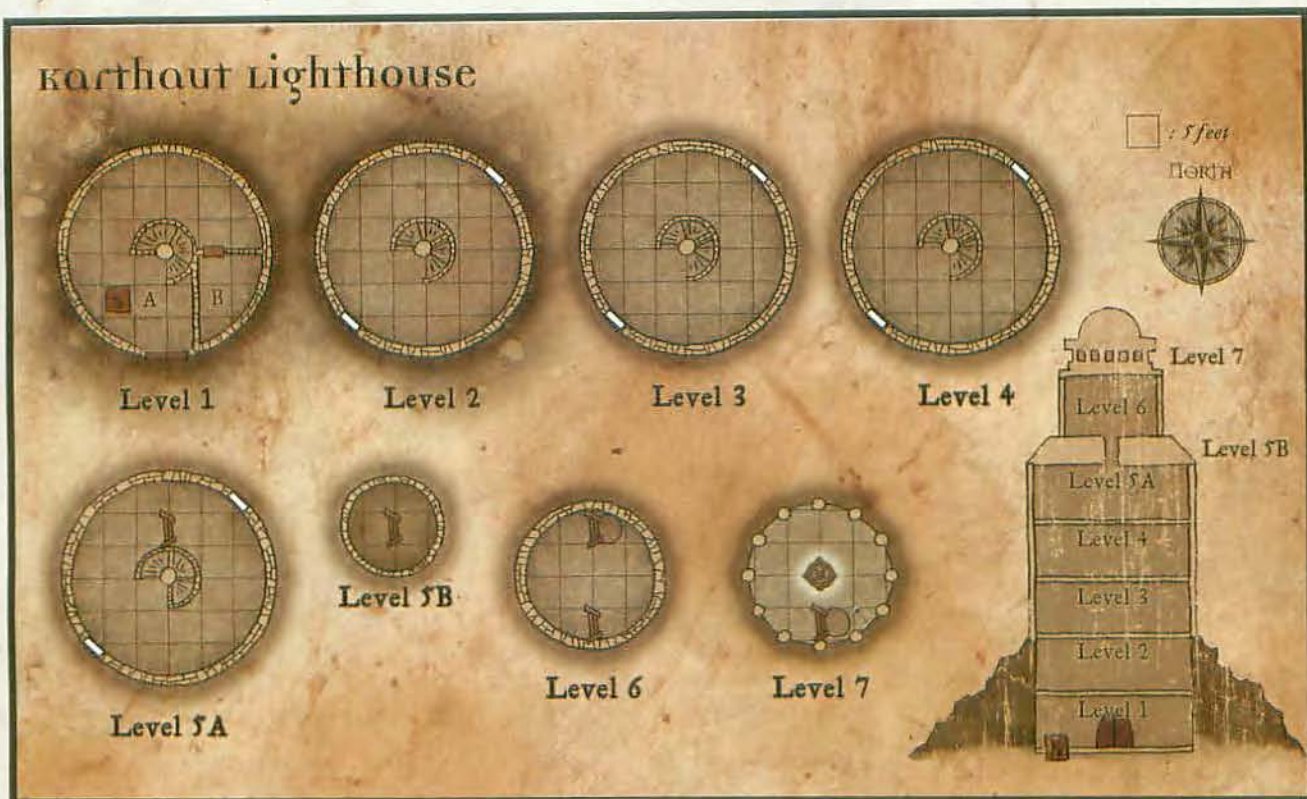
Encounter Areas

This adventure takes place across two major encounter areas, the Karthout Lighthouse and the underground complex that lies beneath the lighthouse. Discussed below are the three different ways the PCs can gain entrance to one or the other of these areas.

Enter the Lighthouse: The doors that lead into the ground floor of the lighthouse are open during the day and closed but not locked at night. If the PCs disembark at the foot of the cliffs and climb directly to the lighthouse, they find this entrance automatically and can begin the adventure by simply going in.

Tunnel to Underground Area 1B: If the characters decide to explore the forested plateau atop the cliff face, they might discover one of the tunnels that leads from the surface into the underground complex. If you want the PCs to start the adventure in the underground complex, call for a DC 20 Search check if they spend at least 10 minutes exploring the terrain a short distance from the lighthouse. A character who succeeds on this check (or one who takes 20) locates a gently sloping tunnel that leads to a concealed door. Anyone who makes a successful DC 20 Search check (or any elf or half-elf) can identify the concealed door and push it open.

Tunnel to Underground Area 8: Locating this tunnel requires a successful Search check as described above if the PCs spend at



least 10 minutes exploring the terrain a moderate distance from the lighthouse. This tunnel also ends in a concealed door that, when opened, leads to another tunnel that will take the characters either to area 7 or area 9.

Karthaut Lighthouse

Once the PCs have reached the top of the cliff, they can enter the lighthouse through the unlocked ground-level door if they like.

LEVEL 1A (EL 8)

The first floor of the lighthouse is unremarkable. Most of the space is a sitting room, with a couple of stools, a few boxes, and a few torches on the walls. The western area of the structure is occupied by a smaller room.

The first level of the lighthouse is the only level with two rooms. The first room is a sitting area for Otto and Ivo, two brothers who serve as guards and try to lead inspectors astray. A 5-foot-wide spiral staircase circles up and around a vertical shaft, passing through a hole in the 10-foot-high ceiling. Unlike the other levels of the lighthouse, this one contains no windows. A secret trap door hidden in the southwestern part of the floor part of the floor can be opened only by using the lever on level 7. Detecting the secret trap door requires a successful DC 20 Search check.

Creatures: Otto and Ivo, the watchmen of the Cult, are brothers with a balance of skills and fighting ability that make them useful as lookouts for the Cult. They lurk outside the lighthouse, looking out for approaching travelers, and then take their places inside when ready. They have practiced for countless hours, pretending to be simple lighthouse caretakers, so they are

ready when confronted. They only need to keep this ruse up long enough so that any inspectors will advance up the stairs. This gives them time to escape out the front door and run down to one of the tunnels that lead into the complex to warn the rest of the cell members.

OTTO AND IVO

CR 6

Male Tethyrian human rogue 4/fighter 2

LE Medium humanoid

Init +8; Senses Listen +6, Spot +11

Languages Common

AC 16, touch 12, flat-footed 14

(+2 Dex, +4 armor)

hp 35 (6 HD)

Fort +5, Ref +6, Will +0

Speed 30 ft. (6 squares)

Melee +1 falchion +10 (2d4+5/18–20)

Ranged mwk composite longbow +8 (1d8+3)

Base Atk +5; Grp +8

Atk Options sneak attack +2d6

Abilities Str 16, Dex 14, Con 13, Int 10, Wis 8, Cha 12

Feats Improved Initiative, Persuasive, Skill Focus (Bluff), Toughness, Weapon Focus (falchion)

Skills Balance +11, Bluff +13, Climb +14, Intimidate +14, Jump +14, Listen +6, Spot +11, Swim +12, Tumble +11

Possessions +1 studded leather, +1 falchion, masterwork composite longbow (+3 Str bonus) with 50 arrows, eyes of the eagle, climber's kit

LEVEL 1B

A small, cramped storage room is filled to capacity with boxes and barrels.

This unlocked storage area contains boxes and barrels filled with foodstuffs and other basic supplies. The contents of the room are probably worth 100 gp.

LEVELS 2-5 (EL 9)

A spiral staircase runs up the central vertical shaft of the level. Torches sit in sconces on the upper and lower sides and there are two heavy barrels on the floor.

Each of these levels is nearly identical, with a narrow central spiral staircase running up the central vertical shaft. Each level has a *continual flame* torch on the east and west walls and two water barrels for dousing fires.

Creatures: With the Cult presence at the lighthouse, a group of four ambush drakes nests in its upper reaches. When anyone other than a Cultist climbs the stairway, the drakes launch an aerial assault, flying in and out of the windows on the sides of levels 2-7, and assault those who climb the narrow steps. The drakes use their breath weapons to slow the characters, and then attempt to pick them off as they ascend to the top.

Ambush Drakes (4): hp 73 each; *Monster Manual III* 8.

The same descriptive text can be used for levels 2-5.

LEVEL 5B (EL 9)

The spiral staircase terminates at the floor of this level. A narrow ladder runs through the thinning shaft. Bereft of the spiral staircase, the shaft becomes tighter, seeming like a cramped tunnel.

if the brothers are interrogated

If the characters manage to corner the brothers, a successful use of the Intimidate skill might provide some answers. Otto and Ivo are loyal to the Dragon Cult, but put their lives first in the face of extreme harm. Allow a single character to attempt an Intimidate check against one of the brothers, if anyone wants to employ this tactic. If the character making the attempt wins the opposed check, reveal any or all of the following information depending on the difference between the two check results.

2 or Less: The brothers do not really run the lighthouse and are only doing what they're told.

3-5: There is danger on the floors above.

6-10: There are other entrances to the areas below the lighthouse.

11-15: The Cult of the Dragon has an underground complex below the lighthouse.

16 or More: The Cult set up the base as a central point to court the dragon turtles of the areas, hoping to turn the creatures into dracoliches.

This area is actually the continued shaft, piercing a thick wall that separates level 5 from level 6. A ladder starts where the spiral staircase ends in level 5. The area is big enough for one Medium creature to fit through at a time. It does provide cover, though it is unlikely to be used for very long.

LEVEL 6 (EL 9)

An open expanse extends from the previous levels. In the center, the ladder continues. Its lone supports are the bolts that bind it to the floor of the level above. The only decorations in the room are two continual flame torches.

The diameter of level 6 is smaller than that of the previous floors. The ladder continues through the center, but without the aid of a shaft. It is bolted to the floor of level 7. Collected in a few small piles is the booty of the drakes. They guard this level more fiercely than the previous ones because of their obsession with collecting treasure.

Treasure: 1,400 gp, 2 moonstones (50 gp each), 1 red spinel (100 gp), 1 black pearl (150 gp), 1 aquamarine (575 gp), *potion of bless weapon*, *potion of remove fear*, *scroll of compel breath*, *fireball*, and *secret page*, *scroll of speak with dead*, *scroll of tongues*.

LEVEL 7 (EL 9)

An open cupola allows bright magical light to spill forth from the top of the lighthouse. It has a domed roof and a stout floor, but no walls. Thin but solid support beams hold up the heavy roof and allow the area to remain open to the sky. A large lever extends from the floor to the south of the magical lantern.

This level is an open-air location with a floor and roof, but no side walls. A lantern—no longer lit, but maintained with a permanent version of a *daylight* spell—is mounted to the center of the floor. To the right of the lantern is a large lever that opens the trap door on level 1.

The underground complex

A set of stairs leads down from the trap door on the first level of the lighthouse to area 1 of the underground complex. All doors in the manmade section of the complex are locked (Open Lock DC 27 to pick). All chests are locked with good locks (DC 30 to open).

When the characters enter the area beyond the secret trap door, they find a small compound that houses the experiments and quarters of the Cult cell. It is a very recently formed cell, and as such has not expanded much beyond the manmade rooms that are right below the lighthouse. The compound includes a large room for meetings, experiments, and rituals. The other rooms are quarters for Reveilaein, Morven, Aeroth, and the brothers Otto and Ivo. The small treasury (as well as an entrance to the rest of the tunnels and caves) is off Reveilaein's quarters.

From the entrance off Reveilaein's quarters or the tunnel that leads off the initial antechamber, the characters can explore a series of tunnels and caves that run throughout the cliff. Some

of the caves are dry, while others are partially or completely submerged. The depth of the water depends on the tides.

Most of the caves have been explored by the Cult, but one area near the bottom of the cliff is unknown to them. One part of the cave system is usually submerged and is only accessible during low tide. Concealed by the tides is a small shrine to a forgotten demon prince known as Dagon. Dagon is worshiped by some krakens, chuuls, sea hags, and water nagas. His most fanatic worshipers are ancient tribes of kuo-toa from the depths, who sometimes migrate into shallow coastal waters and convert small communities of fisherfolk to his worship through force or trickery. He demands the sacrifice of firstborn children, as well as artifacts sacred to other gods. In return, he provides for a bountiful fishing harvest and safer waters. A pseudonatural chuul guards the shrine and will stop at nothing to prevent its discovery. The cell members are unaware of this shrine, though it is likely that they will discover it in the future if given the opportunity.

1. ANTECHAMBER

A rectangular room extends out from the bottom of the stairway. Fresh murals of the conquests of evil dragons adorn the walls. Manmade passages lead off the south and west sides of the room. A natural tunnel begins at an opening in the east wall of the chamber.

The passageway leading west contains the doors to the chambers of the Cultists and the central meeting area. Opposite the stairs is another similar hallway that provides access to a natural cave and to the meeting area. The natural tunnel widens as it leads into a large cavern.

1A. RECTANGULAR HALLWAY (EL VARIES)

A rectangular hallway begins on the west side of the antechamber and runs along the perimeter of the central meeting area of the Cult. All the bedchambers of the Cultists, as well as the office of Reveilaein, are accessible from this hallway. If the characters follow the hallway back around to the antechamber, read the following:

A rectangular hallway begins on the west side of the antechamber. Eight doors and one natural cave open off the rectangle. The hallway ends in the same place it began.

Development: Any of the Cultists could be roaming the halls at the time of the PCs' entrance. If the cell is warned by Ivo and Otto, the members have time to prepare and choose their locations. If they are not alerted, the Cultists go about their normal daily activities.

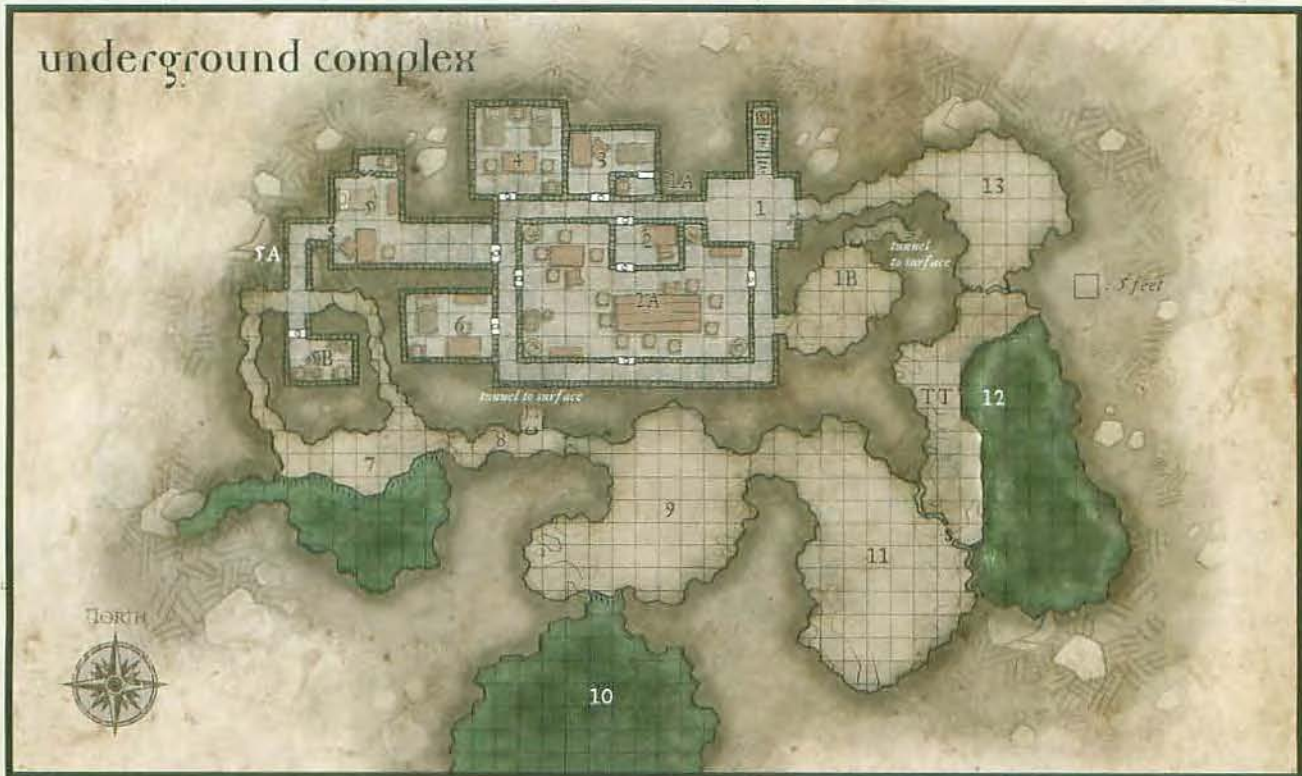
1B. SECRET ESCAPE

A small empty cave opens from a natural arch in the wall. It is barren, except for a few discarded foodstuffs.

This small unremarkable cave is completely empty. The Cultists use the concealed door on the upper wall as their primary method of entry and exit from the complex.

2. REVEILAEIN'S STUDY (EL VARIES)

A small office is furnished with a rich mahogany desk and chair. On the desk are neat stacks of arcane books and papers. On the south wall is another door.



This small study contains a solid mahogany desk and chair. Books and papers on Cult protocol and other arcana are collected in neat piles on the table. The Kaemundar Tablet and half-dragon transformation ritual are in the desk drawer (Open Lock DC 30). The tablet radiates faint abjuration magic (protecting it from casual breakage).

2A. MEETING ROOM (EL 8 OR VARIES)

A large meeting room contains numerous books, documents, and ritual implements. A long table with four stools sits in the center. A smaller table with paints, spell components, and other supplies sits off to the side. Four statues adorn the corners of the chamber, depicting hideous misshapen humans with slightly draconic features. A palpable air of evil pervades the room, causing a sense of unease and fear.

This is the meeting room where most Cult activities are conducted. The chamber is an elaborate trap designed to harm or weaken agents of good. An *unballow* spell covers the room, with a *bane* spell attached to it. If any good-aligned creature touches one of the statues, they all animate into wights 1d4 rounds later and attack the characters. If destroyed, the statues crumble to dust. If the characters leave the room, the statues wait a few moments and then return to their original locations. They reactivate as soon as the conditions are met again.

Note: The *unballow* spell causes a -4 penalty on all turning checks. The *bane* effect causes a -1 penalty to all good-aligned characters. The *magic circle against good* (a byproduct of the *unballow* spell) grants all evil creatures a *protection from evil* effect and prevents the summoning of any good creatures.

Creatures: Wights (4); hp 26 each; *MM* 255.

Development: If caught unawares, some of the Cultists might be in the meeting room. If given enough warning, they are more likely to let the wights fight the characters while they take up a defensive position and reinforce themselves with spells.

3. MORVEN'S CHAMBERS (EL 7)

A nicely appointed bedchamber opens from the hallway. It is neatly kept, with hints of feminine subtlety. It contains a small bed, a desk and chair set, a chest, and a small wash basin. The chamber reflects a disciplined lifestyle, but also a sense of style, revealing a number of feminine flourishes.

These are the bedchambers of Morven, the cell's priestess, a follower of the god Kalzareinad—dead dragon demigod of lost secrets. While serving her deity faithfully, Morven is somewhat craven in general. She lives for her god, but has little faith in herself or her abilities. This is the reason she did not challenge Reveilaen when she had the perfect opportunity. She still envies performing the rituals on herself, but probably needs a push from someone else to make her do it.

MORVEN

CR 7

Female Mulan human cleric 7 [Kalzareinad]

LE Medium humanoid

Init +4; Senses Listen +3, Spot +3

Languages Common, Draconic, Elven

AC 21, touch 10, flat-footed 21

(+9 armor, +2 shield)

hp 42; 7d8+7

Fort +6, Ref +4, Will +8

Speed 20 ft. (4 squares) in full plate; base 30 ft.

Melee mwk heavy mace +5 (1d8-1)

Ranged mwk light crossbow +6 (1d8/19-20)

Base Atk +5; Grp +4

Special Actions command undead 4/day (+3, 2d6+8, 7th), spontaneous casting (*inflict* spells)

Cleric Spells Prepared (CL 7th):

4th—*air walk*, *Rary's mnemonic enhancer*^D

3rd—*anyspell*^D, *cure serious wounds*, *dispel magic*, *searing light*

2nd—*aid*, *cure moderate wounds*, *sound burst* (DC 15),

silence^D (DC 15), *spiritual weapon*,

1st—*bles*, *command* (DC 14), *cure light wounds*,

deathwatch, *mage armor*^D, *shield of faith*

0—*create water*, *cure minor wounds*, *detect magic*,

guidance, *read magic*, *resistance*

D: Domain spell. Domains: Magic, Spell

Abilities Str 8, Dex 10, Con 13, Int 14, Wis 16, Cha 12

Feats Combat Casting, Improved Initiative, Lightning

Reflexes, Servant of the Fallen^{LE} [Kalzareinad]

Skills Concentration +13 (+17 when casting defensively),

Craft (alchemy) +14, Knowledge (arcana), Knowledge

(religion) +12, Spellcraft +16

Possessions +1 full plate, heavy steel shield, masterwork heavy

mace, scroll of *blink*, scroll of *fireball*, wand of burning

bands (CL 5th, 42 charges)

Treasure: The mirror over Morven's wash basin is worth 1,000 gp. The chest contains 250 gp.

4. CHAMBERS OF OTTO AND IVO (EL VARIES)

An average bedchamber opens from the hallway. It is sparsely furnished with two beds and two chests. The only feature of interest is a large gambling table with a set of bone dice.

This is the chamber of the brothers stationed in the lighthouse. The gambling table looks recently used, reflecting a frequent pastime of the jovial siblings.

Development: If the brothers had time to retreat, they might be found here. It's possible for them to be anywhere in the complex or aboveground as well.

5. REVEILAEIN'S CHAMBERS (EL 11)

An entryway expands into a small well-appointed bedroom. It is furnished with a lavish bed, covered in silk, but seemingly untouched. A large teak desk and chair set sits against the west wall.

This is the bedchamber of the cell leader Reveilaein. Befitting a leader, the room is nicely furnished with a large bed, writing desk set. A secret door (Search DC 27) built into the north wall opens onto a small closet with a treasure chest.

Treasure: Inside the chest is 100 pp, a 500 gp blue pearl, and a +1 mithril heavy steel shield.

Another secret door (Search DC 25) is hidden behind the writing desk. This one leads to the treasury and the tunnels that spread out beneath and to the south of the manufactured part of the complex.

REVEILAEIN

CR 11

Male dracolich (augmented half-black dragon Chondathan human) wizard 6

LE Medium undead (dragonblood)

Init +5; Senses darkvision 60 ft., low-light vision; Listen +1, Spot +1

Languages Abyssal, Aquan, Common, Draconic, Elven, Infernal

AC 22, touch 12, flat-footed 21

(+1 Dex, +6 natural, +1 deflection, +4 *mage armor*)

hp 44 (6 HD); DR 5/bludgeoning

Immune acid, cold, electricity, polymorph, undead immunities

SR 16

Fort —, Ref +5, Will +8

Speed 30 ft. (6 squares)

Melee bite +8 (1d6+5 plus 1d6 cold plus paralysis) and 2 claws each +6 (1d4+3 plus 1d6 cold plus paralysis)

Base Atk +3; Grp +7

Special Attacks breath weapon, control undead, paralyzing gaze, paralyzing touch

Wizard Spells Prepared (CL 9th):

3rd—*blink*, *fireball* (DC 18), *fly*, *lightning bolt*

2nd—*glitterdust* (DC 17), *Melf's acid arrow*, *resist energy*, *scorching ray*, *web* (DC 17)

1st—*burning hands* (DC 16), *mage armor* (2), *magic missile* (2), *ray of enfeeblement*

0—*detect magic*, *message*, *open/close*, *ray of frost*

Abilities Str 18, Dex 13, Con —, Int 20, Wis 12, Cha 18

Feats Ability Focus (breath weapon), Dragon BreathRD, Improved Initiative, Multiattack, Scribe Scroll, Sudden Extend^{CA*}

Skills Concentration +13, Craft (alchemy) +16, Decipher Script +14, Knowledge (arcana) +14, Knowledge (religion) +14, Knowledge (history) +14, Spellcraft +16

Possessions ring of protection +1, amulet of mighty fists +1, cloak of resistance +2, headband of intellect +2 (phylactery),

scroll of lesser globe of invulnerability, wand of greater invisibility (10 charges)

Spellbook Prepared spells plus 1st—*alarm*, *identify*; 2nd—*ghoul touch*; 3rd—*dispel magic*, *wind wall*

Breath Weapon (Su) Once every 1d4 rounds (due to his Dragon Breath feat), Reveilaein can breathe a 60-foot line of acid for 6d8 points of damage (Reflex DC 19 half).

Control Undead (Sp) Once every three days, Reveilaein can use *control undead*, as the spell (CL 15th). He cannot cast spells while using this ability.

Invulnerability: If Reveilaein is ever slain, his spirit immediately returns to his phylactery (his headband). His spirit remains there until a dragon corpse comes within 90 feet. If the phylactery is destroyed, and a suitable host is not within 90 feet, the dracolich's spirit dies permanently.

Paralyzing Gaze (Su) Fear, range 40 feet. A creature that meets Reveilaein's gaze must succeed on a DC 17 Will save or be paralyzed with fear for 2d6 rounds. Whether or not the save is successful, that creature cannot be affected again by Reveilaein's gaze for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

Paralyzing Touch (Su) A creature struck by any of Reveilaein's natural attacks must succeed on a DC 17 Will save or be paralyzed for 2d6 rounds. A successful save does not confer immunity on subsequent attacks.

Development: Reveilaein could be anywhere in the compound. Given his extremely high intelligence, he is likely to join with other Cultists to increase his safety during an attack.

5A. ENTRANCE TO THE TUNNELS

A short hallway bisects the front of a large column of rock. The hallway ends in a solid granite door. On either side of the hallway are extremely narrow tunnels.

This is the entrance to a network of underground tunnels and caves. Some of the caves are partially submerged due to their depth underground and their proximity to the surrounding lake.

The hallway that extends from the secret door behind Reveilaein's desk is not very long. It ends in a door that opens onto a small treasury. On either side of the corridor leading to the treasury are two narrow tunnels that lead to area 7.

Squeezing through these tunnels requires a successful DC 20 Escape Artist check. Each failure causes 1 point of nonlethal damage. Any character who takes 20 is automatically caught flat-footed when the lacedons attack in area 7. (The lacedons are not much of a threat to the Cult compound because they are unwilling to squeeze through the narrow tunnels to get to area 5B.) Characters larger than Medium simply cannot fit into the tunnels. They must locate one of the secret entrances on the surface of the cliff plateau if they wish to aid their compatriots.

5B. TREASURY

The door swings open to reveal a 10-by-15-foot room that contains nothing other than two modest-sized chests.

If the characters get past this locked stone door (Open Lock DC 25, hardness 8, hp 60, break DC 28), they can plunder the contents of the two unlocked chests. Reveilain commissioned this treasury with great riches in mind, but its current state is somewhat lacking. It contains two chests holding assorted coin and a few minor items.

Treasure: 50 pp, 6 pearls (110 gp each), 1 large amethyst (350 gp), *potion of cure serious wounds*, *potion of remove paralysis*, *wand of chill metal* (25 charges).

6. AEROTH'S CHAMBER (EL 9)

This small and simply furnished bedchamber contains little aside from a well-kept but modest bed, a small writing desk and chair, and a simple chest.

This is the chamber of Aeroth, the cell's Wearer of Purple. Its simplicity and lack of adornment attest to the wizard's spartan lifestyle and taciturn manner.

Aeroth was a young but ambitious member of a Cult cell in Vaasa. He was a steadfast believer in the precepts and dictates of the Cult, truly thinking that transforming the dragons of the world would fulfill a vital prophecy. When a group of paladins disrupted his cell, he fled, eventually ending up in another cell in Cormyr. That cell failed because of clashing leadership, but Aeroth soon united with a newly transformed Reveilain. The Kaemundar saw that Aeroth was well on his way to mastering the power necessary to create dracolich brews and phylacteries.

Many Cultists would interpret Reveilain's transformation into an "old one" as heresy. Aeroth views it as a powerful omen of success for the cell. He believes that under the leadership of Reveilain, this cell will help to reinvigorate the Cult.

Aeroth is accompanied by Eldrisithain, a wyrmling green dragon that serves him as a cohort. If combat is joined, the dragon attempts to remain airborne and employs its breath weapon as often as possible. If one of the PCs is badly wounded, Eldrisithain might land and engage in melee with that character (between uses of its breath weapon) in an attempt to finish off the intruder.

AEROTH

CR 9

Male Damaran human wizard 6/wearer of purple^{EP} 3

LE Medium humanoid

Init +1; Senses Listen +3*, Spot +3* (when familiar is within arm's reach)

Languages: Common, Draconic, Elven, Infernal

AC 16, touch 12; flat-footed 15
(+1 Dex, +4 *mage armor*, +1 *ring*)

hp 37 (9 HD)

Resist acid 10

Fort +6, Ref +5, Will +12

Speed 30 ft. (6 squares)

Melee mwk dagger +4 (1d4-1/19-20)

Base Atk +5; Grp +2

Special Actions: death touch 1/day, 9d6

Wizard Spells Prepared (CL 9th):

5th—*slay living*^D (DC 21)

4th—*bestow curse* (DC 20), *enervation*, *fear* (DC 20)

3rd—*animate dead*^D, *fireball* (DC 17), *fly*, *vampiric touch*

2nd—*blindness/deafness* (DC 18), *death knell*^D (DC 18),

ghoul touch (DC 18), *scorching ray*, *spectral hand*

1st—*expeditious retreat*, *magic missile* (2), *ray of enfeeblement*, *shield*

0—*detect magic*, *mage hand*, *light*, *touch of fatigue* (DC 16)

D: Domain spell. Domain: Death.

Abilities Str 8, Dex 13, Con 14, Int 19, Wis 12, Cha 10

Feats Alertness, Brew Potion, Craft Wondrous Item, Dragon

Familiar, Iron Will, Greater Spell Focus (necromancy),

Scribe Scroll, Spell Focus (necromancy)

Skills Concentration +13, Craft (alchemy) +18, Diplomacy +5,

Knowledge (arcana) +16, Knowledge (Vaasa local) +8,

Knowledge (religion) +12, Ride +5 (+9 when riding

dragons), Spellcraft +18

Possessions *ring of protection* +1, masterwork dagger, masterwork light crossbow with 30 bolts, *cloak of resistance* +1, *headband of intellect* +2, scroll of *invisibility sphere*, *wand of mirror image* (+3 charges)

Spellbook spells prepared plus 1st—*alarm*, *comprehend languages*, *identify*; 2nd—*continual flame*, *mirror image*; 3rd—*lightning bolt*, *water breathing*; 4th—*dimension door*, *ice storm*; 5th—*permanency*, *teleport*

ELDRISITHAIN

CR 3

Male wyrmling green dragon

NE Small dragon (air)

Init +0; Senses blindsense 60 ft., darkvision 120 ft., low-light vision; Listen +7, Spot +7

Languages Common, Draconic

AC 17, touch 11, flat-footed 17
(+1 size, +6 natural)

hp 45 (5 HD)

Immune acid, sleep, paralysis

Resist improved evasion

Fort +6, Ref +5, Will +5

Speed 40 ft., swim 40 ft., fly 100 ft. (average)

Melee bite +8 (1d6 +2)
and 2 claws each +3 (1d4+1)

Space 5 ft.; Reach 5 ft

Base Atk +5; Grp +2

Special Actions breath weapon

Abilities Str 13, Dex 10, Con 13, Int 10, Wis 11, Cha 10

SQ water breathing

Feats Alertness, Wingover

Skills Bluff +5, Diplomacy +6, Hide +4, Intimidate +4,

Knowledge (nature) +5, Listen +7, Search +5, Sense

Motive +5, Spot +7, Swim +17

Breath Weapon (Su) 20 ft. cone, once every 1d4 rounds, 2d6 acid, Reflex DC 13 half.

Development: If Aeroth has enough time, he will prepare his few defensive spells and pick the location with the greatest tactical advantage. He is not afraid to defend the cell, even if it means his death. In fact, he is more concerned for the sake of his dragon cohort and Reveilain than he is for his own life.

7. LACEDON AMBUSH (EL 7)

The tunnel expands as it connects with a cavern that has water covering two-thirds of its floor area.

A gang of lacedon ghosts haunts this partially submerged chamber. The creatures wait under the water, biding their time until a source of food appears at the end of one of the tunnels.

Creatures: Lacedon ghosts (4); hp 29 each; MM 119.

8. CONNECTING TUNNEL

A short tunnel leads east and west. Moisture in the air is palpable here.

The only feature of note in this tunnel is a concealed door (Search DC 25) that leads back to the surface of the cliff plateau. (If the characters entered the underground complex by means of this tunnel from the surface, they do not have to search for the concealed door a second time.)

9. DAGON'S WELCOME

Before you is a large cavern. The walls of the cave hold murals that depict horrible rites taking place in a human fishing village. A tall, muscular humanoid with black eyes and fishlike features commands the villagers to perform acts of supplication in which they painfully contort their bodies like eels.

A partially submerged passageway leads down to the south out of this cave, toward the shrine of Dagon. A successful DC 20 Knowledge (religion) or Knowledge (the planes) check reveals that Dagon is an ancient demon whose worship extends beyond

recorded history. His cultists range from backwater fishermen to the deep-dwelling monsters of the ocean.

10. SHRINE OF THE DARK DEEP (EL 8)

This area is at least partially underwater all the time. If the characters enter during high tide, paraphrase or read aloud the following:

Lake water completely covers the floor of this chamber. No wall is visible to the south, where water fills the cavern from floor to ceiling. The depth of the water decreases to the north as the floor of the cavern slants steeply upward. Apparently, this cavern connects directly with the lake.

If the PCs have the means to travel underwater (and to see where they're going), read or paraphrase the following if any of them move deeper into this chamber:

About 25 feet south of the entrance, under several feet of water, is a 5-foot-tall altar shaped like a sarcophagus. It depicts a man bent in horrible contortions, but with a facial serenity at odds with the posture. Atop the altar is a small immaculate white narwhal horn, seemingly out of place amid the other carnal sites. The walls depict further scenes of torture and mutilation.

If the characters enter this area during low tide, paraphrase or read aloud the following:

Brackish sludge, giving off a noxious odor like piles of rotten fish, fills the southern part of this large cavern to an average depth of 3 feet. About 25 feet south of the entrance is a 5-foot-tall altar shaped like a sarcophagus. It depicts a man bent in horrible contortions, but with a facial serenity at odds with the posture. Atop the altar is a small immaculate white narwhal horn, seemingly out of place amid the other carnal sites.

This is a shrine to Dagon, an obscure demon prince of fishing, deception, fertility, and sea dwelling monsters (especially kuo-toa, krakens, chuuls, sea hags, and water nagas). At one point, the

wearer of purple update

The wearer of purple prestige class was originally presented in *Faiths and Pantheons*. The following notes update it for v.3.5.

Requirements: Alchemy becomes Craft (alchemy). Replace the Scry skill with Concentration. Add Craft, Knowledge (local), and Spellcraft to the list of class skills.

The text for the new domain class feature should be changed to: At 1st level, a wearer of purple gains a domain from the following list: Death, Dragon, or Scalykind. The character gains the granted power of the new domain. A wearer of purple's class level stacks with his primary spellcasting class level for determining the effects of these three domains' granted powers. If a wearer of purple has no cleric levels, he can still learn domain spells. If he memorizes divine spells each day—in the way of druids, rangers, and

paladins—he can choose to memorize a domain spell instead of one of his usual spells, but never more than one spell of each level. If he prepares spells (as a wizard does), he must find a scroll of a domain spell and scribe it into his book. This kind of caster can memorize one domain spell of each level per day. If the character casts spells spontaneously, he can select one of the domain spells to add to his list whenever he has the option to choose a new spell. This benefit does not allow him to exceed his maximum number of spells known. Once a domain spell is known, it can be cast any number of times per day.

The text for the dracoride class feature should be changed to: Beginning at 2nd level, a wearer of purple receives a +4 bonus on Ride checks involving creatures of the dragon type.

Cult of Dagon held great power along the Dragon Coast, but that time has long since passed.

If anyone other than an evil character touches the altar or the narwhal horn, that individual is immediately attacked by the guardian of the altar—a pseudonatural chuul that leaps out of the water (or the sludge) immediately to the south of the altar.

THE GUARDIAN

CR 8

Pseudonatural chuul

CE Large outsider (aquatic)

Init +7; Senses darkvision 60; Listen +11, Spot +11

AC 22, touch 12, flat-footed 19
(-1 size, +10 natural, +3 Dex)

hp 93 (11 HD); DR 5/magic

Immune poison;

Resist acid 10, electricity 10; SR 21

Fort +7, Ref +6, Will +9

Melee 2 claws +12 melee (2d6+5)

Base Atk +8; Grp +17

Atk Options true strike

Abilities Str 20, Dex 16, Con 18, Int 10, Wis 14, Cha 5
SQ alternate form

Feats Alertness, Blindfight, Combat Reflexes, Improved Initiative

Skills Hide +13, Listen +11, Spot +11, Swim +13

Alternate Form (Su) As a standard action, the guardian can take the form of a grotesque tangled mass of contorting eels, crustaceans, and sharks. Despite the alien appearance, its abilities remain unchanged. Other creatures receive a -1 morale penalty on attack rolls against the guardian when it is in this form.

True Strike (Su) Once per day, the guardian can take a +20 insight bonus on a single attack roll. In addition, it suffers no miss chance against a target that has concealment or total concealment when making this attack.

Treasure: The white narwhal horn is the *Horn of Trishina*. This item is sacred to Trishina, the benevolent elf sea goddess and consort of Deep Sashelas. When held against one's breast, the horn cloaks the bearer from evil sea creatures (creatures with the aquatic subtype), acting in the same way as *invisibility to undead*. It can be used indefinitely, but it cannot be employed during combat—Trishina is a peaceful goddess.

11. DAGON'S TYRANNY

Horrible, yet skillfully rendered, bas-reliefs extend from the walls of this chamber, depicting further acts of depravity and insanity on the part of the man with the black eyes. Several scenes show followers destroying artifacts of other gods on the altar of the demon prince.

While not inherently dangerous, this room is disturbing due to its bas-reliefs depicting scenes similar to those in the two previous rooms, but in much greater detail. A secret sliding stonework door (Search DC 27) leads to area 12.

12. CROC TRAP

This featureless cavern is partially filled with water. A stretch of dry ground leads roughly north-south, heading away from the door you just came through.

The water in this cavern is no more than 2 feet deep, and thus easy for most characters to wade through. Anyone who stays on dry ground and moves toward the opposite wall of the cavern runs the risk of stepping on a pressure plate that springs a trap.

Summon Monster V Trap: CR 5; magic device; proximity trigger; automatic reset; spell effect (*summon monster V*, 9th-level wizard, fiendish giant crocodile); Search DC 20; Disable Device DC 25.

The crocodile returns to its home plane if it has not been defeated after 9 rounds. The room seems to be a dead end, but with careful searching, a secret door leading to area 13 can be found as well (Search DC 27).

13. EMPTY CAVE

This cave appears to be empty except for a couple of primitive chairs along the northeast wall.

There is nothing of note in this area aside from the secret door leading to area 12 and a passageway curving back to the area 1, the antechamber. If the characters move toward the northeast wall to investigate the chairs, they discover a few dice scattered on the floor near the chairs. The dice are forgotten remnants of a game played by Otto and Ivo.

concluding the adventure

The end point of the adventure depends considerably on the choices (and motives) of the characters involved. If the PCs decide to oust the Cult, the natural end is the defeat of the major Cultists. The characters may simply try to convince Tsenshivah that the Cult isn't helping her. They might try to destroy the rituals of transformation, or bring them to their employer for study. If evil, they might decide to steal the secrets for themselves.

Unless the characters pacify Tsenshivah, she will hound them until she loses them, kills them, or they kill her. She attacks them as soon as they leave the cliff, unless she has already been killed (or pacified as mentioned above). If desired, the same random encounters used on the way can be employed on the return trip, though the characters may have advanced to the point where some of these are too easy.

SCALING THE ADVENTURE

One of the simplest ways to increase the difficulty of the adventure is to have the Cultists remain in clusters, employing tactics, defensive spells, and illusions to confuse the characters. More ambush drakes can be added to the lighthouse encounter to make the climb to the top even more brutal. Additional levels can be given to the main NPCs, but this requires considerable effort. It's probably easier to add one or two Hit Dice to the guardian, bumping it up into the next bracket of damage reduction and energy resistance.

TYRANNY OF THE DRAGON QUEEN



The church of Tiamat is one of the most ruthless and secretive in Faerûn. It desires power above all and will do anything to acquire it. Church members feel that if they can amass power, Tiamat will supplant Faerûn's other deities. This chapter describes the land of Unther, where Tiamat is strongest. It outlines the tenets and structure of her church and its major servitors. Finally, it details the Altar of Scales, a secret temple in the undercity of Unthalass.

unther: realm of the Dragon Queen

History: The history of Unther is the story of a constant power struggle. Since long before the Untheric pantheon entered Faerûn, those who dominated it defined the land. The empires of Unther and Mulhorand were long-lived and dominant, but eventually, power struggles caused them to diminish. Thayd, the last remnant of the Imaskari, cursed the land, letting in hordes of orcs to battle the empires. The orcs and their deity Gruumsh managed to slay many of the deities and damage the empires, but eventually they were defeated.

Both nations needed time to rebuild. During this time, the god-king Gilgeam rose to power. Gilgeam reigned over Unther, but power rapidly corrupted him, and his reign deteriorated into tyranny. Unther expanded ruthlessly, establishing colonies and conquering territories.

Eventually, the people of Unther and its colonies began to rebel. This is especially true of Chessenta, and is the reason for the loss of much of Unther's territory. Under the dragon-conqueror Tchazzar, Chessenta conquered Unther. When Tchazzar vanished and Unther freed itself, Gilgeam's madness was absolute.

The people of Unther, sick of Gilgeam's tyranny, turned to the church of Tiamat, under the leadership of high priestess Tiglath. During the time of troubles, Gilgeam slew a weak avatar of Tiamat, and her essence dispersed among three of her servant

dragons. Tchazzar, having reemerged, received one-third of the essence; seeing an opportunity to achieve divinity, he consumed the other two dragons and absorbed their essences. The power subsumed his body and Tiamat manifested again. This time she slew Gilgeam, but both she and Unther were weakened.

Mulhorand seized the opportunity to invade Unther while it was weak. The only area held by independent Unther was Messemprar and its vicinity. Now, Unther stands on the brink of annihilation. It survives due to a precarious power balance. Its new incarnation is a struggle between Mulhorand, surviving Unther, and a variety of internal and external factions.

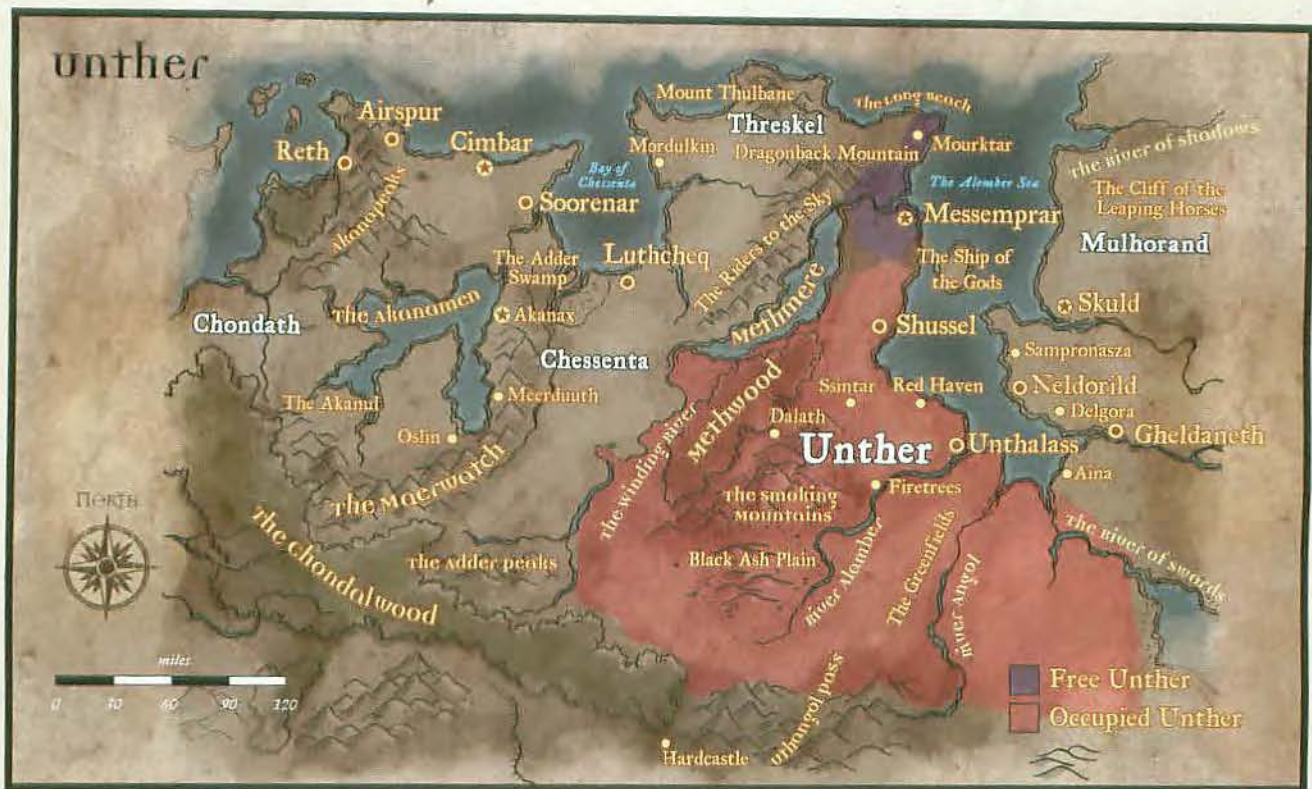
Geography: Unther's area is only a small portion of what it once was, due to the rebellion of the Chessentans and the Mulhorandi invasion. Unther is divided in two: the larger section is occupied by Mulhorand, and the smaller is the independent city of Messemprar and its surrounding areas. The borders are likely to change along with the constant power struggles.

The lands of combined Unther are varied in their environments, with ash plains, fertile farmland, freshwater and saltwater lakes, thick forests, and volcanic mountains. The fertile plains were previously responsible for most of the food supply of the country, but the Mulhorandi invaders have turned the lands into a morass of mud. If other forces do not intervene, Unther will rapidly enter a state of famine.

Power Groups: Unther's existence has been driven by the interplay of powerful groups, but now is the first time that its survival depends on this process. Many groups, both internal and external, see potential for a power play, but they must all abide each other for a time. Each is waiting for the ideal moment to

"Evil dragons crave power, wealth, and supremacy. Their Queen and her followers are little different."

—Arzithree, Dragon Sage of Unthalass



make its move. The groups competing for Unther's future include the remaining Untheri, the Northern Wizards, the Cult of the Dragon, the Red Wizards, the worshipers of Gilgeam, and the church of Tiamat.

The remaining Untheri are divided in their support. Some would like to return to the good graces of Mulhorand and support them as they crush their enemies. Others would prefer any Untheri ruler to a Mulhorandi, no matter how tyrannical. The third group, mostly composed of untitled citizens, would like to see all previous powers swept away.

The Northern Wizards are Untheri worshipers of Mystra and Ishtar who have long held a secret hatred toward the Church of Gilgeam. When Gilgeam was defeated, they realized they had a chance to help Unther right itself from under thousands of years of tyranny. They are engaged in precarious alliances with various groups in Unther to defend their nation.

The Cult of the Dragon has mixed motivations concerning Unther. While they share a reverence toward dragons like the church of Tiamat, the two groups frequently clash in their dogma and goals. Many individuals are members of both, but each group holds such secrecy and fear of reprisal that no trust exists. Outside groups can use this paranoia to pit the two sects against each other. The Cult cell in Threskel is much more extreme than the one in Unther, advocating a join-or-die policy.

The Red Wizards of Thay have no true allies, but currently they share a common goal with Unther. The Thayans abhor Mulhorand and do not want to see Unther fall into its hands. They are supplying money and arcane power to prevent Unther's annihilation. These actions stem from an old Thayan hatred of the Mulhorandi, a group with magic that they know rivals their own.

The worshipers of Gilgeam have just suffered what might be their worst defeat. They managed to bring their deity back in an undead body, but the followers of Tiamat and their allies destroyed the god-king, ending any hope of his return. His defeat has not lessened the resolve of the clergy. It is likely that in their anger, they will stir up more trouble in the already chaotic Unther.

The church of Tiamat is described later, but its political situation will be detailed here. Tiglath, the high priestess of the religion, is in conflict with parts of her sect. The sect is suffering from corruption at many levels. Members often hold allegiance to both Tiamat and the Cult of the Dragon, and the lines between the two frequently blur. Conflicts between the sects are bound to have an impact on the future of Unther.

Threskel: Land of the Bone Wurm

Capital: None

Population: 52,791 (humans 94%, duergar 2%, various dragon-bloodRD races 2%, trolls 1%, half-dragons 1%)

Government: Monarchy (self-proclaimed dragon lords and human monarchs in Mordulkin and Mourktar)

Religions: Bane, the Mulhorandi pantheon, Tchazzar, Tempus, Tiamat

Imports: Food, weapons

Exports: Crops, fish, horses, precious metals

Alignment: LE, NE, CE, N, CN

Life and society

Threskel has little in the way of national character. The inhabitants of Mordulkin resemble their Chessentan kin in temperament and interests, while the folk of Mourktar and eastern Threskel have more in common with the Untheric citizens of Messemprar across the River of Metals. The remainder of Threskel's human population live hardscrabble lives as fishermen or horse ranchers. The western and central plains are relatively arid and buffeted by strong winds that stunt the growth of almost any crop except in the relatively verdant fields along the northern bank of the River of Metals.

Major geographical features

The sparsely settled land of Threskel lies between Mount Thulbane and the Riders to the Sky Mountains, north of Unther and Chessenta.

Dragonback Mountain: The northernmost peak of the Riders to the Sky Mountains is a long-dormant volcano. In its depths dwells Alasklerbanbastos, self-proclaimed Dragon King of Old Unther. (See Chapter 1 for further details on the lair of the Great Bone Wyrm.)

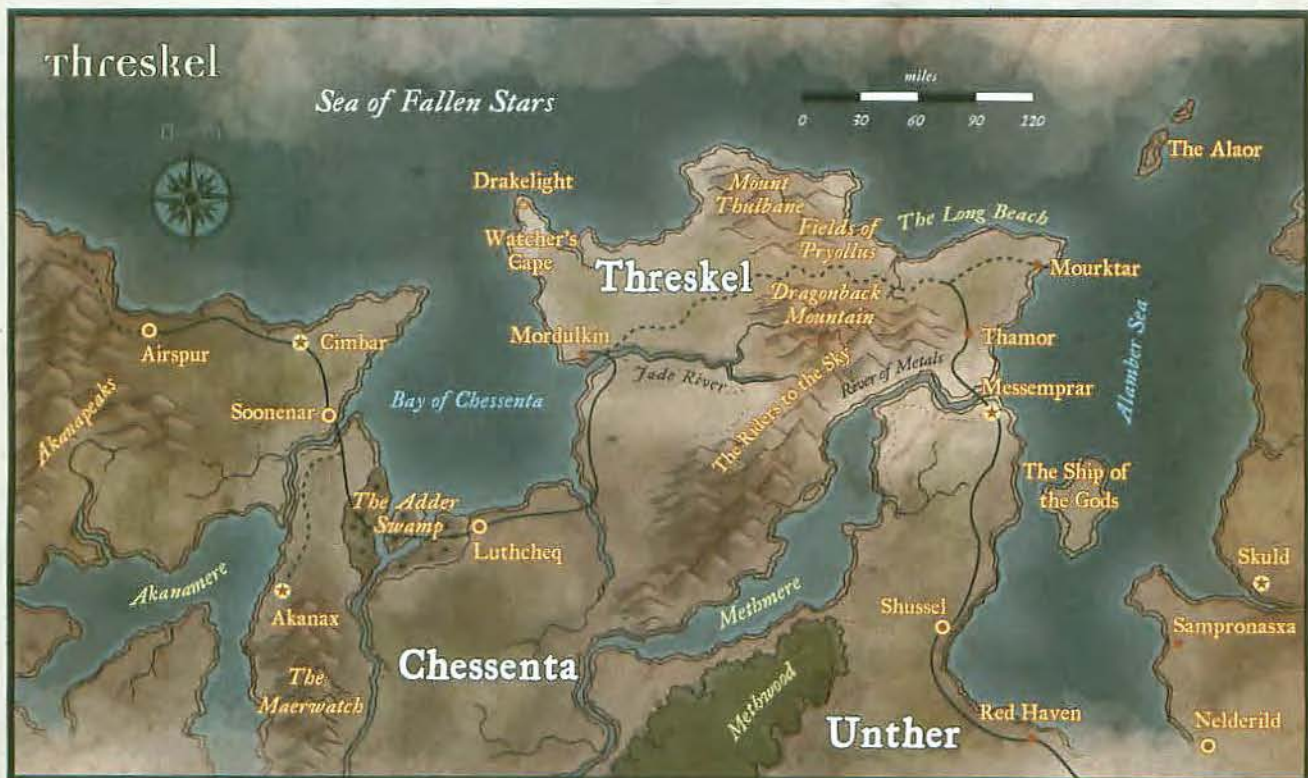
Fields of Pryollus: At the foot of Mount Thulbane lie the sporting fields used every few years to determine the finest athletes of greater Unther. The last games were held over a decade ago in a failed attempt to choose a successor to King Theris of Mourktar. Now there is talk of moving the games far from the grasp of Jaxanaedgor (see below).

Jade River: The Jade River flows down the western slopes of the Riders to the Sky Mountains to the Bay of Chessenta, just south of the city of Mordulkin. After an initial steep descent, this river winds slowly over flat plains. The greenish hue for which the river is named is due to a combination of algae and runoff from the caustic mining operations of the duergar clans in the depths of the Riders to the Sky Mountains.

The Long Beach: This long, sandy beach in the lee of Mount Thulbane has always been a prime fishing ground, and several small fishing hamlets lie along the water's edge. In recent years this way of life has begun to fade, as living dragons in the service of the Great Bone Wyrm frequently come here to hunt, and they are as apt to scoop up a small fishing boat as they are a tasty school of fish, no matter how much tribute the local population pays to the Lord of Threskel.

Mount Thulbane: This extinct volcano is the highest peak in Chessenta, Threskel, or Unther. According to myth, it is home to the Untheric god Assuran (better known in the rest of Faerûn as Hoar). In truth, the mountain's heart is home to Jaxanaedgor (LE male vampiric^{DM} very old green dragon), who is not above assuming the guise of an aspect of Assuran in order to guide a gullible worshiper of the Lord of the Three Thunders.

River of Metals: This river flows from Methmere into the Alamber Sea at Messemprar. It gets its name from the large deposits of gold and other precious metals that lie within its muddy waters. There have been at least two gold rushes at various points in the river, but both have ended abruptly after a flight of relatively young dragons of various chromatic hues



emerged from the Riders in the Sky Mountains to claim all that had been dug.

The Watcher's Cape: This long peninsula juts into the Sea of Fallen Stars, forming the eastern side of the mouth of the Bay of Chessenta. At its tip stands the Drakelight, a massive spire jutting hundreds of feet into the air and supported by magic. Traditionally, this watch tower was garrisoned by troops from Luthcheq, Sporenar, and Mordulkin, who lit the Drakelight whenever pirates were spotted entering the Bay of Chessenta. However, the Drakelight is now home to a clutch of very young red dragons who serve the Great Bone Wyrms. In exchange for regular tribute from all three cities, they grudgingly light the Drakelight when pirates are spotted and then fly over the bay to drive them off.

Important sites

Despite the nation's size, Threskel's population is concentrated along the northern bank of the River of Metals, along the eastern coast, and in the southwest corner of the territory.

Mordulkin (Metropolis, 35,706): Mordulkin is a powerful, wealthy city on the eastern shore of the Bay of Chessenta. It has been ruled by the most powerful wizard or sorcerer of House Jedea since the Alliance of Chessenta seceded from Unther in the Year of Flashing Eyes (929 DR) and is a haven for arcane spellcasters, to the disgust of the leaders of House Karanok in neighboring Luthcheq. Traditionally, House Jedea has maintained good relations with the North Coast Cities across the Wizard's Reach and eschewed alliances with other cities that seek to unify Chessenta.

Mordulkin is divided into sections that are run by guilds: the merchants guild runs the merchants district, the craft guilds organize the crafts district, and the builders guild runs the residential district. There is a central mercenary guild, and all adventuring and mercenary companies must register with the guild upon arrival or face imprisonment. There is also an unofficial thieves guild, one of the largest and most powerful in Chessenta.

Mourktar (Small City, 10,107): This small, aggressive trading city has a large port facility capable of handling most of Threskel's exports and two major temples: the Black Lord's Altar, largest temple of Bane in the Realms, and the Amphitheater of First Thunder, a large open arena governed by the Hand of Hoar (known regionally as Assuran).

Since the death of King Theris in the Year of Shadows (1358 DR), the city has been ruled by Imperceptor Kabbarath Telthaug, who secretly engineered the failure of the King's Tournament proclaimed by Theris before his death to choose a worthy successor. The so-called "Regent of Mourktar" governed with absolute authority until the Year of the Sword (1365 DR). Now he rules in concert with a trio of juvenile blue dragon councilors who ferry him about the region and regularly communicate the Great Bone Wyrms' concerns.

Thamor (Small City, 5,163): Thamor is a small trade city in the interior of Threskel. Founded by merchants from Mourktar and Messemprar as free city where goods could be exchanged without taxation, it struggled until the fall of Gilgeam and the

collapse of Unther's ruling authority. Despite the chaos in the region, Thamor has since thrived as a regional trading center for miners from the Riders in the Sky Mountains and farmers in southeastern Threskel. The nominal lord of Thamor is Leppidon (LE male Mulan human fighter 5), but he answers directly to a pair of juvenile green dragons who lair in an abandoned mine on the slopes above the town.

Regional history

Although the folk of Threskel have long considered themselves independent, this isolated region has always been claimed by the rulers of Unther and (later) Chessenta.

In the Year of the Sword (1365 DR), Alasklerbanbastos began rewarding his most loyal dragon servitors with fiefdoms in Threskel and Chessenta. Over the next eight years, some established themselves as the true rulers of parts of Threskel and Chessenta, while others schemed more than they acted. Jaxanaedegor was the most successful of the Great Bone Wyrms' vassals. He flew over the cities of Mordulkin and Mourktar, proclaiming himself the Viceroy of Threskel. He then demanded that the human kings of both cities pay regular tribute to his liege, the Great Bone Wyrms, or be replaced with leaders more to the liking of the self-proclaimed Dragon King of Old Unther.

The leaders of Mordulkin and Mourktar paid little heed to such claims until Jaxanaedegor flew over both cities in the company of several lesser dracoliches and then launched a series of attacks against major trade caravans entering and leaving the city. Now both rulers have begun to send regular caravans laden with tribute to the slopes of Mount Thulbane in hopes of appeasing their newly proclaimed liege and his master. Meanwhile, the rulers of Mordulkin nervously watch and wait for Tchazzar's future plans to unfold.

plots and rumors

Defenders of Messemprar: Early in the Year of Lightning Storms (1374 DR), backed by a massive influx of magical weaponry sold to them at cut-rate prices by the Red Wizards of Thay and aerial support from the Great Bone Wyrms' draconic vassals, Banite templars from Mourktar marched into Messemprar to bolster that city's defenses against the inexorable advance of Mulhorand's armies and the complete subjugation of Unther. However, their entrance into Unther's civil war risks provoking an economic rift between Mourktar's merchants and their trading partners across the Alamber Sea.

Succession in Mordulkin: The current king of Mordulkin, Hercubes Jedea (NG male Mulan wizard 18), continues to fight off the advancing years with magic, fearing that no potential heir is currently strong enough to maintain even a measure of Mordulkin's independence from the self-proclaimed Lord of Threskel. Ironically, by staying beyond his natural reign, King Hercubes has inspired several of the more power-hungry Jedean to secretly forge pacts with Jaxanaedegor, in hopes the Lord of Threskel will back their efforts to claim the throne.

The church of Tiamat

Like the chromatic dragons she rules, Tiamat is greedy and selfish. Where she differs is in her organization and control. Whereas chromatic dragons are often chaotic, the Five-Headed Queen is regimented and focused. The most important things to Tiamat and her church are power and wealth. When in doubt about their motivation, it is fair to assume that greed and power are significant factors. There are few limits to the depravities and perversions they will commit in the pursuit of power.

The church does not only acquire power through gain, but also through the subversion of other powerful groups, especially other faiths. Tiamat had a personal mission to destroy the god-kings of Unther, dating back to her entrance into Faerûn. Now that she is the major power, she is guiding her faith's attention to religions outside Unther.

Organization: Temples of Tiamat are stratified in a rigid hierarchy. Under Tiglath's leadership in Unther, clerics are organized by the colors of chromatic dragons. The lowest clerics, of 1st to 3rd level, are called white adepts; 4th- to 6th-level clerics are black; 7th- to 9th-level clerics are green; 10th- to 12th-level clerics are blue; and clerics of 13th level and higher are red. To become a high priest of a major temple, a cleric must be a red adept. Clerics wear robes or scarves in the color of their rank, though they usually conceal these in public. Acquisitions of power and acts of daring help to increase the status of Tiamatan clerics. Other temples, following the previous customs of Shudu-Ab's leadership, might still hold to older customs of dress and ranking,

but Tiglath has simplified the rankings for the sake of efficiency. The most influential members of Tiamat's clergy frequently wear the hides of metallic dragons and other special garb.

Membership: People join the church of Tiamat for a variety of reasons. Some enroll themselves or their children in the church for purely political reasons. Others join out of a sense of calling to dragons or the Dark Lady. Many join for the sole purpose of gaining power.

Constant and cutthroat competition is what drives advancement in the church of Tiamat. Those who cannot survive in the clergy often become followers, guards, or spies. Any sign of fear or weakness can signal the end for a cleric, so each must guard his or her thoughts, feelings, and plans at all times. It is the semblance of strength, not strength itself, that earns respect from Tiamatans. It is only the truly strong, however, that rise to the top of the priesthood.

Magic: Tiamatans lust to acquire items that increase their personal and spiritual power, including common magic items as well as powerful and rare artifacts. The church likes to keep a large store of items in its temple that keeps its members prepared for any occasion, but it disapproves of certain kinds of items. Tiamat teaches that people must take credit for their successes and understand their losses; thus, she frowns on the use of magical healing in all but the most drastic situations. Some more selfish clerics have ignored this precept, and thus far Tiamat has not denied them these spells.

Church members are especially fond of items that give them power over dragons or are related to dragons. The church hoards

Illustration by Howard Lyon



In crowded Unthalass, a rogue trades for information about the local church of Tiamat

these items jealously. It must compete with the Cult of the Dragon, the Red Wizards, and other groups for possession of these items.

Rumors abound that an ancient Imaskari scepter exists, buried under ruins in Unther. The scepter is supposed to be able to open a *portal* to an alien realm and summon something roughly translated as "star-spawn." Sages of Unthalass theorize that in the realms of the star-spawn, the Imaskari found beings similar to illithids and aboleths, but that they hoped to summon to Faerûn even more disturbing creatures—aberrant forms of dragons. Such theories are unsubstantiated, but even a rumor of this sort of item causes the church of Tiamat and the Cult of the Dragon to lust after it.

servitors of the five-headed queen

Tiglath and Shudu-Ab: For the past generation, the leadership of the church of Tiamat in Unther, specifically Unthalass, has been fluctuating between two high priestesses, Tiglath and Shudu-Ab. Tiglath (LN female Untheri human fighter 3/cleric 16) was the original priestess who helped to bring the worship of Tiamat to the forefront of Unther, and Shudu-Ab was her right hand. Tiglath helped the Dark Lady to claim her new incarnation, but in the great battle between the dragon queen and Gilgeam, the high priestess disappeared.

Shudu-Ab (LE female Untheri human cleric 18) wasted no time in asserting leadership over the church. Her church was weakened and needed leadership. She had always been a schemer, but wore the face of a supporter of Tiglath, even though she felt, and rightfully so, that she was a more powerful priestess. She guided the church in Unthalass away from Tiglath's even-handed leadership, and imposed a harsher and more competitive reign.

At some point during Shudu-Ab's tenure, Tiglath resurfaced in Messemprrar. She felt that she had a shot at creating a more united Tiamatan front in the city, and perhaps eventually all of Unther. Her timing could not have been better. Shudu-Ab was in Unthalass when the forces of Mulhorand overran the city and most of Unther. Shudu-Ab disappeared in the invasion, and to all appearances, she died.

The fact that Messemprrar and its vicinity remain as the only independent areas of Unther puts Tiglath in a unique position.

As the leader of the dominant religion in Messemprrar, she holds a position of political power. If she could capitalize on the situation, she could not only increase the holdings of Tiamat but also improve the fate of Unther. Tiglath is at odds with many of the rest of the Tiamatans in the city. Unlike the majority of clerics of Tiamat, she is not evil, and she would rather unify the church than pursue the more traditional goals of wealth and power. She senses the corruption of her church, and Tiamat's growing presence of corruption within her own mind. While she is the most powerful cleric, others might view her current actions as signs of weakness.

Shudu-Ab disappeared, but she is not dead. She is currently observing the situation in both occupied and free Unther, waiting for her opportunity to reassert control. She senses weakness in Tiglath. She could reassert power over the church's holdings in Unthalass, which are currently run by a former Tchazarran cultist known as Deiros Forktongue (NE male Mulan human cleric 12 [Tiamat]), but she knows that the true prize is independent Messemprrar. She will not reveal her hand by resurfacing in Unthalass; she would rather wait for the opportune moment to strike in Messemprrar.

High Suikh Helbareim: The leader of the city of Ormpur in Lapaliya is Helbareim "the Storm Wind" Alanasker (LE male Lapaliyan human fighter 8/blackguard of Tiamat 5). Helbareim is a devout warrior of Tiamat, maintaining her presence in a region filled with enemy deities. Many groups, including beholders and yuan-ti, seek to exert influence over the High Suikh. He, however, is not the only political figure in the region. Shaliim, the royal Prince of Lapaliya, might seek to make an alliance with Helbareim. The prince hopes that if he helps to protect the High Suikh from the revenge of the black wyrms who seek to kill him, then Helbareim's church with its power over dragons can help Shaliim bolster his political status.

Spawn of Tiamat: These creatures were created by Tiamat to help in her various plots and schemes throughout the world. True dragons are her ultimate servants, but the spawn have been created with a disposition to serve the Dark Lady. While the commonly known spawn are based on the five chromatic dragons, there might be more types emerging in the future.

Other Servitors: In Vaasa, the church of Tiamat is represented by an organization known as the Handmaidens of the Undying Queen. This temple, led by Hesthera Draketalons (LE female Vaasan human cleric 14) is under the ruins of Castle Perilous and serves as the base for the church in that region. The ruins of the lich's fortress are an ideal location to house breeding pits for spawn of Tiamat, because all manner of bizarre monsters were created and experimented upon there. The church members under high priestess Draketalons have no shortage of monsters to crossbreed, and no one is surprised to see strange monstrosities in the region.

The Serpent Guards are an organization serving Tiamat in Unther as bodyguards and watchmen. Under the leadership of Tehom Garthremol (CE male Untheri half-deep dragon^{Moa} half-human rogue 5/assassin 5), the guards instigate riots during the Festival of Vengeance and serve as assassins and collectors. Little more than glorified thugs, they follow the command of the Knights of the Five-Thorned Rose.

talons of tiamat

The talon of Tiamat^{Dra} prestige class is especially appropriate for members of the Dark Lady's church. It provides them with the abilities necessary to combat good dragons and assist evil dragonkind. Most Faerûnian talons serve individual evil dragons, feeling that their service is the best way to further the aims of the goddess. Members of the prestige class enjoy the draconic abilities this class provides them, such as breath weapons and draconic senses; they believe that these powers bring them closer to their dark mother.

Where the Serpent Guards are a blunt tool for Tiamat, the Knights of the Five-Thorned Rose are the commanders and the backbone of Tiamat's physical might in Unther. They are commanded by Kedrak Gilbane (LE male Untheri fighter 2/cleric 3/talon of Tiamat^{DM} 10), who is a staunch protector and holy warrior of Tiamat.

The Altar of scales

Presented below is an adventure for four to six 13th-level characters involving the church of Tiamat.

preparation

As Dungeon Master, you need four books to run this adventure: the *Player's Handbook*, the *Dungeon Master's Guide*, the *Monster Manual*, and the *FORGOTTEN REALMS Campaign Setting*.

This adventure takes place in the nation of Unther. Information about Unther is available in the *FORGOTTEN REALMS Campaign Setting* and *Lost Empires of Faerûn*, as well as earlier in this chapter. It is certainly possible to run this adventure in another location in Faerûn, such as Sembia, where other outposts of Tiamat exist.

Paragraphs in *italics* should be paraphrased or read out loud to the players. Sidebars contain useful information for the DM.

This adventure is probably best for a good-aligned party, due to the large number of challenges that are more difficult for good characters.

Adventure background

Under Unthalass, the most populous city in Unther, lies a labyrinth of catacombs and tunnels. Hidden within this maze is a secret temple of Tiamat, deity of evil dragons. The temple has no public history, and it has no obvious entrances or exits. The only way in or out is through secret doors in the backs of a number of shops in the overcity. The secret entrances, hidden rooms, and private nature of temple are for good reason. Not only is the temple at odds with Tiglath's church leadership, but it is also performing experiments that would draw the horrified ire of good sects and organizations worldwide.

The high priest of the altar of scales is Malise, a powerful cleric of Tiamat. Malise has a long history of cavorting with and experimenting on draconic creatures. He is currently in the process of crossbreeding dragons, outsiders, and other creatures, producing strange and horrible hybrids. He has already created a new type of abishai and several new spawns of Tiamat. He has a collection of dragon eggs that were harvested from aberrant meteor strikes, and whose contents are unknown. He hopes to unleash the hatchlings under his command.

Malise's greatest accomplishments, however, are much more personal. Malise managed to lure a unique servant of Tiamat to the temple—a brown dragon blackguard known as Slavin'krath'magaal, Slavin for short. Malise imported many tons of sand and filled a cavern attached to the lowest level of the temple with it, creating a desertlike lair for the dragon. The dragon agreed to allow the priest to perform breeding experiments in return for receiving a special ritual that granted her

infernal power. A number of years ago, the priest fathered a child with Slavin, a half-dragon daughter named Braeden who is also a celebrant in the temple.

With these allies, monstrous creations, and the yet-unknown contents of the eggs, Malise hopes to expand his power base in Unther, possibly challenging Tiglath for leadership of the church in Unther.

Adventure synopsis

The adventure truly begins when the characters locate the secret entrance to the temple catacombs in the back of a tailor shop in Unthalass. Characters can arrive at this location in a variety of ways (see Adventure Hooks below), but all eventually lead to the temple. If they make the appropriate checks (described later), they learn that the entrance to the temple can only be opened by channeling negative energy. This means that they must locate and work with a cleric from an evil church (unless the group happens to include a cleric who can channel negative energy) to complete their objective.

When they enter the temple, guards confront them in cramped quarters. The guards are well situated with murder holes and portcullises, giving them a logistical advantage over the characters. If the PCs best the initial guards they meet, they can go further into the complex, discovering a lounge and eventually a general chapel. From the lounge, they can take the stairs down to the next level, but the chapel most likely proves more interesting. The chapel is a trap—bluespawn stonegliders (see page 105) are hiding in the stone of the walls and ceilings, waiting to attack the characters. Once they are past the stonegliders, the characters might locate a trap door that leads to the treasure room.

When the characters descend to the lower level, they enter a large chapel with a binding circle and an unholy altar. Within the circle is a strange, fiery creature that radiates heat and resembles a small tyrannosaurus. The entrance of the characters breaks the dome of force that holds the creature back. On the sides of the octagonal chapel are doors that lead to the chambers of all the clerics, as well as to pens where more monsters are kept.

The characters must find a way to defeat or somehow circumvent the clerics and monsters on this level. Their ultimate goal is to locate the nest of meteoric dragon eggs that is hidden in the bottom of the temple. There, they will most likely fight the fiendish brown dragon blackguard Slavin. The eggs are a major threat if the creatures within are unleashed in the world. They could contain new draconic abominations hitherto unseen in Faerûn. It is the task of the characters to ensure that this does not come to pass. Taking down the temple and ending its operations would be a significant accomplishment as well, though it is not the foremost goal.

Adventure hooks

Several possible factions might hire the characters to retrieve the eggs. The church of Tiamat in Messemprar might seek to undermine Malise for straying from Tiglath's leadership. The Cult of the Dragon might use the characters to learn the secrets of the temple in their never-ending quest to perfect draconic experi-

mentation. More likely, a good organization such as the Talons of Justice, the Harpers, or the Softclaws would send the characters to snatch the eggs, and possibly to cripple the temple.

With the right information (and anything can be acquired in Unthalass for the right price) the characters can find out the location of the temple. Simple divination spells reveal little, because the temple is warded against such magic. Thus it is necessary for the characters to determine the location of the temple in other ways. Other factions of Tiamat are probably aware of the temple. Since the characters must acquire the help of an evil cleric to enter the temple once it is found, this would be a useful place to start.

Characters can make Gather Information, Knowledge (local), or bardic knowledge checks to learn more about the church of Tiamat and the undercity of Unthalass.

DC 10: Unthalass contains a network of tunnels that crisscross the bedrock below the surface. It is rumored that people frequently disappear near supposed entrances to the undercity.

DC 15: Unthalass used to be the center of the church of Tiamat in Unther. That center has since shifted to Messemprar, under the leadership of high priestess Tiglath.

DC 20: It is rumored that a secret cell of Tiamatans performs draconic experiments in the catacombs.

DC 25: Strange draconic hybrids have been spotted emerging from sewer tunnels in the garment district.

DC 30: There have been strange robed figures entering into a tailor shop in the garment district, not to exit until weeks later.

DC 35: The tailor shop has a secret door in the back that leads to a set of stairs with a strange runic door at the end. The door can only be opened by channeling negative energy.

Encounters

Before the characters reach the back of the tailor's shop, they must get by the tailor. The tailor is a greedy but cowardly merchant who has let the church members use the back of his shop as an entrance to their temple for a number of years. While they pay him quite well for the access, he is not particularly loyal to them. Given the right sort of bribe or "persuasion," he is willing to let the characters pass. If they try to muscle their way past him without a deal, he pulls an alarm cord alerting the Tiamatans to the trespassers. He does nothing, however, to stop them from entering the temple.

1. ENTRANCE TO THE TEMPLE (EL 7)

The PCs have passed through an unlocked door to a back room behind the tailor's shop.

This storage room is of little note, containing boxes, racks of clothes, and supplies.

A successful DC 17 Search check locates a lever on the southern wall that, when pulled, causes a section of the wall to slide sideways. An unlocked door opens onto a stairway that leads down to another door.

A precisely hewn stairway descends about 15 feet. At the bottom of the stairs is a stone door covered in strange runes that exudes an aura of palpable dread.

The door at the bottom of the stairway is covered in runes from the liturgy of Tiamat. A *detect magic* spell reveals strong abjuration; *detect evil* reveals moderate evil. The door is not locked, but it is trapped. Only a character who is able to channel negative energy can open this door without setting off the trap.

Trap: If a character who channels positive energy tries to open the door, or if someone uses other magical methods (such as *knock* or *ruby ray of reversal*^{PG}) on the door, a maximized *unholy blight* effect activates (centered on the character who opened the door).

Maximized Unholy Blight Trap: CR 7; magic device; channel or touch (channeling positive energy or the use of magical opening spells); automatic reset; spell effect (maximized *unholy blight*, 13th-level cleric, 40 points of damage and sickened for 1d4 rounds, Will DC 16 halves damage and negates sickening effect); Search DC 31; Disable Device DC 31.

2. ANTECHAMBER (EL VARIES)

This chamber is trapezoidal in shape with one door on the southwest wall. Four torches light the room. On the southwest wall of the chamber is a door; on the east wall are a series of small, narrow openings (murder holes for use by crossbowwielding guards); and on the south wall, a portcullis bars a passage that leads farther south.

Once the characters get past the door, they enter an antechamber. The narrow openings in the east wall are murder holes through which as many as three crossbow-wielding guards (see area 2A) can fire on anyone in this room. A character who makes a successful DC 20 Strength check can raise the portcullis, giving access to area 2B.

Creatures: Three church guards are stationed in this room. Three others are on duty with their crossbows behind the murder holes in area 2C.

Church Guards (6): hp 34 each; see below.

Development: Three other guards rest in the bunks in area 2A, four are playing cards in area 4, and one is praying in area 5. If they have ample warning, all these guards don their armor and prepare to combat intruders. The guards in area 2A, if they are alerted by the tailor's alarm or by the sound of fighting in area 2, are stationed at the murder holes with their crossbows.

All church guards in the temple have the same statistics block, as given below.

CHURCH GUARD

CR 4

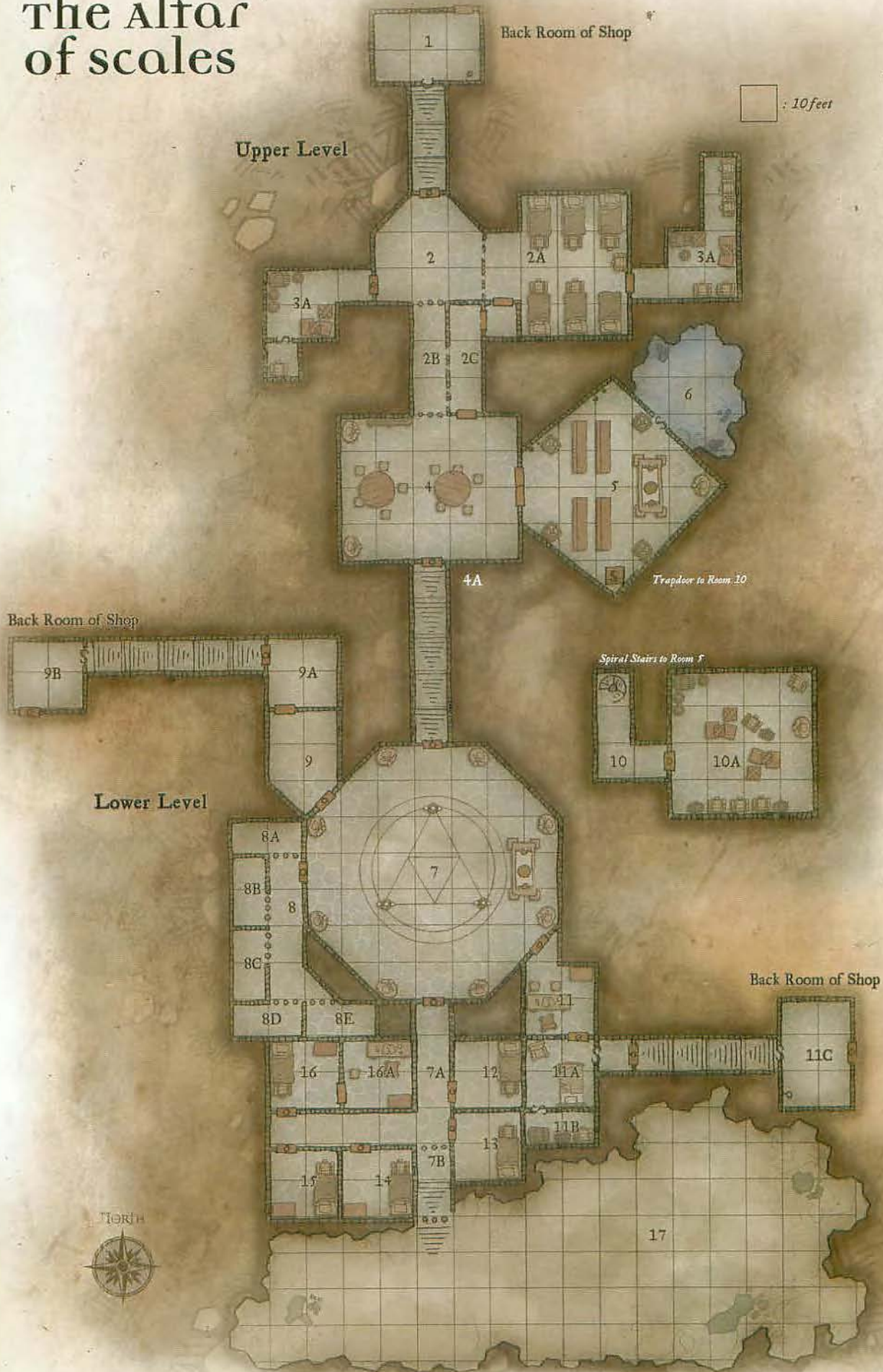
Male human fighter 4

LE Medium humanoid

Init +2; Senses Listen +4, Spot +4

Languages Common

The Altar of scales



AC 18, touch 12, flat-footed 16
(+2 Dex, +4 armor, +2 shield)

hp 34 (4 HD)

Fort +6, Ref +3, Will +2

Speed 20 ft. (4 squares)

Melee mwk bastard sword +8 (1d10+4/19-20)

Ranged mwk heavy crossbow +8* (1d10+1*/19-20)

*includes bonus from Point Blank Shot

Base Atk +4; Grp +6

Atk Options Rapid Reload

Combat Gear *dust of appearance*, 2 *potions of cure moderate wounds*

Abilities Str 15, Dex 14, Con 14, Int 12, Wis 10, Cha 8

Feats Exotic Weapon Proficiency (bastard sword), Point Blank Shot, Precise Shot, Rapid Reload, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

Skills Climb +2, Jump +3, Knowledge (religion) +2, Listen +4, Spot +4

Possessions combat gear plus masterwork chain shirt, masterwork heavy steel shield, masterwork heavy crossbow with 50 bolts

2A. GUARD POST (EL VARIES)

This barracks room contain eight bunk beds. Chests lie at the foot of each bed. Three narrow slits are carved out of the west wall, and on the east wall is a wooden door.

The characters must negotiate corridors 2B and 2C and pass through a small anteroom to reach this area.

Creatures: Six guards are in this room at the start of the adventure.

Church Guards (6): hp 34 each; see above.

Development: If the guards in this room are alerted, three of them are at the murder holes (perhaps firing on intruders in area 2) and three others are at the ready with their swords in case anyone enters this room from the south.

Treasure: Each bed has a chest containing extra sets of clothes and a *potion of cure moderate wounds*. The chests also hold a total of 700 gp, 3 masterwork daggers, 2 silvered daggers, and

strategy of the guards

The church guards who provide security for the Altar of Scales begin the adventure stationed in various areas on the upper level. As a general rule, they remain at their stations even after an alarm has been sounded, intending to wear down intruders by attrition rather than in a full-scale assault. Except when otherwise noted in an area description, assume that the guards in an area do not move from that area to pursue the PCs, but remain in place and wait for them to return.

a *bead of force* (which could be used by one of the guards in the room if necessary).

2B. HALLWAY WITH MURDER HOLES (EL 8)

The portcullis at the southern end of this hallway, like the previous one, can be raised by someone who makes a successful DC 20 Strength check.

The corridor beyond the portcullis extends for 30 feet before ending at another portcullis. Three narrow openings are cut into the east wall of this hallway.

When the characters enter the portion of this hallway opposite the murder holes, they are targeted by the guards in area 2C.

Church Guards (3): hp 34 each; see above.

2C. GUARDS AT THE MURDER HOLES

Three guards occupy this area initially. As soon as the southern portcullis in area 2B is breached, they move in one of two directions: south through the door into area 4 to join the other guards in that area and continue the attack, or north into area 2A to take up a defensive posture with the other guards there and wait for the PCs to come to them. (Use whichever tactic fits the situation; if the PCs have been significantly weakened by now, these guards press the attack instead of retreating.)

3A. STORAGE ROOM (EL 8)

This room contains racks of uniforms as well as a few barrels and boxes.

The door to this room is locked (Open Lock DC 25). Inside are a number of barrels and boxes. A successful DC 25 Search check reveals a secret door on the south wall of the room. In the closet beyond are a treasure chest and two levers that can be used to operate the portcullises that enclose area 2B.

Trap: Opening the secret door sets off a fusillade of shadow essence darts trap.

Fusillade of Shadow Essence Darts Trap: CR 8; mechanical; location trigger; manual reset; Atk +18 ranged (1d4+1 plus poison, dart); poison (shadow essence, DC 17 Fortitude save resists, 1 Str drain/2d6 Str damage); multiple targets (1d8 darts per target in a 10-ft.-by-10-ft. area); Search DC 19; Disable Device 19.

Treasure: The chest contains a *potion of cure blindness/deafness*, a *potion of remove disease*, a *potion of neutralize poison*, a *potion of remove curse*, and 40 pp.

4. GUARDS' LOUNGE (EL VARIES)

When the adventure begins, four guards are relaxing and playing cards in this area.

This large lounge is equipped with a few small tables, chairs, and a pair of decorative statues. On the north wall is a wooden door. On the east wall is a set of double doors, and in the center of the south wall is a locked door. The room is well lit by six torches.



Illustration by Howard Lyon

Ambush at the altar

Creatures: Four guards are either playing cards at a table or in a defensive posture waiting for the PCs to get here.

Church Guards (4): hp 34 each; see page 76.

Development: It is likely that these guards are aware of the trespassers before the PCs arrive in this area. They might attempt to set up barricades using the room's furniture, and they might be joined by the guards from area 2C. If pressed, they retreat into area 5.

4A. STAIRWAY

This descending stairway connects the guards' lounge to the lower part of the sanctuary. It is set off by locked doors (Open Lock DC 30) at either end.

5. UPPER SANCTUARY (EL 10)

This chapel contains an altar, pews, a brazier, and statues. The walls are painted with murals depicting evil dragons killing good dragons, and the forces of Tiamat subjecting and subverting other faiths throughout the world. A few torches light the room, but most of it remains shrouded in shadows.

This is the chapel used by the guards and the clerics. More sinister rituals and experiments occur on the lower level, but it is here that the daily ceremonies occur. A nest of bluespawn stonegliders guards this room, having been trained by the Tiamatans to attack anyone other than church members. They wait inside the stone of the ceiling until trespassers arrive, then they pounce. One church member prays in here. The room contains a secret

trap door (Search DC 25) that opens onto to a spiral staircase that leads to the temple's treasury.

On the northeast wall, a secret door (Search DC 20) leads to a hidden pool.

Creatures: One guard prays at the altar. Twelve bluespawn stonegliders wait within the walls to pounce on intruders.

Church Guard: hp 34; see page 76.

Bluespawn Stonegliders (12): hp 36 each; see page 105.

Development: It is possible that other guards have retreated here, or that one or more of the church members from the lower level could be tending to daily rituals here.

6. DRAGON BANE POOL

After finding and opening the secret door, the characters discover a dank cave strewn with rocks and rubble. A pool of scintillating, rainbow-colored liquid sits in the center. The pool is 10 feet across and 4 feet deep at its center. It radiates a moderate aura of transmutation magic under scrutiny of a *detect magic* spell. Carved into the back wall of the cave, in Draconic, are the words "Any weapon bathed in these waters shall become the bane of dragons."

Any masterwork or magic weapon that is fully immersed in the pool for one full round gains the dragon bane special ability (*DMG* 224) for 24 hours. The scintillating pool can enchant six weapons per day in this fashion. Once all of its charges for the day are spent, the pool turns dark. A double weapon (such as a two-bladed sword) counts as two weapons for the purpose of this

ability, although a character can choose to immerse only half of a double weapon into the pool to gain the pool's benefit for that part of the weapon alone. The pool's enchantment is considered a spell-like ability (CL 15th).

If any of the liquid in the pool is removed, it turns dark immediately and loses its efficacy. No harm comes from drinking the liquid, which is tasteless.

7. LOWER SANCTUARY (EL 12)

The entrance opens into a hellish church sanctuary dedicated to the performance of base and horrifying rituals. Dragon and half-dragon statues are housed in each of the eight corners of the octagonal chamber. Doors exit the room on the southeast, south, west, and northwest walls. A large obsidian altar is along the western wall of the chamber. Dominating the center is a large ritual circle that binds within a shimmering dome a hideous, 12-foot-tall dinosaur that exudes waves of roiling heat. A greatsword hangs from the ceiling, directly above the dinosaur. As you enter, the shimmering dome caging the creature begins to fade. . . .

The church performs most of its unholy experiments in this chamber. The center of the octagon is a large binding circle that contains a redspawn birther. The creature cannot exit the sanctuary because a wall of force blocks it, but the wall dematerializes 1d4 rounds after any non-evil creatures enter the room. Along the west wall of the sanctuary is an altar that is trapped. The chamber has doors leading off to the rooms of the priests, the lair of Slavin'krath'magaal, and the pens of experimental creatures. Devious traps devised by the church protect many of these doors. (Note: the EL for this room includes only the redspawn birther and the abishai trap. The other traps are described separately.)

Trap: Hanging from the ceiling of the room, above the birther, is a magic greatsword. The sword was strategically placed there to encourage the characters to employ transmutation magic (such as *levitate* or *fly* in an attempt to reach it). Each time such a spell or effect is employed, a red abishai is summoned into the room after an interval of 1d4 rounds.

Summon Red Abishai Trap: CR 9; magic device; spell trigger (transmutation); automatic reset; spell effect (*summon monster VIII*, 15th-level wizard, red abishai); onset delay 1d4 rounds; Search DC 33; Disable Device DC 33.

Creatures: A redspawn birther named Grelixtralithimon is about to be freed from its binding circle.

Redspawn Birther: hp 184; see page 108.

Trap: If someone attempts to examine or manipulate the altar before the trap on it is disabled, all individuals adjacent to the altar are doused with dragon bile that jets from tiny holes in the altar's surface. (The Search check to find the trap does not count as examination or manipulation for this purpose, but any other Search check involving the altar does.)

Dragon Bile Altar Trap: CR 10; mechanical; touch trigger; automatic reset; poison (dragon bile, Fortitude DC 26 resists, 3d6 Str/0); Search DC 32; Disable Device DC 32.

Trap: Two half-shadow dragon statues flank the northwest door leading out of the room (to area 9). One of the statues attacks any character attempting to open the lock on the door (Open Lock DC 32). The bite of that statue is poisonous. While the poison does not automatically reset, the statue continues trying to bite the character until the door is opened.

Twin Shadow-Guards Doorknob Trap: CR 7; mechanical; touch trigger (turn knob); automatic reset; hidden switch bypass (Search DC 25); +14 melee (2d4+6 plus poison, dragon jaws); poison (shadow essence, Fortitude DC 17 resists, 1 Str drain/2d6 Str damage); Search DC 27; Disable Device DC 26.

Trap: Two white dragon bas-relief heads protrude from the corners of the southeast wall of the room (leading to area 11). When good-aligned characters pass between the heads, each releases a *cone of cold* effect. The heads reset automatically every 1d4 rounds (though not necessarily at the same time). A successful DC 31 Open Lock check is necessary to open the door.

White Dragon Cone of Cold Trap: CR 9; magic device; proximity trigger (*detect good*); automatic reset (every 1d4 rounds); multiple traps (two simultaneous *cone of cold* traps); spell effect (*cone of cold*, 9th-level wizard, 9d6 points of damage, Reflex DC 17 half); Search DC 30; Disable Device DC 30.

Development: It is possible for any of the residents of this floor—Malise, Braeden, Ohanee, or the church clerics—to be performing a ritual or, if given proper warning, to be waiting to gang up on the characters in the sanctuary.

7A. HALLWAY TO MEMBERS' QUARTERS

An L-shaped hallway extends from the south face of the sanctuary. Five doors lead off the hallway at irregularly spaced intervals.

The hallway can be accessed through an unlocked door on the south wall of area 7. The chambers of five church members and one church mage are off this hall. All the locks on the doors to the chambers of the church members can be opened with successful DC 27 Open Lock checks.

7B. DOUBLE PORTCULLIS

Two portcullises enclose a natural stairway descending from the hallway. Sand is scattered on the bottom of the stairs that continue beyond the second portcullis.

Directly south of the door leading from area 7, a portcullis prevents entry to a short hallway. This barrier and the one that lies farther to the south can be raised by someone who makes a successful DC 23 Strength check. The latter portcullis interrupts the continuing stairway, eventually descending into the sandy lair of Slavin'krath'magaal.

8. PENS

The hallway has five barred cells lining its length. Sounds are coming from one of the pens.

This short hallway is lined with doors that lead to five cells labeled 8A–8E. Some of the cells contain danger, though most

are empty or harmless, since Grelixtralithimon has already eaten the dangerous creatures. A successful DC 32 Open Lock check is required to open the door that leads from area 7 to area 8.

8A. PEN #1

This cell contains dirty straw bedding and maggot-ridden bread. A small, whimpering scaled creature is huddled in the corner.

Creatures: This pen contains a captured pseudodragon known as Janderberris. It was abducted from the forest by the church members to be the object of experiments. These experiments have yet to yield any results, and it is likely that Janderberris will be fed to Grelixtralithimon unless it is rescued.

Pseudodragon: hp 15; MM 210.

8B. PEN #2 (EL 6)

The floor of this pen is littered with humanoid, animal, and dragon bones.

Trap: A trap affects characters who step on or search through the bones. Three rounds after a character touches the bones, he must make a saving throw or be wracked with horrible pain and nausea.

Fleshshiver Trap: CR 6; magic device; touch (searching or stepping on a pile of bones in a 10-ft.-by-10-ft. area); automatic reset; spell effect (*fleshshiver*^{PG}, 9th-level wizard, 1st round automatic stunning, 2nd round 9d6 points of damage and nauseated for 1d4+2 rounds, Fortitude DC 17 negates); onset delay 3 rounds; Search DC 30; Disable Device DC 30.

Treasure: Buried under the bones is a *gem of brightness* with 8 charges remaining.

8C. PEN #3

This pen appears mostly empty, though it contains some old refuse and tattered straw. There are large claw marks running diagonally on the back wall of the cell.

This pen once contained a monster but now holds only garbage. Claw marks in the back wall were caused when a fiendish dire badger futilely dug to escape being fed to Grelixtralithimon.

8D. PEN #4 (EL 2)

A strange-looking dwarf sheathed in fire rests in the back of the room. He appears gaunt, as if he hasn't been fed regularly. He barely seems to notice the intrusion.

Creatures: An Azer named Grethvard sits sullenly in this pen, having already burned all the minimal comforts that might have once existed in the cell. If the characters set him free, he tells them of the brown dragon in the sand pit below this level.

Azer: hp 11; MM 21.

8E. PEN #5 (EL 6)

This pen contains little more than straw, manacles, and old plates of moldy food.

This place is empty like area 8C, but the church members left a trapped 1,000 gp blue sapphire on the floor to tempt the greedy.

Trap: A successful DC 25 Search check reveals the presence of the sapphire inside a pile of straw. A character who touches the gem and fails the saving throw is turned into a small lizard.

Baleful Polymorph Trap: CR 6; magic device, touch trigger (*detect good*); no reset; spell effect (*baleful polymorph*, 9th-level wizard, Fortitude DC 17 negates); Search DC 30; Disable Device DC 30.

9. BRAEDEN'S APARTMENT

This sitting room contains little more than a single table and chair. The room is immaculately kept, without a spot of dust or dirt. A door is on the back wall.

This is the apartment of Braeden, Malise's half-brown dragon daughter with Slavin. Braeden is a powerful favored soul—Tiamat keeps a special eye on her because of her fortuitous birth. Braeden has a two-room apartment with a locked stairway leading up to a hidden back room in another shop in the garment district.

Braeden is carefully watching the activities of her father. In case he slips up, she plans on performing a coup with the help of her mother. Braeden has been receiving visions from Tiamat, revealing the downfall of the temple, and ultimately the church in Unther. She is prepared to do whatever it takes to defend her temple and deity. It is unlikely, however, that she has the savvy and knowledge to challenge her father. She is a fierce fighter, though, and is a frightening foe of anyone who threatens the things she loves.

Development: Braeden might be waiting here if the party has made enough noise to rouse her. She can watch what is happening in the sanctuary through a peephole that allows her to see through the eyes of one of the white dragon-head statues. If she has time, she has a number of spells prepared.

9A. BRAEDEN'S BEDROOM (EL 13)

This bedroom is sparse in furnishings, containing only a bed and rack for clothes. A door is on the left wall.

This is Braeden's bedroom. She usually meditates here, and this is the most likely location for her to be when the party approaches. On the back wall of the room is a locked door (Open Lock DC 30) that leads to a stairway going up to a back room inside a shop in the garment district. A *fiery death* trap protects the stairway; if Braeden is defeated, she wants one last stab at preventing the characters from escaping the temple. From the apartments, the top of the stairway is a normal locked door. From the back room of the shop, it is a secret door.

BRAEDEN

CR 12

Female half-brown dragon half-human favored soul 10
LE Medium dragon (augmented humanoid)

Init +5; Senses darkvision 60 ft., low-light vision, Listen +2,
Spot +2

Languages Common, Draconic

AC 29, touch 11, flat-footed 28
(+1 Dex, +4 natural, +10 armor, +4 shield)

hp 66 (10 HD)

Immune acid, paralysis, *sleep*

Resist fire 10

Fort +12, **Ref** +10, **Will** +11

Speed 15 ft. (3 squares)

Melee +2 *heavy pick* +16/+11 (1d8+6)

Base Atk +7; **Grp** +11

Special Actions breath weapon

Combat Gear wand of *cure light wounds*

Favored Soul Spells Known (CL 9th)

5th (4/day)—*break enchantment, righteous might, shadow of the Dark Queen** (DC 17)

4th (6/day)—*divination, divine power, freedom of movement, spell immunity*

3rd (7/day)—*dispel magic, invisibility purge, prayer, revelation, searing light*

2nd (7/day)—*aid, augury, bear's endurance, bull's strength, owl's wisdom, spiritual weapon*

1st (8/day)—*bane, deathwatch, divine favor, entropic shield, protection from chaos, shield of faith*

0 (6/day)—*create water, cure minor wounds, inflict minor wounds* (DC 12), *detect magic, detect poison, light, mending, read magic, virtue*

Abilities Str 18, Dex 12, Con 16, Int 10, Wis 14, Cha 20

Feats Armor Proficiency (heavy), Combat Casting, Improved Initiative, Skill Focus (Knowledge religion), Weapon Focus (heavy pick)

Skills Concentration +14 (+15 when casting defensively), Diplomacy +13, Knowledge (arcana) +8, Knowledge (religion) +2, Spellcraft +10

Possessions combat gear, +2 *full plate*, +2 *heavy steel shield*, *amulet of natural armor* +1, +2 *heavy pick*, *cloak of charisma* +2, *vest of resistance* +2, *wand of cure light wounds*, 1,230 gp worth of assorted coins and gems

Breath Weapon (Su) 60-foot line, once per day, damage 6d8 acid, Reflex DC 18 half. The save DC is Constitution-based.

If the characters fight Grelixtralithimon, Braeden has time to prepare, and she casts a number of defensive spells: *aid, bane, bear's endurance, bull's strength, deathwatch, divine favor, divine power, entropic shield, freedom of movement, owl's wisdom, protection from chaos, prayer, righteous might, shadow of the dark queen, shield of faith*, and *spell immunity*. She casts the spells with the shortest durations last: *divine power, righteous might*, and *shadow of the Dark Queen**.

Tactics and Development: If Braeden finishes casting her shorter-duration spells, she might actively look for the party, entering the sanctuary or other areas.

Trap: This trap senses when anyone other than Braeden in either of the two rooms has 3 or fewer hit points. When anyone enters the area with or is reduced to 3 or fewer hit points, she is struck by a *flame strike* spell.

Fiery Death Trap: CR 6; magic device; proximity trigger (*deathwatch*); automatic reset; spell effect (*flame strike*, 9th-level cleric, 9d6 fire, Reflex DC 17 half); Search DC 30; Disable Device DC 30.

If the PCs succeed in opening the door on the western wall (Open Lock DC 32) and getting past the trap, the hallway ascends a set of stairs that go up to an unlocked door. The stairs and the room beyond look like a similar back room to the one they went through when they entered the temple.

9B. BACK ROOM OF SHOP

An unremarkable back room, similar to the one at the entrance to the temple, opens from the door at the top of the stairs.

Nothing of note exists here, though it is a useful exit from the complex.

10. STAIRWAY TO TREASURY (EL 10)

A spiral stairway descends to a short L-shaped hallway that ends in a locked door.

The door leads to the treasury. It can be opened with a successful DC 35 Open Lock check. An *unballow* spell exists on this area and the treasury, and it has a *bane* spell attached, raising the EL from 9 to 10.

Creatures: Two spectres wait in the walls (under the command of Malise); ready to attack when intruders try to get past the locked door.

Spectres (2): hp 45 each; MM 232.

10A. TREASURY (EL 10)

This treasure room contains numerous items and a great deal of coin and scattered objects. Four torches illuminate the room, showing four chests in addition to the loose items. A statue reminiscent of a wyvern stands against the back wall.

The treasury holds a number of magical and mundane treasures, as well as a blue abishai trap and another *baleful polymorph* trap.

Trap: This room contains a special protection: Any time a divination spell is cast in the area, a blue abishai is summoned to fight the party. Thus, when the PCs cast an *analyze dweomer, detect magic*, or *identify*, an abishai appears.

Summon Blue Abishai Trap: CR 8, magic device, spell trigger (divination); automatic reset; spell effect (*summon monster VII*, 13th-level wizard, blue abishai); onset delay 1d4 rounds; Search DC 32; Disable Device DC 32.

Trap: One of the gems in the room is a 5,000 gp emerald. The gem contains a *baleful polymorph* trap.

Baleful Polymorph Trap: CR 6; magic device, touch trigger (*detect good*); no reset; spell effect (*baleful polymorph*, 9th-level wizard, Fortitude DC 17 negates); Search DC 30; Disable Device DC 30.

Treasure: *Cloak of sandswimming*^{San}, *horn of goodness/evil*, *horseshoes of speed*, *rod of cancellation*, *elixir of fire breath*, scroll of *banishment*, scroll of *blade barrier*, scroll of *true seeing*, scroll of *unhallow*, *stone salve*, 3,000 gp worth of masterwork weapons, armor, and shields, 20,000 gp worth of gems, coin, and art objects.

Cloak of sandswimming: This item originally appeared in *Sandstorm*. It grants a +2 natural armor bonus and allows its wearer to swim and breathe through sand. If the owner is wearing more than light armor or carries a medium load, her speed drops to 5 feet.

11. MALISE'S APARTMENT

A well-appointed sitting room contains an expensive rug, a mahogany table, and a plush stuffed leather chair. A door is on the back wall.

These are the chambers of high priest Malise. The chambers consist of two main rooms, a sitting room and a bedroom. Malise is usually reading in his bedchamber since he tends to be lazy and likes to recline, but if noise is coming from the sanctuary he can view the events through a peephole in the eyes of one of the shadow dragon statues.

11A. MALISE'S BEDROOM (EL 14)

This is the bedroom of the high priest. It is outfitted with expensive linens and furnishings. Malise is most likely to be found here. Off the bedroom is a secret (Search DC 28) stairway that leads to a locked door (Open Lock DC 30) that goes up to the back of another shop. The bedroom also holds a secret door where the cleric keeps valuables.

MALISE, HIGH PRIEST OF TIAMAT CR 14

Male human cleric 14 (Tiamat)
NE Medium humanoid
Init +4; Senses Listen +5, Spot +5
Languages Common, Draconic, Infernal

AC 28, touch 12, flat-footed 28
(+11 armor, +5 shield, +2 ring)

hp 77 (14 HD)
Fort +12, Ref +6, Will +14

Speed 15 ft. (3 squares)

Melee +1 *flaming morningstar* +11/+6 (1d8+1 plus 1d6)

Base Atk +10; Grp +10

Atk Options smite good 1/day (+1 attack, +14 damage)

Special Actions command undead 4/day (+3, 2d6+15, 14th),
spontaneous casting (*inflict spells*)

Cleric Spells Prepared (CL 14th):

7th—*blasphemy* (DC 24), *dictum* (DC 24), *disintegrate*^D
(DC 22)

6th—*antilife shell*, *blade barrier* (DC 23), *barm*^D
(DC 21), *heal*

5th—*break enchantment*, *flame strike* (DC 22) (2), *greater command*^D (DC 22), *slay living* (DC 20)

4th—*air walk*, *cure critical wounds* (2), *fear*^D (DC 19),
freedom of movement, *spell immunity*

3rd—*contagion*^D (DC 18) (2), *cure serious wounds* (2),
dispel magic (2)

2nd—*cure moderate wounds* (2), *hold person* (DC 19),
shatter^D (DC 17), *sound burst* (DC 19), *resist energy*

1st—*bane*, *command* (DC 18), *cure light wounds* (2),
deathwatch, *entropic warding*, *inflict light wounds*^D
(DC 16) (2), *protection from good*

0—*create water*, *cure minor wounds*, *detect magic* (2),
light, *read magic*

D: Domain spell. Domains: Destruction, Trickery

Abilities Str 10, Dex 10, Con 13, Int 14, Wis 20, Cha 12

Feats Combat Casting, Great Fortitude, Greater Spell Focus
(evocation), Improved Initiative, Lightning Reflexes, Spell
Focus (evocation).

Skills: Concentration +18 (+22 when casting defensively),
Knowledge (arcana) +14, Knowledge (history) +12,
Knowledge (religion) +19, Knowledge (the planes) +12,
Spellcraft +21

Possessions +3 *full plate*, +3 *heavy steel shield*, *ring of
protection* +2, +1 *flaming morningstar*, *gloves of
Dexterity* +2, *periapt of Wisdom* +2, 1,374 gp of assorted
gems and coin.

Tactics and Development: If Malise has time to prepare, he prefers to cast spells that make it more difficult for his enemies to assail him (such as *antilife shell* and *blade barrier*) while he casts spells at them. Unlike Braeden, he is more likely to retreat to save himself than to stick to a mission or goal.

11B. SECRET CLOSET

Malise's bedroom contains a secret door (Search DC 28) that opens to a closet containing a chest with potions, scrolls, and other items.

Treasure: +1 *dagger*, *potion of resist sonic energy*, scroll of *chromatic ray*, scroll of *repel vermin*, scroll of *shadow of the Dark Queen*, scroll of *tongues*.

11C. BACK ROOM OF SHOP

An unremarkable back room, similar to the one at the entrance to the temple, opens from the door at the top of the stairs.

The stairway from 11A goes up to the back of a bakery in the garment district. The baker does not even know that the secret door is there, because it is hidden in a rarely used storage room.

12. QUARTERS OF KOLCHIS (EL 9)

This bedchamber is small and unremarkable, except for the occasional discarded green scale on the floor. A small chest sits at the foot of the bed.

This is the bedchamber of Kolchis, a twisted and cruel lizardfolk cleric. Kolchis grew up in the undercity of Unthalass and has had little contact with others of his race. He is devoted to the worship of the Dark Queen. His lizardfolk tendencies lead him to respect power and follow whoever in the church seems to have the strongest position. He would turn in an instant if he felt that Braeden had more support than Malise. A successful DC 30 Open Lock check is required to open the door.

KOLCHIS

CR 9

Male lizardfolk cleric 8 (Tiamat)
LE Medium humanoid (reptilian)
Init +4; Senses Listen +3, Spot +3
Languages Common, Draconic

AC 27, touch 10, flat-footed 27
(+5 natural, +9 armor, +3 shield)
hp 75 (10 HD)
Fort +10, Ref +5, Will +10

Speed 15 ft. (3 squares)
Melee +1 heavy mace +12/+7 (1d8+4) and
bite +5 (1d6+1)
Base Atk +7; Grp +10
Atk Options smite good 1/day (+0 attack, +8 damage)
Special Actions command undead 3/day (+2, 2d6+8, 8th),
spontaneous casting (*inflict* spells)
Cleric Spells Prepared (CL 8th):
4th—*divine power*, *poison* (DC 17), *unholy blight*^D (DC 17;
CL 9th)
3rd—*contagion*^D (DC 16), *magic circle against good* (caster
level 9th), *dispel magic*, *prayer*, *searing light*
2nd—*resist energy*, *shatter*^D (DC 15), *sound burst* (DC 15),
spiritual weapon (2)
1st—*bane*, *bles*, *command* (DC 14), *comprehend languages*,
divine favor, *protection from good*^D (caster level 9th),
shield of faith
0—*create water*, *detect magic*, *detect poison*, *guidance*, *read
magic*, *resistance*
D: Domain spell. Domains: Destruction, Evil

Abilities Str 16, Dex 10, Con 16, Int 10, Wis 16, Cha 10
Feats Combat Casting, Improved Initiative, Lightning
Reflexes, Weapon Focus (heavy mace)
Skills Concentration +11 (+15 when casting defensively),
Knowledge (religion) +7, Spellcraft +7
Possessions +1 full plate, +1 heavy steel shield, +1 heavy mace,
gloves of Dexterity +2, cloak of resistance +1

Hold Breath (Ex) Kolchis can hold his breath for 64 rounds
before he risks drowning (DMG 304).

Tactics and Development: If Kolchis hears (or gets word about)
intruders, he prepares his longer-duration spells first, followed
by shorter-duration spells such as *divine favor* and *divine power*.
He is not averse to combat with trespassers, rarely backing down
from a fight. This, however, does not mean he is suicidal.

Treasure: 668 gp of assorted coin, 2 100-gp pearls.

13. QUARTERS OF STENDAK (EL 8)

*This bedchamber bears the marks of lavish living—fancy silk
sheets, carafes of fine wine, a plush rug, and expensive furnishings.
A small chest sits by the luxurious bed.*

This is the bedchamber of Stendak, an opportunistic mid-ranking
cleric in the temple. Stendak is craven and manipulative, using
his skills to act as an intermediary, getting on the good side of
everyone in the temple. Unlike the other church members, Stendak
is far more likely to try to make a bargain. He likes to play both
sides—he tries to convince the party that he is a spy or an innocent.
If this fails, he convinces the other church members that he was
playing the intruders. Stendak feels that deception and manipula-
tion are his ways of fulfilling the goals of the Dark Lady.

STENDAK

CR 8

Male human cleric 8 (Tiamat)
NE Medium humanoid
Init +4; Senses Listen +3, Spot +3
Languages Common, Draconic, Kobold

AC 22, touch 10, flat-footed 22
(+9 armor, +3 shield)
hp 44 (8 HD)
Fort +8, Ref +3, Will +10

Speed 15 ft. (3 squares)
Melee mwk heavy mace +6/+1 (1d8–1)
Ranged mwk light crossbow +7 (1d8/19–20)
Base Atk +6; Grp +5
Special Actions command undead 5/day (+4, 2d6+10, 8th),
spontaneous casting (*inflict* spells)
Cleric Spells Prepared (CL 8th):
4th—*confusion*^D (DC 21), *cure critical wounds* (2)
3rd—*cure serious wounds*, *locate object*, *nondetection*^D,
searing light (2)
2nd—*cure moderate wounds* (2), *enthrall* (DC 19), *hold
person* (DC 19), *invisibility*^D, *spiritual weapon*
1st—*command* (DC 18) (2), *cure light wounds* (2), *disguise
self*^D, *sanctuary* (DC 14)
0—*create water*, *detect magic*, *detect poison*, *guidance*, *read
magic*, *resistance*
D: Domain spell. Domains: Trickery, Tyranny

Abilities Str 8, Dex 10, Con 12, Int 14, Wis 16, Cha 14
Feats Combat Casting, Greater Spell Focus (enchantment),
Improved Initiative, Spell Focus (enchantment)
Skills Concentration +12, Heal +14, Knowledge (history) +13,
Knowledge (religion) +13, Spellcraft +13
Possessions +1 full plate, +1 heavy steel shield, masterwork
heavy mace, masterwork light crossbow with 50 bolts,
gloves of Dexterity +2, cloak of resistance +1

Tactics and Development: Stendak does not pray for many
defensive spells, thus his most likely tactic is to turn invisible and
spy on people throughout the temple. He can also employ a *disguise
self* spell, various enchantments, or social skills to get what he wants
without violence. If engaged in combat, he uses enchantments to
distract his enemies or turn them against each other, and then

pelts them with *searing light* or *spiritual weapon*. If he fails, he begs for mercy, hoping to play the situation to his benefit later.

14. QUARTERS OF LUCREZIA (EL 10)

This sparse bedchamber contains a bed and a simple chest. It is neatly kept, but contains little in the way of decoration.

This is the bedchamber of Lucrezia, a spy from the temple of Tiamat in Messemprar. Lucrezia reports to Tiglath, who wants her to find out as much as possible about the experiments. The spy has been here for three months, slowly gathering information. So far, no one knows about her, though she thinks that Stendak suspects something. She makes a significant effort to avoid anything that would reveal her affiliation.

LUCREZIA

CR 10

Female human rogue 3/cleric 3 (Tiamat)/talor of Tiamat + LE Medium humanoid

Init +6; Senses low-light vision; Listen +3, Spot +3

Languages Common, Draconic, Orc

AC 19, touch 13, flat-footed 17

(+2 Dex, +6 armor, +1 ring)

hp 52 (10 HD)

Resist evasion

Fort +10, Ref +8, Will +9

Speed 30 ft. (6 squares)

Melee mwk rapier +7/+2 (1d6-1/18-20)

Ranged +1 hand crossbow +12/+7 (1d4+2 plus poison/19-20) with Point Blank Shot

Base Atk +7; Grp +6

Atk Options Point Blank Shot, Rapid Reload, poison, smite 1/day (+2 attack, +3 damage), sneak attack +2d6

Special Actions breath weapons, command undead 5/day (+4, 2d6+5, 3rd), spontaneous casting (*inflict* spells)

Combat Gear 9 doses of blue whinnis poison (injury, Fortitude DC 14, 1 Con/unconsciousness)

Cleric Spells Prepared (CL 5th):

3rd—*cure serious wounds*, *nondetection*^D, *searing light*

2nd—*invisibility*^D, *silence* (DC 15), *spiritual weapon*, *undetectable alignment*

1st—*comprehend languages*, *cure light wounds* (2), *disguise self*^D, *obscuring mist*

0—*create water*, *detect magic*, *detect poison*, *guidance*, *read magic*

D: Domain spell. Domains: Destruction, Trickery

Abilities Str 8, Dex 14, Con 12, Int 14, Wis 16, Cha 14

SQ trapfinding

Feats Improved Initiative, Point Blank Shot, Rapid Reload (hand crossbow), Rapid Shot, Weapon Focus (hand crossbow)

Skills Bluff +18*, Diplomacy +19, Gather Information +10, Hide +13, Intimidate +10*, Knowledge (arcana) +7, Knowledge (local Unther) +8, Knowledge (religion) +7, Move Silently +11, Spellcraft +10

Possessions combat gear plus +2 *mithral chain shirt*, *ring of protection* +1, +1 *hand crossbow* with 50 bolts, *amulet of health* +2, *cloak of resistance* +1, masterwork rapier, 265 gp

Breath Weapon (Su) 60-foot cone, once per day, damage 3d6 cold, Reflex DC 15 half. The save DC is Constitution-based.

Breath Weapon (Su) 30-foot line, once per day, damage 8d4 acid, Reflex DC 15 half. The save DC is Constitution-based.

Voice of the Dragon (Ex) Lucrezia receives a +2 bonus on Bluff and Intimidate checks.

Tactics and Development: Lucrezia is devoted to her cause, but is not a formidable fighter, preferring to wait in the shadows and shoot. She uses *invisibility*, *disguise self*, *silence*, and *obscuring mist* to aid in her stealth, scouting out the inner workings of the temple. If Tiglath hired the PCs, she receives a *sending* alerting her of their presence; if not, she treats them like a normal threat and stalks them from a distance.

15. GUEST CHAMBERS

Based on the accumulated dust, this bedroom has not been used in a great deal of time. A simple bed, clothing rack, and chest are its only furnishings.

This is an unoccupied room, reserved for the rare visitor. It contains a simple bed, a chest, and a clothing rack. A guest long ago hid a small cache of loot in a fake floor stone, hoping to come back for it. The guest has since died, but the treasure remains. The church members so rarely enter the room that no one has examined it thoroughly enough to notice the secret.

Treasure: A successful DC 28 Search check reveals a hollowed-out area of floor containing a *scaleshane bottle*, a *wand of modify memory* (10 charges), and 100 pp.

16. OHANZEE'S CHAMBERS (EL 10)

Disheveled and malodorous, this bedchamber is poorly kept, as if it had not been cleaned in years. A door stands partly open on the east wall.

Areas 16 and 16A are the bedchamber and laboratory of the sorcerer Ohanze. Ohanze is a bitter, weak little man with a strong sense of self-importance and a cruel streak. He has little loyalty to the church, but it provides him with funds and experiments (in return for arcane support), so he abides its eccentricities. Ohanze enjoys violence but also has a sense of self-preservation; when he is confronted with a threat, he tends to use excessive force as long as he can still protect himself. He is currently without a familiar due to his tendency to forget to feed his pets.

OHANZEE

CR 10

Male human sorcerer 10

NE Medium humanoid

Init +2; Senses Listen +0, Spot +0

Languages Common, Draconic

AC 22, touch 13, flat-footed 14
 (+2 Dex, +1 amulet, +1 ring, +4 mage armor, +4 shield)
 hp 55 (10 HD)
 Fort +9, Ref +7, Will +9

Speed 30 ft. (6 squares)
 Melee mwk quarterstaff +4 (1d6-1)
 Ranged mwk light crossbow +8 (1d8/19-20)
 Base Atk +5; Grp +4
 Combat Gear scroll of *lesser globe of invulnerability*; scroll of *telekinesis*

Sorcerer Spells Known (CL 10th):
 5th (3/day)—*cone of cold* (DC 21)
 4th (6/day)—*enervation*, *greater invisibility*
 3rd (7/day)—*blink*, *fireball* (DC 19), *fly*
 2nd (7/day)—*flaming sphere* (DC 18), *invisibility*, *mirror image*, *scorching ray*
 1st (7/day)—*burning hands* (DC 17), *identify*, *mage armor*†, *magic missile*, *shield*†
 0 (6/day)—*detect magic*, *detect poison*, *ghost sound*, *light*, *mage hand*, *mending*, *message*, *prestidigitation*, *read magic*
 † Already cast

Abilities Str 8, Dex 14, Con 14, Int 12, Wis 10, Cha 18
 Feats Combat Casting, Great Fortitude, Greater Spell Focus (evocation), Spell Focus (evocation)
 Skills Bluff +17, Concentration +15 (+19 when casting defensively), Knowledge (arcana) +14, Spellcraft +16
 Possessions *amulet of natural armor* +1, *ring of protection* +1, *cloak of Charisma* +2, *vest of resistance* +2, quarterstaff, masterwork light crossbow with 20 bolts, 100 gp pearls (5), 103 pp, 7 gp

Tactics and Development: Ohanzee is not particularly loyal to the church, but he does enjoy hurting people. While he doesn't usually back down from any opportunity to test his magical skills, he makes sure to employ numerous defensive spells such as *blink*, *mage armor*, *mirror image*, and *shield* as well as spells that conceal such as *invisibility* or *greater invisibility*. He likes to elude his foes, taunting them, and then surprising them with powerful spells. He is frequently reading the arcane texts in area 16A given to him by the church. He is unlikely to socialize with the priests, though he might visit the sanctuary to observe Grelixtralithimon.

16A. OHANZEE'S STUDY

A small study is haphazardly piled with books and scrolls of many different materials. The room smells faintly of dead animals.

This small study contains a table and piles of books concerning crossbreeding and magical experiments. While Ohanzee is not the world's most knowledgeable scholar, he is well versed in arcana. These books would provide ample proof concerning the activities of the church. This room is where Ohanzee's familiars all died when he forgot to care for them. The room also contains the ritual and spell formulas that allow the church to crossbreed and alter creatures. These formulas are not blueprints, but notes—the

real experiments were mostly trial and error—but scholars could spend considerable time pondering them to learn their secrets.

17. LAIR OF SLAVIN'KRATH'MAGAAL (EL 14)

A sprawling, sand-filled cavern emerges from the natural stairway. Glittering objects are half-buried throughout the cavern dunes, sparkling in the faint light filtering in from the stairway.

Slavin's lair sprawls out from natural stairs that descend from the second portcullis in area 7B. The church members built the temple above the cavern to house the dragon. When Slavin agreed to the experiments, the Tiamatans filled the empty cavern with tons of sand, live food, and a cache of treasure. Slavin is part of a new generation of brown dragons that have been fighting on behalf of Tiamat recently. They have been part of the reason that the church has begun to hold her species in higher esteem, as if browns were in the same league as the other chromatics. Slavin is a personal favorite, an unholy dragon warrior of the Dark Queen.

Malise made a deal with Slavin: in return for allowing him to use her for experiments, he has performed special rituals (the secrets of which are among the books in area 16A) to infuse her with infernal power. She has acquired the fiendish template because of the ritual. Currently, she is content to remain in her lair, though she might want to leave when she gets bigger.

In addition to the dragon and treasure, six unhatched eggs lie buried in the sand of the cavern. A character can use the *cloak of sandswimming* obtained from the treasury to more easily find the treasure and eggs. The contents of the eggs are still unknown (DM's discretion). They are not yet near to hatching.

A *summon krathbairn* trap covers the entire area, punishing intruders who cast evocation spells when battling the dragon.

SLAVIN'KRATH'MAGAAL

CR 14

Female fiendish juvenile brown dragon blackguard 4
 NE Large dragon (evil, extraplanar)

Init +0; Senses blindsense 60 ft., darkvision 120 ft., low-light vision, tremorsense 500 ft.; Listen +20, Spot +19

Aura despair, evil

Languages Common, Draconic, Infernal

AC 21, touch 9, flat-footed 21
 (-1 size, +12 natural)

hp 195 (19 HD); DR 10/magic

Immune acid, sleep, paralysis

Resist cold 10, fire 10; SR 24

Fort +19, Ref +12, Will +14

Speed 30 ft. (6 squares), burrow 60 ft.

Melee bite +27 (3d6+9) and

2 claws +25 (2d6+5) and

tail +25 (1d8+5)

Space 10 ft.; Reach 5 ft. (10 ft. with bite)

Base Atk +19 Grp +31

Atk Options Cleave, Improved Sunder, Power Attack, smite good (blackguard) 1/day (+2 attack, +4 damage), smite good (fiendish) 1/day (+20 damage), sneak attack +1d6

Special Actions breath weapon, command undead 5/day (+4, 2d6+4, 2nd), *detect good*

Combat Gear *potion of protection from good, potion of aid, potion of cure light wounds, scroll of mage armor, scroll of blur, scroll of bear's endurance, scroll of spider climb, wand of bull's strength, wand of mirror image* (from treasure)

Blackguard Spells Prepared (CL 4th):

2nd—*cure moderate wounds* (2)

1st—*cure light wounds* (2)

Sorcerer Spells Known (CL 1st):

1st (4/day)—*obscuring mist, ray of enfeeblement*

0 (5/day)—*detect magic, ghost sound, mage hand, read magic*

Spell-Like Abilities (CL 4th):

At will—*detect good*

1/day—*create water*

Abilities Str 26, Dex 10, Con 19, Int 14, Wis 15, Cha 14

Feats Combat Ability Focus (breath weapon), Cleave, Improved Natural Attack (bite), Improved Natural Attack (claws), Improved Sunder, Multiattack, Power Attack

Skills Concentration +23, Diplomacy +21, Hide +15, Knowledge (arcana) +21, Knowledge (religion) +18, Listen +20, Search +18, Spot +19, Survival +19

Possessions *ring of protection +2, +1 flaming scythe, amulet of mighty fists +1, ring of evasion*

Aura of Despair (Su) Enemies within 10 feet of Slavin take a -2 penalty on all saving throws.

Aura of Evil (Ex) Slavin radiates an aura of evil as a 4th-level character.

Breath Weapon (Su) 80-ft. line, once every 1d4 rounds, damage 8d6 acid, Reflex DC 23 half.

Trap: Whenever an evocation spell is cast in the cavern, a krathbairn (see page 106) is summoned.

Summon Krathbairn Trap: CR 8, magic device, spell trigger (evocation); automatic reset; spell effect (*summon monster VII*, 13th-level wizard, krathbairn); onset delay 1d4 rounds; Search DC 32; Disable Device DC 32.

Treasure: *Ring of protection +2, +1 flaming scythe, amulet of mighty fists +1, ring of evasion, wand of bull's strength, wand of mirror image, potion of protection from good, potion of aid, potion of cure light wounds, scroll of mage armor, scroll of blur, scroll of bear's endurance, scroll of spider climb, 1,000 gp emerald, 500 gp alexandrite, 500 gp black pearl, 100 gp green spinel, 50 gp sardonyx, 50 gp white zircon, 50 gp peridot, 50 gp star rose quartz, 10 gp lapis lazuli, 50 gp jasper, 3,600 gp ruby bracelet, 3,400 gp emerald scepter, 1,100 gp blue dragon pin, 1,000 gp silver vase, 700 gp platinum mask, 550 gp amber earrings, 55 gp silk mask, 11,000 gp.*

Tactics and Development: Slavin wears the rings and amulet in her treasure hoard, and she can access and use any of the potions, scrolls, and wands buried in the sand. She prefers to dart from under the sand, perform a rapid assault, then retreat. She has no problem mixing spells, attacks, and breath weapon in battle, and will retreat under the sand to heal herself or cast

defensive spells. Unlike many dragons, she has a large variety of resources—smite, sneak attacks, spell completion items, and two different spell lists—thus she can truly confound an opponent with her options. She enjoys long drawn-out battles, full of mind games and dirty tactics. She could conceivably try to break down the portcullis if necessary, but the hallways are narrow, and she would have trouble escaping, thus she tends to play her battles carefully and use the sand to her advantage, knowing she has little chance of escape.

concluding the adventure

After the PCs defeat or subdue Slavin, they must recover the eggs from the sand. If they have already been to the treasury, the cloak they found there will aid them in searching through the cavern. Subverting the church is an important secondary goal, but if they get out only with the eggs and the books from Ohanzee's study, they have succeeded.

The characters must report to the individual who hired them. They can leave the temple through any of the three exits that lead to shops in the garment district (or through teleportation spells). What they do with the information on the church depends greatly on their general alignment and who hired them. If rival Tiamatans hired them, they are revealing the secrets, letting the church do with them what they please (they might also have made a deal with Lucrezia). More likely, however, the Northern Wizards, Harpers, Moonstars, or Talons hired them, and they must perform a full debriefing of their findings.

Should the PCs have failed to dispose of some of the church members (or monsters), those individuals might later seek revenge. As the party grows in power, so do these people, and most of them are quite ruthless. It is quite possible that any remaining Tiamatans will become recurring villains. The characters might also have acquired some allies in the form of the pseudodragon Janderberris (who could become a familiar of one of the arcane casters), or the Azer Grethvard.

SCALING THE ADVENTURE

The easiest way to make the adventure more difficult, without adding preparation time, is to cluster enemies. Rather than having the characters fight just one enemy in an area, they can fight two or more church members, increasing the level of danger by splitting the attention of the characters among multiple foes.

If the DM desires to increase individual creatures, this can be done as follows. For the guard areas, increase the fighter level of the guards (currently 4th) as high as desired, though still low enough that they would work as henchmen in a temple. It is probably not feasible to increase the number of bluespawn stonegliders in area 5 because of space limitations. A few additional spectres could haunt the area around the treasury, though only so many can fit in the area at a time.

Any of the church members—Malise, Braeden, Stendak, Lucrezia, or Ohanzee—can have their levels increased by however much is desired. The same goes for Slavin—her blackguard level could be increased up to 10th; it is probably harder to increase her size, however, since that would require a modification to the size of the sand lair.



ORDERS OF DRAGONKIND

This chapter details the current status of various orders associated with dragonkind and their ongoing activities as the effects of the Rage of Dragons ebb in the waning days of the Year of Rogue Dragons (1373 DR).

Blood of Morueme

The Blood of Morueme is a group made up of the dragon and draconic hobgoblin descendants of the legendary blue dragon Morueme, who ruled what is now the Silver Marches during the Time of Dragons.

History

For generations, the Morueme clan has occupied the extensive limestone caverns beneath Dragondoom Mountain, which lies amid the easternmost peaks of the Nether Mountains overlooking the sands of Anauroch. Draconic hobgoblins guard this territory for the blue dragons, also serving as their eyes and ears in the larger world, scouring long-forgotten ruins for treasures and magic.

ORIGINS OF THE BLOOD OF MORUEME

In the Year of the Dracorage (1018 DR), Kizilpazar (also known as Kizzap) took control of the Morueme clan when he was forced to slay his sire, Moruharzel, who had succumbed to madness. In

the decades that followed, Kizilpazar and his mate, Idrizraele, had two male offspring—Nahaunglaroth and Roraurim. (Their daughters, including the late mother of Krashos Morueme^{Und}, were driven off once they reached maturity.)

In the Year of Crimson Magics (1026 DR), Kizilpazar recruited a tribe of hobgoblin mercenaries known as the Red Flayers from the southern High Moor region to guard him and his kin. The hobgoblins built the castle of Doomspire beneath the mouthlike main entrance to the Morueme lair and settled in for generations of servitude. Each dragon cultivated an elite group of hobgoblins as servants, and the tribe collectively defended the dragon clan from the battlements of Doomspire.

As Kizzap's sons matured, they began to chafe at their father's rule, seeing danger in the clan's disengagement from the outside world and reliance on the Red Flayers for security. Secretly, the two brothers began selecting the most promising

hobgoblin females as breeding stock. Over decades of careful experimentation, the brothers generated several dozen half-blue dragon hobgoblins. These Blood of Morueme, as their sires came to call them, were sent out

into the world to acquire spells and magic weapons, beyond the watchful eyes of their grandsire. When they returned, their sires rewarded them with a harem of hobgoblin mates with whom they begat their own draconic offspring.

In the Year of the Unstrung Harp (1371 DR), Nahaunglaroth and Roraurim struck without warning, using weapons recovered by the Blood of Morueme to commit patricide and drive their mother out of the lair. Soon after, Idrizraele perished in a rash assault on the tower of the

Lady's Hand, possibly tempted by the vast store of Netherese magic said to lie beneath Ladypeak. Despite the rift between them, the brothers were surprised by their mother's death, and they knew that they would have to punish Loviatar's monastic followers in order to make sure that no one else would dare lift

"When the rage is strongest, the light of Xymor guides me to the morning calm."

—Kastrandrethilian

(silver dragon paladin and member of the Talons)

"Don't let the scales and wings fool you. The Talons of Justice are just as pompous and irritating as all paladins."

—Moraughaloth

(notorious copper dragon prankster)

a hand against a blue dragon in the Nether Mountains. Reacting swiftly, they sent the Red Flyers to attack the monastery, which suffered grievous losses but still ultimately managed to defeat the hobgoblins and force their retreat.

In the wake of this defeat, relations between the Morueme clan and the Red Flyers began to fray. Each generation of younger hobgoblins had always rebelled against servitude to the Morueme clan, but Nahaunglaroth and Roraurim, focused primarily on acquiring mates and nurturing the dragon-descended Blood of Morueme, allowed relations to deteriorate far more than their father ever would have tolerated.

When Sammaster unleashed the Rage of Dragons in 1373 DR, the four adult dragons (Nahaunglaroth and Roraurim, along with their mates, Eshaedra and Faenphaele, respectively) burst forth from the caverns of Daggerdoom to unleash their fury. They ranged the length and breadth of the Nether Mountains, hunting the orcs of the Thousand Fists tribe and literally digging them out of their cavern homes. Back at Dragondoom Mountain, the rage slowly infected the Blood of Morueme as well. Led by Arharzel (the wyrmling son of Roraurim and Faenphaele), the draconic hobgoblins poured forth from the caverns of Dragon-doom to assault their pureblooded kinfolk on the slopes below. Doomspire fell within a day, but at the cost of Arharzel's life.

Once the rage had ebbed, the two brothers and their mates returned home to see their greatest fears realized. By abandoning the clan's traditional engagement with the rest of Faerûn, Kizilpazar had left his descendants subject to the whim of forces they could not control. With grim purpose, Nahaunglaroth and Roraurim slaughtered the few surviving male hobgoblins and rounded up the surviving females to serve as breeding stock for the Blood of Morueme.

THE BLOOD OF MORUEME TODAY

In the year since Sammaster's Rage, the Blood of Morueme has been installed in Doomspire, serving the role once played by the Red Flyers as penance for their role in the death of Arharzel. Nahaunglaroth and Roraurim have begun selecting the most promising dragonblood hobgoblins, training them to survive in the world at large and sending them forth to seek their fortune. The most promising of the Blood of Morueme are now making their fortunes as adventurers across the North, seeking the long-lost lore of Ammarindar, Delzoun, Eaclann, and Netheril.

Reputation and interactions

Though the term Blood of Morueme originally referred only to the draconic hobgoblin descendants, the term is now used interchangeably, including both the original dragon clan and their hobgoblin progeny.

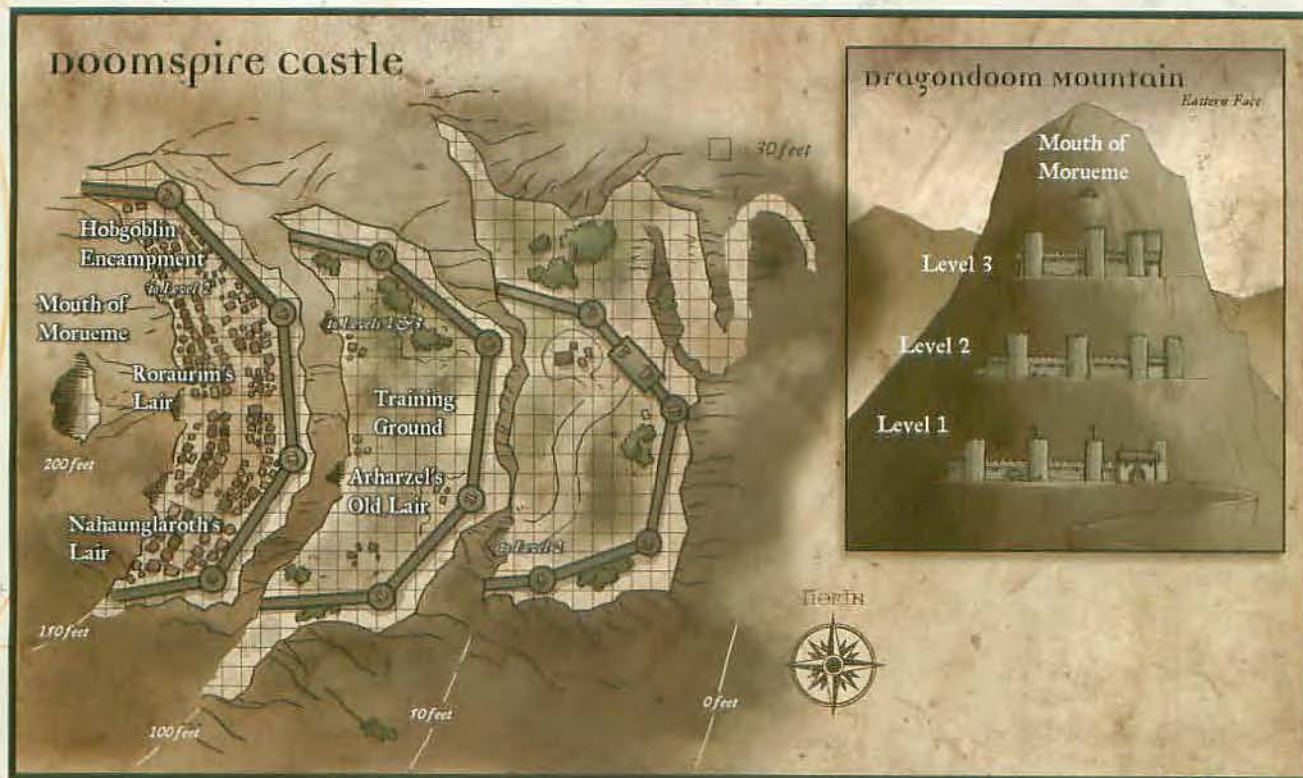
FOES OF THE BLOOD OF MORUEME

The Blood of Morueme have a long-standing hatred for orcs and ogres, dating back centuries to the death of a long-dead Morueme patriarch who died battling a burgeoning orc horde. This animosity regularly bursts forth into open conflict with the Thousand Fists tribe, the tribe based nearest to Dragondoom Mountain.

In recent years, formerly tense relations with the followers of Loviatar at the Lady's Hand have devolved into open hatred, and representatives of the two groups now battle on sight.

ALLIES OF THE BLOOD OF MORUEME

In recent centuries, the Morueme clan has stood apart from all other races, relying only on the Red Flyer tribe for external re-



lations. After the Rage of Dragons, the blue dragon clan became even more isolated, allying itself only with kinfolk.

However, Nahaunglaroth and Roraurim recognize the weakness of this position and now seek to build alliances much as their grandfather did in his day as head of the clan. As such, they have dispatched the half-blue dragon hobgoblin Lothouryte Morueme to Silverymoon, to serve as emissary to the allied peoples of the Silver Marches. Lothouryte has met with the High Lady and proposed a nonaggression pact that would allow the Blood of Morueme to move unhindered through the cities and wilderness regions of Luruar. In addition, Lothouryte seeks a position among the Masters of Music of Utrumm's Music Conservatory, where she hopes to rekindle the study of dragonsong.

membership

Members of the Blood of Morueme are expected to exhibit absolutely loyalty to the clan and contribute to the growth of the true dragons' hoards. Status within the clan is measured by the value of a member's ongoing contributions in coins, gems, magic, and most important, arcane lore. Scions of Morueme are given a great deal of latitude to do what they wish to serve this end, but they must never endanger the safety of the clan or betray any of their dragonblood kin.

The Blood of Morueme (Standard Mercenary): AL LE, LN, NE, N; 100,000 gp resource limit; Membership 140; Isolated (blue dragon 4, half-blue dragon hobgoblin 16, draconic



Bloodbadge of Morueme

hobgoblin 120); Dues 250 gp per year (no cost to join).

Authority Figures: Nahaunglaroth Morueme (LE male mature adult blue dragon sorcerer 5), Roraurim Morueme (LE male mature adult blue dragon sorcerer 5).

Important Characters: Akkanrithux Morueme (LE male draconic hobgoblin fighter 2/sorcerer 4/talon of Tiamat^{DM2} 8), Eshaedra (LE female adult blue dragon), Faenphaele (LE female mature adult blue dragon), Lothouryte Morueme (NE female half-blue dragon hobgoblin bard 7/dragonsong lyrist^{DM2} 4), Maruxthal Morueme (LE male draconic hobgoblin fighter 6/dragonkith^{DM2} 8).

Associated Classes: Bard, dragonkith^{DM2}, dragonsong lyrist^{DM2}, dragon disciple, fighter, initiate of the draconic mysteries^{DM2}, monk, sorcerer, talon of Tiamat^{DM2}.

Associated Skills: Knowledge (arcana), Knowledge (history).

Requirements: In order to be a member of the Blood of Morueme, a character must be a direct descendant of the Morueme clan and have the dragon type or dragonblood subtype. A dragon disciple who studied with the Blood of Morueme and eventually became a half-blue dragon might also be considered for membership, but no one has tried this route yet.

Favored in Guild Benefits: If you have the Favored in Guild-^{DMG2} feat, you become a scion of Morueme. Scions gain access to a variety of goods and services that make their adventuring exploits easier, particularly for tasks done in the service of the Blood of Morueme. Training, spell access, and shares of the spoils

Illustration by Fred Hooper

Half-Blue Dragon Hobgoblin Characters

As first-generation spawn of the dragon clan of Morueme, half-blue dragon hobgoblins possess the following racial traits:

Type: dragon.

Abilities: +8 Strength, +2 Dexterity, +4 Constitution, +2 Intelligence, +2 Charisma.

Size: Medium.

Base Land Speed: 30 feet.

Natural Weapons: 2 claws (1d6), bite (1d4).

Special Attacks: 1/day—breath weapon (60-foot line of lightning, 6d8 damage, Reflex save [DC 10 + half-dragon's Con modifier] half).

Special Qualities: Darkvision 60 feet, low-light vision; immunity to electricity, sleep effects, and paralysis; +4 racial bonus on Move Silently checks; +4 natural armor bonus.

Automatic Languages: Common, Draconic, Goblin.

Bonus Languages: Dwarven, Infernal, Giant, Orc.

Favored Class: Fighter.

Level Adjustment: +4.

Draconic Hobgoblin Characters

As second- or later-generation spawn of the dragon clan of Morueme, draconic hobgoblins possess the following racial traits:

Type: Humanoid (dragonblood subtype*).

Abilities: +2 Strength, +2 Dexterity, +4 Constitution, +2 Charisma.

Size: Medium.

Base Land Speed: 30 feet.

Natural Weapons: 2 claws (1d3).

Special Qualities: Darkvision 60 feet; low-light vision; +4 racial bonus on saves against magical sleep effects and paralysis; +4 racial bonus on Move Silently checks; +2 racial bonus on Intimidate and Spot checks; +1 natural armor bonus.

Automatic Languages: Common, Draconic, Goblin.

Bonus Languages: Dwarven, Infernal, Giant, Orc.

Favored Class: Fighter.

Level Adjustment: +2.

brought in by the Morueme clan's actions are all available, as long as the member continues to contribute to the clan's hoards.

Scions of Morueme also have access to free spellcasting within the clan. Once per month, any scion of Morueme can request a single spell from a caster of up to two levels higher than the requester. Thus a 5th-level scion of Morueme could request a single spell from a 7th-level caster. If any expensive material components are needed to cast the spell, the requester must provide those (or the coins to purchase them). Spells with XP components are not available through this service.

Once per month, as part of the preparation for a mission, a scion of Morueme receives disposable magic equipment (scrolls, potions, and wands) equal to 10% of the scion's expected character wealth (see page 135 of the *Dungeon Master's Guide*) from the leadership. This benefit most often takes the form of curative magic, specialized spells needed for unusually tricky or difficult missions, or extra firepower for raids. Occasionally, scions can receive permanent magic equipment on loan (usually, with defensive or unusual properties, such as *nondetection*), but they are expected to return these items upon completion of the mission.

church of Tchazzar

Founded by a red dragon who sought power by building a nation of worshipers, the Church of Tchazzar has long been associated with the nation of Chessenta.

History

The Church of Tchazzar has existed in various forms for over four hundred years.

ORIGINS OF THE CHURCH OF TCHAZZAR

The Church of Tchazzar was named after the great war hero Tchazzar, a red dragon in human form who liberated Chessenta in the Year of Flashing Eyes (929 DR). Even then many sages suspected he was really a dragon, but most Chessentans did not care, happy to have a strong leader who brought strength and prosperity to their country. After Tchazzar disappeared in the Year of the Dracorage (1018 DR), his church became one of the many hero-worshipping cults common in Chessenta.

After a brief appearance during the Time of Troubles, Tchazzar vanished anew, his body transformed into that of the Dragon Queen before her second battle with Gilgeam. After the Time of Troubles, most of Tchazzar's followers began worshiping the Father of Chessenta as an aspect of the Dragon Queen, and the church of Tiamat threatened to wholly subsume Tchazzar's hero-cult.

THE CHURCH OF TCHAZZAR TODAY

In the Year of Rogue Dragons (1373 DR), Tchazzar returned as a god-in-the-flesh to reestablish his rule over Chessenta, giving his church newfound life. The return of the Father of Chessenta has ignited hope in many Chessentan people that their country will once again be united and prosperous.

Since Tchazzar's return, his church (based in Cimbar) has grown to become one of the most popular in Chessenta, despite the opposition of the leaders of Chessenta's other cities. Most of

Tchazzar's rivals have already begun quietly negotiating their admittance to Tchazzar's burgeoning empire, so few dare crack down on his expanding base of followers in their cities. Other churches have started forming in Airspur and Akanax, but they are small compared to the Cimbaran branch.

As Tchazzar consolidates his control in Cimbar, he is using his church to further his own goals (and those of his mistress Tiamat). He has dispatched his missionaries to all of Chessenta, both to tell the stories of Tchazzar's recent victories and to spread the word about joining his church. The Father of Chessenta has also created an elite fighting order known as the Blades of Tchazzar, under his direct command. These fighters are sent on important missions for the church. Currently most Blade members are assigned either to help in the search for dragon eggs falling from the skies in the form of meteorites, to raid suspected cells belonging to the Cult of the Dragon, or to attack followers of Tchazzar's archenemy Alasklerbanbastos (the Great Bone Wurm).

While Tchazzar lets his followers handle all but his most important assignments, he still involves himself personally in situations that add to his reputation as a god who defends his believers. The Karanok family learned this when they scheduled a public execution of several clerics of Tchazzar operating in Luthcheq. Accompanied by his high priests and Blades, the Sceptenar of Cimbar appeared above Luthcheq just before the execution started. Within minutes the entire affair turned into a massive rampage. While his followers rescued their brethren, Tchazzar attacked the Karanoks as they tried to flee from their podium. Several family members died while trying to escape from their seats. After taking quickly dispatching reinforcements sent by Luthcheq's armed forces, Tchazzar and his group departed as quickly as they had arrived, leaving Luthcheq's public square in flames.

Reputation and interactions

The return of Tchazzar has given his church new members and popularity among the Chessentan people. At the same time, the church has now become a target for Tchazzar's enemies.

FOES OF THE CHURCH OF TCHAZZAR

The foiled execution in Luthcheq is but one example of how the rulers of other Chessentan cities are trying to stop Tchazzar and his church from expanding in Chessenta. Likewise, the leaders of Luthcheq, Airspur, and Soorenar are looking for ways to discretely discredit both Tchazzar and his church without incurring Tchazzar's attention. While most Chessentan rulers do not use mercenaries, those in Airspur and Soorenar have revealed intelligence about the activities of Tchazzar's followers in their territories to implacable foes of the red great wyrm, like crusading paladins from Impiltur. The leaders of Soorenar are rumored to be offering large sums for information about the new spells Sammaster used during the Rage. Many suspect the Soorenarian families are hoping they can use the new magic against the church (and Tchazzar himself), if the rumored secret negotiations between the two cities collapse.

In addition to its Chessentan enemies, the church must also deal with external foes. Fortunately for the church, its two greatest enemies (the Cult of the Dragon and Alasklerbanbastos) have

their own problems to deal with, such as Sammaster's succession and the continuing advance of Mulhorand's armies into Free Unther.

The Great Bone Wyrms and Tchazzar were sworn enemies even before the liberation of Chessenta, and his nemesis took full advantage of Tchazzar's disappearance during the Time of Troubles to expand his influence throughout Old Unther. While Tchazzar himself dealt with many of the dragons allied with Alasklerbanbastos, he has tasked his most loyal followers with breaking up any remaining pockets of support and preventing Alasklerbanbastos from gaining new influence in Chessenta. A loose alliance between the Great Bone Wyrms and the Church of Tiamat in Unther has forced the Church of Tchazzar to restrain its actions against the dracolich in Threskel and Unther. Tchazzar wants evidence to show the Church of Tiamat that it should break the alliance, so the Father of Chessenta has ordered his followers to find any information that proves Alasklerbanbastos is not honoring the agreement. At the same time, the Church of Tchazzar is showing no restraint in rooting out Cult of the Dragon cells in Chessenta that are not associated with Alasklerbanbastos.

ALLIES OF THE CHURCH OF TCHAZZAR

As Tchazzar is Tiamat's Chosen, one might expect his church to be closely allied with organizations that support the Dragon Queen. The reality is quite different, and this is mainly due to Tchazzar not wanting to appear beholden to his mistress. While the Churches of Tchazzar and Tiamat work on similar goals, the Father of Chessenta limits the two from working together as much as possible, often assigning only a select group of followers to deal with those issues related to Tiamat that the godling does not take care of himself.

FEAT: SERVANT OF A DRAGON ASCENDANT

You formally supplicate yourself to an immortal dragon quasi-deity.

Prerequisites: Cleric level 1st, druid level 1st, ranger level 4th, or blackguard level 1st; dragon with 12 levels of the dragon ascendant^{Dra} prestige class as patron deity.

Benefit: You can name a dragon quasi-deity as your patron deity and still receive your cleric, ranger, or blackguard spells normally. In addition, you can call upon your draconic patron to add a +1 luck bonus on any one attack roll, saving throw, ability check, skill check, or level check.

Special: You can take this feat only once. Choosing this feat changes your patron deity from your previous deity to a dragon quasi-deity of your choice, and you take no penalties for making this change. If you later choose a different patron deity, you lose the benefit of this feat, but your new patron can grant you spells just as he or she would for any other cleric.

Tchazzar is currently the only dragon quasi-deity (dragon with 12 levels of the dragon ascendant class) active in Faerûn.

The church's policy regarding limited contact with followers of Tiamat does not extend to other organizations. Since Tchazzar's return, his clerics have forged good relations with other religious organizations, including the various Chessentan hero cults. These efforts have helped produce good relations with other churches, including the followers of Azuth and the Red Knight. Rumors have Tchazzar's followers trying to help return the *Master Tactician* book to the Red Knight church in Cimbar, though some also suspect Tchazzar's church really intends to keep the book for itself.

membership

As with most Chessentan hero cults, only the strongest and bravest individuals are given an opportunity to join the Church of Tchazzar. Those who prove themselves worthy become Protectors of the Church. As their skills and status in the church improve, Protectors are sent on assignments. While Tchazzar's church accepts all classes as recruits, it is most popular with fighters and warriors.

Church of Tchazzar (Expansive Religious): AL CE, NE, CN, LE; 10,000 gp resource limit; Membership 390; Isolated (red dragon 1, half-red dragon human 27, human 362); no dues, but followers are expected to tithe to Tchazzar one magic item or 25 gold pieces twice per year.

Authority Figures: Lukos Dyranni (CE male Mulan human talon of Tiamat^{Dra} 2/cleric 5/sorcerer 5), Tiranna Melphans (CE female half-red dragon Mulan human cleric 3/sorcerer 3/fighter 5).

Important Characters: Rynath Anastis (NE male Mulan human sorcerer 3/cleric 5), Draz Nuchin (CE male Mulan human fighter 3/cleric 4), Wynu (CE female half-red dragon Mulan human dragonkith^{Dra} 2/cleric 3/sorcerer 3).

Associated Classes: Bard, dragon disciple, dragonkith^{Dra}, dragonsong lyricist^{Dra}, fighter, initiate of the draconic mysteries^{Dra}, monk, sorcerer, talon of Tiamat^{Dra}.

Associated Skills: Knowledge (arcana), Knowledge (history), Knowledge (religion).

Requirements: To be considered a candidate for the Church of Tchazzar, a character must be at least 3rd level in a single

FEAT: INITIATE OF TCHAZZAR

You have been initiated into the greatest mysteries of Tchazzar's church.

Prerequisites: Cleric or blackguard 3rd or ranger 5th, Servant of a Dragon Ascendant [Tchazzar].

Benefit: You receive a +2 bonus on saving throws against dragon breath weapons and frightful presence. In addition, you add the following spells to your blackguard, cleric, or ranger spell list:

0—*flare*

2nd—*flame blade*, *Palavandusk's fire breath*^{CS}

3rd—*fireball*, *magic vestment*

4th—*fire shield*

class. Those who show exceptional loyalty or skills are sometimes offered a chance to join the Blades of Tchazzar. The Father of Chessenta himself is the only one who can make the offer to join the order, and the offer usually involves tests of skill.

Favored of Tchazzar: If you have the Favored in Guild^{DMG2} feat, you gain special treatment in the church. This special status allows followers to keep magic items and information they find on adventures. Those who gain Tchazzar's favor are given a pendent known as the *eye of Tchazzar*. Followers who have not gained Tchazzar's favor are required to show the dragon any treasure they retrieve. Tchazzar chooses which items he wants to add to his hoard and allows them to keep anything else.

The confluence

The Confluence is a secretive group based in Waterdeep that hunts down shapechangers who seek to establish themselves in the City of Splendors. Composed of a dozen or so half-steel dragons and their patrons, the Confluence has strong ties to the city's mercantile elite and other good-aligned power groups active in the city.

History

Initially the Confluence focused on monstrous predators, such as lone doppelgangers and rampaging lycanthropes, but soon it became apparent that organized groups of shapechangers were working in concert to establish themselves within the City of Splendors. Now the group funds adventuring companies to hunt down predatory rogues and focuses on disrupting shapechangers who work in concert to achieve a broader aim.

ORIGIN OF THE CONFLUENCE

The Confluence has its roots in the Harpstar Wars (1182–1222 DR), during which time a pair of steel dragon brothers, Auntyr-lorhtor and Quituryte, fought alongside a band of highborn Waterdhavian ladies against the malaugrym. Several half-steel dragons were conceived during their extraplanar sojourn, born and raised in secret by their respective families. (Half-breeds, even half-dragons, are rarely acknowledged by Waterdhavian noble families.)

By the Year of Silent Steel (1254 DR), the half-dragon progeny of the Harpstar War couplings had reached maturity, and the malaugrym had begun to threaten Waterdeep once again. The veterans of the Harpstar Wars conceived of a secret society dedicated to battling shapechangers who sought to infiltrate the City of Splendors and control its levers of power from within. This was the origin of the Confluence.

In the decades that followed, the Confluence exposed more than a dozen malaugrym plots and engineered the deaths of at least three shapechanging foes. The war with the malaugrym climaxed in the Year of the Hooded Falcon (1291 DR), when the Confluence exposed a secretive group of sorcerers known as the Eyes of the Golden Hawk as scions of Clan Malaug, disrupting a decade-old plot to supplant the Lords of Waterdeep.

In the Year of the Leaping Dolphin (1331 DR), the Confluence began investigating the loss of numerous merchant ships flying Waterdeep's flag on the Sea of Swords. Their investigation led back to the Master Mariners Guild of Waterdeep, allowing them to expose the guildmaster of the day as a cunning wereshark who had strategically created weresharks among the crews of the missing ships and used them to undermine his rivals' trading fortunes.

The Confluence's war with the Unseen began in the Year the Wyvern (1363 DR) and continues unabated. As both groups control hidden levers of power, most of their battles have been fought through various proxies in the shadows of the City of Splendors. Even the recent Rage of Dragons proved no distraction, since *Abghairon's Dragonward*^{*} not only prevented enraged dragons from besetting Waterdeep but also kept those within the city safe from its effects.

THE CONFLUENCE TODAY

In the years since the group's founding, the Confluence has grown in power and influence as its membership has evolved. Although the two original draconic patriarchs still survive, the roster of noblewomen elders now includes the descendants of the original ladies, and the roster of half-dragons includes later offspring of the dragons and second and third generation descendants of their first set of mates.

Members of the Confluence use Tespergates (\$34 on the Sea Ward map in *City of Splendors: Waterdeep*), the Waterdhavian villa of House Tesper, as a base of operations. Those of noble birth come and go as regular visitors, part of the social fabric that makes up Waterdhavian noble society. Lower status members employ secret passages in the sewers that lead into the cellars of Tespergates.

Reputation and interactions

Though they do maintain links throughout all of Faerûn, the Confluence focuses most closely on interactions within Waterdeep.

FOES OF THE CONFLUENCE

The Confluence is currently embroiled in a war with the Unseen^{CS}, fighting most of these battles from the shadows through proxies. The Confluence discretely pointed the infamous Volothamp Geddarm toward the Hanging Lantern festhall (D22 on the Dock Ward map in *City of Splendors: Waterdeep*), leading to the exposure of the doppelganger courtesans working therein. The Confluence also infiltrated the pirate crews of the Black Admiral, feeding word of their activities back to the Lords of Waterdeep. They even precipitated the Rat Hills Conflagration during a failed direct attack on the Unseen.

Members of the Confluence keep a close eye on lycanthropes in the City of Splendors, working with the church of Selûne to oppose the machinations of Malar's followers and the Plague Rats^{CS}.

The Confluence keeps to its original mission as well, guarding Waterdeep against infiltration by the malaugrym. At present, they know of only one scion of Clan Malaug active in the City



Crest of the Confluence

of Splendors, who has adopted the guise of Lady Nael Irlingstar^{CS}, but they have held off moving against her at the request of Elminster, a senior member of Those Who Harp.

ALLIES OF THE CONFLUENCE

In addition to the noble families of Waterdeep who secretly sponsor the group (Houses Bladesemmer, Tesper, and Thongolir), members of the Confluence often work in concert with Those Who Harp and (of late) the Tel'Teukiira, although they take care to keep their true allegiances secret. The Confluence also works closely with the church of Sélune, funneling coins into its endless war with the church of Malar and the People of the Black Blood.

Like all dragons active in the City of Splendors, the leaders of the Confluence must deal with whoever wields the *dragonstaff of Abghairon*^{CS}, for that legendary *staff of power* is the key to *Abghairon's dragonward*. Auntyrlothor and Quituryte maintain civil relations with the current wielder, Maaril^{CS} (NE male Illuskan human wizard 17/archmage 1, Dragonfriend^{Dra} feat), and the Dragon Mage replies in turn.

Auntyrlothor and Quituryte are part of the mutual defense pact that binds all hidden-in-human-shape dragons resident in the City of Splendors and is coordinated by Lady Taunamorla Esmurla (CG female ancient song dragon), better known as the "Keeper of Secrets." Relations with other dragons resident in the city vary dependent on philosophical and moral temperaments. Jalanvaloss, for example, is well aware of the Confluence's activities, but neither hinders nor helps them achieve their goals. Raumorthadar (CN male adult fang dragon), on the other hand, views both the Unseen and the Confluence as meddlers and delights in frustrating the plots of both groups.

membership

The Confluence takes care to keep its existence and activities secret, so anyone wishing to join the group must be recruited. Prospective members must demonstrate skill in combating shapechangers and strong loyalty to dragonkind.

The Confluence carefully observes half-dragons active in the City of Splendors, particularly those with steel or song dragon ancestry, and the group's leaders often approach those of appropriate temperament. As battles between the Confluence and their foes tend to unfold in the shadows, the group favors prospective members with the ability to move unseen through all strata of Waterdhavian society (whether by skill or magic).

Members enjoy a great deal of flexibility in their choice of projects, as long as such efforts eventually contribute to the goals of the group. Adventuring is encouraged, but adventures that do not undermine the plots of the group's foes should at least contribute significantly (20% tithe) to the hoards of the Confluence's draconic leaders.

The Confluence (Minor Mercenary): AL LN, LG; 25,000 gp resource limit; Membership 25; Isolated (steel dragons 2, half-steel dragons 13, humans 5, draconic humans 3, half-song dragons 2,); Dues 100 gp per year (1,000 gp to join).

Authority Figures: Auntyrlothor (LN male old steel dragon sorcerer 3), Quituryte (LN male old steel dragon sorcerer 3), Lady

Onya Bladesemmer (LN female Illuskan human aristocrat 7), Lady Charrin Tesper (LG female Chondathan human aristocrat 7), Lady Larissa Thongolir (LN female Chondathan human aristocrat 14).

Important Characters: Lord Telmed Tesper (LN male half-steel dragon fighter 7), Lady Adiira Thongolir (LG female half-steel dragon expert 14).

Associated Classes: Aristocrat, bard, dragon disciple, dragonkith^{Dra}, expert, fighter, rogue, sorcerer.

Associated Skills: Bluff, Disguise, Sense Motive, Listen, Spot, Spellcraft.

Requirements: In order to join the Confluence, a character must speak Draconic and take the Druuth Slayer^{CoV} feat. In addition, the character must have the dragon type, have the Draconic HeritageRD feat, or have the Dragonfriend^{Dra} feat.

Favored in Guild Benefit: If you have the Favored in Guild^{DMG2} feat, you gain the ability to cast *alter self* as a spell-like ability once per day. Your caster level for this ability equals your character level.

House Orogoth

The ruins of Orogoth have long been considered one of the most dangerous in the eastern High Moor. Few realize that the scions of an ancient Netherese clan who mixed their blood with dragons still dwell within the ruins of this sprawling abode.

HISTORY

During the Silver Age of Netheril, elder wizards of House Orogoth transformed themselves into powerful wyrms, and their descendants learned to enslave such dragons to serve their bidding. The full history of House Orogoth, including the accidental formation of the Serpent Curse that led to the creation of the ophidian race, is detailed in *Serpent Kingdoms*.

HOUSE OROGOTH'S RECENT PAST

The modern history of House Orogoth began in the Year of Moor Birds (90 DR). A band of yuan-ti from Ss'thar'tiss'ssun explored the ruins of Orogoth and recovered a host of Netherese artifacts for use against the burgeoning empire of Ebenfar. During their explorations, the yuan-ti inadvertently triggered an ancient ward that apparently summoned a black wyrm named Calathanorgoth to the ruins. "The Old One," as the yuan-ti called him, claimed to be the last scion of House Orogoth and drove the serpent-men from his ancestral home.

In the months that followed, the armies of Ebenfar proved victorious, causing the Kingdom of Snakes to collapse and forcing the yuan-ti and the ophidians of Ss'thar'tiss'ssun to retreat into the Serpent Hills. This gave Calathanorgoth sufficient time to consolidate his hold over the ruins of Orogoth and enslave several tribes of ophidians to serve his will.

In the Year of Fallen Guards (111 DR), the fall of Anauria to an orc horde displaced many students of the Netherese arcane tradition. Calathanorgoth took advantage of this defeat to rebuild the ranks of House Orogoth's human spellcasters. In return for their loyalty, the Old One offered them sanctuary and the chance to learn lost Netherese magic.

In the centuries that followed, Calathanorgoth fathered both full-blooded and half-blooded offspring. Unlike other black dragons, who usually kill their young or forcibly drive them off, the Old One allowed his descendants to establish their own territories on the grounds of the ruined villa. Calathanorgoth's first two children were female dragons, who left soon after producing the Old One's first grandchildren, Zilanthar and Saquathos.

As the draconic ranks of House Orogoth continued to grow, the human descendants of Netherese wizards recruited by Calathanorgoth focused their efforts on finding and recovering lost Netherese artifacts and historical information, as well as punishing non-Netherese who sought to plunder or despoil the ruins of Low Netheril. During this period, House Orogoth forged strong ties with several Halruaan wizards who had similar aims and ambitions.

In the Year of the Dracorage (1018 DR), long-simmering tensions between Calathanorgoth and his descendants erupted into open battle. The Old One was gravely wounded in the fight, but managed to destroy all the rebellious dragons and the descendants of the Netherese wizards who allied with them. Of his full-blooded dragon descendants, the oldest surviving black dragon was Zilanthar's son, Wastirek.

In the wake of this great fratricidal battle, Calathanorgoth began to explore magical means of achieving immortality. After years of forcibly expelling emissaries from the Cult of the Dragon, the Old One became open to hearing their proposals. In the Year of the Immortals (1037 DR), Calathanorgoth transformed himself into a dracolich with the aid of the Cult, who hoped to subsume the magical might of House Orogoth. However, Calathanorgoth had prepared for their treachery and promptly expelled them from his domain with the aid of his wizards.

In the years that followed, agents of the Dragon Cult and small bands of yuan-ti sporadically attempted to plunder the ruins of Orogoth, but the Old One's followers drove them off each time. Over time, these efforts led to a nigh-perpetual state of war between the inhabitants of Orogoth and the serpentfolk of Najara in the neighboring Serpent Hills, but neither group is powerful enough to risk a full-scale assault on the other's holdings.

In the Year of Rogue Dragons (1373 DR), the insidious madness of the Dracorage affected the scions of the Old One much as they did dragons elsewhere in the Realms. As Calathanorgoth was immune to its effects, he retained the self-awareness to recognize what was happening to his descendants and to keep them from killing each other in an orgy of destruction as their kin

Tribe of the Old One

Under the Old One's rule, his ophidian minions have grown to become one of the largest tribes in the Serpent Hills. Known as the Tribe of the Old One, the tribe's current chieftain is Abreauth, one of the first half-black dragon ophidians produced from dark rituals created by the Old One and his kin. The Old One and other House leaders have always viewed the ophidians as little more than cannon fodder to be thrown at their enemies, and since the tribe worships the Old One as a deity, they rarely question even suicidal orders.

In the wake of the Time of Troubles, the Old One started looking for ways to improve the ophidians' combat abilities against the yuan-ti. Using a combination of Netherese and draconic magic, the Old One developed a ritual that infuses black dragon traits into ophidian eggs. Ophidians drop clutches of twenty to thirty eggs, and a clutch that is subjected to the ritual usually produces one half-black dragon ophidian.

Ordinary ophidians view the half-black dragon ophidians as blessed followers of their deity.

HALF-BLACK DRAGON OPHIDIAN CR 5

Always CE Medium Dragon (Augmented Humanoid)

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

Languages Common, Draconic, Yuan-ti

AC 19, touch 12, flat-footed 17
(+2 Dex, +7 natural)

hp 15 (3 HD)

Immune acid, sleep, paralysis

Fort +6, Ref +7, Will +6

Speed 20 ft. (4 squares)

Melee scimitar +7 (1d6+5) or bite +6 (1d6+5) and claw (2) +4 (1d4+3)

Space 5 ft.; Reach 5 ft.

Base Atk +5; Grp +17

Atk Options Multiattack

Special Actions breath weapon, serpentine curse

Abilities Str 20, Dex 15, Con 13, Int 10, Wis 11, Cha 12

Feats Multiattack

Skills Hide +8 (+10 in forest/underground), Listen +6, Move Silently +8, Spot +2

Breath Weapon (Su): 1/day, 60-ft. line of acid, damage 6d8, Reflex DC 13 half

Serpentine Curse (Su): Any humanoid bitten by an ophidian must make a DC 11 Fortitude or fall victim to a curse that transforms him into an ophidian in the next 20 days. The curse takes effect in stages, beginning the next day, when the victim grows scales. During the next seven days, the victim's legs fuse together, reducing his speed to 5 ft. Within five days of his legs fusing, the victim grows a tail (lowering movement to 20 ft.). The transformation is complete when the victim grows a forked tongue. Casting *remove disease* or *remove curse* during the transformation stops the process but does not reverse any effects from completed stages. A *heal*, *regeneration*, *limited wish*, *wish*, or *miracle* spell is required to reverse completed stages or restore a fully transformed victim to his previous state.

had done nearly four centuries before. As had long been planned, Calathanorgoth dispatched his living offspring to the Serpent Hills, where a *King-Killer shield** protected the large resident dragon population.

HOUSE OROGOTH TODAY

In the wake of the Rage of Dragons, Calathanorgoth's true dragon descendants—his great-grandson Wastirek (CE male black wyrm), Wastirek's mate Vilholin (CE female black wyrm), and most of their children—are strongly considering the advantages of undeath themselves, though they hope to improve on the process before becoming dracoliches themselves. As such, they have turned inward, retreating into the catacombs beneath the ruined villa and focusing on arcane research under the guidance of Calathanorgoth, while dispatching increasing numbers of their human and ophidian servitors into the world to acquire new lore to aid their studies.

As a result, daily draconic oversight of the small human and ophidian settlements among the ruins has sharply declined in recent months, giving their inhabitants more freedom than they have had in years. However, this has also increased their exposure to raids by the serpentfolk of neighboring Najara, who have made a renewed push to test Orogoth's defenses.

Reputation and Interactions

Although he is committed to the perpetuation of House Orogoth, Calathanorgoth finds himself increasingly irritated by the thought of working with lesser beings, aside from his own offspring.

FOES OF HOUSE OROGOTH

House Orogoth has a many enemies, including the serpentfolk of Najara, the Cult of the Dragon, and the Shadovar of Thultanthar (better known as the city of Shade).

In addition to mounting regular incursions into the ruins of Orogoth and attempting to forge alliances with the human barbarian tribes of the eastern High Moor, the serpentfolk of Najara have inserted several pureblooded yuan-ti saboteurs into the ranks of House Orogoth's human wizards in an attempt to create tainted one^{Mon} spics. In response, the Old One developed a potion called *taint removal* that all applicants must drink before joining House Orogoth's human wizard ranks. Additionally, and his followers have begun bolstering and encouraging the efforts of nearby communities to attack the serpentfolk.

Relations between House Orogoth and the Cult of the Dragon have been hostile ever since Calathanorgoth's transformation into a dracolich. In the wake Sammaster's Rage, the new leaders of the Cult of the Dragon had hopes of rebuilding ties with House Orogoth, but once again they were rebuffed. Now the two groups are skirmishing over control of the *portal* network linked to the Dungeon of Swords, (see *Serpent Kingdoms*) which was rediscovered by the Dragon Cult in the Year of the Unstrung Harp (1371 DR) but has since become a strategic objective of House Orogoth.

The return of Thultanthar to the Realms is a major source of concern to the Old One and his followers. The Shadovar have sent several emissaries to the leaders of House Orogoth, including Hadrhune^{FRCS}, and House Orogoth has responded in kind,

but so far both sides appear to be simply weighing each other's strengths and weaknesses.

ALLIES OF HOUSE OROGOTH

Calathanorgoth's arrogance and aloofness, coupled with the centuries-long decline of recognizable enclaves of Netherese culture, has left House Orogoth largely alone, estranged even from its old allies in Halruaa far to the south.

In the past, groups that dealt with House Orogoth often complained of its haughty negotiating tactics. However, the growing power of the serpentfolk of Najara has forced human inhabitants of the surrounding region to avail themselves of House Orogoth's assistance, such as it is. Wizards in the employ of the Old One have begun offering *taint antidotes* and magical support to nearby communities such as Serpent's Cowl and Soubar and to the barbarian tribes of the High Moor. In return, House Orogoth has been given permission to search for Netherese artifacts in ruins in those territories. Recent discoveries have focused on untangling the web of *portals* linked to the Dungeon of the Sword.

With their newfound freedom, the leading wizards of House Orogoth have begun rebuilding ties to Halruaa once again, although they have carefully avoided contacting Halruaan elders with interest in the Shadow Weave. In the past, young Halruaans

scions of the old one

In recent years, the number of half-black dragon humans in the ranks of House Orogoth has grown significantly. Most are direct descendants of the Old One, but some are wizards who have transformed themselves into half-dragons by taking the path of a dragon disciple. In time, they can in turn give birth to a new generation of draconic humans, but for now House Orogoth only has half-dragons in its ranks.

half-black dragon human characters

Half-black dragon humans possess the following racial traits:

Type: Dragon

Abilities: +8 Strength, +4 Constitution, +2 Intelligence, +2 Charisma

Size: Medium

Base Land Speed: 30 feet

Natural Weapons: 2 claws (1d6), bite (1d4)

Special Attacks: 1/day—breath weapon (60-foot line of acid, 6d8 damage, Reflex save [DC 10 + half-dragon's Con modifier] half)

Special Qualities: Darkvision 60 feet; low-light vision; immunity to acid, sleep effects, and paralysis; +4 natural armor bonus

Automatic Languages: Common, Draconic, Netherese

Bonus Languages: Infernal, Yuan-ti

Favored Class: Wizard

Level Adjustment: +3

were sometimes sent to House Orogoth for training and battle experience, and they hope to resume that practice again.

While his human followers work with other human groups, the Old One and his kin have been attempting to enlist the aid of other dragons against the yuan-ti. Of the Old One's true dragon descendants, only Kasidikal has evinced no interest in becoming a dracolich. Instead, she has begun recruiting allies among the other dragons of the Serpent Hills to fight together against serpentfolk. So far the red dragons Landillew and Troberdene have agreed to ally with House Orogoth, but most of the metallic dragons living in the Serpent Hills have kept their distance. The old bronze female dragon Thyka has offered to help, but is first trying to figure out Kasidikal's motives.

membership

House Orogoth does not often recruit new members. When it does, these members are usually needed for an important project or mission. It is easiest to join the House if you are a human of demonstrable Netherese descent. Other races and ethnic groups are occasionally accepted into the ranks of the House wizards, but such individuals are treated with disdain by the many Netherese supremacists within the order and often have a harder time advancing in the organization.

Sorcerers are not tolerated within the ranks of House Orogoth, for their magical tradition is viewed as tainted by the legacies of ancient Thaeravel. (The Land of Alabaster Towers was an early foe of the kingdom of Netheril.)

Demands on improving skills and performing House activities put a great deal of pressure on new members, and House elders do not waste time with laggards. New members deemed unable to keep up with House requirements often find themselves sent out on suicide missions, or even sacrificed to the ophidians as a training exercise.

For those who can handle the demanding life of a wizard in the ranks of House Orogoth, the reward is nearly unlimited access to one of the largest libraries of spells and magical knowledge in Faerûn. Members in good standing are often given scrolls, magical healing, and access to magic items.

House Orogoth (Expansive Arcane): AL CE, NE, CN, N; 75,000 gp resource limit; Membership 559; Isolated (black dracolich 1, black dragons 6, half-black dragon humans 16, half-black dragon ophidians 21, humans 201, ophidians 314).

Authority Figures: Thaddeus Trovin (CE male half-black dragon Tethyrian human wizard 5/dragon disciple 10), Nyctasha Olec (CE female half-black dragon human fighter 2/wizard 8/dragonkith^{Dra} 3), Abreauth (CE half-black dragon ophidian fighter 6/dragonkith^{Dra} 2).

Important Characters: Kareen Namas (NE female human wizard 7/lorekeeper 3), Dreav Bornache (CE male human wizard 2/fighter 3).

Associated Classes: Bard, dragon disciple, dragonkith^{Dra}, eldritch knight, fighter, initiate of the draconic mysteries^{Dra}.

Associated Skills: Knowledge (arcana), Knowledge (history), Spellcraft.

Requirements: Those who wish to join must be at least 2nd-level wizards and have the Arcane Manipulation^{LE} feat. House

members are expected to expand their magical knowledge by creating two new magic items and help secure at least one lost Netherese artifact per year.

Benefits: Those who can meet their House responsibilities are given access to magic texts, training in associated classes and skills, and the ability to purchase scrolls and potions at a discount (based on the standard gold piece value stated in the *Dungeon Master's Guide*).

Spell Level	Cost Reduced By
1-3	50%
4-6	25%
7-9	15%

Followers who prove their loyalty to House Orogoth are also lent magic items for specific missions and given access to *healing* and *restoration* spells.

sisterhood of Essembra

For more than a century a small sisterhood of half-song dragons has lived quietly in the forests of Battledale.

history

The Sisterhood is said to have been started by the children of Essembraerytha (Essembra), who carry on their mother's legacy of protecting the Dalelands.

ORIGINS OF THE SISTERHOOD

In the Year of the Sinhala (916 DR), the legendary adventuress Essembra was born in a cottage that stood on the site of the present-day statue of Aencar in the Battledarran town that now bears her name. When lawlessness was the rule in the Dalelands, Essembra carved out a name for herself Faerûn-wide with her sword and her daring. Famous for spurning an elf lord's advances (although she welcomed the embrace of many other lovers) and for wrestling a dwarf king to the death when captured in his gem mines, Essembra's flame-red hair and smoldering red eyes betrayed to all that she was more than human. However, her true song dragon nature was not revealed until she abandoned her worldly wealth and achievements to wed the silver wyrm Teskulladar "Manytalons." For years thereafter, she rode on dragonback amid the clouds, but then the pair was seen no more. Although all manner of speculation exists as to her fate, the truth is that she and her mate retired to Evermeet and dwell there still.

In her wake, Essembra left behind several half-song dragon daughters, the product of various unions with humans who caught her fancy. After the song dragon's dramatic departure, her daughters dwelt quietly in the woods of Battledale. Many became skilled sorcerers, capable of assuming human form. Some wed humans or elves, while others mated with passing song dragons. Over time, their ranks waxed and waned as death claimed some, while other female half-dragons (mostly half-silver dragons and half-song dragons) joined them in quiet fellowship. Locals have always told stories of beautiful half-dragon females

aiding travelers in trouble and then disappearing into the woods, and over time these mysterious protectors became known as the Sisterhood of Essembra.

The Sisterhood did not begin to coalesce into a formal organization until the Year of the Unstrung Harp (1371 DR), when a strong force of Vhaeraunian drow, the vanguard of the nomadic Auzkovyn clan, came through a previously unknown and unwatched *portal* in the caverns beneath Battledale's Abbey of the Sword. After a great battle, the drow vanguard slipped away and opened another *portal* in the forests north of Essembra, bringing the rest of their clan into Cormanthor. Essembra's half-dragon heirs organized the initial resistance to the invading drow, assembling an army of druids, clerics of Tempus, Battledarran militiamen, elves, and fey to drive the Auzkovyn Clan out of Battledale.

In the Year of Rogue Dragons (1373 DR), the Rage of Dragons swept over the Dalelands, and wyrms of all hues began rampaging across the southern Dales. The Sisterhood sought out metallic wyrms dwelling near Battledale such as Otaaryliakkarnos (LG female silver wyrm), Sunsettalithanz (LG male bronze wyrm), and Xanscithampos (LG male bronze wyrm), offering to guard them while they slept in an effort to fight off the effects of the Dracorage. They then reached out to metallic dragons dwelling elsewhere in the Dalelands and offered them succor as well.

Exaggerated rumors of the Sisterhood's activities spread among the chromatic dragons of the Heartlands, and soon evil dragons began seeking individual sisters demanding they help them as well. Thraxata "the Flamefiend" (CE female young adult red dragon) demanded their "cure" as well and reacted angrily when they explained that they had no cure and could only guard her while she slept. In anger, the Flamefiend set fires across Battledale that consumed large swaths of woodland.

Several months later, the Sisterhood learned of a newly discovered spell, *abate dracorage*, passed to them by a song dragon from the Cold Lands. The Sisterhood was instrumental in disseminating this magic across the Dalelands and getting it to dragons of all hues in danger of succumbing to the Dracorage.

THE SISTERHOOD TODAY

In the wake of Sammaster's Rage, the Sisterhood has transformed itself into a formal organization and is actively recruiting new members. Under the leadership of Essembra's granddaughter Anwae, a half-song dragon half-moon elf, the Sisterhood is

actively trying to help young metallic dragons and dragonborn who suffered devastating injuries during Sammaster's Rage or are paralyzed with despair by their actions during the Dracorage.

In addition, the Sisterhood is also trying to help dragonkind's victims in the Dalelands, for many humanoid communities suffered greatly under the attacks of maddened dragons. Many Dalefolk who once accepted non-evil dragons as neighbors now view them with anger and suspicion. As a result, many dragonborn are now also unwelcome in parts of the Dales. The Sisterhood is trying to help ease the tension while explaining what really caused the dragons to rampage.

When not dealing with issues related to the aftereffects of Sammaster's Rage, the Sisterhood spends its time exploring new magic, creating new spell songs, and attending to the fey races of Battledale's forests. While Anwae doesn't want the Sisterhood to become directly involved in the Dragonfall War, they are likely to become involved by giving comfort to Bahamut's dragonborn. The Sisterhood has also been helping followers of Bahamut find the meteorites that have landed in the Dalelands of late and keep them out of the hands of the Church of Tiamat and the Cult of the Dragon.

Reputation and interactions

Anwae knows that other parts of Faerûn also suffered from Sammaster's Rage, so for the first time in its history, the Sisterhood is expanding its activities outside the Dalelands. Groups of followers have been sent to Damara to help in the rebuilding and to find out more information about the magic used during the Rage.

FOES OF THE SISTERHOOD

Many of the chromatic dragons who survived the Rage have not forgotten that the Sisterhood "refused" to cure them as the Dracorage consumed the Dalelands. So far, Thraxata is the only wyrm who has openly attacked members of the Sisterhood, but other wyrms, including Shorliail (CE female very old red dragon), have threatened to attack parts of the forest where leaders of the Sisterhood live as well.

By giving aid and comfort to dragonborn followers of Bahamut, the Sisterhood has earned the ire of the Church of Tiamat. Small bands of Dragon Queen worshipers have begun attacking solitary dragonborn in the woods near Essembra and along the

haven for the dragonborn

Since the end of Sammaster's Rage, many nondragon devotees of Bahamut have felt a strong urge to become dragonborn. Some believe this is an aftereffect of Sammaster's Rage, while others think it might be due to the resumption of the Dragonfall War.

Wanting to help those interested in transforming into dragons, the Sisterhood has started devoting more resources not only to helping with the transformation, but also to giving support to those who have difficulty adjusting. Many metallic dragonborn have trouble leaving their old lives behind; some are rejected by their friends and family. The Sisterhood offers

refuge to these dragonborn and the chance to learn ways of coping with their new lives.

While the Sisterhood expects nothing in return for its aid, many dragonborn become members of the group as a way of thanking the Sisterhood for its help. Those who don't join often visit the Sisters of Essembra and are willing to aid them with specific errands or missions. The Sisterhood has helped enough of these transformees that two small dragonborn communities have appeared in the woods near Essembra. The Sisterhood uses these communities to meet with visitors away from their private areas deeper in the forest.

roads to Battledale. Anwae and her fellow Sisters expect such attacks are just the beginning of a larger, looming conflict.

ALLIES OF THE SISTERHOOD

Thanks to their efforts during the most recent Rage of Dragons and the help they offer dragonborn, the Sisterhood has made strong friendships with many of the metallic dragons living in the Dalelands. The group is on good terms with Otaaryliakkarnos (LG female silver wyrm), Sunsettalthanz (LG male bronze wyrm), Xanscilathampos (LG male bronze wyrm), all of whom reside within the great forest of Cormanthor.

The Harpers and the Sisterhood have worked with each other on occasion and are on good terms, though a small amount of rivalry exists between the two groups. The Sisters have many allies among the Dalefolk as well, but the lingering scars of Sammaster's Rage have bred a fair bit of suspicion of their increasing open activities. The Sisterhood's ties with the church of Bahamut are in the early stages, but the two groups are likely to become strong allies in the years ahead.

The Sisterhood's interest in old magic and musical spells is attracting the attention of Olothontor, the music-loving blue dragon who lives north of Waterdeep. The Minstrel Wyrm has offered to exchange musical knowledge with the Sisterhood, if they are willing to send their best bards and musicians to entertain him in his lair. Essembrä's heirs are still considering the offer.

membership

The Sisterhood of Essembrä welcomes new Sisters, but they challenge those who want to join the group to find them using their own talents. In effect, the skills and methods used by would-be members to find the Sisterhood reveal their qualifications to become a member. Other than admitting only females, the only other test of membership is an accounting of how a potential member has previously aided others.

Sisters of Essembrä deliberately follow Essembrä's path in life, delighting in unplanned adventures and newfound friends, but evincing a fierce loyalty to the people of Battledale and their neighbors. Those who join the Sisterhood are taught methods of improving their spellcasting and performing skills. They are also provided access to spells and healing magic. In return, members are expected to undertake assignments for the Sisterhood and generally help those in need. Finding new music and magical knowledge is also important, but remains a secondary concern on most missions.

Sisterhood of Essembrä (Expansive Arcane): AL CG, NG, CN, N, LG; 20,000 gp resource limit; Membership 552; Isolated (half-song dragon humans 8, half-song dragon half-elves 2, half-silver dragon humans 4, half-silver dragon half-elves 3, gold dragonborn 2, bronze dragonborn 3, copper dragonborn 7, silver dragonborn 12, song dragonborn 16, humans 277, half-elves 138, moon and wood elves 61, various fey races 19); Dues 10% tithe of any treasure found (none).

Authority Figures: Anwae Mavin (CG female half-song dragon half-moon elf monk 3/sorcerer 4/initiate of the draconic mysteries^{Dra} 3), Melinda Essem (CG female half-silver dragon half-Chondathan human fighter 6/sorcerer 1/dragonkith^{Dra} 3), Nylan Brost (CG male half-song dragon half-wood elf bard 7/dragonsong lyrist^{Dra} 3).

Important Characters: Valdenar Octi (LG male gold dragonborn Chondathan human paladin 5/platinum knight^{Dra} 2), Dreese Halgin (NG male Vaasan human rogue 5/hoard stealer^{Dra} 3).

Associated Classes: Archer, bard, dragon disciple, dragonkith^{Dra}, druid, fighter, initiate of the draconic mysteries^{Dra}, paladin, ranger, rogue.

Associated Skills: Perform, Profession (herbalism), Spellcraft.

Requirements: Those who wish to join must be at least 2nd level and have at least three ranks in Perform. On an ongoing basis, members are expected to use their talents to protect the community and are asked to go on assignments for the Sisterhood at least twice a year.

Benefits: New members are given training to improve their magical techniques and performance skills, giving them +1 effective caster level on arcane spells with sonic effects. Likewise, membership in the Sisterhood gives an effective +1 bonus on bardic knowledge and Knowledge (arcana) checks relating to dragons. Members can also ask to have spells cast on them for specific missions.



Crest of the Talons of Justice

talons of justice

The Talons of Justice are an order of silver dragons dedicated to Xymor (Bahamut) and the Ptarian Code, a set of values that governs their actions and world vision. They must be even more watchful now, for the dragon rage is clouding their normally noble and good-intentioned minds.

HISTORY

Paladins hold themselves to a higher standard than other people. When those paladins happen to be dragons, they must be even more vigilant, for while they have great power to do good, they also have an incredible potential for destruction.

ORIGINS OF THE TALONS

The Ptarian code was originally an oath sworn by those who served the King of Justice, but it came to be adapted as a code for gold and silver dragons. The Talons swear to it as their knightly oath, following it quite strictly. These dragon knights traditionally served the King of Justice, performing important missions and upholding the virtues of their code.

Most recently, the leader of the Talons was Havarlan (LG female wyrm silver dragon paladin 7), until she perished fighting the minions of Sammaster in the climactic battle to end the Rage of Dragons.

THE TALONS TODAY

The current leader of the Talons is Azhaq. Ashamed of his inability to protect his brethren, he has vowed to reform the Talons and steer it through the aftermath of the Dracorage. Larendrammagar, also called "Nexus" (LG male great wyrm gold dragon sorcerer 10), and Tamarand (LG male great wyrm gold dragon) are not official members, but frequently work in concert with the Talons. A number of half-silver dragons (as well as a few half-golds) are beginning to join the Talons, a development spearheaded by Innerdain Justdark.

The Talons hope to locate a rogue silver dragon paladin name Arendelonthos (LG male young silver dragon paladin 7). Arendelonthos was lost during the rage, having gone on a mission to round up other dragons for Nexus's *sleep* spell, but never returned. Arendelonthos has actually gone rogue from the organization. He has not turned evil, but the chaos and destruction committed by dragons during the rage has soured him against the Talons.

Reputation and interactions

Most NPCs in the world are unaware of the existence of the Talons of Justice. Dragons are inherently secretive, and this is a stoic and powerful lot. Other good forces that know of them tend to respect them, though less lawful sorts feel that the Talons have exceedingly elitist attitude. Evil groups that know of them, such as the church of Tiamat, heap unrestrained scorn on the group, and seek to subvert and sabotage its efforts whenever possible.

Most first-time meetings with Talons are extremely cordial. Unless they have a reason to mistrust a group or individual (or that group or individual is evil), the Talons make every effort to be polite and helpful.

The ptarian code

A Talon of Justice must follow the Ptarian Code, an ancient code of dragons with a strong emphasis on the honor and teachings of Xymor, lord of all good dragons. Knights are expected to be pure of heart and deed, and to aid each other and the "small folk" that live throughout Faerûn. They must seek out and try to convert the forces of evil, using violence only as a last resort. They pay homage to the Balancer (Lendys), Her Mercy (Tamara), and the Justicemaker (Xymor).

The Code:

Justice and Good above all.

Honor and Fealty to the King.

Honor and Respect to Righteous Innocence.

Honor and Duty to the Balancer, to Her Mercy, and to the Justicemaker.

Honor and Protection to the Lesser Races.

Honor and Correction to the Enemies of Justice and Good.

Honor and Forbearance for Oneself

FOES OF THE TALONS

The Talons of Tiamat, and other servants of the dark queen, are sworn enemies of the Talons of Justice. Both seek to undermine the plans of the other, though the Tiamatans frequently use more devious and underhanded methods.

ALLIES OF THE TALONS

The Talons have numerous allies, including other good aligned dragons, Harpers, the chosen of Mystra, and other forces of good in Faerûn. The high road taken by the order might be too strict for some of these groups, but they often find that their goals coincide.

membership

All members of the Talons of Justice are either full or half-dragons. Most are silver, though there are some half-gold members. The Talons watch potentials for a long time before inviting them to join the organization. All members are paladins, though many have levels in the platinum knight^{Dra} prestige class. The Talons look for dragon paladins with strong loyalty and vision.

Previously, when members were inducted, they were assigned to an experienced mentor who guided them in their pursuit of justice and honor. The Talons were structured in a rigid hierarchy with the high-knight at the top, followed by the lords, knights, trustees, and initiates. Due to the Dracorage, the structure of the Talons has been shaken up.

Characters joining the Talons have a unique opportunity to influence the organization's direction in coming decades. The organization can be a major weapon for the forces of good, but it needs new blood to continue its efforts.

The Talons of Justice (Medium Religious): AL LG; 75,000 gp resource limit; Membership 41; Isolated (24 silver dragons, 14 half-silver dragons, 3 half-gold dragons); Dues 10% tithe (none).

Authority Figures: Azhaq (male ancient silver dragon paladin 9).

Important Characters: Innerdain Justdark (LG male half-silver dragon paladin 9/platinum knight 4), Jaerlethket (LG male adult silver dragon paladin 6/vassal of Bahamut 2, advisor to King Gareth).

Associated Classes: Paladin, platinum knight^{Dra}, vassal of Bahamut^{BoED}.

Associated Skills: Diplomacy, Knowledge (nobility and royalty), Knowledge (religion), Sense Motive.

Requirements: At least 8 or more ranks in 2 of the following skills—Diplomacy, Knowledge (nobility and royalty), Knowledge (religion), Sense Motive.

Favored in Guild Benefit: None

Special: All Talon members must be able to speak Draconic, they must be at least 1st-level paladins, and they must be dragons or half-dragons.

DRAGON LAIRS

Even stronger than a dragon's sense of self-preservation is its inherent need to amass treasure, and dragons will take extreme measures to defend these valuable hoards, as many foolhardy adventurers have learned. In order to protect their valuables, most dragons create elaborate safeguards in their lairs, everything from deadly traps to vigilant minions. This chapter details a variety of dragon-related challenges, including new traps and hazards, as well as several new types of dragon-related creatures often used as lair guardians.

Lair Traps

Here are some of the most common traps dragons utilize to protect their precious treasure hoards.

CR 6 Traps

Baleful Polymorph Trap: CR 6; magic device, touch trigger (*detect good*); no reset; spell effect (*baleful polymorph*, 9th-level wizard, Fortitude DC 17 negates); Search DC 30; Disable Device DC 30. *Cost:* 2,300 gp, 184 XP.

This trap is usually attached to a gem or other portable item.

When a good character picks it up, he is polymorphed into a harmless animal—usually a toad or a lizard. The gem or other treasure disappears when the trap is set. Dragons frequently leave a few gems in their hoard with these traps, as nasty surprises for would-be thieves.

Fiery Death Trap: CR 6; magic device; proximity trigger (*deathwatch*); automatic reset; spell effect (*flame strike*, 9th-level cleric, 9d6 fire, Reflex DC 17 half); Search DC 30; Disable Device DC 30. *Cost:* 23,000 gp, 1,840 XP.

When a creature in fragile condition (alive and wounded, with 3 or fewer hit points left, as noted in the *deathwatch* spell) is within range of the trapped object, the creature is targeted by a *flame strike* spell.

Fleshshiver Trap: CR 6; magic device; touch (searching or stepping on a pile of bones in a 10-foot square); automatic reset; spell effect (*fleshshiver*^{PG}, 9th-level wizard, 1st round automatic stunning, 2nd round 9d6 points of damage and nauseated for 1d4+2 rounds, Fortitude DC 17 negates); onset delay 3 rounds; Search DC 30; Disable Device DC 30. *Cost:* 22,500 gp, 1,800 XP.

Frequently, dragons hide some valuable-looking gems amid the bones to trick thieves into touching the trapped 10-foot square full of bones. Touching or searching the bones causes no immediate effect. However, 3 rounds later, the horrible spell effects begin to wrack the character. The trap is especially deceptive because other party members might help the searcher or stumble onto the pile after him, not realizing the consequences until later.

Summon Black Abishai Trap:

CR 6; magic device; spell trigger (conjunction and necromancy); automatic reset; spell effect (*summon monster V*, 9th-level cleric, black abishai); onset delay 1d4 rounds; Search DC 30; Disable Device DC 30. *Cost:* 22,500 gp, 1,800 XP.

This trap summons a black abishai into an area whenever a conjunction or necromancy spell is cast. The creature stays for 9 rounds and cannot summon other baatezu. There is no limit to the number of creatures that can be summoned in this manner, so characters who continue casting conjunction and necromancy spells continue to set off the trap. The church of Tiamat jealously guards the secret to making this trap. Priests of Tiamat have extra blessings they can add to their spells to prevent triggering it.

"There are things in a wyrm's lair that are worse than the dragon itself."

—Granger Hammerbanger, dwarf dragon slayer

Summon White Abishai Trap: CR 6; magic device; spell trigger (enchantment and illusion); automatic reset; spell effect (*summon monster V*, 9th-level cleric, white abishai); onset delay 1d4 rounds; Search DC 30; Disable Device DC 30. *Cost:* 22,500 gp, 1,800 XP.

This trap summons a white abishai to an area whenever an enchantment or illusion spell is cast. The creature stays for 9 rounds and cannot summon other baatezu. There is no limit to the number of creatures that can be summoned in this manner, so characters who continue casting enchantment and illusion spells continue to set off the trap. The church of Tiamat jealously guards the secret to making this trap. Priests of Tiamat have extra blessings that they can add to their spells to prevent triggering it.

CR 7 Traps

Twin Shadow Guards Doorknob Trap: CR 7; mechanical device; touch trigger (turn knob); automatic reset; hidden switch bypass (Search DC 25); +14 melee (2d4+6 plus poison, dragon jaws); poison (shadow essence, Fortitude DC 17 resists, 1 Str drain/2d6 Str damage); Search DC 27; Disable Device DC 26. *Cost:* 6,750 gp.

Two half-shadow dragon guards flank this door. When the knob is turned, the right statue's head rapidly bends and bites the hand on the knob. If the attack succeeds, the target must save against the poison described above. The trap automatically resets, though the poison must be refilled manually each time.

Summon Green Abishai Trap: CR 7; magic device; spell trigger (abjuration); automatic reset; spell effect (*summon monster VI*, 11th-level cleric, green abishai); onset delay 1d4 rounds; Search DC 31; Disable Device DC 31. *Cost:* 33,000 gp, 2,640 XP.

This trap summons a green abishai to an area whenever an abjuration spell is cast. The creature stays for 11 rounds and cannot summon other baatezu. There is no limit to the number of creatures that can be summoned, so characters who continue casting abjuration spells continue to set off the trap. The church of Tiamat jealously guards the secret to making this trap. Priests of Tiamat have extra blessings that they can add to their spells to prevent triggering it.

Flooding Room Trap and Summon Monster V Trap: CR 7; mechanical and magical; proximity trigger; automatic reset; multiple traps (one flooding room, no attack roll necessary [see note below] and one *summon monster V* trap that summons a fiendish giant crocodile); spell effect (*summon monster V*, 9th-level wizard, fiendish giant crocodile); Search DC 20; Disable Device DC 25. Note: Room floods in 4 rounds (see Drowning, *DMG* 304). *Cost:* 40,000 gp, 1,800 XP.

This trap is similar to a standard CR 5 flooding room trap, except that on the fourth round, a fiendish giant crocodile is summoned. The creature stays for 9 rounds. Aquatic dragons (such as blacks and greens, which tend to associate with fiendish creatures) often use this sort of trap.

CR 8 Traps

Fusillade of Shadow Essence Darts: CR 8; mechanical; location trigger; manual reset; Atk +18 ranged (1d4+1 plus poison, dart); poison (shadow essence, Fortitude DC 17 resists, 1 Str drain/2d6 Str damage); multiple targets (1d8 darts per target in a 10-foot square); Search DC 19; Disable Device DC 19. *Market Price:* 26,000 gp.

Shadow dragons frequently employ these traps to soften up potential enemies. They revel in any chance to drain more life energy from their opponents.

Summon Blue Abishai Trap: CR 8; magic device; spell trigger (divination); automatic reset; spell effect (*summon monster VII*, 13th-level wizard, blue abishai); onset delay 1d4 rounds; Search DC 32; Disable Device DC 32. *Cost:* 45,000 gp, 2,640 XP.

This trap summons a blue abishai to an area whenever a divination spell is cast. The creature stays for 13 rounds and cannot summon other baatezu. There is no limit to the number of creatures that can be summoned in this manner, so characters who continue casting divination spells continue to set off the trap. The church of Tiamat jealously guards the secret to making this trap. Priests of Tiamat have extra blessings that they can add to their spells to prevent triggering it.

Summon Krathbairn Trap: CR 8; magic device; spell trigger (evocation); automatic reset; spell effect (*summon monster VII*, 13th-level wizard, krathbairn); onset delay 1d4 rounds; Search DC 32; Disable Device DC 32. *Cost:* 45,000 gp, 2,640 XP.

This trap summons a krathbairn (see page 106) to an area whenever an evocation spell is cast. The creature stays for 13 rounds and cannot summon other krathbairns. There is no limit to the number of creatures that can be summoned in this manner, so characters who continue casting evocation spells continue to set off the trap. The church of Tiamat jealously guards the secret to making this trap. Priests of Tiamat have extra blessings that they can add to their spells to prevent triggering it.

Exhaustion Trap: CR 8; magic device; timed trigger; automatic reset; spell effect (*waves of exhaustion*, 13th-level wizard); Search DC 32; Disable Device DC 32. *Cost:* 45,000 gp, 3,640 XP.

The object or area on which this trap is placed trap emits waves that exhaust those within the affected area (a 60-foot cone). Dragons frequently place two of these spells opposite each other to confuse and weaken those seeking their treasure.

CR 9 Traps

Summon Red Abishai Trap: CR 9; magic device; spell trigger (transmutation); automatic reset; spell effect (*summon monster VIII*, 15th-level wizard, red abishai); onset delay 1d4 rounds; Search DC 33; Disable Device DC 33. *Cost:* 60,000 gp, 4,800 XP.

This trap summons a red abishai to an area whenever a transmutation spell is cast. The creature stays for 15 rounds and cannot summon other baatezu. There is no limit to the number of creatures that can be summoned in this manner, so characters who continue casting transmutation spells continue to set off the trap. The church of Tiamat jealously guards the secret to making this trap. Priests of Tiamat have extra blessings that they can add to their spells to prevent triggering it.

White Dragon Cone of Cold Trap: CR 9; magic device; proximity trigger (*detect good*); automatic reset (every 1d4 rounds); multiple traps (two simultaneous *cone of cold* traps); spell effect (*cone of cold*, 9th-level wizard, 9d6 points of damage, Reflex DC 17 half); Search DC 30; Disable Device DC 30. *Cost:* 45,000 gp, 3,640 XP.

This trap is a set of two carved white dragon heads that face each other, usually protruding from a wall or tunnel. The two heads typically release a *cone of cold* spell as a good-aligned character passes between them. After that, each head can emit another cone of cold every 1d4 rounds (as with a dragon's breath weapon). The two heads roll for the delay separately, so they can reactivate at different times.

CR 10 Traps

Dragon Bile Altar Trap: CR 10; mechanical; touch trigger (attached); automatic reset; poison (dragon bile, Fortitude DC 26 resists, 3d6 Str damage/0); Search DC 32; Disable Device DC 32. *Cost:* 35,300 gp.

This trap is actually an altar with numerous tiny holes drilled in it. When the altar is touched or closely examined, dragon bile shoots from the holes and douses anyone adjacent to the altar. It contains a reservoir that pumps the poison on contact. It is quite common for temples of Tiamat to contain such an altar.

Imprisonment Trap: CR 10; magic device, spell trigger (touch); no reset; spell effect (*imprisonment*, 17th-level wizard, Will DC 23 negates); Search DC 34; Disable Device DC 34. *Cost:* 7,650 gp, 612 XP.

Dragons usually attach this trap to a gem or other treasure. When a character picks up the object, it transports him or her to a prison deep in the earth, as the *imprisonment* spell. The gem or other treasure disappears when the trap is triggered.

Well-Camouflaged Pit Trap and Summon Monster VII Trap: CR 10; mechanical and magical; 2 location triggers; repair reset; multiple traps (one well-camouflaged-pit trap and one *summon monster VII* trap that summons a fiendish megaraptor); Reflex DC 20 avoids the pit; 100 ft. deep (10d6 falling damage); spell effect (*summon monster VII*, 13th-level wizard, fiendish megaraptor); Search DC 27; Disable Device DC 18. *Cost:* 20,550 gp, 374 XP.

This trap is really one CR 8 camouflaged pit trap that leads to a summoned monster. Characters who fail the Reflex save fall into a pit; when they reach the bottom, a fiendish megaraptor appears. Many red dragons favor these traps as a way of softening up and inconveniencing those who invade their lairs.

Lair Hazards

Described below are some of the most common hazards encountered in dragon lairs.

Chlorine Haze (CR 8)

Over time, the constant presence of a creature that breathes acid (such as a black or green dragon) eventually causes a buildup of chlorine gas. Only Huge or larger dragons are big enough to suf-

fuse their entire lair with this hazard. The size of the cloud of fumes is directly proportional to the size of the dragon. A Huge dragon produces a cloud of fumes that spreads 100 feet in all directions from its primary sleeping area; a Gargantuan dragon produces a cloud of fumes with a 200-foot radius; and a Colossal dragon produces a cloud of fumes with a 350-foot radius.

Any creatures exposed to the gas must attempt a DC 17 Fortitude save. Characters who succeed on the save are temporarily unaffected; those who fail take 1d4 points of Strength damage and are fatigued. After every additional 10 minutes spent in the area, a character must attempt an additional save. Each additional save attempted, regardless of the outcome of previous saves, has a cumulative +1 to the DC. If a character becomes fatigued and fails a second saving throw, he becomes exhausted instead.

A *gust of wind* spell is enough to disperse an amount of the gas (equal to the area of the spell) for a number of minutes equal to the caster level of the spell. A *wind wall* spell disperses a larger area, but the gas still only disperses for a number of minutes equal to the caster level of the spell. A *neutralize poison* spell disperses an area equal to 1 cubic foot per level for 1 hour. Creatures immune to poison are immune to the effect of the haze.

Dracolich Slough (CR 6)

The magic used to create dracoliches is a powerful and well-controlled secret, but it does result in occasional unforeseen consequences. As a dracolich ages and moves around its lair, it brushes up against its treasure and rock formations; it has occasional fights with dragon slayers, and almost always wins. This daily wear and tear leads to sloughing of the rotting tissue hanging on a dracolich's massive frame. What few know is that this sloughed carrion often has a life of its own.

Dracolich slough tends to accumulate, and due to the negative energy of the magic infusing the dracolich, it gathers in small piles. The piles crawl to various areas in the lair and wait for something to eat. While unintelligent, the slough craves heat and gravitates toward it—perhaps feeling the echoes of its former living existence. A single 5-foot square of dracolich slough can move at a speed of 1 foot per round. It climbs onto the ceilings of the dracolich's lair, waiting for a victim. In order to detect a patch, a character must make a successful DC 20 Spot check.

When a target is directly beneath it, the slough drops onto the creature, trying to suck the life energy from it. Each round that the slough remains in contact, the victim takes 2d6 points of cold damage. In addition, the victim must make a successful DC 15 Fortitude save or become paralyzed for 1 round. The victim must attempt a new save each round that the slough remains attached. Creatures that have immunity to cold are not subject to the paralysis or the damage. Any effect that deals fire damage, exposure to sunlight, or a *remove disease* spell destroys a patch of dracolich slough.

Dragon Mold (CR 5)

Some wyrms sleep for hundreds of years in one spot, ignorant of the outside world and its denizens. Even in their dank lairs, some living things manage to thrive. Dragon mold grows under the bodies of sleeping wyrms of at least Large size, feeding on their

heat, moisture, and sloughed scales. When a dragon is sleeping or nearby, the mold is completely innocuous. It can survive by draining heat and eating organic slough. Dragons give off extreme heat and do not care about having their dead scales eaten; so they are ideal targets. It is only when the dragon moves or leaves its lair that the mold becomes dangerous. When there is no dragon around, the mold must feed on something else in order to survive.

Dragon mold typically comes in patches 5 feet in diameter. If a patch is disturbed, it bursts into a cloud of spores. Living creatures within 5 feet take 5d6 points of non-lethal cold damage and must make a successful DC 18 Fortitude save or take 1d4 points of damage to Strength, Dexterity, and Constitution. Fire brought within 5 feet of dragon mold causes it to instantly double in size. Cold damage, such as from a *cone of cold*, instantly destroys it. Creatures that have immunity to cold take no damage from dragon mold attacks.

fear moths (CR 4)

These strange creatures are innocuous in and of themselves. They are attracted to areas of tremendous fear—especially dragon fear. Frequently, an entire flight of fear moths will inhabit a dragon's lair, feeding on the fear that surrounds it.

Fear moths suck all resistance to fear effects away from characters, including a paladin's *aura of courage*. This means that any immunities to fear or bonuses on saving throws against fear that those characters possess are nullified when within 100 feet of the moths. Whenever great fear is present (whether by spell, aura, or otherwise), the moths flutter around the area, imposing a -2 penalty on attack rolls and on saving throws against fear to everyone within 100 feet of the source of the fear effect, except the originator of the effect. Fear effects include, but are not limited to, any condition that causes creatures to become shaken, frightened, or panicked.

gem dragon dust (CR varies)

For a mostly psionic party, gem dragon dust has a CR of 5, 7, or 9, depending on the originating dragon's size. For a mostly nonpsionic party, it has a CR of 3, 5, or 7.

Over the course of its life, a gem dragon molts and sloughs off tons of sparkling dust. After hundreds of years, its lair becomes infused with this dust. Only Huge or larger dragons are big enough to suffuse their entire lairs with this dust. The area of the dust is directly proportional to the size of the dragon. A Huge dragon produces an area of dust 100 feet in all directions from its primary sleeping area; a Gargantuan dragon produces an area of dust of 200 feet in all directions; and a Colossal dragon produces an area of dust of 350 feet in all directions.

Gem dragon dust coats everything in its area—floor, ceiling, items, and creatures. Anyone traveling within an area of the dust is coated within 10 minutes. The dust has only a minor effect on nonpsionic creatures, but it can be debilitating to psionic creatures. Every 10 minutes, nonpsionic characters covered in the dust take 1d4 points of nonlethal damage. Psionic characters lose 1d4 power points in addition to the nonlethal damage. Affected characters can take half damage by making a successful Will save—but a psionic character must make two successful saves instead of just one. Creatures



Skarrock the barbarian is set upon by a flock of fear moths

immune to mind-affecting spells and abilities are not affected by the dust.

For gem dragons, the dust is not only a defense for their lair but also a power boost. For every power point drained from a psionic creature, the gem dragon gains the same number of points, though it receives no benefit from the nonlethal damage dealt by the dust. If a gem dragon dies, its dust becomes inert.

magic shrieker moss (CR 3)

This odd form of moss is every dragon's best friend. No one knows why the moss gravitates toward valuable objects (especially precious metals and magic), but it often appears near large concentrations of such items. The moss grows wildly and cannot be cultivated, but most dragons are very happy to discover it in their lair.

Magic shrieker moss tends to coat treasure hoards intermittently in 5-foot squares, appearing in patches on valuable objects.

Illustration by Howard Lyon

When anyone touches or moves a coated object (other than the owner of the object—an individual the moss recognizes inherently), the moss produces a shrieking sound for 1d3 rounds. The sound is so loud that all creatures in hearing range take 1d8 points of sonic damage each round. In addition, during the first round of shrieking, those within hearing range must also make successful DC 16 Will saves or be stunned for 1 round and deafened for the remainder of the shrieking's duration plus an additional 2d4 rounds. Creatures that cannot hear are unaffected; creatures immune to stunning are still deafened and damaged; creatures immune to sonic damage do not suffer any effects. Dragons and other sleeping creatures within 1,000 feet automatically awaken when the moss shrieks.

Magic shrieker moss is immune to electricity and sonic damage, but a 5-foot square is destroyed by 5 points of fire, cold, or acid damage.

shadow slime (CR 7)

Shadow slime is a corrupted version of green slime that grows in and around the lair of shadow dragons (and some other shadow creatures). It drops from walls and ceilings when it detects movement (and possible food). Shadow slime sucks the life energy of living creatures, chilling the air around it and the flesh of its victims. The slime is almost undetectable to normal vision—it has total concealment, and a character must make a successful DC 30 Spot check to notice it. Illumination such as a *light* or *continual flame* spell, does not cancel the concealment, but a *daylight* spell does.

A 5-foot square of shadow slime deals 2d6 points of cold damage each round as it sucks the moisture out its victim's flesh. In addition, the victim must make a successful DC 17 Fortitude save or gain one negative level. Victims that are immune to cold are not subject to the damage, but are still affected by the negative level. On the first round of contact, the slime can be scraped off a creature (most likely destroying the scraping device), but after that it must be burned, shocked, or cut away (dealing damage to the victim as well). Anything that deals fire, sonic, or electricity damage, sunlight, a *remove disease* spell, or a *deathward* spell destroys a patch of shadow slime. The slime has no effect on inorganic substances, though it does deal 2d6 points of damage to objects made of wood, leather, bone, or other natural materials.

Undead creatures heal 5 points of damage for each negative level the slime bestows, though they must actively pursue it, since it does not naturally gravitate toward nonliving targets. Shadow slime also ignores creatures immune to cold, because it cannot suck their heat energy.

Dragon-Related Creatures

Dragons utilize many different types of creatures to guard their lairs, a few of which are detailed in this section. Specifically, two of the creatures outlined here (the bluespawn stoneglider and redspawn birther) are considered "spawn of Tiamat," having been created originally by the church of Tiamat.

dragonblood subtype

A creature that has the dragonblood subtype has a strong affinity to dragons—which means that spells, effects, powers, and abilities that affect or target dragons also affect it. The subtype qualifies a creature to use magic items normally only usable by dragons, and qualifies the creature to take feats that have the subtype as a prerequisite. The dragonblood subtype also makes creatures subject to harmful effects that affect dragons.

The dragonblood subtype does not confer the dragon type or any traits associated with that type. For instance, it does not give a creature frightful presence. Dragons automatically qualify

for any classes, prestige classes, racial substitution levels, feats, powers, or spells that require the dragonblood subtype.

Creatures presented in this book that have the dragonblood subtype include the krathbairn, the bluespawn stoneglider, and the redspawn birther. Should a creature acquire the dragon type, it loses the dragonblood subtype.

bluespawn stoneglider

This creature looks like a large, blurring, iridescent blue termite. It seems to be gliding in and out of the stone around it.

BLUESPAWN STONEGLIDER

CR 3

Always LE Medium monstrous humanoid (earth, dragonblood)

Init +7; Senses darkvision 60 ft., low-light vision, tremorsense;

Listen +6, Spot +6

Languages understands basic commands in whatever language spoken by its trainer

AC 18, touch 14, flat-footed 15

(+1 size, +3 Dex, +4 natural)

hp 36 (5 HD)

Immune electricity, charm and compulsion effects, stunning

Fort +6, Ref +7, Will +3

Speed 30 ft. (6 squares), burrow 30 ft., climb 30 ft.

Melee bite +9 (2d4+3 plus electric stun)

Base Atk +4; Grp +2

Atk Options earth glide



Bluespawn stoneglider

Abilities Str 14, Dex 16, Con 14, Int 3, Wis 14, Cha 11
SQ blurred movement, collective consciousness, earth glide
Feats Improved Initiative, Weapon Focus (bite)
Skills Listen +6, Spot +6

Electric Stun (Su) When a bluespawn stoneglider hits with its bite attack, it deals an additional 1d6 points of electricity damage. In addition, the target must make a successful Fortitude save (DC 10 + the amount of electricity damage dealt) or be stunned for 1 round.

Blurred Movement (Su) A bluespawn stoneglider has concealment during any round in which it moves more than 5 feet. This effect lasts until the beginning of its next turn.

Collective Consciousness (Ex) While bluespawn stonegliders have autonomous nervous functions, their minds are linked by group awareness. This provides them with two major advantages: First, they can flank from any square and more than two creatures can receive flanking benefits. Second, they receive a +2 bonus on their attack rolls, as long as two or more continue to fight (this is already factored into the statistics above). If forced to fight alone, a bluespawn stoneglider always attempts to retreat.

Earth Glide (Ex) A bluespawn stoneglider can glide easily through stone, dirt, or almost any other sort of earth (except metal). Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a bluespawn glider flings the creature back 30 feet, stunning it for 1 round unless it makes a successful DC 15 Fortitude save.

BLUESPAWN STONEGLIDER LORE

Characters with ranks in Knowledge (arcana) and/or Knowledge (religion) can learn more about bluespawn stonegliders. When a character makes a skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (Arcana)

DC Result

- 10 Descendants of a dragon aren't always of the dragon type.
- 12 This creature is a bluespawn stoneglider, a cross between a blue dragon and a giant termite.
- 14 This creature can stun with its electric bite.
- 16 These creatures share a collective consciousness and will not back down from a fight.
- 18 It is considerably easier to battle them if you can make them stop moving.

Knowledge (Religion)

DC Result

- 10 Tiamat is an evil dragon deity.
- 12 Bluespawn stonegliders are her spawn.
- 15 Bluespawn stonegliders are single-minded guards in temples to Tiamat.

STRATEGIES AND TACTICS

Bluespawn stonegliders are single-minded in their goal—slaying any creature that does not bear the mark of Tiamat. Typically, worshipers of Tiamat train these creatures to recognize a certain sound or smell. Frequently, the person in charge of training the creatures teaches them to recognize a fragrance only worn by priests of the temple. When the gliders detect anyone who does not fit this description, they attack with a ferocious, yet coordinated, fury.

The most common tactic of the gliders is to swarm one or two smaller foes, flanking. Then, if damaged, they retreat into the nearest stone surface. The whole group follows the same set of actions; they either all attack, or they all retreat. They are intelligent enough to go around barriers they cannot move through, and they have some sense of self-preservation. However, even faced with extreme odds, they continue to attack.

SAMPLE ENCOUNTER

Gargoyle Cavern (EL 10): The characters enter a small cavern inhabited by four gargoyles. As they enter into full-scale combat with the gargoyles, five bluespaw stonegliders come through the walls of the cavern to join the fray.

ECOLOGY

Bluespawn stonegliders are used mostly as guards in temples of Tiamat. It is likely that the secret of their creation has spilled into the Cult of the Dragon, but this has yet to be substantiated. They were first created in the Altar of Scales, an underground temple to Tiamat under Unthalass.

The stonegliders eat meat and refuse. Temple guards and priests rarely feed them because of their ill temper, but they are fed well by their trainers. Rooms inhabited by these creatures are usually immaculate, for they eat anything resembling food.

krathbairn

This creature resembles a brown-scaled, wingless gargoyle, standing 6 foot tall, and weighing about 350 pounds.

KRATHBAIRN

CR 7

Always CE Medium outsider (chaotic, dragonblood, evil, native)

Init +7; **Senses** darkvision 60 ft., see in darkness; **Listen** +11, **Spot** +11

Languages Common, Infernal; telepathy 100 ft.

AC 20, touch 13, flat-footed 17
 (+3 Dex, +7 natural)

hp 52 (7 HD); regeneration 7; **DR** 10/good

Immune fire, poison

Resist acid 10, cold 10; **SR** 14

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

Weakness vulnerability to holy water

Speed 30 ft. (6 squares), burrow 60 ft.

Melee 2 claws +8 (1d4+1) and

tail sting +10 (1d6+3 plus 2d6 acid) and
 bite +8 (1d6+1)

Base Atk +7; Grp +10

Spell-Like Abilities (CL 7th):

At will—*animate dead*, *charm person* (DC 13), *command* (DC 13), *desecrate*, *disguise self*, *detect law*, *major image* (DC 15), *scare* (DC 14), *suggestion* (DC 15)

Abilities Str 16, Dex 16, Con 16, Int 11, Wis 13, Cha 15

SQ *summon krathbairn*

Feats Improved Initiative, Multiattack, Persuasive

Skills Bluff +14, Concentration +13, Diplomacy +4, Disguise +12, Escape Artist +13, Intimidate +16, Listen +11, Search +10, Spot +11

Possessions 2,000 gp of assorted gems, 600 gp of assorted coins

Tail Sting (Ex): In addition to its normal damage, a krathbairn's sting deals 2d6 points of acid damage.

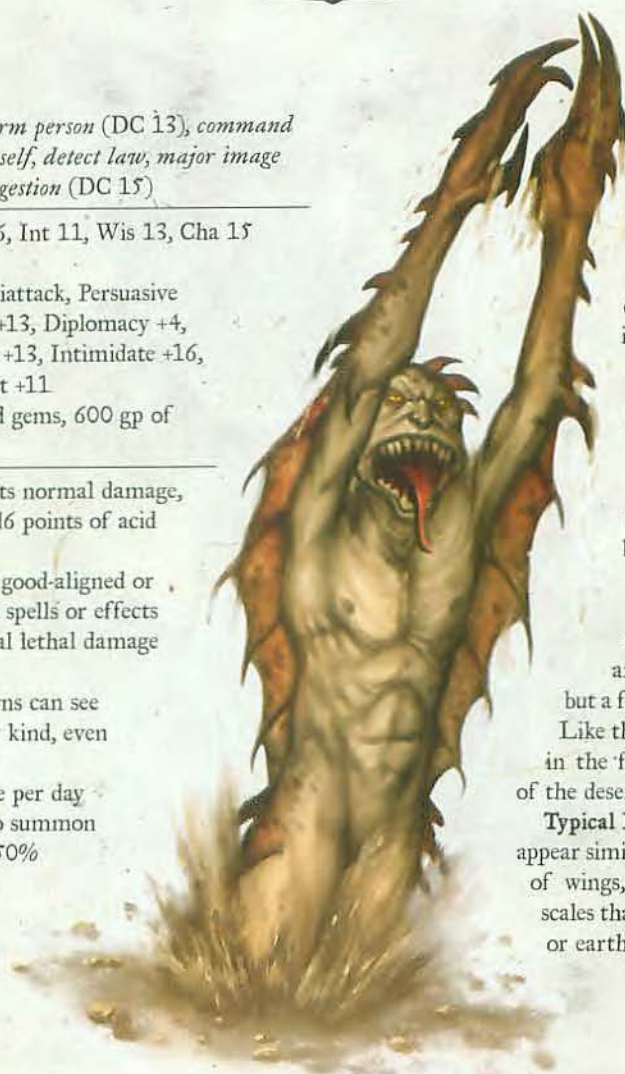
Regeneration (Ex): Holy water, good-aligned or lawful-aligned weapons, and spells or effects with the good descriptor deal lethal damage to a krathbairn.

See in Darkness (Su): Krathbairns can see perfectly in darkness of any kind, even that created by magic.

Summon Krathbairn (Sp): Once per day a krathbairn can attempt to summon another krathbairn with a 50% chance of success.

Vulnerability to Holy Water

(Ex): Krathbairns take 2d4 points of damage from a flask of holy water, or 1 point of damage from a splash of holy water.



Krathbairn

ECOLOGY

Krathbairns are part of the experiments of the Altar of Scales in Unthalass to create an army of draconic servitors. The high priest there has bred these creatures by harvesting the eggs of the brown dragon Slavin'krath'magaal. The dragon agreed to give up her eggs if he would infuse her with fiendish power. It is from this dragon that the krathbairns take their name (which means "Krath's babies").

Krathbairns are native to Faerûn. Spells that send outsiders back to their home planes do not affect krathbairns unless the creatures happen to be on another plane.

Environment: Currently, there are relatively few krathbairns. Some are associated with the Altar of Scales, but a few have been released into the Raurin. Like their brown dragon parents, they revel in the freedom to swim through the sands of the desert.

Typical Physical Characteristics: Krathbairns appear similar to brown-scaled gargoyles. In place of wings, they have extremely aerodynamic scales that allow them to burrow through sand or earth at rapid speeds.

STRATEGIES AND TACTICS

A krathbairn uses guile and deceit to defeat or circumvent its opponents. It can employ its illusions and enchantments to trick, confuse, and befriend other creatures, preventing them from engaging it in melee combat.

If threatened, the first thing a krathbairn will do is attempt to summon another krathbairn. If this fails, it will employ its *scare* or *animate dead* spell-like ability to occupy its opponents so it can escape. If all these tactics fail, the krathbairn becomes a terror of swirling claws and teeth. Its acidic tail and regeneration make it a formidable physical opponent, though it is physically weaker than some other creatures of equal CR.

SAMPLE ENCOUNTERS

Brown Ravagers (EL 12): A young adult brown dragon leads a pack of three krathbairns in the Raurin desert. The group terrorizes caravans and harasses the occasional tribe of nomads. The krathbairns know that individually, the brown is more powerful than they are, but do not trust each other enough to band together and overtake it for leadership if the group.

KRATHBAIRN LORE

Characters with ranks in Knowledge (arcana), Knowledge (local Raurin or Unther), and/or Knowledge (the planes) can learn more about krathbairns. When a character makes a skill check, the following lore is revealed, including the information from lower DCs.

DC Result

- 12 Descendants of a dragon aren't always of the dragon type.
- 14 This creature is a krathbairn, a half-breed between fiends and dragons.
- 17 This creature regenerates, and its sting causes acid damage.
- 19 Good-aligned weapons deal full damage to a krathbairn.
- 24 Krathbairns were created when priests in Unthalass experimented in breeding dragons and fiends.

Redspawn Birther

This creature looks like a large red-scaled dinosaur, exuding waves of heat from its carapace.

REDSPAWN BIRther

CR 11

Always CE Large magical beast (dragonblood, fire)
 Init +2; Senses darkvision 60 ft., scent; Listen +24, Spot +24
 Aura fire shield, heat exhaustion
 Languages Draconic

AC 22, touch 11, flat-footed 20
 (-1 size, +2 Dex, +11 natural)
 hp 184 (16 HD); DR 10/lawful and magic

Immune fire, paralysis, fatigue, exhaustion, sleep

SR 21

Fort +17, Ref +12, Will +10

Speed 40 ft. (8 squares)
 Melee bite +28 (3d8+16 plus 3d6 fire)

Base Atk +16; Grp +34
 Atk Options Improved Natural Attack (bite), Power Attack, Weapon Focus (bite); improved grab, swallow whole

Abilities Str 30, Dex 14, Con 24, Int 10, Wis 16, Cha 11

Feats Alertness, Improved Grapple, Improved Natural Attack (bite), Iron Will, Power Attack, Weapon Focus (bite)

Skills Listen +24, Spot +24

Possessions *amulet of mighty fists +1*; 1,500 gp worth assorted gems, coins, and jewelry in its waste produce after devouring other creatures

Fire Shield (Su) A redspawn birther is sheathed in dancing flames that protect it from cold and harm those who attack it. Any creature striking it with a natural weapon, a light weapon, or a one-handed weapon deals normal damage, but at the same time the attacker takes 1d6+15 points of fire damage. Creatures wielding weapons with exceptional reach are not subject to this damage. (Most creatures with the fire subtype have vulnerability to cold, but the birther's fire shield counteracts this weakness.)

Heat Exhaustion Aura (Su) A redspawn birther radiates an aura of heat in a 10-foot radius around its body. Each round that a creature remains in this area, it takes 2d6 points of nonlethal damage and is fatigued. If the creature makes a successful DC 19 Fortitude save, the damage is halved and the creature is not fatigued. Each consecutive round that a creature spends inside this aura increases the DC of this save by 1. If a creature retreats out of the area of the aura, the save DC resets. If a creature that is already fatigued fails a save, it becomes exhausted. The birther can suppress or activate this ability as a free action.



Redspawn birther

Improved Grab (Ex) To use this ability, a redspawn birther must hit an opponent of up to one size smaller with its bite 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 try to swallow the foe the following round.

Swallow Whole (Ex) A redspawn birther can try to swallow a grabbed opponent of up to one size smaller by making a successful grapple check. The swallowed creature takes 2d8+8 points of bludgeoning damage and 8 points of fire damage per round from the birther's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 12). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. Because of its bizarre physiology, a redspawn birther has a larger set of jaws and stomach, thus it can hold more and larger creatures. A redspawn birther's gizzard can

Illustration by Fred Hooper

REDSPAWN BIRther LORE

Characters with ranks in Knowledge (arcana) and/or Knowledge (religion) can learn more about redspawn birthers. When a character makes a skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (Arcana)

DC Result

- 10 Descendants of a dragon aren't always of the dragon type.
- 22 This creature is a redspawn birther, a rare dinosaurlike creature.
- 28 Redspawn birthers have many powers related to fire and heat; it is a bad idea to approach one.
- 38 Redspawn birthers can give birth to many different kinds of spawn, in a manner similar to deepspawn.

Knowledge (Religion)

DC Result

- 22 Redspawn birthers are some of Tiamat's spawn.
- 32 Redspawn birthers can give birth to other spawn of Tiamat.

hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

STRATEGIES AND TACTICS

While they are quite intelligent, redspawn birthers possess an insatiable need to devour other creatures. Without supervision, they eat any creatures they encounter, from mindless rodents to humans. Under the sway of the worshipers of Tiamat, they are trained to eat intelligent creatures, especially rogue evil dragons. When trained properly, a birther learns to suppress its heat aura, though when it becomes angry with its trainers, it might activate this power out of spite.

The primary method of attack for a redspawn birther is all-out assault. It uses its powerful bite and various fire-related powers to weaken its opponent. Its fatiguing heat aura is especially useful in tiring out difficult enemies. It frequently uses Power Attack to increase its damage, relying on its immense Strength to overpower opponents.

SAMPLE ENCOUNTER

Birther Experiment (EL 12): In a temple basement, Rezduvilax, a redspawn birther, is attempting to slay and devour a Nessian warhound (*MM* 152). The characters stumble upon this fight. The warhound might attempt to escape, or both monsters might turn on the party.

ECOLOGY

Most spawn are born to normal dragons as happy (or sometimes unfortunate) accidents. Recently, however, the church of Tiamat has bred this new creature, which can produce spawn at a more dependable frequency. The cultists studied the creatures known as deepspawn^{Mon} and somehow managed to create a similar creature. A birther eats large meals of multiple creatures—usually specific creatures with a desired draconic ancestry, such as spawn of Tiamat or half-dragons. The great heat produced by its body allows it to fuse and meld the forms of multiple creatures in its stomach. It then gives birth to a spawn of Tiamat that is an amalgamation of the creatures eaten.

Unlike deepspawn, a redspawn birther has no control or influence over those it births. For the most part, these spawn are content to birth creatures, as long as they are fed a steady supply of live food. Sometimes however, they become greedy, and must be sequestered or caged.

spectral creature (template)

The spectral form of a long, sinuous, snakelike dragon stares at you through despairing eyes filled with unending pain.

SAMPLE SPECTRAL CREATURE: SPECTRAL SPITTING FELLDRAKE

CR 5

LE Medium undead (incorporeal, augmented dragon)
Init +2; Senses darkvision 60 ft., scent; Listen +6, Spot +6
Aura unnatural aura 30 ft.
Languages Draconic, Sylvan

AC 16, touch 16, flat-footed 11
(+5 Dex, +1 deflection)

hp 19 (3 HD)

Immune undead immunities

Fort +5, Ref +6, Will +6

Weakness powerless in sunlight

Speed 30 ft. (6 squares), fly 80 ft. (perfect)

Melee bite +4 melee (1d8 plus energy drain)

Ranged spit +8 ranged touch (1d8 plus energy drain, 30 ft., no range increment)

Base Atk +3; Grp —

Abilities Str —, Dex 20, Con —, Int 12, Wis 14, Cha 12

SQ create spawn, incorporeal traits, scent, +2 turn resistance, undead traits

Feats Weapon Focus (bite)

Skills Hide +11, Jump +1, Listen +6, Spot +6

Unnatural Aura (Su) Both wild and domesticated animals can sense the unnatural presence of a spectral spitting felldrake at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Create Spawn (Su) See template description.

Energy Drain (Su) See template description.

CREATING A SPECTRAL CREATURE

"Spectral creature" is an acquired template that can be added to any aberration, animal, dragon, giant, magical beast, or monstrous humanoid with a Charisma score of at least 8 (hereafter referred to as the base creature). Humanoids simply become spectres, as described in the *Monster Manual*.

A spectral creature has all the base creature's characteristics except as noted here.

Size and Type: The creature's type changes to undead, and it gains the incorporeal and augmented subtypes. It also retains any subtypes except alignment subtypes (such as good) and subtypes that indicate kind (such as goblinoid). Size is unchanged.

Hit Dice: Drop any Hit Dice from class levels (to a minimum of 1), and raise the remaining Hit Dice to d12s.

Speed: Spectral creatures have a fly speed of 80 feet, unless the base creature has a higher fly speed, with perfect maneuverability.

Armor Class: The creature loses all natural armor but gains a deflection bonus equal to its Charisma modifier or +1, whichever is greater.

Attack: A spectral creature retains all the attacks of the base creature, although those relying on physical contact become incorporeal touch attacks.

Full Attack: A spectral creature retains all the attacks of the base creature, although those relying on physical contact become incorporeal touch attacks.

Damage: The damage for a spectral creature's incorporeal touch attack is as given on the table below.

Size	Damage	Size	Damage
Fine	1d2	Large	2d6
Diminutive	1d3	Huge	2d8
Tiny	1d4	Gargantuan	4d6
Small	1d6	Colossal	4d8
Medium	1d8		

Special Attacks: A spectral creature retains the base creature's special attacks (though some of these might not be useable by the creature due to its incorporeal form) and gains the special attacks described below.

Energy Drain (Su): Living creatures hit by a spectral creature's incorporeal touch attack gain two negative levels. The DC for the Fortitude save to remove a negative level is $10 + 1/2$ the spectral creature's HD + the spectral creature's Cha modifier (or 12, in the case of the sample creature). The save DC is Charisma-based. When a spectral creature bestows negative levels on a victim, it gains 5 temporary hit points (10 on a critical hit) for each negative level bestowed. These temporary hit points last for up to 1 hour.

Special Qualities: A spectral creature has all the special qualities of the base creature except those that require physical contact. The spectral creature also gains the following special qualities.

Create Spawn (Su): Any aberration, animal, dragon, giant, humanoid, magical beast, or monstrous humanoid slain by a spectral creature rises as a spectral creature under the command of its killer in 1d4 rounds. Any humanoid slain by a spectral creature rises as a normal spectre (MM 232) under the control of its killer instead. A spectral creature can control a number of spawn equal to twice its HD. If it creates a spawn that causes it to exceed this limit, the spawn longest under its control is released.

Incorporeal Traits: A spectral creature is harmed only by other incorporeal creatures, magic weapons, spells, spell-like abilities, and supernatural abilities. It has a 50% chance to ignore any damage from a corporeal source, except for force effects or attacks made with ghost touch weapons. It can pass through solid objects, but not force effects, at will. Its attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against them. A spectral creature always moves silently and cannot be heard with Listen checks if it doesn't wish to be.

Turn Resistance (Ex): A spectral creature has +2 turn resistance.

Undead Traits: A spectral creature is immune to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease,

death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. It cannot be raised, and *resurrection* works only if it is willing. It has darkvision out to 60 feet.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a spectral creature at a distance of 30 feet. They do not willingly approach nearer than that and become panicked if forced to do so; they remain panicked as long as they are within that distance.

Weaknesses: A spectral creature has all the weaknesses of the base creature as well as the one described below.

Powerless in Sunlight (Ex): Spectral creatures are powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A spectral creature caught in sunlight cannot attack and can take only a single move action each round.

Saves: Base save bonuses are Fort +1/3 HD, Ref +1/3 HD, and Will +1/2 HD +2.

Abilities: Dex +6, Int +4, Wis +4, Cha +4. As an incorporeal undead creature, a spectral creature has no Strength or Constitution score.

Environment: Any, often same as the base creature.

Organization: Solitary, gang (2-4), or swarm (2-4 plus 2-7 spectres).

Challenge Rating: Same as the base creature +3.

BONZALO
FLORES

Spectral spitting felldrake

Treasure: None.

Alignment: Always lawful evil.

Advancement: Same as the base creature (or — if base creature only allows advancement by class level).

Level Adjustment: —

Spectral Equipment: When a spectral creature forms, it retains none of its equipment or carried items, although the items remain part of its image.

In Faerûn: Spectral creatures are commonly encountered in Chaulssin, City of Wyrmsadows. Shadow dragons and their progeny have transformed many former denizens of that subterranean city into spectral creatures.

Illustration by Gonzalo Flores

DRAGON-RELATED SPELLS

Dragons are beings of pure magic. They gravitate toward it and hoard it jealously. Defeating a dragon is not a simple matter of slicing through scales and flesh. A dragon slayer must be equipped with magic and strategy, because no adventurer can match a wyrm with brawn, and a dragon is always prepared to defend both its lair and its life.

This chapter details magic employed by both dragons and those who would slay them. Spell descriptions are presented alphabetically after the spell lists. Additionally, this chapter contains three new epic spells, for spellcasters over 20th level.

Quick Reference

Here is a compiled list of all the new spells described in this chapter.

New Assassin spell

3RD LEVEL

Blunt Natural Weapons: Weakens the natural weapons of the target creature.

New Bard spells

3RD LEVEL

Blunt Natural Weapons: Weakens the natural weapons of the target creature.

Compel Breath: Forces target creature to use breath weapon.

Cone of Euphoria: 20-ft. cone dazes targets for 1d6 rounds.

Dragonblood Affinity: Grants +2 bonus on all saves, checks, attacks, and damage rolls to one dragon or dragonblood creature/level.

4TH LEVEL

Diminish Breath Weapon: Reduces breath weapon damage by 1 die/level.

Pacification: Breath pacifies 1 creature (as *calm emotions* spell).

New blackguard spells

4TH LEVEL

Chromatic Ray: Suppresses powers of one good dragon or dragonblood creature.

Shadow of the Dark Queen: Imbues object with *deeper darkness* spell; evil dragon and dragonblood creatures unaffected.

New cleric spells

2ND LEVEL

Gaze Screen: You are partially shielded against gaze attacks.

3RD LEVEL

Revelation: Reveals everything within 20-ft. radius as *true seeing* spell for 1 round.

4TH LEVEL

Abate Dracorage: Mitigates the effects of the Dracorage.

Aggravate Dracorage: Inflicts the effects of the Dracorage on the subject.

Dragon Blight: 20-ft. radius; 1d8/2 caster levels damage to dragonblood creatures or 1d6/level damage to dragons; stuns for 1d4 rounds.

5TH LEVEL

Chromatic Ray: Suppresses powers of one good dragon or dragonblood creature.

Light of Xymor: Imbues object with natural daylight.

Pacification: Breath pacifies 1 creature (as *calm emotions* spell).

Platinum Ray: Suppresses powers of one evil dragon or dragon-blood creature.

Shadow of the Dark Queen: Imbues object with *deeper darkness* spell; evil dragon and dragonblood creatures unaffected.

8TH LEVEL

Antidragon Aura, Greater: Protects subject from dragon attacks and magic.

new druid spells

2ND LEVEL

Gaze Screen: You are partially shielded against gaze attacks.

4TH LEVEL

Cone of Euphoria: 20-ft. cone dazes targets for 1d6 rounds.

5TH LEVEL

Revelation: Reveals everything within 20-ft. radius as *true seeing* spell for 1 round.

new paladin spell

4TH LEVEL

Light of Xymor: Imbues object with natural daylight.

new sorcerer/wizard spells

Spells marked with a dagger (†) are for sorcerers only.

2ND LEVEL

Abjur **Gaze Screen:** You are partially shielded against gaze attacks.

3RD LEVEL

Ench **Compel Breath:** Forces target creature to use breath weapon.

Evoc **Pebble Wind:** Whirling mass of air hurls debris against your foes.

Scattergloom: You create mobile areas of magical darkness.

Trans **Blunt Natural Weapons:** Weakens the natural weapons of the target creature.

Dragonblood Affinity†: Grants +2 bonus on all saves, checks, attacks, and damage rolls to one dragon or dragonblood creature/level.

Threesteel: You create three duplicates of a weapon and launch them against foes.

4TH LEVEL

Abjur **Abate Dracorage:** Mitigates the effects of the Dracorage.

Div **Revelation:** Reveals everything within 20-ft. radius as *true seeing* spell for 1 round.

Ench **Aggravate Dracorage:** Inflicts the effects of the Dracorage on the subject.

Cone of Euphoria: 20-ft. cone dazes targets for 1d6 rounds.

Evoc **Steelsting:** You create a maelstrom of flying daggers of force.

Trans **Diminish Breath Weapon:** Reduces breath weapon damage by 1 die/level.

5TH LEVEL

Trans **Dragonblood Spell-Pact†:** Allows willing dragonblood creatures to trade spells.

6TH LEVEL

Ench **Dragoncall†:** Dragon compels 1 intelligent creature to come to his location.

Necro **Spectral Dragon:** You create a dragon-shaped mass of shadows that attacks under your control.

7TH LEVEL

Div **Gem Tracer:** You create a magical link between an object and a gem, allowing you to locate the object and scry upon the bearer.

8TH LEVEL

Conj **Icy Claw:** You conjure a Medium claw that fights on your behalf.

epic spells by spellcraft DC

DC

29 **King-Killer Shield:** Wards area against effects of *Dracorage mythal*.

46 **Ahghairon's Dragonward:** Wards area against dragons or dragonblood creatures, as *antipathy* spell.

59 **Dracorage Mythal:** Inflicts Dracorage on dragons in area.

new spells

The spells herein are presented in alphabetical order.

Abate Dracorage

Abjuration

Level: Cleric 4, sorcerer/wizard 4

Components: V, S

Casting Time: 1 round

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

Target: One dragon

Duration: 1 day/level; see text

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

As you speak the ancient words, the torrent of rage begins to drain from the eyes of the dragon before you.

This spell helps calm the effects of the Dracorage. It instantaneously restores 5 points of Wisdom damage resulting from the Dracorage (but not other sources) and returns the dragon's negative attitude toward nondragons one step closer in the positive direction (from unfriendly to indifferent, for example). In addition, the spell also protects the dragon from having to make

another save against the Dracorage for a number of days equal to the caster's level (maximum 20 days). This spell counters or dispels *aggravate Dracorage*.

Origin: The *abate Dracorage* spell was rediscovered by the song dragon, Karasendrieth the Dragon Bard, while carrying out research at the Ilmatari Monastery of the Yellow Rose.

Aggravate Dracorage

Enchantment (Compulsion) [Mind-Affecting]

Level: Cleric 4, sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

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

Target: One dragon

Duration: 1 round/level

Saving Throw: Will negates; see text

Spell Resistance: No

The ancient words are no sooner spoken than you behold the twinkling fire within the dragon's eyes flare into a conflagration.

This spell fuels the Dracorage for a short period. It causes the target to instantly and fully succumb to the Dracorage, shifting the target's attitude toward nondragons to hostile and instilling in the dragon a bloodthirsty desire to murder and wreak havoc. This usually causes the dragon (even a good metallic dragon) to immediately attack all nondragons nearby.

Because *aggravate Dracorage* manipulates the existing *Dracorage mythal*, the Will save against the spell is 4 higher than normal and has a DC of 18 + the appropriate ability modifier. (Nevertheless, many casters of the spell will use subterfuge to trick the target dragon into allowing the spell to be cast freely upon it, thereby avoiding the dragon's high Will save bonus.) As with the *Dracorage mythal* itself, this spell ignores a dragon's spell resistance.

Aggravate Dracorage functions only during the period of the Dracorage and has no effect on dragons at other times. This spell counters or dispels *abate Dracorage*.

Origin: As part of his research to control the *Dracorage mythal*, Sammaster (the once-human lich) crafted *aggravate Dracorage* and shared it with his most loyal minions.

Antidragon Aura, Greater

Abjuration

Level: Cleric 8

Components: V, S, F

Casting Time: 1 standard action

Range: 20 ft.

Targets: One creature/level in a 20-ft.-radius burst centered on you

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: Yes (harmless)

A phosphorescent green aura bursts from you, causing an area 20 feet around you to glow brightly.

This spell creates a phosphorescent aura of protection around the subjects. This abjuration has four effects, as follows:

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. This benefit applies against all attacks, not just against attacks by dragons and dragonblood creatures.

Second, each warded creature gains spell resistance 25 against spells cast by dragons and dragonblood creatures.

Third, the abjuration blocks possession and mental influence, in the same manner as *protection from evil*.

Fourth, if a dragon or dragonblood creature succeeds on a melee attack against a warded creature, the offending attacker takes 1d6 points of Strength damage (Fortitude save negates).

Focus: A tiny reliquary containing some sacred relic, such as a shard from the sword of a famous dragon slayer. The reliquary must be worth at least 500 gp.

Special: Members of the dragonslayer^{DMs} prestige class cast this spell at +1 caster level.

Blunt Natural Weapons

Transmutation

Level: Assassin 3, bard 3, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

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

Targets: One creature

Duration: 1 round/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

The target's bite, claws, and other natural weapons appear to grow smaller and weaker.

This spell weakens the natural weapons of the target creature. All the damage dice of the target's natural weapons are decreased by 1 step for every five levels of the caster. You cannot reduce the target's natural weapon damage to less than 1d2 points of damage.

Special: Dragonblood creatures cast this spell at +1 caster level.

Chromatic Ray

Evocation [Evil]

Level: Blackguard 4, cleric 5

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Target: One good dragon or dragonblood creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes (object)

You fire a brilliant ray of white, black, green, blue, and red at the dragon.

This spell calls upon the might of evil dragonkind to suppress the powers of a good dragon or dragonblood creature. You must make a ranged touch attack to hit the target. If the attack is successful, the dragon must make a successful Will save or become unable to use all its racial supernatural and spell-like abilities. This does not include the spells a dragon casts from its sorcerer spell progression.

Special: If you receive your divine spells from Mask or Tiamat, you receive a +1 profane bonus on the ranged touch attack.

compel breath

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 3, sorcerer/wizard 3

Components: V

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

Though the creature struggles to contain itself, its breath weapon bursts forth explosively.

The target of the spell is compelled to use its breath weapon as soon as it is capable. For instance, if a dragon must wait 1d4 rounds, and it rolls a 2, it must use its breath weapon after 2 rounds. The creature is capable of taking normal actions whenever its breath weapon is not available, though it cannot use any feats or spells that delay this result.

Special: Sorcerers cast this spell at +1 level.

cone of euphoria

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 3, druid 4, sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: 20 ft.

Area: 20-ft. cone

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You dazzle your targets by breathing a beautiful cone of sparkling motes.

As a standard action, you can breathe a cone of sparkling motes that causes euphoria. All those within the area must make a successful Will save or become dazed for 1d6 rounds. You must wait 1d4 rounds between each use.

Material Component: A pinch of sparkling gem dust worth 10 gp.

diminish breath weapon

Transmutation

Level: Bard 4, sorcerer/wizard 4

Components: V

Casting Time: 1 standard action

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

Target: One creature

Duration: 10 min./level

Saving Throw: Will negates

Spell Resistance: Yes

The creature looks confused as it exhales a much smaller breath weapon than expected.

The targeted creature's breath weapon loses 1 die of damage per caster level. This spell cannot reduce the target's breath weapon to less than 1 die of damage.

Special: If you sprinkle ashes of an object damaged or destroyed by the breath weapon of the type of dragon being targeted (worth at least 100 gp), the caster level of the spell increases by two.

dragon blight

Evocation

Level: Cleric 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius burst

Duration: Instantaneous/1d4 rounds; see text

Saving Throw: Fortitude partial

Spell Resistance: Yes

A phosphorescent green cloud erupts in the air, causing the dragons within to shudder in revulsion.

This spell calls upon the power of ancient wurm-slayers to inflict grievous harm on dragons. The power takes the form of a phosphorescent cloud, causing great pain to dragons and dragonblood creatures within.

The cloud deals 1d8 points of damage per two caster levels (maximum 5d8) to creature with the dragonblood subtype and 1d6 points per caster level (maximum 10d6) to creatures with the dragon type. Both kinds of creatures are also stunned for 1d4 rounds. A successful Fortitude save halves the damage and negates the stun effect.

Special Component: By including the claw of a deep dragon (50–75 gp) of Large size or larger, the caster can increase the DC of the spell by 2. The claw is expended in the casting.

dragonblood affinity

Transmutation

Level: Bard 3, sorcerer 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)
Targets: One living dragon or dragonblood creature/level, no two of which are more than 30 ft. apart
Duration: 1 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You feel the draconic blood stirring within you, strengthening your nearby kin.

This spell summons the strength of your dragon heritage to empower other draconic creatures, instilling them with a powerful sense of pride. Each affected dragon or dragonblood creature gains a +2 bonus on saving throws, caster level checks, attack rolls, ability checks, skill checks, and weapon damage rolls.

Special: Only dragons and dragonblood creatures can cast this spell.

Dragonblood spell-pact

Transmutation
Level: Sorcerer 5
Components: V, S, M, XP
Casting Time: 10 min.
Range: Touch
Targets: You and one willing creature touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

Magic swirls around you and your ally, sparkling with the intensity of secret knowledge.

This spell allows two willing dragonblood creatures to trade known spells. The two creatures agree upon a spell to swap. These spells must be of the same level, though not of the same school. This effect does not grant the creatures the ability to learn more spells. When a spell is traded, it is no longer in the repertoire of the trader. Each participant must expend XP equal to 100 times the minimum caster level necessary to cast the spell.

For instance, Darsikh (an 11th-level half-bronze dragon sorcerer) casts this spell to trade with Arethnektihimon (an old brass dragon who casts as an 11th-level sorcerer). They agree that Darsikh will give Arethnektihimon *hallucinatory terrain* in return for *shadow conjuration*. When the trade is decided and the spell cast, each expends 800 XP (100×8, since 8 is the minimum caster level necessary for sorcerers to cast 4th-level spells). The old spells are no longer in the repertoire of the casters, and are replaced by the spells they have newly chosen.

Material Component: Blood; each participant must take 1d4 points of damage when they cut themselves in a blood ceremony to seal their trade.

XP Cost: 100 × the minimum caster level necessary to cast the traded spells. Both participants expend this amount.

Special: Only dragons and dragonblood creatures can cast this spell.

Dragoncall

Enchantment (Compulsion) [Mind-Affecting]
Level: Sorcerer 6
Components: V
Casting Time: 10 min.
Range: 1 mile/level
Target: One creature
Duration: 1 day/level
Saving Throw: Will negates; see text
Spell Resistance: Yes

Your call for service immediately compels a nearby creature to hurry to your aid.

This spell allows you to send out a call to the nearest intelligent creature. That creature receives one saving throw each day. If it fails, it must come to your location using the most expedient means available. The creature will not brave unnecessary harm, but it will disregard minor hazards (a snowstorm or traveling through bandit territory) to reach its destination. If the creature makes a successful save, it is free to act normally that day, but it must continue to make a new save each day for the duration of the spell. Once the creature arrives in your location, its reaction is improved by one step, but it is in no other way bound to you.

Special: Only dragons can cast this spell.

Gaze screen

Abjuration
Level: Cleric 2, druid 2, sorcerer/wizard 2
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: 1 living creature
Duration: 10 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You cup your hands as if to catch the light and then bend them outward, causing the air in front of the recipient's eyes to take on a shimmering, reflective quality.

This spell creates a mirrorlike area around the recipient's eyes. This effect moves with the recipient and does not affect his vision. If the recipient is subjected to a gaze attack while the spell lasts, there is a 50% chance that he does not need to attempt a saving throw against the attack (just as if the recipient had averted his eyes). The foe with the gaze attack does not have concealment from the recipient (see Gaze Attacks, *DMG* 294). The recipient gets no additional protection from averting his eyes while the spell lasts, though he can shut his eyes and entirely avoid the gaze.

Gem Tracer

Divination

Level: Sorcerer/wizard 7

Components: V, S, F

Casting Time: 1 round

Range: Touch

Target: One object

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: No

You rub the gem over the target, causing an image of the target to gradually materialize in the depths of the gem. As you complete the arcane gestures of the spell, the image becomes perfectly clear and then vanishes, leaving no trace of the spell on either the gem or the target.

Powerful true dragons of all varieties commonly employ this spell. When the spell is cast, you create a permanent link between the focus and an object. Anyone who holds the focus can sense the target of the spell as the spell *locate object*, but with unlimited distance, as a standard action. In addition, anyone who holds the focus can scry the bearer of the object, as the *scrying* spell, as a standard action. The bearer of the object is entitled to a Will save, but is treated as if familiar to you and as if you possessed a lock of his hair.

Focus: A gem worth at least 100 gp.

Origin: According to draconic legend, *gem tracer* was created by the first dragon whose hoard was plundered.

Icy Claw

Conjuration (Summoning)

Level: Sorcerer/wizard 8

Components: V, S, F

Casting Time: 1 full round

Range: Medium (100 ft. + 10 ft./level)

Effect: 5-ft. claw

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

You conjure a wraithlike, faintly glowing cloud of white vapor that coalesces into a disembodied dragon's claw made of ice.

This spell creates a Medium four-taloned claw about 5 feet long. The *icy claw* has a fly speed of 60 feet (perfect maneuverability), hit points equal to your full normal total, saving throw bonuses equal to your own, and AC 25 (+10 Dex, +5 natural). It has damage reduction 15/magic and bludgeoning and is immune to cold, poison, critical hits, and magical effects that don't deal damage. It takes half again as much damage (+50%) from fire. An *icy claw* never provokes attacks of opportunity. It cannot push through a *wall of force* or enter an *antimagic field*, but it is affected by *prismatic wall* or *prismatic sphere*. A *disintegrate* spell or a successful *dispel magic* destroys it.

An *icy claw* attacks an opponent of your choice once per round, and its attack bonus equals your level + your Intelligence or Charisma modifier (for a wizard or sorcerer, respectively) +10 for the claw's Strength score (31). An *icy claw* deals 1d6+15 points of damage plus 3d6 points of cold damage. If it successfully damages a Medium or smaller foe, it attempts to start a grapple as a free action without provoking an attack of opportunity, with a grapple check bonus equal to your caster level +10. On a successful grapple check, an *icy claw* deals normal damage (see above). The claw ignores effects intended to mask or conceal the selected target, including darkness, invisibility, displacement, hiding in plain sight, and the like.

Directing an *icy claw* to a new target is a free action.

Arcane Focus: A white dragon's talon.

Light of Xymor

Evocation [Good]

Level: Cleric 5, paladin 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Duration: 2 rounds/level

Saving Throw: Will partial; see text

Spell Resistance: Yes



Two adventurers exploring a dragon's lair are threatened by an icy claw spell

Illustration by Fred Hooper

The object begins to glow brightly, imbued with the light of the Platinum Lord.

The touched object radiates light with all the same properties of a *daylight* spell. The light from this spell also has a number of additional qualities.

First, the radiance imbued by this spell is considered natural daylight for the purposes of creatures harmed by that type of light.

Second, an evil dragon or dragonblood creature cannot enter the area of full daylight unless it makes a successful Will save (though it can enter the area of shadowy illumination outside this). If it makes the saving throw, it can enter the area, but each round that it remains in the area of daylight, it takes 2d6 points of damage and is dazed. A successful Will save halves the damage and negates the dazed effect.

Third, *light of Xymor* counters and dispels *shadow of the dark queen*, and it also counters and dispels any darkness spell of equal or lower level, such as *darkness*.

Special: Divine spellcasters who derive their power from Xymor (Bahamut) cast this spell at +1 caster level.

pacification

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 4, cleric 5

Components: V, S

Casting Time: 1 standard action

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

Target: One living creature

Duration: Concentration, up to 1 min./level

Saving Throw: None

Spell Resistance: Yes

You calm your target by exhaling a peaceful breeze.

This spell allows you to exhale a calming breeze, soothing one creature of your choice. The creature is affected as if by a *calm emotions* spell for as long as you concentrate, up to a maximum of 1 minute per caster level. You cannot affect creatures with more Hit Dice than you have caster levels.

Special Material: If you blow dust of blue spinel (worth at least 50 gp) in the breeze when you cast the spell, its duration increases to 2 minutes per level.

platinum ray

Evocation [Good]

Level: Cleric 5

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Target: One evil dragon or dragonblood creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes (object)

With a gesture and a word, you fire a brilliant platinum ray at your target.

This spell calls upon the might of good dragonkind to suppress the powers of an evil dragon or dragonblood creature. You must make a ranged touch attack to hit the target. If the attack is successful, the dragon must make a successful Will save or become unable to use all racial supernatural and spell-like abilities. This does not include the spells a dragon casts from its sorcerer spell progression.

Special: If you receive your divine spells from Xymor (Bahamut), you receive a +1 sacred bonus on the ranged touch attack.

pebble wind

Evocation [Air]

Level: Sorcerer/wizard 3

Components: V

Casting Time: 1 standard action

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

Effect: 20-ft.-radius spread

Duration: 1 round

Saving Throw: See text

Spell Resistance: No; see text

At your verbal command, the air nearby whirls and rises, carrying loose dirt and small objects into the air to pelt your foes.

This spell functions as *gust of wind* (PH 238), except as noted herein.

Instead of a path of wind, you create a whirling mass of air. The whirlwind carries sand, dirt, and other small objects (nothing heavier than a chicken egg) into the air, creating an opaque cloud of debris. Creatures must succeed on Fortitude saves as described in the *gust of wind* spell to avoid being checked or moved by the spell. Creatures blown over or moved by the wind are pushed in a random direction.

The flying debris causes 1d4 points of bludgeoning damage per caster level (maximum 10d4); this damage is subject to damage reduction, and creatures are allowed a Reflex save for half damage. If the debris is primarily composed of soft or very small objects, such as loose soil, the spell deals 1d4 points of damage per two caster levels (maximum 5d4). The spell deals damage to objects within the spread, though hardness will usually negate this damage.

revelation

Divination

Level: Cleric 3, druid 5, sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius burst

Duration: 1 round

Saving Throw: None

Spell Resistance: No

A burst of purple light reveals all that is hidden.

Revelation creates an area in which all things appear as they actually are. The burst reveals objects in the same way as a *true seeing* spell, though it lasts for only 1 round. Unlike with *true seeing*, all creatures in visual range can see the effect of the spell. The spell does not dispel any magical effects—it only temporarily reveals them. Should a creature pass through the burst during its duration, any hidden elements on it are revealed, though they are again hidden as soon as the creature steps out of the area.

Material Component: A clump of dandelion fluff and herbs worth 50 gp.

scattergloom

Evocation [Darkness]

Level: Sorcerer/wizard 3

Components: V

Casting Time: 1 standard action

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

Area: 100-ft.-radius burst

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: No

When you speak the triggering phrase, six puffs of shadow burst forth from your location, flying out to cover the six areas you target in your mind.

You create four cylinders of magical *darkness* within the area, which randomly and rapidly move around at ground level, giving concealment to nearby creatures. The cylinders of shadow (called “glooms”) occupy space as Medium creatures (a 5-foot square), are 10 feet tall, and cannot leave the area of the spell.

A creature fully engulfed by one or more of these glooms has concealment. This concealment applies to attacks made against or by creatures in these glooms.

The glooms are under your limited control. While the spell is in effect, you can use a free action on your turn to direct a controlled gloom to attach itself to and envelop a particular target and follow it. The target can attempt a Will saving throw to avoid being enveloped. Success indicates the gloom dissipates; failure means the target is surrounded by magical darkness. Once it is attached to a target, a gloom stays with that target until the spell's duration expires.

Origin: This spell was created centuries ago by a steel dragon who eschewed human contact and masqueraded as a cruel necromancer who dwelt in an isolated tower.

shadow of the dark queen

Evocation [Evil]

Level: Blackguard 4, cleric 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One touched object

Duration: 2 rounds/level

Saving Throw: Will partial; see text

Spell Resistance: Yes

The object begins to darken, imbued with the malice of the Dark Lady.

The touched object radiates darkness with all the properties of a *deeper darkness* spell, except that evil dragons and dragonblood creatures can see normally. The darkness from this spell also has a number of additional qualities:

First, the darkened area acts as a *desecrate* spell.

Second, a good dragon or dragonblood creature cannot enter the area of darkness unless it makes a Will save. If it makes the saving throw, it can enter the area, but each round that it remains in the area of darkness, it takes 2d6 points of damage and is dazed. A successful Will save halves the damage and negates the daze effect.

Third, *shadow of the Dark Queen* counters and dispels *light of Xymor*, and it also counters and dispels any light spell of equal or lower level, including *daylight* and *light*.

Special: Divine spellcasters who derive their power from Tiamat cast this spell at +1 caster level.

spectral dragon

Necromancy

Level: Sorcerer/wizard 6

Components: V, S

Casting Time: 1 standard action

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

Effect: One spectral dragon

Duration: Concentration, up to 1 round/level

Saving Throw: See text

Spell Resistance: Yes

You summon a draconic mass made entirely of shadow.

You create a Large dragon-shaped mass of shadows that attacks under your control. Each round, you can move the *spectral dragon* up to 60 feet and attempt a bite attack against a single creature. The attack bonus of the dragon is your caster level + your key ability modifier. If the dragon hits with its bite, the target takes 1d6 points of Strength damage and gains one negative level. After 24 hours, the victim is entitled to a Fortitude save to avoid losing the level permanently. The mass itself is not dangerous to the touch, and creatures can pass through it without suffering harm.

A *spectral dragon* cannot be attacked or harmed by physical attacks, but *dispel magic*, *disintegrate*, a *sphere of annihilation*, or a *rod of cancellation* affects it. Its AC against touch attacks is 9 (10 minus size bonus for a Large creature). It can pass through solid objects, though it has no ability to see through them.

If an attacked creature has spell resistance, make a caster level check (1d20 + caster level) against that spell resistance the first time the *spectral dragon* strikes it. If the attack is successfully resisted, the spell is dispelled. If not, the dragon has its full normal effect on that creature for the duration of the spell.

An undead creature struck by the dragon's bite receives 1d4×3 temporary hit points that last for up to 1 hour.

Special: Shadow creatures (such as shadows, shadow dragons, and shadar-kai) and creatures descended from shadow (such as half-shadow dragons and shadovar) cast this spell at +1 caster level and deal an extra 1 point of Strength damage with each attack. This bonus is also granted to creatures that derive their power from the Shadow Weave.

steelsting

Evocation [Force]

Level: Sorcerer/wizard 4

Components: V

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./levels)

Area: Cylinder 10 ft. wide, 25 ft. long

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Tiny pinpricks tingle over your entire body as if a swarm of needles is trying to emerge from beneath your flesh. As you complete the incantation, daggerlike shards of force burst forth from your skin.

You create a brief maelstrom of daggerlike, flying darts of force that spin, slice, and rebound within the area. All within the area take 1d6 points of force damage per caster level (maximum 10d6). The name is a misnomer, since the spell creates neither steel nor a true sting.

Origin: This spell was created decades ago by Rythtalies of Amn, who patterned it after the *blade barrier* spell employed by a cleric of Bhaal. He then taught it to Jаланвалос.

threesteel

Transmutation

Level: Sorcerer/wizard 3

Components: V

Casting Time: 1 standard action

Range: Touch

Target: One weapon of up to Large size in your possession

Duration: Instantaneous

Saving Throw: Fortitude negates (object)

Spell Resistance: No

You touch a weapon, causing it to shimmer briefly and then coalesce into three distinct duplicate images, each one gradually assuming physical form. Once they become solid, the three weapons shoot forward at your targets.

This spell allows you to split a target weapon of up to Large size (such as a greatsword, shortspear, and so on) into three exact duplicates. These duplicates immediately launch themselves at a target or targets of your choice within close range. You can direct one or more of the weapons at the same target or split them up among three different targets. Make a ranged attack roll for each weapon

(using your ranged attack bonus or the ranged attack bonus of a fighter of your caster level, whichever is higher) as if you were proficient with the weapon in the normal manner. (For example, if used on a greatsword, you would make a ranged attack roll as if you were proficient with the greatsword, without the normal penalty for using an improvised throwing weapon.) The weapon gains a +1 enhancement bonus on attack rolls and damage rolls if it does not have an enhancement bonus already.

Each duplicate that hits deals damage as if you had struck the target with the weapon in melee (including any special effects such as bane, smite evil, critical hits, sneak attack, Weapon Focus, and so on). Your Strength bonus does not apply, since the force of the weapon comes from the spell, not your own Strength. A duplicate does not get a flanking bonus or help a combatant get one.

Casting the spell destroys the targeted weapon to create the duplicates, and the duplicates are destroyed whether or not they hit. Because of this, the spell is rarely used on magic weapons. It cannot be cast on artifacts, natural weapons, weapons animated with *animate objects* or similar spells, or weaponlike magical creations (such as *Mordenkainen's sword*).

Origin: This spell was created by Delgarth of Sumbarin, a long-forgotten minor realm along the banks of the River Des-sarin. Delgarth was a powerful barbarian who concealed his limited prowess as a sorcerer so he could use it as an unexpected advantage during the frequent assassination attempts launched by his estranged kinfolk.

epic spells

Full details on epic spellcasting can be found in *Epic Level Handbook*, but for ease of reference, the rules necessary for using the spells in this chapter have been summarized below.

Rules for epic spells

Epic-level spellcasters begin to understand how magic really works. Through application of formidable intellect, vast wisdom, or sheer force of personality, a spellcaster can manipulate cosmic and personal energy directly. Such a spellcaster is released from the shackles imposed by level-dependent spellcasting. The classification of power by level loses all meaning to the caster of epic spells.

The tradeoff for such transcendent power is time and resources. Developing and casting epic spells is a time-consuming and costly undertaking. Only spellcasters who have already mastered the ability to cast 9th-level spells can hope to tread the road of epic spellcasting.

ACQUIRING EPIC SPELLS

Despite their power, epic spells still follow the basic rules for casting spells, except as specifically noted herein. Epic casters can manipulate the seeds of true magic, but knowing the seeds and how to manipulate them does not instantly grant ultimate power. The first step toward casting epic spells is taking the Epic Spellcasting feat. With that taken care of, spellcasters can

then begin the ongoing two-step procedure for using epic spells: development and spellcasting.

FEAT: EPIC SPELLCASTING [EPIC]

You can create and cast spells that transcend the most powerful existing spells.

Prerequisite: Spellcraft 24 ranks, Knowledge (arcana) 24 ranks, ability to cast 9th-level arcane spells.

OR

Spellcraft 24 ranks, Knowledge (religion) 24 ranks, ability to cast 9th-level divine spells.

OR

Spellcraft 24 ranks, Knowledge (nature) 24 ranks, ability to cast 9th-level divine spells.

Benefit: You can develop and cast epic spells. If you are an arcane spellcaster, you can cast a number of epic spells per day equal to your ranks in Knowledge (arcana) divided by 10. If you are a divine spellcaster, you can cast a number of epic spells per day equal to your ranks in Knowledge (religion) or Knowledge (nature) divided by 10.

Special: If you meet more than one set of prerequisites, the limit on the number of spells you can cast per day is cumulative. For example, if you are a wizard/cleric, you can cast a number of arcane epic spells per day equal to your number of ranks in Knowledge (arcana) divided by 10, plus a number of divine epic spells per day equal to your number of ranks in Knowledge (religion) or Knowledge (nature) divided by 10.

EPIC SPELL DEVELOPMENT

Before it can be cast, an epic spell must be developed. The process of development can be a time-consuming and expensive process. It is during development that a caster determines whether a given

epic spell lies within her abilities. A spellcaster attempts to cast an epic spell by making a Spellcraft check against the epic spell's Spellcraft DC. Thus, a spellcaster knows immediately, based on her own Spellcraft modifier, what epic spells are within her capability to cast, which are risky (generally, those with final Spellcraft DCs higher than 10 + her Spellcraft modifier), and which are beyond her (those with a final DC greater than 20 + her Spellcraft modifier). Epic casters don't commit time and money to develop epic spells unless they are powerful enough to cast them.

An epic spell is developed from smaller pieces called seeds and connecting pieces called factors. Every epic seed has a base Spellcraft DC, and every factor has a Spellcraft DC adjustment. When a desired spell is developed, the spellcaster spends resources and time to assemble the pieces that make up the epic spell. The base Spellcraft DCs of each seed are added together; then the DC adjustments of the factors are added to that total. The sum equals the final Spellcraft DC for the epic spell.

The description of each of the spells below gives the amount of gold, time, and experience points required to develop that spell. If you pay a spell's development cost, you develop (and thus know) the spell.

For information on developing an epic spell completely from scratch, consult the *Epic Level Handbook*.

EPIC SPELLCASTING

Once an epic spell is developed, the caster knows the spell. A developed epic spell becomes an indelible part of the caster and can be prepared without a spellbook (which is only relevant if the caster is a wizard). Spellcasters can prepare or cast any epic spells they know as many times per day as they have available epic spell slots. The rules for rest between casting a day's allotment of epic spells are the same as for rest required to prepare

epic spell clarifications

Here are a few terms and rule clarifications for utilizing the epic spells in this section.

Epic Spell Slots: You must have an available epic spell slot to prepare or cast an epic spell, just as you need a normal spell slot for a non-epic spell. You don't gain epic spell slots by virtue of your class and level, however. You get one epic spell slot for every 10 ranks you have in the relevant Knowledge skill (as described in the Epic Spellcasting feat, above).

Epic Spell Levels: Epic spells have no fixed level. However, for purposes of Concentration checks, spell resistance, and other possible situations where spell level is important, epic spells are all treated as if they were 10th-level spells.

Factor: When creating an epic spell, you can modify the basic use of a seed. Each modification is called a factor, and most factors increase the difficulty of casting the spell.

Item Crafting: You cannot craft a magic item that casts an epic spell, regardless of how the item is activated. Only major artifacts, which are beyond the means of even epic characters to create, can possibly contain magic of this power.

Metamagic and Feats: Metamagic feats and other epic feats that manipulate normal spells cannot be used with epic spells.

Mitigating Factor: The opposite of a normal factor, a mitigating factor modifies the spell but makes it easier to cast.

Mythals: Any permanent magic ward or field raised by epic magic can be considered a *mythal*. The three epic spells herein all use *mythals* as seeds, though the costs required for these seeds are already calculated into the development of the epic spells.

Seed: Every custom epic spell created by spellcasters begins with a base effect called a seed. Seeds are the fundamental building blocks of epic spells.

Spellcraft DC: For epic spells, the Spellcraft DC is a measure of how difficult the spell is for a spellcaster to cast. It also measures how powerful an epic spell is.

Saving Throws: The saving throw against your epic spell has a DC of 20 + your key ability modifier. It's possible to develop epic spells that have even higher DCs, however, by applying the relevant factor.

standard spells. If the caster doesn't use a day's allotment of epic spell slots, the unused slots remain available whether or not the spellcaster receives appropriate rest.

Even if an epic spell has been developed and an epic spell slot is available, successfully casting the epic spell isn't assured. The caster's Spellcraft skill modifier is vital for casting an epic spell. To cast an epic spell, a spellcaster makes a Spellcraft check against the epic spell's Spellcraft DC. If the check succeeds, the spell is cast. If the caster fails the check, the epic spell fizzles and the epic spell slot is used for the day. Casters can take 10 when casting epic spells, but they cannot take 20. When routinely casting epic spells, most casters take 10 on their Spellcraft checks.

new epic spells

The following spells, listed in alphabetical order, follow the same format used in Chapter 11 of the *Player's Handbook*, but with two additional entries: Spellcraft DC and To Develop.

Spellcraft DC: This is the DC of the Spellcraft check required to cast the epic spell.

To Develop: The first part of this entry gives the resources in gold, time, and experience points you must expend to develop the spell shown. If you expend the resources, and have access to all the seeds, you develop the spell.

AHGHAIRON'S DRAGONWARD

Evocation

Spellcraft DC: 46

Components: V, S

Casting Time: 10 min.

Area: 12,800-ft.-radius dome

Duration: Permanent

Saving Throw: None

Spell Resistance: No

To Develop: 414,000 gp; 9 days; 16,560 XP. Seed: *mythal* (DC 25). Component cost: keyed-prevalent *antipathy* spell (+24 DC). Factors: increase area by 700% (+28 DC), +29 to Will save DC (+58 DC), +16 caster level check to overcome spell resistance (+32 DC). Mitigating factors: change sphere to a dome (×0.5), anchorable (×0.75), corruptible (×0.75).

Just over three centuries ago, the noted adventurer Ranressa Shiard flew over the Palace of Waterdeep and alighted from dragonback atop Mount Waterdeep to a hero's welcome. However, her dramatic flourish caused much consternation among the Waterdhavian populace, leading Abghairon to craft a magical ward preventing most wyrms from doing such today.

This spell wards the enveloped area against all creatures of the dragon type or the dragonblood subtype, except for those specifically permitted by the *mythal's* key, as the spell *antipathy*. A successful DC 51 Will save is required to resist the full force of the *antipathy* effect. The bonus on the caster level check of the *antipathy* effect against spell resistance is +32.

Keyed Power: A dragon can temporarily ignore the *antipathy* effect of this *mythal* after physically touching the *dragonstaff* of Abghairon (a unique *staff of power*), currently in the possession

of Maaril the Dragon Mage^{CS}. This immunity lasts for a number of days specified by the bearer of the *dragonstaff* at the time of the contact. If not specified, the immunity lasts for 24 hours.

DRACORAGE MYTHAL

Enchantment (Compulsion) [Mind-Affecting]

Spellcraft DC: 59

Components: V, S, Ritual, XP

Casting Time: 10 days, 20 min.

Range: 30 ft.

Area: All Faerûn

Duration: Permanent (see text)

Saving Throw: Special (see text)

Spell Resistance: No

To Develop: 531,000 gp; 11 days; 41,240 XP. Seed: *mythal* (DC 25). Component cost: wisdom damage, medium prevalent power keyed to dragons (+40 DC); hostility, major prevalent power keyed to dragons (+100 DC); rage, medium prevalent power keyed to dragons (+40 DC); aroused fear effects during rage, keyed to dragons (+15 DC); aroused charm effects during rage, keyed to dragons (+15 DC). Factors: contingent on appearance of King-Killer Star (+25 DC), change area to all Faerûn with intermittent frequency (+925 DC). Mitigating factors: capstone (-20), increase casting time by 10 minutes (-20 DC), increase casting time by 10 days (-20 DC), burn 20,000 XP (-200 DC), 6 additional casters contributing epic-level spell slots (-114 DC), 6 additional casters contributing 9th-level slots (-102), 13 casters die with no resurrection possible (-650 DC).

The Rage of Dragons is the result of an elven high magic effect cast millennia ago in the far northern reaches of Faerûn in an ancient observatory built to track the wanderings of the King-Killer Star. The Fair Folk created the mythal to undermine the rule of dragons, but mitigated its effects by binding it to the King-Killer Star, thereby preventing the Dracorage from completely overwhelming the other kingdoms of Faerûn.

When the King-Killer Star becomes visible in the Realms (which happens in localized areas of roughly 250,000 square miles every several decades and across all of Faerûn about every 300 years), it causes all the dragons (including creatures with the dragonblood subtype) in the affected areas to gradually become more reckless and agitated and eventually devolve into rampaging monsters, called the Dracorage. The star usually remains visible in Faerûn's sky for 10d6 days before once again disappearing.

Effect: All dragons and dragonblood creatures in the area must make successful DC 10 Will saves when the Dracorage begins (or immediately upon entering the affected area), and they must make subsequent Will saves for every day spent in dragon form within the area, every five days spent in a nondragon form within the area (regardless of whether the effect changes the creature's type or subtype), and every ten days spent asleep within the area (regardless of form). Each failure causes the creature to take one point of Wisdom damage. The DC for each successive Will save increases by 1, with each increase stacking on the previous DC.

Due to their greater aversion to the Dracorage, lawful dragons gain a +4 bonus on their saving throws, and good dragons a +2 bonus. Contrariwise, evil dragons take a -2 penalty, and chaotic dragons a -4 penalty. (These alignment bonuses and penalties also stack.)

The Wisdom damage and attitude shift gradually change the dragon's opinions about acceptable behavior, diminishing its higher cerebral functions while simultaneously intensifying its baser instincts. Moreover, the dragon slowly loses the ability to see nondragons as allies, mentally transforming them into threats or even mere food. For every 5 points of Wisdom damage, the dragon becomes more aggressive, and its attitude toward nondragons shifts one step toward hostile. This persists until the dragon's Wisdom score reaches 1. After that, assuming the dragon is not already hostile to all nondragons, it must make a successful save every day or continue its attitude shift. (Attitudes toward other dragons and dragonblood creatures remain unaffected.)

When the dragon's Wisdom falls below 10, the dragon develops the rage ability (including, as appropriate, the greater rage or mighty rage ability) of a barbarian of equal level to the dragon's Hit Dice, except the dragon has no limit on the number of times per day it can rage and does not become fatigued at the end of its rages. While raging, the dragon adds a bonus equal to its rage-based Will save bonus to the DC of its frightful presence ability, and it also gains immunity to charm effects (but not compulsion effects), fear effects, and morale effects. The dragon can use any of its extraordinary or supernatural abilities while enraged, but not spell-like or spellcasting abilities (though as soon as its rage abates, or is broken, it can again use those abilities, as well as any other abilities requiring concentration).

While under the influence of the Dracorage, if a dragon takes damage in combat, it must make a successful Will save or fly into a rage on its next turn, clawing and biting madly until either it or its opponent is dead. (The Will save DC, taking into account the lapse of time, is determined as noted above.) Once enraged, the dragon can try to break out of its rage by making another more difficult Will save against the Dracorage (DC equals the appropriate Dracorage Will save DC as noted above +5).

Reversal/Healing: During the period of the Dracorage, the dragon's Wisdom damage cannot be healed naturally or through most magical means. *Break enchantment*, *heal*, and *greater restoration* are completely ineffective, and even a *miracle* or *wish* spell heals only 1 point of Wisdom damage per spell. The most effective magical reprieve is the extremely rare *abate Dracorage* spell. Wisdom damage heals naturally at the conclusion of the Dracorage. The attitude shift can likewise be reversed by one step with an *abate Dracorage*, *miracle*, or *wish* spell, but reverses instantly at the conclusion of the Dracorage. Dragons who leave the affected area of the Dracorage (by leaving the Prime Material Plane, for example) are no longer subject to the effects of the Dracorage and begin to heal as noted above.

Duration: Like all *mythals*, a *Dracorage mythal* is a persistent magical field that cannot be dispelled, disjoined, or suppressed by any nonepic spell. A character attempting to dispel a *Dracorage mythal* with an epic spell (such as *superb dispelling*) must make a DC 81 caster level check to succeed. An *antimagic field* suppresses the portion of the *mythal* that it overlaps but otherwise has no effect. The *antimagic field* does not restore Dracorage-induced Wisdom damage or attitude shifts, but it does prevent a dragon wholly within the *antimagic field* from making further saves against the Dracorage.

Dragon Flights: Dragons affected by the Dracorage are drawn toward the violent impulses of one another and a desire to share in the destruction of everything else. This usually causes dragons within a couple hundred miles of one another to group into relatively large "flights" of 2d6+4 dragons. Most flights are made up of a mix of species, including chromatic dragons (and other evil true dragons), wyverns, elemental drakes^{Dra}, and landwyrms^{Dra}, though all types of dragons can be found in Dracorage-induced flights. However, most members of the flight will not have an alignment more than two steps away from the most powerful dragon in the flight. Metallic dragons and other good dragons (as well as gem dragons^{MM2}) are relatively rare participants in these flights as they take pains to avoid the Dracorage to the best of their ability—whether through sleep or by fleeing to the Elemental Planes. Similarly, planar dragons are even more rare, since they don't often come to Faerûn.

KING-KILLER SHIELD

Evocation

Spellcraft DC: 29

Components: V, S

Casting Time: 10 min.

Area: 12,800-ft.-radius dome

Duration: Permanent

Saving Throw: None

Spell Resistance: No

To Develop: 261,000 gp; 6 days; 10,440 XP. Seed: *mythal* (DC 25). Component cost: prevalent spell (+28 DC). Factors: increase area by 700% (+28 DC). Mitigating factors: change sphere to a dome (×1/2), anchorable (×3/4).

Elf high mages crafted this spell during the Crown Wars to shield their draconic cohorts from the ravages of the Dracorage. Examples of this spell are known to shield the city of Waterdeep (built atop the ruins of Aelinthaldaar), the ruins of Mhülamniir in the High Forest, the druid-ruled settlement of Tall Trees (once the Eaerlanni capital city known as Teuveamanthaar), and the Serpent Hills.

This spell wards the enveloped area against the effects of a *Dracorage mythal*. Dragons (both creatures with the dragon type as well as creatures with the dragonblood subtype) are immune to the effects of the Dracorage for as long as they remain within the *King-Killer shield*.

MAGIC ITEMS

T

he dragons of Faerûn are legendary for the treasure held within their hoards. Powerful items of magic, fantastic works of art, great beds of coin, and heaps of sparkling jewels gild most dragon's lairs. However, such treasures do not all lie unused; dragons also employ magic items against rival wyrms and greedy adventurers. Likewise, the various dragonblood races have treasures of their own, as do those who worship the great wyrms.

"Even deprived of its powers, a wyrm is still a monstrously powerful flying lizard with razor-sharp fangs. However, bereft of his magic, a dragon slayer is merely a feisty meal."

—Pherix Traeeth,
Master Warlock of the Sildëyuir

magic weapons

The weapons described in this section are all associated with dragons.

dragontooth of Lareth

A *dragontooth of Lareth* is a dagger made from a fang of the fallen King of Justice in the wake of Sammaster's Rage and given to an elite member of the Talons of Justice (see page 99).

Lore: Characters can gain the following pieces of information about a *dragontooth of Lareth* by making successful Knowledge (arcana) or Knowledge (history) checks.

DC 15: A *dragontooth of Lareth* is given to each of the leading members of the Talons of Justice*, an order of dragonblood creatures who follow the Ptarian Code. There are believed to be twelve such daggers in existence.

DC 20: Lareth, the last gold dragon King of Justice, succumbed to madness while attempting to shield the fol-

lowers of Bahamut from the effects of Sammaster's Rage. A *dragontooth of Lareth* is crafted from one of Lareth's fangs and commemorates his sacrifice.

DC 25: Lareth's spirit is said to linger near Faerûn, giving guidance to anyone who wields a *dragontooth* in penance for his own failures.

Description: A *dragontooth of Lareth* is a curved dagger with a serrated blade made from a dragon's tooth and a gold, dragon-shaped hilt and pommel. The "mouth" of the dragon pommel holds a large ruby.

Effect: A *dragontooth of Lareth* is a +1 flaming burst dragonfang^{Dr} dagger. As a dragonfang weapon, it has the extraordinary property of dealing 1 point of fire damage on each successful hit. Once per round, the bearer of a *dragontooth of Lareth* can cast *guidance* as a swift action, in effect calling upon the wisdom of the fallen King of Justice.

Strong divination and evocation [good]; CL 12th; Craft Magic Arms and Armor, Dragoncrafter^{Dr}, Quicken Spell, Craft (weaponsmithing), *flame blade*, *flame strike*, or *fireball* plus *guidance*; Price 39,900 gp; Cost 21,100 gp + 1,584 XP.

silver sickles of soranth

The *silver sickles of Soranth* are the legendary weapons of a fallen hierophant of Mielikki.

Lore: Characters can gain the following pieces of information about the *silver sickles of Soranth* by making Knowledge (arcana) or Knowledge (history) checks.

DC 15: The legendary druid Soranth forged the twin silver scimitars known as the *silver sickles of Soranth*, which were wielded by six successive archdruids after his death.



Dragontooth
of Lareth.

DC 25: Over a century ago, a druid oracle prophesied that all of Aryvandaar would be encased in fiery ice should the twin crescents shed the blood of the seventh child of Soranth. It is unclear whether the prophecy refers to the *silver sickles* or, if it does, what it means, but no druid has dared wield them since.

DC 30: At present, the *silver sickles of Soranth* lie hidden within the hoard of Gildenfire the Druid Dragon for safekeeping.

Description: Each *silver sickle* is forged in the shape of a crescent moon. Four pictographs (one on each side of each blade) depict one of the elements killing a wolflike beast. One shows the canine drowning, one shows the canine burning, one shows the canine being crushed under a rock, and one shows the canine gasping for air. The handles are made of duskwood and wrapped in the blackened leather of a werewolf pelt.

Effect: The *silver sickles of Soranth* are both +1 *silvered lycanthrope bane sickles*. When employed together, they grant the wearer the Two-Weapon Fighting feat.

Moderate conjuration; CL 8th; Craft Magic Arms and Armor, *summon monster I*; Price 18,326 gp each (46,652 gp as a pair); Cost 23,652 gp + 1,840 XP. Weight 2 lb. each.

sword of dragonblood

These swords revel in the opportunity to slay dragons. The more dragons a *sword of dragonblood* slays, the more it aids its owner in killing wyrms in the future.

Lore: Characters can gain the following pieces of information about *swords of dragonblood* by making Knowledge (arcana) checks.

DC 20: The first *swords of dragonblood* date from the Year of the Crown (1351 DR). They were created to fight the green dragon Dretchroyaster (before he became a dracolich). The Merry Marauders nearly killed him in battle using these swords and their wizardry.

DC 25: The Merry Marauders slew a number of lesser dragons as practice for their fight with Dretchroyaster, which in turn strengthened the powers of the swords.

DC 30: Larkonlan, a wizard in the Cult of the Dragon's Sembia cell, created these swords in order to provide a weapon that might scare Dretchroyaster into questioning his own mortality. He hired the Merry Marauders, and their attack was a significant part of the reason the dragon agreed to become a dracolich.

Description: These swords appear to be made from fine steel forged in Sembia. They each bear a number of small tally marks at the bottom of the blade near the hilt.

Effect: The swords are typically +2 *dragon bane longswords* (though they can be other types of weapons). In addition to those enchantments, they have a special power in relation to dragons. When the wielder of a *sword of dragonblood* slays a dragon with the weapon for the first time, he or she gains a +1 bonus on any subsequent attack roll against a dragon once per day. For each additional dragon slain by the sword, this daily bonus increases by 1. The wielder can spend any or all of this bonus at any time during a day, using all of it on a single attack roll or splitting it up among two or more rolls. Only true dragons count for the purpose of gaining this bonus—not half-dragons, drakes, dragon turtles, or other draconic creatures.

The bonus resets at sunrise each day, if any points were spent during the preceding 24 hours. If the weapon changes hands, the new wielder gains no bonus until he or she kills a dragon with the sword. Should the sword ever be separated from its wielder for more than 24 hours, any bonus it has accrued is lost.

For example, Dreilin Thenzington, a member of the Merry Marauders, possesses a *sword of dragonblood*. He has previously slain six dragons with the blade. This means that on any given day, Dreilin has 6 points that he can add to one or more of his attack rolls against dragons. Should he slay more dragons in the future, his daily bonus will increase.

Activation: Nothing is required to activate the sword other than swinging it, but using the pool saved within requires a free action.

Moderate conjuration; CL 10th; Craft Magic Arms and Armor, *summon monster I*; Price 25,000 gp; Cost 12,500 gp + 1,000 XP; Weight 4 lb.

Armor and shield special abilities

Below are presented two new special abilities that can be applied to armor or shields. A suit of armor or a shield must have at least a +1 enhancement bonus in order to have a special ability.

Command: A suit of armor or a shield with this special ability bestows a dignified and commanding aura upon its owner. The wearer gains a +2 competence bonus on all Charisma-based checks. The wearer also gains a +2 competence bonus to his Leadership score. Friendly troops within 360 feet of the user become braver than normal (for example, more willing than normal to follow a leader into battle against dangerous foes). Since the effect arises in great part from the distinctiveness

of the armor, if the wearer hides or conceals himself in any way, the command effect does not function.

Strong enchantment; CL 15th; Craft Magic Arms and Armor, *mass charm monster*; Price +3 bonus.

Fearsome: This suit of armor or shield creates an aura of fear around the wearer (as the *fear* spell, CL 7th). This aura affects all opponents within 40 feet of the wearer. The armor or shield appears completely normal, except to those who fail their saves. Those afflicted see a creature from their worst nightmares in place of the wearer.

Moderate necromancy; CL 7th; Craft Magic Arms and Armor, *fear*; Price +2 bonus.

other magic items

This section provides additional magic rings, rods, and wondrous items associated with dragons in Faerûn.

Amber acorns of the moonwood circle

The *amber acorns of the Moonwood Circle* are the legacy of a now-vanished circle of druids once active in the woodlands west of Silverymoon.

Lore: Characters can gain the following pieces of information about the *amber acorns of the Moonwood Circle* by making Knowledge (arcana) or Knowledge (nature) checks.

DC 15: The Moonwood Circle was a circle of druids active in the Moonwood region with close ties to the city of Silverymoon. The sect disappeared in the Year of the Creeping Fang (1305 DR).

DC 20: Before their disappearance, members of the Moonwood Circle were known for the many magic items they had created and stashed in caches across the Silver Marches, of which the best known are their *amber acorns*.

DC 25: The Moonwood Circle vanished after months of fighting with the People of the Black Blood in a series of skirmishes known as the Beast Wars, which were notable for the large numbers of beasts summoned into the fray. Some believe the druids escaped to a floating forest on the Elemental Plane of Air through a unknown *portal* in the heart of the Moonwood.

Description: The *amber acorns* look like a necklace of four acorns strung on a cord of woven roots.

Effect: As with a *necklace of prayer beads*, once the wearer casts a divine spell, this item's true nature becomes apparent. Each acorn is actually made of amber and contains a small piece of elemental matter (air, earth, fire, or water) encased within. Each day, the wearer of a necklace can use *summon nature's ally VI* once for each kind of elemental, summoning a creature appropriate to that element. (Each acorn essentially has 1 charge per day.) This item takes up space on the body as a necklace or amulet.

Moderate conjuration; CL 11th; Craft Wondrous Item, *summon nature's ally VI*; Price 95,040 gp; Cost 47,520 gp + 3,802 XP.

crown of the death dragon

Priests of Tiamat that were also members of the Cult of the Dragon created these crowns. They grant the wearer a semblance of the power of a dracolich, at the expense of spellcasting ability.

Lore: Characters can gain the following pieces of information about *crowns of the death dragon* by making Knowledge (arcana) or Knowledge (religion) checks.

DC 20: The cultists that created these crowns were strong devotees of the prophecy of Maglas (or at least Sammaster's interpretation of it), which proclaimed that undead dragons would rule Faerûn.

DC 30: Some neutral scholars believe that the cultists had read about these crowns in a tome they found concerning ancient magic of the priests of Myrkul, even before Sammaster's Cult was formed. The Cult of the Dragon denies the existence of dracoliches prior to their experiments.

Description: When inactive, one of these crowns looks like the skull of a Large metallic dragon. When it is donned, the wearer appears to have the head of a skeletal dragon.

Activation: The wearer of a *crown of the death dragon* must spend 1 round exulting in the power and negative energy of the death dragon (an imagined paragon of dracoliches). At the end of this round, the wearer must proclaim, "By the prophecy of Maglas and the might of Sammaster, I command the power of the dragon of death."

Effect: Once per day, after embracing the power of the dragon of death, the wearer of a crown summons the might of the dracolich. For the following 13 rounds, he receives a +4 enhancement bonus to natural armor, a +4 deflection bonus to Armor Class, and 13 temporary hit points. He is treated as armed when making unarmed attacks, and his limbs deal damage as if they were short swords of an appropriate size. The wearer of a

dragonslair

A unique version of the *swords of dragonblood* was created by the Cult mage Larkonlan, as a phylactery for the dracolich Dretchroyaster. In addition to its normal properties, the sword has the *cyerbright*^{MFE} special ability and has numerous powers derived from its master. To confuse those who attempt to read the runes inscribed upon it, they magically rearrange themselves to read "dragon slayer." In addition, unbeknownst to the Cult, twelve previous archmages have handled the gem embedded in the sword, enchanting it so that they can teleport to its location no matter their location, or the location of the gem.

When Dretchroyaster's spirit is contained in the stone, it becomes an intelligent weapon with the following statistics.

Dragonslair: +2 *everbright sword of dragonblood*; AL:LE; Int 12, Wis 12, Cha 12; Speech (Common and Draconic only), telepathy, 120 ft. darkvision, blindsense, and hearing, read languages, *read magic*; Ego score 21.

Lesser Powers (CL 15th): *warp wood* (3/day), *entangle* (1/day), *plant growth* (1/day), *suggestion* (1/day, cast by the dracolich).

Major Powers (CL 15th): *water breathing* (at will), detect the location and distance of the nearest green dragon on the same plane (at will), grants wielder immunity to the effects of harmful gases.

Personality: The personality of the sword is identical to that of the dracolich.

crown can use his off hand to attack this way, but still incurs the standard two-weapon fighting penalties (*PH* 160).

The power of the death dragon prevents the wearer from casting spells with somatic, material, or focus (but not divine focus) components, but does not otherwise hinder actions or movement.

While under the effect of the crown, the wearer can, as a standard action, project a cone of *fear* (Will DC 20 partial) or make a melee touch attack to use *inflict critical wounds* (Will DC 20 half).

Strong necromancy; CL 13th; Craft Wondrous Item, *death dragon^{DM}*; Price 32,760 gp; Cost 16,380 gp + 1,310 XP; Weight 2 lb.

Crown of the North Wind

A *crown of the north wind* is the traditional headgear of a humanoid servitor of Bahamut. In the past year, individual dragonborn have begun to receive visions leading them to the lair of a chromatic dragon whose hoard contains one of these ancient relics.

Lore: Characters can gain the following pieces of information about *crowns of the north wind* by making Knowledge (arcana) or Knowledge (history) checks.

DC 15: Bahamut, the Lord of the North Wind, has traditionally rewarded his greatest dragonborn knights with such crowns, allowing them to lead small groups of adventurers into battle with the spawn of Tiamat.

DC 25: Unlike the Dragon Queen, Bahamut rewards metallic dragons for their discretion and mercy by giving them less destructive alternatives to their traditional energy breath weapons. A *crown of the north wind* grants the bearer similar alternatives.

DC 35: The elven Parwiccan Cycle speaks of dragonborn wearing such crowns during the Time of Dragons. It is apparently Bahamut's will that such crowns have begun reappearing in the Realms, although it is unclear whether they are new creations or truly ancient relics forged millennia ago.

Description: A *crown of the north wind* is an elegant platinum crown with five spires, each one shaped like a different metallic dragon (brass, copper, bronze, gold, and silver).

Effect: A *crown of the north wind* provides a +2 enhancement bonus to Charisma and radiates a continuous *cloak of bravery^{DM}* effect when worn. (The latter effect can be consciously dismissed or resumed as a standard action.)

If the crown-wearer has an energy breath weapon (acid, cold, fire, or lightning), the crown allows the wearer to substitute the secondary breath weapon of a metallic dragon, as follows:

Cone or Line of:	Becomes a Cone of:
Acid	Slow gas (as copper)
Cold	Paralyzing gas (as silver)
Fire	Sleep (as brass) or weakening gas (as gold)
Lightning	Repulsion gas (as bronze)



Crown of the North Wind

For effects that depend on the age category of the breather, use the wearer's age category (if he or she has one) or assume an age category of young, whichever is more favorable to the wearer. If a creature can choose among energy types for his breath weapon, then he can also choose among substitution effects.

Moderate enchantment and transmutation [good]; CL 8th; Craft Wondrous Item, *calm emotions*, *eagle's splendor*; Price 70,000 gp; Cost 35,000 gp + 2,800 XP.

Crowning of Tchazzar

The *crowning of Tchazzar* is the primary component of the royal regalia of Chessenta. It occupies space on the body as a headband, hat, helmet, or phylactery for a Large or smaller creatures. It occupies space on the body as a ring for a Huge or larger creature. Although only one of these items exists, it is theoretically possible to create other *crownings* that have a similar function.

Lore: Characters can gain the following pieces of information about the *crowning of Tchazzar* by making Knowledge (arcana) or Knowledge (history) checks.

DC 20: Worn by Tchazzar as a ring before his disappearance in the Year of the Dracorage (1018 DR), the *crowning of Tchazzar* was later adopted by the Sceptenar of Cimbar, nominal ruler of Chessenta.

DC 30: Tchazzar received the *crowning* in his youth from the Dragon Queen, in exchange for a pledge of service. The terms of this pact were invoked during the Time of Troubles, resulting in Tchazzar's death (albeit temporary).

Description: This simple mithral circlet is engraved with draconic characters that read: "Through worship ascended, by fire consumed, a god-king is reborn."

Effect: Once per day, upon command, the wearer of the *crowning* can summon 1d4+1 red abishai^{Mon}, as the spell *summon monster VIII*.

Strong conjuration; CL 15th; Craft Wondrous Item, *summon monster VIII*; Price 43,200 gp; Cost 21,600 gp + 1,728 XP.

Dragon Blight Bomb

When thrown, this bomb explodes into a magical cloud that inflicts grievous harm on dragons in its area.

Lore: Characters can gain the following pieces of information about *dragon blight bombs* by making Knowledge (arcana) checks.

DC 25: Vaasan mages created these bombs to combat the Witch King Zhengyi after learning that he had summoned evil dragons to do his bidding.

DC 30: The bombs do not distinguish between friend and foe, so it is unwise to employ one around dragon and dragonblood allies.

Description: *Dragon blight bombs* appear to be small, silvered glass globes, filled with a green liquid.

Activation: The user must throw the bomb so that it lands near a suitable target.

Effect: Wherever the bomb lands, it produces a *dragon blight* effect. (See the spell description on page 114.) The thrower must make a ranged touch attack against the target. If the attack misses, use the rules for splash weapons (*PH* 158). Dragons in the area take 10d6 points of damage and are stunned for 1d4 rounds. A successful DC 18 Fortitude save halves the damage and negates the stun effect. Dragonblood creatures take 5d8 points of damage and are stunned for 1d4 rounds unless they make a successful save.

Moderate evocation; CL 10th; Craft Wondrous Item, *dragon blight*; Price 2,050 gp; Cost 1,025 gp + 82 XP; Weight 1 lb.

Dragon Dowsing Rod

This kind of rod was created to help its wielder sense the directions of dragons. It pulls its wielder toward the nearest individual dragon or the nearest dragon of a particular kind.

Lore: Characters can gain the following pieces of information about *dragon dowsing rods* by making Knowledge (religion) checks.

DC 20: Shamanic giants who worshiped Memnor (the evil cloud giant deity of evil, cunning, and knowledge) developed the prototype for these rods. They used the rods to locate wyrmlike metallic dragons and slay, torture, or enslave them.

DC 30: The formula for the rods was stolen from the shamans of Memnor by a coalition of priests of Hiatea, Stroinmaus, and Iallanis (good deities of giants). They used it to counteract the activities of the shamans of Memnor by rescuing the dragons and turning them over to the protection of the Talons of Justice.

Description: When the command word is spoken, the rod unfolds to become a device similar to a weather vane, but about half the size.

Effect: In order to use the rod, the wielder must concentrate on an individual dragon or a kind of dragon (such as silver, brown, green, half-deep, or smoke drake) for 10 minutes. After this period, the vane will spin for 1 round, then point in the direction of the nearest dragon of that kind. If the wielder of the rod continues to hold the rod and travels in the direction indicated, he feels the rod pulling him toward the target. The closer the wielder gets to the target, the stronger the rod pulls.

Only a *mind blank* spell or the intervention of a deity can hide the location of a dragon from this rod. The rod can be used no more than three times per day and no more than once on a single dragon (or kind of dragon) per day.

Strong divination; CL 15th; Craft Rod, *discern location*; Price 50,000 gp; Cost 25,000 gp + 2,000 XP.

Dragon's Draught

This elixir comes in fifteen different varieties, correlating to the major dragon varieties in Faerûn.

Any dragon or dragonblood creature who drinks a potion gets one use of the given type of breath weapon. This breath weapon can be used on the drinker's next turn or at any time up to 1 hour after the drinking. If a second *dragon's draught* is consumed

before the first is used, the effect of the first is lost. Nondragons find the potion useless and horrible-tasting, but harmless.

Strong evocation; CL 12th; Craft Wondrous Item, spellcaster level 12th; Price as given below.

d%	Potion	Market Price
01–08	Black (80-foot line of acid, 12d4 damage, DC 23)	2,300 gp
09–16	Blue (100-foot line of lightning, 12d8 damage, DC 25)	4,500 gp
17–24	Green (50-foot cone of acid, 12d6 damage, DC 25)	3,500 gp
25–32	Red (50-foot cone of fire, 12d10 damage, DC 26)	5,500 gp
33–40	White (40-foot cone of cold, 6d6 damage, DC 23)	1,200 gp
41–44	Brown (100-foot line of acid, 12d6 damage, DC 25)	3,500 gp
45–52	Brass (80-foot line of fire, 6d6 damage, DC 23)	1,200 gp
53–60	Bronze (100-foot line of lightning, 12d6 damage, DC 25)	3,500 gp
61–68	Copper (80-foot line of acid, 12d4 damage, DC 24)	2,400 gp
69–76	Gold (50-foot cone of fire, 12d10 damage, DC 26)	5,600 gp
77–84	Silver (50-foot cone of cold, 12d8 damage, DC 26)	4,600 gp
85–88	Steel (80-foot line of acid, 6d6 damage, DC 22)	1,100 gp
89–92	Mercury (80-foot line of intense light, 6d8 damage, DC 23)	1,800 gp
93–96	Deep (40-foot cone of flesh-corrosive gas, 12d8 damage, DC 24)	4,200 gp
97–100	Song (40-foot cone of electrically charged gas, 12d6 damage, DC 23)	3,100 gp

Dragonskull Talisman

This metal amulet is shaped like a dragon's skull. If the wearer speaks the command word, she and up to two other creatures touching the talisman are protected by a *hide from undead* spell for the next 30 minutes. (The protection only lasts as long as the creatures are in contact with the amulet.) The Cult of the Dragon creates these amulets to allow nonspellcasting members to bypass minor undead guardians within their strongholds.

Faint abjuration; CL 3rd; Craft Wondrous Item, *hide from undead*; Price 4,000 gp; Weight 1 lb.

Dragonspectre Flute

The half-shadow dragon members of the Jaerred Chaulssin created these flutes to aid them in tapping into their inner reserves of shadow magic. The flutes allow them to summon forth the essence of their dragon ancestors in the form of a dragon-shaped shadow mass.

Lore: Characters can gain the following pieces of information about *dragonspectre flutes* by making Knowledge (arcana) checks.

DC 25: The Jaezred Chaulssin created these flutes to summon their inner dragon. Shadow creatures and casters who use the Shadow Weave can be found in possession of these instruments.

DC 30: Those who play the flute must use some of their own life force to channel its powers.

Description: This elegant yet simple flute is carved from a single piece of ebony wood.

Activation: The user must spend 1 full round playing the flute. At the end of that round, she must sacrifice 6 hit points. These hit points cannot be healed magically; only time will repair the damage to the wielder's spirit. The wielder can use the flute up to three times per day—though this can prove draining on her life force, since each time the instrument is used, there is a 5% chance that the hit point loss is permanent.

Effect: After the flute is played, it summons a *spectral dragon** (as the spell; see page 118). The player of the flute can concentrate on the dragon for up to 13 rounds. Only shadow creatures and Shadow Weave casters can use *dragonspectre flutes*.

Strong necromancy; CL 13th; Craft Wondrous Item, *spectral dragon**; Price 75,000 gp; Cost 37,500 gp + 3,000 XP; Weight 2 lb.

Idol of Apostasy

Idols of apostasy are tools used by evil priesthoods (especially the church of Tiamat) to shatter the faith and values of members of good churches. For good people, looking upon the seductive debauchery depicted in the idol jeopardizes all their beliefs.

Lore: Characters can gain the following pieces of information about *idols of apostasy* by making successful Knowledge (religion) checks.

DC 20: The Church of Tiamat was the first to create these idols. They use them to sabotage key members of other religions in their mission to subvert Faerûn's other faiths.

DC 30: Some books tell that an entire monastery of Tyr was turned to evil when it allowed the idol into its temple (as part of a plan to destroy it). The residents of the monastery did not know that priests of Tiamat arranged the events that led to the monastery's discovery of the idol.

Description: This object appears to be a dual-faced alabaster idol; approximately 2 feet in height. One side depicts a scene of a seductive succubus luring a paladin to commit lascivious acts. The other side portrays a scene of graphic and excessive violence committed by a kindly goodwife or mother. The acts personalize themselves to the individual, changing form to depict loved ones and respected figures.

Activation: Looking at an idol is the only thing required to activate it. Even if initially resisted, the idol continues to try to subvert the viewer's will.

Effect: The first time a character of good alignment views an idol, she must attempt a DC 19 Will save. If the save fails, the subject's normal moral inhibitions are suppressed and her conscience is silenced, such that the subject is suddenly willing

to commit acts she would normally never consider. (The viewer's alignment is instantly transformed to its polar opposite.) A paladin might murder innocents mercilessly; a priestess of love might slaughter a young couple at their wedding. The suppression of the subject's morals is permanent until broken by a *break enchantment* spell. It is entirely likely that a religious character will require atonement before she regains the favor of her deity—if forgiveness is even possible, depending on what acts were committed.

If a viewer of an idol succeeds on the save, she is protected from that idol's effect for 24 hours, but must attempt another save if she views the item again after that time has passed.

Moderate enchantment, CL 11th; Craft Wondrous Item, *remorseless charm^{CoR}*; Price 66,000 gp; Cost 33,000 gp + 2,640 XP; Weight 8 lbs.

Ring of Draconic Deception

This ring is a favored item by dragons that employ deception and trickery as their weapons of choice. It allows them to simulate the appearances and powers of other dragons.

Lore: Characters can gain the following pieces of information about *rings of draconic deception* by making Knowledge (arcana) checks.

DC 20: Claugiyliamatar, an ancient green dragon in the Kryptgarden Forest, created the prototype of this ring so that she could assume the forms of other dragons, for a variety of deceptive purposes.

DC 30: Claugiyliamatar used the ring to pose as a silver dragon and offer to aid the Brokengulf family in ridding their grazing lands of a rampaging green (who was actually Claugiyliamatar herself). In the form of the silver, she not only decimated the Brokengulf family, but also got a Waterdhavian strike force to slay a young male green dragon with designs on her territory.

Description: These slender silver rings are engraved with long draconic forms.

Activation: A *ring of draconic deception* has two distinct functions. Changing appearance to look like another dragon is a standard action for the ring wearer. Changing the energy type and shape of a breath weapon is part of the action used for the breath weapon.

Effect: At will, this ring allows its wearer to alter her appearance to look like a dragon of another kind. In addition, three times per day the ring allows its wearer to change the shape and energy type of her own breath weapon (though the damage and save DC remain the same). Thus, an adult red dragon whose breath weapon is normally a 14d10 cone of fire could use this ability to change her breath weapon to a 14d10 line of lightning. Only creatures of the dragon type can use this ring.

Moderate illusion and transmutation; CL 7th; Forge Ring, *disguise self, breath weapon substitution^{Dra}*, creator must have the Shape Breath^{Dra} feat; Price 64,200 gp; Cost 32,100 gp + 2,568 XP.

Ring of Dragons

These brass rings look like snakes or dragons biting their own tails. They are created by the Cult of the Dragon and are greatly prized by those in its higher organizational tiers. The Cult has made about seventy of these rings. The wearer can use the following abilities:

- Verbally (as with *tongues*) or telepathically (as with *Rary's telepathic bond*) communicate with any dragon within line of sight.
- Produce a *silent image* of a dragon once per day within 60 feet. The dragon resembles any dragon the wearer has personally seen. (This ability is typically used as a recognition symbol or a diversion.)
- Transmit a call to a named dracolich or evil dragon. The target knows the wearer's location and can home in on the call if he chooses to respond, although no compulsion to do so exists. The call remains active until the ring is removed, the wearer dismisses the call, or the wearer dies.

Strong divination, evocation, and illusion; CL 15th; Forge Ring, *detect thoughts*, *sending*, *silent image*, *tongues*; Price 25,000 gp.

Rods of the Dark Lady

Priests of Tiamat created these rods to help them combat the minions of Xymor. The rods grant their wielder abilities that offset the powers and advantages of good dragons.

Lore: Characters can gain the following pieces of information about *rods of the Dark Lady* by making Knowledge (arcana) or Knowledge (religion) checks.

DC 20: These rods were first created by Shudu-Ab, the former high priestess of the church of Tiamat in Unther. She created them to take away the advantages that good dragons had over the evil cultists.

DC 30: Shudu-Ab relished the idea of confounding the noble dragons by making their fights unfair. She knew that these rods were frustrating items to the dragons, and that even the threat of their presence in a battle tended to diminish the prowess of the metallic dragons.

Description: This rod is a thick baton of solid obsidian. It seems to absorb light around it, tracing lines of darkness in the air.

Effect: Twice per day, on command, the wielder of a *rod of the Dark Lady* can fire a *chromatic ray* (see page 113) at a good dragon. Once per day, the wielder can use a *shadow of the Dark Queen* effect (see page 118), to block and harm good dragons. In addition, the rod can be used as a divine focus, granting a +2 bonus to caster level when a wielder casts a spell that uses it as a component.

Moderate Divination; CL 9th; Craft Rod, *chromatic ray*, *shadow of the Dark Queen*; Price 55,000 gp; Cost 27,500 gp + 2,200 XP.

scalebane bottle

Scalebane bottles are extremely helpful tools when fighting dragons with high natural armor bonuses. When the bottle is opened, it sends forth a dull gray ray of magic, weakening the strength of a creature's scales. Although the bottles are effective against all creatures that have natural armor, they were designed to combat dragons.

Lore: Characters can gain the following pieces of information about *scalebane bottles* by making Knowledge (arcana) or Knowledge (history) checks.

DC 20: The War Wizards of Cormyr created the first *scalebane bottles*. They made the bottles to aid knights in their battles against the Purple Dragon.

DC 30: The use of the bottles met with some success when the knights tested them in fights against lesser dragons. When they ultimately fought the Purple Dragon, they were not prepared for its innate resistance to magic. It ignored the effect of the bottles and ate several of the knights.

Description: Each *scalebane bottle* is made from Cormyrean glass, wrapped in snakeskin, and capped with a small cork. An individual who holds one can feel faint vibrations within.

Activation: In order to remove the stopper from the bottle, its wielder must say the command word "Derynax." The wielder then points the bottle toward the target creature and removes its cork.

Effect: Once per day, the wielder can uncork the bottle and direct a ray of magic at a creature up to 60 feet away as a ranged touch attack. If the target is struck, it takes a -10 penalty to natural armor for 150 minutes. This penalty cannot reduce the creature's natural armor bonus below 0, nor does it have any effect on enhancement bonuses to natural armor (such as that granted by a *barkskin* spell). The target is not entitled to a saving throw, but the ray is subject to spell resistance; the wielder rolls 1d20+15 and must beat the creature's spell resistance.

Strong transmutation; CL 15th; Craft Wondrous Item, *scale weakening*^{Dr2}; Price 10,800 gp; Cost 5,400 gp + 432 XP; Weight 1 lb.

scepter of cimbar

The *scepter of Cimbar* is the traditional rod of office of the Sceptenar of Cimbar. Although only one of these items exists, it is theoretically possible to create other *scepters* that have a similar function.

Lore: Characters can gain the following pieces of information about the *scepter of Cimbar* by making Knowledge (arcana) or Knowledge (history) checks.

DC 20: The *scepter of Cimbar* has been wielded by the Sceptenar of Cimbar, nominal ruler of Chessenta, since Tchazzar's disappearance in the Year of the Dracorage (1018^{DR}).

DC 30: During his reign, the Father of Chessenta sought to distance himself from the mundane tasks of government that might undermine his claims to divinity. As such, he appointed a faceless, voiceless viceroy to deal with the daily tasks of government, an office (traditionally held by a powerful arcane spellcaster) that came to be known as the Sceptenar of Cimbar. The first

sceptenar crafted this rod of office according to Tchazzar's specifications.

Description: The *scepter of Cimbar* is a 2-foot-long silver rod inset with pieces of jet, which have been carved and positioned to resemble a stylized dragon rampant. The scepter's ball-shaped hilt has a hole through its center, so that the scepter can be hung on a sash cord around the waist.

Effect: The *scepter of Cimbar* changes the appearance of the bearer to that of a faceless, androgynous humanoid of average build and hue, as the spell *veil* spell. If the bearer can cast arcane spells, he can use *detect thoughts* at will. Furthermore, if the bearer can cast arcane spells, he can send a telepathic message to anyone whose surface thoughts he is reading (allowing two-way communication while still allowing the bearer to hide his identity).

Strong illusion; CL 11th; Craft Rod, *detect thoughts, veil*; Price 152,200 gp; Cost 76,125 gp + 6,090 XP.

stone of aerial alarm

Stones of aerial alarm are useful tools to warn towns (and individual homes and buildings) of the presence of draconic foes. Usually placed at intervals around the perimeter of a town, these stones give towns a short span of time to prepare for a dragon attack. Many towns have patrols circling the perimeter, watching out for alarms.

Lore: Characters can gain the following pieces of information about *stones of aerial alarm* by making Knowledge (arcana) checks.

DC 20: These stones are a recent invention, designed to protect against dragon flights during the Year of Rogue Dragons. It is rumored that they are being used in Hillsfar, Emmech, and Phlan.

DC 30: Sages suggest that Larendrammagar ("Nexus"), a great wyrm gold dragon, devised these as useful tools to help towns protect themselves from raging dragons.

Description: These objects appear to be stone cylinders painted with small pictures of the various dragons native to Faerûn.

Effect: The cylinders constantly project a cylindrical warning area 500 feet high, with a radius of 100 feet. When a dragon passes over or touches the cylinder, it projects a loud noise for 1 round. In addition, it flashes a cylindrical image of the kind of dragon detected for 3 rounds, visible up to a mile in all directions.

Moderate abjuration and illusion; CL 11th; Craft Wondrous Item, *aerial alarm*^{Hob}, *programmed image*; Price 15,000 gp; Cost 7,500 gp + 600 XP; Weight 2 lb.

Minor Artifacts

Described below are some of the dragon-related minor artifacts known to exist in Faerûn. Although some of them are one-of-a-kind objects, they do not qualify as major artifacts because of the strength of the powers embedded in them.

chassabra's pendant

On a mountaintop somewhere in the North, Tostyn Alaerthmaugh recovered *Chassabra's pendant* from the skeletal remains of its long-dead creator, after whom it was named.

Lore: Characters can gain the following pieces of information about *Chassabra's pendant* by making successful Knowledge (arcana) or Knowledge (history) checks.

DC 20: The sorceress Chassabra ruled over a small section of the Mlembryn Lands along the River Dessarin in the third century Dalereckoning.

DC 25: Known as the "Lady of Swirling Stones," Chassabra abandoned her tower and lands after transforming herself into a half-amethyst dragon.

DC 30: Chassabra traced her ancestry back to Felrivenser, a great amethyst wyrm known to the wizards of ancient Netheril as "Gembright." She is thought to have located Felrivenser's long-lost hoard and hidden it in an extradimensional space reachable by way of a *portal* keyed to her pendant.

Description: This piece of jewelry appears to be a delicate diamond-shaped piece of polished copper, engraved with a design of three closed, long-lashed human eyes set in a triangle (one eye below two side-by-side eyes), hung around a small-linked necklace chain. The spells laid on the pendant render it terrifically strong and nonmetallic (such that it is not affected by magnetism or spells that work on metal, and no longer conducts heat or electricity) and make it automatically alter to fit a wearer. It is as hard as adamantine (hardness 20, 5 hp).

Effect: When donned, *Chassabra's pendant* mentally communicates its powers to its wearer (it is a self-identifying item), who can activate them by silent force of will alone (a standard action that provokes attacks of opportunity). The exceptions to this are the three automatic, always-functioning powers of the *pendant*, which affect only the wearer: *see invisibility*, *feather fall*, and immunity to *magic missiles*.

The pendant has the following additional powers. Only one of these effects can be active at a time; activating a different one deactivates the one that had been in effect.

4/day—*faerie fire* (When the user activates this power, creatures and objects within a 5-foot radius centered on the user, but not the user himself, become outlined with *faerie fire*. The effect lasts 10 minutes; otherwise, the power works just like the *faerie fire* spell.)

3/day—*dimension door, disguise self*

1/day—*regenerate* (as the spell, except all missing tissue is regenerated in a single round whether or not the severed body parts are present and attached).

Strong abjuration, conjuration, divination, evocation, transmutation; CL 15th; Weight 1 lb.

diamond scepter of chomylla

The *diamond scepter of Chomylla* is one of at least three long-lost lore scepters of Uvarean. The *diamond scepter* was created by Chomylla centuries before the destruction of the Lorelands (as the elf realm of Uvarean in the west central forest was known) by a falling star. Chomylla was among the few survivors, thanks to her visit to the coronal. After the calamity, Chomylla gave the scepter to the coronal for safekeeping, so she could return home to see what could be salvaged. At this point, the scepter disappeared from record, having been lost or stolen. The scepter was not found until the Year of the Staff (1366 DR), when Dretchroyaster uncovered it in the Monarch's Fall Glade.

Lore: Characters can gain the following pieces of information about the *diamond scepter of Chomylla* by making successful Knowledge (arcana) or Knowledge (history) checks.

DC 20: These scepters were first created by the elves of the Uvarean as keys to access secret troves of knowledge.

DC 30: Chomylla, one of the last remaining elves of the Uvarean, created this scepter, but it was lost some time after the destruction of her realm.

Description: This 6-foot-long scepter is carved from a single enormous crystal, with a perfect transparent globe at its head.

Effect: The scepter acts as a +3/+3 *quarterstaff*. The wielder can also use the following effects.

At will—quickened *detect magic*

3/day—*identify*, *legend lore*, *tongues*

1/day—*maze*.

The primary function of the scepter is to unlock the secrets of the libraries of Uvarean, secret elf stores of knowledge in the Dalelands. When the wielder of the scepter is in the presence of an artifact or location associated with the Uvarean, he feels a faint tingling. By concentrating on a specific object or location and making a successful Knowledge check (of a DC appropriate to the magnitude of the knowledge), the wielder can learn basic information about that topic.

Strong conjuration, divination, and illusion; CL 15th.

helm of supreme wizardry

Helms of supreme wizardry are powerful Netherese artifacts capable of transforming a minor wizard into a mage of great power, albeit at considerable personal cost.

Lore: Characters can gain the following pieces of information about *helms of supreme wizardry* by making successful Knowledge (arcana) or Knowledge (history) checks.

DC 20: *Helms of supreme wizardry* date back to the Golden Age of Netheril. They allow the bearer to recapture the power of the great Netherese arcanists.

DC 25: *Helms of supreme wizardry* exact a terrible price from those who abuse their powers, leaving some who rely on them overmuch babbling fools incapable of preparing spells.

DC 35: *Helms of supreme wizardry* were the invention of the legendary Terraseer. He reportedly bequeathed such treasures to up-and-coming arcanists as a way to measure their wisdom and restraint. Curiously, most "successful" bearers of the helms have eventually vanished under mysterious circumstances, suggesting

that those who pass the Terraseer's "test" are later recruited for some special purpose.

Description: This ornate, fluted helm is made of steel plated with a silver alloy and alters to fit the head of any creature that dons it.

Effect: A *helm of supreme wizardry* allows any wearer already able to cast wizard spells to prepare and cast two additional spells of each level from 6th through 9th (8 spells per day total). These are treated as bonus spell slots (as if from a very high Intelligence) and therefore apply only to casters already capable of casting spells of those levels (though such a caster can still use the slots to prepare lower-level spells or spells altered by metamagic feats). Casting a spell from one of these bonus slots deals 1d6+1 points of damage to the wearer immediately upon the completion of the spell. If the helm is removed, any bonus spells prepared while it was worn are immediately lost.

The helm has several drawbacks. First, if all the extra spells gained while the helm is worn are not cast within 12 hours of their preparation, the wearer loses all prepared wizard spells at the end of that period (including the bonus spells from the helm and any other wizard spells the wearer had prepared normally). The spell slots for those lost spells are considered expended (the wearer must rest again to reuse the spell slots). Only the bonus spell slots used by the wearer need to be expended to prevent this from happening. For example, a 12th-level wizard wearing a *helm of supreme wizardry* has access only to spell slots of 6th level and lower. She can use only the two bonus 6th-level spell slots from the helm, and if she casts both of those within 12 hours of preparing them, then this drawback is not triggered. (In other words, she is not penalized for not being able to use the higher-level bonus spell slots granted by the helm.)

The second drawback is that if the helm is ever used (not merely worn, but actually used to prepare spells in its bonus slots) by the same wearer twice in a tenday, it deals 1 point of Intelligence drain to the wearer, and that attempt to use the extra slots fails.

The third drawback is that if the helm is ever used twice in a single 30-day period by the same wearer to prepare spells of the same school, the preparation succeeds, but the wearer immediately takes 1 point of Intelligence drain and permanently loses 1 hit point. Despite this great price, as long as it is worn, the helm allows the wearer to cast these bonus spells, even if the Intelligence loss means the wearer could not normally cast spells of that level anymore.

For example, if the wearer uses the helm to prepare *antimagic field* and *chain lightning*, then 28 days later uses the helm to prepare *greater dispel magic* (the same school as *antimagic field*), the wearer would incur those losses. If she persisted in her folly and used the helm to prepare *Bigby's forceful hand* (the same school as *chain lightning*) she would experience the losses again. If her Intelligence was originally 16, she would now be reduced to Intelligence 14, normally not a high enough score to cast *greater dispel magic* or *Bigby's forceful hand*. However, the power of the helm allows her to still cast those spells (but not any other spells of 5th or 6th level that were prepared normally).

Strong transmutation; CL 20th; Weight 3 lb.

Major Artifacts

Many of the one-of-a-kind items described in this section are presently ensnored in the hoard of a dragon—which is to say that they are well guarded. If any one of them happens to come into the possession of adventurers or their enemies, that event could have world-shaking consequences.

fanged shield of shyk korort

The *Fanged Shield of Shyk Korort* is a historical artifact of the Shoon Era with significant historical import as a tyrannical symbol of the Seven Burnings campaign and as a religious relic among gnolls in the Cult of Yeenoghu.

Lore: Characters can gain the following pieces of information about the *Fanged Shield of Shyk Korort* by making Knowledge (arcana) or Knowledge (history) checks.

DC 20: By seizing the hoard of Rhimnasarl during the Shining in the Year of the Plague Clouds (236 DR), Q ysar Shoon IV precipitated a period of intense research and magical experimentation among the court mages of the Shoon Imperial Court. Many artifacts and spells attributed to the Shoon Empire date back to this period, of which the *Fanged Shield of Shyk Korort*, fashioned in the Year of the War Wyvern (258 DR), is just one example.

DC 25: Korort adh Shoon, the original bearer of the *Fanged Shield*, was a mameluk (Calishite slave-king) of Tethen heritage who reached the rank of Shyk (major) in the Imperium's armies during the reign of Q ysara Shoon V. A strategic genius belatedly recognized as one of the foremost military minds of his day, Korort was instrumental in pushing the eastern borders of the Imperium as far as the Landrise. Only his status as a mameluk prevented Korort from achieving the rank of qayadin (general) before his death at the hands of a rakshasa assassin recruited by his jealous superiors.

DC 30: After Korort's death, the *Fanged Shield* was borne by a succession of qayadin as a ceremonial badge of office. It saw little use on the field of battle until the latter half of the Year of Silver Holly (437 DR). In response to a rebellion by numerous towns along the River Shaar and Lake Lhespen, Q ysar Amahl Shoon VII dispatched Qayadin Hakam yn Sarak el Sallah, his most merciless general, and seventeen troop ships to quell the uprising. During a campaign that later came to be called the Seven Burnings, Hakam wielded the *Fanged Shield* to great effect as his troops rampaged through Sheirtalar, Kormul, and five other towns. Shyk Korort's shield quickly became a hated symbol of the tyranny of the Shoon. Hakam remained in the Shaar as its nazir (prefect) until his ignoble death in the Year of Unleashed Fears (451 DR), when he was ripped limb from limb by a mob of widows.

The *Fanged Shield of Shyk Korort* vanished during the chaos that followed the collapse of imperial rule and did not resurface



Fanged Shield of Shyk Korort

until the Year of the Fanged Beast (640 DR). In his lengthy treatise entitled *Dogmen of the Shaar*, published in the Year of the Gruesome Grimoires (676 DR), Dhyntar of Kormul chronicles the rapid rise in influence of Yeenoghu's cult among the gnoll tribes of the grasslands that year and the resultant sharp increase in attacks against the towns of the Lake Lhespen region in the decades that followed. One passage in particular describes a spiked shield bearing a snarling visage, an unmistakable description of the *Fanged Shield of Shyk Korort*, employed by Ur-Darnok (the preeminent shaman of Yeenoghu's cult) and revered as a relic by the gnoll tribes of the area.

Later in his treatise, Dhyntar conjectures that the intertribal strife that erupted among the Shaaran gnoll tribes in the Year of the Shrouded Slayer (671 DR) was directly attributable to Ur-Darnok's death at the hands of a great wyrm blue dragon. Because dragons from lairs across Faerûn have always fed on the huge herds that roam the Shaar, Dhyntar was unable to even guess which wyrm had killed Ur-Darnok and seized the *Fanged Shield of Shyk Korort*. Although most sages since that time have assumed that the attack that shattered the power of the Shaaran gnoll tribes was pure happenstance, in truth Iryklathagra (the unidentified blue dragon) had deliberately tracked down this indirect legacy of Rhimnasarl's hoard and reclaimed it. The *Fanged Shield of Shyk Korort* has lain undisturbed in her hoard ever since, while tales of its powers have grown to mythic proportions among the gnoll tribes of the South, and its image has been adopted as a symbol of tyranny in Lapaliiya by the followers of Bane and the Baneson.

Description: The *Fanged Shield of Shyk Korort* is a light steel shield whose face is molded in the shape of a snarling, monstrous face. Ivory spikes, placed so as to resemble protruding fangs, jut forward from behind the lower lip. The bestial visage has been variously described as resembling that of a dragon, a gnoll, or a fiend from the Lower Planes, and faint traces remain of various pigments that have been used to reinforce such interpretations. Two adjustable leather straps are bolted to the reverse side of the shield, enabling the bearer to firmly affix the *Fanged Shield* to the forearm and wield it as both a defensive and offensive instrument.

Effect: The *Fanged Shield of Shyk Korort* is a +2 command* fearsome* light steel shield with +2 shield spikes.

Consequences: If the *Fanged Shield* is ever liberated from its resting place in Iryklathagra's hoard, this would be momentous news to the gnolls of the South, among which the *Fanged Shield of Shyk Korort* has achieved high-mythic status. As word of the shield's rediscovery spreads south and east, every gnoll tribe from Amn to the Shaar will begin raiding caravans passing through and settlements on the periphery of their territory. At least one survivor will be allowed to escape each such raid bearing a message, usually written in crude pictographs, demanding the return of the shield of Yeenoghu (the *Fanged Shield*).

in exchange for halting the raids. Tethyr will be particularly hard hit, for gnoll tribes are common in the Forest of Tethyr, the Forest of Mir, the Starspires, the Iltkazar range, and the ruins of Shoonach. Trade along the Golden Road will suffer as well, and eventually the unrest will spread south to the Shaar. Of course, simply giving the *Fanged Shield* to one tribe will not satisfy rival tribes, so this problem is unlikely to abate for months, if not years. Should a charismatic leader of the gnolls acquire the shield, they might marshal a horde of their kin of a size not seen in centuries.

The Knights of the Black Gauntlet, a religious order dedicated to the deity of tyranny, are a growing power along the northern and western shores of the Lake of Steam. Once word of the shield's rediscovery spreads to Mintar, the leaders of the order (who harbor aspirations of ruling the entire South) will see acquisition of the *Fanged Shield* as a critical component toward extending their influence into Lapaliiya. Aware that they are unlikely to acquire the twin-spiked buckler directly, the Knights will secretly spread word of the *Fanged Shield's* discovery and the tactics being used to bargain for it to gnoll tribes throughout the South. In addition to weakening neighboring realms, the Knights will then be positioned to seize the shield for themselves, regardless of which gnoll tribe first acquires it.

Overwhelming illusion; CL 20th.

Ghazir the Desert's Edge

Employed in the conquest of the Nelanther and the taming of the Cloud Peaks, *Ghazir the Desert's Edge* is a legendary weapon of the Shoon Imperium with a cursed reputation.

Lore: Characters can gain the following pieces of information about *Ghazir* by making Knowledge (arcana) or Knowledge (history) checks.

DC 15: In the Year of the Burnished Blade (276 DR), Qysar Shoon IV of the Shoon Imperium fashioned a uniquely powerful scimitar from the shifting sands of the Calim Desert, drawing on the trove of magical lore seized from the hoard of Rhimnasarl the Shining. Shoon IV was a necromancer, unskilled in swordplay, who crafted the weapon solely to prove it could be done. The blade (named *Ghazir*, or "war crescent" in Alzhedo) lay unused in the royal vaults for nearly a decade after it was forged.

DC 20: In the Year of Wasted Pride (285 DR), Qysara Shoon V formally bequeathed the scimitar to a senior ralbahr (admiral), Murabir of Memnon Faruk yn Aban el Khafar yi Memnon, as a symbol of office. Faruk had long championed the conquest and colonization of the Nelanther, as the genie-haunted isles west of Zazesspur were known, and the gift was seen as a symbol of the qysara's favor. The ensuing naval campaign was a great success; nearly a score of rogue djinn were slain, and the gale-force winds that had long prevented the safe passage of sailing ships along the Sword Coast abated. Despite the construction of the Sea Towers of Irphong and Nemessor, the subsequent colonization efforts foundered, due to the nobles' distaste for the constant cool winds (which many attributed to the angry spirits of the djinn) and other factors of living close to the stormy Trackless Sea. Faruk

was eventually cashiered in the Year of Sundered Sails (302 DR) by the qysara's successor, Shoon VI, and *Ghazir* was returned to the vaults beneath the Imperial Mount of Shoonach, where it languished for nearly three decades.

DC 30: The winter that stretched from the Year of Roused Giants (330 DR) to the Year of Cold Clashes (331 DR) was one of the coldest on record in the Shoon Imperium. The Calishar Emirates were blanketed in snow, and raiding giants emerged from the mountains to plunder isolated communities. After a large tribe of frost giants began harrying the outlying farms of Athkatla, Qysar Shoon VII dispatched a large company of soldiers to deal with the menace. *Ghazir* was loaned to the troops' colonel, Balak Muham yn Daud el Talhib, who used *Desert's Edge* to dispatch dozens of northern behemoths.

Although Muham was hailed as a hero upon his return to Shoonach, *Ghazir's* reputation was tarnished by the string of harsh winters that followed, coupled with reports that the frost giants' spirits continued to haunt the Cloud Peaks. Rumors suggested that the weapon was in some manner cursed, and that the souls of its victims remained tethered to this world where they continued to harass the living. It was deemed politically expedient by Shoon VII's viziers to return *Ghazir* to the royal vaults, where it lay untouched until the fall of the Imperium. In the Year of the Corrie Fist (450 DR), Iryklathagra seized *Ghazir* along with many other treasures as she plundered Shoonach, and *Desert's Edge* has lain untouched in her hoard ever since.

Description: *Ghazir* is a great scimitar nearly 5 feet in length from tip to pommel. The glassteel^{CoV} blade is fashioned from the crystalline sand left in the wake of Memnon's Crackle, a shifting region of intense heat in the Calim Desert. A curving line of fire endlessly dances within the heart of the blade. The scimitar's smoothly polished basket and hilt are carved from the talon of a long-dead blue wyrm and engraved with magic runes encircling the sigil of Shoon IV.

Effect: *Ghazir* is a +2 elemental bane flaming scimitar. The weapon also absorbs the first 10 points of fire damage per attack that the wearer would normally take (similar to the *resist energy* spell). Once per day, the bearer can use *air walk*.

Finally, one curious power of *Ghazir* creates lingering phantoms of every creature it fells. Such ghosts are tied only to the general geographic region in which they are slain and are left with only the power to manifest themselves in two different forms (though not both concurrently). The dead victims can manifest as either visual phantoms or as natural or elemental phenomena somehow linked to their mortal lives. Although this power is little understood, it seems to have created djinni ghosts capable of manifesting as winds throughout the Nelanther and frost giant phantoms capable of manifesting as regions of bitter cold and snow in the Cloud Peaks.

Consequences: *Ghazir* has a fell reputation, even today, although most folk who do not understand Alzhedo think it the



*Ghazir the
Desert's Edge*

name of an efreeti bound into to the form of a blade. Merchants regularly curse *Desert's Edge* when making a treacherous passage through the blizzard-prone Fang Pass or the fierce gales that buffet Asavir's Channel. Should *Ghazir* resurface in Amn or Tethyr after being removed from Iryklathagra's hoard, tales of vengeful frost giant ghosts and tormented undead genies will once again spread through the Nelanther and along the Sword Coast. Moreover, such rumors might be rooted in fact, for the coast of Amn and northern Tethyr will suffer increasingly fierce gales and harsh winters in the years following *Ghazir's* reappearance, as each additional phantom created by the blade incites all previous phantoms to employ their remaining magical powers to the greatest effect possible. Moreover, should *Desert's Edge* be used to slay other beings, tales might spread of their spirits plaguing the region as well.

The leaders of Amn and Tethyr will be forced by public opinion to seek custody of the scimitar, but the white wyrm who lairs atop Mount Speartop (Icehauptannarthanyx) will move quickly to claim *Ghazir* for his own hoard. He fears that the Cloud Peaks climate will grow noticeably warmer if the frost giant spirits are somehow laid to rest by destroying the scimitar. Having bargained unsuccessfully with Iryklathagra for centuries to acquire *Desert's Edge*, Icehauptannarthanyx will be quick to take advantage of the opportunity afforded by a band of adventurers who acquire the scimitar.

Overwhelming conjuration; CL 20th.

KAYAS THE KRAKENSCOURGE

Kayas the Krakenscourge is the traditional weapon of the Triton Protectorates of the Sea of Fallen Stars in their endless battle to contain the slumbering cephalopods of the Trench of Lopok.

Lore: Characters can gain the following pieces of information about *Kayas* by making Knowledge (arcana) or Knowledge (history) checks.

DC 20: For fourteen centuries, up until a century ago, *Kayas* was a traditional weapon of the Triton Protectorates, wielded by a succession of triton war leaders against the krakens that dwelt below. In the hands of the tritons, the *Krakenscourge* was used to slaughter more than a score of the great denizens of the deep, until few dared to emerge from the Trench of Lopok.

DC 25: The reign of Coronal Vaequius II of Aryselmalyr, which stretched from -819 DR to -777 DR, saw the persecution of wizards throughout the Sea of Fallen Stars, particularly the four Dukar^{COV} orders of Myth Nantar.

In -788 DR, Vaequius the Dark, as the paranoid sea elf ruler was known, initiated the Fifth Serôs War against the shalarin kingdom of Es'krin following the Second Shalarin Passing. This attack prompted other allied and neutral states of Serôs to ally against her, so in desperation, the coronal allied herself with a pair of kraken—Borapalys and Rylurkarth—from the Trench of Lopok. The war finally ended following the deaths of Vaequius II and her kraken allies, the result of heroic sacrifices by a small band of Dukars of the Jhimari Order, but not before the destruction

of Es'krin and the morkoth magocracy known as the Arcana of Humbar.

Borapalys's death was the work of Kayas, a triton Peacekeeper weaponer who is said to have slain the loathsome kraken by turning himself into a great blade and plunging himself into the monster's black heart. He is thought to have employed the hidden Fifth Step of the Weapon Path of the Karel (a long-abandoned, double-bladed dagger once used by tritons). It is from this tale that the first legends regarding the *Krakenscourge* arose, a weapon that is now named for its Dukar creator.

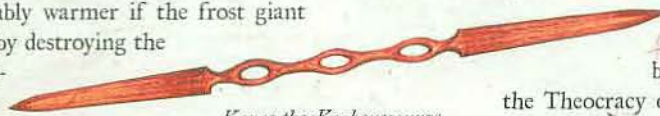
Following the end of the Fifth Serôs War, the *Krakenscourge* passed into the possession of the Orison dynasty of Aryselmalyr. However, it was not listed in the inventory of the royal vaults taken in the Year of Weary Kings (-412 DR), when the crown of Aryselmalyr passed to House Vesahlir of Naramyr. No record of *Kayas* exists until it resurfaced during the Seventh Serôs War in the hands of a storm giant adventurer named Lorthar of the Waves. Lorthar died in combat with a legion of elite morkoth warriors in the Year of the Valorous Kobold (-106 DR), during one of the last battles of the war. The *Krakenscourge* briefly fell into the hands of the Theocracy of the Deep Ones before it was reclaimed by the tritons, whose unexpected emergence from the deeper trenches of the sea ensured the morkoths' defeat.

DC 30: In the Year of the Shattered Wall (1271 DR), the Ahlors Protectorate was ravaged by an attack from an unexpected quarter. Iryklathagra, exploring a saline environment wholly unlike that in which she was born by means of an *iridescent ioun stone*, plundered the trade city of Otanyr. In addition to seizing a fortune in pearls, she made off with *Kayas* and the corpse of the weapon's last triton wielder in her claws. The *Krakenscourge* has since lain unused in her hoard.

Description: The *Krakenscourge* is a unique two-bladed sword, closely resembling a double-ended spear or harpoon, made of coral and bone. Just over 9 feet in length, *Kayas* consists of two long, thin sword blades, made of razor-sharp Jhimar coral (a red-hued variant of claw coral) on opposing ends of a central hilt. The blades and the hilt are smooth and seamless, clearly not carved or fitted from separate pieces. The 3-foot-long cylindrical hilt, fashioned of polished bone, is pierced by three smoothed oval-shaped holes, each the width of a triton's hand. Despite its size, the weapon is quite light, weighing less than 5 pounds, but it is as strong as adamantite and essentially unbreakable.

Effect: The *Krakenscourge* can be used as a +3/+3 two-bladed sword (by grasping the two outer holes in the hilt) or as a +5 longspear underwater (by grasping the central hole in the hilt). Any successful hit on a cephalopod (which includes krakens, octopi, and squids) deals an extra 2d6 points of damage, or twice that amount on a critical hit. The bearer can act continuously under the effects of a *freedom of movement* spell and a *darkvision* spell.

A lingering remnant of *Kayas's* sentience can sense the presence of kraken within 100 miles of its location and direct its bearer toward the nearest such denizen of the deep by causing its coral blades to glow with varying hues of reddish light. The blades



Kayas the Krakenscourge

Illustration by Anne Stokes

of the *Krakenscourse* also glow warmly in the presence of any Dukars, a reflective effect still extant today in living Dukars^{COV}. This last effect suggests that it might be possible for the wielder of the *Krakenscourse* to tap into *Kayas's* Dukar powers, but no means of doing so is currently known.

Consequences: The Triton Protectorates of Serôs never acknowledged the loss of *Kayas* to Iryklathagra, since possessing the *Krakenscourse* (or appearing to do so) has kept the krakens of the Trench of Lopok in check. Hence, if the weapon is removed from Iryklathagra's hoard, word of its reappearance will spread beneath the waves of the Sea of Fallen Stars, and a pillar of the tritons' arsenal will be revealed as a sham. The lopoks (as they are called in the tongue of the locathah) would immediately begin testing the defenses of the Protectorates in order to validate the truth of such tales, and once they have done so will revise their plots accordingly. Concurrently, both the tritons and the krakens will use any means to acquire *Kayas*, the former in the hope of restoring the shattered status quo and the latter in order to cement their more advantageous position.

In the northern Trackless Sea, Slarkethrel (Spawn of UMBERLEE and King of the Trackless Depths) will employ every resource of the secretive Kraken Society in order to seize *Kayas* for itself. Similarly, once the Cephalopolop (as the kraken who rules the kuo-toa city of Sloopdilmopolop deep beneath Firedrake Bay calls itself) learns of the weapon's discovery, it will dispatch kuo-toa rogues of the Severed Claw to steal the weapon. The kraken that lairs off the coast of Calimshan and the kraken lurking in the Nelanther (which now calls itself the Curse of Irphong) will respond similarly. Even Shond Tharovin, the infamous wizard trapped in gibbering moulder form who lairs amid the Singing Rocks, will attempt to capture *Kayas*, hoping to use the threat it embodies to manipulate the krakens of the surrounding seas.

Finally, the *Krakenscourse* represents a great opportunity for the Dukar Orders should it ever be returned to Myth Nantar. There is a small chance that *Kayas's* slumbering sentience could be contacted by Grand Savant Qos of the Fifth Order. Under such a scenario, it is possible that *Kayas* could be resurrected, or at least he could supply a great deal of long-lost information to those Dukars attempting to restore the Lost Order of Jhimar.

Moderate transmutation; CL 20th.

Kuraltaar the demonshield

Kuraltaar is one of thirteen *Demonshields* forged by Hilather (Halaster Blackcloak) during the Shoon Imperium.

Lore: Characters can gain the following pieces of information about *Kuraltaar the Demonshield* by making Knowledge (arcana) or Knowledge (history) checks.

DC 20: The thirteen *Demonshields* were commissioned during the Shoon Imperium as part of a project to find a way to more securely bind fiends to the will of their summoners and thus employ them as agents of the Shoon Imperium. Of the thirteen

shields, twelve were lost and one was confined to the royal vaults of the Shoon until it was claimed by Iryklathagra.

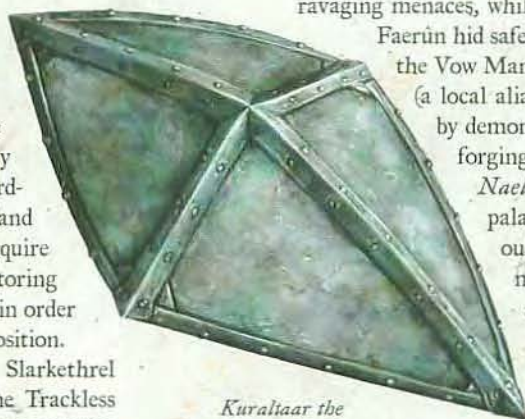
DC 30: During the Age of Shoon, many small realms, known collectively as the Calishar Emirates, rose and fell along the southern Sword Coast north of the Marching Mountains. The rulers of these realms governed their subjects largely as they pleased, as long as those subjects obeyed the dictates of the qysar, paid their taxes in full, and supplied levies of troops to the imperial armies as needed. The excesses of the petty nobles of this era were legion and included widespread trafficking with fiends. Such summoned "pets" often broke their bonds of servitude and became ravaging menaces, while those responsible for their presence in Faerûn hid safely behind their villa walls. In the Year of the Vow Manifest (+4 DR), the followers of Anachtyr (a local alias of Tyr) responded to the threat posed by demons rampaging through the countryside by forging three *Demonbane* shields—*Kimeltaar*, *Naelotaar*, and *Dizeltaar*—to be wielded by paladin champions. In contrast, the ponderous imperial bureaucracy did not react for more than eight decades and then only in a token fashion.

Although most records from the reign of Qysar Shoon III were destroyed during the Shoonach Conflagration, it appears that an errant Raurinese wizard named Hilather was hired to

develop a more secure means of binding fiends to the will of their summoners (and thus as agents of the Shoon Imperium). In the Year of the Addled Arcanist (128 DR), Hilather established himself in an abandoned tower in the remote emirate of Torsil, which lay along the Sword Coast north of the northwestern foothills of the Cloud Peaks and south of Candlekeep, near the site of present-day Beregost. In the catacombs beneath his newly appropriated tower, the Raurinese wizard either located or created a planar breach between the Material Plane and the Abyss. Drawing on the large body of genie lore that had been developed by Calishite sorcerers over the centuries and the process for creating a *mirror of life trapping*, he devised a process whereby he could summon all manner of nether beings and permanently bind them into physical objects.

After four years of experimentation, Hilather emerged from seclusion in the Year of Thirteen Prides Lost (132 DR) with thirteen *Demonshields* in hand, which he presented to the Imperial Court. Although the newly installed Qysar Amahl Shoon IV was reportedly pleased with the Raurinese wizard's work, the process by which Hilather created the *Demonshields* was never reproduced, for reasons that remain obscure. Hilather apparently vanished later that same day with a mysterious payment in hand, and the only chronicle of his work, supposedly recorded in a nondescript libram entitled *Hilather's Workbook*, seems to have been lost shortly thereafter. (Unbeknownst to all, this long-lost tome lies within the library of King Haedrak III of Tethyr, hidden inside the covers of an unrelated and useless tome that has been gathering dust for centuries.)

Twelve of the thirteen *Demonshields* were quickly dispensed to various high-ranking mameluks (Calishite slave-kings), and



Kuraltaar the Demonshield

sporadic accounts of their use appear in various historical records up until the first century of the Seventh Age of Calimshan. The thirteenth shield, known as *Kuraltaar*, lay untouched in the imperial vaults, presumably reserved as an example of Hilather's artistry for the court mages of the Shoon to study at their leisure. After languishing in the royal vaults for over two centuries, unused and almost forgotten, *Kuraltaar* was finally retrieved in the Year of Emerald Eyes (371 DR) and given to Iryklathagra by Qysara Shaani. Ensnared ever since in the hoard of the great wyrm blue dragon, the thirteenth *Demonshield* is undoubtedly unique in that it has existed for over twelve centuries while having never been employed in combat.

Despite *Kuraltaar*'s quiet history, two events of historical import—both of which involve the destruction of a school of wizardry—weigh deeply on its future fate. In the Year of Crimson Magics (1026 DR), the mage Ulcaster, a conjurer of note, established a school of conjuration on the ruins of Hilather's tower that attracted would-be mages from up and down the Sword Coast. For eight decades, Ulcaster and his senior apprentices secretly attempted to replicate Hilather's earlier work on the site. Just as they were on the brink of success, the school was destroyed in the Year of the Solemn Halving (1106 DR) in a spell-battle with Calishite mages who feared the school's growing power. Ulcaster vanished during the fray, and his fate remains unknown. Today, some whisper that the wizards of Calimshan jealously guard the secret of binding genies and other beings of power into physical objects, and that they will visit the fate of the Ulcasterian school on any who presume to unlock their secrets.

The other event that colors Hilather's legacy is the destruction of the School of Wonder, in the Year of the Leaping Frog (1266 DR). It is commonly known that the School of Wonder was destroyed by tanar'ri and power-mad students, an event that precipitated the Amnian populace's existing distrust of wizards. Only a few sages are aware that the seeds of the school's downfall were sown when four of the long-forgotten *Demonshields* were recovered from an ancient barrow in the Fields of the Dead and brought back to the School of Wonder for study. Somehow the fiends bound within the shields were released, and they in turn summoned in a legion of their fellows after recruiting several student wizards with whispered promises of power. The resulting carnage was barely contained, and after the fiends were finally

dispatched, the School of Wonder lay in ruins, with all its masters dead and only a few students still alive.

Description: *Kuraltaar* (and the other *Demonshields*) are all constructed in the form of diamond shields, a form of armor unique to the Shoon era (see sidebar). *Kuraltaar* is forged from a rare alloy of arjale and tantulhor, two lightweight ores from the fiery plane of Phlegethos (fourth of the Nine Hells), mixed with silver. The resultant alloy is almost impervious to attack, yet retains a small amount of malleability. Aside from a bright, untarnished silvery hue flecked with an unusual green design, *Kuraltaar* is otherwise unadorned.

Effect: *Kuraltaar* is a +1 diamond shield with hardness 12 and 30 hit points. Like all *Demonshields*, *Kuraltaar* reflects the nature and defensive powers of the fiend imprisoned within—in this case, a glabrezu named Kural'Risyk. The glabrezu's damage reduction (10/good), immunities (electricity and poison), resistances (acid 10, cold 10, and fire 10), and spell resistance (21) all apply to the bearer of the shield. Whenever any of the shield's protective powers come into play, aside from the Armor Class bonus, the bearer's form is momentarily cloaked in the image of Kural'Risyk (who was a powerfully muscled glabrezu). It is not possible to contact Kural'Risyk while he remains within the *Demonshield*. However, as the wizards of the School of Wonder learned (to their horror), it is possible to destroy a *Demonshield* and thereby release the fiend imprisoned within.

Consequences: To conjurers trained in the tradition of the Ulcasterian school, the recovery of a *Demonshield* holds the promise of finally unlocking the secrets of *Hilather's Workbook*. Despite its relative obscurity, if the shield is taken from Iryklathagra's hoard and word of its recovery spreads, conjurers from across Faerûn will try to acquire it. Thalantyr of Beregost, a conjurer of great repute and perhaps the greatest living scholar of Ulcaster's work, will seek to acquire the *Demonshield* as the cornerstone on which to refound the Ulcasterian school. Rivals of Thalantyr will seek *Kuraltaar* for their own ends, and Calishite mages who guard their secrets jealously will not tolerate study of Hilather's legacy. Whoever holds *Kuraltaar* will be the target of numerous attacks from summoned servants, including aerial servants, fiends, and elemental-kin, and the devastation wrought by those who escape their bindings is apt to be immense.

One of the few students to escape the destruction of the School of Wonder abandoned the study of the Art to become a spy and a thief. After joining the Shadow Thieves, Rhinnom Dannihr rose rapidly through the ranks of the guild until he became Grandmaster in the Year of Shadows (1358 DR) and Iltarch (fourth-ranking member) of the Council of Six (the rulers of Amn) in the Year of the Helm (1362 DR). Having seen the devastation unleashed by the *Demonshields* on the School of Wonder and well aware of the distrust of wizards that still persists among the Amnian populace, Rhinnom is prepared to use that suspicion as a weapon, or preferably as an instrument of blackmail, against the Cowled Wizards of Amn. If Rhinnom can acquire the *Demonshield*, he can threaten every Cowled Wizard cell with the possibility that he will unveil *Kuraltaar* in its city. Since such an action would precipitate a major wizard war and a huge pogrom against practitioners of the Art by the Amnian

diamond shield

Similar in function to a Kara-Turan kote or a vambrace, a diamond shield consists of four isosceles triangular metal sheets shaped into the form of a diamond, then bent along both axes and riveted together along the seams with 2-inch-wide strips of metal. A diamond shield protects the off-hand forearm and upper arm, bending sharply at the elbow. When fighting defensively, the wielder of a diamond shield can make melee attacks at a -2 penalty with the off-hand weapon, not the normal -4 penalty. A diamond shield is otherwise equivalent to a buckler except as noted below.

Cost 20 gp; Weight 6 lb.

citizenry, Amn's secret society of sorcerers would most likely acquiesce to the dictates of the Grandmaster.

Strong conjuration [chaos, evil]; CL 20th.

monocle of bagthalos

The *monocle of Bagthalos* is a religious relic sacred to Helm, Deity of Guardians. It occupies space on the body as a pair of eye lenses or goggles, worn on or over the eyes.

Lore: Characters can gain the following pieces of information about the *monocle of Bagthalos* by making Knowledge (arcana) or Knowledge (religion) checks.

DC 20: This unusual item was created in Zazesspur over two centuries ago by Bagthalos Deszhummer, who was then the Archpriest of Helm. His temple was plagued by many thefts, which he suspected were the work of the Skeletal Finger thieves guild. To counter them, Bagthalos set to work creating a detection aid for the temple guards.

DC 25: The Guardian God disapproved of any attempt to substitute magical aid for vigilance, and warned Bagthalos of the price such vain research would demand—the life of a being dedicated to the worship of Helm. Helm never expressly forbade Bagthalos from continuing his research, he only set the cost of such an effort. Bagthalos became obsessed with completing his creation, which eventually cost him his own life, fulfilling Helm's price. Some say Helm mercifully fulfilled his faithful priest's desire; others tell how Bagthalos's spirit passed into the monocle, the final key to its making.

DC 30: After Bagthalos's death, members of the Skeletal Finger struck again, and one of the treasures they carried off was the *monocle of Bagthalos*. For a brief span of years, the monocle circulated in the whisper markets of Athkatla (in Amn) and Ithmong (now Darromar, in Tethyr), but no buyer was willing to pay the high price demanded for a little-known relic of no repute. A decade later, the Skeletal Finger was destroyed by the venerable blue dragon Iryklathagra "Sharpfangs." The dragon slaughtered the thieves in their mountain stronghold (hidden somewhere in the peaks of the Small Teeth) and took up residence there. The *Monocle* still lies somewhere in the stronghold.

Description: This circular, clear crystal lens has an adamantine frame studded with six small loops on the outer rim. Colorful ribbons run through these loops to hold the *monocle* securely over the eyes, such that even mighty blows will not set it free.

Effect: The *monocle* grants the wearer *true seeing* and *analyze dweomer* (at will). It renders him immune to gaze attacks and pattern spells and effects. Thrice per day, the *monocle* can cast *searing light* upon command. The spirit of Bagthalos clings to the *monocle*, infecting it with guilt. Anyone wearing the *monocle* must make a Will save (DC 19) upon donning the monocle and every hour worn thereafter. Failure means the wearer is afflicted with a *geas/quest* to rectify a past failure (as chosen by the DM).

Overwhelming divination [lawful, good]; CL 20th.

staff of shoon

The *Staff of Shoon* was the staff of the legendary Qysar Shoon VII, a corrupt and evil qysar of the Shoon Imperium, who

still survives today as a lich, after escaping from the *Tome of the Unicorn*. The *Staff* is considered anathema to followers of Lurue, Mielikki, Silvaunus, and the Seldarine, all of whom seek its destruction.

Lore: Characters can gain the following pieces of information about the *Staff of Shoon* by making successful Knowledge (arcana) or Knowledge (history) checks.

DC 20: In the Year of the Mourning Horns (355 DR) Necroqysar Shoon VII slaughtered the unicorn herds of Shilmista and the elves who tended them in order to construct the infamous *Tome of the Unicorn*. As a side project, he collected their carcasses within his sanctum (deep within the Imperial Mount of Shoon-ach) and used them to construct lesser artifacts such as the *Staff of Shoon*.

DC 30: In the Year of Battle Talons (358 DR), Shoon VII lost the staff to Iryklathagra. For the remaining years of his reign, Shoon sought the *Staff* less for its power than for the restoration of his pride, but it is believed to still lie within the dragon's hoard.

Description: This slim, 8-foot-long quarterstaff seems to be carved from knobby white birch, though closer inspection will immediately reveal that it is constructed of something closer to ivory—actually a fused cluster of twelve unicorn's horns. The widest part of the *Staff* is made up of five horns (at the top), tapering down to two clusters of three horns (all points down), and the narrow end of the *Staff* is a lone horn, arranged point-up.

In the past, Shoon VII disguised the *Staff's* true construction with an illusion that made the weapon appear as a slim crystal staff topped by a sapphire, which is the appearance most commonly recorded in historical tracts. During the nine centuries it has rested in the lair of Sharpfangs, the illusion has worn off, and the staff now appears as it really is.

Effect: The *staff of Shoon* acts as a +2 $\frac{1}{2}$ *spellblade*^{PG} [*magic missile*] *quarterstaff*. It renders the bearer immune to poison, sleep, charms, hold spells, and spells and spell-like abilities with the death descriptor. Upon command, the *Staff* can produce a *heal*, *teleport without error*, or *horn swarm* effect. This last effect is equivalent to a *blade barrier* spell but manifests as a swarm of flying unicorn horns (known as alicorns).

All water touched by the bearer of the *Staff* is immediately fouled and turned to poison, forcing living bearers to consume ale, milk, or wine. Any use of the *horn swarm* effect forces the bearer to make a successful DC 19 Will save or be *geased* to take the staff to the headwaters of the Unicorn Run, where the power of Lurue can redeem it.

Consequences: Shoon VII, in his current guise as Zallanora Argentresses of Amn's Cowled Wizards, seeks to restore his power, and he wishes to reclaim all that was once his, including the *Staff of Shoon*. He bides his time in facing Iryklathagra, carefully plotting his revenge (since he does not wish to repeat his near-defeat in their last encounter, more than nine centuries past). If the *Staff of Shoon* were to surface, it would force the fallen necroqysar to investigate the dragon's fate and perhaps accelerate his quest to restore the Shoon Imperium.

Overwhelming necromancy [evil]; CL 20th.

NEW DRAGONS

T

his chapter describes three new kinds of dragons. While metallic dragons such as the mercury and the steel make up the good (or at least non-evil) branch of dragonkind, they can be every bit as aggressive as their evil cousins when threatened or challenged. They also tend to be covetous and proud. Mist dragons, by contrast, are solitary neutral-aligned creatures that generally do not seek out combat or companionship.

The dragons here are presented in the format used in the *Monster Manual*. For further details on dragon combat and abilities not detailed here, see *MM* 68–70.

Mercury Dragon

Dragon (Fire)

Environment: Temperate mountains

Organization: Wyrmling, very young, young, juvenile: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Ratings: Wyrmling 3; very young 4; young 5; juvenile 6; young adult 8; adult 10; mature adult 12; old 15; very old 17; ancient 18; wyrm 19; great wyrm 21

Treasure: Triple standard

Alignment: Always chaotic good

Advancement: Wyrmling 4–5 HD; very young 7–8 HD; young 10–11 HD; juvenile 13–14 HD; young adult 16–17 HD; adult 19–20 HD; mature adult 22–23 HD;

old 25–26 HD; very old 28–29 HD; ancient 31–32 HD; wyrm 34–35 HD; great wyrm 37+ HD

Level Adjustment: Wyrmling +2; very young +3; young +3; juvenile +4; others —

A dragon stretches before you, long and slim, with a narrow body and a whiplike tail. Its sleek head has a long, pointed snout, with short horns curving forward from behind the lower jaw and larger horns curving backward from behind the upper jaw and eyes. Its mirrorlike wings reflect brightly. Wafting all around the creature is a crisp scent, like a spring morning.

"There's always been dragons, and there's always going to be dragons, that's what I think. You want to know any more, why don't you ask the darned dragons?"

—excerpted from an inebriated tirade
by Corkitron Allinamuck

(member of Halflings Inc., of no fixed address)

Mercury dragons are creatures of impulse, given to whimsy and rapid changes of direction, both mental and physical. They delight in being unpredictable and rarely even finish a thought before moving on to the next thing that comes to mind.

At birth, a mercury dragon's scales are dull silver in hue. As the dragon gets older, the scales become brighter and brighter until they reach a brilliant mirror finish. Quick and agile flyers, mercury dragons have smooth, flat, barely discernible scales that seem to flow together as one. The dragon's eyes start out a deep blue or violet with a dark pupil and a pale yellow-white iris. As the dragon grows older, its pupils become paler and brighter, until the eyes resemble silver orbs.

Mercury dragons prefer to lair in warm, volcanic regions, making their lairs in lava tubes and other narrow, winding tunnels or high caves that face east to catch the morning sun. They love clear air and bright sunlight and dwell near snowfields, glaciers, mountain lakes, and sun-dappled alpine meadows that sparkle with light on clear days.

Mercury dragons eat anything, but they prefer to feed on metal ores. Although they have no venomous attacks, the flesh of mercury dragons is highly poisonous (treat as an ingested form of insanity mist).

combat

Mercury dragons are as unpredictable when it comes to combat as they are in any other situation. They would usually rather flee than fight, using their spell-like abilities to delay their foes while making good their escape. If their opponents pursue, mercury dragons prefer to use their superior maneuverability and speed to outmaneuver their foes, launching a series of hit-and-run attacks from the direction of the sun.

Breath Weapon (Su): A mercury dragon's breath weapon is a line of intense light that burns whatever it touches, dealing fire damage.

Alternate Form (Su): As a standard action three times per day, an adult or older mercury dragon can assume any animal or humanoid form of Medium size or smaller. This ability functions as a *polymorph* spell cast on itself at its caster level, except that the dragon does not regain hit points for changing form and can only assume the form of an animal or humanoid. The dragon can remain in its animal or humanoid form until it chooses to assume a new one or return to its natural form.

Protected Sight (Ex): A mercury dragon is immune to any effect that would blind or dazzle it. It also gains a +3 racial bonus on saving throws against any light or pattern effect.

Spell-Like Abilities: At will—*color spray* (very young or older), *hypnotic pattern* (young or older); 3/day—*mirror image* (juvenile or older); 2/day—*telekinesis* (old or older); 1/day—*project image* (ancient or older), *prismatic spray* (great wyrm).

Skills: Balance, Escape Artist, Jump, and Tumble are considered class skills for mercury dragons.

Spells: Same as true dragon spellcasting (as detailed on page 69 of the *Monster Manual*), except that mercury dragons can also cast cleric spells and those from the Luck or Sun domains as arcane spells.

Illustration by Gonzalo Flores



Mercury dragon

in faerûn

Mercury dragons are most common in the mountain ranges along the southern shores of the Inner Sea, from the Giant's Run Mountains of eastern Amn to the Smoking Mountains of Unther.

Favored haunts include the Arnrock in the Lake of Steam, Mount Ugruth (near Hlondeth), and the Smoking Mountains, but few maintain a single lair for any length of time.

An example male young adult mercury dragon, Tostyn Alaerthmaugh, is detailed starting on page 40.

v.3.5 dragon updates

The statistics given here are for v.3.5 conversions of dragons originally printed in *Monsters of Faerûn*.

Dragon, Brown: Dragon (earth); DR young adult 5/magic; mature adult 10/magic; very old 15/magic; wyrmling 20/magic; LA wyrmling +2, very young +3, young +4, juvenile +5. Refer to the *Monster Manual* entry on true dragons for introductory material; increase Challenge Rating by 1 at each age category.

Skills: Climb, Hide, and Survival are considered class skills for brown dragons. These are in addition to the skills noted in the *Monster Manual* as class skills for all dragons.

Dragon, Deep: Dragon (earth); DR young adult 5/magic; mature adult 10/magic; very old 15/magic; wyrmling 20/magic; LA wyrmling +4, very young +4, young +5. Refer to the *Monster*

Manual entry on true dragons for introductory material; increase Challenge Rating by 1 at each age category.

Skills: Hide, Move Silently, and Swim are considered class skills for deep dragons. These are in addition to the skills noted in the *Monster Manual* as class skills for all dragons.

Dragon, Song: Dragon (air); DR young adult 5/magic; mature adult 10/magic; very old 15/magic; wyrmling 20/magic; LA wyrmling +5, very young +5, young +5, juvenile +6. Refer to the *Monster Manual* entry on true dragons for introductory material; increase Challenge Rating at each age category by 1. See the *Monster Manual* glossary for the alternate form ability.

Skills: Bluff, Disguise, and Perform are considered class skills for song dragons. These are in addition to the skills noted in the *Monster Manual* as class skills for all dragons.

MERCURY DRAGONS BY AGE

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Atk/ Grapple Attack		Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	T	3d12+3 (22)	11	14	13	10	11	10	+3/+5	+5	+4	+5	+3	1d8 (12)	—
Very young	S	6d12+6 (45)	13	14	13	10	11	10	+6/+3	+8	+6	+7	+5	2d8 (14)	—
Young	M	9d12+18 (76)	15	14	15	12	13	12	+9/+11	+11	+8	+8	+7	3d8 (16)	—
Juvenile	M	12d12+24 (102)	17	16	15	12	13	12	+12/+15	+15	+10	+11	+9	4d8 (18)	—
Young adult	M	15d12+45 (142)	19	16	17	14	15	14	+15/+23	+18	+12	+12	+11	5d8 (20)	19
Adult	L	18d12+72 (189)	23	16	19	14	15	14	+18/+28	+23	+15	+14	+13	6d8 (23)	21
Mature adult	L	21d12+105 (241)	27	18	21	16	17	16	+21/+37	+27	+17	+16	+15	7d8 (25)	23
Old	L	24d12+120 (276)	29	18	21	16	17	16	+24/+41	+31	+19	+18	+17	8d8 (27)	25
Very old	H	27d12+162 (337)	31	18	23	18	19	18	+27/+45	+35	+21	+19	+19	9d8 (29)	27
Ancient	H	30d12+180 (375)	33	18	23	18	19	18	+30/+49	+39	+23	+21	+21	10d8 (31)	29
Wyrm	G	33d12+231 (445)	35	18	25	20	21	20	+33/+57	+41	+25	+22	+23	11d8 (33)	31
Great wyrm	G	36d12+288 (522)	37	18	27	20	21	20	+36/+61	+45	+28	+24	+25	12d8 (36)	33

MERCURY DRAGON ABILITIES BY AGE

Age	Speed	Initiative	AC	Special Abilities	CL	SR
Wyrmling	60 ft., fly 200 ft. (perfect)	+2	16, (+2 size, +2 natural, +2 Dex), touch 12, flat-footed 14	Immunity to fire, vulnerability to cold, protected sight	—	—
Very young	60 ft., fly 200 ft. (perfect)	+2	18 (+1 size, +5 natural, +2 Dex), touch 11, flat-footed 16	Color spray	—	—
Young	60 ft., fly 250 ft. (good)	+2	20 (+8 natural, +2 Dex), touch 10, flat-footed 18	Hypnotic pattern	1st	—
Juvenile	60 ft., fly 250 ft. (good)	+3	24 (+11 natural, +3 Dex), touch 10, flat-footed 21	Mirror image	3rd	—
Young adult	60 ft., fly 250 ft. (good)	+3	26 (-1 size, +14 natural, +3 Dex), touch 9, flat-footed 23	DR 5/magic	5th	18
Adult	60 ft., fly 250 ft. (good)	+3	29 (-1 size, +17 natural, +3 Dex), touch 9, flat-footed 26	Alternate form	7th	20
Mature adult	60 ft., fly 250 ft. (good)	+4	32 (-2 size, +20 natural, +4 Dex), touch 8, flat-footed 28	DR 10/magic	9th	22
Old	60 ft., fly 250 ft. (good)	+4	35 (-2 size, +23 natural, +4 Dex), touch 8, flat-footed 31	Telekinesis	11th	24
Very old	60 ft., fly 250 ft. (good)	+4	38 (-2 size, +26 natural, +4 Dex), touch 8, flat-footed 34	DR 15/magic	13th	25
Ancient	60 ft., fly 300 ft. (average)	+4	41 (-2 size, +29 natural, +4 Dex), touch 8, flat-footed 37	Project image	15th	27
Wyrm	60 ft., fly 300 ft. (average)	+4	42 (-4 size, +32 natural, +4 Dex), touch 6, flat-footed 38	DR 20/magic	17th	28
Great wyrm	60 ft., fly 300 ft. (average)	+4	45 (-4 size, +35 natural, +4 Dex), touch 6, flat-footed 41	Prismatic spray	19th	30

steel dragon

Dragon (Air)

Environment: Temperate plains

Organization: Wyrmling, very young, young: solitary (with humanoid companions) or clutch (2-5); juvenile, young adult, adult, mature adult, old, very old, ancient, wyrm, great wyrm: solitary (with humanoid companions)

Challenge Ratings: Wyrmling 2; very young 4; young 4; juvenile 5; young adult 7; adult 8; mature adult 11; old 12; very old 13; ancient 15; wyrm 16; great wyrm 18

Treasure: Triple standard

Alignment: Usually lawful neutral, often lawful good

Advancement: Wyrmling 5-6 HD; very young 8-9 HD; young 11-12 HD; juvenile 14-15 HD; young adult 17-18

HD; adult 20-21 HD; mature adult 23-24 HD; old 26-27 HD; very old 29-30 HD; ancient 32-33 HD; wyrm 35-36 HD; great wyrm 38+ HD

Level Adjustment: Wyrmling +2; very young +3; young +4; juvenile +4; others —

This dragon's body is somewhat feline. Its face is very expressive and humanlike, surrounded by spines, almost like a hair and a beard. The dragon smells of wet metal, and its scales shine like burnished steel.

Steel dragons are sociable, clever, and curious, and they prefer human form to their own. They are endlessly curious about the art, culture, history, and politics of civilized races.

At birth, a steel dragon's scales are a deep blue-gray with steely highlights. As the dragon gets older, its color lightens to a lustrous burnished steel, gaining increased shine as it continues to age. In human form, a steel dragon always has one steel-gray feature, such as hair, eyes, nails or sometimes a ring, tattoo, or other ornamentation. In its natural form, a steel dragon smells of wet metal.

Steel dragons rarely live in caves. They prefer to live among humans and similar beings in a humanoid-style dwelling such as a mansion, castle, or other place of sufficient size to have a strongroom where they can keep treasure. They use their special abilities to infiltrate human society, masquerading as sages, scholars, wizards, or other intellectuals. Although they keep their true nature secret, steel dragons are always able to recognize one another.

Though steel dragons prefer to dine in human form, they need to eat enough to maintain their true mass. They make monthly trips to hunt in dragon form, explaining these absences in ways consistent with the roles they take in human society. For example, a dragon in the guise of a historian might claim to have been off exploring records in another city's library.

combat

Steel dragons prefer talking to fighting, but if forced into a conflict, they usually begin with spells and avoid melee. If seriously threatened, a steel dragon reverts to its draconic shape and uses its breath weapon. Steel dragons try to use their spells and abilities to incapacitate foes unless their opponents have obvious lethal intent and the ability to inflict serious harm. If outmatched, a

STEEL DRAGONS BY AGE

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Atk/ Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	S	4d12+4 (30)	11	10	13	10	11	12	+4/+0	+5	+5	+4	+4	1d6 (13)	—
Very young	S	7d12+7 (52)	13	10	13	12	13	12	+7/+4	+9	+6	+5	+6	2d6 (14)	—
Young	M	10d12+20 (85)	15	10	15	14	13	14	+10/+12	+12	+9	+7	+8	3d6 (17)	—
Juvenile	M	13d12+26 (110)	17	10	15	16	15	14	+13/+16	+16	+10	+8	+10	4d6 (18)	—
Young adult	M	16d12+48 (152)	19	10	17	18	15	16	+16/+20	+20	+13	+10	+12	5d6 (21)	21
Adult	L	19d12+57 (180)	21	10	17	20	19	16	+19/+28	+23	+14	+11	+15	6d6 (22)	22
Mature adult	L	22d12+88 (231)	23	10	19	20	19	18	+22/+32	+27	+17	+13	+17	7d6 (25)	25
Old	L	25d12+100 (262)	25	10	19	22	21	18	+25/+36	+31	+18	+14	+19	8d6 (26)	26
Very old	H	28d12+140 (322)	27	10	21	22	23	20	+28/+44	+34	+21	+16	+22	9d6 (29)	29
Ancient	H	31d12+186 (387)	29	10	23	24	25	20	+31/+48	+38	+23	+17	+24	10d6 (31)	30
Wyrm	H	34d12+238 (459)	31	10	25	24	25	22	+34/+52	+42	+26	+19	+26	11d6 (34)	33
Great wyrm	H	37d12+296 (536)	33	10	27	26	27	24	+37/+56	+46	+28	+20	+28	12d6 (36)	35

STEEL DRAGON ABILITIES BY AGE

Age	Speed	Initiative	AC	Special Abilities	CL	SR
Wyrmling	60 ft., fly 150 ft. (average), swim 30 ft.	+0	14 (+1 size, +3 natural), touch 11, flat-footed 14	Alternate form, immunity to acid, poison resistance	1st	16
Very young	60 ft., fly 150 ft. (average), swim 30 ft.	+0	17 (+1 size, +6 natural), touch 11, flat-footed 17	Minor arcane shield	3rd	18
Young	60 ft., fly 200 ft. (poor), swim 30 ft.	+0	19 (+9 natural), touch 10, flat-footed 19	Moderate arcane shield	5th	20
Juvenile	60 ft., fly 200 ft. (poor), swim 30 ft.	+0	22 (+12 natural), touch 10, flat-footed 22	Enthrall	7th	22
Young adult	60 ft., fly 200 ft. (poor), swim 30 ft.	+0	25 (+15 natural), touch 10, flat-footed 25	DR 5/magic	9th	24
Adult	60 ft., fly 200 ft. (poor), swim 30 ft.	+0	27 (-1 size, +18 natural), touch 9, flat-footed 27	Charm person	11th	26
Mature adult	60 ft., fly 200 ft. (poor), swim 30 ft.	+0	30 (-1 size, +21 natural), touch 9, flat-footed 30	DR 10/magic	13th	28
Old	60 ft., fly 200 ft. (poor), swim 30 ft.	+0	33 (-1 size, +24 natural), touch 9, flat-footed 33	Suggestion	15th	30
Very old	60 ft., fly 200 ft. (poor), swim 30 ft.	+0	35 (-2 size, +27 natural), touch 8, flat-footed 35	DR 15/magic	17th	32
Ancient	60 ft., fly 200 ft. (poor), swim 30 ft.	+0	38 (-2 size, +30 natural), touch 8, flat-footed 38	Mass suggestion	19th	34
Wyrm	60 ft., fly 250 ft. (poor), swim 30 ft.	+0	41 (-2 size, +33 natural), touch 8, flat-footed 41	DR 20/magic	20th	36
Great wyrm	60 ft., fly 250 ft. (poor), swim 30 ft.	+0	44 (-2 size, +36 natural), touch 8, flat-footed 44	Mass charm	21st	38

steel dragon tries to teleport away or assumes a human guise and becomes lost in a crowd.

Breath Weapon (Su): A steel dragon has two breath weapons, a line of acid and a cone of poisonous gas. Every creature within the area of the poison gas must succeed on a Fortitude save or take 1 point of Constitution damage per age category of the dragon. It must then succeed on a second save at the same DC 1 minute later or take the same amount of damage. The dragon can create an area smaller than its maximum, if it so chooses.

Alternate Form (Su): A steel dragon can assume any animal or humanoid form of Medium size or smaller as a standard action five times per day. This ability functions as a *polymorph* spell cast on itself at its caster level, except that the dragon does not regain hit points for changing form and can only assume the form of an animal or humanoid. The dragon can remain in its animal or humanoid form until it chooses to assume a new one or return to its natural form.

Moderate Arcane Shield (Su): A steel dragon gets a +10 bonus on its spell resistance against all arcane spells of 4th level or lower.

Poison Resistance (Ex): Steel dragons have a +10 racial bonus on Fortitude saving throws against poison.

Spell-Like Abilities: 1/day—*enthrall* (juvenile or older), *charm person* (adult or older), *suggestion* (old or older), *mass suggestion* (ancient or older), *mass charm* (great wyrm).

Skills: Bluff, Craft, Disguise, and Profession are considered class skills for steel dragons.

Spells: Same as true dragon spellcasting (as detailed on page 69 of the *Monster Manual*), except that steel dragons can also cast cleric spells and those from the Knowledge or Trickery domains as arcane spells.

IN FAERÛN

Humanity's large cities and metropolises are usually home to a solitary steel dragon or, more rarely, a clutch of young wyrms. The City of Splendors is known to be home to at least three such creatures—Auntyrlothtor, Jalanvaloss, and Quituryte—and members of this species are sometimes known as Waterdeep dragons.

A female juvenile steel dragon named Razylymingëir, better known as "Steelheart," dwells in the town of Darmshall in Vaasa, keeping an eye on goings-on at Castle Perilous.

Zundaerazylym is a loquacious venerable female steel dragon known as the Laughing Wyrm, because she chortles and hoots almost constantly in battle. She poses as Amundra Nelaerdra, a jolly, plump laundress and seamstress who makes stylish everyday cloaks and gowns for the ladies of Neverwinter and repairs and cleans the exotic costumes and flashy garb worn at the Moonstone Mask (the most famous inn, restaurant, and festhall in the City of Skilled Hands). She has created an organization of humanoids known as the Soft Claws^{CoV}.

An example female mature adult steel dragon, Jalanvaloss, is detailed beginning on page 24.

MIST DRAGON

Dragon (Aquatic, Water)

Environment: Temperate and warm aquatic, forest, and underground

Organization: Wyrmling, very young, young, juvenile, young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Ratings: Wyrmling 3; very young 4; young 5; juvenile 6; young adult 8; adult 10; mature adult, 12; old 15; very old 17; ancient 18; wyrm 19; great wyrm 21

Treasure: Triple standard

Alignment: Always neutral

Advancement: Wyrmling 4–5 HD; very young 7–8 HD; young 10–11 HD; juvenile 13–14 HD; young adult 16–17 HD; adult 19–20 HD; mature adult 22–23 HD; old 25–26 HD; very old 28–29 HD; ancient 31–32 HD; wyrm 34–35 HD; great wyrm 37+ HD

Level Adjustment: Wyrmling +2; very young +3; young +4; juvenile +4; others —

The dragon has a finlike crest running down its spine from just behind its head all the way to the tip of its long, flattened tail. Its head is very broad near the neck, and it tapers to a long snout, giving it an arrowlike shape. A pair of long barbels hangs from the upper lip and the end of the snout. The dragon has a heavy brow ridges over its eyes, two large horns rising from the back of the head, and clusters or hornlets at the base of the upper jaw. The scent of rain surrounds the dragon.

Mist dragons are solitary and philosophical. Their favorite activity is sitting quietly and thinking. They hate being disturbed and they dislike conversation.

A wyrmling mist's scales are shiny blue-white. As the dragon ages, the scales darken, becoming blue-gray with metallic silver flecks that sparkle in sunlight. Its eyes are sea green with silvery pupils. As it gets older, the dragon's pupils seem to spread, until in the oldest the eyes resemble orbs of sure silver.

Mist dragons live near waterfalls, rapids, coastlines, or where rainfall is frequent and heavy. Their lairs are usually large natural caverns or grottoes that are mist-filled and damp. Forest-dwelling mist dragons occasionally come into conflict with green dragons. Mist dragons greatly resent the green dragons' attempts to intimidate or dominate them; they usually spend several months vainly trying to avoid a green dragon's advances before losing all patience and launching an all-out campaign to destroy or drive away the aggressor. Likewise, coastal mist dragons might have bronze dragons for neighbors. This situation, however, seldom leads to conflict because both dragon types are content to leave each other alone.

Mist dragons can eat almost anything, including woody plants and mud. However, they draw most of their sustenance directly from natural mist or spray. They often lie in misty or foggy places, thinking and basking in the moisture.

MIST DRAGONS BY AGE

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Atk/ Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	T	3d12+3 (22)	11	10	13	10	11	10	+3/-5	+5	+4	+5	+3	2d6 (12)	—
Very young	S	6d12+6 (45)	13	10	13	10	11	10	+6/+3	+8	+6	+5	+5	3d6 (14)	—
Young	M	9d12+18 (76)	15	10	15	12	13	12	+9/+11	+11	+8	+6	+7	4d6 (16)	—
Juvenile	M	12d12+24 (102)	17	10	15	12	13	12	+12/+15	+15	+10	+8	+9	5d6 (18)	—
Young adult	L	15d12+45 (142)	19	10	17	14	15	14	+15/+23	+18	+12	+9	+11	6d6 (20)	19
Adult	L	18d12+72 (189)	23	10	19	14	15	14	+18/+28	+23	+15	+11	+13	7d6 (23)	21
Mature adult	H	21d12+105 (241)	27	10	21	16	17	16	+21/+37	+27	+17	+12	+15	8d6 (25)	23
Old	H	24d12+120 (276)	29	10	21	16	17	16	+24/+41	+31	+19	+14	+17	9d6 (27)	25
Very old	H	27d12+162 (337)	31	10	23	18	19	18	+27/+45	+35	+21	+15	+19	10d6 (29)	27
Ancient	H	30d12+180 (375)	33	10	23	18	19	18	+30/+49	+39	+23	+17	+21	11d6 (31)	29
Wyrm	G	33d12+231 (445)	35	10	25	20	21	20	+33/+57	+41	+25	+18	+23	12d6 (33)	31
Great wyrm	G	36d12+288 (522)	37	10	27	20	21	20	+36/+61	+45	+28	+20	+25	13d6 (36)	33

MIST DRAGON ABILITIES BY AGE

Age	Speed	Initiative	AC	Special Abilities	CL	SR
Wyrmling	40 ft., fly 100 ft. (average), swim 60 ft.	+0	14, (+2 size, +2 natural), touch 12, flat-footed 14	Immunity to acid and fire, mist form	—	—
Very young	40 ft., fly 100 ft. (average), swim 60 ft.	+0	16 (+1 size, +5 natural), touch 11, flat-footed 16	Fog cloud	—	—
Young	40 ft., fly 150 ft. (poor), swim 60 ft.	+0	18 (+8 natural), touch 10, flat-footed 18	Sleet storm	1st	—
Juvenile	40 ft., fly 150 ft. (poor), swim 60 ft.	+0	21 (+11 natural), touch 10, flat-footed 21	Wind wall	3rd	—
Young adult	40 ft., fly 150 ft. (poor), swim 60 ft.	+0	23 (-1 size, +14 natural), touch 9, flat-footed 23	DR 5/magic	5th	16
Adult	40 ft., fly 150 ft. (poor), swim 60 ft.	+0	26 (-1 size, +17 natural), touch 9, flat-footed 26	Gust of wind	7th	18
Mature adult	40 ft., fly 150 ft. (poor), swim 60 ft.	+0	28 (-2 size, +20 natural), touch 8, flat-footed 28	DR 10/magic	9th	20
Old	40 ft., fly 150 ft. (poor), swim 60 ft.	+0	31 (-2 size, +23 natural), touch 8, flat-footed 31	Solid fog	11th	21
Very old	40 ft., fly 150 ft. (poor), swim 60 ft.	+0	34 (-2 size, +26 natural), touch 8, flat-footed 34	DR 15/magic	13th	23
Ancient	40 ft., fly 150 ft. (poor), swim 60 ft.	+0	37 (-2 size, +29 natural), touch 8, flat-footed 37	Control water	15th	24
Wyrm	40 ft., fly 200 ft. (clumsy), swim 60 ft.	+0	38 (-4 size, +32 natural), touch 6, flat-footed 38	DR 20/magic	17th	25
Great wyrm	40 ft., fly 200 ft. (clumsy), swim 60 ft.	+0	41 (-4 size, +35 natural), touch 6, flat-footed 41	Control weather	19th	27

combat

Mist dragons try to avoid encounters by assuming mist form and concealing themselves in fog or mist whenever they can. In a fight, they also hide. They use their caustic breath weapon against physically imposing foes. They prefer spells that confound and immobilize foes.

Breath Weapon (Su): Mist dragons have two breath weapons, a cone of scalding steam that deals fire damage and a line of caustic slime. Creatures struck by the slime must make successful Fortitude saves or be sickened for 1d6 rounds plus 1 round per age category of the dragon.

Mist Form (Su): At will as a standard action, a mist dragon can assume a misty form. This power works just like a gaseous form spell cast by a character of the dragon's age category or caster level (whichever is higher), except as follows: The dragon

loses its natural armor bonus, but gains a deflection bonus to AC equal to twice its age category. While in mist form, the dragon is indistinguishable from mist or fog and gains total concealment when in any kind of natural or magical fog or mist. It gains damage reduction 10/magic, or, if it is old enough to have damage reduction already (juvenile or older), its damage reduction increases by 10. It can fly at half its normal fly speed, with perfect maneuverability. It cannot use its natural weaponry or breath weapon, but it can use its spell-like abilities and spells. The dragon can dismiss the effect as a standard action.

Spell-Like Abilities: 3/day—fog cloud (very young or older), sleet storm (young or older), wind wall (juvenile or older), gust of wind (adult or older); 1/day—solid fog (old or older), control water (ancient or older), control weather (great wyrm).

Skills: Bluff, Sense Motive, Swim, and Survival are considered class skills for mist dragons.

In faerûn

Mist dragons are found along mist-clad coasts throughout Faerûn, although they favor temperate and tropical climes. Orothaumyth (N male old mist dragon, detailed below), better known as "Wyvernapor," dwells in the depths of the Wyvernwater in eastern Cormyr. His sunken keep, built by the Witch-Lords who once ruled what is now eastern Cormyr, rises to the surface when thick mists envelop the Wyvernwater.

Cirrothamalan (N male old mist dragon) dwells along the banks of the River Olung in the depths of the Jungles of Chult in the company of a faerie dragon named Zyx.

Ouralathra (N female great mist wurm sorcerer 6), known as "the Mistmaiden," dwells in the depths of the Lake of Mists amid the Endless Wastes. She is the eponymous wurm of the Year of the Mist Dragon (231 DR), during which she publicly battled several other dragons. Her former lair in the Earthfast Mountains is now known as Iron Dragon Mountain, home to the Master's Library, the greatest library of Dencir in the Realms.

Thalagyrt (N male very old mist dragon), known as "Old Lord Memory," dwells north of Port Llast in a damp, dripping cliff-face cavern on the shore of the Sea of Swords. His hobby is collecting and remembering arcane lore valued by the intelligent races who dwell in the North. Thalagyrt can employ his own spells to project (as three-dimensional images) scenes that live in his memory—and his mind holds thousands upon thousands of such memories, some of them surprisingly important or private moments to humans, elves, or other civilized folk. (He has made a career of collecting mind-images from dying folk and others who desire to preserve recollections of events.)

OROTHAUMYTH

CR 18

Male old mist dragon

N Huge dragon (aquatic, water)

Init +4; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses, scent; **Listen** +30, **Spot** +30

Aura frightful presence (240 ft., DC 25)

Languages Aquan, Common, Chondathan, Draconic

AC 31, touch 8, flat-footed 31
(-2 size, +23 natural)

hp 276 (24 HD); **DR** 10/magic

Immune acid, fire, sleep, paralysis

SR 25

Fort +19, **Ref** +14, **Will** +17

Speed 60 ft. (12 squares), fly 150 ft. (poor), swim 60 ft.; Flyby Attack, Swim-By Attack, Wingover

Melee bite +33 (2d8+9) and

2 claws each +31 (2d6+4) and

2 wings each +31 (1d8+4) and

tail slap +31 (2d6+13)

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

Base Atk +24; **Grp** +41

Atk Options crush, Power Attack

Special Actions breath weapon

Sorcerer Spells Known (CL 11th):

5th (4/day)—*cloudkill* (DC 18), *mind fog* (DC 18)

4th (6/day)—*Evard's black tentacles*, *fire shield*, *Otiluke's resilient sphere* (DC 17)

3rd (7/day)—*dispel magic*, *lightning bolt* (DC 16), *nondetection*, *stinking cloud* (DC 16)

2nd (7/day)—*bull's strength*, *cat's grace*, *detect thoughts* (DC 15), *mirror image*, *whispering wind*

1st (7/day)—*alarm*, *chill touch* (DC 14), *comprehend languages*, *expeditious retreat*, *true strike*

0 (6/day)—*acid splash*, *detect magic*, *detect poison*, *ghost sound*, *mage hand* (DC 13), *open/close* (DC 13), *ray of frost*, *read magic*

Spell-Like Abilities (CL 11th):

3/day—*fog cloud*, *gust of wind* (DC 15), *sleet storm*, *wind wall*

1/day—*solid fog*

Abilities Str 29, Dex 10, Con 21, Int 16, Wis 17, Cha 16

Feats Flyby Attack, Improved Initiative, Multiattack, Power Attack, Recover Breath^{Dr}, Shape Breath^{Dr}, Spreading Breath, Swim-By Attack (see below), Wingover

Skills Bluff +30, Concentration +32, Diplomacy +34, Knowledge (arcana) +30, Listen +30, Search +30, Sense Motive +30, Spot +30, Swim +36

Breath Weapon (Su) 50-ft. cone (or line or 25-ft.-radius spread), once every 1d4+1 rounds, damage 9d6 fire (scalding steam), Reflex DC 27 half; or 100-ft. line (or cone or 25-ft.-radius spread), once every 1d4+1 rounds, damage sickened for 1d6+8 rounds (caustic slime), Fort DC 27 negates; both usable once every 1d4 rounds if Shape Breath is employed

Frightful Presence (Ex) Orothaumyth can inspire terror by charging, attacking, or flying overhead. Creatures within 240 feet of the dragon that have 23 HD or fewer must attempt a DC 25 Will save. Success indicates that the target is immune to Orothaumyth's frightful presence for 24 hours. On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds. Those with 5 or more HD become shaken for 4d6 rounds.

Crush (Ex) Area 15 ft. by 15 ft.; Small or smaller opponents take 2d8+13 points of bludgeoning damage and must succeed on a DC 27 Reflex save or be pinned.

Mist Form (Su) When Orothaumyth assumes mist form, the effect functions at caster level 11th. He loses his natural armor bonus but gains a +16 deflection bonus to AC. He gains damage reduction 20/magic, and he can fly at a speed of 75 feet with perfect maneuverability. See the descriptive text above for other details.

Swim-By Attack When swimming, Orothaumyth can take a move action and another standard action (such as an attack) at any point during the move. He cannot take a second move action during a round when he makes a swim-by attack.

APPENDIX

Roll call of dragons

Faerûn is home to countless dragons, whose territories range from the Great Glacier to the Great Sea and from Evermeet to the Endless Wastes. On this and the following 10 pages is a nearly complete list of the named dragons of Faerûn who have been detailed (perhaps only briefly) in print in previous FORGOTTEN REALMS game books and fiction. For those wyrms best known by a humanoid nickname, their real names are revealed here as well. A sortable, electronic spreadsheet version of this table, which includes the published source for each dragon, is available on the Wizards

of the Coast website (<http://www.wizards.com/dnd>). Of course, this list—long though it might be—is just a brief sampling of dragons known to live in Faerûn, and the DM is encouraged to add to or modify this list as befits the campaign.

Illustration by William O'Connor



Galadaeros and the adventurers known as the Galadran Company

APPENDIX

Dragon	CR	Status	Gender / Kind	Lair / Domain
Aaronarra	19	Living	Male old copper	W High Moor
Adamarondor	24	Living	Male ancient gold	Wanders (steed of the Magister)
Aeglyl Dreadclaw	15	Living	Male old fang	Cormyr
Aerihykloarara	—	Dead	Female old white	Unknown
Aerosclughpalar, "Gildenfire"	26	Living; druid 11 (Mielikki)	Male old gold	Tall Trees, High Forest
Aghazstamn	—	Disembodied dracolich	Male wyrm blue	Unknown
Agoshyrvor, "The Verdant"	—	Dead	Male young green	Cormanthor
Agrelia	15	Living	Female adult silver	Chondalwood, Chondath
Agyrclughwaur	—	Dead	Female wyrm green	Forest of Wyrms
Alacrurgos	3	Living	Female wyrmling bronze	The Wealdath, Tethyr
Alasklerbanbastos, the "Great Bone Wyrms"	28	Dracolich	Male great wyrm blue	Dragonback Mountain, Riders in the Sky Mountains
Alglaudyx	—	Destroyed dracolich	Male wyrm black	The North
Alhazmabad	23	Living	Male wyrm copper	Lurath, Pirate Isles
Alrue Crownshield	13	Living	Female adult song	The Wyrmsworks, Silverymoon
Altagos	10	Living	Male young adult brown	Wyrmswell, Starspire Mountains
Alustriel, "Triel"	6	Living	Female faerie	Maddgoth's Castle, Undermountain
Amaerasantha	25	Living	Female great wyrm amethyst	Tempus's Tears
Ammaratha Cyndusk	21	Living	Female ancient song	Marsember, Cormyr
Amnemis	4	Living	Female very young black	Well of Dragons
Amrennathed, "Queen of the Mountain"	—	Dead	Female great wyrm amethyst	Mountains of the Alaoreum, Turmish
Anaglathos	—	Dead	Male ancient blue	Alaghon, Turmish, Orsraun Mountains
Andrathanach	—	Dead	Male young green	Noanar's Hold, W Border High Forest
Angalander	—	Dead	Male ancient silver	Unknown
Angkarasce, "The Lost," "The Mighty"	—	Dead	Male great wyrm white	Sword Coast
Antasillix, "Defender of the Pit"	10	Fiendish	Male juvenile green	Abandoned bathhouse near the Pit of Many Colors, Unther
Anwir Dupretiskava, the "Sublime Potentate"	21	Living	Male ancient blue	Var the Golden
Araemra, "Longtalons"	7	Living	Female young song	Waterdeep
Araugauthos, "The Bluetalon"	18	Living	Female old blue	N Citadel Amnur, Cloud Peaks, Amn, formerly imprisoned in Undermountain
Arauthor, "Old White Death"	15	Living; sorcerer 5	Male old white	Lone Fang, Ice Sea
Arauvrim	—	Dead	Male old fang	Dragon Coast
Arellaxerrontoal	17	Living	Female mature adult bronze	The Wealdath, Tethyr
Arendelonthos	14	Living; paladin 7	Male young silver	Unknown
Argenta Purenote	18	Living	Female mature adult silver	Western Storm Horns, Cormyr
Arharzel	—	Dead	Male wyrmling blue	Morueme's Cave, Dragondoom, Nether Mountains
Arkhelthingril, "Ice"	18	Dracolich	Female old white	Maerimydra, Underdark
Arkhenthus, "The Mage Devourer"	—	Dead	Male ancient white	Arkhenvale, Cormanthor
Arlauthra Manytalons	—	Destroyed dracolich	Female wyrm black	Unknown
Arnfalamme Redwing	24	Living	Female wyrm red	Cormyr, Dragon Coast
Arngalor	—	Dead	Male wyrm black	Cave near Arkhen Falls
Arsekaslyx, "Guardian of the Well"	20	Pseudonatural	Female mature adult red	Well of Dragons
Arveiaturace, "Iceclaws," "The White Wyrms"	18	Living	Female ancient white	Sea of Moving Ice, Neverwinter Wood

APPENDIX

Dragon	CR	Status	Gender / Kind	Lair / Domain
Aswidorg	7	Living	Male juvenile black	High Moor
Augaurath	12	Living	Female mature adult white	High Ice
Auntyrlothor	15	Living; sorcerer 3	Male old steel	Waterdeep
Aurgloroasa, "The Sibilant Shade"	25	Dracolich	Female wyrm shadow	Thunderholme, Thunder Peaks
Auroxas	5	Living	Male young black	Wyrmwell, Starspire Mountains
Aurus	27	Living	Male great wyrm gold	Arabel, Cormyr
Azarvilandral, "Shard"	21	Dracolich	Female old blue	Islands off the coast of Calimshan
Azhaq	32	Living; paladin 9	Male ancient silver	Unknown
Azurphax	16	Dracolich	Female adult green	Unknown cave
Balagos, "The Flying Flame"	26	Living	Male great wyrm red	Troll Mountains, Starspire Mountains, Amn
Baratathlaer, "Tayyib-kher"	21	Living	Male ancient brass	Scimitar Spires, Anauroch
Baurthaglos, "Anglaspark"	14	Living	Male adult blue	Orsraun Mountains
Behrshimmer	22	Living	Female wyrm emerald	Above Lake of Snows, Giant's Run Mountain
Bethildritar	20	Living	Male very old bronze	Stormsword Mountain, Thunderpeaks
Blas Iwan	7	Living	Male young red	Troll Hills
Bleucorundum	19	Living	Male very old sapphire	Halls of the Sleeping Legion, Omlarandin Mountains, Tethyr
Boglarmanthor, "Acridtooth"	—	Dead	Male adult black	Marsh of Deception, Netheril
Borchor	15	Living	Male adult bronze	Serpent Hills
Brazz Polis	12	Living	Male adult brass	Western Storm Horns, Cormyr
Bron Tanse	17	Living	Male mature adult bronze	Western Storm Horns, Cormyr
Buchembrallor, "The Terror of Velen"	5	Living	Male young green	N Cape Velen, Wealdath

Illustration by Daarken



Iyrmith, "Doom of the Desert," and her gargoyle minions

APPENDIX

Dragon	CR	Status	Gender / Kind	Lair / Domain
Cadasalmpar	—	Dead	Male very old bronze	Alimir Mountains, Calimshan
Caeruleus	—	Dead	Male wyrm blue	Torunn's Forge, Silver Marches
Calathanorgoth, "The Old One"	23	Dracolich	Female wyrm black	Orogoth, High Moor
Calaunthriina	—	Dead	Female juvenile blue	Small Teeth, Amn
Canthraxis	17	Dracolich	Male adult blue	Snowdown, Moonshae
Capnolithyl, "Brimstone"	33	Vampiric; sorcerer 10	Male advanced 36 HD smoke drake	Unknown
Carynnallerastis	20	Living	Female very old copper	SE High Moor
Chalintash	—	Dead	Male copper	Unknown
Chamelamonolanthon	—	Dead	Male adult black	Unknown
Chardansearavitriol, "Ebondeath"	—	Disembodied dracolich	Male very old black	Mere of Dead Men
Charvekkathor, "The Scarlet," "Charvek"	24	Living	Male wyrm red	Tethyr, Amn
Chathuuladroth, Chaathuulandroth	—	Dead	Female great wyrm green	Dragonsword Mountains, Mulhorand
Cheleen	14	Living	Female mature adult black	High Moor
Chellewis	14	Living	Female adult copper	Serpent Hills
Chloracidara, Chloracidara	18	Living	Female old green	Mhiilamniir, High Forest
Chuth	13	Living	Male adult green	Unknown
Cirrothamalan, "Cirro"	16	Living	Male old Mist	River Olung, Jungles of Chult
Claugiyliamatar, "Old Gnawbone"	25	Living; rogue 4/druid 4	Female ancient green	Deeping Cave, Kryptgarden Forest
Constulgrael	—	Dead	Male very old black	Marsh of Tun, The Tunland
Cortulorrulagalargoth	—	Dead	Male mature adult white	Sword Mountains
Cragnortherma	15	Living	Female adult red	Torglor, S Underdark
Crimdrac	—	Destroyed dracolich	Male ancient red	The Tower of Dracandros
Daereveroese	—	Dead	Female juvenile blue	Amn
Daurgothoth, "The Creeping Doom"	50	Dracolich; wizard 20/archmage 5	Male great wyrm black	Dolblunde, NE of Waterdeep
Dendeirmerdammarar	—	Dead	Male wyrm red	Cormyr
Dermaewellindrar, "Embercoat"	—	Dead	Female adult red	Near Frothwater, Netheril
Despayr	16	Living	Female old black	Vast Swamp
Deszeldaryndun Silverwing, "The Guardian Worm of Everlund," "The Kindly Dragon"	24	Living	Male wyrm silver	The Floating Mountain, Everlund, High Forest
Dizmallorphan, "Shimmerwing"	—	Dead	Male old copper	Dragonjaw Mountainsa
Dracolnobalen	—	Dead	Female ancient gold	Moander's Footstep, Netheril
Dragansalor	—	Dead	Male mature adult black	Unknown
Dretchroyaster, "The Monarch Reborn"	25	Dracolich	Male wyrm green	Monarch's Fall Glade, Cormanthor
Durrelon Claddmtor	19	Living; ranger 5/assassin 4	Male young adult drow-dragon	Chaulssin, Dusklyngh
Eacoathildarandus	—	Dead	Male ancient silver	Scarsuir's Crag, Cloud Peaks
Eboanaflimoth, "Ebonflame"	18	Dracolich	Female adult red	Near ruins of Tilverton
Edallisufanxar, "The Burning Blaze"	—	Dead	Male ancient red	Giant's Run Mountains
Elaacrimalicros	21	Living	Male ancient green	Star Mounts, High Forest
Elariymmsarl, "Starglimmer Brightmoon"	7	Living	Male young silver	Silverymoon Pass, Silver Marches
Eldenser, "The Worm Who Hides in Blades"	25	Living	Male great wyrm amethyst (brass)	Wandering Faerun in sword form, body lies in the City of the Dead in Waterdeep
Eldrisithain	3	Living	Male wyrmling green	Karthaut Lighthouse, Dragon Coast
Eltagrathuuloor	—	Dead	Male wyrm blue	Unknown
Emikaiwufeg	—	Dead	Female adult green	NE Serpent Hills

APPENDIX

Dragon	CR	Status	Gender / Kind	Lair / Domain
Enixtryx	3	Living	Male wyrmling black	Well of Dragons
Enthranos	14	Living	Male adult blue	Galenas
Eormennoth, "The Wurm in the Vault"	19	Living	Male old bronze	Raven's Bluff
Erthungaron	—	Dead	Male old deep	Graypeak Mountains
Eschaz, "the Red"	—	Dead	Male ancient red	Tan, Pirate Isles
Eshaedra	14	Living	Female adult blue	Morueme's Cave, Dragondoom, Nether Mountains, formerly Nelander Isles
Esmerandanna	24	Living	Female great wyrm emerald	Near Peaks of Flame, Chult
Essembraemytha, "Essembra"	19	Living	Female old song	Evermeet, formerly Battledale
Evenaelorathos, "The Blackspine"	—	Dead	Male old silver	Myth Drannor, Cormanthor
Faelrae Garthammas	16	Living	Female mature adult song	Hawkgarth, Border Kingdoms
Faenphaele	16	Living	Female mature adult blue	Morueme's Cave, Dragondoom, Nether Mountains, formerly N Turmish
Faye Pixie	6	Living	Female faerie	King's Forest, Cormyr
Felgolos, "The Flying Misfortune"	22	Living; sorcerer 14	Male juvenile bronze	Thunder Peaks, Troll Mountains
Felrivenser, "Gembright"	—	Dead	Female ancient amethyst	The Chamd Lock, Netheril
Ferreous Costello	12	Living	Male old steel	Suzail, Cormyr
Fi Lendicol	21	Living	Female very old silver	Stonelands
Filauxerimos	23	Living	Male wyrm copper	The Dragon's Tooth, Thesk
Forgrimmorithal, "Shift"	22	Living	Male great wyrm black	The Farsea Marshes
Frizzerfraz	14	Living	Male young adult gold	Aphrunn Mountains, Turmish
Furlinastis	24	Living	Male great wyrm shadow	Elgrin Fau (Plane of Shadow, analog of Starmantle)
Fyrentennimar	—	Dead	Female very old red	Formerly Nightglow Cave, Snowflake Mountains

Illustration by Gonzalo Flores



A librarian of Candlekeep carefully negotiates with Miirym, "the Sentinel Wurm"

APPENDIX

Dragon	CR	Status	Gender / Kind	Lair / Domain
Galadaeros, "Sunset Flame"	16	Living	Male mature adult copper	Flamehome Isle, The Purple Rocks
Garlokantha	16	Living	Female adult gold	NE Wealdath
Garnetallisar, "Garnet"	24	Living	Male wyrm red/blue (Unique)	Cormanthor
Garrathmaw, "Insyzor," "Incisor"	22	Dracolich	Male very old fang	River Loagrann, Fallen Lands, Graypeak Mountains
Gaulauntyr, "Glorytongue"	17	Living	Female mature adult topaz (copper)	S Chondath, formerly Waterdeep, Alsapir's Rock, Sword Coast
Gerinvioch	21	Living	Male ancient blue	Raurin
Gestanius	27	Fiendish	Female great wyrm blue	Dragonsword Mountains, Mulhorand
Ghaulantatra, "Old Mother Wyrms"	23	Ghostly	Female great wyrm white	North of High Gap
Ghaulathator, "Wintercloak"	—	Dead	Male ancient white	Lachery, Netheril
Ghondalaath	25	Living	Male great wyrm blue	Heroes' Helm, Anauroch
Girac	17	Living	Male old brass	N Serpent Hills
Goarulskul, "the Black"	23	Dracolich	Male wyrm black	Unknown
Gorge Cooper	—	Dead	Male mature adult copper	The Stonelands, Cormyr
Gorthalylaug, "Stormcrossing"	—	Dead	Male very old red	Aphrunn Mountains, Jhaamdath
Gotha	—	Destroyed dracolich	Male ancient red	Moonshae
Gracy Cooper	—	Dead	Female young adult copper	The Stonelands, Cormyr
Grax Rekaxx	—	Dead	Male ancient green	Endless Caverns, High Forest
Greshrukk, "Red Eye"	—	Disembodied dracolich	Male old red	Northern Sunset Mountains
Grimnoshtadrano, "Grimnosh," "The Riddling Dragon"	21	Living	Male ancient green	High Forest, Endless Caverns
Grimnoth	9	Living	Male young adult black	Mulmaster
Grinnsira	24	Living	Female ancient red	Stonelands
Guldarath	—	Dead	Male very old black	Unknown
Guyanothaz	24	Living	Male wyrm red	Smoking Mountains, Unther
Haerinvureem, "Shimmergloom"	—	Dead	Male great wyrm shadow	Mithral Hall
Haklashara	24	Living	Male ancient gold	Sumbrar, Evermeet
Halagaster	—	Dead	Male wyrm red	Waterdeep
Halaglathgar	26	Living	Male great wyrm red	Aphrunn Mountains, Turmish
Halarglautha, "Firewings"	—	Dead	Female great wyrm red	Dragon Falls
Halatathlaer	24	Ghostly	Male ancient copper	Dragonspear Castle
Harondalbar	22	Living	Male great wyrm black	Yellow Snake Pass
Havarlan	—	Dead; paladin 7	Female wyrm silver	Wandered
Heltipyre	15	Living	Female adult red	Torglor, S Underdark
Hethcypressarvil, "Cypress the Black"	—	Destroyed dracolich	Male wyrm black	Pros, Dragon Coast
Hoondarrh, "The Red Rage of Mintarn"	23	Living	Male ancient red	Skadaurak Island, mountains of Sword Coast North, Nether Mountains
Hulrundrar	—	Dead	Female old red	Troll Mountains
Icehauptannarthanyx, "Icehaupt"	18	Living	Male ancient white	Mt. Spwartop, Cloud Peaks, Amn
Idrizraele	—	Dead	Female very old blue	Morueme's Cave, Dragondoom, Nether Mountains
Iurrendem	—	Dead	Female mature adult silver	Unknown
Ilden Garthammus	16	Living	Male mature adult song	Hawkgarth, Border Kingdoms
Ileuthra	25	Celestial	Male great wyrm brass	House of Knowledge (Oghma's domain)
Himalaaros, "Errant"	20	Living	Male very old bronze	Moonshae
Inezhara	25	Living	Female great wyrm copper	Heliogabalus, Damara
Iphtrin Imphraezel	21	Living; rogue 1/fighter 4/assassin 6	Male adult drow-dragon	Chaulssin, Sschindylryn
Iltharagh, "Golden Night"	24	Dracolich	Male very old topaz	Mouth of the Ice Floe

APPENDIX

Dragon	CR	Status	Gender / Kind	Lair / Domain
Imvaernarhro, "Inferno"	40	Living	Male advanced 61 HD great wyrm red	Star Mounts, High Forest
Ingeircirautha	14	Living	Female adult blue	E Anauroch
Ingeloakastimizilian, "Icingdeath"	—	Dead	Male ancient white	Icewind Dale
Insithryllax	20	Living; sorcerer 11	Male adult black	Innarlith and a pocket dimension
Irdrihkryn	—	Dead	Male old blue	Graypeak Mountains
Iryklathagra, "Sharpfangs"	25	Living	Female great wyrm blue	The Small Teeth, Amn
Ishenalyr	—	Dead	Male ancient green	Unknown
Ividilandyr, "Ivy Deathdealer"	19	Dracolich	Female mature adult green	Moonshae
Iymrith, "Doom of the Desert," "The Dragon of the Statues"	28	Living; sorcerer 7	Female ancient blue	Western edge of Anauroch, NE of Ascore
Iyrauroth, Wyrms of the Peaks	22	Living	Male great wyrm black	Mount Grimmerfang, The Vast
Izzerazz	16	Living	Female adult gold	Cloven Mpuntains, Nimpeth
Jaerathindryl, "Malachite"	22	Living	Female wyrm green	Flooded Forest
Jaerlethket	23	Living; paladin 6/ vassal of Bahamut 2	Male adult silver	Damara
Jalanvaloss, "The Wyrms of Many Spells"	11	Living	Female mature adult steel	Multiple lairs in Waterdeep
Janic	17	Living	Female old brass	N Serpent Hills
Jaxanaedegor	21	Vampiric	Male very old green	Mount Thulbane, Chessenta
Jhanilmexa	4	Living	Female very young Deep	House Jaelre Underdark, Cormanthor
Jharakkan	—	Dead	Female wyrm black	Unknown
Kalaughra, "the Dread Hail"	17	Living	Female very old white	Great Glacier
Karasendrieth	13	Living	Female adult song	Impiltur, The Vast
Karselridrith, "Brightstrike"	—	Dead	Female wyrm blue	Near Wreathe, Netheril
Kasidikal	14	Living	Female mature adult black	Serpent Hills

Illustration by Tomas Giorello



The venerable Palarandusk makes a rare appearance

APPENDIX

Dragon	CR	Status	Gender / Kind	Lair / Domain
Kastrandrethilian	15	Living; paladin 2	Female young adult silver	Western Galenas
Kelpacitus	9	Living	Male young adult black	Veldorn
Khaasxarax, "The Slayer Ebon"	—	Dead	Male ancient black	Cormanthor
Khalahmongre	—	Destroyed dracolich	Male ancient blue	Unknown
Khavalanoth	8	Living	Male juvenile green	Waterdeep
Khuralosothantar	22	Living	Male ancient bronze	Mount Halaath, Sea of Fallen stars
Kisonraathisar	—	Dead	Male wyrm topaz	Westgate
Kissethkaasaan	10	Living	Male adult white	The High Country, Rashemen
Kistarianth "The Red"	—	Destroyed dracolich	Male ancient red	Waterdeep
Kizilpazar, "Kizzap"	—	Dead	Male ancient blue	Morueme's Cave, Dragondoom, Nether Mountains
Klaruotur	20	Living	Male ancient crystal	Calimshan
Klauth, "Old Snarl"	26	Living	Male great wyrm red	Klauthen Vale, High Forest
Klithalrundrar, "The Flamemaw"	—	Dead	Male mature adult red	Unknown
Krashos	14	Living	Male adult blue	Ched Nasad, North Underdark
Kraxx	18	Living	Female mature adult topaz	The Wild Coast, Chult
Kriionfanthicus, "King Kriion"	25	Living	Male wyrm gold	Unknown
Krustalanos	—	Dead	Male very old crystal	The North
Kryonar	22	Dracolich	Male wyrm white	Mount Nar, Narfell
Kuldrak the Many-Taloned	—	Dead	Male ancient red	Southern Thunder Peaks
Landillew	20	Living	Female old red	Serpent Hills
Larauthtor	26	Living	Male great wyrm red	Unknown
Larendrammagar, "Nexus"	37	Living; sorcerer 10	Male great wyrm gold	Unknown
Lareth, "His Resplendence," "King of Justice"	—	Dead	Male great wyrm gold	Unknown
Larithylar, "The Chameleon Dragon"	15	Living; sorcerer 12	Female lamia	Westgate
Latovenomer	22	Living	Male wyrm green	Rethild, the Great Swamp
Lhammarar	—	Dead	Male great wyrm copper	Unknown
Lhammaruntosz, "Claws of the Coast," "Rauthra"	20	Living	Female very old bronze	Orlumbor
Linussaxannol	21	Living	Male ancient green	Central Wealdath
Llimark	16	Living	Male adult gold	Unknown
Lorragauth	—	Dead	Male very old black	Lord Tharnor's Manor, The North
Lux, "Torch"	18	Living	Male mature adult red	Spine of the World
Maelestor Rex	19	Living	Male ancient black	Central High Moor
Maerithryvvin	—	Dead	Male great wyrm red	Amn
Magarovallanthanz	—	Dead	Male ancient red	Magar's Hill, Snakewood, Amn
Mahatnartorian, "Master of the Mountains"	—	Dead	Male advanced great wyrm red	Unknown
Mahrlee	11	Living	Female young adult blue	Storm Horns
Mairogra	—	Dead	Female wyrm red	Everlund
Makmahonn	16	Living	Male mature adult green	Formerly NE Serpent Hills, Currently near Raven's Bluff
Malaeragoth, "The Dragon Unseen"	24	Living; wizard 5	Male very old Sapphire	Underdark beneath Graypeak Mountains
Malagarthaul, "Flaming Claws"	—	Dead	Male great wyrm red	Impiltur
Malaritheos	15	Living	Male adult red	Dragonspine Mountains
Malazan	20	Living	Female old red	Unknown
Maldraedior	28	Living; dragon ascendant 3	Male great wyrm blue	Smoking Mountains, Unther
Maldrithor, "The Sarbreenar Wyrm"	—	Dead	Male wyrm green	Sarbreenar
Malek Salerno	15	Living	Male ancient steel	Arabel

APPENDIX

Dragon	CR	Status	Gender / Kind	Lair / Domain
Malygris, "The Suzerain of Anauroch"	22	Dracolich	Male very old blue	Anauroch
Maughrysear, "Flashburn"	24	Living	Female wyrm red	High Moor
Mauzzkyl Jaezred	40	Living; sorcerer 13/assassin 5	Male great wyrm drow-dragon	Chaulssin
Mejas	7	Living	Male young copper	Serpent Hills
Meliordianix	16	Living	Female mature adult song	Relkath's Foot, Yuirwood
Menexalavoss, "Mnomene"	14	Living	Female young adult gold	Unknown
Mera Quicksilver	10	Living	Female adult mercury	Storm Horns, Cormyr
Mergandevinasander	20	Living	Male wyrm black	Chult
Miiryum, "The Sentinel Wyrm"	21	Incorporeal sentinel	Female great wyrm silver	Beneath Candlekeep (formerly Sword Coast near Ulgoth's Beard)
Mikkaalgensis, "The Harper Dragon"	—	Dead	Male adult silver	Myth Drannor, Cormanthor
Mistinarperadnacles Hai Draco, "Mist"	—	Dead	Female ancient red	Storm Horns
Miteach	7	Living	Male young copper	Serpent Hills
Mithbarazak, "King Mith"	26	Living	Male great wyrm silver	Iltkazar, Underdark
Moraughaloth	11	Living	Male young adult copper	Council Hills, The Shaar
Mornauguth, "The Moor Dragon"	12	Dracolich; cleric 8	Female young adult green (human)	Rockshaws, NE High Moor, Amn
Morueme	—	Dead	Male great wyrm blue	Silver Marches
Moruharzel	—	Dead	Male ancient blue	Morueme's Cave, Dragondoom, Nether Mountains
Mrinabnahor, Crinabnahor	—	Dead	Male ancient black	Mountains W Dragon Sea
Nabalnyth	—	Dead	Female very old black	Rat Hills
Naelere	19	Living	Female old bronze	Serpent Hills
Nahaunglaroth	21	Living; sorcerer 5	Male mature adult blue	Morueme's Cave, Dragondoom, Nether Mountains
Nalavarauthatoryl, "Nalavara," "The Devil Dragon"	—	Dead	Female great wyrm red (elf)	Demiplane of Grodd

Illustration by Tomas Gorello



Voaraghamanbar and Waervaerendor

APPENDIX

Dragon	CR	Status	Gender / Kind	Lair / Domain
Narbdy	6	Living	Female young brass	N Serpent Hills
Narlgathra	24	Living	Female wyrm red	Myth Drannor, Cormanthor
Narnardinath		Dead	Male ancient mist	Near Mouth of the Ice Floe, Sword Coast N
Naroun, "Great White Ghost"	—	Dead	Male wyrm white	Unknown
Nartheing, "Master of the Mountain"	18	Living	Male ancient fang	Umbergoth, Aglarond
Naxorlytaalxar, "The Terror Tenebrous"	—	Dead	Female very old black	Lake Sember, Myth Drannor, Cormanthor
Nevalarich	18	Living	Male mature adult red	Southern Thunder Peaks
Newt	6	Living	Male faerie	Moonshae Isles
Nurvureem, "The Dark Lady"	13	Living; sorcerer 1	Female adult drow-dragon	Rundreth Manor, NW of The High Moor
Nusas	15	Living	Female adult bronze	Serpent Hills
Nymmürh, "The Wyrm Who Watches"	22	Living	Male ancient bronze	Alaron (Moonshae Isles), The High Moor
Ohmrathedar, "the Thoughtful"	22	Living	Male ancient bronze	Waterdeep
Olothontor, "The Minstrel Wyrm"	19	Living	Male very old blue	Mount Araddyn near Waterdeep
Onskarrarrd	18	Living	Male old deep	Star Mounts, High Forest
Ormalagos, "Needle"	—	Dead	Female adult green	Unknown
Orothaumyth, "Wyvern vapor"	16	Living	Male old mist	Wyvernwater
Oskalymm, "The Old"	—	Dead	Male great wyrm black	N High Moor
Ossavitor	—	Unknown	Unknown great wyrm unknown	Unknown plane
Otaaryliakkarnos	24	Living	Female wyrm silver	Cormanthor
Othauglarmar	19	Living	Male old copper	Desertmouth Mountains
Ottolenzillasia, "Otto"	6	Living	Male faerie	Maddgoth's Castle, Undermountain
Ouranalathra, "the Mistmaiden"	28	Living; sorcerer 6	Female great wyrm mist	Lake of Mists
Palarandusk, "The Unseen Protector"	36	Living; sorcerer 9	Male great wyrm semi-incorporeal gold (unique)	Sword Mountains near Leilon
Pelath	17	Living	Male mature adult bronze	Nelanther Isles
Pharyssolnyth	—	Dead	Female wyrm silver	Yrlaphon
Praelorisstan	—	Dead	Male young green	Cormanthor
Prasinopilith, "Cloro"	—	Dead	Female very old green	Eastern Forest, Netheril
Protanther, "King of the Ice"	27	Living	Male great wyrm gold	Novularond, Great Glacier
Purlakhonthiis	7	Living; sorcerer 4	Male half-gold dragon advanced 4 HD pseudodragon	Tethyr
Pyrothraxis	—	Dead	Male old red	God's Legion Mountains, Netheril
Qiminstiir, "The Swordswing"	—	Dead	Male wyrm steel	Myth Drannor, Cormanthor
Quelindritar, "Wardancer"	17	Living	Female mature adult bronze	Unknown
Quelsandas	—	Dead	Male mature adult bronze	Impiltur
Quildan Oussghym	15	Living; rogue 5/assassin 1	Male young adult drow-dragon	Chaulssin, Karsoluthiyi
Quituryte	15	Living; sorcerer 3	Male old steel	Waterdeep
Ragflaconshen	—	Dead	Male great wyrm red	Turnback Mountains, Moonsea North
Ralas	16	Living	Male old black	Unknown
Ralionate	19	Living	Female very old green	Forest of Wyrms
Rathalylaug	—	Dead	Male ancient red	Unknown
Rathguul	21	Living	Male ancient blue	Unknown
Rauglothgor	—	Destroyed dracolich	Male great wyrm red	Thunder Peaks
Raulothim, "The Silent Shadow"	34	Living; wizard 10	Male great wyrm emerald	Axard, Ruathym
Raumorthadar, "Raumorth," "Razorfang"	20	Living; wizard 17	Male mature adult fang	Waterdeep

APPENDIX

Dragon	CR	Status	Gender / Kind	Lair / Domain
Raugoch	—	Dead	Male ancient black	Unknown
Rauthstokh, "Redbones"	—	Dead	Male wyrm red	Unknown
Razylymingeir, "Steelheart"	5	Living	Female juvenile steel	Darmshall, Vaasa
Rhimnasarl the Shining	—	Dead	Male ancient silver	Calimshan
Rhoaringoarh, "The Mighty," "Old Roar-and-Gore"	—	Living	Male ancient black	Upper Thornwash Marshes (north of the Lake of Steam)
Ringreemeralxoth	11	Living	Male young adult green	NE Snakewood, Amn
Rithaerosurffel, "The Bane of Sharrven"	—	Dead	Male wyrm red	High Forest
Rivenaurigoth, "The Darkly Pious"	—	Dead	Male great wyrm red	Calimshan
Ronatsinaderin	—	Dead	Male ancient green	Estagund
Roraurim	21	Living; sorcerer 5	Male mature adult blue	Morueme's Cave, Dragondoom, Nether Mountains
Ruuthundrarar	—	Dead	Male very old white	Unknown
Rylatar'ralah'tyma, "Ryla Dragonclaw"	18	Living	Female mature adult red	Forest of Wyrms
Rynnaryyx	10	Fiendish	Male young adult white	Evermoors (outsider)
Sablaxaahl Three-Horns	5	Living	Male young black	Spider Swamp
Samdralyrion	—	Dead	Male old brass	Unknown
Sapphiraktar, "The Blue"	26	Dracolich	Male wyrm blue	Calim Desert, Calimshan
Saquathos	—	Dead	Male adult black	Orogoth, High Moor
Saryndalaghllothtor, "Lady Gemcloak"	13	Living; wizard 1	Female adult crystal	The Crags, Mirabar
Sauglyce	15	Dracolich	Female mature adult white	Near Yartar
Scorlachash	15	Living	Female adult red	Torglor, S Underdark
Serpestrillyth	13	Living	Male adult green	Pelldith Lake, Western Heartlands
Shalamalauth	—	Dead	Male adult mist	Starmantle Bay
Shammagar	19	Living	Male ancient black	Island in the Trackless Sea
Shargrailar, "The Dark," "The Sacred One"	—	Disembodied dracolich	Male great wyrm red	Immerflow, Thunder Peaks

Illustration by E. M. Gist



Daurgotboth annihilates another foolish band of adventurers

APPENDIX

Dragon	CR	Status	Gender / Kind	Lair / Domain
Sharndrel	14	Living	Male mature adult black	High Moor
Shattershree	19	Living	Female mature adult gold	Moonsea, Dalelands
Sh'derra D'zeer	6	Living	Female young amethyst	Highstar Lake
Shhuusshuru, "Shadow Wing"	27	Dracolich	Female great wyrm shadow	Far Hills
Shorliail	21	Living	Female very old red	Storm Horns
Sirvinhandra, "Sy'quideh"		Dead	Female ancient green	Cormanthor
Sivart, Sivert	12	Living	Male adult brass	N Serpent Hills
Skadaurak		Dead	Male wyrm red	Skadaurak Island (Mintarn)
Skarlthoon, "Snarljaws"		Dead	Female old green	SE of Seomber
Skeldaer "Shimmerscales"	10	Living	Male juvenile silver	Waterdeep
Skurge	20	Living	Female wyrm black	Marsh of Tun
Skuthosiin, "the Venomous"	25	Fiendish;	Male old green	Methwood, Unther
		cleric 1/unholy ravager of Tiamat 6 (Tiamat)		
Slavin'krath'magaal, "Slavin"	14	Fiendish;	Female juvenile brown	Altar of Scales, Unthalass
		blackguard 4		
Smergadas	—	Dead	Male young adult red	Unknown
Sneighfanglen	21	Living	Female great wyrm white	Unknown
Ssalangan	10	Living	Male adult white	Unknown
Sssurist	7	Living	Female young red	Myth Drannor, Cormanthor
Starlaurynguldar	—	Dead	Male wyrm black	Orlumbor, Trackless Sea
Sunsettalithanz	23	Living	Female wyrm bronze	Cormanthor
Surpuryte	—	Dead	Female very old silver	Amphail
Sussethilasis	—	Dead	Male great wyrm blue	Anauroch
Sylvallitham	—	Dead	Male mature adult silver	Myth Drannor, Cormanthor
Symarra Brightmoon	20	Living	Female old silver	Silverymoon Pass, Silver Marches
Tamarand	27	Living	Male great wyrm gold	Mountains near Bloodstone Pass
Taraunramorlamurla, "Serenescales," "Taunamorla Esmurla," "Keeper of Secrets"	22	Living	Female ancient song	Waterdeep
Tarith the Green	—	Dead	Female old green	Thunder Peaks
Tarlacoal	19	Living	Male mature adult gold	Thunder Peaks
Tauntzoth	—	Dead	Female ancient bronze	Whalebones, Finback
Tazmikella	25	Living	Female great wyrm copper	Heliogabalus, Damara
Tchazzar	40	Fiendish;	Male great wyrm red	Cimbar, Chessent
		dragon ascendant 12		
Tenaarlaktor	—	Dead	Female wyrm blue	Calimshan
Teskulladar "Manytalons"	24	Living	Male wyrm silver	Evermeet
Thalagyrt, "Old Lord Memory"	18	Living	Male very old mist	North of Port Llast
Tharas'kalagram, "Kalag"	18	Living	Male mature adult red	Forest of Wyrms
Thauglorimorgorus, "The Black Doom," "Thauglor the Mighty," "The Purple Dragon"	—	Dead	Male ancient black	Storm Horns
Themberchaud, "The Wyrmsmith of Gracklstugh"	13	Living	Male young adult red	Gracklstugh, North Underdark
Theslacramillos	—	Dead	Male wyrm green	Island off the coast of Altumbel
Thlaaklauthimir, "Freezefire"	—	Dead	Male ancient white	The Ice Peak
Thmaughra	19	Living	Female wyrm mercury	Island far to the southwest of Evermeet
Thoklastees	—	Dead	Male wyrm blue	Calim Desert, Calimshan
Thraxata, "The Flamefiend"	13	Living	Female young adult red	The Blood Horn, SW Cormyr
Throstulgrael, "Velvet"	5	Living	Male young black	S Mulmaster
Thungarbarath, "Flamegout"	—	Dead	Male wyrm red	Thunder Peaks
Thyka	19	Living	Female old bronze	Serpent Hills
Tlanchass, "Hailstorm"	24	Living	Female ancient gold	Evermeet, formerly Raven's Bluff
Tomphael Arkenrret	30	Living;	Male mature adult drow-dragon	Chaulssin, Eryndlyn
		wizard 13/assassin 1		
Topher	12	Living	Male adult brass	N Serpent Hills
Torixileos, "Master of the Blizzard," "Bringer of Ice Agony," "Lord of the Frozen Mountain"	—	Dead	Male mature adult white	Silver Marches

APPENDIX

Dragon	CR	Status	Gender / Kind	Lair / Domain
Tostyn Alaerthmaugh, "The Silver Flame"	8	Living	Male young adult mercury	The Everlake, Evermoors
Trinculo	10	Living	Male adult mercury	Forest of Amtar
Troberdene	24	Living	Male wyrm red	E Serpent Hills
Trollushanthallor	—	Dead	Male adult bronze	The Small Teeth, Amn
Tsenshivah	9	Living	Female dragon turtle	Dragonmere, off the coast between Teziir and Westgate
Tyra	9	Living	Female young adult black	Vast Swamp
Tyssaklera	15	Living	Female advanced 24 HD faerie	Evermeet
Ualintharghar, "The Devouring Flame"	—	Dead	Male wyrm red	Giantspine Range, Moonshaes
Ueurwen	16	Living	Female old black	Unknown
Uinnessivar, "Moondragon"	—	Dead	Male wyrm silver	Myth Drannor, Coirmanthor
Ulreel	22	Living	Male ancient bronze	Unknown
Uluuthavarra	—	Dead	Female ancient red	Lake of Steam
Umbraxakar	16	Living	Male mature adult shadow	Vanrakdoom, Undermountain
Urnalithorgathla	—	Dead	Female wyrm green	Spiderhaunt Wood
Urshula	21	Dracolich	Male very old black	Vaasa
Uthagrimnoshaarl, dracolich	—	Destroyed	Male great wyrm shadow	Well of Dragons, N Sunset Mountains
Valamardace, "The Dragon Queen of Silverymoon"	24	Living	Female ancient gold Everlund, High Forest	The Floating Mountain,
Valraxaxath	32	Living; wizard 18	Male mature adult black	Rethild, the Great Swamp
Velcuthimmorhar, "Hephaestus"	24	Living	Male wyrm red	Caves W of Mirabar
Velora, "The Poisonous"	16	Living	Female mature adult green	Moonshae

Illustration by Jim Pavelec



The cat searches for the canary

APPENDIX

Dragon	CR	Status	Gender / Kind	Lair / Domain
Velsaertirden, "Velsaert"	23	Living; lore-master 10	Male very old steel	Baldur's Gate
Vendrathdammarar, "Brimstone"	20	Living	Male old red	Storm Horns, Cormyr
Venomindhar, Venomindhandar, "Venom"	—	Dead	Female ancient green	Haptooth Hill, Tangled (aka Emerald) Vale, S Elven Court, Cormanthor
Vervevoran	19	Living	Male very old emerald	Moonsea, Dalelands
Verthandantalynx, "Little Verthie," "The Verdant Cloud"	22	Living	Female wyrm green	West of Myth Drannor
Vesz'zt Auvryana	20	Vampiric; rogue 6/assassin 3	Male adult drow-dragon	Chaulssin, Maerimydra
Vilholin	20	Living	Female wyrm black	High Moor
Vingdavalac	12	Living	Male young adult bronze	Unknown
Voaraghamanhar, "The Black Death," "Wezlum"	20	Living; sorcerer 9	Male adult black	Mere of Dead Men
Vrondahorevos, "Lightningdance"	—	Dead	Male ancient blue	Near Palter, Netheril
Vr'tark	19	Dracolich	Male mature adult blue	Boneyard, Earthroot Underdark
Vulharindauloth	16	Living	Male old black	Skull Pool, Skullport
Vulpomyscan	—	Dead	Male great wyrm brown	Citadel of Black Ash, Unther
Waervarendor, "The Rapacious Raider," "Welzour"	20	Living; sorcerer 9	Male adult black	Mere of Dead Men
Wastirek	20	Living	Male wyrm black	High Moor
Wizzerazz	16	Living	Male adult gold	Cloven Mountains, Nimpeth
Woklef	11	Living	Male adult black	High Moor
Worlathaugh, "Plunge"	19	Living	Male very old deep	Underdark beneath Damara or Impiltur
Xanscilathampos	23	Living	Female wyrm bronze	Cormanthor
Xantrithicus	—	Dead	Male great wyrm green	Thunder Peaks
Xargithorvar, "Foilsunder"	18	Living	Male old green	Winterwood, Lake of Steam, near Wintercloak River
Xavarathimius, "The Everlasting Wyrm"	27	Dracolich	Male great wyrm green	Sharwood, Shaar
Xaxathart, "The Retributer"	—	Dead	Male ancient red	Lands of Intrigue
Xexillidaulgrymm, "Grim"	12	Living	Male mature adult fang	Unknown
Xorthaul Barriath	22	Living; rogue 1/cleric 9 (Vhaeraun)/assassin 1	Male mature adult drow-dragon	Chaulssin, Jhachalkhyn
Yiarni	12	Living	Female adult crystal	Thunder Peaks
Yindoth	—	Dead	Female ancient black	Unknown
Ylithargathril, "Talon Greenstrike"	16	Living	Female mature adult green	Moonshae
Ylveraasahlisar, "The Rose Dragon"	—	Dead	Female great wyrm red	Calimshan
Zammzt Everharn	23	Living; rogue 5/assassin 8	Male mature adult drow-dragon	Chaulssin, Ched Nasad
Zarlandris	—	Dead	Male mature adult black	Glaun Bog, Cormanthor
Zathrantramix	15	Living	Female adult red	Dragonspine Mountains
Zellenesterex	14	Living	Female adult blue	Wyrmcaves, Great Rift
Zethrindor	—	Disembodied dracolich	Male ancient white	Great Glacier
Zilanthar	—	Dead	Male adult black	Orogoth, High Moor
Zormapalearith, "Emberspeak"	15	Living	Female adult red	Orsraun Mountains
Zundaerazylym, "The Laughing Wyrm"	15	Living	Female ancient steel	Neverwinter
Zyx	6	Living	Male faerie	River Olung, Jungles of Chult
Zz'Pzora	—	Dead	Female adult deep (2-headed)	Near Menzoberranzan, Underdark

expand your



experience

introductory products

D&D® is easy to learn, but can be hard to teach. With the DUNGEONS & DRAGONS® Basic Game, you can quickly bring your friends up to speed and get them ready for more adventure.

- ❖ *DUNGEONS & DRAGONS Basic Game* 0-7869-3944-3 \$24.99 _____
- ❖ *DUNGEONS & DRAGONS Miniatures Starter Set* 0-7869-3885-4 \$19.99 _____

Accessories

Keep your game moving with essential tools that put information at your fingertips. And add excitement to every session with ready-made adventures, maps, and more.

- ❖ *Deluxe Character Sheets* 0-7869-3421-2 \$14.95 _____
- ❖ *FORGOTTEN REALMS Dungeon Master's Screen* 0-7869-2783-6 \$14.95 _____
- ❖ *DUNGEON & DRAGONS Dice* 0-7869-3513-8 \$9.95 _____
- ❖ *D&D Miniatures War of the Dragon Queen* 0-7869-3887-0 \$19.99 _____
Booster Pack

core D&D supplements

Expand your options for developing characters, creating adventures, and building campaigns with books filled with new races, feats, equipment, spells, monsters, magic items, and more.

- ❖ *Lords of Madness: The Book of Aberrations* 0-7869-3657-6 \$34.95 _____
- ❖ *Races of the Wild* 0-7869-3438-7 \$29.95 _____
- ❖ *Player's Handbook II* 0-7869-3918-4 \$34.95 _____
- ❖ *Libris Mortis* 0-7869-3433-6 \$29.95 _____

FORGOTTEN REALMS® products

Discover excitement and adventure in every corner of Faerûn. Each supplement offers a wealth of information and inspiration that will add depth to your characters and detail to your FORGOTTEN REALMS campaign.

- ❖ *FORGOTTEN REALMS Campaign Setting* 0-7869-1836-5 \$39.95 _____
- ❖ *Champions of Ruin* 0-7869-3692-4 \$29.95 _____
- ❖ *Lost Empires of Faerun* 0-7869-3654-1 \$29.95 _____
- ❖ *Mysteries of the Moonsea* 0-78693915-X \$29.95 _____
- ❖ *City of Splendors: Waterdeep* 0-7869-3693-2 \$29.95 _____

Total: _____

Use this sheet to help friends and family find the products you want and when ordering from your favorite hobby shop or bookstore.

Name: _____ Telephone: _____

Address: _____

City: _____ State: _____ Zip: _____

FOLLOW DRIZZT INTO BATTLE



Join the most famous hero in all of the FORGOTTEN REALMS® on action-packed adventures across the world of Faerûn. The legend begins inside the pages of these *New York Times* best-selling novels. Look for them at your favorite bookstore—and try to keep up.

FORGOTTEN REALMS

 wizards.com/books

unleash the dragons within!

Long ago, dragons ruled the world, and although their power has waxed and waned over the millennia, they never forget the glory of the distant past. Now and then, some world-shaking event or revelation brings out the worst in them . . . and transforms Faerûn forever.

This supplement describes some of Faerûn's most notorious dragons and dracoliches and presents information on dragon-related organizations such as the church of Tiamat and the Cult of the Dragon. In addition, this book includes ready-to-play adventures, new traps and treasures found within dragons' lairs, new dragon spells, and new monsters.

For use with these DUNGEONS & DRAGONS® products
Player's Handbook™ *Dungeon Master's Guide™* *Monster Manual™*
FORGOTTEN REALMS® Campaign Setting *Draconomicon™*



LOCKWOOD



Visit our website at
www.wizards.com/forgottenrealms

ISBN 10: 0-7869-3923-0
ISBN 13: 978-0-7869-3923-7



5 2995



EAN

Sug. Retail: U.S. \$29.95 CAN \$39.95
Printed in the U.S.A. 953797200