

IN COLD BLOOD

by Chris Hussey

The ravings of a mad prophet claim that a great evil has returned to Alik'bar and that this time, there shall be no salvation. Even those who previously vanquished the evil will be unable to stop it.

Terror now grips the lower class populace while the guards and merchant class go about their days, ignoring the "stories" of an unseen menace.

"There is nothing wrong here," come the stern replies of the city guard. All the while the Mayor and his people retort, "the Evil in Alik'bar was banished long ago. This is nothing but vagrants and charlatans, begging for attention."

The Church of Salvation has another opinion, but their words die down in a city gripped with tension, apathy, and a demoralized poor class.

The question remains: Why is there fear running in city's slums? What does it have anything to do with the missing vagrants who disappeared so many years ago? Is there really a great threat, or is there a simpler answer?

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For use with
DRAGONS
D20 Sourcebook
by AEG

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

In Cold Blood



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HOW TO USE THIS PRODUCT

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

DUNGEONS AND DRAGONS

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

"LET'S GO KILL A DRAGON!"

LAST WORDS OF A CHARACTER
WHO REMEMBERS 2ND EDITION
DRAGONS

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Illustration by Luis Vazquez © 2001 AEG

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



GAME MASTER BACKGROUND

This adventure is designed for a party of four to six characters of levels 6–8. The adventure easily fits into any existing campaign or even a current adventure the PCs are on. It also works as a stand alone adventure. The nature of the adventure's end also provides the GM an opportunity to create plot threads for future adventures.

Several weeks ago, a blue dragon named Azuspear took up refuge in a Ethinok. With him travelled a small cadre of dragon thralls he created. Azuspear hoped to use the thralls to build his power base in Ethinok. He could then, move on, leaving his thralls behind to orchestrate his machinations. In order to feed his plans, beggars from unsavory portions of the city were abducted. While most merely slaked the dragon's appetite, Azuspear hopes to find candidates suitable to become thralls.

Azuspear wages a covert war against a green dragon named P'kinestra. The two dragons sniped one another for years, but Azuspear believes that if he can gain a foothold in Ethinok, he can decisively end the conflict. Unbeknownst to Azuspear and his minions, P'kinestra maintains a power base in the city as well, under the guise of a benevolent temple in one of the city's poorer districts. P'kinestra's agents discovered the presence of the blue dragon, and now look for an opportunity to shut him down before he roots himself too deeply into the city's infrastructure.

P'kinestra's primary agent, Slofen, spotted the PCs, considering them the perfect talent to use in this ancient and private war. He intends to use the PCs against his rival rather than sacrifice his own resources, while avoiding detection of his own activities by the heroes.

The PCs must discover who is behind all the people vanishing from the city streets and bring an end to it. As they investigate, they may find out more than they wish, and come to the conclusion that those they think are allies, are really enemies.

A NOTE ABOUT ENDING THE ADVENTURE

This adventure is specifically designed to take many evenings to play. The plot involves many elements that require further development for campaign play. Be aware there is no definitive ending to this adventure. The PCs may indeed end Azuspear's activities, at the same time letting P'kinestra's followers remain. If this is part of a greater campaign, the ramifications are obvious.

An alternative involves eliminating both sides. In such an instance, the adventure becomes a protracted encounter with two very powerful foes. Plan for many sessions.

Ultimately, how the adventure ends is decided by the PCs' actions and observations. If the PCs are getting involved because of Farangen's missing daughter, make sure they know a little about the incident before they enter the city. Slowly building to an adventure in Ethinok, with rumor, gossip and hushed stories of missing beggars adds an element of mystery to *In Cold Blood*.

GETTING STARTED

RUMORS

While the PCs are in the city, they hear rumors and rumblings about second class citizens disappearing from the city's poorest districts. While this sort of rumor is not unusual, the sheer numbers are disturbing. Having NPCs talk about it or a town crier list off "a new record evening of disappearances" should pique the PCs' interest.

A PROPHET

Encounter: As the PCs travel the city, they overhear the ravings of a prophet in the street.

Shouts from a disheveled man across the market, distract your sojourn through the city streets. Long, mashed hair and chipped teeth mar his appearance. He shouts to the crowd, but only a few people pay any attention. The rest avoid eye contact as they pass.

"Heed my words! It begins again. The evil that visited us once so long ago... has returned! I tell you all it is true! I have seen it myself! You think these disappearances... mere chance? No! They come in the night to take the helpless for their sinister cause. Their hunger will not rest this time. It shall not be abated! When it came upon us before, the forces of Salvation saved us from the brink! But it did not stop their hunger... we will not be spared this time! Oh no! Their evil shall consume us all!"

The prophet speaks in a crazed, elusive manner. But, he carries relevant information, having witnessed one of the kidnappings *with his own eyes*. He eagerly speaks with any PCs who engage him, describing the kidnappers as elves with blue skin and yellow eyes. He claims they are magical: "fire danced upon their hands". He knows no real facts of the city's history, except that there were many disappearances several years ago. The Church of Salvation eventually stopped the evil and set up in town, to protect the innocent from further harm.

Draw out the encounter as long as you like, but when the PCs look like they've had enough (or if they ignore the *prophet*), a stranger steps in. Slofen, head priest from the Church of Salvation, approaches, telling the PCs that the "prophet" is not far off. "I cannot talk here. Perhaps you can come to my temple where we may speak in private."

THE CHURCH OF SALVATION

The Church of Salvation is a small temple located in the poor district. To outsiders, the church offers hope to the downtrodden and destitute. However, secretly, the church is a front for P'kinestra, with all its members servants of the dragon. A number of criminal activities take place behind the church's walls, all of which generate enormous profits for the P'kinestra and his minions.

Slofen is a servant of P'kinestra, but hides his dragon aspects (scaled hands and torso) under his clothes. This allows him to carry on a presentable, public life without drawing suspicion.

Slofen is interested in the PCs and would like it if they'd investigate this new round of disappearances. He arranges a meeting with the PCs.

"Greetings, my friends. I truly hope that you can be of help to us. There is truth to the *man's* words. Though the city guard ignore these events, it is of the utmost importance to those of us who live our lives in the belly of the city.

"You may have heard the rantings of the man on the street. While he is not... well, his words are not far from true. Many of the city's poor have gone missing... and this concerns us all. It may indeed be a rising evil, but we hope that if we act soon enough, it can be stopped."

Whether or not the PCs are familiar with the Church depends on the depth of the campaign and their familiarity with the city. Slofen can answer trivial questions about the order, but does not hint at too much else.

THE JOB

Slofen wants the PCs to investigate the disappearances and stamp out any evil. He also wants a report of any findings. If the investigation goes on too long, he'll want regular reports. Slofen himself would have the church look into the matter, but claims that he lacks the resources to effectively do so.

Slofen happily answer the PCs' questions:

What is the story behind the disappearances a few years ago?

What Slofen says: "The prophet was not wholly wrong. About three years ago, we traced the disappearances to an evil cult that worshipped a reptile demon. A party of brave heroes stamped them out."

The Truth: P'kinestra took up residence in the city, with Slofen. The disappearances were actually food for the dragon, or P'kinestra's enthralled servants in certain cases, like the adventurers who helped "stamp out" the evil.

What about the merchant's daughter?

What Slofen says: "Oulween was her name, I believe. It brought attention to the matter, but she was never found."

The Truth: Oulween is actually a thrall in service to P'kinestra, and works in the church. She brought in the last amount of cash to fund the temple and get the criminal operations off the ground.

What's in it for us?

What Slofen says: "Besides the gratitude of the city's poor and downtrodden, the Church of Salvation will compensate you... reasonably."

The Truth: Slofen pays very little — 500 gp in gems and jewels donated from over the years. "I wish there were more... but it is all we have."

HITTING THE STREETS

If the PCs conduct an investigation with the locals, most everyone is too busy to be bothered with “poor people’s problems.” Allow the players to roleplay these situations, but the following chart indicates the information they obtain with a Gather Information check. Ask what DC they are attempting. If they succeed provide the appropriate information. If they fail, they learn nothing.

DC Information Regarding the Current Disappearances

15 “Aye, I’d say near 20 people vanished off the streets in the past few weeks. No one’s seen nor heard a peep from them since. ‘Course, that damnable town guard won’t lift a finger to help until someone better’n us gets taken, like last time.”

20 “There have been about 15 disappearances since people started taking notice. Who knows how many more?!? Odd thing is, there haven’t been many witnesses, except for that crazy man calling himself a prophet. No one believes him, though. But I’m starting to think he knows something.”

25+ “No one noticed ‘til about three people vanished in just one day. I think only eight people were taken altogether, near as I can tell. Mostly beggars and street thieves. Some say the Green Stag is responsible. It’s that new tavern that opened up on Highman Street. Built not long before the disappearances started.”

DC Information Regarding the Past Disappearances

15 “Yeah, nearly 20 people were missing before the cult was wiped out. That was about three years ago. Sad thing was the heroes that took care of the problem all died in the battle as well.”

20 “After that merchant lost his daughter, that’s when the town guard got involved. They never found anything though. Ask any locals. They’ll tell you about it. Can’t say I remember his name though.”

25+ “The merchant Farnagen was broken up about his daughter. They’re respected traders. Farnagen is still alive. I hear that he’s hired men from out of town to find his daughter.”

DC Information Regarding the Church

15 “The Church of Salvation has been around for the past three years — made a name for themselves when they stamped out that lizard cult. Since then, they’ve been helping the poor.”

20+ “The Church does a lot of good. Some say they have ulterior motives, but I don’t believe it. I think they feel guilty over that lizard cult debacle.”

DC Information Regarding the Lizard Cult

15 “The lizard cult? They were some group that *supposedly* worshipped a demon. Most folks don’t believe they existed. After the Church came in, no one’s heard a thing about them.”

20+ “They were a real cult all right, just not a large one. Most were wiped out by the Church a few years back, but some say they live, hiding out somewhere.”

MASTER FARNAGEN

It is not difficult to find the Farnagen merchant house, however Farnagen isn’t taking any visitors. He’s distraught over his daughter, so his business suffers. The PCs may ask to see Master Farnagen by mentioning his daughter or hinting that they are putting any end to the current disappearances. Most other requests are met with silence. Farnagen’s assistant, Loliir, tells them to come back another time.

If they gain entrance, read the following:

The finely paneled chamber smells of tobacco and tea. Across the room hangs a portrait of a young, beautiful woman with dark hair. Sounds of a conversation tell you that Farnagen is with a guest. A young man in a fine wool cloak leans over a desk, speaking to an old, finely groomed man.

“Father, I know I can do this. I am not a boy anymore. You have never trusted me... since Oulween disappeared, your faith is shaken and I am no —”

“Braf, I know you feel this is within your power, but please, I urge you not to go down this path. I do not wish to lose my son as well. But hush, we have company.”

The older man waves the younger aside, and urges you forward. “Come in please. You say you have word of my daughter?”

Master Farnagen answers any questions he can about his daughter’s disappearance, but he knows little. Roleplay the situation and show the PCs how desperate and tired Farnagen is.

“It was a three years ago when she disappeared. She met with someone and never returned. We knew something bad had happened when my personal guards found one half of her matched pendants in an alleyway in the city’s slums. Even to this day, my heart remains unhealed. If you can do anything, I am forever in your debt.”

Farnagen will pay for his daughter’s return. ‘1,000 gp if she is returned saefly.’

MOUTH OF THE DRAGON

The Green Stag Tavern lies in the seediest section of the city slums. It is a rowdy place, alive with constant music and loud voices. Several fights erupt while the PCs are there. Only one drink is available at the tavern: a house ale named Dragon’s Blood. It has a strong kick, but tastes like a robust red ale. Most of the patrons seem to enjoy it.

The tavern has a detailed menu, but most of the food is very light and none of it goes well with the house ale.

Note: The ale has an *addiction* spell cast upon (see below) it by Janjere, the wizard who lives here. See his description and the description of the spell at the end of the adventure for the effects.

The tavern is a popular hang out, with a wide variety of races present. The servers are all elves. Observant PCs (Spot check, DC 20) note that one of the elves serving ale has a slight bluish tinge to his skin. Any PC near the curtain separating the bar from the kitchen, catches sight of the cook (Spot check, DC 25). He has fine blue scales on his cheeks and a similar tint to the other elf.

Sitting around and talking with the patrons, the PCs learn little. Most are drunk. The servers and bartender avoid questions unrelated with drinking.

BACK TO CHURCH

The PCs may at some point reach a dead-end or need to report to Slofen. If the PCs ask about the adventurers involved in the destruction of the lizard cult, Slofen expresses sadness over their deaths. He did not want it to happen, nor did he not want to mention it to the PCs for fear they would turn their backs on him. Slofen urges the party not to give up on their quest, despite not being able to find anything solid yet. He suggests the PCs hang out among the alleys and roads of the poor section of the city.

MISSING SON

About a day after the PCs meet with Farnagen, his son (Braf) disappears. News of Braf's disappearance spreads quickly after a vagrant finds his sword and cloak in an alley. Braf was no beggar and rumors turn to hysteria.

If the PCs pay another visit to Farnagen, he pleads with them to find his son as well, doubling his offer.

STAKEOUT

If the PCs comb the streets or stake out various "slums", activity finds them quickly. In the middle of the night, not far from the Green Stag tavern, they hear a scream followed by the familiar sounds of combat.

When the PCs arrive on the scene, they see a dwarf struggling against three *humanoid* attackers. The attackers flee at the first sight of the PCs, disappearing into an alley way or into the shadows. The dwarf is intoxicated, nearing unconsciousness. With enough cajoling and a few slaps, he relates the following story.

"I was leaving the Green Stag. I'd had plenty to drink... thought it best to get home. I had not gotten far... far before those beasts [long pause] set upon me! I cut one of them... with my dagger..... They had scales... and claws. They kept saying, saying... it was my time."

The dwarf drifts off into a drunken slumber after that. PCs who search the area find blood and small blue scales (Search check, DC 15). If they follow the blood trail (DC 25), it leads back to the Green Stag.

THE GREEN STAG: AFTER HOURS

By now, the PCs should have enough clues to investigate the Green Stag Tavern. They can enter through either the front or back entrances. Each door is locked, requiring a Pick Locks check (DC 20). A Move Silently check (DC 20) insures that no one inside hears them.

1. BAR

This is the serving area. Normally, this area is full of patrons and the fire burns strong. After hours, it is empty and the fire in the hearth is a mere ember. Behind the bar are three kegs of Dragon's Blood Ale.

2. KITCHEN

There is an **elf (hp 20)** here cleaning up after hours. He keeps a broom nearby, in the corner and his sword is stored under a counter (it takes him 1 a move-equivalent action to retrieve either). He is a thrall to a blue dragon.

Elven Thrall Ftr2: CR 2; SZ M (humanoid, dragon); HD 2d10; hp 20; Init +6; Spd 30 ft.; AC 19 (+2 Dex, +3 Studded Leather, +1 Buckler, +3 natural); Atks Longsword +4 melee (1d8+1), or shortbow +4 ranged (1d6); AL LE; SV Fort +6, Ref +3, Will +2; Str 12, Dex 14, Con 10, Int 12, Wis 10, Cha 11. Skills: Climb +3, Jump +4, Listen +2, Spot +3. Feats: Improved Initiative, Point Blank Shot, Weapon Focus (longsword).

Tactics: This elf calls for help from below while fighting the PCs. He is concerned with sounding an alarm by any means necessary to alert others. He fights to the death.

3. LARDER

Encounter: Food is stored here in stacks. Crates, tubs, tureens, and casks fill the room in an ordered and organized fashion. **2 elven thralls (hp 20 each)** are working here, cataloging and inventorying the items.

Tactics: One elf runs for help (to raise the alarm) through the door, while the other engages the PCs in combat, fighting to the death to delay the PCs.

4. QUARTERS

The remaining **4 elven thralls (hp 20 each)** are here, including the one the dwarf previously wounded (**12 hp**). Each has a bed and small chest without a lock. Each chest contains some minor personal effects, 2d10 gp, and 3d10 sp.

Tactics: One of the elves heads through the trap door to alert his superiors. The rest engage the PCs.

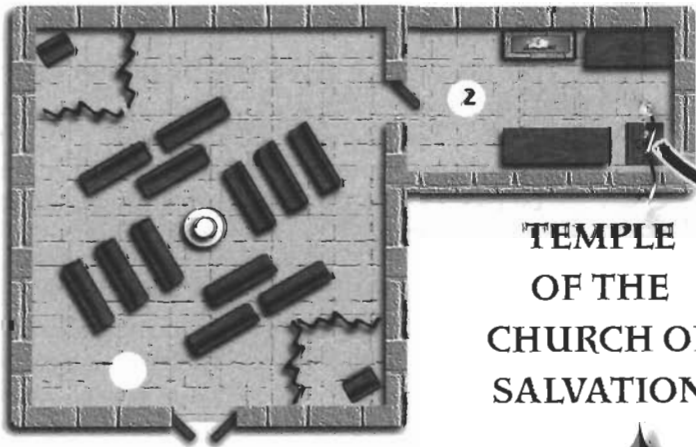
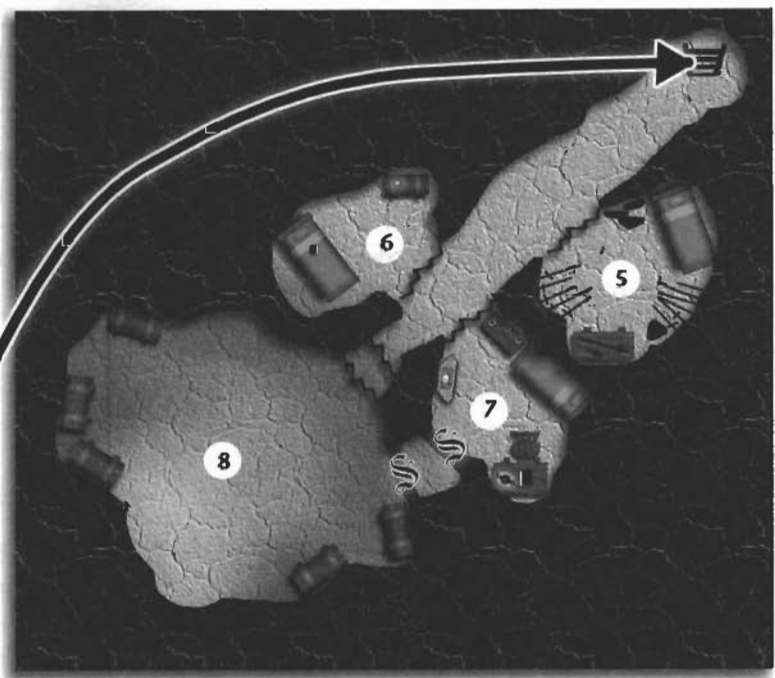
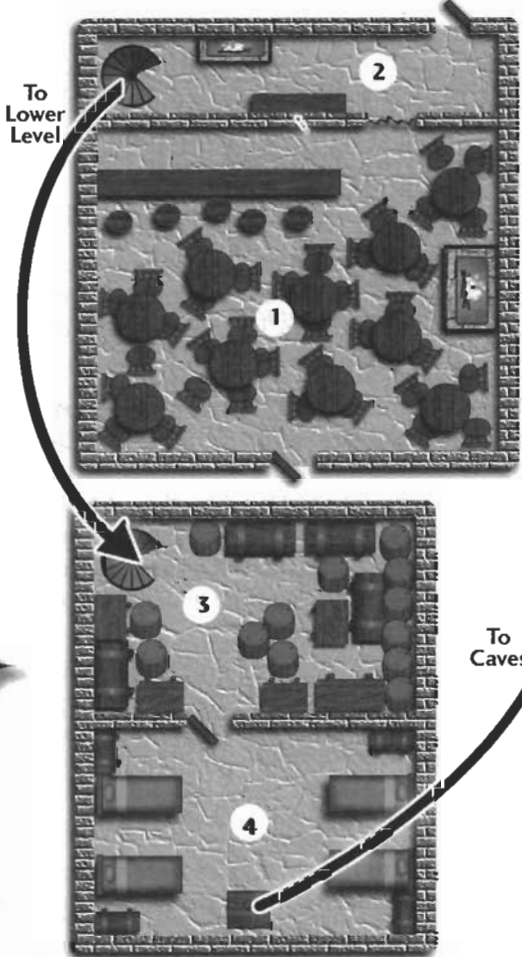
5. WEAPONSMITH'S CHAMBER

The elves keep their weapons maintained in this room. The **elven weapon master (hp 40)** also lives here.

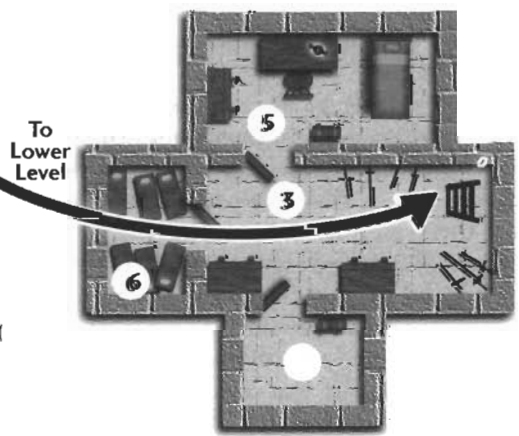
Tactics: Vennzeer the weapon master knows all the elves in their group well, and shouts an alarm upon seeing strangers. If alone in combat, he fights his way to his comrades. If he hears the sounds of battle, he joins as quickly as possible, calling an alarm on the way.

THE GREEN STAG TAVERN

	Spiral Stairs		Bed		Tables
	Trap Door		Bedroll		Desk/Cabinet
	Secret Door		Chair		Chest
	Ladder		Stool		Barrel
	Fire Place		Pew		Curtian



TEMPLE OF THE CHURCH OF SALVATION



Vennzeer, Thrall Ftr4: CR 4; SZ M (humanoid, dragon); HD 4d10; hp 40; Init +6 (Dex, Imp Init); AC 22 (+2 Dex, +5 Chainmail, +1 Buckler, +1 ring, +3 natural); Atks +1 *longsword* +7 melee (1d8+2) or *shortbow* +6 ranged (1d6); AL CN; SV Fort +7, Ref +4, Will +4; Str 13, Dex 14, Con 10, Int 12, Wis 12, Cha 11. Skills: Climb +3, Jump +4, Listen +3, Spot +5, Weaponsmithing +5. Feats: Improved Initiative, Point Blank Shot, Power Attack, Weapon Focus (*longsword*).

A rather gruff elf, Vennzeer keeps his weapons in top shape. He is a hardy fighter, giving as good as he gets. He wields a +1 *longsword*, and wears a *ring of protection +1*. In a small locked chest (Pick Locks check, DC 20) are 175 gp, 135 sp, and sapphire worth 200 gp.

6. GUARD CAPTAIN'S ROOM

The second in command of Azuspear's thralls, **Fojen (hp 70)**, lives in this makeshift room. Besides a bedroll, there is a small, wooden chest, a black journal and candle. The chest is locked (DC 25) and trapped (poison needle +8 ranged (1d2+poison); Search check (DC 23); Disable Device check (DC 20). The poison on the needle is Screamer's Delight. Victims who fail a Fort save (DC 20) fall into screaming convulsions that last for 1d4+2 rounds.

Tactics: Fojen is rarely in here. Place him wherever it keeps the action exciting. In combat, Fojen protects Azuspear, and gives his life for the dragon (if necessary). He uses his Power Attack feat to deadly effect.

Fojen, Thrall Ftr8: CR 9; SZ M (humanoid dragon); hp 70; Init +7; AC 25 (+5 Dex, +5 armor, +2 shield, +3 natural); Atks Rapier +13/+6 melee (1d6+4) or light crossbow +13 ranged (1d8); AL LE; SV Fort +8, Ref +1, Will +5; Str 14, Dex 18(20), Con 10, Int 12, Wis 12, Cha 12. Skills: Bluff +3, Climb +7, Diplomacy +3, Jump +7, Listen +6, Spot +6. Feats: Improved Initiative, Point Blank Shot, Power Attack, Weapon Finesse (rapier), Weapon Focus (rapier), Weapon Specialization (rapier).

Fojen wears +2 *studded leather armor*, and a +1 *buckler*. He also carries a *potion of bull's strength*, and wears *gloves of dexterity +2*.

The journal reveals the following information:

Search check DC 15: *From an entry six months ago.* We have had the most interesting past month. Janjere, my men, and I stumbled upon the dragon's lair, as the map had promised. We searched, and came upon the beast sure enough, but I lost three men in the process.

When the dragon discovered our presence, he made us an offer. If we swore fealty to him, he promised more wealth and power than we could imagine. We were reluctant at first, but accepted the offer. Part of the bargain required us to drink his blood. An odd sensation, but the dragon was true to his word.

Search check DC 20: *From an entry two months ago.* Our lord has told us he wages a longstanding feud with a vile green dragon, Pinestra. He plans to accompany us to a city soon to wage our war. He plans to have others drink his blood to spread his power even further.

From an entry two weeks ago. We took beggars and thieves from the streets to feed my lord, and search for worthy allies. The tavern is aiding us immensely in this effort, thanks to Janjere's magic. With the money from the tavern, we can fund a number of different operations.

When I informed our lord that disappearances such as ours happened in this city before, he became concerned, as if he suspected something. He told me that Pinestra may already have operations in this city. I investigated this matter, but found nothing yet.

The chest contains 300 gp, 445 sp, a ruby-studded necklace worth 750 gp, and pair of matched ruby rings each worth 175 gp.

7. JANJERE'S ROOM

This room is filled with several jugs, jars and other containers. A small brazier emits heat and a haze of incense. A battered desk sits in one corner, a lamp resting on top, along with a large tome.

The leader of the elven band, **Janjere (hp 37)** lives here.

Tactics: Janjere tries to negotiate with the PCs at first, hoping to seduce them with the power Azuspear can give. If that fails, he engages them in combat, gradually retreating to Azuspear's chamber. Janjere usually tries protecting himself first, giving his men time to arrive before going on the offensive. This means he uses his Slow or Grease spells first, then proceeds from there.

Janjere Thrall Wiz10: CR 11; SZ M (humanoid dragon); hp 37; Init +7; AC 18 (+3 Dex, +2 bracers, +3 natural); Atks Quarterstaff +5 melee (1d6); AL LE; SV Fort +6, Ref +6, Will +9; Str 10, Dex 17, Con 10, Int 18, Wis 14, Cha 15. Skills: Alchemy +14, Bluff +10, Concentration +13, Knowledge Arcana +13, Listen +9, Scry +10, Spellcraft +11, Spot +10. Feats: Heightened Spell, Improved Initiative, Lightning Reflexes, Maximize Spell, Quicken Spell, Scribe Scroll. Prepared Spells: *alter self*, *bigby's interposing hand*, *burning hands*, *cause fear*, *daze*, *detect magic*, *expeditious retreat*, *fog cloud*, *glitterdust*, *grease*, *hold person*, *lightning bolt*, *mage hand*, *magic missile*, *minor globe of invulnerability*, *mirror image*, *read magic*, *slow*, *stoneskin*, *summon monster IV*, *teleport*, *vampiric touch*, *wall of fire*, *web*.

Janjere owns *bracers of armor +2*, a *potion of cure moderate wounds*, a *ring of feather falling*, a *scroll of teleport*, and a *wand of magic missiles* (9th level) with 23 charges.

In this room is a locked chest (DC 25, to open). Inside are 1,750 gp, 473 sp, two diamonds worth 350 gp each, and a small, jade dragon statue worth 220 gp.

8. AZUSPEAR'S CHAMBER

Azuspear (hp 200) currently resides in this room. He sits on a raised earthen mound, with the unconscious form of Braf Farnagen lying nearby. Azuspear is angry at the PC's interference. If the PCs seem capable he offers them one chance to leave, quietly (planning to make them Thralls later). Failing that, he attacks.

Blue Dragon: CR 10; SZ L (dragon, earth); HD 18d12+72; hp 200; Init +0; Spd 40 ft., fly 150 ft. (poor), burrow 20 ft.; AC 26 (-1 size, +17 natural); Atks 1 Bite +23 melee (2d6+6), 2 claws +19 melee (1d8+6), 2 wings +18 melee (1d6+3), 1 tail slap +18 melee (1d8+9); SA Breath Weapon +23 ranged (10d8, DC 23), spells, fear (DC 21), SR 19; SQ Electricity Immunity, create/destroy water, sound imitation, damage reduction 5/+1; AL LE; SV Fort +15, Ref +11, Will +13; Str 23, Dex 10, Con 19, Int 14, Wis 15, Cha 14. Feats: Cleave (claw attack only), Hover, Power Attack, Quicken Spell-like Ability, Weapons Focus (claw). Prepared Spells: *arcane mark, charm person, comprehend languages, daze, detect magic, ghost sounds, message, obscuring mist, open/close, protection from good, ray of enfeeblement, read magic.*

Tactics: Azuspear is deadly in combat, but does not enjoy a close quarters fight such as this. If the PCs do more than 85 points of damage to him, he breaks through the ceiling and into the sky above the city. He does not return, but does not forget the PCs either.

In the chamber are several chests. In all, they contain 1,020 gp and 13,206 sp — profits from the sale of the dragon's blood ale.

RESCUING BRAF

The merchant's son unwillingly consumed some of the dragon's blood. He is unconscious, but a *remove curse* spell may restore him (GM's whim). Farnagen is overjoyed at the recovery of his son, and gladly pays the PCs.

THE OTHER PIECE

If necessary, the PCs may wish to visit Slofen, especially if they've become suspicious of his actions.

1. MAIN TEMPLE

Here, the Church conducts its daily business, offering aid to the city's poor. An **acolyte (hp 24)** is present. He is cordial. If the PCs arrive at night, Slofen is unavailable. Behind the curtained areas are small prayer chambers.

Acolyte, Human Thrall Clr3: CR 4; SZ M (humanoid dragon); HD 3d8+3; hp 24; Init +1 (Dex); Spd 30ft; AC 16 (+1 Dex, +2 Leather, +3 natural); Atks Sickle +2 melee (1d6); SV Fort +7, Ref +5, Will +6; Str 11, Dex 12, Con 12, Int 10, Wis 13, Cha 12; AL LE. Skills: Concentration +6, Heal +5, Knowledge (religion) +3, Spellcraft +4. Feats: Combat Casting, Lightning Reflexes, Spell Focus (necromancy). Spells (Domains: Evil, Law): *calm emotions, cause fear, cure minor wounds, darkness, doom, guidance, inflict minor wounds, protection from good, resistance, sanctuary.*

Tactics: Not expecting an attack, the acolyte flees through the secret door (room #2). He carries 3d6 sp.

2. BACK ROOM

This is a utility room used for preparing food and other mundane tasks. In the floor is a secret door (Search check, DC 15).

3. LARDER

Instead of foodstuffs, the larder contains a number of weapons, and **2 dire wolves (hp 57)**.

Dire Wolves: CR 4; SZ L (animal); HD 6d8+18 hp 57; Init +2; Spd 50 ft.; AC 14 (-1 size, +2 Dex, +3 natural); Atks 1 Bite +10 melee (1d8+10); SA Trip; SQ Scent; SV Fort +8, Ref +7, Will +6; Str 25, Dex 15, Con 16, Int 2, Wis 10, Cha 8; AL N. Skills: Hide +5, Listen +6, Move Silently +5, Spot +6, Wilderness Lore +1.

Tactics: The undead dire wolves attack strangers on site. Their barks are raspy howls, but can be heard by the acolytes in room 6, and likely Slofen in room 5, who all come to investigate.

4. TORTURE ROOM

Several skeletal body parts adorn the walls.

5. SLOFEN'S ROOM

Slofen (hp 95) lives in this room. A bed, desk, vanity and a few other trappings are here.

Slofen Thrall Clr 11: CR 12; SZ M (humanoid dragon); HD 11d8+22; hp 95; Init +2; Spd 30 ft.; AC 18 (+2 Dex, +2 bracers, +1 ring, +3 natural); Atks +8/+3; SV Fort +10, Ref +4, Will +9; Str 14, Dex 15, Con 15, Int 16, Wis 19, Cha 16; AL LE. Skills: Bluff +4, Concentration +14, Diplomacy +11, Heal +8, Hide +4, Knowledge Religion +8, Scry +9, Spellcraft +8, Spot +5. Feats: Combat Casting, Improved Initiative Scribe Scroll, Maximize Spell, Empower Spell. Prepared Spells: (Domains: Evil, Law) *bane, blindness, calm emotions, cause fear (x2), circle of doom, darkness, detect magic, dispel good, divine favor, divine power, enthrall, guidance, glyph of warding, harm, hold monster, hold person, inflict critical wounds, inflict moderate wounds, inflict serious wounds, lesser planar ally, light, magic circle against good, meld into stone, mending, obscuring mist, protection from good, resistance, sanctuary, sending, summon monster III, summon monster V, undetectable alignment, unholy blight, virtue.*

Slofen has a +1 *sickle, ring of protection +1, bracers of armor +2, cloak of resistance +3, eyes of doom (both lenses), and a potion of invisibility.*

Tactics: Slofen does not negotiate with the characters. If the fight gets heavy, he escapes and plots his revenge.

In Slofen's room are a few bits of paperwork dealing with legitimate temple business, but otherwise there is little indication of the illegal activities Slofen and the temple are involved in. Provide a few clues when expanding the scope of the adventure.

6. ACOLYTES CHAMBER

The other loyal acolytes to Slofen live here. Use the same stats as the acolyte in *room #1*. One of the acolytes is Oulween, Farnagen's daughter who disappeared years ago. Allow the PCs a Spot check (DC 20) to recognize her in the battle. She has become a thrall, and has no intention of returning to her old life with her family.

Tactics: The acolytes fight to the death against any intruders, and alert Slofen if he has not already arrived.

FALLOUT

If the PCs never suspect Slofen, he has no problems using them in the future for other missions to further his fiendish goals. He may even eventually make them thralls. If Slofen becomes an enemy, the PCs are in trouble. P'Kinestra commands a solid power base in Ethinok, and Slofen and the acolytes at the Church are not the only thralls here (though Slofen is their leader).

Azuspear too, suffers defeat poorly. Though it may take time, he eventually exacts his revenge, getting to the PCs... one by one.

NEW MONSTER

DRAGON THRALL (TEMPLATE)

A dragon thrall is a template that may be added on top of any existing monster or character. The base creature retains all its normal abilities except where noted below.

Medium-sized Humanoid Dragon

AC: Natural armor increases by +3

Special Attacks (su): A Thrall does not gain a breath weapon, but gains one spell-like ability based on the dragon that created it. This ability is usable once per day and works as though cast by a Sorcerer of the minimum required level for that spell, plus 2. Example: *shocking grasp* deals 1d8+3 damage, as if cast by a 3rd level sorcerer.

Dragon Type	Touch Attack
Black	<i>melf's acid arrow</i>
Blue	<i>shocking grasp</i>
Green	<i>stinking cloud</i> (affects a single target)
Red	<i>burning hands</i>
White	<i>ray of frost</i>

Special Qualities: Thralls retain their special qualities, gaining low-light vision and darkvision — range 60 ft. Thralls are immune to the following types of attacks

Dragon Type	Immunity
Black	Acid
Blue	Electricity
Green	Acid
Red	Fire
White	Cold

Saves: Fort +3, Ref +1, Will +2 are added to the base creatures' saves

Climate/Terrain: any

Challenge Rating: Same as base creature +1

Alignment: by dragon type

Advancement: Same as base creature

While less powerful than half-dragons, a thrall is created when a victim (willing or otherwise) drinks the blood of a dragon fresh from the beast itself. The blood of a dragon is at its most potent when fresh, carrying with it a piece of the dragon's life force. This life force overtakes the creature's own will. A Fort save (DC 10 + the dragon's HD) resists this effect. The target creature can be saved from this fate by casting a *remove curse* spell within 24 hours (DC 20+1 per age category of the dragon above Wyrmling).

Once affected, the blood then transforms the target into a thrall of the dragon that created it. The target soon takes on aspects of the dragon creator, much like half dragons: scales, tinted skin, elongated nails, or small horns. Further, this new thrall develops an unwavering loyalty to its dragon creator. While still possessing the original intelligence and abilities of the base class, the thrall is now wholly the subject of the dragon.

Some dragons use thralls to run operations in kingdoms or cities, furthering the dragon's power and influence. Others use them as a personal army or bodyguards.

Good dragons never create thralls.

NEW SPELL

ADDICTION

Enchantment (Compulsion)

[*Mind-Affecting*]

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: 1 cubic ft. of food or drink/level

Duration: 1 day/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes any type of food or drink to take on an addictive quality. The caster merely needs to touch the food or drink in question to enchant it. When the food or drink is consumed, the target makes a Will save. If successful, the target notices nothing special about the food or drink and is unaffected. Upon failure, the target wishes requires an additional serving of the food or drink. If this too is similarly affected, the target must save again. If the next The addiction ends after 1 day/level of the caster.

Note: This spell does not work on rotted food, poisons, or the like.

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IN COLD BLOOD

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