

A Matter of Dragons

Backstory

Karaz'tern, an old dragon of 521 years has lived in the highlands surrounding the city of Westloch since long before humans moved in some 150 years ago. Over the past few centuries, sightings of him or his mate have stirred legends and rumors amongst the lesser races as 'Karzag the Quiet'. Despite this minor fame he has lived a fairly undisturbed life in his yet to be discovered lair amongst the sharp rocks of his home landscape.

Despite his preference to keep to himself aside from the occasional distant hunt for food, he has recently drew the attention of a cunning Blue dragon by the name of Silriach. Green dragons are known for collecting tomes of ancient knowledge and magical treasures in their hoards, the value of which Silriach has come to desire for himself.

Centuries younger than Karaz'tern, Silriach cannot hope to directly challenge him for his lair in one-on-one combat. Instead he has chosen to spend his time plotting, as any blue dragon worth his fire would.

Despite his reclusiveness, Karaz'tern is far from mild tempered, something Silriach has chosen to take advantage of. The loss of his mate less than a century ago has left a hole in Karaz'tern's greedy heart, one that he has filled by keeping his only daughter Liskeldra around since her birth 43 years ago, despite her having reached the age at which most offspring are ousted from the nest.

Module Synopsis

This 12th level adventure begins with the players traveling to Westloch as word of dragon attacks has been spreading to the surrounding lands.

They will investigate a ruined caravan to find Liskeldra, a restrained juvenile green dragon inside. Either opting to free or kill her, they may learn of the involvement of a blue dragon, who Liskeldra is convinced plotted in her capture. They likely also will identify Liskeldra to be the daughter of the Karaz'tern, the very dragon said to be rampaging in the land.

Whether they save her or not, upon reaching town, they find themselves catching the attention of Silriach, who hopes of using them to finish his sinister plan for Karaz'tern. If the party is cooperative, he will offer a share of the lair's loot in exchange for their help. Even if turned down, Silriach still reveals the location of the lair in hopes the party's meddling will provoke the old green dragon into a fight. It is during this fight Silriach hopes to swoop in and finish off a weakened Karaz'tern, and/or the party if they do not side with him, and claim the hoard for himself.

This will culminate in a final encounter at Karaz'tern's lair in which either the party will assist Silriach in killing Karaz'tern for a share of the loot. Or they will conciliate Karaz'tern's rage and drive off or kill Silriach, earning Karaz'tern's and Westloch's graces and a solid reward.

Existing Campaign Hook:

If the party needs to seek some sort of artifact or important magical (or otherwise) object, there is a very good chance Karaz'tern has collected that item over the years and the party would need to seek him or his lair out to retrieve it.

New Adventure Hooks:

Scholars/Nature Focused Characters:

Wizards, Druids, Shamans, or any character with a strong background with nature or magic might

be drawn to Westloch at the opportunity to witness or study a dragon.

Martial Characters:

Fighters, Paladins, Barbarians, or any character with a heavy focus on physical prowess or fame might come to Westloch in hopes of slaying or bringing down this dragon to further their fame or defend the innocent.

Artifact Hunters:

Dragons are known hoarders and collectors, especially green dragons are known for hoarding knowledge and ancient tomes amongst their treasures.

A Restless Night

Start off with the PCs arriving in Westloch at dusk (Individually or as a group). The town is of decent size (around 2-3,000 citizens) and protected by a palisade wall. The northeastern side of the wall as well as few adjacent buildings look to be in a ruined half-melted, half-burnt state. A DC25 Knowledge (Arcana) or Survival check will identify the damage as that of dragon-fire, specifically an acid breathing dragon.

As they get their first glimpses of the town, you may want to spend some time building up the tension and palpable unease of everyone they encounter. A child might be playing in the street only to be quickly pulled inside by his mother. Many shops will be uncharacteristically closed, shutters drawn on the vast majority of buildings. A few citizens might even be seen packing up their belongings and preparing to move out.

The Mug and Club Inn is the only still-standing tavern of the town's original two (The Green Horse perished in the recent attack). The PCs eventually should make their way there, either for a place to sleep or to gather information and have a drink, considering it is one of the few still operating establishments.

Inside they will find more of the same overall unease they found outside. The patrons and locals aren't outwardly hostile, but some are reacting to the local events differently than others.

Some are disheartened, convinced that it is only a matter of time before Karzag strikes again. Some are angry at what they see as a betrayal by the dragon to suddenly attack the town after so many years of peace. Even more are wary, convinced someone must have provoked him.

With even a bit of prodding the players shouldn't have too much trouble finding out that about a day and a half ago Karzag, a huge green dragon swooped down upon the town unprovoked, and in a fit of rage demolished the northern sector before fleeing off again to the north.

No one knows exactly where Karzag's lair is, some swear they saw him retreat back to the north, while others claim he swung out west. If any PCs are overeager and wish to set out immediately, try to dissuade them until tomorrow. Most locals might try to talk them down. Horses would have trouble with the rocky landscape in the dark, and it would be easy to get lost in the twisting crags without the help of the sun to guide them.

The overall goal of this night is to give the PCs a chance to get to know each other. If you feel they are ready to move tonight rather than tomorrow, you can start the next encounter that very night.

Acid and Chains (CR II)

The next morning, or even that night if the PCs grow impatient, a distant roar will echo through the hills and into the town from the north. Any character who succeeds at a DC 20 Knowledge Arcana check will identify it as dragon's roar. A few minutes later, smoke will be visible a few miles down the road (If it is night time, an eerie green glow will emanate from the area)

About a week ago, Silriach hired a group of mercenaries to subdue and capture Liskeldra, Karaz'tern's daughter while he was away hunting. Much to Silriach's delight, a few days ago (Karaz'tern's rage) they were successful in subduing her and attaching a mithril set of restraints. Silriach planned to sell her to prospective buyers in faraway lands, but Liskeldra

had other plans. She bided her time until the strongest of the mercenaries, the one who had bested her (A dwarf by the name of Grudran Platewyrn) had departed. During this time she came close enough to Silriach to detect the presence of the blue dragon and is convinced that he is behind her capture.

The smoking ruin of what looks to be a 3-cart caravan is strewn about the road. What isn't still burning in eerie green flame is charred, melted or covered in strange holes left by Liskeldra's Acid breath. In all there are 3 humanoid corpses, their features disfigured and difficult to make out.

Liskeldra's neck, legs and wings are currently bound by mithril restraints, consisting of a collar, manacles, fetters and a chain. Strong as she is, she is currently fatigued from her recent fight, nor can she bend her neck well enough to properly bite at her restraints.

As the party approaches the caravan give her a -10 on perception checks to notice the party as she is preoccupied with attempting (unsuccessfully) to chew at her restraints. If she notices them she scowls and lets out a frustrated snort, foul smoke rolling from her nostrils.

"Back, or meet a painful death! Chained or not you will regret facing the scorn of a green!"

If she feels the PCs are a threat or are about to attack her, she immediately will cast her DC19 Bouncing Charm Person on the biggest or strongest looking member of the party and ask them to free or defend her. If that fails she will roar and attack.

If the party heeds her warning, and takes no further aggressive actions she will tug sharply at her restraints for a few moments before letting out a frustrated growl. A DC15 Perception or Heal check will reveal she is short of breath and fatigued.

"Whatever the wretched blue is offering you, I offer double! If you do not wish to see the

wrath of the great Karaz'tern, I suggest you heed my offer."

A DC 20 Knowledge (Local) check will identify Karaz'tern as the true name of Karzag the Quiet, an old green dragon said to be living in the highlands surrounding Westloch. Beating the DC by 5 or more will also reveal that Karaz'tern historically has left the humanoid settlements alone. Liskeldra does not actually know how much gold her father possesses in his vast lair, but she is convinced he will pay any amount for her safe return.

If the PCs choose to help Liskeldra, the mithril restraints each can be broken with a DC 30 Strength check (unlikely) or sundered (Each piece has Hardness 15, 30 hp). If that fails, a matching mithril key can be found in the melted pockets of one of the corpses beside the road.

Liskeldra is a prideful creature and takes offense easily at any slight. She realizes however that she needs the PC's aid in escaping her current predicament, though she does not like it. Despite fearing for her life, she would rather die than plead or beg.

If the party frees and/or befriends Liskeldra, give them XP as if they had defeated her. She begrudgingly will agree to speak with her father about payment and attempt to calm him down, though she seems skeptical, when he is in a rage like this it can take days or weeks to bring him to see reason.

If left to her own devices, Liskeldra eventually will be able to free herself, though it will take the better part of an entire day to do so (she requires a 20 to break each of the 4 different restraints).

Liskeldra	147 HP	CR 11
XP 12,800		
Green, juvenile dragon arcanist 4 (Pathfinder RPG Advanced Class Guide 8, Pathfinder RPG Bestiary 96)		
LE Large dragon (air)		
Init +1; Senses dragon senses; Perception +20		
Aura frightful presence (120 ft., DC 17)		
Defense		

AC 23, **touch** 10, **flat-footed** 22 (+1 Dex, +13 natural, -1 size)

hp 147 (15 HD; 4d6+11d12+64)

Fort +12, **Ref** +9, **Will** +15

Immune acid, paralysis, sleep

Offense

Speed 40 ft., fly 200 ft. (poor), swim 40 ft.

Melee bite +18 (2d6+9/19-20), 2 claws +18 (1d8+6), tail slap +13 (1d8+9), 2 wings +13 (1d6+3)

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

Special Attacks arcane reservoir (2/7), arcanist exploits (potent magic[ACG], spell tinkerer[ACG]), breath weapon (40-ft cone, 8d6 acid, Reflex DC 19 for half, usable every 1d4 rounds), consume spells

Spell-Like Abilities (CL 11th; concentration +13)

At will—charm person (DC 13), entangle (DC 13)

Sorcerer Spells Known (CL 1st; concentration +3)

1st (4/day)—charm person (DC 13), comprehend languages

0 (at will)—arcane mark, detect magic, mage hand, read magic

Arcanist Spells Prepared (CL 4th; concentration +10)

2nd—bouncing charm person (DC 19)

1st—ray of enfeeblement (DC 17), sow thought[ARG] (DC 17)

0 (at will)—acid splash, ghost sound (DC 16), mending, message, prestidigitation, ray of frost

Tactics

During Combat: Liskeldra is currently fatigued and entangled by her restraints. Despite that, she can still put up a good fight. At the start of combat she will let out a dripping roar and activate her frightful presence as a free action. Despite her legs and wings being bound, she is still able to use her bite, tail, and breath attacks without issue, and can cast spells, although with a DC 15 + Spell level concentration check.

Morale: Liskeldra fights to the death.

Statistics

Str 23, **Dex** 12, **Con** 19, **Int** 23, **Wis** 15, **Cha** 14

Base Atk +13; **CMB** +20; **CMD** 31 (35 vs. trip)

Feats Alertness, Bouncing Spell[APG], Cleave, Great Cleave, Improved Critical (bite), Iron Will, Power Attack, Still Spell

Skills Acrobatics +1 (+5 to jump), Appraise +23, Bluff +10, Climb +12, Diplomacy +13, Fly +13, Intimidate +14, Knowledge (arcana) +23, Knowledge (nature) +20, Perception +20, Sense Motive +19, Spellcraft +20, Stealth +11, Survival +16, Swim +28

Languages Common, Draconic, Elven

SQ water breathing, woodland stride

Treasure: A set of mithril fetters, manacles, collar, and chain, each worth 1000gp (4000gp total)

The Blue Shadow (CR 12)

Grudran Platewurm is a dwarf with a bone to chew. It is no secret that dragons have plagued dwarf-kind for centuries, but for some it is more personal. Grudran lost a brother to a black dragon when he was young, and ever since has dedicated his life to finding, capturing or killing dragons, something he likes to think he's quite good at. Despite his bragging, he never has

actually take on a fully grown dragon, though he has personally brought an end to many a young hatchling, and even a few juveniles. Though not necessarily evil, he has lived his life bound to a single desire, and ironically it has blinded him to the schemes of Silriach who has disguised himself as a human in order to deceive the dwarf.

Grudran defeated Liskeldra but Silriach demanded her to be left alive, much to Grudran's dismay.

As the party returns from their encounter with Liskeldra they would catch a glimpse of a stout, heavily armored dwarf arguing loudly at a gaunt cloaked human male as they make their way into the Mug and Club. The dwarf is covered in obvious anti-dragon pieces of equipment, his long-hammer even has a dragon's maw shape carved into it. Grudran is extremely upset at having been kept from killing 'the green worm' and threatens to tear Silriach's tongue out, to which Silriach will worriedly attempt to get him to come inside the tavern for a drink and further discussion.

"Ah can't believe you woke me up for this. First ye got the stones to tell me what green snake I can and CAN'T kill, then ye think ye can just wake me before I've even 'ad time to rest. If that green beast escapes, it's your kniving head that'll be answering to my hammer, not the dragons. Get in there and get me a drink, THEN you can spit your skulking words at me"

"Of course my friend, just please. Keep it down. We are simply here to clear the dragon's lair out once he's departed. We don't want the townsfolk to be getting the wrong idea..."

If the PCs have killed Liskeldra and attempt to make a show of it they will meet mixed reactions from the townspeople. Liskeldra has managed to keep her existence a decently well-kept secret, her profile being much smaller than her massive

father. As such most will react to the party's claims with skepticism, unless presented with irrefutable proof such as Liskeldra's severed head. At this some will cheer, while others will curse, convinced that the death of the dragon's daughter will bring full fury of Karzag upon them all. If they draw enough of a crowd, Grudran and Silriach will likely stop their conversation to approach them.

Either way, the party eventually will likely end up conversing with Grudran and the disguised Silriach. If the PCs need a push, eventually Grudran will pull out and wave a piece of parchment at Silriach, shouting loudly that he has already given a map to Karzag's lair, and that they have to strike now.

This conversation can go many ways. Silriach's timid and hesitant personality is a ploy mostly to provoke Grudran and any others into action against Karaz'tern. Silriach doesn't expect Grudran to be able to kill Karaz'tern, all he hopes is a critical injury, at least enough for him to finish the job and claim the lair for himself. If the PCs make their intention to kill Karaz'tern clear, Silriach will offer them a split of the treasure if they join his and Grudran's efforts in removing Karaz'tern and reclaiming his lair 'for better use'. If pried Silriach simply explains he wishes to explore the tomes that lay in Karzag's lair, and that they shouldn't belong to just one greedy dragon. Nonetheless he will offer the party 3000 platinum (30,000 gold) and one item from Karzag's hoard for their assistance.

If any PCs become suspicious of Silriach, he has a few safeguards hiding his identity, namely he has a greater hat of disguise that has polymorphed his body, requiring a DC 38 Perception check to notice that he is not human (bear in mind, beating the DC does not reveal he is a dragon, simply that he is not human). He also has cast a misdirection spell on Grudran, causing Silriach's alignment to detect as Grudran's (Chaotic Neutral), rather than Lawful Evil.

Grudran has no idea Silriach is a dragon and manipulating him, and any hints at the existence of a blue dragon will not sway Grudran from his quest to slay the old green. If it becomes revealed the PCs helped Liskeldra or intend to help Karaz'tern, Grudran will become enraged, and likely accuse them of plotting against the town, before swearing loudly and attacking the PCs.

If combat occurs Silriach will do his best to slip away, likely casting vanish and escaping the Inn. However, in making his quick escape, he will unintentionally leave behind one of his bright blue scales.

If no confrontation occurs and the PCs have *not* managed to join with Silriach, one of the PCs will still wake the next day to find the map they saw in Grudran's hand slipped under their door. Even if they openly opposed him, Silriach is still convinced Karaz'tern's rage is beyond quelling and the PCs approaching his lair will provoke a fight that will injure at least one of the participants, if not kill.

Grudran Platewurm

94 HP CR 12

XP 19,200

Exiled dwarf fighter (foehammer) 6/warrior 7 (Pathfinder RPG Advanced Race Guide 14)

CN Medium humanoid (dwarf)

Init +1; **Senses** darkvision 60 ft.; Perception +9

Defense

AC 25, **touch** 14, **flat-footed** 24 (+11 armor, +3 deflection, +1 Dex)
hp 94 (13d10+19)

Fort +11, **Ref** +5, **Will** +5 (+2 bonus vs. spells and spell-like abilities of the enchantment (compulsion) school, +2 vs. fear); +2 dodge bonus vs. dragon's exceptional, supernatural, and spell-like abilities
Resist acid 20, fire 2, stubborn

Offense

Speed 20 ft.

Melee +2 dragon-bane dwarven longhammer +20/+15/+10 (2d6+9/x3 plus 2d6 vs. Dragon)

Special Attacks relentless, sledgehammer

Tactics

During Combat: Grudran uses his longhammer with wreckless abandon, generally using Power Attack and Great Cleave to swing at every adjacent foe until a miss. If cornered he uses Shield of Swings, and if faced against any foe with a noticeably powerful weapon or armor, will attempt to sunder it.

Morale: Grudran fights to the death.

Statistics

Str 18, **Dex** 12, **Con** 12, **Int** 13, **Wis** 12, **Cha** 8

Base Atk +13; **CMB** +17 (+21 bull rush, +19 overrun, +21 sunder, +19 trip); **CMD** 31 (33 vs. bull rush, 31 vs. grapple, 33 vs. sunder)

Feats Cleave, Cleave Through[ARG], Furious Focus[APG], Great Cleave, Improved Bull Rush, Improved Sunder, Power Attack, Shield Of Swings[APG], Sundering Strike[APG]

Skills Acrobatics -4 (-8 to jump), Appraise +12 (+14 to assess nonmagical metals or gemstones), Climb +3, Intimidate +13, Perception +9, Sense Motive +2, Survival +5; Racial Modifiers +2 Appraise to assess nonmagical metals or gemstones

Languages Common, Dwarven, Undercommon

SQ fire-forged steel, wyrmscoured

Combat Gear dragonfoe amulet[UE]; Other Gear +2 fire-forged steel stoneplate[UE], +2 dragon-bane dwarven longhammer[ARG], major ring of acid resistance, ring of protection +3

High Noon in the Highland (CR 13)

The conclusion of the recent events can happen in a number of ways depending on what the PCs have done. If the PCs sided with Silriach, they likely will end up sneaking their way to Karaz'tern's lair in hopes of attacking him while he is tied from his last assault. If the PCs avoided conversing with Grudran and Silriach, Silriach will still move forward with his plan to send Grudran against Karaz'tern, after which he will swoop in and kill one or both as they are weak.

If the PCs confronted Grudran, Silriach will have fled to the lair in an act of desperation. His plan at this point is to wait for Karaz'tern to leave (or the PCs to provoke him) in which he is simply going to salvage as much as he can from the lair and flee.

One way or another the PCs will likely end up investigating Karaz'tern's lair. Should they hesitate for more than a few days, Karaz'tern will come to Westloch, undeterred by his daughter's attempts to calm him, or even further enraged by her continued absence.

In this case he will make an impressive display, much to the town's panic before landing outside the gate and addressing the town.

"Cower and know your place! This town of Westloch exists in my realm by only the tiniest whim of mercy. I will know who attacked my daughter or building, bone, and body will melt!"

Karaz'tern is skeptical as to the existence of a blue dragon, instead he thinks the town is using it as a ruse to cover up their failed (or successful) attempt at assassination.

Karaz'tern can be calmed and brought to reason with a DC25 Diplomacy check. In which case he is willing to hear the PCs out. Eventually the PCs will likely show the lost dragon scale, or at the least explain their encounter with the suspicious cloaked man. Karaz'tern will explore the claimed area the man was, and very quickly will identify the scent of a male blue dragon. At this he will begin to follow the scent before realizing it leads back towards his lair, causing him to roar in rage.

"The treacherous snake is probably pillaging my lair as we speak! Prove your innocence by helping me remove this blue rat, and I will repay this town for my damage. However if you are playing me false, I will leave nothing standing to even hint at this town's previous existence."

At that he will impatiently lead the PCs back straight for his lair. He is more concerned with the theft at hand than revealing his lair to a group of outsiders. Most of the townsfolk will have no interest in following the PCs, and wish them luck if anything.

Karaz'tern's Lair

Karaz'tern has dwelled in this lair since he was some 70 years old, back when he was roughly the size his daughter is now. Over the years, he has started to outgrow some of the old passageway she used to utilize. Despite his now huge size, he is still just able to squeeze into areas only 8 feet in diameter, though it is extremely uncomfortable. This has resulted in some of his hoard only really being accessible to his daughter, though Karaz'tern does not obsess over counting his treasures as much as he once did.

1. Cave Entrance

Hidden among the rocky landscape, the entrance of this cave opens a wide 20 feet across. Its smooth floor and ceiling drip with

precipitation that collects in what look to be huge scars in the rock along the floor.

This entrance was not the original one that Karaz'tern preferred to use, but has become the primary one once he became too big for the other winding tunnels. A DC 15 Knowledge (Nature) check will reveal the marks along the stone to be made by a huge sized clawed creature.

2. The Nest

The cave tunnel opens up into a massive chamber at some 100 feet wide and standing at least half that again height. The floor is strewn with bones, fur, and picked clean refuse from creatures of many different sizes.

This is where Karaz'tern spends most of his long days. It is his sleeping chamber as well is where he chooses to eat his prey from his occasional hunts. If the party has yet to encounter Karaz'tern, he will be found here. Unless Liskeldra has told him of the PCs beforehand, he will immediately attack in fury as he notices them.

Karaz'tern	195 HP	CR 13
XP 25,600		
Green, mature adult dragon (Pathfinder RPG Bestiary 96)		
LE Huge dragon (air)		
Init +1; Senses dragon senses; Perception +27		
Aura frightful presence (210 ft., DC 21)		
Defense		
AC 31, touch 9, flat-footed 30 (+1 Dex, +22 natural, -2 size)		
hp 195 (17d12+85)		
Fort +15, Ref +11, Will +15		
DR 10/magic; Immune acid, paralysis, sleep; SR 24		
Offense		
Speed 40 ft., fly 200 ft. (poor), swim 40 ft.		
Melee bite +24 (2d8+13/19-20), 2 claws +24 (2d6+9/19-20), tail slap +19 (2d6+13), 2 wings +19 (1d8+4)		
Space 15 ft.; Reach 10 ft. (15 ft. with bite)		
Special Attacks breath weapon (50-ft cone, 14d6 acid, Reflex DC 23 for half, usable every 1d4 rounds), crush (Small creatures, DC 23, 2d8+13)		
Spell-Like Abilities (CL 17th; concentration +20)		
At will—charm person (DC 14), entangle (DC 14), suggestion (DC 16)		
Sorcerer Spells Known (CL 7th; concentration +10)		
3rd (5/day)—ray of exhaustion (DC 16), secret page		
2nd (7/day)—adhesive blood[ACG] (DC 15), bull's strength, create treasure map[APG]		

1st (7/day)—identify, invisibility alarm[ACG], protection from good, ray of enfeeblement (DC 14), shocking grasp
0 (at will)—arcane mark, detect magic, mage hand, mending, open/close (DC 13), penumbra[UM], prestidigitation

Tactics

During Combat: At the start of combat Karaz'tern will cast ray of exhaustion on the biggest looking PC and then fight primarily with his physical attacks and breath attack. Most of his spells are meant for knowledge gain, or finding treasure not combat.

Morale: Karaz'tern fights to the death.

Statistics

Str 29, **Dex** 12, **Con** 21, **Int** 23, **Wis** 17, **Cha** 16

Base Atk +17; **CMB** +28; **CMD** 39 (43 vs. trip)

Feats Alertness, Cleave, Critical Focus, Flyby Attack, Great Cleave, Improved Critical (bite), Improved Critical (claw), Iron Will, Power Attack

Skills Acrobatics +1 (+5 to jump), Fly +13, Knowledge (arcana) +26, Knowledge (nature) +26, Perception +27, Sense Motive +5, Spellcraft +26, Stealth +13, Survival +23, Swim +37, Use Magic Device +23

Languages Abyssal, Celestial, Common, Draconic, Elven, Literacy, Sylvan

SQ trackless step, water breathing, woodland stride

3. Underwater River

The soft blubbing of moving water emanates from this chamber, the opening of which seems to have been artificially widened by use of sharp tools. Within lies what seems to be a slowly flowing underwater river.

In his younger years Karaz'tern spent time exploring this river, though never did find where it eventually lead. Now it serves as his main source of water, and the occasional creature that finds its way into it.

4. Library

Numerous shelves contain numerous books, all seem to be originally from vastly different times, and lands. Despite their mis-mash composition, there seems to be an unerring sense of organization, though the organizational logic is not one obvious with the various language involved.

One of Karaz'tern's favorite treasures is his collection of ancient tomes. Some detail magic, others philosophy and history, though all have an overall theme of self-improvement and perfection. Something that Karaz'tern, like many green dragons, instinctively seek to attain.

Amongst the tomes are also numerous spellbooks. If a spellcasting player seeks to learn certain spell it is a good probability it lies here.

5. Karaz'Tern's Hoard

A faint golden glow radiates from this chamber that can be seen before the chamber itself even comes into view. The floor is covered in various coins of varying materials, much of it gold but also what looks to be platinum, silver, and in some cases metal that is difficult to identify. Despite the disarray of the coins, various artifacts and objects seem much more meticulously placed amongst the piles.

Here lies Karaz'tern's hoard in its entirety. If the PCs came seeking a specific item, it likely can be easily identified amongst the gold. In all Karaz'tern has collected 90,382 gp worth of coins over the years, a set of uncharged matching blood crystal totems, a +2 Mithril set of Half-Plate heavy armor, and a pile of about 8 rings. If the players pick up the rings, roll in the table below for what they find (only 3 of the rings are magical, the rest made of simple gold, silver, or copper) (see table). Silriach also can be found here, so frustrated and caught up in figuring out what to take with him that he has not left in time for the return of Karaz'tern as the PCs.

d20	Magical Ring
1	Dungeon ring, prisoner's
2	Ring of arcane signets
3	Ring of spell knowledge I
4	Ring of protection +1
5	Ring of the grasping grave
6	Ring of feather falling
7	Ring of climbing
8	Ring of jumping
9	Ring of sustenance
10	Ring of swimming
11	Ring of ferocious action
12	Ring of counterspells
13	Ring of maniacal devices
14	Ring of rat fangs
15	Ring of sacred mistletoe
16	Ring of spell knowledge II
17	Ring of swarming stabs

18	Ring of grit mastery
19	Ring of forcefangs
20	Ring of mindshielding

Silriach

184 HP

CR 13

XP 25,600

Blue, adult dragon (Pathfinder RPG Bestiary 94)

LE Huge dragon (earth)

Init +4; **Senses** dragon senses; Perception +22

Aura electricity (5 ft, 1d6 elec.), frightful presence (180 ft., DC 21)

Defense

AC 28, **touch** 8, **flat-footed** 28 (+20 natural, -2 size)

hp 184 (16d12+80)

Fort +15, **Ref** +10, **Will** +13

DR 5/magic; **Immune** electricity, paralysis, sleep; **SR** 24

Offense

Speed 40 ft., burrow 20 ft., fly 200 ft. (poor)

Melee bite +23 (2d8+12), 2 claws +22 (2d6+8), tail slap +20 (2d6+12), 2 wings +20 (1d8+4)

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

Special Attacks breath weapon (100-ft line, 12d8 electricity, Reflex DC 23 for half, usable every 1d4 rounds), crush (Small creatures, DC 23, 2d8+12), desert thirst (DC 23)

Spell-Like Abilities (CL 16th; concentration +19)

At will—create water, ghost sound (DC 13), minor image (DC 15), ventriloquism (DC 14)

Sorcerer Spells Known (CL 5th; concentration +8)

2nd (5/day)—alter self, misdirection

1st (7/day)—charm person (DC 14), shield, unseen servant, vanish[APG] (DC 14)

0 (at will)—arcane mark, detect poison

Tactics

During Combat: Liskeldra is currently fatigued and entangled by her restraints. Despite that, she can still put up a good fight. At the start of combat she will let out a dripping roar and activate her frightful presence as a free action. Despite her legs and wings being bound, she is still able to use her bite, tail, and breath attacks without issue, and can cast spells, although with a DC 15 + Spell level concentration check.

Morale: If brought below 30 HP, Silriach will cast vanish and attempt to flee. If backed into a corner and left no other option he will fight the death rather than plead mercy.

Statistics

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

Base Atk +16; **CMB** +26; **CMD** 36 (40 vs. trip)

Feats Combat Casting, Dazzling Display, Deadly Stroke, Hover, Improved Initiative, Multiattack, Shatter Defenses, Weapon Focus (bite)

Skills Acrobatics +0 (+4 to jump), Bluff +22, Disguise +13, Fly +11, Intimidate +22, Knowledge (geography) +22, Knowledge (local) +22, Perception +22, Spellcraft +22, Stealth +11, Survival +22

Languages Auran, Common, Draconic, Giant

SQ sound imitation

Other Gear hat of disguise

6. Refuse Chamber

This foul smelling chamber seems to function primarily as the dragon's privy, and certainly smells like it.

Karaz'tern uses this area as it has decent ventilation, and although a number of bats and slugs of various sizes have made their home here, nothing major lies in this chamber.

If the PCs end up fighting Karaz'tern, Silriach will react in a few different ways as soon as he is defeated. If the party agreed to work for him he will offer them payment as promised. If they have caught on to his dragon like suspiciousness or seem threatening he will immediately attack, hoping to finish them off in their weakened state. However if it becomes apparent they are more than a match for him, he will flee, cursing and roaring as he abandons his years of planning for the sake of his life.

Aftermath

If the PCs sided with Karaz'tern, he will provide the party each one item from his hoard, and 7,000 gold each. He would also provide enough gold from his hoard to rebuild what was damaged in the town, although barely. His gold is hardly as valuable to him as his tomes and artifacts, but he is still a greedy soul. The help would likely be the only interaction he will willingly have with the townsfolk for the better part of the next century, and he would likely require his lair's location to remain a secret, even to the townspeople.

With peace back in place, the townspeople will be thankful, although won't have as much to offer as a reward. Their loot from the hoard should be more than enough, but they still would be offered permanent free room and board at the Mug and Club should they wish to stay longer.

There is a good chance the PCs will make an unusual ally of at least Liskeldra, if not Karaz'tern. Liskeldra is likely to set off on her own any year now given her age and instinctual urge to find her own nest and way. You can have her encounter the party again later, in a variety of circumstances, although whether having an evil dragon as a 'friend' is a bane or a boon may be up for debate.

Appendix

	<i>Knowledge about dragons (A successful check reveals all details of lower ones):</i>
DC	Knowledge (Arcana)
10	Dragons are magical, long lived beasts of the ancient world who are known for their love of treasure, and dangerous fire-breathing attacks.
15	Many colors of dragons exists, each with a different type of breath attack.
20	Dragons are split between Metallic dragons (Brass, Bronze, Gold, Silver, Copper) who are generally good, and Chromatic dragons (Red, Blue, Green, Black, White) who are generally evil.
25	Blue dragons are cunning and deceitful, rarely revealing themselves physically they prefer to plan and plot. Green dragons are self-perfectionists who collect knowledge and always seek to improve themselves.