

DEADLY D • E • L • V • E • S



REIGN OF RUIN

by Richard Moore



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REIGN OF RUIN

4th-Level Adventure



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Introduction

Reign Of Ruin is intended to challenge a group of five 4th-level *13th Age* PCs. Upon completion, they should have attained 5th level, taking their first steps into the Champion tier of gameplay. Most of the encounters herein are weighted towards the more challenging end of the difficulty spectrum, especially those included after the midpoint of the adventure. Correspondingly, GMs can expect the PCs to gain slightly more treasure during the course of this adventure than the game's core rules explicitly recommend. GMs are also advised to offer incremental advances as described in the core rules to compensate for the challenges the PCs will face.

Background

Once a sprawling nation of agrarian hunter-gatherers spread across a vast wilderness of forests and plains, the country of Greenacre prospered beneath the rule of its High Druid and his acolytes. However, Greenacre fell to draconic rule an eon ago by human reckoning, and a few generations have passed since that point even by a dragon's marking of time. The fearsome dragon queen of Greenacre was Nyrionaxys, a female black wyrm who organized several tribes of lizardmen from a distant land into a conquering army. This frenzied horde of lizardmen, the Ixtupi, believed the great black wyrm to be one of the fabled heads of the Three Dragons, come to lead them to dominance over the warmbloods.

Under the great wyrm's leadership, the lizards grew braver and more bloodthirsty, and their great numbers easily conquered the peaceful human

denizens of Greenacre. One by one, Nyrionaxys slew the other indigenous dragons of Greenacre, then slaughtered the guardian druids of the ancient human temple at the forest's heart. Devoid of its former masters, she converted the temple into her lair, where the lizardmen of the Ixtupi tribe served at her command as slaves and enforcers. She then twisted the woods and fields of Greenacre with her foul magicks, causing fertile farmlands and rivers to become fallow salt marshes and swamps. Greenacre was no more—all that remained of that proud civilization were the Crannogfolk, a broken people who built settlements of thatch and reed across the befouled waters of the Great Swamp.

The remaining humans who survived the desolation of their lands retreated to the outskirts of the swamp that now devoured their once-pristine hills and forests, offering tribute to the great dragon and suffering unspeakable cruelties at the hands of her saurian sentries. Overcome with fear of the lizardmen, they spoke even of their old temple only in terrified whispers as a place of death and despair. A foul creature of unfathomable lust and greed, Nyrionaxys also bred with numerous beasts within her domain, yielding enduring bloodlines of horrid half-dragon hybrids that served as guardians of her lands and proxies of her will.

It was not until many years later, at the prompting of several outside agents and emissaries of the great dragon's enemies, that Nyrionaxys' Crannogfolk subjects began to revolt against their lizardmen masters. The Ixtupi were caught unaware as several settlements near the swamps dispatched their draconic overlords and quietly prepared for war, and several of the dragon's mightiest spawn

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were dispatched by the rebels in rapid succession. Panicked, Nyrionaxys pleaded with the Three Dragons for aid against her enemies. The Three Dragons bid Nyrionaxys to retreat into the depths of the temple to hibernate with her precious clutch of unhatched pure-blood children. There she would slumber, while her lizard slaves brought her sustenance and her enemies eliminated one another in the world outside her lair. The Three Dragons assured Nyrionaxys that they would awaken her when the time was right, and she could then reclaim her lands without fear of reprisals from meddling foreigners. The great black dragon heeded her masters' advice and prepared for a long slumber. Prior to her sleep, Nyrionaxys instructed her followers to wait for the Three Dragons' call—a time when all beings with the blood of dragons coursing through their veins, including her foul half-dragon progeny, would feel compelled to strike out at their hated warmblood foes.

In the end, though, Nyrionaxys underestimated the perseverance of the warmbloods in their crusade for independence from the draconic tyrants. An elite party of Crannogfolk freedom fighters, aided by warriors from neighboring lands, stormed the Great Swamp and cut through the lizardmen hordes. The heroes hunted down the sleeping Nyrionaxys in the lair beneath the Temple of Ixtupi and slew her as she dreamt of her triumphant re-emergence, crushing her entire clutch of eggs in the process (or so they thought). They severed the great wyrm's head and paraded it back to the Crannog Towns, leaving her massive body behind to rot and decay deep beneath the earth.

The people of the Crannogs had, perhaps, won their independence a bit too easily. With the great black wyrm gone, the lizardmen were quickly cowed by the coalition formed between the foreign heroes and the indigenous Crannogfolk, although the Temple of Ixtupi and surrounding lands were never fully reclaimed from the lizards. The two human nations who planned the rebellion brokered an agreement stating that the Crannogfolk would hand over a large percentage of their able-bodied citizens, and all children born for the next year, to be trained by the foreigners as conscripts in their army. In return, the Crannogs would keep their independence, remaining free to govern themselves as they wished. These simple people chose the path which governs least, for better or for worse, allowing each town bordering the Great Swamp to function independently.

In the interceding years, the humans worked to tame the swamps and marshes that Nyrionaxys' enchantments had begat across the land, beating back the lizard hordes and slowly clearing hard-won

safe passages through the swamps. In time, they also profited from breeding domestic buffalo for labor and meat, in addition to farming rice, wheat, and barley. What was once a savage and desolate frontier around the wetlands eventually became a thriving network of independent towns and villages, policed by the Stormhammers, a group of rangers founded from the first generation of the Crannogfolk to return from their service to the foreigners after repaying their debt with their servitude, bringing with them both the military training and the culture engrained in them by their masters. Yet the land around the Temple of Ixtupi remains as cursed as it ever was, and even today no sane traveler dares to wander within even a league of the temple grounds.

Another faction also emerged during this time: a splinter clan of the Ixtupi tribe that did not believe the propaganda of their holy men. If Nyrionaxys truly cared for the lizards, they argued, she would have stayed to fight by their side instead of falling into torpor. Her retreat from the world, and subsequent death at the hands of the warmbloods, was the bitter fruit of the dragon's cowardice—and a blight on the lizards' faith in the Three Dragons. These heretic lizardmen carved out their own small territory in the western reaches of the Great Swamp, and swore their allegiance to the Great Gold Dragon. These lizardmen call themselves the Tsiikil. The Tsiikil are highly reclusive and do not have much contact with outsiders. They fight a constant war against the Ixtupi just to survive, and they doubt that the dracophobic humans of the Crannogs would trust them enough to consider an alliance against their common enemy.

Today, the Ixtupi lizardmen stir once again near the temple grounds, for their priests guard a great secret: not all of Nyrionaxys' purebred spawn were destroyed by the warmbloods during that raid so long ago. A single egg survived the invaders' wrath, overlooked in their rush to claim shares of the wyrm's treasure. Hatched a few decades after her mother's death, the Ixtupi raised the hatchling as the final vestige of their mistress's legacy. This young adult wyrm has been taught from birth that she is the reincarnation of her mighty mother, and she is convinced that her progenitor's lost queendom is her birthright. This one surviving offspring has even taken the name of Nyrionaxys, both in zealous observance of her bloodline's destiny and as a means of striking fear into the warmbloods' hearts when she rises to heed the call of the Three Dragons. Like her mother before her, the young Nyrionaxys II is a highly superstitious dragon, and hopes to lure a group of virtuous heroes back to her lair to feed upon both their bodies and their souls as part of a blasphemous ritual—an act which, the

Three Dragons have assured her, will bind her dead brethren to her spirit (see area E3 of the temple for more details) and strengthen her for the coming war against the warmbloods.

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The PCs become involved in Nyryonaxys' foul plot to retake the Crannogs and bind her spirit to her dead broodmates when a mortally wounded Stormhammer Ranger collapses near the locale or encampment where they are resting. He manages to deliver a brief message before collapsing to the ground dead before them: "Northam has been razed. None survived. Send reinforcements immediately."

If this does not provoke them to investigate Northam, they may also cross paths with a group of traveling merchants who repeat rumors that the town of Northam has been decimated by the Ixtupi lizardmen. The merchants explain that Northam is the site of a great mead hall built by the same generation of Crannogfolk who killed the great wyrm Nyryonaxys, whose name means Bringer of Ruin. The warriors who killed her brought her head back to Northam after their victory, where they flayed it down to bone and horn and mounted it upon the wall of their great mead hall as a reminder of their ultimate triumph over the evil dragon. The merchants speculate that perhaps the Ixtupi are preparing for war, and attacked the village to reclaim their ancient queen's remains and exact their revenge upon the descendants of her killers.

Northam

The major settlements of Greenacre retain an inherently rustic look, and Northam is no exception. Most of the buildings on the crannogs are elaborate reed and wood structures, cut and lashed by skilled builders and, in the larger towns such as this one, modified and reinforced by engineers and mages. Yet here the thatched buildings sag mournfully, crushed or collapsed in the evident melee that has recently occurred. An entire pen full of water buffalo has been slaughtered, and large bites of the choicest cuts of meat on the beasts have been ripped from their carcasses. Collapsed portions of docks float listlessly upon the water as more corpses—or parts of them, at least—bob among the wreckage. The smell of blood, fire, and rot hangs heavily over the town, and carrion birds swarm the bodies of the fallen, gorging on bloated, sun-ripened flesh. Although the crannogs and docks are in ruins, an old two-story brick church and the walls of a stone longhouse still stand on the northern shoreline. In the center of the village, a message post dotted with burned paper notices is strung with the gutted bodies of four guardsmen in armor, their spears driven through their torsos, pinning them to the wooden pole. Strange writing is singed into the

ground beneath the pole, as if someone had formed the letters by pouring acid onto the grassy earth.

An Intelligence skill check of DC 20 allows a PC to decipher the writing: it is a dialect of the draconic language, and it reads, "Beware The Blackener Of Bright Waters, For She Is Come Again."

In the ruins of the town of Northam, the PCs find scores of mutilated bodies, some of which have had the flesh mysteriously melted from their bodies, as if from a torrent of caustic acid rather than raw flame. A few lizardmen bodies are also scattered throughout the town, but their numbers are scarce compared to the devastating number of human casualties. Investigating the lizardmen corpses yields evidence of their collusion with Nyryonaxys and the cult of The Three Dragons: they carry serpentine, wooden totems decorated with black dragon scales and gory bits of carrion (most of it human bone and offal). Additionally, where the few well-armed town guards have fallen, traces of black scales can be found (chipped away from the hides of the stormwyts during the battle).

The great mead hall stands out among the smoldering ruins despite the massive damage it sustained in the attack, its great stone walls mostly still intact, save for a few sections that have been melted away or knocked in by brute force. Inside, a large mounting plate adorns the southern wall; although it once held the skull of Nyryonaxys I, it is now bare except for the mutilated corpses of several Northam residents which are impaled upon the great iron spikes that once cradled the great wyrm's skull. A tactical map left behind in the rubble clearly shows Northam, scratched through viciously with charcoal and blood, and the town of Mistlewy to the west is also circled, indicating that this is the Ixtupi's next target.

A single survivor remains in Northam, crouched in the cellar of the now-ruined church—a farmer named Alphius. This farmer, if treated by the PCs with care, can tell them what little he saw of the battle before he fled in terror: a score of Ixtupi savages riding wyverns swooped down from the skies and began attacking people. There were also winged lizardmen who flew alongside the wyverns, and they led the assault on the mead hall. Once the winged lizardmen breached the walls, a black dragon the size of a full-grown ogre descended from behind a storm cloud, ripping through what few warriors were left standing. The dragon seized the skull of the great wyrm Nyryonaxys, then took to the sky again, disappearing from sight. He also knows that the Ixtupi retreated southward into the swamps to regroup after the fight, having watched them leave from a hidden vestibule in the exterior walls of the church.

Nyrionaxys And The Icons

Each of the icons used in the *13th Age Roleplaying Game* has a different disposition toward Nyrionaxys, and may attempt to influence their followers accordingly. Feel free to use some not-so-gentle prodding from the PCs' icon relationships based on the guidelines presented below to move the action toward the next plot point if things are moving too slowly or the players just aren't getting the hint at some point.

- The Archmage is interested in recovering the sinister ritual book that Nyrionaxys keeps in her treasure hoard, ostensibly to keep it out of the hands of the Lich Queen.
- The Crusaderess seeks to rid the Great Swamp of all lizardfolk, Ixtupi and Tsiikil alike, and bring the Crannogfolk under her iron-heeled dominion.
- The Diabolists have heard that the Ixtupi are accomplished summoners of demons, and want information on their practices, the details of which can be found in area D1.
- The Dwarf King seeks adventurers to reclaim the lost gems in the dragon's hoard so that he can remove the terrible curse laid on them and set his loyal subjects' spirits to rest.
- The Emperor has allies among the Stormhammer Rangers, and floods their coffers with gold to encourage the destruction of Nyrionaxys and the Ixtupi.
- The Great Druid remembers the bygone ages when Greenacre was a pinnacle of druidic society, and would like to see the temple and the Great Swamp restored to its natural glory.

- The High Elf sent warriors to aid the Crannogfolk in destroying Nyrionaxys I long ago. When she discovers that a hatchling survived, she supports any who would stand against the dragon.
- The High Priestess is enraged that a great human temple remains despoiled by worshipers of wicked gods and followers of the Three Dragons.
- The Lich Queen wants Nyrionaxys' ritual book also, although for far darker purposes than the Archmage. She sends agents to steal the book from the PCs after they leave the temple.
- The Orc Warlord seeks an alliance with Nyrionaxys and her lizardfolk minions, hoping to add half-dragon monstrosities to his own ranks with which to overrun humanoid settlements.
- The Shadow Prince wishes to prolong the struggle between the Ixtupi and the Crannogfolk to line his own pockets by selling arms and armor, and lends support to whichever side is losing.
- The Great Gold Dragon wants what is best for his Tsiikil followers in the western reaches of the swamps. He will support any who dare to stand against Nyrionaxys.
- The Three Dragons are ambivalent about Nyrionaxys II's ascent to power. While they generally prefer to see dragonkind rule over the lesser races of the world, Nyrionaxys I was a powerful wyrm—so mighty that she might have one day displaced the Black. While the Three Dragons relish the carnage inflicted upon the Crannogfolk by Nyrionaxys, they also guard against the possibility that her power could one day eclipse theirs.

Mistlevy

The reed-and-wood architecture common among the villages of the Crannogfolk is evident here, as in all of the settlements surrounding the Great Swamp. The sight of intact houses and businesses, and mostly content citizens, is a welcome change from the carnage you witnessed in Northam. Still, the villagers seem on edge; word of the Ixtupi attack on a larger town has no doubt reached the ears of Mistlevy's gossipers, and you notice more than a few people looking nervously toward the sky or the horizon as they go about their business. It is obvious that the center of commerce and activity in Mistlevy is the waterfront market, a small collection of crannogs and shanties housing shops and traders, as well as offering amenities such as private steam baths and boat rentals. In the center of the marketplace stands a great crannog connected to the docks by three wide walkways. A burned wooden sign over the thatched roof reads "The Meadmire Tavern". A group of four armored human men and women wearing longbows and warhammers and sporting tabards stitched with the symbol of a hammerhead mounted upon a bolt of lightning are entering the tavern as you arrive.

Give the PCs time to rest and re-equip themselves when they arrive in Mistlevy if you wish; the village carries most any mundane piece of equipment adventurers may need, and various traveling merchants may have a few heroic-tier magic items for sale as well, if you want to be especially generous. When you're ready to proceed, read aloud the following text.

Suddenly, the midday sky darkens as a stream of shadows flows over Mistlevy. Above the village, you see four black-scaled wyverns carrying savage spear-wielding lizardmen on their backs; two bulky, winged forms fly alongside them. A pair of the wyverns lands on the docks connecting the many crannogs, their riders poised to menace the unarmed humans who are fishing or passing by. The other two keep to the air, releasing foul jets of acid from their gullets. A few seconds later, the corrosive spittle crackles ominously with residual traces of electricity, igniting any flammable material it touches. The Ixtupi savages leap from the backs of their mounts and spread out to terrorize the villagers.

Mistlevy is under attack by the Ixtupi—and you are its only hope.

There are a total of eight lizardman savages in the raiding party, as well as four stormwyts and two half-dragon lizardman brutes. However, the Stormhammer Rangers in the tavern will emerge to fight alongside the PCs, making the fight a bit more even but still quite tough. The raiders rout once six of the savages, two of the stormwyts, or one of the brutes fall in combat (whichever of the three happens first). The remaining forces then retreat a short distance away—for those were their orders.

LIZARDMAN SAVAGES (8)

(13th Age Roleplaying Game Core Rulebook, Chapter 7: Monsters)

AC 17
PD 16 **HP 32**
MD 12

STORMWYTS (4)

(see Area A2 for stats)

AC 19
PD 17 **HP 90**
MD 13

HALF-DRAGON LIZARDMAN BRUTES (2)

(see Area A1 for stats)

AC 20
PD 18 **HP 110**
MD 14

STORMHAMMER RANGERS (4)

The Crannogfolk have largely forgotten the reign of ruin that Nyrionaxys I brought upon Greenacre and its people so long ago, but the Stormhammers pass down the tales of those dark days as part of their training, ever vigilant against the rise of another dragonlord in the Great Swamp.

2nd level troop [HUMANOID]

Initiative +4

Hammer blow +7 vs. AC—6 damage.

Natural even hit: The target takes 4 thunder damage, and the ranger can pop the target free from him- or herself.

R: Longbow shot +7 vs. AC—7 damage.

Natural 18+: The attack instead deals 10 lightning damage.

Rallying Cry: When a Stormhammer Ranger first becomes staggered, he and any other nearby Rangers deal an extra 5 points of thunder damage on all attacks for 1 round.



AC 19

PD 16

MD 12

HP 39

Nyrionaxys has gorged on fishermen and water buffalo for a few days now, and is spoiling for a good fight. She waits several miles from the village, content to let her minions do the grunt work, but she orders them to alert her immediately if they encounter any significant resistance, which the PCs should certainly constitute. Once alerted to the presence of the heroes, the dragon seeks them out, flying directly to Mistleivy to engage them. She concentrates her ire on the Stormhammers (although it is best to leave at least one alive to act as an information resource for the PCs as discussed below), but doesn't hesitate to attack the PCs if they make a nuisance of themselves. The dragon is sizing these heroes up to see if they would make appropriate sacrifices for her blood ritual.

ΝΥΡΙΟΝΑΧΥΣ ΙΙ
(see Area E4 for stats)

AC 23

PD 21

MD 19

HP 325

Nyrionaxys retreats to the Temple of Ixtupi after a few rounds of combat, breaking away from the battle immediately if staggered. The inclusion of Nyrionaxys in this encounter is meant to showcase the wyrm and give the PCs an idea of what they are up against. If they don't get the hint after this encounter that they need to destroy this monster before it murders every last warmblood in the Great Swamp, feel free to create more villages along the shoreline of the swamp and have Nyrionaxys attack those locales too.

After the fight has concluded, the surviving Stormhammer Rangers thank the PCs for their assistance and tell them that they have received reliable reports of more dragon attacks occurring further to the south, close to the Temple of Ixtupi. The Stormhammers can also recount the legends of the original Nyrionaxys, and her destruction at the hands of their ancestors, as well as tales of the mythic hero Artos, who slew four great beasts to make the lands of Greenacre safe for the ancient druids and their followers to settle (see area C for more information on Artos and the four beasts).

Into The Swamp

Nyrionaxys can be easily followed back into the Great Swamp, since she flies directly toward the Temple of Ixtupi when she departs from Mistleivy. However, the marshes teem with dangerous wildlife,

so if you wish to include random encounters during the journey to the Temple, roll on the Random Monster Table.

At some point, as the PCs pursue the dragon into the swamp, they accidentally run headlong into a battle between the Ixtupi and their bitter rivals for territory in the Great Swamp, the good-hearted Tsiikil lizardmen. The PCs might initially mistake the Tsiikil for allies of the black dragon, but careful observation hints that these lizardmen are different from the others they have encountered in a few ways: they carry different, less sinister totems of religious significance (serpentine-shaped woodcarvings decorated with multicolored feathers), and no half-dragons or stormwysts fight alongside them.

ἘΣΙΙΚΙΛ ΛΙΖΑΡΔΜΕΝ WARRIORS (8)
Lizardman Savages (*13th Age Roleplaying Game Core Rulebook*, Chapter 7: Monsters)

AC 17

PD 16

MD 12

HP 32

LIZARDMAN SAVAGES (8)
(*13th Age Roleplaying Game Core Rulebook*, Chapter 7: Monsters)

AC 17

PD 16

MD 12

HP 32

LIZARDMAN SORCERERS (4)
(see Area D1 for stats)

AC 20

PD 14

MD 18

HP 54

Random Monster Table

1d8	Monster (Quantity)	Stat Location
1	Befouled Water Elementals (1d3+2)	Area A2
2	Giant Web Spiders (1d4+6)	*
3	Half-Dragon Bog Toads (3)	Area D7
4	Ixtupi Savages (6) & Sorcerers (2)	* / Area D1
5	Piranha Swarms (1d3+1)	Area E4
6	Stormwysts (3)	Area A2
7	Lizardman Mud Zombies (1d8+5)	Area B1
8	Ochre Jelly (1d4)	*

* *13th Age Roleplaying Game Core Rulebook*, Chapter 7: Monsters

LIZARDMAN PRIEST (I)
(see Area B1 for stats)

AC 21
PD 19 **HP 72**
MD 15

STORMWYŦ (I)
(see Area A2 for stats; this stormwyt serves as the priest's mount)

AC 19
PD 17 **HP 90**
MD 13

If the PCs attempt to parley with the Tsiikil, the lizardmen are receptive to negotiations, especially if the PCs helped them defeat their Ixtupi attackers. The Tsiikil can easily point out the safest route toward the Temple of Ixtupi, and will offer aid and shelter if the PCs wish to rest among the Tsiikil for the night. They may even share stories of their people's friendship with the ancient humans of Greenacre and their gift to the High Druid of the temple in centuries past (the lost *rainbow scepter* found in Area D3 of the temple). If the PCs try to convince the Tsiikil to accompany them to the temple and fight against the Ixtupi, the lizardmen will assent and offer four warriors (use stats for lizardman savages), but only with an extraordinary diplomatic performance (a Charisma skill check result of 25 or more). Otherwise, they apologize for their inability to help, explaining that they cannot relinquish the vigil on the border of their territory against the Ixtupi unless the dragon is slain.

Once the PCs arrive at the Temple of Ixtupi, they must break through the defending legions of the temple grounds and make their way into the depths of Nyrioxaxys' lair within the temple itself, braving the horrors of the Ixtupi cultists' traps and guardians to reach the dragon's sanctum below.

The Temple of Ixtupi

Nyrioxaxys' lair is a great stone temple built by the primordial human denizens of Greenacre. Centuries ago, the lizardmen tribes faithful to her rule exterminated the humans within the temple and claimed it for their own. The presence of the wyrm caused the land to grow foul and fell; she commanded her slaves to dig a great moat around the base of the temple, and then called heavy rains to fill the moat to a depth of several hundred feet. Her lair is on the very bottom floor of the temple, accessible only by descending through the upper levels, or by way of a submerged tunnel in the foundation of the structure.

Size is Relative

The *13th Age Roleplaying Game* divides monsters into four basic categories that define their innate strength: mook, normal, large, and huge. If you play other popular d20-based RPGs, you're probably accustomed to reading these categorizations very literally. But *13th Age* is a more flexible game than its rules-heavy predecessors, and so these terms have different meanings. Sometimes "large" monsters are actually hulking behemoths compared to your average human, and sometimes that designation just means that they have roughly double the strength of a normal monster of that level. So which do we mean in our monster descriptions? We're actually leaving that decision up to *you*. What works well in our heads might not work as well at your game table. For instance, we've conceptualized our prime antagonist, Nyrioxaxys II, as a 10-foot tall black dragon nearly 20 feet in length from head to tail—what most d20-based games would define as part of the "Large" size category, taking up a 2x2 space on the grid—but we've given her stats appropriate for a huge monster because she's a boss, and we want her to be big and tough and scary. That doesn't mean, though, that you can't use *any* sized miniature you want to represent her (although in our opinion, bigger is definitely better when it comes to dragons!). Bottom line: Use these descriptors as gauges of how powerful a creature is, statistically speaking, and not as an actual expression of monster size. They're as big or as small as you want them to be!

A1. The Rope Bridge

Ahead of you, the sodden earth drops off suddenly, as if repelled by some unnatural force. Below, murky water churns ominously, and the scarce light beaming through the treetops occasionally illuminates dark shapes swimming in the moor. Two massive wooden poles driven into the side of the ravine anchor a primitive but well-made rope bridge lined with wooden slats which connects the land upon which you stand to the massive mound of earth some 600 feet away. Two massive winged lizardmen flank the far end of the bridge, cleaning their talons and conversing sparsely in a sibilant reptilian tongue.

MONSTERS: Two half-dragon lizardman brutes guard the bridge to the trilithon mound where the temple entrance waits. Crossing the bridge requires 5 move actions per PC, and each such move action grants the two Ixtupi brutes a check (1d20 + level) to notice their approach. The base DC of this check is 15, modified upwards by any relevant backgrounds a PC may have that could cover their advance. Enterprising and daring PCs may attempt to climb across the chasm beneath the bridge, using the step slats as a horizontal ladder. This raises the base DC for the



a. Temple of Ixtupi

lizardmen to notice their approach to 25, but doubles the number of move actions required for the PC to cross. A DC 20 Strength or Dexterity check is required to maneuver beneath the bridge in this fashion.

Once alerted to the PCs' presence, the lizardman brutes warn their comrades on the mound of the intruders and advance across the bridge to attack, using their flight ability to surround advancing PCs. However, since they are far away from their allies and angry outbursts are common among the Ixtupi, it requires a DC 20 check (1d20 + level) for the lizardman savages and stormwyts patrolling area A2 to even realize that something is amiss.

HALF-DRAGON LIZARDMAN BRUTES (2)

This lizardman stands a full head taller than his savage brethren, his scales a deep, near-black green and his eyes a bright crimson red. Leathery wings spanning eight feet rise from his shoulders, and his facial structure is noticeably more primal and draconic than the rest of the Ixtupi.

Large 4th level wrecker [DRAGON]
Initiative +8

Stone-tip spear +10 vs. AC—15 damage.

Natural 16+: The lizardman brute can make a bite attack against the target or another creature engaged with it as a free action.

[*Special trigger*] **Bite +10 vs. AC**—10 damage, and the lizardman brute can make a ripping frenzy attack against the target as a standard action during its next turn if it's engaged with that target.

[*Special trigger*] **Ripping frenzy +8 vs. AC (3 attacks)**—10 damage.

R: Thrown spear +8 vs. AC—15 damage.

C: Acid breath +9 vs. PD (1d3 nearby enemies)—10 acid damage, and 5 ongoing acid damage.
Miss: 5 acid damage.

Flier: Half-dragon lizardman brutes are clumsy fliers, usually hovering only momentarily to attack with their spears or breath weapons.

Intermittent breath: Half-dragon lizardman brutes can use *acid breath* twice per battle, but never two turns in a row.

Resist acid 12+: When an acid attack targets this creature, the attacker must roll a natural 12+ on the attack roll or it only deals half damage.

AC 20
PD 18 **HP 110**
MD 14

A2. The Garden of Sun and Rain

The opposite side of the bridge ends at a pair of massive trilithons as tall as an ogre. The plateaued top of the mound is marked at the four cardinal points with more trilithons in varied arrangements—the ones nearest you are unadorned, but to the west you spot a stone pool nestled between two smaller stone formations. A trio of braziers burns before more standing stones far to the south. On the east end of the mound, hundreds of chimes and bells hang from a hulking dolmen larger than even the ones immediately before you, tinkling gently in the wind. The ground in the center of the mound is furrowed with graduated trenches dotted with crude stone stairs that lead down into the earth.

Once a sacred place of worship where the ancient druids of Greenacre paid homage to the elements and worked their most powerful magic, the Garden of Sun and Rain nevertheless succumbed to the taint with which the original Nyrioxys poisoned all of her domain. The dragon used the trilithons to focus her own power in her foul sorcerous workings throughout her reign of ruin, and centuries of dark magic have now permanently altered the nature of the magic contained within the standing stones. The young Nyrioxys is careful never to station her sorcerers here, for the Garden holds a curse: the use of any elemental magic within its boundaries causes a befouled elemental spirit—its existence as a child of nature forever tormented by the intrusion of evil in this place of power—to form and attack the caster relentlessly.

MONSTERS: Five Ixtupi lizardman savages (13th Age Roleplaying Game Core Rulebook, Chapter 7: Monsters) patrol the Garden, each mounted on a stormwyf. The Ixtupi savages order their mounts to keep to the air in combat, swooping low to deliver melee attacks only when their stormwyfs have exhausted their daily uses of alkaline breath. Should the PCs attempt to storm the warrens leading down to the temple entrance, the lizardmen fly down into the tunnels to cut off the intruders' advance. They fight to the death to prevent anyone from breaching the entrance to the temple.

Additionally, if any PC uses a spell, magic item, or magic weapon which deals an elemental damage



type, one of the four trilithons produces a befouled elemental which manifests near the trilithon and moves to target that PC and engages any of their allies that interfere. The damage types which trigger this occurrence are as follows: acid—earth elemental, from the northern trilithon; cold—water elemental, from the western trilithon; fire—fire elemental, from the southern trilithon; lightning or thunder—air elemental, from the eastern trilithon. Each trilithon can only produce one such elemental per day.

LIZARDMAN SAVAGES (5)

(see 13th Age Roleplaying Game Core Rulebook, Chapter 7: Monsters)

AC 17
PD 16 **HP 32**
MD 12

STORMWYFS (5)

The creature resembles a wyvern without a stinger, but black-scaled and red-eyed. A pronounced horned ridge shades its brow, and its batlike wings flap with the calm intensity of an apex predator on the hunt as it glides through the air.

REIGN OF RUIN

Large 3rd level troop [DRAGON]
Initiative +8

Tearing jaws +8 vs. AC—15 damage and 5 ongoing acid damage.

C: Alkaline breath +8 vs. PD (1d3 nearby enemies)—10 acid damage, and 10 ongoing lightning damage.

Miss: 5 acid damage and 5 lightning damage.

Flier: A stormwyt is a capable and agile aerobat.

Intermittent breath: A stormwyt can use *alkaline breath* twice per battle, but never two turns in a row.

Resist acid 12+: When an acid attack targets this creature, the attacker must roll a natural 12+ on the attack roll or it only deals half damage.

Resist lightning 12+: When a lightning attack targets this creature, the attacker must roll a natural 12+ on the attack roll or it only deals half damage.

AC 19
PD 17 **HP 90**
MD 13

BEFOVLED AIR ELEMENTAL

A noxious funnel of dust, debris, tumbleweeds, and stinking swamp air twirls toward you.

3rd level troop [CONSTRUCT]
Initiative +9

Whirling fury +8 vs. PD—10 negative energy damage.
Natural 16+: The target is hampered (save ends).

C: Lightning strike +8 vs. PD (1 nearby or far away enemy)—5 negative energy damage and 5 ongoing lightning damage; The air elemental moves through the target's space and cannot be intercepted during this movement. It must end this movement nearby the target.

Flier: Air elementals are flawless fliers, changing altitude with great ease.

Resist lightning 16+: When a lightning attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

AC 20
PD 17 **HP 45**
MD 13

BEFOVLED EARTH ELEMENTAL

Fallow, salty mud and craggy rock congeal into a vaguely humanoid form, hulking and formidable.

3rd level troop [CONSTRUCT]
Initiative +3

Rocky fist +8 vs. AC—10 negative energy damage.

Natural 16+: The earth elemental pops free from the target, and the target is moved in a straight line to a nearby location. Other creatures along the path of this movement may intercept the target.

Burrow: As the standard monster ability (see *13th Age Roleplaying Game Core Rulebook*, Chapter 7: Monsters).

AC 18
PD 17 **HP 45**
MD 13

BEFOVLED FIRE ELEMENTAL

The flame morphs into a grinning maw of fiery teeth, billowing smoke that smells of a funeral pyre.

3rd level troop [CONSTRUCT]
Initiative +9

Fiery lash +8 vs. PD—5 negative energy damage and 5 ongoing fire damage.

Natural 16+: The fire elemental may make a second fiery lash attack as a free action.

C: Backdraft strike +8 vs. PD—5 negative energy damage and 5 ongoing fire damage; The fire elemental moves through the target's space and cannot be intercepted during this movement. It must end this movement nearby the target.

Resist fire 16+: When a fire attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

AC 19
PD 17 **HP 45**
MD 13

BEFOVLED WATER ELEMENTAL

A stomach-churning excrement-tinged odor fills your nostrils as this living tide of sewage draws near.

3rd level troop [CONSTRUCT]
Initiative +3

Crushing wave +8 vs. AC—10 negative energy damage.

Natural 16+: The target's lungs fill with water, and it is helpless until the end of its next turn. Creatures that do not breathe or that can breathe water are immune to this effect. After affecting a target with this ability, the water elemental may make a second crushing wave attack against another nearby target, both automatically moving to engage it and striking as a free action.

Constructs?

At the time of writing, the *13th Age Roleplaying Game* doesn't have a monster category for elementals or planar creatures. Constructs seem to be the next closest thing existing in the game that describes them. However, one could make the argument that these befouled elementals should be classified as demons. Ultimately, we recommend doing what feels right for your game—even if that means making up new rules!

AC 18

PD 17

MD 13

HP 45

DEVELOPMENT: Should the PCs survive breaching the temple and manage to clear the area of all Ixtupi and dragonkin, they may wish to ritually purify the Garden of Sun and Rain, restoring Greenacre's ancient standing stones to their former glory. Finding the means to do so could be a story told over the course of an entire new adventure, and is beyond the scope of this module.

B1. Desecrated Shrine

At the bottom of the trilithon-framed steps is a long chamber with a single exit. The walls are dotted with curved stone alcoves containing vaguely humanoid forms wrapped in thick layers of hardened mud. Four 10-foot-long carved stone biers rest in the quadrants of the room; the remains of various small creatures sit atop the slabs.

Once the resting place of honored heroes of the ancient humans, their remains have long been vacated from these biers and replaced with foul



totems and blood sacrifices to the Ixtupi lizardmen's own adopted deity, Nyrionaxys herself.

MONSTERS: Two lizardman priests tend this area, fastidiously performing their dark rituals even through the sounds of combat above. The stone alcoves each contain a lizardman mud zombie. Every round that a non-lizardman or non-dragon occupies this chamber, four mud zombies burst forth from the alcoves to attack. There are a total of 16 mud zombies present. The priests aid them as well as they can, engaging with poorly-armored foes and raising fallen mud zombies with their magic on their turns.

LIZARDMAN PRIESTS (2)

This Ixtupi lizardman wears a golden medallion representative of his deity, held around his neck by a woven strand of vine and moss. Elaborate red silk robes embroidered with the silhouettes of black dragons drape his form. He clutches a finely crafted spear carved with runes which are traced in layers of dried blood.

5th level leader [HUMANOID]

Initiative +9

Unholy spear +10 vs. AC—18 damage.

Natural 16+: The lizardman priest can make a bite attack against the target or another creature engaged with it as a free action.

[Special trigger] Bite +10 vs. AC—15 damage, and the lizardman priest can make a ripping frenzy attack against the target as a standard action during its next turn if it's engaged with that target.

[Special trigger] Ripping frenzy +12 vs. AC (3 attacks)—10 damage.

Fervor of faith: Nearby allied lizardmen (living or undead) of lower level than the priest add the escalation die to their next attack roll.

Necromancer: As a quick action on its turn, a lizardman priest can command a nearby corpse to rise and attack its enemies. Such corpses have the statistics of either a Skeleton Warrior or a Human Zombie (see *13th Age Roleplaying Game Core Rulebook*, Chapter 7: Monsters) if human, or those of a Lizardman Mud Zombie (see below) if a lizardmen. A lizardman priest can command no more than four such corpses at one time.

AC 21

PD 19

MD 15

HP 72

LIZARDMAN MUD ZOMBIES (16)

Layers of mud crack and flake as the desiccated body of this lizardman moves inside its hardened burial shell, lumbering toward you and loosing an unsettling hissing moan that shreds through its dry lungs and vocal cords.

4th level mook [UNDEAD]

Initiative +3

Vulnerability: holy

Rotting claw +9 vs. AC—6 damage.

Natural 16+: The lizardman mud zombie can make a bite attack against the target or another creature engaged with it as a free action.

[Special trigger] **Bite +9 vs. AC**—6 damage.

Headshot: A critical hit against a lizardman mud zombie drops it to 0 hp.

AC 18

PD 16

MD 14

HP 15 (each)

Mook: Kill one lizardman mud zombie mook for every 15 damage you deal to the mob.

TREASURE: Among the rotting sacrifices scattered atop the stone biers, the Ixtupi fanatics have also left behind a champion-tier healing potion, a champion-tier oil, two adventurer-tier runes, and 300 gp in assorted uncut gemstones.

B2. The Skull Passageway

This 10-foot-wide hallway leads both east and west, curving out of sight on both ends. Thousands of grinning skulls interspersed with crude mortar dot the walls.

OBSTACLE: When any living being enters this hallway, the skulls in the wall spring to life and snap mindlessly at any nearby creature.

Snapping skulls obstacle: DC 20 skill check using Dexterity to move past the skulls without being bitten; **+10 vs. PD (the creature failing to bypass the skulls)**—3d6 damage. Multiple use (automatically resets).

FEATURE: The eastern hallway connecting to this passageway houses a white marble fountain filled with foul, stagnant water. The surface of the marble is covered in ancient carvings and archaic Common; a DC 15 Intelligence check reveals that the carvings depict the epic saga of a holy warrior named Artos. Any PC with the Ritual Casting ability who has a positive relationship with a benevolent icon is entitled to a DC 25 Intelligence or Wisdom check upon first seeing the runes; success indicates that he or she knows how to perform a short ritual (taking 1d4 minutes) to purify the fountain, but it requires the use of specific magical herbs to do so. Once purified, drinking from the fountain will bestow one of the following restorative effects: make a recovery roll without expending a recovery, **or** remove a mummy's curse (see the Bestiary section for more details on this affliction). Although the water

remains permanently pure and safe for drinking after the ritual is performed, a PC can only benefit from the restorative properties of drinking from the fountain once per day. If the water is bottled and removed from the fountain's immediate vicinity, it loses all restorative properties. Purifying the fountain also disables the snapping skulls obstacle in the passageway.

MONSTER/TRAP: A kobold slave named Pekdak stands in the northwest corner of the skull passageway. Most likely already alerted by the sounds of combat in B1, he hatches a plot to lure the PCs into greater peril. Pekdak has rigged a large stone block in the ceiling to fall at a certain location when a human-sized or larger creature steps on weight-triggered sinking flagstones in the floor. Pekdak himself is not heavy enough to trigger the trap, and can arm or disarm the falling block with the push of a lever mounted on the inner wall of the western hallway (which he promptly does as soon as he hears fighting in the desecrated shrine). Pekdak taunts the PCs in broken Common, then throws a flask of alchemist's fire at the closest one of them and runs into the western hallway, retreating to the pillar mosaic chamber to shout a warning to another kobold slave, Kipyra, who waits at the top of the stairs leading down to area D1. Pekdak then returns to the hallway to see if the intruders made it past his block trap, throwing more alchemist's fire and luring them into the reach of the giant flytrap in area B3.

PEKDAK AND KIPYRA, KOBOLD SLAVES

The dragon hired ingenious kobold engineers to design her traps. The minions those engineers left behind to maintain them, though... well, someone has to be from the shallow end of the gene pool.

3rd level spoilers [HUMANOID]

Initiative +8

Rusty dagger +8 vs. AC—8 damage.

Natural even hit: Until the end of the kobold's next turn, the target does not add the escalation die to his attacks (the tetanus-infected wound makes it too painful to concentrate).

R: Alchemist's fire +10 vs. PD—5 damage and 5 ongoing fire damage.

Natural odd hit: The target is stunned until the end of its next turn (which it will spend beating out the wickedly persistent flames of the alchemist's fire).

Evasive: Pekdak and Kipyra take no damage from missed attacks.

Not brave: If Pekdak or Kipyra's hit points reach single digits, they will run away the first chance they get.

AC 20
PD 17
MD 14

HP 45

FALLING BLOCK TRAP: DC 25 skill check using Wisdom to notice the rigged block; DC 15 skill check using Dexterity to jump over the weight trigger; +15 vs. PD (any creature who steps on the trigger)—4d8 damage (miss 2d8 damage). Single use.

In addition to possibly damaging the poor sap who falls for this trap, the fallen stone block also cuts off the passageway into the western hallway. The block can be pushed into the northwestern corner of the hallway to reopen the passageway; doing so requires the combined effort of two PCs and four successful DC 25 Strength checks by either of them. However, PCs cannot avoid the snapping skulls while attempting to push the block down the passageway.

TREASURE: Pekdak and Kipyra both carry a single champion-tier *potion of acid resistance* on their persons—highly useful items to the kobolds, given their precarious social status among the dragonkin.

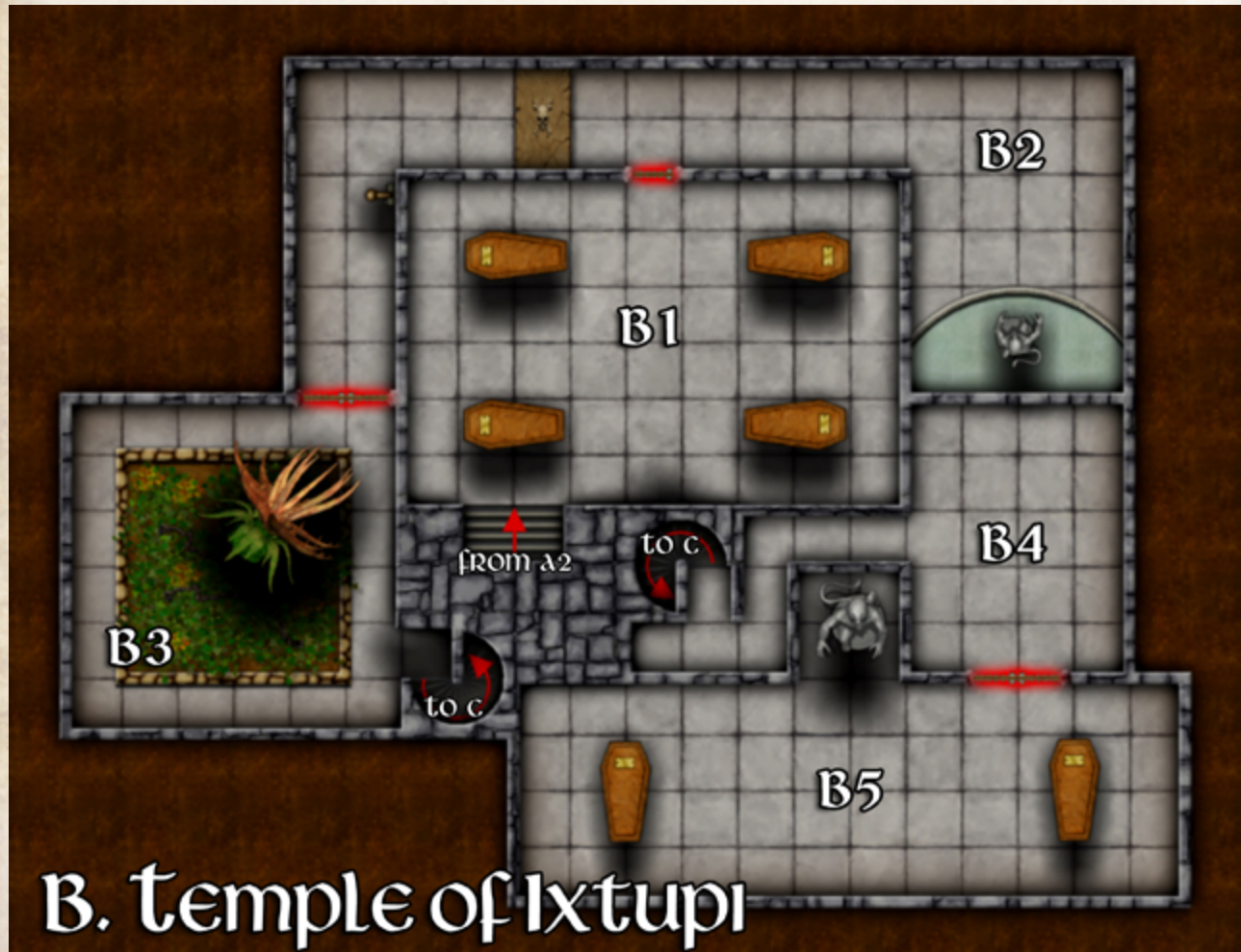
B3. The Herb Garden

Shafts in the ceiling allow precious sunlight to beam into this chamber, illuminating a raised stone terrace wall surrounding a rich reservoir of soil filled with lush plants and herbs. Though obviously tended, the garden seems functional rather than ornamental in nature. A dense cluster of thorny vines and spiny knob-shaped growths occupies the center of the garden. A spiral staircase is visible to the southeast.

MONSTER: The spiny vine-like plant is actually a dormant dire flytrap. It waits patiently for potential prey to draw near enough for it to feed. The flytrap has been well-trained by the Ixtupi not to attack lizardmen or kobolds who pass through the garden, but has no such reservations about rampaging PCs. A PC chasing Pekdak through this room at full speed provokes an opportunity attack from the flytrap, and it gets a +4 bonus on this attack roll due to surprise.

DIRE FLYTRAP

This sizable cluster of vines and leaves covered in barbs appears to have a series of thorny mouths in its center.



B. Temple of Ixtupi

Large 5th level wrecker [BEAST]
Initiative +4

Bite +10 vs. AC (2 attacks)—13 damage and 5 acid damage.

Natural even: When a grabbed target is hit by this attack, its penalty to disengage checks is increased by the escalation die value until the dire flytrap's next turn.

R: Vine slap +9 vs. AC—13 damage and the target is grabbed.

R: Acid spit +10 vs. PD—18 acid damage.

Resist acid 16+: When an acid attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Spiky bits—Whenever an enemy hits the dire flytrap with a melee attack, it takes 9 damage.

AC 21
PD 15 **HP 141**
MD 19

TREASURE: A PC who successfully deduced the ritual process for purifying the fountain in area B2, either by examining the carvings on the fountain or finding the ritual engravings in area D3, immediately realizes that the herb garden here contains all the ingredients needed to perform the ritual. Of course, the flytrap vigorously attacks anything trying to collect the herbs from its bed, so they'll likely need to deal with that threat first.

B4. Tomb Antechamber

The short, narrow hallway ends in a small rectangular chamber lit by dozens of black wax candles which rest in carved marble alcoves along the opposite wall. Each candle is nestled into the vacant brainpan of a reptilian skull. A set of double doors to the south leads out of the chamber.

TRAP/MONSTERS: The flagstone in the last 5-foot square of the narrow hallway leading into the chamber is carved with a draconic sigil that roughly translates to "The Dark Shall Devour All" (DC 20 Intelligence check). Stepping on this sigil causes a sudden gust of wind to rush through the room and blow out the candles, which releases a group of 3 hungry wraiths that evoke a vaguely reptilian shape. The Ixtupi wraiths relentlessly attack any creature in the chamber, even pursuing them out of this area.

WRAITHS (5)
(13th Age Roleplaying Game Core Rulebook, Chapter 7: Monsters)

AC 19
PD 14 **HP 66**
MD 17

B5. Ixtupi Clerics' Tomb

Rounded stone alcoves line the walls of this room. Each alcove is occupied by a mud-covered humanoid form. A recessed area in the northern portion of the room houses a lustrous hematite statue of a summer fey. Two stone sarcophagi dominate the center of the tomb.

MONSTERS: As in area B1, lizardman mud zombies animate and attack while any non-lizardman or non-dragon creature is present here; each round, four zombies emerge from their alcoves. There are 16 total mud zombies in this area.

The two stone sarcophagi are sealed shut and require a DC 25 Strength check to open. Opening either sarcophagus awakens the lizardman mummy within. Failure still awakens the mummy, and it bashes out of its tomb in 1d3 rounds to attack the intruders, chasing them relentlessly. The mummies will not pursue anyone past the stairs leading down to area C, however.

LIZARDMAN MUD ZOMBIES (16)
(see Area B1 for stats)

AC 18
PD 16 **HP 15 (each)**
MD 14

LIZARDMAN MUMMIES (2)

Swathed in tattered raiment and rags stitched and dyed with an intricate series of draconic sigils, these bulky lizardmen must have been honored warriors of the Ixtupi in life. In death, they are diseased and enraged, their every intent a murderous one. And they're coming right for you.

6th level spoiler [UNDEAD]
Initiative +5
Vulnerability: holy

Necrotic slam +11 vs. AC—10 damage and 10 ongoing necrotic damage (unlike other types of ongoing damage, multiple instances of this effect do not stack); the target also suffers from the mummy's curse. A successful save does not end the damage, although it does not continue to deal damage outside of combat (see *mummy's curse* ability below).

Natural 16+: The lizardman mummy can make a bite attack against the target or another creature engaged with it as a free action.

[Special trigger] **Bite +8 vs. AC**—15 damage.

Fear: While engaged with this creature, enemies that have 30 hp or fewer are dazed (–4 attack) and do not add the escalation die to their attacks.

Mummy's curse: A creature affected by ongoing necrotic damage from a mummy's necrotic slam must make a hard save (16+) to benefit from any healing effects, such as from a cleric spell, a potion, or a recovery. Ritual magic using up a minimum of a 5th-level spell slot and taking 1d4 quarter-hours to complete will remove the curse, ending this effect.

AC 22
PD 16 **HP 90**
MD 20

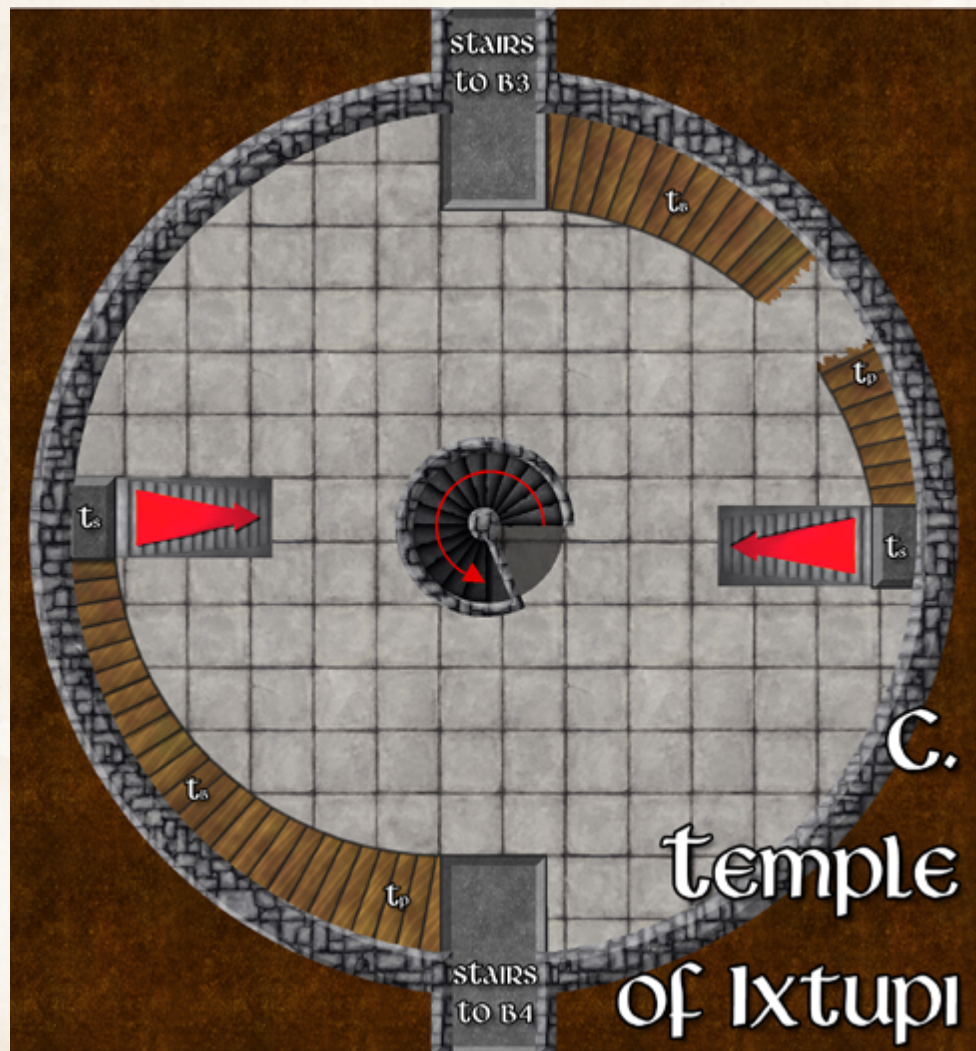
FEATURE/DEVELOPMENT: The hematite statue depicts a beautiful faerie with a wicked smile who coyly holds a white crystal sphere before her face, as if proffering the item to whomever would take it. The sphere can easily be removed from the statue's hand; it may be used in area D3 to disarm the tomb sentinel golems and open the tomb of the high druid of ancient Greenacre.

C. Mosaic Pillar Chamber

This massive circular chamber stretches 50 feet from ceiling to floor. Two dilapidated wooden staircases line the southwest and northeast walls of the chamber. The most impressive feature of the room by far is the gargantuan pillar in the center of the room. Mosaic tiles arranged in the shapes of fanciful beasts wrap around the cylindrical column; toward the base of the pillar, another mosaic of an armored warrior bearing a greatsword stands at the ready as if preparing to fight the great beasts that surround him. The sound of water gently lapping at the base of the column echoes up through the chamber.

Long ago, the faithful of ancient Greenacre traversed this huge chamber using the staircases, which are now very precarious due to centuries of moisture rot. This bothers the Ixtupi little, for they possess the inherent climbing ability to scale the walls of the chamber with ease. The bottom 5 feet of the mosaic chamber is filled with murky water.

TRAPS: To make traversing the mosaic pillar chamber even more treacherous for intruders, Nyrionaxys' engineers also trapped portions of the staircases and the submerged floor. Areas marked T_b are trapped with scything blades that glide out of the wall when a creature steps onto the marked area. Areas marked T_p are rigged to collapse when a creature weighing more than 75 pounds steps onto the marked area, dumping them into the stagnant waters below. Areas marked T_s are trapped with retracted spikes that spring up and impale anyone stepping on them. Each of these trapped areas is marked with general warning glyphs on the adjacent wall signifying danger in the draconic tongue, and a DC 20 Intelligence skill check can decipher their meaning.



REIGN OF RUIN

Scything blade trap: DC 20 skill check to notice; **+10 vs. AC (creature triggering trap and closest nearby or engaged creature)**—3d10 damage. Single use (manual reset).

Collapsing floor trap: DC 25 skill check to notice; **hard save 16+ (creature triggering trap)**—failure indicates that the creature drops into the stagnant water below. Single use.

Retracted spike trap: DC 20 skill check to notice; **+10 vs. PD (creature triggering trap)**—3d8 damage, and 5 ongoing poison damage. Single use (manual reset).

FEATURES/MONSTERS: The warrior depicted in the mosaic is none other than Artos, the hero whose saga is told in brief through the carvings on the fountain in the eastern hallway of area B2. According to legend, Artos slew four great monsters during his crusade to settle Greenacre: the Caorthannach, a wily green-scaled fire Drake; the Glatisant, a half-snake, half-lion beast; the Sluagh, a vile crow spirit from the underworld; and Tethra, a balor prince from the pits of Hell itself. Years ago, the original Nyrionaxys laid an enchantment upon the mosaic pillar that would bring facsimiles of these legendary creatures to life if an intruder should happen to wander through her abode without knowing how to bypass the chamber safely.

Every 1d3 rounds, so long as any non-dragon, half dragon, or kobold occupies Area C, one of the mosaic monsters emerges into existence from the pillar's surface and attacks the intruder. Once a mosaic monster is slain, it shatters into thousands of tiles, never to reappear again, although a faint outline of its form remains etched into the column. If you wish to present the monsters in ascending order of difficulty, we recommend doing so in the order listed above. If you want to mix it up, roll randomly (d% or 1d4) to see which monster animates at the appropriate time intervals.

CAORTĦANPACH

The top quarter of the pillar is dominated by a mosaic image of a long-bodied green wyrm, its neck stretched forward and its mouth billowing with plumes of flame.

Use the same statistics as a **medium green dragon** (see *13th Age Roleplaying Game Core Rulebook*, Chapter 7: Monsters), however, use **resist fire 12+** instead of **resist poison 12+**. Also change the poison damage in the bite attack as well as poison breath to fire damage and fiery breath, respectively.

AC 21
PD 18 **HP 60**
MD 14

GLATISANT

The second highest quarter of the pillar depicts a wondrous mix of snake and lion—a fanged reptilian head framed by a shock of tawny hair, its physique resembling that of a great cat covered in the ridged scales of a viper.

Large 5th level wrecker [BEAST]
Initiative +10

Claw Swipe +11 vs. AC (2 attacks)—18 damage.
Miss: 9 damage.
Natural 16+: The glatisant can make a poison fang attack against the target or another creature engaged with it as a free action.

[*Special trigger*] **Poison fang +11 vs. PD**—9 ongoing poison damage.

Evasive: A glatisant takes no damage from missed attacks.

Pounce: As a move action, the glatisant can engage a far away enemy and make one claw swipe at it. The glatisant ignores most non-magical obstacles—including pits, but excluding walls—that would normally hamper its ability to move to that location.

AC 21
PD 19 **HP 144**
MD 15

SLVAGH

The tiled image of hundreds of crows flocked together, forming the shape of one enormous crow that stands as a single creature, haunts the second lowest quarter of the pillar.

5th level spoiler [UNDEAD]
Initiative +13
Vulnerability: holy

Hunt and peck +10 vs. PD—15 damage.
Natural 16+: A humanoid target suffers a –2 penalty to attack and damage. Multiple instances of this effect stack with one another.

R: Soulblight swarm +10 vs. MD—10 ongoing psychic damage. When any affected target suffers this ongoing damage, the slugh immediately heals an equal amount of damage.
Limited use: 1/round, as a move action.

Flight: A slugh flies with deadly precision and fluid grace.

Resist weapons 16+: When a weapon attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

AC 19
PD 15 **HP 63**
MD 21

TETHRA

The bottom quarter of the pillar bears the horrifying visage of a great demon with one eye in the front of its head and one in the back, reaching upward with a clawed hand to grab at the image of the armored warrior above it.

Large 4th level wrecker [DEMON]

Initiative +8

Fomorian blade +9 vs. AC—20 damage.

Natural even hit: Tethra deals +3d6 fire damage to the target and to one other nearby enemy of Tethra's choice.

Natural even miss: 10 damage.

C: Scourge of despair +9 vs. PD—10 lightning damage, and the target is pulled to Tethra, who engages it.

Natural even miss: 5 lightning damage.

Limited use: 1/round, as a quick action.

Desperate escalator: While staggered, Tethra adds the escalation die to his attack rolls.

Evil eye: Tethra gains resist damage 12+ when targeted by a rogue's Sneak Attack ability.

Flight: Tethra's fearsome bat-like wings grant him excellent momentum when flying, if not maneuverability.

Shadow and flame: Tethra gains a +5 bonus to all defenses against attacks by far away enemies.

AC 20

PD 18

HP 110

MD 14

Additionally, the stagnant water that fills the bottom 5 feet of the chamber is the home of a starving bog scum. Its body is thinly dispersed across the surface of the water, so it is indistinguishable from normal algae for all intents and purposes. However, if any creature enters the water, the bog scum gathers itself together and reforms into its normal size and shape nearby the creature that splashes down (which takes a full round), attacking any potential food relentlessly.

STARVING BOG SCUM

This thick green blob lays on top of the water, devouring everything it touches.

Huge 4th level spoiler [OOZE]

Initiative +3

Attack +9 vs. AC—27 acid damage.

Natural 18+: The bog scum engulfs the target (functions like a grab—see *13th Age Roleplaying Game Core Rulebook*, Chapter 5: Combat Rules) if it is smaller than the bog scum.

Engulf and dissolve: Targets engulfed/grabbed (see *13th Age Roleplaying Game Core Rulebook*, Chapter 5: Combat Rules) by the bog scum take 15 acid damage at the start of the bog scum's turn but are not viable targets for additional attacks by the bog scum. Multiple targets can be held within the bog scum simultaneously. Any engulfed creature that is also staggered must begin making last gasp saves or become paralyzed as the bog scum's toxins overwhelm it.

C: Sseeerlp +12 vs. PD—21 acid damage, and the target is stuck (see *13th Age Roleplaying Game Core Rulebook*, Chapter 5: Combat Rules) until the end of the bog scum's next turn.

Natural 20: Target is stuck until the end of the battle.

AC 20

PD 18

HP 162

MD 14

SECRET DOOR: The southeast quarter of the mosaic pillar hides a secret sliding stone door some 10 feet above the room's floor (5 feet above the water line). This door leads to a spiral staircase that winds downwards into area D1. Inside the pillar, the kobold slave Kipyra views the room through two small peepholes in the door. Her instructions are to run downstairs and sound the alarm if Pekdak reports intruders from above, or to open the door and lower a wooden plank that connects the secret door to the eastern staircase's stone landing if Ixtupi raiders are returning from the upper levels (the Ixtupi know that the water is infested with a bog scum and avoid it at all costs). When closed, this door can only be spotted with a DC 20 Wisdom check, but the DC drops to 15 if Tethra is slain (his mosaic covers the outline of the door).

TREASURE: If all four mosaic monsters are slain, the mosaic of Artos animates and approaches the PCs. The knight removes its helmet, revealing that the legends of the Stormhammer Rangers misrecorded one crucial fact now lost to the mists of time: Artos, the champion of Greenacre, was a woman. She praises them for their bravery and prowess, gifting to them her greatsword and helmet before disappearing in a similar fashion as the monsters. If a PC has managed to earn a boon from an icon relationship that would be delivered in the form of secret knowledge, Artos may well impart such information before returning to her rest. Artos' blade is a +2 *greatsword of protection*, and her helmet is a +2 *helm of the undaunted hero*.

D1. Lower Temple Sanctuary

This large cathedral-like chamber is illuminated by torches set into wall sconces every 10 feet along the ochre-stained walls. Defaced carvings and mosaics, relics of the ancient druids of Greenacre, are covered in tribal designs and profane draconic hieroglyphs. At the west end of the room, a set of stairs leads up onto a raised altar area adorned by flaming braziers and a stone block encrusted with dried blood. Four massive black snakes lie in coils in the lower sanctuary, their eyes gleaming lifelessly in the torchlight.

The snakes are actually statues carved from obsidian and ivory, but are remarkably lifelike in appearance; realizing that they are not alive requires either a DC 25 Wisdom check or interaction with one, such as attacking a statue.

MONSTERS: A congregation of Ixtupi are gathered here paying tribute to their vile mistress, the reborn dragon Nyrioraxys, who will usher in a new reign of ruin across the Great Swamp.

LIZARDMAN PRIEST (1)

(see Area B1 for stats)

AC 21
PD 19 **HP 72**
MD 15

LIZARDMAN SAVAGES (4)

(13th Age Roleplaying Game Core Rulebook, Chapter 7: Monsters)

AC 17
PD 16 **HP 32**
MD 12

LIZARDMAN SORCERERS (4)

This Ixtupi is covered in bright war paint outlining intricate magical glyphs upon its green scales. She hisses viciously and forms a ball with her digits, her talons pulling a bolt of acid from thin air as she trains her eyes on you.

4th level caster [HUMANOID]
 Initiative +8

Stone-tip spear +8 vs. AC—12 damage.

Natural 16+: The lizardman sorcerer can make a bite attack against the target or another creature engaged with it as a free action.

[*Special trigger*] **Bite +8 vs. AC**—9 damage, and the lizardman sorcerer can make a ripping frenzy attack against the target as a standard action during its next turn if it's engaged with that target.

[*Special trigger*] **Ripping frenzy +10 vs. AC (3 attacks)**—9 damage.

R: Corrosive Ray +9 vs. PD—5 acid damage and 5 ongoing acid damage.

Natural 16+: The lizardman sorcerer can use corrosive ray again immediately as a free action.

AC 20
PD 14 **HP 54**
MD 18

DEVELOPMENT: If Kipyra the kobold slave was alerted to the PCs' presence in area C, either by their own deeds or by Pekdak, she proceeds to this chamber to inform the Ixtupi sorcerers and their retinue of guards that intruders have breached the upper levels of the temple. She then scampers through the open secret door in the northwest portion of area D1, closing the door behind her, and runs to warn Nyrioraxys in turn, who then responds as described in the sidebar on her tactical procedures within the temple (see area E4).

Meanwhile, the Ixtupi prepare to mount an offense, with the sorcerers using their corrosive rays to target PCs from afar while their soldiers engage them in melee. The lizardman priest also begins a ritual incantation over the bloodstained altar with the intent of summoning a despoiler demon (13th Age Roleplaying Game Core Rulebook, Chapter 7: Monsters) to aid his underlings. This ritual takes 3 rounds of uninterrupted chanting, and if the priest takes any damage other than miss damage during this process, the ritual is disrupted and he must begin again.

TREASURE: The table behind the summoning circle on the dais holds a relic of power: an idol resembling a horned, winged devil, immaculately sculpted from black and gray marble.

Relic of Infernal Devotion (recharge 11+): +2 attack and damage with divine spells or attacks; When you cast a daily divine spell on an ally, their skin grows hard and scaly, granting them a +2 bonus to AC and PD for the duration of a single combat encounter. **Quirk:** Loudly plots cunning master plans to bring about the downfall of one's enemies.

SECRET DOOR: The door in the northwest portion of the altar area can be found with a DC 20 Wisdom check, but opening it is a bit trickier. The secret is in the snake statues in the sanctuary area, which are mounted on movable blocks that turn in a circle when pushed (DC 15 Wisdom check to notice these blocks). If each of the four statues is rotated so that the heads of the snakes face the altar, the audible grinding of stone on stone is heard echoing throughout the chamber, and the door opens.

D2. Charnel Pit

The overwhelming stench of rotting flesh assaults your olfactory senses as you enter this room. A pit filled to the brim with human bodies festers in the center of the chamber. On either side of the charnel, lizardman priests chant vile prayers to forgotten gods. As their fevered incantations increase in pitch and intensity, several of the bodies atop the pile twitch and lurch, moving in a horrid simulacrum of life as they rise to their feet and walk over the other corpses, their lifeless eyes fixed upon the room's entrances.

The Ixtupi lizardmen collect the bodies of fallen humanoids that they slay during raids and dump them here. Some are consumed as food, but most are used as zombie fodder to reinforce the temple grounds (their last batch was destroyed during a recent attack by the Tsiikil lizardmen, so they are hard at work creating new ones when the PCs enter the room). Assume that the pit contains enough bodies to create a dozen human zombies before their supply is exhausted.

MONSTERS: Two Ixtupi priests and two half-dragon brutes guard this chamber. They zealously fight to the death, hissing draconic curses as they raise zombies to fight with them and hack away at intruders.

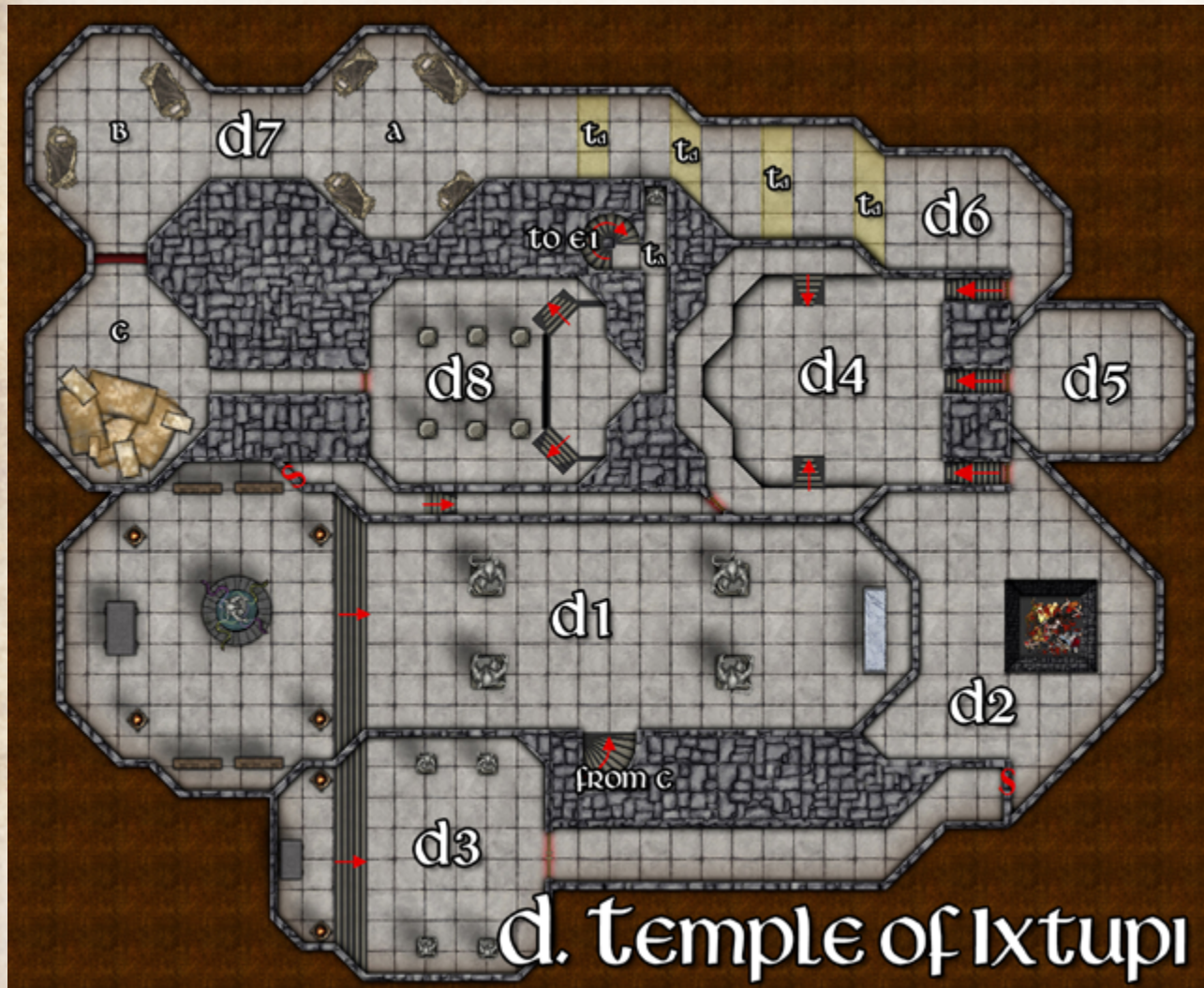
LIZARDMAN PRIESTS (2)
(see Area B1 for stats)

AC 21
PD 19 **HP 72**
MD 15

HALF-DRAGON LIZARDMAN BRUTES (2)
(see Area A1 for stats)

AC 20
PD 18 **HP 110**
MD 14

SECRET DOORS: An obvious door is set in the wall of the northmost area of the pit chamber. It is a one-way passage from the southeast corner of area



D4 and cannot be opened from this side without a magical key—the Lizardman Priest’s golden holy symbols are enchanted to open the passage from this side when touched to the door. A much more subtle hidden door (DC 25 Wisdom check to spot) is set in the corresponding wall to the south, and leads to area D3.

D3. High Druid’s Tomb

A twisting, narrow hallway ends in a chamber shaped similarly to the great sanctuary, with stairs rising to a dais upon which sits a single, unmarred sarcophagus of white marble flanked by braziers that burn with white flame. Four crystal statues of ancient Greenacreat warriors flank the path to the stairs, two on either side. The flame’s pure light refracts through the statues, creating a prismatic wash of rainbows on the walls and floors.

MONSTERS: The Ixtupi lizardmen have never found the door leading into this chamber, where the high druid who oversaw the creation of the temple is interred. His remains are guarded by four tomb sentinel golems, who animate and attack any creature that moves adjacent to the steps leading up to the sarcophagus.

TOMB SENTINEL GOLEMS (4)

Incredible effort and unparalleled attention to detail must have gone into the carving of these heavy crystal statues. Not that their being pretty will make it hurt any less when they slam their unyielding fists of quartz into your face, but you have to admire the craftsmanship nonetheless.

6th level blocker [CONSTRUCT]
Initiative +8

Stone sword +10 vs. AC (2 attacks)—10 damage.
Miss: 5 damage.

Finishing smash +12 vs. AC (one staggered enemy)—20 damage, and the golem pops the target free of itself and moves the target to a nearby location.

Natural even hit or miss: The target is hampered (save ends).

Natural odd hit or miss: The target is dazed (save ends).

Former idol: The tomb sentinel golems are statues of revered heroes of the forgotten human culture that built the temple, infused with holy—but destructive—positive energy. At the start of a tomb sentinel’s turn, each enemy engaged with it takes 2d6 holy damage; any die result of 6 is kept and the die is rerolled.

Golem immunity: Non-organic golems are immune to effects. They can’t be dazed, weakened,

confused, made vulnerable, or touched by ongoing damage. You can damage a golem, but that’s about it.

AC 22

PD 20

MD 16

HP 90

FEATURES: The lid of the sarcophagus is carved with runes of elemental symbolism and wards against evil, and in the very center of the stone lid is a half-spherical depression. Astute PCs who collected the crystal sphere in area B5 quickly realize that the depression is sized to fit the sphere. Placing the sphere in the depression causes the tomb sentinel golems to cease their aggression and return to their starting places on either side of the tomb chamber.

Additionally, any PC who studies the carvings on the sarcophagus can make a DC 20 Intelligence or Wisdom check to realize that they are very similar to those found on the befouled fountain in area B2, but these carvings fully describe the sanctification ritual that reactivates the fountain’s restorative properties. This is the complete ritual formula for purifying the fountain, so if the PCs did not deduce that information on their own, they can obtain it more easily here, but they will still need the herbs from area B3 to complete the ritual (which requires destroying the guardian flytrap, if they haven’t done so already).

TREASURE: Inside the high druid’s sarcophagus, swaddled in his dusty robes, is the most valuable remaining treasure of the ancient people of Greenacre—the *rainbow sceptre*. A gift to the human priesthood from a neighboring tribe of lizardmen who followed the Great Gold Dragon, it became a symbol of the office of the high druid. The sceptre was never passed on to the deceased high druid’s successor; the high druid interred here died shortly before Nyrioraxys I conquered the temple, and all of his priests went into battle against the great wyrm’s hordes, leaving the sceptre entombed with their fallen master and out of the hands of the Ixtupi.

The *rainbow sceptre* is a rod of gold molded in the shape of a couatl and decorated with beads, feathers, and gems of every size, shape, and color imaginable. It radiates a shifting prismatic light when evil dragons, half-dragons, or lizardmen are within 100 feet, intensifying in brightness as they draw nearer. Nearby dragonflies are drawn to the *rainbow sceptre* and will often perch upon its tip. It can be wielded in combat as a +2 *quarterstaff*, and also bestows a +2 bonus to attack and damage rolls for both arcane and divine spells and attacks. On a critical hit, the target also suffers the effects of a 3rd-level *color spray* as per the wizard spell (13th

Age Roleplaying Game Core Rulebook, Chapter 4: Classes). Additionally, a character who casts divine spells can bestow one of the following benefits upon a living creature by touching the target creature with the end of the sceptre (this takes a standard action when used in combat): 1) heal using a free recovery; 2) remove the effects of a mummy's curse (see area B5 for details on these effects); 3) fly for a duration of 1 turn as per the sorcerer spell *dragon's leap* (*13th Age Roleplaying Game Core Rulebook*, Chapter 4: Classes); 4) gain *resist damage 12+* against your choice of acid, cold, fire, or lightning damage for the duration of a single combat. A given creature can only benefit from the staff's power once per day. The *rainbow sceptre* imparts a quirk upon any wielder regardless of the number of magic items they may carry: the bearer of the sceptre begins to see the beauty of the infinite variations of the natural world, and will pontificate upon that beauty at great length to anyone who will listen to them fawn over the colorful palette of Mother Nature.

D4. Elite Guards' Post

The eastern portion of this room is sunken to a depth of ten feet below you, connected to the balcony on the western side by a pair of stone stairs to the north and south. The floor in the sunken area is a stark, bleached white, contrasting sharply with the ochre-colored walls. Three doors are set in the eastern wall. Four armored and armed half-dragon brutes stand guard here: two on the balcony, and two in the sunken area.

MONSTERS/OBSTACLE: The half-dragon lizardman brutes in this chamber are the first line of defense protecting Nyronaxys' lair from intruders, and they take their job very seriously. As soon as the PCs enter this area, one of the brutes on the balcony throws a lever which causes the lower portion of the room to instantly flood with highly corrosive acid to a depth of about a foot, dealing 15 acid damage per round to any creature standing in the bottom portion of the chamber (the brutes, being half-black dragon themselves, are immune to the effects of the acid). The brutes can roll against a PC's PD with their normal attack rating of +10 to grab a PC as a standard action, and drop them into the acid pool as a move action. A PC seeking a way to drain the acid out of the room can make a DC 25 Intelligence check; success indicates that he or she notices a second partially submerged lever built into the floor of the room. Once activated, the acid drains out of the room in 3 rounds, but the PC must reach into the acid to activate the drain, taking 4d6 acid damage in the process.

HALF-DRAGON LIZARDMAN BRUTES (4)
(see Area A1 for stats)

AC 20	
PD 18	HP 110
MD 14	

D5. Storage

The walls of this modest chamber are lined with crates, pots, and racks. Many are marked as containing foodstuffs and bear the brands of several prominent merchant guilds. The racks contain weapons of varying styles and sizes, none of which seem to have seen much use.

This area is used to store the spoils of the Ixtupi tribe's raids on nearby humanoid settlements. Nearly any sort of mundane equipment can be found here with 1d6 rounds' worth of searching, but nearby monsters alerted to the PCs' presence by the sounds of combat may storm in to investigate while they plunder through the Ixtupis' stock. This is also a point at which Nyronaxys may make a quick strike at the party, retreating immediately to let them simmer in their own panic and fear (see the sidebar on the dragon's tactical procedures within the temple under area E4 for additional information).

TREASURE: Although most of the contents of the stock room are mundane supplies, a careful search of the room (DC 25 Wisdom skill check) reveals a hidden pouch of ancient platinum coins worth 400 gp and a quiver containing 10 adventurer-tier *lethal strike arrows*.

D6. Trapped Hallway

The hallway doubles back on itself from the entrance, its awkward shape made all the more bizarre by the green mosaic tiles and pigments used to color the walls and floors. Shafts of yellow light beam through the walls, crisscrossing the hallway leading back to the west. The hallway seems to slant noticeably downward as it runs from east to west.

This hallway is lined with kobold-engineered traps: spring-loaded, light-activated murder holes loaded with poison darts that automatically fire whenever a creature moves in front of the holes and breaks one of the light beams. A concealed lever on the diagonally-slanted southern wall just inside the hallway deactivates the traps, sealing the murder holes, while another lever just outside of area D7-A reactivates them. (The traps are set about four feet above ground level, so Kipyra doesn't set them off if she runs through here to warn the dragon of intruders. The same goes for any halflings and gnomes in the party, too, of course.)

Whenever the door from area D4 is opened, a programmed illusion goes off about 15 seconds later showing the following events: the door to D4 slams shut and audibly locks, and the easternmost wall of the hallway slides upward, revealing a gigantic boulder nearly as wide as the corridor that rolls rapidly into the inclined hallway (T_D). This illusion provides impetus for the PCs to run headlong into the poison dart traps lining the hallway. Any PC not affected by the illusion may attempt to warn his comrades, giving them a chance to disbelieve the highly-convincing illusion with a hard save (16+).

Poison dart traps (4): DC 20 skill check using Wisdom to spot the traps; DC 30 skill check using Wisdom to spot the deactivation switch; DC 25 skill check using Dexterity to move past them without being hit; **+10 vs. PD (the creature triggering or failing to bypass the traps)**—4d6 poison damage. Single use.

Programmed rolling boulder illusion (1): DC 30 skill check using Intelligence to spot the illusion; **+15 vs. MD (any creatures in the hallway when the illusion activates)**—affected targets perceive the illusion as real and run at top speed to the west. Multiple use (automatic reset).

D7. Living Quarters

Loud, sibilant growling echoes down the hall from up ahead. A short series of steps leads up to an octagonal room lined with heaps of straw and molded fabric. Lizardmen sit or stand near the piles, casting bones in games of chance or wrestling for sport.

Although most of the Ixtupi tribe makes their beds in the swamps above, the select few chosen to guard the temple sleep either here or in the sanctuary (area D1). Their loud, violent cavorting prevents them from hearing the sounds of combat in other areas of the temple, so they are most likely taken off guard when the PCs first enter this area. (If Kipyra the kobold slave managed to escape the PCs' ire and run below to alert Nyrionaxys, she ran right through this area chattering unintelligibly and the lizardmen took no notice of her, assuming that the dragon has summoned the pathetic wretch to perform some demeaning task in her lair.)

MONSTERS (ROOM A): Four Ixtupi lizardman savages and their pet, a half-dragon bog toad named Hopsey, inhabit this filth-ridden chamber lined with beds of fur and reed. Two of the Ixtupi are wrestling while the other two egg them on, each of them munching on raw buffalo haunches and clenching sacks of mushrooms and plant buds which are valued by the Ixtupi for their intoxicating qualities (and also happen to be their ante for the wrestling wager). Occasionally, one of the savages tosses a

half-eaten bone or lump of gristle to Hopsey, who eagerly gobbles it up. The savages are either drunk or deep in the throes of mushroom intoxication, and Hopsey is incredibly dense and stupid even for a half-dragon, so they likely don't notice the PCs approaching at all.

LIZARDMAN SAVAGES (4)

(13th Age Roleplaying Game Core Rulebook, Chapter 7: Monsters)

AC 17
PD 16 HP 32
MD 12

HOPSEY, HALF-DRAGON BOG TOAD

Despite his draconic heritage, Hopsey isn't much smarter than your average bullfrog, but what he lacks in brains he makes up for with size and raw nastiness.

5th level spoiler [DRAGON]
Initiative +4

Om nom glomph +10 vs. AC—18 damage.

R: Tongue lash +10 vs. PD—9 damage, and the target is pulled next to Hopsey, who automatically engages with it.

C: Acid breath +9 vs. PD (1d3 nearby enemies)—10 acid damage, and 5 ongoing acid damage.

Miss: 5 acid damage.

Hop and glide: Hopsey does not fly so much as leap into the air and swoop inelegantly toward his targets, but his stubby little wings are strong enough to grant him a +5 bonus to disengage checks.

Intermittent breath: Hopsey can use *acid breath* twice per battle, but never two turns in a row.

Resist acid 12+: When an acid attack targets this creature, the attacker must roll a natural 12+ on the attack roll or it only deals half damage.

AC 21
PD 15 HP 75
MD 15

MONSTERS (ROOM B): A lizardman priest and a lizardman sorcerer are throwing dice on a rickety table in the northeast corner of the room as they pass a bottle of rotgut grain alcohol between them. They're facing the wall as they throw, and accustomed to their rowdy neighbors beating each other until they're all bloody and screaming, so there's only a 25% chance each round that they notice any fighting that occurs in Room A unless someone does something unusual like casting

a spell or setting off an explosion; however, loud conversation in Common will definitely get their attention if the PCs are too chatty while they fight. Once alerted, the priest moves to keep as many allied lizardmen as possible nearby him to impart combat bonuses while the sorcerer withdraws to the entryway of Room C and starts hurling corrosive rays at intruders.

LIZARDMAN PRIEST (1)

(see Area B1 for stats)

AC 21
PD 19 **HP 72**
MD 15

LIZARDMAN SORCERER (1)

(see Area D1 for stats)

AC 20
PD 14 **HP 54**
MD 18

MONSTERS (Room C): A curtain is drawn over the entrance to this room, and the smell of lizard musk hangs heavy in the air. On top of an immense pile of rotting, mildewed mattresses and pillows, four female Ixtupi concubines attend the needs of an especially large and well-muscled male half-dragon lizardman brute, feeding and caressing him; this male is the strongest of Nyrionaxys' brutes, the warlord H'serisseth. Their chances of noticing trouble in the adjoining room are calculated similarly to those of the inhabitants of Room B (25% chance unless otherwise alerted). If attacked or alerted, H'serisseth throws his concubines off him and springs toward any intruders, grabbing his massive stone axe from the floor near the bedding and picking the biggest, most well-armored PC to attack relentlessly. His four concubines cower in Room C if fighting breaks out, but they will mob any PC that dares to part the curtain and enter the warlord's room.

LIZARDMAN SAVAGES (4)

(13th Age Roleplaying Game Core Rulebook, Chapter 7: Monsters)

AC 17
PD 16 **HP 32**
MD 12

H'SERISSETH

This half-dragon brute is larger by far than any of the other Ixtupi lizardmen you have seen until now. The gilding on his horns and breast scales that no other Ixtupi sports plainly marks him as a leader among his

own kind. He casually hefts a stone axe taller than a full-grown human in his left hand, and you get the distinct impression he'd like to bury it in your cranium just for the fun of it.

Large 5th level wrecker [DRAGON]

Initiative +9

Stone axe +11 vs. AC—20 damage.

Miss: H'serisseth deals 5 extra damage on his next stone axe attack against this creature.

This effect is cumulative, but if H'serisseth changes targets, he loses this bonus damage.

Natural 16+: H'serisseth can make a bite attack against the target or another creature engaged with him as a free action.

[Special trigger] Bite +11 vs. AC—15 damage, and H'serisseth can make a ripping frenzy attack against the target as a standard action during his next turn if he's engaged with that target.

[Special trigger] Ripping frenzy +9 vs. AC (3 attacks)—15 damage.

C: Acid breath +9 vs. PD (1d3 nearby enemies)—10 acid damage, and 5 ongoing acid damage.

Miss: 5 acid damage.

Escalator: H'serisseth adds the escalation die to his attack rolls.

Flier: Like other half-dragon lizardman brutes, H'serisseth is a clumsy flier.

Intermittent breath: H'serisseth can use *acid breath* twice per battle, but never two turns in a row.

Resist acid 12+: When an acid attack targets this creature, the attacker must roll a natural 12+ on the attack roll or it only deals half damage.

AC 21
PD 19 **HP 145**
MD 15

TREASURE: The plant buds and mushrooms belonging to the wrestling lizardmen in Room A are quite potent and would fetch as much as 75 gp to a black market trader who deals in drugs and poisons. The gambling lizardmen in Room B left 25 gp on the table where they were throwing dice. A hidden compartment behind a loose brick in Room B (visible to anyone who make a DC 25 Wisdom skill check) holds a *thief's-eye ring* left there long ago by an apprentice druid who lived in these chambers before the reign of Nyrionaxys I. Finally, the Ixtupi warlord H'serisseth's stone-hewn weapon is a +2 *reckless greataxe*.

D8. Orsephia's Lair

Beyond the three pairs of stone pillars supporting the high ceilings of this room, elaborate hieroglyphs of inlaid silver decorate an obsidian stage that rises 15 feet above ground level on the east side of the chamber. Atop the stage, on a massive pile of silk throw pillows, sits a creature with the face of a beautiful, scarlet-eyed drow elf female, the forequarters of a black panther, and the hindquarters, wings, and tail of a black dragon. It gazes down at you bemusedly, yawning and beckoning you nearer with the casual claw-bearing flex of a feline paw.

FEATURE: The ceiling of this chamber is 30 feet high. It is supported by the six columns on the map, but the columns are old and precarious. Any time a creature near a column misses an attack with a roll of natural 5 or less, the column cracks and crumbles, dealing 1d12 damage to any nearby creatures as it falls. If all six columns collapse, the entire room west of the stage's front edge caves in, dealing 3d10 damage to all creatures in the collapsed portion of the room.

MONSTER: Although sphinxes cannot typically reproduce, the Three Dragons' divine intervention allowed the original Nyrioxys to capture and violate the androsphinx guardian of the high druid's tomb, yielding an offspring of great strength and wit: the half-dragon gynosphinx Orsephia. Maddeningly calm and loquacious, Orsephia does not receive many visitors; the lizardman priests who traverse her chamber with her mistress's permission are poor conversationalists indeed. She's quite likely to chat with the PCs just to get news of the outside world and hear a voice other than her own, or the inelegant hissing of the Ixtupi, for a change.

Orsephia knows that the younger Nyrioxys desires the blood of strong, cunning heroes to use in her ritual to bind her broodmates' spirits to her own essence, and so she seeks to test the wits of any who dare to pass through her room and into the dragon's lair below. The sphinx poses three riddles to any who seek to pass, and only three correct answers will force her to yield. If the PCs cannot guess, or guess incorrectly, an answer to a riddle, Orsephia sighs, shakes her head, and says, "You are not the ones. I appreciate the brief pleasure of your company, but it is time you left this place before your deaths find you." With that, she curls into a ball and feigns sleep. At the first sign of aggression from any of the PCs, Orsephia attacks with her full fury, calling two Ixtupi sorcerers from the hallway behind her throne to aid her if she loses half her hit points before she has staggered three of the PCs.

Tactical Terrain Rules (Optional)

If you use rules for taking cover behind objects in your game, the columns in this room will provide cover from attacks. However, if a column is destroyed as described above, it can provide no further cover.

ORSEPHIA, HALF-DRAGON SPHINX

Imagine a great cat with the cruel countenance of a drow and the temper of a dragon, then make it a madcap genius. We promise you that Orsephia is worse.

Large 6th level spoiler [DRAGON]

Initiative +10

Claws +11 vs. AC (2 attacks)—20 damage.

Natural 16+: Orsephia can make a bite attack against the target or another creature engaged with her as a free action.

[Special trigger] **Bite +11 vs. AC**—15 damage.

C: Acid breath +11 vs. PD (1d3 nearby enemies)—15 acid damage, and 5 ongoing acid damage.

Miss: 10 acid damage.

R: Maddening Riddle +11 vs. MD—20 psychic damage.

Natural even hit: The target is stunned until the end of Orsephia's next turn.

Natural odd hit: The target is confused (save ends).

Flier: Orsephia is a competent flier who uses the vaulted ceiling in her chamber to her advantage if forced to fight.

Intermittent breath: Orsephia can use *acid breath* twice per battle, but never two turns in a row.

Resist acid 12+: When an acid attack targets this creature, the attacker must roll a natural 12+ on the attack roll or it only deals half damage.

AC 22

PD 17

MD 19

HP 180

LIZARDMAN SORCERERS (2)

(see area D1 for stats)

AC 20

PD 14

MD 18

HP 54

Although GMs are encouraged to insert their own riddles (or mechanics for solving them) as appropriate to the acumen and tastes of his or her players, the three following riddles will serve just fine if your preparation time does not allow for custom additions.

*"Under pressure is the only way I work,
And by myself is the only way I'm hurt."*

ANSWER: A diamond.

*"A natural state, I'm sought by all.
Go without me, and you shall fall.
You do me when you spend,*

And use me when you eat to no end.”

ANSWER: Balance.

“We hurt without moving.

We poison without touching.

We bear the truth and the lies.

We are not to be judged by our size.”

ANSWER: Words.

TRAP: The hallway behind Orsephia’s throne ends in an alcove occupied by an 8-foot tall obsidian statue of a black dragon, its maw open in a sign of aggression and its wings laid flat across its back. The area immediately in front of the stairwell down to E1 holds the trigger for an acid spray trap (T_A). Written in draconic on this area of the floor is the following missive: “Kneel in supplication ye accursed wretches, and worship at the talons of Nyrionaxys, the Blackener of Bright Waters and the Bringer of Ruin.” Any PC who obeys this command prior to the trap being triggered can make a normal save (11+) to halve any damage dealt by the trap.

Acid spray trap: DC 25 skill check using Wisdom to spot the trap; **+15 vs. PD (any creature in the hallway between the statue and Orsephia’s lair)**—2d12 damage and 2d6 ongoing acid damage. Multiple use (manual reset).

DEVELOPMENT: If Orsephia never calls the two Ixtupi sorcerers in the back hallway to her aid, feel free to either ignore them entirely or place them in an encounter somewhere on floor E as you desire.

E1. The Abattoir

The overwhelming stench of rot and death hangs heavy within this cave. Nearly a score of thick hemp ropes are suspended from the ceilings some ten feet apart from one another, and masses of nigh-unidentifiable gore—are those flayed and dressed carcasses?—dangle five feet or so off the floor from massive hooks which are tied to each length of hemp. Pools of brackish water lie beneath the hooks, and yet more dismembered flesh bobs on the surface of the pools.

Nyrionaxys uses this area to store captured live prey for later consumption, hanging her victims head-first on great meat hooks, cutting them down after a few days of agony (or, more likely, decomposition) to let them pickle in the caustic brine before devouring their rancid corpses. Although several hooks bear the remains of water buffalo poached from human settlements and large fish or reptiles the dragon caught in the swamps, just as many are clearly identifiable as humanoid.

If the PCs spend more than 2 rounds here, something horrific occurs: one of the impaled victims calls out to them in anguish, begging for their help. This tortured soul is a human male named Braegan, a member of the Stormhammer Rangers. Nyrionaxys took him from the village of Northam in the aftermath of her recent raid

on that settlement and brought him here for her amusement. If the PCs can manage to get Braegan off the hook and apply any sort of healing magic to him, he will stabilize and likely survive, but he is still in no condition to fight Nyrionaxys or her minions. The dragon has bragged about her plans for the heroes to Braegan during the long, pain-filled hours she has spent torturing him here, and he can inform them of her plot to sacrifice them in a rite designed to bind her spirit to those of her dead broodmates.

MONSTERS: Should the PCs attempt to rescue Braegan or otherwise disturb the carrion stored in the abattoir, two servitor hooked demons that Nyrionaxys bound to this chamber materialize, one at each entrance to the cave, and ready themselves to attack the intruders.

HOOKED DEMONS (2)

(13th Age Roleplaying Game Core Rulebook, Chapter 7: Monsters)

AC 23

PD 21

MD 17

HP 45

OBSTACLES: The pools of brackish water beneath the meat hooks are 5 feet deep, and highly caustic. Anyone stepping into the pools takes 10 acid damage when they enter one, and again every round that they remain in the water.

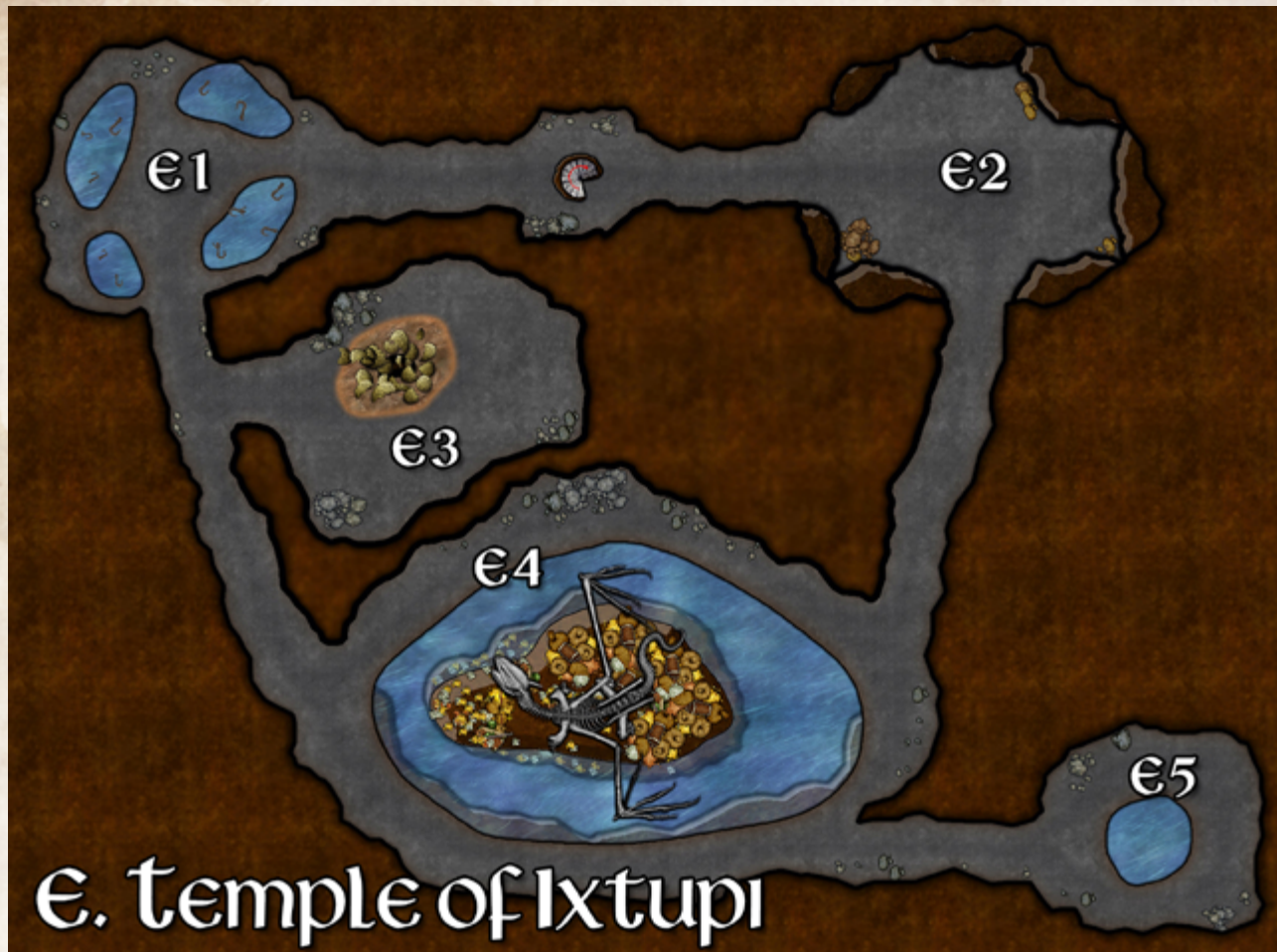
TREASURE: If rescued and healed, Braegan gives the PCs his *shield of thunder*, a champion-tier magic item which grants +10 to the user’s maximum hit points. Additionally, if used to perform a Shield Bash maneuver, the shield inflicts an additional amount of thunder damage equal to the wielder’s level. **Quirk:** The bearer of the shield of thunder speaks very loudly, even in situations where being soft-spoken would be more prudent or socially acceptable.

E2. Stormwyt Eyrie

An odor akin to bird droppings or bat guano permeates the air of this tall vertical cave, which reaches nearly 60 feet in height and is pitted with alcoves and ridged with ledges at various elevations. The earth here is damp and pliable. A draft of salty marsh air blows down from above you, and the cave roars with the echoing sound of rushing water.

Like the rest of floor E, this area is mostly below the exterior water level, except for the top 15 feet of the eyrie, through which sunlight pours during the day. The stormwyts use the large holes at the top of the eyrie to enter and exit the dungeon, eschewing the man-made routes in and out of the temple.

MONSTERS: 5 stormwyts perch upon the various platforms here, resting and watching the cave floor



for rats, snakes, and lizards to eat. The PCs will do just as well for their tastes, though.

STORMWYTS (5)
(see Area A2 for stats)

AC 19	
PD 17	HP 90
MD 13	

9th-Level Mooks?

Hooked demons are nothing to sneeze at given their advanced level relative to the PCs, but going by the encounter-building guidelines in the core rules, two of them shouldn't pose too much of a threat to the party, which should almost certainly be 5th level by now. If this encounter goes too easily for your players, consider adding one or two more hooked demons to the mix, or even have Nyrioxys herself show up to join the fray.

E3. The Nursery

The ground here is littered with shattered fragments of thousands and thousands of eggs. Judging by the varying sizes, shapes, and colors of the egg shells, a multitude of species have spawned here over the centuries. Pieces of the largest egg shells jut upward from the ground like concave tombstones, dotting the floor haphazardly.

An Intelligence skill check at DC 20 reveals that although the eggs display a stunning variation in parentage of the species birthed, every egg shell here is at least partially draconic in origin. The original Nyrioxys laid the eggs of all her foul offspring, pure-blooded or otherwise, in this cave. Her daughter has not yet taken any mates, so no fresh or intact eggs are present. The room hides a darker presence, though: the vengeful spirits of Nyrioxys II's brood mates who were crushed by the heroes that slew the great wyrm so long ago. The hatchling brood spirits ravenously attack any creature other than their sister that dares to trespass here, following them out of the area and even up to other floors of the dungeon out of their zeal for vengeance against the warmbloods.

Hatchling Brood Spirits (4)

An unnatural aura surrounds this not-quite-dragon-shaped flurry of shadows, the faint echoes of skittering eggshells shattering on stone accompanying their movements. These are things that should not be, you feel deep down inside—hungry entities of death scrambling for the precious scraps of life denied them by dragonslayers when they were yet unborn.

6th level spoiler [UNDEAD]

Initiative +11

Vulnerability: holy

Ghostly Jaws +11 vs. PD—20 negative energy damage.

Natural 16+: The target is also weakened (save ends).

C: Entropic breath +11 vs. PD (1d3 nearby enemies)—15 negative energy damage, and all affected targets must roll a normal save (11+) or suffer from fear (per the condition as described in the 13th Age Roleplaying Game Core Rulebook).
Limited use: The hatchling brood spirit can use its entropic breath only when the escalation die is odd.

Drain life: The hatchling brood spirit heals half the damage it deals when it hits with a natural 16+ attack roll.

Flight: A cloud of foul darkness, the hatchling brood spirit floats and jets around.

Ghostly: The hatchling brood spirit has resist damage 16+ to all damage (yes, even holy damage) except force damage, which damages it normally. It can move through solid objects, but it can't end its movement inside them.

AC 22

PD 16

MD 20

HP 81

OPTIONAL TACTICAL TERRAIN RULES: If you use rules for taking cover behind objects in your game, the egg shells in this room will provide cover from attacks—but if the attack misses by 5 or less, the egg shell shatters and can provide no further cover.

E4. Nyrionaxys II's Lair

This cavern stretches nearly a hundred feet across from its east end to its west. A ring of stagnant water surrounds a sizable hill of treasure—gold, silver, and brightly colored gems glitter in the wan light of billions of patches of phosphorescent fungus growing on the cave walls. More unsettling details emerge as well—lumps of marrow, gore, and gristle, masticated and rotting in the near-dark before you, and hundreds of tiny black shapes darting beneath the rippling moat encircling the

treasure. Atop the pile of wealth rests the skeleton of a long-decayed behemoth—a great wyrm nearly half the cavern's length in size. A large depression is visible in the mound of coins piled in the skeleton's ribcage, where one might expect to see a beating heart.

Only one species of creature could call such a place as this home: a black dragon.

Nyrionaxys II, the only surviving daughter of the slain dragon queen of ancient Greenacre, sleeps, eats, and schemes here while curled atop the pile of treasure (her current location largely depends on you, though—see the sidebar “Thinking Like A Black Dragon” below).

OBSTACLES: The water ringing the skeleton and the treasure pile is 10 feet deep and highly acidic. Anyone stepping into the water takes 10 acid damage every round that they remain in it. Nyrionaxys, of course, is immune to this effect. Additionally, the skeleton of Nyrionaxys I is as tall as 10 feet in some spots (mainly the horns and the peak of the spine), allowing both the PCs and the dragon to climb, jump, or fly onto these points for tactical purposes or dramatic flair. GMs should take a liberal approach to player narrations of dodging behind a thighbone or ducking beneath enormous ribs to take cover from blows or surprise the dragon, but give Nyrionaxys the same liberties when you roleplay her.

MONSTERS: By now, the PC have likely run into Nyrionaxys at least twice (see the sidebar below on the dragon's tactical procedures for additional details on how to run Nyrionaxys within the confines of the temple), so they should expect a hard and dangerous fight. Nyrionaxys uses the terrain here to her best advantage, moving between the flows of acidic water to lure foes into the caustic, piranha-infested moat, or retreating atop the peaks of the skeleton's bones to unleash her acid breath. She may even dive beneath the water to drop out of sight of the PCs, granting them a –2 penalty to any checks to detect her location or target her with attacks while she is submerged.

NYRIONAXYS II

She is death on the night wind, the daughter of ruin, sole heir to her mother's cruel reign. Her jaws can crush steel like a child crushes paper and her talons are sharp enough to cleave through scale mail like butter. Her breath melts flesh and devours screams before they can even be born in a man's throat. Beneath her wings roil currents of carrion and decay, which only serves to stoke your fear and awe as you gaze upon this fully grown black dragon.

Huge 7th level wrecker [DRAGON]

Initiative +14

Vulnerability thunder

REIGN OF RUIN

Claws and bite +12 vs. AC (2 attacks)—42 damage.

Natural 16+: The target also takes 10 ongoing acid damage.

C: Acid breath +12 vs. PD (1d3 nearby enemies)—40 acid damage, and 10 ongoing acid damage.

Miss: 20 acid damage.

Draconic grace: At the start of each of Nyrionaxys' turns, roll a d6 to see if she gets an extra standard action. If the roll is equal to or less than the escalation die, Nyrionaxys can take an extra standard action that turn. After the first success, the grace die bumps up to a d8. After the second success, it's a d10, then a d12 after the third success, and finally a d20 after the fourth one.

Escalator: Nyrionaxys adds the escalation die to her attack rolls.

Wand of polymorph: As a quick action, Nyrionaxys can transform herself from dragon form into a tiny black and red skink, or vice versa. She cannot use her melee attacks or breath weapon in skink form, but her stats are otherwise unchanged.

Raw power—Until she is staggered, Nyrionaxys rolls 2d20 with her melee attacks and uses the higher roll.

Water-breathing: Nyrionaxys is an excellent swimmer and can breathe underwater.

Resist acid 16+: When an acid attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

AC 23

PD 21

MD 19

HP 325

PIRANHA SWARMS (3)

If your players aren't afraid of the water yet, they will be by the time this encounter is over.

4th level offensive wrecker [BEAST]

Initiative +12

Voracious Devouring +12 vs. PD—10 damage and 5 ongoing damage.

Escalation die 3+: The piranha swarm makes 2 voracious devouring attacks on its turn.

Escalation die 6: The piranha swarm makes 3 voracious devouring attacks on its turn.

Feeding frenzy: A piranha swarm adds the escalation die to its attack rolls and ongoing damage rating.

Resist weapons 18+: When a weapon attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.

AC 17

PD 15

MD 11

HP 54

TREASURE: The vast majority of Nyrionaxys' monetary treasure is copper pieces, since they're a plentiful currency that offers a nice cushioning layer of bulk to her lair. As a result, there is about 3,000 gp worth of coinage in the treasure hoard, but most of it is heavy, low-value copper. Only the top layer is gold and silver, so there is roughly 500 gp and 5000 sp. That leaves 200,000 cp for players to



Thinking Like A Black Dragon

Nyrionaxys is a paragon specimen of her kind: cunning, malicious, and spiteful. Completely self-serving and obsessed with amassing power through bloody warfare and dark sorcery, she's easily convinced after one encounter with the PCs that they are the heroes she requires to complete her binding ritual... or at least, some of them are. Others might not be as worthy, and she'll have no qualms about culling the PCs she perceives to be the weakest in a cruel and horrific manner so as to demoralize and enrage their compatriots. If made aware of the PCs' intrusion into her lair, whether by noticing them following her through the Great Swamp, staking out entrances to the temple, or receiving word from Pekdak and Kipyra that humans have breached the upper floors, Nyrionaxys seeks to goad the PCs into striking out at her hastily. She wants them to be angry and off-guard, to rush into the depths of her lair without resting or preparing for the battle, so that she can more easily overtake them and sacrifice them to the Three Dragons. With that in mind, consider incorporating the following ideas into the adventure:

- Many small tunnels connect the various floors and rooms of the Temple of Ixtupi, most too small even for a kobold or halfling to traverse—but perfectly sized for tiny animals such as the dragon in her skink form. In most cases, assume that Nyrionaxys can reach the PCs' position within 5 rounds of in-game time (the sole exception to this is area D3, which neither the dragon nor the Ixtupi even know to exist).
- Have the dragon show up during an encounter for long enough to lash out at a few PCs with her claws and bite, or use her acid breath on a few of them, before polymorphing and scampering away. Use her Escalator ability to its fullest effect by having her

join an ongoing battle several rounds into the fight, and always roll for her Draconic Grace to see if she brings some extra pain when she does strike.

- If possible, don't allow Nyrionaxys to change forms where the heroes can see her do it, as that may prompt them to smash every little creature they see for the rest of the adventure (although this added layer of paranoia can be fun and useful for GMs as well, if tipping the dragon's hand becomes unavoidable at some point.) Areas B2, D1, and D7 are ideal locations for her to use this ability and then run around a corner or behind a large object to hide and change shape, seemingly vanishing into thin air.
- Once the PCs are on floor E, all bets are off. Nyrionaxys will not sit comfortably on her pile of treasure waiting for heroes to just walk up to her and issue a challenge—she'll move around the various areas near her lair at will, joining in on other combats at the worst possible times or subtly alerting other denizens to their presence, perhaps by tumbling a few rocks in area E2 to stir the stormwyts, whispering to her foul undead brethren in area E3, or—if combat is going particularly poorly for the dragon—warning Unectus of their coming before she retreats to the swamps through area E5.
- It's probably best to give the PCs ample opportunity to vanquish Nyrionaxys even if she leads them on a chase outside the temple boundaries. Don't deliberately try to rob them of victory by having her escape too easily, but do make any chase exciting and action-packed. On the other hand, if the dragon does manage to escape the PCs with her life, Nyrionaxys could make for a great recurring villain—one who can bring much trouble and anguish into the PCs' lives as their adventuring career progresses.

plunder as they see fit. Finding a means of moving all this treasure could well be the focus of another adventure.

Additionally, scouring through the pile of wealth (DC 20 Wisdom skill check to sift through the mound of copper) nets the following discoveries:

- A crude stone goblet of obvious dwarven make which is completely unremarkable and seemingly nonmagical... until its owner has a really bad day, at which point it removes itself from the container in which it is stored, fills itself to the brim with fine dwarven lager, and hovers expectantly in front of its owner until he or she drinks from it. **Quirk:** Proffers indulgence in strong drink as the solution to nearly any problem.
- A necklace strung with five 1-inch-diameter pearls painted with red and gold designs. When a pearl is pulled from the necklace and hurled to the ground, it explodes in a puff of smoke, hampering any nearby creatures (per the condition) and impeding their vision for 1 round. **Quirk:** Suddenly and inexplicably becomes very

fond of smoking a pipe, cigar, or cigarillo.

- A codex of traps written in crude draconic script, obviously penned by a kobold engineer. Some of the traps are stunningly complex in nature.
- A book of foul necromantic rites written by Putrefect Brasemis, a high-ranking servant of the Lich Queen. This book contains the details of the ritual for which Nyrionaxys plans to use the PCs as sacrifices to absorb her broodmates' essences.
- Four +1 spears whose heads are inscribed with dragonbane runes, taken from the descendants of some of the hunters who slew Nyrionaxys I. When used in combat against a dragon or half-dragon, the spears gain one of the random effects described in Chapter 9 of the *13th Age Roleplaying Game Core Rulebook* for the duration of that combat. **Quirk:** Fearlessly charges into battle with any evil dragon or half-dragon that he or she sees, fighting them to the death.

- Several (1d6+2) expertly cut gems of various types, each worth 100gp, which Nyrionaxys stole from a group of dwarven merchants she slaughtered. However, there is a 10% chance that any gem so obtained is cursed, and every night at midnight a dwarf-shaped wraith manifests itself from the bauble, attacking any nearby creatures.
- If Nyrionaxys was slain in her lair, she likely dropped her *wand of polymorph* somewhere in the pile of loot during the battle. This treasure functions more or less as described her in stat block above, but GMs may wish to impose further limits on its use or alter the form into which the wand will change a PC who decides to get clever and claim it for his or her own. **Quirk:** Constantly changes his or her mind about trivial decisions.

E5. The Submerged Tunnel

This small cave is roughly 35 feet in diameter in any direction. Its lone feature is a 15-foot-wide hole dropping down into the earth. The sound of water slapping against stone rings off the cave walls.

Nyrionaxys uses this submerged tunnel to enter and exit her lair without passing through the upper levels of the temple or being sighted flying above the trilithons.

PCs who decide to stake out the great mound instead of storming the temple directly will certainly notice the dragon using this entrance—even if she notices observers, she plays coy and dives in and out of the marsh surrounding the mound. Nyrionaxys is highly amused by the thought of adventurers breaching her lair through this tunnel, for she has placed one of her most powerful guardians here to intercept them: the half-dragon anaconda Unectus, one of her mother's favored offspring. The anaconda is nearly as cruel and powerful as Nyrionaxys herself, and savagely attacks anything that tries to swim through the tunnel. To make matters worse, 6 piranha swarms flit around the moat, and ill-prepared adventurers swimming the waters make easy targets for their ravenous appetites, although they seldom attack larger creatures en masse unless there is blood in the water from another fight—such as the PCs battling Unectus.

PIRANHA SWARMS (6) (see area E4 for stats)

AC 17
PD 15 **HP 54**
MD 11

UNECTUS, HALF-DRAGON ANACONDA

The snake is immense beyond belief, a thing from a nightmare, its sinuous form covered in black scales with a crest of oversized horn-like scales over its glazed red reptilian eyes. The dragon-snake coils as if to strike, its acidic breath befouling the water as its wickedly fanged maw parts hungrily.

Huge 5th level wrecker [DRAGON]
Initiative +14

Bite +10 vs. AC—27 damage.

Natural 11+: Unectus can make a coil attack against the target as a free action.

[*Special trigger*] **Coil +10 vs. PD**—27 damage, and the target is grabbed.

C: Acid breath +10 vs. PD (1d3 nearby enemies)—15 acid damage, and 10 ongoing acid damage.

Miss: 10 acid damage.

Constrictor: At the end of Unectus' turn, a creature it has grabbed takes 27 damage.

Intermittent breath: Unectus can use *acid breath* twice per battle, but never two turns in a row.

Resist acid 12+: When an acid attack targets this creature, the attacker must roll a natural 12+ on the attack roll or it only deals half damage.

AC 21
PD 19 **HP 225**
MD 15

Concluding The Adventure

If the PCs manage to defeat Nyrionaxys, the Crannogfolk owe them a great debt, and bringing back proof of the wyrm's destruction will certainly result in them being treated like heroes. The Stormhammer Rangers will certainly venerate the PCs and attempt to recruit them into their order. The Tsiikil are likewise grateful that the reign of Nyrionaxys has finally ended, and the good lizardmen will emerge from their homes in the swamp to broker peace with the humans.

The Stormhammers and the Tsiikil may decide to band together to retake the temple and its surrounding lands back from the Ixtupi, whose numbers remain significant despite the death of their queen. In time, efforts to restore and resanctify the temple might well cause the fetid marshes to dry up and restore at least a portion of the Great Swamp to the beauty it once exhibited before Greenacre was conquered by Nyrionaxys I. This could well be the focus of the PCs' entire champion-tier career.

But what if the PCs don't win? What happens then? That all depends on the sort of story you wish to tell, of course. Perhaps the dragon takes

them prisoner and begins a lengthy preparation for her binding ritual, giving them a chance to escape or rally. Or maybe not. Maybe they were fated to die here, and Nyrrionaxys fulfills her promised destiny by becoming the new dragon queen of the Crannogs. You may decide to advance the timeline of your world by a few decades or even centuries,

during which time Nyrrionaxys has all but destroyed human society once more, perhaps even ascending to become one of the Three Dragons. In such a desolate world, you may wish to have the PCs play descendants of the heroes who died in the dragon's lair and continue the struggle between their bloodline and that of Nyrrionaxys.

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Beware The Blackener Of Bright Waters, For She Is Come Again

Rumors of death move like a plague through the Crannogtowns of the Great Swamp—of ranger patrols mysteriously disappearing on routine scouting missions, of a winged shadow that blots out the midday sun, and of entire villages slaughtered, their homes left burning and the victims' flesh melted from their bones. All evidence gathered from the sites of these massacres points to the heart of the Great Swamp, where an ancient and primitive tribe of lizardmen have ruled from an abandoned human temple for centuries on end. The Crannogtowns' protectors, the Stormhammer Rangers, warn that horrid half-dragon monstrosities still stalk the bogs and travelers would do well to stay away from the inner swamp. Yet the killing and the carnage continue, and the people of the Crannogs plead for heroes to aid them now as they did in days long forgotten. Are you up to the challenge?

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