

DLA1 - 3.5E - TRANSLATION DOCUMENT

OPENING STATEMENT

This translation document assumes the user has the following:

- Player's Handbook (3.5 Edition)
- Dungeon Master's Guide (3.5 Edition)
- Monster Manual (3.5 Edition)
- Monster Manual II (3.5 Edition)
- Dragon's Dawn – DLA1 (AD&D)
- Dragonlance Campaign Setting (3.5 Edition)
- Dragonlance Age of Mortals Campaign Expansion (3.5 Edition)
- An Internet Connection or Hardcopy Printouts of Trampas Whiteman's *Dragon Knight* PrC and James O'Rance's *Hurdu, Sesk Draconian*, and *Grey Dragon* from the Dragonlance Nexus: <http://www.dl3e.com>.
- A tolerance for typos and occasionally inconsistent formats between stat blocks.

Even though this adventure takes place during Krynn's 4th Age, the DL *Age of Mortals* Expansion is included in the list of above sources due to the fact that the expansion includes a number of useful non-Age Specific elements, like feats or PrCs for example.

One suggestion to the DM, before running this module, it is suggested that at least one PC have the Track feat with a reasonable number of Survival skill points to back it up. Much of this adventure involves hunting down the bad-guys through the wilderness, and if no one in the party is exceptionally good at it, the adventure can become exceptionally more difficult.

It should also be noted that this translation has been created prior to any official Taladas Campaign Setting/Expansion being published. If/When such a blessed thing occurs, I do hope to come back and update this document with the new official material, but until I can do so, much of what is in this document is just 'winged', 'slapped together', 'borrowed and/or stolen', or 'just tossed around in such a manner because the translator (a) thought-it-was-neat and/or (b) was-lazy-and-didn't-feel-like-putting-more-effort-into-it'.

The main purpose of this document was to *at least have something* to make a DM's life easier. I've tried to keep as close to the official rules as possible, but in some places where that wasn't possible or convenient I did what I could to hold up to the original flavor of the adventure. Still, in a few spots, some tiny liberties may have been taken for whatever random reason (for example: in one spot a multi-classed fighter/cleric is now a multi-classed fighter/druid).

Suggestions are welcome, and I can be reached via the contact information given at the end of this document. This is my first time doing a translation in this depth and at this scale, so I hope you like it.

If not... oh well.

Bret Sheeley
(a.k.a. Carteege Struve)

A FEW MORE PSEUDO-RANDOM DETAILS

The numbering I used to identify in which paragraph a change has been made is always in reference to (a) the start of the section, (b) the start of a subsection, or (c) the number of paragraphs after something which makes counting paragraphs ambiguous – like a creature stat block or spell description. If a section spills over between pages, the count is still from the section beginning and *not* the start of the page.

Also in most cases the original sentence, phrase, or partial sentences are given in order for the DM to know exactly what is being changed out. Sections that do not have changes are not listed in this document, but the order of the sections is preserved. Page breaks also help in separating the chapters.

Information that was given in the module in a separate 'Grey Box' is also given a 'Grey Box' in this document. However the exact placement of the Grey Box may differ a little here due to attempts to keep sections in the 'Main Text Body' whole. The Grey Box will still be kept as close to the original placement as possible.

Also be cautious when going through this adventure with your party. It is possible that the difficulty of several challenges may have changed with the new edition. If something becomes apparent as unfairly difficult, do not hesitate to curb back the assault or give a bit of luck in favor to the heroes. Of course, if the difficulty just comes from poor rolls or errors in judgment by the players, any changes to the challenge level is completely up to the DM. Nothing put in this module has been made exceedingly more difficult in an obvious fashion (except for possibly the ethereal dragon Kief, whom the players *shouldn't* be fighting anyway), but the chances are always there that something just happened to edge up in difficulty a little too much.

And most importantly, have fun.

DLA1 - 3.5E - TRANSLATION DOCUMENT

IMPORTANT NPCs

Derry Althen, Daughter of Baron Althen: Female human fighter 1; CR 1; Medium humanoid (5 ft. 4 in.); HD 1d10-1; hp 9; Init +2; Spd 20 ft.; AC 16, touch 12, flat-footed 14; Base Atk +1; Atk +4 ranged (1d4+1/x2, sling w/ +1 bullets, additional +1 with 30'); AL NG; SV Fort +1, Ref +2, Will +1; Str 7, Dex 15, Con 9, Int 14, Wis 12, Cha 16.

Skills: Handle Animal +6, Ride (horse) +6, Search +4, Survival +3, Swim -2.

Feats: Combat Reflexes, Point Blank Shot, Track.

Languages: Auric, Kothian, Hoor.

Possessions: Chain Mail (oversized, but not enough for stat changes), sling, 24 +1 bullets, potion of *charm animal* (affects mammals and avians only).

Note: Although normally unarmored, Derry wears oversized chainmail (scavenged from a guard's cast-offs) if she thinks she might meet danger in the woods (stats above assume the chainmail is being worn). She carries 24 +1 bullets for use in her sling, although she uses stones from commonplace targets. Her greatest prize, a present from Eldic, is a potion of *charm animal* which affects mammals and avians. She carries it hidden in a pouch beneath her tunic.

Tavin Longspear: Male human fighter 4 / dragon knight 2; CR 6; Medium humanoid (5 ft. 11 in.); HD 6d10+6; hp 44; Init +3; Spd 30 ft.; AC 14, touch 9, flat-footed 13; Base Atk +6/+1; Atk +11 melee (1d8+6/x3, +1 lance), +9 melee (1d8+4/x3, spear), +7 range (1d10+1 19-20/x2, heavy crossbow w/+1 bolts), or +6 range (1d10 19-20/x2, heavy crossbow w/normal bolts); SQ: Empathic Link, Dragonfear Save Bonus +2; SA: Spells; AL N; SV Fort +8, Ref +0, Will +2; Str 16, Dex 9, Con 12, Int 12, Wis 13, Cha 17.

Skills: Climb +11, Knowledge (history) +9, Ride(dragon) +8, Survival +10.

Feats: Improved Initiative, Leadership, Mounted Archery, Mounted Combat, Point Blank Shot, Track, Weapon Focus(Lance), Weapon Focus(Heavy Crossbow), Weapon Specialization(Lance).

Languages: Auric, Copper Dragon, Hoor.

Possessions: studded leather +2 (w/leather helm), lance +1 (in dragon lair), spear, heavy crossbow, dagger, 5 +1 crossbow bolts, 24 normal crossbow bolts, potion of dragon sight, boots of striding and springing.

Dragon Knight Spells: (Spells Per Day: 3/1, Spells Known: 5/2, save DC 13 + Spell Level) 0th - Resistance, Detect Magic, Flare, Light, Mending; 1st - Burning Hands, Magic Missile.

Dragonfear Save Bonus: Dragon Knights get a +2 bonus at 1st level, +4 bonus at 3th level, +6 at 5th, and +8 at 7th, and +10 at 9th against Dragonfear checks.

Empathic Link: The Dragon Knight has an empathic link with the dragon partner out to a distance of up to one mile. The Dragon Knight cannot see through the dragon's eyes, but they can communicate telepathically. This is a supernatural ability.

Gabus: Male young adult copper dragon; CR 11; Large Dragon (earth); HD 17d12+51; hp 161; Init +0; Spd 40 ft., fly 150 ft. (poor); AC 25 (-1 size, +16 natural), touch 9, flat-flat-footed 25; Base Atk +17, Grapple +25; Atk +20 melee (2d6, bite), +20 melee (1d8, 2 claws), +20 melee (1d6, 2 wings), and +20 melee

(1d8, tail slap); Space/Reach 10 ft./5 ft. (10 ft. with bite); SA breath weapon, damage reduction 5/magic, frightful presence, spells; SQ: darkvision 120', immunity to acid, low-light vision, spell resistance 21, spider climb; AL CG; SV Fort +13, Ref +10, Will +13; Str 19, Dex 10, Con 17, Int 16, Wis 17, Cha 16.

Skills: Appraising +23, Bluff +13, Concentration +16, Diplomacy +9, Intimidate +7, Jump +21, Knowledge(geography) +13, Knowledge (ancient history) +23, Knowledge (nature) +12, Listen +16, Perform (oratory) +14, Search +16, Sense Motive +16, Spellcraft +16, Spot +16, Use Magic Device +18.

Feats: Combat Expertise, Hover, Multiattack, Power Attack, Snatch, Wingover.

Languages: Copper Dragon, Auric, Marak Kender, Bronze Dragon, Hitehkel Gnomish.

Sorcerer Spells (Spells per Day: 6/7/5; Spells Known: 6/4/2; as 5th-level sorcerer, save DC 13 + spell level): 0th- acid splash, daze, detect poison, detect magic, flare, light; 1st - alarm, color spray, magic missile, obscuring mist; 2nd - flaming sphere, (Melf's) acid arrow.

Breath Weapon (Su): 80-ft. line, damage 10d4 acid, Reflex DC 21 half; or 40-ft. Cone of gas, slow 1d6+5 rounds. Fortitude DC 21 negates.

Frightful Presence (Ex): 150-ft. Radius, HD 17 or less. Will DC 21 negates.

Spider Climb (Ex): Can use spider climb (as the spell) on stone surfaces.

Anishta, Priestess of Hith: Female human cleric (Hith) 7; CR 7; Medium humanoid; HD 7d8; hp 35; Init +7; Spd 20 ft.; AC 18; Base Atk +5; Atk +8 (1d8+4/x2, heavy mace); SA: Spells (Domains - Death and Trickery); AL LE; SV Fort +5, Ref +5, Will +9; Str 13, Dex 17, Con 10, Int 13, Wis 18, Cha 12.

Skills: Handle Animal +12, Knowledge (history) +6.5, Ride (horse) +14, Survival +15.

Feats: Combat Casting, Improved Initiative, Mounted Combat, Rebuke Undead, Track.

Languages: Thenolian, Auric, Sesk.

Possessions: Splint mail +2, *Shadowcast* heavy mace +2, iridescent spindle ioun stone, scroll (*pass without trace* x2, *hallucinatory terrain* x2).

Clerical Spells (6/5+1/4+1/3+1/2+1) (save DC 14 + spell level): 0th - Create Water, Inflict Minor Wounds, Detect Magic, Inflict Minor Wounds, Light, Read Magic; 1st - Bless, Cause Fear*, Command, Inflict Light Wounds, Detect Good, Protection from Good; 2nd - Death Knell*, Enthral, Inflict Moderate Wounds, Silence, Spiritual Weapon; 3rd - Animate Dead (x2), Inflict Serious Wounds, Nondetection*; 4th - Death Ward*, Inflict Critical Wounds, Spell Immunity.

Domain: Death - She may use death touch once per day. Her death touch is a supernatural ability that produces a death effect. She must succeed on a melee touch attack against a living creature (using the rules for touch spells). Upon touch, roll 1d6 per cleric level. If the total at least equals the creature's current hit points, it dies (no save). *Trickery* - Bluff, Disguise, and Hide as class skills.

Notes: Anishta wears splint mail +2. She wields a mace +2, engraved with the symbol of Hith. This weapon, called *Shadowcaster*, can create darkness in a 15' radius once per day.

DLA1 - 3.5E - TRANSLATION DOCUMENT

Whoever holds the weapon is unaffected by the magical darkness, and can see normally within that area of effect. In addition, the priestess has an iridescent spindle ioun stone which sustains her without breathing. She uses this to protect against the breath attacks of certain dragons. Anishta has a scroll which contained several pass without trace and hallucinatory terrain spells; two each remain on the scroll.

Tekolo: Male Hurdu Fighter 6; CR 7; Large Humanoid (Reptilian) (6 ft. 11 in. – tail 5 ft. long); HD 2d8+6d10+20; hp 67; Init +1; Spd 30 ft.; AC 15 (+1 dex, -1 size, +5 natural), touch 10, flat-footed 15; Base Atk +6/+1; Atk +14 melee (2d6+10 /x3, +2 large warhammer), +11 melee (1d4+6 19-20/x2, dagger), +12 melee (2d6+8, large spear), +11 melee (1d6+6 /x2, bite), +6 ranged (1d4, sling), or +11 melee (1d8+6 /x2, tail slap); SQ: low-light vision; AL NE; SV Fort +8, Ref +5, Will +2; Str 22, Dex 12, Con 16, Int 9, Wis 11, Cha 8.

Skills and Feats: Climb +11, Hide -3, Listen +3, Move Silently +3, Profession (hunter) +1, Spot +4, Survival +5; Alertness, Die Hard, Endurance, Track, Weapon Focus (spear), Weapon Focus (warhammer), Weapon Specialization (warhammer), Weapon Specialization (spear).

Languages: Hurdu, Thenolian.

Possessions: large warhammer +2, dagger, sling, large spear, *good luck* talisman (see Notes below), and a golden arm band (see Notes below).

Notes: Tekolo wears no armor. He carries a warhammer +2, dagger, sling, and spear. Around his neck he wears a *good luck* talisman of bone and feathers, which will bestow a +1 modifier to his next three saving throws (after that the talisman is exhausted and no longer effective; stats above do not reflect the bonus). This warrior wears a golden arm band on his left biceps; it is a phylactery of pure water, enabling the wearer to purify water as the 0th-level cleric spell *purify food and drink*. The device holds 23 charges with a cost of 1 charge per use.

Pollip: Female Dwarf Rogue 6; CR 6; Medium Humanoid; HD 6d6+6; hp 29; Init +4; Spd 20 ft.; AC 19; Base Atk +4; Atk +10 melee (1d4+2 19-20/x2, dagger), +6 melee (1d6+2/1d6+2 /x2, quarterstaff), or +10 range (1d4 /x2, sling); SA: sneak attack +3d6; SQ: darkvision, dwarven bonuses, evasion, stonecunning, trapfinding, trap sense +1, uncanny dodge; AL: LE; SV Fort +3, Ref +9, Will +2; Str 14, Dex 18, Con 13, Int 11, Wis 11, Cha 12.

Skills and Feats: Appraisal +9, Climb +11, Disable Device +9, Hide +9, Knowledge (mining) +5, Listen +2, Move Silently +8, Open Lock +11, Search +13, Slight of Hand +9, Survival +4.5; Stealthy, Track, Weapon Finesse (dagger).

Languages: Scorned Dwarvish, Thenolian, Auric.

Possessions: Dagger, quarterstaff, sling, studded leather armor +1, light wooden shield, *oil of etherealness*, *bag of holding* (Type I), 2,000 stl worth of gems and jewelry, and a map marking the locations she has been stashing bits of dragon treasure.

Stability: Dwarves are exceptionally stable on their feet. A dwarf gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

Stonecunning: This ability grants a dwarf a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to

match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A dwarf that merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a dwarf can use the Search skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up. Dwarves have a sixth sense about stonework, an innate ability that they get plenty of opportunity to practice and hone in their underground homes.

Dwarven Bonuses: +2 racial bonus on saving throws vs. poison, +2 racial bonus on saving throws against spells and spell-like effects, +1 racial bonus on attack rolls against ogres and goblinoids, +4 dodge bonus to AC against monsters of giant type, +2 racial bonus on Appraisal checks related to stone or metal items, +2 racial bonus on Craft checks that are related to stone or metal.

Kohver, Shaman: Male Half-ogre Druid (of Gorth) 6; CR 7; Medium Humanoid (6 ft. 5 in.); HD 6d8+12; hp 43; Init +3; Spd 30 ft.; AC 20; Base Atk +4; Atk +7 melee (1d6+3 /x2, club), +7 melee (1d8+3 /x3, spear), or +7 melee (1d8+3 /x3, warhammer); SQ: animal companion, low-light vision, nature sense, resist nature's lure, trackless step, wild empathy, wild shape (2/day), woodland stride; AL: NE; SV Fort +7, Ref +1, Will +7; Str 17, Dex 8, Con 15, Int 12, Wis 14, Cha 7.

Skills: Concentration +11, Craft (leathersmith) +10, Hide -2, Knowledge (religion) +5.5, Knowledge (nature) +10, Listen +4, Spot +4, Survival +11.

Feats: Alertness, Natural Spell, Improved Initiative.

Languages: Abaquan, Thenolian, Sesk, Auric.

Possessions: *banded mail* +1 festooned with feathers, fur, and claws for magical protection (+3 bonus to AC); *cloak of elvenkind*, *ring of water breathing* (see notes below), club, warhammer, spear.

Clerical Spells (5/4+1/4+1/2; DC = 12 + Spell Level): 0th – Create Water, Cure Minor Wounds, Flare, Guidance, Know Direction; 1st – Charm Animal, Endure Elements (fire), Entangle, Hide from Animals, Speak with Animals; 2nd – Barkskin, Hold Animal, Lesser Restoration, Summon Nature's Ally II, Summon Swarm; 3rd – Contagion, Summon Nature's Ally III.

Notes: Although not a possessor of the Shaman Nomad yet, Kohver holds onto the position and is training himself to eventually pick up the abilities of the Prestige Class.

The results of his spells, bestowed by Gorth, a lesser demigod (or so Kohver thinks), are not always predictable. There is a 10% chance for each spell cast that one of its elements (range, duration, area of effect) is either greater or lesser than normal (50% chance either way). The element affected is randomly determined by the DM.

The *Ring of Water Breathing* is like the *Ring of Elemental Command (Water)* except it only has the unlimited use for *Water Breathing* as a function and none of the other abilities or penalties.

DLA1 - 3.5E - TRANSLATION DOCUMENT

CHAPTER 1: THE RATHWYCK MARCHES

UNEXPECTED COMPANY

Baron Leonid Althen: Male human fighter 12; CR 12; Medium humanoid; HD 12d10+36; hp 107; Init +6; Spd 20 ft.; AC 20 (wearing scale mail +2 w/shield), or 22 (wearing full-plate +1 w/shield); Base Atk +12/+7/+2; Atk +16/+11/+6 melee (1d8+4 19-20/x2, longsword), +16/+11/+6 melee (2d6+1d6(fire)+4 19-20/x2, flaming greatsword), +16/+11/+6 melee (1d4+4 19-20/x2, dagger), +16/+11/+6 melee (1d8+4, heavy mace), +16/+11/+6 melee (1d8+4, flail), +16/+11/+6 melee (1d8 x3, lance), or +14/+9/+4 range (1d6, shortbow); AL LG; SV Fort +11, Ref +6, Will +6; Str 18, Dex 14, Con 16, Int 12, Wis 14, Cha 16.

Skills: diplomacy +10.5, knowledge (government) +4.5, knowledge (heraldry) +4.5, knowledge (warcraft) +5, ride (horse) +17, survival +6.

Feats: Blind-fight, Cleave, Combat Expertise, Combat Reflexes, Diehard, Endurance, Great Cleave, Improved Initiative, Improved Sunder, Mounted Combat, Power Attack, Quick Draw, Track.

Languages: Auric, Kothian, Hoor.

Possession: ring of *gaseous form*, greatsword, full-plate +1, scale mail +2, heavy steel shield. (Within his lands he also has access to all weapons listed above.)

Notes: Leonid Althen wears a ring of gaseous form. His primary weapon is a *flaming greatsword* named Flametongue. When he expects a battle, he wears *field plate +1* with a shield, but conducts most patrol with a shield and *scale mail +2*.

The Baron of Rathwyck is practical and proud of his accomplishments, having kept Highvale's southeastern border safe for nearly three decades. He is a widower whose son and heir, Rigel, commands Rathwyck's troop levies fighting against Thenol. Leonid has little concern for events beyond the scope of his barony. He is intent on regaining lands lost since troop levies were stripped from his border defenses.

Eldic, Chief Forester: Male elven ranger 9; CR 9; Medium humanoid; HD 9d8+27; hp 72; Init +2; Spd 30 ft.; AC 14; Base Atk +9/+4; Atk +13 melee (1d8+4 19-20/x2, longsword), or +11 range (1d6+1 /x3, longbow +1); SQ: animal companion, combat style, 1st and 2nd favored enemies (1st Giant, 2nd Magical beast), improved combat style, swift tracker, wild empathy, woodland stride; AL NG; SV Fort +9, Ref +8, Will +5; Str 18, Dex 14, Con 16, Int 12, Wis 14, Cha 16.

Skills: Concentration +16, Handle animal +16, Knowledge (natural) +14, Ride (horse) +15, Survival +15, Swim +17, Use magical device +16;

Feats: Endurance, Evasion, Track.

Languages: Auric, Kothian, Tamire Elvish, Hoor.

Possessions: leather armor, longbow +1, *horn of Valhalla*.

Ranger Spells: (2/1) 1st - calm animal, charm animal; 2nd - cure light wounds.

Notes: Eldic is a tall elf in late middle years. He wears plain leather armor when hunting or patrolling in the woods (reflected in AC above); otherwise, he goes unarmored in practical woodsman's clothing. He carries a longbow +1 made by Armath craftsmen. The horn of his belt is a horn of Valhalla which summons fighters of NG

alignment.

Eldic is a trustworthy retainer who has served three generations of March Lords. He speaks with quiet deliberation and is never hasty in word or action. Eldic is sympathetic to Derry's circumstances and has taken her under his wing, for she is one of the few Althens to take an interest in the wilderness beyond what might be hunted in it.

Eldic's spells are granted by The Supreme Forces, but in exactly the same domains as those of the quoyai.

Derry Althen, Daughter of Baron Althen: Female human fighter 1; CR 1; Medium humanoid (5 ft. 4 in.); HD 1d10-1; hp 9; Init +2; Spd 20 ft.; AC 16, touch 12, flat-footed 14; Base Atk +1; Atk +4 ranged (1d4+1 /x2, sling w/ +1 bullets, additional +1 with 30'); AL NG; SV Fort +1, Ref +2, Will +1; Str 7, Dex 15, Con 9, Int 14, Wis 12, Cha 16.

Skills: Handle Animal +6, Ride (horse) +6, Search +4, Survival +3, Swim -2.

Feats: Combat Reflexes, Point Blank Shot, Track.

Languages: Auric, Kothian, Hoor.

Possessions: Chain Mail (oversized, but not enough for stat changes), sling, 24 +1 bullets, potion of *charm animal* (affects mammals and avians only).

Although normally unarmored, Derry wears oversized Chain mail (scavenged from a guard's cast-offs) if she thinks she might meet danger in the woods. She carries 24 +1 bullets for use in her sling, although she uses stones for commonplace targets. Her greatest prize, a present from Eldic, is a potion of charm animal which affects mammals and avians. She carries it hidden in a pouch beneath her tunic.

Derry is Leonid's second child, seven years younger than her brother Rigel, the Baron's heir. Now at the age of 15, she is slim and active, not quite a woman, nor still a child. Derry is an optimistic extrovert who easily charms those around her. She can be as authoritative and commanding as her father, although she needs more experience of the world to order others with wisdom.

When his wife died giving birth to Derry, Leonid's attention turned almost exclusively to his son. Derry has grown up largely on her own, only loosely supervised. Some say her father has let her run wild, but none can say she is spoiled, for Eldic has undertaken to give her the discipline and training the Baron neglects.

However, the elvish ranger's idea of training is far different from what humans consider appropriate for a baron's daughter. Since her early childhood Derry has practiced weapons skills and learned much of woodsmanship from the Chief Forester and his fellows. Although her training has been acquired piecemeal, the Baron's daughter is the equivalent of a 1st-level fighter.

Derry is ambitious and aspires to even greater martial accomplishments, hoping in this way to distinguish herself and gain her father's recognition. She often gains unusual concessions from her father, who feels guilty over his open preference for Rigel.

SHARLAN PARK

Paragraph 11:

"Characters with the Hunting proficiency should check that skill at a -4 penalty." is changed to "Characters should make a Survival

DLA1 - 3.5E - TRANSLATION DOCUMENT

check at DC 17.”

“Characters with the Herbalism proficiency may make a similar check to realize that the sheep was probably poisoned (in order to poison what consumed it).” is changed to “Characters with ranks in Knowledge (herbalism) or Knowledge (poisons) skill may make a similar check to realize that the sheep was probably poisoned (in order to poison what consumed it).”

FOLLOWING THE TRAIL

Paragraph 3:

The paragraph now reads: “Derry and Eldic will assist in the search if the PC party is lacking characters with the Track feat. Otherwise they hold back and let the PCs take the lead.”

Paragraph 4:

The paragraph now reads: “Tracking checks should be made for each hour of search by each PC doing so. Tracking checks are made with DC 15.”

Paragraph 5:

The paragraph now reads: “If characters without the Track feat want to help, they must roll a natural 20 in order to find helpful tracks or other clues. The reduced odds of their success should not be apparent to the searchers. If unskilled PCs search the same area as characters with the Track feat, the proficient PCs suffer with a +1 increase to the DC to reflect the chance of their companions accidentally obscuring tracks or other clues. If the party has useful magic at their disposal, it is up to the DM to determine what effect that may have on their investigations.”

Paragraph 6:

The paragraph now reads: “The first successful check discovers the scratch marks (described below) and indicates a faint trail. To follow the trail, a successful Tracking check (Survival: DC 13) must be made. This check is repeated for each hour the trail is followed. Failure means that the trail is lost, and checks become more difficult by an increase in the DC by 2.”

1. Scratch Marks

“If a PC with hunting or tracking skill has previously encountered draconians, allow him to check at a -4 penalty to recognize the marks.” is changed to “If a PC with the Track feat has previously encountered draconians, allow him to make a Survival check with DC 17 to recognize the marks.”

2. Footprints

“Characters skilled in hunting or tracking and who are familiar with draconians may make an INT check to recognize this description and realize what creature left these footprints.” is changed to “Characters with a Tracking feat who are familiar with draconians may make a Survival check (DC 13) to recognize this description and realize what creature left these footprints.”

3. Broken Greenery

“Characters with hunting or tracking proficiencies perceive that five to ten creatures passed this way.” is changed to

“Characters with the Track feat can perceive that five to ten creatures passed this way on a successful Survival check (DC 13).”

TROUBLE IN THE AIR

Stirges: As in *Monster Manual*, pg. 236-7.

TWO DISCOVERIES

Ravine Campsite

“Characters with tracking or hunting skill can make a closer examination of this campsite.” is changed to “Characters with the Track feat can make a closer examination of this campsite.”

“The footprints of five ogres are recognized as such if the tracking PC might recognize them and makes a successful INT check.” is changed to “The footprints of five ogres are recognized as such if the tracking PCs might recognize them and make a successful Survival check (DC 13).”

Zombie: Ex-Ranger 4; CR 2; Medium Undead; HD 2d12; hp 13; Init +1; Std 30 ft. (can't run); AC 17, touch 12, flat-footed 15; Atk +1 melee (1d8+4 19-20/x2, longsword), or +5 melee (1d6+4, slam); SQ: Single Actions Only, DR 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +0, Ref +1, Will +3; Str 19, Dex 12, Con -, Int -, Wis 10, Cha 1.

Possessions: studded leather, longsword.

WILDERNESS ENCOUNTERS

1-2. More Ogres

Ogres: CR 3; Large Giant; HD 4d8+11; hp 29; Init -1; Std 30 ft.; AC 16; Atk +8 melee (2d8+7, greatclub), or +1 ranged (1d8+5, javelin); SQ: darkvision 60 ft., low-light vision; AL CE; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

PCs Captured.

The check to determine if the ogres are convinced that the PCs are not who they think they are is a Diplomacy check (DC 13). If the DM wishes, the check may be ignored in favor of quality of role-play.

3-4. Faerie Ring

The third paragraph “Bard characters and PCs who have had prior experience with hulderfolk (DM's discretion) have a chance of recognizing this area for what it is. Such characters should be allowed to make an INT check at a -4 penalty. Success does not negate the hulderfolk attentions which follow this encounter, but alerted characters will understand sooner what they are up against, instead of being baffled.” is changed to “Bard characters and PCs who have had prior experience with hulderfolk (DM's discretion) have a chance of recognizing this area for what it is. If the discretion is given by the DM, have bards roll Bardic Lore (DC 15). Such characters who are not bards should be allowed to make an Survival or Knowledge (local) check (DC 19), for whichever has the higher total skill score. Success does not negate the hulderfolk attentions which follow this encounter, but alerted characters will understand sooner what they are up against, instead of being

DLA1 - 3.5E - TRANSLATION DOCUMENT

baffled.”

6. Armach Raiders

Raider Leader: Warrior 2; CR 2; Medium Humanoid; HD 2d8+3; hp 16; Init +2; Std 30 ft.; AC 16 (+2 dex, +4 chain shirt); Atk +7 melee (1d8+5, longsword +2); AL N; SV Fort +6, Ref +2, Will +1; Str 16, Dex 15, Con 16, Int 12, Wis 12, Cha 11.

Raiders (6): Warrior 2; CR 2; Medium Humanoid; HD 2d8+2; hp 11; Init +1; Std 30 ft.; AC 14 (+1 dex, +3 studded leather); Atk +5 melee (1d8+3, longsword); AL N; SV Fort +5, Ref +1, Will -1; Str 16, Dex 12, Con 15, Int 10, Wis 9, Cha 9.

7. Landers

Landers: Warrior 1; CR 1; Medium Humanoid; HD 1d8+2; hp 10; Init +1; Std 30 ft.; AC 11; Atk +2 melee (1d6+1, whatever); AL NG; SV Fort +4, Ref +1, Will +0; Str 12, Dex 12, Con 15, Int 9, Wis 11, Cha 11.

8. Boggy Pond

The STR check each PC participating in the attempt to free the victim has a DC of 13.

9. Widow Makers

“If a helmet is worn, allow the PC to save vs. paralyzation to take only half damage from the impact.” is changed to “If a helmet is worn, allow the PC to save reflex to take half damage from a glancing blow rather than a direct hit.”

10. Loose Rock

“have each one make a DEX check to avoid losing their footing.” is changed to “have each one make a climb check (DC 13) to avoid losing their footing.”

DLA1 - 3.5E - TRANSLATION DOCUMENT

CHAPTER 2: SINDLE GAP

NIGHT FLIGHT

Ogres (2): CR 3; Large Giant; HD 4d8+11; hp 19 (max 29), 29; Init -1; Std 30 ft.; AC 16; Atk +8 melee (2d8+7, greatclub), or +1 ranged (1d8+5, javelin); SQ: darkvision 60 ft., low-light vision; AL CE; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

OGRE HELP

Paragraph 7:

"reaction rolls are improved by +3 in favor of the adventurers." is changed to "the adventurers receive a +3 bonus to diplomacy checks."

Paragraph 8:

The DM may allow the role-play determine if the PCs talk persuasively. But the DM may also wish to use a Diplomacy check DC 13 to make the determination.

HASLIT VILLAGE

Emla: Female Commoner 5; CR 1; Medium humanoid; HD 5d4+10; hp 24; Init -2; Spd 30 ft.; AC -2; Base Atk +2; AL NG; SV Fort +3, Ref -1, Will +0; Str 14, Dex 7, Con 15, Int 13, Wis 13, Cha 12.

Skills: diplomacy +5, knowledge (agriculture) +5, knowledge (government) +5, craft (cooking) +9.

Feats: -

Possessions: dragon whistle

Languages: Auric.

Paragraph 3 (After Emla's Stats):

"If the player characters have joined forces with the ogres, and Gorrin or his companions are visible, the PCs suffer a +6 penalty to villagers' reaction rolls. If the PCs fail to break through the villagers' reaction rolls. If the PCs fail to break through the villagers' reservations, they are set on Anishta's trail and ushered out of the village as soon as possible." is changed to "If the player characters have joined forces with the ogres, and Gorrin or his companions are visible, the PCs must make a diplomacy check (DC 19) or else the villagers' reservations will result in the PCs being set on Anishta's trail and ushered out of the village as soon as possible."

THE SPINDLE

Paragraph 4:

"If a player character encounters the false trail first, the

adventurer should be allowed to attempt to see through the illusion, if appropriate, and to make a DEX check to save himself from a terrible fall." is changed to "If a player character encounters the false trail first, the adventurer should be allowed to make a Will Save (DC 18) to see through the illusion, if appropriate, and to make a Reflex Save (DC 20) to save himself from a terrible fall."

Tavin Longspear: Male human fighter 4 / dragon knight 2; CR 6; Medium humanoid (5 ft. 11 in.); HD 6d10+6; hp 44; Init +3; Spd 30 ft.; AC 14, touch 9, flat-footed 13; Base Atk +6/+1; Atk +11 melee (1d8+6/x3, +1 lance), +9 melee (1d8+4/x3, spear), +7 range (1d10+1 19-20/x2, heavy crossbow w/+1 bolts), or +6 range (1d10 19-20/x2, heavy crossbow w/normal bolts); SQ: Empathic Link, Dragonfear Save Bonus +2; SA: Spells; AL N; SV Fort +8, Ref +0, Will +2; Str 16, Dex 9, Con 12, Int 12, Wis 13, Cha 17.

Skills: Climb +11, Knowledge (history) +9, Ride(dragon) +8, Survival +10.

Feats: Improved Initiative, Leadership, Mounted Archery, Mounted Combat, Point Blank Shot, Track, Weapon Focus(Lance), Weapon Focus(Heavy Crossbow), Weapon Specialization(Lance).

Possessions: studded leather +2 (w/leather helm), lance +1 (in dragon lair), spear, heavy crossbow, dagger, 5 +1 crossbow bolts, 24 normal crossbow bolts, potion of dragon sight, boots of striding and springing.

Languages: Auric, Copper Dragon, Hoor.

Dragon Knight Spells (Spells Per Day: 3/1, Spells Known: 5/2, save DC 13 + Spell Level): 0th - Resistance, Detect Magic, Flare, Light, Mending; 1st - Burning Hands, Magic Missile.

Dragonfear Save Bonus: Dragon Knights get a +2 bonus at 1st, +4 bonus at 3rd level, +6 at 5th, and +8 at 7th, and +10 at 9th against Dragonfear checks.

Empathic Link: The Dragon Knight has an empathic link with the dragon partner out to a distance of up to one mile. The Dragon Knight cannot see through the dragon's eyes, but they can communicate telepathically. This is a supernatural ability.

Gabus: Male young adult copper dragon; CR 11; Large Dragon (earth); HD 17d12+51; hp 161; Init +0; Spd 40 ft., fly 150 ft. (poor); AC 25 (-1 size, +16 natural), touch 9, flat-footed 25; Base Atk +17, Grapple +25; Atk +20 melee (2d6, bite), +20 melee(1d8, 2 claws), +20 melee (1d6, 2 wings), and +20 melee (1d8, tail slap); Space/Reach 10 ft./5 ft. (10 ft. with bite); SA breath weapon, damage reduction 5/magic, frightful presence, spells; SQ: darkvision 120', immunity to acid, low-light vision, spell resistance 21, spider climb; AL CG; SV Fort +13, Ref +10, Will +13; Str 19, Dex 10, Con 17, Int 16, Wis 17, Cha 16.

Skills: Appraising +23, Bluff +13, Concentration +16, Diplomacy +9, Intimidate +7, Jump +21, Knowledge (geography) +13, Knowledge (ancient history) +23, Knowledge (nature) +12, Listen +16, Perform (oratory) +14, Search +16, Sense Motive +16, Spellcraft +16, Spot +16, Use Magic Device +18.

Feats: Combat Expertise, Hover, Multiattack, Power Attack, Snatch, Wingover.

Languages: Copper Dragon, Auric, Marak Kender, Bronze Dragon, Hitehkel Gnomish.

Sorcerer Spells (Spells per Day: 6/7/5; Spells Known: 6/4/2; as 5th-level sorcerer, save DC 13 + spell level): 0th- acid splash, daze, detect poison, detect magic, flare, light; 1st - alarm, color

DLA1 - 3.5E - TRANSLATION DOCUMENT

spray, magic missile, obscuring mist; 2nd - flaming sphere, (Melf's) acid arrow.

Breath Weapon (Su): 80-ft. line, damage 10d4 acid, Reflex half (DC 21); or 40-ft. Cone of gas, slow 1d6+5 rounds. Fortitude negates (DC 21).

Frightful Presence (Ex): 150-ft. Radius, HD 17 or less. Will negates (DC 21).

Spider Climb (Ex): Can use spider climb (as the spell) on stone surfaces.

Paragraph 1 (On page 16):

"Boulders can be tumbled down the path once per round, hitting PCs on a roll of 14 or greater." is changed to "Boulder can be tumbled down the path once per round, with a +7 melee to hit."

"any PC struck must make a successful DEX check to avoid being swept off the path" is changed to "any PC struck must make a Reflex Save (DC 13) to avoid being swept off the path".

Paragraph 2 (On page 16):

"or are proficient in Mountain Climbing and have appropriate gear with them." is changed to "or are heavily skilled in climb and/or knowledge (mountaineering) (DC 20, check once per hour for six hours) and have appropriate gear with them."

DRAGON TACTICS

Paragraph 1:

"If the party attacks with missile weapons at any time, he unleashes a *flame arrow* at each of the two most obvious opponents:" is changed to "If the party attacks with missile weapons at any time, he unleashes an *acid arrow* at each of the two most obvious opponents:".

Note: In 3.5, *flame arrow* requires an actual arrow to become engulfed in flames. Since the idea of the dragon firing a longbow down at the PCs seems a little silly to me, I tried to change the spell to something more comparable to the original intended case in terms of strength and style of the spell.

DLA1 - 3.5E - TRANSLATION DOCUMENT

CHAPTER 3: DEEP FOREST

THE COURSE OF PURSUIT

Paragraph 2:

"On the ground, PCs make proficiency checks once each hour," is changed to "On the ground, PCs make Tracking checks once each hour (DC 13),".

"Additional negative modifiers should be applied to player characters with flying mounts," is changed to "A +4 increase to DC should be applied for player characters with flying mounts."

INTO THE FOREST

Paragraph 3:

"The party must make a successful Tracking or Hunting check" is changed to "The party must make a successful Tracking check (DC 13)".

MID-AFTERNOON: DRACONIANS

Paragraph 1:

"Any Hunting or Tracking check which succeeds by 6 (beyond the regular penalties)" is changed to "Any Tracking check which succeeds by 6 or more"

MID-AFTERNOON: WASP TRAP

Paragraph 2:

"Some PCs have a chance of identifying this trap before they trigger it: those with Set Snares (at -2), Tracking (at -4), Hunting (at -6), or Finding Traps (at -10%)." is changed to "Some PCs have a chance of identifying this trap before they trigger it. Those with the Track feat may make the attempt (DC 17). Otherwise a Search Check may be used (DC 19) for PCs who are actively searching for traps."

Wasps (100): Tiny Vermin; CR 1/8; HD 1/4d8; hp 1; Init +3; Spd 10 ft., fly 30 ft.; AC 17 (+4 size, +3 dex); Base Atk +0; Sting +1 melee (1, plus poison); SA: Poison; SQ: vermin traits; AL N; SV Fort +3, Ref +3, Will +0; Str 1, Dex 17, Con 10, Int 1, Wis 10, Cha 2.

Skills: Climb +10, Hide: +18, Spot: +4.

Feats: Weapon Finesse (Sting)

Replace the paragraph after the wasp stat block with: "Each ordinary wasp can attempt to sting once per round, although its poison is exhausted after four attempts. In the segment that a

wasp is stinging a character, it is motionless and its AC drops to 11. Each time a character is stung and fails to save Fortitude (DC 13), he suffers a -1 penalty to hit, up to a maximum of -5. For each poison save that fails thereafter, the PC must make a successful Constitution check (DC 13) to avoid failing unconscious."

EVENING:

MUD-MEN OF THE MARSH

Paragraph 3:

"Make proficiency checks for all characters with Hunting (at -6) or Tracking (at -3)." is changed to "Make skill checks for all characters with Track (DC 15) or Survival (DC 18)."

"Similarly, characters who can detect traps (at -25%) or illusions have a chance to notice things that are amiss." is changed to "Similarly, characters who are actively searching may make a Search check (DC 18) to have a chance to notice things are amiss."

Paragraph 5:

The "normal manner" in which to determine whether or not they see through the illusion is a Will Save (DC 18).

MUD/SLINGING

Mud-men (6): Medium Humanoid; CR 2; HD 2d8+7; hp 23, 21, 20, 19, 17, 16; Init +0; Spd 30 ft.; AC 10; Base Atk +6; +6 range (1d6, mud hurling); SA: mud throwing, suffocation; SQ: immune to poisons, special spell effects; AL N; SV Fort +5, Dex +0, Will -1; Str 18, Dex 10, Con 14, Int 8, Wis 8, Cha 8.

Skills: Hide +6, Listen +3, Spot +3

Feats: Toughness

Special Spell Effects: Mud-men are unaffected by spells that affect the mind (e.g., *hold*, *charm*, *sleep*, etc.). Mud-men are affected by all spells which damage living creatures. *Transmute mud to rock* kills all mud-men within its area of effect (no save allowed); *dispel magic* acts as fireballs cast at the same level as the mage.

Paragraph 1 (after the stat block):

"Mud hardens on impact and slows the victim's movement rate by 1 if hit." is changed to "Mud hardens on impact and slows the victim's movement rate by 3 feet if hit."

"A successful hit means the death of the mud-man, but slows the victim's movement by 4." is changed to "A successful hit means the death of the mud-man, but slows the victim's movement by 10 feet."

Paragraph 2 (after the stat block):

"movement can then be restored at a rate of 1 per five rounds." is changed to "movement can then be restored at a rate of 3 feet per five rounds."

MID-MORNING:

DLA1 - 3.5E - TRANSLATION DOCUMENT

AMAZING SCENERY

Paragraph 2:

"Here the party loses the trail because this portion of it is cloaked by a hulderfolk *maze* spell." is changed to "Here the party loses the trail because this portion of it is cloaked by a hulderfolk *maze* spell (Note: this is not the same as the standard *Maze* spell in the PHB; see details below)."

Paragraph 3:

"Characters may save against Spell if they suspect or realize that they are in enchanted terrain" is changed to "Characters may make a Will Save (DC 18) if they suspect or realize that they are in enchanted terrain".

NOON:

GRAB IT AND RUN . . .

Pixies (5): As in *Monster Manual* (under *Sprite*), pg. 236.

Paragraph 1 (after the stat block):

"If a pixie fails to save vs. *dispel magic* (resisting as 8th level magic)" is changed to "If a pixie fails to save vs. *dispel magic* (in other words, the *dispel* attempt beats DC 19)".

Paragraph 3 (after the stat block):

"save vs. spell or fall asleep for 1d6 hours" is changed to "Save Will (DC 18) or fall asleep for 1d6 hours".

Pixies Attacked or Captured

"If this attempt fails, the pixie uses *ESP* to read from his captor's mind what kind of creature would seem especially repulsive" is changed to "If this attempt fails, the pixie uses *Detect Thoughts* (Will Save DC 16 to block) to read from his captor's mind what kind of creature would seem especially repulsive".

"the adventurer should make a WIS check to avoid recoiling in horror and losing his grip." is changed to "the adventurer should make a Will Save (DC 13) to avoid recoiling in horror and losing his grip."

Hill Giant Illusion: Use Hill Giant as in *Monster Manual* (under Giant), pg. 123.

MID-AFTERNOON:

MOSSFOOT AND WHITEWING

Whitewing (pseudodragon): Use *Pseudodragon* as in *Monster Manual*, pg. 210.

Mossfoot (treant): Use *Treant* as in *Monster Manual*, pg. 245.

Trees (2): Use *Treant* in the same manner given within the *Animate Tree* entry listed under the *Treant* section of the *Monster Manual*, pg.245.

NIGHTTIME:

MOONLIGHT REVEL

Luring Lights (Transmutation)

Wizard Level 3

Range: 40 yards + 10 yards/level

Components: V, S, M

Duration: 4 rounds/level

Casting Time: 2 rounds

Area of Effect: Special

Saving Throw: Will (Negates)

Paragraph 1 (after the spell block):

"Characters who are within 50 feet of one of these objects and who both see and hear the *luring lights* must save vs. spell, or fall under their enchantment." is changed to "Characters who are within 50 feet of one of these objects and who both see and hear the *luring lights* must Save Will, or fall under their enchantment."

Paragraph 4 (after the spell block - 1st after the break):

"As noted in the spell description, characters who are within 50 feet of the *luring lights* and who can both see and hear them must save vs. spell or be compelled to follow." is changed to "As noted in the spell description, characters who are within 50 feet of the *luring lights* and who can both see and hear them must Save Will (DC 17) or be compelled to follow."

Paragraph 7 (after the spell block - 4th after the break):

"and any characters affected by the *luring lights* spell must successfully check against Wisdom to be able to decline offers to join the revelry." is changed to "and any characters affected by the *luring lights* spell must make a Will Save (DC 17) to be able to decline offers to join the revelry."

Hallik, Male elvish rogue 6; CR 6; Medium humanoid; HD 6d8; hp 27; Init +7 (+3 dex, +4 imp. Init); Spd 30 ft.; AC 13; Base Atk +4; Atk +6 melee (1d6+4 19-20/x2, +2 short sword/+3 vs. goblins), +7 ranged (1d4+1/x3, +1 throwing dagger), or +7 ranged (1d6/x3, shortbow); SQ: immune to sleep, low-light vision, trapfinding, evasion, sneak attack +3d6, trap sense +2, uncanny dodge (dex bonus to AC); AL N; SV Fort +2, Ref +8, Will +2; Str 14, Dex 16, Con 10, Int 16, Wis 11, Cha 12.

Skills: Bluff +5, Climb +9, Disable Device +10, Disguise +10, Escape Artist +8, Hide +8, Listen +7, Move Silently +8, Open Lock +5, Perform (dance) +9, Perform (ventriloquism) +9, Sleight of Hand +8, Spot +9, Tumble +10, Use Magic Device +8.

Feats: Combat Casting, Improved Initiative, Quick Draw.

Languages: Auric, Common, Elvish, Marak Kender, Hoor, Hitehkel Gnomish, and Fianawar Dwarvish.

Possessions: +1 Throwing Dagger, +2 Short Sword / +3 vs. goblins, Shortbow, *Ring of Shooting Stars*, *Flask of Curses*.

DLA1 - 3.5E - TRANSLATION DOCUMENT

Bar'lind, Male elvish wizard 8; CR 8; Medium humanoid; HD 8d4; hp 25; Init +3; Spd 30 ft.; AC 14, touch 14, flat-footed 10 (+4 dex); Base Atk +4; Atk +5 melee (1d6+1/x2, quarterstaff) or +8 ranged (1d4/x2, dart); SQ immune to sleep, summon familiar, scribe scroll; AL N; SV Fort +2, Ref +6, Will +9; Str 12, Dex 17, Con 12, Int 18, Wis 17, Cha 13.

Skills: Craft (Brewing) +15, Craft (Leatherworking) +15, Knowledge (history) +15, Perform (song) +12, Spellcraft +15.

Feats: Combat Casting, Brew Potion, Craft Wondrous Item.

Languages: Elvish, Common, Treant, Pixie, Sprite, Auric, and Marak Kender.

Possessions: Dart, Quarterstaff, *Potion of Delusion (invisibility)*, *Wand of Flame Extinguishing* (10 Charges).

Wizard Spells Prepared (4/5/4/4/3, DC 14 + spell level): 0th – Dancing Lights, Flare, Ghost Sound, Prestidigitation; 1st – Expeditious Retreat, Jump, Obscuring Mist, Silent Image, Sleep; 2nd – Fog Cloud, Glitterdust, Misdirection, Whispering Wind; 3rd – Dispel Magic, Gaseous Form, Luring Lights, Summon Monster III; 4th – Black Tentacles, Greater Invisibility, Ice Storm.

2nd Edition Items Listed/Updated

(Text here is taken and *slightly* adapted from the 2nd Edition DMG)

Wand of Flame Extinguishing

This wand has three functions:

1. Nonmagical fires of normal size can be extinguishing without using any charges. Normal size includes anything up to the size of a bonfire or a fire in a regular fireplace – equal to four to six billets of wood burning hotly.

2. To extinguish large, nonmagical fires, flaming oil in quantity equal to a gallon or more, the fire produced by a fiend, a *flame tongue* sword, or a *burning hands* spell, one charge is expended from the wand. Continual magical flames, such as those of a sword or a creature able to ignite, will be extinguished for six rounds and will flare up again after that time.

3. When applied to large magical fires such as those caused by *fireball*, *flame strike*, or *wall of fire* spells, two charges are expended from the wand as the flames are extinguished.

If this device is used upon a creature composed of flame (a fire elemental, for instance), a successful melee hit inflicts 6d6 points of damage upon the creature.

Potion of Delusion

This potion affects the mind of the character so that he believes the liquid is some other potion (*healing*, for example, is a good choice – damage is “restored” by drinking it, and only death or rest after an adventure will reveal that the potion only caused the imbiber to believe that he was aided). If several individuals taste this potion, it is 90% probable that they will all agree it is the same potion (or whatever type the DM announces or hints at).

(invisibility)

Upon drinking this specific *potion of delusion*, the imbiber believes himself to be invisible (no save) even though under normal circumstances the imbiber should be able to see that he is not (the imbiber is convinced he is invisible regardless of what anyone else does to convince him otherwise).

This specific ‘invisibility’ potion will convince the character he is invisible for 8 rounds.

Caelirra, Female elvish fighter 3 / druid 3; CR 6; Medium humanoid; HD 3d10+3d8; hp 30; Init +0; Spd 30 ft.; AC 10; Atk +6 melee (1d6+1 19-20/x2, short sword) or +6 melee (1d8+1 19-20/x2, longsword) or +6 ranged (1d6+1/x3, shortbow w/ +1 arrows) or +5 ranged (1d6/x3, shortbow, normal arrows); SQ immune to sleep, nature sense, animal companion, wild empathy, woodland stride, trackless step; AL N; SV Fort +4, Ref +2, Will +8; Str 12, Dex, 11, Con 7, Int 11, Wis 18, Cha 10.

Skills: Handle Animal +4, Knowledge (herbalism) +4, Knowledge (nature) +4, Perform (dance) +4, Survival +8.

Feats: Combat Casting, Natural Spell, Point Blank Shot, Far Shot, Precise Shot.

Languages: Elvish, Pixie, Thenolian.

Possessions: Shortbow, Longbow, Short Sword, Longsword, 20 Arrows, 3 +1 Arrows, Potion of Plant Growth, Necklace of Prayer Beads.

Note: The original adventure has Caelirra classed as a 3rd level fighter / 3rd level cleric of Jijin. Although in this translation, she still worships Jijin, she has been changed to a 3rd level fighter / 3 level druid in order to preserve many of her spells.

Hulderfolk (20): CR ½; Medium humanoid; HD 1/2d8; hp 4; Init +0; Spd 30 ft.; AC 11, touch 11, flat-footed 10 (+1 dex); Atk +0; Atk +1 ranged (1d4 /x2, sticks and/or stones); SQ: immune to sleep, low-light vision; AL N; SV Fort -1, Ref +1, Will +0; Str 10, Dex 12, Con 8, Int 10, Wis 10, Cha 10.

Food:

“Any PC who partakes of this feast by so much as a single bite must make a save vs. spell.” is changed to “Any PC who partakes of this feast by so much as a single bite must make a Will Save (DC 14).”

Drink:

“and must make a WIS check with a -4 penalty.” is changed to “and must make a Will Save (DC 17).”

“If the WIS check is successful,” is changed to “If the Will Save is successful.”

Dance:

Paragraph 2:

“Any PC who begins to dance, whether in place or with others in the moonlit meadow, must save vs. spell.” is changed to “Any PC who begins to dance, whether in place or with others in the moonlit meadow, must make a Will Save (DC 14).”

Paragraph 3:

“the character is allowed to make a Constitution check.” is changed to “the character is allow to make a Fortitude Save (DC 13).”

Paragraph 4:

“After the first round of aging the PC can make an Intelligence check.” is changed to “After the first round of aging the PC can make a Spot Check (DC 13).”

DLA1 - 3.5E - TRANSLATION DOCUMENT

Masks:

Paragraph 2:

"Once a mask is donned the PC must save vs. Spell." is changed to "Once a mask is donned the PC must Save Fortitude (DC 14)."

Paragraph 4:

"Donkeys gain 10% to their chance to hear noise; a character with the face of a hawk suffers no range penalties for using missile weapons" is changed to "Donkeys gain +2 to Listen rolls; a character with the face of a hawk may double the range of missile weapons without penalty."

TAKING LEAVE

Paragraph 3:

"The following encounter requires no hunting or tracking rolls." is changed to "The following encounter requires no tracking of survival rolls."

JUST BEFORE DAWN:

THE CANYON OF THE PILLARS

AMBUSH PRECAUTIONS

Paragraph 4:

"If any PCs want to follow overhead along the cliff, they must check against Dexterity every turn to avoid slipping on rotten rock and being carried over the edge of the cliff into the ravine." is changed to "If any PCs want to follow overhead along the cliff, they must make a Reflex Save (DC 13) every turn to avoid slipping on rotten rock and being carried over the edge of the cliff into the ravine."

GUARDIANS OF STONE

Paragraph 7:

"Characters with Ancient History proficiency have a chance to recognize the pillar figures for what they are." is changed to "Characters with Bardic Knowledge (DC 15) and those with Knowledge (Ancient History) (DC 19) have a chance to recognize the pillar figures for what they are."

MOONGATE

Paragraph 9:

"Any character who chances to remain awake through unusual protections is stricken blind and deaf with spells, then shrunk in size with a reverse *enlarge* spell (no saves allowed)." is changed to "Any character who chances to remain awake through unusual protections is stricken blind and deaf with spells, then shrunk in size with a *reduce* spell (no saves allowed)."

DLA1 - 3.5E - TRANSLATION DOCUMENT

CHAPTER 4: SUMMERHOME

HULDERFOLK MAGICAL ITEMS

Cloak of Passage

Paragraph 1:

"When that word is spoken, the cloak's wearer gains the ability to walk into one plant and out another, as with the priestly spell, *pass plant*." is changed to "When that word is spoken, the cloak's wearer gains the ability to walk into one plant and out another, as with the druidic spell, *Transport via Plants*."

Cord of Binding

Paragraph 1:

"This action counts as an attack, succeeding on a "to hit" roll of 5 or better. The target receives no benefits due to Armor Class, but Dexterity adjustments can make it more difficult for the cord to hit." is changed to "This action counts as an attack, succeeding on touch attacks with a melee bonus of +8."

Paragraph 3:

"It withstands 10 hp of damage before being severed, and is allowed a save vs. Crushing Blow" is changed to "It has an AC of 9, 10 hit points, a hardness of 10, and a break DC of 23."

Jewel of Obsession

Paragraph 1:

"Persons looking at the stone must save vs. spell or be smitted with an obsession to have sole possession of the gem." is changed to "Persons looking at the stone must Save Will (DC 17) or be smitted with an obsession to have sole possession of the gem."

"This unnatural concern can be terminated by casting a remove curse on the victim or a *dispel magic* on the stone." is changed to "This unnatural concern can be terminated by casting a remove curse on the victim or a *dispel magic* on the stone (consider the stone cursed by an 8th-level mage)."

Paragraph 2:

"the victim is allowed a saving throw vs. spells to resist the dust's effects." is changed to "the victim is allowed to make a Fortitude Save (DC 14) to resist the dust's effects."

SUMMERHOME

HULDERFOLK ENCOUNTERS

Paragraph 1:

"If any hulders have been slain by these adventurers in earlier encounters, these suspicions are confirmed and reaction rolls suffer an additional penalty of -5. However, if PCs travel with Whitewing the pseudodragon, this leaves a favorable impression on the hulders and reaction rolls gain an additional modifier of +3." is changed to "If any hulders have been slain by these

adventurers in earlier encounters, these suspicions are confirmed and diplomacy checks suffer an additional penalty of -5. However, if PCs travel with Whitewing the pseudodragon, this leaves a favorable impression on the hulders and diplomacy checks gain an additional modifier of +3."

Paragraph 2:

"(+2 on reaction rolls as a racial adjustment; +1 for half-elves)," is changed to "(+2 on diplomacy checks; +1 for half-elves)."

A. BANQUET GLADE RUDE WELCOME

Encounters

Paragraph 2:

"If PCs can entertain by skillful song, music-making, bardic tale-telling, or unusual dance form, they will collect an audience and gain a +5 on future diplomacy rolls." is changed to "If PCs can entertain by skillful song, music-making, bardic tale-telling, or unusual dance form (applicable Perform check DC 20), they will collect an audience and gain a +5 on future diplomacy rolls."

Paragraph 3:

"Their reaction rolls to PCs carry a base -3 modifier, rather than the -5 base modifier of hulderfolk." is changed to "Their diplomacy rolls to PCs carry a -3 penalty to diplomacy checks, rather than the -5 penalty for the hulderfolk."

B. HALLIK'S COURT

Leprechauns (5): Small Fey (2' 0" tall); CR 4; HD 1d6+1; hp 4; Init +6; Spd 40 ft.; AC 13 (+1 size, +2 dex); Base Atk +1; Atk +4 melee (1d4-2 19-20/x2, dagger) or +4 range (1d4/x3, dagger); SA: Spell-like abilities; SQ: SR 29, low-light vision; AL N; SV Fort +1, Ref +4, Will +2; Str 7, Dex 14, Con 12, Int 16, Wis 11, Cha 16.

Skills: Bluff +7, Concentration +5, Craft (Brewing) +7, Escape Artist +6, Hide +6, Listen +10, Move Silently +6, Open Lock +4, Perform (dance) +7, Search +5, Sense Motive +4, Sleight of Hand +6, Spot +2.

Feats: Dodge, Improved Initiative, Mobility, Weapon Finesse (dagger)

Possessions: Dagger.

Spell-Like Abilities: At will - *invisibility*, *major image*, *polymorph any object*, *ventriloquism*. These spells are as if cast by a 16-level sorcerer (DC 13 + spell level).

Paragraph 1: (after the stat block and joining paragraph)

"Bard PCs recognize the song as being of an ancient origin and magical significance. Characters proficient in Ancient History can roll to recognize the same thing, but at a -4 penalty." is changed to "Bard PCs may roll Bardic Knowledge (DC 13) to recognize the song as being of ancient origin and magical significance. Characters with Knowledge (History) can roll to recognize the same thing (DC 17)."

DLA1 - 3.5E - TRANSLATION DOCUMENT

HULDERFOLK TREASURE

Water Weird (2): As in *Monster Manual II*, pg. 91-93.

Safeguards

Paragraph 1:

"Once the stone is glimpsed, any viewer must save vs. spell or be obsessed, as detailed in the gem's description." is changed to "Once the stone is glimpsed, any viewer must make a Will Save (DC 17) or be obsessed, as detailed in the gem's description."

Paragraph 5:

"Roll a 12 or better on 1d20 to see if PCs within 5 feet of the entrance passage are hit by the falling debris. If a cymbal hits a character, it inflicts 1d8 +2 points of damage; other material does only 1d4." is changed to "Consider the falling debris to be striking at PCs within 5 feet of the entrance with a melee bonus of +5. If the hit is made against a character by or more than 5, a cymbal has struck the character for 1d8+2 points of damage. Anything less means the character is struck by other debris for 1d4 points of damage. Note that since the cymbals are large, they can theoretically strike more than one PC in the fall (in case the rolls determine that more than 2 PCs are struck by the cymbals)."

Giant Skunks (3): CR 5; Large Animal; HD 5d8+20; hp 39; Spd 30 ft., Burrow 10 ft., Climb 10 ft.; AC 16, touch 12, flat-footed 13 (+4 natural, +3 dex, -1 size); Atk 2 claws +8 melee (1d6+6) and bite +3 melee (1d8+3); SA: Musk Cloud; SQ low-light vision, scent; AL N; SV Fort +8, Ref +7, Will +5; Str 22, Dex 17, Con 19, Int 5, Wis 12, Cha 10.

Skills: Climb +14, Listen +7, Move Silently +7, Search +7, Spot +7.

Feats: Alertness, Iron Will, Track.

Musk Cloud: Giant Skunks can squirt a musk cloud 60' long x 20' x 20'. All within range must make a Fortitude Save (DC 17) or be blinded for 1d8 hours. Also for those who fail the save, the cloud causes nausea for 2d8 rounds and reduces the victim's strength and dexterity scores by 50% (round down) for that same duration. Victims who save must save each round they stay in the cloud.

D. CHANGELING'S VALE

Orelan: CR 2: Medium Human (Changeling); HD 2d10+2; hp 22; Init +7 (+3 dex, +4 imp. init.); Spd 30 ft.; AC 13, touch 13, flat-footed 10 (+3 dex); Atk +5 ranged (1d6, x3, shortbow) or +5 ranged (1d4, x2, sling) or +5 ranged (1d8, x3, spear); AL CG; SV Fort +4, Ref +3, Will +0; Str 15, Dex 17, Con 13, Int 13, Wis 11, Cha 14.

Skills: Climb +7, Handle Animal +7, Perform (song) +7, Survival +2;

Feats: Combat Reflexes, Improved Initiative, Point Blank Shot, Weapon Focus (shortbow).

Languages: Ancient Elvish, Auric.

(The next three stat block are to replace *Changlings*)

Changeling Fighters (6): CR 1; Medium Human (Changeling); HD 1d10+1; hp 11; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10 (+1 dex); Atk +1 melee (1d6, 19-20/x2, short sword) or +2 ranged (1d6, x3, shortbow); AL CG; SV Fort +3, Ref +1, Will +0; Str 11, Dex 12, Con 13, Int 12, Wis 11, Cha 10.

Skills: Climb +4, Listen +2, Spot +2, Swim +4.

Feats: Power Attack, Point Blank Shot, Weapon Finesse (short sword).

Languages: Ancient Elvish, Auric.

Note: Each fighter has only a short sword (50% chance) or a shortbow, never both.

Changeling Wizards (2): CR 1; Medium Human (Changeling); HD 1d4+1; hp 5; Init +2; Std 30 ft.; AC 12, touch 12, flat-footed 10 (+2 dex); SQ summon familiar, scribe scroll; AL CG; SV Fort +1, Ref +2, Will +2; Str 7; Dex 14, Con 12, Int 12, Wis 10, Cha 12.

Skills: Concentration +5, Decipher Script +5, Knowledge (arcana) +5, Spellcraft +7, Use Magic Device +3.

Feats: Combat Casting, Magical Aptitude (+2 Spellcraft/Use Magic Device).

Languages: Ancient Elvish, Auric.

Wizard Spells Prepared (3/2; base DC = 11 + spell level): 0th - Dancing Lights, Flare, Light; 1st - Shocking Grasp, Shocking Grasp.

Changelings, humans Exp 1 (16): CR ½; Medium Humanoids (Changeling); HD 1d6; kp 6; Init +4 (+4 imp. init.); Spd 30 ft.; AC 10; AL CG; SV Fort +0, Ref +0, Will +3; Str 9, Dex 11, Con 10, Int 14, Wis 12, Cha 13.

Skills: Craft (Bowmaking) +4, Craft (Carpentry) +4, Craft (Cobbling) +4, Craft (Leatherworking) +4, Craft (Weaving) +4, Craft (Woodworking) +4, Handle Animal +3, Listen +3, Spot +5, Survival +3.

Feats: Alertness, Improved Initiative.

Languages: Ancient Elvish, Auric.

THE TELLING

Calna: female human Wiz 5; CR 5; Medium Humanoid; HD 5d4-5; hp 10; Init +2; Spd 30 ft.; AC 12; Atk +0 ranged (1d4-1, x2); SQ summon familiar, scribe scroll; AL NG; SV Fort +0, Ref +3, Will +6; Str 9, Dex 15, Con 8; Int 16; Wis 14; Cha 10.

Skills: Concentration +7, Diplomacy +4, Knowledge (herbalism) +11, Knowledge (history) +11, Listen +6, Spellcraft +11.

Feats: Combat Casting, Brew Potion, Spell Mastery (Enlarge Person, Magic Missile, Spider Climb), Spell Mastery (Pyrotechnics, Web, Luring Lights).

Languages: Ancient Elvish, Auric.

Wizard Spells Prepared (4/4/3/2; base DC = 13 + spell level): 0th - Mage Hand, Mending, Message, Prestidigitation; 1st - Animate Rope, Enlarge Person, Magic Missile, Reduce Person; 2nd - Spider Climb, Pyrotechnics, Web; 3rd - Invisibility Sphere, Luring Lights.

E. CRAFTSMEN'S STOOP

Paragraph 2:

"the hulder can be drawn into conversation (+5 to reaction roll)." is changed to "the hulder can be drawn into conversation (+5 to diplomacy checks)."

Giant Spiders (3): Use *Monstrous Spider, Huge* as in the *Monster Manual*, pg. 288-9.

DLA1 - 3.5E - TRANSLATION DOCUMENT

F. CRAFTSMEN'S STOOP

(This stat information was taken from the Wizards' site www.wizards.com/dnd.)

Brownies (6): CR 3; Tiny Fey; HD 1/2d6+2; 3 hp; Init +5; Spd 30 ft.; AC 17 (+2 size, +5 dex), touch 17, flat-footed 12; Atk +0 melee (1d3-3/19-20, masterwork short sword) or +7 ranged (1d2-3/x3, sling); SA: Calm animal, spell-like abilities; SQ: Darkvision 30 ft., evasion, hide in plain sight, low-light vision, uncanny dodge, wild empathy +8 (+4 magical beasts); AL LG; SV Fort +2, Ref +7, Will +3; Str 5, Dex 20, Con 14, Int 14, Wis 13, Cha 13.

Skills: Balance +9, Climb +7, Craft(any one) +10, Diplomacy +4, Escape Artist +10, Handle Animal +3, Hide +17, Listen +6, Move Silently +8, Sense Motive +4, Spot +3, Tumble +8.

Feats: Agile, Dodge.

Calm Animal (Su): As a free action, a brownie can make an animal calm and docile. The power is similar to a *calm animals* spell as a 7th-level caster, except that it works on a single animal within 30 feet. An animal that has been affected or has made a successful saving throw against this power cannot be affected again for one day. The save DC against this power is 15. The save DC is Charisma-based and includes a +3 racial adjustment.

Spell-Like Abilities: A brownie can use any of the following, each once a day as a 7th-level caster: *confusion* (DC 15), *dancing lights*, *daylight*, *dimension door*, *protection from evil*, and *ventriloquism* (DC 12).

Hide In Plain Sight (Ex): In areas of dim light, tall grass, or heavy undergrowth, a brownie can make itself practically invisible. Under these conditions, a brownie can use its Hide skill even while being observed and without having anything to actually hide behind.

Wild Empathy (Ex): A brownie can improve the attitude of an animal as a 7th-level caster.

G. OUTLANDS

1. Phase spider

Phase spider: As in the *Monster Manual*, pg. 207-8.

2. Basilisk

Basilisk: As in the *Monster Manual*, pg. 23-24.

3. Aerial servant

Aerial servant: CR 8; Large Elemental; HD 8d8; hp 73; Init +11; Spd 60 ft.; AC 18, touch 16, flat-footed 11 (+2 natural, +7 dex, -1 size); Atk +11 melee; SA: Strangle; SQ: not subject to critical hits, immune to poison, darkvision 60', DR: 15/magic; AL N; SV Fort +9, Ref +13, Will +6; Str 23, Dex 24, Con 16, Int 3, Wis 14, Cha 10.

Skills: Hide +11, Listen +6, Move Silently +11, Search +0, Spot +6.

Feats: Improved Initiative, Iron Will.

4. Border badger

Border badger: Use *Badger* from the *Monster Manual*, pg. 268.

5. Ghost

Ghost: Use the sample Ghost 5th-Level Human Fighter, in the Ghost entry of the *Monster Manual*, pg. 116-118.

6. Ethereal Dragon

Kief (ethereal dragon): Use the James O'Rance's Mature Adult Grey Dragon (also known as: Ethereal Dragon) on the Dragonlance Nexus: <http://www.dl3e.com/fan/rules/12725.aspx>.

FREEDOM

Hulder Guards (2d4): CR 2: Medium Humanoid; HD 2d8+4; hp 15; Init +2; Spd 30 ft.; AC 16, touch 11, flat-footed 14 (+4 studded leather, +2 dex); Atk +2 melee (1d6, 19-20/x2, short sword) or +4 ranged (1d6, x3, shortbow); SQ: immune to sleep; AL N; SV Fort +5, Ref +2, Will +0; Str 11, Dex 14, Con 14, Int 12, Wis 11, Cha 14.

Skills: Hide +4, Survival +2, Use Magic Device +4.

Feats: Track

Languages: Ancient Elvish, Auric.

Equipment: Short Sword, Shortbow, +1 Studded Leather.

Maze Spell:

Paragraph 1:

"To see who might be affected by the illusion, let each PC save vs. spells." is changed to "To see who might be affected by the illusion, let each PC make a Will Save (DC 17 for the cases given in this adventure)."

"Next, let each PC who failed make a Wisdom check." is changed to "Next, let each PC who failed make a Will Save (DC 17 for the cases given in this adventure)."

Paragraph 2:

"If characters do become lost, let them save vs. spells each turn to see if they win free of the illusion." is changed to "If characters do become lost, let them make a Will Save (DC 17 for the cases given in this adventure) each turn to see if they win free of the illusion."

DLA1 - 3.5E - TRANSLATION DOCUMENT

CHAPTER 5: THE PILLARS OF THE MOONS

CONJUNCTION

Paragraph 3:

"All wizards of fourth level and greater experience this triple new moon alignment with cumulative adjustments of +1 to saving throws, +2 spells gained, and no change in spell casting level." is changed to "All wizards the Moon Magic feat gain the affects of their moon in low sanction while in alignment with both other moons."

FEATURES OF THE CANYON

Guardian Statues (6): CR 9: Medium Construct; HD 14d10+30; hp 107; Init -1; Spd 0 ft. (30 ft. if off pedestal); AC 25, touch 9, flat-footed 25 (+15 natural, -1 dex); Atk +; SA: gaze-transport, ethereal presence; SQ: DR 10/magic, SR 17, immune to sleep, low-light vision; AL varies; SV Fort +3, Ref +2, Will +3; Str 21, Dex 9, Con -, Int -, Wis 11, Cha 1.

Gaze-Transport: This gaze weapon transports target into the interior of the Pillars of the Moons. This attack automatically hits any target in line of sight.

Ethereal Presence: The Guardians also exist on the ethereal plane and can attack there as well.

Darkness.

"and all missile combat is at -2." is change to "and all ranged combat is at -2."

"they are -1 harder to be hit." is changed to "they get a +1 bonus to AC."

ETHEREAL EFFECTS

Paragraph 5:

"Missiles flying through are -2 to hit unless magical." is changed to "Ranged weapons incur a -2 penalty to hit unless magical."

Paragraph 6:

"PCs must make a successful Wisdom check to successfully form the ether." is changed to "PCs must make a successful Will Save (DC 13) to successfully form the ether."

PC INITIATIVE

Paragraph 1:

"Characters with singing proficiency who have heard the hulder bard perform the song can repeat it with a successful skill check." is changed to "Characters with Perform(song) who have heard the hulder bard perform the song can repeat it with a successful skill check (DC 15)."

Paragraph 2:

"(as with spell or missile attacks)," is changed to "(as with spell or ranged attacks),".

Paragraph 3:

"and if their morale checks are successful" is changed to "and if they are not being heavily routed (DM perogative)."

DRAGON HUNTER INITIATIVE

Ambush Tactics

Dagobert.

Paragraph 2:

The fortitude save for the *stinking cloud* is DC 15.

Paragraph 3:

The reflex save for the *lightning bolt* is DC 16.

PC Zombie: As the *Zombie* template in the *Monster Manual*, pg. 265-267.

DRAGON HUNTER MELEE TACTICS

Dagobert.

Spell List:

Due to some of the spells being no longer in the PHB, the list of spells available to Dagobert from the tome have been changed.

1. Grease
2. Color Spray
3. Stinking Cloud
4. Shout
5. Scare
6. Dispel Magic

All spells cast from the tome are as if cast by 7th level caster (DC 13 + spell level).

Pollip.

Paragraph 2:

The *oil of etherealness* allows Pollip (or anyone who uses the oil) to become ethereal as if using the *Ethereal Jaunt* spell.

"Make a Wisdom check to see if she can overcome her greed and bring herself to part with some of her treasure." is changed to "Make a Will Save (DC 13) to see if she can overcome her greed and bring herself to part with some of her treasure."

Draconians.

Paragraph 1:

"If their morale breaks they cower in place" is changed to "If it looks strongly likely they are going to lose the combat or be killed, they will cower in place".

DLA1 - 3.5E - TRANSLATION DOCUMENT

Anishta.

Paragraph 2:

"She casts *obscurement, command, and enthrall* spells" is changed to "She casts *obscuring mist, command, and enthrall* spells".

Paragraph 3:

Translator's Note: the spell *feign death*, is officially available as a 3rd level necromatic arcane spell in the 'Tome and Blood' book which makes a single willing target appear to be dead. However, if like myself the 'Tome and Blood' book is unavailable, use this version which is based off of the 2nd edition *feign death*. Any similarities to the official version is coincidental, especially since I've never seen it yet. Only paraphrasing (read: borderline plagiarizing) of the 2nd edition description is used here.

Feign Death

Necromancy

Level: Clr 3, Sor/Wiz 3

Components: V

Casting Time: 1 standard action

Range: Touch

Targets: One Person

Duration: 1 turn + 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell puts any single person into a death-like state that is impossible to distinguish from true death. The target of the spell will still be aware of his surroundings as if awake with the exception of there being no sense of touch or sight. Damage done to the 'body' only results in half-damage. Paralysis, poisons, and negative energy attacks have no effect during the duration of the spell, however after the spell expires saving throws for introduced poisons are applicable. The spell offers no protection from cases of certain death: drowning while in a locked box, lying at ground-zero of a super nova, being forced to repeatedly listen to music CDs sung by purple dinosaurs, etc. The cleric who casts the spell can end it at any time, but it requires a full round for the body to start back up again.

DLA1 - 3.5E - TRANSLATION DOCUMENT

CHAPTER 6: CLOUD MESA

GOLD DRAGON'S LAIR

C. Audience Chamber

Paragraph 2:

"The door to the west is wizard locked." is changed to "The door to the west is sealed with *Arcane Lock*."

AMANTHUS

Paragraph 1:

"he quickly casts *know alignment* and *ESP* to determine their intentions," is changed to "he quickly casts *detect thoughts* to determine their intentions,".

Paragraph 2:

"(a shape-changed dragon from beyond the wizard-locked door)," is changed to "(a shaped-changed dragon from beyond the arcane locked door),"

CHAPTER 7: DRAGON KNIGHTS

RAPPORT AND PARTNERSHIP

Paragraph 2:

"the dragon's response is determined by a reaction roll as noted below." is changed to "the dragon's response is determined by the percentile roll noted below."

Paragraph 3:

"Knights are likely to become skilled in the same nonweapon proficiencies mastered by their dragons." is changed to "Knights are likely to become skilled in the same skill and feats mastered by their dragons (except, obviously, for dragon-related feats like 'Hover')."

PLAYER CHARACTER DRAGON KNIGHTS

Instead of the specific class descriptions given in the module, a variation off of Trampas Whiteman's "Dragon Knight" given at <http://www.dl3e.com/fan/rules/11022.aspx> is used. Upon the (hopefully) eventual release of official Taladas products for 3.5, an official Dragon Knight class or prestige class will trump any details given here.

However the rules for the dragon's acceptance remains the same as that in the original module except for the following:

"+/- the character's reaction roll modifier" is changed to "+/- the character's charisma modifier"

The time it takes to train to become a Dragon Knight is also changed in the following manner:

"The basics of training are completed in 24 months minus the character's INT." is changed to "The basics of training are completed in the number of months equal to twelve minus the character's intelligence modifier."

Trampas Whiteman's Dragon Knight PrC is altered in the following manner:

The bonus feat at first level "Weapon Focus (Heavy Lance)" is changed to "Weapon Focus (Lance)".

The bonus on saves vs. dragon fear (Frightful Presence) is now first given as +2 at first level, with an increase of +2 to the bonus every two levels (3th, 5th 7th, and 9th).

The bonus feat at sixth level "Weapon Specialization (Heavy Lance)" is changed to "Weapon Specialization (Lance)."

DLA1 - 3.5E - TRANSLATION DOCUMENT

SPELLS AND DRAGON MAGIC

Dragon Tongues:

The spell is of the Transmutation school. Saving throw is now "Will negates (harmless)", and added is "Spell Resistance: Yes (harmless)".

Dragon Message:

The spell is of the Transmutation school. Saving throw is now "Will negates (harmless)", and added is "Spell Resistance: Yes (harmless)".

Dragon Fall:

The spell is of the Transmutation school. Saving throw is now "Will negates (harmless)", and added is "Spell Resistance: Yes (harmless)".

Wings:

The spell is of the Transmutation school. Saving throw is now "Will negates (harmless)", and added is "Spell Resistance: Yes (harmless)". The maneuverability class is now (average).

Eye-Shield:

The spell is of the Evocation school. Saving throw is now "Will negates (harmless)", and added is "Spell Resistance: Yes (harmless)".

MAGICAL ITEMS

Torloch's Saddle of Comforts

The "potion of fire resistance" is replaced with "potion of endure elements (fire)".

PLAYER CHARACTER KITS

Kits are not available in Edition 3.5. However class adjustments and prestige class additions are made to the characters where applicable and possible.

OPTIONAL PLAYER CHARACTERS

Cobos The Lame: Male Elven Ranger 7; CR 7; Medium Humanoid (5' 5"); HD 7d8+14; hp 45; Init +2; Spd 30 ft.; AC 14, touch 12, flat-footed 12 (+2 armor, +2 dex); Atk +12/+7 melee (1d6+5 18-20/x2, +2 scimitar) or +10/+5 melee (1d8+3, x3, lance (reach)) or +10/+5 melee (1d6+3, x2, light mace) or +9/+4 ranged (1d6+3, x2, javelin) or +9/+4 ranged (1d6+3, x3, composite shortbow) or +9/+4 ranged (1d4+3, 19-20 x2, dagger); SQ: immune to sleep; 1st favored enemy (Humanoid (Ogre)), track, wild empathy, combat style, endurance, animal companion, 2nd favored enemy (Humanoid (goblinoid)), improved combat style, woodland stride; AL CG; SV Fort +7, Ref +7, Will +4; Str 16, Dex 14, Con 15, Int 10, Wis 14, Cha 17.

Skills: Craft (leatherworking) +8, Handle Animal +8, Hide +10, Knowledge (navigation) +8, Jump +8, Listen +6, Move Silently +10, Ride +5, Search +7, Survival +12.

Feats: Mounted Combat, Mounted Archery, Ride-By Attack.

Possessions: Composite Shortbow, dagger, +2 scimitar, 4 javelins, lance (reach), mace, padded/leather armor.

Ranger Spells Known (2; base DC = 12 + spell level): 1st - Detect Snares and Pits, Pass without Trace.

Cobos wears padded armor and a small metal cap in the form of a falcon's head, the spirit totem of his clan. His padded armor is reinforced with leather at critical points (AC +2). He is equipped with four throwing javelins, a dagger, a composite shortbow of layered horn, a mace, and a scimitar +2. Cobos wears *boots of elvenkind* (not reflected in scores) and has a *potion of bull's strength*. As a nomadic elf of northern Hosk, Cobos' exceptional skill with the bow and on horseback are reflected in his scores and feats above.

The background information is available in the original module.

Harlin Reiver: Male Half-elf Fighter 6; CR 6; Medium Humanoid (6' 2"); HD 6d10+12; hp 49; Init +3; Spd 30 ft.; AC 17, touch 12, flat-footed 16 (+6 armor, +2 dex); Atk +6/+1 melee (1d10, x3, halberd) or +6/+1 melee (1d6, 19-20/x2, short sword) or +6/+1 melee (1d6, x3, handaxe) or +10/+5 ranged (1d8+1, x3, longbow w/+1 arrows) or +9/+4 ranged (1d4, x2, sling); SQ: immune to sleep; AL CG; SV Fort +7, Ref +5, Will +3; Str 10, Dex 17, Con 14, Int 14, Wis 12, Cha 7.

Skills: Craft (bowmaking) +11, Knowledge (nobility & royalty) +6, Perform (song) +7, Ride +12.

Feats: Blind-Fight, Far Shot, Improved Unarmed Strike, Point Blank Shot, Precise Shot, Weapon Focus (longbow), Weapon Specialization (longbow).

Languages: Thenolian, Auric, Hoor, Kothian.

Possessions: +1 chainmail, handaxe, longbow, 10 +1 arrows, short sword, hand axe, and a sling. Harlin wears a *ring of freedom of movement* on his left hand, and carries a *rope of climbing* in his pack.

THE DRAGON HUNTERS

Anishta: Female human cleric (Hith) 7; CR 7; Medium humanoid; HD 7d8; hp 35; Init +7; Spd 20 ft.; AC 18; Base Atk +5; Atk +8 (1d8+4/x2, heavy mace); SA: Spells (Domains - Death and Trickery); AL LE; SV Fort +5, Ref +5, Will +9; Str 13, Dex 17, Con 10, Int 13, Wis 18, Cha 12.

Skills: Handle Animal +12, Knowledge (history) +6.5, Ride (horse) +14, Survival +15.

Feats: Combat Casting, Improved Initiative, Mounted Combat, Rebuke Undead, Track.

Languages: Thenolian, Auric, Sesk.

Possessions: Splint mail +2, *Shadowcast* heavy mace +2, iridescent spindle ioun stone, scroll (*pass without trace* x2, *hallucinatory terrain* x2).

Clerical Spells (6/5+1/4+1/3+1/2+1) (save DC 14 + spell level): 0th - Create Water, Inflict Minor Wounds, Detect Magic, Inflict Minor Wounds, Light, Read Magic; 1st - Bless, Cause Fear*, Command, Inflict Light Wounds, Detect Good, Protection from Good; 2nd - Death Knell*, Enthral, Inflict Moderate Wounds, Silence, Spiritual Weapon; 3rd - Animate Dead (x2), Inflict Serious Wounds, Nondetection*; 4th - Death Ward*, Inflict

DLA1 - 3.5E - TRANSLATION DOCUMENT

Critical Wounds, Spell Immunity.

Domain: Death – She may use death touch once per day. Her death touch is a supernatural ability that produces a death effect. She must succeed on a melee touch attack against a living creature (using the rules for touch spells). Upon touch, roll 1d6 per cleric level. If the total at least equals the creature's current hit points, it dies (no save). **Trickery** – Bluff, Disguise, and Hide as class skills.

Notes: Anishta wears splint mail +2. She wields a mace +2, engraved with the symbol of Hith. This weapon, called *Shadowcaster*, can create darkness in a 15' radius once per day. Whoever holds the weapon is unaffected by the magical darkness, and can see normally within that area of effect. In addition, the priestess has an iridescent spindle ioun stone which sustains her without breathing. She uses this to protect against the breath attacks of certain dragons. Anishta has a scroll which contained several pass without trace and hallucinatory terrain spells; two each remain on the scroll.

Tekolo: Male Hurdu Fighter 6; CR 7; Large Humanoid (Reptilian); HD 2d8+6d10+20; hp 67; Init +1; Spd 30 ft.; AC 15 (+1 dex, -1 size, +5 natural), touch 10, flat-footed 15; Base Atk +6/+1; Atk +14 melee (2d6+10 /x3, +2 large warhammer), +11 melee (1d4+6 19-20/x2, dagger), +12 melee (2d6+8, large spear), +11 melee (1d6+6 /x2, bite), +6 ranged (1d4, sling), or +11 melee (1d8+6 /x2, tail slap); SQ: low-light vision; AL NE; SV Fort +8, Ref +5, Will +2; Str 22, Dex 12, Con 16, Int 9, Wis 11, Cha 8. Height 6' 11" (tail 5' long), weight 350 lbs.

Skills and Feats: Climb +11, Hide -3, Listen +3, Move Silently +3, Profession (hunter) +1, Spot +4, Survival +5; Alertness, Die Hard, Endurance, Track, Weapon Focus(spear), Weapon Focus (warhammer), Weapon Specialization (warhammer), Weapon Specialization (spear).

Languages: Hurdu, Thenolian.

Possessions: large warhammer +2, dagger, sling, large spear, *good luck* talisman (see Notes below), and a golden arm band (see Notes below).

Notes: Tekolo wears no armor. He carries a warhammer +2, dagger, sling, and spear. Around his neck he wears a *good luck* talisman of bone and feathers, which will bestow a +1 modifier to his next three saving throws (after that the talisman is exhausted and no longer effective; stats above do not reflect the bonus). This warrior wears a golden arm band on his left biceps; it is a phylactery of pure water, enabling the wearer to purify water as the 0th-level cleric spell *purify food and drink*. The device holds 23 charges with a cost of 1 charge per use.

Pollip: Female Dwarf Rogue 6; CR 6; Medium Humanoid; HD 6d6+6; hp 29; Init +4; Spd 20 ft.; AC 19; Base Atk +4; Atk +10 melee (1d4+2 19-20/x2, dagger), +6 melee (1d6+2/1d6+2 /x2, quarterstaff), or +10 range(1d4 /x2, sling); SA: sneak attack +3d6; SQ: darkvision, dwarven bonuses, evasion, stonecunning, trapfinding, trap sense +1, uncanny dodge; AL: LE; SV Fort +3, Ref +9, Will +2; Str 14, Dex 18, Con 13, Int 11, Wis 11, Cha 12.

Skills and Feats: Appraisal +9, Climb +11, Disable Device +9, Hide +9, Knowledge(mining) +5, Listen +2, Move Silently +8, Open Lock +11, Search +13, Slight of Hand +9, Survival +4.5; Stealthy, Track, Weapon Finesse(Dagger).

Languages: Scorned Dwarvish, Thenolian, Auric.

Possessions: Dagger, quarterstaff, sling, studded leather

armor +1, light wooden shield, *oil of etherealness*, *bag of holding* (Type I), 2,000 stl worth of gems and jewelry, and a map marking the locations she has been stashing bits of dragon treasure.

Stability: Dwarves are exceptionally stable on their feet. A dwarf gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

Stonecunning: This ability grants a dwarf a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A dwarf that merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a dwarf can use the Search skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up. Dwarves have a sixth sense about stonework, an innate ability that they get plenty of opportunity to practice and hone in their underground homes.

Dwarven Bonuses: +2 racial bonus on saving throws vs. poison, +2 racial bonus on saving throws against spells and spell-like effects, +1 racial bonus on attack rolls against ogres and goblinoids, +4 dodge bonus to AC against monsters of giant type, +2 racial bonus on Appraisal checks related to stone or metal items, +2 racial bonus on Craft checks that are related to stone or metal.

Kohver: Male Half-ogre Druid (of Gorth) 6; CR 7; Medium Humanoid (6 ft. 5 in.); HD 6d8+12; hp 43; Init +3; Spd 30 ft.; AC 20; Base Atk +4; Atk +7 melee (1d6+3 /x2, club), +7 melee (1d8+3 /x3, spear), or +7 melee (1d8+3 /x3, warhammer); SQ: animal companion, low-light vision, nature sense, resist nature's lure, trackless step, wild empathy, wild shape (2/day), woodland stride; AL: NE; SV Fort +7, Ref +1, Will +7; Str 17, Dex 8, Con 15, Int 12, Wis 14, Cha 7.

Skills and Feats: Concentration +11, Craft (leathersmith) +10, Hide -2, Knowledge (religion) +5.5, Knowledge (nature) +10, Listen +4, Spot +4, Survival +11; Alertness, Natural Spell, Improved Initiative.

Languages: Abaquan, Thenolian, Sesk, Auric.

Possessions: *banded mail* +1 festooned with feathers, fur, and claws for magical protection (+3 bonus to AC); *cloak of elvenkind*, *ring of water breathing* (see notes below), club, warhammer, spear.

Wizard Spells Prepared (5/4+1/4+1/2; DC = 12 + Spell Level): 0th – Create Water, Cure Minor Wounds, Flare, Guidance, Know Direction; 1st – Charm Animal, Endure Elements(fire), Entangle, Hide from Animals, Speak with Animals; 2nd – Barkskin, Hold Animal, Lesser Restoration, Summon Nature's Ally II, Summon Swarm; 3rd – Contagion, Summon Nature's Ally III.

Notes: Although not a possessor of the Shaman Nomad yet, Kohver holds onto the position and is training himself to eventually pick up the abilities of the Prestige Class.

The results of his spells, bestowed by Gorth, a lesser demigod (or so Kohver thinks), are not always predictable. There is a 10% chance for each spell cast that one of its elements (range, duration, area of effect) is either greater or lesser than normal (50% chance either way). The element affected is randomly determined by the DM.

DLA1 - 3.5E - TRANSLATION DOCUMENT

The *Ring of Water Breathing* is like the *Ring of Elemental Command (Water)* except it only has the unlimited use for *Water Breathing* as a function and none of the other abilities or penalties.

Dagobert: Male Elf Wizard 5 / Fighter 5; CR 10; Medium Humanoid; HD 5d10+5d4+30; hp 85; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14 (+4 armor, +1 dex); Atk +11/+6 melee (1d8+4, 19-20/x2, longsword) or +8/+3 ranged (1d6+2, x3, shortbow w/+2 arrows) or +8/+3 ranged (1d4, x3, thrown dagger); SQ immune to sleep, summon familiar, scribe scroll; AL CE; SV Fort +8, Ref +3, Will +5; Str 15, Dex 12, Con 16, Int 18, Wis 11, Cha 8.

Skills: Concentration +8, Knowledge (arcana) +12, Knowledge (history) +17, Knowledge (navigation) +17, Ride +14, Spellcraft +17.

Feats: Combat Casting, Combat Reflexes, Brew Potion, Craft Magic Arms and Armor, Craft Wondrous Item, Enlarge Spell, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: Dagger, +2 Longsword, Shortbow, 4 +2 arrows, *Torc of Defense* (same effect as Bracers of Armor +4), and an *Arrow of Location* (which is used to pinpoint dragons).

Wizard Spells Prepared (4/4/3/2; base DC = 14 + spell level): 0th – Acid Splash, Detect Magic, Daze, Ray of Frost; 1st – Burning Hands, Grease, Magic Missile, Sleep; 2nd – Blindness/Deafness, Flaming Sphere, Ghoul Touch; 3rd – Lightning Bolt, Stinking Cloud.

Ogres (5): Use *Ogre* from the *Monster Manual*, pg. 199.

Sesk Draconians (3): Use the *Sesk Draconian* entry below.

MONSTER ENTRIES

Sesk Draconians: As given by James O'Rance's *Draconian*, *Sesk* entry on the Dragonlance Nexus: <http://www.dl3e.com/fan/rules/12761.aspx>.

Hurdu: As given by James O'Rance's *Hurdu* entry on the Dragonlance Nexus: <http://www.dl3e.com/fan/rules/12731.aspx>.

PRE-GENERATED PLAYER CHARACTERS

Palissara: Female Human Bard 5; CR 5; Medium Humanoid (5 ft. 10 in.); HD 5d6+10; hp 32; Init +3; Spd 30 ft.; AC 14, touch 13, flat-footed 11 (+1 sandsuit, +3 dex); Atk +3 melee (1d6, 19-20/x2, short sword) or +6 ranged (1d4, x2, sling) or +6 ranged (1d4, x2, glass dart); SQ: bardic music, bardic knowledge, countersong, fascinate, inspire courage +1, inspire competence; AL NG; SV Fort +3, Ref +7, Will +5; Str 11, Dex 16, Con 14, Int 15, Wis 12, Cha 16.

Skills: Climb +8, Decipher Script +10, Diplomacy +11, Knowledge (history) +10, Listen +9, Perform (chimeboard) +11, Perform (song) +11, Sleight of Hand +11, Use Magic Device +11.

Feats: Point Blank Shot, Precise Shot, Rapid Shot.

Languages: Panak, Auric, Boli Gnomish.

Possessions: Glass Darts, Shining Lands indoors sandsuit (AC +1), outer sandsuit (AC +1) (*Note: only one sandsuit can be worn at a time. The other is put into her pack*), obsidian darts, chimeboards (horax shell with suspended obsidian chips), potion of healing, decanter of endless water, short sword, sling.

Bardic Spells: Bards of the 4th Age cannot cast magic due to the lack of ambient magic.

Suldrun: Female Elf Cleric 5/Nomad Shaman 1; CR 6; Medium Humanoid (5 ft. 4 in.); HD 6d8+6; hp 38; Init +0; Spd 30 ft.; AC 14, touch 10, float-footed 14 (+4 armor); Atk +4 melee (1d6+1, x2, quarterstaff) or +3 ranged (1d4, x2, sling); SQ: immunity to sleep, low-light vision, spirit sight, totemic insight (ancestral providence); SA: bear shape, turn undead; AL NG; SV Fort +5, Ref +1, Will +10; Str 13, Dex 10, Con 12, Int 17, Wis 18, Cha 13.

Skills: Concentration +3, Handle Animal +3, Heal +13, Knowledge (nature) +12, Knowledge (religion) +13, Listen +8, Search +5, Spot +7, Survival +13.

Feats: Alertness, Combat Casting, Track.

Languages: Ancient Elvish, Tamire Elvish, Ilquar Goblin, Auric, Uigan, Hoor.

Possessions: *Bears Claws of Swimming and Climbing* (not included in scores above), a colorful *Cloak of Protection* +4, Sling, 10 Sling Bullets, Quarterstaff.

Clerical Spells (5/4+1/4+1/3+1; base DC 14 + spell level): 0th – Create Water, Cure Minor Wounds, Detect Poison, Purify Food and Drink, Resistance; 1st – *Calm Animals, Comprehend Languages, Cure Light Wounds, *Entangle, Protection from Evil; 2nd – *Barkskin, Cure Moderate Wounds, *Hold Animal, Hold Person, Lesser Restoration; 3rd – Cure Serious Wounds, *Dominate Animal, Magic Circle Against Evil, *Plant Growth.

Domain Powers: Use *Speak with Animal* once per days as a spell-like ability; Rebuke or command plant creatures as an evil cleric rebukes or commands undead. Use this ability a total number of times per day equal to 3 + her Charisma modifier. This granted power is a supernatural ability.

Claws of Swimming and Climbing: These items appear to be ordinary bear paws that Suldrun wears as gloves. However when worn they acts as *Gauntlets of Swimming and Climbing* (stats are not included in the above scores).

Bear Shape (Su): Due to her commitment to the Bear Spirit, Suldrun is able to change into a black bear at will. However she also suffers 1d8 points of damage each time she does so. As a bear, AC 13, Spd 40 ft.; HD 3d8+6; hp 19; Atk +6 melee (1d4+4, 2 claws) and +1 melee (1d6+2, bite); SQ: low-light vision, scent;

DLA1 - 3.5E - TRANSLATION DOCUMENT

SV Fort +5, Ref +4, Will +2; Str 19, Dex 13, Con 15, Wis 12, Cha 6.

Intelligence, skills, and feats remains the same while in the bear form. However the bear form's attack bonuses, saves, hit points, and other ability scores do not increase as Suldrun levels. Magical items that she is wearing at the time of transformation disappear, but their affects still will be in operation during her time as a bear.

Chyrub: Male Minotaur Fighter 7; CR 7; Medium Humanoid (7 ft. 5 in.); HD 7d10+14; hp 67; Init +5 (+1 dex, +4 improved initiative); Spd 30 ft.; AC 17, touch 11, flat-footed 16 (+1 dex, +4 armor, +2 natural); Atk +11/+6 melee (1d8+4, 19-20/x2, longsword) or +12/+7 melee (2d6+6, 19-20/x2, great sword) or +9/+4 ranged (1d10, 19-20/x2, heavy crossbow) or +11 melee (1d6+4, gore); SQ: Missing Scent; SA: gore; AL: LG; SV Fort +7, Ref +3, Will +5; Str 18, Dex 12, Con 15, Int 16, Wis 8, Cha 11.

Skills: Climb +11, Profession (armoring) +9, Profession (weaponsmithing) +9, Ride (horse) +11, Swim +8.

Feats: Cleave, Great Cleave, Improved Initiative, Power Attack, Weapon Focus (greatsword), Weapon Focus (heavy crossbow), Weapon Specialization (greatsword).

Languages: Kothian, Auric.

Possessions: Longsword, Greatsword, Heavy Crossbow, 20 bolts, Scale Mail (Hurdu-hide).

Gore: This is the natural attack as described in the *Dragonlance Campaign Setting*, pg. 43.

Missing Scent: Due to being too close to a gnomish explosion, Chyrub has lost all sense of smell and taste. Thus he does not have the 'scent' feat given to all minotaurs.

Dalemonth Half-Hand: Male Human Wiz 3/Rog 3; CR 6; Medium Humanoid; HD 3d4+6 (Wiz) plus 3d6+6 (Rog); hp 28; Init +3; Spd 30 ft.; AC 15, touch 13, flat-footed 12 (+3 dex, +2 armor); Atk +4 melee (1d6+1, x2, quarterstaff) or +6 ranged (1d4+2, 19-20/x2, silver dagger +1); SQ: summon familiar, scribe scroll, sneak attack +2d5, trapfinding, trap sense +1; AL NG; SV Fort +4, Ref +7, Will +7; Str 12, Dex 16, Con 15, Int 17, Wis 16, Cha 17.

Skills: Appraise +6, Climb +4, Concentration +9, Decipher Script +10, Disable Device +6, Escape Artist +6, Hide +6, Jump +4, Knowledge (arcana) +10, Knowledge (nature) +10, Listen +6, Move Silently +6, Open Lock +6, Search +6, Sleight of Hand +8, Spellcraft +10, Tumble +7.

Feats: Deft Hands, Eschew Materials, Spell Mastery (3 spells: Dancing Lights, Prestidigitation, Resistance), Spell Mastery (3 spells: Blindness/Deafness, Misdirection, Protection from Evil).

Languages: Auric, Kothian, Hoor, Thenolian.

Possessions: Druid's Robe (Cloak of Protection +2), Quarterstaff, Silver Dagger +1, *Ring of Mind Shielding*, *Potion of Glibness* (works as cast by a 5th-level bard).

Wizard Spells Prepared (4/3/2; base DC = 13 + spell level): 0th - Dancing Lights, Dancing Lights, Prestidigitation, Resistance; 1st - Chill Touch, Endure Elements (Fire), Protection from Evil; 2nd - Blindness/Deafness, Misdirection.

Buckeran: Male Marak Kender Rog 5; CR 5; Small Humanoid; HD 5d6; hp 23; Init +6 (+2 dex, +4 improved initiative); Spd 20 ft.; AC 16, touch 13, flat-footed 14 (+2 dex, +3 armor, +1 size); Atk +7 melee (1d4+3, quarterstaff) or +6 ranged (1d3, x2, darts) or +6 ranged (1d4+1, 1x2, hoopai w/pellets, ranged 80 ft.); SA: taunt; SQ: evasion, sneak attack +3d6, trapfinding, trap sense +1, uncanny dodge; AL NG; SV Fort +2, Ref +7, Will +3; Str 16, Dex 14, Con 11, Int 12, Wis 12, Cha 16.

Skills: Climb +12, Disable Device +3, Hide +15, Jump +12, Listen +5, Move Silently +9, Open Locks +12, Perform(ventriloquism) +7, Perform (juggling) +11, Profession (cooking) +5, Search +5, Spot +3, Sleight of Hand +11.

Feats: Improved Initiative, Run.

Languages: Marak Kender, Auric, Fianawar Dwarvish.

Possessions: *Potion of Speed*, *Dart of Honing*, 10 darts, hoopai, 10 stone pellets, quarterstaff, studded leather +1.

Livia The Shrewd: Female Gnome (gnomoi) Ill 6; CR 6; Small Humanoid; HD 6d4-6; hp 17; Init +3 (+3 dex); Spd 20 ft.; AC 18, touch 14, flat-footed 15 (+3 dex, +4 armor, +1 size); Atk +6 melee (1d3+2, 19-20/x2, dagger) or +7 ranged (1d3, x2, sling); AL: LG; SV Fort +1, Ref +5, Will +6; Str 14, Dex 16, Con 8, Int 15, Wis 8, Cha 8.

Skills: Craft (brewing) +8, Hide +7, Knowledge (history) +9, Profession (engineering) +8, Rope Use +7, Spellcraft +8, Survival +5.

Feats: Empower Spell, Craft Wonderous Item, Craft Wand, Summon Familiar, Scribe Scroll, Spell Focus (Illusion).

Languages: Boli Gnomish, Auric, Panak.

Possessions: *Wand of Magic Missile (7th) (13 charges)*, *Staff of Illumination (30 charges)*, *Scroll of Barkskin*, *Scroll of Color Spray*, *Disguise Self*, and *Expeditious Retreat*, Bracers of Armor +4, dagger, sling.

Wizard Spells Prepared (4/4+1/3+1/2+1; base DC = 14 + spell level, +2 to DC for Illusion Spells, Restricted Schools: Necromancy and Abjuration): 0th - Flare, Ghost Sound, Message, Read Magic; 1st - Charm Person, *Disguise Self, Feather Fall, Shocking Grasp, *Silent Image; 2nd - Darkness, *Hypnotic Pattern, *Invisibility, *Minor Image; 3rd - *Displacement, *Invisibility Sphere, *Major Image.

CLOSING WORDS

Holy crap that was a lot of work! But thank you for giving me a chance by at least even looking over this translation document. If issues are discovered that need fixing (missed translations for details, typos, unclear statements, unbalanced combat, or just all around suggestions for improvement), please bring them to my attention. If using my email address, please use the subject line: **DLA1-3.5 Translation Document Issue** to prevent me from accidentally dumping the email along with a boatload of the spam.

Once again thank you,
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