

DLA2 - 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)
- Dragon Knight – DLA2 (AD&D)
- Dragonlance Campaign Setting (3.5 Edition)
- Dragonlance Age of Mortals Campaign Expansion (3.5 Edition)
- Dragonlance Bestiary of Krynn (3.5 Edition)
- An Internet Connection or Hardcopy Printouts of Trampas Whiteman's *Dragon Knight* PrC and James O'Rance's *Traag Draconian*, *Horax*, *Skyfisher*, and *Stag* from the Dragonlance Nexus: <http://www.dl3e.com>.
- A tolerance for typos and occasionally inconsistent formats between stat blocks.

This is the second adventure in a three-part campaign. The first module *DLA1 Dragon's Dawn* also has a 3.5 translation document available for download. Attempts to keep information consistent between the first module's translation document and this one have been made.

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.

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.

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

If not, my response is the same as in the first module. Namely, "Oh well."

Bret Sheeley
(a.k.a. Carteeg 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.

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, but the chances are always there that something just happened to edge up in difficulty a little too much. Remember the warning from airlines: "Watch your head. Some contents may have shifted during travel."

And still most importantly, keep having fun.

DLA2 - 3.5E - TRANSLATION DOCUMENT

PROLOGUE:

TRILON

NEW PLAYERS

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.

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.

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 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.

MEETING WITH AMANTHUS

Paragraph 4:

"as he cast *know alignment* and *ESP* to determine their intentions" is changed to "as he cast *detect thoughts* to determine their intentions".

Amanthus: Use Venerable Gold Dragon in the *Monster Manual*, pg.84-86.

IN TRILON

Paragraph 4:

Ignore the 2nd Edition *Player's Handbook* reference, but the 400 gp (stl) limit still applies for the equipment listed in the 3.5 Edition *Player's Handbook*.

ALL ABOUT ELLA

Paragraph 5:

"guns" is changed to "hands" or "goons" or "thugs" or anything else which is not an anachronism.

DLA2 - 3.5E - TRANSLATION DOCUMENT

QUESTIONING TAVIN

Couldn't we just read her mind and find out the name of the master of the dragon-killers?:

All references to the spell *ESP* should be replaced by *Detect Thoughts*.

DLA2 - 3.5E - TRANSLATION DOCUMENT

CHAPTER 1: GRIDMIRE

DRUNKEN BEGGAR

Beggar (human male): CR ½; Medium Humanoid (5' 10"); HD 1d4+1; hp 5; Init +0; Spd 30 ft.; AC 10; Atk - (no weapons, too drunk to fight with his fists); AL N; SV Fort +2, Ref +0, Will -1; Str 13; Dex 10; Con 14; Int 8; Wis 8; Cha 8.

Skills: Climb +3, Jump +3, Listen +1, Spot +1.

Languages: Auric

Feats: Power Attack, Run.

DISTRESSED DAMSEL

Damsel (human female): CR 1; Medium Humanoid (5' 7"); HD 1d6+1; hp 7; Init +2; Spd 30ft.; AC 12, touch 12, flat-footed 10 (+2 dex); Atk +0 melee (1d4, 19-20/x2, dagger); SQ sneak attack +1d6, trapfinding; AL LE; Fort +1, Ref +4, Will -2; Str 11, Dex 15, Con 12, Int 13, Wis 7, Cha 14.

Skills: Bluff +6, Diplomacy +6, Disable Device +5, Escape Artist +8, Hide +6, Intimidate +6, Jump +6, Knowledge (local) +5, Search +5, Tumble +8.

Feats: Acrobatic, Agile.

Languages: Auric, Elvish.

Possessions: Dagger.

Muggers (4): CR 1; Medium Humanoids; HD 1d6+1, hp 7; Init +3; Spd 30ft.; AC 13, touch 13, flat-footed 10 (+3 dex); Atk +0 melee (1d6, x2, club); SQ sneak attack +1d6, trapfinding; AL LE; SV Fort +1, Ref +5, Will +0; Str 10, Dex 16, Con 13, Int 16, Wis 10, Cha 15.

Skills: Balance +7, Climb +4, Escape Artist +7, Hide +7, Jump +4, Listen +4, Move Silently +7, Open Lock +7, Search +7, Sleight of Hand +7, Spot +4, Tumble +7.

Feats: Combat Reflexes, Improved Unarmed Strike.

Languages: Auric, Elvish.

Possessions: Club.

THE INTERVIEW

Sanch Garrax: male human Ftr 4; CR 4; Medium Humanoid (5' 8"); HD 4d10+4; hp 35; Init +0; Spd 30ft.; AC 18, touch 10, flat-footed 18 (+8 armor); Atk +7 melee (1d8+3, x3, battleaxe) or +5 melee (1d4+4, 19-20/x2, dagger +1), or +4 melee (1d4+3, 19-20/x2, dagger), or +6 ranged (1d8+1, x3, longbow); AL LE; SV Fort +5, Ref +1, Will +2; Str 17, Dex 10, Con 13, Int 15, Wis 12, Cha 14.

Skills: Climb +7, Handle Animal +5, Intimidate +9, Jump +6, Ride +7, Swim +7, Use Rope +3.

Feats: Blind-Fight, Combat Reflexes, Point Black Shot, Run, Weapon Focus (long bow), Weapon Specialization (long bow).

Languages: Auric, Kothian, Draconian.

Possessions: Battleaxe, dagger +1, full plate, longbow, dagger.

Hol Horth: male human Ftr 3; CR 3; Medium Humanoid (6' 2"); HD 3d10; hp 19; Init +6 (+2 dex, +4 improved initiative); Spd 30ft.; AC 13, touch 12, flat-footed 11 (+2 dex, +1 armor); Atk +3 melee (1d8, x2, heavy mace) or +7 melee (1d4, 19-20/x2, dagger); AL LE; SV Fort +3, Ref +3, Will -2; Str 10, Dex 15, Con 11, Int 6, Wis 5, Cha 17.

Skills: Climb +2, Swim +4.

Feats: Combat Reflexes, Endurance, Improved Initiative, Weapon Finesse (dagger), Weapon Focus (dagger).

Languages: Auric.

Possessions: Dagger, Heavy Mace, Padded Armor, *potion of charm animal (fish only)* (as by 5th level caster), *potion of water breathing* (as by 5th level caster).

Shedra: female elf Wiz (Enchantress) 4; CR 4; Medium Humanoid (4' 10"); HD 4d4; hp 9; Init +0; Spd 30 ft.; AC 10; Atk +0 melee (1d6-2, x2, Quarterstaff) or +0 melee (1d4-2, 19-20/x2, dagger); SQ immune to sleep, summon familiar, scribe scroll; AL NE; SV Fort +0, Ref +1, Will +4; Str 7, Dex 10, Con 8, Int 15, Wis 10, Cha 16.

Skills: Concentration +6, Diplomacy +5, Knowledge (ancient history) +4, Perform (dace) +6, Perform (song) +6, Sense Motive +2, Spellcraft +9.

Feats: Combat Casting, Negotiator.

Languages: Tamire Elf, Ancient Elf, Uigan, Auric.

Wizard Spells Prepared (4/4+1/3+1/2+1; base DC = 14 + spell level, +2 to DC for Enchantment Spells, Restricted Schools: Abjuration and Evocation): 0th - Daze, Light, Ray of Frost, Touch of Fatigue; 1st - Charm Person*, Feather Fall, Grease, Hypnotism*, Ventriloquism; 2nd - Hideous Laughter*, Scare, See Invisibility, Summon Swarm.

Possessions: quarterstaff, dagger, *gem of brightness* (3 charges).

Cha't Irs: male human Ran3; CR 3; Medium Humanoid (5' 3"); HD 3d8+6; hp 26; Init +2; Spd 30ft.; AC 12, touch 12, flat-footed (+2 dex); Atk +6 melee (1d8+3, x3, Battleaxe), or +4 melee (1d4+1, 19-20/x2, dagger), or +5 ranged (1, blowgun w/poison); SQ 1st Favored Enemy (minotaurs), track, wild empathy, combat style, endurance; AL NE; SV Fort +5, Ref +5, Will +3; Str 13, Dex 15, Con 14, Int 12, Wis 14, Cha 9.

Skills: Concentration +8, Hide +8, Listen +8, Move Silently +8, Search +7, Spot +8, Survival +8, Use Rope +8.

Feats: Power Attack, Weapon Finesse (Battleaxe), Weapon Focus (Battleaxe).

Languages: Panka, Auric, Kothian.

Possessions: Battleaxe (with serrated edges with give a +2 bonus to damage), blowgun, 20 needles (already prepared with poison), dagger, specialized poison.

Poison: If a victim is struck by one of Cha't Irs's needles, the victim must make a Fortitude Save (DC 15) or else be sluggish and dizzy for 2d4 turns. During this period the victim has a -2 penalty to all attack rolls.

DLA2 - 3.5E - TRANSLATION DOCUMENT

Brutax: male minotaur Ftr 2; CR 2; Medium Humanoid (6' 9"); HD 2d10+4; hp 21; Init -3; Spd 30ft.; AC 9, touch 7, flat-footed 12 (+2 natural, -3 dex); Atk +5 melee (1d8+3, x2, heavy mace), or +5 melee (1d6+3, gore); SA charge; AL LE; SV Fort +5, Ref -3, Will -3; Str 17, Dex 5, Con 14, Int 6, Wis 4, Cha 6.

Skills: Survival +0.5.

Feats: Endurance, Scent, Weapon Focus.

Languages: Kothian.

Possessions: Heavy Mace, Sling, 20 Sling Bullets

Zaz: Use 'Draconian, Traag' entry by James O'Rance on the Dragonlance Nexus: <http://www.dl3e.com/fan/rules/12775.aspx>.

ENCOUNTER KEY

3. LARGE POOL

Giant catfish: CR 4; Huge Animal; HD 4d8+8; hp 36; Init +6 (+2 dex, +4 improved initiative); Spd 40ft. (swim); AC 14 (+2 dex, +2 natural); Base Ark +1; Atk +8 melee (2d4+7, 19-20/x2, bite); SA: poison, swallow whole; AL N; SV Fort +6, Ref +6, Will +1; Str 24, Dex 14, Con 14, Int 2, Wis 10, Cha 3.

Skills: Swim +15.

Feats: Improved Initiative.

Swallow Whole: See *Monster Manual*, pg. 315. However the giant catfish can only swallow whole any person or object up to 3 1/2 feet in length.

Poison: The poison acts as described in the module, however the saving throw is Fortitude (DC 13) for half.

7. SLOPING PASSAGE

"if he rolls a successful Dexterity check (alternatively, you can use the climbing rules explained on pages 122-123 of the 2nd Edition *Player's Handbook*." is changed to "if he rolls a successful climb check (DC 13)."

9. RANCID CHAMBER

Horax (3): Use 'Horax' entry by James O'Rance on the Dragonlance Nexus: <http://www.dl3e.com/fan/rules/12729.aspx>.

11. EGG CHAMBER

Immature horax (3): CR 1/4; Small Vermin; HD 1d8; hp 4; Init +0; Spd 30ft.; AC 13 (+1 size, +2 natural); Atk +2 melee (1d6-3, x2, bite); SQ: Darkvision 60 ft., scent, vulnerable to cold; AL N; SV Fort +4, Ref +2, Will +1; Str 4, Dex 10, Con 10, Int -, Wis 9, Cha 5.

Skills: Climb +6, Hide +7, Move Silently +4.

Note: The immature horax is based on James O'Rance's Horax (see above). Use the information on the given Horax web page except for what has been changed here.

12. SINK HOLE

Paragraph 1: "must roll a successful Dexterity check" is changed to "must roll a successful Reflex Save (DC 13)".

Paragraph 2: "can climb or has a similar special ability" is changed to "can make a climb check (DC 15)" or use some other special ability".

SPECIAL UNDERWATER RULES

Instead of using the 2nd Edition rules here, use the 'Aquatic Terrain' rules in the *Dungeon Master's Guide*, pg. 92-93.

DLA2 - 3.5E - TRANSLATION DOCUMENT

CHAPTER 2:

SOUTHERN STEAMWALL

READING NO. 2

"roll a Constitution check" is changed to "roll a Fortitude Save (DC 13)".

READING NO. 3

"roll a Constitution check" is changed to "roll a Fortitude Save (DC 13)".

READING NO. 9

"(If the party lacks the appropriate proficiencies, such as hunting or fishing," is changed to "(If the party lacks any decent hunting or fishing abilities – i.e. low Survival scores and no Track feat -,"

READING NO. 12

From Table 3:

"A magical weapon (Table 110 in the *DMG*)" is changed to "A magical weapon (Table 7-9 in the *DMG*)"

GENERIC NPCs

Kender, Typical Villager: Kender (Marak) Com 1; CR ½; Small humanoid; HD 1d4+1; hp 5; Init +2; Spd 20 ft.; AC 13, touch 13, flat-footed (+2 dex, +1 size); Atk +3 ranged (1d4+1, /x3, stonebow – range 50'); SQ taunt; AL N; SV Fort +2, Ref +3, Will +2; Str 8, Dex 15, Con 12, Int 11, Wis 12, Cha 12.

Languages: Kenderspeak, Auric.

Possession: Stonebow.

Kender, Exceptional Villager: Kender (Marak) Ftr 2; CR 2; Small humanoid; HD 2d10+2; hp 20; Init +2; Spd 20 ft.; AC 13, touch 13, flat-footed 11 (+2 dex, +1 size); Atk +4 melee (1d6+1, 19-20/x2, short sword) or +5 ranged (1d4+1, x3, stonebow); SQ taunt; AL N; SV Fort +5, Ref +3; Will +0; Str 13, Dex 14, Con 12, Int 14, Wis 9, Cha 13.

Skills: Climb +7, Jump +7, Ride +6, Sleight of Hand +8, Swim +5.

Feats: Combat Reflexes, Quick Draw, Run.

Languages: Kenderspeak, Auric.

Possession: Stonebow.

Hobgoblin, Typical Villager: Hobgoblin Com 1; CR ½; Medium humanoid; HD 1d4+1; hp 5; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10 (+1 dex); Atk +1 (1d4, 19-20/x2, bone knife); AL LE; SV Fort +1, Ref +1, Will +0; Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Languages: Goblinoid, Auric

Possessions: Bone knife.

Hobgoblin, Exceptional Villager: Hobgoblin Ftr 1; CR 1; Medium humanoid; HD 1d10+1; hp 11; Init +5 (+1 dex, +4 improved initiative); Spd 20 ft.; AC 16, touch 11, flat-footed 15 (+1 dex, +5 armor); Atk +2 melee (1d6+1, 19-20/x2, short sword) or +2 range (1d8, x3, spear); AL LE; SV Fort +1, Ref +1, Will +0; Str 13, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills: Climb +5, Ride (horse) +5.

Feats: Improved Initiative, Power Attack.

Languages: Goblinoid, Auric

Possessions: Bone armor, short sword or spear.

Hobgoblin Chief: male hobgoblin Ftr 2; CR 2; Medium humanoid; HD 2d10+2; hp 22; Init +5 (+1 dex, +4 improved initiative); Spd 20 ft.; AC 18, touch 11, flat-footed 17 (+1 dex, +7 armor); Atk +4 melee (1d6+2, 19-20/x2, short sword) or +3 range (1d8, x3, spear); AL LE; SV Fort +1, Ref +1, Will +0; Str 15, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills: Climb +6, Ride (horse) +6.

Feats: Improved Initiative, Power Attack.

Languages: Goblinoid, Auric

Possessions: Bone armor w/metal reinforcement, short sword or spear.

Human, Typical Villager: humanoid Com 1; CR ½; Medium humanoid; HD 1d4; hp 4; Init +0; Spd 30 ft.; AC 10; Atk +0 melee (1d6, 19-20/x2, short sword) or +0 melee (1d6, x2, club); AL N; SV Fort +0, Ref +0, Will +0; Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Human, Exceptional Villager: humanoid Ftr 1; CR 1; Medium humanoid; HD 1; hp 11; Init +2; Spd 30 ft.; AC 10; Atk +2 melee (1d8+1, x3, battle axe) or +3 melee (1d8+1, 19-20/x2, long sword); AL N; SV Fort +4, Ref +1, Will +0; Str 13, Dex 12, Con 14, Int 10, Wis 11, Cha 10.

Skills: Ride (horse) +5, Swim +5.

Feats: Run, Power Attack, Weapon Focus (long sword).

Languages: Auric.

Possessions: Battle axe, long sword.

ABOUT THE VILLAGES

GOODS

Ignore the page numbers for the *AD&D Player's Handbook*, but use the equipment tables listed in the 3.5 edition.

LAW LEVEL

Equipment Merchant:

Ignore the page numbers for the *AD&D Player's Handbook*, but instead use the equivalent equipment tables listed in the 3.5 edition.

DLA2 - 3.5E - TRANSLATION DOCUMENT

Weapons Merchant:

Ignore the page numbers for the AD&D *Player's Handbook*, but instead use the weapon list in the 3.5 edition.

Potion Merchant:

Ignore the table and page number given for the AD&D *Dungeon Master's Guide*. Use instead the potion's listing in the 3.5 edition. Also ignore the pricing method given in the module.

Law Level 2 Village

1.
"a successful system shock roll." Is changed to "a successful Fortitude Save (DC 13)."

4.
Blue Ridged Lizard: CR 2; Small Magical Beast; HD 1d4; hp 2; Init +0; Spd 20 ft.; AC 10; Atk (none); SQ: Breath Immunity, Dragon Reaction; AL N; SV Fort +1 Ref +2; Will +1; Str 4, Dex 10, Con 10, Int 2, Wis 10, Cha 10.

Breath Immunity: Immune to all forms of dragon breath

Dragon Reaction: The red skin turns black when within 100 yards of any dragon.

Black Market Goods:

"3. A ring of fire resistance." Is changed to "3. A ring of Energy Resistance (fire)."

Employment Offer:

Medium War Horse: Use 'Warhorse, Light' from the *Monster Manual*, pg. 274.

Paragraph 1 (after the Horse block)

"and rolls two successful proficiency checks" is changed to "and rolls two successful ride checks (DC 13)".

Law Level 3 Villages

Thug's Challenge:

Human Thug: male human Ftr 3; CR 3; Medium Humanoid; HD 3d10; hp 19; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10 (+1 dex); Atk +6 melee (1d6+3, x2, club); AL LE; SV Fort +3; Ref +4, Will +2; Str 17, Dex 13, Con 10, Int 6, Wis 12, Cha 13.

Skills: Intimidate +7.

Feats: Blind-Fight, Combat Reflexes, Endurance, Improved Unarmed Strike, Lightning Reflexes.

Possessions: Club.

Hobgoblin Thug: male hobgoblin Ftr 2; CR 2; Medium humanoid; HD 2d10+2; hp 17; Init +5 (+1 dex, +4 improved initiative); Spd 20 ft.; AC 16, touch 11, flat-footed 15 (+1 dex, +5 armor); Atk +4 melee (1d6+2, x2, club) AL LE; SV Fort +1, Ref +1, Will +0; Str 15, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills: Climb +6, Ride (horse) +6.

Feats: Improved Initiative, Power Attack.

Languages: Goblinoid, Auric

Possessions: Bone armor, club.

ENCOUNTER KEY

2. ENCOUNTER ZONE

Giant Boar: Use 'Dire Boar' from the *Monster Manual*, pg. 63.

Giant Scorpion: Use 'Monstrous Scorpion, Large' from the *Monster Manual*, pg. 287.

Mountain Lion: Use 'Lion' from the *Monster Manual*, pg. 274-275.

Giant Trap Door Spider: Use 'Monstrous Spider, Large' from the *Monster Manual*, pg. 289.

Wolves: Use 'Wolf' from the *Monster Manual*, pg. 283.

Giant Lizard: Use 'Lizard, Monitor' from the *Monster Manual*, pg. 275.

Light Rain:

"he must roll a Constitution check." is changed to "he must roll a Fortitude Save (DC 13)."

Dragon Scholar:

"(use typical halfling villager statistics)" is changed to "(use typical kender villager statistics)"

Mysterious Travelers:

Sivak Draconians (2): As in the *Dragonlance Campaign Setting*, pg. 221.

3. MARAK VALLEYS

Pickolus: male kender (Marak) Ftr 1; CR 1; Small Humanoid (4' 1"); HD 1d10+1; hp 11; Init +3; Spd 20 ft.; AC 14, touch 14, flat-footed 11 (+3 dex, +1 size); Atk +5 range (1d4+1, x2, stonebow, range 50'); SQ taunt; AL LN; SV Fort +4, Ref +4, Will +1; Str 13, Dex 17, Con 12, Int 11, Wis 10, Cha 11.

Skills: Climb +7, Sleight of Hand +9.

Feats: Point Blank Shot, Run.

Languages: Auric, Kenderspeak.

Possessions: Stonebow.

9. ENCOUNTER ZONE

Vultures (2d4): Use 'Eagle' from the *Monster Manual*, pg. 272, except maximize their hit points to 9.

Poisonous Snake: Use 'Snake, Huge Viper' from the *Monster Manual*, pg. 280.

DLA2 - 3.5E - TRANSLATION DOCUMENT

Cave Bear (with Steamwall modifications): Use 'Bear, Brown' from the *Monster Manual*, pg. 269, except with the following details:

Speed: 20 ft.

Attack: 2 claws +11 melee (1d8+8) and bite +6 melee (2d8+4).

The Cave Bear is covered with ulcerous sores, and its teeth are elongated in a fashion similar to a sabre-tooth tiger.

Giant Stag (with Steamwall modifications): Use 'Stag' entry by James O'Rance on the Dragonlance Nexus: <http://www.dl3e.com/fan/rules/12769.aspx>, except for the following details:

Damage: Horn 1d12+4, hooves 1d6+2.

The stag is covered with ulcerous sores. Instead of antlers, he has a single horn centered in his head, similar to that of a unicorn.

Burning Rain:

"he must roll a Constitution check" is changed to "he must roll a Fortitude Save (DC 13)".

"If the check is successful" is changed to "If the character makes the save".

"If the check fails" is changed to "If the character fails the save".

Windy Doom:

Paragraph 1

"Each member of the party must roll a Constitution check. Those passing the check suffer 1-2 points of damage. Those failing the check suffer 2d4 points of damage." is changed to "Each member of the party must make a Fortitude Save (DC 13). Those making the save suffer 1-2 points of damage. Those failing the save suffer 2d4 points of damage."

Holy Woman:

Paragraph 2

"(Any PC who rolls a successful Wisdom check – or any PC with a proficiency in religion" is changed to "(Any PC who rolls a successful Knowledge (Religion) check (DC 15) or Bardic Knowledge (DC 15)".

Rock Fall:

"A character who rolls a successful Dexterity check" is changed to "A character who rolls a successful Reflex Save (DC 13)".

Ash Eruption:

"and must roll a saving throw vs. breath weapon" is changed to "and must roll a Reflex Save (DC 13)".

Crack:

"he can attempt a Dexterity check to grab the opposite side" is changed to "he can attempt a Reflex Save (DC 13) to grab the opposite side."

10. GRANNIN

Paragraph 1

"(any PC who rolls a successful Wisdom check recognizes these as drawings of draconians)" is changed to "(any PC who rolls a successful Knowledge (nature), Survival, or Bardic Knowledge (DC 13) recognizes these as drawings of draconians)".

Paragraph 3

Ignore the tracking page reference to the AD&D *Player's Handbook*. Instead use the standard tracking rules in edition 3.5.

12. KORCHOCH STREAM

Paragraph 1

"saving throw vs. poison" is changed to "Fortitude Save (DC 13)."

Paragraph 2

"or otherwise immerses himself in the stream must roll a successful Constitution check" is changed to "or otherwise immerses himself in the stream must roll a successful Fortitude Save (DC 13)".

14. KLEEG

Jajaj: male human Wiz 7; CR 7; Medium Humanoid (5' 11"); HD 7d4; hp 18; Init -2; Spd 30 ft.; AC 8, touch 8, flat-footed 10 (-2 dex); Atk +2 melee (1d4-1, 19-20/x2, dagger); SQ summon familiar, scribe scroll; AL NE; SV Fort +1, Ref +0, Will +6; Str 8, Dex 7, Con 8, Int 15, Wis 12, Cha 14.

Skills: Concentration +9, Decipher Script +12, Knowledge (arcana) +12, Knowledge (local) +12, Spellcraft +12.

Feats: Combat Casting, Combat Reflexes, Greater Spell Focus (Evocation), Spell Focus (Evocation), Spell Penetration.

Languages: Auric.

Possessions: Dagger.

Wizard Spells Prepared (4/5/4/2/1; base DC = 12 + spell level; for evocation magic, base DC = 14 + spell level): 0 – Acid Splash, Mending, Ray of Frost, Read Magic; 1 – Burning Hands, Magic Missile (x2), Shocking Grasp (x2); 2 – Spider Climb, Invisibility, Gust of Wind (x2); 3 – Fireball, Stinking Cloud; 4 – Ice Storm.

19. AGORHAM

Paragraph 2

"If he rolls a successful saving throw vs. poison" is changed to "If he makes a Fortitude Save (DC 13)".

20. SADDLEROCK

Table 16

The base damage given is for Dmg (M). For Dmg (S) the damages are 1d3, 1d4, 1d6, 1d8 respectively down the list.

DLA2 - 3.5E - TRANSLATION DOCUMENT

Typical Villager: Fianawar dwarf Com 1; CR ½; Medium humanoid; HD 1d4+2; hp 6; Init +0; Spd 20ft.; AC 10; Atk +0 melee (1d4, 19-20/x2, dagger); SQ stonemasonry (+2 on checks involving stone work); AL LN; SV Fort +2, Ref +0, Will +0; Str 11, Dex 10, Con 14, Int 10, Wis 11, Cha 8.

Skills: Climb +2, Craft (Any One) +4, Jump +2.

Feats: Endurance.

Languages: Fianawar, Auric.

Possessions: Dagger.

Exceptional Villager: Fianawar dwarf Ftr 2; CR 2; Medium humanoid; HD 2d10+4; hp 19; Init +0; Spd 20 ft.; AC 17, touch 10, flat-footed 17 (+5 armor, +2 shield); Atk +3 melee (1d6, 19-20/x2, short sword); SQ stonemasonry (+2 on checks involving stone work); AL LN; SV Fort +5, Ref +0, Will +0; Str 11, Dex 10, Con 14, Int 10, Wis 11, Cha 8.

Skills: Climb +5, Craft (Any One) +5.

Feats: Endurance, Power Attack, Weapon Focus (short sword).

Languages: Fianawar Dwarven, Auric.

Possessions: Short Sword.

21. ENCOUNTER ZONE

Skyfisher: Use 'Skyfisher' entry by James O'Rance on the Dragonlance Nexus: <http://www.dl3e.com/fan/rules/12767.aspx>.

Giant Black Squirrels (with Steamwall modifications) (2d4): Use 'Badger' from the *Monster Manual*, pg. 268. The description however remains the same in the module.

Megalo-Centipede (with Steamwall modifications): Use 'Monstrous Centipede, Large' from the *Monster Manual*, pg. 286, except for the following:

The centipede has two huge leathery wings that enable it to fly at a speed of 40 ft. It has longer and sharper fangs than a normal megalo-centipede, but its bite isn't poisonous.

Attack: Bite +3 melee (2d6+1)

Full Attack: Bite +3 melee (2d6+1)

Special Attacks: -

Giant Ram (with Steamwall modifications): CR 4; Large Animal; HD 4d8+4; hp 32; Init +2; Spd 40 ft.; AC 13, touch 11, flat-footed 11 (+2 natural, +2 dex, -1 size); Atk +4/+4 melee (1d6+2, x2, 2 claws) and -1 melee (1d8+2, x2, horns); SQ low-light vision; AL CN; SV Fort +5, Ref +6, Will +1; Str 15, Dex 15, Con 13, Int 3, Wis 10, Cha 3.

Skills: Climb +9, Jump +7, Listen +3.

Notes: The ram is covered with ulcerous sores. It has a single eye centered in its head and has long claws on its front feet.

Poison Rain:

"he must roll a saving throw vs. poison." is changed to "he must roll a Fortitude Save (DC 13)."

Shallow Swamp:

"All characters who walk through the swamp must roll a Constitution check;" is changed to "All characters who walk through the swamp must roll a Fortitude Save (DC 13);"

23. CAVE

Cave Bear (with Steamwall modifications): Use 'Bear, Brown' from the *Monster Manual*, pg. 269, except with the following details:

Speed: 20 ft.

Attack: 2 claws +11 melee (1d8+8) and bite +6 melee (2d8+4).

The Cave Bear is covered with ulcerous sores, and its teeth are elongated in a fashion similar to a sabre-tooth tiger.

24. STOTTA

"he must roll a successful saving throw vs. poison" is changed to "he must make a successful Fortitude Save (DC 13)."

25. PRERGE

Paragraph 1

"Any party member coming in physical contact with a Prerge hobgoblin must roll a successful saving throw vs. poison or suffer 1 point of damage." is changed to "Any party member coming in physical contact with a Prerge hobgoblin must roll a successful Fortitude Save (DC 13) or suffer 1 point of damage."

"he must roll a successful saving throw vs. poison or suffer 1 point of damage." is changed to "he must roll a successful Fortitude Save (DC 13) or suffer 1 point of damage."

27. ENCOUNTER ZONE

Two-headed Giant Poisonous Snake: Use the 'Snake, Huge Viper' entry in the *Monster Manual*, pg.279-280, except for the following:

Attack: Bite +6/+1 melee (1d6+4 plus poison).

Full Attack: Bite +6/+1 melee (1d6+4 plus poison).

Giant Weasel (with Steamwall modifications): Use the 'Dire Weasel' entry in the *Monster Manual*, pg. 65, except for the following:

Armor Class: 18 (+4 Dex, +4 Natural), touch 14, flat-footed 14.

Warthog (with Steamwall modifications): Use the 'Boar' entry in the *Monster Manual*, pg. 270, except for the following:

Speed: 50 ft.

Giant Eagle (with Steamwall modifications): As in the *Monster Manual*, pg. 93, except for the following:

Full Attack: 2 claws +7 melee (1d6+4) and bite +2 melee (2d8+2).

DLA2 - 3.5E - TRANSLATION DOCUMENT

Steam Chasm:

Paragraph 2

"a character climbing up or down a wall must roll a successful Dexterity check" is changed to "a character climbing up or down a wall must roll a successful Climb check (DC 13)"

Gas Eruption:

Paragraph 2

"For every hour a character is exposed to the rain, he must roll a Constitution check;" is changed to "For every hour a character is exposed to the rain, he must roll a Fortitude Save (DC 13);"

Mud Pit:

Paragraph 2

"All characters within 75 feet of the pit when it erupts must roll a Constitution check." is changed to "All characters within 75 feet of the pit when it erupts must roll a Reflex Save (DC 13)."

"regardless of the results of their Constitution check." is changed to "regardless of the results of their Reflex Save."

28. INDANALIS SHORE

"they must roll a Constitution check every hour, suffering 1 point of damage for every failed check." is changed to "they must roll a Fortitude Save (DC 13) every hour, suffering 1 point of damage for every failed save."

29. ICHABRUTICHACH BORDER

Gnome Warrior: male gnome War2; CR 2; Small Humanoid; HD 2d8+2; hp 18; Init +1; Spd 20 ft.; AC 17, touch 12, flat-footed 16 (+5 armor, +1 dex, +1 size); Atk +2 melee (1d8-1, x3, battle axe); AL LN; SV Fort +4, Ref +1, Will +2; Str 9, Dex 12, Con 13, Int 10, Wis 14, Cha 12.

Skills: Climb +4, Jump +4.

Feats: Improved Initiative.

Languages: Gnomish, Auric.

Possessions: Battle axe, Breastplate.

DLA2 - 3.5E - TRANSLATION DOCUMENT

CHAPTER 3:

PIRIM

DRAGON DREAM

Very Young Brass Dragon: As in the *Monster Manual*, pg. 79-80.

Marlaine (mature brass dragon): As in the *Monster Manual*, pg. 79-80.

DRAGON PREPARATION

1.
"The shield magically protects its wielder so that a successful saving throw vs. breath weapon means no damage from dragon breath" is changed to "The shield magically protects its wielder so that a successful Reflex Save (DC 15) means no damage from dragon breath".

CHANCE OF FALLING

The method of determining if a PC falls from the dragon during combat is changed to the following.

A PC may fall of his mount in the heat of battle. To avoid falling the PC must make a Ride (dragon) skill check. The check has a base DC 13. This presumes that the mount is participating in combat and that the PC's hands are freed to use a weapon and are not being used to cling to the mount. The DC is modified as follows:

- +4 if the rider has no rank in Ride (dragon).
- 4 if the rider is using any type of saddle other than Jari's.
- 1 for each Str Mod and Dex Mod point.
- +1 for each negative Str Mod and Dex Mod point.

Regardless of the resultant value, the DC cannot be less than 2 or more than 18. If the value is less than 2, use DC 2. If the value is greater than 18, use DC 18.

Example: Assume the rider has no rank in Ride (dragon), is using a saddle that wasn't Jari's, has a +2 Str Mod and a -1 Dex Mod. The resulting DC is 12. (13 (base) + 4 (no rank) - 4 (saddle) - 2 (+2 Str Mod) + 1 (-1 Dex Mod)).

Once combat begins, a PC's chance of falling is checked every three rounds while the PC is engaged in combat or whenever the dragon is performing a difficult maneuver (DM's determination) or has suffered a blow. The DM has the option of increasing or decreasing the frequency of these checks as he sees fit; for instance, checks might occur more often if an airborne dragon is fighting several opponents.

If the dragon is on the ground when the PC falls, has the PC roll a Tumble check (DC 13). If the check is made, no damage is suffered. Otherwise, 1d4 points of damage is taken by the PC. The dragon remains stationary if he loses his rider, but he continues to defend himself with his claws and breath weapons. It takes a rider

one round to remount.

A PC slipping from his airborne mount can roll a successful Grapple check (DC 13) to grab the saddle or the dragon and prevent himself from falling. If he then rolls a successful Climb check (DC 13), he pulls himself back aboard the dragon (this takes one round, during which time he can take no other actions). If he fails the Climb check, he falls. A PC falling from an airborne dragon suffers normal falling damage. An airborne dragon immediately descends to the ground to retrieve his fallen rider; it takes the rider one round to remount (assuming the rider wasn't turned into a meat pancake upon impact).

ENEMY FACTIONS

RED DRAGON FACTION

Young Red Dragons (2): As in the *Monster Manual*, pg. 75-77.

WIZARD FACTION

Hill Giant: As in the *Monster Manual*, pg. 123-124.

Hobgoblins (8): male hobgoblin Ftr 1; CR 1; Medium Humanoid; HD 1d10+2; hp 12; Init +1; Spd 20 ft.; AC 16, touch 11, flat-footed 15 (+1 dex, +5 armor); Atk +2 melee (1d6+1, x3, handaxe) or +2 ranged (1d8, x3, spear); AL LE; SV Fort +4, Ref +1, Will -1; Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8.

Skills: Hide +3, Listen +2, Move Silently +3, Spot +2.

Feats: Alertness.

Possessions: Bone Armor, Handaxe, Spear.

DLA2 - 3.5E - TRANSLATION DOCUMENT

CHAPTER 4:

SARGOHGG

GENERIC NPCs

Slig Villager: Slig Com1; CR 2; Medium Humanoid; HD 3d8+1d4+1; hp 22; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (+4 natural, +2 dex); Atk +4 melee (1d4+2, x2, 2 claws) and -1 melee (1d4+2, x2, bite + acid spit), or +4 melee (1d8+2, x3, spear); SQ acid spit, DR Fire/10; AL LE; SV Fort +2, Ref +5, Will +1; Str 15, Dex 15, Con 13, Int 10, Wis 10, Cha 6.

Skills: Craft (Trapmaking) +6, Hide +8.

Feats: Combat Reflexes.

Languages: Auric, Draconian.

Possessions: Spear.

Note: For details on the 'Acid Spit', use the *Beastary of Krynn*, pg. 51.

Slig Warrior: Slig War1; CR 3; Medium Humanoid; HD 3d8+1d8+4; hp 25; Init +2; Spd 20 ft.; AC 19, touch 12, flat-footed 17 (+3 armor, +4 natural, +2 dex); Atk +7 melee (1d4+3, x2, 2 claws) and +2 melee (1d4+3, x2, bite + acid spit), or +6 melee (1d8+3, x3, battle axe); SQ acid spit, DR Fire/10; AL LE; SV Fort +4, Ref +5, Will +1; Str 16, Dex 15, Con 13, Int 10, Wis 10, Cha 6.

Skills: Craft (Trapmaking) +6, Hide +8.

Feats: Combat Reflexes.

Languages: Auric, Draconian.

Possessions: Battle axe, Hide armor.

Note: For details on the 'Acid Spit', use the *Beastary of Krynn*, pg. 51.

Slig Champion: Slig War4; CR 6; Medium Humanoid; HD 3d8+4d8+4; hp 50; Init +6 (+2 dex, +4 improved initiative); Spd 20 ft.; AC 21, touch 14, flat-footed 17 (+3 armor, +4 natural, +4 dex); Atk +10 melee (1d4+4, x2, 2 claws) and +5 melee (1d4+4, x2, bite + acid spit), or +10 melee (2d4+4, 18-20/x2, falchion); SQ acid spit, DR Fire/10; AL LE; SV Fort +5, Ref +8, Will +3; Str 19, Dex 19, Con 11, Int 9, Wis 12, Cha 4.

Skills: Climb +8, Hide +9.

Feats: Combat Reflexes, Improved Initiative.

Languages: Auric, Draconian.

Possessions: Falchion, Hide armor.

Note: For details on the 'Acid Spit', use the *Beastary of Krynn*, pg. 51.

EXPLORING SARGOHGG

Paragraph 1

"if he fails his saving throw vs. poison" is changed to "if he fails his Fortitude Save (DC 13)".

Paragraph 2

"plus an additional 1d6 points of poison damage if he fails his saving throw vs. poison." Is changed to "plus an additional 1d6 points of poison damage if he fails his Fortitude Save (DC 13)."

"A victim who attempts to escape a pit by climbing up the sides must roll a Dexterity check with a -4 penalty" is changed to "A victim who attempts to escape a pit by climbing up the sides must roll a Climb check (DC 17)".

Wolves (2): As in the *Monster Manual*, pg. 283.

Who's Frugruras?

"(Any PC with the religion proficiency recognizes this as a name for an evil god worshipped by obscure sects.)" is changed to "(Any PC who makes a Knowledge (Religion) check (DC 15) or Bard who makes a Bardic Knowledge check (DC 13) recognizes this as a name for an evil god worshipped by obscure sects.)"

3A. STRETCHED VINE

Paragraph 3

"Contact with the mud causes burns that inflict 1d6 points of damage unless the victim rolls a successful saving throw vs. poison." Is changed to "Contact with the mud causes burns that inflict 1d6 points of damage unless the victim rolls a successful Fortitude save (DC 13)."

"A victim attempting to escape by climbing up the sides must roll a Dexterity check with a -4 penalty; if he fails the check, he falls back in." is changed to "A victim attempting to escape by climbing up the sides must roll a Climb check (DC 17); if he fails the check, he falls back in."

3D. MAIN CAVERN

Giant Boar: Use the 'Boar' entry in the *Monster Manual*, pg. 270, except that it still has the ability to fight temporary when below 0 hit points (as described in the module).

3F. TREASURE PIT

Paragraph 1

"if he fails his saving throw vs. poison;" is changed to "if he fails his Fortitude save (DC 13);".

3G. BURIAL PIT

Hobgoblin Zombies (4): CR 2; Medium Undead; HD 1d12+3; hp 9; Init +0; Spd 30 ft.; AC 17 (+1 dex, +2 natural, +3 studded leather, +1 light shield); SQ: undead traits; Atk +3 melee (1d8+2, 19-20/x2, or +1 ranged (1d6+1, x2, javelin), or +3 melee (1d6, x2, slam); AL LE; SV Fort +0, Ref +0, Will +2; Str 15, Dex 11, Con -, Int -, Wis 10, Cha 1.

Feats: Toughness.

DLA2 - 3.5E - TRANSLATION DOCUMENT

CHAPTER 5:

AHHAR

GENERIC UNDEAD

Skeleton: Use 'Human Warrior Skeleton' in the *Monster Manual*, pg. 225-227.

Zombie: Use 'Human Commoner Zombie' in the *Monster Manual*, pg. 265-267.

ARRIVAL

Alemnya: male human Nec 9; CR 9; Medium Humanoid; HD 9d4; hp 23; Init +0; Spd 30 ft.; AC 10; Atk +4 melee (1d4, 19-20/x2, dagger); SQ forbidden schools (Abjuration, Illusion), specialization (Necromancy), summon familiar, scribe scroll; AL LN; SV Fort +2, Ref +3, Will +9; Str 10, Dex 10, Con 9, Int 18, Wis 17, Cha 8.

Skills: Concentration +11, Decipher Script +16, Heal +9, Knowledge (arcana) +16, Move Silently +6, Spellcraft +16.

Feats: Combat Casting, Craft Wand, Craft Wondrous Item, Greater Spell Focus (Necromancy), Moon Magic (Nuitari), Spell Focus (Necromancy).

Possession: Dagger.

Wizard Spells Prepared (4/6/6/5/4/2; base DC = 14 + spell level, for Necromancy Spells base DC = 16 + spell level): 0 - Detect Magic, Detect Poison, Read Magic, Touch of Fatigue; 1 - Cause Fear, Chill Touch, Comprehend Languages, Detect Undead, Identify, Ray of Enfeeblement; 2 - Command Undead, Darkness, False Life, Ghoul Touch, See Invisibility, Spectral Hand; 3 - Feign Death, Gentle Repose, Halt Undead, Ray of Exhaustion, Vampiric Touch; 4 - Animate Dead, Contagion, Enervation, Fear; 5 - Blight, Wave of Fatigue.

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 sights. 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.

ABOUT THE CREATURE

Paragraph 1

"(see "Beast, Undead," in Volume Four of the *Monstrous Compendium for details*)" is changed to "(see "Stahnk" in the *Beastary of Krynn*)".

Paragraph 3

"all characters in this area must roll a successful Constitution check or suffer 1-2 points of damage." is changed to "all characters in this area must roll a successful Reflex save (DC 13) or suffer 1-2 points of damage."

1. ENTRY ROOM

Alemnya Dragon Hind Right Foot: CR 4; Large Undead; HD 4d12; Init +0; hp 33; Init +0; Spd 20ft.; AC 16, touch 9, flat-footed 16 (+7 natural, -1 size); Atk +6 melee (1d6+5, x2, claw); SQ: Immune to all nonmagical edged weapons, SR 14, undead traits; AL CE; SV Fort +1, Ref +1, Will +4; Str 21, Dex 10, Con -, Int -, Wis 10, Cha 1.

2. STAIRWAY

2a. Crack:

Ochre Jelly: As in the *Monster Manual*, pg. 201-203.

2b. Trapped Zombie:

"(each PC rolls a Dexterity check; failure means the zombie gets to make an attack [THAC0 19, 1d8 points of damage]), or free it (need to inflict 10 points of damage on ligament to destroy it; zombie immediately attacks PCs)." is changed to "(each PC rolls a Reflex Save (DC 13); failure means the zombie gets to make an attack [Atk +1 melee (1d8, x2, claw)], or free it (need to inflict 10 points of damage on ligament to destroy it; zombie immediately attacks PCs)."

DLA2 - 3.5E - TRANSLATION DOCUMENT

3. STUDY

Alemnya Dragon Hind Left Foot: CR 5; Large Undead; HD 4d12; Init +0; hp 33; Init +0; Spd 20 ft.; AC 16, touch 9, flat-footed 16 (+7 natural, -1 size); Atk +6 melee (1d6+5, x2, claw); SA: Burning bones; SQ: Immune to fire, SR 14, undead traits; AL CE; SV Fort +1, Ref +1, Will +5; Str 21, Dex 10, Con -, Int -, Wis 10, Cha 1.

Burning bones: The glowing bones are very hot; a character touching a glowing bone with his bare hands suffers 1 point of damage; if the bones are touched with any inflammable object (such as a wooden staff), the object bursts into flame (no save).

Alemnya Dragon Tail: CR 3; Large Undead; HD 5d12; Init +0; hp 40; Init +0; Spd 20 ft.; AC 16, touch 9, flat-footed 16 (+7 natural, -1 size); Atk +11 melee (1d6+9, x2, sweep slap); SA: Sweep attack; SQ: Floor Bound, DR 10/bludgeon, SR 14, undead traits; AL CE; SV Fort +1, Ref +1, Will +4; Str 28, Dex 10, Con -, Int -, Wis 10, Cha 1.

Floor Bound: Observant PCs notice that the tail is unable to rise from the ground; therefore, any PCs who are two feet or more off the floor (for instance, if they can fly or climb walls) can't be attacked.

Sweep Attack: Every other round, the tail makes a violent sweep across the room; roll a separate attack roll against every creature standing or lying on the floor. A successful hit inflicts 2d6+5 points of damage.

4. PASSAGE

Giant Rats: Use 'Dire Rat' from the *Monster Manual*, pg. 64.

5. SKELETON DORMITORY

Alemnya Dragon Rib Cage: CR 6; Huge Undead; HD 6d12; hp 47; Init +2; Spd (special); AC 15, touch 8, flat-footed 15 (+7 natural, -2 size); Atk +5 melee (see below); SA: Rib spurs; SQ: DR 10/bludgeoning, fast healing 3, SR 14, undead traits; AL CE; SV Fort +6, Ref +4, Will +9; Str 28, Dex 10, Con -, Int -, Wis 10, Cha 1.

Rib Spurs: Every other round, the rib cage springs open like a pair of giant jaws, attempting to scoop up all creatures in the room; roll a separate attack roll for every PC in the room who is not already trapped inside the rib cage. The damage done upon striking a PC and the crushing damage done in following rounds is detailed in the 'Rib Spurs' attack for the 'Stahnk' in the *Beastuary of Krynn*.

All PCs inside the rib cage are attacked by the ensnared skeletons (ensnared characters are immune to the attacks of the rib cage; however, ensnared characters can't attack the rib cage or each other during rounds when the rib cage is making attacks of its own). The skeletons cannot attack PCs outside the rib cage, nor can PCs outside the rib cage attack the ensnared skeletons.

The only way that ensnared PCs can escape is also detailed in the 'Stahnk' entry (see 'Rib Spurs'). Ensnared PCs can attack the rib cage, but they do so with a -3 penalty to hit; there is no penalty if the ensnared PCs attack the ensnared skeletons.

When the rib cage has been escaped from, it can still attack, but it can no longer ensnare victims until it has regained 15 hit

points through its fast healing (5 rounds). If the ensnared skeletons escape, they run to room 8. If the rib cage is reduced to 0 hit points, it crumbles to dust. Use the 'Human Warrior Skeleton' entry from the *Monster Manual*, pg. 226, for the ensnared skeletons. However the skeletons do not have scimitars or heavy steel shields. Only their claw attacks are available to them.

Note 1: This information duplicates and replaces corresponding paragraphs within in the module.

Note 2: Although the 'Rib Spurs' section of the 'Stahnk' entry states that there is only enough room in the rib cage for so many creatures of such and such a size, the rib cage of the Alemnya Dragon can hold more. This is in part due to the fact that the huge status is for *only* the rib cage (the full dragon was larger). The rib cage can hold up to 4 medium sized creatures or 8 small creatures.

Paragraph 1 (after the stat block):

"must roll a saving throw vs. wands;" is changed to "must roll a Reflex Save (DC 15);".

7. DEMOLISHED ZOMBIE ROOM

Alemnya Dragon Front Left Foot: CR 4; Large Undead; HD 3d12; Init +0; hp 22; Init +0; Spd 20 ft.; AC 16, touch 9, flat-footed 16 (+7 natural, -1 size); Atk +10 melee (2d4+9, x2, claw); SA: Burning bones; SQ: DR 10/bludgeoning, immune to fire, SR 14, undead traits; AL CE; SV Fort +1, Ref +1, Will +4; Str 28, Dex 10, Con -, Int 2, Wis 10, Cha 1.

Burning bones: The glowing bones are very hot; a character touching a glowing bone with his bare hands suffers 1 point of damage; if the bones are touched with any inflammable object (such as a wooden staff), the object bursts into flame (no save).

10. LEAKING ROOM

Alemnya Dragon Skull: CR 5; Large Undead; HD 4d12; Init +0; hp 33; Init +0; Spd 20ft.; AC 16, touch 9, flat-footed 16 (+7 natural, -1 size); Atk (special); SA: Tongue and Chew; SQ: Immune to all nonmagical edged weapons, SR 14, undead traits; AL CE; SV Fort +1, Ref +1, Will +4; Str 28, Dex 10, Con -, Int 2, Wis 10, Cha 1.

Tongue and Chew: The skull has a sticky tongue 15 feet long that it uses to draw victims into its jaws; unlike the skull itself, the tongue can extend into the stairway (area 9). The skull can make tongue attacks in the air and underwater with equal ease. The tongue strikes with a +10 melee for its attack roll. If the tongue hits, the victim can attack it; if the PC's attack succeeds, the skull releases the victim (who most likely falls in the water (Balance check (DC 19) to remain on his feet). If the victim's attack fails, the skull immediately drags the victim into its jaws, and the victim suffers 1d6+9 points of damage. For every round the victim spends trapped in the skull's jaws, he automatically suffers 1d6+9 points of damage. The victim can free himself if he rolls a Strength check (DC 14). Two companions working together can free a trapped victim automatically. Attacks directed against the skull have a 20% chance of hitting the victim instead. *Note:* This

DLA2 - 3.5E - TRANSLATION DOCUMENT

information duplicates and replaces corresponding paragraphs within in the module.

Paragraph 4 (after the stat block):

"all characters in this area must roll a successful Constitution check" is changed to "all characters in this area must roll a successful Reflex save (DC 13)".

FINAL MANIFESTATION

Alemnya Dragon Final Manifestation: Use the 'Stahnk' entry from the *Beastuary of Krynn*, pg. 128-129, with the following exceptions.

1. The dragon can breath a particular breath weapon up to three times per day. It is an ice-cold cone of green fire ten feet long with a base diameter of two feet. Victims must roll a successful Reflex save (DC 25) or suffer 2d4 points of damage and have their bones throb within their bodies for the next 2d6 rounds, causing -1 penalties to both AC and attack rolls. There are no additional effects if a PC is struck by the green flames again while the bones are throbbing, though he still suffers the 2d4 points of damage upon a failed save.

2. *Burning Bones:* The glowing bones are very hot; a character touching a glowing bone with his bare hands suffers 1 point of damage; if the bones are touched with any inflammable object (such as a wooden staff), the object bursts into flame (no save).

3. None of the Stahnk's Special Attacks are retained except for rib spurs. However the 'rib spurs' attack now acts exactly as specified within the *Beastuary of Krynn* except that the ribs are still large enough to hold 4 medium sized creatures or 8 small sized creatures.

4. The Alemnya Dragon is (once all put together) a Gargantuan sized creature (just short of 50' in size), however this does not affect the given scores and abilities beyond what is stated in the creature's description and above in this translation document.

DLA2 - 3.5E - TRANSLATION DOCUMENT

CHAPTER 6: KOR ISLAND AND BEYOND

GENERIC GNOMES

Gnome Warrior: male gnome War 1; CR 1; Small Humanoid; HD 1d8+1; hp 9; Init +5 (+1 dex, +4 improved initiative); Spd 20 ft.; AC 11, touch 11, flat-footed 11 (+1 size); Atk +1 melee (1d8-1, x3, warhammer); SQ pass without a trace; AL LE; SV Fort +3, Ref +0, Will -1; Str 9, Dex 12, Con 13, Int 10, Wis 8, Cha 11.

Skills: Hide +7, Intimidate +4.

Feats: Improved Initiative.

Possessions: Warhammer.

CONFRONTATION

Drishurocol's Mechanical Men (4): CR 4; Small Construct; HD 4d10; hp 20; Init +1; Spd 20 ft.; AC 17, touch 12, flat-footed 16 (+5 metal, +1 dex, +1 size); Atk +6 melee (2d6, electrical pole); SA: Explodes at 0 hp, eye flash, fire jet; SQ: Darkvision 60', construct special qualities; AL N; SV Fort +1, Ref +2, Will +1; Str 14, Dex 12, Con -, Int -, Wis 11, Cha 1.

Special Attacks: All special attacks are described in the module with changes noted below.

Paragraph 3 (after the stat block):

"(roll a successful saving throw vs. dragon breath for half damage)" is changed to "(roll a successful Reflex save (DC 13) for half damage)".

Paragraph 5 (after the stat block):

The AC of the device is 15.

Paragraph 6 (after the stat block):

The *fire wall* spell is replaced with *fire shield*. *Mind control* is replaced with *Command*.

ABOUT THE ETHEREAL PLANE

The *Manual of the Planes* reference here is removed in favor of the description included in the module. The 3.5 description of the ethereal is in the *Dungeon Master's Guide*, pg. 151, with various details of other-worldly description in the preceding pages.

Movement:

Paragraph 2:

"The maximum speed possible by this method is 30 feet per round per Intelligence point" is changed to "The maximum speed possible by this method is 70 ft. per Intelligence point".

The intelligence check for a PC to realize he has the ability of mental movement has a DC 13.

EPILOGUE

THE ADVENTURE ENDS HERE:

REUNION WITH AMANTHUS

Paragraph 5:

"While under the influence of the potion, a character suffers no range penalties for long-distance attacks with missile weapons." is changed to "While under the influence of the potion, a character suffers no range penalties for attacks up to 3x the given range with missile weapons."

THE ADVENTURE CONTINUES:

Eyewing: As in the *Beastiar of Krynn*, pg. 111-112.

DLA2 - 3.5E - TRANSLATION DOCUMENT

APPENDIX

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)".

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)".

Eye-Shield:

The spell is of the Evocation 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).

SELECTED NPCs

Gezele Ella: CR 9; Medium Humanoid (7 ft. 2 in., 290 lbs); HD 9d10+18; hp 80; Init +5 (+1 dex, +4 improve initiative); Spd 20 ft.; AC 20, touch 11, flat-footed 19 (+6 armor, +3 cloak, +1 dex); Atk +16/+11 melee (1d6+10, 19-20/x2, club imbedded w/steel needles) or +15/+10 melee (1d4+6, 19-20/x2, dagger +1) or +14/+9 melee (1d8+5, x3, battleaxe); SQ Perfect Mental Shield; AL LE; SV Fort +8, Ref +4, Will +5; Str 20, Dex 13, Con 14, Int 17, Wis 15, Cha 9.

Skills: Climb 10, Intimidate +11, Knowledge (arcana) +9, Knowledge (fine arts) +9, Ride (horse) +13, Survival +8, Swim +10.

Feats: Blind-Fight, Endurance, Greater Weapon Focus (club), Improved Critical (club), Improved Initiative, Leadership, Run, Track, Weapon Focus (club), Weapon Specialization (club).

Languages: Thenolian, Auric, Boki Gnomish, Ilquar Goblin, Hoor, Kothian.

Possessions: Banded mail, battleaxe, *cloak of dragon scales* (+3 AC), club imbedded w/steel needles, *dagger +1*, Silver symbol of faith (Angomeith).

Perfect Mental Shield: Immune to *Detect Thoughts*, magical scrying devices, and all other types of mental probes. This is to prevent the PCs from simply pulling the information she has from her ahead of time, so the DM should extend this ability as far as possible in order to keep the scenario going.

Grott: male goblin Clr 7; CD 7; Small Humanoid (3 ft. 0 in.); HD 7d8; hp 34; Init -1; Spd 20 ft.; AC 10, touch 10, flat-footed 11 (-1 dex, +1 size); Atk +6 melee (1d4, 19-20/x2, dagger) or +5 ranged (1d4, x2, sling); SA: *Cause Fear* up to five times per day (functions as cast by a 3rd level caster – DC 15); SQ turn and rebuke undead; AL LE; SV Fort +3, Ref +1, Will +7; Str 8, Dex 9, Con 7, Int 14, Wis 15, Cha 6.

Skills: Knowledge (agriculture) +9, Knowledge (astrology) +7, knowledge (religion) +9, Profession (cook) +11, Spellcraft +9.

Feats: Combat Casting, Mounted Combat (Worg), Weapon Focus (dagger), Weapon Specialization (dagger).

Languages: Auric, Ilquar Goblin, Thenolian, Tamire Elf.

Possessions: Dagger, leather coat (functions as leather armor), medallion of faith (Angomeith), sling, 20 sling bullets.

Cleric Spells Prepared (6/5+1/4+1/2+1/1+1; base DC = 12 + spell level; domain (Magic)): 0 – Detect Magic, Detect Poison,

DLA2 - 3.5E - TRANSLATION DOCUMENT

Guidance, Inflict Minor Wounds, Read Magic, Resistance; 1 - Bless, Endure Elements (Fire), Remove Fear, Magic Stone, Shield of Faith, *Nystul's Magic Aura; 2 - Bear's Endurance, Bull's Strength, *Identify, Resist Energy (Fire); 3 - *Dispel Magic, Feign Death (See Chapter 5), Protection from Energy (Fire); 4 - *Imbue with Spell Ability, Tongue.

Note: Under normal circumstances, Nuitari does not allow clerics. However for this module's purposes, Grott and Drishurocol are exceptions to the rule. If somehow the PCs put two and two together in regards to this fact and question Grott about it, Grott will act as if he has no idea what the PCs are talking about (which on this point, he truly doesn't have any idea). As far as Grott knows, Angomeith has also been the center of his faith.

Chorahh: As the 'Draconian, Aurak' entry in the *Dragonlance Campaign Setting*, pg. 215-216, except for the following.

1. Instead of the feats Combat Casting and Improved Initiative, Chorahh has Weapon Focus (dagger) and Weapon Focus (dagger). Appropriate adjustments to initiative and attack bonuses apply.

2. Chorahh has dagger and short sword on his person.

3. Chorahh can speak Draconian, Thenolian, Auric, Boli Gnomish, and Hoor.

Note: All special attack information given in the module is replaced by the appropriate information in the 'Draconian, Aurak' entry of the *Dragonlance Campaign Setting*, pg. 215-216.

Drishurocol: male gnome Clr 6; CR 6; Small Humanoid (3 ft. 4 in.); HD 6d8; hp 19; Init +1; Spd 20 ft.; AC 17, touch 12, flat-footed 16 (+5 armor, +1 dex, +1 size); Atk +3 melee (1d6-2, 19-20/x2, short sword) or +4 melee (1d4-1, x2, dagger); SQ turn and rebuke undead; AL LE; SV Fort +3, Ref +3, Will +7; Str 6, Dex 12, Con 7, Int 18, Wis 14, Cha 6.

Skills: Concentration +7, Craft (Alchemy) +15, Craft (Engineering) +15, Disable Device +6, Knowledge (religion) +13, Spellcraft +15, Use Magical Device +0.

Feats: Combat Casting, Improved Initiative, Magical Aptitude.

Languages: Auric, Boli Gnomish, Ilquar Goblin, Thenolian, Tamire Elf, Hitehkel Gnomish.

Possessions: Control for Mechanical Men, Dagger, Medallion of Faith (Angothorolupolis), Mismatched Armor, Short Sword.

Note: Under normal circumstances, Nuitari does not allow clerics. However for this module's purposes, Grott and Drishurocol are exceptions to the rule.

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.

DLA2 - 3.5E - TRANSLATION DOCUMENT

PRE-GENERATED PLAYER CHARACTERS

Palissara: Female Human Bard 6; CR 6; Medium Humanoid (5 ft. 10 in.); HD 6d6+12; hp 37; Init +3; Spd 30 ft.; AC 14, touch 13, flat-footed 11 (+1 sandsuit, +3 dex); Atk +4 melee (1d6, 19-20/x2, short sword) or +7 ranged (1d4, x2, sling) or +7 ranged (1d4, x2, glass dart); SQ: bardic music, bardic knowledge, countersong, fascinate, inspire courage +1, inspire competence, suggestion; AL NG; SV Fort +3, Ref +7, Will +5; Str 11, Dex 16, Con 14, Int 15, Wis 12, Cha 16.

Skills: Climb +9, Decipher Script +11, Diplomacy +12, Knowledge (history) +11, Listen +10, Perform (chimeboard) +12, Perform (song) +12, Sleight of Hand +12, Use Magic Device +12.

Feats: Dodge, 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 2; CR 7; Medium Humanoid (5 ft. 4 in.); HD 7d8+7; hp 44; Init +0; Spd 30 ft.; AC 14, touch 10, float-footed 14 (+4 armor); Atk +5 melee (1d6+1, x2, quarterstaff) or +4 ranged (1d4, x2, sling); SQ: immunity to sleep, low-light vision, spirit sight, totemic insight (ancestral providence), turn spirit; SA: bear shape, turn undead; AL NG; SV Fort +5, Ref +1, Will +11; Str 13, Dex 10, Con 12, Int 17, Wis 18, Cha 13.

Skills: Concentration +4, Handle Animal +4, Heal +14, Knowledge (nature) +13, Knowledge (religion) +14, Listen +8, Search +6, Spot +7, Survival +14.

Feats: Alertness, Combat Casting, Track.

Languages: Ancient Elvish, Tamire Elvish, Iquar 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 (6/5+1/4+1/3+1/2+1; base DC 14 + spell level): 0 - Create Water, Cure Minor Wounds, Detect Poison, Guidance, Purify Food and Drink, Resistance; 1 - *Calm Animals, Comprehend Languages, Cure Light Wounds, Divine Favor, *Entangle, Protection from Evil; 2 - *Barkskin, Cure Moderate Wounds, *Hold Animal, Hold Person, Lesser Restoration; 3 - Cure Serious Wounds, *Dominate Animal, Magic Circle Against Evil, *Plant Growth; 4 - Cure Critical Wounds, Freedom of Movement, *Summon Nature's Ally IV.

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; 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 8; CR 8; Medium Humanoid (7 ft. 5 in.); HD 8d10+16; hp 74; Init +5 (+1 dex, +4 improved initiative); Spd 30 ft.; AC 17, touch 11, flat-footed 16 (+1 dex, +4 armor, +2 natural); Atk +12/+7 melee (1d8+4, 19-20/x2, longsword) or +14/+9 melee (2d6+6, 19-20/x2, great sword) or +10/+5 ranged (1d10, 19-20/x2, heavy crossbow) or +12 melee (1d6+4, gore); SQ: Missing Scent; SA: gore; AL: LG; SV Fort +8, Ref +3, Will +5; Str 19, Dex 12, Con 15, Int 16, Wis 8, Cha 11.

Skills: Climb +12, Profession (armoring) +10, Profession (weaponsmithing) +10, Ride (horse) +12, Swim +9.

Feats: Cleave, Great Cleave, Greater Weapon Focus (greatsword), 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 (Hurdy-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.

Dalemont Half-Hand: Male Human Wiz 3/Rog 4; CR 7; Medium Humanoid; HD 3d4+6 (Wiz) plus 4d6+8 (Rog); hp 32; Init +3; Spd 30 ft.; AC 15, touch 13, flat-footed 12 (+3 dex, +2 armor); Atk +5 melee (1d6+1, x2, quarterstaff) or +7 ranged (1d4+2, 19-20/x2, silver dagger +1); SQ: summon familiar, scribe scroll, sneak attack +2d5, trapfinding, trap sense +1, uncanny dodge; AL NG; SV Fort +4, Ref +8, Will +7; Str 12, Dex 16, Con 15, Int 17, Wis 16, Cha 17.

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

DLA2 - 3.5E - TRANSLATION DOCUMENT

Buckeran: Male Marak Kender Rog 6; CR 6; Small Humanoid; HD 6d6; hp 27; Init +6 (+2 dex, +4 improved initiative); Spd 20 ft.; AC 16, touch 13, flat-footed 14 (+2 dex, +3 armor, +1 size); Atk +8 melee (1d4+3, quarterstaff) or +7 ranged (1d3, x2, darts) or +7 ranged (1d4+1, 1x2, hoopai w/pellets, ranged 80 ft.); SA: taunt; SQ: evasion, sneak attack +3d6, trapfinding, trap sense +2, uncanny dodge; AL NG; SV Fort +3, Ref +8, Will +6; Str 16, Dex 14, Con 11, Int 12, Wis 12, Cha 16.

Skills: Climb +12, Disable Device +3, Hide +16, Jump +12, Listen +5, Move Silently +11, Open Locks +12, Perform (ventriloquism) +7, Perform (juggling) +12, Profession (cooking) +5, Search +6, Spot +6, Slight of Hand +12.

Feats: Improved Initiative, Iron Will, 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 7; CR 7; Small Humanoid; HD 7d4-7; hp 20; 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) +9, Hide +7, Knowledge (history) +10, Profession (engineering) +9, Rope Use +7, Spellcraft +9, 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 (4/5+1/3+1/2+1/1+1; base DC = 14 + spell level, +2 to DC for Illusion Spells, Restricted Schools: Necromancy and Abjuration): 0 - Flare, Ghost Sound, Message, Read Magic; 1 - Charm Person, *Color Spray, *Disguise Self, Feather Fall, Shocking Grasp, *Silent Image; 2 - Darkness, *Hypnotic Pattern, *Invisibility, *Minor Image; 3 - *Displacement, *Invisibility Sphere, *Major Image; 4 - *Hallucinatory Terrain., *Rainbow Pattern.

CLOSING WORDS

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:

DLA2-3.5 Translation Document Issue to prevent me from accidentally dumping the email along with a boatload of the spam.

Thank you,
Bret Sheeley
(a.k.a. Carteeg Struve)
carteeg@iwon.com