

# Dragonwars of Trayth

PDF SAMPLE

## Rise of the Dragon Queen



AN ADVENTURE FOR CHARACTERS OF 1ST - 2ND LEVEL  
By EPIC QUEST PUBLISHING™

**Pathfinder**  
ROLEPLAYING GAME COMPATIBLE



# Rise of the Dragon Queen



## DRAGONWARS OF TRAYTH MODULE A1

### PDF SAMPLE

This sample includes a variety of pages to better show the overall content of our products.

### DUNGEON ADVENTURE

### CREDITS

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LEVEL 1  
ROOM #25- DOUBLE TRAP



A- Stellaurian Trapmaster



**MAGIC CROSSBOW TURRET**

Perception (DC20) to notice the trigger plates. Perception (DC25) to notice the hidden emplacements and the control panel. Disable Device (DC25) will deactivate the trigger plate. The crossbows can be destroyed by ranged or melee attack vs. AC 16. They have 22 HP and are 10' off the ground.

**Type-** Mechanical

**EFFECTS**

**Trigger-** Touch or Trapmaster who will trigger the trap if party disables the trigger plates. He will then run through doors to the east and warn #26.

**Reset-** Automatic after five rounds.

**Effect-** When a character triggers the trap, the crossbows make an attack each turn against one intruder in LOS on or past the trigger plates. The magic on the crossbow can distinguish friend from foe. Each crossbow has +10 to attack and deals 1d8+1 damage on a successful attack.



LEVEL 1  
ROOM #26- GUARD POSTS

This room has a 15' ceiling and is supported by four pillars.

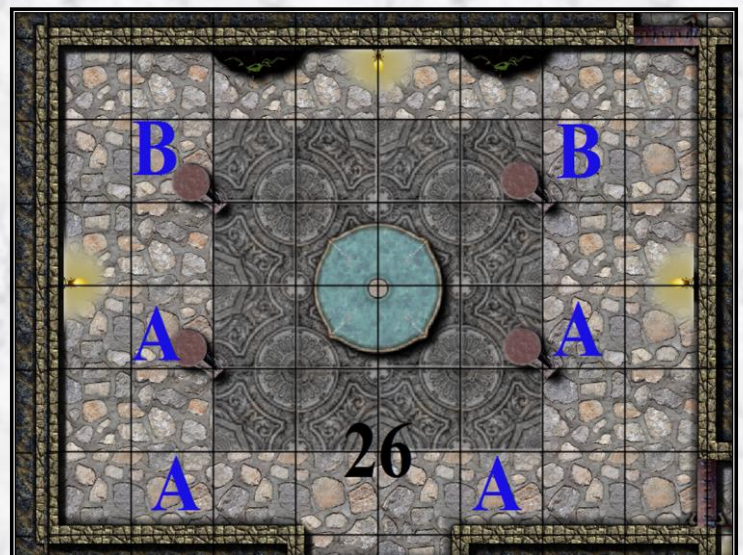
The Stellaurians will be alert if they hear the double doors open and the Pasinus will use ranged attacks to begin the fight while the players are in the hall leading to the room.

If the room is bypassed they will attempt to follow the group into room #27.

A- Stellaurian Defender



B- Stellaurian Pasinus





LEVEL 1  
**ROOM #27- ALTAR ROOM**

This very large room has a gray granite floor, finely polished. The foyer opens to a larger portion, with 15' ceilings supported by four pillars.

At the far end is an altar to the Dragon Queen guarded by a Black Dragon and many Stellaurians.

The statue of the Dragon Queen is on a raised platform flanked by two red glowing braziers.

To one side of the room is a door, and on the other side, a tapestry on the wall depicts the Dragon Queen winning in battle with four Silver Dragons over the Plains of Blood (where the characters arrived outside of the city of Alroth).

Two red scaled Stellaurians are partially concealed by the two pillars closest to the altar while a blue scaled Stellaurian is at the foot of the altar.

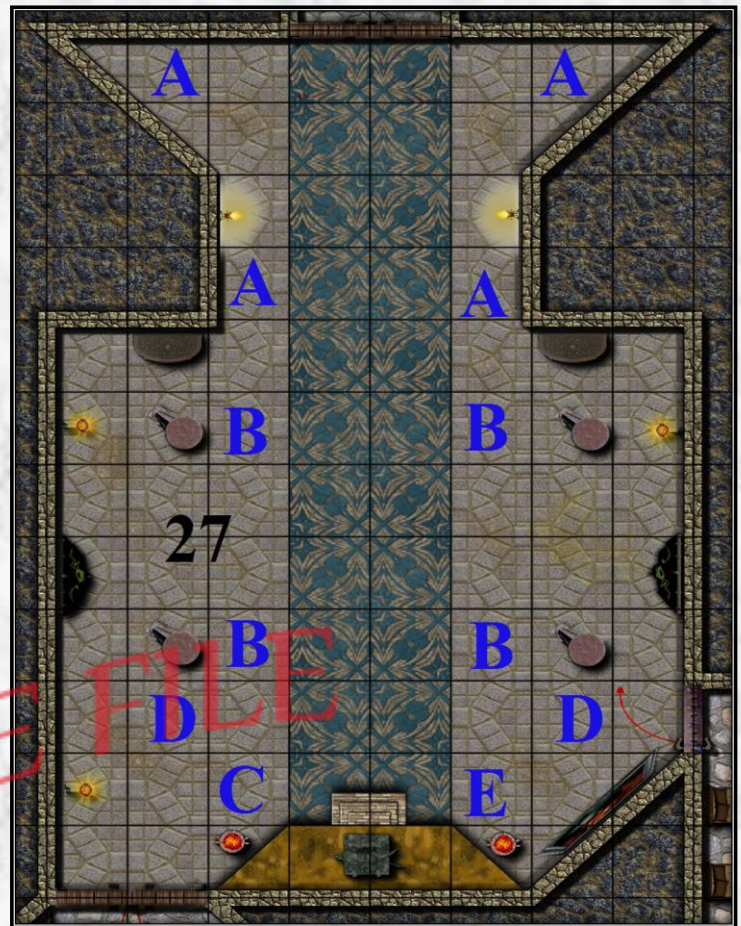
The smell in the room is of burnt flesh, most likely from a recent sacrifice on the altar.

The Stellaurians in this room will defend the altar to the last. They will not retreat.

If the party bypassed room #26, the Stellaurians from there will come in behind the party and attack the party from behind.

The statue will burst, emitting a cone of flames, if the altar is touched by any non draconic creature. (See trap)

**TREASURE** - +1 Breastplate, *King's Belt*, 2 fine cut rubies (250 gpe); Gold bracelet (200 gp), 3 silver rings with emeralds (30 gpe), 2 silver bracelets (10 gpe), 6 jeweled belts (30 gpe), 2 sets of fine clothes (40 gpe), 1 scroll of Cure Light Wounds, 2 potions of Cure Moderate Wounds.



- A- Stellaurian Defender
- B- Stellaurian Sentry
- C- Black Dragon Wyrmling
- D- Stellaurian Rubra
- E- Stellaurian Lividus



**FLAME CONE TRAP**

Perception (DC25) to notice.

**Type-** Magical

**EFFECTS**

**Trigger-** Statue touched by any non draconic creature.

**Reset-** Automatic in 10 rounds.

**Effect-** +15 to hit for 1d6+1 to each enemy in 15' cone.





## LEVEL 1- ROOM #19

A

**DWARVEN STONE HURLER**

N/A Medium construct

**Init** +3; **Senses** darkvision 60 ft., Perception +4**DEFENSE****AC** 13, touch 13, flat-footed 11 (+3 Dex)**HP** 13 (1d10+3)**Fort** +3, **Ref** +3, **Will** +0**Defensive Abilities** construct traits**OFFENSE****Speed** 30 ft., Burrow 20 ft.**Melee** 1 spear +4 (1d6+3 plus target is entangled)**STATISTICS****Str** 16, **Dex** 16, **Con** 16, **Int** 5, **Wis** 11, **Cha** 8**Base Atk** +1; **CMB** +4; **CMD** 17**Feats** Lightning Reflexes**Skills** Perception +4**SPECIAL ABILITIES**

**Guard Object (Ex)** – The Dwarven Stone Hurler deals +1d6 extra damage against targets adjacent to or carrying it's guarded object. These Stone Hurlers are commanded to guard the portcullis (technically, one specific bar of the portcullis, due to weight restrictions)

**DESCRIPTION**

A round flat stone device spins on a cylinder and releases dozens of small stone shots at intruders in the room. It tracks and anticipates their movements and defends the area or object it is assigned to.

## LEVEL 1- ROOM #20

A

**DWARVEN BALLISTAR**

N/A Medium construct

**Init** +4; **Senses** darkvision 60 ft., Perception +1**DEFENSE****AC** 14, touch 14, flat-footed 10 (+4 Dex)**HP** 33 (3d10+3)**Fort** +2, **Ref** +4, **Will** +1**Defensive Abilities** construct traits**OFFENSE****Speed** 30 ft.**Melee** 1 Slam +4 (1d6+2)**Range** Ballista +6 (1d8)**Space** 5 ft.

**Special Attack** Double Shot (1 range attack against 2 targets within 5 feet of each other)

**STATISTICS****Str** 15, **Dex** 18, **Con** 14, **Int** 5, **Wis** 12, **Cha** 8**Base Atk** +2; **CMB** +4; **CMD** 18**Feats** Lightning Reflexes**Skills** Stealth +10**DESCRIPTION**

An automated ballista firing bolts at intruders from the area it guards.

## LEVEL 1- ROOM #24

A

**DWARVEN STONE HURLER**

N/A Medium construct

**Init** +3; **Senses** darkvision 60 ft., Perception +4**DEFENSE****AC** 13, touch 13, flat-footed 11 (+3 Dex)**HP** 13 (1d10+3)**Fort** +3, **Ref** +3, **Will** +0**Defensive Abilities** construct traits**OFFENSE****Speed** 30 ft., Burrow 20 ft.**Melee** 1 spear +4 (1d6+3 plus target is entangled)**STATISTICS****St** 16, **Dx** 16, **Cn** 16, **In** 5, **Ws** 11, **Ch** 8**Base Atk** +1; **CMB** +4; **CMD** 17**Feats** Lightning Reflexes**Skills** Perception +4**SPECIAL ABILITIES**

**Guard Object (Ex)** – The Dwarven Stone Hurler deals +1d6 extra damage against targets adjacent to or carrying it's guarded object. These Stone Hurlers are commanded to guard the portcullis.

**DESCRIPTION**

A round flat stone device spins on a cylinder and releases dozens of small stone shots at intruders in the room. It tracks and anticipates their movements and defends the area or object it is assigned to.

B

**DWARVEN BALLISTAR**

N/A Medium construct

**Init** +4; **Senses** darkvision 60 ft., Perception +1**DEFENSE****AC** 14, touch 14, flat-footed 10 (+4 Dex)**HP** 33 (3d10+3)**Fort** +2, **Ref** +4, **Will** +1**Defensive Abilities** construct traits**OFFENSE****Speed** 30 ft.**Melee** 1 Slam +4 (1d6+2)**Range** Ballista +6 (1d8)**Space** 5 ft.

**Special Attack** Double Shot (1 range attack against 2 targets within 5 feet of each other)

**STATISTICS****St** 15, **Dx** 18, **Cn** 14, **In** 5, **Ws** 12, **Ch** 8**Base Atk** +2; **CMB** +4; **CMD** 18**Feats** Lightning Reflexes**Skills** Stealth +10**DESCRIPTION**

An automated ballista firing bolts at intruders from the area it guards.

## LEVEL 1- ROOM #25

A

**STELLAURIAN TRAPMASTER**

Saurian Rogue 1

LE Medium humanoid (reptilian)

**Init** +4; **Senses** darkvision 60 ft.; Perc +6**DEFENSE****AC** 18, touch 12, flat-footed 14 (+2 armor, +4 Dex, +2 natural)**HP** 12 (1d10+2)**Fort** +4, **Ref** +4, **Will** +1**OFFENSE****Speed** 30 ft.**Melee** Short Sword +5 (1d6); Dagger +5 (1d4)**STATISTICS****Str** 9, **Dex** 18, **Con** 14, **Int** 13, **Wis** 13, **Cha** 9**Base Atk** +1; **CMB** +1; **CMD** 15**Feats** Weapon Finesse**Skills** Craft (trapmaking)

+7, Perc +7, Stealth +8;

**Racial Modifiers** +2 Perception**Languages** Common, Draconic**Treasure** Lthr Armor, Short swd, Thrw Dagger x8**SPECIAL ABILITIES**

**Trigger Trap (Ex)** can trigger any trap in line of sight within 100'.

**Lightstep (Ex)** – Does not trigger traps that the Trapmaster is aware of.

**DESCRIPTION**

Stellaurians Trapmasters are much like Lizardfolk in appearance. They are bipedal, have lizard-like tails, draconic like heads, and bodies covered in gray scales.

## LEVEL 1- ROOM #26

A

B

### STELLAURIAN DEFENDER

Saurian warrior 1

LE Medium humanoid (reptilian)

**Init** +1; **Senses** darkvision 60 ft.; Perception +8

#### DEFENSE

**AC** 17, touch 11, flat-footed 16 (+3 armor, +1 Dex, +1 natural, +2 Shield)

**HP** 12 (1d10+2)

**Fort** +4, **Ref** +1, **Will** +1

**Resist Fire** 3

#### OFFENSE

**Speed** 20 ft.

**Melee** Longsword +4 (1d8+3)

#### STATISTICS

**Str** 17, **Dex** 12, **Con** 14, **Int** 12, **Wis** 13, **Cha** 16

**Base Atk** +1; **CMB** +4; **CMD** 15

**Feats** Skill Focus (Perception)

**Skills** Craft (trapmaking) +5, Perception +8, Stealth +5;

**Treasure** Longsword, Studded Leather, Heavy Wood Shield

#### SPECIAL ABILITIES

**For the Master (Ex)** – Gain +1 to attack rolls when adjacent to a Saurian Master- (Stellaurian Mauro, Pasinus, Rubra, Canus, or Lividus.)

#### DESCRIPTION

*Stellaurians Defenders are much like Lizardfolk in appearance. They are bipedal, have lizard-like tails, draconic like heads, and bodies covered in beige scales.*

### STELLAURIAN PASINUS

Saurian War Master 2

LE Medium humanoid (reptilian)

**Init** +3; **Senses** darkvision 60 ft.; Perc +5

#### DEFENSE

**AC** 18, touch 13, flat-footed 15 (+4 armor, +3 Dex, +1 natural)

**HP** 24 (2d10+4)

**Fort** +5, **Ref** +3, **Will** +2

#### OFFENSE

**Speed** 25 ft., Fly 25 ft. (Clumsy)

**Melee** Longsword +3 (1d8+1)

**Range** Longbow +5 (1d8)

**Special Attacks** Breath Weapon (30-ft. cone, DC 16, 2d6 poison gas) 1/day

#### STATISTICS

**Str** 12, **Dex** 16, **Con** 15, **Int** 7, **Wis** 15, **Cha** 8

**Base Atk** +2; **CMB** +3; **CMD** +16

**Feats** Skill Focus (Perception)

**Skills** Acrobatics +6, Intimidate +4, Perception +5

**Treasure** Hide Armr, L Swd, L Bow, 20 Arrows

#### SPECIAL ABILITIES

**Poison Skin (Su)** – Any skin contact with the Pasinus scales can be deadly. Fort Save DC 15 or 1 point poison dmg/hour. Can resave every 24 hrs.

#### DESCRIPTION

*Stellaurians Pasinus are much like lizardfolk in appearance. They are bipedal, have lizard-like tails, draconic like heads, and bodies covered in green scales. They have dragon-like wings that emerge from their backs that are both retractable and strong.*

## LEVEL 1- ROOM #27

A

B

C

### STELLAURIAN DEFENDER

Saurian warrior 1

LE Medium humanoid (reptilian)

**Init** +1; **Senses** drkvision 60 ft.; Perc +8

#### DEFENSE

**AC** 17, touch 11, flat-footed 16 (+3 armor, +1 Dex, +1 natural, +2 Shield)

**HP** 12 (1d10+2)

**Fort** +4, **Ref** +1, **Will** +1

**Resist Fire** 3

#### OFFENSE

**Speed** 20 ft.

**Melee** Longsword +4 (1d8+3)

#### STATISTICS

**St** 17, **Dx** 12, **Cn** 14, **In** 12, **Ws** 13, **Ch** 16

**Base Atk** +1; **CMB** +4; **CMD** 15

**Feats** Skill Focus (Perception)

**Skills** Perception +8, Stealth +5;

**Treasure** Longsword, Studded Leather, Heavy Wood Shield

#### SPECIAL ABILITIES

**For the Master (Ex)** – Gain +1 to attack rolls when adjacent to a Saurian Master- (Stellaurian Mauro, Pasinus, Rubra, Canus, or Lividus.)

#### DESCRIPTION

*Stellaurians Defenders are much like Lizardfolk in appearance. They are bipedal, have lizard-like tails, draconic like heads, and bodies covered in beige scales.*

### STELLAURIAN SENTRY

Saurian warrior 1

LE Medium humanoid (reptilian)

**Init** +1; **Senses** drkvision 60 ft.; Perc +12

#### DEFENSE

**AC** 16, touch 11, flat-footed 15 (+3 armor, +1 Dex, +2 natural)

**HP** 11 (1d10+1)

**Fort** +3, **Ref** +1, **Will** +3

**Resist fire** 3

#### OFFENSE

**Speed** 30 ft.

**Melee** Short Sword +3 (1d6+2)

#### STATISTICS

**St** 14, **Dx** 12, **Cn** 13, **In** 9, **Ws** 16, **Ch** 8

**Base Atk** +1; **CMB** +3; **CMD** 14

**Feats** Skill Focus (Perception)

**Skills** Perception +12, Stealth +5;

**Languages** Common, Draconic

#### SPECIAL ABILITIES

**Telepathic Warning (Su)** – The sentry sends a warning to its dragon master and other Stellaurians within 100'.

**Treasure** NPC gear (Studded Leather Armor, Short Sword)

#### DESCRIPTION

*Stellaurians Sentries are much like Lizardfolk in appearance. They are bipedal, have lizard-like tails, draconic like heads and bodies covered in dark purple scales.*

### WYRMLING BLACK DRAGON

CE Medium dragon (water)

**Init** +7; **Senses** dragon

senses; Perception +8

#### DEFENSE

**AC** 16, touch 13, flat-footed 13 (+3 Dex, +3 natural)

**HP** 42 (3d12+6)

**Fort** +5, **Ref** +6, **Will** +3

**Immune** acid, paralysis, sleep

#### OFFENSE

**Speed** 60 ft., swim 60 ft.

**Melee** bite +3 (1d8), 2 claws -2 (1d6)

**Special Attacks** Breath weapon (30-ft. line, DC 16, 2d6 acid)

#### STATISTICS

**St** 11, **Dx** 16, **Cn** 15, **In** 8, **Ws** 11, **Ch** 8

**Base Atk** +3; **CMB** +3; **CMD** 16 (20 vs. trip)

**Feats** Alertness, Improved Initiative

**Skills** Fly +9, Intim+5, Perc +8, Stealth +9

**SQ** Water breathing

#### DESCRIPTION

*Hissing green acid drips from the fanged maw of this black scaled, horned dragon.*



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# Rise of the Dragon Queen

PDF SAMPLE

FOR 1<sup>ST</sup> AND 2<sup>ND</sup> LEVEL CHARACTERS

Venture to the founding city on the continent of Trayth where the latest abduction of nobles has occurred. The mysterious sign of the Scaled Hand is once again seen after a thousand year absence.

The country is at war and the leaders have prayed to their gods for an answer. Adventurers have been chosen by the deities to test their skills and solve the mystery that seems to indicate that the Dragon Queen is once again on the rise in Trayth.

Battling Dragons, Stellaurians and Evil Cultists, your group must find and venture into ancient dungeons, solve what is behind these disappearances and learn if an ancient artifact is responsible for the rise of the Dragon Queen.

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