

INTRODUCTION

Welcome to *The World-Breaker's Herald*, an original adventure using the Pathfinder rules, but set in an entirely new world: the Dreadlands.

Before play, make sure your players know the mythology of the Dreadlands; after all, a cleric needs to know what gods he can serve, and a bard needs to know about his locations.

CHAPTER ONE: BENEATH THE LIBRARY

PART ONE: THE LIBRARIAN

The PCs are in the demiplanar city of Valgate, for whatever reason the players can provide. Valgate is renowned throughout the Dreadlands as the city of heroes, where all adventurers acquire their tasks and meet their traveling partners. The PCs have decided to undertake a task by the kobold librarian, Tonton Icefang. The PCs may expect kobolds to be of chromatic scale colors, so it should be somewhat surprising when it turns out that Tonton is silver. In any case, the players should take this opportunity to introduce their characters.

Tonton will make a request that the PCs retrieve some items from his old home in Dragon Falls Village, a fair journey to the northeast of the Valgate portal. During this, remember that Tonton is polite, professional and concise. He is supposed to make his point known clearly and effectively.

Tonton should also be somewhat cryptic about the nature of these items. All of the items he desires are actually powerful magical artifacts that he left behind, but he does not wish the PCs to know this right off.

Tonton's requests

Staff of the Dragon God
The Bookkeeper's Reading Glasses
Modified Divine Deck of Many Things
The Eye of the Devastator

These items will be detailed in a later section, but Tonton will not reveal what they are. Describe to the players what these items will look like, but do not tell them that the objects are powerful artifacts, or their actual names. A simple description of each should suffice; for instance, Tonton could describe *The Eye of the Devastator* as “an old, leather-bound book. You can't miss it, it

has an eye on the cover.”

Burn the Lich!

Players used to other settings, where kobolds are stereotyped as evil, may use *detect evil* on Tonton, and attack when it comes up positive. However, the kobold is undeniably Lawful Good. The fact of the matter is that he’s a lich, who has taken the long road to redemption, but who can never abandon his undead nature. Players who persist in attacking Tonton will do so at their peril, as Tonton is a Mythic-level spellcaster who could destroy Valgate, were he evil. Before revealing the results of *detect evil*, stress the fact that racial alignment stereotypes are not present in the Dreadlands, and ask players if they really want to take that risk.

After describing the items, allow the players to purchase whatever equipment they need. Due to its influx of adventurers and would-be heroes, Valgate is sufficiently stocked with all sorts of goods and services. Tonton himself can provide a variety of magic and wondrous items, and higher-level PCs may find him willing to part with a rare artifact. Tonton is also very generous, and will give these items for much less money than most other magic merchants. Tonton’s magic items are sold for half the standard price.

Tonton’s wares (at 1st level)

wand of <i>cure light wounds</i>
scroll of <i>cure moderate wounds</i>
wand of <i>true strike</i>
scroll of <i>animate dead</i>
wand of <i>lesser animate dead</i>
potion of <i>cure light wounds</i>
potion of <i>inflict light wounds</i> (Tonton supplies this to dhampir and shi-nek PCs)
wand of <i>inflict light wounds</i> (see above)
scroll of <i>inflict moderate wounds</i> (see above)
scroll of <i>raise dead</i>

In addition to these items, Tonton can also add spells to wizard and magus spellbooks, alchemist formula books, and witch familiars.

-Exploring Valgate-

Valgate is a big city, and the PCs may wish to enjoy the sights a bit before heading off on their adventure. Take this time to introduce them to a variety of characters who may serve as allies.

-Hatful of Beer-

Across the street from Tonton, the PCs can find a bar called the Hatful of Beer. While obviously supplying drinks, the bar also sells clothes, and even magic armor provided by Tonton. However, the main attraction may just be its bartender, Nara.

Nara is a dwarf maiden who is considered by many patrons to be quite beautiful, and is known to have had several lovers in the past. If you wish, you may have Nara take an interest in one of the PCs, flirting with them and inviting them to stay the night.

-----later-----

Ice egg?

If your players search the Icefang Snarl, they may find a recently cleaned kobold nest, containing a single egg made of ice. This is the phylactery of Tonton. Due to story events, the ice egg is destined to shatter before this year is over. When this happens, Tonton will die a true death. Unlike most liches, however, he has chosen to be a shining paragon of good in his unlife, and should be admitted to Heaven. There are statistics for Tonton to ascend as an angel empyreal lord; see the Memory of Frost.