

# Draconic Schemes

## A One-Round Dungeons & Dragons® Living Greyhawk™ Nyrrond Meta-regional Adventure

by JP Chappleau

Based on an idea by JP Chappleau and Matt Thompson

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Four years ago, a woodsman of the Gamboge told the tale of how he escaped a green dragon to anyone who would listen.

Now, folks from a number of regions are interested in the fate of that dragon. Why are Urnstians so interested in the beast and Nyrrondese interested in giving it to them? Schemes are afoot. A one-round meta-regional adventure set in the Northern Gamboge forest for characters level 2-15 (APLs 4-14). This adventure has a particular interest for members of House Duncombe, the Pale Diplomatic corps and anyone with an interest in the Gamboge Forest.

Resources for this adventure [and the authors of those works] include *Draconomicon* [Andy Collins, Skip Williams, James Wyatt], *Fiend Folio* [Eric Cagle, Jesse Decker, James Jacobs, Erik Mona, Matt Sernett, Chris Thomasson, James Wyatt], *Monster Manual II* [Ed Bonny, Jeff Grubb, Rich Redman, Skip Williams, Steve Winter], NMR6-02 *Mad Baron of Pikemaster* [JP Chappleau], PAL4-06 *Strands of Gloom* [Derek Schubert], PAL7-03 *Wyrms Signs* [Matt Thompson] and *Races of the dragon* [Gwendolyn F.M. Kestrel Jennifer Clarkes Wilkes, Kolja Raven Liquelette].

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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This adventure retires from RPGA-sanctioned play on December 31, 2008.

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## PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

## PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in

this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

## LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To calculate the Average Party Level (APL), follow the process below:

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing

this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

## ROUNDS AND UPKEEP

This is a standard one-round Regional adventure set in The Archbarony of Eastmarch in the County of Urnst.

Adventurer's Standard Upkeep costs 12 gp per round for characters who have a home region in the Nyrond Metaregion, and 24 gp for characters who do not have a home region in the Nyrond Metaregion. Rich and Luxury Upkeep cost 75 gp per round for characters who have a home region in the Nyrond Metaregion, and 150 gp for characters who do not have a home region in the Nyrond Metaregion. Characters that fail to pay at least Standard Upkeep retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in Survival and succeeds on a DC 20 Survival check, he heals temporary ability damage as if he had Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). PCs may Take 10 on this roll.

Chapters 1 and 5 of the LGCS present more information about lifestyle and upkeep.

## PREPARATION FOR PLAY

Find out which PC has played the adventures listed below. PCs who have played these adventures are assumed to have met the associated NPCs.

**BDK7-04 Proof of Loyalty:** Lady Ilya Duncombe  
**NMR6-02 Mad Baron of Pikemaster:** Bishop Freznook  
**PAL4-06 Strands of Gloom:** Druidess Taraya and Lerth the behir

**PAL7-03 Wyrms Signs:** Druidess Taraya

### Enmities

**County of Urnst:** Any member of House Duncombe or Countess Rachel.

**ADP6-03 Red Hand of Doom (Part 5):** These PCs have the enmity of Tiamat and as such are preferred targets of Ferenklor and any monster with the dragonblood subtype.

### Meta-Orgs

Find out if any PC belongs to one of the following meta-orgs.

- Any Druidic or Wilderness organization (any country (NMR or beyond))
- Church of Pholtus (any country)
- House Duncombe (County of Urnst)

- Knights of the Swan (County of Urnst)
- Pale Diplomatic Corps (Pale)
- Any PC with a nobility title

### Time warning!

This adventure can easily run long. The fights are complex and have a number of creatures. For this reason, terrain for the combats was kept simple.

Some time warnings have been placed into the adventure to tell you which combat should be kept short and which should be played out.

## NEW RULE ITEMS

Metaregional adventures often utilize new rules items – including new classes, prestige classes, races, feats, spells, and equipment (including magic items) – that do not appear in any of the three core D&D books (*Player's Handbook*, *Dungeon Master's Guide*, or *Monster Manual*). The full write-up of any featured feats, spells, or equipment appears in Appendix 2. Information on featured classes, prestige classes, and races appears in the relevant creature's stat block. This adventure includes all the information required to run these characters. The DM should double-check that he fully understands any new rule items presented in this adventure before play begins.

## ADVENTURE BACKGROUND

This adventure ties a number of events together from the Pale, Nyrond and the County of Urnst. Make sure you understand what is going on and what the NPCs are trying to do here.

## LERTH THE BEHIR

In *PAL4-06 Strands of Gloom*, adventurers met with an old behir called Lerth. Lerth's mate was killed by the dragon Sassy and her children, forcing him to flee northwards into the Pale. The lair he found there was inhabited by hobgoblins that again drove him out.

Lerth is a large old male behir, about 45 feet long and weighing 5,000 pounds. His scales are a green-tinged blue with brown bands, and his underbelly is light blue. The end of his left horn was broken off in an old fight. He sometimes falls into coughing fits, which send showers of sparks from his mouth.

Lerth is old and wily, a genius among behirs, and therefore vain. His typical tactics involved luring his prey into a vulnerable position, then striking. He used to enjoy a comfortable life with plentiful food and a pleasing mate, but the invading green dragons ruined it all.

Since he was last seen, Lerth has remained in the Gamboge both hunting and hiding from the minions of Sassy. Lerth wishes to leave the Gamboge, but is afraid of traveling across country. He understands that there are people out there he can not kill (*PAL4-06 Strands of Gloom* left him a bad taste in his mouth).

Lerth has been hunting and raiding farms along the Pale border and as far south as the city of Greenplane.

This has made him somewhat unpopular in both Nyronnd and the Pale. Since he usually hunts at night those who have seen him in the moonlight have spread stories of green dragons (they didn't get a good look at him because they were usually running the other way once they saw his shape).

However, Lerth has only attacked livestock and goblinoids (which he has found to his taste). There are no reports of sentient fatalities from either Nyronnd or the Pale.

## SASSY

Sasrananakmasha, "Sassy", "the Green of the Gamboge" is a green dragon known for her... frequent mating habits. She mates with everything she can.

One of her children is the green dragon Ferenklor who is pivotal to this adventure.

Sassy does NOT appear in this adventure, but anyone who has seen Ferenklor assumes that it is Sassy.

## FERENKLOR THE DRAGON

Ferenklor is one of Sassy's green dragon children. He is now out to try and forge himself an enclave in the northern Gamboge where he hopes he can become known as King of the northern Gamboge and rule without having to bow to his mother. In fact, he hopes to plunder his mother's hoard one day... But first, he must create his own little kingdom.

Ferenklor gathered a group of kobolds and forest giants hoping to conquer the northern Gamboge. These minions are starting to cause trouble in Bronzebrook by attacking hunters and wilderness folks.

What Ferenklor did not count upon was the presence of Lerth. Naturally behirs tend to give up territory in favor of the true dragon, but Lerth has a chip on his shoulder and a score to settle.

## CLIMATE BETWEEN NYRONND & COUNTY

Since the signing of the Non-Aggression Treaty between the County of Urnst and the short-lived Nyronnd Imperium the County gained the lands that were formed into the Barony of Starkwall.

With king Lynwerd's return to power, legal arguments were made on both sides as to who should keep the tract of land. The argument has lasted to this day as the County invested time and money in the barony in the form of what became known as Elone's Wall. The wall fortified the new border with an actual wall and a series of towers, keeps and gates.

Early in 597CY, the Countess sent her Lord Chamberlain (prime minister) Lord Darius Alan Dane to meet with the King in Rel Mord. While the talks weren't exactly successful, both sides made concessions to the other, though the exact details are known only to Lord Dane, the Countess, the King and Queen.

The net result of Lord Dane's trip to Rel Mord was that the Countess ordered the wall destroyed and its

stones used to build a summer palace in the center of the County.

At present, the relations between the County and Nyronnd remain cold, but talks of war have calmed down for the moment.

## LORD DUNCOMBE'S PLAN

The Countess's father, Lord Terard Duncombe the Second is a man used to doing things his way. He controls the most heavily militarized lands of the County and he has the financial backing of House Torquann, making him close second in power to the Countess herself, his own daughter Rachel.

Rachel and Lord Duncombe don't see eye-to-eye most of the time. Whereas Rachel is an Heironean paladin, Lord Duncombe is used to power and to pushing his own plan forward. Lord Duncombe has a very mixed reputation in the County, except in his domain of Eastmarch where he is seen as a benevolent leader tarnished by jealous slander.

At the time of this adventure, Lord Duncombe is preparing for his daughter's wedding. He needs a large number of soldiers for his venture. Having Lerth as a friend and an ally against the many humanoid tribes of the Blue Mounds definitely helps solidify his hold on the area, and in case of a Nyronndese invasion, Lerth should be useful.

Of course, Lord Duncombe has not shared his plans with his daughter, Countess Rachel. Everyone in this adventure ASSUMES that he does this endeavor with his daughter's blessing, or at her request.

What Rachel thinks of this is outside the scope of this adventure. You will need to come to the County of Urnst to know what repercussion this has! Love shameless plugs!

## STRADSETT

(From [www.TheocracyOfThePale.com](http://www.TheocracyOfThePale.com))

Stradsett is the capital of the Prelacy of Gamboge. The city is located in the southeast region of the Theocracy of the Pale, along the northern edge of the Gamboge Forest. Stradsett is built in a circular form spreading out from its small logging-town roots (so to speak).

As of CY 594, Stradsett has a population of approximately 13,000 people: 90% are human, 5% are half-elf, 3% are elves, and 2% are other demi-humans. The residents of Stradsett are known as especially tolerant. They enjoy talking and bargaining with others, a trait they may get from their Prelate, Andon Kavelle, who is also the Circle of Nine's chief negotiator as well as the head of the Pale Diplomatic Corps.

The city is organized in varying degrees of grids and more disorganized communities. The closer to the forest one gets, the more disorganized the city is, while northern portions are laid out in grids for easy movement and organization. The Cathedral of Law is located almost directly at the separation point of these two districts of the city. This temple of Pholtus is the highest church in

the prelacy and is constructed from a mixture of marble from the Rakers and wood from the Gamboge.

The headquarters of the Pale Diplomatic Corps is located in Stradsett and with so many diplomats wandering around the city, the people can't help but be more inclined to talk out their problems than fight. The large complex in which the Diplomatic Corps is housed is located in the eastern section of the "Law Quarter," as the citizens have dubbed the more organized half of the city. The area is filled with many sub-embassies of countries that negotiate with the Theocracy (aside from their chief embassies in Wintershiven), in order to be closer to Andon Kavelle's most dedicated diplomats.

The city also houses a small guildhall of the Arcanist Guild. This small hall is capable of supporting many brothers and sisters of the guild, but is a simple structure, rather than the grand hall of most other cities. The "Jumble Quarter," as the more disorganized half of the city has come to be known, is dominated by a large lumber industry. The city does a fair amount of logging in the Gamboge Forest, although many loggers have become more cautious in recent years with the rumors coming up from Nyronde about the Green of the Gamboge, a terrible dragon.

The city has large numbers of farms located around it due to its proximity to the huge open plain of central Pale. The farms are mostly dedicated to hardy wheat grasses and other vegetables during the Pale's short growing season, but a few are dedicated to fruit-bearing trees.

Stradsett is home of the Prelatal Army's Seventh Dawn Command. They maintain a walled complex of buildings inside the city. The Pale Patrol maintains its own walled complex outside the city walls. The Church Militant maintains a small contingent in Stradsett as well. Their complex is located in the western section of the "Law Quarter."

## ADVENTURE SUMMARY

**Introduction:** The PCs are called upon to escort one envoy from the Pale, Nyronde or the County of Urnst to Stradsett in the Pale. There are three different introductions, based on where the adventure is played.

1: The PCs gather in Stradsett where they meet a number of NPCs: an Abbot of the Pale, an envoy of Lord Duncombe and a representative of the Count of Gamboge. The PCs meet the envoys who did not hire them. Role-play opportunities.

2: The PCs travel to Bronzebrook in the Gamboge with the envoys. Here the PCs can learn about the true reason for this meeting: Lerth the Behir. More role-play opportunities.

3: They head off to find Lerth the Behir, find his lair and the scavengers that have moved in.

4: Following the trail, the PCs are attacked by the vanguard of Ferenklor's army.

5: The PCs find Lerth and Ferenklor's base.

6: Having rescued Lerth, the PCs have to convince him to attend the meeting.

7: If the PCs decided to return to Bronzebrook before stopping Ferenklor, the green dragon launches all his forces against the village.

**Conclusion:** The PCs' actions can lead to the three countries moving closer or apart.

## INTRODUCTION

The adventure begins in different places based on the Living Greyhawk region where it is being played.

### COUNTY OF URNST

*The letter with a seal of a bull was quite clear, head to Starkwall where you would meet with Lady Ilya Duncombe at the Baronial manor. A reward in gold nobles was hinted at.*

*With the destruction of most of Elone's Wall, Nyronde and Urnstian mingle freely in the streets of Starkwall, making the city more chaotic than usual.*

*At the manor, the guard checked your letter before showing you into a dining room where other adventurers are seated and enjoying various drinks. Servant girls bring you a cup of your favorite beverage.*

This would be a good time for the PCs to introduce themselves to each other.

*At exactly the appointed time, a human woman dressed in a fashionable red and yellow dress and an older gentleman wearing the white robes of a Pholtan enter the room.*

*The woman in the dress speaks almost immediately. "Good day to you all, House Duncombe thanks you for coming at such short notice. My name is Ilya Duncombe. Here is Bishop Freznook of the Pale Diplomatic Corps through which our meeting has been arranged."*

*The Bishop has a shaved head; wears no armor under his gold-trimmed white robes and wears a large golden symbol of the Sun and Moon. He has an endearing smile and a soft, friendly voice. The bishop bows politely.*

*Lady Ilya continues "My uncle, Lord Terard Duncombe the Second, Archbaron of Eastmarch, can not be here at this time, as he is busy preparing for Her Noble Brilliancy's wedding at his castle in Charn. It is at his request that you have been called here."*

*"I need an escort to the Theocracy of the Pale, to the town of Stradsett to be precise, on the border of the Gamboge Forest. There, I am to meet with some of their druids. The mission is simple: escort me to Stradsett and back. I will pay for travel expenses, and make sure you get a little extra, but you must pay for any further expense."*

The woman in the dress is Lady Ilya Duncombe, a cousin of the Countess, she has been sent here on an errand from Lord Terard Duncombe the Second, Archbaron of Eastmarch. She is very formal in her dealing and remains polite, if a little arrogant. Lady Ilya is more relaxed towards PCs who are nobles.

PCs who played BDK7-04 *Proof of loyalty* have already met with Lady Ilya.

Some PCs may have met the bishop in PAL3-07 *Champion of the Pale* where he asked the PCs to escort the candidates for champion of the Pale. PCs who played NMR6-02 *Mad Baron of Pikemaster*, immediately recognize Bishop Freznook as being one of the guests of the Mad Baron.

It is likely the PCs have questions for Lady Ilya and/or Pawan.

- **What does it pay?** (Lady Ilya) You will be well recompensed. House Duncombe is known for keeping their mercenaries satisfied.
- **What are you going to do?** (Lady Ilya) Meet with the Druidess Taraya.
- **Aren't druids outlawed in the Pale?** (Bishop) Yes, they are, though the meeting is to take place outside the borders of the Pale itself, it will be held in Nyronnd.
- **Why does Lord Duncombe not go himself?** (Lady Ilya) He is busy with his daughter's wedding.
- **Why not bring an escort of Duncombe soldiers?** (Lady Ilya) Our troops are busy keeping the County safe.
- **Why not bring an escort of Pale soldiers?** (Bishop) I doubt the Nyronndese would approve.
- **Is passage through Nyronnd safe?** (Lady Ilya) That's why I am hiring you.
- **Do you expect trouble?** (Lady Ilya) No, but I'd rather be cautious.
- **Is the Bishop coming?** (Bishop) No, I am heading to Charn to meet with Lord Duncombe.

When the PCs agree to escort Lady Ilya, proceed to Encounter 1.

## DUCHY OF URNST

Use the County's entry

## NYRONND

*You received a summons to the house of Sir Phileas Klendern in Borneven in the County of Gamboge. Perhaps it was curiosity, perhaps it was the promise of adventure or perhaps it was the veiled hint of gold nobles or perhaps you just didn't know what else to do, but you made your way to the manor.*

*Presenting yourself to the guard, you are quickly shown inside to a large room, obviously a study. Bookshelves line the walls, filled with ledgers, history treatises and poetry books.*

*"Sir Phileas will be here shortly. Do take a seat," says the guard.*

*Other adventurers are also present, some seated, some standing.*

This would be a good time for the PCs to introduce themselves to each other.

*Two men enter the room. On, you guess, is a nobleman by his rich clothing and demeanor and the other wears the white robes of a Pholtan priest.*

*The noble takes a seat in the plush leather-covered chair behind the desk.*

*The Pholtan has a shaved head; wears no armor under his gold-trimmed white robes and wears a large golden symbol of the Sun and Moon. He has an endearing smile and a soft, friendly voice.*

*"Now, that you are all here, let us not waste any time. I am Sir Phileas, first cousin of the Count. He has asked me to gather you all and Bishop Freznook here."*

*"The Bishop has informed my cousin of a meeting between people of the County of Urnst and the Theocracy of the Pale..."*

*The Bishop adds, for your understanding. "I am Bishop Freznook of the Pale's Diplomatic Corps. You see, forces under Lord Duncombe, Countess Rachel's father, have contacted people in the Gamboge near the town of Stradsett just inside the forest. An envoy of Lord Duncombe will meet with an exile from the Pale."*

*Sir Phileas adds "Now, I'm sure you know of the many dangerous creatures in the Gamboge... There is one in particular that has been spreading chaos, through no real fault of its own, but the Count wants to be rid of it. If the County of Urnst is willing to take it, then we are willing to send our problem beyond the border..."*

*"Now I need an escort to from here to Stradsett. You have guessed it, the escort is you!"*

Some PCs may have met the bishop in PAL3-07 *Champion of the Pale* where he asked the PCs to escort the candidates for champion of the Pale. PCs who played NMR6-02 *Mad Baron of Pikemaster*, immediately recognize Bishop Freznook as being one of the guests of the Mad Baron.

- **Who is the exile?** (Bishop) A druidess named Taraya.
- **Why us?** (Sir Phileas) Because I have heard of you and your skills.
- **What does it pay?** (Sir Phileas) You will be well recompensed. I value my person more than gold.
- **What are you going to do?** (Sir Phileas) Meet with the Druidess and the Urnstian envoy.
- **Aren't druids outlawed in the Pale?** (Bishop) Yes, they are, though the meeting is to take place outside the borders of the Pale itself, it will be held in Nyronnd.

- **Why not bring an escort of Gambogian soldiers?** (Sir Phileas) This mission is somewhat unofficial.
- **Why not bring an escort of Pale soldiers?** (Bishop) It would be bad form for me to travel escorted by foreign soldiers.
- **Do you expect trouble?** (Sir Phileas) No, but I'd rather be cautious.
- **Is the Bishop coming?** (Bishop) No, I am heading to Charn to meet with Lord Duncombe.

When the PCs agree to escort Sir Phileas, proceed to Encounter 1.

## THE PALE

This is the default introduction. It does not give any specific locations and you may tailor it to your party or your location.

*A well-dressed man in the traveler's clothes of a priest of Farlanghn approached you as you were relaxing at your favorite inn. He asked for you by name and handed you a letter.*

*"Common friends have referred you to me as a capable and resourceful adventurer. Therefore I am asking you to please come to Stradsett in the south of the Theocracy of the Pale. Please ask for Abbot Welliam at the office of the Pale Diplomatic Corps. Signed Bishop Freznook."*

Some PCs may have met the bishop in PAL3-07 *Champion of the Pale* where he asked the PCs to escort the candidates for champion of the Pale. PCs who played NMR6-02 *Mad Baron of Pikemaster*, immediately recognize Bishop Freznook as being one of the guests of the Mad Baron.

*The invitation was intriguing and for a number of reasons, you decided to see what the Pholtans wanted with you.*

*The initiate outside quickly brought you into an office where the scholarly and gaunt Abbot Welliam welcomed you. His hair is bushy and he has a long soul patch.*

*"You will have to excuse me... the Bishop has left for the County of Urnst and has left me only basic information about what he wishes you to do."*

*"You see, a heretic, a old druidess named Taraya has contacted us with a request for help, something that would help the people of the Pale. Pholtus the Merciful teaches that one's flock must be protected and so we have agreed to help her."*

*"The County of Urnst and the County of Gamboge will both be sending envoys to discuss the whole affair. I am there to ensure that the Pale is represented and kept informed of everything and to ensure a fair deal between both parties."*

*"You are to serve as my escorts as I attend this meeting."*

The PCs are likely to have some questions for the Abbot. Like most members of the Diplomatic Corp, the Abbot should not come across like a fanatic who wants to convert everyone to the worship of Pholtus. However, he does not tolerate people badmouthing the faith.

- **Why us?** Because the Bishop heard of you and your skills.
- **What does it pay?** Payment will be arranged, not much but I have the impression from what the Bishop said that the Count of Gamboge and the Countess of Urnst both have an interest in this and they may be willing to add extra money.
- **What are we going to do?** Escort the envoys and myself to the village of Bronzebrook in the Gamboge. Provide security and make sure the envoys are happy.
- **Aren't druids outlawed in the Pale?** Yes, they are, though the meeting is to take place outside the borders of the Pale itself, it will be held in Nyronnd.
- **Why not bring an escort of Pale soldiers?** It would be bad form to send large number of our soldiers on a diplomatic mission. Many of the Gamboge's inhabitants resent the Church of the One True Path.
- **Do you expect trouble?** No, but then again the Gamboge isn't exactly a safe place. There are dragons, elves, heretics, bandits and other monsters...
- **Is the Bishop coming?** No, he is in Charn, in the County of Urnst to meet with Lord Duncombe, the Countess' father.
- **Will you be coming?** Yes.

When the PCs agree to serve as an escort, proceed to Encounter 1.

## RATIK

Use the Pale's entry

## 1: THE ARRIVALS

*In the courtyard of the Pale Diplomatic Corps, three delegations meet. The afternoon is clear and the air is crisp.*

*The Pale's representative, Abbot Welliam of the Pale Diplomatic Corps is dressed in the ceremonial outfit of the church of the One True Path, decorated with sun and moon patterns. The Abbot is scholarly and gaunt with wild hair and a long soul patch.*

*"By the Blinding Light that shines upon us, I welcome you all to our Holy Land. May our negotiations be guided by goodwill and in a spirit of friendship and mercy to all the good and lawful people of our lands."*

*The Nyronndese representative is a richly dressed and very elegant man with a longsword at his side. "I am Sir Phileas Klendern, cousin and envoy of the Count of Gamboge. The Count wishes for this situation to be resolved as soon as possible and he is*



*happy that both the Countess of Urnst and the Theocracy of the Pale have agreed to help in this manner."*

*The Urnstian envoy is a comely Oeridian woman dressed in a long red dress with yellow highlights. "Greeting gentlemen, my name is Ilya Duncombe, I was sent here by Lord Terard Duncombe the Second, Archbaron of Eastmarch, Lord Chancellor of the County of Urnst and father to Countess Rachel the First. I thank both of you and your superiors to have agreed to talk about my uncle's request for the beast. As a gift to both of you, Lord Duncombe offers sourberry wine from his personal reserve." Members of Lady Ilya's entourage offer the highly-prized wine to the other envoys.*

*The Abbot then speaks. "I have taken the liberty to rent two of the finest establishments in Stradsett for you. If you need anything else, send a courier to me. I will be here. I propose that we leave early in the morning."*

*The two other envoys look at each other and agree to the wisdom of the Abbot's proposal. The three groups separate, heading to their respective destinations.*

Remind the PCs that this would be a good time to go shopping before they set out into the forest.

The PCs may also try and gather information about what is happening, proceed to "Word on the Street". The PCs may wish to speak to some of the other envoys. In that case, go to "The Abbot", "Lady Ilya" or "Sir Phileas", depending on the one they wish to meet.

When the PCs are done in town, proceed to Encounter 2.

## WORD ON THE STREET

The PCs can learn the following rumors and information with a successful Gather Information check as listed below. They gain all the information at the lower DC's as well. For every 10 gp they spend, they gain a +1 circumstance bonus (up to +4).

- **DC 1** Welcome to the Pale, I recommend you hide your holy symbols of pagan religions. You can go to jail for displaying them!
- **DC 5** Stradsett is the home of the Pale Diplomatic Corps.
- **DC 8** Numerous sightings of dragons have been reported in the area. (Some of this is Lerth, some is Ferenklor and some yet others (refer to Pale storyline)).
- **DC 10** Some cattle farms next to the Gamboge have been raided by a huge creature. (This is Lerth hunting.)
- **DC 12** New goblins and kobolds tribes have recently moved into the area. They haven't been doing a lot of raiding so far, but it's only a matter of time.
- **DC 13** The County of Urnst wants to capture and breed half-dragon creatures. They will pay good

money for any such creature. They would pay even more for a living green dragon! (That is NOT true)

- **DC 14** Half-green dragon creatures have moved into the area. I think Sassy is trying to take over the northern Gamboge (This is not quite true and not quite false either... see Adventure Background)
- **DC 15** A few years back, people thought Sassy came to the area, but it turned out it was a good creature called a baah-here (the person does not know the correct name of the creature). Adventurers reported the creature was good and friendly.
- **DC 18** Raids like we had here have been happening throughout the edge of the Northern Gamboge. Apparently green dragons are moving northwards and attacking settlements
- **DC 20** One of the County of Urnst's most powerful nobles wants a behir to be captured. Apparently there is still one in the forest.
- **DC 23** A druidess named Taraya was the one who contacted Pale officials to arrange the meeting about the behir.
- **DC 25** The County of Gamboge is interested in getting rid of the behir since they believe it is responsible for the raids on livestock. (True)

## TIME CONSTRAINT

If playing this in a time-constrained environment, only one envoy is willing to talk to the PCs. The others are busy preparing for the trip.

## THE ABBOT

Meeting the Abbot is easy; one simply needs to ask for him. The Abbot is polite but distant. He does not know too much and knows his role is more to listen than to actively take part in the talks. The Abbot can nevertheless reveal the following information if the PCs ask for them.

- The meeting involves an exiled druidess named Taraya.
- Taraya is an old woman of Flan descent who has had a lot of contacts with adventurers in the past.
- The Abbot believes Lerth the behir is behind many of the cattle missing and want it gone.
- The Abbot has never met Lady Ilya, Sir Phileas or Taraya.
- He knows Lady Ilya serves as a diplomat for the Countess and House Duncombe on mission where a low profile is required. He knows she is the one who struck a deal between the County and forces in the Bandit Kingdoms.

## LADY ILYA

Lady Ilya agrees to meet any PC she hired in the introduction and any PC who does not have any enmity of the Countess of Urnst or a member of House Duncombe.

- She is a first cousin of Countess Rachel.



- Lord Duncombe was informed of the situation by members of the County's Warders of the Wild (an organization devoted to maintaining the balance of nature in the County).
- She has never met the Abbot or the druidess Taraya.
- She has met with Sir Phileas during the Imperium when she was sent to Borneven as a diplomat. (Read: she was spying on the court at Borneven but she'd never admit it). She does not know him very well and thinks he's a decent fellow.
- Lord Duncombe has personally asked her to lead this mission and this meeting is at the County's request.
- She does not wish to say what the Lord Duncombe wants to say or give to the behir or why he is interested. (Lady Ilya is unsure of Lord Duncombe's motive. She thinks he wants the behir for an upcoming military campaign).

## SIR PHILEAS

Sir Phileas receives the PCs after making them wait for a long time, unless one of them is a noble, in which case he receives them immediately.

- He is the first cousin of the Count of Gamboge.
- Sir Phileas hates the behir with a vengeance because it has raided some of his domains extensively. He wants it GONE.
- She has never met the Abbot.
- He admits to have met Lady Ilya before, in a social setting some years ago (he does not remember when). She seems like a cultured and intelligent woman.
- He offered to take this mission when he heard of it.

## 2: NIGHT IN BRONZEBROOK

The trip from Stradsett to Bronzebrook in the Gamboge is a simple one. The twenty miles takes most of the day during which the envoys simply make small talk between them and otherwise keep quiet.

*The great and dense Gamboge is returning to its summer glory, as elms, oaks and hornwoods emerge from their winter slumber. The bronzewood trees provided a shaggy, leafy green contrast that persisted through the winter.*

*The trail winds over the rolling and thickly forested terrain, dipping occasionally down to small creeks and streams, crossed by weathered but sturdy bridges.*

*The forest-road has been descending alongside a small brook—Bronze Brook, of course—for roughly a mile, when it reaches a grassy clearing about a hundred fifty yards across. To one side stands a small orchard of nut trees. At the center of the clearing, a stout log wall surrounds a small settlement, the hamlet of Bronzebrook. Most humans in the Gamboge Forest live in settlements*

*like this for defense against bandits and humanoids; only a brave or foolish few choose to live on their own among the trees.*

*The two young guards on the watchtower raise their bows in greeting but relax and wave you through after you identify yourselves. They nevertheless keep a wary eye on the Abbot.*

*Within, about two-dozen cabins stand among small vegetable plots and turkey pens. Most of the buildings are sized for humans, with a few for smaller residents.*

*From a sturdy cabin fronting on the commons at the center of Bronzebrook, two figures come out. One is a rugged woodsman and the other an old Flan woman. The man speaks.*

*"Welcome to Bronzebrook. Let us speak in my house. I am Vadric and here is Taraya." Vadric and Taraya both gesture towards the house they just came out of.*

The envoys all enter the house. It is up to the PCs to decide what they wish to do at this time. They can enter the house or stay outside.

PCs entering the house are privy to the content of Player Handout 2. Run PCs staying out of the house play through "Staying Outside".

When the PCs decide to retire for the night, proceed to Encounter 3.

## TIME CONSTRAINT

If playing this in a time-constrained environment, only one envoy is willing to talk to the PCs. The others are busy preparing for the trip.

## STAYING OUTSIDE

PCs staying outside witness a peaceful and orderly wilderness hamlet. People are polite and salute the PCs as they pass by. There is nothing out of the ordinary and even the most paranoid PC should feel somewhat at ease here (which is usually when evil strikes... but not this time).

After a short time, Vadric invites the PCs to sleep in the common room of the local tavern.

## WORD ON THE STREET (BRONZEBROOK)

The PCs can learn the following rumors and information with a successful Gather Information check as listed below. They gain all the information at the lower DC's as well. For every 10 gp they spend, they gain a +1 circumstance bonus (up to +4).

The "Word on the street" from Stradsett is NOT available in Bronzebrook.

- DC 5 Bronzebrook is in Nyrond.
- DC 8 Bronzebrook's economy is centered on hunting and some logging.
- DC 9 Most folks here don't like the Pholtans (for various reasons).

- **DC 10** Vadric, the sheriff, is well-liked: he is efficient and dispenses justice fairly.
- **DC 11** Taraya the druidess is a kind woman who has helped many people in hard times. She is definitely a well of Flan culture and history.
- **DC 12** In the last few weeks there have been more attacks by kobolds and giants in the area. Hunters have been attacked and a few of them killed.
- **DC 13** Hunters dislike Lerth, a local behir, because he hunts constantly and lowers the amount of game available.
- **DC 14** The militia like Lerth because since he moved in the area in 594CY, there has been less humanoids attacking the settlement.
- **DC 15** Bronzebrook owes allegiance to no one. Its people do not wish to serve the Pale or Nyrond and live in peace away from both.
- **DC 20** Taraya has been sending a number of birds and animals with messages to parts unknown. And now these foreigners have come.

## VADRIC

Vadric was a cavalryman in the Prelatal Army but left almost thirty years ago, disillusioned with military life.

He is now a member of the Gamboge Foresters (a Nyrond meta-org, concerned with the welfare of this forest). He works to earn the respect of the villagers, rather than demanding blind obedience. He distrusts the Church of the One True Path, after his son disappeared, and sympathizes with arcanists, since his dead wife and son were sorcerers.

Vadric knows the following that he is willing to share with the PCs, if asked.

- Lerth is not an evil creature, but it likes hunting a lot. With the presence of Lerth in the area, there have been fewer goblins, but also less game.
- Lerth never comes into Bronzebrook and he has not attacked any of the villagers or their pets.
- Lerth lives on a hill some four miles east of town. Hunters avoid the area because there is very little game to be found there. Piles of bones have been reported when one gets close to his lair.
- Lerth travels a lot to hunt, sometimes leaving for weeks before returning to his home.
- Bands of kobolds and forest giants have been attacking hunters and loggers. Vadric believes that Sassy's forces are forcing more creatures to move north in the Gamboge, much like what happened to Lerth a few years ago.

♣**Vadric:** Male human Ftr2/Rgr3; AL NG.

## TARAYA

She is generally friendly and puts people at ease, having had much practice in deflecting suspicion by the Palish authorities. Former guardian of a Scar of Nerull (an

ancient gate to the Lower Planes), Taraya has been banished from the Pale. Still, she tries to find some good in the events of the last year.

If a PC still wears a Flan spell-knot, she is especially warm to him or her. (She would also welcome stories of how the PC used the spell.) Conversely, she might be distant if she thinks the PCs told her secret to the Church.

Taraya knows the following and can share, if asked.

- Lerth is not an evil creature, but it likes hunting a lot.
- With the presence of Lerth in the area, there have been much less goblinoids, but also less game.
- Lerth lives on a hill some four miles east of town. Hunters avoid the area because there is very little game to be found there. Piles of bones have been reported when one gets close to his lair.
- Lerth travels a lot to hunt, sometimes leaving for weeks before returning to his home.
- Bands of kobolds and forest giants have been attacking hunters and loggers. The forest giants are particularly worrisome since they are extremely aggressive hunters.
- (To a member of another druidic or nature organization only): She has spotted a green dragon in the area, but knows it is too small to be Sassy herself. She believes that it is one of Sassy's spawns serving as general for an advanced force or a raiding party looking for loot and treasure.

♣**Taraya (tah-RYE-ah):** Female Flan Drd11; AL NG.

## THE ENVOYS

The PCs may speak to the envoys if they wish. Refer to their entry in Encounter 1.

## TROUBLESHOOTING: LOOKING FOR TROUBLE

If the PCs want to sneak around during the evening or the night, they find nothing that peaks their interest.

There are no monsters or assassins in town.

## 3: OFF TO FIND LERTH

Night passes uneventfully. Nothing disturbs the PCs. Tell the PCs that they see that the local militia seems to be doing a decent job of keeping watch.

*Having had a hearty breakfast with the envoys, everyone dresses up nicely to meet with Lerth...*

*The sun is high in the sky when Vadric's optimism begins to fade. "He... He said he would be here before midday... I don't understand!"*

*The envoys begin talking amongst themselves. Finally, they turn towards you, Taraya begins to speak.*

*"We think something may have happened to Lerth and want to send people to investigate... You*

*are free to accept or refuse, but you all seem to be quite competent. Would you go find Lerth? If you wish to stay here, we'll send a runner."*

The PCs may have questions.

- **Where does Lerth live?** (Vadric) I'll draw you a map... but you can't miss it if you follow the Bronze Brook deeper into the forest. Look for piles of bones and a steep hill.
- **Why don't you come with us?** (Taraya) If Lerth shows up, he will be expecting to see me and Vadric, so we'll wait for him. If he shows up I'll send an owl to get you.
- **What will you pay us?** (Anyone) We need Lerth here... We'll discuss payment later.
- **Do we have to?** (Anyone) No, we'll send someone else, but you are adventurers.
- **When did you see him last?** (Vadric) Two weeks ago.
- **Can you give us a token to prove we come in your name?** (Taraya) Yes, you can take this knotted string. Lerth will recognize it as mine.

If the PCs decide to go, proceed to "Getting to Lerth's Lair" below. If they refuse, proceed to Encounter 7.

## GETTING TO LERTH'S LAIR

Getting to Lerth's lair is easy: the PCs only have to follow the Bronze brook. If one of the PC has been to the lair before and wishes to *teleport* there, fine. Parties who *teleport* appear just outside of the clearing and begin the encounter like everyone else.

*Piles of bones, mostly animal but a few humanoid ones announce Lerth's lair. From up ahead a clearing seems to open up the thick canopy.*

The PCs can make DC 15 Heal checks to identify that none of the bones are human. Most of them are of sheep, goats or bovine origin, but there are a large number of small and medium-size humanoids (these are the goblins, hobgoblins and bugbears that Lerth likes so much).

When the PCs decide to head towards the clearing, proceed to "Scavengers".

## SCAVENGERS

*A steep, rocky hill dominates the Bronze brook below. There is no hut or cave or anything to indicate that any creature lives here, except the large piles of bones. Large ostrich-looking scavenger birds are working on some of those rotting remains.*

*However, you doubt that these creatures are only scavengers for as soon as they see you they look up and begin moving in your direction, intent on getting some fresh meat.*

For the purpose of spells (such as *entangle*), there are no plants on the hill, but there are in the woods nearby.

Refer to DM's Map 1. The Terror birds start at the top of the hill and the PCs on the trail.

**TIME WARNING:** The terror birds are secondary to the story. Do not let this fight drag on too long. If you spend more than 45 minutes in a time-limited schedule (such as a convention), then have the birds flee. They have no treasure and making them flee constitutes a victory for the PCs (they receive full experience for this encounter).

At APL10+ the chimeric creatures have a green dragon head.

### APL 4 (EL 6)

☛ **Terror Bird (2):** hp 52 each; Appendix 1

### APL 6 (EL 8)

☛ **Terror Bird (4):** hp 52 each; Appendix 1

### APL 8 (EL 10)

☛ **Advanced Terror Bird (2):** hp 199 each; Appendix 1

### APL 10 (EL 12)

☛ **Chimeric Terror Bird (2):** hp 287 each; Appendix 1

### APL 12 (EL 14)

☛ **Chimeric Horror:** hp 462 each; Appendix 1

### APL 14 (EL 14)

☛ **Chimeric Horror:** hp 462 each; Appendix 1

**Tactics:** The birds attack whoever is closest or whoever did the most damage to them. But they are animals so they focus their attacks on melee fighters.

At APL10 and above, the birds are intelligent and will move to target spellcasters in the back if possible.

**Development:** The PCs may search the lair. Proceed to "search the lair".

## WHAT HAPPENED AT THE LAIR

About a week ago, Lerth was eating some goblins he had caught when Ferenklor, his kobolds and his giants showed up. As is his nature, Lerth attacked the dragon but could not defeat him. The kobolds and the giants hurt him severely.

So Lerth fled through the forest, with the giants and dragon after him. Lerth was eventually overtaken and is now a prisoner of the dragon and his minions.

The kobolds kept the pursuit but Lerth was too fast for them and he quickly lost them.

## SEARCHING THE LAIR

Lerth's lair does not contain much; bones mostly... It is very easy to follow the large trail left by Lerth when he fled. Anyone looking around can not miss the trail leading north.

**Searching:** PCs can make Search checks and learn the following:

- **DC 10** The lair had a number of small treasure caches (for coins and the like). All these caches are now empty.
- **DC 15** There are traces of combat here. Blood and broken small-size crossbow bolts have been abandoned on the ground.
- **DC 20** Under a large pile of bones is a single greenish-turquoise scale. (It belonged to Lerth's mate – a DC 19 Knowledge (arcane) check identifies that it came from a behir.)
- **DC 25** A single arrow shaft that would be fired from a huge-size bow. (It came from the forest giants)

**Tracking:** Parties with someone who has the Track feat can make a Tracking check and learn the following:

- **DC 5** A huge creature has walked through this area a lot. (A DC 19 Knowledge (arcana) identifies a behir, most likely Lerth.)
- **DC 10** The terror bird(s) have been here only a short time. (A DC 18 Knowledge (nature) indicates that the terror birds are natural hunters but when faced with tougher predators, they quickly revert to being scavengers.)
- **DC 15** There was a fight here and many small-sized humanoids took part. Few fell down (those Lerth killed he ate) and no bodies can be found. (A DC 10 Knowledge (local, any) reveals them to be kobolds)
- **DC 20** Twenty or more small-sized humanoids came to the area and searched it thoroughly.
- **DC 25** When Lerth ran to the trail north, he was moving as fast as he could and was followed by kobolds.

## WHERE TO?

It should be obvious for any PC who looks that Lerth and something big ran off north into the forest. The PCs can now either follow that trail or return to Bronzebrook.

If the PCs decide to investigate the trail, proceed to Encounter 4. If they decide to return to Bronzebrook, proceed to Encounter 7.

Splitting the party at this time is risky but possible. Run the encounter mentioned above with only the PCs who have gone that route (of course, any monster killed in encounter 4 or 5 do not return. Any wounds they received are carried into Encounter 7.

## 4: THE VANGUARD

Ferenklor's base is about 20 miles north of Lerth's Lair. This means the PCs have to rest once before reaching the base. Nothing happens during the night.

Early the next morning, as the PCs are following the trail, a group of kobolds loyal to Ferenklor are walking

the other way, heading for Bronzebrook to join Ferenklor's attack on the hamlet.

This encounter takes place in a forested area. There should be a 10-15 foot "path" where Lerth fled through the forest in the center. There should be ample camouflage and cover for both the PCs and the kobolds (and giants), while at the same time allow enough room for large and huge creatures to move around.

Neither side is surprised to see the other.

**TIME WARNING:** When there is only one kobold left, it flees as soon as it takes a hit.

### APL 4 (EL 6)

🐾 **Kobold sniper (3):** Fighter 2/Warrior 4, hp 46 each, *Appendix 1*

### APL 6 (EL 8)

🐾 **Kobold sniper (6):** Fighter 2/Warrior 4, hp 46 each, *Appendix 1*

### APL 8 (EL 10)

🐾 **Kobold snipers (6):** Fighter 4/Warrior 4, hp 56 each, *Appendix 1*

### APL 10 (EL 12)

🐾 **Kobold snipers (12):** Fighter 4/Warrior 4, hp 56 each, *Appendix 1*

### APL 12 (EL 14)

🐾 **Kobold snipers (12):** Fighter 6/Warrior 4, hp 70 each, *Appendix 1*

### APL 14 (EL 17)

🐾 **Advanced Dire Bear:** hp 405, *Appendix 1*  
🐾 **Forest Giants (3):** hp 149 each, *Appendix 1*  
🐾 **Kobold snipers (12):** Fighter 6 Warrior 4, hp 70 each, *Appendix 1*

**Tactics:** the Kobolds attempt to stay out of melee and concentrate their attacks on PCs with ranged capabilities (magical or weapon-based).

Giants, if present, move in to attack in melee combat.

At APL14, the dire bear was given the 'defend' order on one of the forest giants (it should be obvious which of the giants the bear follows at the start of the fight). The bear follows that giant and attacks whoever attacks it. It does not move to get flanks (but the giant does).

**Development:** From here, the PCs once again have a chance to go back to Bronzebrook and face the attack or they can continue on Lerth's trail.

On one of the kobolds, the PCs can find a crude map with what they guess would be the location of Bronzebrook circled.

PCs who continue on the trail end up at Encounter 5 at dusk while PCs who return to Bronzebrook reach it before the attack. Proceed to Encounter 7.

## 5: THE MAIN FORCE

Just as dusk falls, the PCs reach Ferenklor and the encampment of his "army".

PCs come in from the south (bottom of the map). Lerth is shackled and unconscious at the top of the hill surrounded by kobolds. Ferenklor is initially hiding in the woods north of the clearing, counting the loot he got from Lerth's lair. The giants are on the north side of the hill, making arrows.

The creatures are not expecting any trouble, but are on watch nevertheless. They spot the PCs as they enter the clearing.

### LIGHT

For the purpose of light, the area is lit enough to see well but not dazzling for the kobolds. If the fight lasts more than 5 minutes, it becomes dark, and PCs who can't see in the dark need a light source.

The kobolds, giants and Ferenklor have darkvision and thus do not require light.

#### All APLs (Non-Combatant)

🐉 **Lerth**: advanced behir; current hp 3 (with 170 points of non-lethal); *Appendix 1*.

#### APL 4 (EL 6)

🐉 **Ferenklor**: Young Green Dragon, hp 110; *Appendix 1*

🐉 **Kobold sniper**: Fighter 2/Warrior 4, hp 46, *Appendix 1*

#### APL 6 (EL 8)

**Ferenklor**: Young Green Dragon, hp 110; *Appendix 1*

**Kobold sniper (4)**: Fighter 2/Warrior 4, hp 46 each, *Appendix 1*

#### APL 8 (EL 10)

🐉 **Ferenklor**: Juvenile Green Dragon, hp 152; *Appendix 1*

🐉 **Kobold snipers (3)**: Fighter 4/Warrior 4, hp 56 each, *Appendix 1*

#### APL 10 (EL 12)

🐉 **Ferenklor**: Young Adult Green Dragon, hp 199; *Appendix 1*

🐉 **Kobold snipers (4)**: Fighter 4/Warrior 4, hp 56 each, *Appendix 1*

#### APL 12 (EL 14)

🐉 **Ferenklor**: Adult Green Dragon, hp 253; *Appendix 1*

🐉 **Forest Giant**: hp 149, *Appendix 1*

#### APL 14 (EL 17)

🐉 **Ferenklor**: Adult Green Dragon hp 253; *Appendix 1*

🐉 **Kobold snipers (4)**: Fighter 6/Warrior 4, hp 70 each, *Appendix 1*

🐉 **Kobold sorcerers (2)**: Dragonheart Mage 8/Sorcerer 5, hp 90 each, *Appendix 1*

🐉 **Forest Giants (2)**: hp 149 each, *Appendix 1*

**Tactics**: The kobold snipers begin firing at targets at the back of the party while Ferenklor and the giants move to engage PCs at the front.

Ferenklor lands and uses his many attacks and uses his (quickenened) breath weapon as often as he can, trying not to hit one of the giants in the cone. (He doesn't care about the kobolds.)

The kobolds sorcerers use their spells as best they can to support and help their allies. Under no circumstance does a kobold sorcerer hit Ferenklor with an area of effect spell. They do their best to avoid hitting the giants.

Lerth does NOT take part in the fight, instead preferring to fake his staying unconscious.

**Development**: If Lerth survives the fight, proceed to Encounter 6. If Lerth did not survive the encounter, proceed to the conclusion.

## 6: LERTH

*Once freed of his restraints, Lerth stretches its claws. He takes a defensive position. "Why are you here and what do you want for saving my life?"*

*His ragged breath sends sparks of electricity flying from his mouth*

Lerth is unfriendly to his saviors because he is unsure of their intentions towards him. However, in his current state, Lerth is not ready for a fight and attempts to flee if the PCs do not improve his demeanor.

To convince Lerth of their positive intentions, the PCs need to succeed at a DC 25 Diplomacy check to make him at least friendly. The following modifiers (all are cumulative) and the PCs are not rushed.

- +1 if the PCs allow Lerth to eat the dead kobolds.
- +1 if the PCs offer him food.
- +2 if the PCs offer to heal Lerth.
- +2 if any PC has a part of a dead dragon on them (dragon scales, dragon armor, etc).
- +3 healing Lerth.
- +10 if the PCs prove they were sent here by Taraya or Vadric.
- +10 for each PC who met Lerth in PAL4-06 *Strands of gloom*.
- +25 if the PCs return to him the scale of his mate.
- -2 for each Kobold in the party.
- -2 for each PC carrying a holy symbol of a draconic deity.
- -3 for each PC with the Dragonblood subtype.

- -10 for any PC with a living dragon (such as dragon or pseudodragon familiar or a true dragon mount)
- -10 for threatening Lerth.
- -10 for insulting or ridiculing Lerth (eg. doubting his fighting prowess).

## SUCCESS!

*Lerth's jaw widens into a huge smile that reveals his many sharp fangs.*

*"I thank you for rescuing me... I know you few-legs like shiny things, I have none... I guess you can take those. I can offer you this..."*

*Lerth pulls a few green-blue scales. As he does so, he gets a bout of cough that sends electrical sparks flying in all directions.*

*"With this dragon dead, I'm sure more will come from the south. This place is not for me."*

*"I have some people to meet in a nearby village. I'll see you there!"*

*Lerth begins to slither on his belly like a snake, easily moving through the forest heading towards Bronzebrook.*

The PCs can then loot the bodies or head back now. On Ferenklor, they find Player Handout 3, which is written in Draconic. Proceed to the Conclusion.

## FAILURE!

*Lerth's jaw widens revealing his many sharp, dagger-like fangs.*

*"I thank you for rescuing me... I know you few-legs like shiny things, I have none..."*

*Lerth gets a bout of cough that sends electrical sparks flying in all directions.*

*"Now let this old behir die in peace. I harbor no ill-will towards you or the few-legs like you just leave me alone."*

*Lerth begins to slither on his belly like a snake, easily moving through the forest heading towards back towards his old lair. It is pretty obvious to you that he will not be going to Bronzebrook.*

At this point, Lerth can no longer be convinced to go. However, the PCs might still have a chance to get him to Bronzebrook by using *charm* spells or a *suggestion*-style spell. Lerth does not attack anyone casting such spells on him, but tries to leave as fast as he can. Allow the PCs two tries before Lerth is gone.

At that point, proceed to the conclusion.

## 7: VILLAGE ATTACK!!!

This encounter only takes place if the PCs refused to go get Lerth or if they returned to town before saving him. Of course, by then Lerth is dead and the PCs have failed their mission. The attack takes place one hour before dawn (around 5am) the morning the PCs return to town.

Any monsters defeated in Encounter 4 or 5 do NOT appear hear (meaning they do not return, and you just need to subtract their number from the forces indicated in this encounter).

For example, if the PCs have kill 4 kobolds in encounter 4, then there would be 4 fewer kobolds in this encounter.

This encounter is composed of two different encounters: Encounter 4 and 5 combined, making a net APL +4 (APL+5 at APL14). This should be both memorable and deadly.

Allow the PCs a chance to flee if they so desire, of course they only get half-experience for this encounter if they do so.

For the purpose of the battle, there are many more kobolds and giants than what is here, but those fight against Taraya and the town militia.

### APL 4 (EL 8)

🐉 **Ferenklor:** Young Green Dragon, hp 110; Appendix 1

🐉 **Kobold sniper (4):** Fighter 2 Warrior 4, hp 46 each, Appendix 1

### APL 6 (EL 10)

🐉 **Ferenklor:** Young Green Dragon, hp 110; Appendix 1

🐉 **Kobold sniper (10):** Fighter 2 Warrior 4, hp 46 each, Appendix 1

### APL 8 (EL 12)

🐉 **Ferenklor:** Juvenile Green Dragon, hp 152; Appendix 1

🐉 **Kobold snipers (9):** Fighter 4 Warrior 4, hp 56 each, Appendix 1

### APL 10 (EL 14)

🐉 **Ferenklor:** Young Adult Green Dragon, hp 199; Appendix 1

🐉 **Kobold snipers (16):** Fighter 4 Warrior 4, hp 56 each, Appendix 1

### APL 12 (EL 16)

🐉 **Ferenklor:** Adult Green Dragon, hp 253; Appendix 1

🐉 **Forest Giant:** hp 149, Appendix 1

🐉 **Kobold snipers (12):** Fighter 6 Warrior 4, hp 70 each, Appendix 1

### APL 14 (EL 19)

🐉 **Advanced Dire Bear:** hp 405, Appendix 1

🐉 **Ferenklor:** Adult Green Dragon hp 253; Appendix 1

🐉 **Kobold snipers (16):** Fighter 6 Warrior 4, hp 70 each, Appendix 1

🐉 **Kobold sorcerers (2):** Dragonheart Mage 8 Sorcerer 5, hp 90 each, Appendix 1

🐉 **Forest Giants (5):** hp 149 each, Appendix 1

**Tactics:** The kobold snipers begin firing at targets at the back of the party while Ferenklor and the giants move to engage PCs at the front.

Ferenklor lands and uses his many attacks and uses his (quicken) breath weapon as often as he can, trying not to hit one of the giants in the cone. (He doesn't care about the kobolds or the bear.)

The kobolds sorcerers use their spells as best they can to support and help their allies. Under no circumstance does a kobold sorcerer hit Ferenklor with an area of effect spell. They do their best to avoid hitting the giants.

At APL14, the dire bear was given the 'defend' order on one of the forest (it should be obvious which of the giant the bear follows at the start of the fight). The bear follows that giant and attacks whoever attacks it. It does not move to get flanks (but the giant does).

## CONCLUSION

Run the PCs through the conclusion that is most fitting.

### LERTH DIDN'T COME TO BRONZEBROOK

This conclusion happens if Lerth died or if the PCs were unable to convince him to come to Bronzebrook.

*The meeting between representatives of the County of Urnst, Nyrond and the Pale quickly dissolves into chaos and accusations as each side points to the other as the reason for the failure to come to an agreement.*

*The Abbot Welliam and Sir Phileas argue over jurisdiction in the area and what is to be done about Lerth and Sassy. The Abbot blames Nyrond for their inactivity in keeping Sassy and her forces in check while Sir Phileas accuses the Pale of trying to incite chaos within the Gamboge. Lady Ilya accuses the Pale of attempting to sabotage relations between Nyrond and the County and she accuses Nyrond of attempting to break diplomatic ties with the Pale.*

*Taraya and Vadric vainly attempt to restore order but insults fly around the table, fingers are pointed and the tone quickly turns to screaming.*

*Lady Ilya storms out first, raising her hands to the sky vainly imploring the gods for help as she mounts her horse and rides out of town. Sir Phileas and the Abbot get into a shoving match quickly broken up by Vadric and his militia.*

*It is obvious that your failure to bring Lerth to Bronzebrook resulted in a diplomatic crisis between the County, Nyrond and the Pale. There was a small chance of forming bonds of friendship between the nations, but that will not happen.*

Proceed to AR Rewards.

## LERTH TO MOVE TO THE COUNTY OF URNST

Lerth attends the meeting in Bronzebrook.

*Sitting around a fire just outside of Bronzebrook, the great beast sits pondering the offer Lady Ilya just made to him on behalf of Lord Duncombe. A hilly domain as large as any behir ever had. All that was asked in return was that Lerth not attack the local ranches and that he worked with Urnstian forces to uproot the many goblinoids that could be found in the Blue Mounds.*

*Sir Phileas promised a military escort and food as Lerth would travel through the countryside on its way to Urnst.*

*Abbot Welliam said but a few encouraging words to the beast and promised the support of the Church of Pholtus and its flock all along the way.*

*Taraya and Vadric both told Lerth that they believed the offer was genuine and that leaving the area was definitely to Lerth's advantage.*

*The beast's asthmatic breathing sent out sparks of electricity whenever it was overcome by a bout of coughing.*

*After about an hour of speeches and discussing, the beast walked away on its twelve-legs. The three diplomats, the druidess and Vadric all returned to Bronzebrook, smiling.*

*Approaching your party, Lady Ilya says. "Lerth has agreed to move to the County of Urnst. Lord Duncombe's offer definitely pleases him as his future hunting ground is filled with goblins, something he really likes. Lord Duncombe will be most pleased."*

*Sir Phileas simply adds, looking over his shoulder to make sure Lerth is out of hearshot. "Just glad it's going to be leaving my lands alone and hunt somewhere else."*

*Abbot Welliam makes a polite bow. "You have the thanks of our three nations... Your heroics today may have laid the foundation for future cooperation between us. Only Pholtus knows what lies ahead, but today all of us feel the way ahead is lit and bright. Thank you all."*

Proceed to AR Rewards

### AR REWARDS

- PCs who save Lerth (whether he attends the meeting or not) receive the "Scale of Lerth" and the "Thanks of Lerth" AR Rewards.
- PCs who save Lerth and convince him to come to the meeting also receive the "Thanks of Eastmarch", "Thanks of Gamboge" and "Thanks of the Pale Diplomatic Corps" AR Rewards.
- PCs who killed Ferenklor, also receive "Ferenklor's remains" and the "Dragoncart" AR Rewards.



## CAMPAIGN CONSEQUENCES

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Please send the answers to the following questions to [DraconicSchemes@chapleau.us](mailto:DraconicSchemes@chapleau.us)

1. Did Lerth live?
2. Did he attend the conference?
3. Did the PCs wait in Bronzebrook or did they face Ferenklor's forces separately?

## EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

### 3: Off to find Lerth

Defeat the Terror Birds

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	420 XP

### 4: The Vanguard

Defeat the vanguard

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	510 XP

### 5: The Main Force

Defeat Ferenklor and his army

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	510 XP

### Story Award

Rescue Lerth

APL 4	85 XP
APL 6	130 XP
APL 8	175 XP
APL 10	220 XP
APL 12	265 XP
APL 14	310 XP

Convince Lerth to attend the meeting

APL 4	50 XP
APL 6	50 XP
APL 8	50 XP
APL 10	50 XP
APL 12	50 XP
APL 14	50 XP

### Total Possible Experience

APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP

APL 12  
APL 14

1,575 XP  
1,800 XP

## TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

Loot = Looted gear from enemy; Coin = Coin, Gems, Jewelry, and other valuables; Magic = Magic Items.

### 4: The Vanguard

**APL4:** Loot: 76gp; Magic: 884gp; +1 *chain shirt* x3 (100gp each); +1 *light crossbow* x3 (195gp each); Total: 960gp.

**APL6:** Loot: 151gp; Magic: 1768gp; +1 *chain shirt* x6 (100gp each); +1 *light crossbow* x6 (195gp each); Total: 1,919gp.

**APL8:** Loot: 151gp; Magic: 4,768gp; +1 *chain shirt* x6 (100gp each); +1 *corrosive light crossbow* x6 (695gp each); Total: 4,919gp.

**APL10:** Loot: 302gp; Magic: 9,535gp; +1 chain shirt x12 (100gp each); +1 corrosive light crossbow x12 (695gp each); Total: 9,837gp.

**APL12:** Loot: 302gp; Magic: 12,535gp; +1 corrosive light crossbow x12 (695gp each); +2 chain shirt x12 (350gp each); Total: 12,837gp.

**APL14:** Loot: 653gp; Magic: 12,535gp; +1 corrosive light crossbow x12 (695gp each); +2 chain shirt x12 (350gp each); Total: 13,188gp.

## 5: The Main Force

**APL4:** Loot: 46gp; Magic: 295gp; +1 chain shirt (100gp); +1 light crossbow (195gp); Total: 341gp.

**APL6:** Loot: 122gp; Magic: 1,178gp; +1 chain shirt x4 (100gp each); +1 light crossbow x4 (195gp each); Total: 1,300gp.

**APL8:** Loot: 96gp; Magic: 2,384gp; +1 chain shirt x3 (100gp each); +1 corrosive light crossbow x3 (695gp each); Total: 2,480gp.

**APL10:** Loot: 122gp; Magic: 3,262gp; +1 chain shirt x4 (100gp each); +1 corrosive light crossbow x4 (695gp each); vest of resistance +1 (83gp); Total: 3,384gp.

**APL12:** Loot: 138gp; Magic: 83gp; vest of resistance +1 (83gp); Total: 221gp.

**APL14:** Loot: 356gp; Magic: 26,428gp; +1 corrosive light crossbow x4 (695gp each); +2 chain shirt x4 (350gp each); bracers of armor +5 x2 (3,000gp each); cloak of charisma +6 x2 (1,333gp each); dusty rose ioun stone x2 (417gp each); gloves of dexterity +4 x2 (1,333gp each); pink rhomboid ioun stone x2 (667gp each); ring of evasion x2 (2,083gp each); ring of protection +1 x2 (167gp each); vest of resistance +1 (83gp); vest of resistance +5 x2 (2,083gp each); Total: 26,784gp.

## 7: Village Attack

Add together encounter 4 and 5.

### Treasure Cap

<b>APL 4:</b>	650gp
<b>APL 6:</b>	900gp
<b>APL 8:</b>	1,300gp
<b>APL 10:</b>	2,300gp
<b>APL 12:</b>	3,300gp
<b>APL 14:</b>	6,600gp

### Total Possible Treasure

<b>APL 4:</b>	1,301gp
<b>APL 6:</b>	3,219gp
<b>APL 8:</b>	7,399gp
<b>APL 10:</b>	13,221gp
<b>APL 12:</b>	13,058gp
<b>APL 14:</b>	39,972gp

## ADVENTURE RECORD ITEMS

☛ **Thanks of Eastmarch:** You may exchange this favor for one of the following weapon upgrades: *banishing*<sup>MIC</sup>,

*blessed*<sup>MIC</sup>, *binding*<sup>MIC</sup>, *eager*<sup>MIC</sup>, *force*<sup>MIC</sup>, *gnollbane*, *goblinbane*, or *orcbane*. Cross off once used.

☛ **Thanks of Gamboge:** You may exchange this favor for one of the following armor upgrade: *axeblock*<sup>MIC</sup>, *celestial armor*, *fortification* (any), *hammerblock*<sup>MIC</sup>, *heartening*<sup>MIC</sup>, or *spearblock*<sup>MIC</sup>. Cross off once used.

☛ **Thanks of the Pale Diplomatic Corps:** You may exchange this favor for one of the following: *circlet of persuasion*, any *ioun stone* from the DMG, *phylactery of faithfulness*, *healing*<sup>MIC</sup> armor upgrade, *holy* or *sacred* weapon upgrade. Cross off once used. This favor does not expire if you belong to the Pale Diplomatic Corps.

☛ **Thanks of Lerth:** Lerth offers you one of his scales. This functions exactly like a *clasp of electricity protection*<sup>MIC</sup> armor crystal. You may only buy ONE, but it can be a least (500gp), lesser (1,500gp) or greater crystal (3,000gp).

👑 **Scale of Lerth:** This token identifies you as a friend of Lerth the Behir. Initial reaction from Lerth start as friendly.

👑 **Ferenklor' Remains (APL4-14):** You can buy one of the following items: dragonbone bow, green dragonhide mantle, a light green dragonfang weapon or a small-sized green dragonhide hide or shield.

(APL 8-14): add to the previous list: a one-handed green dragonfang weapon or a medium-sized green dragonhide hide or shield or a small sized green dragonhide banded mail.

Cross off once used.

👑 **Dragoncraft:** Any dragonhide armor or shield from Ferenklor's remains may be changed to a dragoncraft<sup>DR</sup> item. Note the size restriction still applies. You must pay the full cost.

## ITEM ACCESS

APL 8-10 (all of APL 4-6 plus the following):

- +1 corrosive light crossbow (Adventure; DMG & MIC; 8,335gp)

APL 12 (all of APL 4-10 plus the following):

- Huge composite longbow (Adventure; PHB)
- Huge greatclub (Adventure; PHB)

APL 14 (all of APL 4-12 plus the following):

- Dusty rose ioun stone (Adventure; DMG)
- Pink rhomboid ioun stone (Adventure; DMG)
- ring of evasion (Adventure; DMG)

## APPENDIX 1: ALL APLS

### LERTH

CR 10

Male Advanced Behir

N Huge Magical beast

**Init** +1; **Senses** darkvision 60ft, low-light vision, scent,  
Listen +5, Spot +20

**Languages** Common

**AC** 20, touch 9, flat-footed 19  
(-2 size, +1 Dex, +11 natural)

**hp** 153 (12 HD);

**Immune** electricity, cannot be tripped

**Fort** +15, **Ref** +9, **Will** +7

**Speed** 40 ft. (8 squares), climb 15 ft.;

**Melee** bite +19 (2d4+13) and

**Melee** 6 claws +19 (2d4+13) and

**Space** 15 ft.; **Reach** 10 ft.

**Base Atk** +12; **Grp** +29

**Atk Options**

**Special Actions** breath weapon, constrict, swallow whole

**Abilities** Str 28, Dex 13, Con 25, Int 10, Wis 17, Cha 10

**SQ**

**Feats** Alertness, Improved Bull Rush, Power Attack, Cleave, Track

**Skills** Climb +17, Hide +8, Listen +5, Spot+20, Survival +18,

**Breath Weapon (Su):** 20-foot line, every 10 rounds, damage 7d6 electricity, Reflex DC 23 half. The save DC is Constitution-based.

**Constrict (Ex)** A behir deals 2d8+8 damage with a successful grapple check against Gargantuan or smaller creatures. It can use its claws against the grappled foe as well.

**Improved Grab (Ex)** To use this ability, a behir must hit a creature of any size with its bite. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple, it established a hold and can attempt to constrict the opponent or swallow the opponent in the following round

**Rake** 6 claws +19/+19/+19/+19/+19/+19 (now +15) (1d4+4)

**Swallow Whole (Ex)** A behir can try to swallow a grabbed Medium-size or smaller opponent by making a successful grapple check. A behir that swallows an opponent can use its Cleave feat to bite and grab another opponent.

The swallowed creature takes 2d8+8 points of crushing damage and 8 points of acid damage per round from the behir's gizzard. A swallowed creature can also cut its way out by using claws or a Small or Tiny slashing weapon to deal 25 points of damage to the gizzard (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must again cut its own way out.

The behir's gizzard can hold two Medium-size, four Small, eight Tiny, sixteen Diminutive, or thirty-two Fine or smaller opponents.

**Skills** Behir have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even when rushed or threatened.

## 3: OFF TO FIND LERTH

## TERROR BIRD\*

CR 4

\*From Fiend Folio 175

N Large Animal

**Init** +7; **Senses** low-light vision, Listen +4, Spot +4**AC** 17, touch 12, flat-footed 14

(-1 size, +3 Dex, +5 natural)

**hp** 52 (7 HD);**Fort** +7, **Ref** +8, **Will** +4**Speed** 50 ft. (10 squares);**Melee** bite +8 (1d8+6)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +5; **Grp** +13**Atk Options****Special Actions** improved grab**Abilities** Str 19, Dex 17, Con 15, Int 2, Wis 14, Cha 10**Feats** Alertness, Improved Initiative, Skill Focus (hide),**Skills** Hide +8, Listen +4, Move Silently +7, Spot +4,**Improved Grab (Ex)** If a terror bird hits an opponent that is at least two size categories smaller than itself with a bite attack, it deals normal damage and attempts to start a grapple as a free action without provoking attacks of opportunity. If it gets a hold, it automatically deals bite damage with a successful grapple check. A terror bird can move while maintaining the hold.

## 4: THE VANGUARD

## KOBOLD SNIPER

CR 3

Male Kobold Fighter 2 Warrior 4

LE Small Humanoid (Dragonblood, Reptilian)

**Init** +3; **Senses** Darkvision 60ft; Listen +0, Spot +0**Languages** Common, Draconic**AC** 20, touch 14, flat-footed 17

(+1 size, +3 Dex, +5 armor, +1 natural)

**hp** 42 (6 HD);**Fort** +8, **Ref** +4, **Will** +1**Weakness** light sensitivity**Speed** 30 ft. (6 squares)**Melee** masterwork spear +7/+2 (1d6-1) or**Ranged** +1 *light crossbow* +12/+7 (1d6+1) or**Ranged** +1 *light crossbow* +10/+10/+5 (1d6+1) or**Base Atk** +6; **Grp** +2**Atk Options** Point-Blank Shot, Precise Shot, Rapid Shot**Combat Gear** +1 *light crossbow*, +1 *chain shirt*, masterwork spear, many bolts**Abilities** Str 8, Dex 17, Con 12, Int 12, Wis 10, Cha 8**Feats** Point-Blank Shot, Precise Shot, Rapid Shot, Rapid Reload (light crossbow), Weapon Focus (light crossbow)**Skills** Climb +9, Ride +12, Swim +7,**Possessions** combat gear**Light Sensitivity (Ex)** Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

## 5: THE MAIN FORCE

## FERENKLOR

CR 5

Male Young Green Dragon

LE Medium Dragon (Air)

**Init** +4; **Senses** blindsense 60ft, darkvision 120ft, improved low-light vision, keen senses, Listen +17, Spot +17**Languages** Common, Draconic**AC** 25, touch 10, flat-footed 25

(+3 armor, +12 natural)

**hp** 110 (13 HD);**Immune** acid, paralysis, sleep**Fort** +10, **Ref** +8, **Will** +9**Speed** 40 ft. (8 squares), fly 150ft (poor), swim 40ft;**Melee** bite +17 (1d8+4) and claws +15/+15/+10 (1d6+2) and wings (when not flying) +15/+15 (1d4+2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +13; **Grp** +16**Atk Options** breath weapon (30 ft cone of acid, 6d6, Ref DC18/half)**Combat Gear** masterwork studded leather**Abilities** Str 18, Dex 10, Con 15, Int 12, Wis 13, Cha 12**SQ** water breathing**Feats** Blind-Fight, Clinging Breath\*\*, Improved Initiative, Multiattack, Rapidstrike (claws)\*\***Skills** Escape Artist +16, Hide +16, Listen +17, Move Silently +16, Search +17, Spot +17, Swim +12, Use Magic device +17,**Breath Weapon (Su):** A green dragon has one type of breath weapon, a 30ft cone of corrosive (acid) gas.**Water Breathing (Ex):** A green dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.**Skills:** Bluff, Hide, and Move Silently are considered class skills for green dragons.

## KOBOLD SNIPER

CR 3

See Encounter 4.

## 7: VILLAGE ATTACK!!!

See Encounter 4 and 5

## 3: OFF TO FIND LERTH

### TERROR BIRD\*

CR 4

\*From Fiend Folio 175

N Large Animal

**Init** +7; **Senses** low-light vision, Listen +4, Spot +4

**AC** 17, touch 12, flat-footed 14

(-1 size, +3 Dex, +5 natural)

**hp** 52 (7 HD);

**Fort** +7, **Ref** +8, **Will** +4

**Speed** 50 ft. (10 squares);

**Melee** bite +8 (1d8+6)

**Space** 10 ft.; **Reach** 10 ft.

**Base Atk** +5; **Grp** +13

**Atk Options**

**Special Actions** improved grab

**Abilities** Str 19, Dex 17, Con 15, Int 2, Wis 14, Cha 10

**Feats** Alertness, Improved Initiative, Skill Focus (hide),

**Skills** Hide +8, Listen +4, Move Silently +7, Spot +4,

**Improved Grab (Ex)** If a terror bird hits an opponent that is at least two size categories smaller than itself with a bite attack, it deals normal damage and attempts to start a grapple as a free action without provoking attacks of opportunity. If it gets a hold, it automatically deals bite damage with a successful grapple check. A terror bird can move while maintaining the hold.

## 4: THE VANGUARD

### KOBOLD SNIPER

CR 3

Male Kobold Fighter 2 Warrior 4

LE Small Humanoid (Dragonblood, Reptilian)

**Init** +3; **Senses** Darkvision 60ft; Listen +0, Spot +0

**Languages** Common, Draconic

**AC** 20, touch 14, flat-footed 17

(+1 size, +3 Dex, +5 armor, +1 natural)

**hp** 42 (6 HD);

**Fort** +8, **Ref** +4, **Will** +1

**Weakness** light sensitivity

**Speed** 30 ft. (6 squares)

**Melee** masterwork spear +7/+2 (1d6-1) or

**Ranged** +1 *light crossbow* +12/+7 (1d6+1) or

**Ranged** +1 *light crossbow* +10/+10/+5 (1d6+1) or

**Base Atk** +6; **Grp** +2

**Atk Options** Point-Blank Shot, Precise Shot, Rapid Shot

**Combat Gear** +1 *light crossbow*, +1 *chain shirt*, masterwork spear, many bolts

**Abilities** Str 10, Dex 17, Con 12, Int 12, Wis 10, Cha 8

**Feats** Point-Blank Shot, Precise Shot, Rapid Shot, Rapid Reload (light crossbow), Weapon Focus (light crossbow)

**Skills** Climb +6, Ride +12, Swim +7,

**Possessions** combat gear

**Light Sensitivity (Ex)** Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

## 5: THE MAIN FORCE

### FERENKLOR

CR 5

Male Young Green Dragon

LE Medium Dragon (Air)

**Init** +4; **Senses** blindsense 60ft, darkvision 120ft, improved low-light vision, keen senses, Listen +17, Spot +17

**Languages** Common, Draconic

**AC** 25, touch 10, flat-footed 25

(+3 armor, +12 natural)

**hp** 110 (13 HD);

**Immune** acid, paralysis, sleep

**Fort** +10, **Ref** +8, **Will** +9

**Speed** 40 ft. (8 squares), fly 150ft (poor), swim 40ft;

**Melee** bite +17 (1d8+4) and claws +15/+15/+10 (1d6+2) and wings (when not flying) +15/+15 (1d4+2)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +13; **Grp** +16

**Atk Options** breath weapon (30 ft cone of acid, 6d6, Ref DC18/half)

**Combat Gear** masterwork studded leather

**Abilities** Str 18, Dex 10, Con 15, Int 12, Wis 13, Cha 12

**SQ** water breathing

**Feats** Blind-Fight, Clinging Breath\*\*, Improved Initiative, Multiattack, Rapidstrike (claws)\*\*

**Skills** Escape Artist +16, Hide +16, Listen +17, Move Silently +16, Search +17, Spot +17, Swim +12, Use Magic device +17,

**Breath Weapon (Su):** A green dragon has one type of breath weapon, a 30ft cone of corrosive (acid) gas.

**Water Breathing (Ex):** A green dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

**Skills:** Bluff, Hide, and Move Silently are considered class skills for green dragons.

### KOBOLD SNIPER

CR 3

See Encounter 4.

## 7: VILLAGE ATTACK!!!

See Encounter 4 and 5

## 3: OFF TO FIND LERTH

### TERROR BIRD\*

CR 8

\*From Fiend Folio 175

N Huge Animal

**Init** +7; **Senses** low-light vision, Listen +4, Spot +4

**AC** 20, touch 11, flat-footed 17

(-2 size, +3 Dex, +9 natural)

**hp** 199 (21 HD);

**Fort** +17, **Ref** +15, **Will** +9

**Speed** 50 ft. (10 squares);

**Melee** bite +23 (3d6+13/ 19-20, x2)

**Space** 15 ft.; **Reach** 15 ft.

**Base Atk** +15; **Grp** +32

**Special Actions** improved grab

**Abilities** Str 28, Dex 16, Con 21, Int 2, Wis 14, Cha 10

**Feats** Alertness, Improved Critical (bite), Improved Natural Armor, Improved Initiative, Improved Natural Attack (bite), Skill Focus (hide), Stealthy, Weapon Focus (bite),

**Skills** Hide +12, Listen +4, Move Silently +17, Spot +4,

**Improved Grab (Ex)** If a terror bird hits an opponent that is at least two size categories smaller than itself with a bite attack, it deals normal damage and attempts to start a grapple as a free action without provoking attacks of opportunity. If it gets a hold, it automatically deals bite damage with a successful grapple check. A terror bird can move while maintaining the hold.

## 4: THE VANGUARD

### KOBOLD SNIPER

CR 5

Male Kobold Fighter 4 Warrior 4

LE Small Humanoid (Dragonblood, Reptilian)

**Init** +4; **Senses** Darkvision 60ft; Listen +0, Spot +0

**Languages** Common, Draconic

**AC** 21, touch 15, flat-footed 17

(+1 size, +4 Dex, +5 armor, +1 natural)

**hp** 56 (8 HD);

**Fort** +9, **Ref** +6, **Will** +2

**Weakness** light sensitivity

**Speed** 30 ft. (6 squares)

**Melee** masterwork spear +9/+4 (1d6-1) or

**Ranged** +1 *corrosive light crossbow* +15/+10 (1d6+3 +1d6 acid) or

**Ranged** +1 *light crossbow* +13/+13/+8 (1d6+3 +1d6 acid) or

**Base Atk** +8; **Grp** +3

**Atk Options** Point-Blank Shot, Precise Shot, Rapid Shot

**Combat Gear** +1 *corrosive light crossbow*, +1 *chain shirt*, masterwork spear, many bolts

**Abilities** Str 8, Dex 18, Con 12, Int 12, Wis 10, Cha 8

**Feats** Point-Blank Shot, Precise Shot, Rapid Shot, Rapid Reload (light crossbow), Weapon Focus

(light crossbow), Weapon Specialization (light crossbow),

**Skills** Climb +9, Ride +15, Swim +9,

**Possessions** combat gear

**Light Sensitivity (Ex)** Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

## 5: THE MAIN FORCE

### FERENKLOR

CR 8

Male Juvenile Green Dragon

LE Large Dragon (Air)

**Init** +4; **Senses** blindsense 60ft, darkvision 120ft, improved low-light vision, keen senses, Listen +21, Spot +21

**Languages** Common, Draconic Sylvan

**AC** 27, touch 10, flat-footed 27

(-1 size, +3 armor, +15 natural)

**hp** 152 (16 HD);

**Immune** acid, paralysis, sleep

**Fort** +13, **Ref** +10, **Will** +12

**Speed** 40 ft. (8 squares), fly 150ft (poor) hover, swim 40ft;

**Melee** bite +21 (2d6+5) and claws +19/+19/+14 (1d8+2) and wings (when not flying) +19/+19 (1d6+2) and tail slap +19 (1d8+7)

**Space** 10 ft.; **Reach** 10 ft.

**Base Atk** +16; **Grp** +25

**Atk Options** breath weapon (40ft 8d6, Ref DC18/half)

**Combat Gear** masterwork studded leather

**Sorcerer Spells Known** (CL 1st):

1st (4/day)—*color spray* (DC13), *true strike*

0 (5/day)—*detect magic*, *ghost sound*,

*prestidigitation*, *resistance*

**Abilities** Str 18, Dex 10, Con 17, Int 14, Wis 15, Cha 14

**SQ** water breathing

**Feats** Blind-Fight, Improved Initiative, Hover, Multiattack, Quicken Breath\*\*, Rapidstrike (claws)\*\*

**Skills** Escape Artist +19, Hide +15, Listen +21, Move Silently +19, Search +21, Spot +21, Swim +15, Use Magic device +21,

**Breath Weapon (Su):** A green dragon has one type of breath weapon, a 40ft cone of corrosive (acid) gas.

**Water Breathing (Ex):** A green dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

**Skills:** Bluff, Hide, and Move Silently are considered class skills for green dragons.

### KOBOLD SNIPER

CR 5

See Encounter 4.

## 7: VILLAGE ATTACK!!!

See Encounter 4 and 5





## 3: OFF TO FIND LERTH

**CHIMERIC TERROR BIRD\*** **CR 10**

\*From Fiend Folio 175 and Monster Manual II 206

LE Huge Magical Beast (augmented animal)

**Init** +7; **Senses** low-light vision, scent, Listen +6, Spot +6**AC** 26, touch 11, flat-footed 23

(-2 size, +3 Dex, +15 natural)

**hp** 287 (23 HD);**Fort** +20, **Ref** +16, **Will** +9**Speed** 50 ft. (10 squares), fly 50ft (poor)**Melee** bite +27 (3d6+17/ 19-20, x2) and dragon bite +24 (3d6+5) and goat headbutt +24 (2d6+5)**Space** 15 ft.; **Reach** 15 ft.**Base Atk** +17; **Grp** +36**Special Actions** breath weapon, improved grab**Abilities** Str 32, Dex 16, Con 25, Int 4, Wis 14, Cha 10**Feats** Alertness, Improved Critical (bite), Improved Natural Armor, Improved Initiative, Improved Natural Attack (bite), Multiattack<sup>B</sup>, Skill Focus (hide), Stealthy, Weapon Focus (bite),**Skills** Hide +13, Listen +6, Move Silently +18, Spot +6,**Breath Weapons (Su)** Every 1d4 round, a chimeric creature's dragon head can use a 20ft cone of acid gas that deals 3d8 points of acid damage. Anyone in the area can make a DC 28 Reflex save for half. Use all rules for dragon breath.**Improved Grab (Ex)** If a terror bird hits an opponent that is at least two size categories smaller than itself with a bite attack, it deals normal damage and attempts to start a grapple as a free action without provoking attacks of opportunity. If it gets a hold, it automatically deals bite damage with a successful grapple check. A terror bird can move while maintaining the hold.

## 4: THE VANGUARD

**KOBOLD SNIPER** **CR 5**

Male Kobold Fighter 4 Warrior 4

LE Small Humanoid (Dragonblood, Reptilian)

**Init** +4; **Senses** Darkvision 60ft; Listen +0, Spot +0**Languages** Common, Draconic**AC** 21, touch 15, flat-footed 17

(+1 size, +4 Dex, +5 armor, +1 natural)

**hp** 56 (8 HD);**Fort** +9, **Ref** +6, **Will** +2**Weakness** light sensitivity**Speed** 30 ft. (6 squares)**Melee** masterwork spear +9/+4 (1d6-1) or**Ranged** +1 *corrosive light crossbow* +15/+10 (1d6+3 +1d6 acid) or**Ranged** +1 *light crossbow* +13/+13/+8 (1d6+3 +1d6 acid) or**Base Atk** +8; **Grp** +3**Atk Options** Point-Blank Shot, Precise Shot, Rapid Shot**Combat Gear** +1 *corrosive light crossbow*, +1 *chain shirt*, masterwork spear, many bolts**Abilities** Str 8, Dex 18, Con 12, Int 12, Wis 10, Cha 8**Feats** Point-Blank Shot, Precise Shot, Rapid Shot, Rapid Reload (light crossbow), Weapon Focus (light crossbow), Weapon Specialization (light crossbow),**Skills** Climb +9, Ride +15, Swim +9,**Possessions** combat gear**Light Sensitivity (Ex)** Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

## 5: THE MAIN FORCE

**FERENKLOR****CR 11**

Male Young Green Dragon

LE Large Dragon (Air)

**Init** +4; **Senses** blindsense 60ft, darkvision 120ft, improved low-light vision, keen senses, Listen +24, Spot +24**Aura** frightful presence (DC21)**Languages** Common, Draconic Sylvan**AC** 30, touch 9, flat-footed 30

(-1 size, +3 armor, +18 natural)

**hp** 199 (19 HD); **DR** 5/magic**Immune** acid, paralysis, sleep**Fort** +16, **Ref** +12, **Will** +14**Speed** 40 ft. (8 squares), fly 150ft (poor) hover, swim 40ft;**Melee** bite +25 (2d6+6) and claws +23/+23/+18 (1d8+3) and wings (when not flying) +23/+23 (1d6+3) and tail +23 (1d8+9)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +19; **Grp** +29**Atk Options** breath weapon (10d6, Ref DC23/half)**Combat Gear** masterwork studded leather, vest of resistance +1**Sorcerer Spells Known** (CL 3rd):1st (6/day)—*magic missile* (2 *missile*), *shield*, *true strike*0 (6/day)—*arcane mark*, *detect magic*, *ghost sound*, *mage hand*, *prestidigitation***Abilities** Str 23, Dex 10, Con 19, Int 14, Wis 15, Cha 14**SQ** water breathing**Feats** Blind-Fight, Clinging Breath\*\* Improved Initiative, Hover, Multiattack, Quicken Breath\*\*, Rapidstrike (claws)\*\***Skills** Escape Artist +22, Hide +18, Listen +24, Move Silently +22, Search +24, Spot +24, Swim +13, Use Magic device +24,**Breath Weapon (Su):** A green dragon has one type of breath weapon, a 40ft cone of corrosive (acid) gas.**Frightful Presence (Ex):** A young adult or older dragon can unsettle foes with its mere presence. The ability takes effect automatically whenever the

dragon attacks, charges, or flies overhead. Creatures within a radius of 30 feet x the dragon's age category are subject to the effect if they have fewer HD than the dragon. A potentially affected creature that succeeds on a Will save (DC 10 + 1/2 dragon's HD + dragon's Cha modifier) remains immune to that dragon's frightful presence for 24 hours. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Dragons ignore the frightful presence of other dragons.

**Water Breathing (Ex):** A green dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

**Skills:** Bluff, Hide, and Move Silently are considered class skills for green dragons.

#### **KOBOLD SNIPER**

**CR 5**

See Encounter 4.

### **7: VILLAGE ATTACK!!!**

See Encounter 4 and 5

**3: OFF TO FIND LERTH****THE CHIMERIC HORROR\* CR 14**

Chimeric\* Half-Dragon Warbeast\* Terror Bird

\*From Fiend Folio 175 and Monster Manual II 206

LE Huge Magical Beast (augmented animal)

**Init** +7; **Senses** darkvision 60ft, low-light vision, scent, Listen +7, Spot +7**AC** 30, touch 11, flat-footed 27  
(-2 size, +3 Dex, +15 natural)**hp** 462 (28 HD);**Immune** Acid, sleep, paralysis**Fort** +26, **Ref** +19, **Will** +12**Speed** 60 ft. (10 squares), fly 100ft (poor)**Melee** bite +37 (3d6+25/ 19-20, x2) and dragon bite +34 (3d6+8) and goat headbutt +34 (2d6+8) and claws +34/+34 (1d8+8)**Space** 15 ft.; **Reach** 15 ft.**Base Atk** +21; **Grp** +46**Special Actions** breath weapon (1 for chimeric and 1 for half dragon), improved grab**Abilities** Str 44, Dex 17, Con 30, Int 6, Wis 16, Cha 12**SQ** Combative Mount**Feats** Alertness, Improved Critical (bite), Improved Natural Armor, Improved Initiative, Improved Toughness\*\*, Improved Natural Attack (bite), Multiattack<sup>B</sup>, Power Attack, Skill Focus (hide), Stealthy, Weapon Focus (bite),**Skills** Hide +15, Listen +7, Move Silently +20, Spot +7,**Breath Weapon (Chimeric) (Su)** Every 1d4 round, a chimeric creature's dragon head can use a 20ft cone of acid gas that deals 3d8 points of acid damage. Anyone in the area can make a DC 34 Reflex save for half. Use all rules for dragon breath.**Breath Weapon (Half-dragon) (Su)** Once per day, a half-dragon can use a 30ft cone of acid gas that deals 6d8 points of acid damage. Anyone in the area can make a DC 34 Reflex save for half.**Combative Mount (Ex)** A rider on a trained mounted warbeast mount gets +2 to all Ride checks. A warbeast is proficient with light, medium & heavy armor.**Improved Grab (Ex)** If a terror bird hits an opponent that is at least two size categories smaller than itself with a bite attack, it deals normal damage and attempts to start a grapple as a free action without provoking attacks of opportunity. If it gets a hold, it automatically deals bite damage with a successful grapple check. A terror bird can move while maintaining the hold.**4: THE VANGUARD****KOBOLD SNIPER CR 7**

Male Kobold Fighter 6 Warrior 4

LE Small Humanoid (Dragonblood, Reptilian)

**Init** +4; **Senses** Darkvision 60ft; Listen +0, Spot +0**Languages** Common, Draconic**AC** 22, touch 15, flat-footed 18

(+1 size, +4 Dex, +6 armor, +1 natural)

**hp** 70 (10 HD);**Fort** +10, **Ref** +7, **Will** +3**Weakness** light sensitivity**Speed** 30 ft. (6 squares)**Melee** masterwork spear +11/+6 (1d6-1) or**Ranged** +2 *corrosive light crossbow* +20/+15 (1d6+8 +1d6 acid) or**Ranged** +2 *corrosive light crossbow* +18/+18/+13 (1d6+8 +1d6 acid)**Base Atk** +10; **Grp** +5**Atk Options** Point-Blank Shot, Precise Shot, Rapid Shot**Combat Gear** +1 *corrosive light crossbow*, +2 *chain shirt*, masterwork spear, many bolts**Abilities** Str 8, Dex 18, Con 12, Int 12, Wis 10, Cha 8**Feats** Crossbow Sniper, Point-Blank Shot, Precise Shot, Rapid Shot, Ranged Weapon Specialist (piercing), Rapid Reload (light crossbow), Weapon Focus (light crossbow), Weapon Specialization (light crossbow),**Skills** Climb +11, Ride +15, Swim +9,**Possessions** combat gear**Light Sensitivity (Ex)** Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.**5: THE MAIN FORCE****FERENKLOR CR 13**

Male Adult Green Dragon

LE Large Dragon (Air)

**Init** +4; **Senses** blindsense 60ft, darkvision 120ft, improved low-light vision, keen senses, Listen +28, Spot +28**Aura** frightful presence (DC24)**Languages** Common, Draconic Sylvan**AC** 32, touch 8, flat-footed 32

(-2 size, +3 armor, +21 natural)

**hp** 253 (22 HD); **DR** 5/magic**Immune** acid, paralysis, sleep**SR** 21**Fort** +19, **Ref** +14, **Will** +17**Speed** 40 ft. (8 squares), fly 150ft (poor) hover, swim 40ft;**Melee** bite +30 (2d8+8) and claws +28/+28/+23/+18/+13/+8 (2d6+4) and wings (when not flying) +28/+28 (1d8+4) and tail +28 (2d6+12)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +22; **Grp** +38**Atk Options** breath weapon (12d6, Ref DC26/half)**Special Actions** crush (DC26, 2d8+12)**Combat Gear** masterwork studded leather, vest of resistance +1**Sorcerer Spells Known** (CL 5th):2nd (5/day)—*invisibility*, *resist energy*1st (7/day)—*expeditious retreat*, *magic missile* (3 *missile*), *shield*, *true strike*

0 (6/day)—*arcane mark, detect magic, ghost sound, mage hand, prestidigitation*

**Spell-Like Abilities** (CL 6th):

3/day—*suggestion* (DC 16)

**Abilities** Str 27, Dex 10, Con 21, Int 16, Wis 17, Cha 16

**SQ** water breathing

**Feats** Blind-Fight, Clinging Breath\*\*, Improved Initiative, Improved Rapidstrike (claws)\*\*, Hover, Multiattack, Quicken Breath\*\*, Rapidstrike (claws)\*\*

**Skills** Escape Artist +25, Hide +21, Listen +28, Move Silently +25, Search +28, Spot +28, Swim +16, Use Magic device +28,

**Blindsense (Ex):** Dragons can pinpoint creatures within a distance of 60 feet. Opponents the dragon can't actually see still have total concealment against the dragon.

**Breath Weapon (Su):** A green dragon has one type of breath weapon, a 50ft cone of corrosive (acid) gas.

**Crush (Ex):** This special attack allows a flying or jumping dragon of at least Huge size to land on opponents as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon (though it can attempt normal overrun or grapple attacks against larger opponents).

A crush attack affects as many creatures as can fit under the dragon's body. Creatures in the affected area must succeed on a Reflex save (DC equal to that of the dragon's breath weapon) or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take damage from the crush each round if they don't escape.

A crush attack deals the indicated damage plus 1-1/2 times the dragon's Strength bonus (round down).

**Damage Reduction:** Young adult and older dragons have damage reduction. Their natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

**Frightful Presence (Ex):** A young adult or older dragon can unsettle foes with its mere presence. The ability takes effect automatically whenever the dragon attacks, charges, or flies overhead. Creatures within a radius of 30 feet x the dragon's age category are subject to the effect if they have fewer HD than the dragon. A potentially affected creature that succeeds on a Will save (DC 10 + 1/2 dragon's HD + dragon's Cha modifier) remains immune to that dragon's frightful presence for 24 hours. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Dragons ignore the frightful presence of other dragons.

**Keen Senses (Ex):** A dragon sees four times as well a human in shadowy illumination and twice as well

in normal light. It also has darkvision out to 120 feet.

**Water Breathing (Ex):** A green dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

**Skills:** Bluff, Hide, and Move Silently are considered class skills for green dragons.

**FOREST GIANT**

**CR 11**

Male Forest Giant\*

\*from Monster Manual II

N Huge Giant

**Init** +5; **Senses** darkvision 60ft. Listen +5, Spot +7

**Languages** Giant, Sylvan

**AC** 23, touch 9, flat-footed 22

(-2 size, +1 Dex, +3 armor, +11 natural)

**hp** 149 (13 HD);

**Fort** +14, **Ref** +5, **Will** +7

**Speed** 40 ft. (8 squares)

**Melee** greatclub +19/+14 (3d6+16) or

**Ranged** composite longbow (+4str) +8/+3 (3d6+4 plus poison) or

**Ranged** rock +9/+4 (2d8+11 plus poison) or

**Space** 15 ft.; **Reach** 15 ft.

**Base Atk** +9; **Grp** +28

**Atk Options** Cleave, Power Attack

**Special Actions** Large and In Charge, rock catching, rock throwing

**Combat Gear** masterwork huge studded leather, masterwork huge greatclub, huge composite longbow (str+4), 6 rocks

**Abilities** Str 33, Dex 12, Con 22, Int 14, Wis 16, Cha 21

**Feats** Cleave, Improved Initiative, Improved Toughness\*\*, Large and In Charge\*\*, Power Attack

**Skills** Hide +13 (+17 in woods), Listen +19, Sense Motive +19, Spot +19,

**Possessions** combat gear

**Poison (Ex):** Forest giants coat their arrows with poison (Fortitude DC 22); initial and secondary is the same (unconsciousness for 4d4 rounds).

**Skills:** A forest giant has a +4 racial bonus on hide checks. \* In wooded areas, this bonus rises to +8.

**7: VILLAGE ATTACK!!!**

See Encounter 4 and 5

### 3: OFF TO FIND LERTH

#### THE CHIMERIC HORROR\* CR 14

Chimeric\* Half-Dragon Warbeast\* Terror Bird

\*From Fiend Folio 175 and Monster Manual II 206

LE Huge Magical Beast (augmented animal)

**Init** +7; **Senses** darkvision 60ft, low-light vision, scent, Listen +7, Spot +7

**AC** 30, touch 11, flat-footed 27  
(-2 size, +3 Dex, +15 natural)

**hp** 462 (28 HD);

**Immune** Acid, sleep, paralysis

**Fort** +26, **Ref** +19, **Will** +12

**Speed** 60 ft. (10 squares), fly 100ft (poor)

**Melee** bite +37 (3d6+25/ 19-20, x2) and dragon bite +34 (3d6+8) and goat headbutt +34 (2d6+8) and claws +34/+34 (1d8+8)

**Space** 15 ft.; **Reach** 15 ft.

**Base Atk** +21; **Grp** +46

**Special Actions** breath weapon (1 for chimeric and 1 for half dragon), improved grab

**Abilities** Str 44, Dex 17, Con 30, Int 6, Wis 16, Cha 12

**SQ** Combative Mount

**Feats** Alertness, Improved Critical (bite), Improved Natural Armor, Improved Initiative, Improved Toughness\*\*, Improved Natural Attack (bite), Multiattack<sup>B</sup>, Power Attack, Skill Focus (hide), Stealthy, Weapon Focus (bite),

**Skills** Hide +15, Listen +7, Move Silently +20, Spot +7,

**Breath Weapon (Chimeric) (Su)** Every 1d4 round, a chimeric creature's dragon head can use a 20ft cone of acid gas that deals 3d8 points of acid damage. Anyone in the area can make a DC 34 Reflex save for half. Use all rules for dragon breath.

**Breath Weapon (Half-dragon) (Su)** Once per day, a half-dragon can use a 30ft cone of acid gas that deals 6d8 points of acid damage. Anyone in the area can make a DC 34 Reflex save for half.

**Combative Mount (Ex)** A rider on a trained mounted warbeast mount gets +2 to all Ride checks. A warbeast is proficient with light, medium & heavy armor.

**Improved Grab (Ex)** If a terror bird hits an opponent that is at least two size categories smaller than itself with a bite attack, it deals normal damage and attempts to start a grapple as a free action without provoking attacks of opportunity. If it gets a hold, it automatically deals bite damage with a successful grapple check. A terror bird can move while maintaining the hold.

### 4: THE VANGUARD

#### ADVANCED DIRE BEAR CR 14

N Huge Animal

**Init** +2; **Senses** low-light vision, scent; Listen +16, Spot +16

**AC** 21, touch 10, flat-footed 19

(-2 size, +2 Dex, +11 natural)

**hp** 405 (35 HD);

**Fort** +28, **Ref** +23, **Will** +22

**Speed** 40 ft. (8 squares);

**Melee** claw +40/+40/+35/+35 (3d6+15/19-20) and

**Melee** bite +37 (3d8+7)

**Space** 15 ft.; **Reach** 10 ft.

**Base Atk** +26; **Grp** +49

**Special Actions** improved grab

**Abilities** Str 40, Dex 14, Con 24, Int 2, Wis 12, Cha 10

**Feats** Alertness, Endurance, Great Fortitude, Improved Critical (claw), Improved Natural Armor, Improved Natural Attack (claw), Iron Will, Lightning Reflexes, Multiattack, Rapidstrike (claw), Toughness, Weapon Focus (claw),

**Skills** Listen +16, Spot +16, Swim +27,

**Improved Grab (Ex)** To use this ability, a dire bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

**Tricks Known:** Attack, Attack Unnatural, Defend, Down, Guard, Home

#### FOREST GIANT

CR 11

Male Forest Giant\*

\*from Monster Manual II

N Huge Giant

**Init** +5; **Senses** darkvision 60ft. Listen +5, Spot +7

**Languages** Giant, Sylvan

**AC** 23, touch 9, flat-footed 22

(-2 size, +1 Dex, +3 armor, +11 natural)

**hp** 149 (13 HD);

**Fort** +14, **Ref** +5, **Will** +7

**Speed** 40 ft. (8 squares)

**Melee** masterwork huge greatclub +19/+14 (3d6+16) or

**Ranged** huge composite longbow (+4str) +8/+3 (3d6+4 plus poison) or

**Ranged** rock +9/+4 (2d8+11 plus poison) or

**Space** 15 ft.; **Reach** 15 ft.

**Base Atk** +9; **Grp** +28

**Atk Options** Cleave, Power Attack

**Special Actions** Large and In Charge, rock catching, rock throwing

**Combat Gear** masterwork huge studded leather, masterwork huge greatclub, huge composite longbow (str+4), 6 rocks

**Abilities** Str 33, Dex 12, Con 22, Int 14, Wis 16, Cha 21

**Feats** Cleave, Improved Initiative, Improved Toughness\*\*, Large and In Charge\*\*, Power Attack

**Skills** Hide +13 (+17 in woods), Listen +19, Sense Motive +19, Spot +19,

**Possessions** combat gear

**Poison (Ex):** Forest giants coat their arrows with poison (Fortitude DC 22); initial and secondary is the same (unconsciousness for 4d4 rounds).  
**Skills:** A forest giant has a +4 racial bonus on hide checks. \* In wooded areas, this bonus rises to +8.

## KOBOLD SNIPER

CR 7

Male Kobold Fighter 6 Warrior 4  
LE Small Humanoid (Dragonblood, Reptilian)  
**Init** +4; **Senses** Darkvision 60ft; Listen +0, Spot +0  
**Languages** Common, Draconic  
**AC** 22, touch 15, flat-footed 18  
(+1 size, +4 Dex, +6 armor, +1 natural)  
**hp** 70 (10 HD);  
**Fort** +10, **Ref** +7, **Will** +3  
**Weakness** light sensitivity  
**Speed** 30 ft. (6 squares)  
**Melee** masterwork spear +12/+7 (1d6) or  
**Ranged** +2 *corrosive light crossbow* +20/+15 (1d6+8 +1d6 acid) or  
**Ranged** +2 *corrosive light crossbow* +18/+18/+13 (1d6+8 +1d6 acid)  
**Base Atk** +10; **Grp** +6  
**Atk Options** Point-Blank Shot, Precise Shot, Rapid Shot  
**Combat Gear** +1 *corrosive light crossbow*, +2 *chain shirt*, masterwork spear, many bolts  
**Abilities** Str 10, Dex 18, Con 12, Int 12, Wis 10, Cha 8  
**Feats** Crossbow Sniper, Point-Blank Shot, Precise Shot, Rapid Shot, Ranged Weapon Specialist (piercing), Rapid Reload (light crossbow), Weapon Focus (light crossbow), Weapon Specialization (light crossbow),  
**Skills** Climb +11, Ride +15, Swim +9,  
**Possessions** combat gear  
**Light Sensitivity (Ex)** Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

## 5: THE MAIN FORCE

### FERENKLOR

CR 13

Male Adult Green Dragon  
LE Large Dragon (Air)  
**Init** +4; **Senses** blindsense 60ft, darkvision 120ft, improved low-light vision, keen senses, Listen +28, Spot +28  
**Aura** frightful presence (DC24)  
**Languages** Common, Draconic Sylvan  
**AC** 32, touch 8, flat-footed 32  
(-2 size, +3 armor, +21 natural)  
**hp** 253 (22 HD); **DR** 5/magic  
**Immune** acid, paralysis, sleep  
**SR** 21  
**Fort** +19, **Ref** +14, **Will** +17  
**Speed** 40 ft. (8 squares), fly 150ft (poor) hover, swim 40ft;  
**Melee** bite +30 (2d8+8) and claws +28/+28/+23/+18/+13/+8 (2d6+4) and wings (when not flying) +28/+28 (1d8+4) and tail +28 (2d6+12)  
**Space** 10 ft.; **Reach** 10 ft.

**Base Atk** +22; **Grp** +38

**Atk Options** breath weapon (12d6, Ref DC26/half)

**Special Actions** crush (DC26, 2d8+12)

**Combat Gear** masterwork studded leather, vest of resistance +1

**Sorcerer Spells Known** (CL 5th):

2nd (5/day)—*invisibility*, *resist energy*

1st (7/day)—*expeditious retreat*, *magic missile* (3 missile), *shield*, *true strike*

0 (6/day)—*arcane mark*, *detect magic*, *ghost sound*, *mage hand*, *prestidigitation*

**Spell-Like Abilities** (CL 6th):

3/day—*suggestion* (DC 16)

**Abilities** Str 27, Dex 10, Con 21, Int 16, Wis 17, Cha 16

**SQ** water breathing

**Feats** Blind-Fight, Clinging Breath\*\* Improved Initiative, Improved Rapidstrike (claws)\*\*, Hover, Multiattack, Quicken Breath\*\*, Rapidstrike (claws)\*\*,

**Skills** Escape Artist +25, Hide +21, Listen +28, Move Silently +25, Search +28, Spot +28, Swim +16, Use Magic device +28,

**Blindsense (Ex):** Dragons can pinpoint creatures within a distance of 60 feet. Opponents the dragon can't actually see still have total concealment against the dragon.

**Breath Weapon (Su):** A green dragon has one type of breath weapon, a 50ft cone of corrosive (acid) gas.

**Crush (Ex):** This special attack allows a flying or jumping dragon of at least Huge size to land on opponents as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon (though it can attempt normal overrun or grapple attacks against larger opponents).

A crush attack affects as many creatures as can fit under the dragon's body. Creatures in the affected area must succeed on a Reflex save (DC equal to that of the dragon's breath weapon) or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take damage from the crush each round if they don't escape.

A crush attack deals the indicated damage plus 1-1/2 times the dragon's Strength bonus (round down).

**Damage Reduction:** Young adult and older dragons have damage reduction. Their natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

**Frightful Presence (Ex):** A young adult or older dragon can unsettle foes with its mere presence. The ability takes effect automatically whenever the dragon attacks, charges, or flies overhead. Creatures within a radius of 30 feet x the dragon's age category are subject to the effect if they have fewer HD than the dragon. A potentially affected creature that succeeds on a Will save (DC 10 + 1/2



dragon's HD + dragon's Cha modifier) remains immune to that dragon's frightful presence for 24 hours. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Dragons ignore the frightful presence of other dragons.

**Keen Senses (Ex):** A dragon sees four times as well a human in shadowy illumination and twice as well in normal light. It also has darkvision out to 120 feet.

**Water Breathing (Ex):** A green dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

**Skills:** Bluff, Hide, and Move Silently are considered class skills for green dragons.

## FOREST GIANT

CR 11

Male Forest Giant\*

\*from Monster Manual II

N Huge Giant

**Init** +5; **Senses** darkvision 60ft. Listen +5, Spot +7

**Languages** Giant, Sylvan

**AC** 23, touch 9, flat-footed 22

(-2 size, +1 Dex, +3 armor, +11 natural)

**hp** 149 (13 HD);

**Fort** +14, **Ref** +5, **Will** +7

**Speed** 40 ft. (8 squares)

**Melee** greatclub +19/+14 (3d6+16) or

**Ranged** composite longbow (+4str) +8/+3 (3d6+4 plus poison) or

**Ranged** rock +9/+4 (2d8+11 plus poison) or

**Space** 15 ft.; **Reach** 15 ft.

**Base Atk** +9; **Grp** +28

**Atk Options** Cleave, Power Attack

**Special Actions** Large and In Charge, rock catching, rock throwing

**Combat Gear** masterwork huge studded leather, masterwork huge greatclub, huge composite longbow (str+4), 6 rocks

**Abilities** Str 33, Dex 12, Con 22, Int 14, Wis 16, Cha 21

**Feats** Cleave, Improved Initiative, Improved Toughness\*\*, Large and In Charge\*\*, Power Attack

**Skills** Hide +13 (+17 in woods), Listen +19, Sense Motive +19, Spot +19,

**Possessions** combat gear

**Poison (Ex):** Forest giants coat their arrows with poison (Fortitude DC 22); initial and secondary is the same (unconsciousness for 4d4 rounds).

**Skills:** A forest giant has a +4 racial bonus on hide checks. \* In wooded areas, this bonus rises to +8.

## KOBOLD SNIPER

CR 7

See Encounter 4.

## KOBOLD SORCERER

CR 13

Female Kobold Dragonheart Mage\* 8, Sorcerer 5

\*from Races of the Dragon

LE Small Humanoid (dragonblood, reptilian)

**Init** +5; **Senses** darkvision 60ft, Listen +0, Spot +0

**Languages** Common, Draconic

**AC** 28, touch 17, flat-footed 23

(+1 size, +5 Dex, +5 armor, +1 deflection, +1 insight, +6 natural)

**hp** 90 (13 HD);

**Resist** Acid 24

**Fort** +14, **Ref** +14, **Will** +15 evasion (+8 vs acid spells)

**Weakness** Light Sensitivity

**Speed** 30 ft. (6 squares)

**Melee** dagger +4/-1 (1d3-3) or

**Ranged** ray +12 (as spell)

**Base Atk** +6; **Grp** -1

**Atk Options** Draconic Breath

**Special Actions**

**Combat Gear** dagger, *bracers of armor* +5, *cloak of charisma* +6, *dusty rose ioun stone*, *gloves of dex* +4, *pink rhomboid ioun stone*, *ring of evasion*, *ring of protection* +1, *vest of resistance* +5,

**Sorcerer Spells Known** (CL 14th):

6th (5/day)—*disintegrate* (+12 *ranged touch*, DC22), *greater dispel magic*

5th (7/day)—*cloudkill* (DC21), *cone of cold* (DC21, 14d6), *dominate person* (DC21), *wall of force*

4th (7/day)—*dimension door*, *ice storm* (DC20, 14d6), *greater invisibility*, *wall of fire*

3rd (7/day)—*dispel magic*, *fireball* (DC19, 10d6), *haste*, *magic circle against good*, *plant growth*

2nd (8/day)—*blindness/deafness* (DC18), *glitterdust*, *invisibility*, *scorching ray* (+12/+12/+12 *ranged touch*), *web* (DC18)

1st (8/day)—*charm person* (DC17), *expeditious retreat*, *grease* (DC17), *magic missile* (5 missiles), *protection from good*, *shield*

0 (6/day)—*acid splash*, *arcane mark*, *detect magic*, *detect poison*, *disrupt undead*, *ghost sound*, *mage hand*, *prestidigitation*, *read magic*

**Abilities** Str 4, Dex 20, Con 14, Int 12, Wis 10, Cha 23

**Feats** Draconic Breath\*\*<sup>B</sup>, Draconic Flight\*\*, Draconic Heritage (green)\*\*, Draconic Legacy\*\*, Draconic Power\*\*, Draconic Resistance\*\*, Draconic Skin\*\*, Draconic Toughness\*\*, Practiced Spellcaster (sorcerer)\*\*

**Skills** Bluff +22, Concentration +18, Knowledge (arcana) +9, Knowledge (local/nmr) +9,

**Possessions** combat gear

**Draconic Breath (Su):** You gain the Draconic Breath feat. The sorcerer's breath can deal 2d8 damage per level of the spell given up in a 60-foot line. DC16+Spell level used

**Light Sensitivity (Ex)** Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

## 7: VILLAGE ATTACK!!!

See Encounter 4 and 5

## APPENDIX 2: NEW RULES ITEMS

### FEATS

List alphabetically. Include source and page reference like so:

#### Clinging Breath [Metabreath]

Your breath weapon clings to creatures and continues to affect them in the round after you breathe.

**Prerequisite:** Con 13, breath weapon.

**Benefit:** Your breath weapon has its normal effect, but also clings to anything caught in its area. A clinging breath weapon lasts for one round. In the round after you breathe, the clinging breath deals half the damage it dealt in the previous round. Creatures that avoid damage from the breath weapons (such as creatures with the evasion ability or incorporeal creatures) do not take the extra damage.

For example an old silver dragon uses its cold breath and deals 72 points of cold damage (or 36 if the target made its save). In the following rounds, foes that failed their saves against the breath weapon initially take and additional 36 points of damage, and foe that succeeded on their saves take 18 points of cold damage.

A foe can take a full-round action to attempt to remove the clinging breath weapon before taking additional damage. It takes a successful Reflex saving throw (same DC as the breath weapon) to remove the effect. Rolling around on the ground grants a +2 bonus to the saving throw, but leaves the foe prone. A clinging breath weapon cannot be removed or smothered by jumping into water. A clinging breath weapon can be magically dispelled (DC equal to your breath weapon DC).

This feat only works on a breath weapon that has instantaneous duration and that deals some kind of damage, such as energy damage, ability damage or negative levels.

When you use this feat, add +1 to the number of rounds you must wait before using your breath weapon again.

**Special:** You can apply this feat more than once to the same breath weapon. Each time you do, the clinging breath weapons lasts an additional round.

**Source:** *Draconomicon* 73

#### Draconic Breath [Draconic]

You can convert some of your arcane spell energy into a breath weapon.

**Prerequisites:** Draconic Heritage, sorcerer 1st.

**Benefit:** As a standard action, you can convert an arcane spell slot into a breath weapon. The breath weapon is a 60-foot line that deals 2d6 points of damage per spell slot you expended to create the effect. Any creature in the area can make a Reflex save (DC10+ level of the spell used+ your Cha modifier) for half damage. This is a supernatural ability.

**Special:** If the breath weapons of your draconic forebears does not deal acid, cold, electricity or fire damage, you choose among the four energy types mentioned above.

**Source:** *Races of the Dragon* 102

#### Draconic Flight [Draconic]

The secret of draconic flight has been revealed to you, granting you the ability to fly occasionally.

**Prerequisites:** Draconic Heritage, sorcerer 1st.

**Benefit:** After you cast an arcane spell with a casting time of 1 standard action, you gain a fly speed equal to 10 feet per level of the spell you just cast for the remainder of your turn.

**Source:** *Races of the Dragon* 102

#### Draconic Heritage [Draconic]

You have greater connection with your distant draconic bloodline.

**Prerequisites:** Sorcerer 1st.

**Benefits:** You gain the Dragonblood subtype. Choose one dragon from the Draconic Heritage list below. This is your draconic heritage, which can only be changed by undergoing the Rite of Draconic Affinity (*Races of the Dragon* p59). Half-dragon must choose the same dragon kind as their dragon parent.

When you declare your draconic heritage, you gain the skill indicated on the table as a sorcerer class skill. In addition, you gain a bonus equal to the number of draconic feats you have as against magic sleep and paralysis effects, as well as against spells and abilities with a descriptor that matches the corresponding entry in the accompanying table.

Dragon Kind	Energy Type	Skill
Green	Acid	Move Silently

**Source:** *Races of the Dragon* 102

#### Draconic Legacy [Draconic]

You realized greater arcane power through your draconic heritage.

**Prerequisites:** Any four draconic feat.

**Benefit:** Based on your draconic heritage, add the spells noted on the accompanying table to your list of spells known. Each spell is added at the spell level where a spell caster normally gains it unless otherwise indicated.

Dragon	Spells
Green	Charm person, dominate person, plant growth

**Source:** *Races of the Dragon* 104

#### Draconic Power

You have greater power when manipulating the energies of your heritage.

**Prerequisites:** Draconic Heritage, Sorcerer level 1<sup>st</sup>.

**Benefit:** Your caster level increases by one, and you add 1 to the save DC of all arcane spells with the descriptor or subschool associated with your draconic heritage.

**Special:** This feat works in conjunction with the Energy Substitution feat (Complete Arcane p79) as long as the substituted energy matches the energy type associated with your draconic heritage.

**Source:** *Races of the Dragon* 104

### Draconic Resistance [Draconic]

Your bloodline hardens your body against effects related to the nature of your progenitor.

**Prerequisites:** Draconic Heritage, Sorcerer level 1<sup>st</sup>.

**Benefits:** You gain resistance to energy type associated with your draconic heritage equal to three times the number of draconic feats you have, including draconic feats you take after gaining this feat.

**Special:** This grants no benefit to a character whose draconic heritage is not associated with an energy type.

Dragon Kind	Energy Type
Green	Acid

**Source:** *Races of the Dragon* 105

### Draconic Skin [Draconic]

Your skin takes on a sheen, luster, and hardness related to your draconic ancestor.

**Prerequisites:** Draconic Heritage, Sorcerer level 1<sup>st</sup>.

**Benefits:** Your natural armor bonus increases by 1

**Source:** *Races of the Dragon* 105

### Draconic Toughness [Draconic]

Your draconic nature reinforces your body as you embrace your heritage.

**Prerequisites:** Draconic Heritage, Sorcerer level 1<sup>st</sup>.

**Benefits:** When you take this feat, you gain 2 hit points for every draconic feat you have, including this one. Whenever you take a new draconic feat, you gain 2 more hit points.

**Source:** *Races of the Dragon* 105

### Improved Rapidstrike [Monstrous]

You can make multiple attacks with a natural weapon.

**Prerequisite:** Dex 9, one or more pairs of natural weapons, aberration, dragon, elemental, magical beast or plant type, base attack bonus +15, Rapidstrike.

**Benefit:** If you have a pair of natural weapons, such as two claws, two wings, or two slams, you can make two or more extra attack with one of those weapons the first at a -5 penalty and subsequent attacks at an additional -5, but never more than four extra

attacks. A creature with multiple limbs qualifies for this feat as well, such as a creature with 3 arms and 3 claw attack.

**Normal:** Without this feat you attack once with each natural weapon.

**Special:** You can take this feat once for each pair of natural weapon you have.

**Source:** *Draconomicon* 73

### Improved Toughness

You are significantly tougher than normal.

**Prerequisite:** Base Fortitude save bonus +2.

**Benefit:** You gain a number of hit points equal to your current Hit Dice. Each time you get a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD, (such as by losing a level) you lose 1 hit point permanently.

**Special:** A fighter may select Improved Toughness as one of his fighter's bonus feats.

**Source:** *Complete Warrior* 101

### Large and in Charge [general]

You can prevent opponents from closing inside your reach.

**Prerequisite:** Natural reach of 10 feet or more, size Large or larger.

**Benefit:** When you make a successful attack of opportunity against an opponent that is moving inside your threatened area, you can force the opponent back to the 5-foot space it was in before you hit with your attack of opportunity, make an opposed strength check with you opponent. You gain a +4 bonus for each size category for each size category larger than your opponent, and an additional +1 for every 5 points of damage you dealt with your attack of opportunity. If you win the opposed check, your opponent is pushed back 5 feet into the space it just left. An opponent you push cannot move any further in this round.

**Source:** *Draconomicon* 71

### Practiced Spellcaster [General]

You can cast a spell to maximum effect without special preparation.

**Prerequisites:** Spellcraft 4 ranks

**Benefit:** Your caster level for the chosen spellcasting class increases by 4. This benefit can't increase your caster level to higher than your Hit Dice. However, even if you can't gain from the full bonus immediately, if you later gain Hit Dice in levels of nonspellcasting classes, you might be able to apply the rest of the bonus.

For example, a human 5th-level sorcerer/3rd-level fighter who selects this feat would increase his sorcerer caster level from 5th to 8th (since he has 8 Hit Dice). If he later gained a fighter level he would gain the remainder of the bonus and his sorcerer caster level would become 9th (since he now has 9 Hit Dice).

A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) must choose which class gains the feat's effect.

This feat does not affect your spells per day or spells known. It increases your caster level only, which would help you penetrate spell resistance and increase the duration and other effects of your spells.

**Special:** You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4th-level cleric/5th-level wizard who had selected this feat twice would cast cleric spells as an 8th-level caster and wizard spells as a 9th-level caster.

**Source:** *Complete Divine* 82

### Quicken Breath [Metabreath]

You can loose your breath weapon with but a thought.

**Prerequisite:** Con 19, breath weapon.

**Benefit:** Using your breath weapon is a free action.

When you use this feat, add +4 to the number of rounds you must wait before using your breath weapon again.

**Special:** You cannot use this feat and the Maximize Breath feat on the same weapon at the same time.

**Source:** *Draconomicon* 73

### Rapidstrike [Monstrous]

You can attack more than once with a natural weapon.

**Prerequisite:** Dex 9, one or more pairs of natural weapons, aberration, dragon, elemental, magical beast or plant type, base attack bonus +10.

**Benefit:** If you have a pair of natural weapons, such as two claws, two wings, or two slams, you can make one extra attack with one of those weapons at a -5 penalty. A creature with multiple limbs qualifies for this feat as well, such as a creature with 3 arms and 3 claw attack.

**Normal:** Without this feat you attack once with each natural weapon.

**Special:** You can take this feat once for each pair of natural weapon you have.

**Source:** *Draconomicon* 73

## MAGIC ITEMS

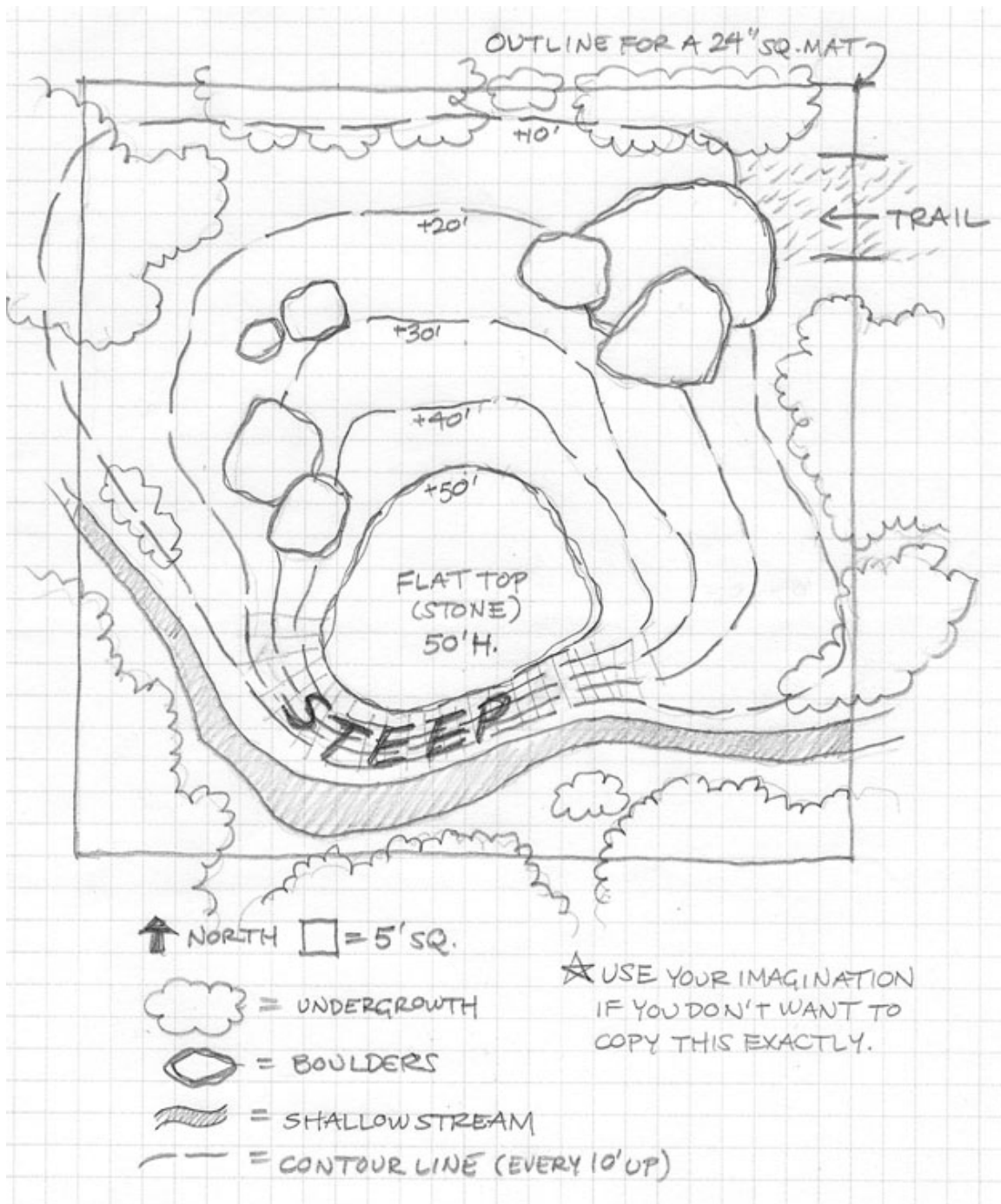
List alphabetically; see above.

### Vest of Resistance

These garments offer magic protection in the form of a +1 to +5 resistance bonus on all saving throws.

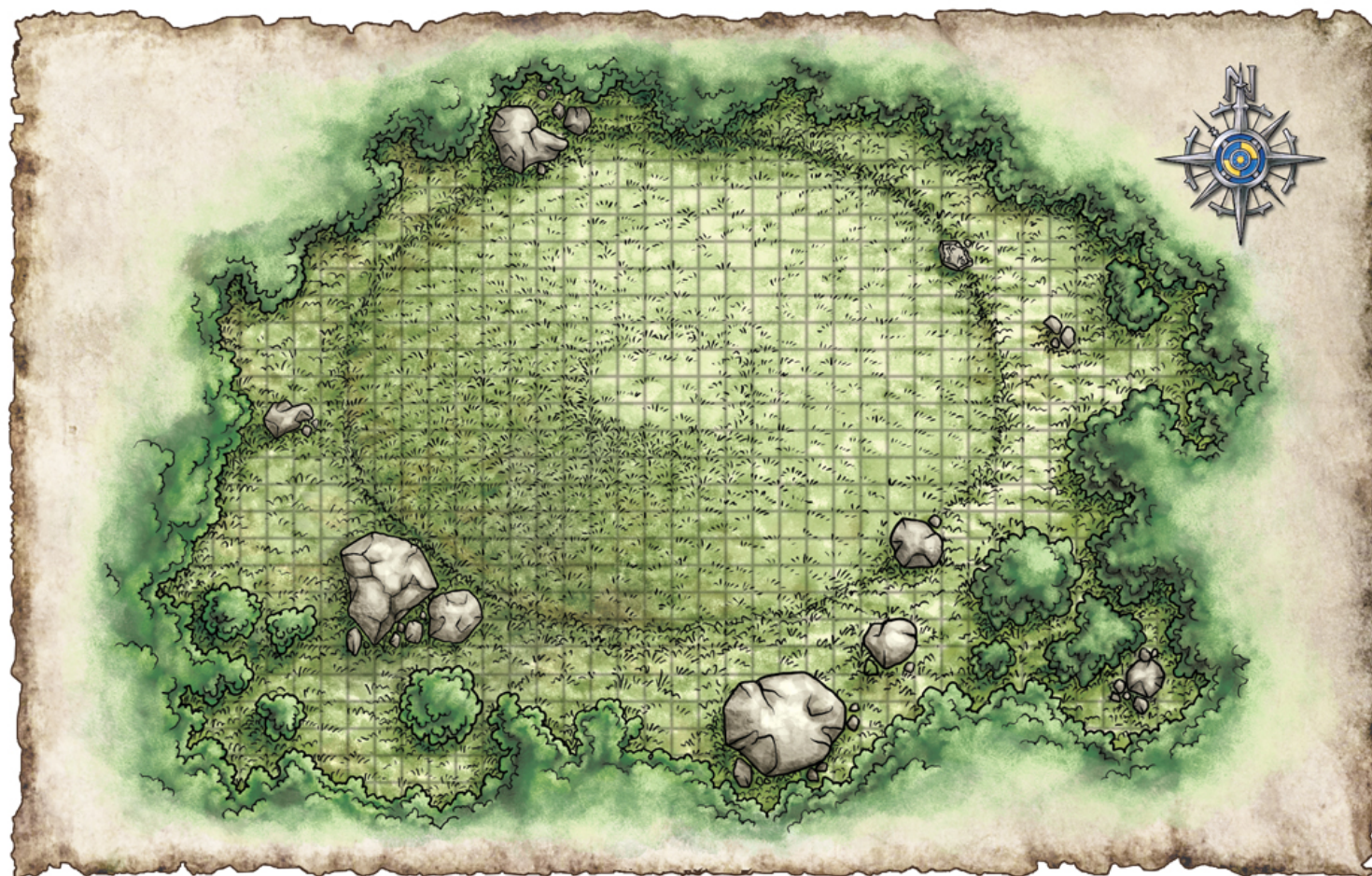
Faint Abjuration; CL 5th; Craft Wondrous Items, *resistance*, creator's caster level must be at least three times the vest's bonus; Price 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5); Weight 1 lb.

**Source:** *Complete Arcane* 150



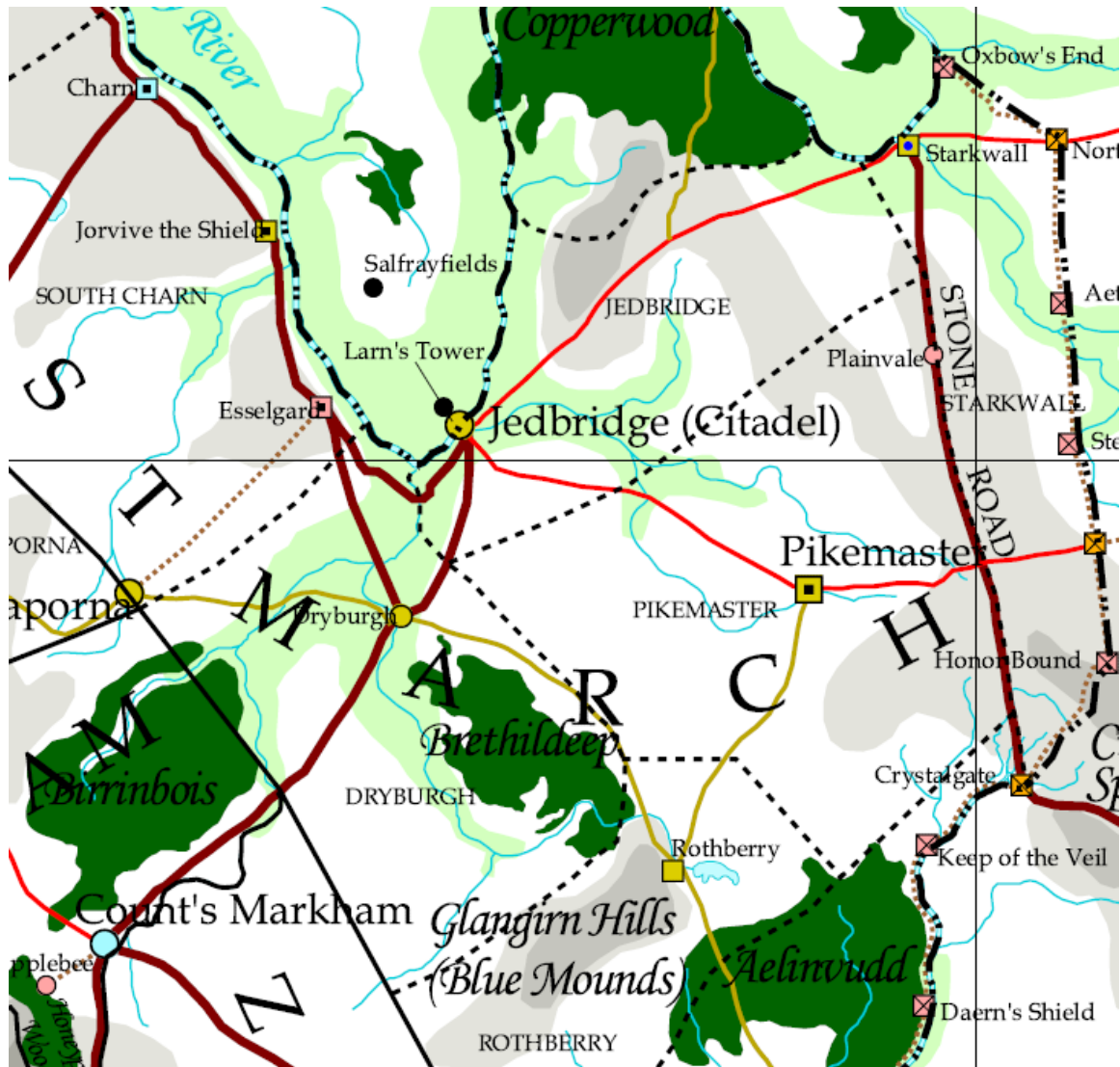
Map 1: Lerth's Hill





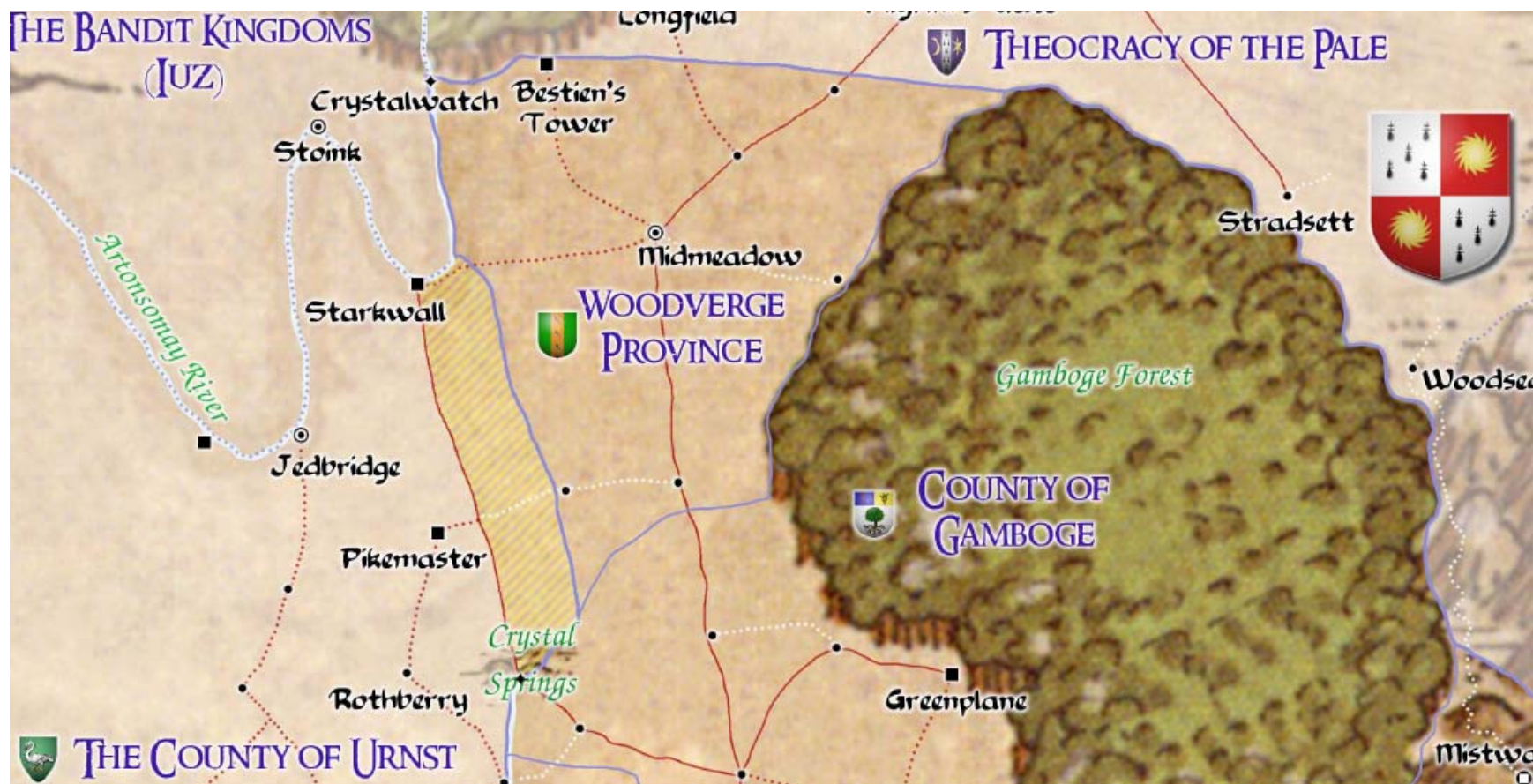
**Map 2: Ferenklor's base**

PCs come in from the south, Lerth is tied and unconscious at the top of the hill surrounded by kobolds. Ferenklor is initially hiding in the woods north of the clearing, counting the loot he got from Lerth's lair. The Giants are on the north side of the hill, making arrows.



Map 3: Locations of the County of Urnst



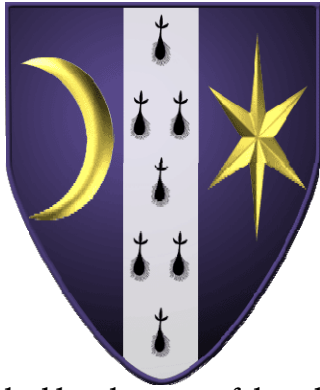


Map 4: Northern Nyrond, Southern Pale and Eastern Urnst



## PLAYER HANDOUT 0: HERALDRY

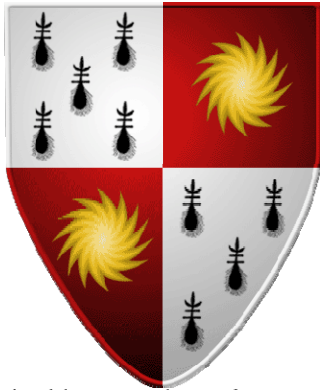
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Shield 1: Theocracy of the Pale



Shield 4: County of Gamboge (Nyronnd)



Shield 2: Kingdom of Nyronnd



Shield 5: Countess Rachel the First (CoU)



Shield 3: County of Urnst



Shield 6: House Duncombe (CoU)

## PLAYER HANDOUT 1: NPCS

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Image 1: Lady Ilya Duncombe



Image 3: Abbot Welliam



Image 2: Sir Phileas Klendern



Image 4: Taraya



Image 5: Lerth



Image 6: Ferenklor

## PLAYER HANDOUT 2

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The following is a discussion between Vadric, Taraya the Druidess, Lady Ilya, Sir Phileas and Abbot Welliam.

**Vadric:** Welcome to you all. I'll start to say that Lerth's presence has been both a blessing and a curse to our village.

**Sir Phileas:** I don't see that this... this THING could be a blessing to anyone! It has been raiding farms in on the border of the forest for years now.

**Vadric:** The forest has its own balance and order... Every creature herein has a place that must be respected. Lerth has its place too.

**Abbot Welliam:** (Almost says something, but relents.)

**Taraya (looking at you):** Maybe we should tell our friends here what we are talking about... The one we are talking about is a huge behir named Lerth. Some of you may know of him. For... oh... four years now, he has been living in this part of the Gamboge having been forced to move by Sassy and her myriad of children years before...

**Lady Ilya:** Lord Duncombe of Eastmarch is willing to offer him a hunting territory and that is why we are here...

**Taraya:** We have been working with many druid organizations throughout the eastern Flanaess to find him a new territory. Lord Duncombe is the first to agree to offer land to Lerth.

**Sir Phileas:** The County of Gamboge is quite happy to oblige and turn it over...

**Abbot Welliam:** I'll admit that the Pale is also keen to see Lerth leave... Lord Duncombe's offer is one of the first thing in years that have the Theocracy, Nyronde and the County of Urnst on the same page! Pholtus looks over his flock in many ways.

Sir Phileas and Vadric eye the Abbot, showing their dislike for the Church of the One True Path. Lady Ilya adds, with the obvious intention of breaking the potential hostility.

**Lady Ilya:** You are right, Abbot. Our nations working together form a great leap forward as we face darkness and evil. And this should not be forgotten by any one of us. Did you approach Lerth with Lord Duncombe's proposal? What did he say?

**Vadric:** Yes, Taraya and I have approached Lerth with the idea and he said it was... "Strange" but he didn't reject it. He promised to be here in the morning.

**Taraya:** I suggest we rest for the night. I feel that tomorrow's talks will be long...

**Vadric (to the envoys):** I have arranged quarters for you in my house. Your guards however will have to make do with our tavern's common room.

The envoys seem pleased with Vadric's proposal. The smiles all around the room give you the impression that the first meeting between all of them went well and all of them seem to think the same way.

Vadric shows you out to the inn.

## PLAYER HANDOUT 3

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This journal is written in Draconic by Ferenklor the green dragon.

### **Fireseek 591CY (winter)**

I need to find territory for myself. Everyone thinks I'm just another one of Mother's minions. Took over a kobold village, very little treasure there but they are reliable.

### **Coldeven 591CY (spring)**

I imposed my will upon some hobgoblins. Great feeling! I gathered many coins and jewels from them and a few magical items my hoard is slowly growing. I must commend the kobolds for their good tenure in battle. They performed admirably well. Their ability at sniping was more useful than I thought.

### **Goodmonth 592CY (summer)**

Mother came and ordered me to lead some of her bastard forces against a pair of behir. I protested but she forced me. One of these days I will have my revenge on her and show her who the boss is.

### **Harvester 592CY (fall)**

I returned victorious, though one escaped. Managed to loot their lair and gather many coins for myself. I had to send most of it to Mother however.

(Other 592-594CY entries show Ferenklor led attacks on a number of settlements in the Gamboge, mostly against humanoids to subjugate them).

### **Planting 594CY (spring)**

Sent some hobgoblins scouts to the north of the Gamboge, the Nurtherwood and the Phostwood to scout for potential lairs, haven't heard from them.

### **Harvester 594CY (fall)**

I have not heard back from hobgoblin scouts. They must've been killed by adventurers.

### **Patchwall 594CY (early winter)**

A lone scout returned. The behir that escaped moved to the northern Gamboge, near the Pale. There are a number of other forces there: elves, adventurers, rangers and druids. Will build up forces better before making a move.

### **Growfeast 595CY (Early summer)**

I met with human envoys from the Emperor of the humans. Brave or foolish fellows all of them! They told me that their master was willing to give me a large tract of land if I helped them find some humans.

I was happy to oblige but Mother forced me to stay within the forest. She again forced me to obey her wishes.

### **Patchwall 595CY (early winter)**

Kobolds, orcs and goblinoids refugees have joined my forces. The fiasco with the human Emperor has gone wrong and I lost many of the goblins I sent to serve his forces, without Mother's knowledge. They will replace those I have lost.

Some of them have begun crafting magic weapons for my kobolds.

(596-597CY entries show Ferenklor led attacks in the Gamboge, mostly against humanoids or other monsters. It is obvious that Ferenklor revels in the savagery of the hunt and fighting. He also harbors a deep resentment for his mother and her "bastard" or "unfit" children).

### **Sunsebb 597CY (winter)**

I was almost killed by tribe of forest giants! Managed to kill their druid and offered them a chance to join me. Promised them good hunting and they agreed.

I have kept my alliance with them secret from Mother.

### **Fireseek 598CY (winter)**

That is it! Mother came again today and though I fought her as best I could, she ordered me to give her most of the army I had for her own use. I am leaving this place!

(The following pages are filled with curses and insults about "Mother")

### **Coldeven 598CY (spring)**

Moving north into the forest... I have taken the kobolds and the giants with me, leaving the goblins behind so Mother doesn't suspect my desertion, at least not immediately. Begun search for the behir that eluded me in 592.

### **Yesterday**

Caught him! Treasure was slim however.