

VER7-05

The Lion and the Dragon

A One-Round D&D LIVING GREYHAWK[®]

Verbobonc Regional Adventure

Version 1

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"If the Lion and the Dragon fight, they will both die." –Tadashi Adachi.

From Loren's Ford, a combined army of House Avgustin, Stefania, and Chondell soldiers marches toward Validia in a united show of force against the Lord of the Iron Wood. Field Marshall Yronl has not given up on a diplomatic solution, but as the army grows closer, new developments make armed conflict seem unavoidable. Could this be the beginning of civil war in the Viscounty? A challenging Verbobonc regional adventure for APLs 2-8 (PC levels 1-11). PCs should have played VER7-03: *Mourning Glory* and earlier Verbobonc adventures prior to playing this adventure.

Metaorganizational Focus: Mounted Borderers, Protectors of the Iron Wood, Verbobonc Noble Houses (Avgustin, Chondell, Langmuir, Stefania) and Verbobonc Town Project (Validia)

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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To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table DM (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK PC. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

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 books: *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*.

Throughout this adventure, text in *bold italics* provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer PCs (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table 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).

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the PC level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a PC with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each PC's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of PCs playing in the adventure. Round up to the nearest whole number.
4. 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. If a player PC is three PC levels or more either higher or lower than the

APL at which this adventure is being played, that PC receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level PCs to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level PCs 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 PCs to buy riding dogs to help protect them, and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in Verbobonc. PCs native to Verbobonc pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per round. Rich Upkeep costs 50gp per round. Luxury Upkeep costs 100gp per round.

ADVENTURE BACKGROUND

The Viscounty of Verbobonc is in turmoil. The trial of a priest of Trithereon for sedition against the nobility led to the unlikely revelation that Viscount Langard may not be the legitimate ruler of Verbobonc. Taken into custody by the Knights of Veluna, Langard was escorted back to Veluna for questioning by Canon Truft, however word soon reached all ears that the escort was found slaughtered in the Iron Wood and the Viscount was missing. During the trial, Bishop Haufren invoked the power of a mighty relic of Saint Cuthbert, the Revash Splinter, to validate Langard's legitimacy. However, a backlash of power from the relic plunged the Bishop into a deep coma, from which no magical aid – divine or arcane – has been able to succor him. The loss of both the temporal and spiritual foundations of the land has shaken the faith of the common-folk of Verbobonc to its core, and in desperation they look to the remaining bastions of order – the feuding nobles and the ailing Mounted Borderers – for reassurance.

Unfortunately, the Mounted Borderers are stretched to the limit, having not yet fully recovered from the losses incurred during the Kron Hills Massacre in 595.

Additionally, the assaults from both the orcs of Blackthorn and the Elven Clans of the Gnarley Forest have caused the Borderers to focus what manpower they retain to secure the Viscounty's portion of the Gnarley Forest. This has left vast stretches of the central and western Viscounty unattended. In the absence of the Viscount and with his law enforcers otherwise occupied, many of the nobility have been jockeying for position and power.

Notably, **Lord Shannus**, Baron of the Iron Wood, has recently occupied the town of Validia. The town rests in the southern reach of the Iron Wood, but on lands ruled by Lord Chondell, a reclusive noble that has yet to retaliate. Chondell has sent diplomatic envoys to Shannus in an attempt to broker the town back, but none of these entreaties have been successful. Mainly because Shannus has reason to believe that the Great Dire Dark, a great and ancient evil, thought destroyed, has returned. He feels that he needs to control the situation decisively.

To that end, Lord Shannus has ordered the Iron Wood sealed. His forces have erected a great wall around the forest and guard it zealously against intrusion.

Shannus has also put out a call to all dragon-kin to come to his cause and there has been no shortage of volunteers as the generally feared and outcast dragon-blooded flock to his banner. Shannus has accepted all dragon-kin, regardless of their heritage and scale color, into his house. In addition, the Lord of the Iron Wood, has created a knightly order to serve as his elite guards—The Order of the Dragon Claw. These knights are led by a paladin of Bahumet, **Quinnsaron Eldron** (known more locally as Sir Quinn). It is widely believed that this knightly order is responsible for the murder of over a dozen people in what has become known as the Brewfest Massacre of Humming's End.

It is true that Lord Chondell does not possess the power to militarily retake Validia from Shannus and his dragonkin alone. But he does have allies. House Avgustin and House Stefania (tied to Avgustin by extended family relations) have agreed to come to Chondell's aid. The head of House Avgustin, Lady Elise Avgustin, only a child of 14 years, and her Regent, former Captain Yronl of the Avgustin guard, both secretly follow the faith of Trithereon. That god's tenets of freedom, liberty, and defending those who cannot defend themselves are the primary motivators in their desire to aid Chondell in liberating the town of Validia from –in their eyes— unjustified tyranny.

Field Marshal Yronl (ih-RON-uhl), Regent of House Avgustin, has issued a general call to arms. Yronl intends to lead a small army west to Validia to join House

Stefania in a show of force in support of House Chondell. The combined army plans to remove Shannus from Validia, either by persuasion or by force. Over the last few weeks, Avgustin House Guards have been gathering at the family estate, south of Loren's Ford, where they have been training and organizing for the westward campaign.

Sir Peri Swan is an Avgustin House guard and retired adventurer who volunteered his services to Field Marshal Yronl for this mission. Because of his background and rank, Sir Peri has appointed him to be the leader of the adventurers attached to the Avgustin army.

Some have taken to calling these troops "The Golden Harriers" as a nod to Yronl and Elise's worship of Trithereon and House Avgustin's history of relying upon adventurers for assistance.

Peri Swan is a polite and respectful Cuthbertine who was very loyal to the old Baron, Rollof Avgustin. Peri's brother Lord Willow Swan served with honor under Baron Rollof, and Rollof personally came to the Swan family farm to convey the sad news when Sir Willow died. Baron Rollof passed away a little over two years ago, and Peri has spent much of the time since in Cuthbertine monasteries. Field Marshal Yronl's call to arms inspired him to take up his sword once again. He looks forward to this mission as an opportunity to get back into the saddle of adventuring.

Meanwhile, somewhere in the dark alleys of the Rhennee barge town Darkhapor, a hive of scum and villainy just outside of Rhynehurst, a kobold has appeared on the scene: **Virlym the Bleeder**. Virlym's employer is at this time unknown, but whoever it is, they are very well financed.

In the past few days, Virlym has infiltrated the ranks of Shannus's draconic warriors, discovered their plan to ambush the Avgustin forces on Saflynd lands, and has patiently plotted the assassination of Sir Peri Swan. In two days time, the knight will die.

ADVENTURE SUMMARY

Field Marshal Yronl, Regent of House Avgustin, has issued a general call to arms. Yronl intends to lead a small army west to Validia to join House Stefania in a show of force in support of House Chondell. The combined army intends to remove Shannus from Validia by persuasion or force.

Introduction: The PCs arrive in Loren's Ford, where they are interviewed by Sir Peri Swan, an Avgustin Knight. They are assigned to Sir Peri's special forces unit,

nicknamed "The Golden Harriers." Sir Peri appoints one of the PCs to serve as his second-in-command. Once all assignments are complete, the group rides to the Avgustin estate to join up with the main army.

Encounter One: Indoctrination: The rest of the day is spent in military orientation. Just before the evening meal, Field Marshal Yronl addresses the troops. PCs can gather information from the Avgustin soldiers and/or a House Stefania liaison.

Encounter Two: Death From Above: The Golden Harriers and the rest of the Avgustin forces march west. During the day, additional forces from House Stefania join them. The second day the combined army is attacked by flying dragonkin, a vanguard of Shannus' forces. Even if the attackers are defeated, there are serious consequences. Among the dead is Sir Peri Swan.

Encounter Three: New Orders: With their forces damaged, the army moves on slowly. Shortly after passing into House Chondell lands, soldiers from that house join up with the combined armies. They bring news of failed diplomacy with Shannus. War seems imminent. Under the circumstances, Yronl promotes the second-in-command PC to serve as the new leader of the Golden Harriers. The Harriers are placed in command of the Chondell forces, so that the Chondell commander can return to report to his Lord.

Encounter Four: War! The combined army draws close to Validia and engages the forces of Lord Shannus in pitched battle outside of the Iron Wood. If the party survives a combat with Mist Children they continue immediately to **Encounter Five**.

Encounter Five: Decision at Validia: Even though the Harriers have won against Shannus's first wave, the battle still rages around them. They must choose whether to reinforce Stefania forces against a draconic beast, to rescue Field Marshal Yronl who has fallen behind the enemy line, to split the party, or to stay where they are. The choice determines their final combat encounter.

Encounter Six: Monster Mash: The Harriers reinforce the Stefania troops.

Encounter Seven: O Captain! My Captain! The Harriers move to rescue Yronl from certain death.

Encounter Eight: The Worst of Both Worlds: The party splits, some reinforcing the Stefania troops, and others reinforcing Yronl's position.

Encounter Nine: Aftermath: The party learns the ramifications of their decision in **Encounter Five**.

Conclusion: With battle in Validia ended, the combined army prepares to disperse. The Golden Harriers are

released from service, but not before they learn of a new threat to House Avgustin. PCs are asked to return immediately to Loren's Ford and meet with Lady Elise Avgustin.

ADVENTURE TIMELINE

This section can be referred to in order to keep track of the timeline of events in this adventure. Actions on the part of the adventurers may alter this timeline, though that event is unlikely.

Day 1: The party arrives in Loren's Ford and meets with Sir Peri Swan. After interviews, The Harriers travel to the Avgustin estate. The command structure is organized, and Yronl makes a speech that night.

Day 2: The army moves out from Loren's Ford in the morning, marching west toward Validia. During the day, House Stefania forces join the army, and the unified group camps together that night on House Saflynd lands.

Day 3: The march continues, but is interrupted by a dragonkin attack. Chondell troops, awaiting Yronl's army on their lands, fall in line. Camp is made a few hours short of Validia.

Day 4: The army arrives at Validia, and open warfare between the noble houses begins.

PREPARATIONS FOR PLAY

Before beginning the adventure, find out if any of the player PCs belongs to any of the following:

- **Verbobonc Meta-organizations.** In the Introduction, they receive Player handouts that provide them additional orders.
- **House Langmuir:** Members of the Langmuir Regulators (House Guards) are given **Player Handout #1A** and **Player Handout #1B**. Both handouts are letters bearing the seal of House Langmuir, given to them by official House pages. The letters arrive separately, from different messengers.
- **Protectors of the Iron Wood:** PCs who are Protectors of the Iron Wood receive a missive that is dropped into their breakfast one morning by a bird that flies away. Give them **Player Handout #2**.

Mounted Borderers: Members of any company of the Mounted Borderers receive **Player Handout #3**, which is delivered to their PC by a Jensen's Runners courier.

House Chondell: Chondell House Guards are given **Player Handout #4**. It is an official letter sealed with the crest of Lord Kosak Chondell, brought to them in the dead of night by a pale, raven-haired Chondell courser.

All players, regardless of meta-organization membership, receive **Player Handout #5**.

INTRODUCTION

Sir Peri Swan, a retired adventurer, is building a crack team of specialists to supplement the army of House Avgustin. To this end, he has sent out letters to a number of adventurers, summoning them to Loren's Ford. He hopes that they will prove willing and able to help Field Marshal Yronl liberate Validia.

Read or paraphrase the following:

Loren's Ford, the crossroad of the Viscounty, sits at the intersection of the Kron Hills High Road and the road running north to Rhynehurst. True to its name, it offers an easy crossing of the Celeb'vara. Near the river sits the Tavern of the Two-Foot Traveler. With rooms, ceilings, and furnishings catering to all sizes, it tends to bring out vertigo in those who venture inside.

Luckily for the tall folk, Sir Peri awaits you in a parlor that has almost uniform architecture. The blond man clad in an Avgustin tabard rises as he sees you approach. His silver St. Cuthbert medallion glints in the candlelight.

Sir Peri welcomes you all and gets right down to business. "As you are may be aware, Lord Shannus recently occupied Validia on the pretense of eradicating lycanthropes. That this town lies within the sovereign lands of Lord Chondell did not appear to be part of Shannus' deliberations. This unprovoked attack on Chondell will not stand."

"To counter this move, House Chondell, House Avgustin, and House Stefania intend to march to Validia. There we will persuade Lord Shannus to surrender the town, either willingly or by force."

"As adventurers, we feel you have the proper skills to supplement the Avgustin forces as part of my special detachment in our negotiations and –if need be—in battle. What say you? Are you interested in quashing this threat to sovereignty in the Viscounty?"

Sir Peri waits for each PC's answer. If a PC is not interested, Sir Peri asks them to consider what is at stake: setting a precedent of appeasement will only encourage other nobles to strike out against one another. The

Viscounty could fall apart. Shannus's actions cannot go unanswered. If the citizens of the Viscounty are weak on this kind of tyranny, then the devils win. Appeal to player's sense of heroism. If they are interested in monetary rewards, Sir Peri frowns, and hints that there may be some pay involved, but he is not the man to ask about that. The Avgustin accountants are at the House estate an hour south of Loren's Ford.

If a PC is not interested in this quest, then Sir Peri, disappointed, dismisses them. Their adventure ends here.

Once all players express interest, Sir Peri moves on:

"Excellent! You look to be a capable group, but I'd like to hear some of your qualifications. Would you indulge me?"

Sir Peri now interviews the party to see if they are competent combatants who can be trusted to follow orders and acquit themselves on the battlefield.

This is also an excellent opportunity for the player PCs to introduce themselves to one another.

Sir Peri is a combat veteran who appreciates and understands military service, and he expects all present to treat the upcoming campaign as serious business. He asks each party member to describe their skills and experience briefly. He is especially interested to hear of great feats of bravery, great villains that the PCs have brought to justice, and of any history they might have in serving House Avgustin.

Additionally, Sir Peri is looking for a second-in-command, though he does not reveal this until the interview is over.

Peri will consider the following criteria in descending order of importance before selecting his second-in-command. He will NOT offer the position to known members of other Noble Houses, as he's aware there could be potential conflicts of interest.

- Highest-ranking or longest-serving Avgustin Noble House guard
- PC wearing Strength of the Land armor from the adventure VER5-02: *Fallen Hero*
- PC with the most Influence with House Avgustin
- Member of Mounted Borderers, Gentlemen of the Watch, or other recognized Verbobonc military organization
- PC with the most service to Verbobonc (most "VER" ARs)

If none of the PCs fit any of these qualifications, Sir Peri makes a judgment call about who might be best to fill the position.

Sir Peri Swan: Male human Pal10; Lawful Good; Sense Motive +15.

Once the interview is completed, continue:

"Gentlemen [and ladies], I've heard enough," says Sir Peri, He stands, smiling. "Welcome to the Golden Harriers."

He then appoints his second.

He looks directly at [PC name] and continues. "As for you, [PC name], I need a second-in-command and clearly you are the one for the job. I hope you can help me keep the rest of these folks in line and under orders," he says with a lopsided smile.

If the chosen player protests or declines, Peri will appeal to their pride, their sense of duty, the urgency of the mission, the need for military chain of command, and/or their loyalty to House Avgustin. If the player is adamant, Peri will not beg, but sadly shake his head and choose another. If no player is willing to serve, Peri will not force the issue. [Note that Yronl will simply order the first choice to serve when a replacement leader is needed later.]

Once this is done, Sir Peri tells the PCs to ready their things, do what they must in Loren's Ford, and prepare to ride with him to the Avgustin estate, where the main force of troops is gathering. It is about an hour's journey south of Loren's Ford, and he intends to leave as soon as possible.

ENCOUNTER ONE: INDOCTRINATION

This encounter sees the adventurers join up with the main Avgustin forces. They get an opportunity to gather information with the troops.

The journey south to the House Avgustin Estate is uneventful, and beneath gathering storm clouds you reach the dozens of pavilion tents erected on the lawn. Sir Peri continues through the throngs of saluting soldiers to the parade grounds. On a short platform, already addressing the crowd, is Field Marshal Yronl. Beside him stands a soldier wearing a violet tabard that bears a raging tiger.

Allow PCs to make a DC 5 Knowledge (Nobility and Royalty) or (Local [VTF]) check to identify this symbol as that of House Stefania.

"...but if he forces a fight, we will be ready to free the people of Validia by whatever means necessary. The freedom of the people of Validia cannot and will not be denied!"

Cheers erupt from those assembled, and Yronl takes them in for a moment before stepping down from the platform, with a glance and a nod to Sir Peri, he strides to a large pavilion tent and enters.

Peri turns to you. "I've a meeting with the Field Marshal, there's stew and bread," Peri says with a nod to a pair of fire pits on the far side of the camp. "Make your camp with the army, we march at dawn."

The party has an hour or two to eat and rest before camping for the night. One of the party members is chosen randomly (unless someone volunteers) to help with watches, but nothing unexpected happens before morning.

There are two notable members of House Stefania present in the camp. One is Mahrys Stefania, cousin of Lady Elise Brandenburg, heiress of House Avgustin. Her companion is a veteran soldier named Kellen. They are present to act as liaison between the Stefania and Avgustin troops. Kellen is a quiet professional soldier, but Mahrys is an attractive and outgoing young woman who will be friendly to any adventuring PC who approaches her. She is very fond of her younger Avgustin cousin but has not seen her since Elise's 14th birthday this past summer.

Mahrys Stefania, female human Bard 5; Cha 18; Diplomacy +12

If any PCs want to return to Loren's Ford for the night they are ordered to stay with their unit. If they have means to get to town and back in an hour or less (difficult since it's normally an hour's journey one-way) they are given a one-hour pass by Peri Swan and ordered to return before the night watch is set. However, they must miss the evening meal and any opportunity to converse with the assembled troops. Use discretion, but under no condition will anyone be permitted back after the watch is set.

PCs who want to speak with any of the Avgustin troops or the Stefania liaison may do so. Gather Information results are summarized in the Appendix.

ENCOUNTER TWO: DEATH FROM ABOVE

The Golden Harriers and the rest of the Avgustin forces march west. During the day, additional forces from House Stefania join them. That night, the combined army camps in lands controlled by House Saflynd. On the second day, an aerial strike force sent by Shannus assaults the column of Avgustin and Stefania troops. During the melee, an assassin takes advantage of the chaos to kill Sir Peri Swan.

The tedium of the overcast first day's march is broken at midday, when troops from House Stefania join the column. That evening, you camp in House Saflynd lands.

Breaking camp early on the second day, the combined army forms ranks and moves out along the grassy western road to Validia.

The Golden Harriers march in the midst of the Avgustin troops, with Sir Peri in the lead and your team bringing up the last of the Harriers. Ahead and behind your platoon are divisions of the Avgustin troops. House Stefania marches at the rear of the column.

Make sure that the party has established a marching order by this point. As commander of the Golden Harriers, Sir Peri is at the front of his unit, followed by a dozen NPC Harriers and then the PC team. If anyone falls out of line, he insists that they fall in with the others. This is not, as he puts it, a carousing adventure. The party members are part of an armed force, representing Avgustin and Stefania, and they should comport themselves as such.

The army makes good time, but the day wears on. The skies are still overcast and getting worse. Even at highsun, the day bears only the light of dusk at best.

A few hours after noon, a flock of eagles swoops low along the length of the column. Sir Peri looks back to you, points up at them, and smiles. "Ha! A good omen!" But he is proven wrong a moment later.

Troops both ahead and behind you are suddenly held fast by rapidly growing grass that grabs their legs. Sir Peri and the other Harriers in front of your team are entangled in it. A second later, voices up and down the column shout: "Dragonkin!"

Dozens of flying draconic soldiers rise over a long ridge to the north, with their longspears at the ready.

Some of them are charging directly toward your party.

The Avgustin and Stefania forces are under attack. There is no surprise. Roll for initiative.

The ridge is about 100 feet north (to the right) of the column. Give the party Spot checks. If the highest Spot check in the party is 20 or higher, initiative begins with the flying dragonkin 100' away (just coming over the ridge). For every point less than 20 of the highest Spot check, combat begins 10' closer to the party.

Creatures: There are actually three groups involved in this assault. The first, most obvious threat to the PCs is a large force of dragonkin soldiers who make a pre-emptive strike against the combined army that marches toward Validia. They come flying in to attack the column of troops with little warning.

APL 2 (EL 4)

Dragonkin Druid: Large monstrous humanoid (reptilian) Druid 1; hp 44; see Appendix One.

APL 4 (EL 7)

Dragonkin Footsoldiers (4): Large Monstrous Humanoid (reptilian); hp 38 each; see Appendix One.

APL 6 (EL 9)

Dragonkin Footsoldiers (4): Large Monstrous Humanoid (reptilian); hp 38 each; see Appendix One

Dragonkin Sergeants (2): Large Monstrous Humanoid (reptilian), Rogue 2 / Warrior 1; hp 52 each; see Appendix One.

APL 8 (EL 11)

Dragonkin Footsoldiers (8): Large Monstrous Humanoid (reptilian); hp 38 each; see Appendix One

Dragonkin Sergeants (4): Large Monstrous Humanoid (reptilian), Rogue 2 / Warrior 1; hp 52 each; see Appendix One.

The second group is the flock of eagles that have flown overhead. They are actually wildshaped druids from the Iron Wood. Their sole job here is to impede the army's progress. In the first round, they use their Natural Spell feat to each cast *entangle*. Then, they fly to the rear of the column (300 feet behind the player PCs) and cast *warp wood* on the supply wagons. After this, they swiftly depart, unwilling to get more involved in the affairs of the nobles.

The last, most secretive threat facing the party is a kobold assassin named Virlym the Bleeder. His employer is unknown at this time, but his primary mission today is to

assassinate Sir Peri Swan. While the dragonkin soldiers are eager to fight the party and weaken the army, Virlym has no interests in that whatsoever.

ALL APLS

Virlym the Bleeder: Male kobold Rog5/Asn7; see Appendix One.

Sir Peri Swan: Male human Pal10; hp 69; Spd 20 ft.; AC 22 (touch 10, flatfooted 22); Fort: +11, Ref +5, Will +8; melee +13/+8; ranged +10/+5; Str 14, Dex 8, Con 12, Int 10, Wis 14, Cha 16.

Tactics: At all APLs, Shannus's forces are backed up by Iron Wood druids, who fly overhead, wildshaped as birds. In initiating combat, they cast *entangle* spells on the column of troops using the Natural Spell feat. They do not have enough to hit everyone in the combined armies, so they have spaced out the spell effects.

After this, the druids fly to the very rear of the column (about 300 feet away), and each cast *warp wood* on a supply wagon. Then they leave the field of battle. They are not interested in direct conflict with the Avgustin forces, and will flee from any attacks made on them.

Note: The party is NOT hit by any of the druids' *entangle* spells. They have about 20-25 feet of unaffected terrain in front of and behind them. The troops ahead and behind them are all entangled, however, including all NPC Golden Harriers and Peri Swan, who is 40-60' in front of the party. Peri will spend the first four rounds of combat extricating himself from the entanglement and fighting to protect those in his immediate vicinity from the attacking dragonkin. Unfortunately this makes him a sitting duck for the assassin Virlym.

At all APLs, Virlym the Bleeder is invisible and hiding in the underbrush, about 20 feet off of the road at the beginning of combat.

Hours ago, he pre-cast the following spells on himself: *unseen strike*, *misdirection* (using an innocent lizard folk child back in Validia as the second subject of the spell), and *pass without trace*. He also applied wyvern poison (Injury, DC 17, 2d6 Con/2d6 Con) to his *+1 spell storing thinnian spiked chain*, which is on loan to him from his employer. The chain currently is storing a *combust* spell from a 10th level caster.

After tailing Shannus's forces to the location of their ambush, he begins combat with a Hide check of 78 (taking 10, +28 Hide skill, +40 for being invisible and immobile). Prior to combat, when Virlym sees Sir Peri approaching, he drinks a *potion of fly* and stashes the empty vial in his pack.

When combat breaks out, he takes the first round to begin observing Sir Peri Swan from hiding, and he casts *fell the greatest foe* silently, using his *lesser metamagic rod of silent spell*. In the second round, he continues observing Sir Peri and puts away his metamagic rod. In the third round of combat, he concludes the necessary observation of Sir Peri. He casts *true strike* and moves into position to make his attack, flying out of the woods, (moving silently and still invisible) and drawing his spiked chain on the move. He gets to a position hovering ten feet above Sir Peri. In the fourth round, he casts *critical strike* as a swift action and delivers his death attack. In assassinating Swan, Virlym's *invisibility* spell is negated, but with the successful attack, his *unseen strike* spell activates, turning him invisible once more. He then takes his move action to speed sixty feet away from Peri Swan's body.

Read the boxed text below when Virlym's initiative count comes up in the fourth round:

Materializing out of nowhere, hovering in the air above Sir Peri, is a kobold with dead-black eyes peering out from behind an ebony mask. Clad in a black mithril chain shirt, he flashes into view just as he lashes out with a spiked chain. The chain whirls around Sir Peri's neck, and the kobold draws it back, shredding the Avgustin Knight's jugular and shrouding him in flames. By the time the gout of blood sprays out, the kobold is gone again, vanished as quickly as he appeared. Sir Peri Swan crumbles, dead before he even hits the ground.

Note that the PCs are all still in initiative, and the boxed text description above contains nothing more than a single attack action and a spell effect going off. If players ask for them, allow Spellcraft checks to recognize the effect of *unseen strike* (DC 19) or the *combust* spell (DC 17) from the spell storing weapon.

When Virlym attacks, his total damage dealt to Sir Peri is 1d6-1 + 7d6 sneak attack, +1d6 from *fell the greatest foe*, +1d6 from *critical strike*, +10d8 from the stored *combust*, for a total of 10d6+10d8-1. If he survives that, Sir Peri must make a Fortitude save against the wyvern poison (DC 17) or take 2d6 Con damage. If he takes the poison damage, it will penalize the Fort save that he must next make against Virlym's death attack (DC 20). Finally, if he is still alive and the attack did more than 50 points of damage, then Sir Peri must make a DC 15 Fort save for massive damage. If Sir Peri is not yet dead, he must make a DC 15 Reflex save or catch fire (see *Dungeon Masters Guide* 303).

If Virlym does not successfully kill Sir Peri, he will attack him again in the next round, if he still survives, see

Virlym's "cornered" tactics below. He does not leave until Sir Peri is dead.

In the rounds that follow the assassination, Virlym will expend the duration of his *potion of fly* (five minutes) getting as much distance between himself and the ambush site as possible. He then lies low for a few weeks before getting in touch with the agents who arranged the hit on Sir Peri. His part in this adventure is done.

Note that Virlym does **NOT** initiate combat with any party members. After killing Peri Swan, with his mission complete, his only desire is to escape. The party means nothing to him. If party members somehow "corner" him, stop him from escaping, or otherwise force him to fight, he will do so mercilessly. He must take a standard action to stow the *+1 spell storing thinuan spiked chain* and then draw his *+1 spiked chain*. (If he kills someone else with the thinuan weapon, Sir Peri's soul is freed.) He then takes advantage of any flanks provided by the dragonkin present. Likewise, he can cast *deeper darkness*, enabling him the use of his Hide skill in otherwise plain sight. With the *ebon eyes* spell that he has active, he can sneak attack in this area of concealment. The kobold also has 10 feet of reach and Combat Reflexes.

Virlym the Bleeder is a consummate professional, cold and calculating. If he is forced to, he has no problem killing any of the PCs. But they are not part of his contract, and he is not in the habit of giving out "freebies." His only true aim at this point is escape.

In most cases the party should have their hands full with the dragonkin, preventing them from effectively stopping the kobold assassin.

NOTE: If the adventurers hide or otherwise avoid combat, the dragonkin in this encounter will instead veer off to attack entangled, essentially helpless soldiers. Each dragonkin will easily slaughter one house guard per round for as long as no PC targets are available. Should the "heroes" of this adventure allow this to continue, this could mean the death of the entire army. Some do escape, but the force is so decimated that the march to Validia is declared a failure. News of the PCs behavior reaches Yronl, and all PCs receive the **Scorn of Field Marshal Yronl** reward on their AR.

At **all APLs**, the dragonkin that single out the party's section of the column will move in to melee as soon as possible. Each hovers five feet above the ground, denying flanking, and gaining a +1 to attack from higher ground. Their spears give them reach that mirrors what would be in effect were they on the ground. Additionally, while flying, they can make rake attacks on enemies in the

squares immediately below them and in squares adjacent to them.

None of the dragonkin attacks any PCs that are Protectors of the Iron Wood. If forced to, they strike for non-lethal damage.

At **APL 2**, the dragonkin druid begins combat by moving into melee, just like the dragonkin foot-soldiers at other APLs. He lacks the reach of their longswords however, as he wields a scimitar. If he is hurt, he will take a five-foot adjustment upward out of combat to cast *cure light wounds* on himself. Otherwise, follow the tactics of the dragonkin foot soldiers. The druid's animal companion is a hawk named Feathershield who is in Validia guarding the druid's cookie recipes.

At **APL 4, 6, and 8**, when there is more than one dragonkin present, they try to contain the party and attack ruthlessly. If 3/4ths of their number fall in battle and defeat seems imminent, they will withdraw into the sky and away from the road to discourage pursuit. If any dragonkin escape in this manner, add them to the Mist Children forces in **Encounter Five**.

At **APL 6** and **APL 8**, the dragonkin sergeants have rogue levels and will land on the ground if they can flank for one another.

Treasure: In the wake of the battle, the PCs can gain the following from the fallen dragonkin:

APL 2: Loot 20 gp; Magic 250 gp; *brooch of shielding*, *pearl of power* (1st level), *silversheen* (x2) (250 gp); Total 270 gp.

APL 4: Loot 40 gp; Magic 500 gp; *brooch of shielding* x4 (500 gp); Total 540 gp.

APL 6: Loot 60 gp; Magic 750 gp; *brooch of shielding* x6 (750 gp); Total 810 gp.

APL 8: Loot 120 gp; Magic 1,500 gp; *brooch of shielding* x12 (1,500 gp); Total 1,620 gp.

Development: Sir Peri Swan is dead, and it will soon become evident that he is unrecoverable. Several wagons have been damaged by the Iron Wood druids, but the resourceful troopers of House Stefania should be able to get them fixed within a couple of hours.

After the wagons have been repaired, the wounded healed, and the dead collected, the column moves on for Validia.

Any attempt to track Virlym will end in failure, due to the various spells at his disposal. If the players insist on tracking him down, have Field Marshal Yronl intervene, saying that they still have a job to do for the people of Validia. If the players insist on leaving, then the

adventure is over for them. Without them at the battlefield, Shannus's forces overwhelm Yronl's armies. Go to Conclusion C.

If the PCs stay with the army, continue the adventure with **Encounter Four**.

ENCOUNTER THREE: NEW ORDERS

This role-playing encounter sees a small armed force from House Chondell joining the Avgustin and Stefania forces. Field Marshal Yronl deals with the aftermath of Shannus's preemptive strike by promoting a player PC into Sir Peri's position, and news from the Chondell commander leads Yronl to a grim conclusion.

Several hours after the wagons have been repaired, when the setting sun has fallen behind the heavy clouds, the column passes into the lands of House Chondell. In the growing darkness, you see soldiers of House Chondell standing off from the road, gaunt and sullen in their ranks. They silently watch the army pass as their banners, bearing a red dragon on a field of black, flutter in the breeze. They fall into line behind the Stefania forces.

Half an hour later, the combined forces move off of the road to rest for the night.

Ask the players if they want to do anything in particular as the column makes camp. Give them a brief opportunity to do what they like, but soon an Avgustin page comes to them with a summons to see Field Marshal Yronl in the Command Tent.

When the players agree to follow him there, continue.

The Avgustin Command Tent is a spacious but spartanly adorned living area. A cot rests at one side. To the other rests a long case, a weapons rack, and an armor stand which currently bears Yronl's full plate. Yronl is here with a commander from House Chondell.

When you enter the Avgustin Command tent, Field Marshal Yronl, Regent of House Avgustin, is standing at a table, speaking with a thin, pale man dressed in a tight, black tunic emblazoned with Chondell's livery.

"Harriers," Yronl addresses you, "this is Nicolae Korzha, a cousin of Lord Chondell and the voyevoda of the Chondell forces." The pale man nods a silent acknowledgement.

"We have much to discuss," Yronl continues, "but first, I'd like to hear your account of what happened

to Sir Peri. Unfounded tales are spreading like wildfire, and I would know the truth."

Field Commander Yronl and Voyevoda Korzha listen intently to the adventurers' recount of the attack. When necessary, Yronl interjects with clarifying questions. Particularly, he wants to learn everything that he can about the assassin, in case he shows up again.

He has heard stories saying that his killer was anything from a small winged dragonkin to a spiked devil. If not told, he will ask for confirmation of the attacker's race, what he wore, and if there were any clues as to his allegiance. He also asks spellcasters if they could identify what spell could cause a person to wink into visibility and immediately pop out of sight as he heard that the killer did.

Once the adventurers have recounted the events to his satisfaction, read or paraphrase the following:

"That explains much," Yronl says, "Our attempts to raise Sir Peri have failed. So for now, nothing can be done for him. We'll have to be wary of this kobold. He's still out there somewhere." Looking meaningfully to the silent Chondell commander, he adds, "But we have more urgent matters at the moment."

Korzha speaks with a voice like silk, "It is my unfortunate duty to inform you all that negotiations with Shannus have failed. The diplomatic envoy that my Lord sent to Shannus has not returned. We can only presume that she is dead. Now we march to war."

If the party opts to leave at this point, they may. Yronl will not stop them. He is disappointed, but would rather not be counting on them on the battlefield if they are not fully committed to the fight. Any PCs who decline to fight are asked to leave the camp. They are free to do what they like, but the Field Marshal orders that they not stay with the army. Their part in this adventure is finished. Tabulate a separate AR for them, accounting for the encounters that they completed. They also receive the **Scorn of Field Marshal Yronl** reward on their AR.

Unless he or she has displayed excessively rude or inappropriate behavior, Yronl now offers command of the Golden Harriers to Sir Peri's second-in-command, chosen back in the Introduction.

Yronl addresses your team leader. "[Name of PC], your party is all that remains of the Golden Harriers. With Sir Peri gone, you now command the unit. You must bear the burden of authority and lead the Golden Harriers in the battle to come. You know the situation and what is at stake here. You understand the importance of freeing Validia, a mission far more

important than the life of any one soldier in this army."

If the player declines, Yronl reminds the PC that he/she already accepted this responsibility when agreeing to serve as Sir Peri's second-in-command. It is also a direct order from the Field Marshal of the combined armies of Avgustin, Stefania, and Chondell. Players who still refuse receive **Scorn of Field Marshal Yronl** on their AR and are ordered to step down.

If, through PC death, player refusal, or other circumstance, there is no team leader at this point, Yronl will order someone to take command of the team. Use your best judgment in filling the position, but there must be a designated leader. Yronl respects rank, but does not follow the rules of decorum blindly. Once command of the Golden Harriers is established, continue, to the new commander PC:

"Your willingness to accept this responsibility will be remembered," says Yronl.

The player whose PC takes command for the rest of the adventure receives **Respect of Field Marshal Yronl** on the AR.

Nicolae Kozha's troops were ambushed in much the same manner as Yronl's earlier this afternoon, but unlike the Avgustin/Stefania column, the Chondell troops suffered almost 50% casualties. Furthermore, with the news that the diplomatic envoy has not returned, he must accept the fact that his sister is most likely dead. Perhaps worst of all, he must break this news to Lord Chondell.

Seeing Yronl's faith in these soldiers, Korzha entrusts the command of his troops to the Golden Harriers so that he may report to Chondell himself.

Korzha, who has been watching this in stony silence, speaks again. "Field Marshal, I would ask that these adventurers lead my forces in the coming conflict. I must get word back to my lord at Castle Chondell of our lost emissary and of the war that will soon be in our hands."

Korzha is not excited about deferring his command, but since the adventurers obviously have Yronl's trust, they should be worthy of leading the Chondell forces to war.

Yronl has no problem with allowing this, and although taken aback by the request, understands that Voyevoda Korzha must have his reasons.

If PCs object to Korzha leaving, the Chondell commander explains in even tones that the emissary was his sister, Lord Chondell's cousin Arlonna Korzha. For Lord Chondell to receive the news of her death in any other way would not be appropriate. Or wise.

If the PCs refuse to lead the Chondell forces, then Yronl orders one of them to take the command or he will dismiss the lot of them. In this case, all party members get the **Scorn of Field Marshal Yronl** reward on their AR.

Once the party accepts command of the Chondell soldiers, continue.

Yronl turns to you. *“All that is left is for me to inform you of our battle plan.” He unrolls a map of Validia on the table and begins the briefing in earnest...*

Yronl strongly believes that if they wait for reinforcements, that the flying dragonkin will attack them again, further weakening the combined army. They must strike swiftly and decisively.

This is Yronl’s battle plan:

About a mile outside of Validia, the combined army will break into its three noble components: Stefania will march on the left (west) flank, Yronl will lead the Avgustin forces on the right (east) flank, and the Golden Harriers will lead the Chondell forces, the smallest of the three, up the center.

It is Yronl’s hope that Shannus will hit this central point the hardest.

When that happens, the Chondell forces will fall back in a false retreat, drawing the dragonkin warriors back with them.

Then the Stefania and Avgustin lines will close in, attacking Shannus’s flanks, in a classic pincer maneuver.

He knows that it is not foolproof, but he is counting on the fact that Shannus’s forces are loosely knit and largely untrained for war, and thus likely susceptible to the classic tactic. And unfortunately, with the forces he has at his disposal, lacking solid arcane support, it is the best that Yronl can hope for. Voyevoda Korzha agrees.

Voy. Nicolae Korzha: Male human Marshal 1/Brd10; Neutral; Sense Motive +16

Development: Field Marshal Yronl will entertain any questions the PCs ask, but he has faith that his plan has the best chance for success.

If the PCs suggest that they become a covert strike team, he warns them that advanced scouts that have ventured close to the Iron Wood have not returned, and attempting an infiltration of Shannus’s forces ahead of the main army would be suicide. Shannus is obviously ready for them, and his forces will be on high alert.

If players attempt something along these lines anyway, allow them to do so. But without rest, they will need to

make Fortitude checks to avoid fatigue. The dragonkin are indeed on high alert, and if the PCs are spotted, they will have the might of the Iron Wood’s entire army coming down on them. Use an unlimited number of enemies from **Encounter Two** and **Encounter Seven** to assault the party. They will be taken prisoner if possible. As such, they will not be able to participate in the next day’s battle, and Yronl’s army will fail. End the adventure by adapting the text of section 9C in **Encounter Nine**.

Once the players understand and agree to Yronl’s battle plan, Voyevoda Korzha departs for Castle Chondell, and Yronl sends the PCs off to rest. Tomorrow, they march to war. Continue with **Encounter Five**.

ENCOUNTER FOUR: WAR!

In this encounter, the party arrives at the edge of Shannus’s lands. There, they meet his forces. Open battle is inevitable.

The armies break camp on the third day of their campaign and march northward. Thunder rumbles overhead, but the storm does not yet break.

About an hour outside of the Iron Wood, the war horns blare a fanfare, and the army breaks into its combat divisions: Stefania’s violet tiger banners break to the left; the blue and gold lion crests of Avgustin march to the right; and the grim, Chondell red dragon marches with purpose behind you.

Allow players to adjust their marching order at this point.

As the Iron Wood looms close, mist spills onto the open ground leading to it, eddying around the army of draconic warriors and elven Mist Children arrayed against you.

Field Marshal Yronl, mounted on his golden griffon at the head of the eastern division, addresses the Iron Wood forces. His voice echoes across the field:

“Soldiers of House Shannus! You have invaded Chondell’s lands, ravaged the town of Validia, and slain a diplomatic envoy. Leave Validia now, or face our vengeance.”

From out of the blackened clouds swoops a terrifying warrior flying on dragon wings: Lord Shannus’s lieutenant, Quinsaron Eldren. He raises his two military picks aloft and cries, “Turn back, Avgustin. You will find only death here!”

Having gotten his answer, Field Marshal Yronl raises his spear. It crackles with lightning, and he calls out,

as his mount takes flight, "For Validia! For Freedom! Attack!"

The battle for Validia begins.

Roll for initiative. The PCs face only a portion of the much larger battle, according to the proper APL, below. The Chondell forces under their command take on other low-ranking foot-soldiers in Shannus's army.

Draw a large circle on the battlemat, roughly forty feet in diameter. Place the player PCs on one side of this circle and their enemies on the other. Outside of this circle, the Chondell and Shannus soldiers clash in chaotic melee everywhere. Area of effect spells that target this portion of the battle effectively damage enemies and allied forces equally. Make it clear to the players that for now they need only concern themselves with the attackers that have singled them out.

Creatures: These Mist Children Elves believe in Shannus's cause: that the Great Dire Dark is arising again, and the more people who reside in the Iron Wood, the stronger the evil force will grow. They believe to the core of their being that Shannus is the only man on Oerth who can stem the tide of darkness and save the Viscounty. If misguided humans choose to throw away their lives refusing to acknowledge the big picture, then it is these elves' duty to serve the greater good.

APL 2 (EL 4)

Mist Children Attackers (4): male and female grey elf Barbarian 1; hp 12 each; see Appendix One.

APL 4 (EL 4)

Mist Children Attackers (4): male and female grey elf Barbarian 1; hp 12 each; see Appendix One.

APL 6 (EL 6)

Mist Children Attackers (4): male and female grey elf Barbarian 1/ Dragon Shaman 1; hp 18 each; see Appendix One.

APL 8 (EL 8)

Mist Children Attackers (4): male and female grey elf Barbarian 1/ Dragon Shaman 3; hp 38 each; see Appendix One.

Tactics: The Mist Children barbarians attack. At APL 2 and APL 4, they rage and charge. They focus on spellcasters and lightly armored foes, concentrating their attacks until they drop one enemy, and then moving on to the next. At APL 6 and APL 8, the Mist Children elves have dragon shaman levels. Be sure to familiarize yourself with the effects of their various auras, detailed in the Mist Children Attackers' statistics blocks in Appendix One.

The dragon shamans are ready for combat and have their auras active long before the Avgustin forces arrive. The Mist Children fight to the death.

Treasure: Defeating and looting the Mist Children Attackers yields the following treasure. Note that the party does not have time to do this right now. As soon as the last Iron Wood combatant falls, **Encounter Six** begins.

APL 2: L: 412 gp; C: 0 gp; M: potions of cure light wounds (4), 4 gp per PC each.

APL 4: L: 412 gp; C: 0 gp; M: potions of cure light wounds (4), 4 gp per PC each.

APL 6: L: 552 gp; C: 0 gp; M: potions of cure moderate wounds (4), 25 gp per PC each.

APL 8: L: 460 gp; C: 0 gp; M: +1 breastplate (4), 112 gp per PC each; potions of cure moderate wounds (4), 25 gp per PC each.

Development: Once the party deals with this first wave of Shannus's forces, they are in the thick of battle. Move immediately to **Encounter Six**, regardless of their success or failure. If any party members live, they are faced with a choice.

ENCOUNTER FIVE: DECISION AT VALIDIA

If the party survives Shannus's first wave, they are faced with a difficult decision. To the left, a great draconic beast is crushing the House Stefania warriors. To the right, Field Marshal Yronl has fallen to the ground and faces a horde of Shannus's lizardfolk alone.

The party can not realistically attempt to aid the Stefania troops *and* Yronl, though it is an option for the excessively foolhardy.

The chaos of war has erupted everywhere, and the Field Marshal's battle plan is in peril.

Three hundred feet off of your left flank, a massive draconic creature is hewing through the ranks of House Stefania. Soldiers flee before it and their line begins to falter. If they break, then Validia may well be lost.

On the right flank, the Avgustin forces seem to be holding their own against an army of lizardfolk, in spite of the fact that Yronl has left their side.

The Field Marshal himself is fighting far above the right flank, locked in single combat with Shannus's lieutenant, Sir Quin. Just as you catch sight of him,

Yronl stabs the dragonkin with his lightning spear, and a clap of thunder rings out. In retort, the grievously wounded Quin slays Yronl's mount, and your commander falls from the sky.

As Quin flees the scene, Yronl feather falls to the ground below, amidst the ranks of Shannus's army. Without help, Field Marshal Yronl will surely be lost.

You find yourself faced with a choice: You can reinforce the fleeing Stefania troops on the left flank, or you can fight through the lizardfolk to save Yronl.

You will have to choose quickly; every second counts.

The party must make a decision.

Reinforce House Stefania: If they choose to reinforce the Stefania troops against the draconic monster, go to **Encounter Six**.

Rescue Field Marshal Yronl: If they choose to help Field Marshal Yronl stand his ground against Shannus's lizardfolk troops, go to **Encounter Seven**.

Splitting the Party: If the adventurers choose to split the party, attempting to reinforce both positions simultaneously, go to **Encounter Eight**.

Do Nothing/Run Away: If the party does not aid either side, then their cause is lost. In this unlikely event, send Shannus reinforcements to the party's current position. These forces will be identical to APL-appropriate enemies from **Encounter Two** and **Encounter Four** combined. After the party defeats or is defeated by these enemies, go to **Encounter Nine**.

Some parties will try to send the Chondell troops in one direction while the PCs reinforce the other. This will not be successful. The Chondell forces have been fairly scattered after the first wave of attacks. Many have fallen back, following Yronl's battleplan, although it becomes clear to the PCs that the plan has not worked. Regrouping the Chondell troops in order to issue them new orders would take a manner of minutes. Minutes that the PCs do not have.

ENCOUNTER SIX: MONSTER MASH

Run this encounter if the party chooses to reinforce the House Stefania troops against the rampaging draconic beast.

For PCs moving on-foot with a double move, it will take them 5 rounds to reach the Stefania troops that need them. If the party waits to cast healing or buffing spells,

then those PCs will be delayed in their arrival. If the entire party delays in moving on, see **Encounter Six** and **Encounter Seven** for the effects of their delayed arrival. If only part of the party is delayed in arriving, begin the next encounter as listed, but keep the delayed members out of the fight for the appropriate number of rounds.

A scream of terror greets you as you push through the fleeing Stefania survivors. "Gods help us!" one cries, scrambling toward the rear formations.

The draconic beast he is running from, its yellow eyes burning with rage, breaks pursuit and eyes your party, clearly ready for more challenging prey...

Creatures: The creature encountered here is—at all APLs—a draconic monster (or monsters) that has allied itself with Shannus for mutual benefit. The spiked felldrakes (APL 2 and APL 4), as spawn of Bahamut, believe strongly in Shannus's cause, opposing the Great Dire Dark. The rage drake (APL 6) is chaotic neutral, an anomaly in a race that is usually chaotic evil. It has found acceptance and refuge with Shannus and is infinitely loyal to him. The forest landwyrms (APL 8) has long slumbered in the Iron Wood and believes in protecting his forest from any threat, be that the Great Dire Dark or an invading army of misguided humans. It does not relish killing, but has accepted that it now fights on the field of war. For all of the beasts, No quarter is given, and none is expected.

APL 2 (EL 4)

Spiked Felldrake: hp 51; see Appendix One.

APL 4 (EL 7)

Spiked Felldrake (3): hp 51 each; see Appendix One.

APL 6 (EL 9)

Rage Drake: hp 175; see Appendix One.

APL 8 (EL 11)

Advanced Forest Landwyrms: hp 172; see Appendix One.

Tactics: Follow tactics according to the proper APL, below.

At APL 2: If the spiked felldrake is not in melee when it first acts, it will fire a volley of tail spikes at the least armored party member first. When the party closes to melee, it will tear into the most lightly armored combatant with a full attack. Note that the spiked felldrake, while bestial, has an average human's intelligence score, and is thus capable of using educated tactics (concentrating attacks, disrupting spellcasters,

etc). He will fight ruthlessly until it is clear that he is losing. At that point, if escape is impossible, he will fight to the death.

At APL 4: This trio of spiked felldrakes fight with the same tactics as the lone felldrake at APL 2. They use flanks to gang up on lightly armored PCs in order to defeat them before moving on to the next PC.

At APL 6: The rage drake charges and pounces on the nearest enemy in the first round of combat (bite/rake/rake/worry). If it hits with its bite, it gets a free grapple attempt from its improved grab ability. It then uses its worry ability to shake the victim (DC 25 Fort save or stunned for one round). If a victim becomes stunned, it drops it prone in a square adjacent to it; if the PC successfully saves, the drake will maintain the grapple until its next turn. In the second round, it rages. From then out, it makes full attacks. It always uses its Power Attack feat.

At APL 8: First, all PCs within 80 feet who are not immune to fear must make a Will save (DC 22) against the landwyrms' Frightful Presence ability. This is a non-action. The landwyrms begin by charging the weakest looking PC, or, if already in melee, it takes a full attack on the most threatening PC. After this, it continues to tear into its enemies, making full use of its power attack feat.

Development: Since the party chose to aid the Stefania forces against the draconic beast, if victorious, they prevent the nobles' army from collapsing. It appears that the Army of the Iron Wood is falling back. But since they could not also reinforce Field Marshal Yronl's position, there are consequences. After they defeat the beast(s) here, the PCs learn the ramifications of their actions. Go to **Encounter Nine**.

ENCOUNTER SEVEN: OH CAPTAIN! MY CAPTAIN!

Run this encounter if the party chooses to rescue Field Marshal Yronl from certain death as he fights single-handedly against Shannus's elite shock troopers.

For PCs moving on-foot with a double move of 60', it will take them 5 rounds to reach the advancing lizardfolk that block their way to Yronl. If the party waits to cast healing or buffing spells, then those PCs will be delayed in their arrival. If only part of the party is delayed in arriving, begin the next encounter as listed, but keep the delayed members out of the fight for the appropriate number of rounds.

After rushing across the battlefield, you push your way through the Avgustin soldiers, locked in combat with Iron Wood lizardfolk. You spot the Field Marshal not far away. He has held his own against the horde, but just before you reach him, he falls to a blow from a large black lizardfolk. Yronl is out, but not yet dead.

The lizardman looks ready to finish Yronl off for good when he spots you. Dropping your commander, he and his allies advance on your party with a gleam in their yellow eyes.

Creatures: The party encounters the newest additions to Shannus's growing army of draconic warriors: Lizardfolk. These shocktroops and their clansmen have been treated well by their new liege, and they will gladly fight to the death in his defense, and in the defense of their clan brothers and sisters within the Iron Wood.

APL 2 (EL 4)

Blackscale Lizardfolk: hp 26; see Appendix One.

Poison Dusk Lizardfolk Ranger: male poison dusk Ranger 1; hp 5; see Appendix One.

APL 4 (EL 7)

Blackscale Lizardfolk (2): hp 26 each; see Appendix One.

Lizardfolk (2): hp 11 each; see *Monster Manual* pg. 169.

Poison Dusk Lizardfolk Archer: male poison dusk Ranger 4; hp 33; see Appendix One

APL 6 (EL 9)

Blackscale Lizardfolk Brute (2): male blackscale Barbarian 1; hp 35 each; see Appendix One.

Lizardfolk Barbarian (2): male lizardfolk Barbarian 3; hp 49 each; see Appendix One.

Poison Dusk Lizardfolk Archer (2): male poison dusk Ranger 4; hp 33 each; see Appendix One.

APL 8 (EL 11)

Blackscale Lizardfolk Brute (2): male blackscale Barbarian 1/Ftr2; hp 51; see Appendix One.

Lizardfolk Barbarian Captain (2): male lizardfolk Barbarian 6, hp 77 each, see Appendix One.

Poison Dusk Lizardfolk Archer (2): male poison dusk Ranger 4; hp 33 each; see Appendix One.

Tactics: Follow the tactics for the proper APL, below.

ENCOUNTER EIGHT: THE WORST OF BOTH WORLDS

At **APL 2**, the blackscale lizardfolk runs interference for his small poison dusk lizardfolk ally by charging into melee. Meanwhile, the poison dusk begins combat behind a pile of Avgustin bodies and fires arrows at PCs who are not in melee. He also has two bolas that he can use to trip opponents that are causing trouble for the blackscale.

At **APL 4**, the blackscale and standard lizardfolk form a line to protect the poison dusk archer. They concentrate their attacks and look for flanks when the opportunities arise. The poison dusk snipes from behind a pile of fallen Avgustin soldiers, attempting to remain hidden. He concentrates his fire on lightly armored PCs in the rear of the party. If he is discovered, he shifts to using his Rapid Shot feat.

At **APL 6** and **APL 8**, the blackscale and lizardfolk barbarians rage and charge the front lines of the party. They look for flanking opportunities and deal as much damage as possible in the first few rounds. The blackscapes single out spellcasters and attempt to grapple them (using their Improved Grapple feat). Once a blackscale has someone grappled, the lizardfolk barbarians gang up on them, using full Power Attacks.

The poison dusk archers snipe from behind battlefield debris and fallen warriors, attempting to remain hidden and concentrating fire on the most lightly armored PC that is not being grappled by a blackscale brute. If their position is discovered, they use their Rapid Shot feat, rather than attempting to snipe. They are not beyond readying a shot to attack casters as they begin casting.

Treasure:

APL 2: L: 552 gp; C: 6 gp; M: *potions of cure light wounds*(4), 4 gp.

APL 4: L: 876 gp; C: 88 gp; M: *potions of cure light wounds*(6), 6 gp.

APL 6: L: 364 gp; C: 0 gp; M: *+1 large greatclub* (2), 384 gp; *+1 greatclub* (2), 384 gp; *potions of cure light wounds*(8), 8 gp.

APL 8: L: 888 gp; C: 0 gp; M: *+1 large greatclub* (2), 384 gp; *+1 greatclub* (2), 384 gp; *gauntlets of ogre power* +2 (2), 667 gp; *potions of cure light wounds*(8), 8 gp.

Development: Since the party chose to aid Field Marshal Yronl, if victorious, they have saved his life. Unfortunately, the party's presence here has meant that they could not also reinforce the House Stefania line. As they finish off the lizardfolk, the PCs see the ramifications of their decision. Continue to **Encounter Nine**.

Run this encounter if the party decides to split up, attempting to both reinforce the House Stefania division against the draconic monster and rescue Field Marshal Yronl from behind the enemy lines.

A party that splits will encounter both **Encounter Six** and **Encounter Seven** for the respective party members who are present at each battle. Note that this is an extremely ambitious and probably suicidal choice on the part of the adventurers. As the DM, you should divide your play area into two halves and run both encounters in tandem, but separately.

Do **not** recalculate APL for each half of the party. Each half will indeed be facing an overwhelmingly difficult encounter.

The distance between the encounters is 600 feet, making Listen or Spot checks to see how the other side is doing virtually impossible. But feel free to take creative license with spectacularly large effects that might be seen from great distances (i.e., if someone in one half of the party casts *call lightning*, you might describe the spell effect to the other half of the party, but details of who cast it and who it hit would be beyond knowing).

The terrain between **Encounter Six** and **Encounter Seven** is essentially open, so PCs may run if they choose. Doing so will, however, keep them "off screen" for as many rounds as it takes them to cross the field of battle from one encounter to the next.

If the party chooses to split its forces, it will be difficult for them to rejoin the two halves of the party with any timeliness. Once they decide to split, each half is essentially on their own.

Creatures: See **Encounter Six** and **Encounter Seven**. Use the enemies written for the APL of the table as a whole: Do NOT recalculate Average Party Level when the party splits.

Tactics: See **Encounter Six** and **Encounter Seven**.

Treasure: See **Encounter Six** and **Encounter Seven**.

Development: After both half-parties have fought or fled from their respective battles, move on to **Encounter Nine** to reveal the consequences of the party's decision.

ENCOUNTER NINE: AFTERMATH

This encounter provides the adventurers with the ramifications of their decision in **Encounter Five**. Go to the section below that properly describes the PCs' decision and the outcome of their battle in **Encounter Six**, **Seven**, or **Eight**.

ENCOUNTER 9A

Reinforced the Stefania troops successfully, but did not rescue Yronl (won **Encounter Six**, and failed or did not face **Encounter Seven**)

Read the following aloud:

A cheer rises up from the House Stefania troops around you. With the beast defeated, the spearhead of Shannus's counter-attack is broken. Everywhere you look, the dragonkin are in full retreat. Confirming your hopes, a House Chondell battlefield courier cries out as he rides by, "They're retreating from Validia! The day is ours!"

The House Stefania line has held, however, and Shannus is retreating from Validia. But in this outcome, because the party was not there to rescue him, Field Marshal Yronl has been killed by Shannus's forces. His body is lost on the battlefield and taken with the retreating Iron Wood forces.

House Chondell forces quickly move in and re-occupy Validia, fortifying the town against any counter-attack from the Lord of the Iron Wood.

Although the battle has been won, and Validia retaken, it has been at great cost. Field Marshal Yronl is dead, and in the wake of the battle, his body is not found.

Proceed to the **Conclusion**.

ENCOUNTER 9B

Rescued Yronl successfully, but did not reinforce the House Stefania position (won **Encounter Seven**, and failed or did not face **Encounter Six**)

Read the following aloud:

Defeating the last of the lizardfolk, the Avgustin troops rally around you, ready to press the fight all the way through to Validia and beyond.

But at that moment a House Chondell rider races past you, pointing to the west and crying, "Retreat! The

line is broken! Fall back! Retreat!" Stunned, the Avgustin troops look toward the western flank.

Even from this distance, you can see the House Stefania line collapse. The Army of the Iron Wood has them in full rout, their charge spearheaded by a rampaging draconic beast, roaring victoriously.

If Yronl is conscious at this point, add:

Yronl grips his spear tightly, and a quiet curse escapes his lips: "By Nemound's Brethren..." Composing himself, he barks the order: "Fall back!"

Continue.

While the battle may be lost, at least your commander still lives. The remaining Noble House allies fall back to regroup at the site where you camped last night. The quest to liberate Validia has failed.

Continue to the **Conclusion**.

ENCOUNTER 9C

Neither reinforced the House Stefania forces NOR rescued Field Marshal Yronl successfully (failed **Encounter Six**, failed **Encounter Seven**, or failed both combats in **Encounter Eight**)

This outcome assumes that at least one member of the party survives to flee the battle that they chose in **Encounter Five**. If everyone in the party has been killed, the adventure is obviously over.

A House Chondell battlefield courier races past you, pointing to the west and crying, "Retreat! The line is broken! Fall back! Retreat!"

From across the battlefield, you can see the House Stefania line collapse. The Army of the Iron Wood have them in full rout, their charge spearheaded by a rampaging draconic beast, roaring victoriously.

On the eastern front, Field Marshal Yronl has been lost. If not killed by Sir Quin, he has surely fallen to the horde of lizard folk.

Your quest to liberate Validia has ended in disaster. Not only does Shannus still control the town, but Field Marshal Yronl is dead. The remaining forces of House Avgustin, Stefania, and Chondell fall back to regroup at the place where they camped last night.

Proceed to the **Conclusion**.

ENCOUNTER 9D

Successfully BOTH reinforced the House Stefania line AND rescued Field Marshal Yronl (won BOTH combats in **Encounter Eight**)

Note that this outcome can ONLY be reached if the party split their forces in **Encounter Five** and successfully defeated the draconic monster from **Encounter Six** AND the lizardfolk troops in **Encounter Seven**. This outcome should be very rare, if not impossible to achieve. If the party split up, but only one half or neither halves of the party were successful, look for the proper Aftermath section above.

Read the following to the half of the party that defeated the monster from **Encounter Six** as a part of **Encounter Eight**:

A cheer rises up from the House Stefania troops around you. With the beast defeated, the soldiers have rallied, and the spearhead of Shannus's counter-attack is broken. Everywhere you look, the dragonkin are in full retreat. Confirming your hopes, a House Chondell battlefield courier cries out as he rides by, "They're retreating from Validia! Inform the Field Marshal: the day is ours!"

Field Marshal Yronl—how did he fare on the right flank? Almost as one, the Stefania troops turn their eyes eastward...

Read the following to the half of the party that defeated the lizardfolk from **Encounter Seven** as a part of **Encounter Eight**:

Defeating the last of the lizardfolk, the remaining Avgustin troops rally around you. Your bravery and dedication to Field Marshal Yronl in spite of overwhelming odds has inspired them; they have begun driving the lizardfolk back into the Iron Wood. A House Chondell courier races past you across the battle lines crying, "Onward! Their line is broken! Press the attack! For Chondell! For Validia!"

If Yronl is conscious at this point, add:

Yronl grips his spear tightly, and quiet words escape his lips with a smile; "By Nemound's Brethren..." Raising his spear aloft, he shouts: "Victory!"

Continue.

Against all odds, you have liberated Validia and rescued Field Marshal Yronl from certain death. The Chondell forces re-occupy Validia and immediately begin reinforcing the town against a counter-assault. Meanwhile, the House Avgustin and Stefania soldiers

spend the rest of the day hunting down retreating dragonkin and scouring the battlefield for survivors.

Continue to the Conclusion.

CONCLUSION

With the tenuous resolution to the conflict reached, a new threat arises that promises to launch the PCs into more adventure....

Late that afternoon, as the wounded are being tended to, a rider gallops into view. His horse froths at the mouth, and his dirt-covered Avgustin tabard plainly tells you that he has ridden non-stop for at least a day.

"Hail!" he cries in greeting. "Peri Swan! Where is Sir Peri Swan? I have an urgent missive from m'lady for the Commander of the Golden Harriers!"

At this point, the PCs should tell the courier that Sir Peri is dead. The courier looks at the letter and sees that it is addressed to "The Commander of the Golden Harriers." He insists on delivering it to the person who currently holds that title. This should be one of the PCs at this point. He shoves the letter into that PC's hands.

Hand the proper PC **Player Handout #6**.

Torc, a contact of Sir Peri's in the town of Swan, has vital information for House Avgustin, likely related to a House Langmuir threat, but he insists on passing it only to Sir Peri. In order to find Torc, Lady Elise summons the Golden Harriers back to Loren's Ford to regroup and depart for the town of Swan immediately.

"What? What does it say?" asks the page. "Good news, I hope...?"

As if in answer, the ominous clouds above rumble with thunder.

To be continued...

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 PC.

Encounter Two: Death From Above

Defeat or drive off the dragonkin.

APL 2 120 XP

APL 4 210 XP

APL 6 270 XP

APL 8 330 XP

Encounter Four: War!

Defeat the Mist Children elves.

APL 2 120 XP

APL 4 120 XP

APL 6 180 XP

APL 8 240 XP

Encounter Six: Monster Mash

Defeat the draconic beast. Note that most parties will not earn experience for both Encounter Seven and Encounter Eight.

APL 2 120 XP

APL 4 210 XP

APL 6 270 XP

APL 8 330 XP

Encounter Seven: O Captain! My Captain!

Defeat the lizardfolk. Note that most parties will not earn experience for both Encounter Seven and Encounter Eight.

APL 2 120 XP

APL 4 210 XP

APL 6 270 XP

APL 8 330 XP

Award for Good Roleplaying

APL 2 90 XP

APL 4 135 XP

APL 6 180 XP

APL 8 225 XP

Total Possible Experience

APL 2 450 XP

APL 4 675 XP

APL 6 900 XP

APL 8 1,125 XP

TREASURE SUMMARY

During an adventure, PCs 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 PC 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 PCs cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that PCs 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), PCs may return to retrieve loot. If the PCs 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 PC 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 PCs may want to use them during the adventure.

Many times PCs 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 PCs total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, PCs may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L: Looted gear from enemy; C: Coin, Gems, Jewelry, and other valuables; M: Magic Items.

Encounter Two: Death From Above

Loot Shannus’s dragonkin soldiers.

APL 2: Loot 20 gp; Magic 250 gp; *brooch of shielding* (125 gp), *pearl of power* (1st level) (83 gp), *silversheen* (x2) (42 gp); Total **270 gp** per PC each.

APL 4: Loot 40 gp; Magic 500 gp; *brooch of shielding* x4 (500 gp); Total **540 gp** per PC each.

APL 6: Loot 60 gp; Magic 750 gp; *brooch of shielding*

x6(750 gp); Total **810 gp** per PC each.

APL 8: Loot 120 gp; Magic 1,500 gp; *brooch of shielding* x12 (1,500 gp); Total **1,620 gp** per PC each.

Encounter Four: War!

Loot the mist children elves.

APL 2: L: 412 gp; C: 0 gp; M: *potions of cure light wounds* (4), 4 gp per PC each.

APL 4: L: 412 gp; C: 0 gp; M: *potions of cure light wounds* (4), 4 gp per PC each.

APL 6: L: 552 gp; C: 0 gp; M: *potions of cure moderate wounds* (4), 25 gp per PC each.

APL 8: L: 460 gp; C: 0 gp; M: *+1 breastplate* (4), 112 gp per PC each; *potions of cure moderate wounds* (4), 25 gp per PC each.

Encounter Seven: O Captain! My Captain!

Loot Shannus's lizardfolk soldiers.

APL 2: L: 552 gp; C: 6 gp; M: *potions of cure light wounds* (4), 4 gp. Total **103 gp** per PC each.

APL 4: L: 876 gp; C: 88 gp; M: *potions of cure light wounds* (6), 6 gp. Total **167 gp** per PC each.

APL 6: L: 364 gp; C: 0 gp; M: *+1 large greatclub* (2), 384 gp; *+1 greatclub* (2), 384 gp; *potions of cure light wounds* (8), 8 gp; Total: **837 gp** per PC each.

APL 8: L: 888 gp; C: 0 gp; M: *+1 large greatclub* (2), 384 gp; *+1 greatclub* (2), 384 gp; *gauntlets of ogre power* +2 (2), 667 gp; *potions of cure light wounds* (8), 8 gp; Total: **1591 gp** per PC each.

Maximum Possible Treasure

APL 2: 450 gp

APL 4: 650 gp

APL 6: 900 gp

APL 8: 1,300 gp

REWARD NOTES:

Spoils of War: This entry is awarded to all PCs that participate in this adventure.

Favor of House Avgustin: This entry is awarded to all PCs that rescued Field Marshall Yronl. DO NOT award this entry if Yronl was killed.

Favor of House Stefania: This entry is awarded to PC that supported the Stefania line and successfully retook Validia. DO NOT award this entry if Validia was not retaken.

Lizardfolk Scales: This entry is award to all PCs that fought against any lizardfolk in this adventure.

More Courage than Wisdom: This entry is awarded if, and only if, Captain Yronl is rescued AND House Stefania successfully retakes Validia. Both conditions must be fulfilled for this entry to be valid.

Blessings of the Summoner: This entry is awarded using the same conditions as **More Courage than Wisdom**.

APPENDIX 1: NPCS

ALL APLS

Encounter TWO: DEATH FROM ABOVE

VIRLYM THE BLEEDER

CR 12

Male Kobold Rogue 5/Assassin 7

LE Small humanoid (reptilian)

Init +4; **Senses** darkvision 60 ft., Listen +15, Spot +15

Languages Common, Draconic, Elven

AC 21, touch 16, flat-footed 16

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

hp 52 (12 HD);

Fort +7, **Ref** +15, **Will** +6

Speed 30 ft. (6 squares)

Melee +1 *spiked chain* +11 (1d6-1, plus 7d6 sneak attack) or

Melee +1 *spiked chain* +11 (1d6-1, plus 7d6 sneak attack) and +1 *spiked chain* +6 (1d6-1, plus 7d6 sneak attack)

Ranged short bow +12 (1d4, plus 7d6 sneak attack) or

Ranged short bow +12 (1d4, plus 7d6 sneak attack) and short bow +7 (1d4, plus 7d6 sneak attack)

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

Atk Options Combat Reflexes, sneak attack (+7d6), death attack (DC 20)

Combat Gear *potion of cure blindness/deafness*, *potion of cure light wounds (2)*, *potion of fly*, *potion of reduce person*

Assassin Spells Known (CL 7)

4th (1/day)—*assassin's darkness**, *unseen strike**

3rd (2/day)—*deeper darkness*, *misdirection*, *vital strike**

2nd (3/day)—*fell the greatest foe**, *invisibility*, *pass without trace*, *spider climb*

1st (3/day)—*critical strike**, *ebon eyes(*)*, *disguise self*, *true strike*

Already cast: 1st: *ebon eyes*, 2nd: *invisibility*, 3rd: *misdirection*, 4th: *unseen strike*

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

Feats Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Fortuitous Strike*, Victor's Luck*, Weapon Finesse

Skills Balance +11, Bluff +6, Diplomacy +1, Disable Device +21, Disguise +3, Hide +28, Jump +6, Knowledge (local:VTF) +6, Listen +15, Move Silently +19, Open Lock +6, Search +21, Sleight of Hand +8, Spot +15, Tumble +21

Possessions combat gear plus +1 *spiked chain*, +1 *shadowed mithril chain shirt*, *vest of resistance* +3, *headband of intellect* +2, *gloves of dexterity* +2, dagger, short bow, spiked gauntlet, sap, masterwork thieves' tools, explorer's outfit, 37 gp, dose of wyvern poison (Injury, DC 17, 2d6 Con/2d6 Con)

All Expenses Paid: In this adventure, Virlym has been issued the wyvern poison and +1 *spell storing thinaun spiked chain** by his employer specifically for his assignment. The poison will be used, and the thinaun spiked chain will be entrusted to his employer once his job is completed. These items are not part of Virlym's usual complement of equipment, and thus their costs (3,000 gp and 28,235 gp, respectively) are not accounted for as part of his allotment of gear.

* see Appendix 2: New Rules Items

ENCOUNTER TWO: DEATH FROM ABOVE

DRAGONKIN DRUID **CR 4**

Male Dragonkin Druid 1
LN Large Monstrous humanoid (reptilian)
Init +5; **Senses** darkvision, *detect magic*; Listen +12, Spot +12

Languages Draconic

AC 17, touch 10, flat-footed 16
(+1 Dex, +7 natural, -1 size)

hp 44 (8 HD)

Fort +5, **Ref** +6, **Will** +7

Speed 20 ft. (4 squares), fly 40ft. (good)

Melee foreclaw +10 (1d6+3) or

Melee scimitar +10/+5 (2d6+6 19-20/x2) or

Melee scimitar +10/+5 (2d6+6 19-20/x2) and rake +10 (1d6+2) and rake +10 (1d6+2)

Ranged sling +8 (1d6+3)

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

Base Atk +7; **Grp** +15

Atk Options Flyby Attack, rake (1d6+2)

Combat Gear *brooch of shielding*, *pearl of power* (1st level)

Druid Spells Prepared (CL 1)

1st—*cure light wounds* x2

0th—*cure minor wounds* x3

Abilities Str 19, Dex 12, Con 13, Int 10, Wis 14, Cha 13

SQ Darkvision, *detect magic*

Feats Flyby Attack, Great Fortitude, Improved Initiative

Skills Knowledge (nature) +3, Listen +12, Spot +12, Survival +5

Possessions combat gear plus scimitar, sling with 10 bullets, various trinkets of bone

Rake (Ex): Dragonkin make two additional attacks (+10 melee) with their rear claws for 1d6+2 points of damage each when attacking from the air.

Detect Magic (Su): Dragonkin have the innate ability to use *detect magic* as a free action, once per round.

ENCOUNTER FOUR: WAR!

MIST CHILDREN ATTACKER **CR 1**

Male gray elf barbarian 1
CN Medium humanoid (elf)
Init +3; **Senses** low-light vision; Listen +7, Spot +3

Languages Common, Elf

AC 19, touch 13, flat-footed 16
(+3 Dex, +4 armor, +2 shield)

hp 12 (1 HD)

Fort +2, **Ref** +3, **Will** +1 (+3 against enchantment)

Speed 40 ft. (8 squares)

Melee masterwork longsword +5 (1d8+3/19-20) or silver shortspear +4 (1d6+2)

Ranged masterwork longbow +5 (1d8/x3)

Base Atk +1; **Grp** +4

Atk Options Power Attack, rage 1/day

Combat Gear *potion of bull's strength**, *potion of cure light wounds*

* already used; incorporated into the stats here

Abilities Str 13 (17), Dex 16, Con 11, Int 10, Wis 12, Cha 10

SQ elf traits, illiteracy

Feats Power Attack

Skills Climb +3, Jump +7, Listen +7, Search +2, Spot +3, Survival +5

Possessions combat gear plus chain shirt, heavy wooden shield, masterwork longsword, silver shortspear, masterwork longbow with 20 arrows and 20 silver arrows, various trinkets of wood and bone

Rage (Ex) while raging, the Mist Children Attacker's stats change as follows:

AC 17, touch 11, flat-footed 14

hp 14

Fort +4, **Will** +3 (+5 against enchantment)

Melee** masterwork longsword +6 (1d8+6/19-20) or silver shortspear +5 (1d6+5)

Grp +6

Abilities Str 17 (21), Con 15

Skills Climb +5, Jump +9

**1-point Power Attack

ENCOUNTER SIX: MONSTER MASH

SPIKED FELLDRAKE **CR 4**

NG Large Dragon
Init +2; **Senses** darkvision 60'. low-light vision, scent, Listen +12, Spot +12

Languages Draconic, Sylvan

AC 19, touch 12, flat-footed 17
(-1 size, +2 Dex, +8 armor)

hp 51 (6 HD)

Immune sleep and paralysis effects

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

Speed 40 ft. (8 squares)

Melee bite +10 (2d6+5) or

Melee bite +10 (2d6+5) and claw +5 (1d8+2) and claw +5 (1d8+2)

Ranged spikes +7 (1d8+5)

Space 10 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +15

Abilities Str 20, Dex 14, Con 15, Int 10, Wis 12, Cha 8

Feats Alertness, Iron Will, Point Blank Shot
Skills Climb +14, Intimidate +8, Listen +12, Search +9, Spot +12, Survival +10

Description: The felldrakes trace their origin to Bahamut the Platinum Dragon. After helping a group of powerful elf wizards turn back a demonic invasion, Bahamut created the felldrakes to guard the elves against future incursions. All felldrakes have the blood of Bahamut in their veins and are fierce, loyal, and good at heart.

Of the many kinds of felldrakes, few are as powerful as the spiked fell Drake. Its size and strength place it in the front line of important battles. And some mighty knights or paladins employ the spiked fell Drake as a steed.

A spiked fell Drake can stand up to terrible punishment while dealing out plenty of its own with swordlike claws. The spikes on its tail are not just for show—it can project them in a hail of deadly fire at approaching enemies. With its scent and vision abilities, a spiked fell Drake can root out even hidden enemies reliably.

ENCOUNTER SEVEN: O CAPTAIN! MY CAPTAIN!

BLACKSCALE LIZARDFOLK CR 3

N Large Monstrous Humanoid (Reptilian)
Init +0; **Senses** darkvision 60'; Listen +0, Spot +4
Languages Draconic

AC 16, touch 9, flat-footed 16
(-1 size, +7 natural)

hp 26 (4 HD)

Fort +3, **Ref** +4, **Will** +4

Speed 40 ft. (8 squares)

Melee claw +3 (1d3+1) or

Melee greatclub +7 (2d8+6) or

Melee claw +7 (1d6+4) and
claw +7 (1d6+4) and
bite +5 (1d6+2) or

Melee greatclub +7 (2d8+6) and
bite +5 (1d6+2)

Ranged javelin +3 (1d8+4)

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

Base Atk +4; **Grp** +12

Atk Options Power Attack

Combat Gear *potion of cure light wounds*

Abilities Str 19, Dex 10, Con 14, Int 8, Wis 11, Cha 7

SQ hold breath

Feats Multiattack, Power Attack

Skills Balance +5, Jump +12, Spot +4, Swim +10

Possessions combat gear plus chain shirt, heavy wooden shield, masterwork longsword, silver shortspear, masterwork longbow with 20 arrows and 20 silver arrows, various trinkets of wood and bone

Hold Breath (Ex) A blackscale lizardfolk can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning (see page 304 of the *Dungeon Master's Guide*).

Skills Because of their tails, blackscale lizardfolk have a +4 racial bonus on Balance, Jump and Swim checks.

POISON DUSK LIZARDFOLK RANGER CR 1

Male poison dusk lizardfolk ranger 1

N Small Humanoid (Reptilian)

Init +2; **Senses** low-light vision; Listen +0, Spot +4

Languages Draconic

AC 17, touch 13, flat-footed 15

(+1 size, +2 Dex, +3 natural, +1 buckler)

hp 5 (1 HD)

Fort +3, **Ref** +4, **Will** +0

Speed 30 ft. (6 squares)

Melee claw +3 (1d3+1) or

Melee longsword +3 (1d6+1/19-20) or

Melee claw +3 (1d3+1) and

claw +3 (1d3+1) and

bite +1 (1d3+1) or

Melee masterwork longsword +4 (1d6+1/19-20) and
bite +1 (1d3+1)

Ranged masterwork shortbow +5 (1d4/x3) or

Ranged bola +4 (1d3 nonlethal or ranged trip)

Base Atk +1; **Grp** -2

Atk Options favored enemy (human) +2, poison use

Combat Gear *potion of cure light wounds* (x2), dose of small centipede poison (applied to first arrow fired, DC 11, 1d2 Dex/1d2 Dex)

Abilities Str 12, Dex 15, Con 12, Int 8, Wis 11, Cha 7

SQ chameleon skin, hold breath

Feats Multiattack, Track

Skills Balance +5, Climb +4, Hide +14, Jump +4, Move Silently +5, Spot +4, Survival +4 Swim +3

Possessions combat gear plus masterwork longsword, masterwork shortbow, bolas, buckler, quiver with 10 regular and 10 silver arrows, various trinkets of wood and bone

Poison Use Due to their long tradition of working with venoms, poison dusks are never at risk when applying poisons to weapons. Common poisons include black adder venom and blue whinnis.

Chameleon Skin (Ex) Poison dusks can adjust the colors of their scales to blend in with their surroundings. When it is not wearing armor, robes or other covering clothing, a poison dusk lizardfolk gains a +5 racial bonus on hide checks.

Hold Breath (Ex) A poison dusk lizardfolk can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning (see page 304 of the *Dungeon Master's Guide*).

Skills: Because of their tails, poison dusk lizardfolk have a +4 racial bonus on Balance, Jump and Swim checks. The skill modifiers given in the statistics block include a -1 armor check penalty (-2 on Swim checks) for carrying a buckler.

ENCOUNTER TWO: DEATH FROM ABOVE

DRAGONKIN FOOTSOLDIER CR 3

Male Dragonkin
LN Large Monstrous humanoid (reptilian)
Init +5; **Senses** darkvision, *detect magic*; Listen +12, Spot +12

Languages Draconic

AC 17, touch 10, flat-footed 16
(+1 Dex, +7 natural, -1 size)

hp 38 (7 HD)

Fort +5, **Ref** +6, **Will** +7

Speed 20 ft. (4 squares), fly 40ft. (good)

Melee foreclaw +10 (1d6+3) or

Melee longspear +10/+5 (1d10+6/x3) or

Melee longspear +10/+5 (1d10+6/x3) and
rake +10 (1d6+2) and
rake +10 (1d6+2)

Ranged javelin +8 (1d8+3)

Space 10 ft.; **Reach** 10 ft. (20 ft. with longspear)

Base Atk +7; **Grp** +15

Atk Options Flyby Attack, rake (1d6+2)

Combat Gear *brooch of shielding*

Abilities Str 19, Dex 12, Con 13, Int 10, Wis 14, Cha 13

SQ Darkvision, *detect magic*

Feats Flyby Attack, Great Fortitude, Improved Initiative

Skills Listen +12, Spot +12

Possessions combat gear plus longspear, 10 javelins, various trinkets of bone

Rake (Ex): Dragonkin make two additional attacks (+10 melee) with their rear claws for 1d6+2 points of damage each when attacking from the air.

Detect Magic (Su): Dragonkin have the innate ability to use detect magic as a free action, once per round.

ENCOUNTER FOUR: WAR!

MIST CHILDREN ATTACKER CR 1

Male gray elf barbarian 1
CN Medium humanoid (elf)
Init +3; **Senses** low-light vision; Listen +7, Spot +3

Languages Common, Elf

AC 19, touch 13, flat-footed 16
(+3 Dex, +4 armor, +2 shield)

hp 12 (1 HD)

Fort +2, **Ref** +3, **Will** +1 (+3 against enchantment)

Speed 40 ft. (8 squares)

Melee masterwork longsword +5 (1d8+3/19-20) or silver shortspear +4 (1d6+2)

Ranged masterwork longbow +5 (1d8/x3)

Base Atk +1; **Grp** +4

Atk Options Power Attack, rage 1/day

Combat Gear ~~*potion of bull's strength*~~, *potion of cure light wounds*

Abilities Str 13 (17), Dex 16, Con 11, Int 10, Wis 12, Cha 10

SQ elf traits, illiteracy

Feats Power Attack

Skills Climb +3, Jump +7, Listen +7, Search +2, Spot +3, Survival +5

Possessions combat gear plus chain shirt, heavy wooden shield, masterwork longsword, silver shortspear, masterwork longbow with 20 arrows and 20 silver arrows, various trinkets of wood and bone

Rage (Ex) while raging, the Mist Children Attacker's stats change as follows:

AC 17, touch 11, flat-footed 14

hp 14

Fort +4, **Will** +3 (+5 against enchantment)

Melee** masterwork longsword +6 (1d8+6/19-20) or silver shortspear +5 (1d6+5)

Grp +6

Abilities Str 17 (21), Con 15

Skills Climb +5, Jump +9

**1-point Power Attack

ENCOUNTER SIX: MONSTER MASH

SPIKED FELLDRAKE CR 4

NG Large Dragon
Init +2; **Senses** darkvision 60'. low-light vision, scent, Listen +12, Spot +12

Languages Draconic, Sylvan

AC 19, touch 12, flat-footed 17
(-1 size, +2 Dex, +8 armor)

hp 51 (6 HD)

Immune sleep and paralysis effects

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

Speed 40 ft. (8 squares)

Melee bite +10 (2d6+5) or

Melee bite +10 (2d6+5) and
claw +5 (1d8+2) and
claw +5 (1d8+2)

Ranged spikes +7 (1d8+5)

Space 10 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +15

Abilities Str 20, Dex 14, Con 15, Int 10, Wis 12, Cha 8

Feats Alertness, Iron Will, Point Blank Shot

Skills Climb +14, Intimidate +8, Listen +12, Search +9, Spot +12, Survival +10

Description: The felldrakes trace their origin to Bahamut the Platinum Dragon. After helping a group of powerful elf wizards turn back a demonic invasion, Bahamut created the felldrakes to guard the elves against future incursions. All felldrakes have the blood of Bahamut in their veins and are fierce, loyal, and good at heart.

Of the many kinds of felldrakes, few are as powerful as the spiked felldrake. Its size and strength place it in the front line of important battles. And some mighty knights or paladins employ the spiked felldrake as a steed.

A spiked felldrake can stand up to terrible punishment while dealing out plenty of its own with swordlike claws. The spikes on its tail are not just for show—it can project them in a hail of deadly fire at approaching enemies. With its scent and vision abilities, a spiked felldrake can root out even hidden enemies reliably.

ENCOUNTER SEVEN: O CAPTAIN! MY CAPTAIN!

BLACKSCALE LIZARDFOLK CR 3

N Large Monstrous Humanoid (Reptilian)

Init +0; **Senses** darkvision 60'; Listen +0, Spot +4

Languages Draconic

AC 16, touch 9, flat-footed 16

(-1 size, +7 natural)

hp 26 (4 HD)

Fort +3, **Ref** +4, **Will** +4

Speed 40 ft. (8 squares)

Melee claw +3 (1d3+1) or

Melee masterwork greatclub +7 (2d8+6) or

Melee claw +7 (1d6+4) and

claw +7 (1d6+4) and

bite +5 (1d6+2) or

Melee masterwork greatclub +7 (2d8+6) and

bite +5 (1d6+2)

Ranged javelin +3 (1d8+4)

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

Base Atk +4; **Grp** +12

Atk Options Power Attack

Combat Gear *potion of cure light wounds* (x2)

Abilities Str 19, Dex 10, Con 14, Int 8, Wis 11, Cha 7

SQ hold breath

Feats Multiattack, Power Attack

Skills Balance +5, Jump +12, Spot +4, Swim +10

Possessions combat gear plus masterwork greatclub, javelins (x5), 6 gp, various trinkets of wood and bone.

Hold Breath (Ex) A blackscale lizardfolk can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning (see page 304 of the *Dungeon Master's Guide*).

Skills Because of their tails, blackscale lizardfolk have a +4 racial bonus on Balance, Jump and Swim checks.

POISON DUSK LIZARDFOLK ARCHER CR 4

Male poison dusk lizardfolk ranger 4

N Small Humanoid (Reptilian)

Init +7; **Senses** low-light vision; Listen +1, Spot +8

Languages Draconic

AC 17, touch 14, flat-footed 14

(+1 size, +2 Dex, +3 natural)

hp 33 (4 HD)

Fort +7, **Ref** +7, **Will** +2

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

Melee claw +6 (1d3+2) or

Melee longspear +6 (1d6+3/x3) or

Melee claw +6 (1d3+2) and

claw +6 (1d3+2) and

bite +4 (1d3+1) or

Melee longspear +6 (1d6+3/x3) and

bite +4 (1d3+2)

Ranged masterwork longbow +6/+6 (1d6/x3) or

Ranged bola +7 (1d3+2 nonlethal or ranged trip)

Base Atk +4; **Grp** +2

Atk Options favored enemy (human) +2, poison use

Combat Gear *potion of cure light wounds* (x2), three doses of black adder poison (applied to first three arrows fired (DC 11, 1d6 Con/1d6 Con))

Abilities Str 14, Dex 17, Con 16, Int 8, Wis 12, Cha 8

SQ chameleon skin, hold breath, wild empathy

Feats Endurance, Improved Initiative, Multiattack, Rapid Shot, Track

Skills Balance +7, Climb +8, Hide +18, Jump +11, Move Silently +10, Spot +8, Survival +8 Swim +7

Possessions combat gear plus masterwork longbow, longspear, arrows (10 normal, 10 silvered), bolas, various trinkets of wood and bone

Poison Use Due to their long tradition of working with venoms, poison dusks are never at risk when applying poisons to weapons. Common poisons include black adder venom and blue whinnis.

Chameleon Skin (Ex) Poison dusks can adjust the colors of their scales to blend in with their surroundings. When it is not wearing armor, robes or other covering clothing, a poison dusk lizardfolk gains a +5 racial bonus on hide checks.

Hold Breath (Ex) A poison dusk lizardfolk can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning (see page 304 of the *Dungeon Master's Guide*).

Skills Because of their tails, poison dusk lizardfolk have a +4 racial bonus on Balance, Jump and Swim checks. The skill modifiers given in the statistics block include a -1 armor check penalty (-2 on Swim checks) for carrying a buckler.

ENCOUNTER TWO: DEATH FROM ABOVE

DRAGONKIN FOOTSOLDIER **CR 3**
 Male Dragonkin
 LN Large Monstrous humanoid (reptilian)
Init +5; **Senses** darkvision, *detect magic*; Listen +12, Spot +12
Languages Draconic

AC 17, touch 10, flat-footed 16
 (+1 Dex, +7 natural, -1 size)
hp 38 (7 HD)
Fort +5, **Ref** +6, **Will** +7

Speed 20 ft. (4 squares), fly 40ft. (good)
Melee foreclaw +10 (1d6+3) or
Melee longspear +10/+5 (1d10+6/x3) or
Melee longspear +10/+5 (1d10+6/x3) and
 rake +10 (1d6+2) and
 rake +10 (1d6+2)
Ranged javelin +8 (1d8+3)
Space 10 ft.; **Reach** 10 ft. (20 ft. with longspear)
Base Atk +7; **Grp** +15
Atk Options Flyby Attack, rake (1d6+2)
Combat Gear *brooch of shielding*

Abilities Str 19, Dex 12, Con 13, Int 10, Wis 14, Cha 13
SQ Darkvision, *detect magic*
Feats Flyby Attack, Great Fortitude, Improved Initiative
Skills Listen +12, Spot +12
Possessions combat gear plus longspear, 10 javelins, various trinkets of bone

Rake (Ex): Dragonkin make two additional attacks (+10 melee) with their rear claws for 1d6+2 points of damage each when attacking from the air.
Detect Magic (Su): Dragonkin have the innate ability to use *detect magic* as a free action, once per round.

DRAGONKIN SERGEANT **CR 5**
 Male Dragonkin rogue 2/warrior 1
 LN Large Monstrous humanoid (reptilian)
Init +5; **Senses** darkvision, *detect magic*; Listen +15, Spot +15
Languages Draconic

AC 19, touch 12, flat-footed 18
 (+1 Dex, +7 natural, -1 size, +2 deflection)
hp 52 (7 HD)
Fort +7, **Ref** +9, **Will** +7

Speed 20 ft. (4 squares), fly 40ft. (good)
Melee foreclaw +13 (1d6+5) or longspear +13/+8 (1d10+8/x3)
Ranged javelin +10 (1d8+5)
Space 10 ft.; **Reach** 10 ft. (20 ft. with longspear)
Base Atk +9; **Grp** +17
Atk Options Flyby Attack, rake (1d6+2), sneak attack +1d6

Combat Gear *brooch of shielding*, *potion of shield of faith*, *potion of cure light wounds*

Abilities Str 20, Dex 12, Con 13, Int 10, Wis 14, Cha 13
SA Sneak attack +1d6
SQ Darkvision, *detect magic*, evasion
Feats Flyby Attack, Great Fortitude, Hover, Improved Initiative
Skills Intimidate +3, Listen +15, Spot +15
Possessions combat gear plus longspear, 10 javelins, various trinkets of bone

Rake (Ex): Dragonkin make two additional attacks (+13 melee) with their rear claws for 1d6+5 points of damage each when attacking from the air.
Detect Magic (Su): Dragonkin have the innate ability to use *detect magic* as a free action, once per round.

ENCOUNTER FOUR: WAR!

MIST CHILDREN ATTACKER **CR 2**
 Male gray elf barbarian 1/dragon shaman 1
 CN Medium humanoid (elf)
Init +3; **Senses** low-light vision, Listen +7, Spot +3
Aura Draconic aura +1
Languages Common, Elf

AC 19, touch 13, flat-footed 16
 (+3 Dex, +4 armor, +2 shield)
hp 18 (2 HD)
Fort +4, **Ref** +3, **Will** +3 (+5 against enchantment)

Speed 40 ft. (8 squares)
Melee masterwork longsword +5 (1d8+3/19-20) or masterwork silver shortspear +5 (1d6+2)
Ranged masterwork mighty composite (Str +1) longbow +5 (1d8+1/x3)
Base Atk +1; **Grp** +4
Atk Options Power Attack, rage 1/day
Combat Gear *potion of bull's strength*, *potion of cure moderate wounds*
 * already used; incorporated into the stats here

Abilities Str 13 (17), Dex 16, Con 11, Int 10, Wis 12, Cha 10
SQ elf traits, totem dragon (brass)
Draconic Auras Known energy shield, power, resistance
Feats Power Attack
Skills Climb +5, Intimidate +1, Jump +9, Listen +7, Search +2, Spot +3, Survival +6
Possessions combat gear plus masterwork chain shirt, heavy wooden shield, masterwork longsword, masterwork silver shortspear, masterwork mighty composite (Str +1) longbow with 20 arrows and 20 silver arrows, various trinkets of wood and bone

Rage (Ex) while raging, the Mist Children Attacker's stats change as follows:
AC 17, touch 11, flat-footed 14

hp 22

Fort +6, **Will** +5 (+7 against enchantment)

Melee** masterwork longsword +6 (1d8+6/19-20)
or masterwork silver shortspear +6 (1d6+5)

Grp +6

Abilities Str 17 (21), Con 15

Skills Climb +7, Jump +11

**1-point Power Attack

Draconic Aura (Su) As a swift action, a dragon shaman may project one of the following auras. A dragon shaman can have an aura active continually; thus, an aura can be in effect at the start of an encounter before initiative is rolled. A draconic aura affects all allies within 30 feet (including the dragon shaman) with line of effect to the dragon shaman. The aura is dismissed if the dragon shaman becomes unconscious or is slain, but otherwise remains in effect even if the dragon shaman is incapable of acting.

Energy Shield: Any creature striking the dragon shaman or its allies with a natural weapon or a nonreach melee weapon is dealt 2 points of fire damage. One of the Mist Children Attackers has this aura active at the start of combat.

Power: +1 bonus on melee damage rolls. Two of the Mist Children Attackers have this aura active at the start of combat, so all have a +2 bonus to melee damage rolls if they remain within range of the auras (this bonus is not included above).

Resistance: Resistance to fire 5. One of the Mist Children Attackers has this aura active at the start of combat.

ENCOUNTER SIX: MONSTER MASH

RAGE DRAKE

CR 9

CN Large Dragon

Init +7; **Senses** blindsense 30', darkvision 60'. low-light vision, Listen +15, Spot +15

Languages understands, but cannot speak Common, Draconic

AC 20, touch 12, flat-footed 17

(-1 size, +3 Dex, +8 armor)

hp 179 (14 HD)

Immune sleep and paralysis effects

Fort +15, **Ref** +12, **Will** +10

Speed 60 ft. (12 squares)

Melee claw +16 (1d8+13/19-20)* or

Melee claw +16 (1d8+13/19-20)* and
claw +16 (1d8+13/19-20)* and
bite +11 (2d6+9)*

Space 10 ft.; **Reach** 5 ft.

Base Atk +14; **Grp** +26

Atk Options Power Attack, improved grab, pounce,
rage 4/day (11 rounds), rake, worry

Abilities Str 27 (31), Dex 17, Con 23 (27), Int 4, Wis
12, Cha 10

SA Worry

Feats Improved Critical (claw), Improved Initiative, Improved Natural Attack (claw), Improved Natural Attack (bite), Power Attack* (attacks above include adjustments for Power Attack feat)

Skills Hide +9, Jump +31, Listen +15, Move Silently +13, Spot +15

Improved Grab (Ex): To use this ability, a rage drake must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can use both its rake and worry attacks against the held foe.

Pounce (Ex): If a rage drake charges, it can make a full attack, including its two rake attacks and one worry attack if it grabs its foe.

Rage (Ex): Four times per day, a rage drake can enter a state of fierce rage that lasts 11 rounds. The following changes are in effect as long as he rages:

AC 18 (touch 10, flat-footed 15);

hp increase by 28;

Melee claw +18 (1d8+15/19-20) or

Melee claw +18 (1d8+15/19-20) and
claw +18 (1d8+15/19-20) and
bite +13 (2d6+10)

Fort +17 **Will** +12

Abilities Str 31 Con 27

Skills Jump +33

Rake (Ex): Attack bonus +16 melee, damage 1d8+13, including adjustment for using the Power Attack feat.

Worry (Ex): Whenever a rage drake grabs a foe at least one size category smaller than itself in its mouth, it instinctively shakes the foe, stunning and disorienting its victim. Anyone grabbed by a rage drake must succeed on a DC 25 Fortitude saving throw or be stunned for one round. A rage drake can only use this ability in the first round after it grabs a foe. The save DC is Strength-based.

ENCOUNTER SEVEN: O CAPTAIN! MY CAPTAIN!

BLACKSCALE LIZARDFOLK BRUTE

CR 4

Male blackscale lizardfolk barbarian 1

CN Large Monstrous Humanoid (Reptilian)

Init +0; **Senses** darkvision 60'; Listen +0, Spot +4

Languages Draconic

AC 16, touch 9, flat-footed 16

(-1 size, +7 natural)

hp 35 (5 HD)

Fort +3, **Ref** +4, **Will** +4

Speed 40 ft. (8 squares)

Melee claw +3 (1d3+1) or

Melee +1 *greatclub* +8 (2d8+6) or

Melee claw +7 (1d6+4) and

claw +7 (1d6+4) and

bite +5 (1d6+2) or

Melee +1 *greatclub* +8 (2d8+6) and

bite +5 (1d6+2)

Ranged javelin +3 (1d8+4)

Space 10 ft.; **Reach** 10 ft.
Base Atk +4; **Grp** +12
Atk Options Power Attack, Cleave
Combat Gear *potion of cure light wounds*

Abilities Str 19, Dex 10, Con 14, Int 8, Wis 11, Cha 7
SQ hold breath
Feats Multiattack, Power Attack, Cleave
Skills Balance +5, Jump +12, Spot +4, Swim +10
Possessions combat gear plus +1 *greatclub*, various trinkets of wood and bone

LIZARDFOLK BARBARIAN **CR 4**

Male lizardfolk barbarian 3
CN Monstrous Humanoid (Reptilian)
Init +1; **Senses** Listen +3, Spot -1
Languages Draconic

AC 16, touch 11, flat-footed 16
(+1 Dex, +5 natural)
hp 49 (5 HD)
Fort +6, **Ref** +5, **Will** +0

Speed 40 ft. (8 squares)
Melee claw +8 (1d4+4) or
Melee +1 *greatclub* +9 (1d10+7) or
Melee claw + 8 (1d4+4) and
claw +8 (1d4+4) and
bite +6 (1d4+2) or
Melee +1 *greatclub* +9 (1d10+7) and
bite +6 (1d4+2)
Ranged javelin +5 (1d6+4)
Base Atk +4; **Grp** +8
Atk Options Power Attack, rage 1/day
Combat Gear +1 *greatclub*, 3 javelins

Abilities Str 18, Dex 12, Con 16, Int 11, Wis 8, Cha 10
SQ fast movement, hold breath, trap sense +1, uncanny dodge
Feats Multiattack, Power Attack
Skills Balance +8, Climb +8, Jump +15, Listen +3, Survival +3, Swim +12
Possessions combat gear plus +1 *greatclub*, javelin (x3), various trinkets of wood and bone

Rage (Ex) This lizardfolk barbarian can rage once per day for up to 8 rounds. While raging, the lizardfolk barbarian's stats change as follows:
AC 14, touch 9, flat-footed 14
hp 59 (10 additional)
Fort +8, **Will** +2
Melee** +1 *greatclub* + 10 (1d10+9)
Grp +10
Abilities Str 22, Con 20
Skills Jump +17, Swim +14
**1-point Power Attack

Hold Breath (Ex) A lizardfolk can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning (see page 304 of the *Dungeon Master's Guide*). This lizardfolk can do so for 64 rounds.

Skills Because of their tails, lizardfolk have a +4 racial bonus on Balance, Jump and Swim checks.

POISON DUSK LIZARDFOLK ARCHER **CR 4**

Male poison dusk lizardfolk ranger 4
N Small Humanoid (Reptilian)
Init +7; **Senses** low-light vision; Listen +1, Spot +8
Languages Draconic

AC 17, touch 14, flat-footed 14
(+1 size, +2 Dex, +3 natural)
hp 33 (4 HD)
Fort +7, **Ref** +7, **Will** +2

Speed 40 ft. (8 squares) with *longstrider*
Melee claw +6 (1d3+2) or
Melee longspear +6 (1d6+3/x3) or
Melee claw +6 (1d3+2) and
claw +6 (1d3+2) and
bite +4 (1d3+1) or
Melee longspear +6 (1d6+3/x3) and
bite +4 (1d3+2)
Ranged masterwork longbow +6/+6 (1d6/x3) or
Ranged bola +7 (1d3+2 nonlethal or ranged trip)
Base Atk +4; **Grp** +2
Atk Options favored enemy (human) +2, poison use
Combat Gear *potion of cure light wounds* (x2), three doses of black adder poison (applied to first three arrows fired (DC 11, 1d6 Con/1d6 Con))

Abilities Str 14, Dex 17, Con 16, Int 8, Wis 12, Cha 8
SQ chameleon skin, hold breath, wild empathy
Feats Endurance, Improved Initiative, Multiattack, Rapid Shot, Track
Skills Balance +7, Climb +8, Hide +18, Jump +11, Move Silently +10, Spot +8, Survival +8 Swim +7
Possessions combat gear plus masterwork longbow, longspear, arrows (10 normal, 10 silvered), bolas, various trinkets of wood and bone

Poison Use Due to their long tradition of working with venoms, poison dusks are never at risk when applying poisons to weapons. Common poisons include black adder venom and blue whinnis.

Chameleon Skin (Ex) Poison dusks can adjust the colors of their scales to blend in with their surroundings. When it is not wearing armor, robes or other covering clothing, a poison dusk lizardfolk gains a +5 racial bonus on hide checks.

Hold Breath (Ex) A poison dusk lizardfolk can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning (see page 304 of the *Dungeon Master's Guide*).

Skills Because of their tails, poison dusk lizardfolk have a +4 racial bonus on Balance, Jump and Swim checks. The skill modifiers given in the statistics block include a -1 armor check penalty (-2 on Swim checks) for carrying a buckler.

APL 8

ENCOUNTER TWO: DEATH FROM ABOVE

DRAGONKIN FOOTSOLDIER CR 3

Male Dragonkin
LN Large Monstrous humanoid (reptilian)
Init +5; **Senses** darkvision, *detect magic*; Listen +12, Spot +12

Languages Draconic

AC 17, touch 10, flat-footed 16
(+1 Dex, +7 natural, -1 size)

hp 38 (7 HD)

Fort +5, **Ref** +6, **Will** +7

Speed 20 ft. (4 squares), fly 40ft. (good)

Melee foreclaw +10 (1d6+3) or

Melee longspear +10/+5 (1d10+6/x3) or

Melee longspear +10/+5 (1d10+6/x3) and
rake +10 (1d6+2) and
rake +10 (1d6+2)

Ranged javelin +8 (1d8+3)

Space 10 ft.; **Reach** 10 ft. (20 ft. with longspear)

Base Atk +7; **Grp** +15

Atk Options Flyby Attack, rake (1d6+2)

Combat Gear *brooch of shielding*

Abilities Str 19, Dex 12, Con 13, Int 10, Wis 14, Cha 13

SQ Darkvision, *detect magic*

Feats Flyby Attack, Great Fortitude, Improved Initiative

Skills Listen +12, Spot +12

Possessions combat gear plus longspear, 10 javelins, various trinkets of bone

Rake (Ex): Dragonkin make two additional attacks (+10 melee) with their rear claws for 1d6+2 points of damage each when attacking from the air.

Detect Magic (Su): Dragonkin have the innate ability to use *detect magic* as a free action, once per round.

DRAGONKIN SERGEANT CR 5

Male Dragonkin rogue 2/warrior 1
LN Large Monstrous humanoid (reptilian)
Init +5; **Senses** darkvision, *detect magic*; Listen +15, Spot +15

Languages Draconic

AC 19, touch 12, flat-footed 18
(+1 Dex, +7 natural, -1 size, +2 deflection)

hp 52 (7 HD)

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

Speed 20 ft. (4 squares), fly 40ft. (good)

Melee foreclaw +13 (1d6+5) or longspear +13/+8 (1d10+8/x3)

Ranged javelin +10 (1d8+5)

Space 10 ft.; **Reach** 10 ft. (20 ft. with longspear)

Base Atk +9; **Grp** +17

Atk Options Flyby Attack, rake (1d6+2), sneak attack +1d6

Combat Gear *brooch of shielding*, ~~*potion of shield of faith*~~, ~~*potion of cure light wounds*~~

Abilities Str 20, Dex 12, Con 13, Int 10, Wis 14, Cha 13

SA Sneak attack +1d6

SQ Darkvision, *detect magic*, evasion

Feats Flyby Attack, Great Fortitude, Hover, Improved Initiative

Skills Intimidate +3, Listen +15, Spot +15

Possessions combat gear plus longspear, 10 javelins, various trinkets of bone

Rake (Ex): Dragonkin make two additional attacks (+13 melee) with their rear claws for 1d6+5 points of damage each when attacking from the air.

Detect Magic (Su): Dragonkin have the innate ability to use *detect magic* as a free action, once per round.

ENCOUNTER FOUR: WAR!

MIST CHILDREN ATTACKER CR 4

Male gray elf barbarian 1/dragon shaman 3

CN Medium humanoid (elf)

Init +3; **Senses** low-light vision, Listen +7, Spot +3

Aura Draconic aura +1

Languages Common, Elf

AC 19, touch 13, flat-footed 16

(+3 Dex, +6 armor)

hp 38 (4 HD)

Fort +7, **Ref** +4, **Will** +4 (+6 against enchantment)

Speed 30 ft. (6 squares)

Melee masterwork elven courtblade +8 (1d10+6/18-20) or masterwork silver shortspear +8 (1d6+3)

Ranged masterwork mighty composite (Str +1) longbow +7 (1d8+1/x3)

Base Atk +3; **Grp** +7

Atk Options Power Attack, rage 1/day

Combat Gear ~~*potion of bull's strength*~~, ~~*potion of bear's endurance*~~, ~~*potion of cure moderate wounds*~~

Spell-Like Abilities (CL 3rd):

At will—*endure elements* (self only)

Abilities Str 14 (18), Dex 16, Con 11 (15), Int 10, Wis 12, Cha 10

SQ elf traits, totem dragon (brass)

Draconic Auras Known energy shield, power, resistance, vigor

Feats Power Attack, Racial Weapon Familiarity*, Skill Focus (Survival)

Skills Climb +5, Intimidate +3, Jump +5, Listen +7, Search +2, Spot +3, Survival +11

Possessions combat gear plus +1 *breastplate*, masterwork elven courtblade, masterwork silver shortspear, masterwork mighty composite (Str +1) longbow with 20 arrows and 20 silver arrows, various trinkets of wood and bone

Rage (Ex) while raging, the Mist Children Attacker's stats change as follows:

AC 17, touch 11, flat-footed 14

hp 46

Fort +9, **Will** +6 (+8 against enchantment)

Melee** masterwork elven courtblade +7 (1d10+15/18-20) or masterwork silver shortspear +7 (1d6+8)

Grp +9

Abilities Str 18 (22), Con 15 (19)

Skills Climb +7, Jump +7

**3-point Power Attack

Draconic Aura (Su) As a swift action, a dragon shaman may project one of the following auras. A dragon shaman can have an aura active continually; thus, an aura can be in effect at the start of an encounter before initiative is rolled. A draconic aura affects all allies within 30 feet (including the dragon shaman) with line of effect to the dragon shaman. The aura is dismissed if the dragon shaman becomes unconscious or is slain, but otherwise remains in effect even if the dragon shaman is incapable of acting.

Energy Shield: Any creature striking the dragon shaman or its allies with a natural weapon or a nonreach melee weapon is dealt 2 points of fire damage. One of the Mist Children Attackers has this aura active at the start of combat.

Power: +1 bonus on melee damage rolls. Two of the Mist Children Attackers have this aura active at the start of combat, so all enjoy a +2 bonus to melee damage rolls if they remain within range of the auras (this bonus is not included above).

Resistance: Resistance to fire 5. One of the Mist Children Attackers has this aura active at the start of combat.

Vigor: Fast healing 1, but only affects creatures at or below one-half of their full normal hit points. None of the Mist Children Attackers have this aura active at the start of combat, but one switches to this aura as soon as it is helpful.

* see Appendix 2: New Rules Items

ENCOUNTER SIX: MONSTER MASH

FOREST LANDWYRM (ADVANCED) CR 11

LN Large Dragon

Init +5; **Senses** Listen +13, Spot +13

Languages Common, Draconic, Gnome, Sylvan

AC 19, touch 10, flat-footed 18

(-1 size, +1 Dex, +9 armor)

hp 172 (18 HD)

Fort +15, **Ref** +13, **Will** +17

Speed 60 ft. (12 squares); burrow 10 ft. (2 squares)

Melee bite +25 (2d6+7/19-20) or

Melee bite +25 (2d6+7/19-20) and

claw +22 (1d8+4) and

claw +22 (1d8+4)

Space 10 ft.; **Reach** 5 ft.

Base Atk +18; **Grp** +25

Atk Options Power Attack

Abilities Str 24, Dex 12, Con 16, Int 13, Wis 21, Cha 16

SA Frightful Presence

Feats Improved Critical (bite), Improved Initiative, Multiattack, Power Attack, Stealthy, Track, Weapon Focus (bite)

Skills Climb +23, Concentration +11, Diplomacy +19, Gather information +5, Hide +13, Knowledge (local:VTF) +9, Knowledge (nature) +9, Listen +13, Move Silently +17, Sense Motive +11, Spot +13, Survival +9, Tumble +8

Commune with nature (Sp): Once per day a forest landwyrms can use *commune with nature*. Caster level 16th.

Forest Adaptation (Ex): Forest landwyrms can ignore any concealment provided by foliage.

Frightful Presence (Ex): 80-ft. radius, HD 17 or fewer, Will DC 22 negates. A forest landwyrms can unsettle foes with its mere presence. The ability takes effect automatically whenever the landwyrms attacks or charges. Creatures within a radius of 80 feet are subject to the effect if they have fewer HD than the landwyrms. A potentially affected creature that succeeds on a Will save (DC 10 + 1/2 landwyrms's HD + landwyrms's Cha modifier) remains immune to that landwyrms'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. Forest landwyrms ignore the frightful presence of other forest landwyrms.

Skills: Forest landwyrms have a +4 racial bonus on Climb checks. They have a +4 racial bonus on Hide checks when in cold or temperate forest environments. This bonus on hide checks increases to +8 when the landwyrms is immobile.

Description: The noblest of landwyrms, the forest landwyrms sees itself as a protector of its woodland territory. It takes only what it needs to survive, and ruthlessly hunts down enemy predators.

The hide of a forest landwyrms bears a mottled pattern of green and brown, although in autumn it takes on aspects of yellow or even red to blend in. When threatened, a forest landwyrms extends a leafy frill of scales from its neck, making it appear even larger than it is.

Forest landwyrms brook no competitors within their territory, chasing out animals, vermin, and even humanoids who encroach therein. However, they are open to peaceful discussions with those who convince the landwyrms they do not pose a threat. In rare instances, a forest landwyrms may befriend local gnomes, serving as the unofficial protector of a nearby village.

ENCOUNTER SEVEN: O CAPTAIN! MY CAPTAIN!

BLACKSCALE LIZARDFOLK BRUTE CR 6

Male blackscale barbarian 1/fighter 2
CN Large Monstrous Humanoid (Reptilian)
Init +4; **Senses** darkvision 60'; Listen +3, Spot +4
Languages Draconic

AC 16, touch 9, flat-footed 16
(-1 size, +7 natural)

hp 51 (7 HD)

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

Speed 40 ft. (8 squares)

Melee claw +11 (1d6+5) or

Melee +1 *greatclub* +12 (2d8+7) or

Melee claw +11 (1d6+5) and
claw +11 (1d6+5) and
bite +9 (1d6+2) or

Melee +1 *greatclub* +12 (2d8+6) and
bite +9 (1d6+2)

Ranged javelin +6 (1d8+5)

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

Base Atk +7; **Grp** +19

Atk Options Improved Grapple, Power Attack

Combat Gear *potion of cure light wounds* (x2)

Abilities Str 20, Dex 10, Con 14, Int 8, Wis 11, Cha 7
SQ hold breath

Feats Improved Grapple, Improved Initiative,
Improved Unarmed Strike, Multiattack, Power
Attack

Skills Balance +5, Jump +15, Listen +3, Spot +4,
Swim +11

Possessions combat gear plus +1 *greatclub*, javelins
(x3), and various trinkets of wood and bone

Rage (Ex): This blackscale barbarian can rage once
per day for up to 7 rounds. While raging, the
blackscale barbarian's stats change as follows:

AC 14, touch 7, flat-footed 14

hp 63 (12 additional)

Fort +10, **Will** +5

Melee** +1 *greatclub* +13 (2d8+10) or

Ranged javelin +6 (1d8+7)

Grp +17

Abilities Str 24, Con 18

Skills Jump +17, Swim +13

**1-point Power Attack

Hold Breath (Ex): A lizardfolk can hold its breath for
a number of rounds equal to 4 x its Constitution
score before it risks drowning (see page 304 of the
Dungeon Master's Guide). This lizardfolk can do so
for 64 rounds.

LIZARDFOLK BARBARIAN CAPTAIN CR 7

Male lizardfolk barbarian 6
CN Monstrous Humanoid (Reptilian)
Init +1; **Senses** Listen +3, Spot -1
Languages Draconic

AC 16, touch 11, flat-footed 16
(+1 Dex, +5 natural)

hp 77 (8 HD)

Fort +8, **Ref** +6, **Will** +1

Speed 40 ft. (8 squares)

Melee claw +12 (1d4+5) or

Melee +1 *greatclub* +13 (1d10+8) or

Melee claw + 12 (1d4+5) and
claw +12 (1d4+5) and
bite +10 (1d4+2) or

Melee +1 *greatclub* +13 (1d10+8) and
+1 *greatclub* +8 (1d10+8) and
bite +6 (1d4+2)

Ranged javelin +8 (1d6+5) and
javelin +3 (1d6+5)

Base Atk +7; **Grp** +12

Atk Options Cleave, Power Attack, rage 2/day

Combat Gear +1 *greatclub*, 3 javelins

Abilities Str 18, Dex 12, Con 16, Int 11, Wis 8, Cha
10

SQ fast movement, hold breath, trap sense +2,
uncanny dodge

Feats Cleave, Multiattack, Power Attack

Skills Balance +8, Climb +13, Jump +16, Listen +7,
Survival +7, Swim +13

Possessions combat gear plus *gauntlets of ogre
power* +2, various trinkets of wood and bone

Rage (Ex) This lizardfolk barbarian can rage once per
day for up to 8 rounds. While raging, the lizardfolk
barbarian's stats change as follows:

AC 14, touch 9, flat-footed 14

hp 93 (16 additional)

Fort +10, **Will** +3

Melee** +1 *greatclub* + 14 (1d10+12) or

Ranged javelin +8 (1d6+7)

Grp +10

Abilities Str 22, Con 20

Skills Jump +18, Swim +15

**1-point Power Attack

Hold Breath (Ex): A lizardfolk can hold its breath for
a number of rounds equal to 4 x its Constitution
score before it risks drowning (see page 304 of the
Dungeon Master's Guide). This lizardfolk can do so
for 64 rounds.

Skills Because of their tails, lizardfolk have a +4
racial bonus on Balance, Jump and Swim checks.

POISON DUSK LIZARDFOLK ARCHER CR 4

Male poison dusk lizardfolk ranger 4
N Small Humanoid (Reptilian)
Init +7; **Senses** low-light vision; Listen +1, Spot +8
Languages Draconic

AC 17, touch 14, flat-footed 14
(+1 size, +2 Dex, +3 natural)

hp 33 (4 HD)

Fort +7, **Ref** +7, **Will** +2

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

Melee claw +6 (1d3+2) or

Melee longspear +6 (1d6+3/x3) or

Melee claw +6 (1d3+2) and
claw +6 (1d3+2) and
bite +4 (1d3+1) or

Melee longspear +6 (1d6+3/x3) and

bite +4 (1d3+2)

Ranged masterwork longbow +6/+6 (1d6/x3) or

Ranged bola +7 (1d3+2 nonlethal or ranged trip)

Base Atk +4; **Grp** +2

Atk Options favored enemy (human) +2, poison use

Combat Gear *potion of cure light wounds* (x2), three doses of black adder poison (applied to first three arrows fired (DC 11, 1d6 Con/1d6 Con))

Abilities Str 14, Dex 17, Con 16, Int 8, Wis 12, Cha 8

SQ chameleon skin, hold breath, wild empathy

Feats Endurance, Improved Initiative, Multiattack, Rapid Shot, Track

Skills Balance +7, Climb +8, Hide +18, Jump +11, Move Silently +10, Spot +8, Survival +8 Swim +7

Possessions combat gear plus masterwork longbow, longpear, arrows (10 normal, 10 silvered), bolas, various trinkets of wood and bone

Poison Use Due to their long tradition of working with venoms, poison dusks are never at risk when applying poisons to weapons. Common poisons include black adder venom and blue whinnis.

Chameleon Skin (Ex): Poison dusks can adjust the colors of their scales to blend in with their surroundings. When it is not wearing armor, robes or other covering clothing, a poison dusk lizardfolk gains a +5 racial bonus on hide checks.

Hold Breath (Ex): A poison dusk lizardfolk can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning (see page 304 of the *Dungeon Master's Guide*).

Skills Because of their tails, poison dusk lizardfolk have a +4 racial bonus on Balance, Jump and Swim checks. The skill modifiers given in the statistics block include a –1 armor check penalty (-2 on Swim checks) for carrying a buckler.

APPENDIX 2: NEW RULES ITEMS

NEW FEATS

Improved Weapon Familiarity [General]

Complete Warrior

You are familiar with all exotic weapons common to your people.

Prerequisite: Base attack bonus +1

Benefit: You can treat all the exotic weapons associated with your race as martial weapons rather than as exotic weapons. A weapon is treated as being associated with a race if the race's name appears as a part of the weapon's name, such as the elven thinblade or the dwarven urgrosh.

Normal: Without this feat, you must select the Exotic Weapon Proficiency feat (or have the appropriate weapon familiarity as a racial trait) to eliminate the nonproficiency penalty you take when wielding an exotic weapon associated with your race.

Special: A fighter may select Improved Weapon Familiarity as one of his fighter bonus feats.

Fortuitous Strike [Luck]

Complete Scoundrel

You can hit a foe in just the right place.

Prerequisite: PC level 6th, any luck feat.

Benefit: You can expend one luck reroll as a swift action to reroll a weapon damage roll.

You can expend two luck rerolls as a swift action to reroll an attack roll.

You gain one luck reroll per day.

Victor's Luck [Luck]

Complete Scoundrel

You strike with devastating accuracy more often.

Benefit: You can expend one luck reroll as a swift action to reroll a critical threat confirmation roll.

You gain one luck reroll per day.

NEW EQUIPMENT

Elven Courtblade

Races Of The Wild

Exotic Weapon

Sword, elven courtblade Cost: 150 gp Dmg (s): 1d8
Dmg (M):1d10 Crit:18-20/x2 Weight: 6 lbs Type:
Piercing or Slashing

Thinaun

Complete Warrior

This dark glittering steel alloy holds an attraction to souls recently released from their bodies. Obviously this has application for melee weapons. If a thinaun melee weapon is touching a creature when it dies, that creature's soul is sucked into the weapon rather than passing on to its final reward. The soul remains in the thinaun weapon until the weapon is destroyed or another creature dies while touching the thinaun weapon (the new soul displaces the old one). Raise dead, resurrection, and similar spells won't bring back a creature whose soul is trapped by a thinaun weapon unless the caster has the weapon in his possession. Because the soul is nearby, fewer material components are required for such spells: Reincarnation, raise dead, resurrection, and true resurrection require half as much of the relevant material component (unguents or diamonds) to cast if the soul is within a thinaun weapon.

A thinaun weapon captures a soul from anyone killed while touching the weapon. This means that if the thinaun weapon's wielder dies, her weapon captures her soul.

Only melee weapons made primarily of metal can be crafted as thinaun weapons.

Type of thinaun weapon	Item cost modifier
Light weapon	+10,000gp
One-handed or one head of double weapon	+15,000gp
Two-handed or both heads of double weapon	+20,000gp

NEW MONSTERS

Dragonkin

Draconomicon

DRAGONKIN

CR 3

Male Dragonkin

LN Large Monstrous humanoid (reptilian)

Init +1; **Senses** darkvision, *detect magic*, Listen +12,
Spot +12

Languages Draconic

AC 17, touch 10, flat-footed 16
 (+1 Dex, +7 natural, -1 size)
hp 38 (7 HD)
Fort +5, **Ref** +6, **Will** +7

Speed 20 ft. (4 squares), fly 40ft. (good)
Melee foreclaw +10 (1d6+3) or longspear +10/+5
 (1d10+6/x3)
Ranged javelin +8 (1d8+3)
Space 10 ft.; **Reach** 10 ft. (20 ft. with longspear)
Base Atk +7; **Grp** +15
Atk Options Flyby Attack, rake (1d6+2)

Abilities Str 19, Dex 12, Con 13, Int 10, Wis 14, Cha 13
SQ Darkvision, *detect magic*
Feats Flyby Attack, Great Fortitude, Improved Initiative
Skills Listen +12, Spot +12
Rake (Ex): Dragonkin make two additional attacks (+10 melee) with their rear claws for 1d6+2 points of damage each when attacking from the air.
Detect Magic (Su): Dragonkin have the innate ability to use detect magic as a free action, once per round.
Description Dragonkin are humanoid creatures believed to be distant cousins of dragons. Found in wild tribes or serving human masters, their brute strength and sharp claws make them a deadly threat.
 Dragonkin are humanoids of 8 to 9 feet in height with draconic features. Their scaled hides range from dark yellow ocher to reddish brown with darker spots or bands. Their faces are decidedly dragonlike, with a long snout, a mane of thick hair, and small horns swept back behind their heads. They have green wings that lighten to gold or yellow, or sometimes wings that match the color of their bodies.
 Dragonkin speak Draconic.

Lizardfolk, Blackscale

Monster Manual III

BLACKSCALE LIZARDFOLK **CR 3**
 N Large Monstrous Humanoid (Reptilian)
Init +0; **Senses** darkvision 60'; Listen +0, Spot +4
Languages Draconic

AC 16, touch 9, flat-footed 16
 (-1 size, +7 natural)
hp 26 (4 HD)
Fort +3, **Ref** +4, **Will** +4

Speed 40 ft. (8 squares)
Melee claw +3 (1d3+1) or
Melee masterwork greatclub +7 (2d8+6) or
Melee claw +7 (1d6+4) and
 claw +7 (1d6+4) and

bite +5 (1d6+2) or
Melee masterwork greatclub +7 (2d8+6) and
 bite +5 (1d6+2)
Ranged javelin +3 (1d8+4)
Space 10 ft.; **Reach** 10 ft.
Base Atk +4; **Grp** +12
Atk Options Power Attack

Abilities Str 19, Dex 10, Con 14, Int 8, Wis 11, Cha 7
SQ hold breath
Feats Multiattack, Power Attack
Skills Balance +5, Jump +12, Spot +4, Swim +10

Hold Breath (Ex) A blackscale lizardfolk can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning (see page 304 of the *Dungeon Master's Guide*).

Skills Because of their tails, blackscale lizardfolk have a +4 racial bonus on Balance, Jump and Swim checks.

Description Like their smaller cousins, blackscale lizardfolk are primitive reptilian humanoids that can be very dangerous if provoked.

A blackscale lizardfolk is usually 8-1/2 to 9-1/2 feet tall, and weighs about 600 pounds. Its tail is five feet long.

Blackscale lizardfolk are proud and fierce fighters, concerned with heroic action and personal glory. Left on their own, they will fight as disorganized individuals, but their leaders can force them to work together for short periods of time. The blackscals have little patience for tricks and traps, considering such tools to be the trade of lesser lizardfolk.

Lizardfolk, Poison Dusk

Monster Manual III

POISON DUSK LIZARDFOLK **CR 1**
 Male poison dusk lizardfolk ranger 1
 N Small Humanoid (Reptilian)
Init +2; **Senses** low-light vision; Listen +0, Spot +4
Languages Draconic

AC 17, touch 13, flat-footed 15
 (+1 size, +2 Dex, +3 natural, +1 buckler)
hp 5 (1 HD)
Fort +3, **Ref** +4, **Will** +0

Speed 30 ft. (6 squares)
Melee claw +3 (1d3+1) or
Melee longsword +3 (1d6+1/19-20) or
Melee claw +3 (1d3+1) and
 claw +3 (1d3+1) and
 bite +1 (1d3+1) or
Melee masterwork longsword +4 (1d6+1/19-20) and
 bite +1 (1d3+1)

Ranged masterwork shortbow +5 (1d4/x3) or
Ranged bola +4 (1d3 nonlethal or ranged trip)

Base Atk +1; **Grp** -2

Atk Options favored enemy (human) +2, poison use

Abilities Str 12, Dex 15, Con 12, Int 8, Wis 11, Cha 7

SQ chameleon skin, hold breath

Feats Multiattack, Track

Skills Balance +5, Climb +4, Hide +14, Jump +4, Move Silently +5, Spot +4, Survival +4, Swim +3

Poison Use Due to their long tradition of working with venoms, poison dusks are never at risk when applying poisons to weapons. Common poisons include black adder venom and blue whinnis.

Chameleon Skin (Ex) Poison dusks can adjust the colors of their scales to blend in with their surroundings. When it is not wearing armor, robes or other covering clothing, a poison dusk lizardfolk gains a +5 racial bonus on hide checks.

Hold Breath (Ex) A poison dusk lizardfolk can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning (see page 304 of the *Dungeon Master's Guide*).

Skills Because of their tails, poison dusk lizardfolk have a +4 racial bonus on Balance, Jump and Swim checks. The skill modifiers given in the statistics block include a -1 armor check penalty (-2 on Swim checks) for carrying a buckler.

Description While smaller than their lizardfolk cousins, the poison dusk lizardfolk are just as dangerous when provoked.

A poison dusk lizardfolk is between 3 to 4 feet in height, weighing 42-52 pounds. Its tail is 2 to 3 feet long, and its scales shift color with its mood. The eyes of a poison dusk lizardfolk are larger than those of the other species, and males have a crest running down the back of the head that can lie flat or extend based on mood.

Poison dusk lizardfolk speak Draconic. A lizardfolk with an Intelligence score of 12 or greater will also speak Common.

Most poison dusks encountered in the wild are rangers; exceptional individuals usually become adepts and sorcerers serving dragons.

Poison dusks are far more cunning than the other species of lizardfolk. They prefer to avoid physical combat altogether if possible; when striking against a human village, they will often try to poison the water or food supply instead of launching a direct assault. When they do fight, they favor ambushes and clever traps. Bolas and nets are considered to be martial weapons for poison dusks, and they often use these tools to handicap larger foes while archers strike with poisoned arrows.

Rage Drake

Monster Manual III

RAGE DRAKE

CR 9

CE Large Dragon

Init +7; **Senses** blindsense 30', darkvision 60'. low-light vision, Listen +15, Spot +15

Languages understands, but cannot speak Common, Draconic

AC 20, touch 12, flat-footed 17

(-1 size, +3 Dex, +8 armor)

hp 179 (14 HD)

Immune sleep and paralysis effects

Fort +15, **Ref** +12, **Will** +10

Speed 60 ft. (12 squares)

Melee claw +16 (1d8+13/19-20)* or

Melee claw +16 (1d8+13/19-20)* and
claw +16 (1d8+13/19-20)* and
bite +11 (2d6+9)*

Space 10 ft.; **Reach** 5 ft.

Base Atk +14; **Grp** +26

Atk Options Power Attack, improved grab, pounce, rage 4/day (11 rounds), rake, worry

Abilities Str 27 (31), Dex 17, Con 23 (27), Int 4, Wis 12, Cha 10

SA Worry

Feats Improved Critical (claw), Improved Initiative, Improved Natural Attack (claw), Improved Natural Attack (bite), Power Attack* (attacks above include adjustments for Power Attack feat)

Skills Hide +9, Jump +31, Listen +15, Move Silently +13, Spot +15

Improved Grab (Ex) To use this ability, a rage drake must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can use both its rake and worry attacks against the held foe.

Pounce (Ex) If a rage drake charges, it can make a full attack, including its two rake attacks and one worry attack if it grabs its foe.

Rage (Ex) Four times per day, a rage drake can enter a state of fierce rage that lasts 11 rounds. The following changes are in effect as long as he rages:

AC 18 (touch 10, flat-footed 15);

hp increase by 28;

Melee claw +18 (1d8+15/19-20) or

Melee claw +18 (1d8+15/19-20) and
claw +18 (1d8+15/19-20) and
bite +13 (2d6+10)

Fort +17 **Will** +12

Abilities Str 31 Con 27

Skills Jump +33

Rake (Ex) Attack bonus +16 melee, damage 1d8+13, including adjustment for using the Power Attack feat.

Worry (Ex) Whenever a rage drake grabs a foe at least one size category smaller than itself in its mouth, it instinctively shakes the foe, stunning and disorienting its victim. Anyone grabbed by a rage drake must succeed on a DC 25 Fortitude saving throw or be stunned for one round. A rage drake can only use this ability in the first round after it grabs a foe. The save DC is Strength-based.

Description Primitive draconic creatures, rage drakes have more in common with large and dangerous dire animals than with true dragons. Although capable of at least rudimentary reasoning, rage drakes remain animalistic in many ways. Cruel and selfish, rage drakes embody many of the worst qualities of evil dragonkind. Some sages believe that rage drakes were created deliberately in an attempt to find a mount with the fearsome physical abilities of a dragon but without the intelligence and powerful magical abilities. Rage drakes do not hoard treasure, though they do value precious gems... as snacks.

Rage drakes have dull, deep red scales and the feline build common to true dragons. Unlike many draconic creatures, they do not have wings. However, their size and strength make them extremely fast compared to most ground creatures. A typical rage drake can grow to be over 12 feet long and can weigh up to 6,000 pounds.

Rage drakes do not speak, but they understand Common and Draconic within the limits of their intelligence.

Brutal, instinctive hunters, rage drakes hide and ambush their foes when possible. Beyond this instinctive hunting technique, rage drakes take a simple approach to the many battles in their violent lives. When combat begins, a rage drake charges and pounces on the nearest foe, tearing its opponent to shreds as fast as it can and then moving on to the next foe. It usually tries to pounce and stun its foe in the first round of combat, and then begins raging in the next round. If overmatched in combat, a rage drake is just as likely to fight to the death as it is to flee.

A rage drake normally attacks using its Power Attack feat, taking a -5 penalty on its attack rolls and gaining a +5 bonus on damage rolls.

Forest Landwyrms*Draconomicon***FOREST LANDWYRM****CR 10**

LN Large Dragon

Init +5; **Senses** Listen +13, Spot +13**Languages** Common, Draconic, Gnome, Sylvan**AC** 19, touch 10, flat-footed 18

(-1 size, +1 Dex, +9 armor)

hp 152 (16 HD)**Fort** +13, **Ref** +11, **Will** +15**Speed** 60 ft. (12 squares); burrow 10 ft. (2 squares)**Melee** bite +21 (2d6+6/19-20) or**Melee** bite +21 (2d6+6/19-20) and

claw +19 (1d8+3) and

claw +19 (1d8+3)

Space 10 ft.; **Reach** 5 ft.**Base Atk** +16; **Grp** +23**Atk Options** Power Attack**Abilities** Str 23, Dex 12, Con 16, Int 13, Wis 21, Cha 16**SA** Frightful Presence**Feats** Improved Critical (bite), Improved Initiative, Multiattack, Power Attack, Stealthy, Track**Skills** Climb +22, Concentration +11, Diplomacy +19, Gather information +5, Hide +13, Knowledge (local:VTF) +9, Knowledge (nature) +9, Listen +13, Move Silently +17, Sense Motive +11, Spot +13, Survival +9**Commune with nature (Sp)** Once per day a forest landwyrms can use *commune with nature*. Caster level 16th.**Forest Adaptation (Ex)** Forest landwyrms can ignore any concealment provided by foliage.**Frightful Presence (Ex)** 80-ft. radius, HD 15 or fewer, Will DC 21 negates. A forest landwyrms can unsettle foes with its mere presence. The ability takes effect automatically whenever the landwyrms attacks or charges. Creatures within a radius of 80 feet are subject to the effect if they have fewer HD than the landwyrms. A potentially affected creature that succeeds on a Will save (DC 10 + 1/2 landwyrms's HD + landwyrms's Cha modifier) remains immune to that landwyrms'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. Forest landwyrms ignore the frightful presence of other forest landwyrms.**Skills** Forest landwyrms have a +4 racial bonus on Climb checks. They have a +4 racial bonus on Hide checks when in cold or temperate forest

environments. This bonus on hide checks increases to +8 when the landwyrms is immobile.

Advancement 17-19 HD (Large); 20-31 HD (Huge); 32-39 HD (Gargantuan); 40-48 HD (Colossal)

Level Adjustment +3

Description: The noblest of landwyrms, the forest landwyrms sees itself as a protector of its woodland territory. It takes only what it needs to survive, and ruthlessly hunts down enemy predators.

The hide of a forest landwyrms bears a mottled pattern of green and brown, although in autumn it takes on aspects of yellow or even red to blend in. When threatened, a forest landwyrms extends a leafy frill of scales from its neck, making it appear even larger than it is.

Forest landwyrms brook no competitors within their territory, chasing out animals, vermin, and even humanoids who encroach therein. However, they are open to peaceful discussions with those who convince the landwyrms they do not pose a threat. In rare instances, a forest landwyrms may befriend local gnomes, serving as the unofficial protector of a nearby village.

Spiked Felldrake

Draconomicon

SPIKED FELLDRAKE CR 4

NG Large Dragon

Init +2; **Senses** darkvision 60'. low-light vision, scent, Listen +12, Spot +12

Languages Draconic, Sylvan

AC 19, touch 12, flat-footed 17
(-1 size, +2 Dex, +8 armor)

hp 51 (6 HD)

Immune sleep and paralysis effects

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

Speed 40 ft. (8 squares)

Melee bite +10 (2d6+5)

Melee bite +10 (2d6+5) and
claw +5 (1d8+2) and
claw +5 (1d8+2)

Ranged spikes +7 (1d8+5)

Space 10 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +15

Abilities Str 20, Dex 14, Con 15, Int 10, Wis 12, Cha 8

Feats Alertness, Iron Will, Point Blank Shot

Skills Climb +14, Intimidate +8, Listen +12, Search +9, Spot +12, Survival +10

Description: The felldrakes trace their origin to Bahamut the Platinum Dragon. After helping a group of powerful elf wizards turn back a demonic

invasion, Bahamut created the felldrakes to guard the elves against future incursions. All felldrakes have the blood of Bahamut in their veins and are fierce, loyal, and good at heart.

Of the many kinds of felldrakes, few are as powerful as the spiked felldrake. Its size and strength place it in the front line of important battles. And some mighty knights or paladins employ the spiked felldrake as a steed.

A spiked felldrake can stand up to terrible punishment while dealing out plenty of its own with swordlike claws. The spikes on its tail are not just for show—it can project them in a hail of deadly fire at approaching enemies. With its scent and vision abilities, a spiked felldrake can root out even hidden enemies reliably.

NEW SPELLS

Assassin's Darkness

Complete Scoundrel

Evocation (Darkness)

Level: Assassin 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 40-ft.-radius spherical emanation

Duration: 1 minute/level (D)

Saving Throw: No

Spell Resistance: No

You call a globe of absolute darkness into being, which only you can see through. All other creatures within or who enter this spell's area are blinded while they remain in the area. Even creatures that have darkvision cannot see through this magical obscurement, although creatures capable of seeing in magical darkness (such as devils) are not affected by it.

While you are outside the sphere, you can see nothing within, and every creature within has total concealment. Upon entering the spell's area, however, you can see as if the area were illuminated by bright light and can interact with those within as normal, even though they cannot see you.

Combust

Spell Compendium

Evocation [Fire]

Level: Sorcerer/wizard 2
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Touched creature or combustible object that weighs no more than 25 lb./level
Duration: Instantaneous; see text
Saving Throw: Reflex partial
Spell Resistance: Yes

This spell makes a combustible object or a creature's combustible equipment burst into flame, even if damp. If the target is a creature, the initial eruption of flame causes 1d8 points of fire damage per caster level (maximum 10d8) with no saving throw. Further, the creature must make a DC 15 Reflex save or catch fire (*DMG* 303).

If the target is a combustible, unattended object, the initial eruption of flame deals fire damage to the object as noted above. The object catches fire and takes 1d6 points of fire damage each round until consumed or someone puts out the fire.

Material Component: A drop of oil and a piece of flint.

Critical Strike

Spell Compendium

Divination
Level: Assassin 1, bard 1, sorcerer/
wizard 1
Components: V
Casting Time: 1 swift action
Range: Personal
Target: You
Duration: 1 round

Whenever you make a melee attack against a flanked foe or against a foe denied its Dexterity bonus, you deal an extra 1d6 points of damage, your weapon's threat range is doubled (as if under the effect of *keen edge*), and you gain a +4 insight bonus on rolls made to confirm critical threats. The increased threat range granted by this spell doesn't stack with any other effect that increases your weapon's threat range.

Creatures immune to extra damage from sneak attacks are immune to the extra damage dealt by your attacks.

Ebon Eyes

Spell Compendium

Transmutation
Level: Assassin 1, cleric 1, sorcerer/

wizard 1
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 10 minutes/level
Saving Throw: None
Spell Resistance: Yes (harmless)

The subject of this spell gains the ability to see normally in natural and magical darkness, although it does not otherwise improve the subject's ability to see in natural dark or shadowy conditions. The subject ignores the miss chance due to lack of illumination other than total darkness. While the spell is in effect, a jet-black film covers the subject's eyes, a visual effect that gives the spell its name.

Material Component: A pinch of powdered black gemstone of any type.

Fell The Greatest Foe

Spell Compendium

Transmutation
Level: Assassin 2, cleric 3, paladin 2,
ranger 2
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 round/level
Saving Throw: Fortitude negates
(harmless)
Spell Resistance: Yes (harmless)

The subject gains the ability to deal greater damage against larger creatures. For every size category of an opponent bigger than the subject of the spell, the subject deals an extra 1d6 points of damage on any successful melee attack.

For example, a Medium creature would deal an extra 1d6 points of damage against a Large creature, 2d6 against Huge, 3d6 against Gargantuan, or 4d6 against a Colossal creature.

Material Component: A dragon's claw or a giant's fingernail.

UNSEEN STRIKE

COMPLETE MAGE

Illusion (Glamer)
Level: Assassin 4, hexblade 4

Components: V, S
Casting Time: 1 full round
Range: Personal
Target: You
Duration: 1 hour/level (D)

This spell has no immediate effect upon you. However, the next time you deliver a successful melee attack, you instantly turn invisible (as the *invisibility* spell). If you do not make a successful melee attack within 1 hour per level of casting the spell, the effect ends.

Vital Strike

Complete Mage

Divination
Level: Assassin 3
Components: S
Casting Time: 1 swift action
Range: Personal
Target: You
Duration: One attack

You gain temporary, intuitive insight into the actions of your foes. Your next single attack roll (if it is made before the end of the next round) is considered a sneak attack, even if your foe is neither flat-footed nor flanked. This spell does not allow you to sneak attack creatures normally immune to such attacks, nor does it allow you to make use of other abilities—such as certain feats—that deal ability damage, or otherwise grant you extra benefits, when you make a sneak attack.

APPENDIX 3: LEGWORK

At various points throughout this adventure, the PCs may want to find out more information about certain topics. Have them make the appropriate skill checks, with higher checks resulting in more information. Other knowledge skills may be used, in addition to the ones listed, at the DM's discretion. The DM is reminded that each Gather Information check takes 1d4+1 hours. All DCs are increased by +5 for Bardic Knowledge checks.

Verbobonc – General Information and Current Events: (Bardic Knowledge, Gather Information, Knowledge [Local: VTF]).

- DC 10:** Viscount Langard is missing. Events at the recent Council of Abbots trial in Swan revealed that Langard may not be the legitimate heir to Viscount Wilfrick. Langard was to be escorted to Veluna by a detachment of Knights of the Hart, but the Knights were found slaughtered west of the town of Glory, and the Viscount was not among them.
- DC 12:** A large group of travelers were discovered murdered on Lord Avgustin's lands in late 595. The crime is commonly referred to as the Brewfest Massacre of Humming's End. Rumor has it that Quinsaron Eldren, a former paladin who is now in the service of Lord Shannus, is responsible.
- DC 15:** Recent events with the Skyroad have brought the conflict between nobility into sharp focus, with Lords Haxx and Galens fighting over the use of the ancient elven magical devices.
- DC 20:** Rumor has it the Elven Clans of the Gnarley have received ambassadors from the isolationist Kingdom of Celene, which lies south of the Viscounty.
- DC 22:** Someone has been buying up all the silver in Verbobonc. Accusations by Shannus have been made against the lycanthropes of the Ironwood, who – it is said – are buying it so that it will not be used against them when they launch their attack.
- DC 25:** Someone is making a power play for leadership of the Verbobonc underworld.

House Avgustin – Knowledge (local: VTF, nobility)

- DC 5:** The symbol of House Avgustin is a golden lion on a field of blue.
- DC 8:** The current head of House Avgustin is named Yronl. He is not related to the family, but has served in the House military for years. He has a strong sense of honor and duty to aid those who cannot defend themselves.
- DC 10:** Captain Yronl, formerly a trusted friend and advisor to Lord Baron Rollof Avgustin, is serving as the Regent of House Avgustin only until Elise Brandenburg, the heiress of the Avgustin family lineage comes of age. Born in 583, Elise is now only 14-years-old.
- DC 15:** Baron Rollof Avgustin, a war hero from the Greyhawk Wars, died of old age in 595 CY. Lady Elise Brandenburg is his niece.
- DC 18:** Captain Yronl has recently been addressed as "Field Marshal Yronl" in some House Avgustin missives.
- DC 20:** Rollof's son Ivar outlived his father by only a few weeks. It was at the Baron's funeral that Ivar was killed by an assassin by the name of Obmi, the Hammer of Iuz. Obmi was eventually taken prisoner near the end of the Giant Wars, but he managed to escape. His current whereabouts are unknown. The Strength of the Land was bequeathed to an adventurer who helped defend Lady Elise. (PCs who participated in *VER5-02 Fallen Hero* earn this result on a 10.)
- DC 23:** About four years ago, Lady Elise's brother Julius went insane. He stole some heirloom from his widowed mother, Katerina and was later killed by some cultists of Vecna. (PCs who participated in *VER3-04 A Matter of Love* receive this information automatically.)
- DC 25:** House Avgustin has family ties to House Stefania. Lady Elise Brandenburg's grandparents were Gordon Avgustin and Elise Stefania. It is primarily because of these family ties that Stefania has joined the cause to aid Avgustin in backing Chondell. Lady Elise is named for her grandmother.
- DC 30:** House Regent Yronl and Lady Elise both worship some secret god. It probably isn't evil, but there must be a reason for them to be keeping it secret!
- DC 40:** House Regent Yronl and Lady Elise both worship Trithereon, the god of individuality, liberty, retribution, and self-defense, a chaotic good god that is often at odds with St. Cuthbert.

House Chondell – Knowledge (local: VTF, nobility)

- DC 5:** The symbol of House Chondell is a red dragon on a field of black.
- DC 8:** Validia, a town in the lands of Lord Chondell was recently invaded by the forces of Shannus, Baron of the Iron Wood. The dragonkin took the town with almost no resistance.
- DC 10:** Rhennee barge folk tell their children frightening stories about the Chondell family late at night to make them behave.
- DC 12:** The current head of House Chondell is named Lord Kosak Chondell. Residing at Castle Chondell, Lord Kosak is a tall, handsome man but reclusive. His family, though well established, is a minor power in the Viscounty.
- DC 15:** The lands of Chondell are beautiful and well-tended. The people are hard-working, but strangely quiet. They wear dark clothes, do not go out after dark, and almost never speak about their lord.
- DC 18:** Until Lord Shannus stormed Validia, House Chondell had never had a major conflict with another Verbobonc noble family. He has no public alliances with any other noble family, and very rarely does Chondell take a definitive stand on an issue.
- DC 20:** House Chondell has many and varied resources, including several small silver mines in the Lortmils, a trading company based out of Verbobonc City that runs from Veluna to Dyvers, a textile mill in Verbobonc City, and a winery in Rhynehurst. These diverse resources keep House Chondell wealthy even during the roughest of times.
- DC 25:** At least one member of the Chondell family has fought for Verbobonc in every major conflict for as long as the Viscounty has existed. Lord Kosak himself fought in the northern campaign in Furyondy less than a decade ago.

House Stefania – Knowledge (local: VTF, nobility)

- DC 5:** The symbol of House Stefania is a rampant orange tiger on a field of violet.
- DC 8:** The current head of House Stefania is a half-elf named Marchioness Mirabella Stefania. She has flaming red hair, a slender frame, and is the epitome of grace. Lady Stefania is much beloved by her people.
- DC 10:** Lady Stefania prefers to be found among her people, and is just as comfortable in the local tavern as she is in her private quarters. She has an easy-going attitude, but maintains formalities with strangers, without coming off as stuffy or aloof.
- DC 12:** When speaking privately with her people, Lady Stefania usually foregoes her title and simply goes by Mirabella. She knows every person in the immediate vicinity of the town of Visengart by name.
- DC 15:** Lady Stefania's bodyguard is her father's former general and her closest friend and confidant. He is also a centaur.
- DC 20:** House Stefania has family ties to House Avgustin. Lady Elise Brandenburg (the heiress of House Avgustin) is the granddaughter of Gordon Avgustin and Elise Stefania. It is primarily because of these family ties that Stefania has joined the cause to aid Avgustin in backing Chondell.

Lord Shannus – Knowledge (local: VTF, nobility)

- DC 5:** Lord Shannus, Baron of the Iron Wood, is some kind of dragon-kin. He hates lycanthropes and has driven off or killed almost all of them that once infested the Iron Wood forest.
- DC 10:** Shannus has recently closed the Iron Wood to all outsiders, erecting a giant wall that surrounds the lands he has claimed. Almost no one has been able to enter the Wood for months.
- DC 12:** Shannus recently marched a force of dragonkin warriors into Validia and occupied the town. All who did not pledge their allegiance to him were either banished from the town or put to the sword.
- DC 15:** Shannus has put out a call to all creatures of dragon blood to come join his forces in the Iron Wood. Word is kobolds have come from as far as the Amedio Jungles to follow him.
- DC 17:** Shannus's lieutenant is a dragon-blooded paladin of Bahumet named Quinsaron Eldren. Rumor strongly holds that Sir Quin and some of Shannus's other followers known as The Order of the Dragon Claw were responsible for the murder of over a dozen commoners on Lord Avgustin's lands back in 595, known as the Brewfest Massacre of Humming's End.
- DC 20:** Past conflicts with Shannus have indicated that his dragon soldiers rely more on brute strength than arcane mastery. Some of these foot-soldiers are nine feet tall, have dragon wings, and wield wicked long spears.
- DC 25:** There are rumors that Shannus has been hoarding silver for use against the lycanthropes. But this doesn't make any sense, because Shannus himself is blaming the lycanthropes of hoarding it themselves, so that it won't be used against them when they rise up to retake the Iron Wood.

Kobolds in the Viscounty (Bardic Knowledge, Gather Information, Knowledge [Local: VTF]).

DC 10: There is a small community of kobolds that live in the town of Swan. Most of them worship Heironeous.

DC12: The Swan kobolds settled there at the invitation of Sir Willow Swan, an ex-mayor after whom the town is named.

DC 15: A few years ago, some kobold cultists in and around the town of Swan tried to destroy key parts of the community in service to "The Green Mother." Some intrepid adventurers stopped them and saved the town. (PCs who played *VER5-05 A Swan-like End* earn this result on a 5.)

DC18: Kobolds from the Mist Kingdoms have begun to appear in the Flanaess. In Verbobonc, some have settled in with their brethren in the town of Swan. Others have migrated to the Iron Wood, following their dragon-blooded kin under Lord Shannus's protection.

DC 30: Recently, in the dark alleys of Rhynehurst and Darkhapor, some have spoken in whispers about a ruthlessly efficient kobold assassin that goes by the name Virlym the Bleeder. No one knows who he's working for...and no one seems overly eager to ask.

APPENDIX 4: THE LAWS OF THE VISCOUNTY

The Laws of Verbobonc are designed to maintain the status quo, protecting the nobility at the expense of the common man. Commoners – including all player PCs – have very few rights. If they break the law, they will be punished.

HIGH CRIMES AND LOW CRIMES

All crimes in the Viscounty are classified as either high crimes or low crimes.

Commoners can be accused of any crime by any agent of law enforcement or any noble at any time, so long as the accusing authority is within his jurisdiction.

Nobles cannot be accused of low crimes. They can be accused of high crimes, but only by individuals with the Right of High Justice.

LEGAL AUTHORITY: THE RIGHT OF JUSTICE

All legal authority in Verbobonc is divided into two distinct categories: High Justice and Low Justice.

Representatives of the law imbued with the Right of Low Justice are involved in the prosecution of ‘day-to-day’ law enforcement and may charge and arrest any non-noble offender for any crime. A PC that bears the Right of Low Justice may only arrest another PC if he either witnesses a crime being committed or if a criminal confesses to committing a crime. Arresting agents cannot fine other player PCs TU and gold, nor can they remove PCs from play. The DM adjudicates the penalties for breaking the law.

The Right of High Justice is held by the Viscount, the heads of noble houses, and their most highly appointed representatives. Anyone with the Right of High Justice may charge, arrest, investigate, try, and sentence any offender for any crime. Only those with High Justice may charge a noble with breaking the law, and only for high crimes. Nobles are immune to prosecution for low crimes. No player PC in Verbobonc has the right of High Justice, unless he has specific regional documentation to that effect.

See the **Table 1** below for more details on authority and jurisdiction of various Metaorganizations.

LAWS IN THE GAME

Laws are enforced by the Dungeon Master when the need arises. Before the arrest and adjudication of a player PC happens, the DM should warn the player that he is about to commit a crime. If the player

decides to act criminally, the DM must decide if there is any way for the authorities to know what has transpired. If so, he should inform the player that his actions will have consequences and that they will be adjudicated after the play session. If the player continues to commit crimes, the DM should adjudicate it immediately and remove the PC from the play session for the time being.

Once play has finished, the DM should make a final determination of all of the penalties that the PC will receive, using **Table 2** below for guidance. Any crimes for which the punishment is Death or Exile, must be adjudicated by a member of the Verbobonc Triad. All other crimes may be adjudicated by the judge at the table.

If the player of a convicted PC wishes to appeal the judge’s ruling, he should contact the Verbobonc Triad.

ILLEGAL GOODS

The following items are illegal in the Viscounty: *assassin’s dagger*, *dagger of venom*, *darkskull*, drugs, *dust of disappearance*, flesh golems and *flesh golem manuals*, *gal-garan*, *hand of glory*, *hand of the mage*, holy symbols to evil gods, *life-drinker*, *nine lives stealer*, poisons, *robe of bones*, slaves, *slaying arrow*, *sword of life stealing*, thieves’ tools, thinuan weapons, and *unholyweapons*.

Additionally, scrolls and wands of spells with the [Evil] descriptor and any item that radiates an aura of evil, requires an evil creator, bestows curses, summons or commands elementals, demons, or devils, or animates the dead are likewise outlawed.

This list is not exhaustive, and Dungeon Masters should exercise their judgment.

More detailed information on Verbobonc’s laws, legal system, and methods of law enforcement can be found in the *Laws of the Viscounty* document, available for download at www.verbobonc.net.

Table 1: Legal Jurisdiction of Verbobonc Metaorganizations

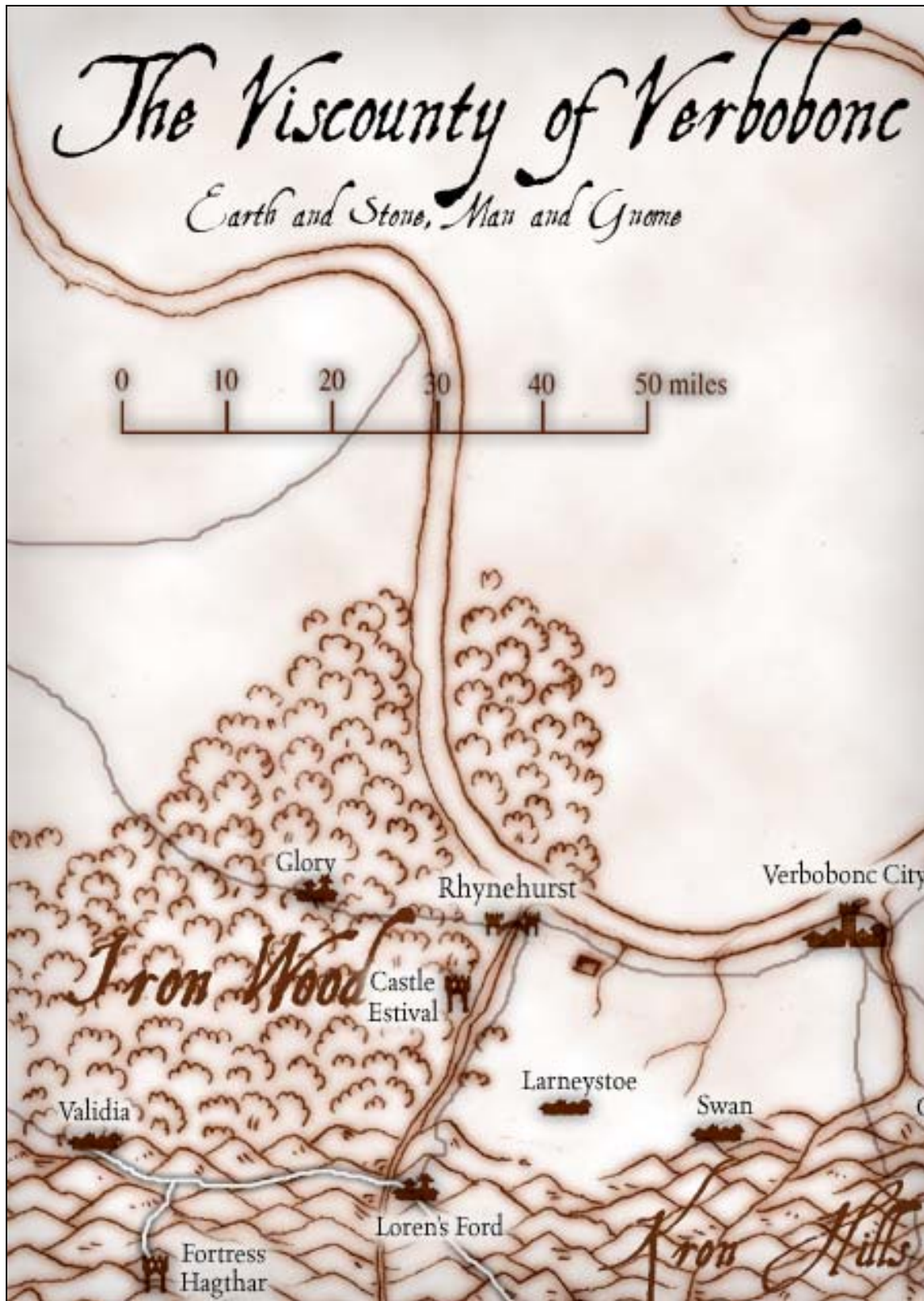
Organization	Authority	Jurisdiction
Knights of the Faithful Defender	High Justice	All Verbobonc
Mounted Borderers	Low Justice	All lands within Verbobonc except Verbobonc City.
Gentlemen of the Watch	Low Justice	Verbobonc City
Gnarley Rangers	Low Justice	Gnarley Forest
Noble House Guards	Low Justice	Appropriate Noble Lands
Mayors, Sheriffs, and Constables	Low Justice	The local settlement they have been appointed to

Table 2: Crimes and Penalties

Crime	Class	Penalty
Aiding and Abetting	Low	100 gp OR 500 gp OR 1,000 gp + 4 TU
Arson	High	500 gp +, 1 TU
Assault	Low	50 gp OR 1,000 gp, 2 TU
Banditry	High	Forfeiture of all possessions, 1 TU per 100 gp of stolen goods.
Battery	Low	200 gp OR 2,000 gp, 10 TU
Blackmail	High	90% of wealth, 26 TU
Blasphemy	High	Public whipping
Bribery of all gold metaorg, and public whipping	Low	Ten times value offered and public whipping OR forfeiture carried, expulsion from
Burglary	Low	200 gp, 2 TU OR 1,000 gp, 10 TU
Destruction of Noble's Property	High	Cost of repairs, 1 TU per 1,000 gp of damage
Disturbing the Peace	Low	Up to 450 gp and/or 1 TU
Extortion	High	90% of wealth, 26 TU
Forgery	Low	Confiscation of all possessions, 13 TU, loss of finger
Fraud Against a Noble	High	Forfeiture of all possessions, 26 TU OR death
Grave Robbing confiscation of	Low	Confiscation of carried goods, 1,000 gp, 5 TU OR carried goods, 5,000 gp, 13 TU
Impersonation of a Noble	High	Forfeiture of wealth and all possessions, 52 TU OR death
Interfering with the Representative of a Noble	Low	Up to 300 gp, 4 TU
Kidnapping confiscation of	High	Confiscation of goods carried, 1,000 gp, 26 TU OR goods carried, 10,000 gp fine, 104 TU, and loss of eye and hand.
Magical Assault spellbooks	High	Confiscation of spellbooks, 500 gp, 4 TU OR confiscation of and goods carried, 2,000 gp, 13 TU, and loss of ear.
Malicious Mischief property value	Low	Up to 1,000 gp, up to 4 TU, and full reimbursement of
Manslaughter	High	Forfeiture of all equipment, property, and wealth, 52 TU.
Murder	High	Death
Negligent Use of Magic spellbooks	High	Confiscation of spellbooks, 500 gp, 4 TU OR confiscation of and goods carried, 2,000 gp, 13 TU, and loss of ear.
Ownership of Illegal Goods	Low	Varies
Perjury	High	600 gp, 8 TU
Piracy all wealth,	High	Confiscation of all wealth, 500 gp, 10 TU OR confiscation of 2,000 gp, 26 TU, and loss of eye.
Resisting Arrest	Low	300 gp, 2 TU OR 600 gp, 4 TU
Robbery confiscation of	High	Confiscation of goods carried, 1,000 gp, 10 TU OR goods carried, 5,000 gp, 26 TU, loss of hand
Sedition	High	13 TU
Smuggling whipping, loss of	High	Confiscation of illegal goods, 2,000 gp, 13 TU, public a finger. Sometimes exile.
Theft of goods	Low	Confiscation of goods carried, 200 gp, 5 TU OR confiscation

		carried, 1,000 gp, 12 TU, loss of finger
Treason/Revolt death by	High	Forfeiture of all possessions, property, and wealth, and hanging, draw and quartering, or stoning.
Trespassing	Low	20gp - 500 gp

PLAYER'S MAP: MAP OF THE VISCOUNTY



DM'S MAP: MAP OF VERBOBONC WITH NOBLE HOUSE BOUNDARIES



by Russell Akred @
www.creativeservicesdesign.com

Player Handout #1A

This letter, sealed with the crest of House Langmuir, was brought to you by an official Langmuir House page.

Regulator:

Some of my agents have discovered that you will soon be approached by an individual close to House Avgustin. He will ask if you are willing to march with an armed force to Validia in the Iron Wood as a demonstration of strength against Lord Shannus.

Keep your allegiance to House Langmuir a secret. If they find you out, you will certainly be turned away from their company.

It is my wish that you join these forces. If Avgustin attempts to negotiate with Shannus's forces, do what you can to sabotage the peace talks and steer Avgustin and Shannus into armed conflict. If open conflict breaks out between their forces, deal as little permanent damage to Shannus's forces as possible, and attempt to minimize victory for the traitorous Trithereonite dogs of House Avgustin. It is essential that throughout this your true loyalties remain covert.

Once your mission is complete, return to our Estate in Verbobonc City and bring your report to me, and me alone.

I may periodically have someone scry on you. Do not resist the spell.

Your faith will be remembered. Do not fail me.

— Godeleva Langmuir

PLAYER HANDOUT #1B

This letter, also sealed with the crest of House Langmuir, was brought to you by a different Langmuir House page.

Loyal Regulator,

I have learned that House Avgustin will soon be marching toward Validia to join with House Stefania in support of House Chondell against Lord Shannus's occupation of the town.

If you are approached to take part this military campaign, accept the offer. You should keep your identity as a Langmuir House Guard a secret, for what should be painfully obvious reasons.

Do not sabotage their operations.

I cannot stress this enough: Do **NOT** impede what they hope to accomplish. If they seek a diplomatic solution, do not impede it. If they choose to attack Shannus's forces, fight as though your life depends upon it.

Follow the Avgustin orders as if they had come from me.

Do not speak to anyone other than myself of your purposes on this mission. No one. Not even other members of House Langmuir.

When you have completed your mission for House Avgustin, return to our Estate in Verbobonc City. I will be there. Come directly to me, and I will hear your full report in complete privacy.

Do all of this and your loyalty to your House shall be remembered.

— Lord Ludovic Langmuir

PLAYER HANDOUT #2

A bird dropped the following letter into your breakfast this morning before flying away.

Loyal Protector of the Iron Wood,

Our Lord Shannus has received word through his network of spies that House Avgustin shall soon be forming a small army with the help of House Stefania and Lord Chondell. They will march to Validia in a misguided attempt to intimidate His Dragonship into surrendering the town of Validia.

They may ask you to join them, not realizing where your true allegiance lies. If they do, keep your loyalty to Shannus a secret, and accept the position that they offer you. Follow their orders as though they come from our Lord himself.

They will speak of diplomacy, but that time has passed. With every hour the Great Dire Dark grows stronger, and we have no more time to deal with the insecurities of these fickle nobles. Lord Shannus can save the Iron Wood and the Viscounty, but these pitiful incursions must end. Now.

The afternoon before the combined army crosses into Chondell lands, our footsoldiers shall make a preemptive strike on Avgustin's forces. Fight back to maintain your disguise, but do not harm our brothers if you can help it. They know your face, and will not attack you.

If the army presses on, do what you can to sabotage their goals on the battlefield, while maintaining your disguise as a loyal Avgustin servant. The Iron Wood's sanctity must be preserved. At any cost.

There will be no need for you to report your success or failure. We are watching.

Under the protection of his wings,

— Sir Quinsaron Eldren

PLAYER HANDOUT #3

The following letter was delivered to you by a Jensen's Runner courier.

Trooper:

Patrolling Borderers of the Fourth have discovered a build-up of military activity in the lands of House Avgustin and House Stefania. This is most likely in response to Shannus's invasion of Validia on House Chondell lands.

With most of our troops addressing the Blackthorn threat in the east, and as we are a body for law enforcement, not a standing army, if they choose to make open war on the lands of His Noble Lordship, we cannot stop them. Furthermore, with the Viscount missing, we have no true authority to prevent Regent Yronl or Lady Stefania from taking any action they choose.

But this threat to law and order cannot go completely unchecked. Nothing in the Laws of the Viscounty prevents us from following their forces and attempting to maintain order in the Viscount's Name.

Seek an audience with House Regent Yronl in Loren's Ford, and request permission to join their forces. If they refuse, follow them regardless. Use any means necessary to steer their efforts to a diplomatic solution. If open war breaks out between them and Lord Shannus, the Viscounty and its people will only suffer.

We must maintain order until the Viscount is returned to his throne.

At the conclusion of your mission, go to the nearest Mounted Borderer outpost at the earliest opportunity and provide a full status report for distribution.

— For His Noble Lordship,

Worthy Sir Dagner Storm, Knight of the Faithful Defender, Commander of Fortress Hagthar

PLAYER HANDOUT #4

In the dead of night, a pale, waifish Chondell page delivered this sealed letter to you. She departed without a word.

Loyal Chondell Guard:

As you well know, Shannus the Pretender has invaded the town of Validia on our Lord's sovereign lands. This challenge to our master's authority shall not go unanswered.

Even now, the local militias are being called into dutiful service, and all available House Guards at or near Castle Chondell are mobilizing. House Avgustin and House Stefania are willing to stand by us in a demonstration of our unified will against the dragonkin. They are currently mobilizing their own armed forces near Loren's Ford to march across Saflynd lands to aid us.

Because of your proximity to Loren's Ford, rather than call you to join us at the Castle, I have instead informed Avgustin House Regent Yronl of your presence there. His agent will summon you to join him shortly. You will act as an attaché to his battle-group and an official representative of Lord Chondell's interests within his army. Follow Yronl's orders until our troops meet his, shortly after you cross into Chondell lands. At which point, you will come under my direct command once more.

I remind you that the goal of our combined armies is solely intimidation. Lord Kosak has sent his cousin Arlonna Korzha, as a diplomatic envoy to Shannus. Her mission is of utmost importance, and the military presence is intended solely to back up her words with a show of force.

Naturally, should war prove inevitable, Lord Chondell has ordered us to turn our show of force into a demonstration of that armored might. If that happens, you will be expected to defend Lord Chondell's honor to the death.

Your fealty to Lord Kosak shall be long remembered.

— Nicolae Korzha,

Voyevoda of the Chondell Garda de Onoare

PLAYER HANDOUT #5

Worthy Adventurer,

My name is Sir Peri Swan, a knight in the service of House Avgustin. I write you now, in what may be the Viscounty's darkest hour. The course that is chosen in the coming days may determine the future of Verbobonc. I strongly believe that we, as a people, are not ones to quietly succumb to a tyrant's iron fist that we would stand and fight for freedom from oppressive rule. The time to test our will has come.

News of your past exploits has preceded you, and it is my honor to say that House Avgustin could use someone with your unique talents in this endeavor.

If you are willing to stand up for the freedom of the downtrodden, for what is right and just, then journey to meet me in Loren's Ford. You can find me at the Tavern of the Two-Foot Traveler on the sixth day of Patchwall. There, I shall tell you more.

Make haste. Great forces are in motion, and the time to act is now.

--Sir Peri Swan
Paladin of St. Cuthbert

PS: If I cannot appeal to your sense of decency and honor, then I still hope that you will sell your sword to our cause. In any case, I shall await your presence, and look forward to our meeting.

PLAYER HANDOUT #6

Sir Peri,

It is my desperate hope that this missive finds you well, and that you have found glorious victory in your quest to liberate Validia from the iron grip of Shannus. Alas, no sooner have you completed one quest, I have need for you and your Golden Harriers again.

Your contact at the Guildren Abbey south of Swan, someone by the name of Torc, has called for you to meet with him there. He claims to have information vital to the defense of House Avgustin lands, but insists on revealing it only to you and in person.

More distressing, I have received word that House Langmuir, taking advantage of the Viscount's absence and Lord Milinous's apathy, have expanded their influence and their holdings as far east as the vineyards of Cienega Valley. If they chose to expand their lands westward as well, I fear that our town of Swan may be next.

With our forces arrayed in the west of the Viscounty, we have nothing to spare in the way of a military presence in Swan. So I must call on you and your Golden Harriers.

In order to pursue this mission, I hereby release you and the other Harriers from service to Field Marshal Yronl, effective immediately. With luck, the Chondell forces will be able to hold Validia on their own. I will have the Field Marshal and his army return to Loren's Ford as soon as they can. But you must make haste.

Come to the Avgustin Estate outside Loren's Ford, where I will see you regrouped, inform you of the latest developments, and send you on to Swan at once.

Please hurry! Our situation is desperate, and you may be our only hope!

— Lady Elise Brandenburg
Heiress of House Avgustin

CRITICAL EVENTS SUMMARY

If you run this event prior to November 15th, 2007, send your answers to the following questions to the Verbobonc Triad Point of Contact with the subject heading "The Lion and the Dragon Critical Events."

1) Were there any House Langmuir Regulators in the party?

a) If so, did they interfere with the House Avgustin goals, or did they fight as though they supported House Avgustin?

b) Who did they report back to: Godeleva Langmuir, or Lord Ludovic Langmuir?

2) Did Virlym the Bleeder successfully assassinate Sir Peri Swan?

3) Did the players successfully support the Stefania line and retake Validia, or is the town still held by Shannus?

4) Did the players rescue Field Marshal Yronl from the lizardfolk shock troopers, or did he die?

5) Did any other extraordinary events occur?