

VER7-03

Mourning Glory

A One-Round Dungeons & Dragons® Living Greyhawk™ Verbobonc Regional Adventure

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The disappearance of a Mounted Borderer detachment in the Iron Wood has raised concerns that something is afoot in the town of Glory. You've been asked to take a discrete look around and see what you can find out. A one-round Verbobonc regional adventure for PCs level 1-11 (APLs 2-8). It is strongly recommended that PCs have played *VER7-01: Cleanse Thy House* and *VER7-02: Storm the Dragon's Bastion* prior to this adventure.

Metaorganizational Focus: Church of Saint Cuthbert, Mounted Borderers, Protectors of the Iron Wood, Verbobonc Town Project (Validia), Wanderers of Coldeven,

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

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer PCs (NPCs) and monsters appear in abbreviated form in the

adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own PCs to 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.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

3. Sum the results of step 1 and 2, and divide by the number of PCs playing in the adventure. Round 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. All Verbobonc regional PCs pay 1 Time Units per round. PCs from other regions pay 2 Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. PCs that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

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

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

VERBOBONC TOWN PROJECT

This adventure takes place near the town Validia, which is a part of the Verbobonc Town Project. PCs with citizen certificates for this town receive the benefits listed on that certificate.

For more background and information on Swan, the Dungeon Master (DM) is encouraged to visit the Swan Yahoo discussion group:

<http://games.groups.yahoo.com/group/townofvalidia>

This discussion group has additional resources that may prove helpful in detailing the portions of the town not covered by this adventure. Additionally, the DM is encouraged to review the entry for Swan in the *Walker's Guide to Verbobonc*.

ADVENTURE BACKGROUND

The Viscounty of Verbobonc is at a crossroads. 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 Hauفرن 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 Gnarlley Forest have caused the Borderers to focus what manpower they retain in security the Viscounty's portion of the Gnarlley Forest. This has left vast stretches of the central and

western Viscounty unattended. Those few Borderers that remain in those areas have been forced to deal with increasing numbers of incidents between the noble houses and their retainers, as many of the nobility, their restraint removed by the disappearance of the Viscount, jockey for position and power.

When word reached Castle Greyfist of the disappearance of the Viscount, a detachment of four Mounted Borderers were covertly assigned to investigate. In their quest for the truth they were taken into custody by several dragon knights in the service of Lord Shannus, Baron of the Iron Wood. Shannus has been very tight-lipped on the details believing a great and ancient evil, thought destroyed, has returned; the Great Dire Dark. He doesn't believe the Mounted Borderers are responsible for the Viscounts disappearance or that they are agents of the Great Dire Dark. He does however feel he needs to control the situation and act quickly.

The Great Dire Dark dwelled in a tunnel system under the Iron Wood which was collapsed after his defeat. The two groups, Shannus and his Mist Children and The Moonlord with his lycanthropes, that sought to rid the iron Wood of the Great Dire Dark blamed each other for the existence of the evil and fought a bloody war. In their quest to overcome the Great Dire Dark both sides committed unspeakable acts believing that the ends justified the means. The Moonlord attacked the town of Validia, infecting numerous residents with lycanthropy, to replenish his ranks. Shannus, believing all were-creatures evil, attempted genocide—a practice which continues to this day. In early CY594 adventurers destroyed the Great Dire Dark—or so they believed.

The Iron Wood Today

Lord Shannus is not happy. Though his battle goes well there appears to be no end in sight. Lord Shannus' house swells with new recruits. Many of the surviving lycanthropes have fled south into the lands of house Chondell hoping that politics will keep them safe from their pursuers.

Shannus has put out a call to all dragon-kin to come to his cause and there has been no shortage of volunteers as the generally fear 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 Bhaument, Quinnsaron Eldron (known more locally as Quin). 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.

Glory has been transformed from a sleep way-station to a military base of operation. Several barracks have been erected and the rusting charm has been replaced by the cool efficacy of an industrial enterprise. Weapon and silver smiths toil day and night to satisfy their liege's demand for silvered weapons. Through intermediaries, Shannus has been purchasing large quantities of silver to ensure his army is adequately equipped to fight the were-creatures.

Recently Shannus' dragon warriors have been disappearing while on patrol. The Viscount, escorted by Knight of the Hart from Veluna, has also vanished. While investigating, agents of the Mounted Borderers discovered evidence indicating that some dragon-kin were involved. Not believing this to be true Shannus has detained the Borderers until he can get to the heart of the matter. At first Shannus thought that the lycanthrope were framing him in hopes of diverting his attention elsewhere. But a mysterious prophesy delivered by the Mist Children has given Shannus pause. The warning tells of a dark storm gathering on the horizon and warns that evil will be awakened. Due to this warning Shannus refused Lord Galans attempt to activate the ancient elven pylon within his domain. Adventures however interceded and assisted Lord Galans in overcoming Shannus resistance and turning the Skyroad on.

It is at this point that all became clear to him; Only the Great Dire Dark could hatch such a plan. Shannus believes that his foe has returned and that he is the only one capable of ending this menace once and for all. To this end Shannus has ordered the Iron Wood seal. No one other than his subjects will be allowed to enter. He is massing his forces to invade Validia in Chondell's land as he does not think the reclusive noble capable of defending against the Dire Dark. Shannus has sworn to defend the iron Wood and all of Verbobonc—no matter the cost.

ADVENTURE SUMMARY

Introduction: The PCs are summoned to Fortress Hagthar by the historian of the 2nd company, a dwarf named Ildrith, and asked to look into the disappearance of the Viscount. He is concerned that something sinister is afoot and doesn't trust Shannus to get to the bottom of it. He will share that all divinations have thus far failed and that the Mounted Borderers have lost contact with their investigators.

Encounter 1: The Dragon's Lair. The PCs head off to Glory. At the edge of the Iron Wood they encounter a newly built watch post manned by dragon-kin of Shannus. The party will be informed that the Woods are closed to all without a writ of passage from their Lord. (Protectors of the Iron Wood, Mounted Borderers, members of the Church of Saint Cuthbert or anyone expending an influence point with Shannus are considered to have such authority) and will be escorted to Shannus who is in the town of Glory. All others will need to find another way in.

Encounter 2: Plan B. PCs that have been turned away must seek another way to enter the Iron Wood. They may forge the credentials needed, sneak across, fight the guards, or bribe/bluff their way through in.

Encounter 3: The Dragons' Gambit. Once in Glory the party may visit with Shannus. Shannus will inform them that the matter is being investigated and that their services are not needed. If pushed Shannus will state that he believes that the Great Dire Dark has returned and that he is the only one capable of defeating him due to his experience. He is sealing off the Iron Wood, under penalty of death, to protect all of Verbobonc. The PCs will witness the town gearing up for war. Some of the dragon warriors will escort the party to the edge of the Iron Wood and wish them a good day. If asked about the missing Mounted Borderers Shannus will state that the Iron Wood is a dangerous place and that he fears that the lycanthropes must have killed them. The PCs may pick up that he is lying to them.

At this point the party will have to decide to defy Shannus or to give up the investigation.

Encounter 4: Were-allies! A were-creature will approach the party and offer to assist them in exchange for safe passage out of the Iron Wood. If the party agrees he will inform them that Shannus has taken the investigators prisoner and will lead the party to them.

Encounter 5: All of the Viscount's Men. The PCs may investigate the site where the Viscount and his guards where ambushed. They will find evidence that some of Shannus' dragon Knight where involved.

Encounter 6: The Dragon's Maw. Back at Glory the party witness Shannus' army mobilizing and heading south. With very few sentries left the party may spring the captives from Shannus' stronghold or may elect to follow the army.

Encounter 7: The Dragon's horde Following the army the PCs witness Shannus invade Validia. The Chondell guardsmen are rounded up and ordered to deliver a message to their Lord. His lands will be returned to him after the Dire Dark is dealt with. The party will have the opportunity to join Shannus if they refuse they will be detained.

Encounter 8: On Scaled Wings. PCs that refuse to join Shannus and are unwilling to be detained may flee. Quin orders a pursuit and the fun begins.

Conclusion: The PCs (if free) return to Fortress Hagthar and report all they have learned. Erget Rhynehurst is at the fortress when the party arrives. Upon hearing the news he makes haste to his father who calls an emergency council of the nobles to deal with Shannus.

PREPARATION FOR PLAY

- **Mounted Borderers:** PCs that are members of the Mounted Borderers should be briefed on their powers of investigation – specifically that they have the legal right to conduct an investigation into the disappearance of the Viscount and the other Borderers. While Lord Shannus and his troops might not be cooperative with the PCs initially, they won't attack them on the onset. For Mounted Borderer members NPC initial attitudes are one step worse when attempting Diplomacy checks.

Additionally, a Mounted Borderer Borderers may requisition any simple or martial weapon or armor of standard or masterwork quality from the Quartermaster of Fortress Hagthar. Available items must be chosen from the Open Items list in Appendix 4 of the LGCS 597. At the end of the adventure, the item must be returned to the Quartermaster.

Finally, a Mounted Borderer may select up to 100 gp x their Command Rating (as listed on their metaorg certificate) worth of potions and/or oils. These items must be chosen from Table 7-17 of the *Dungeon Master's Guide*. Any unused items must be returned at the end of the adventure.

- **Protectors of the Iron Wood:** PCs that are members of the Protectors of the Iron Wood are considered citizens of the Iron Wood and Lord Shannus allows them fairly free reign to travel as needed. All Protectors of the Iron Wood are considered to have newly instituted travel papers.
- **Wanderers of Coldeven:** PCs that are members of the Wanderers of Coldeven find that the positive

reputation of their organization has followed them here. NPC initial attitudes are one step better when attempting Diplomacy checks.

- **Church of Saint Cuthbert:** Members of the Church of Saint Cuthbert may use their authority to broker access to the Iron Wood during *Encounter One: The Dragon's Lair*. See that encounter for more details.

INTRODUCTION

The PCs are summoned to Fortress Hagthar by Ildrith, the historian of the Spear of Hagthar and close advisor to Knight in command of the fortress, Dagner Storm.

Before beginning play, PCs that wish to learn more information about current events can make a Gather Information, Knowledge [Local – VTF], or Knowledge [Nobility and Royalty] check. Refer to **Appendix 3: Legwork** for appropriate DCs and results.

Read or paraphrase the following:

After days of travel through the Kron Hills into the southwestern portions of the Lortmil Mountains, you have reached your destination: Fortress Hagthar. Nestled within the mountain pass, the stone bastion serves as the headquarters of the 2nd company of the Mounted Borderers. The chill wind of the mountains nips at you as you pass through the imposing gates. After taking your names, you are ushered by several Borderers into the Fortress and before long; you stand outside a sturdy wooden door.

The trooper escorting you raps twice on the door. A gruff voice responds in some wordless reply, and the trooper pushes open the door, "Sir, these are the people you are waiting for." The dwarf behind the desk thanks the trooper without looking up.

Draining an hourglass shaped mug of ale the all white dwarf motions for you to sit. "Thanks for coming; I'm Ildrith of Rockhall, historian of the Spears of Hagthar. Would you care for a drink? Perhaps some of Herman's M's ale?"

Idrith produces any requested drink, except for wine – calling it a 'sissy's drink'. Once the needs of the PCs have been attended to, Ildrith continues.

"I am sure that you have all heard of the Viscounts' disappearance. He was traveling under escort by a company of Knights of the Hart through the Iron Wood toward Mitrik. The knight's dead bodies were

found just off of the Iron Road west of the town of Glory. The Viscount, however, was not among them.

We had received word that Lord Shannus, Baron of the Iron Wood, was investigating the situation – but beyond the initial reports, we haven't learned if he's uncovered anything. The priests of Saint Cuthbert haven't been able to turn up anything with their divinations; and now a team of ...specialists I dispatched have gone silent." Ildrith turns to you, "Something has gone very wrong, and I need you to investigate. There are two things I need done.

First - I want you to travel to the Iron Wood and find my team. Second – see if you can find out anything related to the Viscount's disappearance."

QUESTIONING ILDRITH

You may offer the following information as necessary, either through direct questioning or paraphrased statements.

Why can't the Mounted Borderers directly investigate?
The only persons who can legally order an investigation in lands controlled by a noble are the Viscount and the Bishop both of whom are incapacitated at the moment. I have dispatched a team, unofficially of course, but they've gone missing. I have urged Commander Storm to investigate but he is a stickler of doing things properly and will not order an illegal investigation.

What, if any, news has Lord Shannus shared?
"Nothing much really, he has stated that the Viscount and the Knights left Glory after spending a night as his guest and that his investigation has turned nothing up."

How do we get to Glory?
The quickest way into the Iron Wood from here is to head north toward Validia and enter the Iron Wood from there, but the absence of roads would make traveling from Validia to Glory pretty slow-going. You can also follow the Celeb'vara Road to Rhynehurst and take the Iron Road west from there into the Iron Wood.

Won't Lord Shannus kill us?
"Probably not, but it would be wise not to agitate him. Remember – we need to find out if he's learned anything. I would suggest traveling to Glory and meeting with his dragonship. Any information you could gather on his involvement and motivations

would be of great help, so keep your eyes open and your mouth shut."

Don't you believe him?

Let's just say I don't think he's looked too hard. Shannus has a tendency to put his own interests above all else.

Is Veluna involved?

Not yet but it won't be long before they start poking their nose into it and that is something no one wants.

Why?

"The Viscounty is a nominal vassal state to the Archclerisy of Veluna, so the governing of Verbobonc is pretty much in the Viscount's full control. However, the Canon of Veluna can intercede where the line of ascension is concerned. The last time this happened, when Viscount Fenward died, Bishop Haufren managed to find Langard before the Canon could get involved. We don't have that luxury this time since Haufren's in a coma and the acting head of the Church – Canoness Y'Dey – has her hands full with religious matters.

"In any case, if Veluna feels they have reason – they may decide to take a more active role in our little patch of dirt."

Who would benefit from the Viscount's disappearance?

"Heh - now that is the dragon's horde question isn't it? You'd be better off asking 'who doesn't benefit?' The Viscount was a stabilizing force. He kept the power of the nobility in check – as much as he could – and he had the support of the Church of Saint Cuthbert. With him gone – let's just say that things aren't like they used to be."

Do you have any thoughts as to who is behind this?

"I have tons of thoughts – but not one scrap of evidence. The elves in the Gnarley benefit because the Viscounty is hampered in mounting an effective response to their assaults. Same thing with Blackthorn. The Church of Trithereon benefited because the two people that could prosecute them for their crimes have been removed – Viscount Langard and Bishop Haufren. All of the noble houses benefit - House Haxx, House Langmuir, house Galens – all of them benefit because they no longer have anyone who can tell them to 'knock it off.' No – I have no evidence pointing in one direction or another, but anyone wishing to weaken Verbobonc would do well to get rid of its leadership."

What kind of trouble do you fear?

"I fear all kind of trouble. The people of Verbobonc have endured many hardships and I wish them some measure of peace."

What do you mean by unofficial?

"Haven't you been paying attention? No one has the authority to investigate in Shannus' lands but Shannus. If anything happens in the Iron Wood you are on your own."

What kind of specialists did you send?

"The Mounted Borderers are all tin cans with lances. There are many support personnel who, like me, have other specialties that prove usefully in certain situations."

What about payment?

"I find coin rather boring so let me say this, if you are willing to do this for me I'll be in your debt."

Nay, I'd rather have the money!

If a PC insists on coin Ildrith will pay them 100 x APL in gold but they will not receive his favor on the AR.

A DC 25 Knowledge [Local – VTF] check reveals rumors of a special company of the Mounted Borderers called the "Wooden Swords" who specialize in uncommon tasks. Beating the DC by 10 (DC 35) reveals that Ildrith is rumored to be a high ranking member of the Wooden Swords.

If asked about the Wooden Swords Ildrith will deny any knowledge of their existence and state that he is merely a historian and friend of Commander Storm.

Mounted Borderers: Mounted Borderers may requisition any weapon or armor (of masterwork quality) listed from the Open Items list in Appendix 4 of the LGCS 597 from the quartermaster.

In addition Ildrith will arrange for them to draw a number of Potions or Oils equal to their Command rating (minimum 1) up to 300 gp in value (each) listed on table 7-17 in the *Dungeon Master's Guide*. Any item not used must be returned at the end of the adventure.

Development: If the party agrees to investigate continue to **Encounter 1: The Dragon's lair** if they wish to travel to Glory using the Low Road. If they wish to enter the iron Wood by stealth proceed to **Encounter 2: Plan B**. If they refuse the adventure is over.

ENCOUNTER 1: THE DRAGON'S LAIR

This encounter is only run if the party is traveling along the Iron Road (either west from Rhynehurst, or east from the direction of Devarnish. In either case – Lord Shannus has ordered the construction of a series of watch posts along the edge of the Iron Wood. The first such post is almost completed along the Iron Road.

The sentries have orders not to allow anyone entrance into the Iron Wood unless they have a writ signed by him. There are however a few exceptions. Protectors of the Iron Wood, Mounted Borderers, and members of the Church of Saint Cuthbert may enter if they push the authority of their position. This requires a successful DC 10 Diplomacy or Intimidate check by a PC with the appropriate credentials.

DM note: Members of the listed organizations must clearly identify themselves as members and be able to substantiate their claim in the form of current meta-org cert.

Read or paraphrase the following:

The sounds of hammering and sawing can be heard as you approach the Iron Wood. Up ahead you spy the source of the noise, it appears that several humanoids are constructing platforms, some 30ft. high, on either side of the Low Road.

A gate sits across the road blocking entry to the woods. As you approach several of the works look up and grab weapons while a tall scaled man in red full plate address you. "by order of Lord Shannus the Iron Wood is closed to all traffic. Please return from whence you came."

Unless the PCs are affiliated with the organizations listed they are turned away. Under no circumstance will the guards allow them entry into the Iron Woods. See **The Party Has the Right Connections** for members of these organizations.

If the party attempts to bully their way through the guards issue one warning that they are breaking the law as they are on Lord Shannus land. If the party still refuses to leave the guards attack. See the **Going in Strong** subheading in **Encounter 2: Plan B**.

All APLs (EL 2)

Mist Children (2): gray elf Barbarian; hp 12 each; see Appendix

Treasure:

All APLs: L: 206 gp; C: 0 gp; M: *potions of cure light wounds* (2) (42 gp per PC each), *potions of barkskin* (+3) (2) (50 gp per PC each).

Development: if the PCs attack the guards they may enter the iron Wood and head towards Glory without further incident. They will however have to answer some questions once they get to town. Proceed to **Encounter 3: The Dragon's Gambit**.

The Party Has the Right Connections

If the party has the right connections (Protectors of the Iron Wood, Mounted Borderers or Members of the Church of Saint Cuthbert) read or paraphrase the following:

The dragon man hisses something in a harsh language then turns to your group and continues in common "These men will escort you to Glory were you may speak with our Lord. I strongly recommend that you do not stray from their protection."

The guards will not engage the PCs in conversation or answer questions posed preferring to state *"Lord Shannus will answer all your questions."*

If the PCs attempt to engage their escorts in conversation allow them a Sense Motive check DC 10 to realize that the guards are nervous if they are questioned as to why they will refuse to commit and deny being nervous. Proceed to **Encounter 3: The Dragon's Gambit**.

If the party wishes to attempt some mean to bypass the guards proceed to **Encounter 2: Plan B**.

ENCOUNTER 2: PLAN B

This encounter is run only if the party is turned away by Shannus' men or they decided to find an alternate way into the Iron Wood. The most likely ways to gain entry into the Iron Wood are listed but the judge is encourage to adjudicate any play the party may come up and error on the side of the PCs in any event.

GOING IN STRONG

The party may elect to fight to guards and continue on. In this case the guards issue warnings that Lord Shannus will execute any person who defies his orders. If the PC still decide to attack the guards will attack for non-lethal

damage unless the PCs draw first blood in which case the will attack for real damage.

Creatures:

APL 2 (EL 4)

Dragon Knight Guard (1): Half-Dragon (augmented human); Knight 1/ Warrior 1; hp 19; *See Appendix One*

APL 4 (EL 6)

Dragon Knight Guards (2): Half-Dragon (augmented human); Knight 1/ Warrior 1; hp 19 each; *See Appendix One*

APL 6 (EL 8)

Dragon Knight Guards (4): Half-Dragon (augmented human); Knight 1/ Warrior; hp 19 each; *See Appendix One*

APL 8 (EL 10)

Dragon Knight Guards (8): Half-Dragon (augmented human); Knight 1/ Warrior 1; hp 19 each; *See Appendix One*

Tactics: The guards attempt to disarm melee fighters and knock the party out with non-lethal damage unless the party draws blood. They will then attack that PC for real damage after one disarm attempt. They will not use their breath weapon during this combat. The guards will accept the parties surrender at any time unless they have announced a previous surrender only to attack again.

Treasure:

APL 2: Loot 4 gp; Magic 0 gp; Total 4 gp.

APL 4: Loot 8 gp; Magic 0 gp; Total 8 gp.

APL 6: Loot 16 gp; Magic 0 gp; Total 16 gp.

APL 8: Loot 32 gp; Magic 0 gp; Total 32 gp.

Development: If the party is captured they will be dragged to Glory to answer charges in front of Lord Shannus.

PAPERS? OF COURSE WE HAVE PAPERS...

The party may elect forge the travel papers needed to gain entry into the iron Wood as a Protector of the Ironwood. They may also pose as members of the Mounted Borderers or Church of Saint Cuthbert.

In addition to the paperwork the party will need to a Buff, Diplomacy, and/or Intimidate check to get their way past the guards. The guards begin as unfriendly and receive a +5 bonus to their opposed checks due to the risk they are at if they screw up.

Dragon Knight Guards (2): Half-Dragon (augmented human); Knight 1/ Warrior 1; (Sense Motive +5).

ON THE PROWL

The easiest way for the party to gain entry to the Iron Wood is to sneak across the yet unsecured border. Shannus has ordered his men to patrol the border of the Iron Wood but the sheer size of the forest will allow the PCs to enter without much trouble.

If the PCs do not take any precautions there is a 20% chance that they will encounter a random patrol. If they take any reasonable measures the percentage should be lowered by an amount the DM feels appropriate. If the party does run into a random patrol use the NPCs detailed in **Going in Strong**.

PASSING THROUGH VALIDIA

The party may choose to pass through the Town of Validia to enter the Iron Wood. If they elect to go this route, they are observed by the Dragon Knights and intercepted after they have left the town. Shannus has taken a more discrete approach here so as to not warn the town of his impending conquest.

Development: Once in the Iron Wood the party may travel to Glory and confront Shannus or they may attempt to investigate the Viscount's disappearance. If they travel to Glory proceed to **Encounter 3: the Dragon's Gambit**. If the party wishes to avoid Glory and attempt to locate the site of the Viscount's disappearance continue to **Encounter 4: Were-allies**.

ENCOUNTER 3: THE DRAGON'S GAMBIT

When the PCs arrive at the town of Glory, they see that the town has grown beyond its wooden palisade. Glory is a populous boomtown, where the residents thrive on trade of lumber and rare herbs. The place has the feel of a bustling frontier town. Because much of the town's growth occurred within the original wooden palisade walls, several of the buildings in the town are two to four stories tall.

Although the majority of townspeople are humans, there are a number of wild-haired grey elves dressed in handmade leather armor. These are Mist Children elves that have either "gone local" and moved into Glory from their woodland homes, or are just visiting. There are also several draconic and part-dragon creatures, such as

dragon disciples and half-dragons. A few pseudodragons lounge about the town like proud tomcats, taking scraps of food from passersby and playing with children.

The architecture of Glory has taken on some of the draconic aspects of its inhabitants, as well. Many buildings sport tall, sweeping arches or mottled painting to look like scales. Although most signs are in Common, often a translation in Draconic is also included.

The centerpiece of the town of Glory is the Fallen Timber Tavern, the only building more than a few years old. In fact, the Fallen Timber Tavern has been in this spot in the Iron Wood longer than anyone can remember, and it remains the most popular establishment in Glory. It is also the site where Lord Shannus is most likely to be found.

In front of the Fallen Timber Tavern stand four large, iron cages big enough to hold a person. These cages are used to contain townspeople suspected of being infected with lycanthropy, in order to see whether they change in the light of the full moon. Even though it is Midsummer and both moons are full, the cages stand empty. There has not been a lycanthrope attack in the area in many months, and the cages are now little more than a silent reminder of how bad things were before Lord Shannus came to Glory.

Two logging camps lie just east and west of Glory, respectively, along the Iron Road. The eastern camp has been around far longer, with the western camp have only recently been established. Both camps evidence high activity, and are overseen by a simple man named Felton Grover. The loggers are a friendly lot whose recent hard work has made them reasonably wealthy men. New loggers arrive all the time to seek their fortunes. The PCs probably have no reason to visit the logging camp in this adventure, other than to meet the locals.

If the PCs are being escorted into Town:

When the PCs approach the town, read or paraphrase the following:

The town of Glory, once nothing more than a frontier boomtown has grown into a decisively more military operation and permanent buildings pepper the surrounding woods. A wide packed earth road – the Iron Road - leads to the center of the town from both the west and the east.

As you approach the town a pair of humanoids with clearly draconic heritage exits some of the buildings,

deep in discussion in a language that combines the fluidity of elven with harsh, almost reptilian hisses. Elsewhere in the town, alongside the humans, elves and gnomes you'd expect anywhere in the Viscouny, you can make out other, similar creatures.

Throughout the town, many of the people seem to be running through a weapon's drill with silvered weapons that glitter and flash in the light.

Read for those PCs that have played VER7-02 *Storm the Dragon's Bastion*:

There is buzz of nervousness and excitement that was not present on your last visit.

Since the PCs last visit Shannus has kicked the war machine into high gear. Any PC that succeeds on a DC 10 Sense Motive check can sense this. If the PC also succeeds on a DC 10 Perform [Weapon Drill] check can see that the army is in the final stages of preparing.

Read or paraphrase the following:

Your escorts lead you to the Fallen Timber Inn. The interior of the inn is bee hive of activity. The common room is packed with dragon-kin and the walls are plastered with maps of the iron wood. At the center of the maelstrom is a tall humanoid creature, his golden scales are only outshone by his polished breastplate. "Sir, lord Shannus has visitors." The 7ft. tall scaled humanoid turns and meets your gaze. "Thank you. I will handle it from here." Your draconic escorts turn and leave. "Welcome to Glory. I am Quinsaron Eldren, leader of the knights of the Dragon Claw, what business do you have with my Lord?"

A DC 10 Knowledge [Local –VTF] check reveals that Quinsaron is rumored to be the “Butcher of Humming’s Ends” – a reference to an incident in late 595 in which 16 people were rounded up from the Town of Humming’s End and then later killed on House Avgustin’s lands. Beating the DC by 5 or more also shows that no evidence was every produced linking Quin (or any other member of the Dragon knights) to the murders.

PC may question Quinsaron if they wish, who will answer questions as truthfully as he can. It is important to remember that Quinsaron is a very charismatic individual and a lawful good paladin and believes that Lord Shannus is doing what is right. While he will not lie to the PCs he will refuse to answer questions that he feels endangers his Lord’s mission.

WHAT QUINSARON KNOWS

He will not share the following:

- Lord Shannus has taken spies (the missing Mounted borderers) captive. Quin has not been allowed to speak to them as of yet.
- The Knights of the Dragon Claw are preparing the troops for an invasion of Chondell's lands and the occupation of Validia to the south.

He will share the following:

- The mist children, the elves that call the Iron Wood home and the clan that Shannus came from, have given Shannus a cryptic prophecy that states that an ancient evil has returned and that this evil will destroy all of Verbobonc.
- Despite the rumors, he not any of his Knights, had anything to do with the massacre. It is true that he and a handful of other adventurers, empowered by Lord Shannus, apprehended fugitives hiding in the town of Humming's End (the dead included) but only those actually convicted of crimes where held. His group cured those afflicted with lycanthropy and released. Their deaths were a shock to all involved.
- The investigation into the Viscount's disappearance is being handled by Shannus himself.
- The Great Dire Dark has returned and the sealing of the Iron Wood is for the good of all Verbobonc.

After a few minutes of conversation Lord Shannus will enter and speak to the PCs. Lord Shannus is usually very kind and merciful, but he has a hard and uncompromising edge that often comes to the surface. He is not used to being disobeyed, and expects his suggestions to be followed. Some PCs may like Shannus a great deal, while others find him insufferably driven and obsessive. This is fine; Shannus is a complex PC.

Shannus will inform the PCs that they are unwelcome in his Woods and order them to be escorted to its border with a stern warning not to return-under penalty of death. Shannus will pardon any "crimes" the party committed as a sign of his good will.

INTERACTIONS AND ROLE-PLAYING

The following encounter is meant to be interactive and free-form, allowing for opportunities for both the DM and the players to role-play.

Concerning the Army

Shannus' army is in the final stages of preparation for an assault on Validia. There are many wagons in town loaded with goods and equipment.

PCs can make learn information using the following skills:

Knowledge [Arcana]

DC 15: Some of the equipment seems to be designed with the goal of complementing aerial troops; as well as troops with area-of-effect abilities – like breath weapons.

Knowledge [Architecture and Engineering]

DC 15: Some of the equipment in the wagons includes disassembled ballistae and other small-scale arms designed for a siege.

Knowledge [Nature]

DC 15: The wagons appear designed to navigate through forest terrain and dense brush with minimal difficulty.

Profession [Soldier]

A PC with this skill can make educated deductions regarding the activity of the people in Glory.

DC 10: The large numbers of troops suggests some military exercise is imminent.

DC 15: The wagons appear designed to navigate through forest terrain and dense brush with minimal difficulty.

DC 20: The wagons are loaded with what appear to be supplies and rations, suggesting that the military exercise may require supplies for an extended duration away from town.

DC 25: Some of the equipment includes disassembled ballistae and other small-scale arms designed for a siege.

PCs that are members of the Protectors of the Iron Wood know that Shannus has been concerned for some time now about events and how they might impact the Iron Wood. He has been training his forces to be able to quickly respond in the shortest amount of time to any threat that might appear in the forest.

Concerning Shannus

Recent events have solidified Shannus belief that the all of Verbobonc, not just the Iron Wood, is in grave danger. The rediscovery of the Skyroad, the lycanthropes retreat to the south, and the disappearances in the Iron Wood (both his men and the Viscount's) are too much of a coincidence to be ignored.

At first he believed it to be to work of the were-creatures but with the recent prophecy and the abduction of the Viscount he now feels that a much greater evil has returned. He truly believes (and fears) that the Great Dire Dark, whom he thought destroyed three years ago, has returned.

Since Viscount Langard elevated Shannus to a peer of the Viscounty by making him a Lord and Baron, he has witnessed the petty bickering and squabbles of the nobility. While he has remaining out of the internal politics, he has seen first-hand how the greater good has been subsumed by those that use the law for their own ends. Because of this, he does not feel he can trust any of them to act in the best interests of the land.

To this end he is assuming control of the entire woods and sealing it off from outsiders for the Great Dire Dark draws power from those in the woods. Shannus will not be dissuaded from this course and will do anything necessary to protect the people of Verbobonc—including destroying anyone who gets in his way.

Recently, the Mounted Borderers sent by Ildrith discovered evidence linking some of Shannus' dragon-kin with the ambush of the Viscount's escort. When they arrived in Glory to question him, Shannus immediately captured and imprisoned them, fearing their interference in his actions. He feels that the involvement of the Mounted Borderers is being orchestrated by the Great Dire Dark to stop Shannus from engaging him.

Specific Questions:

What do you know about the missing Mounted Borderers?

Shannus denies any knowledge of missing Mounted Borderers.

What do you know about the Viscount's disappearance?

Shannus believes that it is the work of the Great Dire Dark and is proof that no one is safe in the iron Wood. He states as much to the PCs, explaining that his experience battling the Great Dire Dark and his connection to the Iron Wood make him the only one capable of defeating this evil once and for all. Adventurers just muck up the works as they are prone to do what they want and not what is needed.

DM Note: Shannus is steadfast in his beliefs and feels that it is his duty to protect not only the Iron Wood but all of Verbobonc, to the point where anyone not willing to follow him is seen as part of the problem. PCs have

three choices: Stand with him, oppose him, or get out of his way. Shannus is lying about the Mounted Borderers because he feels that they (and everyone who disagrees with him) is being manipulated by the Great Dire Dark (much like the Moonlord was) to cause conflict so that he may draw power from them.

Shannus will be cordial but firm—Follow him or leave. Those are your options. Any PC who possess favors or influence with Shannus (such as the protectors of the iron Wood) that refuses to either join him or leave must immediately void all favors, influence and is ejected from the meta-org.

PCs that agree to join Shannus receive an invitation to join the Protectors of the Iron Wood. This invitation is considered regional documentation that grants access to the metaorganization. Furthermore, they are ordered to spread the news that the Iron Wood is closed under penalty of death.

The DM should preroll Shannus' Bluff check and use the pre-rolled Sense Motive checks the player made at the beginning of the adventure. If the PCs beat Shannus' skill check they get the sense that he is not telling them the whole truth.

Unfortunately they do not have the authority to call him on it. The only people who do are the missing Viscount and the comatose Bishop of Saint Cuthbert. The PCs know this information automatically.

Development: Any party that is foolish enough to travel to Glory without authorization are charged with Trespassing, charged 150 gp x APL in gold, and is immediately taken into custody and escorted to the edge of the Iron Wood after meeting with Quinsaron. They will NOT meet with Shannus.

Any PC foolish enough to attempt to engage Shannus' army here (or Shannus himself), or who is dumb enough to admit to attacking and/or killing any of Shannus' men, are arrested and charged with Assault, Battery, and Manslaughter. If the PC is especially belligerent with either Quin or Shannus (DM's call), the charge of Sedition is added to the list.

Nothing short of instantaneous magical travel such as teleport or plane shift can save them from punishment. Shannus has an entire army literally right outside the door. The arrest and incarceration is automatic. The adventure is over for anyone arrested. Any PC charged with Manslaughter loses all possessions, but may invoke the Charity of Friends clause to re-equip themselves.

For more information on the crime and punishment in Verbobonc, see **Appendix 4: Laws of the Viscounty**, or the regional campaign document *Laws of the Viscounty: A Guide to Justice in the Viscounty of Verbobonc*.

The party is escorted to the edge of the Iron Wood and wished a good day with another warning that anyone illegally found in the Iron Wood will be killed. Most parties will not be happy and wish to continue the investigation. Proceed to **Encounter 4; Were-allies**.

ENCOUNTER 4: WERE—ALLIES

This encounter may happen in one of two ways. Either the party is approached just inside of the Iron Wood as they are searching for the location of the Viscount's disappearance or they may be approached after they are escorted out of the Iron Wood.

Either way Amitri, a wererat, approaches the party with a proposition. He is willing to act as a guide for the PC if they promise him safe travel from the Iron Wood and sanctuary some where out of the reach of Shannus.

Amitri made the same deal with the Mounted Borderers Ildrith send to investigate but was unable to cash due to the investigator's capture. He will guide the party to the ambush site he will not however offer the location of the investigator unless the party directly asks. He doesn't want them to think he was responsible in any way.

Amitri will not approach any party that contains draconic looking PCs. Allow such parties a Spot check to see him shadowing the group. The party will then need to successfully shift his attitude from unfriendly to friendly. Any PC that has the "investigation of the Brewfest massacre" regional cert receives a +15 bonus on this Diplomacy check as words of their deeds have reached even the lycanthropes of the Iron Wood.

Read or paraphrase the following:

A rustling noise from your left catches your attention. As you ready weapons a raspy whisper calls out "Parley, I am only seeking parley. Will you speak with a poor soul who only wants to help?"

Allow the PCs a DC 20 Spot check to see Amitri hiding about 40ft away. If the PCs succeed on the spot check or agree to parley read the following:

A thin man with stringing hair wearing little more than rags peers at your group through the

foliage. His eyes dart around constantly scanning the forest for danger.

As long as the PCs agree not to hurt him Amitri will step out into the open. He will then offer to guide them through the forest if they vouch for his safety. Read or paraphrase the following:

"Amitri will help you get to whatever you seek. I know these woods very well. In return I only ask that you take Amitri and his family where the dragon lord cannot hurt him."

WHAT AMITRI KNOWS:

Amitri relays the following to the party during conversation. Amitri constantly sniff the air while his eyes dart around.

- The dragon-men of Shannus continue to hunt and kill any and all lycanthropes they find—including women and children.
- Most of his people have moved south into lands not controlled by the dragon.
- He knows the location of the ambush site. It bears the scent of the dragon men but something is not quite right. He is not sure what.
- He does not know what or who attacked the men.
- Yes, another group did come to look at the ambush site. Amitri showed them where it was but they are now being held in Glory.
- He knows who Viscount Langard is, but doesn't know anything about his disappearance other than where the bodies were found.

Amitri is deathly afraid to go anywhere near Glory for obvious reasons. A successful DC 25 Diplomacy check and a guarantee of his safety will get him to reluctantly agree to show them where the Mounted Borderers are being held.

All APLs (EL 1)

Amitri: Wererat (human, shapechanger); hp 12; *Monster Manual* 173.

Tactics: Run Amitri run!

Treasure: Amitri has no possessions.

Development: If the party does not agree to Amitri's terms or the attack him they will be forced to travel around the forest looking for the ambush site. In this case there is a 10% chance per 2 hours of travel that they run across a patrol. Use the statistic from **Encounter 1**.

ENCOUNTER 5: ALL THE VISCOUNT'S MEN

Regardless of how the party comes to the ambush site they may investigate and try to piece together what happened.

Read or paraphrase the following:

Your progress through the Iron Wood has brought you here. The Iron Road runs east-west through the dense forest

The Viscount and the Knights of the Hart were ambushed about midway between Glory and the Veluna edge of the Iron Wood. PCs that have the Track feat can learn the following with a successful Survival check, as can PCs that make a successful Search checks.

Information marked with an asterisk (*) is only available to PCs making the Survival check.

***DC 5:** A group of riders and a carriage were ambushed some about 4 weeks ago.

DC 10: Some of the trees show signs of magical elemental damage (DC 10 Spellcraft to identify the damage as cold, fire, acid and electricity)

DC 15: All of the bodies were removed.

***DC 20:** The carriage tracks lead off a few dozen feet then just disappear.

DC 25: There are three distinct sets of track: the initial ambush followed by two other groups.

***DC 30:** it appears that the second group attempted to cover up the tracks of the 1st group.

***DC 35:** The third set of tracks lead off in the direction of Glory.

DC 40: The party finds a broken golden scale trampled into the dirt.

The initial tracks show that the Viscount and his knights were ambushed and a fight ensued. The second set of track is the group Shannus sent to investigate. The third group is much smaller (4 persons), which suggests that they were the Mounted Borderer detachment sent by Ildritch.

Amitri can confirm that the “crime scene” is the same as it was when he brought the Mounted Borderers here. He can also confirm that they did head off towards Glory to ask Shannus about what happened. He accompanied them for most of the journey but did not enter the town with them. He stayed behind and watched the Mounted borderers dragged off in chains. He is unwilling to enter

Glory but is willing to travel with the party if they insist on going.

Development: the information the party is able to gather is very limited. They will want to know who or what is behind the Viscount's abduction which is understandable. Shannus' part, if any, in all of this will be revealed in later adventures.

The party will need to decide what to do next. They may elect to head to Glory to see if they can free the captives or they may return to Fortress Hagthar to report their findings. If they elect to head towards Glory continue to **Encounter 6: The Dragon's Maw**. If they elect to return to Fortress Hagthar proceed to the **Conclusion**.

ENCOUNTER 6: THE DRAGON'S MAW

The party may return to Glory either by following the Amitri or the 3rd set of tracks. They arrive just in time to see Shannus and Quinsaron leading his army off toward the south.

Making your way back towards Glory you give pause to loud sounds of commotion from ahead. Clearing a ridge you spy the source of the ado. A large contingent of Lord Shannus' men are leaving Glory, marching in step as they chant and yell in some unintelligible language. The hoard numbers march off to the south. As the last man leaves the town the remaining sentries close and bar the gate behind.

Any PC who speaks Draconic recognizes the army is speaking in that tongue.

Glory is held by a token force at this point, and only a few sentries remain in town. The party may elect to spring the Mounted Borderers from their prison either by stealth and guile or by brute force. Some parties may also choose to follow the army. If so proceed to **Encounter 7: The Dragon's horde**.

DM note; It is impossible to cover every possible way to accomplish this goal so the **DM** is encouraged to adjudicate the success or failure of the party's plan to the best of his ability. In any case please err on the side of the players.

The Setup

Glory is nearly abandoned. Only a handful of sentries remain to protect the townsfolk. The party will need to gain entry into Glory and then the prison to free the

captives. Any PCs that are Protectors of the Ironwood or who have now sided with Lord Shannus may enter the town freely. Any other PCs will be arrested once they encounter town guards unless they have forged documentation.

In all cases the party should have a plan as to how they will get in, how they will handle the guards and how they will get out. The information below can be used to help adjudicate the parties plans. If further information is required to adjudicate the parties plan (such as “how small are the cracks in the wall?”, “what is the tallest building?” or “is there a well nearby?”) use your best judgment. In all cases you should err on the side of the players if the plan is feasible and possible in a fantasy campaign.

Glory Stockade Walls

All walls are 15ft. tall and have a sentry walk way at 10 ft. high within the town.

Stockade Walls: 10 in. thick; hardness 5; hp 90; Break DC 20; Climb DC 21

Town Gates

The town gates consist of two 15 ft. doors that are locked from within by a large wooden beam.

Town Gates: 6 in. thick; hardness 5; hp 50; AC 5; Break DC 23; Climb DC 21; Open Lock DC 25

Prisoners

The Mounted Borderers are currently being held in a non-descript building 20ft square near the center of town. The building has no windows and one locked door.

Locked Door: 1 in. thick; hardness 5; hp 15; AC 5; Break DC 18; Open Lock DC 25

The building is roughly 300 feet from any given wall. Their guards assigned to watch the Mounted Borders are stationed outside the door.

ALL APLs (EL 2)

Mist Children (2): Grey elf Barbarian (Bbn1); hp 12 each; see Appendix One

Town Guards

Most of the town’s guards have left to march on Validia, leaving two to guard the captured Mounted Borderers and twenty to guard the town. These break down into 10 archers for on the walls and 10 melee guards to roam the town. If at any point they are spotted by guards decide if they are closer to the prisoner holding area or the town walls. Based on there position they will either be attacked by ranged weapons or the guards will close for melee.

APL 2 (EL 4)

Dragon Knight Guard: Half-Dragon (augmented human); Knight 1/ Warrior 1; hp 19; *See Appendix One*

APL 4 (EL 6)

Dragon Knight Guards (2): Half-Dragon (augmented human); Knight 1/ Warrior 1; hp 19 each; *See Appendix One*

APL 6 (EL 8)

Dragon Knight Guards (4): Half-Dragon (augmented human); Knight 1/ Warrior; hp 19 each; *See Appendix One*

APL 8 (EL 10)

Dragon Knight Guards (8): Half-Dragon (augmented human); Knight 1/ Warrior 1; hp 19 each; *See Appendix One*

Tactics: The guards attack to kill, though anyone surrendering will be taken and held until Shannus or Quin returns. They have orders not to harm the Mounted Borderers under penalty of death, so all of their attacks are focused on the party. At APL 2 they will choose not to use their breath weapon.

Treasure: The PCs can gain the following treasure here:

APL 2: Loot 4 gp; Magic 0 gp; Total 4 gp.

APL 4: Loot 8 gp; Magic 0 gp; Total 8 gp.

APL 6: Loot 16 gp; Magic 0 gp; Total 16 gp.

APL 8: Loot 32 gp; Magic 0 gp; Total 32 gp.

Development: Depending on the outcome if the party escapes Glory they may decide to either return to Fortress Hagthar or go on to Validia.

If the PCs attempt to follow the army, proceed to **Encounter 7: The Dragon’s Horde**

If the PCs decide to return to Fortress Hagthar, they are pursued by a group of Dragonkin sent by Shannus to make sure that Glory has remained secure. Proceed to **Encounter 8: On Scales Wings.**

ENCOUNTER 7: THE DRAGON’S HORDE

The PCs can arrive at this encounter under two circumstances:

- 1) They have followed Shannus’ army from Glory
- 2) They have freed the Mounted Borderers and are passing this way back to Fortress Hagthar

If they have rescued the Mounted Borderers and headed here then it's just after dawn and the towns last residents are being led to the center of town. If this is the case run the encounter as written.

If the party decides to follow the army before rescuing the Mounted Borderers they will arrive just as the troops start to round up the citizens. Paraphrase where needed as Shannus' troops have not completed the round up.

In either case once the party is in ear shot Lord Shannus will start his speech to the residents. If the party either interrupts Shannus or if they are spotted, he includes the party in his address.

Great plumes of smoke and ash rise from Validia as you see Shannus' army move into the town like a great beast. Many citizens have been herded into the center of town by the draconic warriors that form Shannus' troops. One group of winged soldiers hovers above keeping an eye out for signs of trouble. Large contingents of dragon men begin lining the streets on the outskirts of town with wagons tipped on their sides.

Sir Quin directs the legion to its tasks and briefing his lord as status reports filter in. Looking over the crowd Lord Shannus seems satisfied that the majority of citizens are present. Walking into the crowd alone and unprotected he speaks.

"I must offer my apologies for this early morning affair. The situation offered very few options.

"Your ideals are my ideals. Safety for our people. The liberty to live as free men. The right to sustain ourselves free of the politics of the rich and fat.

"We have all become part of the system that we wish to change. Given time, we could probably find a common ground, but time has run out for all of us. It seems the great evil has once again raised its head to devour the very people of the Viscouny.

"I have made my decision. Only I am capable of beating this foe. Only I can take this burden to ensure others will not fail in their valiant attempt to purge this evil from our lands once and for all. I will take it upon myself to protect the people. And if I need to anger some nobles or occupy their lands to do this – then so be it."

"The time comes when you must make your decision. Will you stand along side me and see this quest through to the end? Or will you be an unwitting pawn for those who would sit idle while this evil grows in power. For if you are not part of the solution then by all regards you are part of the problem. You hath understanding and I'm sure that you realized that time is short. Are you with me, or against me?"

The citizens of Validia seem to be considering Shannus' point, with some shouting agreement, while others expressing dissent. If the PCs have revealed themselves at this point, he reiterates his sentiments and asks them the same question – waiting for a simple yes or no answer.

YOU SPEAK THE TRUTH! I WILL HELP YOU!

Those that say yes are welcomed as equals among his troops, congratulating them on a wise decision as they move into their ranks.

SORRY – YOUR ACTIONS ARE WRONG!

For those that say no or attempt to escape he will address them as follows.

"So be it. Let your answers lead you to a foolish fate. But I can not allow you to fool with the fate of these people. Sir Quin, take these people in as suspects in the viscounts disappearance." With that Sir Quin calls to his personal guard, a group of dragonmen hovering in the sky. "Seize them. If they attempt to spill blood return the action in kind."

Development: For those that reject his offer, Shannus sends a force of Dragonkin to arrest the PCs (See Encounter 8: On Scales Wings).

ENCOUNTER 8: ON SCALED WINGS

This encounter is loosely a chase. The party members must either evade the Dragonkin completely or kill their pursuers. The Dragonkin will fight to the best of their ability and attempt to search for any of their prey that is hiding, invisible or concealed by other means.

Assume the party starts 100ft. away from the dragonkin on the edge of the Ironwood forest. It is possible to use the forest and undergrowth for hiding once they enter.

APL 2 (EL 5)

Dragonkin Footsoldiers (2): Large Monstrous Humanoid; hp 38 each; *See Appendix One*

APL 4 (EL 7)

Dragonkin Footsoldiers (4): Large Monstrous Humanoid; hp 38 each; *See Appendix One*

APL 6 (EL 9)

Dragonkin Footsoldiers (4): Large Monstrous Humanoid; 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*

Tactics: The dragonkin do not give up very easy. This assignment is a matter of pride for them and they are looking to separate themselves from the pack of other draconic creatures. They will attack to subdue until any party member attacks for real damage. Once that happens they attack all party members to kill unless a party member surrenders. If this happens that party member gets conclusion B.

It is possible for a party member to evade the dragonkin. Doing so requires either leaving the area through magic, successfully hiding in the forest or outrunning them out right. Hiding requires the success on three opposed Spots/Hide and Listen/Move Silently. After three rounds the dragonkin will give up and head back with their wings tucked between their legs.

Treasure: The PCs can gain the following treasure here:

APL 2: Loot 20 gp; Magic 250 gp; *brooch of shielding* 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: It's assumed that any PCs escaping will end up back at Fortress Hagthar. Unless other circumstances arise, proceed to **Conclusion: The Dragon Awakens.**

CONCLUSION: THE DRAGON AWAKENS

The Conclusion to this adventure is modular, due to the number of options and situations that can occur. Read aloud each section that follows a true **bold and underscored** statement.

The PCs return to Fortress Hagthar and freed the Mounted Borderers

Ildritch greets you immediately upon your return to Fortress Hagthar and listens to your account of events. The Mounted Borderers you rescued offer their information as well regarding both Shannus' activities and the missing Viscount.

The PCs did not return to Fortress Hagthar because they were captured by Shannus.

As you sit in custody, you recall the events of recent days.

The PCs did not return to Fortress Hagthar for other reasons.

The events of recent days play across your thoughts.

The PCs found the Viscount's ambush site.

Your discovery of the ambush site where the Viscount went missing did little to shed any light on his disappearance, but it gives you a starting place for further investigation.

The PCs did not find the Viscount's ambush site.

Your failure to locate the ambush site only compounded an already tense situation.

The PCs went to Validia in Encounter 7: The Dragon's Horde

The reason for Shannus' military build-up has become crystal clear after his invasion of Validia, but even more surprising is the number of people that seem to agree with his reasoning. Whatever his logic – it's clear that House Chondell, upon whose land Validia resides, cannot allow the occupation their lands by another noble house. A retaliatory response is almost certain

The PCs did not go to Validia in Encounter 7: The Dragon's Horde.

The reason for Shannus' military build-up becomes crystal clear as you hear word that he has invaded Validia and claimed that a great evil is threatening the Viscounty, which he alone can

combat. Even more surprising is that some in the town seemed to welcome his occupation and agree with his reasoning. Whatever his logic – it's clear that House Chondell, upon whose land Validia resides, cannot allow the occupation their lands by another noble house. A retaliatory response is almost certain

Proceed from here

It doesn't take long for a response to Shannus' actions. House Chondell vehemently denounces the Baron of the Iron Wood as a warmonger. In response, House Stefania and House Avgustin, whose lands also border the Iron Wood, announce the formation of a retaliatory force to help remove Shannus from Validia. And so the drums of war play on...

THE END

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.

1: The Dragons Lair

Defeat the patrol by fight, flight or words.

APL 2	60 XP
APL 4	60 XP
APL 6	60 XP
APL 8	60 XP

2: Plan B

Avoid being captured.

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

6: The Dragon's Maw

Rescue the captured Mounted Borderers

APL 2	150 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

6: On Scaled Wings

Avoid capture by Lord Shannus' troops.

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP

APL 8

330 XP

Discretionary roleplaying award

APL 2	20 XP
APL 4	45 XP
APL 6	90 XP
APL 8	75 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.

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

1: The Dragons Lair

All APL: L: 206 gp; C: 0 gp; M: *potions of cure light wounds* (2), 42 gp per PC each, *potions of barkskin* (+3) (2) 50 gp per PC each; Total 390 gp.

2: Plan B

APL 2: Loot 4 gp; Magic 0 gp; Total 4 gp.

APL 4: Loot 8 gp; Magic 0 gp; Total 8 gp.

APL 6: Loot 16 gp; Magic 0 gp; Total 16 gp.

APL 8: Loot 32 gp; Magic 0 gp; Total 32 gp.

6: The Dragon's Maw

APL 2: Loot 4 gp; Magic 0 gp; Total 4 gp.

APL 4: Loot 8 gp; Magic 0 gp; Total 8 gp.

APL 6: Loot 16 gp; Magic 0 gp; Total 16 gp.

APL 8: Loot 32 gp; Magic 0 gp; Total 32 gp.

8: On Scaled Wings

APL 2: Loot 20 gp; Magic 250 gp; *brooch of shielding* 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.

Treasure Cap

APL 2: 450

APL 4: 650

APL 6: 900

APL 8: 1,300

Total Possible Treasure

APL 2: 462

APL 4: 698

APL 6: 1,148

APL 8: 1,990

REWARD NOTES FOR THE AR

Gratitude of Ildrith: This favor is awarded to PCs that return to Fortress Hagthar with information regarding the Viscount's disappearance, and who locate and free the missing Mounted Borderers.

Appreciation of the Mounted Borderers: This entry is awarded to PCs that free the missing Mounted Borderers from Glory.

Recognition of the Mounted Borderers: This entry is awarded to any PC that is a member of the Mounted Borderers and successfully completes the mission.

Arrested: This entry is awarded to any PC that is arrested by Lord Shannus during the adventure. A PC cannot receive both this entry and **Invitation to the Protectors of the Iron Wood**.

Invitation to the Protectors of the Iron Wood: This entry is awarded to any PC that accepts Lord Shannus' offer to join him. A PC cannot receive both this entry and **Arrested**.

Committed an Evil Act: This entry is awarded to any PC that performs an act of evil that would warrant documentation.

REWARD NOTES FOR THE REGIONAL CERTIFICATE

Recognition of the Mounted Borderers: This entry is awarded to any PC that is a member of the Mounted Borderers and successfully completes the mission.

Dereliction of Duty: This is awarded to any Mounted Borderer PC that either fails in their assignment or is arrested by Lord Shannus during the adventure.

Offer of Shannus: This is awarded to all PCs that participate in *Encounter 7: The Dragon's Horde*.

Former Citizen of Validia: This entry is awarded to any PC that is a citizen of Validia at the time of this adventure and does not accept Lord Shannus' offer (see Offer of Shannus). A PC that is a citizen of Validia can only receive this offer if they also receive the Offer of Shannus entry.

Noteworthy Events: This entry is awarded to any PC that you, as the DM, feel performed actions significant enough to warrant documenting. These actions can either be positive or negative. At your discretion, please email the Verbobonc Triad a narrative of the events recorded. This entry is completely optional.

APPENDIX 1: ALL APLS

ENCOUNTER ONE: THE DRAGONS LAIR

MIST CHILDREN DEFENDER

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 *brooch of shielding*, ~~*potion of bull's strength*~~*, *potion of cure light wounds*, *potion of displacement*

* 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 Defender'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

APL 2

ENCOUNTER TWO: PLAN B

DRAGON KNIGHT GUARD CR 4

Male Gold Half-Dragon Knight 1/ Warrior 1
LN Medium Half-Dragon (augmented humanoid)
Init +2; **Senses** Darkvision, low-light vision Listen +1,
Spot +1

Languages Common, draconic

AC 20, touch 12, flat-footed 18
(+ 2Dex, +4 armor, +4 natural)

hp 14 (2 HD);

Immune fire, paralysis, sleep

Fort +3, **Ref** +2, **Will** +1

Speed 20 ft. in brigandine armor (4 squares)

Melee heavy flail +7 (1d10+7/19-20)

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

Base Atk +2; **Grp** +7

Atk Options Breath Weapon, Combat expertise,
Improved Disarm, Knight's Challenge (fighting)

Combat Gear

Abilities Str 20, Dex 15, Con 12, Int 15, Wis 8, Cha 16

SA Breath weapon, knight's challenge

SQ Darkvision, low-light vision, Immunity to fire,
paralysis and sleep

Feats Combat Expertise, Improved Disarm

Skills Gather Information +5, Intimidate +8,
Knowledge (local – VTF) +4, Listen +1, Spot +1,
Tumble -1

Possessions Brigandine armor, heavy flail.

Breath Weapon (Su) 1/day; Reflex save DC 12; 30 ft.
cone; 6d8 points of fire damage.

Fighting Challenge (Ex): As a swift action, you can issue a challenge against a single opponent. The target of this ability must have an Intelligence of 5 or higher, have a language of some sort, and have a CR greater than or equal to your PC level minus 2. If it does not meet these requirements, a use of this ability is expended without effect.

If the target does meet the conditions given above, you gain a +1 morale bonus on Will saves and a +1 morale bonus on attack rolls and damage rolls against the target of this ability. You fight with renewed vigor and energy by placing your honor and reputation on the line. If your chosen foe reduces you to 0 or fewer hit points, you lose two uses of your knight's challenge ability for the day because of the blow to your ego and confidence from this defeat.

The effect of a fighting challenge lasts for a number of rounds equal to 5 + your Charisma bonus (if any).

If you are capable of issuing a knight's challenge more than once per day, you can use this ability more than once in a single encounter. If your first chosen foe is defeated or flees the area, you can issue a new challenge to a different foe. You cannot switch foes if your original target is still active.

The Knight's Code: You fight not only to defeat your foes but to prove your honor, demonstrate your fighting ability, and win renown across the land. The stories that arise from your deeds are just as important to you as the deeds themselves. A good knight hopes that her example encourages others to lead righteous lives. A neutral knight wishes to uphold the cause of his liege (if he has one) and win glory. An evil knight seeks to win acclaim across the land and increase her own personal power.

The knight's code focuses on fair play: A victory achieved through pure skill is more difficult, and hence wins more glory, than one achieved through trickery or guile.

A knight does not gain a bonus on attack rolls when flanking. You still confer the benefit of a flanking position to your ally, but you forgo your own +2 bonus on attack rolls. You can choose to keep the +2 bonus, but doing so violates your code of honor (see below).

A knight never strikes a flat-footed opponent. Instead, you allow your foe to ready himself before attacking.

A knight never deals lethal damage against a helpless foe. You can strike such a foe, but only with attacks that deal nonlethal damage.

If you violate any part of this code, you lose one use of your knight's challenge ability for the day. If your knight's challenge ability is not available when you violate the code (for example, if you have exhausted your uses for the day), you take a -2 penalty on attack rolls and saves for the rest of that day. Your betrayal of your code of conduct undermines the foundation of confidence and honor that drives you forward.

ENCOUNTER EIGHT: ON SCALED WINGS

DRAGONKIN FOOTSOLDIER 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)

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 longsword, 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.

* see Appendix 2: New Rules Items

ENCOUNTER TWO: PLAN B

DRAGON KNIGHT GUARD CR 4

Male Gold half-dragon Knight 1/ Warrior 1
LN Medium half-dragon (augmented humanoid)
Init +2; **Senses** Darkvision, low-light vision Listen +1,
Spot +1

Languages Common, draconic

AC 20, touch 12, flat-footed 18
(+ 2Dex, +4 armor, +4 natural)

hp 14 (2 HD);

Immune fire, paralysis, sleep

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

Speed 20 ft. in brigandine armor (4 squares)

Melee heavy flail +7 (1d10+7/19-20)

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

Base Atk +2; **Grp** +7

Atk Options Breath Weapon, Combat expertise,
Improved Disarm, Knight's Challenge (fighting)

Combat Gear

Abilities Str 20, Dex 15, Con 12, Int 15, Wis 8, Cha 16

SA Breath weapon, knight's challenge

SQ Darkvision, low-light vision, Immunity to fire,
paralysis and sleep

Feats Combat Expertise, Improved Disarm

Skills Gather Information +5, Intimidate +8,
Knowledge (local – VTF) +4, Listen +1, Spot +1,
Tumble -1

Possessions Brigandine armor, heavy flail.

Breath Weapon (Su) 1/day; Reflex save DC 12; 30 ft.
cone; 6d8 points of fire damage.

Fighting Challenge (Ex): As a swift action, you can issue a challenge against a single opponent. The target of this ability must have an Intelligence of 5 or higher, have a language of some sort, and have a CR greater than or equal to your PC level minus 2. If it does not meet these requirements, a use of this ability is expended without effect.

If the target does meet the conditions given above, you gain a +1 morale bonus on Will saves and a +1 morale bonus on attack rolls and damage rolls against the target of this ability. You fight with renewed vigor and energy by placing your honor and reputation on the line. If your chosen foe reduces you to 0 or fewer hit points, you lose two uses of your knight's challenge ability for the day because of the blow to your ego and confidence from this defeat.

The effect of a fighting challenge lasts for a number of rounds equal to 5 + your Charisma bonus (if any).

If you are capable of issuing a knight's challenge more than once per day, you can use this ability more than once in a single encounter. If your first chosen foe is defeated or flees the area, you can issue a new challenge to a different foe. You cannot switch foes if your original target is still active.

The Knight's Code: You fight not only to defeat your foes but to prove your honor, demonstrate your fighting ability, and win renown across the land. The stories that arise from your deeds are just as important to you as the deeds themselves. A good knight hopes that her example encourages others to lead righteous lives. A neutral knight wishes to uphold the cause of his liege (if he has one) and win glory. An evil knight seeks to win acclaim across the land and increase her own personal power.

The knight's code focuses on fair play: A victory achieved through pure skill is more difficult, and hence wins more glory, than one achieved through trickery or guile.

A knight does not gain a bonus on attack rolls when flanking. You still confer the benefit of a flanking position to your ally, but you forgo your own +2 bonus on attack rolls. You can choose to keep the +2 bonus, but doing so violates your code of honor (see below).

A knight never strikes a flat-footed opponent. Instead, you allow your foe to ready himself before attacking.

A knight never deals lethal damage against a helpless foe. You can strike such a foe, but only with attacks that deal nonlethal damage.

If you violate any part of this code, you lose one use of your knight's challenge ability for the day. If your knight's challenge ability is not available when you violate the code (for example, if you have exhausted your uses for the day), you take a -2 penalty on attack rolls and saves for the rest of that day. Your betrayal of your code of conduct undermines the foundation of confidence and honor that drives you forward.

ENCOUNTER EIGHT: ON SCALED WINGS

DRAGONKIN FOOTSOLDIER 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)

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 longsword, 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.

* see Appendix 2: New Rules Items

ENCOUNTER TWO: PLAN B

DRAGON KNIGHT GUARD CR 4

Male Gold half-dragon Knight 1/ Warrior 1
LN Medium half-dragon (augmented humanoid)
Init +2; **Senses** Darkvision, low-light vision Listen +1,
Spot +1

Languages Common, draconic

AC 20, touch 12, flat-footed 18
(+ 2Dex, +4 armor, +4 natural)

hp 14 (2 HD);

Immune fire, paralysis, sleep

Fort +3, **Ref** +2, **Will** +1

Speed 20 ft. in brigandine armor (4 squares)

Melee heavy flail +7 (1d10+7/19-20)

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

Base Atk +2; **Grp** +7

Atk Options Breath Weapon, Combat expertise,
Improved Disarm, Knight's Challenge (fighting)

Combat Gear

Abilities Str 20, Dex 15, Con 12, Int 15, Wis 8, Cha 16

SA Breath weapon, knight's challenge

SQ Darkvision, low-light vision, Immunity to fire,
paralysis and sleep

Feats Combat Expertise, Improved Disarm

Skills Gather Information +5, Intimidate +8,
Knowledge (local – VTF) +4, Listen +1, Spot +1,
Tumble -1

Possessions Brigandine armor, heavy flail.

Breath Weapon (Su) 1/day; Reflex save DC 12; 30 ft.
cone; 6d8 points of fire damage.

Fighting Challenge (Ex): As a swift action, you can issue a challenge against a single opponent. The target of this ability must have an Intelligence of 5 or higher, have a language of some sort, and have a CR greater than or equal to your PC level minus 2. If it does not meet these requirements, a use of this ability is expended without effect.

If the target does meet the conditions given above, you gain a +1 morale bonus on Will saves and a +1 morale bonus on attack rolls and damage rolls against the target of this ability. You fight with renewed vigor and energy by placing your honor and reputation on the line. If your chosen foe reduces you to 0 or fewer hit points, you lose two uses of your knight's challenge ability for the day because of the blow to your ego and confidence from this defeat.

The effect of a fighting challenge lasts for a number of rounds equal to 5 + your Charisma bonus (if any).

If you are capable of issuing a knight's challenge more than once per day, you can use this ability more than once in a single encounter. If your first chosen foe is defeated or flees the area, you can issue a new challenge to a different foe. You cannot switch foes if your original target is still active.

The Knight's Code: You fight not only to defeat your foes but to prove your honor, demonstrate your fighting ability, and win renown across the land. The stories that arise from your deeds are just as important to you as the deeds themselves. A good knight hopes that her example encourages others to lead righteous lives. A neutral knight wishes to uphold the cause of his liege (if he has one) and win glory. An evil knight seeks to win acclaim across the land and increase her own personal power.

The knight's code focuses on fair play: A victory achieved through pure skill is more difficult, and hence wins more glory, than one achieved through trickery or guile.

A knight does not gain a bonus on attack rolls when flanking. You still confer the benefit of a flanking position to your ally, but you forgo your own +2 bonus on attack rolls. You can choose to keep the +2 bonus, but doing so violates your code of honor (see below).

A knight never strikes a flat-footed opponent. Instead, you allow your foe to ready himself before attacking.

A knight never deals lethal damage against a helpless foe. You can strike such a foe, but only with attacks that deal nonlethal damage.

If you violate any part of this code, you lose one use of your knight's challenge ability for the day. If your knight's challenge ability is not available when you violate the code (for example, if you have exhausted your uses for the day), you take a -2 penalty on attack rolls and saves for the rest of that day. Your betrayal of your code of conduct undermines the foundation of confidence and honor that drives you forward.

ENCOUNTER EIGHT: ON SCALED WINGS

DRAGONKIN FOOTSOLDIER 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)

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.

* see Appendix 2: New Rules Items

DRAGONKIN SERGEANT

CR 5

Male Dragonkin* rogue 2/warrior 1

LN Large Monstrous humanoid (reptilian)

Init +1; **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*

* already used; incorporated into the stats here

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.

* see Appendix 2: New Rules Items

ENCOUNTER TWO: PLAN B

DRAGON KNIGHT GUARD CR 4

Male Gold half-dragon Knight 1/ Warrior 1
LN Medium gold half-dragon (augmented humanoid)
Init +2; **Senses** Darkvision, low-light vision Listen +1,
Spot +1

Languages Common, draconic

AC 20, touch 12, flat-footed 18
(+ 2Dex, +4 armor, +4 natural)

hp 14 (2 HD);

Immune fire, paralysis, sleep

Fort +3, **Ref** +2, **Will** +1

Speed 20 ft. in brigandine armor (4 squares)

Melee heavy flail +7 (1d10+7/19-20)

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

Base Atk +2; **Grp** +7

Atk Options Breath Weapon, Combat Expertise,
Improved Disarm, Knight's Challenge (fighting)

Combat Gear

Abilities Str 20, Dex 15, Con 12, Int 15, Wis 8, Cha 16

SA Breath weapon, knight's challenge

SQ Darkvision, low-light vision, Immunity to fire,
paralysis and sleep

Feats Combat Expertise, Improved Disarm

Skills Gather Information +5, Intimidate +8,
Knowledge (local – VTF) +4, Listen +1, Spot +1,
Tumble -1

Possessions Brigandine armor, heavy flail.

Breath Weapon (Su) 1/day; Reflex save DC 12; 30 ft.
cone; 6d8 points of fire damage.

Fighting Challenge (Ex): As a swift action, you can issue a challenge against a single opponent. The target of this ability must have an Intelligence of 5 or higher, have a language of some sort, and have a CR greater than or equal to your PC level minus 2. If it does not meet these requirements, a use of this ability is expended without effect.

If the target does meet the conditions given above, you gain a +1 morale bonus on Will saves and a +1 morale bonus on attack rolls and damage rolls against the target of this ability. You fight with renewed vigor and energy by placing your honor and reputation on the line. If your chosen foe reduces you to 0 or fewer hit points, you lose two uses of your knight's challenge ability for the day because of the blow to your ego and confidence from this defeat.

The effect of a fighting challenge lasts for a number of rounds equal to 5 + your Charisma bonus (if any).

If you are capable of issuing a knight's challenge more than once per day, you can use this ability more than once in a single encounter. If your first chosen foe is defeated or flees the area, you can issue a new challenge to a different foe. You cannot switch foes if your original target is still active.

The Knight's Code: You fight not only to defeat your foes but to prove your honor, demonstrate your fighting ability, and win renown across the land. The stories that arise from your deeds are just as important to you as the deeds themselves. A good knight hopes that her example encourages others to lead righteous lives. A neutral knight wishes to uphold the cause of his liege (if he has one) and win glory. An evil knight seeks to win acclaim across the land and increase her own personal power.

The knight's code focuses on fair play: A victory achieved through pure skill is more difficult, and hence wins more glory, than one achieved through trickery or guile.

A knight does not gain a bonus on attack rolls when flanking. You still confer the benefit of a flanking position to your ally, but you forgo your own +2 bonus on attack rolls. You can choose to keep the +2 bonus, but doing so violates your code of honor (see below).

A knight never strikes a flat-footed opponent. Instead, you allow your foe to ready himself before attacking.

A knight never deals lethal damage against a helpless foe. You can strike such a foe, but only with attacks that deal nonlethal damage.

If you violate any part of this code, you lose one use of your knight's challenge ability for the day. If your knight's challenge ability is not available when you violate the code (for example, if you have exhausted your uses for the day), you take a -2 penalty on attack rolls and saves for the rest of that day. Your betrayal of your code of conduct undermines the foundation of confidence and honor that drives you forward.

ENCOUNTER EIGHT: ON SCALED WINGS

DRAGONKIN FOOTSOLDIER 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)

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 melees) 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.

* see Appendix 2: New Rules Items

DRAGONKIN SERGEANT **CR 5**

Male Dragonkin* rogue 2/warrior 1

LN Large Monstrous humanoid (reptilian)

Init +1; **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*

* already used; incorporated into the stats here

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.

* see Appendix 2: New Rules Items

FEATS

List alphabetically. Include source and page reference like so:

Close-Quarters Fighting (New Feat) [from Complete Warrior]

You are skilled at fighting at close range and resisting grapple attempts.

Prerequisites: Base attack bonus +3.

Benefit: You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you extra attacks of opportunity during a round or allow you to make an attack of opportunity when you would be denied one for being surprised, helpless, or in a similar situation.

For example, an ogre attempts to grapple Tordek. Tordek gains an attack of opportunity, hits, and causes damage. Since the ogre does not have any sort of grappling special ability or feat, it fails to start a grapple. Then an ankheg—a creature with the improved grab special ability—attempts to grapple Tordek. He takes an attack of opportunity, hits, and deals 10 points of damage to the creature. Tordek then adds +10 to his opposed check to resist being grappled.

Normal: Creatures with Improved Grapple, improved grab, or similar feats or special abilities do not provoke attacks of opportunity when they attempt to start a grapple.

Special: A fighter may select Close-Quarters Fighting as one of his fighter bonus feats.

Source: *Complete Warrior* 97

Scorpion's Resolve (new feat) [from Sandstorm]

Like the scorpion, you are not easily distracted.

Benefit: You gain a +4 bonus on saving throws against mind-affecting spells and abilities.

Source: *Sandstorm* 53

DRAGONKIN

Draconomicon, pg. 150

Large Monstrous Humanoid (Reptilian)

Hit Dice: 7d8+7 (38 hp)

APPENDIX 2: NEW RULES ITEMS

Initiative: +5

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

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

Base Attack/Grapple: +7/+15

Attack: Foreclaw +10 melee (1d6+4) or longspear +10/+5 melee (1d10+6)

Full Attack: 2 foreclaws +10 melee (1d6+4) or longspear

+10/+5 melee (1d10+6)

Space/Reach: 10 ft./10 ft. (20 ft. with longspear)

Special Attacks: Rake 1d6+2

Special Qualities: Darkvision 60 ft., detect magic

Saves: Fort +5, Ref +6, Will +7

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

Skills: Listen +12, Spot +12

Feats: Flyby Attack, Great Fortitude, Improved Initiative

Environment: Warm hills

Organization: Solitary, clutch (2–8), or squad (4–16 plus 1 human necromancer of 7th–11th-level)

Challenge Rating: 3

Treasure: Standard coins; no goods; double items

Alignment: Usually chaotic evil

Advancement: By character class

Level Adjustment: +2

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.

COMBAT

Dragonkin prefer to fight in the air, swooping down to slash earthbound opponents with their foreclaws. If forced to bring combat to the ground, dragonkin move in and use their claws or weapons (they favor longspear and other reach weapons).

Most dragonkin have a strong desire to acquire magic items (perhaps inherited from their ancestors) and tend to attack characters possessing such items in preference to others. If possible, a dragonkin grabs a magic item from its opponent and flees with it, taking

the item back to its cave. (Resolve this as a disarm attempt; since the dragonkin is unarmed, it holds the item if it wins the opposed check.)

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.

APPENDIX 3: LEGWORK

At various points throughout this adventure, the PCs will 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 Heart, 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 Eldron, 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.

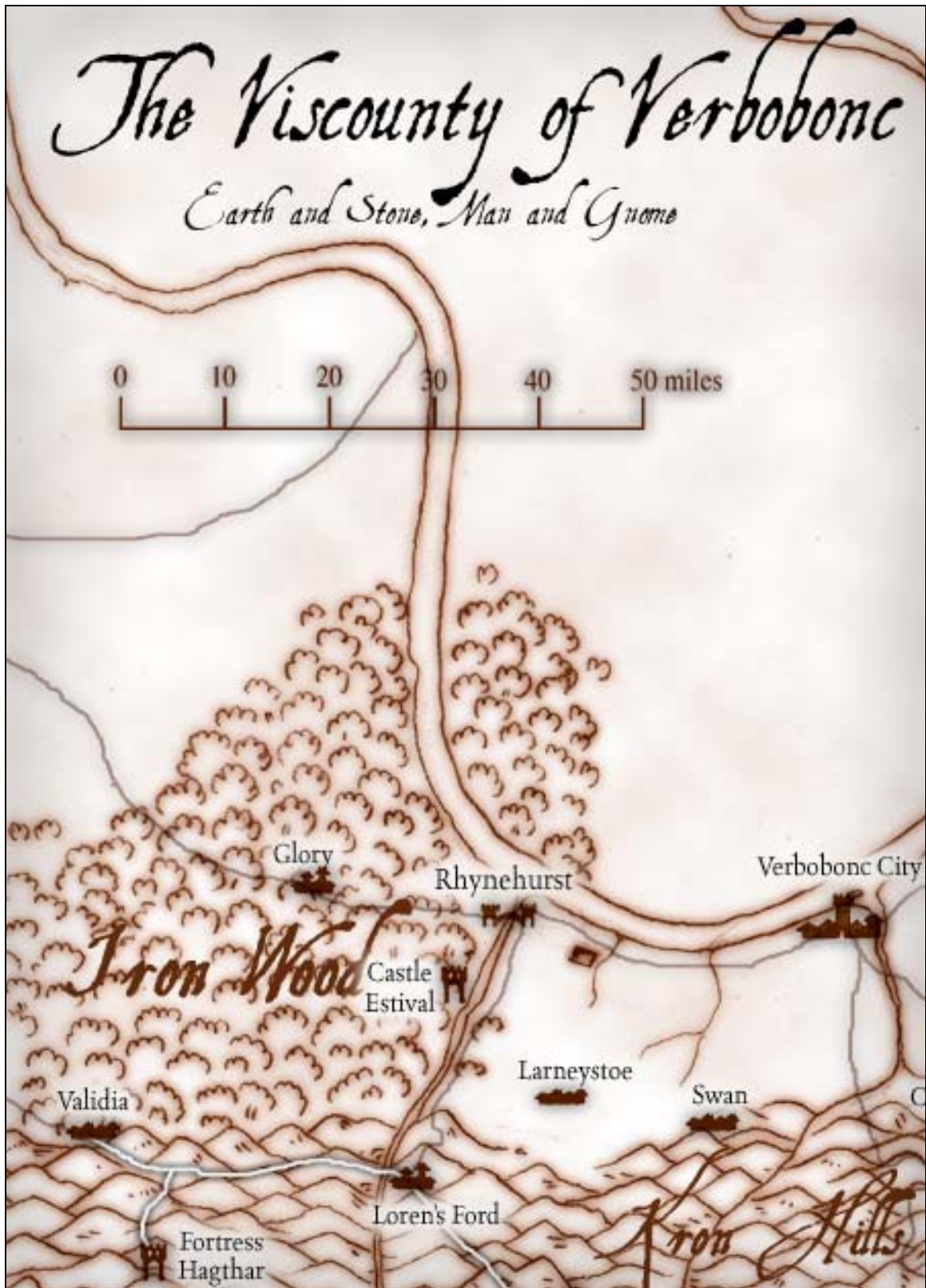
DC 25: Someone is making a power play for leadership of the Verbobonc underworld.

APPENDIX 4: LAWS OF THE VISCOUNTY

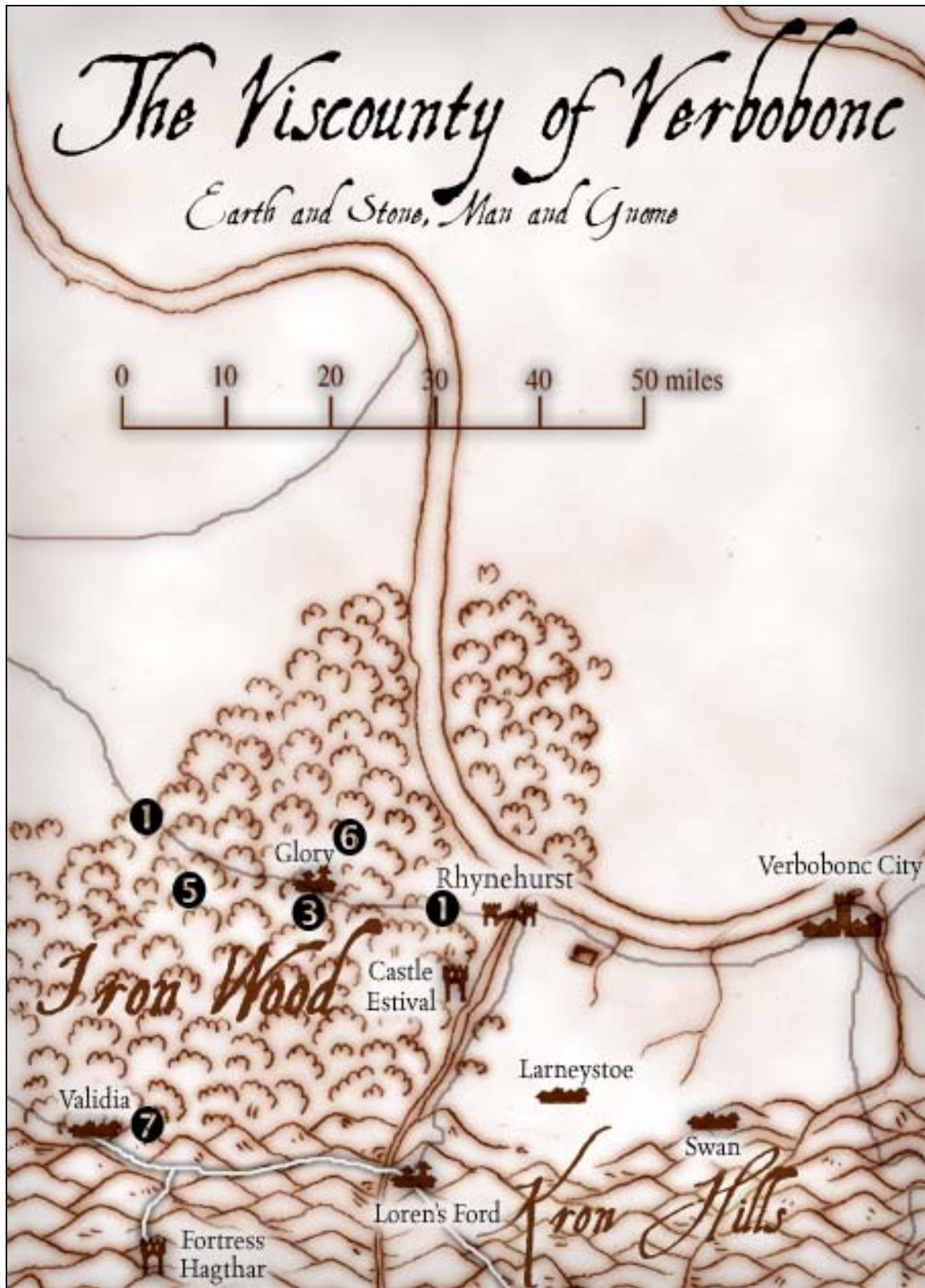
The following is a summary of crimes and penalties in Verbobonc. For more information, refer to the regional campaign document: *Laws of the Viscounty: A Guide to Justice in the Viscounty of Verbobonc*. This document is available for download on the Verbobonc website at <http://www.verbobonc.net>

Crime	Class	Penalty
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
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	Low	Confiscation of carried goods, 1,000 gp, 5 TU OR confiscation of 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	High	Confiscation of goods carried, 1,000 gp, 26 TU OR confiscation of goods carried, 10,000 gp fine, 104 TU, and loss of eye and hand.
Magical Assault	High	Confiscation of spellbooks, 500 gp, 4 TU OR confiscation of spellbooks and goods carried, 2,000 gp, 13 TU, and loss of ear.
Malicious Mischief	Low	Up to 1,000 gp, up to 4 TU, and full reimbursement of property value
Manslaughter	High	Forfeiture of all equipment, property, and wealth, 52 TU.
Murder	High	Death
Negligent Use of Magic	High	Confiscation of spellbooks, 500 gp, 4 TU OR confiscation of spellbooks 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	High	Confiscation of all wealth, 500 gp, 10 TU OR confiscation of all wealth, 2,000 gp, 26 TU, and loss of eye.
Robbery	High	Confiscation of goods carried, 1,000 gp, 10 TU OR confiscation of goods carried, 5,000 gp, 26 TU, loss of hand
Sedition	High	13 TU
Theft	Low	Confiscation of goods carried, 200 gp, 5 TU OR confiscation of goods carried, 1,000 gp, 12 TU, loss of finger
Treason	High	Forfeiture of all possessions, property, and wealth, and death by hanging, draw and quartering, or stoning.
Trespassing	Low	20gp – 500 gp

PLAYERS MAP – MAP OF WESTERN VERBOBONC



DM MAPS – MAP OF WESTERN VERBOBONC



CRITICAL EVENT SUMMARY

(please submit this to the Verbobonc Triad before June 1, 2007)

List all PCs that participated in this adventure. Please complete all blanks and fill in all information legibly.

Num. PC Name	Player Name	Email Address	Verbobonc Org Affiliation
1)			
2)			
3)			
4)			
5)			
6)			

Use the number (Num) above to identify any PCs in the questions below.

1) Were any PCs arrested during this adventure? If so, identify these PC by their number.	Y	N
2) Did the PCs discover the site where the Viscount was ambushed?	Y	N
3) Encounter 6: Did the PCs rescue the Mounted Borderers from Glory?	Y	N
4) Encounter 7: Did any PCs accept Lord Shannus' offer?	Y	N
5) Identify any Mounted Borderer PCs that failed in their assignment		
6) Did any PCs perform any noteworthy actions? If so, please record them here.	Y	N