

NYR7-M03

# Davben's Book

## A One-Round Dungeons & Dragons<sup>®</sup> Living Greyhawk<sup>™</sup> Mini-Mission set in the Kingdom of Nyronnd

Version 1.0

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Foreign marauders threaten a gnomish enclave in Nyronnd's Flinty Hill border region. A gnome courier needs the assistance of adventurers to deliver an item the gnomes believe can help them defend their burrows. A Living Greyhawk Mini-Mission set in the Kingdom of Nyronnd for characters level 1–10 (APLs 2-8).

Resources for this adventure [and the authors of those works] include *Greyhawk: the Adventure Begins* [Roger Moore], and *Living Greyhawk Gazetteer* by [Gary Holian, Eric Mona, Sean K. Reynolds, Frederick Weining], *Magic Item Compendium* [Andy Collins, et al], *Monster Manual IV* [Gwendolyn F.M. Kestrel, et al], *Spell Compendium* [Matthew Sernett, et al], and the *Nyronnd web site Gazetteer* [nyronnd.org, various].

Based on the original DUNGEONS & DRAGONS<sup>®</sup> 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. This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Open Gaming License and the d20 SYSTEM license, please visit

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Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D<sup>®</sup> campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

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

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (1) points.

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

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### Players Read No Farther

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

### Preparing for Play

To get the most out of this adventure, you need copies of the following D&D rulebooks: *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. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in *Appendix 1*. For your convenience, that appendix 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).

## Living Greyhawk LEVELS OF PLAY

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

1. Determine the character 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 character 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 character'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 characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character 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 characters 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 characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

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

## TIME UNITS AND UPKEEP

This is a standard one-round mini-mission, set in the Kingdom of Nyron. Characters from Nyron pay one (1) Time Unit per round, while all other characters pay two (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. Characters 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 character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the

Survival skill and succeeds at a DC 20 Survival check, the character 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 character 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*.

## ADVENTURE BACKGROUND

The Flinty Hills have long been a region of danger. The combination of humanoid raiders from the Bone March, the threatening stance of the North Kingdom to the east, and the monsters and hillmen native to the area make the Flinty Hills one of the most potentially volatile border regions on Oerth.

Despite these dangers, a gnome named Davben from a gnomish community called Skelmorad needs help getting a spellbook to Gnomeking ap'Hiller in these hills. Davben can take advantage of the Nyron patrols that regularly strike out from Arndulanth and Schukendale. But, he feels the soldiers and commanders of the human armies ask too many questions and move too slowly. Plus, they'll always be around for back up if the need arises. The gnomes cannot afford to diminish their numbers at Skelmorad to accompany their couriers to and from the caves and mines they inhabit. So, Davben hired outside help from the Nyron populace. But, the hired help promptly left him after receiving their gold.

Skelmorad sits on or near the Nyron border (depending on whose map you consult) on the north side of Orebolt pass. It is a recently established community, having been settled about one hundred years ago when a new vein of silver was discovered there. About one thousand gnomes live and work the mineshafts of Skelmorad. As with the majority of gnomes in the Flinty Hills, the inhabitants of Skelmorad trade away their silver for grains and meats from Arndulanth in Nyron.

When the PCs encounter him, Davben is on the run from unfriendly half-orcs that have followed him out of the Flinty Hills. The half-orcs, orcs, gnolls, bugbears, and other monstrous inhabitants of the hills do not want the gnomes to bolster their defenses. So, they waited for him to acquire his spellbook, and then gave chase. Of course, they waited until Davben's "hired" help gave up on the

besieged gnome. Intrigues from the east are going to reach into the Flinty Hills. Many details are not given here so that story elements are not spoiled for judges who participate in future installments in this short arc as players.

## ADVENTURE SUMMARY

The introduction begins the adventure in the city of Arndulanth. The PCs have an opportunity to intervene in the affairs of a gnome running from some brigands.

Encounter one is an immediate combat affair where the PCs confront the raiders who seek the gnome they encounter in the introduction.

The fleeing gnome, Davben, tries to persuade the party to help him deliver his book to his community in encounter two. They are asked to travel to a gnome enclave called Skelmorad in the Flinty Hills. PCs that agree to help may prepare for their trek into the Flinty Hills before they leave town.

The PCs get to hear and learn about the many dangers of the Flinty Hills in encounter three. Davben explains threats that range from bandits to dragons.

In encounter four, the party gets a first hand look at some of the local dangers as some of Sassy's minions assault the party.

The party arrives at Skelmorad in encounter five. This is the gnomish enclave and mine where Davben lives. He hands over the book to one of Gnomeking Warren ap'Hiller's clan leaders.

The party meets another prominent gnome of Skelmorad in encounter six, who rewards them their promised pay. Then, they are led to the Overlook, where a celebratory feast is certain to ensue.

A frustrated enemy of the gnomes crashes the feast on the Overlook in encounter seven. This combat encounter tests all of the skills and abilities of the PCs.

The gnomes of Skelmorad offer their thanks to the party, once again, for their help in driving off or killing the attacker and his minions in encounter eight.

The adventure concludes as the party arrives in Schukendale. They receive another reward based on their behavior and attitude among the gnomes.

## INTRODUCTION

The adventure begins in the city of Arndulanth, in northeastern Nyrond. Arndulanth is the seat of Duke Grevin Damar and home to many elves and gnomes who live, work, and trade among the humans of the city. Allow the PCs to share their

own reasons for being in Arndulanth. This adventure assumes the PCs are loitering outside of Korjen's General Goods, a local merchant and expedition supplier. Read the following as PC introductions conclude.

***You stand outside of Korjen's General Goods in the city of Arndulanth in the shade of the Gamboge Forest. Shouts of alarm and a shrill cry for help disturb your conversation. As you turn to see where the commotion is coming from, you see a male gnome darting through the crowds in your direction, forty feet away. Another forty feet behind him, giving rapid chase, are several half-orcs.***

The gnome clutches a ripped backpack closely to his chest. There is something in the backpack (a spellbook, of sorts), but PCs cannot tell what it is from the outside. He frantically glances behind him and appears to be running from an altercation with the half-orcs.

The half-orcs appear to be armed with greatclubs, but they are not wielding them, yet. One of them appears to be clutching a ripped piece of the gnome's backpack. They are dressed in rugged-looking clothing designed for living in the outdoors.

Allow the PCs to determine their next course of action. Initiative may be rolled now, or the PCs may simply let the gnome and his pursuers run by. If the PCs act now, proceed to **Encounter 1: Help!** If they choose not to interfere in any way, the adventure hook just passed them by...

## ENCOUNTER 1: HELP!

This encounter assumes the PCs intervene in the gnome's flight from the half-orcs. Roll initiative now if it has not been rolled. The gnome is going to run past the PCs and into Korjen's store to hide on his Initiative count. He explains such if someone follows him in, asking for them to "Keep those brigands away from me!" or saying, "Don't stand there, help me hide!"

The half-orcs follow the gnome into the store if not forestalled by the PCs outside. They will handily relieve him of the backpack he carries and run off with it if nobody stops them. In this case, the adventure is over and neither experience points nor gold are earned.

When the PCs step in, the half-orcs will stop and warn them to mind their own business. They indicate they are "taking the gnome's book, and that is that." They draw their weapons and fight.

The gnome begs for help against the half-orcs if the PCs prevent him from moving any further. He'll point to his pursuers, screaming for the guard or for anyone else to help him.

**Creatures:** The half-orcs are from a clan of hillmen from the Flinty Hills. They want the gnome's book. They shall not be deterred except by force.

**APL 2 (EL 3)**

**Half-Orc Ruffians (3):** hp 12 each; *Appendix 1.*

**APL 4 (EL 5)**

**Half-Orc Ruffians (3):** hp 20 each; *Appendix 1.*

**APL 6 (EL 7)**

**Half-Orc Ruffians (3):** hp 38 each; *Appendix 1.*

**APL 8 (EL 9)**

**Half-Orc Ruffians (3):** hp 57 each; *Appendix 1.*

**Tactics:** The half-orcs gang-up on and attack the nearest PC. They will make efforts to put themselves in flanking positions. They will use Power Attack if they can get flank bonuses at all APLs.

One or two of the half-orcs will use Improved Overrun to knock PCs down at APLs 4 to 8. Others will delay to take advantage and attack prone PCs.

The ruffians do not fight to the death. They will flee when they get down to one quarter of their hit points. They surrender if pursued, throwing down their arms.

**Treasure:** The half-orcs each have twenty-five gold pieces in addition to their equipment.

**APL 2:** Loot: 27 gp, Coin: 75 gp, Magic: 0 gp

**APL 4:** Loot: 27 gp, Coin: 75 gp, Magic: 0 gp

**APL 6:** Loot: 27 gp, Coin: 75 gp, Magic: 0 gp

**APL 8:** Loot: 27 gp, Coin: 75 gp, Magic: 0 gp

**Development:** Captured or subdued half-orcs say that they were hired by a man in a dark cloak in the Flinty Hills, where they are from. He paid them to follow the gnome, take the book when he got it, and return it to the hills, where their shadowy employer said he'd find them. They did not have a meeting time or place. He simply said he'd find

them once they entered the hills. They only know that he is a human and that he spoke in a whispering, "snake-like" (sibilant) voice. The same dark man has made recent appearances among the clans of the hillmen. His intentions and motives are unknown, except that he wanted the book from the gnome.

A DC 15 Knowledge (local — NMR) indicates that the twenty-five gold coins the ruffians were paid with are "crowns" minted and used in North Kingdom.

The half-orcs have no other information to offer.

A detachment of Arndulanth city watchmen arrive a few moments after the PCs finish questioning captured ruffians. The watchmen will groan and complain about any drawn weapons and the use of force in the city. Adventurer License holders will get a pass from the watchmen and a thanks for the help. Others get stern looks and distrusting tones. The PCs may explain what happened, and witnesses will confirm the events if the PCs are honest.

Eventually, the watchmen are satisfied and haul any surviving half-orcs to the city jail.

## ENCOUNTER 2: THE GNOME'S STORY

Davben, the formerly fleeing gnome, pokes his head out of Korjen's when the fighting ends and the PCs are victorious. He'll cautiously approach the PCs and explain his predicament.

If the PCs attempted to help Davben but failed to defeat the half-orc ruffians in **Encounter 1: Help!**, Davben is captured by the half-orcs. But, the city watch apprehends them at the city's outskirts. The watch jails the half-orcs and sets Davben free. Davben will look for the PCs to tell his story and make his offer. He regrets they were beaten by the ruffians, but appreciates the party's bravery and for trying to stop his pursuers. He offers to buy them a meal and drink if they will at least listen to his tale and needs. Read or summarize his introduction below if the PCs agree.

***"My name is Davben, and I hail from Skelmorad, a gnomish clan hold in the Flinty Hills. I appreciate your help in dispatching my attackers. Oh, by Garl's Jeweled Fingers, this has certainly turned into an amazing adventure. Please, accept my thanks by allowing me to buy you a meal and drink. And,***

***may I bend your ear to hear of my tribulations?"***

Assuming the PCs accept, Davben takes them to Gleaming Jem's, a tavern and inn that caters to Arndulanth's gnomish population. They are served a sumptuous meal and drinks, as Davben promised. He begins his story while the PCs eat.

***"One of Gnomeking ap'Hiller's clan leaders sent me to Arndulanth to meet with a gnomish envoy from the City of Greyhawk. I was to retain a package from this envoy. Something Gnomeking ap'Hiller desperately wants."***

Davben will covertly show the book to PCs if they ask about it at this time. He'll look around the common room and give a knowing look to the dozen gnomes also there. PCs that succeed on a DC 15 Spot check or a DC 15 Sense Motive check notice several gnomes in the tavern give Davben a reassuring, yet subtle, nod. Davben sets the backpack on the table and carefully removes the book.

It is a leather bound book. Anyone who speaks Draconic may read its title, sewn into the cover with gold thread, *Spells and Training of the Harrow Blades*. Davben continues after showing the PCs the book. A DC 20 Knowledge (local — NMR) check or a DC 25 Bardic Knowledge check reveals that the book Davben has is a copy of a very old Oeridian military manual. It is likely that Davben's book contains the details of training regimens, spells, and other fighting concepts that combine sword and magic.

***"This book may contain some knowledge, insight, or other information that Gnomeking ap'Hiller may use to bolster the defenses of the gnomes in the Flinty Hills," Davben explains.***

***"Like the gnomes of the Cairn Hills, we face many threats. We always have. But, our diviners sense some other looming threat. What it is we do not know, as the divinations are dim and shadowy."***

***"The gnomes of Greyhawk have copied an old tome they've had since the days of Landgraf Maret Nial – this is the copy. I am to take it by way of Skelmorad to the Gnomeking's diviners and sages. They in turn hope to find some spell, strategy, or other bit of information to help us improve our chances of surviving the ever-increasing dangers in the hills and mountains of our region."***

Davben takes a moment to catch his breath, eat a bite of food, and gulp down some of his drink. Before the PCs can ask any questions, he interrupts them with a raised finger.

***Davben wipes his mouth with a shirtsleeve and continues, "Those ugly orc-blooded creatures were no doubt from some mixed human and orc tribe in the hills, or the Bone March. As you can see, they wanted the book. Or, they wanted it to not get to the Gnomeking. And, I'd almost lost all faith in the inhabitants of this city if not for you lot."***

***Davben shakes his head in disgust, and continues. "I hired four professional adventurers not two hours ago to escort me to Skelmorad. They took their fifty gold piece advance and agreed to walk with me into the hills. The moment those brigands came up to me and tried to wrestle the book away, my 'hired help' ran off like frightened halflings ("no offense," Davben adds to any Halflings present). One of them, a dwarf, claimed to be a cleric of Moradin!" Davben exclaims.***

***"May I bother you kind, brave folk to accompany me back to Skelmorad? I can't pay anything now. But, when we get back I can give you the rest of the pay those cowards who offered to 'help' me this morning were suppose to get. Skelmorad will throw a fine feast in your honor, too." Davben looks at you with pleading eyes.***

Davben does not know who hired the ruffians and does not recognize the description the half-orcs gave of him. He suggests that it could be anybody – a shaman from the Bone March, a priest of the hillmen, or some unknown personality from The Pale, North Kingdom, etc...

**Creatures:** Twelve other gnomes are present in the Gleaming Jem in addition to Davben. They are a mix of classes equal to the table's APL. However, this is not meant to be a combat encounter, so stat blocks are not given. If for some reason the PCs attempt to steal the book, the gnomes in the establishment will hold them until the watchmen arrive. The PC or PCs involved will be arrested, fined 100 gp, and held over for 2 TUs. The adventure is over for any such foolish PCs.

**Davben, gnome courier:** male gnome scout 2; hp 16, Appendix 1.

**Development:** Fifty gold pieces await each PC that takes Davben up on his offer. Davben is eager to get out of town if the PCs agree. He will concede and accompany them if they want to make any purchases in Arndulanth. Proceed to **Encounter 3: The Flinty Hills** when the PCs are ready.

Davben sighs and shows exaggerated disappointment if the PCs refuse his offer. He thanks them for listening, and then begins to plead with some of the other gnomes in the Gleaming Jem. The adventure is over for PCs that refuse to help.

## ENCOUNTER 3: THE FLINTY HILLS

This encounter gives the PCs a chance to learn of some of the ever-present dangers in the Flinty Hills, learn about Davben's clan and other gnomes, and to perhaps get a closer look at *Spells and Training of the Harrow Blades*.

Davben recommends traveling south and east along the edge of the hills to Schukendale. This diminishes the amount of time the party needs to spend in trackless, uncivilized hill country. Consult the Movement section in the *Player's Handbook*, pages 162-164 to determine your party's travel time. For example, it takes a party moving 20 ft. just over nine days to walk one hundred fifty miles from Arndulanth to Schukendale. From Schukendale thence up the Snake Pass, the forty miles to the Ogrebolt Pass junction takes just over three days. Skelmorad is a day's walk east on the Ogrebolt Pass, where Davben then walks north to the hidden burrows of Skelmorad.

Davben plans on walking at 20 ft. He will accept a ride on a mount, or even allow himself to be carried by a PC like a backpack — he'll even suggest the latter. All his years in the woods have taught him to take advantage of every opportunity! He will not be persuaded to spend his own money on a mount, since he has none left. He also explains that the gnome burrows are no place for a horse. Riding dogs are welcome, however. He will not object to PCs taking large mounts. But, they shall find no accommodation in Skelmorad due to their size.

Information presented below is in bullet point format to make the conversation free form. Judges may paraphrase or read aloud as they see fit. Use the information in any order.

### Davben, His Errand, and Skelmorad

- Skelmorad is a mining outpost that was established about one hundred years ago to take advantage of a vein of silver that runs close to the surface of the Oerth.
- There are about one hundred gnomes that keep Skelmorad running: miners, warriors, and those that prepare food, take care of the sick, etc...
- Gnomeking ap'Hiller does not live there. Skelmorad was just given the assignment of getting the book from Arndulanth.
- Davben will give the book to Ahoven, a scholar, sage and clan leaders of Skelmorad.
- Davben is a courier and makes many trips in and around the Flinty Hills for his clan.
- Much of the silver that Skelmorad extracts is traded to Nyronnd for foodstuffs and to grease the wheels of foreign policy. Of course the gnomes keep much of it for their own purposes. Davben laughs when he says this.

### Spells and Training of the Harrow Blades

- It is normal-sized and bound in goat leather, with gold thread stitching and binding.
- It is written in Draconic.
- It discusses the combinations of sword and spell in battle, calling its two disciplines havoc mages and eldritch knights.
- It details many spells that can and should be used by one hand, while the other wields a sword.

### Dangers of the Flinty Hills

- The most pressing danger in the hills is the Green of the Gamboge, Sasrakananakmasha (AKA Sassy). She is an enormous green dragon with a lair in the southern Gamboge Forest — too close for Davben's taste. Davben does not call her by her full name or Sassy. He refers to her, out of a sense of respect and fear, as the Green of the Gamboge. He suggests that nobody says her name out loud, lest she hears it spoken and comes to find and kill the blasphemer.
- She can and has destroyed entire valleys with one blast of her caustic breath.
- She is currently hibernating, brooding, or has found a new hunting ground, as she has not been seen in the hills or the southern forest for a few years. Or, more likely, she's plotting a new approach to the destruction of the gnomes.

- She certainly has not been slain – she is immensely powerful, and would defy the efforts of most.
- Additionally, her minions are still very active in the southern Gamboge and around the Flinty hills.
- The native hillmen are always active, up to their normal banditry and infighting. It would bode ill were the hillmen to organize and assert them selves in a united pact. But, they are too wild an uncivilized for such.
- The party may encounter them. The hillmen are too unpredictable to offer any kind of clues as to their activities. They may not be seen at all. A night watch is certainly in order!
- Gnolls, orcs, bugbears, hobgoblins and other creatures of the Bone March present a constant danger. Sometimes they send skirmishers or scouts into the Hill's eastern reaches to probe gnome and dwarf defenses.
- The dwarves and humans of Mistwatch usually dispatch these threats. Mistwatch also serves as a deterrent for any overly eager princes in North Kingdom.

**Development:** Travel through the hills is uneventful for the party the first two days and nights. However, minions and spawn of the Green of the Gamboge attack the PCs while they camp. Proceed to **Encounter 4: Greenspawn** as the PCs bed down on the third night in the Flinty Hills.

## ENCOUNTER 4: GREENSPAWN

While the PCs shall not encounter Sasrakananakmasha, they shall certainly see her minions. A group of her creatures stumble upon the PCs while they camp. Run this encounter on the third night the PCs camp in the Flinty Hills, certainly before they reach Skelmorad.

It is likely the PCs use a rotating watch during their nights in the Flinty Hills. Roll a d8 to determine which hour of the night Sassy's minions attack, with a one being approximately ten o'clock at night, a two being about eleven o'clock, etc. Then, roll 2d6x10 to determine the distance the PCs may begin to detect the minions by sight or sound (*Dungeon Master's Guide*, page 89). Sassy's minions try sneak up on the PCs from the given distance using their darkvision to full advantage.

**Creatures:** Some of the very creatures Davben may have told the PCs about earlier appear out of

the dark night. A roaming band of Sassy's spawn attack the PCs in hungry, reckless abandon. Describe the half-green dragons as powerfully built humanoids with green, scaled skin and elongated snouts with sharp fangs.

### APL 2 (EL 4)

**Greenspawn Sneak (2):** hp 14 each; *Appendix 1.*

### APL 4 (EL 6)

**Greenspawn Sneak (2):** hp 14 each; *Appendix 1.*

**Greenspawn Leaper (2):** hp 25 each; *Appendix 1.*

### APL 6 (EL 8)

**Greenspawn Razorfiend:** hp 105; *Appendix 1.*

**Half-Green Dragon Gnoll Raider:** hp 56; *Appendix 1.*

### APL 8 (EL 10)

**Greenspawn Razorfiend:** hp 105; *Appendix 1.*

**Half-Green Dragon Gnoll Raider (2):** hp 79; *Appendix 1.*

**Tactics:** The greenspawn sneaks creep as close as possible to throw their flasks of acid at APL 2 and APL 4. They try to give each other flanking when combatants approach for melee. The greenspawn leapers lie in wait to charge melee opponents when the sneaks engage in melee at APL 4.

The greenspawn razorfiend and half-green dragon gnoll sneak as close as possible to unleash their breath weapons on the PCs at APLs 6 & 8. They focus their attacks on single PCs when melee combat begins, with the greenspawn razorfiend using its breath weapons every round it can if it can reasonably do lots of damage with it. The half-green dragons simply charge if they are detected before they are in range for the breath weapon to be of use.

**Development:** All of these minions fight to the death. None of the greenspawn or half-dragons speak Common at any APL. If the PCs can communicate with them, survivors have no information to offer and act defiant if PCs insist on keeping any alive. Survivors promise that their queen will find the PCs and rend their flesh to feed to her hatchlings. They make every effort to escape and take every opportunity to harm the



PCs that becomes available. They are vicious creatures with an insatiable desire to do harm.

Davben says that the Green's spawn have never ranged this far south before. They have been seen in small numbers closer to and in the Gamboge, but not this far south.

**Treasure:** The creatures carry only their equipment and some gold pieces at all APLs.

**APL 2:** Loot: 17 gp, Coin: 0 gp, Magic: 0 gp

**APL 4:** Loot: 17 gp, Coin: 0 gp, Magic: 0 gp

**APL 6:** Loot: 81 gp, Coin: 0 gp, Magic: 91 gp – *potion cure light wounds* (8 gp each), *vest of resistance +1* (83 gp each)

**APL 8:** Loot: 104 gp, Coin: 0 gp, Magic: 908 gp – *+1 greatsword* (2) (196 gp each per sword), *potion cure light wounds* (2) (8 gp each per potion), *ring of protection +1* (2) (167 gp each per ring), *vest of resistance +1* (2) (83 gp each per vest)

**Detect Magic Results:** *+1 greatsword* (faint transmutation), *potion cure light wounds* (faint conjuration), *ring of protection +1* (faint abjuration), *vest of resistance +1* (faint abjuration),

## ENCOUNTER 5: SKELMORAD'S DIRT CAVE

Davben asks for the PCs to allow him to erase signs of their passage as he prepares to move into the small draw that hides the entrance to Skelmorad. Any large mounts will have been tethered a few hundred yards from the draw.

*Davben beckons you to a large, old scrub oak tree after he erases your tracks from the dirt in a narrow draw. Then, he pulls on one of the oak's roots, tilting the tree back and revealing a secret entrance into a narrow, underground tunnel.*

*The two and a half foot wide tunnel is designed for small size creatures. Medium creatures are considered squeezing and larger creatures are completely blocked from entering. But, it is only a short walk into the side of the hill before the tunnels opens up to accommodate medium creatures.*

*The Narrow tunnel opens up into a dirt and rock cave about fifty feet wide. Light from a few magical torches illuminates the cave. Tree roots and other vegetation snake through the walls and ceiling, indicating you are not too far below ground. A half dozen smaller tunnels exit the larger chamber. Gnome guards greet*

*Davben, where they have a short exchange in Gnome.*

PCs that speak Gnome may overhear the conversation. The guards and Davben simply exchange salutations. Davben suggests that he take the book straight to Adoven, who is deeper in the burrows.

*Davben turns to you and asks that you wait patiently here while he delivers the book to Adoven. "I will return shortly, and we shall make a better accommodation for you, if you would like to stay the night," he says. "I would invite you further into the burrows, but you might find it uncomfortable"*

**Development:** The party is served food and beverages if they agree to wait for Davben to make his delivery and return. Proceed to **Encounter 6: Humble Rewards** if the PCs agree to wait.

## ENCOUNTER 6: HUMBLE REWARDS

Davben returns shortly with Adoven. Read or paraphrase the following read aloud text.

*Davben emerges in the company of another gnome from the same tunnel he went through about fifteen minutes ago. "This is Adoven," he says, introducing the other gnome. "He is the Warren Leader and one of our most respected sages." Adoven bows at this introduction.*

Allow the players a few moments to introduce their PCs. Then, Adoven addresses them.

*"I wish to thank you for delivering the tome of Spells and Training of the Harrow Blades to us. As Davben may have told you, it is a gift from gnomes abroad. And, thank you for bringing Davben back alive."*

*Adoven produces a velvet pouch from a vest pocket. He and Davben count out ten platinum pieces for each of you and hand them over. "For this occasion, we are going to use the Overlook," Adoven says. "Davben, please take our friends there, and we shall all enjoy a humble feast."*

**Treasure:** Adoven has actually paid the PCs twice what Davben promised.

**APL 2:** Loot: 0 gp, Coin: 100 gp, Magic: 0 gp

**APL 4:** Loot: 0 gp, Coin: 100 gp, Magic: 0 gp

**APL 6:** Loot: 0 gp, Coin: 100 gp, Magic: 0 gp

**APL 8:** Loot: 0 gp, Coin: 100 gp, Magic: 0 gp

**Development:** Davben leads the PCs through one of the many small tunnels. Explain to the PCs that the beams are cut and angled in odd directions to shore the earthen tunnel up. Many pulleys and ropes run along and through the beams and tunnel.

Davben will explain that this tunnel is rigged to be pulled down in the event that an enemy tries to enter the burrows through the Overlook. The gnomes retreat down the tunnel and collapse it on pursuers, making another stand at the dirt cave if necessary. He does not share the burrow's other defenses, citing security reasons and the PCs' safety.

## ENCOUNTER 7: ENTER CRAWDOR

The tunnel opens up to a flat, open area that overlooks a steep valley in the hills.

*You exit the narrow tunnel after about two hundred feet. A wide, flat shelf looks out over a deep valley. There is a hazy shimmer as you look out across the scene.*

Davben explains, with a lot of pride, that the Overlook is hidden behind an illusion in the shape of a quarter dome. An observer on the outside only sees the hilltop. But, the valley can be seen from within. The gnomes watch the movement of others in the hills from behind the safety of their illusion. The edge of the Overlook initially drops of 20 ft. to another shelf before plummeting an additional 200 ft. to the floor of the valley. To successfully climb up from the lower shelf requires a DC 20 Climb check.

*Other gnomes begin to trickle in. Soon, there is cooking, laughing, and carousing on the Overlook. Ahoven and others discuss the contents of the book the party brought to them. Ahoven explains that *Spells and Training of the Harrow Blades* is already on its way to Gnomeking Warren ap'Hiller through one of the deep tunnels below the burrows. Davben describes how the party defeated the ruffians in Arndulanth. The festivities continue for hours, and eventually night falls. But, the*

*gnomes show no sign of abating their festivities. It seems that it has been a long time since these people have had a chance to enjoy themselves this much.*

Ask the players to arrange their PCs somewhere on the map, using *DM Map: Overlook*. Indicate that there are about two-dozen gnomes on the Overlook. Then, read the following. Take care to read the correct version for the APL.

*A sudden, sharp high-pitched shriek fills your ears. The shimmer of the Overlook's illusion glows brightly for a fraction of a second then disappears with a loud cracking sound. Fresh air from outside rolls in and the clear night sky is plainly visible.*

### APL 2

*A large winged creature that is half-lion and half-eagle swoops out of the night sky and lands on the edge of the Overlook. Upon the creature's back, a dark figure, perhaps a human or an elf, begins to move his hands in arcane gestures.*

### APL 4-8

*A large winged reptile swoops out of nowhere and lands on the edge of the Overlook. Upon the creature's back, a dark figure, perhaps a human or an elf, begins to move his hands in arcane gestures.*

**Creatures:** Cawdor has just crashed the party. He and his mount, a griffon or a wyvern, begin their attacks immediately.

### **APL 2 (EL 5)**

**Cawdor:** male human sorcerer 2; hp 10; Appendix 1.

**Griffon:** hp 59; *Monster Manual* 139.

### **APL 4 (EL 7)**

**Cawdor:** male human sorcerer 4; hp 20; Appendix 1.

**Wyvern:** hp 59; *Monster Manual* 259.

### **APL 6 (EL 9)**

**Cawdor:** male human sorcerer 8; hp 40; Appendix 1.

**Wyvern:** hp 59; *Monster Manual* 259.

### **APL 8 (EL 11)**

**Cawdor:** male human sorcerer 10; hp 50; Appendix 1.

**Wyvern, Advanced:** hp 117; *Appendix 1.*

**Tactics:** At all APLs, Crawdor will land his mount where he is not too close to any tough looking fighter types. He will start by casting one of his highest level offensive spells, whichever makes the most sense at the time, and then dismounting the mount to avoid having to make concentration checks to cast. As a free action, he will tell his mount, in a language it understands, to defend him. This is a free action, as he does not have to perform a Handle Animal check. The mount is intelligent enough to act on it's own and will try to protect it's master. It will not charge PCs unless they choose to only engage with ranged attacks. Crawdor also wants it nearby in case he needs to mount up and flee.

Depending on the APL, he has already cast *false life*, *mage armor*, *mirror image*, *shield*, and *stoneskin*.

Crawdor is an experienced combatant and will attempt to use his spells as cleverly as possible to control the battle field, defend himself, and cause as much damage as he can.

He does not fight to the death as long as a mount is available, attempting to flee if he does not believe he will survive another round of combat. He does fight to the death if he has no means of getting off of the Overlook.

The gnomes scramble to their tunnel, which they collapse six rounds after combat begins, whether or not the party is victorious by then.

Davben may stay and help if the PCs ask him to, but he looks to them for advice on what to do.

**Development:** Crawdor deepens the mystery of who is after *Spells and Training of the Harrow Blades*. His master, someone he identifies as Sarkoz, sent him here to get the book because the bumbling half-orcs failed. Crawdor does not know why Sarkoz wanted to prevent the gnomes from obtaining the book.

It was Crawdor that hired the half-orcs. He followed Davben from far above. He sent the half-orcs into the city to drag the stinking gnome or his book back to the edge of the hills. From thence, Crawdor was going to leave and take the book to a Hextorian chapel in Edgefield where Sarkoz could retrieve it at his leisure.

Crawdor met Sarkoz in Edgefield, in the North Kingdom, after the Greyhawk wars. That was where he last saw his master, weeks ago. But, Sarkoz moves around a lot. He may be in Eastfair one week, then at the Highlander Castles the next.

He dares the PCs to seek Sarkoz. He promises them a slow, fiery, and painful death if they do.

He has also seen the strange and dangerous green spawn in the Flinty Hills and in the southern reaches of the Gamboge Forest. But, he is not affiliated with them and avoids them like other travelers in the hills.

Crawdor's coins match those found on the half-orcs in Arndulanth – gold “crowns” from the east.

**Treasure:** Crawdor has items the party may be interested in, if he did not use them up during the fight.

**APL 2:** Loot: 3 gp, Coin: 25 gp, Magic: 159 gp - *anklet of translocation* (117 gp each), *potion of cure light wounds* (2) (8 gp each per potion), *scroll of protection from arrows* (13 gp each), *scroll of web* (13 gp each)

**APL 4:** Loot: 3 gp, Coin: 100 gp, Magic: 193 gp - *anklet of translocation* (117 gp each), *potion of cure moderate wounds* (2) (25 gp each per potion), *scroll of protection from arrows* (13 gp each), *scroll of web* (13 gp each)

**APL 6:** Loot: 3 gp, Coin: 150 gp, Magic: 738 gp - *anklet of translocation* (117 gp each), *cloak of charisma +2* (333 gp each), *potion of cure moderate wounds* (2) (25 gp each per potion), *ring of protection +1* (167 gp each), *scroll of confusion* (58 gp each), *scroll of web* (13 gp each)

**APL 8:** Loot: 3 gp, Coin: 250 gp, Magic: 1,121 gp - *anklet of translocation* (117 gp each), *cloak of charisma +2* (333 gp each), *potion of cure moderate wounds* (4) (25 gp each per potion), *ring of protection +1* (167 gp each), *scroll of confusion* (58 gp each), *scroll of web* (13 gp each), *vest of resistance +2* (333 gp each)

**Detect magic results:** *anklet of translocation* (moderate conjuration), *cloak of charisma +2* (moderate transmutation), *potion of cure light wounds* (faint conjuration), *potion of cure moderate wounds* (faint conjuration), *ring of protection +1* (faint abjuration), *scroll of confusion* (moderate enchantment), *scroll of protection from arrows* (faint abjuration), *scroll of web* (faint conjuration), *vest of resistance +2* (faint abjuration)

## ENCOUNTER 8: ANOTHER ROUND OF THANKS

The gnomes will clamber up onto the Overlook from previously unseen holes and burrows after the fight is over. They offer *potions of cure light wounds* to PCs that are unconscious. They also indicate that scouts were sent out to find a Mistwatch patrol to report the incident. The gnomes will also detain Crawdor if he lives to hand over to the Mistwatch patrol.

***Adoven and Davben (if the latter is still alive) offer another round of heartfelt thanks to you. They unequivocally suggest that you take whatever of Crawdor's possessions you want.***

***You are invited to sleep in the dirt cave near Davben's hidden entrance to Skelmorad. The generous gnomes do their best to make you comfortable. Adepts of the clan do their best to heal your remaining wounds and make you comfortable.***

***While the gnomes seem a little bit sad about having to give up Overlook, they are not totally disappointed. The rest of the evening you hear some of them talk about carving out another hillside to make another place very much the same.***

***A Mistwatch patrol arrives just after dawn the next morning. Several of the soldiers offer to walk to Schukendale with you, to provide safe passage for all. The gnomes bid you one last thanks and farewell.***

## CONCLUSION

It is assumed that the PCs successfully delivered Davben and his book to Skelmorad and rebuffed the attack at the Overlook. The two conclusions presented below consider how the PCs treated the gnomes. Proceed with the most appropriate conclusion for each PC. PCs that treated the gnomes with kindness and respect should be presented with the first conclusion. The second conclusion is for PCs that were arrogant and disrespectful to the Kingdom's gnome friends in the Flinty Hill.

### Kind and Respectful

***You crest the last hill and look upon the open fields of eastern Nyrond. Chimney smoke and the sounds of civilization rise from Schukendale. The Mistwatch patrol bids you farewell as they make their own way into town to restock their supplies.***

***A richly appointed gnome approaches you while you walk the muddy streets of Schukendale. "Good Sirs (and Ladies). I am sorry to trouble you, but Adoven and Davben insisted that I contact you. And, I actually recognize you from Gleaming Jem's. Anyway, my name is Aerdil. I'm a merchant and trader, formerly of Adoven's clan in the Flinty Hills. Adoven and Davben asked me to provide my assistance to you. My trading network reaches far and wide. Perhaps there is some need you were forced to forgo in the past, for which you would still like to make claim. Please, let me know, and I shall find what you seek. And," the old gnome adds, "the gnomes of Skelmorad would like to pay for your living expenses for the next season."***

The PC has earned the Favor and Greater Favor of the Gnomes of Skelmorad.

### Not So Friendly

***You crest the last hill and look upon the open fields of eastern Nyrond. Chimney smoke and the sounds of civilization rise from Schukendale. The Mistwatch patrol bids you farewell as they make their own way into town to restock their supplies.***

***A richly appointed gnome approaches you while you walk the streets of Schukendale. "Good Sirs (and Ladies). I am sorry to trouble. But, Adoven asked that I contact you before I return to Arndulanth. I am glad I caught you, I was just about to leave town." The old gnome pulls some vouchers from his vest and disinterestedly hands them to you. "The gnomes of Skelmorad would like to pay for your living expenses for the next season. Just bill these to Aerdil, that's me, and send them to Arndulanth. I'll take care of reasonable expenses." With that, Aerdil turns away and joins a group of gnomes waiting for him. The whole lot wanders away.***

The PC has earned the Favor of the Gnomes of Skelmorad.

**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 character.

### Encounter 1

Defeat the ruffians:

APL 2	45 XP
APL 4	75 XP
APL 6	105 XP
APL 8	135 XP

### Encounter 4

Defeat the greenspawn

APL 2	60 XP
APL 4	90 XP
APL 6	120 XP
APL 8	150 XP

### Encounter 7

Defeat Crawdor

APL 2	75 XP
APL 4	105 XP
APL 6	135 XP
APL 8	165 XP

### Story Award

Delivered the book and Davben safely to Skelmorad:

APL 2	45 XP
APL 4	67 XP
APL 6	90 XP
APL 8	112 XP

### Total possible experience:

APL 2	225 XP
APL 4	337 XP
APL 6	450 XP
APL 8	562 XP

## TREASURE SUMMARY

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

The loot total is the number of gold pieces each character gains if the foes are plundered of

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

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

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

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

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

### Encounter 1

**APL 2:** Loot: 27 gp, Coin: 75 gp, Magic: 0 gp

**APL 4:** Loot: 27 gp, Coin: 75 gp, Magic: 0 gp

**APL 6:** Loot: 27 gp, Coin: 75 gp, Magic: 0 gp

**APL 8:** Loot: 27 gp, Coin: 75 gp, Magic: 0 gp

### Encounter 4

**APL 2:** Loot: 17 gp, Coin: 0 gp, Magic: 0 gp

**APL 4:** Loot: 17 gp, Coin: 0 gp, Magic: 0 gp

**APL 6:** Loot: 81 gp, Coin: 0 gp, Magic: 91 gp – *potion cure light wounds* (8 gp each), *vest of resistance +1* (83 gp each)

**APL 8:** Loot: 104 gp, Coin: 0 gp, Magic: 908 gp – +1 *greatsword* (2) (196 gp each per sword), *potion cure light wounds* (2) (8 gp each per

potion), *ring of protection +1* (2) (167 gp each per ring), *vest of resistance +1* (2) (83 gp each per vest)

### Encounter 6

**APL 2:** Loot: 0 gp, Coin: 100 gp, Magic: 0 gp

**APL 4:** Loot: 0 gp, Coin: 100 gp, Magic: 0 gp

**APL 6:** Loot: 0 gp, Coin: 100 gp, Magic: 0 gp

**APL 8:** Loot: 0 gp, Coin: 100 gp, Magic: 0 gp

### Encounter 7

**APL 2:** Loot: 3 gp, Coin: 25 gp, Magic: 159 gp - *anklet of translocation* (117 gp each), *potion of cure light wounds* (2) (8 gp each per potion), *scroll of protection from arrows* (13 gp each), *scroll of web* (13 gp each)

**APL 4:** Loot: 3 gp, Coin: 100 gp, Magic: 193 gp - *anklet of translocation* (117 gp each), *potion of cure moderate wounds* (2) (25 gp each per potion), *scroll of protection from arrows* (13 gp each), *scroll of web* (13 gp each)

**APL 6:** Loot: 3 gp, Coin: 150 gp, Magic: 738 gp - *anklet of translocation* (117 gp each), *cloak of charisma +2* (333 gp each), *potion of cure moderate wounds* (2) (25 gp each per potion), *ring of protection +1* (167 gp each), *scroll of confusion* (58 gp each), *scroll of web* (13 gp each)

**APL 8:** Loot: 3 gp, Coin: 250 gp, Magic: 1,121 gp - *anklet of translocation* (117 gp each), *cloak of charisma +2* (333 gp each), *potion of cure moderate wounds* (4) (25 gp each per potion), *ring of protection +1* (167 gp each), *scroll of confusion* (58 gp each), *scroll of web* (13 gp each), *vest of resistance +2* (333 gp each)

### Total Possible Treasure

**APL 2:** Loot: 47 gp, Coin: 200 gp, Magic: 159 gp; Total: 406 gp

**APL 4:** Loot: 47 gp, Coin: 275 gp, Magic: 193 gp; Total: 515 gp

**APL 6:** Loot: 111 gp, Coin: 325 gp, Magic: 829 gp; Total: 1,265 gp

**APL 8:** Loot: 134 gp, Coin: 425 gp, Magic: 2,029 gp; Total: 2,588 gp

### Special

**Favor of the Gnomes of Skelmorad:** You have performed an important service for the gnomes of Skelmorad. Aerdil will pay a Standard level of Lifestyle Cost for this PC's next twelve TUs worth of adventuring. Cross this favor off when it is used up.

**Greater Favor of the Gnomes of Skelmorad:** You sacrificed greatly and exerted every effort for

the gnomes of Skelmorad. And, you have treated them kindly. Aerdil will use his trading network to find items for you again that you have had the opportunity to purchase in the past. Use this favor to change the access of any two items from this PC's last three ARs from Adventure to Regional Access. If no such items exist, he will instead change the anklet on this AR to Regional access. Cross this favor off when you have used it.

**Spells and Training of the Harrow Blades:** You have learned the secret arts and disciplines of warriors past while accompanying Davben. You have gained access to either the Eldritch Knight or Havoc Mage prestige classes. Choose one and cross off the other.

## ITEMS FOR THE ADVENTURE RECORD

### Item Access

- *Anklet of translocation* (Adventure; MIC)

## APPENDIX 1: APL 2

### ENCOUNTER 1: HELP!

#### HALF-ORC RUFFIAN

CR 1

Male half-orc fighter 1

N Medium humanoid (orc)

**Init** +1; **Senses** darkvision 60 ft.; Listen +1, Spot +1

**Languages** Common, Orc

**AC** 15, touch 11, flat-footed 14  
(+1 Dex, +4 armor)

**hp** 12 (2 HD)

**Fort** +4, **Ref** +1, **Wis** +1

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

**Melee** greatclub +5 (1d10+4) or

**Melee** sap +4 (1d6+3) or

**Melee** dagger +4 (1d4+3/19-20)

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

**Atk Options** Cleave, Power Attack

**Abilities** Str 17, Dex 13, Con 14, Int 8, Wis 12, Cha 6

**Feats** Power Attack, Weapon Focus (greatclub)

**Skills** Climb +4, Jump +3

**Possessions** dagger, greatclub, sap, chain shirt

### ENCOUNTER 4: GREENSPAWN

#### GREENSPAWN SNEAK

CR 2

LE Small monstrous humanoid (dragonblood)

**Init** +3; **Senses** darkvision 60 ft.; Listen +2, Spot +2

**Languages** Draconic

**AC** 19, touch 14, flat-footed 16  
(+1 size, +3 Dex, +2 armor, +3 natural)

**hp** 14 (2 HD)

**Immune** acid

**Fort** +1, **Ref** +6, **Will** +3

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

**Melee** dragonsplit +4/+4 (1d4/19-20 or x4), two-weapon fighting or

**Melee** dragonsplit +6 (1d4/19-20 or x4)

**Ranged** dagger +6 (1d3)

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

**Atk Options** sneak attack +2d6

**Combat Gear** 4 flasks of acid

**Abilities** Str 11, Dex 16, Con 13, Int 10, Wis 11, Cha 15

**SQ** water breathing

**Feats** Two-Weapon Fighting<sup>B</sup>, Weapon Finesse

**Skills** Bluff +9, Hide +14, Listen +2, Move Silently +10, Spot +2

**Possessions** combat gear plus leather armor, dragonsplit (2), dagger (2)

**Sneak Attack (Ex)** Extra damage to a flanked or flat-footed target; *PH* 50. This sneak attack damage stacks with that granted by class levels.

**Water Breathing (Ex)** A greenspawn sneak can breathe underwater indefinitely.

**Skills** Greenspawn sneaks have a +5 racial bonus on Bluff, Hide and Move Silently checks.

### ENCOUNTER 7: ENTER CRAWDOR

#### CRAWDOR

CR 2

Male human sorcerer 2

NE Medium humanoid (human)

**Init** +1; **Senses** Listen +5, Spot +2

**Languages** Common, Draconic

**AC** 11, touch 11, flat-footed 10  
(+1 Dex)

**hp** 10 (2 HD)

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

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

**Ranged** light crossbow +2 (1d8/19-20) or

**Melee** shortspear +0 (1d6-1)

**Base Atk** +1; **Grp** +0

**Special Actions** Improved Counterspell

**Combat Gear** *potion of cure light wounds (2)*, *scroll of protection from arrows*, *scroll of web*

**Sorcerer Spells Known** (CL 2nd):

1st (5/day)—*mage armor*<sup>\</sup>, *lesser orb of fire*

0 (6/day)—*acid splash*, *daze* (DC 12), *detect magic*, *flare* (DC 13), *read magic*

<sup>\</sup> Already cast

**Abilities** Str 8, Dex 13, Con 14, Int 12, Wis 10, Cha 15

**SQ** familiar (bat named Fleder), empathic link with familiar, share spells with familiar

**Feats** Alertness<sup>B</sup>, Improved Counterspell, Spell Focus (evocation)<sup>B</sup>

**Skills** Concentration +7, Knowledge (arcana) +6, Listen +5, Ride +3, Spellcraft +8, Spot +2

**Possessions** combat gear plus light crossbow with 10 bolts, shortspear, *anklet of translocation*, 25 gp

**Buff spells** when given a chance to pre-cast spells, Cawdor's stats change as follows:  
AC 15, touch 11, flat-footed 14

**ENCOUNTER 1: HELP!**

**HALF-ORC RUFFIAN**

CR 2

Male half-orc fighter 2

N Medium humanoid (orc)

Init +1; Senses Darkvision 60 ft.; Listen +1, Spot +1

Languages Common, Orc

AC 15, touch 11, flat-footed 14  
(+1 Dex, +4 armor)

hp 20 (3 HD)

Fort +5, Ref +1, Wis +1

Speed 30 ft. (6 squares)

Melee greatclub +6 (1d10+4) or

Melee sap +5 (1d6+3) or

Melee dagger +5 (1d4+3/19-20)

Base Atk +2; Grp +5

Atk Options Improved Overrun (+7), Power Attack

Abilities Str 17, Dex 13, Con 14 Int 8, Wis 12, Cha 6

Feats Power Attack, Improved Overrun, Weapon Focus (greatclub)

Skills Climb +4, Jump +4

Possessions dagger, greatclub, sap, chain shirt

**ENCOUNTER 4: GREENSPAWN**

**GREENSPAWN SNEAK**

CR 2

LE Small monstrous humanoid (dragonblood)

Init +3; Senses darkvision 60 ft.; Listen +2, Spot +2

Languages Draconic

AC 19, touch 14, flat-footed 16  
(+1 size, +3 Dex, +2 armor, + 3 natural)

hp 14 (2 HD)

Immune acid

Fort +1, Ref +6, Will +3

Speed 30 ft. (6 squares)

Melee dragonsplit +4/+4 (1d4/19-20 or x4), two-weapon fighting or

Melee dragonsplit +6 (1d4/19-20 or x4)

Ranged dagger +6 (1d3)

Base Atk +2; Grp -2

Atk Options sneak attack +2d6

Combat Gear 4 flasks of acid

Abilities Str 11, Dex 16, Con 13, Int 10, Wis 11, Cha 15

SQ water breathing

Feats Two-Weapon Fighting<sup>B</sup>, Weapon Finesse

Skills Bluff +9, Hide +14, Listen +2, Move Silently +10, Spot +2

Possessions combat gear plus leather armor, dragonsplit (2), dagger (2)

**Sneak Attack (Ex)** Extra damage to a flanked or flat-footed target; PH 50. This sneak attack damage stacks with that granted by class levels.

**Water Breathing (Ex)** A greenspawn sneak can breathe underwater indefinitely.

**Skills** Greenspawn sneaks have a +5 racial bonus on Bluff, Hide and Move Silently checks.

**GREENSPAWN LEAPER**

CR 2

NE Medium magical beast (dragonblood)

Init +4; Senses darkvision 60 ft., low-light vision; Listen +2, Spot +2

Languages —

AC 18, touch 14, flat-footed 14  
(+4 Dex, +4 natural)

hp 25 (3 HD)

Immune acid

Fort +4, Ref +7, Will +3

Speed 40 ft. (8 squares), climb 40 ft.

Melee bite +8 (1d6+4)

Base Atk +3; Grp +6

Special Actions poison burst

Abilities Str 17, Dex 19, Con 12, Int 2, Wis 15, Cha 8

Feats Weapon Finesse, Weapon Focus (bite)

Skills Balance +14, Climb +17, Hide +14, Jump +17

**Poison Burst (Ex)** A greenspawn leaper can release a burst of poison gas as a standard action once per day. Any creature within 5 feet is affected. This insidious poison is absorbed through the skin and converts to acid. Whenever the greenspawn leaper takes damage from an attack, it can activate this ability as an immediate action. It can still use it only once per day.

Contact; Fortitude DC 12; initial and secondary damage 2d6 acid. The save DC is Constitution-based.

**Skills** Greenspawn leapers have a +10 racial bonus on Balance, Hide, and Jump checks. In addition, they have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.



## ENCOUNTER 7: ENTER CRAWDOR

**CRAWDOR** CR 4

Male human sorcerer 4

NE Medium humanoid (human)

**Init** +1; **Senses** Listen +5, Spot +2

**Languages** Common, Draconic

---

**AC** 11, touch 11, flat-footed 10

(+1 Dex)

**hp** 20 (4 HD)

**Fort** +5, **Ref** +2, **Will** +4

---

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

**Ranged** light crossbow +3 (1d8/19-20) or

**Melee** shortspear +1 (1d6-1)

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

**Special Actions** Improved Counterspell

**Combat Gear** *potion of cure moderate wounds (2)*,  
*scroll of protection from arrows*, *scroll of web*

**Sorcerer Spells Known** (CL 4th):

2nd (4/day)—*scorching ray*

1st (7/day)—*mage armor*<sup>\</sup>, *lesser orb of fire*,  
*shield*<sup>\</sup>

0 (6/day)—*acid splash*, *arcane mark*, *daze* (DC 13),  
*detect magic*, *flare* (DC 14), *read magic*

---

<sup>\</sup> Already cast

---

**Abilities** Str 8, Dex 13, Con 14, Int 12, Wis 10, Cha 16

**SQ** familiar (bat named Fleder), empathic link with familiar, share spells with familiar

**Feats** Alertness<sup>B</sup>, Great Fortitude, Improved Counterspell, Spell Focus (evocation)<sup>B</sup>

**Skills** Concentration +9, Knowledge (arcana) +8, Listen +5, Ride +4, Spellcraft +10, Spot +2

**Possessions** combat gear plus light crossbow with 10 bolts, shortspear, *anklet of translocation*, 100 gp

---

**Buff spells** when given a chance to pre-cast spells, Crawdor's stats change as follows:

AC 19, touch 11, flat-footed 18

## ENCOUNTER 1: HELP!

### HALF-ORC RUFFIAN

CR 4

Male half-orc fighter 4

N Medium humanoid (orc)

**Init** +1; **Senses** Darkvision 60 ft.; Listen +1, Spot +1

**Languages** Common, Orc

**AC** 15, touch 11, flat-footed 14  
(+1 Dex, +4 armor)

**hp** 38 (4 HD)

**Fort** +6, **Ref** +2, **Wis** +2

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

**Melee** greatclub +9 (1d10+8) or

**Melee** sap +8 (1d6+4) or

**Melee** dagger +8 (1d4+4/19-20)

**Base Atk** +4; **Grp** +8

**Atk Options** Cleave, Improved Overrun (+8), Power Attack

**Abilities** Str 18, Dex 13, Con 14 Int 8, Wis 12, Cha 6

**Feats** Cleave, Improved Overrun, Power Attack, Weapon Focus (greatclub), Weapon Specialization (greatclub)

**Skills** Climb +6, Jump +5

**Possessions** dagger, greatclub, sap, chain shirt

## ENCOUNTER 4: GREENSPAWN

### GREENSPAWN RAZORFIEND

CR 7

LE Large magical beast (dragonblood)

**Init** +7; **Senses** darkvision 60 ft., low-light vision; Listen +8, Spot +9

**Languages** Draconic

**AC** 19, touch 12, flat-footed 16; Dodge, Mobility  
(-1 size, +3 Dex, +7 natural)

**hp** 105 (10 HD); **DR** 5/magic

**Immune** acid, paralysis, *sleep*

**Fort** +10, **Ref** +10, **Will** +5

**Speed** 50 ft. (10 squares), swim 50 ft.; Spring Attack

**Melee** 2 wingblades +15 each (2d6+6/18-20/x3) and bite +10 (1d8+3)

**Space** 10 ft.; **Reach** 5 ft. (10 ft. with bite)

**Base Atk** +10; **Grp** +20

**Atk Options** augmented critical, magic strike

**Special Actions** breath weapon

**Abilities** Str 22, Dex 17, Con 16, Int 5, Wis 15, Cha 12

**SQ** Tiamat's blessing (acid), water breathing

**Feats** Dodge, Improved Initiative, Mobility, Spring Attack

**Skills** Jump +22, Listen +8, Spot +9, Swim +14

**Augmented Critical (Ex)** A greenspawn razorfiend's wingblade threatens a critical hit on a natural roll of 18-20, dealing triple damage on a successful critical hit.

**Breath Weapon (Su)** 20-ft. cone, once every 1d4 rounds, 5d6 acid damage, Reflex DC 18 half.

**Tiamat's Blessing (Su)** All spawn of Tiamat within 5 ft. of a greenspawn razorfiend gain immunity to acid.

**Water Breathing (Ex)** A greenspawn razorfiend can breathe underwater indefinitely and can freely use its breath weapon while submerged.

**Magic Strike** Natural weapon attacks made by a greenspawn razorfiend are treated as magic for the purpose of overcoming damage reduction.

**Skills** A greenspawn razorfiend has a +8 racial bonus on Jump checks. It also has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always take 10 on a swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

### HALF-GREEN DRAGON GNOLL RAIDER

CR 5

Male half-green dragon gnoll warrior 1/fighter 2

CE Medium dragon

**Init** +2; **Senses** darkvision 60 ft., low-light vision; Listen +6, Spot +6

**Languages** Draconic, Gnoll

**AC** 20, touch 12, flat-footed 18  
(+2 Dex, +3 armor, +5 natural)

**hp** 56 (5 HD)

**Immune** acid, paralysis, *sleep*

**Fort** +13, **Ref** +3, **Will** +2

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

**Melee** masterwork greatsword +14 (2d6+12/19-20) or

**Melee** 2 claws +12 (1d4+8) and bite +7 (1d6+4)

**Ranged** mighty [+4] composite longbow +6 (1d8+4)

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

**Atk Options** Cleave, Combat Reflexes, Power Attack

**Special Actions** breath weapon

**Combat Gear** *potion cure light wounds*, tanglefoot bags (2)

**Abilities** Str 26, Dex 15, Con 18, Int 10, Wis 12, Cha 8

**Feats** Cleave<sup>B</sup>, Combat Reflexes<sup>B</sup>, Power Attack, Weapon Focus (greatsword)

**Skills** Climb +10, Intimidate +1, Jump +12, Knowledge (arcana) +1, Listen +6, Speak Language (draconic) , Spot +6Swim +8, Tumble +6

**Possessions** masterwork greatsword, mighty [+4] composite longbow, studded leather armor, *vest of resistance +1*

**Breath Weapon (Su)** 30-ft. cone, once per day, 6d8 acid damage, Reflex DC 15 half. The save is Constitution based.

## ENCOUNTER 7: ENTER CRAWDOR

**CRAWDOR** CR 8

Male human sorcerer 8

NE Medium humanoid (human)

**Init** +2; **Senses** Listen +5, Spot +2

**Languages** Common, Draconic

---

**AC** 13, touch 13, flat-footed 11

(+2 Dex, +1 deflection)

**hp** 40 (8 HD)

**Fort** +6, **Ref** +4, **Will** +6

---

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

**Ranged** light crossbow +6 (1d8/19-20) or

**Melee** shortspear +3 (1d6-1)

**Base Atk** +4; **Grp** +3

**Atk Options** Empower Spell

**Special Actions** Improved Counterspell

**Combat Gear** *potion of cure moderate wounds* (2),  
*scroll of confusion*, ~~*scroll of stonewood*~~, *scroll of web*

**Sorcerer Spells Known** (CL 8th):

4th (4/day)—*greater invisibility*

3rd (6/day)—*clairvoyance*, *fireball* (DC 18)

2nd (7/day)—*false life* †, *mirror image* †, *scorching ray*

1st (7/day)—*burning hands* (DC 16), *charm person* (DC 15), *mage armor* †, *lesser orb of fire*, *shield* †

0 (6/day)—*acid splash*, *arcane mark*, *daze* (DC 14),  
*detect magic*, *flare* (DC 15), *mage hand*, *read magic*, *resistance*

† Already cast

---

**Abilities** Str 8, Dex 14, Con 14, Int 12, Wis 10, Cha 18

**SQ** familiar (bat named Fleder), empathic link with familiar, share spells with familiar, speak with familiar

**Feats** Alertness<sup>B</sup>, Empower Spell, Great Fortitude, Improved Counterspell, Spell Focus (evocation)<sup>B</sup>

**Skills** Concentration +13, Knowledge (arcana) +12, Listen +5, Ride +7, Spellcraft +14, Spot +2

**Possessions** combat gear plus light crossbow with 10 bolts, shortspear, *anklet of translocation*, *cloak of charisma* +2, *ring of protection* +1, 150 gp

---

**Buff spells** when given a chance to pre-cast spells, Crawdor's stats change as follows:

AC 21, touch 13, flat-footed 19

hp 40 (8 HD); 15 temp hp

**ENCOUNTER 1: HELP!**

**HALF-ORC RUFFIAN**

CR 6

Male half-orc fighter 6  
N Medium humanoid (orc)  
**Init** +1; **Senses** Darkvision 60 ft.; Listen +1, Spot +1  
**Languages** Common, Orc

**AC** 15, touch 11, flat-footed 14  
(+1 Dex, +4 armor)

**hp** 57 (6 HD)

**Fort** +7, **Ref** +3, **Wis** +5

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

**Melee** greatclub +11/+6 (1d10+8) or

**Melee** sap +10/5 (1d6+4) or

**Melee** dagger +10/+5 (1d4+4/19-20)

**Base Atk** +6; **Grp** +10

**Atk Options** Cleave, Combat Reflexes, Improved Overrun (+8), Power Attack

**Abilities** Str 18, Dex 13, Con 14 Int 8, Wis 12, Cha 6

**Feats** Cleave, Combat Reflexes, Improved Overrun, Iron Will, Power Attack, Weapon Focus (greatclub), Weapon Specialization (greatclub)

**Skills** Climb +7, Jump +6

**Possessions** dagger, greatclub, sap, chain shirt

**ENCOUNTER 4: GREENSPAWN**

**GREENSPAWN RAZORFIEND**

CR 7

LE Large magical beast (dragonblood)  
**Init** +7; **Senses** darkvision 60 ft., low-light vision; Listen +8, Spot +9

**Languages** Draconic

**AC** 19, touch 12, flat-footed 16; Dodge, Mobility  
(-1 size, +3 Dex, +7 natural)

**hp** 105 (10 HD); **DR** 5/magic

**Immune** acid, paralysis, *sleep*

**Fort** +10, **Ref** +10, **Will** +5

**Speed** 50 ft. (10 squares), swim 50 ft.; Spring Attack

**Melee** 2 wingblades +15 each (2d6+6/18-20/x3) and bite +10 (1d8+3)

**Space** 10 ft.; **Reach** 5 ft. (10 ft. with bite)

**Base Atk** +10; **Grp** +20

**Atk Options** augmented critical, magic strike

**Special Actions** breath weapon

**Abilities** Str 22, Dex 17, Con 16, Int 5, Wis 15, Cha 12

**SQ** Tiamat's blessing (acid), water breathing

**Feats** Dodge, Improved Initiative, Mobility, Spring Attack

**Skills** Jump +22, Listen +8, Spot +9, Swim +14

**Augmented Critical (Ex)** A greenspawn razorfiend's wingblade threatens a critical hit on a natural roll of 18-20, dealing triple damage on a successful critical hit.

**Breath Weapon (Su)** 20-ft. cone, once every 1d4 rounds, 5d6 acid damage, Reflex DC 18 half.

**Tiamat's Blessing (Su)** All spawn of Tiamat within 5 ft. of a greenspawn razorfiend gain immunity to acid.

**Water Breathing (Ex)** A greenspawn razorfiend can breathe underwater indefinitely and can freely use its breath weapon while submerged.

**Magic Strike** Natural weapon attacks made by a greenspawn razorfiend are treated as magic for the purpose of overcoming damage reduction.

**Skills** A greenspawn razorfiend has a +8 racial bonus on Jump checks. It also has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

**HALF-GREEN DRAGON GNOLL RAIDER** CR 7

Male half-green dragon gnoll warrior 1/fighter 4

CE Medium dragon

**Init** +2; **Senses** darkvision 60 ft., low-light vision; Listen +6, Spot +6

**Languages** Draconic, Gnoll

**AC** 21, touch 13, flat-footed 19

(+2 Dex, +3 armor, +1 deflection, +5 natural)

**hp** 79 (7 HD)

**Immune** acid, paralysis, *sleep*

**Fort** +14, **Ref** +4, **Will** +3

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

**Melee** +1 *greatsword* +16/+11 (2d6+15/19-20) or

**Melee** 2 claws +14 (1d4+8) and bite +9 (1d6+4)

**Ranged** mighty [+4] composite longbow +8 (1d8+4)

**Base Atk** +6; **Grp** +14

**Atk Options** Blind-Fight, Cleave, Combat Reflexes, Power Attack

**Special Actions** breath weapon

**Combat Gear** *potion cure light wounds*, tanglefoot bags (2)

**Abilities** Str 26, Dex 15, Con 18, Int 10, Wis 12, Cha 8

**Feats** Blind-Fight, Cleave<sup>B</sup>, Combat Reflexes<sup>B</sup>, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword)<sup>B</sup>

**Skills** Climb +12, Intimidate +1, Jump +12, Knowledge (arcana) +1, Listen +6, Speak Language (draconic) , Spot +6Swim +8, Tumble +7

**Possessions** mighty [+4] composite longbow, studded leather armor, +1 *greatsword*, *ring of protection* +1, *vest of resistance* +1

**Breath Weapon (Su)** 30-ft. cone, once per day, 6d8 acid damage, Reflex DC 15 half. The save is Constitution based.

## ENCOUNTER 7: ENTER CRAWDOR

**CRAWDOR** CR 10

Male human sorcerer 10

NE Medium humanoid (human)

**Init** +6; **Senses** Listen +5, Spot +2

**Languages** Common, Draconic

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**AC** 13, touch 13, flat-footed 11

(+2 Dex, +1 deflection)

**hp** 50 (10 HD)

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

---

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

**Ranged** light crossbow +7 (1d8/19-20) or

**Melee** shortspear +4 (1d6-1)

**Base Atk** +5; **Grp** +4

**Atk Options** Empower Spell

**Special Actions** Improved Counterspell

**Combat Gear** *potion of cure moderate wounds* (4),  
*scroll of confusion*, ~~*scroll of stoneskin*~~, *scroll of web*

**Sorcerer Spells Known** (CL 10th):

5th (3/day)—*cone of cold* (DC 20)

4th (6/day)—*greater invisibility*, *Otiluke's resilient sphere* (DC 19)

3rd (7/day)—*clairvoyance*, *fireball* (DC 18), *lightning bolt* (DC 18)

2nd (7/day)—*false life* †, *glitterdust* (DC 16), *mirror image* †, *scorching ray*

1st (7/day)—*burning hands* (DC 16), *charm person* (DC 15), *mage armor* †, *lesser orb of fire*, *shield* †

0 (6/day)—*acid splash*, *arcane mark*, *daze* (DC 14),  
*detect magic*, *flare* (DC 15), *mage hand*, *read magic*, *ray of frost*, *resistance*

† Already cast

---

**Abilities** Str 8, Dex 14, Con 14, Int 12, Wis 10, Cha 18

**SQ** familiar (bat named Fleder), empathic link with familiar, share spells with familiar, speak with familiar

**Feats** Alertness<sup>B</sup>, Empower Spell, Great Fortitude, Improved Counterspell, Improved Initiative, Spell Focus (evocation)<sup>B</sup>

**Skills** Concentration +15, Knowledge (arcana) +14, Listen +5, Ride +8, Spellcraft +16, Spot +2

**Possessions** combat gear plus light crossbow with 10 bolts, shortspear, *anklet of translocation*, *cloak of charisma* +2, *ring of protection* +1, *vest of resistance* +2, 250 gp

---

**Buff spells** when given a chance to pre-cast spells, Crawdor's stats change as follows:

AC 21, touch 13, flat-footed 19

hp 50 (10 HD); 17 temp hp

**WYVERN, ADVANCED**

CR 8

N Huge dragon

**Init** +0; **Senses** darkvision 60 ft., low-light vision, scent; Listen +15, Spot +18

**Languages** Draconic

---

**AC** 19, touch 8, flat-footed 19

(-2 size, +0 Dex, +11 natural)

**hp** 117 (9 HD)

**Immune** paralysis, *sleep*

**Fort** +11, **Ref** +6, **Will** +7

---

**Speed** 20 ft. (4 squares), fly 60 ft. (poor)

**Melee** sting +17 (1d6+9 plus poison) and

bite +14 (2d8+9) and

2 wings +14 (1d8+4) and

2 talons +14 (2d6+9)

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

**Base Atk** +9; **Grp** +25

**Atk Options** Flyby Attack, improved grab

---

**Abilities** Str 28, Dex 10, Con 19, Int 6, Wis 12, Cha 9

**Feats** Ability Focus (poison), Alertness, Flyby Attack, Multiattack<sup>B</sup>, Weapon Focus (sting)

**Skills** Hide +4, Listen +15, Move Silently +12, Spot +18

---

**Improved Grab (Ex)** To use this ability, a wyvern must hit with its talons. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and stings.

**Poison (Ex)** Injury, Fortitude DC 20, initial and secondary damage 2d6 Con. The save DC is Constitution-based.

**Skills** Wyverns have a +3 racial bonus on Spot checks.

## DAVBEN

## CR 2

Male gnome scout 2

NG Small humanoid (gnome)

**Init** +3; **Senses** low-light vision; Listen +3, Spot +1

**Languages** Common, Gnome

**AC** 15, touch 13, flat-footed 15; +4 AC against giants, uncanny dodge

(+1 size, +2 Dex, +2 armor)

**hp** 16 (2 HD)

**Fort** +3, **Ref** +5, **Will** +1; +2 on saves against illusions

**Speed** 20 ft. (4 squares)

**Ranged** shortbow +4 (1d4/x3)

**Melee** club +3 (1d4+1)

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

**Atk Options** +1 on attacks against kobolds and goblinoids, skirmish (+1d6)

**Spell-Like Abilities** (CL 1st):

1/day—*dancing lights*, *ghost sound* (DC 11), *prestidigitation*, *speak with animals* (burrowing animals only, duration 1 minute)

**Abilities** Str 12, Dex 15, Con 14, Int 8, Wis 13, Cha 10

**SQ** battle fortitude +1, trapfinding

**Feats** Track

**Skills** Balance +9, Climb +6, Craft (alchemy) +1, Hide +9, Jump +2, Knowledge (nature) +3, Listen +3, Move Silently +7, Survival +6, Tumble +9

**Possessions** club, shortbow, leather armor

**Battle Fortitude (Ex)** At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. This bonus increases to +2 at 11th level and +3 at 20th level. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

**Skirmish (Ex)** A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet away from where she was at the start of her turn. The extra damage applies only to attacks made after the scout has moved at least 10 feet away from where she was at the start of her turn. The extra damage applies only to attacks made after the scout has moved at least 10 feet. The skirmish ability cannot be used while mounted. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th level).

The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

## APPENDIX 2: NEW RULES

### NEW MAGIC ITEMS

#### Anklet of Translocation

(*Magic Item Compendium*, page 71)

**Price (Item Level):** 1,400 gp (5th)

**Body Slot:** Feet

**Caster Level:** 7th

**Aura:** Moderate; (DC 18) conjuration

**Activation:** Swift (command)

**Weight:** —

**Description:** An *anklet of translocation* allows you to make short dimensional hops. When it is activated, you can instantly teleport (with no chance of error) up to 10-feet. The new space must be within line of sight and line of effect.

You can't use the anklet to move into a space occupied by another creature, nor can you teleport into a solid object; if you attempt to do so, the anklet's activation is wasted. You can bring along objects weighing up to your maximum load, but you can't bring another creature with you.

An *anklet of translocation* functions two times per day.

**Prerequisites:** Craft Wondrous Item, *dimension door*.

**Cost to Create:** 700 gp, 56 xp, 2 days.

### NEW MONSTERS

#### Greenspaw Leaper

(*Monster Manual IV*, page 144)

*The sound of shaking branches and scrabbling claws grows near. Suddenly you spy a green-scaled, dragonlike creature climbing along the underside of a thick tree limb. About the size of a dwarf, it is clearly a predator built for life in the trees.*

#### GREENSPAWN LEAPER

CR 2

Always NE Medium magical beast (dragonblood)

**Init** +4; **Senses** darkvision 60 ft., low-light vision; Listen +2, Spot +2

**Languages** —

**AC** 18, touch 14, flat-footed 14  
(+4 Dex, +4 natural)

**hp** 19 (3 HD)

**Immune** acid

**Fort** +4, **Ref** +7, **Will** +3

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

**Melee** bite +8 (1d6+4)

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

**Base Atk** +3; **Grp** +6

**Special Actions** poison burst

**Abilities** Str 17, Dex 19, Con 12, Int 2, Wis 15, Cha 8

**Feats** Weapon Finesse, Weapon Focus (bite)

**Skills** Balance +14, Climb +17, Hide +14, Jump +17

**Advancement** 4-9 HD (Medium)

**Poison Burst (Ex)** A greenspaw leaper can release a burst of poison gas as a standard action once per day. Any creature within 5 feet is affected. This insidious poison is absorbed through the skin and converts to acid. Whenever the greenspaw leaper takes damage from an attack, it can activate this ability as an immediate action. It can still use it only once per day.

Contact; Fortitude DC 12; initial and secondary damage 2d6 acid. The save DC is Constitution-based.

**Skills** Greenspaw leapers have a +10 racial bonus on Balance, Hide, and Jump checks. In addition, they have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Predatory and territorial, greenspaw leapers hunt the unwary in the wild and serve the smaller spawn of Tiamat. Greenspaw sneaks use leapers as mounts, beasts of burden, and guardians.

#### Strategies and Tactics

A greenspaw leaper uses its treetop mobility to approach prey unseen. Although it has little chance of quieting its final approach, the leaper stays hidden behind branches and foliage and uses routes that are impassible on the ground. Once close enough, the leaper jumps onto prey from above or strikes from a nearby branch. It tries to avoid injury, but it stays close to prey so that it can use its poison burst as a last-ditch tactic if it does get hurt. A leaper might even risk an attack o opportunity to make a bull rush attempt against an opponent in the trees, hoping to finish it with poison and the fall.

#### Sample Encounters

Greenspaw leapers are most often encountered alone or in the company of greenspaw sneaks.

**Pair (EL 4):** Leapers occasionally pair off, whether for mating or dominance displays, and an interruption usually draws an attack.

**EL 4:** A pair of courting greenspaw leapers engages in ritual dances and raucous calls, driving most forest animals into hiding. Characters investigating the noise soon find themselves facing two enraged spawn.

**Ambush Party (EL 4-7):** Patrolling greenspaw sneaks ride leapers through the forest to extend their range and quickly move into ambush positions.

**EL 6:** Two sneaks and their greenspaw leaper mounts prepare an ambush along a forest path that runs past a small pond. The sneaks lurk in the pond while the leapers crouch nearby in trees. When travelers approach, the leapers roar as they jump down to attack. After a moment, the sneaks rise from the water to surprise and flank their targets.

## Ecology

Greenspaw leapers are territorial carnivores that prowl forests and jungles as solitary hunters. They spend most of their lives in the treetops, touching the ground only when they drop on prey from above. They feed mostly on small prey they can surprise or chase down, such as birds and canopy-dwelling mammals. They also hunt bigger creatures that live on the forest floor but rarely attack anything larger than themselves. A greenspaw leaper is careful to avoid damage when attacking prey, despite its poison burst ability. Greenspaw leapers learn early that the acidic spray costs them meals, so they use it only as a last resort.

A single leaper claims vast areas of a forest as its hunting grounds, marking trees with scratches and spoor. Most meetings between leapers result in loud fights for dominance that take the form of races about the treetops. The contestants climb swiftly through the trees, each close by the other, trying to be the first to take a risky jump or balance on a narrow branch. The first leaper to fall from the tree or refuse to follow its competitor loses the contest and retreats.

The race pits confidence against bravado as each leaper attempts to outdo and outsmart the other. An experienced leaper often allows its opponent to lead and attempt a foolhardy move. (Of course, this can backfire by giving the other leaper an opportunity to get lucky.) Although of animal intelligence, greenspaw leapers are cunning competitors that engage in malicious "cheating" during such matches. An enterprising leaper might lead a rival toward a branch it knows is weak and then fall behind, or one in the lead might make a jump and then move the branch when its opponent attempts the same maneuver.

One year out of three is mating year, when males leave their territory to invade the territory of females. Within a given female's territory, males race against each other for the right to mate with her. The winner remains with the female for several days until she grows tired of his presence and chases him away. A retreating male faces a rough homecoming, crossing the territory of other males and undergoing challenges, often returning to find his territory lost to interlopers while he was away.

A pregnant female constructs an egg bed out of interwoven leafy branches. She incubates the eggs for about two weeks, leaving only once a day to hunt for a few hours. Once the young leapers hatch, the female leaves them to fend for themselves within her territory. The hatchlings hone their instinctive abilities to climb, jump, and hide, hunting insects at first but gradually taking on larger prey. When they grow to adolescence, their mother drives them out of her territory, and they must carve out an area of the canopy for themselves.

Greenspaw leapers live for an average of five years in the wild. Living in a forest canopy is difficult for such a relatively large creature, and dangerous races take their toll. In captivity (such as when a greenspaw sneak ranger takes a leaper as an animal companion), a greenspaw leaper can live up to ten years. Only domesticated leapers are likely to live long enough to advance in Hit Dice.

**Environment:** Greenspaw leapers inhabit warm and temperate forests. They almost entirely in the canopy, leaving the trees only to attack prey. Large bodies of water, treeless hills or cliffs, and grassy plains form natural barriers against leapers, since they are loath to leave the trees for long.

In regions where trees shed their leaves in winter, greenspaw leapers spend the fall gorging and hibernate in hollowed-out tree trunks. In warmer climates, leapers are active all year round.

**Typical Physical Characteristics:** A greenspaw leaper is about the size of a leopard or large dog. An adult is about 4 feet long and weighs roughly 100 pounds.

The scales of leapers bear shades of green appropriate to the forests in which they dwell. Young and domesticated greenspaw leapers often have more uniform coloration as a result of their limited territory. Eggs share this green color for camouflage to protect them from predators.

**Alignment:** Immensely selfish and territorial. Greenspaw leapers are always neutral evil.

## Greenspaw Leaper Lore

Characters with ranks in Knowledge (arcana) can learn more about greenspaw leapers. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs. Those who recognize the creatures' ancestry can also use Knowledge (religion) to learn more.

### Knowledge (arcana)

12	This creature is a greenspaw leaper, a magical beast related to green dragons that lives in the forest canopy. This result reveals all magical beast traits.
17	Greenspaw leapers are immune to acid and release a burst of acidic poison from their bodies when wounded. They are vicious and selfish creatures.
22	Greenspaw leapers are very territorial and engage in races against others of their kind through the canopy to determine dominance.
27	Greenspaw leapers dislike being out of their trees and rarely cross open ground or enter water.
32	Greenspaw leapers mate once every three years. A leaper raised in captivity can serve a Small humanoid as a mount among the trees, but it retains its vicious disposition.

### Knowledge (religion)

12	Greenspaw leapers are some of Tiamat's spawn.
17	Greenspaw leapers can sometimes be found among worshippers of Tiamat.

## Typical Treasure

Greenspaw leapers don't carry or hoard treasure.



## Greenspawn Razorfiend

(*Monster Manual IV*, page 146)

*A draconic shape leaps from the water, slashing with razor-tipped, clawed wings. A frill on its forehead and extended down its back suggests a green dragon was somehow involved in the creation of this beast.*

### GREENSPAWN RAZORFIEND

CR 7

Always LE Large magical beast (dragonblood)

**Init** +7; **Senses** darkvision 60 ft., low-light vision; Listen +8, Spot +9

**Languages** Draconic

**AC** 19, touch 12, flat-footed 16; Dodge, Mobility (-1 size, +3 Dex, +7 natural)

**hp** 85 (10 HD); **DR** 5/magic

**Immune** acid, paralysis, *sleep*

**Fort** +10, **Ref** +10, **Will** +5

**Speed** 50 ft. (10 squares), swim 50 ft.; Spring Attack

**Melee** 2 wingblades +15 each (2d6+6/18-20/x3) and bite +10 (1d8+3)

**Space** 10 ft.; **Reach** 5 ft. (10 ft. with bite)

**Base Atk** +10; **Grp** +20

**Atk Options** augmented critical, magic strike

**Special Actions** breath weapon

**Abilities** Str 22, Dex 17, Con 16, Int 5, Wis 15, Cha 12

**SQ** Tiamat's blessing (acid), water breathing

**Feats** Dodge, Improved Initiative, Mobility, Spring Attack

**Skills** Jump +22, Listen +8, Spot +9, Swim +14

**Advancement** 11-19 HD (Large); 20-30 HD (Huge)

**Augmented Critical (Ex)** A greenspawn razorfiend's wingblade threatens a critical hit on a natural roll of 18-20, dealing triple damage on a successful critical hit.

**Breath Weapon (Su)** 20-ft. cone, once every 1d4 rounds, 5d6 acid damage, Reflex DC 18 half.

The breath weapon's damage increases by 1d6 for every 2 additional HD.

**Tiamat's Blessing (Su)** All spawn of Tiamat within 5 ft. of a greenspawn razorfiend gain immunity to acid.

**Water Breathing (Ex)** A greenspawn razorfiend can breathe underwater indefinitely and can freely use its breath weapon while submerged.

**Magic Strike** Natural weapon attacks made by a greenspawn razorfiend are treated as magic for the purpose of overcoming damage reduction.

**Skills** A greenspawn razorfiend has a +8 racial bonus on Jump checks. It also has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Sometimes called "harrowblades" by wood elves and other forest denizens, greenspawn razorfiends are voracious predators of woodland and swamps. Due to their modified wings, they lack the ability to fly, but they can jump a surprising distance.

## Strategies and Tactics

Razorfiends are cunning hunters that are fond of hit-and-run tactics. They typically lie in wait under the surface of water or amid undergrowth, then use Spring Attack to great advantage. They know that one blow will eventually strike a vulnerable spot and deal massive damage.

Against multiple foes, a single razorfiend maneuvers to catch as many creatures as possible in its acid breath, even if this provokes attacks of opportunity. A surrounded razorfiend tries to fight its way out, focusing on one enemy until it can clear a path for escape.

Razorfiends are most dangerous in groups. They are intelligent enough to focus all their attacks on one individual, typically the one that most threatens the group. They use their breath weapons liberally, since they are immune to acid, and spray one another with impunity.

## Sample Encounters

Razorfiends might be encounters alone or in mated pairs, or used to guard Tiamat's armies.

**Mated Pair (EL 7 or 9):** The party stumbles upon the nest of a pair of razorfiends. Only one is in the lair, guarding the eggs, and it viciously attacks the intruders. Once combat begins, the razorfiend calls for its mate with a sharp roar. The mate arrives 1d4 rounds later and tries to pick off a PC near the periphery of the battle.

**Group (EL 10):** Three or more razorfiends work together to take down large prey or slaughter many weaker creatures.

*EL 11:* Four razorfiends have been let loose by their hobgoblin handler near a busy trade route to perfect their violence in the "wild." They initiate the attack with their acid breath, then use spring Attack to move in, slash once, and back away. In subsequent rounds, they harry foes from multiple directions, concentrating first on whoever deals the most damage.

## Ecology

Greenspawn razorfiends were among the first spawn created by Tiamat, and the first originated in her realm in the Nine Hells. Scores of eggs were distributed to her draconic and hobgoblin servants throughout the world, interbred as troops for Tiamat's army.

Now, razorfiends are present in nearly every force of Tiamat's followers, guarding key installations such as dragonspawn hatcheries. Her servants have placed other razorfiends in carefully selected regions to harass settlements and frontier areas in preparation for the great invasion.

Greenspawn razorfiends attack anything that enters their territory. It isn't the hunt they enjoy so much as the killing, and they slay larger and smaller creatures with equal glee. Those employed by other spawn roam about encampments but are barely under control. In battle, they are released first as shock troops.

In the wild, razorfiends mate for life. Each year, the female produces a clutch of three to six eggs, which she buries under loose dirt or hides in a shallow bog. Mates

take turns guarding their nest. One stays with the eggs while the other hunts and protects their territory.

**Environment:** Greenspawn razorfiends live primarily in temperate or warm forests and marshes. They prefer to build nests near bodies of fresh water, which they also use to ambush prey.

**Typical Physical Characteristics:** A greenspawn razorfiend stands about 6 feet tall at the shoulder and can reach 20 or more feet in length. An adult weighs roughly 6,000 pounds. Its wings are modified for slashing attacks, and as a razorfiend grows older, the claws become longer and the membranes shrink. When folded, a razorfiend's wings resemble knife blades.

Razorfiends' scales have a dirty green color that helps lurk in forest pools.

**Alignment:** Greenspawn razorfiends live for slaughter, but their green dragon heritage and modest intelligence predispose them to a lawful evil alignment.

### Greenspawn Razorfiend Lore

Characters with ranks in Knowledge (arcana) can learn more about greenspawn razorfiends. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs. Those who recognize the creatures' ancestry can also use Knowledge (religion) to learn more.

#### Knowledge (arcana)

17	This creature is a greenspawn razorfiend, a magical beast related to green dragons. This result reveals all magical beast traits.
22	Greenspawn razorfiends are immune to acid, paralysis, and <i>sleep</i> . They have an acidic breath weapon and extremely sharp, bladed wings with which they slash at foes.
27	Greenspawn razorfiends live to kill and prefer to ambush opponents, leaping in and out of combat to rip prey to shreds.
32	Greenspawn razorfiends form mated pairs that defend their nests ferociously. One guards the eggs while the other hunts, staying nearby to respond to an alarm.

#### Knowledge (religion)

17	Greenspawn razorfiends are some of Tiamat's spawn.
22	Greenspawn razorfiends can often be found among worshippers of Tiamat.
27	Tiamat's armies use greenspawn razorfiends as shock troops to take advantage of their ferocity and their love of slaughter.

### Typical Treasure

Greenspawn razorfiends have inherited the draconic trait of hoarding wealth, and they collect from their prey anything that glitters or shines. As a result, a razorfiend hoard includes double coins and double goods, with standard items. They never have objects made from cloth, leather, or similar materials, generally preferring metal.

## Greenspawn Sneak

(*Monster Manual IV*, page 148)

*You hear a rustle in the bushes and turn in time to see a green-skinned humanoid burst from hiding. Its obvious speed and agility contrast with its squat body and thick scales. It looks something like a short lizardfolk, but with a distinctly draconic appearance. Wielding two blades and wearing leather armor, it charges toward you.*

### GREENSPAWN SNEAK CR 2

Always LE Small monstrous humanoid (dragonblood)

**Init** +3; **Senses** darkvision 60 ft.; Listen +2, Spot +2

**Languages** Draconic

**AC** 19, touch 14, flat-footed 16

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

**hp** 11 (2 HD)

**Immune** acid

**Fort** +1, **Ref** +6, **Will** +3

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

**Melee** dragonsplit +4/+4 (1d4/19-20 or x4), two-weapon fighting or

**Melee** dragonsplit +6 (1d4/19-20 or x4)

**Ranged** dagger +6 (1d3)

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

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

**Atk Options** sneak attack +2d6

**Combat Gear** 4 flasks of acid

**Abilities** Str 11, Dex 16, Con 13, Int 10, Wis 11, Cha 15

**SQ** water breathing

**Feats** Two-Weapon Fighting<sup>B</sup>, Weapon Finesse

**Skills** Bluff +9, Hide +14, Listen +2, Move Silently +10, Spot +2

**Advancement** by character class; **Favored Class** ranger; see text

**Possessions** combat gear plus leather armor, dragonsplit (2), dagger (2)

**Sneak Attack (Ex)** Extra damage to a flanked or flat-footed target; *PH* 50. This sneak attack damage stacks with that granted by class levels.

**Water Breathing (Ex)** A greenspawn sneak can breathe underwater indefinitely.

**Skills** Greenspawn sneaks have a +5 racial bonus on Bluff, Hide and Move Silently checks.

Greenspawn sneaks are the eyes and ears of Tiamat's army. Spellcasters might scry on foes, and dragons might spy on enemy troop movement from high in the sky, but greenspawn sneaks are scouts on the ground and in the thick of the action.

### Strategies and Tactics

Greenspawn sneaks travel alone or in small groups on scouting missions. They move carefully, staying hidden from potential ambushers. When time is of the essence, they attempt to run silently (-20 penalty on Move Silently checks, with additional penalties for terrain; *PH* 79). On the prowl, sneaks communicate mostly with gestures and body language, but if members of a strike team can't see one another, they call out in short words or phrases of Draconic made to sound like animal noises.

Greenspawns prefer to attack from hiding. After gaining surprise or at least catching opponents flat-footed, they employ Bluff to feint in combat or create a diversion to hide (PH 68). A sneak that successfully feints uses the opportunity to deliver a sneak attack. If able to hide, it continues to make sneak attacks or melts away to attack again later from a different position. In a larger melee, greenspawn sneaks flank foes, usually attempting to surround and eliminate one enemy at a time.

Although not innate swimmers, greenspawn sneaks inherited the green dragon ability to breathe underwater. They prefer to spy from or wait in ambush in bodies of water, usually near bridges or fords that their foes are likely to use. With their poor swimming ability and small size, however, they leave the water to engage foes.

### Sample Encounters

Adventurers are most likely to encounter greenspawn sneaks singly or in small strike teams. Larger groups assault enemy positions and guard spawn outposts. The strike team is the most common encounter.

**Strike Team (EL 5):** A strike team usually consists of three sneaks and a single leader with one level in a class.

*EL 5:* Grayka, Grukex, and Klaykex follow the orders of Kleknax, a 1st-level ranger. The three sneaks are on their first scouting mission, so they are eager to prove themselves, but they're also wary of displeasing Kleknax.

**Scout (EL 5-9):** A greenspawn sneak found alone is likely to be a low- to mid-level ranger on patrol or sent to scout an enemy strong point.

*EL 7:* Graxliss is a 4th-level ranger who rides a greenspawn leaper, as she roams the sneak's territory keeping an eye out for intruders. She is eager to charge her mount into battle, where it can use its poison burst, and isn't concerned about its possible injury.

**Raid (EL 9-10):** In a raid, several strike teams work under a single raid leader.

*EL 10:* A greenspawn sneak raid leader directs four strike teams against a caravan transporting offerings to a good dragon. The strike teams harry and distract the guardians while the raid leader kills the driver and takes command of the treasure wagon. When he's in place, his whistle signals the strike teams to attack the caravan's other horses so that none can follow as he flees with the treasure.

**Outpost (EL 14):** An outpost of greenspawn sneaks is hidden in a hill or underground cave accessible only by water. There, invaders often encounter a prelate (cleric 10), an acolyte (cleric 1), two raid leaders (ranger 2/scout 3), a scout (ranger 4) with a greenspawn leaper mount, twenty adults, and about two dozen immature noncombatants, as well as eggs. Some favored outposts are led by a Talon of Tiamat (cleric 6, talon of Tiamat [Draconomicon 134] instead of a prelate.

### Ecology

An outpost of greenspawn sneaks has a surprisingly small impact on the local environment. This isn't due to

any love of nature, but rather to a desire to disguise the sneaks' presence in the area.

Omnivorous eaters, greenspawn sneaks have inherited some dragons' slow metabolism. Each can subsist on less than half the food that a halfling needs, limiting the tribe's impact on the area's flora and fauna. Sneaks are primarily hunter-gatherers, but they tend wild plants they particularly enjoy eating and husband the local animal resources.

Reproduction follows a schedule determined by the tribe's prelate, who sets a limit on egg hatching based on what is best for the tribe and for accomplishing Tiamat's aims. Usually a number of eggs survive each year equal to the number of sneaks in the tribe, but when building up for war, the prelate might allow five to ten times as many eggs to hatch. The tribe sets aside the remaining eggs for use as flasks of acid in battle (these eggs are filled with a caustic fluid that the embryonic sneaks breathe and subsist on).

Young greenspawn sneaks are raised communally by the tribe members assigned to the task. Parents claim no ownership of offspring—all are children of Tiamat. The prelate judges young sneaks' capabilities and assigns them their adult roles in the tribe. Few greenspawn sneaks ever deviate from these unless retiring from active duty to be caretakers of the young and infirm.

When assigning a tribal role, the prelate also names the hatchling. Greenspawn sneak names have one or two syllables. A hard consonant ("g" or "k") begins the name: "g" indicates a female, "k," a male.

**Environment:** Greenspawn sneaks primarily inhabit temperate or warm forests and marshes. They live in small, hidden settlements in wilderness areas abutting the lands of creatures they consider foes of Tiamat. Sneaks always set up their outposts near a source of fresh water, be it a pond, stream, or underground font. This provides drinking water and a means of escape or concealment for noncombatants should an outpost be attacked.

**Typical Physical Characteristics:** Greenspawn sneaks average 3-1/2 feet in height and 50 pounds in weight. Females tend to be slightly broader and weigh up to 10 pounds more than males, depending on whether they are carrying eggs.

**Alignment:** Greenspawn sneaks are nearly always lawful evil. Those that cannot follow the brutal rules of their society rarely live long.

### Society

Greenspawns sneaks have a theocratic and orderly society. They are wholly devoted to Tiamat and think of themselves as belonging to a great army with her as their god and general.

Chromatic dragons and other spawn serve Tiamat's army in a multitude of ways, but greenspawn sneaks know their duty with perfect clarity: Strike with surprise, confound and kill, then melt away before the enemy even understands what happened. Every aspect of their lives revolves around this role.

Three central tenets guide greenspawn sneaks' existence: duty, stealth, and trickery. Duty to Tiamat and

tribe comes first. The second most important ideal, stealth, allows them to do their duty. As scouts for the Chromatic Dragon's divine army, greenspawn sneaks live in small settlements, which they call outposts, on the fringes of enemy territory. They know they are the reconnaissance force preparing the way for the great assault. Thus, they must be circumspect, striking when the opportunity presents itself but never revealing their position or intent to others.

Trickery is the tool that gives greenspawn sneaks an edge over foes. Deceit comes naturally to them, and in their social interactions they conceal emotions and disguise their true aims. When the young hatch, the cleverest get attention and training, not the strongest or loudest. These individuals attain the highly honored roles of scouts and strike team members, and one among them might even become a prelate. Those with less talent for deceit and strategy become guards, egg incubators, and caretakers for children and the elderly. Of course, trickery must serve the higher goal of helping the tribe and honoring Tiamat; infighting is punished by summary execution.

A high-ranking cleric of Tiamat called a prelate leads a tribe of greenspawn sneaks. As the mouth of Tiamat, the prelate commands complete loyalty. He or she chooses a single successor, called an acolyte, from among the young of the tribe. Although this acolyte has no official authority, in practice, the two clerics act as a unit and are rarely separated. This close relationship prevents power grabs or battles for succession—greenspawn sneaks refuse to follow anyone who cannot speak for Tiamat. Indeed, a tribe that loses both its prelate and its acolyte submits to the rule of another tribe's prelate rather than electing a new leader from among their number.

As servants of Tiamat, greenspawn sneaks obey her highest authority. In most cases, this is the prelate, but sometimes a tribe serves a powerful evil dragon or even another group of spawn. Greenspawn sneaks prefer to work with green dragons and other lawful followers of Tiamat. Friction and confusion nearly always result when a leader doesn't appreciate their regimented outlook or the tenets of their society.

### Greenspawn Sneak Lore

Characters with ranks in Knowledge (nature) can learn more about greenspawn sneaks. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs. Those who recognize the creatures' ancestry can also use Knowledge (religion) to learn more.

#### Knowledge (nature)

12	This creature is a greenspawn sneak, a monstrous humanoid related to green dragons. This result reveals all monstrous humanoid traits.
17	Greenspawn sneaks are immune to acid, and they can breath underwater.
22	Greenspawn sneaks are true to their name. They often use tricks and distractions to overcome foes.

27	Greenspawn sneaks always lair near a source of fresh water, but that source is sometimes underground.
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#### Knowledge (religion)

12	Greenspawn sneaks are some of Tiamat's spawn.
17	Greenspawn sneaks worship Tiamat and serve her armies as scouts.
22	Greenspawn sneaks have a theocratic society and refuse to follow anyone who doesn't speak for Tiamat. If their clerics are killed, they might leave the region to find and serve another priest of Tiamat.

#### Typical Treasure

Greenspawn sneaks have standard items for their Challenge Rating but rarely carry goods or coins. Such wealth is brought back to the outpost and hoarded there as a bed for egg-laying and to offer to evil dragons the sneaks encounter. In addition, an outpost often holds a large cache of non-incubated eggs that serve as acid flasks. Greenspawn sneaks craft their own tools, weapons, and armor, but other items were likely taken from a foe or stolen in a raid.

### NEW SPELLS

#### Orb of Fire, Lesser

(*Spell Compendium*, page 151)

Conjuration (Creation) [Fire]

**Level:** Sorcerer/wizard 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Effect:** One orb of fire

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

An orb of fire about 2 inches across shoots from your palm at its target, dealing 1d8 points of fire damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage; 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

# DM MAP: OVERLOOK

