

AX4



ADVENTURER CONQUEROR KING SYSTEM™

RUINED CITY OF CYFANDIR

WRITTEN BY SIMON FORSTER WITH ALEXANDER MACRIS





ADVENTURER CONQUEROR KING SYSTEM™

RUINED CITY OF CYFANDIR

An Adventure for Characters Level 5-7

By Simon Forster with Alexander Macris

Two hundred years ago, the elven capital of Cyfandir fell to the savage assault of the Great Dragon Aisoth, self-proclaimed goddess and sovereign of the lizardmen who followed in her wake. The elves, occupied with the Argollëan War, were unprepared for the attack and the city fell swiftly. The elven residents fled, many dying at the claws and teeth of the lizardmen who waited in ambush in the forest.

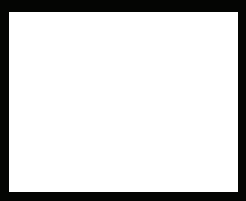
Now the city lies in ruins, its walls crumbled and alabaster towers fallen to rubble, and the forest is crawling across its streets. Ivy and moss cover the walls of once-pristine buildings, and piles of rubble mark the passage of the dragon. Only the majestic and imposing Great Hall still carries its ancient grandeur. It is there that the Great Dragon makes her lair, sleeping atop the a treasure trove of elven coins, jewels, and artifacts.

Only the bravest adventurers will dare to plunder the ruins of Cyfandir...

AX4: Ruined City of Cyfandir (ROC) is a ready-to-play adventure scenario presented for use with the *Adventurer Conqueror King System™ (ACKS)* and other d20-based fantasy role-playing games. Explore the vast ruined city of Cyfandir and discover the secrets of the fallen kingdom of the elves.



AX4
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*A ready-to-play adventure for characters level 5-7
BY SIMON FORSTER WITH ALEXANDER MACRIS*



ADVENTURER CONQUEROR KING SYSTEM™

AX4 - RUINED CITY OF CYFANDIR™

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INTRODUCTION

AX4: Ruined City of Cyfandir (ROC) is a ready-to-play adventure scenario presented for use with the **Adventurer Conqueror King System™ (ACKS)**. It is compatible with other fantasy role-playing games built on the same core mechanics, but is specifically designed to highlight the features and mechanics of **ACKS**.

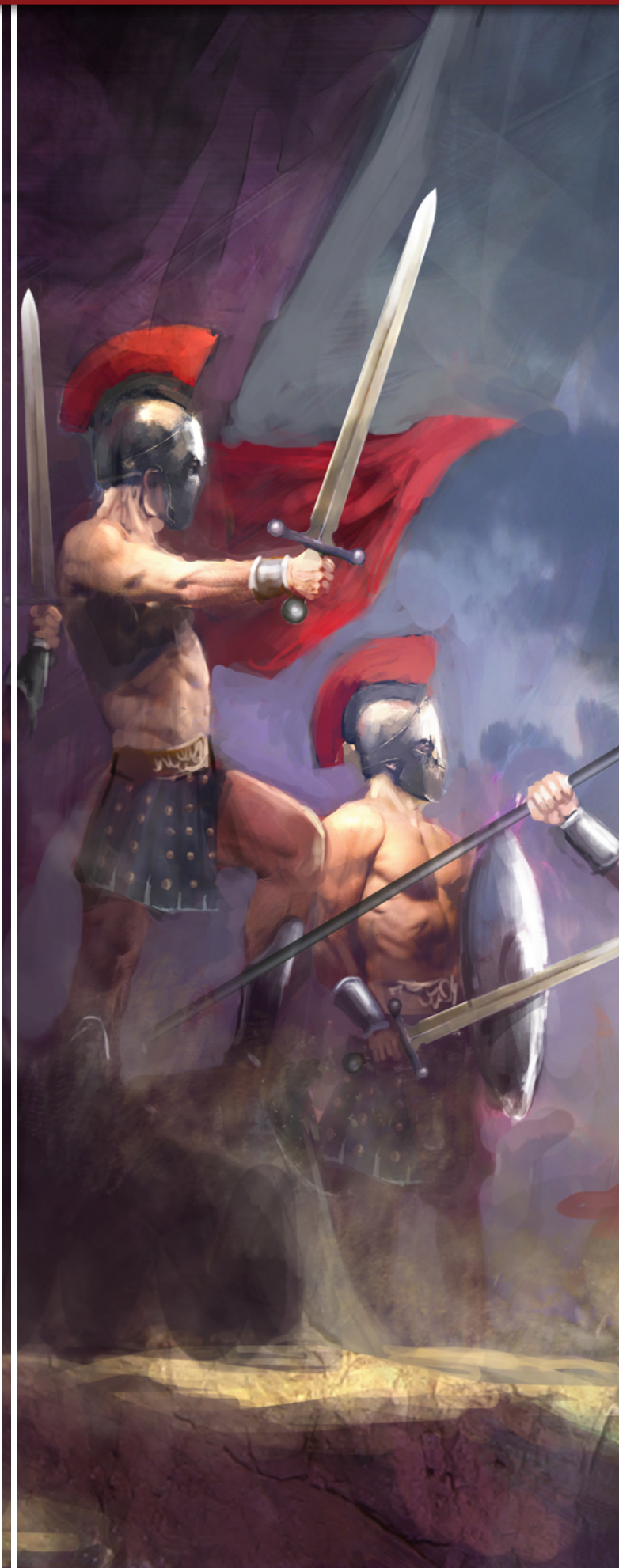
Like our prior adventures **AX1: The Sinister Stone of Sakkara**, **AX2: Secrets of the Nethercity**, and **AX3: Capital of the Borderlands**, **ROC** is set in the Borderlands of the Auran Empire, the default setting of **ACKS**. Judges with access to the Borderlands Gazetteer map from Capital of the Borderlands should note that the ruins of Cyfandir are Area #25 on that map. Judges can, of course, place the ruins of Cyfandir in any shadowy and primordial forest in their own campaign worlds.

The adventure focuses on the ruins of an ancient elven city that is now occupied by Aisoth, a powerful Dragon, and her followers, a tribe of lizardmen who worship her as a goddess.

There are goblins scouting out the ruins for their own purposes, other monsters taking advantage of the empty buildings and collateral protection offered by the Dragon, and plenty of ruined buildings to explore.

In addition, other creatures beyond the city have sought an alliance with the Great Dragon, and have sent ambassadors to talk to Aisoth. Two of these potential allies' ambassadors are currently in the city, awaiting an audience with the Dragon.

The city is surrounded by a forest once ruled by the elves. There, about a mile out from the city along the banks of the river, an elven outpost has been set up in a secluded cave in the side of a sloping hill. The cliff and cave are hidden behind trees, bushes and a thicket of brambles.



BACKGROUND

Over two hundred years ago (the year 166 IY) the once splendid City of Cyfandir fell to the savage assault of the Great Dragon Aisoth, self-proclaimed goddess and sovereign of the lizardmen who followed in her wake. The elves, occupied with the Argollëan War, were unprepared for the attack and the city fell swiftly. The elven residents fled, many dying at the claws and teeth of the lizardmen who waited in ambush in the forest. The few survivors went into exile.

Now the city lies in ruins, its walls crumbled and its alabaster towers fallen to rubble, and the forest is crawling across the streets. Ivy and moss cover the walls of once-pristine buildings, and piles of rubble mark the passage of the Dragon. Only the majestic and imposing Great Hall still bears anything of its former grandeur, but even that shows the wear of time.

Today the Great Dragon makes her lair inside the Great Hall, sleeping on the top of a treasure trove of elven coins, jewels, and artifacts. Her lizardmen worshippers inhabit the ruins surrounding the hall, bringing her new trinkets, food, and tribute to keep her appeased.

Recently, in the last few weeks, a clan of goblins has infiltrated the ruins, looking for a place to call home. Though they fear the Dragon, they fear the encroaching threats of the borderlands even more, and have been driven into dangerous territory to seek refuge.

Aisoth spends her time counting her treasures, demanding tribute and worship, and longing for more worshippers to adore her. She tires of the lizardmen and their limited ways and plans to gather new worshippers to her side in the coming months. She knows of settlements beyond the forest, where humans dwell. They would make a fine addition to her flock.

The Great Dragon has also been approached by ambassadors from another dragon dwelling in the mountains, and an emissary of a warlock who seeks an alliance. Aisoth is currently pondering these requests and is considering how these alliances will work best for her.

STARTING THE ADVENTURE

Judges can introduce players to this adventure in a number of ways: the adventurers may come across a map showing the location of the city of Cyfandir, they may hear rumors (see below) of the ruins and the treasures it might hold; or they could be hired by elves to recover artifacts of their ancestors that are lost in the ruined city. They might also simply stumble upon it whilst exploring the forest.

Alternatively, perhaps a local lord has heard of the great dragon and wants to either form an alliance or pacify the dragon with gifts, to avoid any later attack. The adventurers might be sent to the ruins to act as the lord's emissaries, albeit it short-lived ones.

RANDOM RUMORS

Before setting out into the Istrith Forest, the adventurers may gather rumors and legends from non-player characters (NPCs) at one of the settlements in the Borderlands or other location. On a Friendly reaction roll, an NPC might share one rumor from the Random Rumor table. In addition, all elven adventurers, and any adventurers with Lore mastery, should begin play knowing one rumor each.

RANDOM RUMOR TABLE

ID12	RUMOR
1	Elves still live in the Istrith Forests of Southern Argollë, but they've gone feral, and crave nothing more than the flesh of man. (Partly True, Partly False)
2	The ruins of tall-spired Cyfandir, capital of the fallen elven kingdom of Southern Argollë, still survive within the Istrith Forest. (True)
3	Two hundred years ago, while Cyfandir's army was out fighting the Argollëan War, the city was conquered by a dragon of great age and fearsome aspect, which captured the elven kingdom's treasure. (True)
4	The elvish general Aedon Lann slew more than 500 orcs with the Bow of the Great Eagles during the Beastman Wars of the Third Century, but the great weapon was lost when Cyfandir fell. (True)
5	A diseased and dying dragon dwells in the ruins of an elven city in the Istrith Forest. (Mostly False)
6	Savage Lizardmen swam across the Krysivor River by moonlight and raided a village called Ivoricum near Türos Veren. Supposedly the only survivor headed into the forest to claim vengeance. (True)
7	There is a hidden elven sanctuary in the forest, where feral elves imprison men lost in the forest and hunt them for pleasure. (Partly True, Partly False)
8	The sacred pools of the high elves heal those who drink their waters. (True)
9	Deep in the Istrith Forest the ruins of an ancient elven city still holds the treasures and artifacts left behind when the elves fled its destruction. (Mostly True)
10	A warband of goblins were defeated in a recent battle and the survivors fled into the Istrith Forest. (True)
11	A band of Orcs and Ogres were seen entering the forest, reportedly carrying tributes to a dragon that dwells in the ruined elven city of Cyfandir, deep in the Istrith Forest. (True)
12	In the ruined elven city of Cyfandir a powerful artifact of Mityara still lies inside the temple overlooked by the Great Hall; the artifact is said to be capable of healing any disease or ailment. (False)



RANDOM ENCOUNTERS

Random Encounters occur near or in the ruins of Cyfandir on an encounter throw of 6+ on 1d6. The Judge should roll once each time the adventurers journey through the forest in either direction, and once every two turns the adventurers explore the city streets. If the adventurers camp in the forest or ruins, roll once each night.

If an encounter occurs, roll 2d6 on the appropriate Wandering Monster tables below. **Table 1** is for travelling through the forest. **Table 2** is for the travelling through the city ruins. **Table 3** is solely for the ruins where the Great Hall sits, encompassing all the ruins that surround that great building and are the territory of the Lizardmen.

TABLE 1: THE FOREST

2D6	FOREST ENCOUNTERS
2	The Ancient Green Dragon Aisoth , <i>invisible</i> and flying overhead: the dragon is either leaving the city to hunt (35%) or returning to the city and its lair (65% chance). If the party of adventurers are careless and moving without caution, or have lit a fire for their camp, there is a 1-in-6 chance that the dragon notices them and comes to investigate.
3-4	A patrol of 2d6 Lizardmen Warriors out hunting.
5-9	A route of Dire Wolves (2d4) that have claimed the forest as their territory and hunt down any intruders, which they consider to be prey if they are foolish enough to wander the forest paths.
10-11	Tracked by 1d4+1 Elven Rangers who want to know what the adventurers are doing in the forest, and whether or not they are heading to the city ruins to loot the artifacts of their kin.
12	Stopped by a Treant who wants to know why the adventurers are intruding in its forest, and whether they are allied with the abysmal Orcs or Lizardmen, or maybe that silly little dragon that caused so much mayhem. If befriended, the treant can direct the adventurers to the Elven outpost (see below) or guide them safely through the forest, albeit slowly (half-speed).



ENCOUNTER DETAILS

- » (2) **Aisoth**, see page 20.
- » (3-4) **Lizardman warriors (2d6)**: AC 4, MV 60' (20') or swim 120' (40'), HD 2+1, hp 12 each, #AT 3 or 1 (claw/claw/bite or spear), DMG 1d3/1d3/1d8 or 1d6+1, SV F2, ML +1, AL C, XP 35; +1 damage using weapons.
- » (5-9) **Dire wolves (2d4)**: AC 3, MV 150' (50'), HD 4+1, hp 25 each, #AT 1 (bite), DMG 2d4, SV F2, ML 0, AL N, XP 140.
- » (10-11) **Elven rangers (Level 3) (2-5)**: AC 4, MV 120' (40'), HD 3d6, hp 12 each, #AT 1 (short sword, axe or bow), DMG 1d6 or 1d6+2, SV F3, ML +1, AL N, XP 65; Special: hide in woods 3+ throw, immune to ghoul paralysis, +1 to initiative, +2 to surprise rolls, +1 to hit with bow, shoot into melee for -4 to hit; Equipment: Elven composite bow, quiver with 20 arrows, 2 gracefully curved short swords, hand axe, chain mail armor, grey-green traveller's cloak, wool tunic and pants, high boots, backpack, 50' rope, grappling hook, blanket, tinder box, 2 torches, 1 week's iron rations.
- » The **elven rangers** have an outpost in the forest, a cave in the cliff of a sloping hill hidden by trees, bushes, and a thicket of brambles with a concealed path through the foliage. There are a dozen rangers in all, some of which are out exploring the ruins themselves. There are 2d6 present in the outpost (statistics as above).
- » Inside the cave the rangers have the following supplies and items already 'rescued' from the ruined city: 2,000 silver pieces (200gp, 2 st), 2 jars of lamp and cooking oil (20gp, 6st each; 60gp, 18 st total), a bag of loose tea or coffee (75gp, 5 st), and rations for a week.
- » The elves have also captured 3 Goblins from the ruins, who they are in the process of interrogating (see City Ruins table below).
- » Their leader, a haughty Elf called "**Eógan**" has a *potion of diminution* (cloudy yellow, tastes of lime), and an ornate elven blade that resembles an eagle's claw: a *dagger +1*, with the special ability to *locate objects*.
- » (12): **Treant "Darragh" (1)**: AC 7, MV 60' (20'), HD 8, hp 45, #AT 1 (slam), DMG 2d6, SV F8, ML -2, AL L, XP 1,100; control and animate up to 2 trees (attack as treant); -1 to opponent's surprise rolls.

TABLE 2: CITY RUINS

2D6	CITY ENCOUNTERS
2	An Elven Spellword exploring the city, looking for forgotten lore and lost Elven artifacts. He is especially interested in tracking down the Bow of the Great Eagles .
3	An Explorer on a revenge quest to eliminate the Lizardman Shaman who was responsible for the slaughter of the Explorer's village of Ivoricum.
4	A Thief and a Fighter , a pair of scoundrels looking for treasure to loot.
5	A gang of 2d4 Goblins scouting out the ruins, and pushing their luck.
6-8	Crumbling walls/building collapses/sink hole opens: A hazard in the ruins triggers, affecting 1d6 characters. Affected characters must successfully <i>save vs Paralysis</i> or take 2d6 damage.
9	A patrol of 2d6 Lizardmen Warriors ensuring that the ruins are protected from intruders.
10	A lone Lizardman Champion unearthing a cache of treasure he had hidden.
11	The Chieftain's Giant Horned Chameleon out hunting amongst the ruins.
12	The Ancient Green Dragon Aisoth , <i>invisible</i> and flying overhead, leaving the city (the dragon returns in 1d12 hours).

ENCOUNTER DETAILS

- » (2): **Elven Spellword: "Gwortheryn"** (Level 4): AC 5, MV 120' (40'), HD 4d6, hp 9, #AT 1 (sword or bow), DMG 1d6+2 or 1d6+3 magic arrows, SV E4, ML +1, AL C, XP 190; Proficiencies: Lore mastery, Knowledge (history), Mapping; Spellcasting 2 1st, 2nd; Repertoire: 1st *magic missile*, *sleep*, 2nd, *knock*, *locate object*; Equipment: *chainmail* +1, gracefully curved sword and dagger, elven composite bow, quiver with 20 arrows and 6 *arrows* +2, embroidered cloak, boots, backpack, a week's iron rations, spell book
- » (3): **Explorer: "Storr"** (Level 5): AC 8, MV 120' (40'), HD 5d6, hp 12, #AT 1 (sword, spear or bow), DMG 1d6+2, SV Ex5, ML +2, AL N, XP 750; Special: +1 to hit with bow, +1 to initiative and surprise rolls, disappear in wilderness 3+ throw; Proficiencies: Precise Shooting, Passing Without Trace, Tracking, Trapping; Equipment: sturdy longbow, quiver with 20 arrows, spear, short sword, dagger, chainmail armor, *shield* +3, wind-battered fur cloak, boots, backpack, a week's iron rations, wineskin, lantern, tinderbox, 2 flasks of common oil, blanket, 50' rope, 12 iron spikes, small hammer and 20sp, *ring of delusion* (believes it is an *invisibility* ring), *dust of disappearance* (2 packets).
- » (4): **Thief & Fighter: "Alberic" and "Dafydd"**:
- » **Thief (Level 4)**: AC 2, MV 120' (40'), HD 4d4, hp 13, #AT 1 (sword or crossbow), DMG 1d6, SV T4, ML 0, AL N, XP 135; Special: thief skills, backstab x2; Proficiencies: Trap Finding, Swashbuckling, Gambling; Equipment: 10' pole, short sword, 2 throwing daggers, crossbow, case with 20 quarrels, sturdy leather armour, tanned brown cloak, thick tunic and leggings, high boots, backpack, 2 large treasure sacks, thieves' tools, 50' rope, tinderbox, lantern, hammer and 12 iron spikes, 2 flasks of military oil, wineskin, 2 days of iron rations, 20 sp.
- » **Fighter (Level 5)**: AC 5, MV 120' (40'), HD 5d8, hp 21, #AT 1 (sword or crossbow), DMG 1d6+2, SV F5, ML +1, AL N, XP 750; Proficiencies: Combat Trickery (knock down), Weapon Focus (sword), Mapping, Gambling; Equipment: well-oiled sword, metal shield re-painted many times, slightly battered chainmail armour, crossbow, case with 20 quarrels, military tunic, boots, backpack, 2 days of iron rations, *chime of opening* (12 charges).
- » (5): **Goblins (2d4)**: AC 3, MV 60' (20'), HD 1-1, hp 4 each, #AT 1 (sword or spear), DMG 1d6, SV 0, ML -1, AL C, XP 5; led by a Champion (AC 4, HD 1, hp 7) armed with an axe and spear.
- » (9): **Lizardman Warriors (2d6)**: AC 4, MV 60' (20') or swim 120' (40'), HD 2+1, hp 10 each, #AT 3 or 1 (claw/claw/bite or spear), DMG 1d3/1d3/1d8 or 1d6+1, SV F2, ML +1, AL C, XP 35; +1 damage using weapons.
- » (10): **Lizardman Champions (1)**: AC 5, MV 60' (20') or swim 120' (40'), HD 3+1, hp 17, #AT 3 or 1 (claw/claw/bite or sword), DMG 1d3+1/1d3+1/1d8+1 or 1d6+2, SV F3, ML +2 (+3 if chief is alive), AL C, XP 65; +1 damage using natural weapons, +2 using crafted weapons. Champion's Hidden Treasure Cache: hidden cache consists of 9 silver arrows, each worth 5gp (45gp, 1.5 st).
- » (11): **Giant Horned Chameleon (1)**: AC 7, MV 120' (40'), HD 5, hp 28, #AT 2 (bite, horn), DMG 2d4/1d6, SV F3, ML -1, AL N, XP 350; Special: blend into surroundings (-3 to opponent's surprise rolls), sticky tongue (5' range, if hits, drags to mouth for automatic bite); lashing tail (attack knocks opponent over).
- » (12): **Aisoth**, see page 20.

TABLE 3: LIZARDMEN TERRITORY

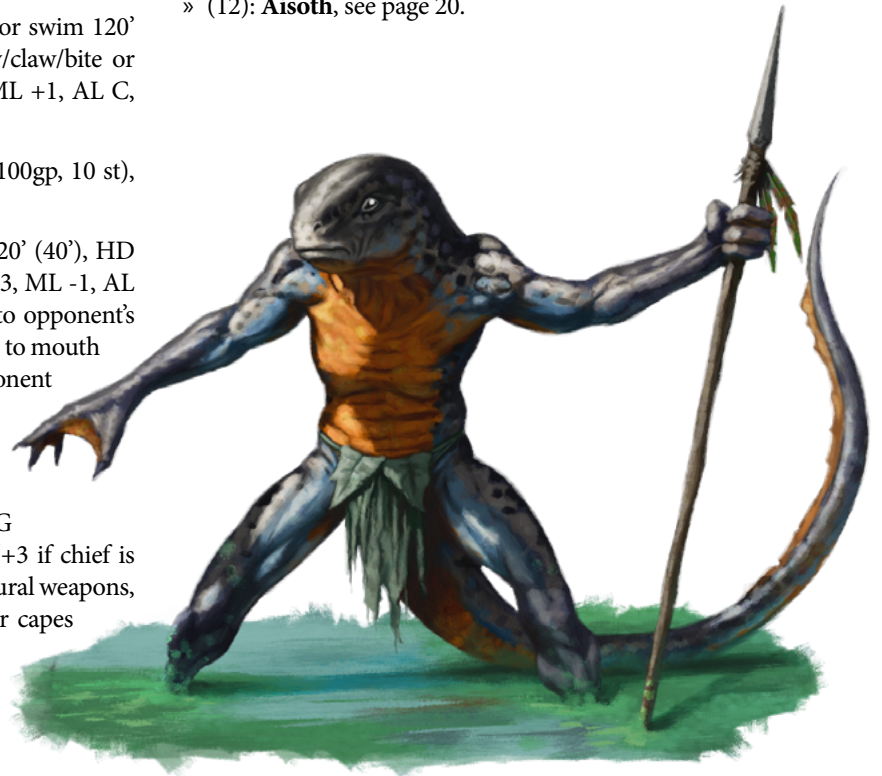
2D6	LIZARDMEN TERRITORY ENCOUNTERS
2	The Chieftain and his retinue of 6 Warriors on a pilgrimage to the dragon's lair (the retinue are guarding and carrying a chest of treasure for the dragon).
3	The Chieftain's Giant Horned Chameleon out hunting amongst the ruins.
4	One of the Sub-chiefs out riding his Giant Draco Lizard , just for the fun of it.
5	A Giant Draco Lizard being led back to its pen by a pair of Lizardmen Breeders .
6-8	A patrol of 2d6 Lizardmen Warriors ensuring that the ruins are protected from intruders.
9	A swarm of 2d12 Giant Centipedes out looking for food; have a taste for raw eggs.
10	A Cleric of Mityara looking to recover religious artifacts from the desecrated temple. She has already found an <i>elven cloak</i> and is using it to sneak around the city.
11	A gang of 2d4 Goblins sneaking about, and really pushing their luck.
12	The Ancient Green Dragon Aisoth , <i>invisible</i> and flying overhead, returning to the city.

ENCOUNTER DETAILS

» (2): **Lizardman Chieftain and Lizardman Warriors:**

- » **Lizardman Chieftain (1):** AC 7, MV 60' (20') or swim 120' (40'), HD 6+2, hp 30, #AT 3 or 1 (claw/claw/bite or axe), DMG 1d3+2/1d3+2/1d8+2 or by axe (+1 to hit, 1d8+4), SV F6, ML +2, AL C, XP 380; Special: +2 damage using natural weapons, +3 using crafted weapons; Equipment: *battle axe +1*.
- » **Lizardman Warriors (6):** AC 4, MV 60' (20') or swim 120' (40'), HD 2+1, hp 12 each, #AT 3 or 1 (claw/claw/bite or spear), DMG 1d3/1d3/1d8 or 1d6+1, SV F2, ML +1, AL C, XP 35; Special: +1 damage using weapons.
- » **Treasure chest** holding 10,000 copper pieces (100gp, 10 st), and 4,000 silver pieces (400gp, 4 st).
- » (3): **Giant Horned Chameleon (1):** AC 7, MV 120' (40'), HD 5, hp 28, #AT 2 (bite, horn), DMG 2d4/1d6, SV F3, ML -1, AL N, XP 350; Special: blend into surroundings (-3 to opponent's surprise rolls), sticky tongue (5' range, if hits, drags to mouth for automatic bite), lashing tail (attack knocks opponent over).
- » (4): **Lizardman Sub-chieftains (1):** AC 6, MV 60' (20') or swim 120' (40'), HD 4+1, hp 21 each, #AT 3 or 1 (claw/claw/bite or sword), DMG 1d3+2/1d3+2/1d8+2 or 1d6 +3, SV F4, ML +2 (+3 if chief is alive), AL C, XP 140; Special: +2 damage using natural weapons, +3 using crafted weapons, Equipment: black bear capes (worth 800gp each, 1 st)

- » (4/5): **Giant Draco Lizard (1):** AC 4, MV 120' (40') or glide 210' (70'), HD 4+2, hp 21, 22, #AT 1 (bite), DMG 1d10, SV F3, ML -1, AL N, XP 140.
- » (5): **Lizardman Breeders (2):** AC 4, MV 60' (20') or swim 120' (40'), HD 2, hp 10, #AT 1 (bite or by weapon), DMG 2d4 or by weapon +1, SV F2, ML 0 (+1 if chief is alive), AL C, XP 20; Special: +1 damage using weapons.
- » (6-8): **Lizardman Warriors (2d6):** AC 4, MV 60' (20') or swim 120' (40'), HD 2+1, hp 12 each, #AT 3 or 1 (claw/claw/bite or spear), DMG 1d3/1d3/1d8 or 1d6+1, SV F2, ML +1, AL C, XP 35; Special: +1 damage using weapons.
- » (9): **Giant Centipedes (2-24):** AC 0, MV 60' (20'), HD 1d4, hp 2 each, #AT 1 (bite), DMG 0 and poison (*save vs poison* or sick for 10 days), SV 0, ML -1, AL N, XP 6.
- » (10): **Cleric of Mityara: "Portia" (Level 5):** AC x, MV 120' (40'), HD 5d6, hp 22, #AT 1 (mace, +1 to hit), DMG 1d6+1, SV C5, ML +1, AL L, XP 750; Special: turn undead; Proficiencies: Divine Blessing, Sensing Power, Survival, Theology); Spellcasting 2 1st, 2 2nd; Equipment: *mace +1*, wooden shield, banded plate armour, *elven cloak*, priest's cassock, shoes, backpack, a week's iron rations, holy symbol, holy book.
- » (11): **Goblins (2d4):** AC 3, MV 60' (20'), HD 1-1, hp 4 each, #AT 1 (sword or spear), DMG 1d6, SV 0, ML -1, AL C, XP 5; led by a **Champion** (AC 4, HD 1, hp 7) armed with an axe and spear.
- » (12): **Aisoth**, see page 20.



EXPLORING THE RUINED CITY

The ancient city of Cyfandir sits on terraces at the end of a valley, surrounded by invading, creeping forest. A waterfall spills over the high cliffs and into a river that flows swiftly through the city and into the forest beyond. The city lies in ruins, buildings crumbling or reduced to rubble, ivy and moss clinging to the once pristine stonework. Doors hang loose or rotten, windows sit broken and gaping like empty sockets.

There is no animal life, no bird song, just the wind blowing through the trees. The city is eerily quiet. Its paved streets are clogged with debris and broken by weeds and new trees that thrust through the stone and reach for the sky.

TRAVELING THROUGH THE RUINS

The streets are choked with debris: trees, bushes and rubble. Travelling through the city is slow and tiring for the most part, reducing all movement by 50%. The ruins afford ample cover and places to hide.

Aside from the keyed locations on the following pages, there are plenty of ruins that adventurers could explore. If they delve into a ruined building, roll on the table below to see what they discover. Single-entries can be considered unique and if a duplicate is rolled, treated as an empty, ruined building with either nothing of interest, or else roll for a random encounter to fill the gap.

TABLE 4: RUINED BUILDINGS

ID100	EXPLORING THE RUINS
1-5	A crumbling, ivy-choked building littered with rubble and old bones.
6	An empty warehouse with collapsed roof that has partially buried the following intact items: rusty iron chest with 2,000 silver pieces (200gp, 2 st), and 3 pouches of comfrey (worth 10gp each).
7-11	An empty shell of a house, pale patches where pictures hung, claw marks on the walls.
12	An empty house with a secret cupboard hidden behind a worm-eaten, rotten wardrobe. Inside is a shelf holding assorted silver holy symbols: one worth 60gp, four worth 100gp apiece, and three worth 140gp each. There are specks on blood on each of them.
13-17	A collapsed workshop, broken tools, crushed bones under rubble.
18	A collapsed inn, with the stairs to cellar only partially blocked by rubble. In the damp cellar is a sealed barrel that holds 10,000 copper pieces (100gp, 10 st), a locked strongbox containing 1,000 silver pieces (100gp, 1 st), three half-crates of terra-cotta pottery (50gp, 2st each), four lanterns of superior quality (280gp total), and a wooden crate holding 16 bone figurines of elven soldiers (22gp each, 2.5 st altogether).
19-24	An empty shop, dusty and cobwebbed, but fairly intact.
25	A former hunter's home, with 19 common animal antlers, horns, and tusks mounted on the walls (6gp each and 11.4 st altogether), and two half-crates of terra-cotta pottery (50gp, 2.5 st each) in the remains of the kitchen, lids half-hammered shut.
26-30	A ruin with a collapsed roof, gaping doorways and windows, and crumbling walls with mossy blocks of stone.
31	A collapsed watch-tower, its length mostly intact but lying horizontally along the street. Inside is a rack of ancient spears (1d6), a couple of blunt swords and a barrel of 1d20 arrows (all dulled with age, -1 to damage rolls). A spear has been rammed into the ground and a rotting goblin's head is transfixed on the tip.

EXPLORING THE RUINED CITY

32-36	A damp, rubble-filled building that is infested with hungry Giant Centipedes (2-24): AC 0, MV 60' (20'), HD 1d4, hp 2 each, #AT 1 (bite), DMG 0 and poison (<i>save vs poison</i> or sick for 10 days), SV 0, ML -1, AL N, XP 6.
37	A crude concealed pit trap just inside the doorway of a scorched building, 10' deep, with rubble at bottom (2d6 damage from fall). At bottom of the pit is a broken skeleton, tattered leather armour, rusty helm, and shattered sword. In a pouch are two packets of woundwort (10gp each).
38-42	An abandoned home with an old crossbow trap rigged to fire once the stuck wooden door is opened (tripwire trigger, single use, attack throw 8+, 1d6 damage).
43	White marble memorial to fallen elven warriors who fought in the Beastman Wars, defaced with scratches abolishing the names.
44-48	Rummaging through the rubble of this collapsed house are a gang of Goblins (2-8): AC 3, MV 60' (20'), HD 1-1, hp 4 each, #AT 1 (sword or spear), DMG 1d6, SV 0, ML -1, AL C, XP 5; led by a Champion (AC 4, HD 1, hp 7) armed with an axe and spear.
49	An iron chest pokes out from a pile of rubble. A successful proficiency throw to open doors is required to pull it free. The chest is warded with divine glyphs of warding . If tampered with, the runes <i>call lightning</i> that strikes the would-be thief and everyone within 10' radius for 8d6 damage (<i>save vs Blast</i> for half damage). Inside the chest are 3,000 electrum pieces (1500gp, 3 st), a <i>potion of growth</i> (brown, earthy), and a <i>divine scroll of cause fear</i> (1st lvl) written in Classical Auran.
50-54	A former residential building, with weakened, crumbling walls covered in ivy. The roof sags noticeably and the wooden supports inside are rotten. Anyone searching inside triggers a hazard that results in the building partially collapsing : All adventurers inside must <i>save vs blast</i> or take 2d6 damage.
55	An indoor marketplace with fragments of ancient wooden stalls littering the paved floor. Ivy hangs from pillars supporting the sagging roof, which drips, forming a shallow pool of dirty water below.
56-60	A group of deserting (2d4) Lizardman Warriors : AC 4, MV 60' (20') or swim 120' (40'), HD 2+1, hp 12 each, #AT 3 or 1 (claw/claw/bite or spear), DMG 1d3/1d3/1d8 or 1d6+1, SV F2, ML +1, AL C, XP 35; +1 damage using weapons.
61	A simple tripwire and noose trap laid by the goblins, with a pile of 2d100 silver coins in the middle. Anyone taking the coins has a 2-in-6 chance of triggering the trap, hauling them up by the leg to dangle upside down unless they succeed on a <i>save vs. Paralysis</i> .
62-66	Heavily cobwebbed partially ruined building that is now the lair of a den of Giant Black Widow Spiders (1d3): AC 3, MV 60' (20') or in webs 120' (40'), HD 3, hp 15 each, #AT 1 (bite), DMG 2d6 plus deadly poison (<i>save vs. Poison</i> or kills in one turn), SV F2, ML 0, AL N, XP 80
67	In the webs are cocooned corpses of goblins and Lizardmen, as well as the following items of treasure: four superior quality spears (worth 280gp total), a set of engraved teeth (70gp), and a set of superior thieves' tools (worth 200gp).
68-72	A colonnaded hall, a former art gallery, with pale patches on the walls where pictures once hung. Several broken white marble statues lean against cracked columns and walls, missing limbs and heads. Hundreds of cockroaches litter the floor, all crushed to death in the past few hours. A handful of gold coins (1d12) are strewn amongst them.
73	Damp walls half-standing, laden with dangerous colony of Green Slime : AC n/a, MV 3' (1'), HD 2, hp 8, #AT 1 (drop), DMG digests flesh in 1d4 rounds clothes and armor in 6 rounds, SV F1, ML n/a, AL N, XP 38.
	Half-buried beneath a fallen stone column of an open-plan house is a locked and trapped iron chest (needle trap in lock, still-potent poison, <i>save vs poison</i> or fall into a deep sleep for 2d12 hours) covered in rust. Inside are 100 gold pieces (100gp, 0.1 st); 10,000 copper pieces (100gp, 10 st). Further inside the ruins are 2 quarter-barrels of aged whiskey (50gp, 4st each).

74	<p>The sagging roof of this ancient public toilet shelters a culture of Yellow Mold that glistens like gold when exposed to light. Amongst the mold are 3d100 silver coins and 1d100 gold coins, as well as the burned remains of several skeletal goblins.</p> <p>Yellow Mold (1d4): AC n/a, MV 0, HD 2, hp 7 each, #AT spores, DMG 1d6 or spores, SV F2, ML n/a, AL N, XP 38; Special: if touch 50% chance of ejecting spores, <i>save vs poison</i> or suffocate in 6 rounds; dormant in sunlight, 1d4 damage from torch fire.</p>	91	<p>A mansion with a dozen rooms on all three floors, now reduced to little more than fallen walls and collapsed floors. Buried beneath rubble are the stairs to a large, vaulted cellar full of barrels: a dozen quarter-barrels of fine spirits (50gp, 4 st each). Unearthing the stairs is a 2sp construction project (12 man-hours of unskilled labor).</p>
75-79	<p>This fallen library has become the lair of a nest of Giant Carnivorous Flies (2d6): AC 3, MV 90' (30') or fly 180' (60'), HD 2, hp 10 each, #AT 1 (bite), DMG 1d8, SV F1, ML 0, AL N, XP 20; leap 30' to attack, -2 penalty to opponents' surprise rolls.</p> <p>Lost amongst the toppled bookshelves are 7 glass magnifying lenses (50gp each).</p>	92	<p>A collapsed building has formed a cave-like overhang where dozens of harmless, ordinary bats nest. Disturbing them sends them flying into the air, attracting attention of anything nearby (triggering a <i>random encounter</i> roll).</p>
80	<p>A squat, square building with a missing roof. The ground floor has three rooms, and now resembles a young forest. Stairs lead to a large cellar that once housed a modest laboratory (once valued at 14,000gp, but now only 2,500gp worth remains intact). Amongst the broken glass and scorch marks in the cellar are three potions that have stood the test of time: a <i>potion of ESP</i> (pale green, hint of lemon), a <i>potion of growth</i> (brown, earthy), and a <i>potion of healing</i> (pale blue, minty).</p>	93	<p>This empty shell of a wide, open-plan home shows signs of recent habitation: a cold camp fire, spent torch, bread crumbs, a half-eaten apple, and a dagger with the tip snapped off. A single silver coin, dated 200-odd years ago and of elven origin, rests on a shelf.</p>
81	<p>A ruin ravaged by fire with a thick carpet of ash, charcoal beams, and fused glass puddles.</p>	94	<p>A sheltered courtyard with a central well, the brick wall of the well half fallen in. Dozens of chicken bones are dumped in a corner, and feathers blow about in the breeze. At the bottom of the well, under the fallen, broken bricks, the water is fresh and drinkable. 3d100 copper coins are at the bottom, gently moved about by the spring that feeds the well.</p>
82	<p>A three-storey shop/home that has toppled into a sinkhole; the middle floor is level with the ground. There is nothing inside but rubble, damp, and bones.</p>	95	<p>An archway opens onto an overgrown garden with cracked stone benches along a winding path hidden by the weeds and wild flowers. An ancient willow tree droops over the garden, brushing against the walls of the surrounding buildings.</p>
83	<p>A small theatre with a foyer, stage, seats in ascending rows, and a backstage area with several dressing rooms. Old props are sealed in wooden crates, moth-eaten, water-fouled, but wearable, including costumes, fake swords and wands, costume jewellery, and animal masks. The theatre is largely intact and has an air of sadness hanging over it.</p>	96	<p>A tall granary full of leaves, twigs, rubble and animal bones. Rusty iron chains hang off sagging rafters that are splintered along their length. There is a 1-in-6 chance every turn of the rafters collapsing, burying the interior (anyone caught in the collapse takes 4d6 damage; <i>save vs blast</i> for half).</p>
84	<p>Rubble and crumbling walls with a thicket of brambles inside, bearing luscious fruit. Just visible in its depths is a glitter of gold - actually a painted copper chamber pot with virtually fossilised excrement inside. The pot, if cleaned, is worth 15gp.</p>	97	<p>A long, narrow museum that has been looted or its objects destroyed. It is filled with lots of broken pottery, torn fragments of paintings, and ancient weapons that have been bent and twisted out of shape. Anything of value has long gone. There is a lingering smell of lavender.</p>
85	<p>An empty ruin with an inner courtyard, where a tall oak stands proud. Hanging from the branches are colourful ribbons and beads that chime softly in the breeze.</p>	98	<p>A public forum, with shattered columns all spread out from the walled square, as if some explosive force had toppled them over from the middle of the square. Stepped seating runs across three sides, while an archway entry pierces the fourth wall.</p>
86	<p>A couple of butchered Lizardmen lie in their own entrails and gore, gutted with their teeth missing. A decapitated goblin lies against the wall opposite. Its head is nowhere to be found. The goblin still clutches a short sword that has seen better days.</p>	99	<p>An indoor swimming pool, the water dirty and covered in algae. Frogs frolic in the waters and insects are buzzing about. There is a 2-in-6 chance that 1d4 Lizardmen Warriors are here, enjoying some peace and quiet before they go back out on patrol.</p> <p>Lizardman Warriors: AC 4, MV 60' (20') or swim 120' (40'), HD 2+1, hp 12 each, #AT 3 or 1 (claw/claw/bite or spear), DMG 1d3/1d3/1d8 or 1d6+1, SV F2, ML +1, AL C, XP 35; Special: +1 damage using weapons.</p>
87	<p>A barely standing wall on which 98 green glass bottles have been lined up. Each is worth 1gp. A broken bottle lies at the bottom of the wall.</p>	100	<p>Holed up in a once grand garden summer house, its glass windows long gone, is a survivor from the devastation that destroyed his city, waiting patiently for revenge. He is an ancient elf, hunched over with age and regret. His name is Fáelán and he seldom leaves the ruins, only doing so to scavenge and hunt for food, and keeps a vigil, tracking the movements of the dragon and her cult. He has been alone for so long that he has difficulty communicating with others, and comes across as rude and paranoid. He may be somewhat mad, but is easily persuaded to join a cause that sees the defeat of the dragon (+2 to <i>reaction</i> rolls).</p>
88	<p>A dark ruin, once a public bath, has been taken as the temporary lair of an Ogre named Barko. The dragon knows he is here, and he knows that the dragon knows he is there. Aisoth hopes (<i>expects</i> may be a better word) that the Ogre has come to pay her tribute and worship her. Burke just hopes that the dragon (and everyone else) leaves him in peace.</p> <p>Ogre (1): AC 4, MV 90' (30'), HD 4+1, hp 15, #AT 1 (fist or 2-handed club), DMG 1d10 or 1d8+3, SV F4, ML +2, AL C, XP 140; carries sacks containing 600gp.</p>		<p>Elven Courtier "Fáelán" (Level 5, Exemplar): AC 2, MV 120' (40'), HD 5d6, hp x, #AT 1 (short sword), DMG 1d6, SV T5, ML +2, AL N, XP 350; Special: +1 to hit with melee weapons, +2 to <i>reaction</i> rolls, <i>inspire courage</i> 5/day, <i>recite poetry</i> to charm or sleep beasts, +1 to <i>surprise</i> in wilderness, immune to ghoul paralysis; Proficiencies: <i> Lore mastery, Gambling, Skirmishing, Trapping</i>; Spellcasting 2 1st, 1 2nd; Repertoire: 1st <i>charm person, sleep</i>, 2nd <i>levitate</i>; Equipment: slightly notched short sword, dagger, leather armour, shabby linen tunic and pants, leather belt, low boots, belt pouch, pair of dice carved with leaves, spell book with arcane spells</p>
89	<p>A long building, a nursery or hospital, with a dozen skeletons huddled together and clutching baby skeletons in their arms.</p>		
90	<p>A mortuary, now open to the elements, with leaves and other detritus covering the flagstones, tables toppled, skeletons crushed beneath rubble, and a spear embedded in the wall. A search of the space reveals a locked strongbox inside a petrified cupboard. Inside the box are assorted trinkets (brooches, cloak-pins, belt buckles, worth about 15gp each; there are 3d6 in total) taken from the dead.</p>		



POINTS OF INTEREST

There are several locations of particular note, in both the city ruins, and around the Great Hall where the dragon and Lizardmen lair.

CITY RUINS

1. **Crumbling Colonnade:** Standing like broken teeth along this wide avenue are broken columns of white granite. Each has been carved with scenes from the history of the city and together they tell the tale of Aedon Lann and his victories during the Beastman Wars of the Third Century B.E The colonnade reveals how the elvish general won the legendary *Bow of the Great Eagles* and used it to slay hundreds of Orcs during their attempted fording of the Krysivor River in 219 BE. (In fact this is the battle for which the Krysivor or “Arrow-River” is named). A character who pieces together the scattered history with a successful *Knowledge* or *Loremastery* throw will recognise the great bow in the dragon’s lair and be aware of its powers.

2. **Buried Bodies:** A faint knocking and scraping comes from this pile of rubble, formed by a collapsed building. It takes 3 turns (30 minutes) for one person to remove enough rubble to open a gap. Inside are a dozen Lizardmen Zombies, who were trapped and buried here and have risen as undead due to a minor artifact they discovered in the cellar of the building.

Lizardmen Zombies (12): AC 1, MV 60’ (20’), HD 2, hp 9 each, #AT 1 (claw or bite), DMG 1d8, SV F1, ML n/a, AL C, XP 29; Special: attack last, immune to poison, charm, hold and sleep spells.

Treasure: a minor artifact, a **Khepri Obelisk**; a 1’ tall tapered cuboid with a four-sided pyramidal point, with arcane runes engraved in gold along the length of each side. Once per day, when blood is poured on the device, it becomes a temporary **Blighted Sinkhole of Evil**; the effect lasts for 1 hour per HD of blood spilled and affects an area of 10’ diameter per HD. (Value 25,000gp, permanent effect, 1/day, 5th level spell.)

3. **Sacred Grove:** Surrounded by ancient oak trees in an overgrown garden lies a calm and still reflecting pool. The trees have grown wild and unkempt, tangling amidst each other, and the pool is overgrown with algae, vines, and lilies. There is a wild and peaceful beauty to the garden. **Lizardman Breeders** come to bask in the pool prior to laying their eggs, as the water soothes their aches and pains. There are 2d4 **Breeders** guarded by 1d6 **Warriors** armed with spears and axes bathing in the pool.

Lizardman Warrior (1d6): AC 4, MV 60’ (20’) or swim 120’ (40’), HD 2+1, hp 12 each, #AT 3 or 1 (claw/claw/bite or spear), DMG 1d3/1d3/1d8 or 1d6+1, SV F2, ML +2 (+3 if chief is alive), AL C, XP 35; +1 damage using weapons.

Lizardman Breeder (2d4): AC 4, MV 60’ (20’) or swim 120’ (40’), HD 2, hp 10 each, #AT 1 (bite or by weapon), DMG 2d4 or by weapon +1, SV F2, ML 0 (+1 if chief is alive), AL C, XP 20; +1 damage using weapons.

Therapeutic Waters: anyone bathing in the pool for at least an hour heals twice the normal rate for that day, and any diseases and poisons are temporarily halted whilst in the water and for one day thereafter.

Map 1

City Ruins

Map 2. Lizardmen Territory
Map 3. Great Hall



- | | | | | | |
|------------------------|------------------|-------------------------|-------------------|-----------------------|------------------------|
| 1. Crumbling Colonnade | 6. Friend or Foe | 10. Bronze Statue | 13. River-wall | 15. Orm's Ambassadors | 16. Warlock's Emissary |
| 2. Buried Bodies | 7. Mausoleum | 11. Waterfall | 14. Scared Goblin | | |
| 3. Sacred Grove | 8. Bloodied Den | 12. The Lonely Shepherd | | | |
| 4. The Last Guard | 9. The Exile | | | | |
| 5. Sneaky Goblins | | | | | |

4. **The Last Guard:** A crumbling station of the City Watch, this small building of ivy-choked stone is inhabited by the ghostly figures of three of the city's Watchmen, who died before they were even able to grab their swords. They are **Spectres** and are sat around a table playing a dice game. A scattering of coins that they used when alive are strewn across the debris-littered floor (23 cp, 45 sp, and 12gp). The **spectres** look up when someone enters, but unless their game is disturbed they are content to continue playing.

Tucked away in a locked strongbox partially hidden and buried beneath the rubble is the following **treasure**: a carved jade figurine of a panther (1,600gp), a carved jade figurine of an owl in flight (700gp), and 1 huge pearl (7,000gp).

These undead will be automatically laid to rest if the dragon is slain. A persuasive argument may also convince them to aid adventurers in confronting and defeating the dragon (make a reaction roll to determine outcome if necessary).

Spectres (3): AC 7, MV 150' (50') or fly 300' (100'), HD 6, hp 33, 29, 18, #AT 1 (touch), DMG 1d8 plus level drain (2 levels), SV F6, ML +3, AL C, XP 820; Special: immune to ordinary weapons, poison, charm, hold and sleep spells.

5. **Sneaky Goblins:** Hidden in the shadow of this fallen spire, a band of **Goblins** have made a temporary lair. The warband has 10 gangs, half of which are out scouting the ruins. The other 5 gangs are here, each led by a **Champion**. Their leader, the **Sub-chieftain**, keeps safe in the lair, directing his minions into the ruins to loot whatever they can, and test the defenses of the Lizardmen.

Theses goblins have been hard at work digging tunnels that cross the city, often using cellars and lower floors to bridge tunnels. The network extends to the summit where the Lizardmen have their lairs, and these come out under the shadow of the Great Hall. The tunnels are low and narrow, making it difficult but not impossible for human-sized creatures to pass through, albeit at a squeeze. Anything larger than a goblin fighting in these tunnels is hindered (-2 to attack throws and -1 to AC).

Goblins (16 Warriors): AC 3, MV 60' (20'), HD 1-1, hp 4 each, #AT 1 (sword or spear), DMG 1d6, SV 0, ML -1, AL C, XP 5.

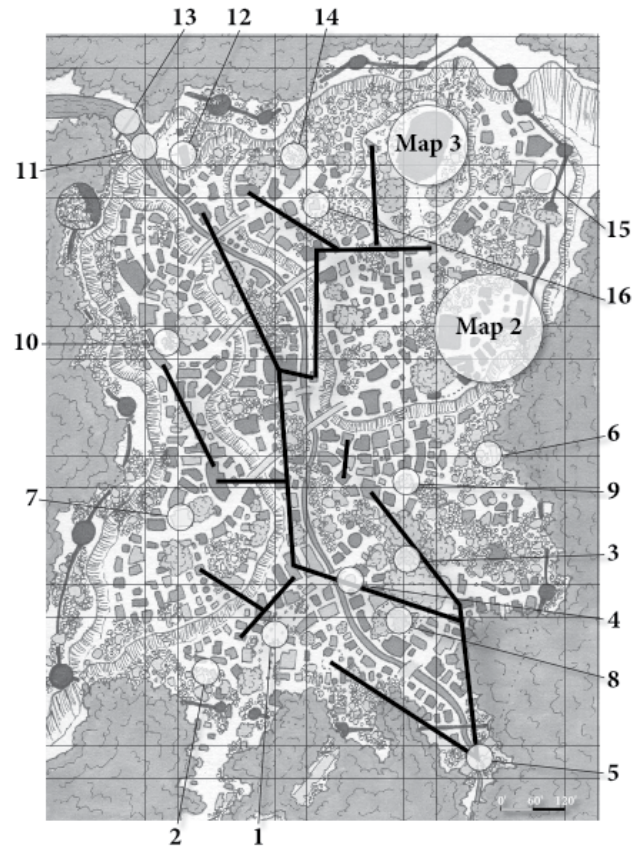
- » 5 **Champions** (AC 4, HD 1, hp 7) armed with an axe and spear.
- » **Sub-chieftain** (AC 5, HD 1+1, hp 9, +1 bonus to damage rolls) armed with a longsword and bow with 15 arrows.

The goblin's treasure consists of 12,000 copper pieces (120gp, 12 st) in several large and battered trunks; 11 ingots of common metals (1gp, 1/2st each, 11gp, 5.5 st total); 1 half-barrel of beer (5gp, 4st); 56 bags of grain (5sp, 4st each, 28gp, 224 st total); and 31 wheels of cheese (3sp, 1/3st each, 9.3gp, 10.23 st total).

6. **Friend or Foe:** A **Lizardman Warrior** lies trapped beneath a fallen column, his legs caught under the heavy rock. He will hiss at anyone approaching, but if freed he will be favourably inclined to his rescuers (+2 to reaction rolls). His spear has fallen just out

Map 1a

Goblin Tunnels



of his reach. If left, he will be killed by scouting Goblins sometime during the night.

Lizardman Warrior: AC 4, MV 60' (20') or swim 120' (40'), HD 2+1, hp 7 (max. 12), #AT 3 or 1 (claw/claw/bite or spear), DMG 1d3/1d3/1d8 or 1d6+1, SV F2, ML +1, AL C, XP 35; Special: +1 damage using weapons.

7. **Mausoleum:** A once-imposing building of white stone, this open tomb has been defaced, defiled and mostly looted. Inside are rows of funerary urns in wall niches, but the urns have been broken and the ashes scattered around the floor. A few items can be found of value, with a search of the area (1d3 turns): 1d100 sp, 2d12gp, and a handful of gemstones (1d12, 25gp each).

If the scattered ashes are gathered and some sort of re-internment takes places, the gods smile and all participants are *blessed* until sunset or sunrise, whichever comes later.

8. **Bloodied Den:** Surrounded by encroaching trees, thick undergrowth, and piles of rubble, an **Owlbear** has made its den. It used to have a mate and cubs; but an attack by Lizardmen while the mother was out foraging ended the lives of her mate and cubs:

their bloodied remains are partially buried under the rubble, and blood stains the grounds, with a few scattered feathers stuck here and there. The mother **Owlbear** is understandably wary of intruders (-2 to *reaction* rolls). The Lizardmen Chieftain wears the feathers of her family.

Owlbear (1): AC 4, MV 120' (40'), HD 5, hp 25, #AT 3 (2 claws/bite), DMG 1d8/1d8/1d8, SV F3, ML +1, AL C, XP 200; Special: if both claws hit, crush target for additional 2d8 damage.

Shoved into a hole in the rubble are the following **valuables**: 3 statuettes of owls (1 st, 900gp each) (2700gp, 3 st total); 1 alabaster stone (600gp); 1 statuette of a sleeping wolfhound (200gp, 1 st); 2 statuettes of Elven nobility (1 st, 600gp each) (1200gp, 2 st total); and an eyeball of bronze (worth 15gp).

9. **The Exile:** A self-exiled faerie has made her home in an oak tree that stands in the middle of the ruins. This Pixie, known as **Deilen Menyn**, is in love with the dragon Aisoth and left her home in the forest to join her. However, she is fearful of the Lizardmen and does not want to approach her love without some sort of tribute: such as a party of adventurers that the dragon may be entertained with. She will cautiously approach any adventurers she comes across, and try to persuade them to come with her to the dragon's lair, at which point she will betray them and offer them up as a gift to her beloved.

Her home, for now, is a crudely constructed 'house' that sits in the branches of the oak: living room, bedroom, and a playroom that has been filled with dolls and gaming pieces salvaged from the ruins.

Pixie "Deilen Menyn" (1): AC 6, MV 90' (30') or fly 180' (60'; must rest 1 turn out of every 3 flown), HD 1, hp 7, #AT 1 (tiny dagger), DMG 1d4, SV E1, ML -1, AL N, XP 13; Special: naturally *invisible*, always gain surprise.

10. **Bronze Statue:** An ivy-covered statue of an elf in ornate plate armor, eagle-helm under one arm, a bow clasped in the other, stands proudly. This is a statue of the elvish general Aedon Lann. His left eye is missing, the socket clogged by ivy. The eye fell out when the dragon's tail struck it during an attack, upsetting the delicate balance of magic. If the eye is replaced (it is in the lair of the **Owlbear, location 8.**) then a grinding sound comes from the base of the statue, travelling up to its head. Then its mouth opens and, in elven, it speaks: "*Ask your question*". After that initial query, the statue can be activated by speaking the command word "Aedon Lann" in Elvish. The statue can be identified with a successful Lore mastery or Knowledge (History) proficiency throw.

The statue is an oracle of sorts, able to answer any question relating to the city's layout and geography or its history. The answers are 200-odd years out of date. Due to its waning magic, it will only answer one question per person, once a day.

11. **Waterfall:** A cascade of water falls through a hole of a protruding ledge, plummeting into the river nearly 100' below. Bones and debris litter the bottom, amongst which is a *medallion of ESP (90')* (an eye in a pattern of concentric circles on a chain of silver links) around the neck of a crushed skeleton, trapped by a broken statuette of an elven maiden.

12. **The Lonely Shepherd:** Overlooking the waterfall is a former aviary and home that has been repurposed as a pen for a strange shepherd's flock of **Bombardier Beetles**. The shepherd, a **Throghrin**, is known to both the dragon and Lizardmen, who are content to let him stay, for the time being. The Lizardmen Chief is trying to persuade him to give them the beetles as 'guard dogs' but so far he has resisted. It won't be long until the Lizardmen come to take them by force, a day the shepherd knows is coming and is deeply worried about.

The beetles are confined to a fenced-off pasture, and housed in a barn that was once a large bird-house. The shepherd lives in the remains of the house, little more than an open-plan shell. Inside the house are a bag of loose tea (75gp, 5 st), a jar of blue dye used to mark the beetles (50gp, 5st), a half-crate of terra-cotta pottery (50gp, 2.5 st), 2 quarter-barrels of orange liquor (50gp, 4st each), and 2 pouches of aloe, worth 10gp each.

Hidden under the floorboards, unknown to the shepherd, are 12 silver arrows, each worth 5gp.

Bombardier Beetles (9): AC 5, MV 120' (40'), HD 2, hp 10 each, #AT 1 (bite), DMG 1d6 plus toxic spray, SV F1, ML 0, AL N, XP 20; Special: toxic spray inflicts -2 penalty to attack throws for 1 day.

Throghrin "The Shepherd" (1): AC 3, MV 120' (40'), HD 3, hp 14, #AT 2 or 1 (claws or shepherd's crook), DMG 1d3/1d3 or 1d6, SV F3, ML +2, AL C, XP 80; Special: paralyzing touch (*save vs paralysis* or paralysed for x turns), regenerate 1 hp/round; Equipment: shepherd's crook, *potion of flying* (refreshing, cloudy, lemony).

13. **River-Wall:** Stretching over the river at the top of the waterfall the city wall narrowed and arches crossed the water, with steel mesh between them to catch debris from the river. These meshes were decorated with brilliant colors, depicting scenes of elves hunting in the forest. Before the devastation this arched wall was a tourist spot for visitors to the city, and many celebrations used to take place there atop the wall or on platforms floating between the arches.

When the dragon unleashed its wrath upon the city, the arches were defended by bowmen who perished in the fumes of the dragon's breath. Its mighty tail smote the wall, shattering the lower supports, tearing the beautiful meshes free. Those now lie at the bottom of the waterfall, twisted and torn. Scattered amongst the

rubble that fell into the river and stuck are the skeletons of the dead bowmen, still dressed in their mail coats and trapped with their bows and arrows (salvageable, but -2 to hit and damage due to their deterioration).

A careful search of the rubble (requiring a successful proficiency throw to detect secret doors) reveals a skeleton with 1d6 **Arrows +1** grasped tightly in its grip, each arrow silver-tipped with swan-feathered fletching.

14. Scared Goblin: A lone **Goblin Warrior** is hiding here, terrified of moving from his hiding place. He saw the dragon flying overhead and has cowered ever since; that was two days ago and he is hungry and tired. He has with him a small ivory box (250gp, 0.5 st) that holds a dozen bloodstone gems (25gp each) that he found while searching the ruins. He will ally himself with anyone who can safely escort him back to his kin - at least until they arrive and the Goblins outnumber his rescuers.

Goblin Warrior (1): AC 3, MV 60' (20'), HD 1-1, hp 3 (max. 4), #AT 1 (spear), DMG 1d6, SV 0, ML -1, AL C, XP 5.

15. Orm's Ambassadors: Some 250 miles to the southwest, high in the Meniri Mountains, the Venerable Red Dragon Orm rules over a tribe of Orcs and Ogres from his lair in the ancient dwarven vault of Azen Kairn. Orm wants to negotiate a pact with Aisoth, and has sent his 'ambassadors' to talk to the dragon and secure her cooperation in a mutual attack upon the Borderlands. These ambassadors are holed up in a ruined mansion (four wings surrounding a central courtyard that has an overgrown garden) and are impatiently waiting for an audience. It has been three days and their leader, a fat Orc called "**Bisho**" - who has a heavier amount of human-blood than normal, giving him a more 'friendly' face - is growing anxious and is on the verge of either storming in to see the dragon, or storming out of the city altogether. (Judges who own the **Capital of the Borderlands** adventure can find Orm's lair at Area #41 on its Borderlands Gazetteer Map)

Bisho has an entourage of a dozen lazy Orcs and a pair of stout, loyal but dull-witted Ogres (brothers actually). The ambassadors carry a couple of sacks, holding 300 bloodied gold pieces (3 st) in each, as a 'gift' for Aisoth to help with the negotiating.

Orcs (12): AC 3, MV 120' (40'), HD 1, hp 5 each, #AT 1 (axe or spear), DMG 1d6, SV F1, ML 0, AL C, XP 10; Special: -1 attack throw if in sunlight.

Orc Leader "Bisho" (1): AC4, HD 1+1, hp 8; Special: +1 bonus to damage rolls due to strength, -1 attack throw if in sunlight.

Ogres (2): AC 4, MV 90' (30'), HD 4+1, hp 18, 22, #AT 1 (club or fist), DMG 1d8+3 or 1d10, SV F4, ML +2, AL C, XP 140.

16. Warlock's Emissary: A tent has been erected here under a pile of overhanging rubble. Staying here, grumbling about the 'lack of facilities' is Aislin, an emissary of the warlock Narsürius, sent to seek an alliance with Aisoth. Aislin has been rebuked by the Lizardmen, who have refused her an audience with Aisoth because they are wary of her powers and do not approve of her use of magic. The emissary fears returning to Narsürius with a report of failure, so she is trying to think of a different approach, before she loses her temper and blasts her way in - an act she knows won't go in her favour. (Judges who own the **Capital of the Borderlands** adventure can find Narsürius' lair at Area #13 on its Borderlands Gazetteer Map)

Warlock's Emissary (1) "Aislin" (Warlock, Level 5): AC 0, MV 120' (40'), HD 5d4, hp 15, #AT 1 (staff), DMG 1d6, SV W5, ML 0, AL C, XP 350; Special: familiar, *control undead* as Level 2 cleric, *hex* 1/day, spells; Proficiencies: Elven Bloodline, Language (Draconic), Mimicry, Naturalism; Spellcasting 1st 2, 2nd 1; Repertoire: 1st *choking grip*, *ventriloquism*, *sleep*, 2nd *invisibility*; Equipment: *Lizard familiar*, *boots of levitation*, wood-panelled spell-book, smooth-worn staff, robe stitched together of many fabrics, leather belt, low boots, backpack, 1lb birthwort, 1lb woundwort, quill and ink, 2 weeks' iron rations.



Map 2

Lizardmen Territory



- 17. Lizardmen Lairs
- 18. Chieftain's House
- 19. Temple of Mityara
- 20. Animal Pens
- 21. Egg Clutches
- 22. Sacrifices

- Breeder
- Warrior
- ⊗ Champion
- Sub-chief

LIZARDMEN TERRITORY

17. **Lizardmen lairs:** These ruins are overgrown with the invading forest, with clinging ivy up the walls, moss on the broken stone, and pools of rainwater dotted about. Each set of ruins is inhabited by a gang of **Lizardmen Warriors** and **Lizardman Breeders** (see map for numbers and summary below), as well as **Champions** (1 per gang) and a **Sub-chieftain** for each group of three (three gangs per warband). There are nine lairs in all, with treasure kept within each:

- » 28 bull's and ram's horns (170gp, 17 st), 1 crate of leather armor, shields) (225gp, 10st).
- » 1 jar of red pigment (50 go, 5st), 1 crate of arrows (225gp, 10st).
- » 1 bundles of large dire wolf pelts (350gp, 7 st), 1 crate of spears and bows (225gp, 10st).
- » 2 bundles of large bear pelts (700gp, 14 st), 1 crate of shields, leather armor, and daggers (225gp, 10st).
- » 5 bundles of rabbit fur pelts (75gp, 0 st), 1 jar of blue dye (50gp, 5 st), 1 crate of leather tunics, shields, and axes (225gp, 10st).
- » 2 bundles of large wolf pelts (500gp, 10 st), 1 crate of shields, spears, and short swords (225gp, 10st).
- » 5 uncommon stag antlers (500gp, 12.5 st), 1 crate of glass goblets and wine glasses (200gp, 5st).
- » 1 pile of boar tusks (70gp, 1.75 st), 1 crate of glass bowls and cake stands (200gp, 5st).
- » 3 jars of cooking oil (60gp, 18 st), 1 crate of glass vases (200gp, 5st).

The Lizardmen are comprised of three warbands, which consist of a total of 9 gangs, broken down as follows:

Three gangs, consisting of:

- » 1 champion, 7 lizardmen, 2 breeders.
- » 1 champion, 6 lizardmen, 1 breeder.
- » 1 champion, 1 sub-chief, 5 lizardmen, 1 breeder.

Three gangs, consisting of:

- » 1 champion, 5 lizardmen, 1 breeder.
- » 1 champion, 3 lizardmen.
- » 1 champion, 1 sub-chief, 7 lizardmen, 2 breeders.

Three gangs, consisting of:

- » 1 champion, 3 lizardmen.
- » 1 champion, 6 lizardmen, 2 breeders.
- » 1 champion, 1 sub-chief, 5 lizardmen, 1 breeder.

In addition, the tribe includes the Chieftain and his retinue, and the Shaman and his entourage, and those that look after and guard the eggs.

Lizardman Warrior (64 in total): AC 4, MV 60' (20') or swim 120' (40'), HD 2+1, hp 12 each, #AT 3 or 1 (claw/claw/bite or spear), DMG 1d3/1d3/1d8 or 1d6+1, SV F2, ML +2 (+3 if chief is alive), AL C, XP 35; Special: +1 damage using weapons.

Lizardman Breeder (50 in total): AC 4, MV 60' (20') or swim 120' (40'), HD 2, hp 10 each, #AT 1 (bite or by weapon), DMG 2d4 or by weapon +1, SV F2, ML 0 (+1 if chief is alive), AL C, XP 20; Special: +1 damage using weapons.

Lizardman Champions (12 in total): AC 5, MV 60' (20') or swim 120' (40'), HD 3+1, hp 17 each, #AT 3 or 1 (claw/claw/bite or sword), DMG 1d3+1/1d3+1/1d8+1 or 1d6+2, SV F3, ML +2 (+3 if chief is alive), AL C, XP 65; Special: +1 damage using natural weapons, +2 using crafted weapons.

Lizardman Sub-chieftains (3 in total): AC 6, MV 60' (20') or swim 120' (40'), HD 4+1, hp 21 each, #AT 3 or 1 (claw/claw/bite or sword), DMG 1d3+2/1d3+2/1d8+2 or 1d6+3, SV F4, ML +2 (+3 if chief is alive), AL C, XP 140; Special: +2 damage using natural weapons, +3 using crafted weapons; Equipment: all sub-chieftains wear black bear capes (worth 800gp each, 1 st).

18. **Chieftain's House:** A repurposed ruined inn where the **Lizardman Chieftain** lives with his pet **Giant Horned Chameleon** and a retinue of 6 **Lizardmen Warriors**, a pair of **Lizardman Champions**, and a harem of 5 **Lizardman Breeders**. Treasure: 332 bottles of elven wine (5gp each, 1st per 5; 1610gp, 64.4 st total), 1 quarter-barrels of fine orange liquor (50gp, 4 st), 40 yards of woven textiles (5gp, 1st each; 200gp, 40 st total), 5 crates of fluted wine glasses (200gp, 5st each) (1000gp, 25 st).

Lizardman Chieftain (1 in total): AC 7, MV 60' (20') or swim 120' (40'), HD 6+2, hp 30 each, #AT 3 or 1 (claw/claw/bite or axe), DMG 1d3+2/1d3+2/1d8+2 or by axe (+1 to hit, 1d8+4), SV F6, ML +2, AL C, XP 380; Special: +2 damage using natural weapons, +3 using crafted weapons.

Items: *Axe +1*; cloak fashioned from 3,000 owl feathers (300gp, 20 st) that he drops if required to leave his throne, as it is too heavy to move about in and practically buries him. It looks impressive though.

Giant Horned Chameleon (1 in total): AC 7, MV 120' (40'), HD 5, hp 28, #AT 2 (bite, horn), DMG 2d4/1d6, SV F3, ML -1, AL N, XP 350; Special: blend into surroundings (-3 to opponent's surprise rolls), sticky tongue (5' range, if hits, drags to mouth for automatic bite), lashing tail (attack knocks opponent over).

19. **Temple of Mityara:** A once grand colonnaded temple to Demara (Mityara). The once white walls are stained and cracked, and the statues have been pulled down and broken up. In their place stands a crude stone statue to Iskara. Lairing here are the **Lizardman Shaman** and his entourage: a **Lizardman Champion**, 4 **Lizardman Warriors**, and 5 **Lizardman Breeders**. Hidden amongst the rubble is the shaman's treasure: *potion of delusion* (pale blue, minty), 4 bags of loose tea or coffee (75gp, 5 st each,



300gp, 20 st total), 2 statuettes of Mityara that the shaman finds oddly appealing (1000gp, 0.5 st each).

Shaman (1 in total): AC 6, MV 60' (20') or swim 120' (40'), HD 4+1, hp 21, #AT 3 or 1 (claw/claw/bite or mace), DMG 1d3+2/1d3+2/1d8+2 or 1d6+3, SV F4, ML +2, AL C, XP 215; Special: +2 damage using natural weapons, +3 using crafted weapons; Spellcasting: 1st 2, 2nd 2; Repertoire: as a Level 6 Cleric; Equipment: *scroll of ward against undead*; mace; vial of *carcass scavenger poison* (2 doses; worth 500gp).

20. **Animal Pens:** These ruined buildings have been adapted for the cows, pigs, sheep, and goats that the Lizardmen shepherd. A pair of **Giant Draco Lizards** are also housed here, tended to by a pair of **Lizardman Breeders** and a **warrior** on guard.

Giant Draco Lizard (2 in total in lizardmen pens): AC 4, MV 120' (40') or glide 210' (70'), HD 4+2, hp 21, 22, #AT 1 (bite), DMG 1d10, SV F3, ML -1, AL N, XP 140.

21. **Egg Clutches:** Three damp, sheltered ruined buildings house the Lizardman eggs with their tenders. Each clutch holds 20 eggs, attended to by ten **Females** each, and guarded by 1d6+1 **Lizardmen warriors** at all times.

22. **Sacrifices:** Housed in the ruins of a small bath house are captive farmers taken in a recent raid. There are 7 human men and women, all beaten and malnourished, waiting to be sacrificed to the dragon. Each is a **0-Level Human**, 1 hp each unless healed and fed. They are guarded by a pair of inattentive **Lizardmen Warriors**.

Captive Farmers (7): AC 4, MV 120' (40') or glide 210' (70'), HD 1, hp 1 (normally 3), #AT 1 (by weapon), DMG by weapon, SV F0, ML -2, AL N, XP 5.

GREAT HALL

23. Great Hall: Largely intact, the Great Hall of Cyfandir is a white stone building with decorative edges in bronze. 50-foot wide marble steps lead up to the 65' tall building with its leaning tall-spired tower. Inside the front is littered with rubble, fallen pillars and debris from the great hole in the roof that Aisoth uses to enter and exit the hall. Vines reach in from the outside, crawling over the rubble and through the windows and broken doors of the main entrance; Aisoth uses these to grapple intruders, to 'assist in negotiations'.

This is **Aisoth's** lair. She dwells in the central plaza of this auditorium, on a bed made of treasure and rubble from the hole in the ceiling. The mass of rubble by the entrances requires a successful move silently throw to pass through without making a noise.

Off the main avenue that leads from the entrance to the auditorium where the dragon sleeps are the remains of a meeting room, dining hall, and an office, all worn and broken, rubble scattered about, and dust covering the floor. A few doors lead outside, obscured by overgrown bushes, piles of rubble, and the detritus of the encroaching forest. Amongst the rubble are the following items, still attached to their previous owners (who were crushed under the falling stone):

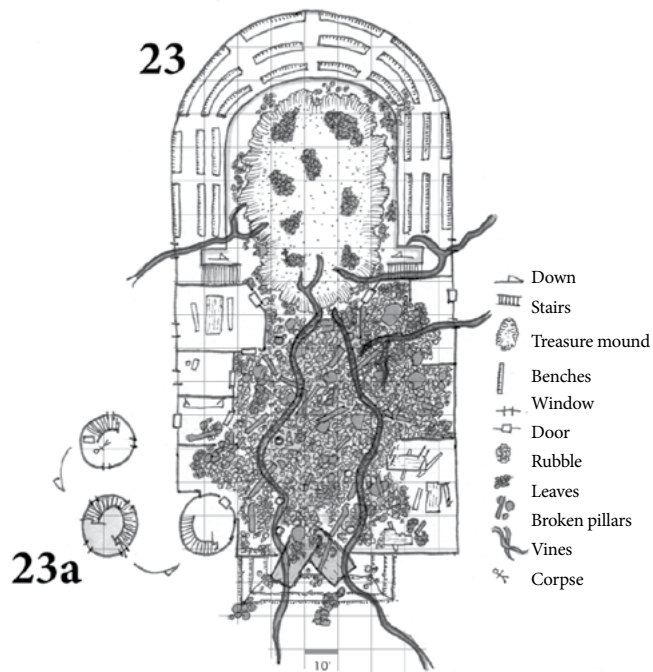
- » *Leather armor +1* (designed to look like leaves flowing from the shoulders, dyed forest green)
- » *Shield +1* (bears a painted picture of a muscular man, bare-chested, flexing his arms and winking)
- » *Shield +3* (bears the heraldry of the House of Lann, an important elven noble family)

Unless already encountered outside, there is a 70% chance that the great dragon Aisoth is here, with a 5% of her being asleep on her mound of treasure. If she is absent, it won't be for long: she will return in 3d6 turns, having been out surveying her territory and possibly hunting and returning with a fresh kill.



GREAT HALL

Map 3 Great Hall



23a. Tower: Rising from the corner of the hall, leaning as it rises, is a tower. The stairs winding up its interior are crumbling and broken stone litters the ground floor.

At the very top of the tower, behind a *wizard locked* door, is the corpse of an Elven Enchanter who perished from poisonous fumes before he could escape. On his person is a wax-stoppered silver scroll-case that holds the following scrolls (written in Elven):

- » *Arcane scroll of telepathy* (3rd lvl)
- » *Arcane scroll of protection from evil, sustained** (3rd lvl), *enervate* (3rd lvl)
- » *Arcane scroll of web* (2nd lvl), *minor globe of invulnerability* (4th lvl)
- » *Arcane scroll of glitterdust* (2nd lvl), *locate object* (2nd lvl), *locate object* (2nd lvl), *knock* (2nd lvl), *wizard lock* (2nd lvl), *wizard eye* (4th lvl), In addition, the corpse wears a golden ring of twisted leaves: a *ring of command plant*.



THE GREAT DRAGON AISOTH

Ancient Green Dragon: AC 11, MV 90' (30') or fly 240' (80'), HD 18, hp 84, #AT 3 (claw, claw, bite) or breath weapon, DMG 1d12/1d12/4d10 or 18d6 (40' long, 40' wide cloud of poisonous vapour, 3/day), SV F18, ML +2, AL C, XP 8,400: speaks Draconic, Common and Elven, spells (see below); Special: command plants (see below), thunderous roar (see below), spellcasting 1st 3, 2nd 3, 3rd 3, 4th 2; Repertoire: 1st *charm person*, *magic mouth*, *sleep*; 2nd *detect invisible*, *invisibility*, *web*; 3rd *dispel magic*, *haste*, *hold person*; 4th *confusion*, *growth of plants*.

» **Command Plants:** Aisoth can control plants (as the potion) within an area of 30' x 30' to a range of 60'. The controlled plants will obey the user's will, and even if the plant is not normally mobile, the Dragon's power grants the ability to make the plants move. For instance, vines can be controlled to twist, writhe, and wrap around targets in the area. Often used in conjunction with *growth of plants*.

» **Thunderous Roar:** Instead of using her breath weapon, Aisoth can utter a tremendous earth-shaking roar. The concussive wave of the roar forms a cone 40' long and 40' wide at the end. All caught in its area must save vs Breath or be **shaken** (-4 to all throws, negates Dexterity bonus to AC) for 3d6 rounds; also, walls, ceilings and pillars shake and crumble, dealing 3d6 damage to all in the area as debris falls down upon them (save vs Breath for half). Using this ability counts as one of her breath weapon uses/day.

Aisoth wants to be loved. She is worshipped as a goddess by the Lizardmen and adores them for it. When she encounters intruders, she first and foremost wants them to love and worship her and will use her *charm person* magic to help persuade them if necessary. Those that do not worship her earn her wrath. Those that do gain her protection and esteem. Flattery works better than brute force.

AISOTH'S HOARD

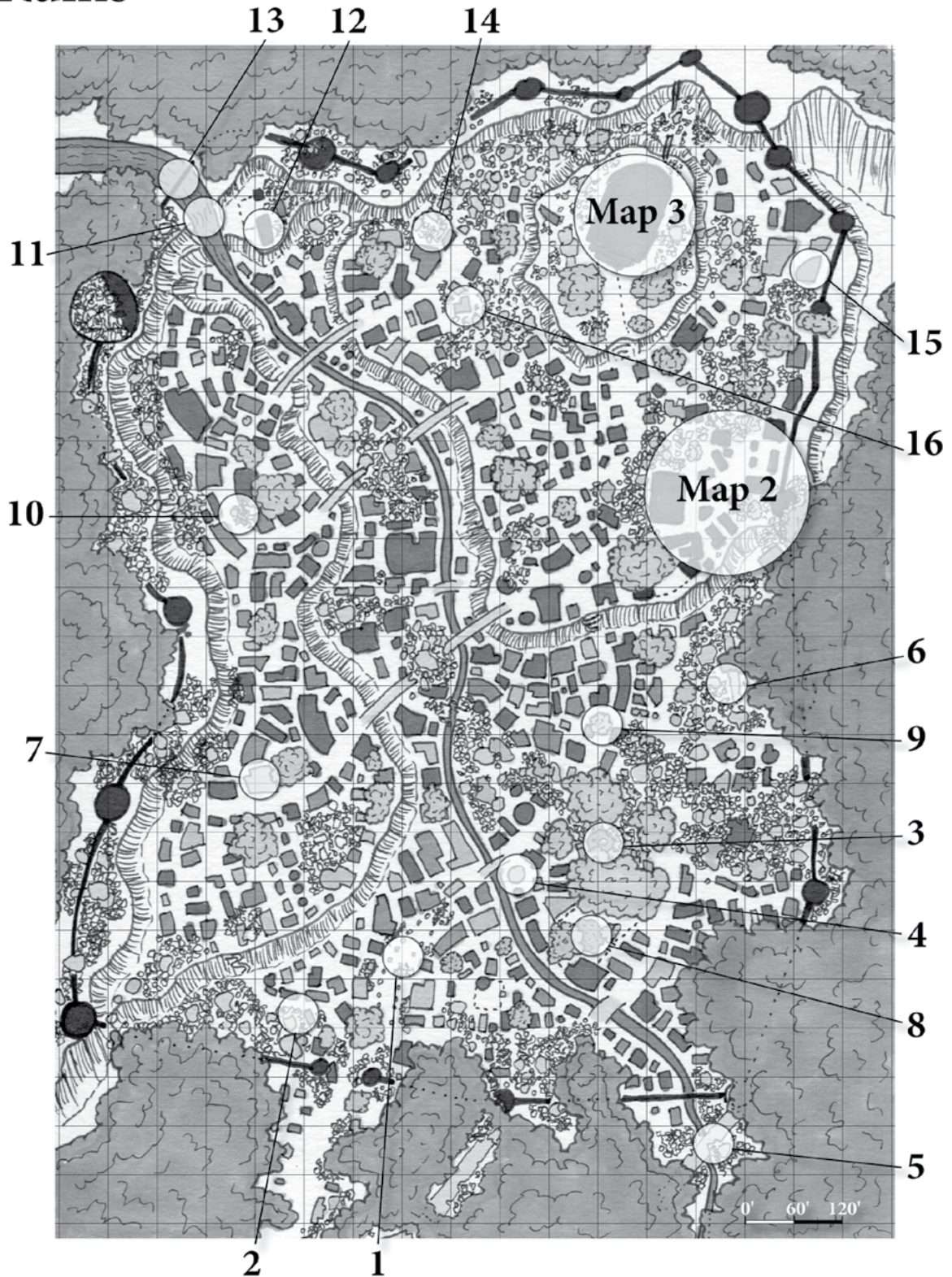
The dragon's hoard consists of:

- » 15,000 electrum pieces, loose (7,500gp, 15 st)
- » 2,100 gold pieces, loose (2,100gp, 2.1 st)
- » 26,000 silver pieces, loose (2,600gp, 26 st)
- » A wrought silver armband of entwining snakes (300gp)
- » A wrought gold circlet crown (400gp)
- » A chryselephantine idol of a tentacle beast, a cross between an octopus and an ape (500gp)
- » A scrimshaw doll of an Orc (25gp)
- » A brass trumpet, slightly dented (180gp)
- » A wrought platinum sculpture of a leaping wolf (1,100gp, 1st)
- » A wrought gold ceremonial headdress that resembles a miniature version of a peacock with its tail fanned out (800gp)
- » A wrought platinum trophy for a prestigious archery contest (1,000gp)
- » A fine wood harp (800gp)
- » A large opal (4,000gp)
- » An ivory hunting horn (700gp)
- » 5 amethyst cylinder seals depicting battle scenes between Elves and Orcs, each worth 1,200gp (6000gp total)
- » 21 ingots of silver (300gp, 2st each; 6300gp, 42 st total)
- » 23 wall-hangings of rabbit fur pelts (690gp, 27.6 st) decorated with eagle feathers (2,500 feathers in total, worth 250gp and weighing an added 16.5 st) (combined value 940gp, combined weight 44.1 st)
- » 27 capes of common fur (a mix of beaver, fox, and rabbit) made into a 'bed' in the middle of the hoard of treasure (5400gp, 27 st total)
- » A *wand of magic missiles* (23 charges; a slender ivory wand with a gold tip)
- » A *potion of longevity* (green, aromatic brew with heavy hint of cinnamon)
- » A *potion of heroism* (blood red, tastes of iron, sweat and tears, smells of rust)
- » 2 *potions of invisibility* (clear liquid, tasteless, smells of lavender)
- » 3 *crossbow bolts* +3 (obsidian-tipped)
- » 5 *packets of dust of disappearance* (translucent dust in folded silver packets in a canvas pouch)
- » A *ring of fire resistance* (copper ring with flame-detail carved on the inside)
- » A *scroll of ward against undead* written in Elven
- » A *treasure map* (to a hidden elven eyrie perched atop the Dark Wall; area #46 on the Borderlands Gazetteer Map and detailed in **AX5 Eyrie of the Dread Eye**)
- » A *dagger* +1 (hilt is a preserved eagle's foot, blade is curved like a talon)
- » A *sword* +1, *flame tongue* (blood-red leather wrapped around the hilt, blade is engraved with runes for fire, power and death)
- » **The Bow of the Great Eagles:** The legendary **Bow of the Great Eagles** is an elven **composite bow** +3 crafted of laminated dawn redwood with bow-limbs carved to resemble eagle's talons. The elvish general Aedon Lann is credited with killing more than 500 orcs with the **bow** during the Beastman Wars of the Third Century B.E. Anytime an arrow is nocked on the **bow's** string, the **bow's** wielder gains **precise shooting** (as the proficiency), allowing him to fire at engaged targets with a -4 penalty, and **eyes of the eagle** (as the spell), allowing him to see 100 times further than normal and reducing the wielder's penalty for missile attacks with the bow at medium range to -1 and at long range to -2. Once per day, if the wielder fires an arrow into the sky, the **bow** will call a large roc to serve the wielder (as the spell **call of the giant eagle**). If a character who already possesses one or more ranks of Precise Shooting wields the **bow**, its granted proficiency stacks with his natural ranks. Value: 160,000gp (+3 enchantment, 5th level daily effect, 3rd level permanent effect, 1st level permanent effect).

Map 1

Map 2. Lizardmen Territory
Map 3. Great Hall

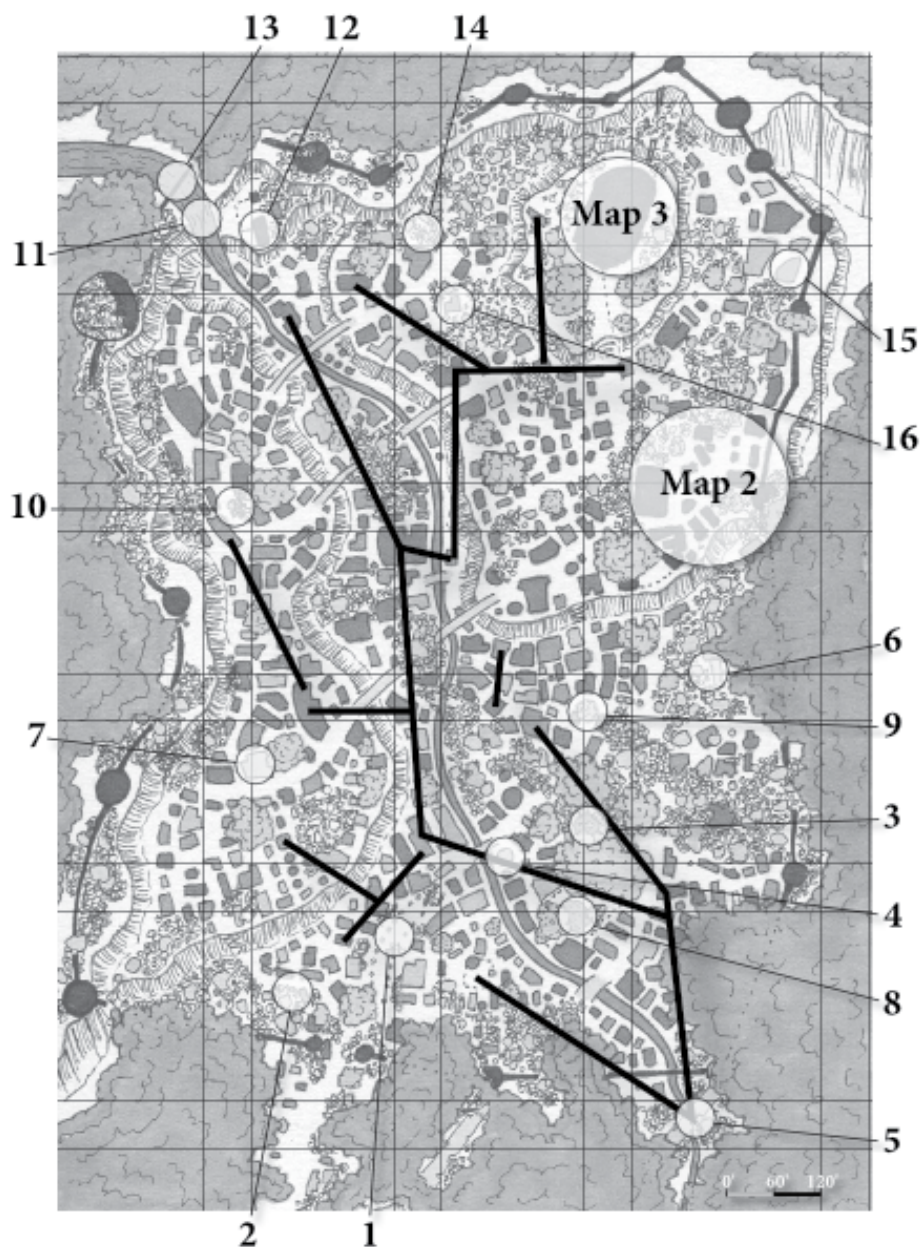
City Ruins



- | | | | | | |
|------------------------|------------------|-------------------------|-------------------|-----------------------|------------------------|
| 1. Crumbling Colonnade | 6. Friend or Foe | 10. Bronze Statue | 13. River-wall | 15. Orm's Ambassadors | 16. Warlock's Emissary |
| 2. Buried Bodies | 7. Mausoleum | 11. Waterfall | 14. Scared Goblin | | |
| 3. Sacred Grove | 8. Bloodied Den | 12. The Lonely Shepherd | | | |
| 4. The Last Guard | 9. The Exile | | | | |
| 5. Sneaky Goblins | | | | | |

Map 1a

Goblin Tunnels



Map 2

Lizardmen Territory

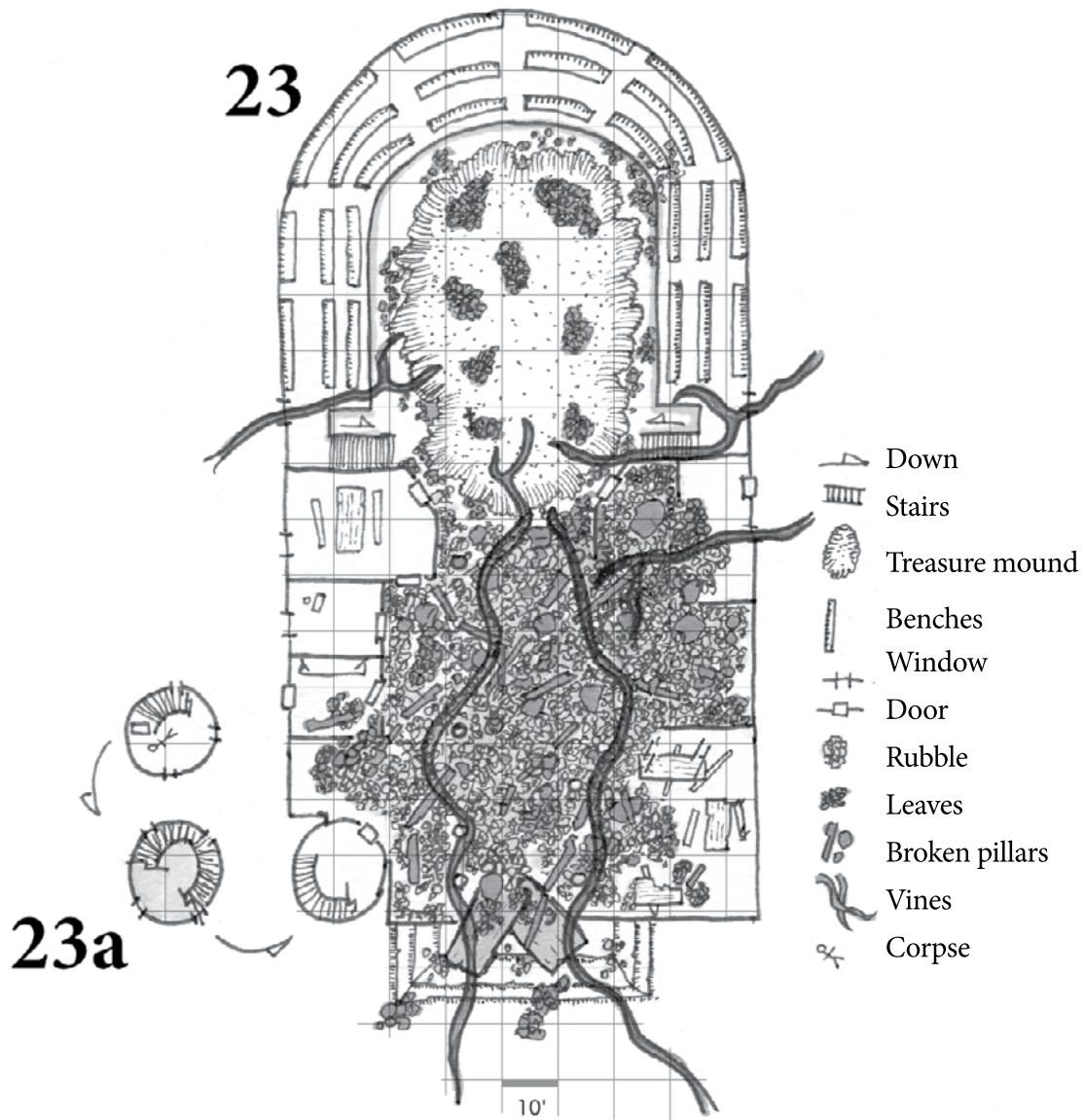


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- Breeder
- ◌ Warrior
- ◌ Champion
- Sub-chief

Map 3

Great Hall



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