

# Errata for VER7-05: *The Lion and the Dragon*

Changes appeared in shaded text

## ADVENTURE BACKGROUND

Alter the following paragraphs of the Adventure background in the following way.

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

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

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

Because of his background and rank, ~~has~~ Yronl has appointed him to be the leader of the adventurers attached to the Avgustin army.

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

## ADVENTURE SUMMARY

Delete the following paragraph from the Adventure Summary section:

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

## ADVENTURE ENCOUNTERS

### Introduction

Sir Peri’s last criterion for choosing a second-in-command should be altered to read:

- Character with the most service to Verbobonc (most ARs from Verbobonc scenarios; including Regional adventures, Interactives, Introductory adventures, Specials, Special Missions, and VTF scenarios whose ARs bear the Verbobonc shield)

### Encounter Two: Death From Above

If the characters stay with the army, continue the adventure with **Encounter Three**.

### Encounter Three: New Orders

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

### Encounter Four: War!

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

### Encounter Six: Monster Mash

For characters moving on-foot with a double move, it will take them 5 rounds to reach the Stefania troops that need them. If the party waits to cast healing or buffing spells, then those characters will be delayed in their arrival. ~~If the entire party delays in moving on, see **Encounter Six** and **Encounter Seven** for the effects of their delayed arrival.~~ If only part of the party is delayed in arriving, begin the next encounter as listed, but keep the delayed members out of the fight for the appropriate number of rounds.

The battlefield layout of this combat is similar to **Encounter Four**. The fog of war obscures the chaotic battlefield beyond an area that is roughly 60-70 feet in diameter. Combat is not triggered until the party gets this close. Shannus’s beast(s) begin the battle on roughly the opposite side of this circle from the party.

### Encounter Seven: O Captain! My Captain!

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

The battlefield layout of this combat is similar to **Encounter Four**. The fog of war obscures the chaotic battlefield beyond an area that is roughly 60-70 feet in diameter. Combat is not triggered until the party gets this close. Shannus’s forces begin the battle on roughly the opposite side of this circle from the party.

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## APPENDIX ONE: NPCS

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### APL 2 AND APL 4

The Spiked Felldrake has Touch AC 11

### APL 4, APL 6, AND APL 8

#### Encounter Seven [O Captain! My Captian!]

##### POISON DUSK LIZARDFOLK ARCHER CR 4

Male poison dusk lizardfolk ranger 4

N Small Humanoid (Reptilian)

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

**Languages** Draconic

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

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

**hp** 33 (4 HD)

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

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

**Melee** claw +6 (1d3+2) or

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

**Melee** claw +6 (1d3+2) and

claw +6 (1d3+2) and

bite +4 (1d3+1) or

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

bite +4 (1d3+2)

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

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

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

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

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

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

**SQ** chameleon skin, hold breath, wild empathy

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

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

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

**Ranger Spells Prepared** (CL 2)

1st: *longstrider*\*

\*cast prior to combat, effect is noted above

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

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

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

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

modifiers given in the statistics block include a -1 armor check penalty (-2 on Swim checks) for carrying a buckler.

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