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VILLAGE BACKDROP: DAWNMARSH



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VILLAGE BACKDROP: DAWNMARSH

Dawnmarsh is that rare breed of lizardfolk village that welcomes trade, offering secret regenerative elixirs, techniques to tame riding lizards, poisons of the marshes and fleet guides to navigate the hazardous terrain. Cultures clash among the stilted houses on the Dawnmarsh swampy islands—here, trade is useful but the very presence of foreign traders sparks tension with neighbouring tribes and cautious locals. Adventurers can find useful allies in innkeepers and lizardfolk youths who hear much as well as an elderly visionary. The sun-worshipping lizardfolk have begun to abandon traditions deemed vile by the visiting traders, but even partial betrayal of the old ways has given a foothold to lizardfolk warmongers interested in transforming Dawnmarsh from a place of healing to a place of war.

Designed for use with the 5th edition of the world's most popular roleplaying game.

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CONTENTS

Dawnmarsh At A Glance.....	2
Notable Locations at a Glance.....	3
Life in Dawnmarsh.....	4
The Surrounding Locality.....	5
Notable Locations in Dawnmarsh	6
Support Raging Swan Press	9
OGL V1.0A	9

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DAWNMARSH AT A GLANCE

Ruler: Lightkeeper Kassarin the Wise

Government: Magical

Alignments: NG, N

Population: 144 (126 lizardfolk, 8 humans, 4 elves, 3 half-orcs, 2 halflings, 1 half-elf)

Notable Folk: Huntmaster Esskavril the Silent (location 3), Inskaraz (location 2), Second Lightkeeper Vassessar (location 6), Storyteller Ssimneer (location 8)

Languages: Common, Draconic

Resources & Industry: Furs, guides, medicines, mounts

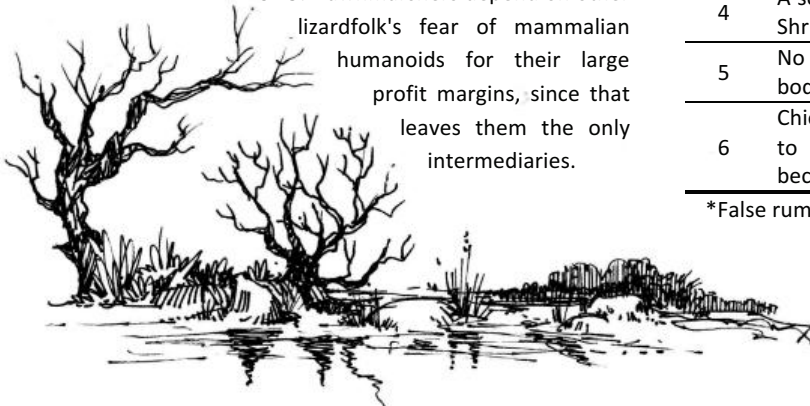
Built centuries ago where the Sunsilver River and Dragonhorn River meet, Dawnmarsh serves as a vital trade hub between lizardfolk of the Great Marsh and outsiders. Its famous Dawn Shrine was founded after a lizardfolk druid serving the sun deity freed the village by slaying the legendary spirit naga Lissendia. Since then, the shrine's Lightkeepers have gradually expanded Dawnmarsh's trade network. Ninety years ago, Lightkeeper Salkessk began seeking trade with non-lizardfolk outside the Great Marsh. Most lizardfolk distrust other humanoid, but Dawnmarshers mostly try to be welcoming. Some lizardfolk are only comfortable trading with outsiders in a glade just outside of Dawnmarsh. They see welcoming non-lizardfolk into Dawnmarsh as sacrilege against the Dawn Shrine. Trade has brought whispers of violent backlash from other lizardfolk, undead awoken by foreign burial rites and rising cultural tensions.

VILLAGE LORE

A PC may know something about Dawnmarsh, its history and surrounds. A PC making a DC 10 Intelligence check knows one or more pieces of information from the list below. A successful check gains all the information revealed by a lesser check

DC 10: Dawnmarsh is an unusually open lizardfolk village at the edge of the Great Marsh. It's known for exclusive lizardfolk wares like regenerative tonics brewed at the sacred Dawn Shrine and trained riding lizards.

DC 15: Dawnmarshers depend on other lizardfolk's fear of mammalian humanoids for their large profit margins, since that leaves them the only intermediaries.



DC 20: Some lizardfolk believe Lightkeeper Kassarin the Wise has compromised religious tradition to satisfy traders. The traditionalists wish to violently expel foreigners.

VILLAGERS

Appearance: Dawnmarshers lizardfolk average of six to seven feet tall but are often wiry, weighing 190 to 225 pounds. The most common scale colours are deep green and dark brown.

Dress: Dawnmarsher males display culture and wealth with colourful scale-paint and bright fabrics. They wear light, airy fabrics in the day—normally a decorative scarf in summer—and heavily layered furs at night. Females wear similar clothing, but tend toward earthy colours. Dawnmarshers who deviate from tradition stand out, but don't cause fuss. Non-lizardfolk mostly wear voluminous clothing to ward off biting insects.

Nomenclature: Most lizardfolk names are not gender-specific. They do not use surnames but record lineage with recurring sounds within names. *examples* Amarress, Arrizkil, Kalriss, Makkil, Rizgar, Ssemkir, Ynnraz

WHISPERS & RUMOURS

While in Dawnmarsh, a PC may hear one or more rumours. A PC making a DC 10 Charisma check learns one rumour from the table below. A PC exceeding this check learns an additional rumour for each 5 points by which he exceeded DC 10.

D6	RUMOUR
1	Disaffected youth have been swayed by the speeches of Sesskar the Great, chief of the Dragon Fang tribe.
2	The Riverrunner Company has a campsite for the upcoming Solstice Festival despite lizardfolk who say it's unsafe outside the village at night. The Riverrunners say Dawnmarshers want to stop them trading with the other lizardfolk.
3*	The Dawnmarshers' sun goddess is secretly a black dragon demanding offerings of treasure stolen from visitors or sacrifices of "lost" humanoid traders.
4	A soggy humanoid has been seen watching the Dawn Shrine from a hiding-spot on the southern river bank.
5	No one wants to die in Dawnmarsh. Visitors fear their bodies will be eaten; lizardfolk fear theirs won't be.
6	Chief storyteller Simneer has been using technicalities to obstruct Inskaraz's and Aurelian's marriage because he's bitter at their happiness.

*False rumour

NOTABLE LOCATIONS AT A GLANCE

Most of Dawnmarsh comprises peasant homes. A few locations, however, are of interest to adventurers:

1. **Market Circle:** Here, people of all kinds trade at the encouragement of Askivirin, the apprentice Storyteller. It is the best place to find a deal on a wide variety of lizardfolk goods as well as whatever goods traders have brought in from beyond the Great Marsh.
2. **The Basking Butterfly:** Dawnmarsh's only tavern is a magnet for unconventional lizardfolk and traders. It is also the only inn with private rooms and beds in the human style. These amenities are arranged by its human proprietor Aurelian, who co-owns the inn with his lizardfolk husband-to-be Inskaraz.
3. **House of Hunters:** The House of Hunters is home to lizardfolk who hunt, trap or fish for a living. They offer their services as guides and sell trained lizard mounts to trusted clients (with Huntmaster Esskavril's approval).
4. **House of Snakes:** The home of Sakaril the Poisoner is popular with those interested in alchemy as well as hunters and warriors who understand the usefulness of poison. Many snakes also dwell therein.
5. **Greatmarsh Lodge:** Greatmarsh Lodge, is much older than the Basking Butterfly and offers traditional lizardfolk meals and lodgings. It is popular with visiting lizardfolk and with traders who can't afford the Basking Butterfly. Its matron is Ssarkisk.
6. **Sunrise House:** The Lightkeeper priests as well as the chief Storyteller and his apprentices share this house, along with their extended families. Second Lightkeeper Vassessar sell elixirs brewed using ancient recipes.
7. **Dawn Shrine:** The holiest place in Dawnmarsh, and for a great distance around, the Dawn Shrine is dedicated to the sun and to the lizardfolk sun deity. It is a place of rest, warmth and healing for the lizardfolk and for all respectful petitioners. It is also the effective seat of government and judgement for the small settlement. The priests sell divine scrolls, potions and blessings of the sun. The high priest is Lightkeeper Kassarin the Wise.
8. **Portage Glade:** The Portage Glade offers an isolated place for lizardfolk traders from the surrounding tribes who are uncomfortable trading directly with mammalian foreigners. Storyteller Ssimneer keeps an eye on Dawnmarsh youths who do much of the selling.



LIFE IN DAWNMARSH

Dawnmarsh's traditional structures are wooden buildings lifted on stilts above their islands to avoid periodic flooding. Most have cooking fires below and are home to multiple related families. Dawnmarshers bask in the sun on roofs and in small yards behind their houses for 20 minutes to an hour at a time in the mornings and evenings, then go about their daily tasks. Under the intense mid-afternoon sun, only mammals linger outdoors. Dawnmarshers congregate in close quarters or around fires for warmth after sunset, but aren't active for long. If they must do business at night, lizardfolk speak softly, punctuating statements with friendly pats on the arm or two-handed hand-shakes. Priests and storytellers discourage Dawnmarshers from commingling with non-lizardfolk beyond business. Only a few foreign merchants have proven respectful and helpful enough to be given permanent residence.

TRADE & INDUSTRY

Dawnmarshers trade with humans, elves and other non-lizardfolk for good metalwork and other things not easily found in the marsh. In exchange, they offer furs, lizard mounts, potent traditional medicines and lizardfolk guides for those interested in exploring the marsh's mysteries. Trade with lizardfolk often takes place in quiet areas just outside the village like the Portage Glade. This is for the comfort of lizardfolk traders who fear or resent humans but recognize the value of human crafts.

LAW & ORDER

Dawnmarshers rely upon the Lightkeeper priests of the Dawn Shrine to settle formal disputes. When serious crimes are alleged or when someone openly threatens the local peace, Dawnmarsh's warriors disarm all involved. Most punishments are simple restitution, but those who are a danger to the community or who can't keep the peace are exiled.

CUSTOMS & TRADITIONS

Dawnmarsh is built around the Dawn Shrine, an important religious site for the lizardfolk sun deity. Lizardfolk can directly feel how the sun's warmth makes them feel stronger and more alive, drawing them easily to its worship. The shrine hosts minor ceremonies to greet the sun every morning as it creeps over the eastern horizon. In addition, there are major festivals at the summer and winter solstices. This is the only time non-Dawnmarsher lizardfolk enter the village in large numbers, and accommodations are reserved exclusively for lizardfolk celebrants. A few curious foreign traders try despite Dawnmarsher pressure to mingle at these festivities in hopes of expanding their network of lizardfolk contacts.

VILLAGE DRESSING

Use this table to generate the minor sights and sounds the PCs experience as they move about Dawnmarsh.

D12 DRESSING/EVENT

1	Three lizardfolk wearing dark leather astride giant lizards ford the river into Dawnmarsh. They carry cleaned deer carcasses. Once the hunters dismount, the lizards wander back across the river.
2	Several small lizardfolk children bask sleepily in the sun, on the back of a dozing horse-sized lizard. One motionless child curiously watches the PCs.
3	A young human woman gives a lizardfolk child bacon and asks the little one to show her where the "other" lizardfolk trade. An older lizardfolk sweeps up the child before the child can answer.
4	A lizardfolk drummer narrates a tense tale to rapt listeners. The expressive tone conveys high drama even for those who don't speak Draconic.
5	An old lizardfolk tells younger lizardfolk scary stories about how dead lizardfolk who aren't properly eaten become vengeful undead.
6	A half-orc complains loudly that insects and stirges never bite lizardfolk.
7	A baby shocker lizard rides on the shoulder of a painted lizardfolk warrior. It shocks her when it hears an excited shout elsewhere in the village, making her yelp and swear in Draconic before soothing it.
8	Dwarves berate lizardfolk for asking high fur prices; the lizardfolk protest the hunters have had few catches recently.
9	An elderly lizardfolk complains about demanding visitors who bury their dead like filth.
10	Two warriors wearing black and silver scale-paint and carrying bone-toothed morningstars menace a couple of gnomes, calling them unworthy of Dawnmarsh.
11	A half-orc woman rides a giant lizard unsteadily along the far riverbank, a mounted lizardfolk behind her shouting ways for her to correct her technique.
12	A lizardfolk warrior offers a wineskin to an elf, asking about her homeland, only to take it back and walk off when a yellow-sashed priest comes into sight.



THE SURROUNDING LOCALITY

Dawnmarsh sits on three connected islands in the Dawnmarsh Waters, at the confluence of two lazy, shallow rivers. The rivers are called the Sunsilver (running west and south) and the Dragonhorn (running north and east). The village is less than two days' travel from the western edge of the Great Marsh. The path is made easier by wooden causeways across the most treacherous of the bogs and quicksand. The path cuts through paddies where Dawnmarshers grow rice to make alcohol. More rice paddies extend north of the village, while to south lie low hills among deep bogs where Dawnmarsh's hunters breed tame giant lizards.

East of the village sprawl a low, flat heath where Dawnmarshers grow flax for fabric. The edge of the heath has recently been converted to a makeshift graveyard as the villagers have ceased to cannibalize their dead; this cannibalism has always been considered natural and respectful among the lizardfolk, but now only the most prestigious dead are given this honour. Not all the buried lizardfolk dead rest well in the face of such sacrilege. Lizardfolk ghouls and ghosts have begun to attack those who linger near the field at night.

Beyond the ordered rows of rice paddies, strangely aggressive shambling mounds lurk amidst stone ruins and dense hedgerows. These are rumoured to be signs of a spirit naga or young black dragon working dark magic. In truth, it is the lair of crocodile-headed Garsuthramon (LE male rakshasa), who uses his shape changing ability to appear as a visiting diplomat reformer. He works to convinced the lizardfolk not to eat their dead (as was their ancient custom) and now visits in the guise of various lizardfolk advocating abandoning other traditions (like those against necromancy and

unprovoked raids) to promote rootless selfishness he can manipulate to his own advantage.

Farther to the south, deeper water and quicksand hold oozes and stirges that do little to bother lizardfolk. More dangerous harpies, hags and will-o'-wisps also lurk there, taking advantage of the uneven terrain to hide their lairs. Here also grow magical sunflowers used in Dawnmarsh's famous regenerative remedies.

Deeper in the Great Marsh are more isolationist lizardfolk tribes who largely think Dawnmarshers are odd but good hosts. However, a new tribe is rising to prominence. Called the Lizardfolk of the Dragon Fang, they follow the aggressive Sesskar the Great as he calls for lizardfolk unity and a rejection of all peaceful contact with foreigners. The Great Marsh lizardfolk also compete with aggressive bogbards for resources.

LIZARDFOLK OF THE DRAGON FANG

Deep in the heart of a forbidding swamp, the lizardfolk of the Dragon Fang tribe beat the drums of war. Lead by Sesskarr the Great, a mighty and charismatic lizard king with a tyrant's heart and a black dragon's blood, the Dragon Fang tribe is aggressively expanding beyond their traditional tribal boundaries. Groups of kobolds and troglodytes are all said to have fallen before Sesskarr's great trident and now—even more ominously—his reptilian gaze has shifted to the surrounding towns and villages.

Lizardfolk of the Dragon Fang is a TRIBES supplement by Marc Radle. You don't need *Lizardfolk of the Dragon Fang* to use *Village Backdrop: Dawnmarsh*. Simply assume the Dragon Fang tribes is a nearby militant, expansionist tribe led by a particularly charismatic warrior.



NOTABLE LOCATIONS IN DAWNMARSH

1: THE MARKET CIRCLE

Wooden houses on stilts surround a well-worn hard-earth path around a small, roundish patch of grass and stone. Wooden bridges connect to the mainland to the west and another island to the east.

The Market Circle is where most trade occurs with visiting non-lizardfolk. Usually over a dozen foreign traders mill about while lizardfolk children charm customers into the nearby shops.

Dawnmarsh's apprentice Storyteller, Askavirin (CG male lizardfolk bard 2) keeps the mood bright here with pipe music. Tall for a lizardfolk, he wears orange scale-paint and a sky-blue cape. He is curious of visitors to the detriment of his duties learning the ancestral stories.

Ellizara Amberly (N female halfling **spy**) who could be encountered here is just one of the merchants secretly spying for nearby kingdoms. Curious about other visitors, she is chatty and inquisitive.

- **Services:** guide (2 sp per day), runner (3 cp per mile), translator (3 sp per day).

WHAT'S GOING ON?

While the PCs are here, one or more of the below events may occur. Choose or determine randomly:

D6	EVENT
1	An older human woman stops in the path and shouts that she's been pickpocketed, glaring at the lizardfolk around her. Askavirin finds her dropped purse.
2	An elderly halfling man convinced a lizardfolk hunter to trade her bacon for his candies, only for the lizardfolk to gag and demand a refund.
3	A dark-skinned human woman and a lizardfolk man shout fiercely over the fair price for her metal shields and his linen. Askavirin suggests a compromise but both shout him down.
4	A dark-skinned dwarf man and a lizardfolk youth compare gemstones and dye, increasingly excited about colour coordination.
5	A young gnome man displays a walking metal automaton to a group of curious lizardfolk who laugh and wander off when it quickly sticks in the mud.
6	A halfling knocks over a torch while smoking and ignites a house's stilt. A lizardfolk grabs a handful of mud and snuffs out the flame. An argument ensues.

2: THE BASKING BUTTERFLY

This wooden building stands on tall legs over an eating area of tightly-packed tables and stools around a bar and fire pit.

The Basking Butterfly is Dawnmarsh's only conventional inn and tavern. Here dwell most of the non-lizardfolk visitors visiting Dawnmarsh.

Aurelian (CG male human **commoner**) and Inskaraz (CG male **lizardfolk**) run the place together. Aurelian, a big, loud and helpful man, dresses like a lizardfolk, with blue and gold paint around his eyes and on his shaved, dark-skinned head. Their tavern hosts mostly visitors and locals who are happy disregarding lizardfolk traditions.

- **Food & Drink:** Meal ([burnt] crocodile sausages and [hard] bread) 3 sp, weak cider 6 cp, sake (jug) 3 sp.
- **Accommodation:** Two-bed chamber 10 sp; four-bed chamber 20 sp; common room 2 sp.

Ghosts in the Field: Inskaraz asks adventurers, especially those who mention fighting undead, to investigate the apparitions in the north that scare off lizardfolk harvesting rice for his wine.

Wedding Swimmer: Aurelian seeks to formally join the Dawnmarsh tribe and be recognized as Inskaraz's husband, but the trials require swimming around the island at a speed trivial for lizardfolk but very difficult for humans. He offers the 3,000 gp he saved for a wedding as a reward for anyone who can help him pass this test by magic or convince Ssimneer (location 8) to provide an alternative.

INSKARAZ

CG male **lizardfolk**

This slim, six-foot-tall lizardfolk has vivid amber and gold paint from his eyes down the side of his head. He wears a stained violet kerchief and blue apron.

Mannerisms: Inskaraz is sarcastic with those he likes (including anyone complimenting his drinks) and quiet when annoyed. Like most partnered lizardfolk, Inskaraz is very physically affectionate with his partner Aurelian.

Personality: Inskaraz is curious about the world, but too often disappointed by its conflicts. He hears much and wants to increase Dawnmarsh's openness, pointing out Vassessar's (location 6) politely hidden hostility to foreigners.

Background: Inskaraz was a translator and runner before becoming more than business partners with Aurelian (who was a merchant) and opening the Basking Butterfly.

3: HOUSE OF HUNTERS

Meat and skins from many animals hang drying on hooks outside this large, stilted wooden house.

Many of Dawnmarsh's three-dozen warriors uninterested in family-building live in this house between hunts and patrols. Normally, at least half are off in the swamp hunting, trapping and tracking enemies. Huntmaster Esskavril the Silent (LN female lizardfolk ranger 7) spends her time breeding mounts and taming the giant lizards living in the southern hills. She sells lizards to foreigners if convinced with a DC 15 Charisma (Deception) or Persuasion) check the owner will treat the lizard properly.

- **For Sale:** tame giant lizard (600 gp), combat trained giant lizard (900 gp), pack saddle (5 gp), riding saddle (10 gp), saddlebags (4 gp), leather barding (40 gp).
- **Services:** Skilled guide (5 sp per day), skilled runner (4 cp per mile).

4: HOUSE OF SNAKES

This stilted house reeks thickly of many acrid smells.

Here dwells Sakaril (N male **lizardfolk shaman**), who dabbles in alchemy and snake-keeping. He lives with his wives, Aslirkar and Kessesk (N female **lizardfolk**), and their two children. Aslirkar brews rice wine; Kessesk farms flax (a task she dreads after hearing about the restless ghosts in the fields).

- **For Sale:** Sakaril sells a variety of poisons.

Poison Collection: Sakaril offers 250 gp to anyone bringing him a live venomous snake, or 800 gp for a rare and deadly king cobra.

ELIXIR OF REGENERATION

Wondrous item, rare

This orange elixir sheds light as a candle. It tastes like honey and sunflower. The drinker benefits from *regenerate*, but while damage is healed immediately, regrowing body parts takes two days, or one day with full bed rest and one hour of sun. The drinker gains a permanent lizard-like quality, such as patches of fine scales on the regrown limb.

ELIXIR OF SOLAR VIGOUR

Wondrous item, rare

This yellow elixir sheds light as a torch. It tastes like roses and sunflower. It increases all the drinker's movement modes by 10-foot for 3 hours.

5: GREATMARSH LODGE

This stilted house is packed with lizardfolk. It smells strongly of cooking meat.

The Greatmarsh Lodge has been dedicated to hosting visitors since before Dawnmarsh invited trade from beyond the Great Marsh. Ssarkisk (N female lizardfolk) and her family host guests in traditional style, sharing beds and body heat with their guests. Mammalian traders who are down on their luck or stingy stay here alongside visiting lizardfolk who prefer traditional arrangements. Mammals are a curiosity to lizardfolk sharing their beds, so Ssarkisk explains warm-blooded visitors aren't always comfortable sharing body heat and anyone violating another guest's boundaries can sleep outside.

- **Food & Drink:** Meal (lizard jerky and undercooked fish) 2 sp, watered-down sake (cup) 3 cp.
- **Accommodation:** Common room 1 sp.

Rabble-Rouser: **Alniskagar** (N lizardfolk **veteran**) works as a guard for a far-travelling trader and conspicuously blackens his scales with soot. He loudly proclaims humans should not be trusted or even allowed into the Great Marsh—especially not at such a holy place as Dawnmarsh. He aggressively questions Dawnmarshers and mammalian visitors alike for any words or actions conceivably offensive to the lizardfolk people.

6: SUNRISE HOUSE

This broad, stilted house is cleaner and tidier than its neighbours.

Sunrise House is home to the Lightkeeper priests, culture-recording Storytellers and their extended families. Most spend their time learning traditional tales and drum songs or tending to the Dawn Shrine. Others gather food, singing traditional work songs. A few build drums and reed pipes.

Second Lightkeeper Vassessar (N female **lizardfolk shaman**) apprenticed under Ssimneer (location 8) as a Storyteller before hearing the call to serve the sun deity. Although she respects Kassarin, she believes trade has already cost too much when the sun and all of nature provides so much. She brews traditional elixirs for insight and health, which she sells only at Kassarin's insistence.

- **For Sale:** tribal drums (50 gp), tribal pipes (50 gp), *elixir of solar vigour* (500 gp), *elixir of regeneration* (5,000 gp), *pipes of the sewers* (500 gp).

Exclusive Deal: Vassessar discreetly offers a 25% discount on one item to anyone who convinces any mammalian trader to leave Dawnmarsh permanently. She suggests claiming they are being sized up for ritual sacrifice (DC 15 Charisma [Deception] check succeeds).

7: DAWN SHRINE

This flat-topped island has a black stone fire-pit with a seven-foot-tall stone roof at its centre ringed by seven low pillars around the island's fringes.

The Dawn Shrine is a holy site for the lizardfolk sun deity. A fire burns here all night every night as a sun symbol for lizardfolk to warm themselves by until the sun rises. The sick and infirm bask here to gather strength to heal. At times of extreme cold or danger, the elderly Kassarin (NG female lizardfolk cleric 13) conjures Flyrref, a friendly **fire elemental**, from the sacred fire that enjoys seeing lizardfolk energized by its warmth.

WHAT'S GOING ON?

While the PCs are here, one or more of the below events may occur. Choose or determine randomly:

D4	EVENT
1	A lizardfolk priest brews a sweet-smelling liquid on a small pot above the central fire. A moth lands within, doubles in size, and flies away.
2	A young lizardfolk with ash-blackened scales rants about the priests' disrespecting the dead to satisfy humans before storming away.
3	An older human woman accuses a lizardfolk youth of stealing coins from her. A priest hears out both sides and casts a spell before sternly ordering the youth to pay back twice as much in recompense.
4	A priest garbed in bright yellow silk carries a crystal chime to the central fire and hangs it from a stone where it catches the light.

- **For Sale:** *potion of healing* (50 gp), *potion of greater healing* (300 gp), (300 gp), *leather scroll of daylight* (450 gp), *leather scroll of flame blade* (280 gp), *leather scroll of greater restoration* (2,500 gp), wooden holy symbol of the sun deity (1 gp). (Leather scrolls are waterproof, with text burned in rather than inked.)



Gesture of Peace: Kassarin fears Sesskar the Great's message of fear toward foreigners, but thinks foreigners putting themselves on the line for lizardfolk can counter it. She asks adventurers to escort Vassessar (location 6) to recover magical sunflowers from a heath beyond the treacherous southern swamps (a task complicated by Vassessar's secret desire for the mission to fail). As a reward, Kassarin offers an *elixir of regeneration*.

Fire Thieves: Three **green hags**, the Coven of the Silent Blade, plan to steal the sacred fire. With such a sacred symbol, Sesskar the Great could attract enough troops to conquer Dawnmarsh, putting a powerful leader in the coven's debt.

8: PORTAGE GLADE

Tall, drooping marsh trees surround a sunny glade, shading colourful tents and canoes full of wares.

A clearing in the swamp north-east of Dawnmarsh hosts isolationist lizardfolk traders from the deep marshes who trade for foreign goods through Dawnmarsher intermediaries. Judgemental and cautious Chief Storyteller Ssimneer (N male lizardfolk bard 6) settles disputes and shares stories of mammalian aggression and disrespect; he knows Dawnmarshers can demand better prices while other lizardfolk feel unsafe trading with humans directly. He pines after Huntmaster Esskavril (location 3), admiring her lizard-taming skills and hopes to record her techniques in song; she would consider something casual, but hasn't noticed his interest. Non-lizardfolk find palpable tension; Ssimneer demands they leave while skittish traders pack up and depart.

LIGHTKEEPER KASSARIN THE WISE

NG venerable female lizardfolk cleric 13

This tall, but hunched, lizardfolk woman wears a tall, pointed hat and billowing bright white robes fringed with charred orange.

Mannerisms: Kassarin moves and speaks slowly and with careful poise. She tires easily and insists all interaction with foreigners be kept to business.

Personality: Kassarin prefers to convince others rather than simply order them around through her divine authority. She won't abide further concessions on lizardfolk tradition.

Background: Kassarin has lead spiritually and politically for over 60 years, expanding trade with foreigners and mediating conflict between lizardfolk tribes. She views trade as vital to the growth of the village, but regrets cutting back on traditional lizardfolk funerals to reduce foreigners' anxiety about the cannibalism involved. Yet, reneging seems worse.

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