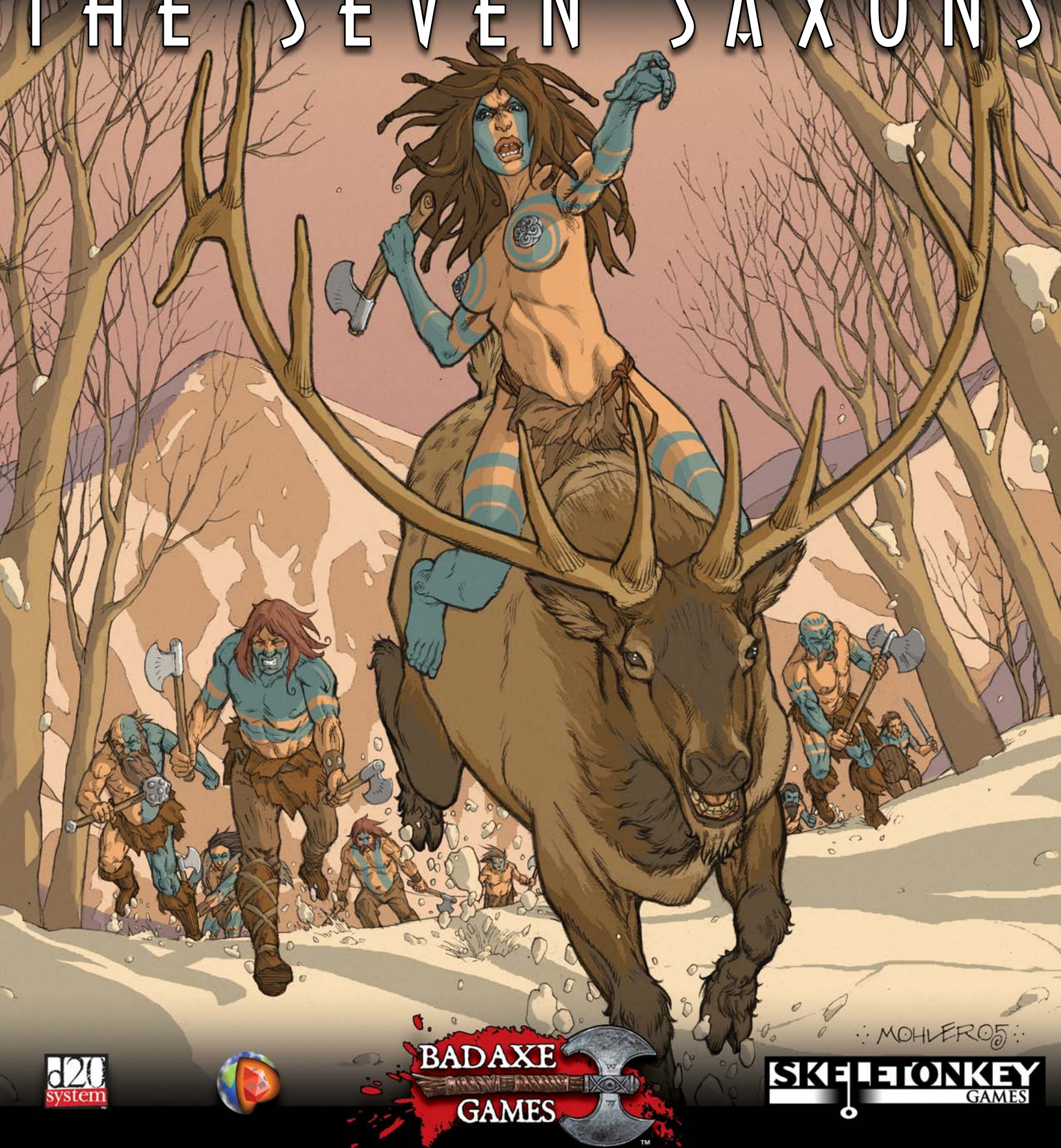


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A GRIM AND GRITTY ADVENTURE FOR LEVELS 10-12



THE SEVEN SAXONS

BY BENJAMIN DURBIN AND RYAN SMALLEY



The salt-slick dragon-prow of your longship cleaves the pounding surf and bears down on the sleepy seaside village. Yet the blackness behind the firelight hides things more wicked than seaborne raiders. Savage picts, bloodthirsty druids, and vicious giants are just a taste of the danger that awaits the iron-thewed heroes who sail north in search of adventure.

The Seven Saxons is a fantasy adventure suitable for 4-6 characters of 10th-12th level. Wits and daring are the meat and drink of the tale, and characters will be judged by their talents rather than their equipment. Designed for use with Grim Tales, this adventure is easily adapted to other d20 systems.



This product requires the use of a Roleplaying Game Core Book published by Wizards of the Coast, Inc.

The *Dungeons & Dragons*, *Third Edition* Core Books, and/or the *d20 Modern Roleplaying Game*, published by Wizards of the Coast, Inc., are recommended for this purpose.



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The Seven Saxons

Several months ago, a misshapen giant known as Grond Threethumbs arrived in Hythe at the head of a band of Pictish wild men. He demanded tribute for his mistress the Wooden Woman. The villagers' feeble attempt at resistance was short-lived. After three of their hovels were burnt to the ground, they agreed to Grond's demand. The giant departed with a handful of goats, two of the village's three cows, and a paltry sum of Roman coins.

If that were the end of it, Hythe's townsfolk would have counted themselves fortunate. Grond returned one month later, however, and again demanded tribute. When the town's offering was even poorer than before, the giant tucked the town's last two maidens under his arm before departing to the north. These tributary raids have since continued on a near-weekly basis. It would not be long, the folk of Hythe realized, before their town would no longer exist.

Unbeknownst to the villagers, the Wooden Woman herself is a victim. The dreaded dragon Vermithraxus Tyrannis has recently settled in the region to rear a clutch of its hatchlings. The dragon visited the druid of Aefhelm Grove and forced her to contribute to its horde. The Wooden Woman was not capable of denying the wyrm, yet neither was she prepared to see all of her ill-gotten booty become part of the dragons' horde. Thus she sent Grond to Hythe so that the townsfolk's tribute to her could, in turn, become her tribute to Vermithraxus. In the end, the poor villagers of Hythe have become the sole victims of the dragon's arrival.

The chain is broken when the heroes arrive to raid Hythe and find that others have beaten them to the punch. After defeating Grond and his thugs, the PCs' feet are firmly planted on a path that will lead to a final confrontation with the dragon itself.

"The Seven Saxons" is designed for seven 12th-level characters and uses the Grim Tales campaign rulebook. You can modify the adventure for other d20 rule sets with minimal preparation. As many of challenges within "The Seven Saxons" are combat-related, a party having a strong melee contingent is recommended. A group of seven sample characters are provided. Feel free to use them or modify them to fit your own campaign.

"The Seven Saxons" was first played at Boston's *EN World Gameday 2005*.

Adventure Synopsis

"The Seven Saxons" includes three distinct chapters that should be played in the order they are presented. The first chapter details the village of Hythe and pits the PCs against Grond Threethumbs and his followers. The second chapter details the Grove of Aefhelm, the druid known as the Wooden Woman, and her assorted minions. The third chapter begins with a surprise visit by the dragon Vermithraxus Tyrannis. It includes information pertaining to the dragon's lair and discusses the considerable challenge the wyrm poses to the heroes.

The adventure ends with the death of Vermithraxus, or that of the heroes.

Players' Introduction

It is a Dark Age. The light of Roman civilization, though often stained with bloodshed, has finally fled the British Isles. Savage raids of forgotten times have again become the accepted standard. You have debts to pay, a weregild to satisfy, and the grisly trophies of pillage and plunder can be your answer - just as it was the answer for your ancestors. It may not be Roman justice, but it is Saxon justice. The law of the land rests with your sword arm.

You sailed from your homeland on the continent just a few days ago. Weaker folk would have succumbed to the bitter cold and stinging winds during your seaborne trek, but you are anything but weak. The gods reward those who suffer in their name, and you are confident treasures await you. You only must be brave and let savagery lend strength to your sinews. You shall take what cannot be defended, as is your right. Then it is back to your home, your kin, and your mead hall - with your purses full and your debts soon paid.

Ahead of you a gray-stone peak rises above the fog like a dragon cresting the clouds. You smile grimly and ready your kit. It will not be long now. Olgar pushes against the styri and your longboat responds by turning northwesterly before being swallowed by the sea mist. The fog will cover your approach. This is good; surprise turns most men into cowards.

You are within fifty paces of the sandy beach when doubt first enters your mind. The village lies before you, just as your brothers had said it would. But where are the fine homes? Where are the bustling marketplaces and packed stables? You see nothing but a handful of rickety, wooden hovels. Overlooking them from a low brow is a stone watchtower, but even it appears half-collapsed and empty. Next to it is a smaller, makeshift tower of lashed wood. The beach before the village is empty save for a single dock of planked wood and a meager fishing boat.

The gods know you have many enemies back home. Have they duped you into a fool's errand? Anger grows in your breast.

Olgar turns the rudder once more, and you slip northward to make landfall under cover of a rocky promontory. You're confident you have not been seen, if only because you saw not a single villager. Perhaps the townsfolk have already fled, warned in some way of your approach?



Chapter One: The Raiders Become the Raided

Chapter Synopsis

The party arrives on the shores south of Hythe to find the village beset by a band of Pictish thugs. Grond Threethumbs, the giant, misshapen scion (and—some say—consort) of the Wooden Woman, leads the brigands. Play begins with the Picts roughing up the townsfolk beyond the tower. Grond, concealed from view within the village's stone tower, will burst onto the scene in dramatic fashion shortly after the heroes reveal their presence.

Setting: The Village of Hythe

The village of Hythe is situated along the southern coast of the Isle. The land rises to either side of the village, climbing along the shoreline until forming seaside cliffs that overlook the churning waves. Beyond Hythe, further inland, the land descends into a brackish moor that stretches for ten miles before rising once again toward the central highlands.

The village itself consists of a handful of wood-and-thatch hovels, none looking strong enough to withstand a brisk sea wind. Most of the homes are clustered in the shadow of the ruined stone tower. Three of the larger hovels appear to have been recently burned to the ground; blackened

timbers and soot outline the perimeter where they once stood.

The only stone structure within Hythe is the tower atop Dun Blodig, or the bloody hill, near the center of the village. First erected by conquering Romans to overlook the shores below Hythe, the tower has long since been abandoned. Its roof and the upper floors have collapsed, creating a jumbled mass of timber, stone, and debris that rests upon the ceiling of the ground floor. A smaller tower was hastily built after the main tower's collapse, but now it, too, is abandoned.

Hythe is now little more than a squatters' camp. During the Roman Era it could boast a handful of stone buildings, but these were quarried long ago for building projects in neighboring provinces. The coastline now is bereft of civilization; soon Hythe, too, will be gone.

An old, cobbled Roman road runs inland from Dun Blodig toward the heart of the isle, wisely skirting the salty waters of the moors nearest the village. The roadway once allowed Roman patrols to visit the seaside watchtower. With the departure of the Roman Empire, however, the road has fallen into disrepair and sees little use - and none at all during the winter season.

Able-bodied villager: male or female human Ordinary (Tough 2): CR 1; Medium-sized humanoid; HD 2d10+7; hp 18 each; Mas 15; Init +1; Spd 20 ft. (4 squares), 30 ft. base; AC 16 (+1 Dex, +2 class, +3 hide armor), touch 13, flat-footed 15; BAB +1; Grap +2; Full Atk +2 melee (1d6+1, club) or +2 ranged (1d6, short bow); Space/Reach 5 ft./5 ft.; SQ laborer background; AL Hythe; SV Fort +6, Ref +1, Will +2; Rep +0; Str 13, Dex 12, Con 15, Int 8, Wis 14, Cha 10.

Skills: Appraise +1, Bluff +3, Handle Animal +2, Sense Motive +5.

Feats: Armor Proficiency (light and medium), Great Fortitude, Martial Weapon Proficiency (short bow), Simple Weapons Proficiency, Toughness.

Possessions: hide armor, club, short bow, 20 arrows.

Adventure: Against the Giant

The village of Hythe, despite appearances, is not empty. Its citizens have been herded by two Pictish warriors to the flatter terrain just north of the stone tower. The Picts are collecting a seasonal tribute from the poor folk of Hythe. Or, rather, they are attempting to collect a seasonal tribute - Hythe is as poor as it looks. Repeated raids and demanded tributes have bled the few coins from Hythe's coffers. Its townsfolk presently have nothing in the way of value save for a few goats and one last, melancholy cow.

Development

If the PCs refuse to take action, the situation will worsen as the minutes pass. Approximately thirty minutes after the heroes' arrival, one of the Picts at Area 3 will draw his weapon and kill a random villager. The peasants' wails will enter a new octave, and this is enough to cause Grond to reluctantly investigate the commotion.

Grond will most likely Scent hidden PCs if they are within eyesight of the gathered townsfolk. Putting his head out of the tower he will sniff the air dramatically, bellowing, "Don't smell like no Picts... (another big sniff)...Smell like brine!"

The giant is not one to hesitate; he will order his men into the trees to find and kill "WOT COWARDLY HARES BE HIDIN' IN THE WOOD!"

Grond may assist his men by hurling rocks into the tree line.

Tactics

If the heroes reveal themselves, the Picts - although wide-eyed in surprise - immediately leap into combat. The townsfolk will scatter. The sleeping Pict from Area 6 will exit the wooden tower 1 round after combat commences and attempt to circle around to attack the PCs' rear by plying his bow from the cover of the ridge (Area 4).

Grond will overhear any combat occurring at the base of the hill and burst out from the tower's door 2 rounds after the fighting begins. The giant will charge down the hill, bellowing madly, ready to destroy those who dared to interrupt his entertainment. (You may want to have your players make a Horror Check (recommended Horror Threshold 2d6+2) when first spying the deformed giant.) Grond will not slow his movement, preferring to Trample any opponents within view.

If the battle begins to go very badly for the giant, he will attempt to withdraw toward the stone tower. The rubble at its base makes for excellent ammunition for his rock-throwing ability, and the tower itself can act as a refuge for any last stand he may be forced to make.

Hythe Map Legend

1. Landfall

The adventure begins just after the PCs beach their raiding ship along the beach east of the stone tower. The rocky promontories to either side of the landfall prevent the PCs from being seen, but also hamper their own ability to survey the village. Rough shouts, piteous whines, and a

TABLE 1-1: HYTHE DEMOGRAPHICS

Type	Number	Notes	Names
Able-bodied adults	7	Hardy peasant folk, most with militia experience; can be outfitted with weapons and armor kept within their respective dwellings; capable of supplying information (see <i>Rumors</i> below)	Cynefrid, Ethelred, Frideswide (f); Odwig, Wybert, Acton, Patton (m)
Elderly or infirm adults	2	Non-combatants; capable of supplying information (see <i>Rumors</i> below)	Ainsley (m), Kendra (f)
Children	5	Non-combatants; incapable of supplying PCs with any useful information	Algar, Kipp, Wee Kenton, Garvin, Tait

few sporadic thuds are easily heard issuing from beyond the tower hill (Area 3).

2. Brush

The Romans timbered and cleared most of the land nearest to Hythe, but the forest has moved in to reclaim its lost ground with the Empire's departure. Thick growth covers the terrain to both sides of the village.

- **Hide:** PCs that remain within the undergrowth receive a +4 circumstance bonus to Hide skill checks.
- **Move Silently:** The underbrush, despite the cover it offers, is littered with dead leaves and small sticks. PCs moving within the growth receive a -2 circumstance penalty to Move Silently checks.
- **Concealment:** Characters within the underbrush gain concealment (20% miss chance).
- **Listen:** Snatches of the conversation occurring between a Pict and an elderly peasant spokesman at Area 3 may be overhead by PCs moving along the edge of the eastern brush line. Allow PCs to make a Listen skill check, modify the result by the distance between the hero and the townsfolk (+1 DC per ten feet), and consult the following table to determine what is overheard.

Listen Check	Result
Less than 10	Conversation is unintelligible
10-14	PC hears the loudest spoken lines—all lines marked (10)
15-19	PC also hears the lines marked (15)
20 or more	PC hears entire conversation

SAMPLE CONVERSATION

- (10) Pict: This is the third time we've come here and you haven't paid up!
- (10) Peasant: I swear to you - we have nothing more to give!
- (15) Pict: You had better find something, or we'll take payment outta yer hide.
- (20) Peasant: Please, I beg you, give us more time-
- (15) Pict: You think ol' Threethumbs will put up with this nonsense? A few chickens, a goat?!
- (20) Peasant: You can take the cow-
- (10) Pict: Why would we want to?! I have half a mind to go get Grond out of the tower right now - would you like that? Or what about the Wooden Woman? Eh?! She'll know what to do with you!
- (10) Peasant: No, no! Please! Not her, not her! We will do better next time...(At this point the conversation ends as the beatings resume.)

3. Old Marketplace

The land beyond the hill has been beaten flat over the years. It is now hard packed dirt that extends northward for several paces before funneling into the old Roman road. This bit of cleared ground once acted as a marketplace when Hythe was enjoying better days under

Roman rule. It is here that a few of Grond's Picts have assembled the frightened villagers.

Pictish Warriors (3): male human Ordinary (Strong 3 / Fast 3): CR 3; Medium-sized humanoid; HD 6d8+6; hp 34 each; Mas 15; Init +2; Spd 30 ft. (6 squares); AC 21 (+2 Dex, +6 class, +2 studded leather, +1 small shield), touch 18, flat-footed 19; BAB +5; Grap +7; Full Atk +8 melee (1d6+2, short spear) or +8 thrown (1d6+2 plus Point Blank Shot, short spear); Space/Reach 5 ft./5 ft.; AL Wooden Woman; SV Fort +4, Ref +5, Will +1; Rep +0; Str 15, Dex 15, Con 12, Int 13, Wis 8, Cha 10.

Skills: Hide +10, Listen +8, Move Silently +10, Spot +8, Survival +5.

Feats: Weapon focus (short spear), Defensive Expertise (+1 AC vs. all melee opponents), Point Blank Shot, Improved Damage Threshold (15).

Possessions: studded leather armor, small wooden shield, short spear (2).

4. Ridge

A seven-foot high ridge forms a low brow around the south and east of the ruined tower. The earthen wall may allow the PCs to penetrate to the heart of the village without being detected.

- **Climb:** Scaling the ridge is easier (DC 15 Climb check), if more time-consuming.
- **Cover:** Heroes moving along the seaside of the ridge have total cover from creatures to the north.
- **Higher Ground:** Attackers on the ridgeline making melee attacks against below opponents gain a +1 bonus to attack rolls due to higher ground.
- **Jump:** Provided a hero has at least a 20 ft. running start, a successful Jump check (DC 28) allows the ridge to be leaped in a single bound. A Jump DC8 (DC16 without a running start), followed by a Climb DC15, allows a character to jump up, grab the ridge, and pull themselves up as a move action.
- **Listen:** Allow any PC north of the ridgeline's eastern corner to make a Listen check to overhear the conversation occurring north of the tower (see Area 2).

5. Ruined Stone Tower

This fifteen-foot tall tower stands atop the low rise known as Dun Blodig. Its original roof and upper floors, as discussed above, have long since collapsed. Only the first floor remains intact. There are no windows on the ground floor, and the door to the north is choked with rubble that lays about the tower's base.

Grond has closeted himself within this tower. The giant is busying himself with a pair of frightened peasant women, and will remain oblivious of the PCs until sounds of battle or cries of warning reach him.

- **Climb:** There are numerous handholds and footholds in the cracked masonry (Climb check DC 10).
- **Listen:** PCs within 10 ft. of the tower may hear (Listen check DC 5) gruff laughter and low whining from within.
- **Open Door:** A successful Strength check (DC 15) allows the warped door to be forcibly pulled open (provided Grond has not already burst forth from the tower and

ruined it). There is no lock; a wooden plank within the tower allows the door to be barred from the inside.

- **Scent:** PCs approaching within 5 ft. of the tower's walls will smell a horrible odor akin to sour cheese.

Grond Threethumbs, the Fomorian Bastard: male giant; CR 11; Huge giant; HD 15d8+90; hp 157; Mas 22; Init +1; Spd 30 ft. (6 squares), 40 ft. base; AC 21 (-2 size, +1 Dex, +9 natural, +3 hide armor), touch 9, flat-footed 20; BAB +11; Grap +33; Atk +21 melee (2d8+18, gargantuan greatclub) or +21 melee (1d8+12, slam) or +14 thrown (2d8+12, rock); Full Atk +21/+16/+11 melee (2d8+18, gargantuan greatclub) or +21/+21 melee (1d8+12, slams) or +14 thrown (2d8+12, rock); Space/Reach 15 ft./10 ft.; SA Rock throwing, Trample 2d10+18; SQ Low-light vision, oversized weapon, rock catching, scent; AL Wooden Woman; SV Fort +15, Ref +6, Will +6; Rep +0; Str 34, Dex 12, Con 22, Int 11, Wis 13, Cha 9.

Skills: Listen +3, Move Silently +16, Spot +12.

Feats: Alertness, Cleave, Power Attack.

Possessions: huge hide armor, gargantuan greatclub.

Oversized Weapon (Ex): Grond wields a great, two-handed greatclub (big enough for Gargantuan creatures) without penalty.

Rock Throwing (Ex): The range increment is 140 feet for Grond's thrown rocks.

Trample (Ex): As a standard action, Grond can trample opponents who are at least one size category smaller than himself. This attack deals 2d10+18 points of damage. Opponents can attempt either an attack of opportunity or attempt a Reflex save (DC 29) for half damage.

6. Wooden Tower

Whenever the Picts arrive within Hythe, they commonly unload some of their traveling gear within this smaller tower. A ladder leaning against the interior of the northern wall leads to the flat, open roof.

A Pictish archer is currently within the tower, nursing a hangover from the night before. Like Grond, he will not reveal himself until the sounds of combat reach him. The PCs may covertly approach the tower from the lee of the ridgeline; allow the Pict within the smaller tower to make a Listen check with a -10 circumstance penalty. If not alerted, the lone Pict will be found sleeping on the dirt floor.

Pictish Archer: male human Ordinary (Strong 3 / Fast 3); CR 3; Medium-sized humanoid; HD 6d8+6; hp 34; Mas 12; Init +2; Spd 30 ft. (6 squares); AC 21 (+3 Dex, +6 class, +2 studded leather), touch 19, flat-footed 18; BAB +5; Grap +7; Atk +8 ranged (1d6 plus Point Blank Shot, short bow) or +7 melee (1d6+2, short sword); Full Atk +6/+6 ranged (1d6 plus Point Blank Shot w/ Rapid Shot, short bow) or +8 ranged (1d6 plus Point Blank Shot, short bow) or +7 melee (1d6+2, short sword); Space/Reach 5 ft./5 ft.; AL Wooden Woman; SV Fort +4, Ref +6, Will +1; Rep +0; Str 14, Dex 16, Con 12, Int 13, Wis 8, Cha 10.

Skills: Hide +11, Listen +8, Move Silently +11, Spot +8, Survival +5.

Feats: Defensive Expertise (+1 AC vs. all melee opponents), Point Blank Shot, Precise Shot, Rapid Shot.

Possessions: studded leather armor, short sword, short bow, 20 arrows.

Aftermath

Grond will fight to the death. His men will do the same so long as the giant remains in the fight. If Grond falls or flees into the stone tower, his men will scatter. Fleeing Picts will likely head northward into the moor; they have no intention of returning to the Wooden Woman to suffer the penalty for failure.

Once the giant and his brigands are defeated, the townsfolk will cluster about the bodies. Perhaps surprisingly, only a few of them show any signs of joy. The villagers are fearful that Grond's death will only incite the Wooden Woman's rage - a result that spells certain doom for the poor folk of Hythe.

- **Sense Motive:** A successful Sense Motive check (DC 15) will reveal that, if anything, the peasants are more fearful now than when they were being beaten by the Picts.
- **Diplomacy or Intimidate:** A successful Diplomacy (DC 15) or Intimidate check (DC 11) will get the villagers talking; they will inform the heroes of the Wooden Woman and beg for aid against her certain reprisal (see Rumors below).
- **Gather Information:** A successful Gather Information check (DC 20) allows the PCs to identify 1d4 knowledgeable villagers after an hour or more of casual conversation. When attempting

to glean information from a knowledgeable villager (see Rumors below), re-roll any results that would indicate a false rumor.

- **Survival (Track):** Though it only confirms the obvious, a successful Survival check (DC 20) by a hero having the Track feat will indicate the direction from which Grond and his minions entered the village. The giant's tracks extend northward along the old Roman road.

Rumors

Like most of the villages upon the Isle, Hythe has no shortage of tales and legends that occupy the villagers' time after a day spent tending goats in the nearby hills. Alas, most of the stories are wholly false. At a minimum, villagers given the opportunity will inform the PCs that Grond worked for a druid known as the Wooden Woman who resides within the Aefhelm Grove to the north.

The heroes may make a single check for each adult villager in an attempt to pry loose some useful information.



The higher the result, the more rumors that particular villager reveals to the PCs. Each check requires at least ten minutes of conversation. A villager cannot be targeted by more than one PC; assume the result of the first check made against a particular villager stands throughout.

Remember there are, at most, nine adult villagers within Hythe. Also note that the villagers *believe* these rumors to be true; no villager willingly lies to the PCs (and, therefore, any provided information cannot be verified by a Sense Motive check).

After determining the number of rumors a particular villager reveals, roll 1d20 the appropriate number of times and consult the Table 1-3. Duplicate results are possible. In such a case, the villager merely repeats himself - perhaps in a different manner. Text in italics is for the GM only and should not be read to the players.

TABLE 1-2: NUMBER OF RUMORS REVEALED	
Diplomacy or Intimidate Check Result(per adult villager)	Number of Rumors Revealed
Less than 10	0
10 - 15	1
16 - 20	2
More than 20	3

TABLE 1-3: SPECIFIC RUMORS

1d20	(T) rue or (F)alse	Rumor
1	T	Grond Threethumbs is the son of the Wooden Woman, and she will surely seek to avenge his death. <i>If this rumor is repeated, the villager will suggest that Grond is also her consort.</i>
2	T	The Wooden Woman has skin made of bark, wields a massive half-moon greataxe, and rides atop a black elk of gigantic proportions.
3	F	A native son named Artorios is raising a small army north of the village, across the moor, and has sent runners throughout the land calling all brave and noble folk to join under his standard.
4	F	A sea snake the size of the old stone tower has been seen skimming along the waves only a few hundred paces from the shoreline.
5	F	The village's last cow, Maximus, is actually a Roman general that was shape-changed by the Wooden Woman. Only she can reverse the curse.
6	T	Once, during one of his earliest raids, Grond grew drunk and fell asleep within the tower; the Wooden Woman arrived the next day around noon to investigate the delay.
7	T	The Wooden Woman can make the very darkness come alive with claws and fangs.
8	F	Buried beneath the stone tower is the forgotten tomb of a long-dead Pictish king. It is for this reason that the Wooden Woman sends Grond to Hythe, hoping he will one day be able to discover the crypt's entrance.
9	T/F	The moors are riddled with small globes of 'devil light' that enjoy assaulting travelers along the old Roman road. <i>As GM, you may want to add this encounter along the Roman road.</i>
10	F	The Wooden Woman is strongest within her Grove; she has a nexus of power that allows her dark spells to increase in potency.
11	T	The Wooden Woman resides within a stunted grove of trees near the foothills twenty miles to the north of Hythe, just off the old Roman road.
12	T/F	North of the moors is a large mountain with many caves. A band of giants with skin the hardness and color of stone have established a raiding post within the labyrinth. <i>There is a cave, but it serves as a dragon's lair.</i>
13	F	The spirit of a slain Roman centurion wanders the woods north of the village. He searches for heroes so that he might lead them to his body to recover his magical sword and use it for valorous acts.
14	T	The Wooden Woman keeps a sentry in a tree fort on the edge of her Grove, close to where the Roman road enters the forest.
15	T	The Wooden Woman rarely visits Hythe; when she does, she is escorted by ten or more of her Pictish followers.
16	F	One of the villagers is a spy for the Wooden Woman and will certainly tell the druid of what has recently transpired. <i>At the GM's option, this may be true.</i>
17	F	The Wooden Woman watches the village from the nearby undergrowth each night, hoping to steal away a child for her unholy rituals.
18	F	A band of heroes lead by a paladin seeks out the Wooden Woman to destroy her and her evil minions, but have been unable to penetrate Aefhelm Grove.
19	T	Grond never delays more than a few hours after collecting payment; he normally departs the town via the Roman road shortly before nightfall.
20	F	The Wooden Woman is terrified of lightning, for a single bolt of electricity will instantly slay her.

Moving Onward

Regardless of whether the PCs probe the villagers for information, at some point you need to set the hook for the subsequent adventure against the Wooden Woman. Most importantly, you need to ensure the heroes have a compelling reason to return to Hythe after defeating the dark druid and her Pictish minions. Feel free to use any of the following suggestions, or create your own.

- **Rescue:** One of the villagers tearfully begs the heroes to rescue her daughter Gulfa or return with news of her fate. Gulfa was one of the fairest lasses within Hythe, and Grond kidnapped her during his first raid upon the town. If you select this hook, you may have the maiden chained to a rock within the Grove, or have her half buried corpse found amidst the growth at the encampment's perimeter.
- **Rule:** The villagers, after a few hours (or less) of conversation, will offer to place the town under the heroes' rule - *if* they bring back proof of the Wooden Woman's death. While Hythe is no metropolis, it can turn a decent profit if placed under intelligent supervision. The village has a collection of scattered goats and sheep within the hills; these can become a cash crop for shrewd PCs (and eventually lead to satisfaction on weregild debts, if you are using the sample characters).
- **Reward:** Hythe's villagers offer to lead the heroes to a buried cache of Roman treasure if they return with proof of the Wooden Woman's death. If the heroes attempt to force the villagers to immediately reveal the hoard's location, a townsman states that the Wooden Woman possesses a map leading to the treasure that only a native of the region could hope to decipher. Without the map, the villagers cannot find the Roman treasure; without the villagers, the PCs cannot successfully use the map.

Chapter Two: Trading a Druid for a Dragon

Chapter Synopsis

The party confronts the Wooden Woman of the Aefhelm Grove. After she is defeated, the townsfolk of Hythe cast aside their depression and fear. The PCs are treated as heroes and saviors, and every keg within the village is quickly tapped for the celebration. For all intents and purposes, it appears that the players have succeeded in their quest and completed the adventure...until the dragon arrives.

Dependency

- The party decides to confront the Wooden Woman, either to spare Hythe from her wrath or to steal whatever loot she has gathered from previous raids.

Adventure: Chopping Down the Wooden Woman

While the end result remains the same - the PCs' eventual confrontation with the Wooden Woman and her Pictish minions - the heroes' actions will determine where and how the battle occurs. Despite the scenarios discussed

below, you may want to mandate that the battle with the Wooden Woman occur within the Grove of Aefhelm. If this is the case, assume the druid delays for two or more days before traveling south to investigate Grond's absence.

- **If the heroes prepare an ambush:** Hythe and the Grove of Aefhelm are connected by twenty miles of cobbled road running through the moors north of the village. This is the path the Wooden Woman will take. Swampy growth on either side of the old Roman road is thick and prime terrain for preparing an ambush (+4 circumstance bonus to Hide checks, 20% miss chance from concealment). Unless the druid somehow received earlier warning of the presence of the heroes, she and her men will not be on their guard.

Due to the clinging fog about the moors, movement is halved. After traveling ten miles, the road rises above the shroud into the forested lands near the Grove. Use Table 2-1 for the first half of the journey, and Table 2-2 for the remainder.

Table 2-1: Moors Overland Movement (One hour)

rate:	15 feet	20 feet	30 feet	40 feet
Walk	¾ mile	1 mile	1-1/2 miles	2 miles
Hustle	1-1/2 miles	2 miles	3 miles	4 miles

Table 2-2: Forest Overland Movement (One hour)

rate:	15 feet	20 feet	30 feet	40 feet
Walk	1-1/2 miles	2 miles	3 miles	4 miles
Hustle	3 miles	4 miles	6 miles	8 miles

- **If the heroes await the Wooden Woman's arrival within Hythe:** The Wooden Woman will realize that something is amiss shortly after midnight on the day the PCs battled Grond. She will order her men to ready their things. They will depart for Hythe at dawn so the Wooden Woman can see for herself what caused the giant's delay. The Wooden Woman is confident in her ability to handle all threats within the region (other than the dragon, of course). She and her men will travel as a group, without scouts or flankers, and not grow suspicious until reaching the town itself.

The heroes may wish to enlist the aid of Hythe's townsfolk against the expected arrival of the Wooden Woman and her band of bloodthirsty Picts. Hythe's townsfolk are not heroes by any means, but they can shoot arrows with their hunting bows and, if pressed, move forward with their melee weapons. Due to their overwhelmingly poor morale, they will require constant reinforcement to stand their ground (either by way of Diplomacy or Intimidate).

The most defensible location within Hythe is the ruined tower atop Dun Blodig; the "bloody hill" got its name, after all, from the number of battles fought upon its slopes in antiquity. While the Wooden Woman prefers to fight from atop her great elk, she will not hesitate to order her men to storm the tower while she casts spells (e.g., *summon nature's ally V*, *mass bull's strength*) before raging and wading into combat herself.

Upping the Ante

If your party is feeling exceptionally confident, or if they handled Grond and his Picts with considerable ease, you may want to increase the challenge presented by the Wooden Woman. In this scenario, the druid uses her scrying spell to locate and observe Grond. Since the giant's (likely) dead, the spell is ineffective. Since the druid is confident no one within Hythe could have defeated her giant, she's immediately placed on her guard. In such an event, she will immediately establish a line of Pict sentries along the perimeter of the Grove. If intruders do not arrive within a day's time, the druid and her force will move southward, but will stay off the Roman road and be escorted by Pictish flankers (possibly ruining the PCs' prepared ambush).

Setting: The Grove of Aefhelm

The Grove of Aefhelm is an ancient stand of hemlock and spruce located in the foothills of the mountains twenty miles north of Hythe. Due to its higher elevation and inland location, winter takes an early and lingering hold upon most of the region. The Wooden Woman's encampment is located in a bare patch of ground nearest the boulders of the foothills; only a few, sparse trees are in the immediate vicinity.

Setting the Stage

While the Wooden Woman has no reason to fear any of the inhabitants of the region (she's the meanest mother on the proverbial block), she's not so foolish as to ignore the benefits of sentries. One of her Picts is always on guard at the location where the old Roman road first penetrates into the Grove. The lone sentry is stationed within the tree next to the small bridge leading to the encampment, and is somewhat difficult to see (DC 20 Spot check). There is a 50% chance the sentry is sleeping (-10 circumstance modifier to his Listen check).

If the guardsman spots the PCs, his first action will be to blow a massive bullhorn tied to his belt. The Pict sentry is positioned 30 ft. above the ground.

Pictish Archer: male human Ordinary Strong 3 / Fast 3; see Chapter One for complete statblock.

Development

If the sentry does not alert the camp, or if the PCs approach the center of the Grove from another direction, the heroes will likely be able to covertly study the camp's layout. The Wooden Woman remains within her hut, her massive elk mount standing quietly just outside the door. Most of the Picts sleep during the day and drink during the evening hours. During daytime, the camp will appear almost deserted, with only 1-2 Picts sitting forlornly by the central fire pit. At night, all of the Picts (save the man on sentry duty) will be throwing dice by the firelight.

Wooden Woman: female human Hero (Tough 3 / Dedicated 7); CR 10; Medium-sized humanoid; HD 3d10+7d6+23; hp 64; Mas 17; Init +3; Spd 30 ft. (6 squares); AC 18 (-1 Dex, +6 class, +3 natural), touch 15, flat-footed 18; BAB +7; Grap +8; Atk +9 melee (1d12+1, greataxe); Full Atk +9/+4 melee (1d12+1, greataxe); Space/Reach 5 ft./5 ft.; SA Ride-by attack, spirited charge (double damage on a charge); SQ Permanent barkskin +3; AL None; SV Fort +8, Ref +4, Will +8; Rep +0; Str 12, Dex 8, Con 14, Int 14, Wis 16, Cha 10.

Skills: Concentration +9, Hide +12, Knowledge (arcana) +12, Move Silently +12, Ride +15(+17, see War Elk, below), Spellcraft +15, Spot +16.

Feats: Armor Proficiency (light, medium, shields), Simple Weapon Proficiency; Martial Weapon Proficiency (greataxe), Improved Initiative, Lightning Reflexes, Defensive Expertise (+1 AC in melee), Weapon Focus (greataxe), Heroic Surge 3/day, Mounted Combat, Ride-By Attack, Spirited Charge, Improved Damage Threshold (17).

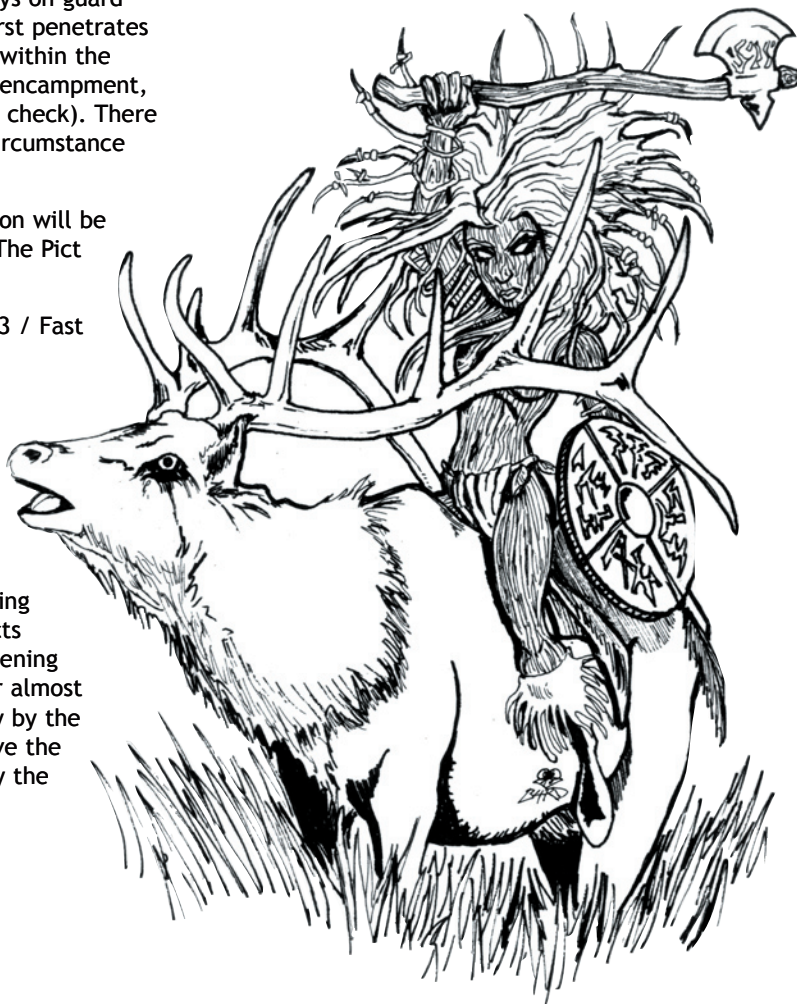
Talents: Robust, Rage, Insight (Ride), Magical Adept, Improved Caster Level +2 (3rd).

Spells Known: (DC 13 + spell level) 1st - *bless*, *speak with animals*; 2nd - *fog cloud*; 3rd - *call lightning*; 4th - *scrying*; 5th - *drowning darkness**, *summon nature's ally V* (dire lion); 6th - *mass bull's strength*.

* New spell; see sidebar.

Possessions: greataxe, hide armor.

Permanent barkskin (Su): The Wooden Woman gains her name from a unique magical manifestation that allows her to maintain an effect similar to barkskin (+3 natural armor). Her flesh is permanently covered in rough, dark bark.



Elk, War: Large Animal; CR4; HD 5d8+15; hp 37; Mas 17; Init +0; Spd 40 ft. (8 squares); AC 15 (-1 size, +6 natural), touch 9, flat-footed 15; BAB +3; Grap +11; Atk +8 melee (1d8+4, gore); Full Atk +8 melee (1d8+4, gore) and +2 melee (1d6+2, 2 hooves); Space/Reach 10 ft./5 ft.; SA Trample 2d6+6; SQ Low light vision, scent, war trained (the rider gains a +2 circumstance bonus to Ride checks); SV Fort +7, Ref +4, Will +2; Str 19, Dex 11, Con 17, Int 2, Wis 13, Cha 6.

Skills: Listen +9, Spot +6.

Feats: Alertness, Weapon Focus (antlers)

Pictish Warriors (10): male human Ordinary Strong 3 / Fast 3; see Chapter One for complete statblock.

Tactics

Let's face it, the Wooden Woman will want the PCs dead regardless of what they do or say. She rightfully sees the heroes' very presence within the region as a threat to her authority. It won't take more than the blink of an eye for the Wooden Woman to assume Grond's absence has something to do with the PCs' arrival. Simply setting foot within her sacred Grove is motive enough for her to fly into an unquenchable rage.

During darkness or inclement weather, the Wooden Woman will begin combat by casting call lightning or drowning darkness. She will follow with a summon nature's ally V, summoning a dark dire lion from the wilds nearby, before leaping astride her elk and charging into battle (i.e., a Spirited Charge). Her Picts, of course, will not delay; the brigands will streak happily toward the PCs, pleased at the interruption of their monotonous life of drinking and dicing. None of the combatants will ask or give quarter.

Treasure

Beyond what is carried by the Wooden Woman and her minions, there are two wooden chests buried within a pile of furs that serve as the druid's bed. The first chest contains a marvelous golden figurine of a rooster (50gp), fourteen gold teeth (10 gp value each), five nuggets of unworked gold (25 gp value each), and a potion of barkskin +3. The second chest contains a spyglass, 34 pp, 290 gp, and a canary diamond earring (1000 gp value). This latter treasure was recently found amongst the debris of a shipwreck on the shores of the isle. The Wooden Woman is careful to not hoard too much treasure; she remains fearful that Vermithraxus will discover her avarice and repay it with interest.

Aftermath

With the defeat of the Wooden Woman, so long feared within the region, the PCs will apparently remove the greatest threat to the townsfolk of Hythe. The druid's Pictish minions will melt into the woodlands to lick their wounds and wait until a new leader rises to the occasion. Any surviving Hythe townsfolk will welcome the PCs into the village with open arms and suddenly smiling faces. They will divulge all of their tales (see Rumors above), despite the fact most deal with the stories of the now-dead Wooden Woman.

DROWNING DARKNESS

Necromancy

Level: Drd 5, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 feet +10ft./level)

Effect: Darkness animates in a 30' radius

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

This incantation transforms an area of darkness into a seething pool of grasping claws, biting mouths, and chilling moans. The area it affects must be absent of light. Otherwise, only those regions within its area of effect that are dark are animated by this spell. The area of darkness affected by this spell may move up to 30 ft. per round at the direction of the caster.

Any living creature caught within the area must make a Fortitude save or suffer 2d6 points of damage each round. Creatures must save each round to avoid this damage. In addition, even on a successful save, creatures within the darkened area suffer a -1 circumstance penalty to attacks and checks due to the interference of the spectral claws and fangs. The darkness cannot be dispelled by magical light or mundane light sources, but such effects work normally in the spell's area, revealing the darkness as individual blobs of clawed, inky blackness.

Adventure: Something Winged This Way Comes

You may want to display a little gamesmanship and act as if the adventure has been successfully included. (Packing away pencils and dice is strongly recommended. "Wow, I can't believe you finished this so easily...") Once experience points have been awarded and your players have been sufficiently put at ease, casually ask for a Spot check.

The Dragon Vermithraxus Tyrannis has learned of the druid's death...and it ain't happy.

Dependency

- The party has killed or otherwise defeated the Wooden Woman and returned to Hythe.

Setting the Stage

The roof of the stone tower will be the preferred location of the celebration. The party will be feted by all surviving townsfolk. Heroes will be hard pressed to keep an empty hand or sober head, as villagers will constantly push ale, spiced goat kid, cheese, and black bread upon them. One of the villagers considered herself a passable singer, and she will stand to deliver a hastily written tale praising the heroes' exploits. The would-be raiders, it appears, have become the village's saviors. Suddenly the Age does not seem so Dark.

Naturally, this is not the case. The dragon Vermithraxus will speed on wing and fury toward the village of Hythe.

At this point, the wyrm likely remains uncertain as to who killed the druid, but dragons have never been picky when determining the victims of their rage. Hythe is the only speck of civilization within tens of miles, and so Hythe becomes a target.

Development

Any heroes enjoying the celebration outdoors will have an opportunity to see the winged shape approaching from the north.

The wind is cold and bracing upon your face, bringing with it the smell of sea and salt...and home. The air chases away the scents of smoke and mead and unwashed villagers. You breathe deeply, enjoying the silent beauty of the land that spreads outward like a woolen blanket. You lift your chin to study the stars, each a jewel more bright and wondrous than the one before it. Yet, something is not right. You watch in growing horror as the stars are swallowed by a moving blackness - a blackness that streaks toward you with the speed and fury of a hurricane!

Allow your PCs to make a Spot check and consult the following table. The better the check result, the more time the heroes have to prepare for the dragon's arrival.

If no one is outdoors, or if all the PCs miraculously fail their Spot checks, then their first indication of Vermithraxus' arrival will be a thunderous roar heard just above the tower's roof. Screams of panic and the sounds of running villagers reverberate through the village. The night is, quite suddenly, alive with terror.

If utilizing Grim Tales, you may want to have PCs make a Horror Check (Threshold 3d6+2) when they first spy Vermithraxus. (This may prove beneficial for your heroes, as it will make them less likely to succumb to Horror when meeting the dragon a second time.)

TABLE 2-3: PREPARATION TIME

Spot Check Result	Vermithraxus' Distance from the Stone Tower
Less than 10	400 ft. (1 round)
10-15	800 ft. (2 rounds)
16-20	1200 ft. (3 rounds)
21-25	1600 ft. (4 rounds)
More than 25	2000 ft. (5 rounds)

Tactics

The object of this encounter is not to kill the heroes or to have the dragon slain. Rather it serves as a prelude to the climactic battle to be fought later within the dragon's lair.

Vermithraxus (see Chapter 3 for the dragon's statistics) has arrived to slaughter Hythe's villagers and raze the town. The dragon is enraged and out for blood. It does not, however, expect any resistance greater than a few stout, club-wielding peasants. Once it becomes apparent that the heroes are a bit more capable, Vermithraxus will change its aim from wholesale destruction to a lightning raid. The dragon has a clutch of hatchlings to think about and prefers not to risk its life, however slight that risk may be.

The dragon will restrain its tactics to a few Fly-by Attacks, a breath weapon attack delivered from a Hover, and perhaps a Snatch (and Swallow Whole) attempt at anyone foolish enough to be caught in the open. For the sake of the heroes, any such grab should be directed at some hapless peasant—possibly a child. After a few rounds, Vermithraxus will depart in the same direction from whence it came.

Aftermath

The final confrontation with the true ruler of the land, Vermithraxus Tyrannis, awaits. It will not wait for long. The PCs will realize that they are ill prepared for combat with a creature as powerful as the dragon. They must take steps to prepare themselves before the dragon forces the issue with a second and final attack on Hythe and all those involved in the Wooden Woman's defeat.

The heroes will need to fashion dragonbane items; without such items, achieving victory over Vermithraxus will be nigh on impossible.

There are a number of ways you may convey this need to your players. If you are using the pre-generated sample characters, Osgar's Knowledge (arcana) skill is more than sufficient for him to realize a dragon is best fought using its own powers against it (e.g., fashioning weapons from dragon teeth, scales, etc.). Lanferth, as an accomplished weaponsmith, also would recall the general benefits of dragon-crafted weapons for use against wyrms.

If a villager yet lives, you may have him or her become your voice. The townsman will inform the heroes of the need to gather scales or other dragon detritus so that they can be fashioned into weapons for use against Vermithraxus.

If the poor people of Hythe are dead to a man, you will need to designate a PC to recall the inherent weakness of dragons against items made from their own hides. Applicable skills include Knowledge (arcana), Knowledge (history), and Craft (weaponsmithing). Craft (alchemy) could be used as a stretch. A bardic knowledge check, of course, might also suffice. The importance is not so much how you convey this information to your players, so long as you do convey it.

See Chapter Three for more information on dragonbane items.

Chapter Three: Dragonslaying

Chapter Synopsis

The heroes realize they need to acquire items to forge dragonbane weapons for use against Vermithraxus. The most logical location to find such items is, of course, within the dragon's lair. The party sets off along the old Roman road toward the foothills to the north. Reaching the lair, they gather scales and other sundry dragon bits before returning to Hythe to fashion weapons. Then, properly armed, the PCs return to the lair to face Vermithraxus within its home.

Dependencies

- The PCs have defeated the Wooden Woman and survived Vermithraxus' quick strike at Hythe.
- The PCs realize the importance of dragonbane weapons for the upcoming confrontation, and travel to Vermithraxus' lair to acquire them.

Adventure: A Dragon's Bane

Vermithraxus has arrived within the Hythe region to rear a clutch of hatchlings in relative safety and obscurity. The dragon's lair is located beyond the moors north of the village. Shortly after entering the lair, the PCs find a number of dragon eggs, and are found in turn by a handful of hungry, hatchling dragons.

Setting: Vermithraxus' Lair

This adventure and the final one occur within the dragon's lair. Vermithraxus has chosen a cavern complex in the foothills north of Hythe to rear its young. Pools of lava bubble within the furthest recesses and the stones shift and groan with unsettling frequency. The caves are dark, slick with steamy moisture, and stink of sulphur. Refer to the Dragon Lair Map Legend for more information on Vermithraxus' abode.

Setting the Stage

The party will most likely attempt to approach the lair with some semblance of stealth. If they are foolhardy or incredibly loud, Vermithraxus will venture forth to end them. Otherwise, the heroes will have an opportunity to gather a number of items that may be used for forging dragonbane weapons.

Development

Refer to the Lair Maps. For this adventure, the PCs should proceed no further than Map C. Moving beyond the hatchling nursery invites destruction at the hands of Vermithraxus. You should do all in your power to impress upon your players the danger of facing a dragon without dragonbane weapons. Vermithraxus can become your warning instrument - the heat and noise from below, punctuated by loud roars, should deter even the most determined heroes.

If your players nonetheless decide to push onward, let them. Vermithraxus will doubtlessly thank them for their bravery.

Aftermath

Having gathered dragon bits from Map C, the PCs may safely return to the village of Hythe. There they can use the materials to fashion dragonbane items for use against Vermithraxus itself. Give your players 7-10 days of uninterrupted rest and recuperation (read: no fly-by attacks from the grief-stricken Vermithraxus); this should be sufficient time for them to properly fashion dragonbane items. At the end of this duration, however, feel free to have Vermithraxus commence a series of assaults to weaken the heroes.

Dragonbane Items

A dragonbane item is a weapon, suit of armor, or spell component fashioned from various dragon materials (e.g., strips of hide, scales, blood, teeth, talons). When fighting dragons, dragonbane items confer bonuses to their owners dependent upon their type.

- **Dragonbane weapon:** A dragonbane weapon confers a +1 enhancement bonus to attack and damage rolls, bypasses a dragon's DR (regardless of type), and does an additional 2d6 points of damage against dragons on a successful hit.
- **Dragonbane armor:** Dragonbane armor grants a +2 enhancement armor bonus and energy resistance 5 to its wearer. The energy resistance is of a type appropriate to the dragon. This energy resistance stacks with other forms of energy resistance, including any provided from a dragonbane shield.
- **Dragonbane shield:** A dragonbane shield provides a +2 enhancement armor bonus and energy resistance 5 to its wielder. The energy resistance is of a type appropriate to the dragon. This energy resistance stacks with other forms of energy resistance, including any provided from a suit of dragonbane armor.
- **Dragonbane spell component:** A spell can be prepared with an additional material component made from the blood from a slain dragon. A spell cast while using a dragonbane spell component provides a +4 bonus on checks to overcome a dragon's SR. Like standard material components, a dragonbane spell component is consumed during the spell's casting.

The amount of material harvested from a slain dragon depends upon the wyrm's size. A medium-sized dragon provides enough materials to make the following with an appropriate Craft (weaponsmithing/armorsmithing/leatherworking) check:

- 1 suit of dragonbane leather (DC 12), studded leather (DC 13), or hide armor (DC 13), fashioned from the hide of the beast
- 1 large (DC 12) or small (DC 11) dragonbane shield, fashioned from the remaining scraps of hide stretched over a shield frame
- 1 piercing dragonbane weapon (DC 15) of Small, Medium, or Large size (such as a morning star or long spear), fashioned from the talons of the slain dragon
- 20 dragonbane arrows or bolts (DC 15), each tipped with a dragon's tooth

Additional items may be steeped in the slain dragon's blood to temporarily become dragonbane items. Items prepared in this manner remain potent for 2d4+1 days, at which time they lose their latent capabilities and become worthless. A medium-sized dragon provides enough blood for the following items to temporarily gain the dragonbane property:

- 1 Medium, or 2 Small weapons, or up to 40 arrows, bolts, or other ammunition (two Medium dragons provide enough for one Large weapon)
- 4 dragonbane spell material components

Larger dragons provide proportionally more material; smaller dragons may be combined to provide enough material to meet the above requirements.

Adventure: The Final Confrontation

The PCs have returned to the dragon's lair with their newly forged dragonbane weapons, and it is now time to combat the wyrm itself. Vermithraxus will remain in the rear of its lair (Map F) unless the heroes are exceptionally loud. The dragon laments the loss of its hatchlings and wallows in a piteous rage. Vermithraxus fully intends to avenge its young within a few days, once its grief and fury have run their course.

Development

Refer to the Lair Map. Vermithraxus prefers to remain within its nesting cavern (Map F), as the surrounding terrain provides it a number of tactical advantages. Nonetheless, if the PCs are sufficiently annoying, you may want to have the dragon clamber outward to test their mettle. If the battle is going badly for Vermithraxus, it will retreat to Map F and remain therein until the PCs kill it or flee from the lair.

Dragon Lair Map Legend

Vermithraxus' lair consists of several rooms and interconnecting corridors. The provided maps were purposefully created to allow you, as the GM, to place them in any order. (Map F depicts Vermithraxus' lair, however, and thus should be last area entered by the PCs.)

Because Vermithraxus is a Huge dragon, throughout most of its lair, it is forced to squeeze into the passages, imposing a -4 penalty to Vermithraxus' AC and attacks.



Approaching the Lair

The land within a two-mile radius of Vermithraxus' lair is a veritable open book of warning signs. It does not take an accomplished woodsman to understand that a very, very large predator lives within the immediate vicinity. Several half-eaten goats lay sprinkled about the ridgelines extending upward toward the mountainside. Intermixed between piles of charred bones are the limbs and entrails of various animals, mostly deer. In addition to the bodies there are numerous clumps of foul-smelling excrement, each littered with tufts of fur and bone. What might have been a pastoral scene is instead a panorama of gruesome horror. The utter lack of forest creatures and birdsong is as evident as it is unsettling.

- **Hide:** The final four hundred feet leading from the lowland scrub the cave entrance is bereft of cover, making Hide checks impossible during daylight hours.
- **Knowledge (nature):** A successful DC 20 Knowledge (nature) check reveals that a single predator killed the half-eaten animals within the vicinity. After feasting on the choice parts, the predator then departed with a mouthful of extra meat. The practice seems to mirror that of birds that gather food for their young.
- **Move Silently:** The shifting rock and shale makes any attempt at stealth a difficult endeavor. Characters suffer a -2 penalty to Move Silently checks within four hundred feet of the lair's entrance.

Room: Lair Entrance (exterior)

The lair's entrance is located halfway up a gentle, scrub-covered slope - perhaps four hundred feet from the grisly trophies scattered about the lowlands. Beyond and above the entrance, the mountainside begins a steep climb before ending a few thousand feet above ground level.

Read or paraphrase the following boxed text when the PCs approach within 50 feet of the lair's entrance:

You spot a swath of darkness beneath a large, rocky overhang. A near-vertical gorge pierces the mountainside beneath the rock, appearing very much like a giant's axe wound. The smell of sulphur is strong enough to make your eyes water and your faces crinkle with disgust. The body of a huge elk lays half-eaten before the entrance, its broken antlers laying a few feet from its rear haunch.

- **Climb:** The mountainside above the lair entrance is a jumble of fallen rock. There are hundreds of handholds and footholds, and a relatively simple DC 10 Climb check allows a character to scale the mountain above the cave itself.
- **Survival (Track):** The ground before the cave entrance is loose shale, and locating tracks can be extremely difficult. Nonetheless, a successful DC 25 Survival check by a character having the Track feat allows him or her to discern a number of scrapes upon the rock that could only have been made by talons. It appears that a number of different taloned creatures have entered and exited the cave, one of them significantly larger than the others.

Special Note: Lair of Vermithraxus Maps

The maps on the following pages (Map A, B, C, D, E, and F) are available in 1":5 ft. miniature scale from Skeleton Key Games' e-Adventure Tiles series of products. If you use miniatures to enhance your game, the tiles in this set provide everything you need to create all of the lair maps you will need for the exciting final battle of this adventure. Please see the Map Guide at the end of this product for details on purchasing and configuring this exciting new set of maps from e-Adventure Tiles.

Room: Entry Corridor (Map A)

During daylight hours, shafts of sunlight dimly light the entryway. Otherwise, this area is completely dark (as is the remainder of the lair, save for Map C and Map F, which are illuminated by their lava-belching fumaroles). If the heroes have a light source or are able to see through darkness, read or paraphrase the following boxed text when the PCs first enter the cave.

This natural corridor extends twenty feet into the mountainside before twisting out of sight. The smell of sulphur is even stronger than it was outside the cavern's entrance. A warm draft blows outward from the corridor in a continuous, soft moan.

Room: Slimy Precipice (Map B)

Here the natural corridor makes a hairpin turn around the edge of a gaping hole. The floor around the perimeter of the hole slopes gently downward before dropping over the precipice. The walls and floor nearest the hole are coated in a thick, strange slime.

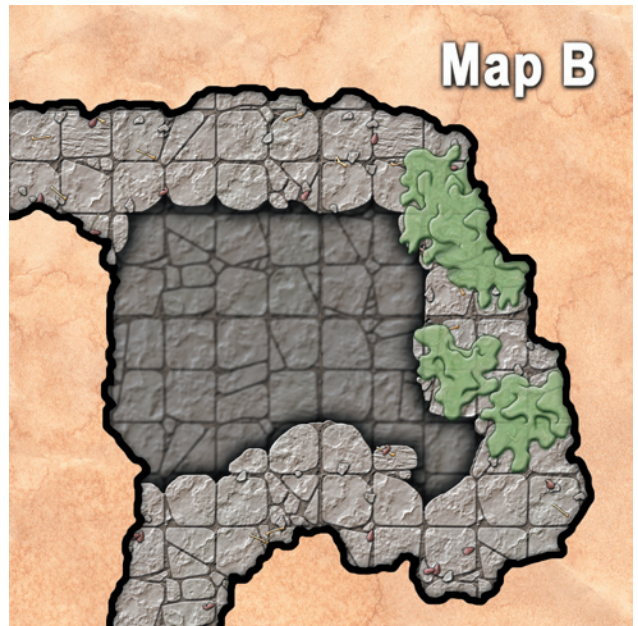
The hole is not dangerous - unless the heroes' curiosity gets the better of them.

- **Balance:** Characters that hug the cavern wall furthest from the hole may move at half-speed or slower without being forced to make Balance checks. Otherwise, characters moving within the slime-coated area must make a DC 15 Balance check each round. Success means the character moves normally; failure indicates the character made no progress that round. Failure by 5 or more indicates the character falls prone. A prone character immediately slides toward the hole's edge; allow a single DC 20 Reflex save for the character to stop his progress. Failure indicates the character slips over the edge and falls 120 feet to the jumbled rocks below.
- **Climb:** Despite a few footholds, Climbing up or down the hole can prove challenging even for the most experienced spelunker (Climb check DC 25).

Room: Steam Cavern (Map C)

Two fumaroles, each sputtering like a candle flame, may be found within this narrow chamber. At first glance, the area appears somewhat safe and relatively nondescript. This could not be further from the truth; each round the characters are within this chamber, there is a chance one of the fumaroles will belch forth a miasma of lava and steam.

Each time a character passes within 5 feet of the fumarole, there is a 40% chance that the fumarole erupts. Characters within 10 feet of an erupting fumarole suffer damage (see below).



- **Environmental Hazard:** Even without bursting, the fumaroles give off a massive amount of heat; characters in medium or heavy armor must make a Constitution check (DC 10, +1 per each previous check) each minute spent within the room or become fatigued.
- **Listen:** A successful DC 20 Listen check provides the character the barest of warnings prior to an eruption, granting them a +2 insight bonus to subsequent Reflex saving throws.
- **Natural Hazard - fumaroles:** steam burst; 6d6 hp fire damage; 10 ft. radius around fumarole base; Ref save DC 20 for half.
- **Spot:** A DC 25 Spot check will reveal a thin sheen of moisture on the ceiling and floor surrounding both fumaroles. This slickness is circular in shape and indicates the breadth of the fumaroles' steam burst.

Room: Chasm Cavern (Map D)

This room is split by a 25-foot wide gorge. Regardless from which side the characters enter the room, the chasm presents an obstacle that is difficult to ignore. It is best to join maps to this tile such that the PCs have at least a 20 foot running start the first time they approach the chasm. The gorge continues a near-vertical descent for 240 feet before narrowing to a crevice no wider than a sword's blade.

- **Climb:** The rough, natural surface of the chasm has few handholds, making Climbing extremely difficult (DC 25). A character may find it easier to climb around the chasm by circumnavigating the walls (instead of climbing down and up again).
- **Jump:** Provided the character has at least a 20 foot running start, a DC 20 Jump skill is required to leap the gulf.
- **Listen:** While the labyrinthine caves make Listen checks somewhat difficult within this area, a successful DC 30 Listen check will allow characters to overhear angry squawks and growls issuing from the two dragon hatchlings fighting over their food (Map E).

Development: Vermithraxus appreciates the difficulties the gorge can present to land-based intruders. If your players have sufficiently annoyed the dragon and caused it to come forward from its lair (Map F), Vermithraxus may well establish itself on the far side of the chasm to weaken and harass heroes attempting to cross.

Treasure: Two skeletons wearing Roman armor lay at the very base of the chasm. These unfortunate legionaries plummeted to their death nearly ten years previously - long before Vermithraxus made this complex its lair. One of the skeletons wears a suit of +2 masterwork studded leather, and the other has a +1 masterwork shortsword still in its sheath. A pouch of old Roman coins lays miraculously undamaged between them; while it contains 43 gp, the mint is old and rare and the coins may be sold for five times their face value to an appropriate collector.

The base of the chasm is too narrow for Vermithraxus, and the dragon is unaware of the skeletons and treasure located therein.

Room: Hatchling Cave (Map E)

Vermithraxus' nursery may be reached after descending a set of natural stairs.

The stone steps end within a roughly circular room. Ahead and to your left are a number of mustard-colored eggs, each the size of a mule. Some have apparently been broken, while others appear to still be intact.

The corpse of an unfortunate Pict lays stretched across the stone in front of the nest. Two dragon hatchlings are bickering over the "meal". The hatchlings would not have heard the PCs' approach unless they were extremely loud. A third hatchling slumbers on a natural ledge just above the entrance to the cave.

Hatchling: Medium Dragon; CR 7; HD 7d12+14; hp 59; Mas 15; Init +4; Spd 40 ft. (8 squares), fly 80 ft. (average); AC 16 (+6 natural), touch 10, flat-footed 16; BAB +7; Grap +10; Atk +11 melee (1d8+3, bite); Full Atk +11 melee (1d8+3, bite) and +5 melee (1d6+1, 2 claws) and +5 melee (1d4+1, 2 wings); Space/Reach 5 ft./5 ft. (10 ft. with bite); SA Breath weapon 4d6 fire (30 ft. cone); SQ Darkvision 120 ft., immunity to fire, immunity to sleep and paralysis, keen senses/low-light vision, scent, vulnerability to cold; SV Fort +7, Ref +5, Will +5; Str 17, Dex 10, Con 15, Int 10, Wis 11, Cha 10.

Skills: Climb +8, Hide +10, Jump +10, Listen +10, Move Silently +10, Spot +10, Swim +8.

Feats: Improved Initiative, Weapon Focus (bite)

Tactics: The two visible hatchlings will brazenly attack intruders; they have yet to learn caution from their parent. The third hatchling is somewhat older and wiser; it prefers to strike the PCs' rear with surprise, if possible. The hatchlings are too young to understand the importance of fleeing to their parent; they will fight until the PCs are defeated or until they are killed in turn.

Development: The periodic steam bursts and bubbling lava within Map F prevent Vermithraxus from hearing noises issuing from this chamber, including the sounds of combat.



Room: Vermithraxus' Lair (Map F)

Read or paraphrase the following shaded text when the heroes round the corner to first glimpse Vermithraxus' lair:

A massive cavern spreads outward and downward before you. Strange multi-colored lights dance along the cracks and crevices of the floors and walls, swimming before your eyes in a distracting dreamlike fashion.

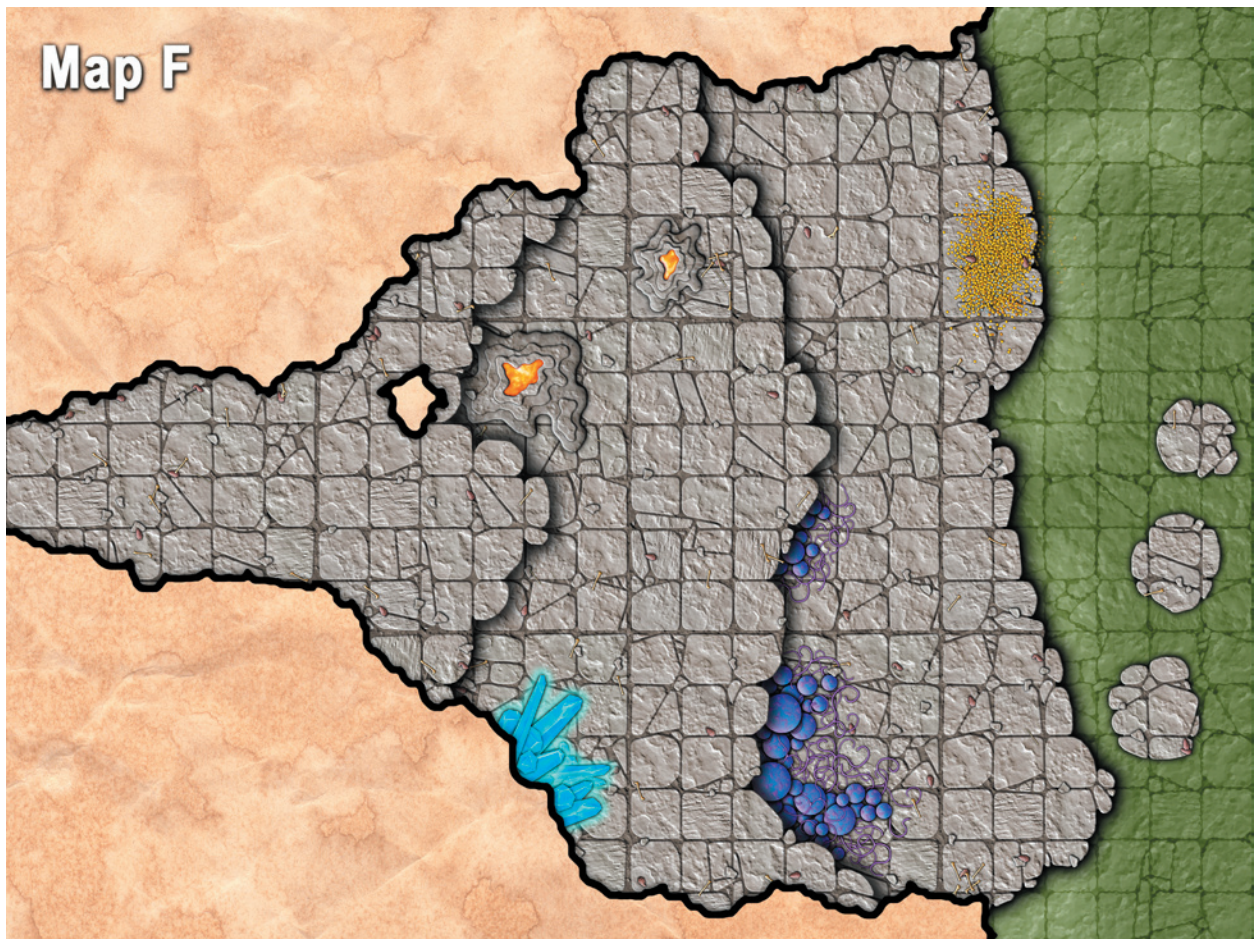
The room itself seems divided into four distinct levels, each separated by a 10-foot drop. The multi-hued illumination is provided by a pair of fumaroles on the level just below the one you currently occupy. Opposite these everburning spouts, on the same level, is a cluster of shining crystals - each as thin and long as a lance. The crystals catch the fiery light of the fumaroles and redirect it throughout the cavern in a kaleidoscope of reds and oranges.

Below the crystals, on the third level, is a stand of purplish-blue mushrooms, each the size of a small tree. The fungi, likewise, seem to throw off their own shade of light. You find it difficult to look directly at the vegetation without growing light-headed. Shimmering in the purplish glow, opposite the mushroom patch, is a pile of glinting gold coins. Interspersed within the coins are chalices, candlesticks, figurines, and sparkling gems.

Beyond the third level, furthest from the swimming lights, is the fourth and final section of the cavern. An underground lake has formed here, deep and dark. Shadows shroud most of its width, punctuated only by the three enormous black rocks that rise out of the water.

There is quite a lot going on within this chamber, and you should familiarize yourself with the terrain features prior to continuing the encounter. Note that the relatively flat ceiling is 60 feet above the uppermost, entry ledge.

- **Climb:** Each of the 10-foot tall ledges is littered with handholds and footholds. A successful DC 15 Climb check is required to scale their length.
- **Concealment:** Each ledge effectively grants total concealment (50% miss chance, cannot be targeted by sight) to creatures huddled within ten feet of its base against creatures positioned on a higher level. The lowest level is shrouded in shadow and not nearly as well lit as the others; creatures within this area gain concealment (20% miss chance), though low-light vision negates this miss chance.
- **Cover:** A creature within 5 feet of a ledge's base has total cover against creatures on a higher level, unless the higher level creature is adjacent to the edge.
- **Higher Ground:** Melee attacks made from a higher ledge against a target occupying a lower ledge gain a +1 bonus to attack rolls.
- **Jump:** Characters may Jump from rock to rock on the lake to try to come to grips with Vermithraxus. A character who deliberately jumps down from one ledge to another (DC15) takes no damage from the 10 foot drop. A character who jumps down onto the dragon can consider this movement as part of a charge.
- **Knowledge (arcana) or Knowledge (nature):** A character that approaches within 50 feet of the mushroom stand



can make a DC 25 Knowledge (arcana) or Knowledge (nature) skill check to determine the properties of the giant mushrooms (see below).

- Listen: A successful DC 20 Listen check provides the character the barest of warnings prior to any fumaroles' eruption, granting them a +2 insight bonus to subsequent Reflex saving throws.
- Natural Hazard - fumaroles: steam burst; 6d6 hp fire damage to all characters on the same level; Ref save DC 20 for half.
- Natural Hazard - mushrooms: distracting colors; characters standing within 20 feet of the mushroom stand must make a DC 20 Will saving throw or become dazzled for 1d4 rounds. A dazzled creature takes a -1 penalty on attack rolls, Search checks, and Spot checks. A creature may avert its eyes to avoid the effect. Vermithraxus is accustomed to the sight, and immune to the effect; the dragon will often position itself between its foes and the mushroom so that its enemies must look towards the dazzling phosphorescence.
- Natural Hazard - slime: A thick coating of gel extends outward from the mushroom patch toward the lowest level. Characters moving within this area at more than half speed must succeed on a DC 15 Balance check.

Failure indicates the character made no progress; failure by 5 or more indicates the character falls prone.

- Spot: A DC 25 Spot check will reveal a thin sheen of moisture on the ceiling and floor surrounding both fumaroles. This moistness covers the entirety of the second level, and indicates the wide area of the fumaroles' eruption radius.
- Survival (Track): A successful DC 20 Search check discerns the scratches of huge, taloned footprints within the stones atop the uppermost level. Vermithraxus often flies from the lowest level to perch at this area before departing its lair.

This cavern is, of course, the lair and resting place of the dread dragon Vermithraxus Tyrannis. The dragon most likely will be aware of the heroes' presence, and is currently hidden on the lowest level, beneath the dark waters of the lake.

Tactics: Vermithraxus is immune to the fumaroles' fiery eruptions, and it uses this ability to its advantage by advancing to commence combat from the second level. The dragon will lay in wait within the shadows at the far end of the cavern, hiding beneath the water, to observe its foes prior to combat. If possible, the dragon will try to

Vermithraxus Tyrannis: Huge Dragon; CR 18; HD 18d12+72; hp 190; Mas 19; Init +0; Spd 50 ft. (10 squares), fly 100 ft. (average); AC 25 (-2 size, +27 natural), touch 8, flat-footed 25; BAB +18; Grap +33; Atk +23 melee (2d8+7, bite) or +18 melee (1d8+4 plus poison, sting); Full Atk +23 melee (2d8+7, bite) and +18 melee (2d6+4, 2 claws) and +18 melee (1d8+4, wings) and +18 melee (1d8+4 plus poison, sting); Space/Reach 30 ft./10 ft. (15 ft. with bite and sting); SA Poison, improved grab, swallow whole, breath weapon 12d6 fire (50 ft. cone or 100 ft. line), frightful presence; SQ Damage reduction 5/magic, darkvision 120 ft., immunity to fire, immunity to sleep and paralysis, keen senses/low-light vision, scent, spell resistance 26, vulnerability to cold; SV Fort +15, Ref +11, Will +14; Str 25, Dex 10, Con 19, Int 16, Wis 18, Cha 16.

Skills: Appraise +26, Climb +15, Hide +15, Intimidate +26, Jump +15, Listen +27, Move Silently +15, Search +26, Sense Motive +27, Spot +27, Swim +14.

Feats: Awesome Blow, Cleave, Fly-by Attack, Hover, Improved Bull Rush, Power Attack, Snatch.

Snatch/Improved Grab (Ex): To use this ability, Vermithraxus must hit with its talons. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple, it establishes a hold and can bite or sting.

The dragon can attempt to establish a hold with its bite. If it wins the grapple check, it can swallow whole. A snatched opponent held in the creature's mouth is not allowed a Reflex save against the creature's breath weapon. Vermithraxus can drop a creature it has snatched as a free action or use a standard action to fling it aside. A flung creature travels 1d6 x 10 feet, and takes 1d6 points of damage per 10 feet traveled. If Vermithraxus flings a snatched opponent while flying, the opponent takes this amount or falling damage, whichever is greater.

Poison (Ex): Injury, Fortitude DC 23, initial and secondary damage 2d6 Con.

Fly-by Attack: When flying, Vermithraxus can take a move action (including a dive) and another standard action at any point during the move.

Frightful Presence (Ex): 180 feet, Will save DC 22. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD (but fewer than the dragon) are shaken for 4d6 rounds.

Swallow Whole (Ex): Vermithraxus can try to swallow a grabbed Medium or smaller opponent by making a successful grapple check. If Vermithraxus swallows an opponent it can use its Cleave feat to bite and grab another opponent.

A swallowed creature takes 2d6+7 points of bludgeoning damage and 6 points of acid damage per round from the dragon's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 18). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

The dragon's gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Hover: When flying, the dragon can hover as a move action. It can then fly in any direction, including straight down or straight up, at half speed, regardless of its maneuverability.

If the dragon begins its turn hovering, it can hover in place and take a full-round action. It cannot make wing attacks, but it can attack with its bite, all 4 claws, and its sting. Vermithraxus can use a breath weapon instead of making physical attacks.

If Vermithraxus hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a cloud with a radius of 60 feet. The wind can snuff torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature). Those caught in the cloud must succeed on a Concentration check (DC 19) to cast a spell.

move stealthily up behind any who advance too far into the lair.

Once combat is joined, Vermithraxus will hover and utilize its poisonous sting and breath weapon to the best of its ability. There is enough debris on the third level for the dragon to create a cloud (see Hover, below). While Vermithraxus enjoys fighting from the second level, it will not hesitate to put some distance between itself and intruders, retreating to the shadowy fourth level as necessary. Don't forget Vermithraxus' rather formidable frightful presence.

Vermithraxus is an ancient and worthy foe that has survived may a tight situation. You should play the dragon to the best of its, and your, abilities. The wyrm is not above fighting unfairly, and will use its flying ability and mobility to remain forever outside the reach of dragonbane weapons. Vermithraxus has killed worthy foes in the past by delivering a poisonous sting before retiring for a few minutes while its venom does its work. Vermithraxus is not above "fleeing" the cavern to await the PCs' approach - perhaps on the far side of the gorge (Map D).

Generally, the dragon prefers to concentrate its attacks on obvious ranged attackers and spellcasters. After neutralizing such threats, it will turn toward melee attackers - remaining just out of reach whenever possible.

Treasure: There are three different treasures within this cavern - the mushrooms, the crystals, and the dragon's horde.

- **Mushrooms:** Eating the meat of any of the mushrooms (a standard action) affects the user as if by *delay poison*, granting immunity to poison for 1d4 minutes. This capability fades 1d4 days after cutting or carving the fungi, so the benefits are largely confined to providing poison resistance within the immediate vicinity (e.g., against Vermithraxus' poisoned sting).
- **Crystals:** Five clusters of long, thin crystals rest upon the rocks within the south central portion of the room. A successful Craft (weaponsmithing) check can fashion the crystals into a masterwork +3 weapon of Medium size. Five such weapons may be crafted from the minerals found within this cavern.
- **Horde:** Vermithraxus' trove consists of the fruits gathered from a lifetime of pillage and tribute. Monetary wealth includes 345 pp, 3170 gp, 1132 sp, and 2991 cp. There are no less than fourteen unworked gemstones within the pile: a diamond (1000 gp value), three rubies (500 gp value each), a amethyst the size of a man's hand (300 gp value), four pearls (150 gp value each), a black pearl (800 gp value), two small emeralds (150 gp value each), and a pair of sapphires still set within a stone (250 gp value each). The included jewelry is primarily of Roman craftsmanship and includes a silver helm with ostrich feathers (300 gp value), an African elephant's tusk hollowed out into a massive drinking horn (400 gp value), six dice of ebony with odd sigils carved upon each of their four faces (1000 gp value for the set), a set of matching diamond earrings (750 gp value each), and a belt clasp intricately fashioned from platinum wire and gold braid (800 gp value). There is a fine ermine cloak (100 gp value) and a pair of calfskin boots (50 gp value) along with a centurion's brooch (50 gp value).

Weapons include a masterwork +1 gladius (shortsword), a +2 masterwork pilum (treat as a javelin), fifteen +2 masterwork arrows, and a massive, crescent-moon +2 masterwork greataxe. Finally, buried underneath the mound of coins are three potions of cure serious wounds, a scroll of neutralize poison, and a +3 masterwork buckler.

Group Equipment List

The following items are available on your raiding ship:

ARMOR	WEAPONS	EQUIPMENT	PROVISIONS
4X CHAIN SHIRTS	4X LONG SPEARS	6X 50' COILS OF HEMP ROPE.	20X WEEKS OF DRY RATIONS
4X LEATHER ARMOR	4X SPEARS	6X GRAPPLING HOOKS	1X 20-LB SLAB OF DRIED BEEF
4X BREASTPLATES	12X JAVELINS	1X CROWBAR	4 VIALS OF ANTI-TOXIN
8X LARGE WOODEN SHIELDS	4X LIGHT WARHAMMERS	20X IRON SPIKES	8X MW BANDAGES (+2 HEAL CHECK)
	8X DAGGERS	4X HOODED LANTERNS	
	8X BATTLE AXES	2X CASKS OF OIL (20 FLASKS PER CASK)	
	4X COMPOSITE LONG BOWS	30X TORCHES	
	4X QUIVERS	10X LARGE SACKS	
	400X ARROWS		



CHARACTER NAME: **SIGULF**

PLAYER: _____

CHARACTER LEVEL: **12**

XP _____

CLASS LEVELS

STRONG 7	SMART
FAST	DEDICATED
TOUGH	CHARISMATIC 5
OTHER	OTHER

REPUTATION +4
ACTION POINTS 11
SPEED 20 (ARMOR)
INITIATIVE +1

ABILITY SCORES

	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR	14	+2		
DEX	12	+1		
CON	15	+2		
INT	10	+0		
WIS	8	-1		
CHA	16	+3		

HIT POINTS

6d8+5d6+32	
LETHAL DAMAGE	NON-LETHAL DAMAGE
MASSIVE DAMAGE THRESHOLD: 15	

SAVING THROWS

FORTITUDE	+9	+2	+7	RESISTANCE	OTHER
REFLEX	+7	+1	+5	RESISTANCE	OTHER
WILL	+4	-1	+3	RESISTANCE	+2

ARMOR CLASS

ARMOR +5	SHIELD +2	DEFENSE +6	NATURAL ARMOR	DEFLECTION	DEX +1	OTHER	TOTAL 24
ARMOR +5	SHIELD +2	DEFENSE +6	NATURAL ARMOR	DEFLECTION	X	OTHER	FLAT FOOTED 23
X	X	DEFENSE +6	X	DEFLECTION	DEX +1	OTHER	TOUCH 17

COMBAT

MELEE	BASE ATTACK BONUS				RANGED
+2	+9/+4				+1
WEAPON: LONG SWORD				+13/+8	1d8+8
				19-20/x2	
RANGE	WT.	TYPE	SIZE	NOTES: INCLUDES BONUS DAMAGE +2 MELEE SMASH, +4 WEAPON SPECIALIZATION	
WEAPON: HAND AXE (HELD OR THROWN)				+10/+5	1d6+2
				20/x3	
RANGE 10	WT.	TYPE	SIZE	NOTES: MELEE SMASH DOES +2 DAMAGE IF WEAPON IS HELD, NOT THROWN	
WEAPON: DAGGER (HELD OR THROWN)				+10/+5	1d4+2
				19-20/x2	
RANGE	WT.	TYPE	SIZE	NOTES: MELEE SMASH DOES +2 DAMAGE IF WEAPON IS HELD, NOT THROWN	

POSSESSIONS

BREASTPLATE	
LONG SWORD	
LARGE WOODEN SHIELD	
DAGGER x2	
HAND AXE x2	

SKILLS

CORE SKILL NAME	TOTAL	MODIFIER	RANKS	MISC
☐ Appraise •		+0		
☒ Balance •	+5	+1	8	ARMOR -4
☐ Bluff •		+3		
☒ Climb •	+5	+2	7	ARMOR -4
☐ Concentration •		+2		
☒ Craft () •		+0		
☒ Diplomacy •	+13	+3	10	
☐ Disguise •		+3		
☐ Drive () •		+1		
☐ Escape Artist •		+1		ARMOR -4
☐ Forgery •		+0		
☒ Gather Information •	+13	+3	10	
☐ Heal •		-1		
☐ Hide •		+1		ARMOR -4
☒ Intimidate •	+13	+3	10	
☐ Jump •		+2		ARMOR -4
☒ Listen •	+9	-1	10	
☐ Move Silently •		+1		ARMOR -4
☐ Perform () •		+3		
☐ Research •		+0		
☐ Ride () •		+1		
☐ Search •		+0		
☐ Sense Motive •		-1		
☒ Spot •	+9	-1	10	
☐ Survival •		-1		
☐ Swim •		+2		ARMOR -4
☐ Use Rope •		+1		

FEATS AND TALENTS

ARMOR PROFICIENCY (LIGHT, MEDIUM, HEAVY, SHIELD)
MARTIAL WEAPON PROFICIENCY (ALL)
SIMPLE WEAPON PROFICIENCY
WEAPON FOCUS: LONG SWORD
POWER ATTACK
MELEE SMASH 1
CLEAVE
WEAPON SPECIALIZATION: LONG SWORD
GREAT CLEAVE
GREATER WEAPON FOCUS: LONG SWORD
GREATER WEAPON SPECIALIZATION: LONG SWORD
IRON WILL
BRAWL
UNARMED ATTACKS ARE +1 TO HIT, 1d6 NON-LETHAL
MELEE SMASH 2
COORDINATE AS A FULL ROUND ACTION, MAKE A CHARISMA CHECK (DC 10) TO PROVIDE UP TO 2 ALLIES WITHIN 30 FEET A +1 BONUS ON THEIR ATTACK ROLLS AND SKILL CHECKS FOR 3 ROUNDS.
DEFENSIVE EXPERTISE: +1 AC VS. ALL MELEE OPPONENTS
DODGE: +1 AC VS. SPECIFIC OPPONENT
INSPIRATION (SEE BELOW)
AGILE RIPOSTE ONCE PER ROUND, IF THE OPPONENT YOU HAVE DESIGNATED AS YOUR DODGE TARGET MAKES A MELEE ATTACK AGAINST YOU AND MISSES, YOU MAY MAKE AN ATTACK OF OPPORTUNITY WITH A MELEE WEAPON AGAINST THAT OPPONENT.
GREATER INSPIRATION YOU CAN INSPIRE UP TO 2 ALLIES, WHO MUST LISTEN TO AND OBSERVE YOU FOR A FULL ROUND FOR THE GREATER INSPIRATION TO TAKE HOLD. YOU MUST MAKE A CHARISMA CHECK (DC 10). THE EFFECT LASTS FOR 3 ROUNDS. AN INSPIRED ALLY GAINS A +3 MORALE BONUS ON SAVING THROWS, ATTACK ROLLS, AND DAMAGE ROLLS. YOU CAN'T INSPIRE YOURSELF.
HEROIC SURGE 3/DAY THE CHARACTER MAY TAKE AN EXTRA MOVE ACTION OR ATTACK ACTION IN A ROUND, EITHER BEFORE OR AFTER THE CHARACTER'S REGULAR ACTIONS.



SIGULF

Of all your current companions, you believe you most suffer the pain of banishment. You have lived an honorable life on the field and around the hearth, and were entrusted with teaching the lord's own sons the art of swordplay. One of your favorite comrades is the hero Torhelm, and your friendship with him has indirectly lead you to your current state. For it was Torhelm that moved too quickly to stop a brawl first started by the drunkard Gandrael. When you moved forward to calm the situation, you found a young warrior already dead at your feet. Confusion was the word of the day and, unable to prove your innocence, a portion of the dead man's blood-debt was placed upon your head.

Now you seek to find the coins to pay the weregild so that you may return to your Fyrd in the hopes that, one day, your lord will again turn to you as a mentor for his children. Though you're bitter about the brawl, you hold no anger against Torhelm or Gandrael. You know both men, and have saved their lives in battle as often as they have saved yours.

TORHELM

Despite being one of the Fyrd's greatest and most respected warriors, Torhelm is known to be too hasty in combat and too unforgiving in its aftermath. His actions, while always begun with good intentions, sometimes cause more trouble than they do good.

GANDRAEL

A reserved and capable fighter, Gandrael has few if any friends within the Fyrd. His eyes continually burn with emotion, his muscles seem to be forever taut, and he has a reputation of striking first and asking questions later.

OSGAR

A mysterious and reclusive member of the Fyrd, Osgar is rumored to practice foul arts of necromancy within the hills of your homeland. The Fyrd expelled him because of his black talents, and most likely would be happy to never witness his return.

LANFERTH

Once believed to be an honest and capable man as good at wielding a weapon as he is crafting one. Rumored to have stolen goods from his liege, he now travels beneath the stain of disgrace.

BALDRIC

A known cattle thief and brigand, Baldric did nothing to deny his growing reputation for trickery. Caught stealing livestock from his lord's own cow pens, Baldric finally received the punishment of exile that many thought was long overdue.

AELFWYN

A foreigner from the fjords far to the north of your homeland, this enigmatic woman is believed to be somewhat mad. She is rumored to have killed her husband - with her own hands - in a fit of jealous rage.



CHARACTER NAME: **OSGAR**

PLAYER: _____

CHARACTER LEVEL: 12

XP _____

CLASS LEVELS

STRONG	SMART
FAST	DEDICATED 12
TOUGH	CHARISMATIC
OTHER	OTHER

REPUTATION +4
ACTION POINTS 11
SPEED 20 (ARMOR)
INITIATIVE +3

ABILITY SCORES

	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR	12	+1		
DEX	8	-1		
CON	13	+1		
INT	14	+2		
WIS	18	+4		
CHA	10	+0		

HIT POINTS

11d6+18	
LETHAL DAMAGE	NON-LETHAL DAMAGE
MASSIVE DAMAGE THRESHOLD: 16	

SAVING THROWS

FORTITUDE	+9	+1	+6	RESISTANCE	+2
REFLEX	+5	-1	+4	RESISTANCE	+2
WILL	+12	+4	+6	RESISTANCE	+2

ARMOR CLASS

ARMOR +6	SHIELD +2	DEFENSE +6	NATURAL ARMOR	DEFLECTION	DEX -1	OTHER	TOTAL +23
ARMOR +6	SHIELD +2	DEFENSE +6	NATURAL ARMOR	DEFLECTION	DEX -1	OTHER	FLAT FOOTED +23
		DEFENSE +6		DEFLECTION	DEX -1	OTHER	TOUCH +15

COMBAT

COMBAT							
MELEE	BASE ATTACK BONUS					RANGED	
+1	+9/+4					-1	
WEAPON: CUDGEL (CLUB)					+10/+5	1d6+1	20/x2
RANGE	WT.	TYPE	SIZE	NOTES			
WEAPON: SLING					+8/+3	1d4+1	20/x2
RANGE	WT.	TYPE	SIZE	NOTES			
WEAPON					TOTAL BAB	DAMAGE	CRITICAL
RANGE	WT.	TYPE	SIZE	NOTES			

POSSESSIONS

BONE/HIDE ARMOR	
LARGE WOODEN SHIELD	
WOODEN CUDGEL	
SLING w/ 20 BULLETS	

SKILLS

CORE SKILL NAME	TOTAL	MODIFIER	RANKS	MISC
☐ Appraise •		+2		
☐ Balance •		-1		ARMOR -3
☐ Bluff •		+0		
☐ Climb •		+1		ARMOR -3
☒ Concentration •	+16	+1	15	
☒ Craft (alchemy) •	+17	+2	15	
☒ Decipher Script	+12	+2	10	
☐ Diplomacy •		+0		+2
☐ Disguise •		+0		
☐ Drive (_____) •		-1		
☐ Escape Artist •		-1		ARMOR -3
☐ Forgery •		+2		
☐ Gather Information •		+0		
☒ Heal •	+9	+4	5	
☐ Hide •		-1		ARMOR -3
☐ Intimidate •		+0		
☐ Jump •		+1		ARMOR -3
☒ Knowledge (arcana)	+15	+2	10	+3
☐ Listen •	+6	+4		+2
☐ Move Silently •		-1		ARMOR -3
☐ Perform (_____) •		+0		
☒ Profession (healer)	+9	+4	5	
☒ Research •	+7	+2	5	
☐ Ride (_____) •		-1		
☐ Search •		+2		
☒ Sense Motive •	+14	+4	10	
☒ Spellcraft •	+23	+2	15	+6
☐ Spot •	+6	+4		+2
☐ Survival •		+4		
☐ Swim •		+1		ARMOR -3
☒ Use Unknown Device	+15	+0	15	
☐ Use Rope •		-1		

FEATS AND TALENTS

ARMOR PROFICIENCY (LIGHT, MEDIUM, AND SHIELDS)

SIMPLE WEAPON PROFICIENCY

DEFENSIVE EXPERTISE: +1 AC VS. ALL MELEE OPPONENTS

DODGE: +1 AC VS. DESIGNATED OPPONENT

INSIGHT (+3 TO KNOWLEDGE: ARCANA)

IRON WILL

MAGICAL ADEPT

SPELL PREPARATION

YOU MAY PREPARE UP TO 14 SPELL LEVELS PER DAY. WHEN CASTING A PREPARED SPELL, YOU CAN CHOOSE TO RE-ROLL THE SPELL BURN DICE AFTER SEEING THE RESULTS OF THE FIRST ROLL. YOU MUST RE-ROLL ALL OF THE DICE, AND YOU MUST ACCEPT THE RESULT OF THE RE-ROLL.

IMPROVED DAMAGE THRESHOLD (+3)

IMPROVED CASTER LEVEL (2ND)

MAXIMIZE SPELL [METAMAGIC]

A MAXIMIZED SPELL CAUSES SPELL BURN AS IF IT WERE THREE LEVELS HIGHER THAN THE SPELL'S ACTUAL LEVEL.

IMPROVED INITIATIVE

IMPROVED CASTER LEVEL (3RD)

GREAT FORTITUDE

IMPROVED CASTER LEVEL (4TH)

LIGHTNING REFLEXES

SKILL SUPREMACY: SPELLCRAFT (+4)

IMPROVED CASTER LEVEL (5TH)

ALERTNESS

HEROIC SURGE 3/DAY

THE CHARACTER MAY TAKE AN EXTRA MOVE ACTION OR ATTACK ACTION IN A ROUND, EITHER BEFORE OR AFTER THE CHARACTER'S REGULAR ACTIONS.

HOW TO CAST A SPELL

- Make a caster level check (DC = 10 + spell level). You may not take 10 or 20 on this check, but you may use an action point.
- If the caster level check succeeds, the spell takes effect. All spells take effect at caster level 5.
- Whether the spell succeeds or not, you suffer spell burn. Roll 1d6 per spell level (or 1d3 for 0-level spells).
- For each die that rolls a natural 1, you take 1 point of Strength ability damage as spell burn that cannot be resisted.
- For any other result, subtract 4 from *each die*.

d6 roll	1	2	3	4	5	6
Spell Burn	1	0	0	0	1	2

- Lost STR returns at the rate of 1 point per 8 hours rest, or 2 points per full day's rest. A Heal check for long-term care (DC15) can double these rates, but you cannot give long-term care to yourself.

ANCHORING TO A LEY LINE

- As a standard action, make a Knowledge (arcana) check (DC20) to anchor to a ley line. While anchored, you cannot move.
- As a standard action, you may make a Concentration check (DC20) to remain anchored while taking a move action.
- As a free action, make a Spellcraft check (DC20 + spell level) to use the ley line to increase your caster level by +1. If you roll a 1 on this check, the spell fails, and you still suffer spell burn.

OSGAR

You are your own man. Unlike your companions, who seem to enjoy the company of other Fyrdmen, you are perfectly content to live your life within the harsh and desolate hills overlooking your homeland. You have embraced the powers the gods have granted you, and refuse to halt your practice of what your lord deems 'foul sorcery'.

Because of your unique talents, you have been targeted with a werewolf. It seems you must purchase your place at the hearth, or forever be denied the lodges of your people. It is a pathetic position you find yourself in, but you have vowed to collect treasure until you can return to your bleak hills - never again to set foot within the lodge of the man that sent you forth.

TORHELM

Despite being one of the Fyrd's greatest and most respected warriors, Torhelm is known to be too hasty in combat and too unforgiving in its aftermath. His actions, while always begun with good intentions, sometimes cause more trouble than they do good.

SIGULF

A renowned warrior and father-figure to most of the raiders within the Fyrd, he is as respected for his teaching ability as he is for his prowess in the field.

GANDRAEL

A reserved and capable fighter, Gandrael has few if any friends within the Fyrd. His eyes continually burn with emotion, his muscles seem to be forever taut, and he has a reputation of striking first and asking questions later.

LANFERTH

Once believed to be an honest and capable man as good at wielding a weapon as he is crafting one. Rumored to have stolen goods from his liege, he now travels beneath the stain of disgrace.

BALDRIC

A known cattle thief and brigand, Baldric did nothing to deny his growing reputation for trickery. Caught stealing livestock from his lord's own cow pens, Baldric finally received the punishment of exile that many thought was long overdue.

AELFWYN

A foreigner from the fjords far to the north of your homeland, this enigmatic woman is believed to be somewhat mad. She is rumored to have killed her husband - with her own hands - in a fit of jealous rage.

SPELLS KNOWN

0TH	DETECT MAGIC, READ MAGIC, GUIDANCE, LIGHT
1ST	BLESS, MAGIC MISSILE, MAGIC WEAPON
2ND	BULL'S STRENGTH, DETECT THOUGHTS, FOG CLOUD
3RD	STINKING CLOUD, CONFUSION
4TH	HOLY SMITE, MODIFY MEMORY
5TH	CALL LIGHTNING STORM, HEROISM (GREATER)

NOTE: BEFORE PLAY BEGINS, YOU MUST REMOVE ONE SPELL FROM EACH LEVEL FROM YOUR SPELLS KNOWN. CHOOSE CAREFULLY!



CHARACTER NAME: **BALDRIC**

PLAYER: _____

CHARACTER LEVEL: 12

XP _____

CLASS LEVELS

STRONG	SMART 3
FAST 9	DEDICATED
TOUGH	CHARISMATIC
OTHER	OTHER

REPUTATION +4
ACTION POINTS 11
SPEED 30
INITIATIVE +6

ABILITY SCORES

	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR	14	+2		
DEX	18	+4		
CON	8	-1		
INT	13	+1		
WIS	10	+0		
CHA	12	+1		

HIT POINTS

9D8+2D6-6	
LETHAL DAMAGE	NON-LETHAL DAMAGE
MASSIVE DAMAGE THRESHOLD: 11	

SAVING THROWS

FORTITUDE	+3	-1	+4	RESISTANCE	OTHER
REFLEX	+9	+4	+5	RESISTANCE	OTHER
WILL	+5	+0	+5	RESISTANCE	OTHER

ARMOR CLASS

ARMOR +2	SHIELD	DEFENSE +8	NATURAL ARMOR	DEFLECTION	DEX +4	OTHER	TOTAL 24
ARMOR +2	SHIELD	DEFENSE +8	NATURAL ARMOR	DEFLECTION	DEX +4	OTHER	FLAT FOOTED 24
ARMOR +2	SHIELD	DEFENSE +8	NATURAL ARMOR	DEFLECTION	DEX +4	OTHER	TOUCH 22

COMBAT

MELEE	BASE ATTACK BONUS				RANGED
+2	+7/+2				+4
WEAPON: DAGGER				+11/+6	1d4+2
RANGE 10	WT.	TYPE	SIZE	NOTES: POINT BLANK SHOT +1/+1 WITHIN 30 FEET; SNEAK ATTACK +1d6	
WEAPON: MIGHTY COMPOSITE SHORT BOW				+11/+6	1d6+2
RANGE	WT.	TYPE	SIZE	NOTES: POINT BLANK SHOT +1/+1 WITHIN 30 FEET; SNEAK ATTACK +1d6	
WEAPON				TOTAL BAB	DAMAGE
RANGE	WT.	TYPE	SIZE	CRITICAL	

POSSESSIONS

6 DAGGERS	
LEATHER ARMOR	
MIGHTY SHORT BOW W/ 20 ARROWS	

SKILLS

CORE SKILL NAME	TOTAL	MODIFIER	RANKS	MISC
☐ Appraise •		+1		
☐ Balance •		+4		+2
☒ Bluff •	+11	+1	10	
☐ Climb •		+2		ARMOR
☐ Concentration •		-1		
☒ Craft (_____) •		+1		
☐ Diplomacy •		+1		+2
☒ Disable Device	+14	+1	10	+3
☒ Disguise •	+10	+1	9	
☐ Drive (_____) •		+4		
☒ Escape Artist •	+10	+4	10	ARMOR
☐ Forgery •		+1		
☐ Gather Information •		+1		+2
☐ Heal •		+0		
☒ Hide •	+15	+4	11	ARMOR
☐ Intimidate •		+1		+2
☐ Jump •		+2		+2
☒ Knowledge (streetwise)	+7	+1	6	
☐ Listen •		+0		
☒ Move Silently •	+15	+4	11	ARMOR
☐ Perform (_____) •		+1		
☒ Profession (gambling)	+6	+0	6	
☐ Research •		+1		
☐ Ride (_____) •		+4		
☒ Search •	+16	+1	15	
☐ Sense Motive •		+0		
☒ Sleight of Hand	+19	+4	13	+2
☐ Spot •		+0		
☐ Survival •		+0		
☐ Swim •		+2		ARMOR
☒ Tumble	+17	+4	13	ARMOR
☐ Use Rope •		+4		

FEATS AND TALENTS

SIMPLE WEAPONS PROFICIENCY
TWO WEAPON FIGHTING
WEAPON FINESSE: DAGGER
SAVANT: DISABLE DEVICE (+3)
POINT BLANK SHOT
SNEAK ATTACK +1D6
EVASION
QUICK DRAW
IMPROVED EVASION YOU TAKE NO DAMAGE ON A SUCCESSFUL REFLEX SAVE AND ONLY 1/2 DAMAGE EVEN ON A FAILED SAVE.
DEFENSIVE EXPERTISE +1 TO AC VS. ALL MELEE OPPONENTS
TWO WEAPON DEFENSE (+1 AC)
UNCANNY DODGE
IMPROVED DAMAGE THRESHOLD
DODGE
IMPROVED REACTION +2 INITIATIVE
MOBILITY
OPPORTUNIST SPEND 1 ACTION POINT TO MAKE AN ATTACK OF OPPORTUNITY AGAINST AN OPPONENT WHO HAS JUST BEEN STRUCK FOR DAMAGE IN MELEE BY ANOTHER CHARACTER.
SIDE-STEP WHEN AN OPPONENT IN AN ADJACENT SQUARE TAKES A 5-FOOT STEP INTO A SQUARE YOU THREATEN, SPEND AN ACTION POINT TO MOVE TO THE SQUARE HE JUST LEFT.
HEROIC SURGE 3/DAY THE CHARACTER MAY TAKE AN EXTRA MOVE ACTION OR ATTACK ACTION IN A ROUND, EITHER BEFORE OR AFTER THE CHARACTER'S REGULAR ACTIONS.

BALDRIC

Ah, the gods must surely enjoy making a mockery of your life. To the ice with them. You have always been one who did what needed done, regardless of the consequences. A man should take what he can, and defend what he must. This was once the way of your people, and you firmly believe it should be so again.

Your lord, however, has different thoughts. He has been softened by exposure to the Roman ways of so-called justice. You stole cattle from a fellow Fyrdman, and you were caught. The anger you feel from your failure still burns within your chest. You intend to gather the coins to pay your debt and then commence your reckless life anew. If your current companions can assist you in that aim, all the better. If not, then the gods never meant for them to live long, anyway.

TORHELM

Despite being one of the Fyrd's greatest and most respected warriors, Torrhelm is known to be too hasty in combat and too unforgiving in its aftermath. His actions, while always begun with good intentions, sometimes cause more trouble than they do good.

SIGULF

A renowned warrior and father-figure to most of the raiders within the Fyrd, he is as respected for his teaching ability as he is for his prowess in the field.

GANDRAEL

A reserved and capable fighter, Gandrael has few if any friends within the Fyrd. His eyes continually burn with emotion, his muscles seem to be forever taut, and he has a reputation of striking first and asking questions later.

OSGAR

A mysterious and reclusive member of the Fyrd, Osgar is rumored to practice foul arts of necromancy within the hills of your homeland. The Fyrd expelled him because of his black talents, and most likely would be happy to never witness his return.

LANFERTH

Once believed to be an honest and capable man as good at wielding a weapon as he is crafting one. Rumored to have stolen goods from his liege, he now travels beneath the stain of disgrace.

AELFWYN

A foreigner from the fjords far to the north of your homeland, this enigmatic woman is believed to be somewhat mad. She is rumored to have killed her husband - with her own hands - in a fit of jealous rage.





CHARACTER NAME: **AELFWYN**

PLAYER: _____

CHARACTER LEVEL: **12**

XP _____

CLASS LEVELS

STRONG	SMART
FAST 3	DEDICATED
TOUGH 3	CHARISMATIC 6
OTHER	OTHER

REPUTATION +5
ACTION POINTS: 11
SPEED 30
INITIATIVE +5

ABILITY SCORES

	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR	14	+2		
DEX	16	+3		
CON	10	+0		
INT	12	+1		
WIS	9	-1		
CHA	14	+2		

HIT POINTS

2d10+3d8+6d6+10	
LETHAL DAMAGE	NON-LETHAL DAMAGE
MASSIVE DAMAGE THRESHOLD: 10	

SAVING THROWS

FORTITUDE	+8	+0	+6	RESISTANCE	+2
REFLEX	+13	+3	+6	RESISTANCE	+4
WILL	+7	-1	+4	RESISTANCE	+4

ARMOR CLASS

ARMOR +4	SHIELD +2	DEFENSE +8	NATURAL ARMOR	DEFLECTION	DEX +3	OTHER	TOTAL 27
ARMOR +4	SHIELD +2	DEFENSE +8	NATURAL ARMOR	DEFLECTION	X	OTHER	FLAT FOOTED 24
X	X	DEFENSE +8	X	DEFLECTION	DEX +3	OTHER	TOUCH 21

COMBAT

MELEE	BASE ATTACK BONUS				RANGED		
+2	+7/+2				+3		
WEAPON: BATTLE AXE					+10/+5	1d8+2	20/x3
RANGE	WT.	TYPE	SIZE	NOTES			
WEAPON: JAVELIN					+10/+5	1d6+2	20/x2
RANGE 20	WT.	TYPE	SIZE	NOTES			
WEAPON					TOTAL BAB	DAMAGE	CRITICAL
RANGE	WT.	TYPE	SIZE	NOTES			

POSSESSIONS

CHAIN SHIRT	
BATTLE AXE	
LARGE WOODEN SHIELD	
4 JAVELINS	

SKILLS

CORE SKILL NAME	TOTAL	MODIFIER	RANKS	MISC
☐ Appraise •		+1		
☐ Balance •		+3		ARMOR -2
☒ Bluff •	+15	+2	13	
☐ Climb •		+2		ARMOR -2
☐ Concentration •		+0		
☒ Craft (leatherwork) •	+5	+1	4	
☒ Diplomacy •	+19	+2	13	+4
☐ Disguise •		+2		
☐ Drive (_____) •		+3		
☐ Escape Artist •		+3		ARMOR -2
☐ Forgery •		+1		
☐ Gather Information •		+2		+2
☒ Handle Animal	+15	+2	13	
☐ Heal •		-1		
☐ Hide •		+3		ARMOR -2
☐ Intimidate •		+2		+2
☐ Jump •		+2		ARMOR -2
☒ Knowledge (local)	+6	+1	5	
☒ Listen •	+13	-1	12	+2
☐ Move Silently •		+3		ARMOR -2
☐ Perform (_____) •		+2		
☒ Profession (midwife)	+3	-1	4	
☐ Research •		+1		
☐ Ride (_____) •		+3		
☐ Search •		+1		
☒ Sense Motive •	+12	-1	13	
☒ Spot •	+14	-1	13	+2
☐ Survival •		-1		
☐ Swim •		+2		ARMOR -2
☐ Use Rope •		+3		

FEATS AND TALENTS

ARMOR PROFICIENCY (LIGHT, MEDIUM, AND SHIELDS)

SIMPLE WEAPON PROFICIENCY

MARTIAL WEAPON PROFICIENCY: BATTLE AXE

POWER ATTACK

CLEAVE

REMAIN CONSCIOUS

WHEN THE TOUGH HERO BEGINS DYING, SHE CAN CONTINUE TO PERFORM AS THOUGH SHE WERE DISABLED, MAKING EITHER A STANDARD ACTION OR A MOVE ACTION EVERY ROUND UNTIL THE HERO DIES OR THE HERO'S HIT POINTS RETURN TO 1 OR HIGHER.

ALERTNESS (+2 TO SPOT AND LISTEN)

RAGE

THE HERO CAN SPEND AN ACTION POINT TO TEMPORARILY GAIN A +4 BONUS TO STRENGTH, A +4 BONUS TO CONSTITUTION, AND A +2 MORALE BONUS ON WILL SAVES, BUT SHE TAKES A -2 PENALTY TO ARMOR CLASS. THE INCREASE IN CONSTITUTION INCREASES THE HERO'S HIT POINTS BY 2 POINTS. A FIT OF RAGE LASTS FOR A NUMBER OF ROUNDS EQUAL TO 3 + THE CHARACTER'S (NEWLY IMPROVED) CONSTITUTION MODIFIER. THE HERO MAY PREMATURELY END HER RAGE.

WEAPON FOCUS: BATTLE AXE (+1 TO HIT)

EVASION

NO DAMAGE ON SUCCESSFUL REFLEX SAVE.

DODGE

+1 AC BONUS VS. CHOSEN OPPONENT

GREAT CLEAVE

IMPROVED REACTION +2 INITIATIVE

CHARM

YOU GET A +6 BONUS ON ALL CHARISMA-BASED SKILL CHECKS MADE TO INFLUENCE MEN. YOU CAN ONLY CHARM NON-PLAYER CHARACTERS WITH ATTITUDES OF INDIFFERENT OR BETTER. THE CHARM BONUS CAN'T BE USED AGAINST NPCs WHO ARE UNFRIENDLY OR HOSTILE.

DEFENSIVE EXPERTISE

+1 AC BONUS VS. ALL MELEE OPPONENTS

AGILE RIPOSTE

ONCE PER ROUND, IF THE OPPONENT YOU ARE DODGING MISSES A MELEE ATTACK AGAINST YOU, YOU MAY MAKE AN ATTACK OF OPPORTUNITY

AURA OF GRACE

YOU ARE BLESSED BY FATE WITH LUCK AND PROTECTION. THE HERO ADDS HER CHARISMA MODIFIER (IF POSITIVE) TO ALL SAVING THROW CHECKS.

IRON WILL (+2 WILL SAVES)

AURA OF COURAGE

THE HERO'S FAITH AND WILL IN THE FACE OF ADVERSITY IMPROVES HER RESISTANCE TO THE EFFECTS OF FEAR AND HORROR. THE HERO TREATS PANICKED RESULTS AS FEAR; FEAR RESULTS AS SHAKEN; AND SHAKEN RESULTS AS NO EFFECT.

LIGHTNING REFLEXES (+2 REFLEX SAVES)

HEROIC SURGE 3/DAY

THE CHARACTER MAY TAKE AN EXTRA MOVE ACTION OR ATTACK ACTION IN A ROUND, EITHER BEFORE OR AFTER THE CHARACTER'S REGULAR ACTIONS.

AELFWYN

Your breast thrums with rage, even now. You caught your husband with a serving wench and you did what must be done. You did nothing less, you know, than he would have done were you the one tumbling in the hay. You feel no remorse at his death, nor the death of the woman that was with him.

You cannot help but smirk when these brave warriors look away from your savage glare. You are not from their Fyrd. You are accustomed to deadly winters and winds strong enough to peel away the skin. You will pay the blood-debt placed upon you and then, perhaps, return to the fjords and mountains of your homeland. If these men think you weak, they shall soon find otherwise.

TORHELM

Despite being one of the Fyrd's greatest and most respected warriors, Torrhelm is known to be too hasty in combat and too unforgiving in its aftermath. His actions, while always begun with good intentions, sometimes cause more trouble than they do good.

SIGULF

A renowned warrior and father-figure to most of the raiders within the Fyrd, he is as respected for his teaching ability as he is for his prowess in the field.

GANDRAEL

A reserved and capable fighter, Gandrael has few if any friends within the Fyrd. His eyes continually burn with emotion, his muscles seem to be forever taut, and he has a reputation of striking first and asking questions later.

OSGAR

A mysterious and reclusive member of the Fyrd, Osgar is rumored to practice foul arts of necromancy within the hills of your homeland. The Fyrd expelled him because of his black talents, and most likely would be happy to never witness his return.

LANFERTH

Once believed to be an honest and capable man as good at wielding a weapon as he is crafting one. Rumored to have stolen goods from his liege, he now travels beneath the stain of disgrace.

BALDRIC

A known cattle thief and brigand, Baldric did nothing to deny his growing reputation for trickery. Caught stealing livestock from his lord's own cow pens, Baldric finally received the punishment of exile that many thought was long overdue.





CHARACTER NAME: **LANFERTH**

PLAYER: _____

CHARACTER LEVEL: **12**

XP _____

CLASS LEVELS

STRONG	SMART
FAST	DEDICATED 3
TOUGH 9	CHARISMATIC
OTHER	OTHER

REPUTATION +4
ACTION POINTS 11
SPEED 30
INITIATIVE +2

ABILITY SCORES

	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR	12	+1		
DEX	14	+2		
CON	18	+4		
INT	13	+1		
WIS	10	+0		
CHA	8	-1		

HIT POINTS

8d10+3d6+67	
LETHAL DAMAGE	NON-LETHAL DAMAGE
MASSIVE DAMAGE THRESHOLD 18	

SAVING THROWS

FORTITUDE	+10	+4	+6	RESISTANCE	OTHER
REFLEX	+8	+2	+4	RESISTANCE	+2
WILL	+5	+0	+5	RESISTANCE	OTHER

ARMOR CLASS

ARMOR +4	SHIELD	DEFENSE +7	NATURAL ARMOR	DEFLECTION	DEX +2	OTHER	TOTAL 23
ARMOR +4	SHIELD	DEFENSE +7	NATURAL ARMOR	DEFLECTION	X	OTHER	FLAT FOOTED 21
X	X	DEFENSE +7	X	DEFLECTION	DEX +2	OTHER	TOUCH 19

COMBAT

MELEE	BASE ATTACK BONUS				RANGED
+1	+8/+3				+2
WEAPON: LONG SPEAR (TWO HANDED WEAPON)				+10/+5	1d8+1 20/X3
RANGE	WT.	TYPE	SIZE	NOTES: 10' REACH	
WEAPON: HAND AXE				+9/+4	1d6+1 20/X3
RANGE	WT.	TYPE	SIZE	NOTES	
WEAPON: BRAWLING				+10/+5	1d8 +1 20/X2
RANGE	WT.	TYPE	SIZE	NOTES	

POSSESSIONS

CHAIN SHIRT	
BUCKLER	
LONG SPEAR	
HAND AXE x2	

SKILLS

CORE SKILL NAME	TOTAL	MODIFIER	RANKS	MISC
☐ Appraise •		+1		
☐ Balance •		+2		ARMOR -2
☐ Bluff •		-1		
☒ Climb •	+7	+1	6	ARMOR -2
☐ Concentration •		+4		
☒ Craft (weaponsmith) •	+7	+1	6	
☐ Decipher Script		+1		
☐ Diplomacy •		-1		
☐ Disguise •		-1		
☐ Drive (_____) •		+2		
☐ Escape Artist •		+2		ARMOR -2
☐ Forgery •		+1		
☐ Gather Information •		-1		
☒ Heal •	+6	+0	6	
☐ Hide •		+2		ARMOR -2
☐ Intimidate •		-1		
☐ Jump •		+1		ARMOR -2
☒ Listen •	+14	+0	12	+2
☐ Move Silently •		+2		ARMOR -2
☐ Perform (_____) •		-1		
☐ Research •		+1		
☐ Ride (_____) •		+2		
☐ Search •		+1		
☐ Sense Motive •		+0		
☒ Spot •	+17	+0	15	+2
☒ Survival •	+18	+0	15	+3
☒ Swim •	+5	+1	6	ARMOR -2
☐ Use Rope •		+2		

FEATS AND TALENTS

ARMOR PROFICIENCY (LIGHT, MEDIUM, SHIELDS)

SIMPLE WEAPON PROFICIENCY

MARTIAL WEAPON PROFICIENCY: LONG SPEAR

COMBAT EXPERTISE

SUBTRACT BAB TO ADD AC

COMBAT REFLEXES: 2 AoO PER ROUND

IMPROVED TRIP (+4 TO TRIP ATTACKS, NO AoO)

LIGHTNING REFLEXES

WEAPON FOCUS: LONG SPEAR

ROBUST (+9 HIT POINTS)

ALERTNESS

DAMAGE REDUCTION 2/-

BRAWL (SEE BELOW)

ENERGY RESISTANCE: FIRE 4

IMPROVED BRAWL: +2 TO HIT WITH UNARMED ATTACKS, 1d8 DAMAGE

INSIGHT: +3 BONUS TO SURVIVAL

TRACK

FRIGHTFUL PRESENCE

WHEN YOU USE THIS FEAT, ALL OPPONENTS WITHIN 10 FEET WHO HAVE FEWER LEVELS THAN YOU MUST MAKE A WILL SAVING THROW (DC 15). AN OPPONENT WHO FAILS HIS SAVE IS SHAKEN, TAKING A -2 PENALTY ON ATTACK ROLLS, SAVES, AND SKILL CHECKS FOR 1d6-1 ROUNDS YOU CAN USE THE FEAT ONCE PER ROUND AS A FREE ACTION. A SUCCESSFUL SAVE INDICATES THAT THE OPPONENT IS IMMUNE TO THE CHARACTER'S USE OF THIS FEAT FOR 24 HOURS. THIS FEAT DOES NOT AFFECT CREATURES WITH AN INTELLIGENCE OF 3 OR LOWER.

HARM'S WAY

PRIOR TO COMBAT (GENERALLY, WHEN INITIATIVE IS DETERMINED) THE HERO CAN SPECIFY ONE ALLY TO PROTECT. IF THE HERO IS ADJACENT TO HIS ALLY AND HIS ALLY IS TARGETED BY A DIRECT MELEE OR RANGED ATTACK (BUT NOT AN AREA EFFECT), THE HERO CAN SPEND AN ACTION POINT TO SWITCH PLACES WITH HIS ALLY AND SUBJECT HIMSELF TO THE ATTACK INSTEAD. THE HERO MUST DECLARE HIS INTENTION TO PLACE HIMSELF IN HARM'S WAY BEFORE THE ATTACK ROLL IS MADE. IF THE ATTACK HITS THE HERO, HE TAKES DAMAGE NORMALLY. IF IT MISSES, IT ALSO MISSES THE ALLY.

PROTECTIVE STRIKE

WHILE THE HERO IS PROTECTING HIS ALLY (SEE HARM'S WAY, ABOVE), ANY ATTACK AGAINST THE ALLY PROVOKES AN ATTACK OF OPPORTUNITY FROM THE HERO WITH THIS TALENT. NOTE THAT THIS TALENT DOES NOT GRANT THE HERO THE ABILITY TO MAKE MORE ATTACKS OF OPPORTUNITY IN A ROUND THAN HE OTHERWISE COULD.

HEROIC SURGE 3/DAY

THE CHARACTER MAY TAKE AN EXTRA MOVE ACTION OR ATTACK ACTION IN A ROUND, EITHER BEFORE OR AFTER THE CHARACTER'S REGULAR ACTIONS.

LANFERTH

Your exile weighs heavily upon your thoughts. While some of your companions see their expulsion from the Fyrd as an opportunity to display their heroism, you wanted nothing more than to tend your smithy until the day the gods called you to them. You have a wife and three young sons back at the Fyrd, and think of their faces daily.

A few weeks ago a shipment of your goods was stolen while being transported to your lord. You knew nothing of the thieves, but your lord did not believe you. In your heart, you wonder if he had something to do with the theft. You bit your tongue and listened quietly as your sentence was pronounced. You must find the funds to repay the cost of the stolen shipment. So be it. This you will accomplish, or die trying; your family is too important for you to do otherwise.

TORHELM

Despite being one of the Fyrd's greatest and most respected warriors, Torrhelm is known to be too hasty in combat and too unforgiving in its aftermath. His actions, while always begun with good intentions, sometimes cause more trouble than they do good.

SIGULF

A renowned warrior and father-figure to most of the raiders within the Fyrd, he is as respected for his teaching ability as he is for his prowess in the field.

GANDRAEL

A reserved and capable fighter, Gandrael has few if any friends within the Fyrd. His eyes continually burn with emotion, his muscles seem to be forever taut, and he has a reputation of striking first and asking questions later.

OSGAR

A mysterious and reclusive member of the Fyrd, Osgar is rumored to practice foul arts of necromancy within the hills of your homeland. The Fyrd expelled him because of his black talents, and most likely would be happy to never witness his return.

BALDRIC

A known cattle thief and brigand, Baldric did nothing to deny his growing reputation for trickery. Caught stealing livestock from his lord's own cow pens, Baldric finally received the punishment of exile that many thought was long overdue.

AELFWYN

A foreigner from the fjords far to the north of your homeland, this enigmatic woman is believed to be somewhat mad. She is rumored to have killed her husband - with her own hands - in a fit of jealous rage.





CHARACTER NAME: **GANDRAEL**

PLAYER: _____

CHARACTER LEVEL: 12

XP _____

CLASS LEVELS

STRONG 9	SMART
FAST 3	DEDICATED
TOUGH	CHARISMATIC
OTHER	OTHER

REPUTATION +3
ACTION POINTS 11
SPEED 40
INITIATIVE +3

ABILITY SCORES

	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR	14	+2		
DEX	16	+3		
CON	14	+2		
INT	13	+1		
WIS	10	+0		
CHA	8	-1		

HIT POINTS

11d8+32	
LETHAL DAMAGE	NON-LETHAL DAMAGE
MASSIVE DAMAGE THRESHOLD 14	

SAVING THROWS

FORTITUDE	+8	+2	+6	RESISTANCE	OTHER
REFLEX	+8	+3	+5	RESISTANCE	OTHER
WILL	+4	+0	+4	RESISTANCE	OTHER

ARMOR CLASS

ARMOR +4	SHIELD +2	DEFENSE +9	NATURAL ARMOR	DEFLECTION	DEX +3	OTHER	TOTAL 28
ARMOR +4	SHIELD +2	DEFENSE +9	NATURAL ARMOR	DEFLECTION	X	OTHER	FLAT FOOTED 25
X	X	DEFENSE +9	X	DEFLECTION	DEX +3	OTHER	TOUCH 22

COMBAT

MELEE	BASE ATTACK BONUS				RANGED
+2	+11/+6/+1				+3
WEAPON: FLAIL				+14/+9/+4	1d8+6 20/x2
RANGE	WT.	TYPE	SIZE	NOTES: FLAIL IS +2 ON DISARM ATTEMPTS; YOU CAN USE A FLAIL TO TRIP.	
WEAPON: SLING				+14/+9/+4	1d4+2 20/x2
RANGE 50	WT.	TYPE	SIZE	NOTES	
WEAPON				TOTAL BAB	DAMAGE CRITICAL
RANGE	WT.	TYPE	SIZE	NOTES	

POSSESSIONS

CHAIN SHIRT	
LARGE SHIELD	
FLAIL	
SLING	
40 BULLETS	

SKILLS

CORE SKILL NAME	TOTAL	MODIFIER	RANKS	MISC
☐ Appraise •		+1		
☐ Balance •		+3		+2
☐ Bluff •		-1		
☐ Climb •		+2		ARMOR
☐ Concentration •		+2		
☒ Craft (_____) •		+1		
☐ Diplomacy •		-1		
☒ Disguise •	+7	-1	8	
☐ Drive (_____) •		+3		
☒ Escape Artist •	+18	+3	15	ARMOR
☐ Forgery •		+1		
☐ Gather Information •		-1		+2
☐ Heal •		+0		
☒ Hide •	+13	+3	10	ARMOR
☒ Intimidate •	+9	-1	10	
☐ Jump •		+2		+2
☒ Knowledge (streetwise) •	+6	+1	5	
☐ Listen •		+0		
☒ Move Silently •	+13	+3	10	ARMOR
☐ Perform (_____) •		-1		
☐ Research •		+1		
☐ Ride (_____) •		+3		
☐ Search •		+1		
☐ Sense Motive •		+0		
☐ Spot •		+0		
☐ Survival •		+0		
☐ Swim •		+2		ARMOR
☒ Tumble •	+17	+3	14	ARMOR
☐ Use Rope •		+3		

FEATS AND TALENTS

ARMOR PROFICIENCY (LIGHT, MEDIUM, AND SHIELDS)

MARTIAL WEAPON PROFICIENCY (FLAIL)

SIMPLE WEAPON PROFICIENCY

INCREASED MOVEMENT +10

DODGE: +1 AC VS. TARGET OPPONENT

MOBILITY: +4 AC VS AoO WHEN MOVING THROUGH THREATENED SPACE

SPRING ATTACK: YOU MAY MOVE BOTH BEFORE AND AFTER YOU ATTACK

COMBAT EXPERTISE

IMPROVED DISARM (+4 BONUS)

POWER ATTACK

IMPROVED SUNDER (NOTE IGNORE HARDNESS BELOW)

IGNORE HARDNESS 2

IGNORE HARDNESS 4

IGNORE HARDNESS 6

WEAPON FOCUS: FLAIL

WEAPON SPECIALIZATION: FLAIL

GREATER WEAPON SPECIALIZATION: FLAIL

WHIRLWIND ATTACK

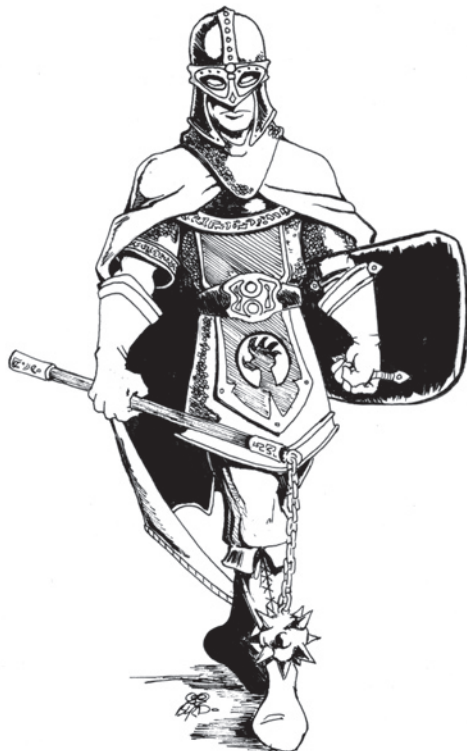
WHEN THE CHARACTER PERFORMS A FULL-ROUND ACTION, THE CHARACTER CAN GIVE UP HIS OR HER REGULAR ATTACKS AND INSTEAD MAKE ONE MELEE ATTACK AT THE CHARACTER'S HIGHEST BASE ATTACK BONUS AGAINST EACH ADJACENT OPPONENT.

FRIGHTFUL PRESENCE

WHEN YOU USE THIS FEAT, ALL OPPONENTS WITHIN 10 FEET WHO HAVE FEWER LEVELS THAN YOU MUST MAKE A WILL SAVING THROW (DC 15). AN OPPONENT WHO FAILS HIS SAVE IS SHAKEN, TAKING A -2 PENALTY ON ATTACK ROLLS, SAVED, AND SKILL CHECKS FOR 1d6-1 ROUNDS YOU CAN USE THE FEAT ONCE PER ROUND AS A FREE ACTION. A SUCCESSFUL SAVE INDICATES THAT THE OPPONENT IS IMMUNE TO THE CHARACTER'S USE OF THIS FEAT FOR 24 HOURS. THIS FEAT DOES NOT AFFECT CREATURES WITH AN INTELLIGENCE OF 3 OR LOWER.

HEROIC SURGE 3/DAY

THE CHARACTER MAY TAKE AN EXTRA MOVE ACTION OR ATTACK ACTION IN A ROUND, EITHER BEFORE OR AFTER THE CHARACTER'S REGULAR ACTIONS.



GANDRAEL

Your father, it is known, held a great anger within his breast until the day he died. You are his son in more ways than one. Despite your attempts to control your temper, you find your anger can have a mind of its own. Fortunately, few are the men who dare to stand against you. You would be thankful for your reputation if it were not for the difficulties it causes; for one, you have no friends within the Fyrd.

And so it was you that a drunken, younger Fyrdman decided to ridicule one night within your lord's lodge. He was deep into his cups, as were you, but the fool refused to shut his mouth. Your weapon was in your hand before you realized it and, when you came to your senses moments later, the man lay dead. Until you can pay your part of the blood-debt to his family, you have no home.

TORHELM

Despite being one of the Fyrd's greatest and most respected warriors, Torrhelm is known to be too hasty in combat and too unforgiving in its aftermath. His actions, while always begun with good intentions, sometimes cause more trouble than they do good.

SIGULF

A renowned warrior and father-figure to most of the raiders within the Fyrd, he is as respected for his teaching ability as he is for his prowess in the field.

OSGAR

A mysterious and reclusive member of the Fyrd, Osgar is rumored to practice foul arts of necromancy within the hills of your homeland. The Fyrd expelled him because of his black talents, and most likely would be happy to never witness his return.

LANFERTH

Once believed to be an honest and capable man as good at wielding a weapon as he is crafting one. Rumored to have stolen goods from his liege, he now travels beneath the stain of disgrace.

BALDRIC

A known cattle thief and brigand, Baldric did nothing to deny his growing reputation for trickery. Caught stealing livestock from his lord's own cow pens, Baldric finally received the punishment of exile that many thought was long overdue.

AELFWYN

A foreigner from the fjords far to the north of your homeland, this enigmatic woman is believed to be somewhat mad. She is rumored to have killed her husband - with her own hands - in a fit of jealous rage.



CHARACTER NAME: **TORHELM**

PLAYER: _____

CHARACTER LEVEL: **12**

XP _____

CLASS LEVELS

STRONG 9	SMART
FAST	DEDICATED
TOUGH 3	CHARISMATIC
OTHER	OTHER

REPUTATION +3
ACTION POINTS 11
SPEED 20 (ARMOR)
INITIATIVE +6

ABILITY SCORES

	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR	16	+3		
DEX	14	+2		
CON	15	+2		
INT	8	-1		
WIS	12	+1		
CHA	10	+0		

HIT POINTS

8d8+3d10+35	
LETHAL DAMAGE	NON-LETHAL DAMAGE
MASSIVE DAMAGE THRESHOLD 18	

SAVING THROWS

FORTITUDE	+10	+2	+6	RESISTANCE	+2
REFLEX	+8	+2	+4	RESISTANCE	+2
WILL	+7	+1	+4	RESISTANCE	+2

ARMOR CLASS

ARMOR +5	SHIELD	DEFENSE +7	NATURAL ARMOR	DEFLECTION	DEX +2	OTHER	TOTAL 24
ARMOR +5	SHIELD	DEFENSE +7	NATURAL ARMOR	DEFLECTION	X	OTHER	FLAT FOOTED 22
X	X	DEFENSE +7	X	DEFLECTION	DEX +2	OTHER	TOUCH 19

COMBAT

MELEE	BASE ATTACK BONUS				RANGED
+3	+11/+6/+1				+2
WEAPON: GREATSWORD				+14/+9/+4	2d6+9 20/X2
RANGE	WT.	TYPE	SIZE	NOTES: DAMAGE INCLUDES MELEE SMASH +5	
WEAPON: MIGHTY COMPOSITE LONGBOW (+3)				+13/+8/+3	1d8+3 20/X3
RANGE	WT.	TYPE	SIZE	NOTES	
WEAPON: ANY MELEE WEAPON				+14/+9/+4	+8 CRITICAL
RANGE	WT.	TYPE	SIZE	NOTES: MELEE SMASH +5 TO ALL DAMAGE	

POSSESSIONS

BREASTPLATE	
GREATSWORD	
MIGHTY COMPOSITE LONGBOW (+3)	
DAGGER X2	

SKILLS

CORE SKILL NAME	TOTAL	MODIFIER	RANKS	MISC
☐ Appraise •		-1		
☒ Balance •	+3	+2	5	ARMOR -4
☐ Bluff •		+0		
☒ Climb •	+4	+3	5	ARMOR -4
☐ Concentration •		+2		
☒ Craft (_____) •		-1		
☐ Diplomacy •		+0		
☐ Disguise •		+0		
☐ Drive (_____) •		+2		
☐ Escape Artist •		+2		ARMOR -4
☐ Forgery •		-1		
☐ Gather Information •		+0		
☐ Heal •		+1		
☐ Hide •		+2		ARMOR -4
☐ Intimidate •		+0		
☒ Jump •	+4	+3	5	ARMOR -4
☐ Listen •		+1		+2
☐ Move Silently •		+2		ARMOR -4
☐ Perform (_____) •		+0		
☐ Research •		-1		
☐ Ride (_____) •		+2		
☐ Search •		-1		
☐ Sense Motive •		+1		
☒ Spot •	+8	+1	5	+2
☐ Survival •		+1		
☒ Swim •	+4	+3	5	ARMOR -4
☒ Use Rope •	+7	+2	5	

FEATS AND TALENTS

ARMOR PROFICIENCY (LIGHT, MEDIUM, HEAVY, AND SHIELDS)

MARTIAL WEAPON PROFICIENCY (ALL)

SIMPLE WEAPON PROFICIENCY

IMPROVED INITIATIVE

ROBUST (+3 HP)

IMPROVED MASSIVE DAMAGE THRESHOLD

DAMAGE REDUCTION 1/-

MELEE SMASH 1/2/3/4/5

ALERTNESS

GREAT FORTITUDE

IRON WILL

LIGHTNING REFLEXES

POWER ATTACK

CLEAVE

GREAT CLEAVE

BLIND-FIGHT

HEROIC SURGE 3/DAY

THE CHARACTER MAY TAKE AN EXTRA MOVE ACTION OR ATTACK ACTION IN A ROUND, EITHER BEFORE OR AFTER THE CHARACTER'S REGULAR ACTIONS.



TORHELM

Your exploits were the meat and drink of song. You had earned the respect of both friend and foe from bravery shown on the field of battle. Things changed, however, less than one month ago. You were deep in your mead cup, swapping stories with your comrade Sigulf, when a brawl erupted on the far side of the lodge. Gandrael appeared to be cause, and this did not surprise you; he is a mean drunk, and enjoys striking terror in the younger warriors of your people. You moved to stop the fight before steel was drawn with Sigulf - as always - at your side.

But something went horribly wrong. One of the younger warriors, himself quite drunk, drew his sword and lashed outward. A man fell and rage overtook you. You're not certain whether you or Sigulf landed the killing blow, but within moments the beardless man lay dead at your feet. It is a great crime to kill one of your own within your chieftain's lodge, and your leader had no choice but to place a wergild on your head. You have been sent away in disgrace, until such time you can locate funds to pay off the blood-debt to the dead warrior's family.

SIGULF

A renowned warrior and father-figure to most of the raiders within the Fyrd, he is as respected for his teaching ability as he is for his prowess in the field.

GANDRAEL

A reserved and capable fighter, Gandrael has few if any friends within the Fyrd. His eyes continually burn with emotion, his muscles seem to be forever taut, and he has a reputation of striking first and asking questions later.

OSGAR

A mysterious and reclusive member of the Fyrd, Osgar is rumored to practice foul arts of necromancy within the hills of your homeland. The Fyrd expelled him because of his black talents, and most likely would be happy to never witness his return.

LANFERTH

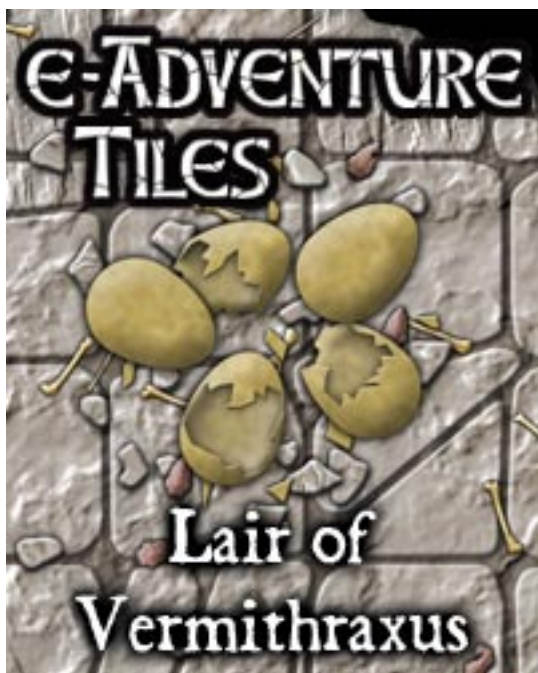
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AELFWYN

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e-Adventure Tiles: Lair of Vermithraxus has been designed for use with Grim Tales: The Seven Saxons, a grim and gritty adventure by Bad Axe Games. The tiles can be used as a stand alone product or may be combined with many other e-Adventure Tiles products. The encounter areas found in The Seven Saxons use the tile layouts featured on the next two pages.



Product Code: SKG161e

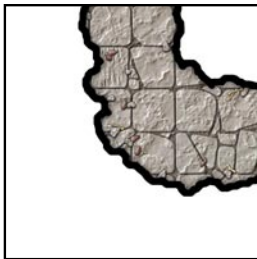
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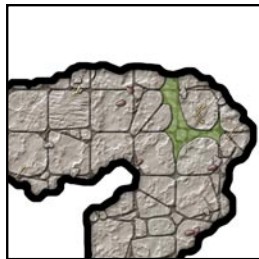


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Map A

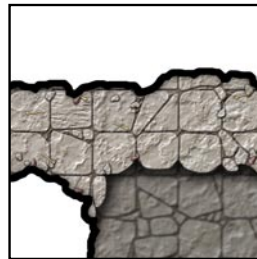


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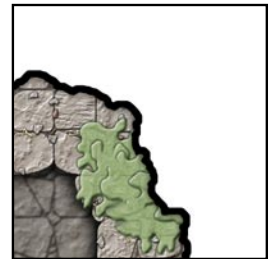


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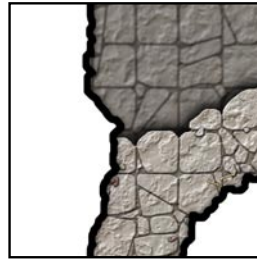
Map B



LoV03



LoV04

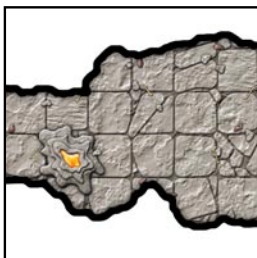


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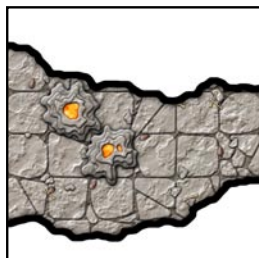


LoV06

Map C

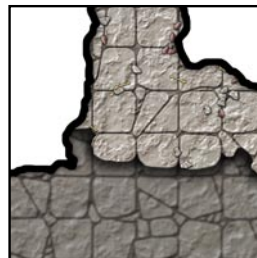


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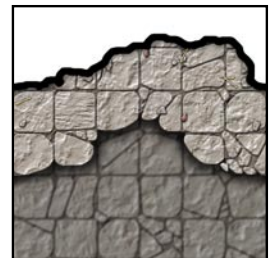


LoV08

Map D



LoV09



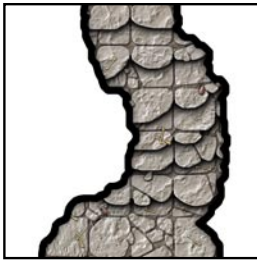
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LoV11

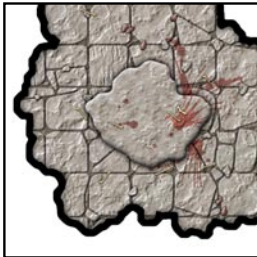


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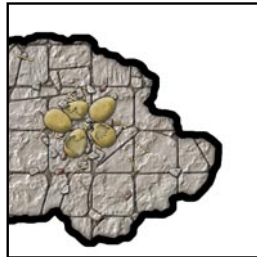


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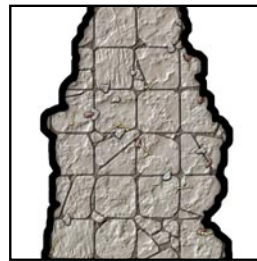
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LoV14

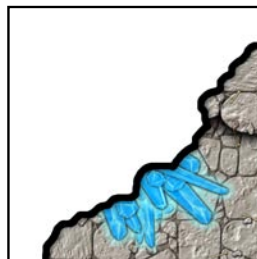


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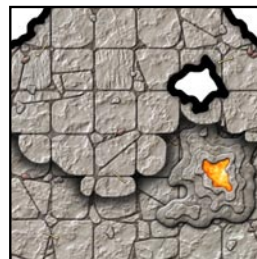


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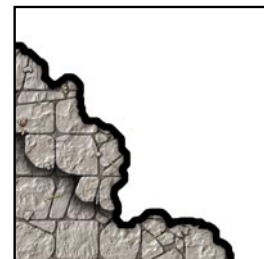
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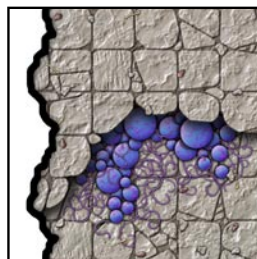
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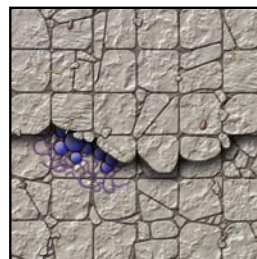
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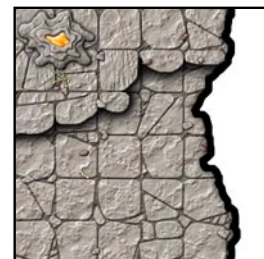
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LoV20



LoV21



LoV22



LoV23



LoV24



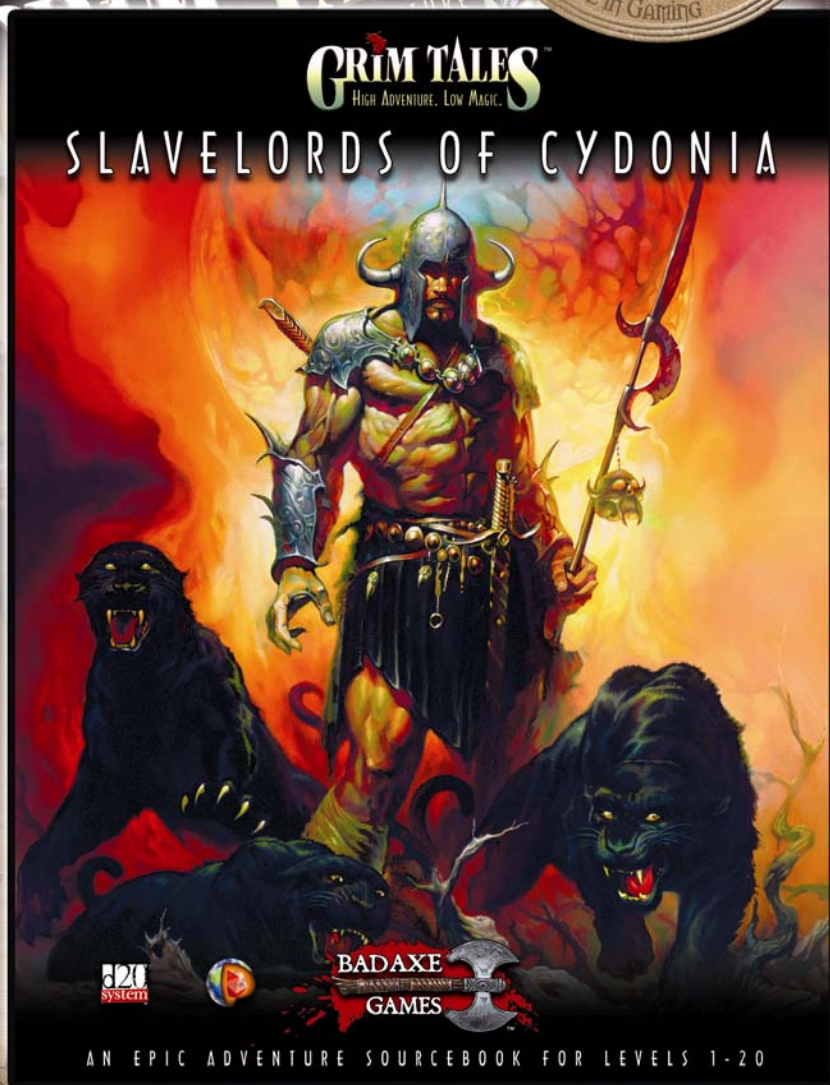
LoV25

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