

Feat of Clay

A One Round AD&D Tournament

by Andrew Jaremkow

You are in the area of Dragon Falls when word reaches you of an unstoppable death marching on the town, razing farms, slaying everything in sight. The local militia is demoralized and badly beaten. As heroes, naturally you step in to help. But what can stop this marching death, and can you find it in time? An adventure for tiers 1-5.

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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsule their characters for each other and vote. The standard RPGA Network voting procedures will be used. Complete the Judge's Summary before you collect the players' scoring sheets. This way you will not be influenced by their ratings and comments.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

A note about the text: Some of the text in this module is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in *bold italics*. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

Tier Structure

NEW: To determine the tier, add the level of all the characters. Multi-classed and dual-classed characters count as their highest level plus one for each additional class. Then take that total and divide it by 2x the number of players. This will give you a number in the range 1-6 (round down). This number is the tier.

For reference, character levels fall into tiers as follows:

Tier 1:	Character levels 1 and 2
Tier 2:	Character levels 3 and 4
Tier 3:	Character levels 5 and 6
Tier 4:	Character levels 7 and 8
Tier 5:	Character levels 9+

Introduction

DM's Background - Ancient History.

Long centuries ago, in a land that is now Shou Lung, the Emperor of the Seventh City was a harsh and cruel warlord. As an impulsive young man he led his armies on wars of conquest, subjugating neighboring states and reducing their inhabitants to slaves. As his domain grew, he traveled ever further afield with his armies,

neglecting his people at home in order to continue his campaigning.

The Emperor's cruel conquests continued until his mid-thirties, when he invaded the River Kingdom. One spring afternoon, while his officers watered their horses, he surprised a young peasant woman picking irises among the rushes by the riverbank. The woman did not know who this stranger was, and she shyly offered him an iris flower before running off to rejoin her friends. The Emperor was smitten by her gentle smile, and slowed his campaign to stay in the vicinity.

What began as a dalliance quickly grew into love, and the Emperor was astonished to find that the young lady returned his love unreservedly. He halted his armies before the conquest of the River Kingdom was complete, despite his generals' protests, and returned to his capital bearing the young lady with him. There he made her his concubine, and then his wife.

His nobles were astonished, and protested that it was improper for an emperor to wed a common peasant. The Emperor countered by naming her the River Princess, and added the iris blossom of their meeting to his crest. With his new wife by his side he turned his attention from war to governance. Prosperity and peace soon followed, and his subjects rejoiced.

Alas, three short years later an assassin's arrow missed the Emperor and struck the River Princess in the throat. Help came too late, and the young woman died before she could be rushed to the healers. The Emperor's fury was terrible. He destroyed the rival who had sent the assassin, along with his family, his houses, and his lands. Before the ashes of the ruins were cold he commissioned a hidden tomb near a peaceful river in a distant wilderness. He filled it with formidable guardians - magical statues of soldiers and lions - and laid his wife to rest therein.

Two savage years later an assassin did not miss. The nobility who remained had little interest in commemorating the Emperor, and he was laid to rest with his wife in the hidden tomb. No monuments were raised in his honor, since the nobles were content to let the memory of the Emperor (and the precedent of noble-commoner marriage) fade with time. Eventually his name was forgotten completely, and he became "The Lost Emperor" to chroniclers in later generations. The River Princess endured longer in the general memory, becoming the basis of a sad romantic tale told by peasant mothers to their peasant daughters.

DM's Background - Current Events

Many centuries passed after the death of the Emperor; kingdoms rose and fell, dragons hatched and died, and the river slowly changed its course. This spring the riverbank collapsed when the Fire River was in flood, and part of the buried tomb was exposed. Three young

men, Thennic Strayne, Ripper Lieffson, and Harald Shepherd, (local peasant farmers) found the tomb while hunting and entered through a broken wall.

Ages of inactivity had dulled the reactive powers of the guardians, and responses that should have taken moments took hours. Unmolested, the intruders found a treasure of grave goods and scores of lifelike statues of soldiers and strange animals. They were delighted by their good fortune and helped themselves to some golden dishes from the River Princess' tomb. Before they left they swore not to reveal the source of their newfound wealth to anyone until they could carry it all away and hide it somewhere else.

That night, while the peasants were celebrating their new wealth, the spirit of the Emperor rose in fury. He ordered some of his tomb guardians to protect the tomb of his Princess, so none could defile her resting-place again, and sent the remainder on a mission of vengeance. The merciless guardians marched from the tomb to find and kill the tomb robbers, and begin the total destruction of the surrounding settlements. The unhappy Emperor's anguished spirit then returned to his plane of rest, knowing he had failed to protect his princess yet again.

By midnight, the guardians had reached the farms of the tomb robbers, where they slew everyone they could find and destroyed the farms. Of the three robbers only Thennic Strayne managed to escape, and he fled through the night to Dragon Falls along with other survivors, taking his stolen treasure with him. The tomb guardians followed.

The arrival of the refugees caused consternation in Dragon Falls the next morning. When Sir Theodric Farriner, the local lord, heard of the destruction, he assumed it was the work of goblin raiders from the mountains to the south and began organizing the locals into a makeshift militia to meet the raiders in battle. His scribe Christoph Miller did not believe the threat to be goblins at all. How could goblins cross the river in its spring flood, and why would they attack in spring, when there was no forage in the countryside, and the peasants were at their poorest? He was alarmed by the decision to seek battle with an unknown foe, and sent a message to Ravens Bluff by courier pigeon, describing the events and asking for immediate assistance.

Unfortunately, Christoph's fears were well founded. As the tomb guardians advanced towards Dragon Falls they smashed buildings and slaughtered anyone who came within reach. Their initial attacks fell on the farm of Sorli Saata, where Thennic Strayne had taken shelter, but soon other farms were burning too. Sir Theodric leads the locals into battle in a series of confused nighttime skirmishes, but although they fought bravely they were no match for the magical statuary. Sir Theodric was mortally wounded, and the

militiamen fell back on Dragon Falls in confusion, along with another wave of terrified farmers.

The adventure begins the morning after the night battles. The PCs are already camped in the vicinity of Dragon Falls, performing some duties for the Merchants' Guild in Ravens Bluff. They are not aware of Christoph's plea for help, and he is not aware of their presence in the region. The badly demoralized remains of the militia are gathered in Dragon Falls, where they await the news of Sir Theodric's condition. Unfortunately, Sir Theodric has just passed away, despite the efforts of local healers.

In the meantime, the vengeful tomb guardians continue to raze the outlying farms east of Dragon Falls. The only way to stop them is to destroy every one, or to somehow calm the spirit of the Emperor, and make him call off his guardians.

Adventure Outline

The adventure has the following phases.

Players' Introduction

The players set up, and the PCs learn their initial situation.

Part 1: Welcome to Dragon Falls!

The PCs are met in Dragon Falls by the scribe Christoph Miller, who explains the situation. Morale is poor, and the PCs must rally the villagers to stave off a rout.

Part 2: Meet the People

The PCs question witnesses to gather information.

Part 3: A Taste of the Enemy

The PCs find the tomb guardians and the destruction they have caused east of Dragon Falls.

Part 4: The Tomb

The PCs find the hidden tomb. Clues in the tomb suggest how to calm the Emperor's spirit, by reviving the flower that won his heart, and make him halt the tomb guardians.

Aftermath

The PCs receive praise or criticism, as appropriate. Experience is calculated and treasure is divided.

Enemy Actions.

This is not a static situation, and while the PCs are undertaking their investigations and explorations, the tomb guardians continue to act.

When the Emperor initially sent his tomb guardians to attack the farms of Thennic Strayne, Ripper Lieffson,

and Harald Shepherd, the guardians marched as a concentrated unit. However, as they traveled farther afield to attack more farmsteads, they spread out and became more dispersed. Although some of the tomb guardians made roughly concurrent attacks on the farm of Sorli Saata the following evening, the scattered fighting at widespread farmsteads throughout the night showed just how separated the attackers had become. (See map.)

When the PCs arrive on the scene the morning after the militia battles, the surviving attackers are spread out in a broad arc from three to six miles west of the tomb, with one flank on the Fire River and the other some four miles north-northeast of that point. During the day, they are engaged in the deliberate destruction of the remaining farmsteads in that area, and the slaughter of any remaining peasants they find. PCs are most likely to meet individual soldiers during this time period.

By late afternoon, the tomb guardians have finished their destruction, and begin steadily marching towards a rendezvous at the footbridge on Doffin's Creek. When the complete group has assembled, the force will advance through the farmland around Dragon Falls with two objectives: first, to kill Thennic Strayne, and second, to destroy Dragon Falls.

The concentrated unit will reach Dragon Falls shortly before dawn the morning after the PCs arrive. If Thennic eludes them, they will not pursue him any further, but will concentrate on razing the town. The PCs, therefore, have only one day to prevent a pitched battle in the streets of Dragon Falls.

The PCs themselves are not a target of the tomb guardians. They are not residents of the Dragon Falls area, and they had nothing to do with the invasion of the tomb and the theft. Since the PCs fall outside the designated target set, the tomb guardians will ignore them, unless the PCs interfere with their business.

The Tomb Guardians

The tomb guardians are large magical statues, as was traditional in Shou Lung at the time of the River Princess' death. Although their precise statistics vary with the tier, it is worth discussing their characteristics in advance, since their actions, and confused retellings of those actions, account for much of the adventure.

Two types of tomb guardians are responsible for the destruction:

Ceramic Soldiers

Seventy-eight ceramic soldiers once guarded the hidden tomb. These life-size ceramic statues of human soldiers are made of hollow fired clay, stand 5' 10" tall, weigh roughly 180 pounds, and radiate a moderate aura of alteration magic. Each soldier's facial features are set in a fierce unchanging scowl, and its reddish-brown

body is molded to represent a leather breastplate, a tight-fitting cap, a long-sleeved shirt, trousers, and boots. Every breastplate bears the raised image of a serpentine wingless dragon twined around an iris blossom.

The ceramic soldiers do not have extraordinary offensive capabilities. Time has slowed their pace, and the soldiers proceed about their business at a steady tireless walk (MV 10). They cannot move any faster, no matter how important the situation, and in open terrain they are easy to outrun. Each soldier carries a curved sword of good steel, and wields it with efficient skill. The soldiers have a strength of 18 for purposes of unarmed combat, etc.

The combat endurance of the soldiers is remarkable. Physical attacks that would normally cause 1 to 2 hp of damage have no effect. Those that normally cause 3 to 9 hp of damage do only 1 hp of damage to the ceramic soldiers, and leave no visible mark. Attacks which would normally cause 10 or more hp of damage do half damage instead, and leave a spider web of fine cracks around the wound. The ceramic soldiers shatter abruptly when reduced to zero hp, falling to the ground in a cascade of shards.

Each soldier has had its ceramic substance further enhanced by magic, rendering them immune to acids, gases, poisons, electricity, lightning, and non-magical fire. They take only half damage from magical fire and pure magical cold. (Spells like *ice-storm*, which combine impact and cold, do normal damage.) The soldiers are not considered earth creatures with respect to spells such as *dig*, *rock to mud*, etc. They are magical, and thus cannot be *shattered*, and they are too tough to succumb to *shout*. *Dispel magic* cast directly on a single soldier will halt it for 1d4 rounds if the soldier fails its save.

When the soldiers were created, they were dedicated to the defense of the River Princess. However, during her life the River Princess never desired the protection of soldiers, preferring to live in peace with her neighbors. This conflict of interest between protector and protected has caused an unusual vulnerability in the soldiers. They cannot withstand the power of rivers, no matter how large or small.

If any part of a soldier is touched by **flowing** river water, it collapses into lifeless clay. A soldier which loses more than 5% of itself in this fashion becomes completely non-functional. Rain and standing water (puddles, ponds, etc.) have no effect on the soldiers, nor does water hurled from buckets or created by spells like *create water*. However, streams of water propelled by devices like pumps or *decanter of endless water* will harm the soldiers, doing 1d6 to 1d12 points of damage per round, depending on the force of the stream (DM's discretion). Water elementals are not considered to be flowing river water, but still do normal damage.

The ceramic soldiers have a strange intelligence, which functions only in military roles. They fight very cleverly, cooperate well, and show tactical initiative, but they are otherwise mindless and follow orders like a machine. Being largely mindless, they are immune to mind affecting illusion/phantasm and enchantment / charm spells. They can also see perfectly well in the dark (120'), as befits tomb guardians.

Stone Lions

Rarer than the soldiers are the four great stone lions which guard the tomb. These large stylized statues stand 5' tall at the shoulder, and the crown of their square muzzled head is 6 1/2' above ground. Each stone lion weighs approximately 5 tons. Although they represent lions, the statues are rather stylized, and they resemble enormous square-faced dogs to untrained observers.

Each statue is carved from hard gray stone which has been magically toughened, enabling it to damage weapons that are struck against it with great force. Any individual weapon blow that would normally cause 10 or more hit points of damage requires the weapon to save vs. crushing blow. Blunt weapons gain a +2 modifier to their saving throw.

Magical weapons that fail permanently lose one plus or power (wielder's choice) per failure, and become non-magical once all their attributes are gone. (For example, a sword +1, +2 vs. undead which radiates protection from fear would become non-magical after 4 failures.) Make appropriate notations on the certificate after the combat, complete with date, event, damage, and signature. Non-magical weapons that fail break and become useless (the haft cracks, the blade snaps, etc.)

Stone lions are highly resistant to non-magical weapons, which only do half damage. Note that this halving is conducted **after** the weapon is checked for breakage, not before. Stone lions are immune to mind affecting illusion / phantasm and enchantment / charm spells, as well as poisons, gases, and non-magical fire. They take half damage from magical fire, magical cold, and electricity. They can be slowed for 2d6 rounds by *rock to mud*, and rendered completely vulnerable to normal weapons for one round by *stone to flesh*. *Dispel magic* cast directly on a single lion will halt it for 1d4 rounds if the lion fails its save.

The stone lions have an animal intelligence, but follow orders well (including those from ceramic soldiers) and attack without fear of death. Although they are modeled after cats they are too heavy to rake with their rear claws. Unlike the ceramic soldiers they are fast (MV 18), and can run and sprint like normal creatures. However, they can still be outpaced by a horse. Running water is no obstacle to the lions. They can see perfectly well in the dark (120'), as befits tomb

guardians, but otherwise have the same senses as mundane lions.

Player's Introduction

Choosing PCs.

Before the players choose their characters, you should explain that the Merchants' Guild is seeking adventurers to participate in the spring patrols of the neighboring countryside. These patrols are intended to survey the wilderness trade routes after the winter snows have cleared, taking note of any damage to trails, bridges, and other infrastructure, as well as gathering news, carrying secure messages between distant merchants, and searching out and driving away any bandits or monsters that may have moved into the region over the winter. Applicants for the positions are expected to give their names in advance, and present themselves at the merchant guildhall, ready to leave immediately if they're called.

The officials are looking for capable people with quick wits, friendly natures, and non-threatening aspects. The PCs need to be equipped with horses or other riding beasts. PCs may have riding horses or ponies issued to them temporarily from the merchant stables if they cannot otherwise afford them.

Once the players have chosen their characters it's time to begin.

The din in the courtyard of the merchant guildhall is incredible, as forty or fifty assorted adventurers, soldiers, and guardsmen jostle and jabber at each other in the cold spring air. Armor rattles, pack-buckles jingle, and boots clatter on the cobbles, while greetings, boasts, and curses rise in puffs of steaming breath. Abruptly the harsh clanging of a handbell cuts through the babble.

"Awright you lot, listen up!" A stern-faced middle-aged man steps up on the raised mounting block by the door. He holds some sheets of parchment in one hand, and a dull brass bell in the other.

"I'm only going to say this once. We're sending four patrols this year, and there isn't space for all of you. If you don't hear your name, go home.

"It's the standard spring patrol pay: 100 gold for three weeks, paid AFTER you come back. Some of you need horses, and we've got them ready for you. If you lose them, you pay for them.

"I've got your routes here." He waves the sheaf of papers in his hand. "Once I call 'em, come and get them and get on the road."

"We've had a bit of trouble up through the mountains, so the first group's heading for the High Trail. That's Arcady, Ivorson, Merton, Taransdottir, Barnard, and Finch." A happy whoop comes from a

dwarf near the front, and he grabs the paper held out to him and pushes towards the stables.

"Portsoy route: Zeferim, Hanna, Johnson, Tom Smith, William Smith, Kevin Smith. You'll take the mountains from the coast side. And you young Smith boys behave this time!" Guffaws rise from three gray-bearded bald-headed men in mages robes.

"Fire River: [insert the PCs' last names here.] You guys are new, so this is a quiet one. Just make sure none of the farmers are getting ideas about grabbing a barge again."

Other names get read out, but you aren't listening any more as you push your way through the crowd to get the route list and meet your companions for the next three weeks.

Give the PCs a chance to perform introductions at this point, and then have them get underway. The PCs have been assigned a route through the tiny farming settlements along the Fire River, starting on the south bank on the outward journey towards Dragon Falls, making a loop from Dragon Falls towards the Glorming Pass and back, crossing to the north bank of the Fire River at Dragon Falls, and returning to Ravens Bluff by that route. The initial four days of patrolling are pleasant and uneventful, if a bit rainy, and should be glossed over in a minute or two.

At this point the PCs may have the equivalent of one full day of preparatory spell casting based on their knowledge of the task at hand. This represents the useful spells the PCs have cast over four days of uneventful patrolling, while retaining a sensible spell load for other contingencies.

Season & weather

The "actual" adventure begins on a chilly spring morning in early Tarsakh (April). The weather the night before was misty, with intermittent showers, but the clouds are clearing and the day will be clear and crisp. The weather will be clear and sunny for the next two days. The moon is in its waxing quarter, but still many days from being full.

The PCs are four days east of Ravens Bluff along the south bank of the Fire River. The area is slightly wild, especially on the south bank and anywhere upriver from Dragon Falls, but the best sections are farmed. It is too early to plough, and the tilled fields still hold last year's stubble.

The Fire River is at the start of its spring flood, with melt water from the mountains to the south and heavy spring rainfall making it into a treacherous brown torrent. There is no boat traffic on the river at this time of year.

Where there's smoke....

The interesting part of the patrol begins on morning number five.

The fifth morning of patrolling began damp and gray, just like the previous three, with low clouds overhead and a light mist in the air. Fortunately, by the time you struck camp and settled into the saddle, the sun had begun to push through the clouds. As the morning brightened, spirits rose. It looked like it was going to be a fine spring day after all.

Of course, that was until the clouds in the east cleared and you spotted the plume of smoke against the blue sky ahead of you. There's only one thing in that direction. It looks like Dragon Falls is on fire.

It will take half an hour at a canter to reach Dragon Falls, which gives the PCs time to make basic preparations. At first the PCs can only see a single wide column of smoke, but as they get closer they can tell there are four separate fires, which are gradually burning out. These are burning farms several miles east of Dragon Falls, and fortunately not Dragon Falls itself. The PCs cannot see the actual farmsteads from the south bank, and will have to cross the river and pass through Dragon Falls to reach them.

Part 1: Welcome to Dragon Falls!

Dragon Falls is a small settlement on the north bank of the Fire River. It is composed of 36 small buildings (mostly houses, with workshops, mill, smithy, etc.) haphazardly scattered in an elongated cluster on the road between Dead Tree Hollow and Sevenecho. Most of the buildings are single story stucco and beam structures covered by thatched roofs, with some two story stone and timber structures near the center of the village. A sturdy stone bridge, just wide enough for a large wagon, spans the Fire River upstream from the falls. The village is not walled, and the configuration is very poorly suited for defense. PCs considering improvised fortifications and hasty defenses can tell there are very few places they will do any good at all.

As the PCs get closer to the village, they notice that there aren't many people at work on the outlying farms, but Dragon Falls itself is packed with people. The majority are milling around in the market square.

As you cross the bridge into Dragon Falls you are immediately struck by the number of people who are gathered in the village. Something serious has the villagers up in arms, and almost every man among them carries a weapon, whether it's a battered sword

in a shabby scabbard or a well-worn hunting spear. Merchants and craftsmen are rubbing shoulders with peasant farmers as they mill in the central square. Their faces are drawn and tense, and their clothes are soot-stained and muddy. Ominously, you can see bloody bandages and crude splints on many of the figures.

The PCs are looking at most of the remaining able-bodied men of Dragon Falls, who were called together as militia to help Sir Theodric Farriner defend against the sudden attack of the tomb guardians. The battle has gone poorly, and the peasants are waiting for word on the condition of their commander, who was seriously wounded in the fighting. As the peasants notice the PCs, they react with suspicion and hostility. The PCs can overhear remarks like:

"It's a brave patrol, late again."

"Go home boys, it's no use."

"Couldn't quite make it in time to fight, could you lads?"

"Just in time to help us leave . . ."

Christoph Miller

After the PCs are glared at and ignored for a moment (simultaneously, no less), they are spotted by Christoph Miller (hm, NG, age 71), the local scribe. Christoph is slender and stooped, with startlingly pale blue eyes in a hollow face. Wisps of faded blonde hair blow about his brow, and his spotted hands tremble with age. He is dressed warmly, in well made garments of blue dyed wool, and his boots are of good leather.

Christoph was once a successful bookseller and notary in Ravens Bluff. After the war three years ago he passed his business to his sons, took a position as scribe to Sir Theodric Farriner, and retired to Dragon Falls. Christoph is very well read, and almost certainly the best educated man in Dragon Falls. His duties only occupy part of his time, leaving him free to indulge his interests. He was once an avid collector of antiquities but now he has disposed of much of his collection, preferring to read about faraway places and times gone by.

Christoph's manner is somewhat brisk and peremptory and he is clearly used to being taken seriously, which may cause raised eyebrows among the PCs. Bear this in mind as you role-play the following introduction.

As you survey the unfamiliar crowd your eyes are caught by the fierce stare of an aged man, standing in the doorway of one of the larger houses in the center of the village. The moment he sees you looking back he darts into the street and clutches at your arm.

"You're from Ravens Bluff, right?" he asks urgently, staring at each of you in turn. "Thank the heavens you got here so soon. It went very badly last night. Very badly..."

He gestures abruptly, and begins pulling you towards the doorway behind him. "Come inside, all of you. We can talk in here." He stumbles over the doorstep, and leads you through a small sitting room decorated with an odd collection of broken pottery, figurines, and tableware, and into what is evidently a scriptorium. Sturdy oak shelves hold books, ledgers, and sheaves of papers, and a large writing table stands near the glassed south window. A sequence of old plates and cups is displayed on the mantelpiece and walls of the room.

"I'm Christoph, the one who sent the message." He gestures jerkily at an empty bird-cage hanging in the corner. "How did you get here so quickly?"

Christoph is under the impression that the PCs are the help he requested from Ravens Bluff, to reinforce Sir Theodric's efforts against the unknown attackers. There will be some confusion ("So you're not battle wizards?") until introductions get made, and the situation is clarified.

Once that is done Christoph will brief the PCs, covering the following basic points:

- Refugees began arriving in Dragon Falls yesterday morning.
- They were fleeing unexplained attacks on outlying farms two nights ago.
- Sir Theodric assumed the attackers were goblins from the mountains, and gathered the militia to fight them.
- Christoph could see no reason for such an attack in spring, when there is no forage and little to plunder, and no way for goblins to have crossed the river in spring flood.
- Theodric lead the militia towards the outlying farms late yesterday afternoon.
- Christoph then sent a message by pigeon to Ravens Bluff authorities [Azoth Malishar of the Advanced Specialist Patrol], requesting special assistance.
- By midnight villagers could see farms burning in the distance, and more refugees began to arrive.
- The defeated remains of the militia brought the wounded Sir Theodric Farriner back just before dawn.
- Now the villagers are talking about an unbeatable enemy of invulnerable soldiers, and are getting ready to flee.

Christoph cannot provide the PCs with detailed information about the outlying geography or the inhabitants of Dragon Falls. He is still very much the

"new man in town". He will recommend that the PCs ask locals who have been in Dragon Falls all their lives, such as Tom and Martha, for that sort of information.

Having told them what he knows Christoph "asks" for their help.

"We need to know what's going on! Nothing makes sense so far..." He waves his arms in frustration, tottering about the room on stiff legs.

"People are ready to go running off into the countryside without any idea what's happening, and they're all going to get killed by some stupid mistake made from ignorance.

You're obviously better fit to handle this than anyone else in this place, so I think you should find out what we're really up against."

If the PCs agree to help out he hurries them on their way, reminding them that the sooner the village knows what's really happening the sooner they can make a sensible plan.

PCs who take a moment to inspect the room they're talking in can see that the books have titles like *The Eight Castles of the Dracenic Kings*, *A History of Forgotten Netheril*, *Emperors of Ancient Shou Lung*, and *Antiquities of the Sword Coast*. The collection of diverse plates, goblets, pottery, etc. in the room (and throughout the house) is obviously of old and unfamiliar styles, but although some of it is pleasing to the eye there is nothing of obvious inherent value such as silverware or jewelry. Apparent value of the pieces falls into the 1 - 10 gp range, but PCs who make appraising skills at -4 can accurately estimate that they are worth 25 - 100 gp for interested collectors.

Rally!

When the PCs leave Christoph's house they can see the remains of the militia still gathered in the square, tense and unhappy. They are waiting to learn what has happened to their leader Sir Theodric Farriner, who was badly wounded in the battle last night. Unfortunately, Sir Theodric passed away nearly half an hour ago, and the exhausted healers have finally given up attempting to revive him. The majority of the villagers from will flee Dragon Falls once they hear the news, unless the PCs stave off a failure of morale.

Allow the PCs a couple of minutes (literally - no more than 2!) to talk with the men. Initially the men are hostile and obstructive, but they will grudgingly answer a few questions. Unfortunately the average peasant doesn't know very much. Last night they reluctantly followed the local lordling from farm to farm, trying to fight invulnerable "soldiers" and "beasts" in a confusing series of losing night fights. Their leader was struck

down, the men are badly demoralized, and their families are terrified.

After the PCs have had a moment to talk the news arrives:

Suddenly the noise in the square drops, and everyone's attention shifts to the severe looking woman in a blood-stained apron standing in the door of the largest house.

"Well?" demands a bald bulky figure in scale armor, "Is he dead yet?"

"Aye, Tom" says the woman quietly. "He's dead."

Shoulders slump and heads shake throughout the crowd. Some of the men bend to begin picking up their belongings, and others turn away.

"Well he's better off than we are, Martha," yells the armored man. "Our families are next, now that he's gotten us into this mess. I'm leaving now, and if the rest of you have any brains you will too." He turns on his heel and bulls his way through the crowd, which begins breaking up in his wake..

If the PCs react quickly they have the opportunity to rally the demoralized and leaderless crowd. They must somehow convince the villagers that they are not alone, and despite the defeats they have suffered it is still better to stick together in the face of adversity than to flee. This is an excellent chance to role-play, so make the most of it. Famous PCs, and those with bardic skills, leadership abilities, or emotion controlling magics can have a tremendous influence on the crowd, provided the PCs say the right thing.

Right now the men are tired, battered, and confused. They will react very poorly to calls for offensive action and battlefield heroics, or attempts to exercise authority - they heard it all yesterday when Sir Theodric lead them off to a losing fight. However, the crowd will respond well to the concepts of defense, safety, solidarity, home, and the dangers of isolation.

If the PCs do nothing, or their attempts to rally the crowd backfire, the villagers will disperse, talking nervously about where they'll go now. The PCs will note a steady stream of villagers, farmers, and refugees packing belongings onto animals or carts, and getting ready to leave. Most of the important NPCs (described in detail in Part 2) will leave town in a few hours.

Bev Shepherd - rides away after 1 hour, taking Eric and Toldi with her.

Tom Pollard - leaves after 2 hours, taking his family in a wagon.

Thennic Strayne - leaves after 2 hours, taking his stolen treasure, and traveling on foot with other villagers.

Martha Saddler - leaves after 4 hours, supervising a large column of wounded carried in wagons, and taking Sir Theodric Farriner's body with her.

Christoph Miller - rides away after 5 hours, taking his magic item with him, and trying to catch up with Martha's column.

If the PCs ignore the fleeing villagers and ride off into the countryside, they may lose the chance to talk to their most valuable witnesses. If the PCs convince the villagers **not** to disperse, Tom Pollard (the man in scale mail) will lead the militia away as a group to eat, rest, and make plans. All the villagers will remain available for the PCs to meet.

Part 2: Meet the People.

The PCs need to gather information to figure out what happened, and to help decide what to do next. The closest source of information is Dragon Falls, where several important witnesses have gathered (unless they have fled due to morale failure). PCs who question them carefully will learn several vital pieces of information. In general, the NPCs are reserved and suspicious of outsiders, but if the PCs prove that they are willing and able to help the villagers, the NPCs will become friendlier.

You need not force the PCs to endure every encounter in Part 2 if they wish to move on. It is possible for the PCs to figure out where they need to go after a few minutes of conversation, and it is also possible that they will spend several hours of role-playing gradually gathering clues. There is no specific sequence of events that needs to be followed, and the PCs may end up mixing encounters from Part 2 and Part 3.

Martha Saddler

Martha Saddler, age 43, runs Sir Theodric's household, and is the most experienced healer in town. Although it is well known that she is a faithful follower of Chauntea, few but the women realize she is an ordained cleric. Her rock-solid practical personality is matched by her severe face and stocky form.

Martha Saddler, hf, P2: AL NG; AC 10; MV 12; hp 6; THAC0 20; #AT 1; Dmg 0 (no weapon carried); SA nil; SD nil; Str 11, Dex 12, Con 13, Int 14, Wis 16, Cha 15; MR nil; SZ M; ML 15.

Spells: none left today.

Martha can be found in the house of Sir Theodric Farriner, where she has set up an infirmary for the most seriously wounded of the militia and refugees. Martha has little time for pesky city-folk asking questions.

"I've no time for talking now. There's people to feed, supplies to gather, and wounds that need tending to."

She thrusts a pile of musty patched blankets into your arms.

"If you want to talk you'll just have to tag along and make yourself useful."

When refugees began arriving from the outlying farms it was Martha who found them places to stay, bound their wounds, organized food and bedding, and heard their tales. When the casualties returned from the fighting it was Martha who set up the infirmary and conducted the triage of the wounded. As a result, she has the best overall picture of the situation in Dragon Falls.

If the PCs help out with the wounded and the refugees, Martha will be willing to answer their questions. In addition to the common knowledge, and a good idea of where everybody in town is, Martha knows the following useful information, which she will give in answer to appropriate questions:

- The first of the refugees, mostly farmhands, arrived yesterday morning from the farms of Thennic Strayne, Ripper Liefsson, and Harald Shepherd.
- These farms are nearly ten miles east of Dragon Falls, on a patch of good rich soil. Of all the farmsteads they are the furthest afield in that direction.
- Of the first three farmers only Thennic Strayne survived. If the PCs ask where to find Thennic Martha says, *"He's staying at Sorli's farm for the moment. No, wait... That was the first one they attacked last night. I think he went to his friend Jarad's house."*
- Three refugees from the Liefsson and Shepherd farms are billeted in the mill-house, by the river.
- Refugees continued to arrive throughout the day yesterday, last night, and this morning, from farms progressively closer to Dragon Falls.
- The refugees spoke of sudden attacks by clay-colored soldiers, or by giant stone animals. The attacks were sudden, brutal, and merciless, usually resulting in the destruction of the farm by burning.
- There are currently 38 refugees in Dragon Falls, not counting infants.
- She has heard of 22 dead on outlying farms, and there may be more.
- Last night's fighting produced 8 walking wounded (2 hp wounds), 4 seriously wounded (5 hp wounds), and 7 dead.
- Wounds included typical sword wounds (of which she saw many during the war), as well as large clawing and bite wounds

- Sir Theodric was brought back unconscious, and died of wounds inflicted in a brutal mauling.

Tom Pollard

Tom Pollard, age 35, is the town blacksmith, and the dominant personality among the men in town. He is a blustering bald-headed man with an explosive temper. Like most blacksmiths his strength of arm is legendary, and this served him well when he fought in the war. His past combat experience helped him survive last night, but he's under no illusion about who won and who lost.

Tom Pollard, hm, F3: AL CG; AC 6 (scale); MV 12; hp 18 (currently 7, wounds); THAC0 15; #AT 1; Dmg 2d4+1 (broadsword); SA nil; SD nil; Str 17, Dex 13, Con 14, Int 12, Wis 12, Cha 14; MR nil; SZ M; ML 14.

Tom is not fond of outsiders, but likes the idea that the mighty folk from Ravens Bluff have to come to him for help.

"So you mighty warriors need me to tell you what happened last night in the fighting, do you? Yeah, I think this poor old country boy can handle that.

Farriner [Sir Theodric] called the militia up yesterday afternoon, gave us a quick speech about how we were going to drive out the goblin scum, and marched us off towards the eastern farms.

I don't know who put this fancy kid in charge, but things went bad really fast. We started fighting at Sorli's, just as it was getting dark. That was bad enough, but then they started burning nearby farms, so Farriner, damn his pointy ears, takes us running around from farm to farm in the dark. Up to Rafe's, back to Sorli's, down to Matt's...

Kids were getting cut up in the dark, whole groups were getting lost, and you couldn't see to fight! Total confusion!"

If the PCs turn out to be down-to-earth people seeking a practical solution to the situation, Tom will warm to them, and be helpful. If questioned, Tom can provide the following information about the confused fighting.

- The fighting began at Sorli's farm, shortly after dusk.
- The first burning farms were spotted slightly later.
- At first the fires were to the east of Sorli's, but more were lit closer to Dragon Falls as the night went on.
- They fought at several farms around Sorli's, but only killed a few soldiers.
- They fought at Sorli's three times, until it was eventually completely destroyed.
- Fighting moved closer to Dragon Falls as the night continued.

- Only a few enemy were seen at a time.
- The enemy took time to burn the farms.
- Most of the enemy were soldiers carrying curved swords, and all were a uniform gray-brown color.
- Some enemy were unnatural gray dog-like animals, the size of a horse.
- The enemy were not flesh and blood
- When the enemy died they shattered.
- He saw one soldier break at Matt's, two at Sorli's, and one was driven over the riverbank at Sorli's.
- Most of the soldiers were slain by Farriner, and the militia had little effect.
- Farriner fought a beast near dawn, but was pulled down and mauled severely.
- The militia retired to town at that point.

Tom does not believe they can withstand another attack, especially if more enemy arrive fighting in a coordinated fashion.

"Look, if these things show up fighting like an army we're all in trouble. They kicked us out of the farms in ones and twos. If they come a-knocking in a battle-line you can kiss Dragon Falls good-bye."

His recommendation is to judge the size and location of the threat, and once that's determined, to stay out of its path.

Sir Theodric Farriner

Sir Theodric Farriner (hem, F7, CG, age 24, now deceased) was a talented young warrior from a noble family. He won his spurs in the recent war, and was given charge of Dragon Falls to replace the previous leader who died without issue. Although nobody questioned his bravery, his rash tendency to charge first and conduct reconnaissance later often put his men in dangerous positions. If the PCs ask respectfully, Martha will allow them to examine his body. They can find a number of minor sword wounds, and large claw and bite wounds from a savage mauling.

Theodric's plate armor is battered and punctured, but the condition of his mangled long-sword is truly remarkable. The weapon was once of very high quality, made of fine steel and adorned with gems. Now the blade is badly notched and blunted, the tip is missing, and in several places the cutting edge has snapped off in shallow arcs. Detect magic spells will reveal the last flickering traces of the dweomer that once made this a *long sword +2*.

The PCs may be able to speak to Sir Theodric in spirit. If so he can give much the same information as Tom Pollard, although his perception of the fight is of a valorous struggle, not confused mayhem. The damage

to his sword came from his ultimate opponent, an enormous stone animal which he was unable to slay.

Survivors from the Liefsson and Shepherd farmsteads

The village mill is a tiny one story structure of stone and wood, barely large enough to cover the linkage between the single set of millstones and the waterwheel. The three sole survivors from the Liefsson and Shepherd farms are quartered here, with rudimentary straw mattresses to rest on and old blankets to cover them against the spring chill. The survivors are Bev Shepherd, who is the older sister of Harald Shepherd, and Eric and Toldi, two young hired hands from the Liefsson farm. They have some very interesting facts to add to the tale, but in the confusion and sorrow nobody has pressed them for detailed information.

Bev Shepherd (hf, NE, Cha 7, age 28) is a greedy lazy woman with an arrogant attitude and a perpetual sneer. Her swollen body and greasy face add little to her charm. She has a keen dislike for her brother's friend Ripper Liefsson, and a long standing grudge against her brother Harald for inheriting the farm "out from under her." This makes her quite happy to engage in a contemptuous retelling of their deaths.

Her story is fairly long, so please do not read it verbatim. (Not that the PCs will let you!) Enjoy the chance to role-play someone contemptible.

"So two nights ago my little brother and his dumb friend Ripper from the next farm over show up, yelling and hollering and already half drunk. They'd been over at Thennic's place all day, and I guess they started drinking early over there. Ripper had his farmhands with 'im, even these two little boys here.

Anyway, they all sit down at the big table and Harald yells for everyone to come in and makes me bring'em all a pitcher of ale. He's sitting at the head of the table, acting like some big lord, and he plunks his old satchel on the table and says 'Boys, we're never drinking out of these cheap tankards again!' Then he reaches into his satchel and pulls out this big fat golden cup, and darn if Ripper doesn't have one too!

I asked him where they got them, and he says they plowed it up on the top field, furthest from the river. Ripper starts sniggering, and then tells us there's plenty more where the cups came from, and we're all going to be rich. I let it go at that, and we all sat down to drink.

Everyone was getting pretty merry, when all of a sudden there's this terrible crash, and part of the east wall falls in. There was some sort of huge gray animal there, like some sort of giant square dog, and you

could see some soldiers standing behind it. We were all staring at them and they were staring at us. I knew this was trouble, so I started backing up really quietly.

Then Ripper yells 'Take it back!' and throws his gold cup at the monster. The cup just bounced off with a clang, and the thing pounced on him like a cat and started throwing and catching him. He was screaming like a girl and begging for help. Harald's just standing there stunned, holding out his fancy cup to the soldiers and shaking his head. It didn't do him any good. The closest one just cut him down. Then it stepped over him and came at me!

Well, I tell you I'm not as stupid as he was. I know the way a fight's going. I got the heck out of there, made it to the barn and came here. And don't you even think about going up to that farm. It's mine now, and everything on it's mine. After this is over, there's no more tin cups for this girl!"

If questioned further, Bev can tell the PCs that:

- five other farmhands were slain.
- the soldiers were a light reddish color.
- the cups dented like real gold.
- the cups had a flower design in them.
- the soldiers completely ignored the cups.

Toldi (hm, NG, age 15) and Eric (hm, NG, age 14), the two farm boys, are obviously cowed by Bev and don't have much to say on their own. However, if questioned they can corroborate the story and tell the PCs that:

- Their master Ripper had gone down to Thennic Strayne's farm to hunt.
- Nobody has done any plowing yet this spring, despite what Harald said.

They do not know anything else about the cups or where they came from.

Thennic Strayne

Thennic Strayne (hm, CN, age 23), is a small man, only 5'3" tall, with a narrow face, weak chin, and limp black hair. He is the only surviving tomb robber, now that Harald Shepherd and Ripper Liefsson have been slain. He is currently staying at the public house of his friend Jarad Taverner. The PCs can find him there, huddled mournfully by the fire with a mug of untouched ale on the table beside him, and a large tattered pack by his feet.

Thennic Strayne is exhausted and scared. He is scared that if he doesn't tell anyone what he's done the monsters will hunt him until they kill him. He's scared that if he does tell the villagers what he's done they'll kill him themselves. He's scared to stay here, with the monsters nearby, and he's scared to leave the only people he knows. His current plan is to escape with the

treasure tonight or tomorrow, assuming the villagers flee too. He is visibly anxious and uneasy, but at the moment nobody considers this remarkable.

Thennic was much more discreet than his friends Harald and Ripper, and never mentioned the treasure they had found to anyone. When his farm was invaded Thennic recognized the guardians immediately, and understood that the theft of the treasure had caused the attack. Realizing that he couldn't fight the soldiers Thennic fled with a few farm-hands - and his stolen treasure - leaving his younger brothers to die on the farm.

Thennic's flight took him to the home of Sorli Saata, a friend of the family, who gladly gave him shelter. That night the tomb guardians attacked Sorli's farm repeatedly, intent on slaying Thennic Strayne, and eventually destroyed the buildings despite the best efforts of the defenders. Sorli died in the fighting but Thennic escaped once more, and once again he took the treasure with him.

If he is questioned by the PCs Thennic will tell them a "standard" story: his family farm was attacked without provocation two nights ago by strange clay-colored men, he fled to Dragon Falls, and has been here ever since. He won't mention Sorli's farm unless the PCs do, in which case he will attempt to dismiss the two attacks in two nights as bad luck. He will not suggest a reason for the attacks or admit to the theft.

However, if the PCs use coercive or mind-reading magics (*charm person, friends, ESP, etc.*), give a plausible guarantee that they will protect him from harm, or convince him that they already know about the treasure he will confess what he has done.

The little man looks at you for a moment, his eyes darting hopelessly from person to person.

"All right. I'll tell you." He kneels on the rough wooden floorboards beside his pack, and begins picking at the knots.

"The monsters have been hunting me for two days now, and I'm pretty sure I know why. They're angry about this."

He puts a bundle of rags on the table and begins unwrapping it, revealing the gleaming curves of a large golden bowl.

Thennic's treasure is a shallow golden bowl of excellent workmanship, approximately one foot in diameter. PCs with appropriate appraising or lore skills can tell the bowl is of ancient Shou Lung design, and is worth approximately 600 gp. The outside rim of the bowl is ornamented with geometric patterns, and a large flower is engraved on the interior. PCs with horticultural skills can identify the flower as a variety of iris.

An inscription is cleverly interwoven with the geometric patterns on the outside of the bowl. PCs with

the ability to understand the Shou Lung script can read the following:

**Bowls of gold I leave in memory of thee,
flower of my heart,
my dearest River Princess.**

The PCs will doubtless question Thennic about the source of the bowl.

"We found it two days ago. My neighbors Ripper and Harald had come down to my farm to do some hunting, seeing as it's too early to do any work in the fields.

We decided to follow the river upstream on the way out, and then swing overland on the way back if we didn't find anything. The river cuts a channel through the hills a mile east of my place, and makes a sort of double curve with steep banks in places. Anyway, when we got to the middle curve we could see that there'd been a big mudslide in one place, and a lot of the bank had fallen into the river.

That's no big deal, 'cause it happens every few years when it gets really rainy in the spring. But when we got there we could see that there was the corner of a white building, or something, sticking out of the earth right down by the riverside.

And that's where this came from." He picks up the bowl and stares at it sadly. "It's really pretty, but I wish we'd never gone on that hunting trip now."

Thennic quickly realized that the place they found was probably a tomb, but he'd rather omit that fact now. If the PCs don't pursue the point he won't mention it, and will let the conversation lag. If prompted to continue Thennic will seek reassurances that the PCs really are going to keep him safe from "the monsters and everybody," before going ahead with his tale.

"Harald and I didn't want to go near the place but Ripper did, and since we had our bows he thought we could handle any surprises.

So we went down, and sure enough there were some broken places where we could squeeze in. It was really dark; you could barely see even where daylight was coming in the holes. The part Harald and I went into was full of statues of soldiers, rows and rows of them, all holding swords. The middle of the room had a sort of stone fence around it, like a really tightly woven trellis, but it was too dark to see what was inside it.

Ripper went into a different part, and when he came out we could see that he had two cups and a bowl with him, and they were made of gold. So we each took one, figuring we were going to be rich. We

swore not to tell anyone about the treasure until we could hide it, and then we split up and went home."

He looks up at you with a strained smile. "And then the statues came and burned my farm to the ground the same night." He shrugs. "Not so rich now, am I?"

Thennic is lying. He was just as eager to explore as Ripper was, and like Ripper he went into both chambers and picked out his piece of treasure himself. If pressed he will confess to this. However, if the PCs get too sanctimonious he lashes out:

"Yeah, we're just grubby peasant thieves! But if we were nobles then you'd be calling us adventurers, wouldn't you?"

Thennic can also tell the PCs (truthfully) that:

- The part of the building they could see looked like it was in poor condition.
- He counted two dozen statues before he gave up, and there were dozens more.
- Three statues "just broke" while they were there, without being touched.
- There were some huge animal statues too.
- There was something bulky inside the "fence," but he couldn't see what it was.
- Nothing was moving anywhere.
- They only took 2 cups and 1 bowl.
- There was a lot more treasure left, everything from plates to jewelry to locked chests and coffers.
- The treasure room had a monument in the center with a statue of a lady lying on it.
- He believes this was a tomb.

If the PCs ask for the bowl, Thennic will readily surrender it. Note that the bowl will not affect the actions of the tomb guardians in any way.

Consultation with Christoph Miller.

At some point the PCs may wish to speak with Christoph a second time, either to bring him information about the tomb guardians or to ask for help with the antiquities they've discovered. Christoph remains in his home during the crisis, unless the villagers have decided to flee, but he is taking precautions nonetheless. When the PCs find him, he is packing a very large set of saddlebags "just in case."

If the PCs only bring general information (clay-colored men, strange beasts, etc.) Christoph will be polite, but clearly disappointed.

"Clay-colored men? Well, I suppose that tells us something..."

Was there nothing else?"

If the PCs bring concrete information about the tomb guardians, such as numbers, locations, actions, and capabilities he will be much more pleased, since this allows him to make sensible plans with Martha and Tom. Accurate information about the large number of tomb guardians in operation (such as those gathered on Doffin's Creek) is particularly valuable. Giving this information to Christoph will lead to a sensible coordinated evacuation plan for the people of Dragon Falls, which will get them safely away from town before the tomb guardians arrive.

If the PCs tell Christoph more about the nature of the ceramic soldiers, they begin to ring a bell.

"Clay men? Like pottery? You're sure?"

"Sounds like an Eastern thing to me. Can't be that though, not here." He shrugs. "Some sort of golem I guess."

If the PCs press him for information, he will expand slightly:

- The "clay men" remind him of a custom from the east he once read about.
- Earthenware statues of servants and soldiers and animals used to be used as gifts, offerings, and grave goods.
- Some were supposedly able to move, and act as guardians.

PCs who have seen examples of the soldiers, or better yet, have brought back pieces of the broken soldiers, the breastplate insignia, or their swords can get even more information from an increasingly puzzled Christoph:

- The stylized dragon from the breastplate insignia is typical of Shou Lung.
- The flower from the breastplate insignia is unknown to him.
- The curved sword is of a style used in Shou Lung and Kara-Tur.
- The hollow ceramic structure matches the design of Eastern tomb statues.
- Warlords and rulers were often buried with many warrior statues for protection.

Christoph runs a spotted hand through his wispy hair, a puzzled frown on his face. "Well it's all very Eastern, but these places are thousands of leagues away. Who would bring this sort of thing here, and why would he set them on us?"

If the PCs show Christoph the stolen bowl, he recognizes it at once, and can tell the PCs that:

- It is an offering bowl from Shou Lung.
- These bowls were used to hold funeral offerings in ancient times.
- This bowl is of exceptionally high quality
- The flower in the bowl is not the typical lotus blossom of Shou Lung artwork.
- It should have a dedicatory inscription.

Christoph can read the inscription on the bowl for the PCs, but must use a magic item to do so. This is a pair of magical *reading glasses*, which allow the wearer to understand non-magical writings in foreign languages. If you have an extra set of old glasses lying around this is a great chance to use a prop. Make a production of opening the glasses case, unfolding the glasses, and setting them carefully on your nose, but do not tell the PCs that Christoph is using a magic item.

Christoph finally settles the spectacles firmly in place, lifts the bowl, and begins to read the inscription.

"Hmm... Bowls of gold I leave in memory of thee.."

He glances at you over the rims of his glasses. "Yes, it is a dedication, just as I thought." He looks down and continues reading.

"Um, flower of my heart, my dearest... River Princess!"

Christoph recognizes the River Princess' name, and will go scrabbling through one of his books (Emperors of Ancient Shou Lung) to find the reference. Although the title on the rebound cover is in common, the book itself is written in Shou Lung characters.

"Ha! Here it is..." Christoph peers closely at the strange characters. "Good heavens! She married the Lost Emperor!"

He struggles to his feet, his aged face split in a boyish grin of wonder. "This means somebody's found it! Somebody's finally found it!"

Suddenly Christoph sits down with a bump, a shocked look on his face. "This is dreadful. This is absolutely dreadful!"

"Emperors were buried with armies..."

The PCs will doubtless be perplexed by Christoph's outburst, and he wordlessly hands over the book and the glasses so they may look for themselves. The basic points of the history are laid out in the text

- Millennia ago the "Lost Emperor" ruled part of what is now Shou Lung.

- He was an aggressive warlord, and he took a commoner to wife from one of his conquered nations, the River People.
- She was given the title "River Princess."
- Both wife and ruler died relatively young
- Strangely, the emperor left no tomb or monuments for descendants to venerate.
- He became known as the "Lost Emperor"
- The pair are rumored to have a fabulous tomb in a faraway foreign land

Christoph is both excited and alarmed by the discovery. Although the potential for well preserved antique art is high, he realizes that if someone has actually found the Emperor's tomb locally they have probably let out an army of clay soldiers. If that is the case, the farming communities are in grave danger, indeed, until the army can be stopped. He will heartily endorse PC proposals to hunt for the tomb, and encourage them to find a way to stop all the tomb guardians.

If the PCs wish to borrow the *reading glasses* he will readily permit it, provided they swear solemnly to return them, and sign a receipt. He will expect collateral from rich parties, preferably in the form of magic items of high value.

A Note on Divination

Cleverly used divination spells have the potential to lead the PCs directly to the source of the trouble, which is a fair and commendable use of the PCs' abilities. However, make sure they word their questions very carefully, and answer general questions unhelpfully.

For example, a general question about the source of the stolen treasure, like "Where did Harald's stolen cup come from?" could be answered "Made long ago over the sea, a master's forge the source of me!" which is true but unhelpful.

Questions about the wisdom of waiting in Dragon Falls vs. traveling to the tomb could be answered, "Strike to the heart before the fist closes."

Part 3: A Taste of the Enemy

There are several points of interest outside Dragon Falls itself. The PCs can find helpful evidence on the battlefields and at damaged farmsteads (see map). More importantly, they will meet a number of the tomb guardians as they proceed about their tasks, giving the PCs a chance to judge their combat capabilities.

Overland Movement.

In some cases the sources of information are miles apart (See map). The PCs do not have unlimited amounts of time to spend, and you should account for travel time

spent moving between locations. The following speeds are quick but sustainable daylight movement rates for armed PCs in various modes of travel. They represent a fast walk on foot, and alternating walk/trot on horseback. PCs who wish to go faster must run, with appropriate fatigue rules applying. Horses can double their speed for an hour, but must rest for an hour immediately thereafter. Cut movement rates in half at night.

Overland Movement Rates

Movement Mode	Movement Rate
Horseback	5 mph
Foot (human & elf)	3 mph
Foot (dwarf & shorter)	1.5 mph
	x 1/2 speed if traveling at night

PCs who waste time traveling back and forth aimlessly may arrive at the tomb too late, or be too far out of position to intercept the tomb guardians, and thus be completely unable to aid the people of Dragon Falls.

Terrain

The land to the east of Dragon Falls is composed of gently rolling hills, gradually rising the farther east the PCs travel. Close to Dragon Falls, the land is regularly farmed, with well-maintained woodlots and regular paths, but the area rapidly becomes wilder to the east. Clumps of deciduous forest grow in the valley floors, and wild grasses and scrub tend to dominate the slopes and hilltops. Patches of late snow still hide among the trees. Small streams and creeks flow south into the Fire River, swollen to the peak of its spring flood, which becomes narrower and faster the farther upstream the PCs travel. In most places, the fast-moving river has cut itself deep banks, especially where it turns corners.

Damaged Farms

PCs who examine the damaged farmsteads find the damage is quite similar at each. From the thoroughness of the destruction, it is evident that the Dragon Falls area is systematically being put to fire and the sword.

The majority of the houses have burnt to the ground. Buildings like barns and stables (which have no internal source of ignition) have also burned down, and even the last wisps of straw in the emaciated spring haystacks have been torched. Farm buildings that included significant amounts of masonry have had their walls pushed over where they did not collapse as a result of the fire. Farm wells contain animal carcasses or refuse from the manure pile.

The still bodies of the peasants, men, women, and children alike, lie among the ruins. If the damaged farm

was the site of a battle, there will also be one or two dead militiamen present, with assorted simple weapons. Bodies that have not been consumed by the flames can provide some information. The majority died of sword blows, while some suffered massive claw and bite wounds. Even tethered livestock and beasts of burden have been slaughtered, and in some cases the bodies of free-ranging cattle or sheep lie torn by large claw and bite wounds.

Salvage Parties

A number of surviving farmers have gone back to their ruined farmsteads to see what can be salvaged in the light of day. If the PCs approach such a group they meet the following people:

A slim fair-haired girl, her face streaked with soot and her skirt soiled with ashes, is slowly picking through the smoldering remains of a tiny farmhouse, while a tired middle aged man sorts through a small pile of salvaged tools and blackened crockery lying in the grass by his feet. As you approach he stands cautiously, and his hands tighten around the haft of an old worn spear

The two humans are Fran Hutton, now a widow at age seventeen, and her father-in-law Arthur Hutton, who lives in Dragon Falls. Fran's farmhouse has been destroyed, but the small barn remains largely intact and the rest of the farm is still in good condition. Fran's tale is typical of the unsuspecting peasants who were attacked last night. If the PCs are polite and don't frighten her she can tell them what occurred:

"I was sitting by the fire with my baby like I do most evenings, rocking her cradle with my foot and carding the last of the wool while Jim [Fran's husband] was out seeing to the sheep. It was all normal like every other evening.

I heard someone coming up to the house and it didn't sound like Jim, so I got up to go see who it was. But before I could get to the door it was smashed open, and a big horrible man in armor, all clay colored like a cheap pot, came in through the broken door. I grabbed my baby and started yelling for him to get out, yelling for Jim, yelling for anybody. He ignored me completely; he just walked up to the fire and started pulling out brands, reaching right into the fire with his hands, and he started tossing them around the room, into the corners, and up into the thatch.

Then Jim came running in with the axe from the woodpile and he tried to hit the man with it, but he doesn't... he didn't know anything about soldiering and the axe just bounced off. Then it took its sword

and it hit Jim again and again, and Jim was all bloody and yelling at me to run, and I did. I just left him there and ran away with my little girl and left him there all alone...."

Telling her tale becomes too much for Fran, and she breaks down into tears while her father-in-law tries to comfort her. Fran's baby is safely in Dragon Falls, and her husband's remains have been taken away for burial. If the PCs approach other farming families engaged in salvage operations they will have similar tales to tell. Be creative, but don't waste too much time once the PCs have the general idea.

Farmstead Attack

PCs who pause to talk to Fran will be interrupted by the arrival of a pair of ceramic soldiers, which have come to complete the destruction of the damaged farm. If the PCs have not paused to talk to a salvage party they will spot the soldiers as they advance towards an abandoned farmstead in the middle distance.

If the Huttons are present, or if the PCs impede the soldiers in any way, the soldiers will immediately regard them as hostile, and proceed to attack mercilessly. If the PCs decide not to fight the soldiers and do not impede their progress, they will ignore the PCs completely and allow them to observe the destruction.

The soldiers advance to the smoldering farmhouse at a slow walk. They then proceed to rekindle a flame from the embers, set fire to the barn and hayrack (which are currently untouched), fill the well with filth, cut down the two fruit trees, slaughter the chickens in the coop, and generally complete the destruction of the site. They continue to ignore the PCs, and after an hour or so, walk off at the same steady pace, heading towards Dragon Falls in search of another farmstead.

Despite the minor nature of the combat **this is actually a very important encounter and should not be omitted**, since it gives the PCs a chance to judge the combat potential of the soldiers. This may have a significant impact on the PCs' actions when they discover large numbers of soldiers later in the adventure.

All Tiers:

Ceramic Soldiers have the following special defenses, which are identical at all Tiers.

Weapon hits on the ceramic soldiers that would normally cause 1-2 hp of damage have no effect. Those that cause 3-9 hp of damage only do 1 hp of damage, and this damage is not visible to the naked eye. Weapons hits which would normally cause 10 or more points of damage do 1/2 damage, leaving noticeable cracking.

Ceramic soldiers take half damage from magical fire and magical cold. They are immune to acid, gases, poison, electricity, non-magical fire, *shatter*, *shout*, mind affecting illusion phantasm and enchantment charm spells. Ceramic soldiers are vulnerable to running river water, which will transform their body into soft clay on contact. Loss of 5% of body mass destroys the soldier. Artificial jets of water do 1d6 to 1d12 points of damage at the DM's discretion.

Tier 1:

Ceramic Soldiers (2): Int Very/Non; AL N; AC 2; MV 10 maximum; HD 1; hp 14; THAC0 17; #AT 1; Dmg 1d8; SA nil; SD see above; MR nil; SZ M; ML 20.

Tier 2:

Ceramic Soldiers (2): Int Very/Non; AL N; AC 1; MV 10 maximum; HD 3; hp 24; THAC0 15; # AT 3/2; Dmg 1d8+1; SA nil; SD see above; MR nil; SZ M; ML 20.

Tier 3:

Ceramic Soldiers (2): Int Very/Non; AL N; AC 0; MV 10 maximum; HD 5; hp 30; THAC0 13; # AT 3/2; Dmg 1d8+2; SA nil; SD see above; MR nil; SZ M; ML 20.

Tier 4:

Ceramic Soldiers (2): Int Very/Non; AL N; AC -1; MV 10 maximum; HD 7; hp 42; THAC0 11; # AT 2; Dmg 1d8+3; SA nil; SD see above; MR nil; SZ M; ML 20.

Tier 5:

Ceramic Soldiers (2): Int Very/Non; AL N; AC -4; MV 10 maximum; HD 9; hp 54; THAC0 9; # AT 2; Dmg 1d8+5; SA nil; SD see above; MR nil; SZ M; ML 20.

In some cases, the PCs may decide to hunt down the individual soldiers and destroy them. During the day, the individual clay soldiers are widely dispersed as they systematically complete the destruction of the scattered farmsteads east of Dragon Falls. PCs will only meet one or two soldiers at a time, and the distances involved mean the PCs will spend far more time traveling and searching than fighting.

This is not an efficient way of defeating the enemy, and you should emphasize the difficulty of finding individual soldiers in the unfamiliar rolling terrain, the distances between farms, and the steady passage of time. If the PCs persist the ceramic soldiers will have time to regroup and make their attack on Dragon Falls.

Shattered Soldiers

The PCs are likely to investigate places where the local militia fought the tomb guardians (marked by crossed

swords on the map). PCs can find the remains of several destroyed clay soldiers at the farms of Rafe Pilger (1 soldier), Matt Robin (1 soldier), and Sorli Saata (3 soldiers).

All that is left of the strange soldier is a slightly curved sword lying amid a scattered pile of ceramic shards. Each piece of the pale reddish-brown fired clay is about as thick as a child's finger, smooth on one side and detailed on the other. Sifting through the clinking pile you see sections of armor, clothing, and occasional segments of disconnected facial features.

The curved sword is mundane, and may be wielded as a scimitar if desired. The pieces of ceramic are extremely tough, and it will take strong blows from a heavy object to break them. Those who take a turn or more to piece together a shattered soldier can get a general idea of the its appearance. (Note: *mending* spells will re-assemble broken statues, but will not re-animate them.) Each soldier "wears" a simple leather breastplate, a tight-fitting cap, long sleeved shirt, trousers, and boots. The breastplate is particularly interesting, because it is marked with the image of an iris flower, just like that in Thennic's bowl, surrounded by a stylized serpentine wingless dragon.

"Eroded" Soldier

The riverside farm of Sorli Saata lies in smoking ruins after the prolonged fighting of the night before, and the shattered remains of three clay soldiers lie around the buildings as mentioned above. However, there is also a fourth destroyed soldier, which was pushed over the steep river-bank and into the flood swollen Fire River. The soldier did not shatter, and presents an odd sight as the PCs look over the low bluff.

Looking down from the top of the bank you can see the remains of one of the ceramic men lying immobile at the river's edge. The upper body is completely intact, lying on the damp sand, and the stiff arms still grip the curved sword as if ready to swing it against a foe. The soldier's legs, however, have slumped into a shapeless mass of clay, and are slowly washing downstream in the muddy river water.

The soldier is completely "dead," and no longer poses any danger to the PCs. If they investigate the body closely they can clearly see the iris flower and dragon emblem engraved on the breastplate, and the soldier's hollow structure is visible where the legs are missing. If the PCs push the upper body into the flowing water it too will slump into soft clay and erode, but otherwise it remains intact. Although the remaining ceramic is no

longer magically tough, it is still very strong, and it will take a hard blow from a heavy object to break it.

Tracking

Alert PCs will notice that the soft spring earth holds a record of the passage of the enemy to and from the different farmsteads. The damp soil makes tracking relatively easy, despite the occasional light rain last night, so trackers get +2 on all rolls.

PCs who pass their tracking proficiency rolls can find three types of footprints. The first are the confused running footsteps of the peasants, in a variety of poor footwear. The second are a set of strangely stiff bootprints left by the clay soldiers. The third (and rarest) type of tracks are very large square paw prints of an unfamiliar type, only found around bodies with claw and bite wounds. PCs who make their proficiency check by more than 4 can tell that this creature is quite large (as large as one of the white snow bears from the north) and unusually heavy for its size.

The overlapping paths of the individual soldiers are difficult to decipher around the farm buildings, especially where there have been battles with the militia, but the trails between the farmsteads are simpler to follow. PCs who examine trails around and between several farmsteads will note that the general trend of movement was from east to west, with a secondary trend of movement heading north. The PCs can tell the soldiers are not moving in organized groups. They seem to have a predilection for hilltops (to help them to look for the farmsteads), paths and trails (which usually lead to farmsteads), and tilled fields (which are around farmsteads.)

As the PCs approach Doffin's creek they will notice that a number of the trails begin converging, as if they come from a common point of origin. This turns out to be a small bridge on Doffin's Creek.

Doffin's Creek

The creeks flowing into the Fire River are an obstacle to the progress of the ceramic soldiers. Although the creeks are not very deep, and can easily be waded (or even jumped) by humans in most places, the slow-moving soldiers, which would be destroyed by the flowing water, cannot ford them. The soldiers need bridges. Accordingly, a group of soldiers and three of the stone lions are guarding the small wooden footbridge over Doffin's Creek.

The bridge is in an open valley near a badly burnt farm. The shallow valley is approximately 600 yards wide, from crest to crest, and the creek flows down the middle. The creek is seven feet wide and three feet deep, fast-flowing, muddy brown, and very cold. The little bridge, only 11 feet long and 4 feet wide, is made of two thick logs laid flat from bank to bank, with

rough hewn planks pegged between them to form floorboards. The bridge can support horses but not stone lions. Destroying the bridge by fire, chopping, etc. will take ten minutes.

The PCs can clearly see a unit of 12 soldiers and 3 lions standing motionless around the bridge. The soldiers begin in a dispersed formation, each 30 feet from its neighbor. Eight soldiers and two lions are on the west bank, and the remainder are on the east bank. The guardians are tirelessly vigilant, and will react quickly and intelligently to prevent anything from approaching or interfering with the bridge. They will launch pursuits if necessary, but will not leave the valley or go farther than 400 yards up or downstream from the bridge, so PCs can readily avoid them.

All Tiers:

Ceramic Soldiers have the following special defenses, which are identical at all Tiers.

Weapon hits on the ceramic soldiers that would normally cause 1-2 hp of damage have no effect. Those that cause 3-9 hp of damage only do 1 hp of damage, and this damage is not visible to the naked eye. Weapons hits that would normally cause 10 or more points of damage do 1/2 damage, leaving noticeable cracking.

Ceramic soldiers take half damage from magical fire and magical cold. They are immune to acid, gases, poison, electricity, non-magical fire, *shatter*, *shout*, mind affecting illusion phantasm and enchantment charm spells. Ceramic soldiers are vulnerable to running river water, which will transform their body into soft clay on contact. Loss of 5% of body mass destroys the soldier. Artificial jets of water do 1d6 to 1d12 points of damage at the DM's discretion.

Stone Lions have the following special defenses, which are identical at all Tiers.

Weapons that strike the stone lion for 10 or more points of damage must save vs. crushing blow or be damaged. Magical weapons which fail permanently lose one plus or power of the wielder's choice, and non-magical weapons break.

Stone Lions take 1/2 damage from non-magical weapons, magical fire, magical cold, and electricity. They are immune to gases, poison, non-magical fire, mind affecting illusion phantasm and enchantment charm spells.

Stone lions are slowed 2d6 rounds by *rock to mud*, and rendered vulnerable for a round by *stone to flesh*.

Tier 1:

Ceramic Soldiers (12): Int Very/Non; AL N; AC 2; MV 10 maximum; HD 1; hp 14; THAC0 17; #AT 1; Dmg 1d8; SA nil; SD see above; MR nil; SZ M; ML 20.

Stone Lions (3): Int Animal; AL N; AC 5; MV 18; HD 7; hp 56; THAC0 14; #AT 3; Dmg 1d4/1d4/1d6; SA nil; SD see above; MR nil; SZ L; ML 20.

Tier 2:

Ceramic Soldiers (12): Int Very/Non; AL N; AC 1; MV 10 maximum; HD 3; hp 24; THAC0 15; #AT 3/2; Dmg 1d8+1; SA nil; SD see above; MR nil; SZ M; ML 20.

Stone Lions (3): Int Animal; AL N; AC 4; MV 18; HD 9; hp 72; THAC0 12; #AT 3; Dmg 1d6/1d6/2d6; SA nil; SD see above; MR nil; SZ L; ML 20.

Tier 3:

Ceramic Soldiers (12): Int Very/Non; AL N; AC 0; MV 10 maximum; HD 5; hp 30; THAC0 13; #AT 3/2; Dmg 1d8+2; SA nil; SD see above; MR nil; SZ M; ML 20.

Stone Lions (3): Int Animal; AL N; AC 3; MV 18; HD 11; hp 88; THAC0 10; #AT 3; Dmg 1d10/1d10/2d8; SA nil; SD see above; MR nil; SZ L; ML 20.

Tier 4:

Ceramic Soldiers (12): Int Very/Non; AL N; AC -1; MV 10 maximum; HD 7; hp 42; THAC0 11; #AT 2; Dmg 1d8+3; SA nil; SD see above; MR nil; SZ M; ML 20.

Stone Lions (3): Int Animal; AL N; AC 2; MV 18; HD 14; hp 112; THAC0 7; #AT 3; Dmg 2d6/2d6/3d6; SA nil; SD see above; MR nil; SZ L; ML 20.

Tier 5:

Ceramic Soldiers (12): Int Very/Non; AL N; AC -4; MV 10 maximum; HD 9; hp 54; THAC0 9; #AT 2; Dmg 1d8+5; SA nil; SD see above; MR nil; SZ M; ML 20.

Stone Lions (3): Int Animal; AL N; AC 0; MV 18; HD 16; hp 128; THAC0 5; #AT 3; Dmg 2d8/2d8/3d8; SA nil; SD see above; MR nil; SZ L; ML 20.

During the day, only the holding force is present, but from late afternoon onwards the remaining soldiers begin converging upon the rendezvous point and gathering on the east bank. The PCs will find greater numbers present the later they arrive; add two ceramic soldiers every fifteen minutes from 4:00 PM onwards. Shortly after dusk (8:00 PM) the entire complement of 42 ceramic soldiers and 3 stone lions (minus any slain by the PCs) will have assembled, and they will begin marching towards Dragon Falls.

Note: If the PCs begin destroying every available footbridge on the creeks between the tomb and Dragon Falls, the soldiers will resort to improvised bridging methods, using trees, logs, boulders, stone lions, etc. to allow them to cross the streams.

Farmsteads of the Tomb Robbers.

As the PCs proceed towards the suspected location of the Tomb of the River Princess, they pass the farmsteads of Thennic Strayne, Ripper Liefsson, and Harald Shepherd. All that remains of the structures are a series of black scars on the hillside.

The farmsteads are completely destroyed, as the PCs have come to expect, but here the thoroughness of the destruction has been taken one level higher. The ashes of each charred ruin have been ground into the mud and the foundation stones have been pried up and scattered. Every item of remotest value has been destroyed, no matter how durable it may have been. Plowshares have been torn and crumpled, and grindstones have been pulverized.

If the PCs search Harald's farm for the golden cups, they can find them flattened and mangled in the remains of the main building. Once the grave goods were defiled by theft, they were no longer of any interest to the tomb guardians, and were trodden underfoot.

There are many tracks around the three farmsteads; so many, in fact, that the ground around each set of buildings is a morass of churned mud with no intelligible information left in it. However, those with tracking skills can readily find (+3 to tracking) the marks of a column of soldiers passing to and fro between the farmsteads of Ripper and Harald, and the farmsteads of Ripper and Thennic. They can also find (+6 to tracking) the trail of an even larger formation that traveled from the Tomb of the River Princess towards Ripper's farmstead. Scattered tracks of individual soldiers can be found leading west from the farmsteads, in the general direction of Dragon Falls.

Part 4. The Tomb of the River Princess

Near the Tomb

Although the PCs are on guard against ambush by the tomb guardians (and you should certainly encourage paranoia), there are no guardians outdoors in the vicinity of the tomb, and the PCs are not at risk there.

The Tomb Exterior

PCs following the trail from Ripper Liefsson's farmstead or those exploring the banks of the Fire River

eventually arrive at the Tomb of the River Princess. Only one corner of the tomb is visible from the outside, protruding from the steep slope of the riverbank where it was exposed by a mudslide two weeks earlier.

One section of the bare riverside bluff ahead of you has collapsed in a mudslide, leaving a dark triangular scar on the yellowish soil. At the bottom of the slope a dirty white structure protrudes from the earth, like a brick sticking out of a heap of dirt. Only one sagging corner of the buried construction is exposed, washed on the upstream side by the surging river and barely separated from the muddy water by a narrow band of clay on the other. A number of dark cracks and a single gaping hole are visible in the walls.

A wide trail has been worn in the loose soil of the riverbank, leading to the dark opening.

The trail from Ripper Liefsson's farm connects directly to the path on the riverbank. Despite the steep slope and the proximity of the river, it is not difficult to use the trail down the riverbank. The traffic of the clay soldiers and stone lions has packed the loose soil into a firm path, allowing the PCs and their mounts to approach safely. PCs with tracking can find the recent tracks of one stone lion going down the path towards the tomb, and entering it.

As the PCs get nearer they can see that the stone walls are high quality, albeit dirty, white marble, smooth surfaced and without external features (after all, who ornaments the outside of a buried structure?) The landslide that uncovered them damaged the exposed walls. There are several large cracks in the walls of the Princess' chamber that are big enough to look through, and an oblique buckled opening four feet wide and six feet tall near the center of the structure. The tracks of the soldiers lead to this opening, and pass within.

Inside the Tomb

The tomb is divided into four main sections (see map):

1. The Chamber of the Imperial Bodyguard
2. The Enclosure of the Imperial Remains
3. The Gallery of the Imperial Soldiery
4. The Sanctuary of the River Princess

The Tomb has no external doors, and the PCs only have access to the Chamber of the Imperial Bodyguard through the gap in the exposed wall. The cracks in the walls of the Sanctuary of the River Princess are only a few inches wide, and do not permit normal-sized PCs to enter.

There are no sources of illumination within the tomb, other than the light that finds its way through the holes and cracks in the exposed wall. This is enough to provide dim illumination after the PCs' eyes adjust, but

if the PCs arrive at night they will need artificial illumination.

1. Chamber of the Imperial Bodyguard

The only entrance to the tomb is through the large hole in the wall of the Chamber of the Imperial Bodyguard. PCs looking through the hole see the following:

"As your eyes adjust to the dim light [assuming daylight and no light-sources] you can see that you are looking into a large rectangular chamber. The walls of the room are lined with dark carved wood, and decorated with paintings of strangely dressed people and inscriptions of unfamiliar symbols. Massive beams loom overhead, supporting a flat paneled ceiling, and smooth polished wooden tiles cover the floor. A screened enclosure made of cream-colored wood dominates the center of the chamber. Its woven slats reach from floor to ceiling, blocking your view of whatever might lie inside.

All around the room you can see rectangular flagstones of roughly-hewn gray stone resting in a regular array on the polished floor. Among them lie a handful of toppled statues, broken into irregular fragments by the force of their fall. To your right a massive statue of a fierce beast, scarred and battered by heavy blows, sits on a chest high pedestal near a descending staircase.

No movement catches your eye, and only the sound of the river behind you reaches your ears.

The chamber is not, in fact, made of wood. All the "woodwork" is finely crafted stone, of appropriate color and pattern that has been carefully carved, stained, and finished to complete the illusion. The difference is readily detectable by touch, or by close visual inspection.

The rectangular flagstones were the pedestals for the ceramic soldiers. Each flagstone measures about 20" x 18" x 2", weighs 65 pounds, and sits loosely on the floor. The PCs can find precisely 78 of these annoying flagstones, which are forever tripping up people trying to walk around the room.

The remains of five broken ceramic soldiers lie in the chamber. The broken soldiers are not in proximity to each other, and there are no signs of violence among their remains. As far as the PCs can tell, they simply shattered and fell to the floor, covering their pedestals. These are the soldiers that did not survive hasty reactivation after centuries of dormancy, and broke due to internal flaws. PCs examining the floor can also find the muddy footprints of the three tomb robbers scattered around the room.

There are two doorways in the chamber. The one in the west wall has a double door of heavy iron-bound

oak, and leads to the Gallery of the Imperial Soldiery. The one in the east wall is at the bottom of a short staircase. Two large pedestals flank the staircase, and a battered stone lion rests on one. The doors are made of cast bronze, with graceful rushes and flowers (irises) on them. A silk cord sealed with wax was once looped through the door handles, but the cord has been cut cleanly and dropped on the floor. Both doors are now wide open, allowing the PCs to see into the Sanctuary of the River Princess.

The battered stone lion by the door to the Sanctuary is the one that slew Sir Theodric Farriner. It is currently inactive, and the PCs can see the numerous deep gouges that Sir Theodric hacked into it in the desperate fight. If the PCs attack the lion while it is dormant it will immediately activate and enter melee, but otherwise it will remain immobile. If the PCs descend towards the Sanctuary of the River Princess the lion will turn its head and growl warningly at the people on the stairs. If they proceed further, it will stand on its pedestal and turn to face them, growling more fiercely and preparing to pounce. The moment someone passes the threshold of the Princess' chamber it will pounce from above, gaining a +4 to hit and damage bonus from its elevated position. It will attack anyone in the tomb thereafter.

All Tiers:

The stone lion has the following special defenses, which are identical for all Tiers.

Weapons that strike the stone lion for 10 or more points of damage must save vs. crushing blow or be damaged. Magical weapons which fail permanently lose one plus or power of the wielder's choice, and non-magical weapons break.

Stone Lions take 1/2 damage from non-magical weapons, magical fire, magical cold, and electricity. They are immune to gases, poison, non-magical fire, mind affecting illusion phantasm and enchantment charm spells.

Stone lions are slowed 2d6 rounds by *rock to mud*, and rendered completely vulnerable for a round by *stone to flesh*.

Tier 1:

Wounded Stone Lion: Int Animal; AL N; AC 5; MV 18; HD 7; hp 23; THAC0 14; #AT 3; Dmg 1d4/1d4/1d6; SA nil; SD see above; MR nil; SZ L; ML 20.

Tier 2:

Wounded Stone Lion: Int Animal; AL N; AC 4; MV 18; HD 9; hp 36; THAC0 12; #AT 3; Dmg 1d6/1d6/2d6; SA nil; SD see above; MR nil; SZ L; ML 20.

Tier 3:

Wounded Stone Lion: Int Animal; AL N; AC 3; MV 18; HD 11; hp 44; THAC0 10; #AT 3; Dmg 1d10/1d10/2d8; SA nil; SD see above; MR nil; SZ L; ML 20.

Tier 4:

Wounded Stone Lion: Int Animal; AL N; AC 2; MV 18; HD 14; hp 66; THAC0 7; #AT 3; Dmg 2d6/2d6/3d6; SA nil; SD see above; MR nil; SZ L; ML 20.

Tier 5:

Wounded Stone Lion: Int Animal; AL N; AC 0; MV 18; HD 16; hp 84; THAC0 5; #AT 3; Dmg 2d8/2d8/3d8; SA nil; SD see above; MR nil; SZ L; ML 20.

The Writing on the Wall

The walls of the Chamber of the Imperial Bodyguard are illustrated with stylized paintings and accompanying text. Much of it forms a tribute from the Emperor to his wife, and recounts the story of her effect on his life. Nine of the ten paintings have survived, and their details are described in two handouts.

If the players ask about the paintings tell them that they show rigidly posed people in unfamiliar dress and armor, apparently at a sequence of ceremonies and events, and that each painting has an accompanying block of symbols. Do not give out the handouts until the players ask for more detailed information. It is possible that they will simply ignore the paintings as valueless decorations, and move on to other activities. Do not hand out the text information unless a PC takes the time to read the ancient Shou Lung text.

The PCs may be able to make the following correlations:

- the flowers in the pictures have the same shape as those on the soldiers' breastplates and in the stolen bowl.
- the man in the paintings resembles the effigy on the Emperor's tomb.
- the rod visible in paintings 1 & 9 is the same as that carried by the effigy.
- the woman in the painting resembles the effigy on the River Princess' tomb.

2. Enclosure of the Imperial Remains

The center of the Chamber of the Imperial Bodyguard is dominated by a large screened enclosure containing the remains of the Emperor of the Seventh City. This enclosure reaches from floor to ceiling, leaving no way in except for the ornate door on the west side.

Two large stone pedestals, which once carried stone lions but are now empty, flank the doorway. The

eight-foot-tall doors are of the same stone meshwork as the rest of the screen, with their hinges carefully hidden in flanking pillars. An ornately braided silken cord is woven through the meshwork of both doors and fastened at the center with an elaborate gold medallion. Shou Lung text on the medallion reads, "Respect my rest or join it." The cord must somehow be freed or cut to open the doors.

The medallion radiates strong evocation and alteration magic, but has no moving parts which could be a mechanical trap. PCs who handle the cord or medallion, or touch it with a tool of any sort, will feel a brutal slamming pain in whatever body part was used to manipulate the device. This renders the body part useless (no save) for 1d4 rounds, until the pain and involuntary twitching subsides. The dweomer is permanent, so long as the cord is intact and the medallion is inside the tomb.

The pale stonework screen is masterfully carved to represent woven wooden slats. The slats are one inch wide, and set one inch apart in a diagonal overlap. PCs peering through the gaps without artificial light can make out an irregular bulky mass blocking most of the view. Those who use a lantern or more powerful light source can see more detail.

An enormous serpentine form fills the enclosure, coiled around and around a tall rectangular pedestal. The massive body is locked in rigid immobility, shining in rich yellows, reds, and golds with the luster of glazed ceramic. Powerful claws grip the floor, and a cruel draconian head is raised alertly near the door. Its dry jaws gape emptily and its blank eyes stare sightlessly ahead, but a tangible sense of watchfulness strikes you nonetheless.

The reclining statue of a man in stiff formal robes rests on the central pedestal, small and unimportant among the coils of the beast. His stone hands are clasped around a carved rod, and his face is set in a stern unfriendly frown.

The statue is a likeness of the Emperor, and it rests on the sarcophagus that holds his remains. PCs who manage to take a good look at the inside of the enclosure will find that it holds no treasure. The greater part of the Emperor's wealth was spent on the tomb itself, or given as grave goods to the Princess.

The serpentine creature is a Ceramic Dragon, the most powerful of the tomb guardians. Those who look carefully will notice it has no wings, and its feet have five claws, as befits an imperial dragon. The ceramic dragon radiates an intense aura of alteration and invocation/evocation magic, but it is not aligned. PCs or creatures of 1 HD or greater who open the doors to the enclosure, break down the screen, or enter in any way (including *wraithform*, *gaseous form*, etc.) will activate

the dragon, which will attack immediately. It cannot be negotiated with once activated.

All Tiers.

Ceramic Dragon: Int Low; AC -9; MV 12 Fl 30 (C); HD 21; hp 120; THAC0 -9; #AT 3 + special; Dmg 1d10+9 / 1d10+9 / 6d6+9; SA breath 18d10+9, heat aura; SD immune to normal missiles, 1/2 damage from edged weapons, immune to mind affecting spells, fire, electricity, gas, poison; MR 50%; SZ G (60' long); ML 20.

Once activated, the ceramic dragon glows orange hot, regaining the heat of its firing. Its breath weapon is the fierce heat of the kiln, in a cone 5' wide at the base, 60' long, and 30' wide at the end. Anyone within 5' of the active dragon takes 1d10 hp of damage from radiated heat. Anyone striking it with hand-to-hand attacks (including touch spells) takes an additional 2d6 points of burn damage.

The fierce magic needed to transform the statue into a dragon will burn itself out after only a few minutes, so the dragon attacks ferociously and without pause. **The dragon's active time is 4 rounds at Tier 1, 6 rounds at Tier 2, 12 rounds at Tier 3, and 20 rounds at Tier 4.** Once the active time has ended, the ceramic dragon melts, collapsing into a slowly cooling mass of glassy slag. The only place of safety from the dragon is within the ring of seven trees in the Sanctuary of the River Princess, where it will not attack.

3. Gallery of the Imperial Soldiery

This 100' long gallery was not part of the original tomb structure, and was added out of duty after the Emperor's death to house the soldiers to which he was entitled. It holds the smallest honor guard the Emperor's successors could provide, while still satisfying burial customs. The gallery replaced the original entrance chamber and doorway, and is made of local limestone.

The double door to this chamber is located on the west wall of the Chamber of the Imperial Bodyguard. It is made of sturdy iron-bound oak, has no ornamentation, and is well preserved, despite its age. An enormous 250 lb. ironwood beam bars the door, but it can be lifted out of its socket without undue difficulty by several strong PCs.

Assuming the PCs have a light-source the view inside is startling:

Light from the open doorway shines into a long barrel vaulted gallery, and falls on the fierce glare of a sword-wielding soldier's face, only inches from your own. Ranks of motionless soldiers stand shoulder to shoulder behind the first, stretching away from you into the darkness.

A dusty silk rope is stretched across the gallery between the first soldiers and the door, attached to ring-bolts in either wall and fastened in the middle with a gleaming (dust free) carved jade disc. The disc is magical (faint alteration) but its only power is to keep itself clean. Paranoid PCs may suspect this is a seal to restrain the soldiers, or a dangerous glyph of some sort. In reality the disc simply bears a ceremonial blessing, invoking the favor of the gods on these clay servants.

Fine dust has seeped through the stone ceiling over the ages, and the floor is covered in several inches of the soft powder. Small drifts of it have accumulated on the shoulders and backs of the statues, and the dust even clings to the walls. PCs who brush it away can see that the walls are plain unornamented limestone, which is slightly rough to the touch.

PCs who take the time to sidle to the back of the chamber can count one hundred and twenty six infantrymen, thirty six archers, twelve mounted cavalymen, and two two-horse chariots (each with a driver and warrior) crammed into the hall. Fortunately for the PCs these statues are just statues, nothing more. Although their numbers are alarming they pose no danger to the PCs or to Dragon Falls.

4. Sanctuary of the River Princess

The PCs can observe the Sanctuary of the River Princess through the open door at the bottom of the stairs in the east wall of the Chamber of the Imperial Bodyguard, or they can peep through the cracks in the walls from outside. To do the latter they will have to sidle along the outside wall to avoid getting wet, since the river runs within inches of the tomb. If several people want to look at once, someone will have to stand in the water.

The sanctuary room is a colorful contrast to the somber formality of the Emperor's chamber.

The floor is made of soothing hues of blue, twining sinuously among each other in shades of pale turquoise, subtle aquamarine, and deepest lapis lazuli. Brown-stone pillars hug the wall with twisted rough-barked texture, holding up the pale azure ceiling with intricate ribs, like tree branches bearing fresh emerald buds. Around the walls lush vivid greens depict rushes of a vibrant riverbank, with bright blossoms of glorious topaz yellow and deep, rich amethyst purple. Only the dirty cracks in the south wall, dribbling soil onto the floor, mar the rich beauty of the chamber.

In the center of the room, an oblong monument of glossy malachite green rests on a rough mound of natural stone. Seven graceful trees grow on that stone, with trunks of ivory and leaves of jade, sheltering the monument under their intertwined branches, which

hang unnaturally still in their frozen rigidity. The carved figure of a graceful woman lies on the monument in peaceful repose, her slender arms folded around a shallow silver bowl on her breast. Withered warty tubers, with scrofulous husks and gnarled tendrils rest piled therein, only inches below her serene face.

More alarming still are the dozens of pale clay-colored soldiers marching in angry circles around and around the island of stone. Their rigid boot-heels clatter on the blue watery floor underfoot, and their drawn swords glitter coldly in the feeble light. They pay no attention to the treasures heaped in the corners of the room, to the golden vessels rolling underfoot, to the coffered precious stones lying in tumbled disarray. Their cold eyes only glare at the open chamber door and the cracks in the walls, as they circle in ceaseless vigilance.

Numerous treasures of gold and silver, precious stones, rare woods, and elegant pottery are piled in the corners, with a total value of some 130,000 gp. The precious gemlike "stonework" decorating the room is actually glazed ceramic of highest craftsmanship. The flowers on the walls are irises, recognizably the same as the flowers on the soldiers and bowl. The monument, of course, is the resting place of the remains of the River Princess.

Twenty-five ceramic soldiers pace around the stone island it stands upon, guarding their Princess' resting place from any further invasion or indignity. They will mercilessly attack anyone entering the chamber, or anyone taking hostile action against the resting-place. They will launch limited pursuits if they must, but will never leave the chamber completely unguarded. PCs who launch an attack on the soldiers will find they fight intelligently and well, resorting to tactics such as overbearing against extremely well armored opponents.

Destructive spells (those that cause damage, or severely alter the environment or structure of the area of effect) cast into the chamber have normal effects, except in the area between the seven trees, where they are harmlessly absorbed. For example, a *fireball* centered outside the trees would have its normal area of effect minus the area inside the trees, while a *fireball* centered between the trees would not detonate at all. Non-destructive spells (healing spells, divination spells, etc.) act normally everywhere within the chamber. The soldiers will not enter the area between the seven trees, which is their Princess' inviolate sanctuary, unless they are in pursuit of an opponent or they are preventing damage to her tomb.

The simplest way to destroy the soldiers in the chamber is to exploit their vulnerability to flowing river water. The cracked walls of the chamber are within a few inches of the river, and the river level is several feet

above the floor of the sanctuary. By digging away at the rock and soil around these cracks the PCs can let the Fire River gradually flood the chamber. The marching soldiers, ordered to stay in the room and unwilling to climb on the Princess' tomb, will gradually lose the soles of their boots, then their feet, and then their ankles, until, struggling for balance, they become so unstable that they topple into the water and collapse into clay.

Alternatively, the PCs could beat them into gravel, but that's more difficult.

All Tiers:

Ceramic Soldiers have the following special defenses, which are identical for all Tiers.

Weapon hits on the ceramic soldiers that would normally cause 1-2 hp of damage have no effect. Those that cause 3-9 hp of damage only do 1 hp of damage, and this damage is not visible to the naked eye. Weapons hits that would normally cause 10 or more points of damage do 1/2 damage, leaving noticeable cracking.

Ceramic soldiers take half damage from magical fire and magical cold. They are immune to acid, gases, poison, electricity, non-magical fire, *shatter*, *shout*, mind affecting illusion phantasm and enchantment charm spells. Ceramic soldiers are vulnerable to running river water, which will transform their body into soft clay on contact. Loss of 5% of body mass destroys the soldier. Artificial jets of water do 1d6 to 1d12 points of damage at the DM's discretion.

Tier 1:

Ceramic Soldiers (25): Int Very/Non; AL N; AC 2; MV 10 maximum; HD 1; hp 14; THAC0 17; #AT 1; Dmg 1d8; SA nil; SD see above; MR nil; SZ M; ML 20.

Tier 2:

Ceramic Soldiers (25): Int Very/Non; AL N; AC 1; MV 10 maximum; HD 3; hp 24; THAC0 15; #AT 3/2; Dmg 1d8+1; SA nil; SD see above; MR nil; SZ M; ML 20.

Tier 3:

Ceramic Soldiers (25): Int Very/Non; AL N; AC 0; MV 10 maximum; HD 5; hp 30; THAC0 13; #AT 3/2; Dmg 1d8+2; SA nil; SD see above; MR nil; SZ M; ML 20.

Tier 4:

Ceramic Soldiers (25): Int Very/Non; AL N; AC -1; MV 10 maximum; HD 7; hp 42; THAC0 11; #AT 2; Dmg 1d8+3; SA nil; SD see above; MR nil; SZ M; ML 20.

Tier 5:

Ceramic Soldiers (25): Int Very/Non; AL N; AC -4; MV 10 maximum; HD 9; hp 54; THAC0 9; # AT 2; Dmg 1d8+5; SA nil; SD see above; MR nil; SZ M; ML 20.

But we Brought the Bowl!

PCs who return the stolen bowl in the hopes that everything will be set right are going to be disappointed. The bowl is stolen goods, not worthy of a princess. Returning the bowl does not soothe the Emperor, or cause the tomb guardians to cease their destructive rampage. Although the action is morally correct, it is too little, too late.

If the PCs (carefully) slide the bowl into the Princess' sanctuary the soldiers will kick it into a corner and leave it there. If the PCs advance into the sanctuary bearing the bowl they will be attacked as normal. Presenting the bowl to the stone lion causes no change in its actions.

Waking the River Princess

In order to soothe the spirit of the Emperor, the PCs must wake the spirit of the River Princess, in the hope that she will intercede on their behalf.

The key to doing so is the bowl of ugly tubers held on her statue's breast. These are the desiccated remains of iris roots, the source of the flower which meant so much to the Princess and the Emperor. Growing a new flower from these remains is the one reliable means of waking the River Princess.

Although the roots appear to be desiccated and dead, they still retain a spark of vitality. A detect magic spell will reveal a strong aura of conjuration/summoning emanating from the roots, and they will register on a *locate animals and plants* spell. The iris roots will grow and bloom if the PCs do any one of the following:

- Wet them in fresh river water.
- Wet them in holy water of a good deity.
- Wet them with a potion of *healing* (any), *growth*, *plant control*, or *sweet water*, or a *philter of love*, or an *elixir of youth*.
- Cast *plant growth*, *speak with plants*, *charm plants*, *heal*, or *regenerate* upon them.

Clever PCs may be able to remove the iris roots from the Sanctuary, transport something to them, or cause them to grow without entering the Sanctuary at all. In this case they would not have to battle the soldiers to wake the spirit of the princess. Note that the river level is below that of the Princess' statue, so letting the river

into the tomb will not result in the iris tubers getting wet.

If the tubers are activated, they produce one single weak looking stalk, which slowly grows a single bud. After five minutes, the blossom opens, producing a simple wild iris flower, small and plain: not the flashy cultivated variety illustrated on the tomb walls and the ceramic soldier's breastplates.

As you stare at this weak plain flower you realize there is one more person watching the blossom with you.

At first her form is indistinct and hazy, but it strengthens slowly until you can see the short figure of a peasant girl. Her feet are bare and muddy, and her tunic is plain and stained. No diadem adorns her wind-blown hair, and no rings sparkle on her callused fingers.

Clear brown eyes look up at you from a sun-darkened face, and then her wide mouth bends in a quick crooked smile.

She nods once, turns, and slowly walks away, towards the pale screened enclosure in the center of the main room. Her image wavers and fades as she reaches it, and the blossom withers to dust in moments.

With that the spirit of the River Princess leaves to seek the spirit of the Emperor.

The Emperor Assuaged

The Princess was a peasant, and her peaceful spirit is dismayed by the actions of the tomb guardians, and the suffering they have inflicted on the peaceful farms around Dragon Falls. When her spirit meets the Emperor's she begs him to relent, and release the guardians from their task.

In life, the Emperor could not refuse his Princess; nor can he in death. When he learns that she is not distraught about the invasion of her tomb he accedes to her request, and they both return to their rest.

There are only two apparent changes to the PCs, and they may not be immediately obvious depending on the situation. First, all the active tomb guardians adopt a stable posture and cease moving, becoming inanimate statues. Over the next half-hour, the soldiers and lions gradually crack and fall into pieces. Second, PCs near the Enclosure of the Imperial Remains can smell the faint scent of irises wisping through the screen.

Note that the Ceramic Dragon does NOT become inactive, and PCs messing with the imperial enclosure run some very severe risks indeed.

Alternative Approaches

Inventive PCs may come up with alternative strategies for dealing with the tomb and its occupants.

Speaking directly to the spirits of the Emperor or the River Princess is difficult, since they have been dead for roughly 2400 years, putting them out of reach of most necromantic magic. Spell combinations such as *divination* (to find the Emperor's name) followed by *exaction* could compel him to stop the warriors, and *gate* might be able to summon the shades of the deceased for negotiation. PCs who somehow breach the age barrier with high-powered magics will find the Emperor is obdurate, but the River Princess will gladly intercede once she knows the situation.

Destroying the desiccated remains of the Emperor or the River Princess has no effect, for their spirits are no longer associated with their bodies. Both the spirits are on their plane of rest when the PCs arrive, and attempts to destroy those spirits with turning, spells, etc. will have no effect unless they are first summoned from the dead. In any case, the tomb guardians continue to follow their orders, even if the Emperor's spirit is destroyed.

PCs may suggest burying or collapsing the tomb. It takes six men with shovels a few hours to cover the tomb in a few feet of soil. The rapid (within 1 turn) removal of at least 6000 cu ft of earth from the bluff will provoke another major slide, burying the entire tomb in 10' of soil, and caving in the formerly exposed corners. Collapsing the tomb itself requires the use of magic (*transmute rock to mud*, *horn of blasting*, etc.), or conventional demolition. This will trap indoor tomb guardians in harmless immobility, but those outside will continue to advance on Dragon Falls.

Aftermath

Attack on Dragon Falls

Ideally the PCs will find the Tomb of the River Princess and stop the ceramic soldiery at their source, and the adventure is written with this in mind. However, powerful combat-oriented parties may elect to wait and fight the enemy around Dragon Falls, and some parties may fail to solve the problems at the tomb. In that case, the following timeline comes into effect.

By 8:00 PM the entire detachment of 42 ceramic soldiers and 3 stone lions (minus any destroyed by the PCs) have formed up at the bridge on Doffin's Creek. They then march towards Dragon Falls, staying in low ground away from outlying farm buildings where possible. They have eight hours to travel six miles, which leaves plenty of contingency time to make hasty bridges over creeks if necessary. The force will reach

Dragon Falls before dawn (4:00 AM) and attack immediately.

These attackers can be a difficult opponent for the PCs, and may overwhelm them at lower tiers. Their tactics are competent and efficient; treat them as if an experienced and merciless general is in command. Serious damage to Dragon Falls is probable. However, if the villagers were warned about the large unit of soldiers the day before they will have evacuated the village, and civilian casualties will be light.

By noon that day, mounted reinforcements arrive from Ravens Bluff in response to Christoph's plea for assistance two days before. This force of war wizards and capable soldiery takes over the battlefield, and the surviving PCs' role in the situation will come to an end.

End the adventure, calculate xp and fill out scoring sheets as normal at this point.

Conclusion

If the PCs successfully soothed the spirit of the Emperor or destroyed the host of rampaging tomb guardians before they reached the village, the threat to Dragon Falls is at an end. If they failed, Dragon Falls is in ruins. In either case, reinforcements from Ravens Bluff show up by noon the day after the PCs arrived, and take charge of the situation. The PCs may have a few days of rest, after which they are expected to press on - they still have a survey to complete!

When the PCs finish patrolling two weeks later they each receive 100 gp of pay from the Merchants' Guild. (If they lost a Merchants' Guild horse they must pay 85 gp to replace horse and tack.) If the PCs managed to save Dragon Falls, they are each awarded an additional 500 gp for gallant actions beyond the call of duty. The family of Sir Theodric Farriner will also award successful PCs with his magic shield, for undertaking the defense of the people who were under his care.

Christoph will gift the successful PCs with a valuable book from his collection, which would have been destroyed without their help. The people of Dragon Falls will also reward the successful PCs with a piece of their heritage - a set of arrows carved from the wingbones of the mighty dragon that once laired nearby.

The treasure in the tomb will quickly draw the attention of high officials. After many divinations they will determine that it is auspicious to use the Princess' treasure to restore the damaged farms around Dragon Falls, and such will be done. The divinations will also reveal any grave goods taken by the PCs. They will be retrieved by the proper authorities and put to appropriate use.

The tomb itself collapses after two weeks of exceptionally heavy rain and high river levels cause

several new mudslides and undercut the foundations. Fragments of statuary from the tomb turn up far downstream, including several leaves from the magic trees in the Princess' sanctuary. Three that have retained some dweomer will be given to successful PCs.

The End

Experience Point Summary

Experience is calculated as follows for Living City events.

1. Sum the experience listed below for objectives.
2. Assign discretionary role-playing experience (0-500 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially.
3. PCs get the experience for the tier for which their INDIVIDUAL level qualifies them, according to the chart below. If the PC falls into a higher individual tier than the party's tier, he or she gets the experience at the adventure tier level. Under no circumstances can a character's individual award exceed the party tier.

For example, if the party has a 2nd level PC, a 5th level PC, three 6th level PCs, and an 11th level PC, the group falls into tier 3. The 2nd level PC gets tier 1 experience, the four PCs on tier 3 get tier 3 experience, and the 11th level PC also gets tier 3 experience.

Tier 1:	Character levels 1 and 2
Tier 2:	Character levels 3 and 4
Tier 3:	Character levels 5 and 6
Tier 4:	Character levels 7+

Welcome to Dragon Falls

Rallied the villagers: 50 xp

Investigation

Figured out sequence of attack: 25 xp
 Figured out nature of attackers: 25 xp
 Got confession from Thennic: 50 xp
 Recovered bowl from Thennic: 25 xp
 Got historical info from Christoph: 25 xp

A Taste of the Enemy

Figured out water vulnerability: 50 xp
 Defeated one or more clay soldiers: 50 xp
 Detected unit of soldiers at bridge: 50 xp
 Sent hard intelligence to Dragon Falls: 50 xp

The Tomb of the River Princess

Defeated tomb guardians: 100 xp

Assuaged emperor's spirit: 150 xp

Attack on Dragon Falls

Attack defeated w/o major damage: 150 xp
 (only if attack actually occurred)

Total Experience for Objectives: 650 xp
 Roleplaying Experience: 0-500 xp

Total Possible Experience: 1,150 xp

For Tier 2: 2,300 xp
 For Tier 3: 3,450 xp
 For Tier 4: 4,600 xp

Treasure Summary

PCs may keep items from the scenario which are listed on the treasure list or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the PCs cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the PC to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the PC. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some PCs. Items which are worth more than 5,000 gp, which are of personal significance to the owner (including family heirlooms), and magical items will be discovered in the possession of the PC by one means or another. The PC who stole them must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives one Infamy point for being a known thief. For other items which meet the criteria in #1 above, use your judgment on whether a PC thief gets away with the theft or not.

Any item retained according to these rules which does not have a certificate will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

All PCs:

- Patrol pay: 100 gp each
(If lost a merchant guild horse: -85 gp)

Successful PCs:

- Reward from Merchants' Guild: 500 gp each
- Reward from the Farriners: *shield +1/+3, innocents' bulwark* (Medium, value 4,200 gp, unusual): This medium-sized shield bears the image of a sturdy castle, and operates as a *shield +1* in most circumstances. However, when the wielder is fighting in the immediate defense of zero level noncombatants, it becomes a *shield +3*. "Immediate defense" means that the zero level people are threatened by a hostile enemy which intends them harm, and is in a position to cause this harm in the next round if the shield wielder were not fighting to prevent it. "Noncombatants" are those whose purpose is not that of fighting or aiding fighting, although they may be acting in their own defense. A zero-level farmer using a spear to fend off hungry wolves is considered a noncombatant even though he is fighting, but the members of a militia formed of zero level serfs in the same circumstances are considered combatants because their purpose (as a militia) is to fight.
- *Dragonwing Arrows* (Medium, Value 300 gp each): This is a set of four magical arrows, sized for the longbow, whose shafts have been carved from the wingbone of a mighty dragon. They fly truer than normal arrows, and suffer no range penalty at medium or long ranges. They have no other to-hit or damage bonuses, but they are considered magical weapons of +1 magnitude for purposes of piercing *protection from normal missiles* spells and similar defences. They have the same chance of breaking after being fired as normal, non-magical wooden arrows.
- Gromeliard's Bestiary (Medium, value 4,300 gp, unusual): The Bestiary, which was made as an ostentatious wedding gift, is a large (12" x 16" x 3") ebony encased book with 97 pages of finest vellum, intricately illuminated with brilliant inks and a profusion of gold leaf. The exterior of the volume is encrusted with gold, silver, and semi-precious stones, bringing the weight of the entire volume to a massive 21 pounds. The bestiary details compound monsters, such as the chimera, manticore or hippogriff, which are assemblies of parts from different mundane creatures. The information is accurate, and grants the reader a basic knowledge of such creatures. Unfortunately, the book is written in such a stupefyingly boring and convoluted manner that it is not readily assimilated, and the owner must have it in his

possession and spend half an hour poring over it to track down more specific details. Doing so provides a +4 to knowledge-based skill (2E: proficiency) checks about the specific compound creature being researched at the time. Because the volume is so poorly written it is most most prized for its high material value of 4,300 gp.

- Tomb treasure: *3 leaves of calm endurance* (Value 16,000 gp, unusual): This small green ceramic leaf was once part of a greater magical defense, and retains a portion of its powers. When worn about the neck on a cord or chain, the leaf will reduce the damage suffered by the wearer from the next damaging spell that harms the wearer. Subtract 15 points from the total damage, before saves are rolled. The leaf only functions once, after which it becomes a mundane ornament, worth 3 gp. These leaves do not stack with each other.

Appendix: Timeline of Significant Events

This timeline is a guide to the significant plot events and the actions of the tomb guardians and NPCs.

<i>Time</i>	<i>Tomb Robbers</i>	<i>Tomb Guardians</i>	<i>Dragon Falls</i>
Day 1			
Afternoon	Robbers find the tomb, enter, and steal some treasure.	Tomb guardians begin to activate.	Normal daily routine.
Evening	Robbers return to their farms.	Tomb guardians finish activating and leave the tomb.	Normal daily routine.
Night	Ripper and Harold slain. Thennic and refugees flee to Dragon Falls.	Guardians reach farmsteads of the tomb robbers and destroy them.	Normal daily routine.
Day 2			
Morning	Thennic reaches Dragon Falls, and is quartered with Sorli Saata	Guardians fan out to destroy individual farmsteads.	Refugees arriving in Dragon Falls. Sir Theodric summons the militia.
Afternoon	Thennic at Saata farm.	Guardians continue to fan out westward and destroy outlying farms. Guard posted at Doffin's Creek.	Militia gathers in Dragon Falls. Christoph sends message to Ravens Bluff
Evening	Thennic at Saata farm.	Guardians continue west.	Militia marches east.
Night	Thennic flees Saata farm, arrives in Dragon Falls again.	Battles with militia, especially around farm of Sorli Saata.	Militia battles throughout night. Refugees continue to arrive
Day 3			
Pre-dawn	Thennic now quartered in public house of Jarad Taverner.	Battles with militia get closer to Dragon Falls.	Sir Theodric mortally wounded. Militia falls back on Dragon Falls.
7:30 AM	Thennic in Jarad's pub.	Dispersed guardians begin systematic destruction of outlying farms.	Sir Theodric dies. PCs spot smoke of burning farms.
8:00 AM	Thennic in Jarad's pub.	Destruction continues.	PCs arrive in Dragon Falls. Death of Sir Theodric announced. Morale crisis occurs. Bev Shepherd flees if morale failed
9:00 AM	Thennic in Jarad's pub.	Destruction continues.	Tom flees if morale failed
10:00 AM	Thennic flees if morale failed.	Destruction continues.	Martha flees if morale failed.
12:00 PM	Thennic at pub if he hasn't fled.	Destruction continues.	Christoph flees if morale failed
1:00 PM	Thennic at pub if he hasn't fled.	Guardians begin converging on bridge	
4:00 PM	Thennic at pub if he hasn't fled.	Guardians start march to Dragon Falls.	
8:00 PM	Thennic at pub if he hasn't fled.		
Day 4			
2:00 AM	Thennic asleep at pub if he hasn't fled.	Guardians continue advancing.	Villagers may be evacuated safely, if warned no later than 2:00 AM
4:00 AM	Thennic flees if still around.	Guardians attack Dragon Falls.	
12:00 PM			Reinforcements arrive from Ravens Bluff. End of Adventure.

A Description of the Paintings on the Chamber Walls

Painting #1) A young man in his mid teens sits on a throne of finely crafted wood. His robes are ornately embroidered, with the image of a wingless dragon prominently displayed on his chest. An aged man with a narrow gray beard and bald head bows before him, presenting him with a carved rod on a cushion. Men of all ages in fine robes kneel behind the old man, their heads bowed respectfully.

Painting #2) The young man, now in full armor, rides through a field at the head of a column of troops who bear the flag of a coiled dragon. Young green shoots lie trampled under the horse's hooves. A group of men in ragged clothes kneel by the horse's feet. Farm implements lie on the ground by their side. They lift cupped hands towards the young man, but his eyes stare at the horizon over their heads.

Painting #3) The same man, now looking more mature, stands amid a group of older men in ornate armor, who rest on one knee around him. In the background a column of prisoners is being lead to the left, bound neck to neck. The man is gesturing imperiously to the right at a fortified city in the distance, around which an army can be seen encamped. The army's flags bear a coiled dragon, and the city's bear a hawk. Flames rise from parts of the city.

Painting #4) The wall in this location is missing, due to the opening, and no part of the image or text remains.

Painting #5) A slender woman with refined features stands on a riverbank, amid green rushes and flowers of purple and yellow. She wears simple robes of white cloth, and her black hair flows unbound to her hips. A basket of flowers and a water jug rest by her slippered feet. Her eyes are demurely downcast as she gracefully presents a flower blossom to the armored man. He bends stiffly to accept it with one hand, while his other is raised sternly behind him, forbidding a group of soldiers and officers from approaching any closer.

Painting #6) The woman, now dressed in ceremonial robes with her hair carefully arranged and her face powdered and painted, rests on her knees on a cushion. To her right kneels the man, now smiling and also in ceremonial robes. His robe bears a writhing dragon embroidered around a flower blossom. An old man with long beard and bald head stands before them, his hands raised, and a group of men in finery watch intently.

Painting #7) The man and woman stand together by a field of tall grain near a blue boat-laden river. He wears the dragon and flower on his clothing, and she bears a flower in her slender hands. Men and women in plain garments kneel smiling before them, bearing baskets full of grain, fish, loaves, eggs, and vegetables. Fat livestock is tethered nearby. Many small houses stand on the right of the painting, and children play among them with happy grins.

Painting #8) The woman lies on a simple bed, her face serene and her eyes shut. Candles burn and braziers smoke around her, and a group of men, bearded and bizarrely robed, bend over the bed holding wands and scepters and strange implements. The old man with long beard and bald head holds a cloth towards the man with the dragon and flower emblem on his robes. An arrowhead rests on the cloth.

Painting #9) The man wearing the dragon and flower is in armor once more, sitting on a camp stool with armed men at his side. Behind him numerous severed heads rest on pikes, including those of women and children. In front of him two soldiers hold a plump man in rich robes, forcing him to his knees. The captive's hands are raised together in supplication as the seated man points at him with a carved rod. The seated man's face is harsh and pitiless.

Painting #10) The roof of a partially buried two-part structure can be seen protruding from a pit in the ground. A procession stands stopped by the front of the structure. Men bear a flower covered shrouded figure into the open doors. To one side stands the man wearing the dragon and flower emblem. His face is bleak, and he does not look at the procession. In the background a strange ship hovers in mid-air above a river, which flows between wild sparsely forested banks.

A Translation of the Text Accompanying the Paintings

Painting #1)

I came to my accession as a young man, headstrong and foolish. I greedily took the rod of office from the priests, still warm from my dead father's hand, and became the anointed Emperor of the Seventh City. I discarded study of law and the wise teachings of the priests, certain I was a warlord predestined.

Painting #2)

The wealth of my treasury was insufficient for my aims, and the yoke of taxation born by my people was increased that I might field glorious armies of unrivaled size and excellence.

The cries of my people meant nothing to me, and only the horns of war reached my ears. I lead my armies away on wars of conquest to foreign lands, seeking to add them to my domain.

Painting #3)

Kingdoms fell before the might of my armies, for my skill at arms was truly great.

With each conquest my resources grew, until none could match the richness of my treasury and the power of my assembled soldiery. All who resisted were crushed, yet I hungered for more

Painting #4)

The wall in this location is missing, due to the opening, and no part of the image or text remains.

Painting #5)

There, by the river which names your nation, I found you gathering irises where you came to draw water. Without hatred or fear you offered a flower to me, as no other had done.

And you, my darling, like the tender shoot that splits stone, broke the hardness of my heart. The threat of my armies was washed away by the river of your love, and your people were saved from fire and the sword

Painting #6)

Though many muttered against it, and named you common and base borne, I took you as wife.

A title I created for you, naming you the River Princess in remembrance of the place of our meeting, and the nation of your birth. Your flower was added to my insignia, that all should know the esteem in which I held thee.

Painting #7)

Your flower warmed my heart, and your grace tamed my rash spirit.

With a river of sweet reason you spoke to me, washing the scales from my eyes that I might see the misery around me. My armies melted away, and in their place I built granaries, farms, and houses.

My land bloomed.

Painting #8)

And then, when my heart was tranquil at last, a rival cast a dart at me and struck thee instead.

Four days I wept as you lay on the funeral bier, and priests and wizards chanted and keened uselessly around you.

On the fifth day they tried no further. You, to whom I would refuse nothing, had been taken away from me, and nothing I could do would bring you back

Painting #9)

My vengeance was terrible.

With fire and the sword I descended on the homes of my tormentors. Their servants were slain, their people enslaved, their granaries burnt, and their houses cast down. None escaped me, and no law barred my path. Cruel torments I devised for their children, and crueller still for my rivals themselves. Still I burned with hatred, and the yoke of brutal taxation drove my subjects to their knees that none might rise against me.

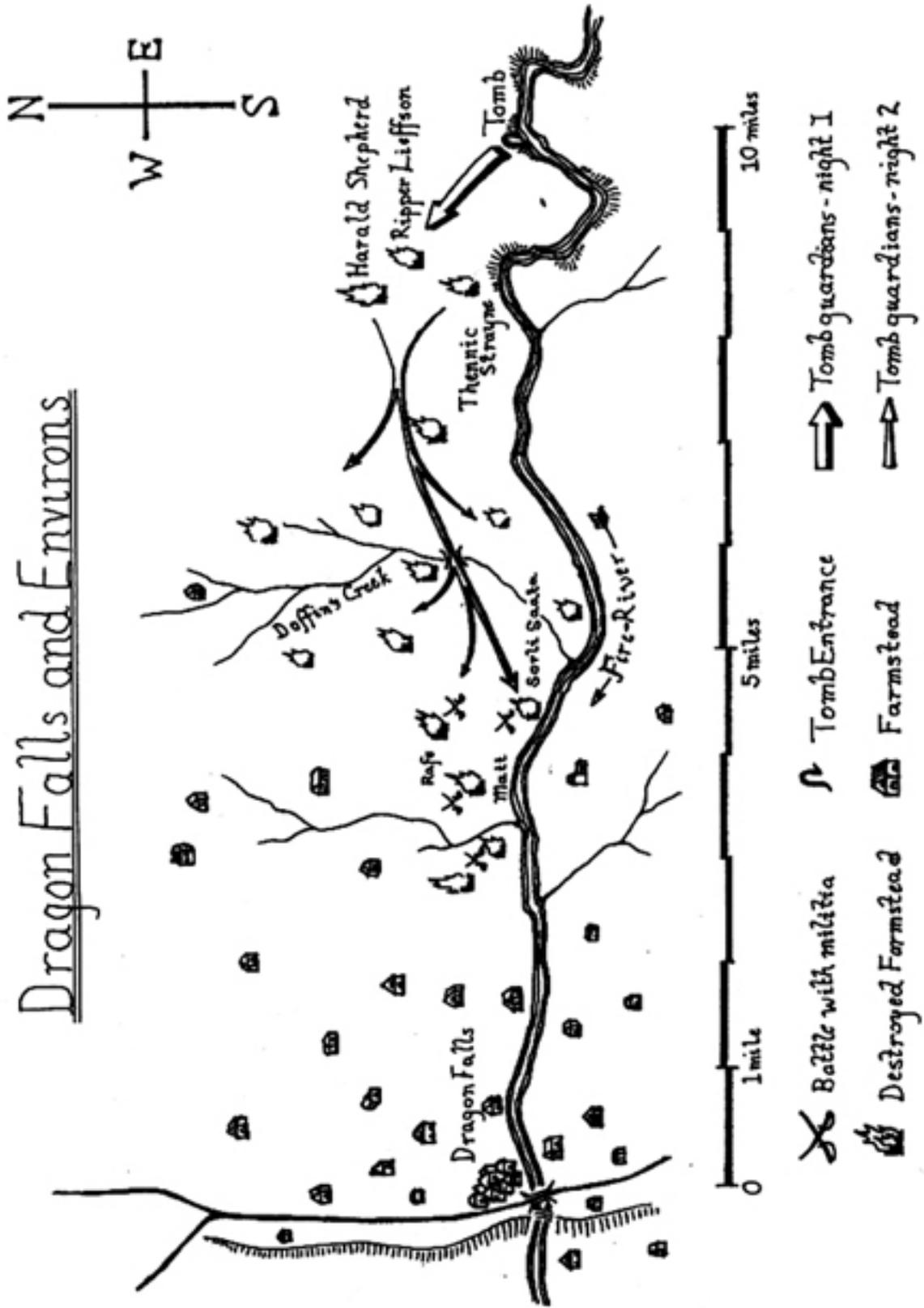
My heart was hardest stone, and you were not there to soften it. I showed mercy to no one.

Painting #10)

Peace had been denied you in my city, my dearest River Princess, and my land was peaceful no longer.

I have built you a tomb in a tranquil wilderness, far distant in hidden lands, by a river as fair as that you knew as a child. There we will rest together and I will guard thee, until the gods grant that we meet again among the irises and my heart will once again know rest.

Dragon Falls and Environs



Tomb of the River Princess

