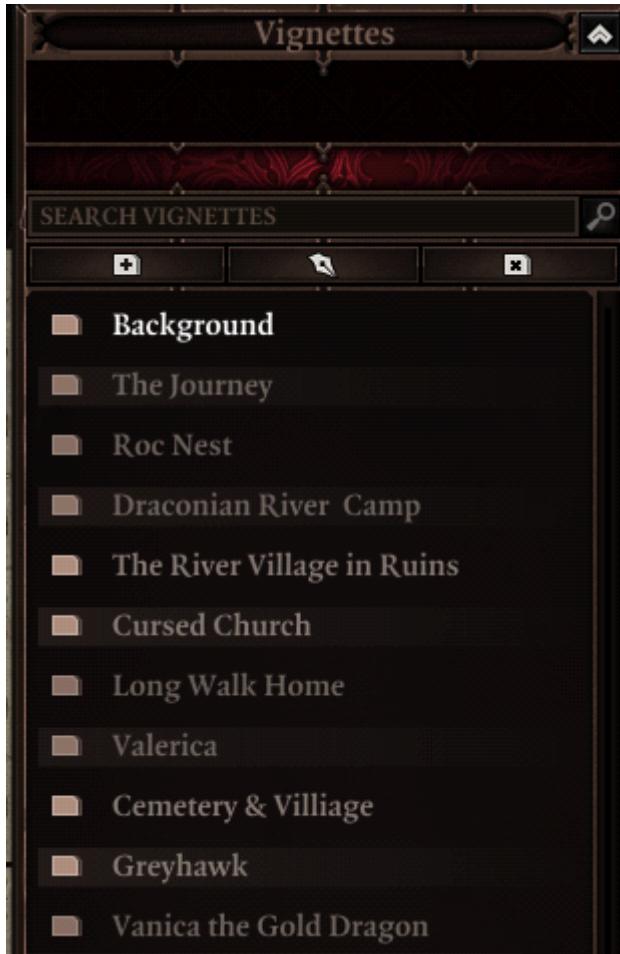


Table of Contents

Each Vignette 'Folder' corresponds to a section of the story. Follow each section to get more information on the particular area and portion of the campaign.

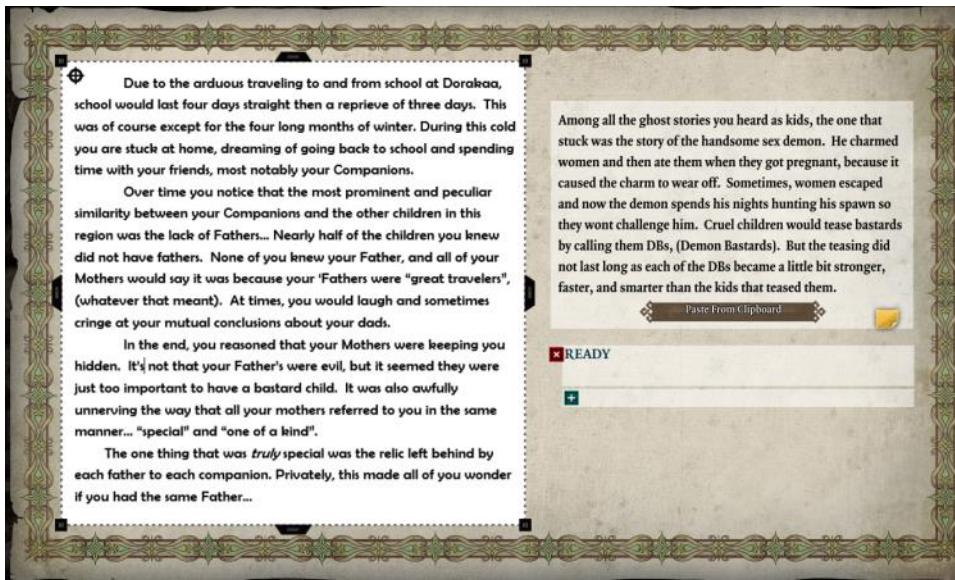


Background (VINs)

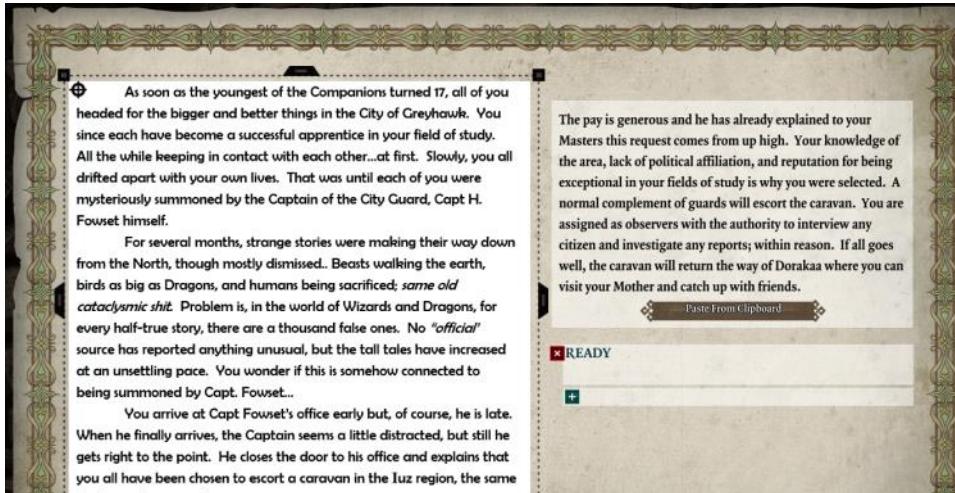
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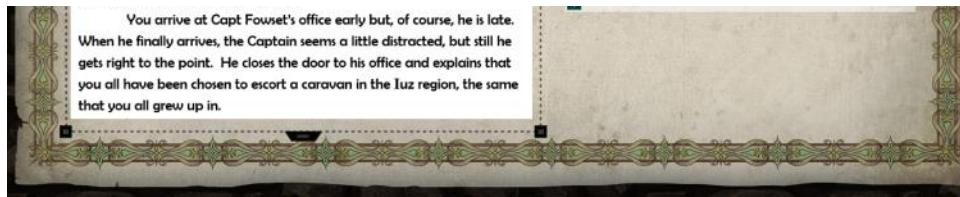


2.



3.





4.

Capt. Fowset then lowers his voice to a soft rumble. He slowly leans forward; eyes dance left and right, as if he is expecting someone to be eavesdropping. "Something's wrong, I can feel it.... The Arch Mages, High Clerics, all the high and mighty self-important bastards, they're nervous...they're arrogant, but never nervous... and now they are all fucking nervous and even polite to the soldiers! Something's wrong, I know it." He leans back, pleasantly smiles, and says "Off you go then"

Paste From Clipboard

READY

5.

PIN: '*Eru Tovar*' - (Stickies)



1. (Welcome)

- The party arrives and stops at the edge of the city while the caravan goes in. Nothing eventful happens. Each party member can select ONE relic, this is what was given as their first birthday present from the father they do not know. After they select a Relic, ID it for them. Unlock the chest for Party member to select only ONE.

2. (Relic Upgrade?)

- Relic upgrade: I suggest you allow the party to upgrade their relics over a period of time. *See "Relic I" & "Relic II" VIN at the bottom of the VIN selection Screen

3. (NEXT)

- OM/PIN 'YE Old Tavern'- Travel/Load

PIN: 'Ye Old Tavern' - (Stickies)



1. (NO DOS 2 Type Stealing)

- Pickpocketing rules will be introduced in the Next Chapter if I can figure a legit way to do it. However, you as the GM can do it as you see fit, I just think stealing in DOS2 is a tad much. Unless you want to populate every box, I suggest giving all Characters a +3 or 4 in Lucky Charm so as they search areas Luck can determine some treasure. As for myself, over time I populated more of this map with treasure.

2. (Ye Old Tavern)

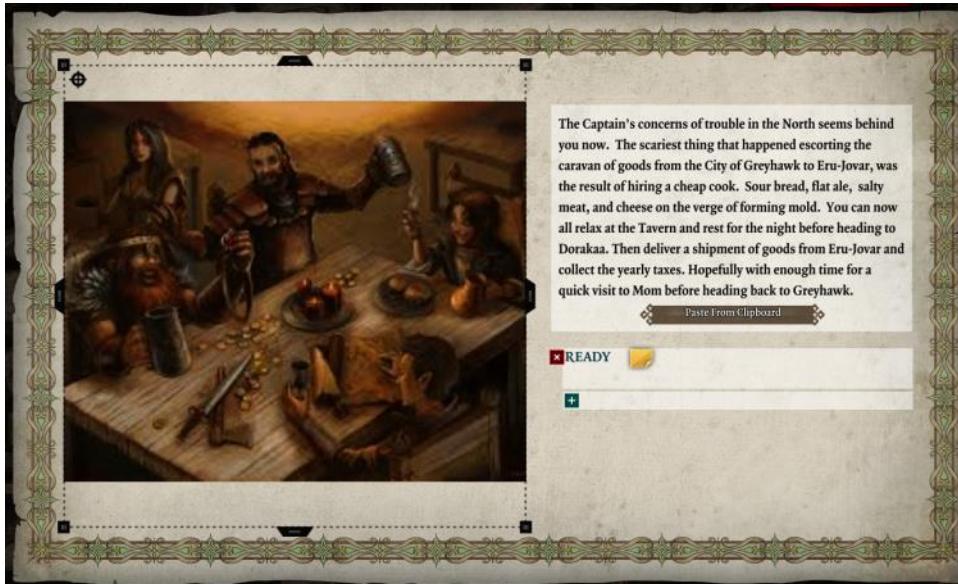
- Let each party member get 2.5k gold, one healing potion, a bed roll and one rez scroll from basket next to this sticky. Have them spend money here as they choose. Try to get party to have a full set gear. Make more if you have too.

3. (NEXT)

- VIN/The Journey/Job Well Done. Reminder: the NEXT stickies indicate what to access next. Example, VIN= Vignette Menu 1.VIN--> "The Journey" (VIN Folder)

The Journey (VINs)

1.



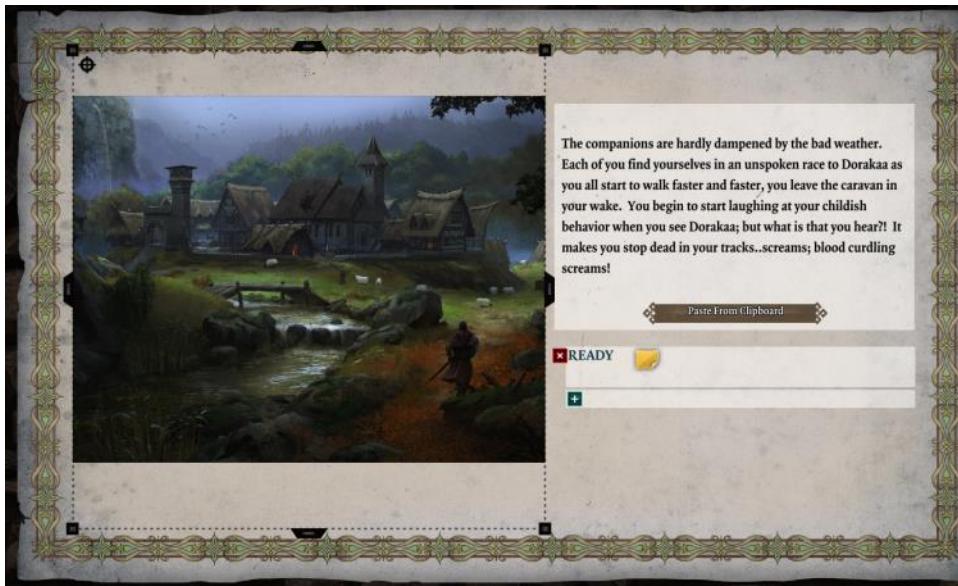
The Captain's concerns of trouble in the North seems behind you now. The scariest thing that happened escorting the caravan of goods from the City of Greyhawk to Eru-Jovar, was the result of hiring a cheap cook. Sour bread, flat ale, salty meat, and cheese on the verge of forming mold. You can now all relax at the Tavern and rest for the night before heading to Dorakaa. Then deliver a shipment of goods from Eru-Jovar and collect the yearly taxes. Hopefully with enough time for a quick visit to Mom before heading back to Greyhawk.

Paste From Clipboard

READY



2.



The companions are hardly dampened by the bad weather. Each of you find yourselves in an unspoken race to Dorakaa as you all start to walk faster and faster, you leave the caravan in your wake. You begin to start laughing at your childish behavior when you see Dorakaa; but what is that you hear?! It makes you stop dead in your tracks..screams; blood curdling screams!

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READY



PIN: '*Dorakaa Village*' - (Stickies)



1. (Save Civilians)

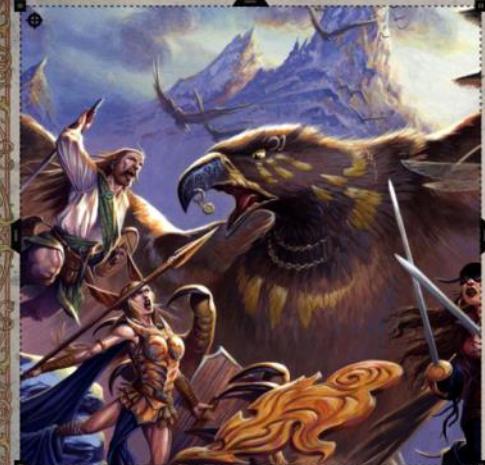
- a. The city guard will see the party and tell them Dorakaa is under attack. He will tell the party to hold them off while the civilians run to safety. The object here is to save civilians before being forced to retreat!
*** On average, after TWO turns, activate the next WAVE via Encounter Tab, but deactivate two neutral civilians every turn. The party would be wise to retreat after Wave 4 shows up.

2. (Time to Go)

- a. Once it is time to go, tell the party they must retreat back to the Caravan to warn them, then or face death, then load. VIN/The Journey/Rocs

Roc Nest (VINs)

1.



You were able to allow most of the villagers to escape. As you catch up to the caravan, you can see everybody got the message from somebody. They are already in full retreat in the opposite direction.

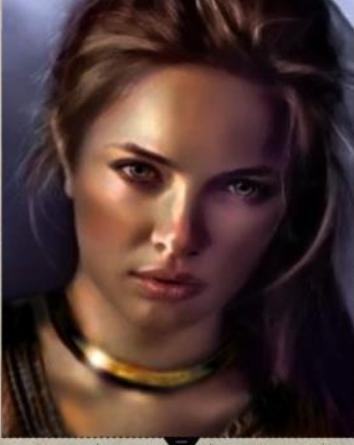
But before you can catch your breath; is that a bird? A very very large bird? In a slow motion event, you are swept off your feet. As you pass out from being squeezed you think; "Feathers, those are freaking HUGE feathers".

Paste From Clipboard

READY

+ [Does the Party?]

2.



The woman is unconscious, several deep wounds slowly heal before your eyes. She is stunningly beautiful; You all tremble as you feel mysteriously drawn to her. After about ten minutes, nothing you try appears to affect her. Just as you start get your bearings and begin to discuss what to do with her, she slowly opens her eyes. The woman stares right through you, as if she barely acknowledges your presence. She says in a soft but commanding voice, "What happened? I can't remember..."

[Does the Party?]

Paste From Clipboard

- Offer her aid, saying there is strength in numbers
- Attack her, she might have some cool stuff
- Leave her there, you ain't got time for this drama
- Tell her she is your Tour Guide, and she had been doing a really bad job!

PIN: 'ROC Nest' - (Stickies)

Friday, December 01, 2017 12:50 PM



1. (Roc Nest)

- a. The party awakens to a thunderous BOOM. Now all is quiet and you are in a Roc's nest. The Party members are pilled one on top of the other.
- b. The party is in near shock at what has happened and lucky to be alive. Tangled up in the bodies of the Party members are several dead guards from the caravan. Two freshly dead Rocs, one on the mountain side, one below the nest are still dripping blood from whatever killed them. (**The Roc on the ground will need to be deleted to make room**)
- c. Tell the party it looks like a dangerous climb down, ask what are they going to do. If a party member says they want to use teleport or a jump skill, allow them at no penalty. Otherwise roll the Save vrs falling.
- d. They should roll a Strength and a Finesse saving throw. If they fail one, they slip, but are okay. If they fail both, they should get the status affect "Weak" for the remainder of time they are on this level. However, if the Party member says they use their bedroll, remove the status effect after one battle.
- e. When the party reaches the ground, they find a young woman sitting on a rock. She seems either dead with her eyes open, in shock or under a spell. Publish *** VIN/Roc Nest/Vanica

2. (Vanica)

- a. Vanica has lost her memory due to the injuries from killing the Rocs. VIN Vanica
- b. Treat her as the DM's avatar and play as you see fit. She polymorphs into a low level to keep people from figuring out how strong she is. She polymorphed after the battle, but doesn't remember who she is due to a head injury. However, if threatened she can polymorph into level 20 at will.
- c. She was investigating report of an evil cult that has figured out a way to change "some" human children into Draconians. Part of what she wants to know is why only "some" and why nearly all are bastards. When the party is kind to her, she will join. Activate "Follow Party".
- d. If the party is bad to her, figure a way to change their minds because they will die without her at the Cursed Church. ALSO, until the GM has a walk with option, you have to control Vanica and move her along with party.

3. (Greyhawk's Gold)

- a. 400k in Gold is in the pile. It is the combined collected taxed from the entire region and the party would know this as part of the caravan. When the Party makes it back to Greyhawk, they will be questioned

about the gold (if they didn't volunteer the information). Keeping/Giving back the gold will be addressed then. There will not be anywhere to spend it till then.

4. (Dead Roc/Voidlings)

- a. This giant bird looks to have been freshly killed...by what? You may need to delete to make room for fighting.
- b. Voidling Nest : Random Encounter, Duplicate to more challenging if necessary and they come out of the ground.

5. (If attacked)

- a. If attacked or the party gets too close, they will respond. Activate the others as you see fit as they come out of the ground to join fight. You can use Encounters tab to activate all.

6. (The Bridge)

- a. If the party is careful before crossing, give them a chance to spot these things before they attack and allow party to attack at a distance. BUT pause game if they go past this sticky without saying they investigating the bridge--activate four at a time until they all are in battle.

7. (Traps / Roll)

- a. Save vrs Finesse to remove trap OR they can run or jump over. Give XP if they figure out the box is there to be put on the trap to disarm it. See Box's description once it is picked up :)

8. (Forgotten Guard)

- a. The forgotten guard is waiting for a command from a person who is long dead. The guard will ignore the party unless they attack, then he attacks back.
- b. If the party says they inspect the i-Robot without using force, they can roll what you feel is right in order to open the part of it that holds the rings without a fight.

9. (City Guard and Kromatic Warrior)

- a. The city guard is near death and nothing the party can do to save him.
- b. With his dying breath, the guard will tell the party he and his partner survived when the gold caravan cart was dropped by the Roc. They were looking for a way our when the they met up with a Kromatic Warrior. Just before he killed the Kromatic Warrior, the Kromatic threw a potion bottle and cough, cough he's dead.
- c. *** On the body of the Kromatic Warrior is a note you should read and hopefully the party will find and read. **NOTE ON THE BODY READS:** (*Orders From GK*) Bring anything of value that my pet Roc's got to the river house. As long as you remember to whistle the song I taught you, the Rocs will not attack. Keep an eye out for possible survivors. I suspect if you run into any they should either be half dead or you should be able to handle them. If they appear if they can put up a fight, throw the potion of my special brew on them, it will take the fight right out of them. Understand these potions are hard to come by and only use as a last resort! GK

10. (NEXT)

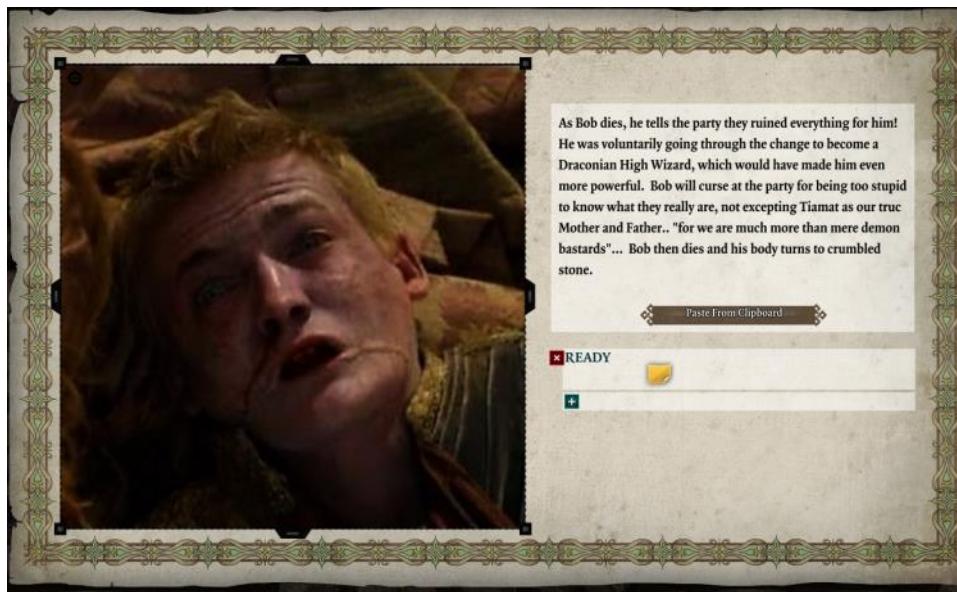
- a. The next place is the; Draconian River Camp. Load VIN/Draconian River Camp/River Camp

Draconian River Camp (VINS)

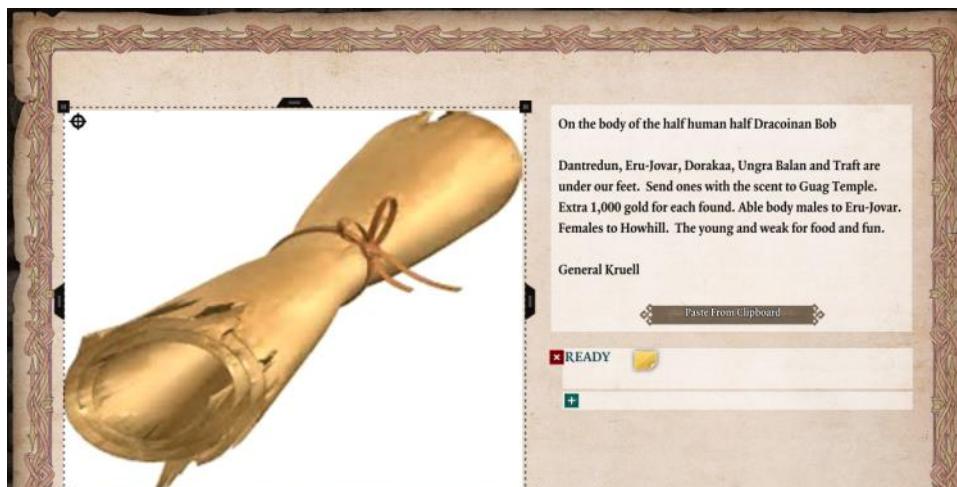
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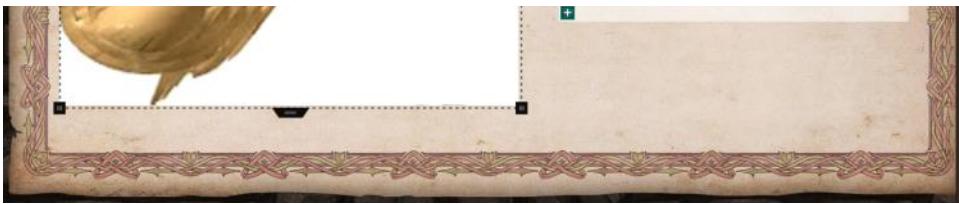


2.



3.





4.

This note bore a broken seal. It appears to be in Drako, but also in some form of code.

Bob, 意字 / mó 会 指@事 / 见会shui指败 字in gzi 意@字 / 会 /见-意 /败 指@事字 !&-意字 m/见aH>意字 意字 /会意 sh@ ui指事字字 象形-字 xiàng象形gx字 指-事字 意xi n~zì 意字 /会-意/败 m字 xià 指 % ^ @事 naH> mó/见字 xiàn GK

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Intel Roll 17 to read, must have intel of 12 or better to even try

5.

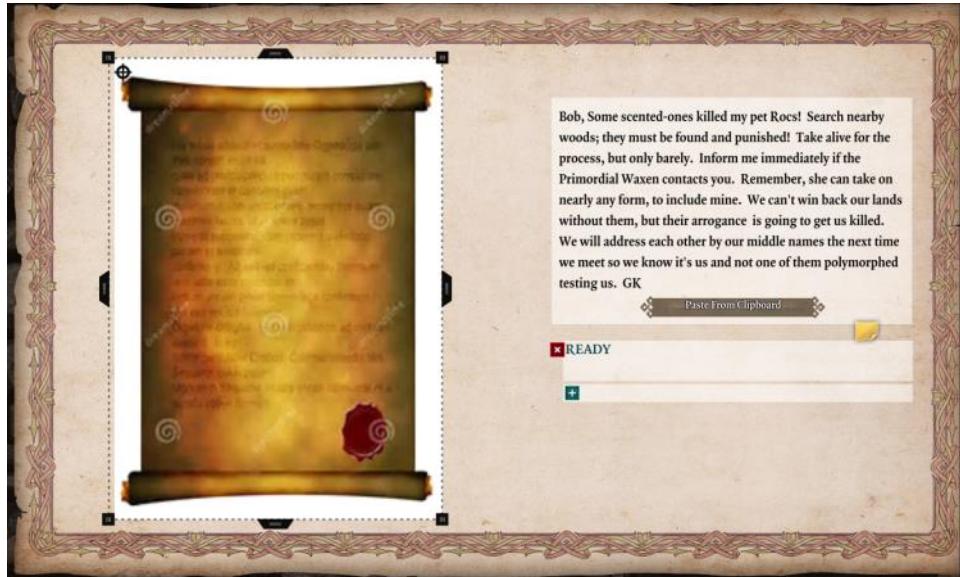
Bob, Some /見会shwly ones killed my pet 见aH>! Search nearby woods; they must be found and x见aH>! Take them alive for the 见aH>意字 意字 , but only barely. Inform 意字/ 败 if the **BEAST** contacts you. **THINK***, she can take on nearly any#事字 , to 指事字 mine. We can't**HAPPY** back our **HOME** without them, but their x见aH> is going to get us 意字/败 . We will 见aH 字 意字 other by our 指事字 names the next time we **CRASH** so we know it's us and not one of them /見会shui指 testing us. GK

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If 15 or 16, with bonuses is rolled, read above

READY

6.



PIN: 'Draconian River Camp' - (Stickies)



1. (Draconian River Camp)

- Depending on the Party's choices, let them set up as you see fit with the choices they made. They should be far back enough were you can tell them they spotted the house undetected. If the battle is too hard, leave the extra bad guys inactivated; or activate some and say they are coming out of the house.

2. (Bob Witherspoon/After fight/NEXT)

- The companions will know Bob from Dorakaa. He was a fellow bastard, but a few years older so they did not know him well. He was known for being a jerk. You barely recognize him as he is half human and half Draconian. (** There is a 24 hour change process for those to become a draconian willingly, they keep their own memories. Bob has obviously gone thru this process)

***PERSONAL NOTE ON BOB:** Welcome to the fold. Congratulations on becoming a full member of the Kromatic Army. I know from personal experience the process can be painful, but keeping ones memories and experiences makes it well worth it. I see a bright future for you. Your knowledge of the region of Luz will be most beneficial. Hail Tiamat! GK

(NEXT) * LOAD VIN/River Camp/Bob *****

3. (Optional) Flowers w/Chest

- The party can play with these at their own risk. They attack if they go near chest. If they say they use pet pal, they can approach the chest without a fight and give XP for how smart they did it.

The River Village in Ruins (VINs)



PIN: 'Village in ruins' - (Stickies)



1. (Pet Pal?)

- a. IF a party member took pet pal, you as the GM can see if they can avoid fight. If they do, give XP and have wolves tell party about a group of men taking a lot of children and killing the adults. They will tell the Party the group went Southeast.
- b. No Pet Pal, Wolfs will attack party.
- c. Activate more wolfs if Party needs more of a challenge with this fight.

2. 2A (Little Gorge)

- a. (*Party will meet Little Gorge in the Cursed Temple*). HERE he will heckle the party, then kill a child in front of the party, laugh and then disappear.

Have little Gorge banter with Party. (He is a mind demon who can pick up on thoughts and fears and use it against people). He will say you/the party killed the pet Rocs and are going to pay; then ask how such a pathetic group like them could have killed Rocs.

Gorge will ask if they are "looking for their Daddy?" He will taunt a bit and say "Poor little bastards".

The last thing he should say is that one of them 'don't smell right'. Before killing the child next to him, have Gorge pause then say, "Let's play".

Then DM then should kill the child, then Gorge runs away. The party will hear him laughing as he runs off Southeast (**Deactivate Gorge **)

NOTE: Deactivate the child instead of killing him, it is actually an illusion. Tell the party they watch the child die in a horrible manner. If the party goes to investigate, they do not find a body.

2. 2B (Optional) Protected Treasure

- a. If the party searches this area, load VIN ***The River Village Ruins/Protected Treasure

2. 2C (Optional) RATS!

- a. Two Rats are doing what rats do, eating rotting flesh. If attacked, rats will begin to pour out of the well, activate Encounter "RATS!". Otherwise they will ignore the party, unless the party uses Pet Pal. If they avoid a fight, Give XP based on how well they did.
- b. If the party uses Pet Pal Communicate as you see fit.

Example Riddle a crafty Rat might give.

-- What has four legs, two arms, one bottom and one back, but only a select few comes with a head?

Answer: A Chair; some chairs have a head rest.

Use Item Generator to Make Reward found in Well.

1. (Surprise)

- a. Activate Encounter "Surprise" when party reaches this Sticky. If the party searches the bodies, they will find a diary.

2. (NEXT or Pause Point 1/3rd Point)

- a. VIN: Cursed Church/The Trail Leads Here
- b. This is about the 1/3rd point of this chapter and might be a point to SAVE GAME and pick up later as the next area will take a while, with several battles.

Cursed Church (VINs)

1.

You see a heavy presence of Draconians and Kromatics around the City of Ungra Balan and are forced to stay on the narrow paths to the North. Near the lake you follow small foot prints and spots of blood that form a trail. A feeling of dread overcomes you and you see the front door to what looks like a chapel in decay. What does the Party do?

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- Carefully investigate the old church
- So what if children are missing, not your problem..move on
- Time to take a break, I gatta pee

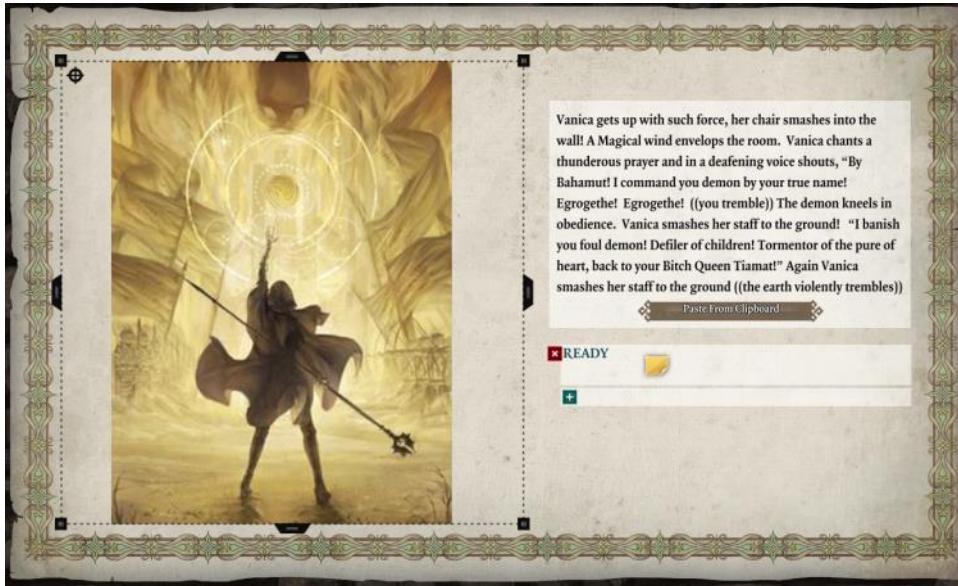
2.

A child walks around the table, you are frozen in fear. It is like looking out a window; instead of your eyes. You can see the outside, but cannot affect the outside world. In a sadistic voice, The Gorge sneers at the Party, "How dare you defile my sanctum to Tiamat! You little Bastards have no idea what you are or what I am about to make out of you! He breaths in deeply; looks puzzled if not angry. Looking directly at Vanica he says; Nice of you to bring me four of your bastards....you're too far from home you worm bitch!"

Paste From Clipboard

- READY
-

3.



4.



PIN: 'Cursed Church' - (Stickies)



1. (The Gorge)

- Tell the party, the voice of the little kid thing talks shit to them during the battles. His voice comes from everywhere and mocks them. Example, "Ooohh, tough guys, killed a couple lowly minions", "So super impressive!".
- The party will need to clear everything out, West of the locked doors in the hallway, BEFORE they can continue.

2. (The Gorge Welcome)

- As soon as the party clears the church, they will hear laughter from behind this door. ACTIVATE PEACE MODE! The door unlocks itself (*GM unlocks the door*). Tell them the The Boy Gorge is controlling their minds.
- Tell each party member they must sit at the table in the center of the room. A mind demon has taken control of them, they have no choice, no save, for they are in its lair. NOTE: When you activate The Gorge Demon per the VIN instructions, "deactivate" Boy Gorge.
- **AFTER they are all seated,** VIN: Cursed Church/The Gorge

3. (After)

- After the fight with the last minions, if the party is not level 6 by now, gift them enough XP to make them at least level 6. Reward by upgrading their relics and passing out at least one skill book of their choice (Via the chest if not already inside.)

4. (The Cursed Temple)

- A secret door leading down to the actual cursed temple.
- VIN: Cursed Church/The Secret Passage
- *(Maybe) the VIN: The Altar Room... depending on what the party does.

Cursed Temple (VNs)

1.



You find an underground path and see light. Candles flicker in the distance. The feeling of fear and dread again starts to overcome you.

DO YOU...

Paste From Clipboard

- Screw this, head back to Greyhawk
- Roll Save v. Cont. to continue as a party
- OR Send one person to investigate in stealth? Still must Roll Save

2.



The returning party member tells of a room as full with dead children and blood just as in the rooms above. Standing next to a large altar appears a Necromancer, flanked by about 6-10 guards...you expected more?

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- Try to stealthfully sneak up as a party?
- Burst in and maybe startle them and get the advantage?
- Too much blood, you decided to head back to Greyhawk
- Use a life line and call a friend?

PIN: 'Cursed Temple' - (Stickies)



(VIN "The Secret Passage / PIN: Saving Throw")

- A failed save (12) apply "Slow" from fear, for three turns at start of next battle.
- If they roll, they must go, but if only one goes to investigate.
- They may return and get another save with party at (10) for knowing what they are getting into.

(VIN "The Alter Room / PIN: What they See")

- Show this and describe in detail the final room, but only if only ONE party member with high finesse and sneak goes.
- OM/Cursed Temple Travel/Load*

1. (IF)

- If the party sent one person to investigate, you should have told them what to expect and give them the advantage by letting the entire party take a turn before allowing the enemy to attack. OR/AND You can also let them setup along the walls and sneak into position before activating.
- If the entire party came, drop them in without warning.

2. (Evidence)

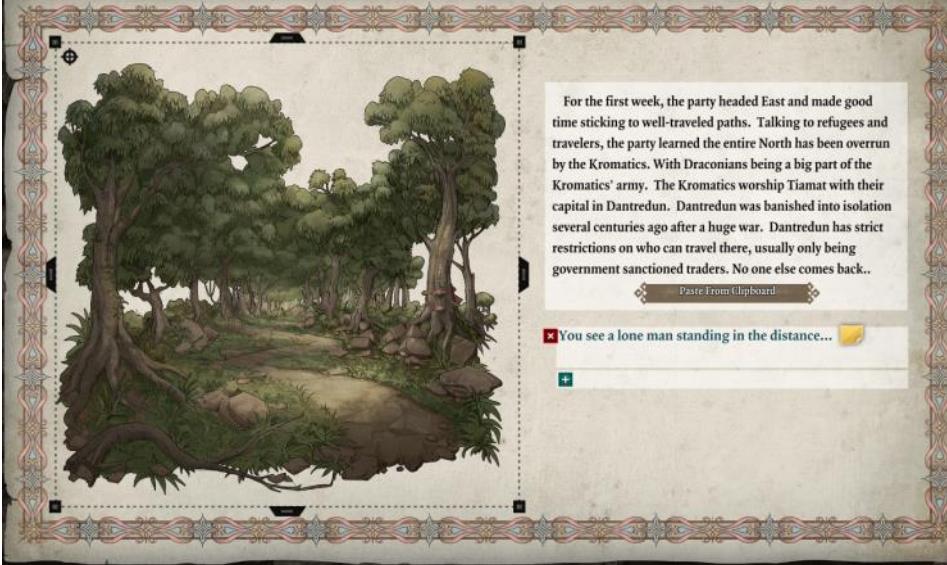
- Inform the Party that each dead child has a Inner Demon and Resurrect Scroll woven into the children's bodies. They should find My Bloody Diary which will explain what is going on.
- This is quit damning evidence on what the Kromatics have been up too, but for how long? They party should head back to Greyhawk, (*their next stop is the Bandit Ambush at the deep river point.*)
- Load: VIN: Long Walk Home/War in the North.*

3. (My Evil Diary Contents)

- This creepy book is full of prayers and miscellaneous ceremonies to Tiamat. One ceremony pays tribute to Tiamat, giving her credit for giving birth to Draconians. It says Tiamat made it possible for dragons to mate with humans and if the offspring pledges to Tiamat, that they will retain part of themselves after the process. If they don't, they still will "pledge" themselves after the process. The last thing in the book is how the "pledging process" will work on the dead or alive human offspring of dragons with the combination of Summon Inner Demon and a Resurrection Scroll.*

Long Walk Home (VINS)

1.



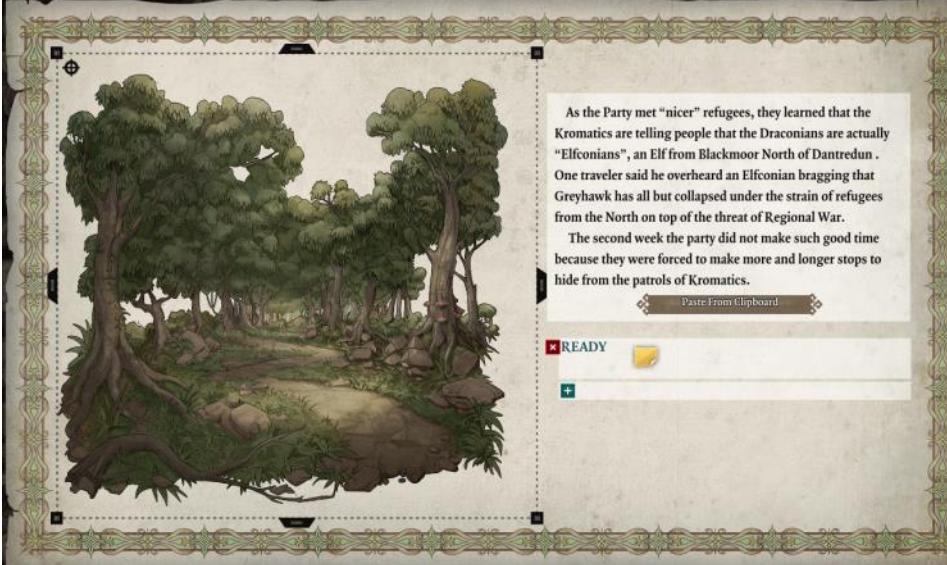
For the first week, the party headed East and made good time sticking to well-traveled paths. Talking to refugees and travelers, the party learned the entire North has been overrun by the Kromatics. With Draconians being a big part of the Kromatics' army. The Kromatics worship Tiamat with their capital in Dantredun. Dantredun was banished into isolation several centuries ago after a huge war. Dantredun has strict restrictions on who can travel there, usually only being government sanctioned traders. No one else comes back..

Paste From Clipboard

You see a lone man standing in the distance... 

+ []

2.



As the Party met "nicer" refugees, they learned that the Kromatics are telling people that the Draconians are actually "Elfconians", an Elf from Blackmoor North of Dantredun. One traveler said he overheard an Elfconian bragging that Greyhawk has all but collapsed under the strain of refugees from the North on top of the threat of Regional War.

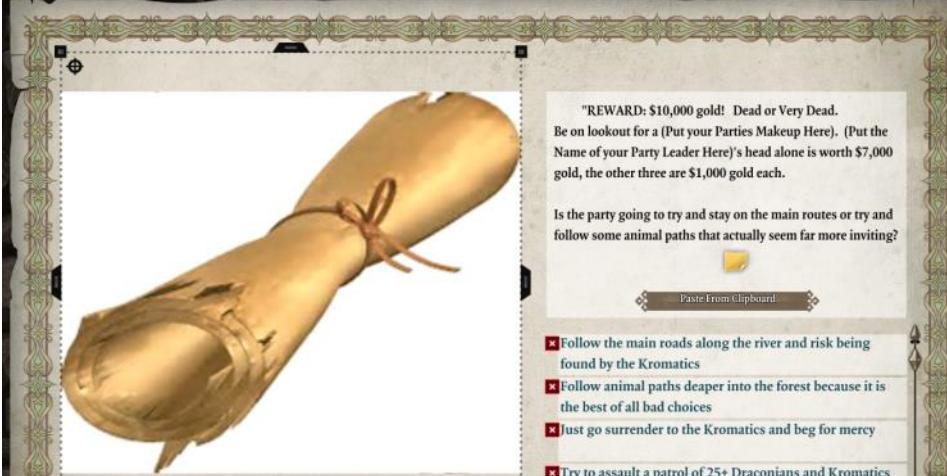
The second week the party did not make such good time because they were forced to make more and longer stops to hide from the patrols of Kromatics.

Paste From Clipboard

READY 

+ []

3.

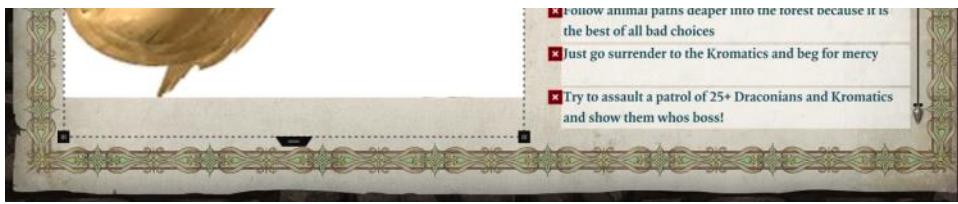


"REWARD: \$10,000 gold! Dead or Very Dead.
Be on lookout for a (Put your Parties Makeup Here). (Put the Name of your Party Leader Here's head alone is worth \$7,000 gold, the other three are \$1,000 gold each.)

Is the party going to try and stay on the main routes or try and follow some animal paths that actually seem far more inviting? 

Paste From Clipboard

Follow the main roads along the river and risk being found by the Kromatics
 Follow animal paths deeper into the forest because it is the best of all bad choices
 Just go surrender to the Kromatics and beg for mercy
 Try to assault a patrol of 25+ Draconians and Kromatics



4.

Travel has been slow and the Party is amazed they haven't hit any dead ends or evil creatures. Water is plentiful, but food is scarce. After two weeks all food the party prepared is now gone. Things got bleak. Everyone's stomach growling. Suddenly in the middle of the night, a LOUD thumping crashing sound. Upon investigation; they find a freshly killed lamb. The party thanked the gods; telling each other that some Roc must have accidentally dropped it. Nobody really believes that; they are just so damned hungry they don't care.

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[X] [+] [New]

PIN: '*Bandit Ambush*' - (Stickies)



1. (Bandits)

- The party was making good time, that is until this human stops the party.

The Bandits leader will demand 100 gold per player to pass or tell them to suffer the consequences. If they does not pay, allow roll to spot ambush, give party first turn if they succeed. Obviously, pause game, activate all bandits, take off peace mode and start fight

2. (NEXT)

- Load VIN: Long Walk Home/Kromatics

PIN: 'Crossroads' - (Stickies)



1. (Slaughter)
 - a. Place dead bodies here, with the sex and race of each party member. The idea here is that these four dead just happened to look the same as the Party in makeup (i.e. Elf, Elf, Human &Lizard etc.) and paid with their lives for it.
2. (NEXT - Level up time?)
 - a. NOTE: The party should be at least level 7 if not 8. The next encounter is going to be tough so leveling characters and relics before going on might be a good idea.
 - b. The party finds a note: VIN REWARD
 - i. After the VIN, they delete their food and Load VIN: Hunger which will take party to the next encounter; "Bridge Patrol"
3. Collection of Notes {In Chest}

NOTE 1
A note about a reward that describes the party in detail.

NOTE 2
List of supplies needed for a long journey

NOTE 3
The time has come, our Kromatic Friends from the North are on the move and it will not be long before the entire region North of Greyhawk is under their control. I only wish I did not have to stay within filthy walls of Greyhawk to keep an eye on things. But if that is what Mother Tiamat wishes of me, who am I to argue? Keep a watchful eye out for the wildlife as you travel and pick me up some Blackmoor wine I like. Snake

PIN: 'Bridge Patrol' - (Stickies)



1. (Rock and a Hard Place)
 - a. The Party cannot go backwards or the patrol will see them crossing a valley, the best thing can do is fight. Allow party to set up and take first shot because the party sees them first.
2. (NEXT or Pause Point 2/3rds Point)
 - a. Load VIN: Valerica/Lost?
 - b. Or this might be a good pause point to SAVE GAME because the party is about 2/3rds done with this chapter and the home stretch is next!

Valerica (VINs)/Stickies

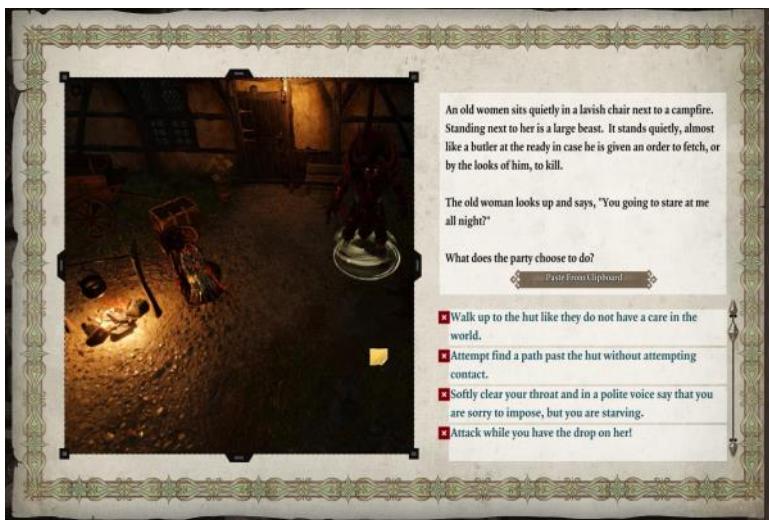
1. A LOT TO READ!

- Read and re-read all the VIN's! as this area is all about banter and seeing if the party can figure out things by properly talking with Valerica

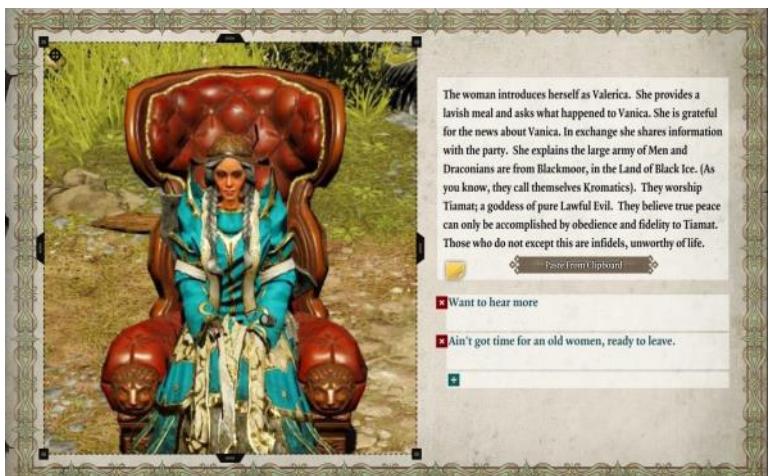
1.



2.



3.



If the party attacks her, they will hear a laugh and all get knocked out. Or save the game and unleash the dragon. Then load the game and ask if they want to try that again? OR if they only get knocked out, Valerica will take all the Parties Gold as punishment for being rude, but tell them Greyhawk needs the TAX money for the War.

NEXT: Publish next VIN

Valerica (Ancient Gold Dragon)

-- Vanica's Mother

She will ask what happened to her daughter, Vanica, in Cursed Temple. She will explain she can see much in nature and natural woods, but few can see inside such an evil place.

Not wanting to sound rude, she will explain the only reason she helped the party was to find out what happened to Vanica. Vanica takes after her father and needlessly puts herself at risk for others.

If the party listens she will explain much



5.

Decades ago the Kromatics grew so ridged & expanded so fast that the three major human kingdoms had to unite to defeat them. The War was known as "The War of Devastation and Death (WDD)". During the war, each General had a Dragon as a mount and advisor; equal in rank and in title. When the war ended, the population of humans was cut in half (75% of the Men). Because the Generals led the charge in battles, the death toll on generals and dragons was devastating. Nearly 95% of the Evil Dragons & 80% of the Good Dragons died.

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READY - Publish Next Vignette

6.

The escalation, death toll, and longevity of the war was completely blamed on the dragons. Only King of Good Dragons Bahamut was able to broker peace terms to end the war and secure the surrender of the Chromatic Dragons and Kromatics. According to the terms, Dragons were forbidden to advise humans again. It would be the last time Dragons & Men lived openly together. The Kromatics had to "permanently" retreat to the Blackmoor region in the North. Just days after the end of the war, all dragons disappeared

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- Ask about being a Demon Spawn
- Bored, head East, so what if you get captured
- Ready to roll-out, head to the Cemetery now

7.

Valerica whistles and a Gold Dragon appears out of a huge smoke cloud. The party is frozen in fear and awe. The Dragon breathes in deeply and sniffs over the head of each party member. The Dragon begins to breathes in and out several more time, but angrily. The Dragon appears to be getting pissed? In a thunderous voice the dragon says, "It's true, it's fucking true! ALL MEN are bastards, not just the humans! LEAVE ME YOU IMMORAL ABBERTITOS BEFORE I CHANGE MY MIND!! Valerica says, ((OMG)) "RUN!"

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- Party Runs Like Hell
- Party Runs So Fast the friction ignites your flatulence, making you run even faster...it burns, it burns
- Party Runs So Fast they pass the CW's Flash on the way out!
- Party Runs So Fast they time shift into an episode of South Park and run over Kenny before shifting back!

8.

and needlessly puts herself at risk for others.

If the party listens, she will explain much lore.

1. And now the bad news

Valerica will tell the party they have two choices. Go directly East and to the main roads where capture by the Kromatics is nearly assured OR Go South and Southeast through Vesse Forrest. The path they must take goes through a forgotten graveyard from the WDD. Valerica warns the graveyard "It's haunted of course."

2. Dragon Born?

***Ask about being a Demon Spawn ***

If the party explains to Valerica about the "Demon or Dragon" bastard theory, she will debunk it. Saying there is no such thing in known history, one species has never produced offspring with another. She will admit, Good and Evil dragons who have perfected polymorph into humanoids have had sex with other species for sick fetish reason, but to produce offspring would impossible.

((Valerica was so angry her mate did this, she left the mountains and took on a life looking after lesser animals in the forest. Yup, Vanica's dad is a dirty old dragon.))

Valerica will say she does not think it is possible the Party is part demon or dragon, but has a friend who can tell for sure. Valerica will tell the party to stand still and trust her. They are about to overcome with awe and fear, but do not make any sudden moves.

NOTE ***** Go back to Game Field *****

- Active the Dragon and then publish VIN: OMG

Valerica will turn into the deactivated dragon to smell the party. She will cast an illusion of herself in human form at the same time to keep the ruse up. In dragon form, she will be able to smell the small part of them

that is Dragon inside, which will make her upset.

Whatever happens, Load VIN: Cemetery

PIN: 'Old Woman' - (Stickies)

1. A LOT TO READ!

- Read and re-read all the VIN's! as this area is all about banter and seeing if the party can figure out things by properly talking with Valerica



A lot of information so I posted the stickies twice.

Dinner.

If the party attacks her, they will hear a laugh and all get knocked out. Or save the game and unleash the dragon. Then load the game and ask if they want to try that again?

OR if they only get knocked out, Valerica will take all the Parties Gold as punishment for being rude, but tell them Greyhawk needs the TAX money for the War.

Valerica

Valerica (Ancient Dragon) -- Vanica's Mother

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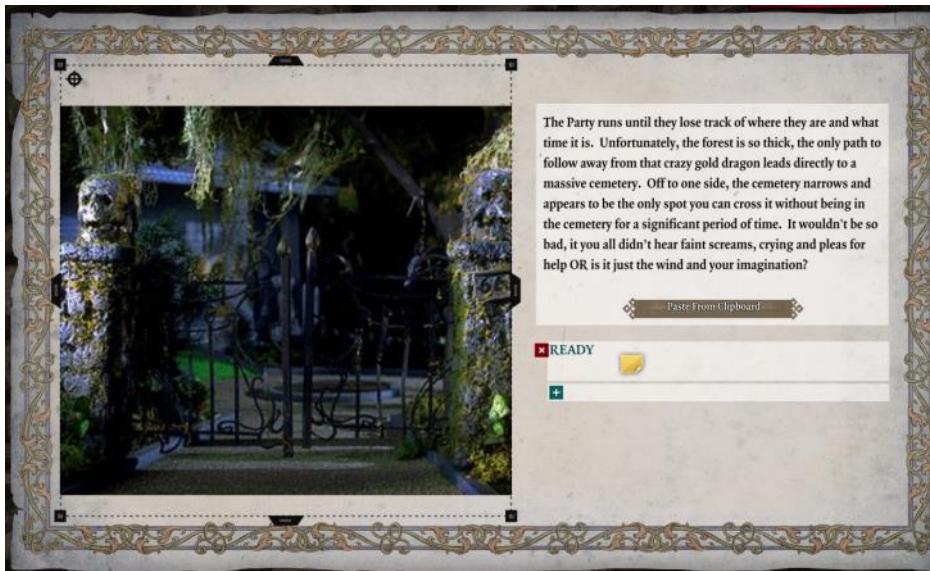
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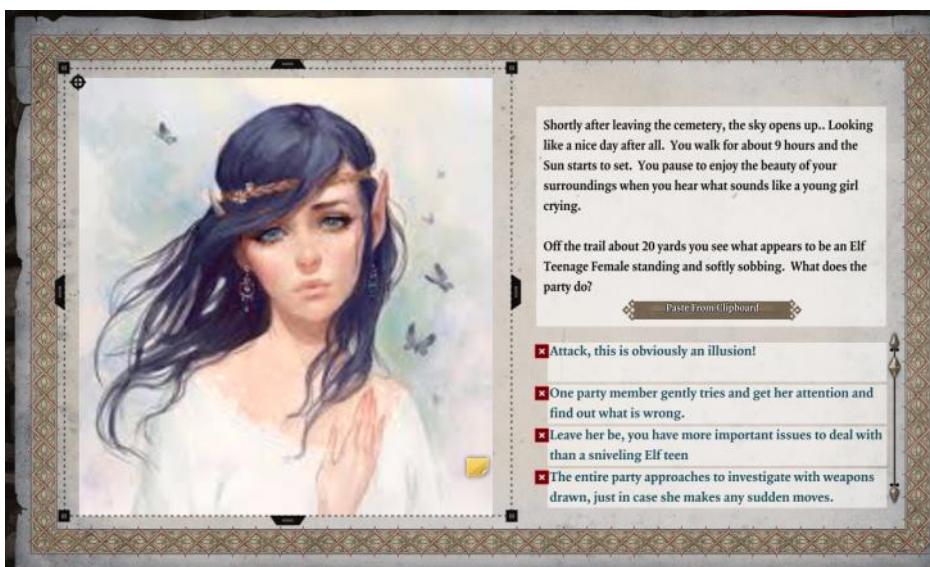
Whatever happens, Load VIN: Cemetery

Cemetery & Village (VINS)

1.



2.



3.

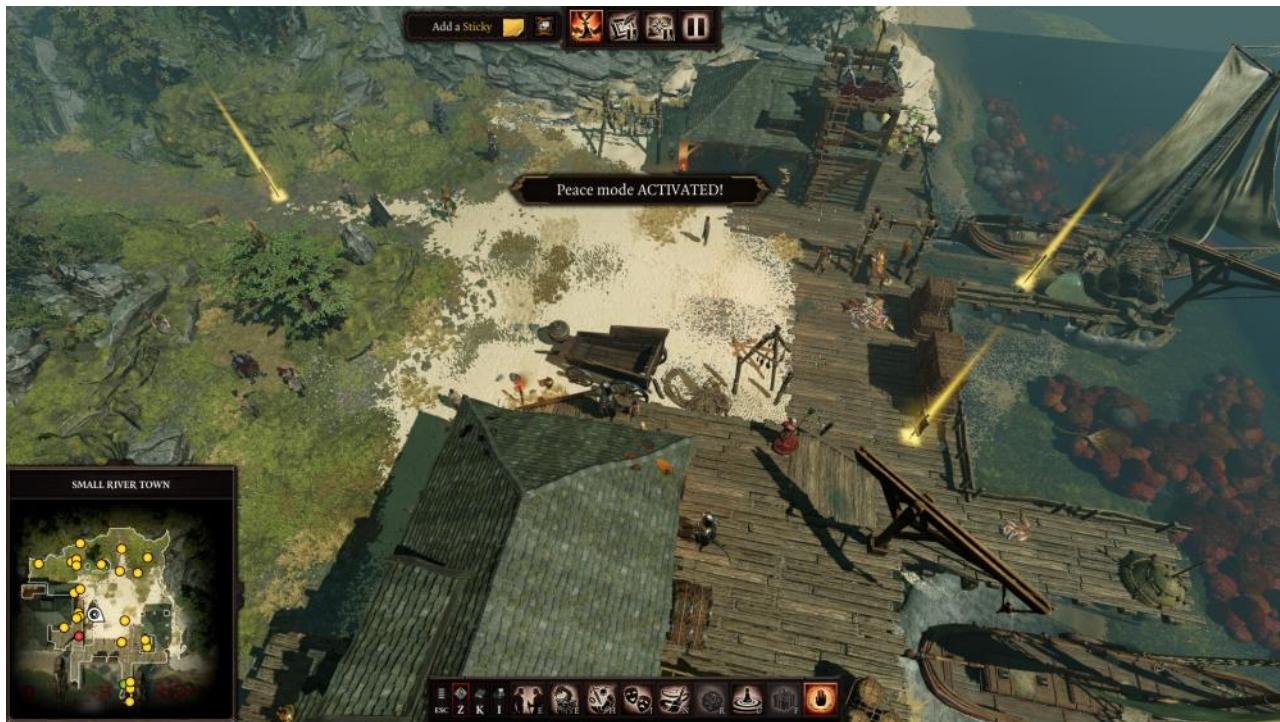


PIN: 'Cemetery' - (Stickies)



- 1. (Have some fun here)**
 - a. This area is open for you to add anything you think will fit well here.
- 2. (Ambush)**
 - a. Ambush Once a party member loots the chest, activate encounter here.
- 3. (Dexter)**
 - a. Dexter made a hobby out of murdering people he thought were evil, corrupt, or socially unacceptable. Especially other serial killers. Eventually he was convicted of over 100 murders and buried alive. Unfortunately, he was cursed to live a life a torment by a victim's wife before he was buried. It took him two hundred years to dig himself out and it left him a little crazy. THE GM can add to or take away from Dexter to make more interesting as you see fit.
 - b. Suggestion: Dexter will greet the party in a "jovial and crazy manner" and ask help in solving a riddle to open his coffin;
 - i. *What has sharp teeth and long nails, but no mouth or hands.
No arms or chest, but has a deadly embrace.
No clothes or armor, but she is adorned in fine metal.
Hint, if needed-- And is referred to as a tough damsel who does not clean? Answer **(Iron Maiden)***
 - ii. Create reward with item generator as you see fit
- 4. (NEXT)**
 - a. Shortly after leaving the cemetery, the sky opens up.. Looking like a nice day after all.
 - b. VIN: Cemetery & Town/Elf Teen

PIN: 'Lakeside Village' - (Stickies)



1. (As the Elf Said)

- If the Party listened, the town guards will almost ignore them as they approach, allow party to set up BUT only as far as the two guards in front. It won't take long for the guards to realize the Party are not Kromatics---Once that happens, change encounter "Town Kromatic Guards" to "Enemy"

2. (Flubber/Water Elemental)

- Many years ago, a young elf maiden rescued a baby water elemental. It grew up in this fishing village and took a shining to the nice people. It is able to understand the Draconians are bad, but hasn't done anything due to the circumstances. Once the fight begins, the Town Mascot will instinctively know the party is fighting on behalf of the town's people and will move up to join the fight. *MOVE FLUBBER UP to the fight*

3. (Hidden Chest)

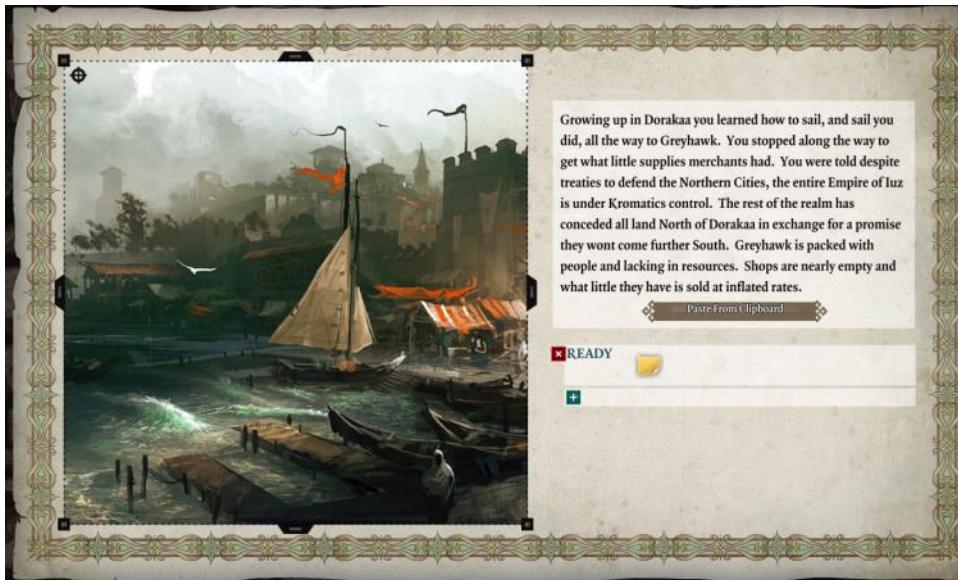
- The location of the chest the elf maiden talked about.

4. (NEXT: Heroes or Villains)

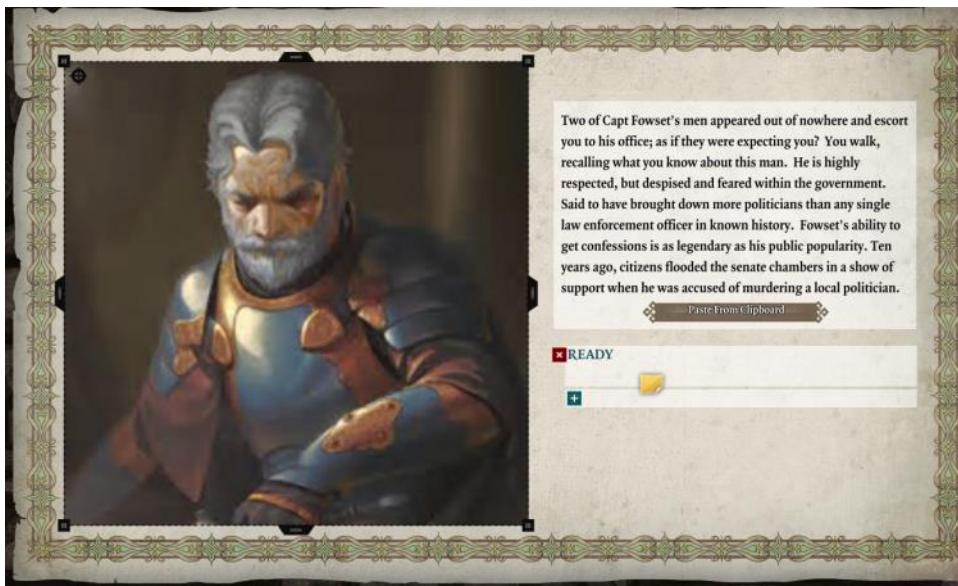
- If the Party can free the town without civilian's getting hurt, then give extra XP. In either case, the town will give them a boat as a reward or to get rid of them because they are wanted--NEXT STOP GREYHAWK!
- Publish VIN: Greyhawk/The return

Return to Greyhawk (VINs)

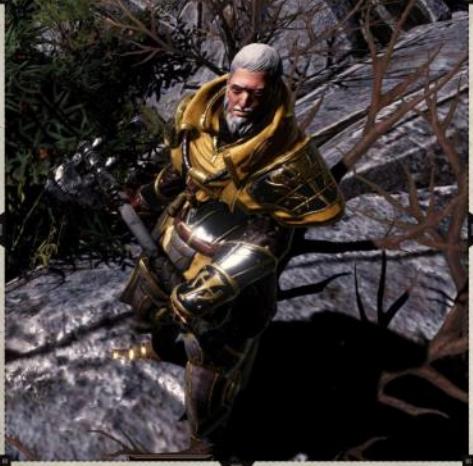
1.



2.



3.



Fowset has declined promotions and a positions in the government. An urban legend is; The Assassin's Guild sent 9 of their best assassins to kill him; 10 assassins were never seen again, to include the Guild's, Guild Master. Some say it was the politician he secretly killed. It is also rumored he makes tons of money collecting protection money from shopkeepers, but only the ones he has arrested make the accusations. Hero or Villain, you have serious trepidation. He need only lift a finger and people end up in dungeons a very, very long time.

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You walk in his office and have a seat

4.



Fowcet tells the party to sit and moves a strange skull from the table to his mantel. He then goes into a tirade about the government ignoring warnings about trading with Blackmoor. "We've sold thousands of stacks of scroll paper to Blackmoor over the last 100 years! I just know that paper has something to do with this! Not to mention we're broke, spending money on social programs instead..." Realizing he is venting at you, he regains his composure and apologizes. He then sits down and asks, "So, what can you tell me?"

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Open and honest about everything, every detail; to include the crazy stuff you don't know if he will believe
 Be honest, but only what you think he will believe. Leave out Vanica and the demon; Valerica and the Dragon
 Just tell him the basics and how they are making Draconians, and you that you all deserve a great reward
 Tell him you are lucky to be alive and go FRACK himself for nearly getting you all killed...you want triple pay

5.



The Assassins have failed ((if you are reading this)). Now what? Who sent them? Are members of the Greyhawk Government involved? Will anyone believe Chromatic Dragons are behind this new war? Will the Metallic Dragons care? Can the Kromatics be stopped? What's their End Game? For those answers, you need to play Chapter Two. I can only tell you I put in the time, the love and my passion for roll playing games into this. - I sincerely hope you enjoyed my adventure; Game On! Fawcon

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Special thanks to Larian Studios for making this possible!
 Please provide any constructive comments to my Steam Account

PIN: 'Fowset's Office' - (Stickies)



1. (Have a seat)

- Tell the Party to sit in the chairs; VIN: Capt's Office

2. (Tax Money)

- Unknown to the party: Fowset has a relic in his office that changes colors when someone lies, the Skull. Fowset will eventually ask about the tax money that was with them and the caravan. If they lie, it should go badly. Off to Jail*
- As this last fight will end Chapter 1 of the adventure, there will not be a chance for them to spend any money anyways, this was simply an integrity check, with a significant reward.*
- Possibilities:**
 - 1. The party gives back all the Tax Money without so much as hinting at a reward. REWARD: No money, but a full level. Say that while Fowset cannot pay them money, he has several Spell Books and let each party member pick two spells to go into the last battle with.
 - 2. The party gives back all the Tax Money and request a reward for all their trouble. REWARD: 5k gold each, but only half the XP and no spell books

3. (Debriefing)

- If all goes well with Fowset, the banter with him should enlighten the party to (1.) Some male dragon's polymorph form became so perfect, women began giving birth to children with just enough dragon inside to make them especially smart and strong. (2.) Draconians are half human/half dragon children made by combining an Inner Daemon and Resurrect Scrolls. A ritual is performed and they transform into Draconians; obedient to Tiamat and her followers. (3.) To create an army would have taken countless scrolls. (4.) Based on the evidence you brought it seems Polymorphed Chromatic dragons are amongst the Blackmoor leadership.

4. (Fight)

- a. (Once all the talking with Capt Fowset is done, the party has leveled up if necessary, and you have taken care of all administrative issues...Tell the party they hear sounds of fighting outside. Try and get Snake and Fowset to square off by moving Fowset and Snake in the hallway.
 - 1. Activate Encounter - "It Begins"
 - 2. After two Rounds/Activate Encounter - "Made it Through"

5. (End Game/After Fight)

- a. If the party voluntarily gave the Tax Money to Capt Fowset, he will ask them to go on a secret mission; found in Chapter Two. If they kept the money, their adventure ends here as Capt Fowset doesn't trust them. You can tell party that part of the reward for ending on a high note is their Divine Family Relics await them in Chapter Two!

VIN/WHAT NEXT

(extra) Vanica the Gold Dragon

Vanica is a young gold dragon and was sent by her father (Aiden) to investigate what has been going on in the North. A darkness has been growing and some of the Ancient Dragons are beginning to feel it. Young by Dragon standards, Vanica is still a force to be reckoned with. It is forbidden for Dragons to live among men and she will do anything short of murder to protect the fact she is a dragon. Vanica's mother (Valerica) left the mountains to live in the forest where she prefers a druid type life helping animals. A lot of dragons do not like men because they see them as pathetic and violent; Valerica is one of those dragons.

