

Aftermath at Greenest

The PC's are gathered around. The still burning body of the giant lays dead in a ditch.

- The *Giantslayer Amulet* has been passed onto Shamash.
- **Pello** has gladly offered them his family jewels – worth 300gp.
- The council members wish they could give more, but the village has very little – they do give the PCs a token. “Give this to **Governor Nighthill**, in Greenest. He'll compensate you for your help.”

Jahia, without notice, disappears back to her hut.

Tim's entrance

“The sight of Frickley clears up as you get closer. You see many people standing outside. This is the place you were after – you recognise this as if from a long-forgotten dream. You remember Bonecruncher as if you had fought him yourself, you remember the journey to find Jahia, and even saving a family from a few satyrs. You get the strong feeling your destiny belongs with these people.”

Others' entrance

The people of Frickley are impressed with the success of the heroes. They compare their lives to their PCs and make a big decision: they'd rather be like the adventurers.

Onwards

Pello gives them a map, pointing them towards Greenest. “Stick to the road to get the fastest and safest. Watch out for highway men though.”

Rumors

There are some rumors around the local area that people are willing to share.

- Some younger children will talk about how the mist around **Hazy Lake** must be there for a reason, probably to hide treasure or some such.
- Upon hearing that the PCs are heading north to Greenest, an older man recommends stopping off at Mottly stop. His wife hears him say this and scolds him. “Don't listen to him; stay away from those good-for-nothings!”

Kobold Nest

If PCs stray from the path, or if they go in search of the kobold nest, they come across a hole in the ground. Some rocks both hide the hole and act as a flag for those who know it's there.

It's a living space for kobolds, but there's no one here. They've packed up and gone - weapons and whatnot are nowhere to be seen, but personal effects are still on tables. They've not moved out permanently.

Making a lot of noise brings the attention of a kobold from another room. He's holding a baby kobold. "We don't have anything! We haven't hurt you! It wasn't me!"

In the back, the cave following is a nursery. There are many eggs and baby kobolds that this lone adult has been charged with protecting. Normally, the whole tribe would be working on protection of the nest, but they seem to all be gone.

If pressed, the kobold will tell them:

- Their dragon liege summoned the tribe to help with a battle.
- He's not sure where the battle is - just that it was about a day away. North somewhere? Maybe north-west? Greenly?

If attacked the kobold runs back into the nursery and tries to collapse a wall (protecting him and the babies) so the PCs can't get in.

Onwards

- The players might spot a misplaced rucksack. It includes:
 - 2 purple capes (belonging to the Cult of the Dragon)
 - A map, with Greenest circled
 - A flask of strong alcohol

Hazy Lake

The weather gets more and more foggy as PCs approach the lake.

The lake has a sign which reads, in common, "Not safe! Stay away!" They can see that there are signs littered around the area, presumably saying the same thing. The lake is about one-hundred-and-twenty feet away at this point.

They find the body of a trampled dwarf. On the body of the dwarf is a map pin pointing an area in the middle of the lake. "Did he die here??" is written in dwarfish. There seems to be an island there. From the south of the lake, the island is visible, but everywhere else the lake is too hazy.

The water is about forty feet across at the south, skinniest part. It's about 100 feet across elsewhere.

On the island

The mist is very strong. It's not possible to see more than 30 feet. The gargoyles do not have that restriction.

The players can make a Perception or Investigation check (DC: 10) to see if they can spot the chest. If they know where

they're going, thanks to the map, they do this with advantage.

Getting off the island is easier than getting to it. If there's been a few gargoyle fights, they leave the players alone.

If they find the treasure, roll a d4+1 to decide how many treasures are found. Roll on the DMG treasure table to decide what it is.

Encounter

At the water 1d4-1 Gargoyles spot them and begin to attack. If there are no gargoyles, roll again once the players are half way through the water. There are also 1d4-1 gargoyles on the land.

Gargoyle (Kapoacinth)

Winged, stone-like creatures. Though they move very flexibly whilst not hiding. They do not require air or food.

AC: 14, (AC: 16 when stone form)

Punch/Kick: +3 to hit. 1d6+2 damage.

Resists: Bludgeoning damage

Gargoyle number	HP (6d8)

Mottly Stop

Mottly Stop is along the way to Greenest, following the main travel road. There's a fork in the road, which turned into a safe enough resting spot for those travelling outside town. It's about two hours journey from Greenest.

This is a safe place for travelers to stop for the night, but mostly people come for trade. These people are mostly stoners.

People

- **Dovak**, dwarf. Kind of reluctant to hard work. Prefers to sit here and sell smoke.
- **Lindil**, half-elf. Thinks living under one ruler is silly. "Be your own ruler, man."
- **Cavendish**, human. Trader, "life is pretty easy with these guys..."

Potential items

Let the players design their own potions, but here are some they have if there's no ideas. Cavendish will do his best to sell anything.

- **Silkweed** is used to make sedatives. In small amounts, it can make a human sized creature sleep through a whole night. In larger amounts, it can lead to comas. Three sprigs are needed for typical amounts. This sells for around 10g.
- **Willow leaf** is used in making healing potions. A big fist full is required for a standard healing potion. That number of herbs can be bought for 25g.
- **Pig tail** is a plant that spirals around on itself, getting all knotted. Chewing on these quiets your mind, and allows to think clearer. Int increases by 1 but Str and Dex decrease by 1. Last a couple hours. Sells for around 90 silvers.

Gossip

- A few hours ago, Dovak thought he saw tons of kobold running towards Greenest. Lindil thinks he's just smoked too much today – the Kobold aren't that stupid.

Tamed Axe beaks appear

Whilst travelling, the PCs should come across a herd of sleeping Axe beaks (1d4+1 of them). Oddly, they're kitted out with riding gear. There's no riders around though (they were killed recently – their bodies can be found a few minutes away) ... These birds are simply sleeping and wandering around.

Half of them are wounded in some way.

The players can make Animal Handling (DC: 12) checks to see if the birds will comply with them. Healing the axe beaks drops the DC to 8.

If the axe beaks are attacked the DC jumps to 18.

Axe beak	HP (22)
Red mohawk	
Pale blue eyes	
Multicoloured plumage	
Dozy	

Greenest Approach

Finally, Greenest appears on the horizon.

Sundown is approaching when you top a rise and see the town of Greenest about half an hour walk away. But instead of the pleasant, welcoming town you were expecting, you see columns of black smoke rising from burning buildings, running figures that are little more than dots at this distance, and a dark, winged shape wheeling low over the keep that rises above the center of the town.

Seek the Keep

A family runs out of an ally way. Two children, an injured father, and a mother. She turns to face her attackers: 8 kobolds.

Combatant	HP	Combatant	HP
Linan		Cuth	
Kobold #1		Kobold #5	
Kobold #2		Kobold #6	
Kobold #3		Kobold #7	
Kobold #4		Kobold #8	

During the fight, she yells “get my children to the keep!” if she’s about to die.

Otherwise, she strongly suggests getting to the keep.

On the way to the keep, they must make it past 3 [_____] groups of bad guys.

For each group defeated, there’s a 50% chance they have 1d6*10 gold loot from the town. Gives the players this separately from normal gold – they may be kind hearted enough to give it back to the town.

After getting to the keep, the gates close. The players only just made it in the last group. More and more bad guys are surrounding the keep now. The walls will hold, hopefully.

Keep a record of how many townsfolk they rescue. These give 50XP each.

D8	Encounter
1	6 kobolds
2	3 kobolds 1 ambush drake
3	6 cultists
4	4 cultists and 1 guard
5	2 cultists and 1 acolyte
6	3 guards and 1 acolyte
7	1d6 townsfolk being hunted
8	1d6 townsfolk hiding

Governor Tarbaw Nighthill

Honor. Committed to protecting his people. Expects the same of others.

The governor oversees the time. He's wounded now – his arm in a blood-soaked sling and a bandage around his forehead. He's busy giving orders. Therefore, he couldn't come to the aid of Frickley. He needs all the hands he can get here. He implores the adventurers to help more.

He gives out two ideas of how they can help:

- *Prisoners.* Get information. Find a cultist out there – a leader hopefully – and bring them back here.
- *Save the Mill.* Some cultists were scene setting fires. It's vital to their economy and agriculture that the mill survives.

Prisoners

Nighthill wants one of the enemy captured, and bought in because he honestly doesn't know why they're attacking. They get different information out of them, depending on who they collect:

- Cultists will stay tight lipped, and require a DC 10 intimidation check. They reveal that they are the Cult of the Dragon. They know that they're collecting jewels and money for a new dragon hoard they're preparing to welcome the Queen of Dragons. A heavily guarded camp has dragon eggs.
- Mercenaries can be paid off for information. They were hired by the Cult to collect as much loot as possible. They've been attacking a few places around here recently. They must want it for something grand. They're heard rumors about dragon eggs in the camp.
- Kobolds don't know very much. They think the group is called Cult of the Dragon, and that they're working for the dragon lady, Rezmir.

The main camp, they all know, is south-west. About a day's travel. They all also know that Foreguard, a town the east, is the next site of attack for looting.

Save the Mill

The mill is an important building, and it's under threat. Perceptive players will spot that the mill isn't really under attack. It's a ruse – the fires are controlled and not doing much damage. There are five kobolds around the building, but they dash away as soon as once takes any damage. After this, inside the mill, they hear the voice of a human girl. "Help me, please!" (An incite check will tell the players that the voice belongs to an older woman, trying to sound more distressed than she is.)

Inside, the room is filled with smoke. They can still breath in there, bit vision is hard.

They're attacked by five guards, two kobolds, and a cultist. All dressed in purple robes.

Castellan Escobert the Red

Old. Wise. Holy. Racist.

The keeper of the keys. He's been in this job a very long time and has never seen an attack like this. He knows about the old tunnel exiting the castle.

He asks the characters to check on the town temple: the temple to Chauntea (blooming rose over grain). This leads to *Sanctuary*.

A few hours into the night...

The dragon has been visible this whole time, flying above. The dragonborne amongst the players will know that the dragon is likely waiting for more of the villagers to die off before attacking: why risk an attack when there are others to thin the herd.

However, after a while he swoops down again. **Lennithon** is a blue dragon, though he doesn't seem too excited to be fighting.

There are 20 [____] defenders on the parapet of the castle. They launch volleys of arrows whenever they think they have a good shot, dealing 1d6/2 damage each. Once there has been 24 damage, or the dragon has been critically hit, it turns away. "This is a waste of my time, Mondath!"

Governor Nighthill has learnt all he needs to know for the moment. He needs one group to go and find the cultist camp, and one group to go and warn Foreguard.

Amulet of the Giantslayer

The amulet feels heavy in your hands, but as you put the chain over your head the weight lifts away. The amulet rests comfortably on your chest.

Whilst wearing the amulet, you have **advantage on Dexterity saving throws** when fighting against giant creatures, like giants and dragons.

Axe Beak

Standing seven feet tall, these ostrich like birds are strong and fierce when needed. Strong neck muscles are needed to hold up their large beaks, covering most their face.

Armor class: 11, Hit points: 22

Speed: 50 feet

Str: +2, Dex: +1, Con: +1, Int: -4, Cha: -3

Beak. +4 to hit, 1d8+2 damage.

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Experience sheet

Things killed

Extra XP

Quests

Characters

Name

Class

Race

Perception

Notes

Name	Class	Race	Perception	Notes