

## Adventure Front – Why the Village Burned Down

### Part One – Shadow Cliffs

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A red dragon has attacked the village of Shadow Cliffs. Try to protect what's left and find out why.

The dragon is blackmailing the village to provide food and care for its young. The dragon will not live much longer.

Leadership in the village is using the dragon's attack to settle old scores and improve their own position.

As the adventure starts, the PCs have taken cover in the basement of their Inn and are just now breaking out.

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#### Cast:

- Ancient Giant Red Dragon, Beorvan,
- Mayor, Human male, Freederick Vole
- Head Priest, Human female, Sereena Varth
- Militia Leader, Dwarven Male Fighter, Riven
- Kobold Leader, Gric

#### Stakes:

- How will the village elders feed the dragon
- Will kobolds overrun the village
- Which leadership faction will the players join

#### Grim Portents:

- Fires continue to destroy the village
- The leaders of the village will begin sacrificing to the Dragon.
- Kobolds take over parts of the city
- Leaders of the city use the dragon attack to attack each other

#### Impending Doom:

- Kobolds continue to take over part of the village
  - The poor in the village rebel
  - Dragon comes back for more
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#### Dangers:

- Kobold warriors (page 249) have come to scavenge and loot. They are servants of the dragon.
  - Impulse, steal food, sneak through the village and set up an outpost
- Fires in the village continue to destroy property
  - New Move, Fireman Carry
- Mercenary groups (page 313) in the village are looting.
  - Impulse, take what they can carry
- Wandering monsters drawn by the dragon, fire, and destruction.
- Fire Beetle (page 236) & Ankheg (page 233)
  - Impulse, kill, destroy, and cause mayhem

#### New Move – Fireman Carry.

When you move into a burning building to save a person or object roll +CON to see what happens. It's up to you to go in there, maybe check your alignment and see if this is something you really want to do.

10+ You escape with another person or object, lucky you

7-9 You escape, but either you or the person you rescued takes damage or draws unwanted attention.

6- Flames from the building surround you. Good luck.