

YEO7-04

Dusty Tomes

A One-Round D&D[®] LIVING GREYHAWK[™]

Yeomanry Regional Adventure

Version 1.0

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Reviewers: Yeomanry Triad Circle Reviewer: Steven Conforti

Playtesters: Inn of Paper Dreams

Reference materials have been stolen from the University at Loftwick. Can you help recover them without loosing your head? If the clash of steel on steel is your only love, you might choose another locale. A Yeomanry regional adventure for APLs 2-6.

Note: This adventure will be of particular interest to members of the University at Loftwick and the military.

Resources: *Complete Arcane* [Richard Baker], *Dungeonscape* [Jason Bulmahn and Rich Burlew], *Magic Item Compendium* [Andy Collins, Eytan Bernstein, Frank Brunner, Owen K.C. Stephens, Jon Snead],

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at POC@yeomanry.net. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA® SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA event from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the session Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You must be at least a HERALD-LEVEL GM to run this adventure.

By sanctioning and reporting this adventure you accomplish a couple of things. First, it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second, player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2008.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To calculate the Average Party Level (APL), follow the process below:

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a

harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in the Yeomanry. Characters native to the Yeomanry pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's

kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

Chapters 1 and 5 of the LGCS present more information about lifestyle and upkeep.

PREPARATION FOR PLAY

Is This a Military Adventure?

As Yeoman officials consider the events of this adventure important to the defense of the Yeomanry, members of any branch of the Yeoman military may count the TUs spent on this adventure toward any annual TU commitment required by their enlistment.

Is This a Dustdigger Adventure?

As this adventure does NOT significantly involve archaeological matters, students in the Academy of Lore may NOT count this adventure toward any TUs they must spend per year in study. See individual certificates for more details.

Is This a University at Loftwick Adventure?

As this adventure does significantly involve the University, students in the any part of the University at Loftwick, except the Dustdiggers, may count this adventure toward any TUs they must spend per year in study. See individual certificates for more details.

Is this a Promotion Worthy Adventure?

Heroic deeds in the name of the Yeoman military are NOT possibly in this adventure.

Other preparation

Ask the PCs if they are from the Yeomanry. Ask any PCs who are, if they are members of the Yeomanry militia or army.

ADVENTURE BACKGROUND

ABOUT THE YEOMANRY

The Yeomanry is situated in a valley between the Jotens and the Tors in the southwest corner of the Sheldomar Valley. The moderately sized realm is nearly surrounded by the Crystalmists and its spurs, though its eastern border with Keoland is generally regarded as the eastern bank of the Javan across from the county of Cryllor. Its border continues south to where the great river enters the Hool Marshes and the lands of the Sea Princes.

The climate is hot nearly year-round in the central valley, though the temperature moderates as one approaches the foothills, particularly in late fall and winter. The Yeomanry is a land populated primarily by freemen farmers, who are mostly a Suel-Flan mix.

The Yeomanry is one of the few representative democracies in the Flanaess. Any citizen of majority, who has carried the spear for the nation, either now or in the past, is eligible to elect a spokesman on his behalf from his community who serves in the Council of Common Grosspokesmen in Loftwick.

The people of the Yeomanry are rural, cloistered folk with little exposure to either foreigners or magic. They are religious and superstitious, yet reservedly friendly to travelers. Many Yeomen have served in the Militia and are stout defenders of their homes.

You can learn more about the Yeomanry at its official website: <http://www.yeomanry.net>.

LOFTWICK

The capital of the Yeomanry League, Loftwick stands high above the Yeoman Valley, at the southernmost end of the High Crag, a spur of the Jotens. Surrounded by high walls, and by higher peaks, Loftwick is a commanding presence in the western dales of the Yeoman Valley. Loftwick serves as a trading center for the western League, and extensive dockworks line the edge of the Wick River, some few miles south of Loftwick. Loftwick is divided into numerous wards and neighborhoods, including the Leatherworkers, Goldsmiths and Masons wards, identified by the major guild in the ward, and other residential neighborhoods including High Cross and Low Cross, Five Points, and Death's Privy. Among Loftwick's well-known landmarks are the Gnome Clockworks, Blacksun Tower, the High Church of Heironeous, and the Fellcrack.

BACKGROUND

A mist grey kobold sorcerer, Voreank, decided he wanted to become a wizard. He disguised himself as a halfling with a hat of disguise and went to the famed University at Loftwick where he had heard wizards are trained. He introduced himself to Thorander, a clerk of the College of High Magic, with his real name. Thorander thought the name was very suspicious and told him to reveal his true self. When Voreank hesitated, Thorander told him that no matter who he was he would not come to

harm. Voreank then revealed himself and Thorander told the disgusting little creature to get out of his sight.

Voreank became enraged at this insult and left. He put on the disguise again, and attempted to take out some books from the University library, thinking he might be able to figure it out on his own. He found that the library did not allow books to leave the premises and so he simply stole them.

Thorander's superior was notified of the theft and of the initial refusal. Driven by curiosity to find out more about this strange colored kobold, the High Clerk employed various magics along with his interviews. Subsequent scrying found the kobold and also determined that he is of chaotic good alignment. The High Clerk was unhappy that Thorander did not involve him in the situation once he saw the unusual color and behavior of the kobold and has ordered him to take care of it. Thorander feels badly about his role in this and while they need to find the creature and recover the books, he does not want the kobold to be hurt.

ADVENTURE SUMMARY

Introduction: Non-Yeomanry PCs receive an introduction about Loftwick. The PCs, while at an inn in Loftwick, are summoned to see a clerk of the University at Loftwick.

Encounter One: Thorander will ask the PCs to recover some books stolen from the library dealing with becoming an arcane caster and give them a map to the location. He tells them not to harm the thief, even though he is a kobold, because there is something different about him and those higher up in the University wish to find out more about him. With proper questioning, they can figure out the background of the adventure.

Encounter Two: Having found the cave, a somewhat aggressive wolf warily approaches the party. A Knowledge (nature) check can tell that it is starving. If provided with food, it will leave the party alone. If they feed it, a character with Wild Empathy can try to communicate with it. If not fed, it attacks, trying to take down an unarmored character.

Encounter Three: Entering the cave, the party finds either an open pit or a pit filled with acid. In the pit, there is a sword.

Encounter Four: The party meets a pair of kobold warriors. They can bribe the warriors with gold, the sword they found, or try to bluff their way past them.

Encounter Five: The party finds a hallway with a table and a closed door on the other side. There is a warning on the table not to try to open the door, as well as a puzzle. If the party figures out the puzzle, they receive a treasure and the door opens. If they are having trouble, there is a hint for them. Alternatively, the party can disable the trap and move forward.

Encounter Six: The party finally meets up with Voreank. Hopefully, they will follow instructions and convince the kobold to give over the books. If they fight the kobold, they may wish they didn't. If he wins, he deposits the PCs outside, minus one magic item from each PC.

Conclusion: The party listens to a conclusion that depends on their actions.

INTRODUCTION

If there are PCs who do not hail from the Yeomanry, please read the following:

Loftwick, the walled capitol of the Yeomanry, is located in the southernmost end of the High Crags of the Joten Mountains, sitting atop a mesa. It is a city of extensive commerce, with much of the trade being waterborne via extensive dockworks on the nearby Wick River, which wends its way at the base of the mesa. It is a city efficiently divided into many wards, each specializing in one thing or another.

The PCs start at the Spotted Rat Inn, having a drink at the bar. Have the PCs introduce themselves if they have not adventured together before.

When the PCs have finished introductions, read the following:

You are listening to a bard tell of the missing Freeholder Marius Lindon and various thoughts about his disappearance. He starts with theories that you have heard before; that the rogue medusa Della killed him or that the Scarlet Brotherhood had something to do with it. He goes on to conspiratorially whisper that some say Melinda Windomere might have had something to do with it as a way to grab political power. He then starts saying something you never heard before, that the will-o-wisps of the Hool Swamp are intelligent and had something to do with his disappearance.

As you listen intently, a balding blond man of obvious Suel ancestry, with a long scar along the angle of his jaw, comes to your table, interrupting you from hearing anything else the bard has to say. He introduces himself bluntly, "I am Thorander." He wears green robes that look almost humorous with his red militia tabard, as if he were a walking advertisement for Yule. He looks around nervously, as he says, "Come to my office tomorrow at 9 bells." Then, just as quickly as he appeared at your table, he disappears into the crowd.

Tell the players that for the purposes of this adventure, "hot table" rules are in effect. Anything that the players say is the same thing said by his or her character. All discussion that the PCs have is out loud, unless they can do it secretly.

If the PCs pursue him, he tells them all will be answered tomorrow. If they ask where they are to find him, he looks at them suspiciously, and says, "Isn't it obvious?"

If all the PCs are not from the Yeomanry, they must make a DC 15 Gather Information or a DC 20 Knowledge (local Sheldomar Valley) roll to discover his robes are those of the College of High Magic. The PCs may aid each other on the Gather Information check. PCs from the Yeomanry may make a DC 10 Knowledge (local Sheldomar Valley) check to identify the robes. Any PC who is a member or alumni of the University at Loftwick automatically succeeds on this check. Upon a successful check, read the following:

You realize that he must mean the University at Loftwick with his green robes emblazoned with the seal of the College of High Magic on his chest. You smile as you think that he must be some sort of administrator to walk around in such silly clothing.

ENCOUNTER 1: THE HOOK

The next morning you awake to the smell of breakfast. While the Spotted Rat might have an unsavory reputation at night, its breakfast does not. Merchants crowd the tables with travelers eating the inexpensive and hearty breakfast that comes steaming from the kitchens.

After eating your fill, you head to the University at Loftwick. As its ivy-covered buildings come into view, you ask for

directions to the administration building. When you enter the arched entrance, a young, pretty woman, with henna designs going up her right forearm and with golden locks and robin's egg blue eyes, is seated at the front desk and asks your business.

The woman is named Daisy, if the PCs care to ask. She is a student of the University who is paying her way like many students by doing boring jobs. Her current job is directing people to where they are supposed to go. She knows where Thorander's office is located. If all the PCs are both nice and polite, she will pleasantly relate that she saw him go by her desk yesterday in the direction of his superior's office and came back looking upset. If ANY of the PCs are either impolite or say something obnoxious, she will say that she has some information that might be of interest to the PCs, but will not part with it for less than 50 gp.

You come upon the same man you saw yesterday nearly hidden behind piles of papers on his desk. There are four impressive piles, each over a foot tall with papers, booklets, and books chaotically mixed together. As he looks up, you wonder how he could possibly find anything and how often the piles go tumbling into one another. He again introduces himself and motions for you to sit.

"I have a mission for you. You are to recover some books that seem to have 'taken a walk' from our libraries. Divinations have found the thief, and it is a kobold. While I know these humanoids are usually combated in the Yeomanry, this particular kobold happens to be 'different'. It is of a strange grey color and seems to be good according to some divinations done by my superiors. We wish to speak to him, to learn more about him and perhaps to study him in detail with his consent. This means you should try not to fight him for the books. Please find other means to recover them if it is at all possible. Of course, the recovery of our property does come first." He hands you a map that shows a cave several leagues to the northeast, at the base of a mountain. "You will be rewarded for your efforts." He writes your names down, after asking some questions about their spelling, on a piece of paper and puts it in the middle of one of piles of papers.

If the PCs refuse to go, hand the players their ARs. They receive no gold or experience. They

earn no favors. They get the Disfavor of Thorander.

At this point, the PCs can ask more questions if they wish.

Q: What is the reward?

"I was wondering when you would come to that. There is gold of course, but some of you may not be very interested in that. I also can authorize a special pass for each of you that allows you into a special part of the library for a day."

Add the following if any of the PCs are wearing their military tabards:

"Ah, I see you are in the military. I will speak to your commanding officers and arrange for you to get credit for taking on this mission as well."

Q: Who is this kobold?

"I don't really know. He disguised himself as a halfling and marched into my office, asking to learn to be a wizard. I determined he wasn't what he purported to be, so I sent him on his way."

Q: Why would you care if he is killed or not?

"Just as evil can take many forms, so can goodness. There are those far higher than me that wish to at least speak with it."

Q: (Only if the PCs were able to get the information from Daisy at the front desk) What happened with your superiors yesterday?

Thorander visibly slouches a little bit, as if he were deflated. "I was hoping no one would find out, but I guess this is a good testament of your abilities that you have. When it came to my office, it said its name was Voreank. That sounded to me like a draconic name, and I have never heard of any halflings with draconic names. I convinced it to reveal who it really was, and promised it that no harm would come to him. When he did so, he was clearly a kobold, though a strange grey one by the looks of his scales. When it revealed it was a kobold, I ordered it out of the office. When my superiors found out what happened, let's just say that I didn't earn a gold star for the day. (Almost as an after thought and to himself...) It might've been silver, but never seen a silver kobold before either."

Q: (Only if the above with Voreank's name was given previously) Do you really care if he is killed?

"His request was not completely unreasonable. It is just not something that our society rules can currently accept, but we might still have been able to work with him. When I ordered him out of my office, I closed off any possibility of that happening. I would double the injustice that I did to him if I allowed him to come to harm."

Q: What can we offer the kobold for the books?

Thorander considers. "We cannot allow it to keep the books, but we are willing to let it study them here. It could be issued a special pass, much like I will have drawn up for you, but with free access to the public aspects of the library." Thorander smiles almost mischievously. "There are also a few professors who wish to trade questions with the beast, if it is willing."

ENCOUNTER 2: OPENING GAMBIT

The journey to the cave takes several hours on foot, so it will be about lunchtime when they arrive, assuming they leave after their meeting. If they delay much longer, adjust the time of day accordingly.

A cave mouth set into the side of a hill on the base of a nearby mountain comes into view. A pair of conical stalagmites hang down the entrance like a vampire's open mouth, beckoning you inside. As you approach, a lean brown wolf warily walks out to your party with ears raised and tail straight behind. He sniffs the air, bares his front teeth, one of which is broken, looking at you as if you were road kill, and growls.

This is an actual description of aggressive wolf behavior, except that something is wrong: when wolves are aggressive they bare all their teeth and raise their hackles. If the players have outside game knowledge of this, it was meant as a hint, so please allow this. If it amuses you, most players will appreciate if you mimic the facial expression of the wolf.

A PC may make a Knowledge (nature) check as a free action. A DC 10 will tell them that wolves normally do not hunt alone. A DC 16 will tell that the wolf is starving. A DC 21 tells the PC that the wolf is looking for some food, though not necessarily looking for a fight. Any PC with rations or other food on them can attempt to feed the wolf as a standard action. Feeding the wolf immediately converts the wolf to neutral.

If fed, a DC 25 Wild Empathy check will get the wolf to friendly and the PC can try to communicate with him if they wish. In this case, the party has earned the favor of Obad-Hai.

If a PC *speaks with animals* before feeding the wolf, it says,

"I hungry. Need eat."

If a PC *speaks with animals* after feeding the wolf, it says,

"Food good. Pack all gone and I hungry. No good hunt alone. Want me part your pack?"

Give any PC who *speaks with animals* with the wolf a +4 circumstance bonus to the DCs.

All APLs (EL 1)

Wolf (1): hp 13; see *Monster Manual*, page 283.

Tactics: Unbeknownst to the party, the wolf will delay until every member has gone unless attacked. If attacked and has taken damage, it will attempt to flee. If attacked and not taken damage, it attacks a person not wearing armor. If it hits, it will fight to the death. If no party member has attacked him by the second round, and no one has fed him, he attacks a PC not wearing armor.

Treasure: None

Developments: If the wolf joins the PCs, it will remain an independent entity, NOT act as a companion. It will travel with the PC that befriended it as long as they are in unpopulated areas and it is provided food every so often. It will not fight in combats unless it is attacked or the specific PC that befriended it is attacked. Wolves do instinctively flank, so if it joins combat, it will try to flank with its friend PC. He will not fight to the death for his new friend, fleeing when he gets to half hit points or less.

ENCOUNTER 3: PUT ON YOUR THINKING CAP

Conditions: The cave has no light of its own. The descriptions assume the PCs have light sources or darkvision. If they do not, they can see nothing.

You walk into the cave. It is a natural ten-foot wide hallway. Before you have gotten very far, an opening comes into view. As you proceed, you see...

What they see depends on APL, so there are different descriptions. Adjust the descriptions for the viewing abilities of the PCs.

APL 2:

...a roughly 20-foot long and 40-foot deep pit in the ground. There are roots coming from the walls.

The PCs at APL 2 merely have to navigate the pit. If PCs make a DC 22 Search check while in the bottom of the pit, they find a hidden, unmarked grave with a humanoid body in it. A DC 24 Heal check will determine it was once an orc. Beside the body in the grave is a masterwork longsword in a decaying leather scabbard. The sword has a gem containing an incandescent green fluid that appears to be stuck on the side of its pommel. When unsheathed, small droplets of acid begin to form on the edge of the longsword. The gem is easily removed, and then the sword stops forming the acid droplets.

APL 4 and 6:

...a roughly 20-foot long and 40-foot deep pit in the ground. At the bottom, you see reflections indicating a brackish, greenish liquid. The liquid twinkles in the light, which penetrates only a few feet. You see the glint of metal below on the far side of the pit. Your nose wrinkles at the sulfurous smell. Roots jut from the pit walls and hang down; those that approach the liquid end abruptly.

If the PCs get closer to the glint of metal, they will see the metal pommel of a sword and a blade that plunges deeper into the water. The last five feet of the 20-foot by 40-foot deep pit is covered in a magically enchanted acid pool, created through some strange effect caused through an interaction of the *crystal of assault* with some unusual lime deposits in the rocks in the area (after the crystal is removed, the acid returns to normal water after a day). When taken from the pool, the acid will

turn into regular water after a few hours. While in the pool it functions as acid that affects only living or once-living things. Metals are not affected. So, a coin thrown in the pool will splash and come to rest at the bottom, while a rope would smoke and sizzle with a rotten egg smell. *Detect magic* reveals a faint transmutation. *Dispel magic* negates the effect of the pool for an hour, if able to affect a 5th level spell. Any PC who puts a limb in the acid pool will take 3d6 acid damage. Retrieving the sword requires a DC 10 Strength check to pull it free. If a PC jumps into the acid pool, he takes 6d6 acid damage. If a PC becomes unconscious and remains in the pool for an additional 4 rounds, he or she is gone; only his metallic possessions remain. Only a *wish*, *true resurrection*, or *miracle* can recover them.

As you recover the longsword, you find small droplets of acid begin to form on its edge. A gem containing an incandescent green fluid looks like it was stuck on the pommel of the sword. The gem is easily removed and the sword then stops forming the acid droplets.

The sword is masterwork at APL 2-4 or +1 at APL 6.

Treasure:

APL 2: L: 26 gp, C: 0 gp, M: *least crystal of acid assault* (50 gp).

APL 4: L: 26 gp, C: 0 gp, M: *least crystal of acid assault* (50 gp).

APL 6: L: 0 gp, C: 0 gp, M: +1 longsword (193 gp), *least crystal of acid assault* (50 gp).

Development: If the PCs get the longsword, they can use it to bribe the kobolds ahead. The gem, if they free it, is theirs to keep.

ENCOUNTER 4: GIRD FOR BATTLE

Here the PCs encounter some unusual kobolds. These kobolds do not attack or flee, but rather speak to the party first.

As the passage enters a cave, you see within a pair of two-foot tall, misty grey reptilian creatures with glowing red eyes and rat-like tails before you. They are armored in mail shirts and each carries a nasty-looking jagged spear. A pack of bats which were housed in the ceiling are disturbed by the light and the noise you bring with you and they fly off squeaking into the darkness of the opening

on the other side as well as past you above your heads.

One kobold says, “Ner montyric gutrizg o’korzul.” At almost the same time the other says, “Rintizg douor?” Each pulls a small flask from its belt as they await your response.

If any of the PCs speak draconic, they know the first kobold said, “Ugly humans go home,” while the other said, “What do you want?” One of the bats that flew off is the familiar of Voreank, going to warn him of the PCs coming.

The kobolds are both warriors. They know that they have little chance against a well-prepared and armored party, but they are proud and fierce, and will fight to the death. If defeated by force, they will not tell the party anything. They can be bribed with (APL-1) x 100 gp to let the party go by. If they find out the party has the sword from the pit, they will let the party know that the sword belonged to someone slain by a kobold trap, and its owner gains honor among the kobolds. The sword will suffice for the bribe. If given the sword with the gem still attached, the kobolds will take the gem off the sword and give it back to the party, saying the gem is not needed for them to attain their honor.

The party can attempt to bluff their way past. One way would be to tell them that Voreank is expecting them and they know that he is up ahead. Allow a Bluff check for the PC speaking. Allow a +3 circumstance modifier if they specifically uses Voreank’s name. Other PCs may not aid and only the PC who is speaking can make the Bluff check against the kobolds. If they fail the Bluff check, the kobolds state for the right inducement, they would be happy to make an appointment for the PCs. The inducement is, of course, the aforementioned bribe.

APL 2(EL 4)

Spearmen, Male kobold warrior 5 (2): hp 30 each; see *Appendix 1*.

APL 4(EL 6)

Spearmen, Male kobold warrior 7 (2): hp 42 each; see *Appendix 2*.

APL 6(EL 8)

Spearmen, Male kobold warrior 9 (2): hp 64 each; see *Appendix 3*.

Tactics: If the PCs attack, these kobolds know their only chance in a fight is to take one of the PCs down. They both drink their potions as a

standard action. They move to where they can both make an attack after making a 5-foot step on the same PC, choosing to target the least armored of the PCs. They will attack from prone if tripped rather than taking the attack of opportunity to stand. If they manage to drop a PC, one will say, “Stop now or (insert fallen PC’s race) dies.” If the PCs do not stop, they will attack the unconscious PC until they are sure he or she is dead. They will tell the PCs they must now pay them twice the bribe money. One will run away deeper into the dungeon with the money while the other puts his spear in the unconscious PCs stomach, delaying to perform a Coup de Grace (PH, pg 153) as his full round action at the first sign of PC mischief.

Treasure:

APL 2: L: 194 gp, C: 0 gp, M: *potion of enlarge* x2 (42 gp).

APL 4: L: 152 gp, C: 0 gp, M: *potion of enlarge* x2 (42 gp), *chain shirt* +1 x2 (208 gp).

APL 6: L: 100 gp, C: 0 gp, M: *potion of enlarge* x2 (42 gp), *chain shirt* +1 x2 (208 gp), *longspear* +1 x2 (384 gp).

ENCOUNTER 5: USE YOUR THINKING CAP

Once the kobold guards are dealt with and you continue down the passage, you see a door with a table before it. Atop the table are nine stones and nine indentations, all in a row. There is a note on the table written in common that says, “To proceed, you will need to put the stones in the right place and pull the handle on the door.”

The stones contain drawings of clawed hands in fists with various fingers out. If the PCs ask, there are only two hands that have a single finger out, the index finger and the thumb. The rest have more than one clawed digit out.

The PCs need to place the hands in order from 1 to 9 (or 9 to 1). One is the index finger alone. Two is the index and middle finger. Three is index, middle, and ring finger. Four is all the fingers but the thumb. Five is the thumb alone. Six is the thumb and index finger. Seven is the thumb, index, and middle finger. Eight is all the fingers but the little finger. Nine is all the fingers out.

If the PCs are not getting the puzzle and getting frustrated, allow them to make a Spot check of the ceiling. Anyone who makes a DC of

20 or more notices some writing on the ceiling. It shows a fist with the index finger pointed out and the word "Urer" in draconic next to it. Any PCs who know draconic, know this to mean one.

Once the PCs get the right combination, nothing happens. When they try to open the door, they find it swings easily outward. If the PCs use any other combination, when they try to open the door, the trap goes off.

Door: 6 in. thick; hardness 5; hp 60; AC 5; Break DC 25; the door is trapped, see below.

Trap: If the party attempts to break the door or open the door before solving the puzzle, the trap goes off. .

APL 2 (EL 2)

Burning Hands Trap: Search DC 26; magic trap; trigger-see above; see *Appendix 1*.

APL 4 (EL 4)

Lightning Bolt Trap: Search DC 28; magic trap; trigger-see above; see *Appendix 2*.

APL 6 (EL 6)

Lightning Bolt Trap: Search DC 28; magic trap; trigger-see above; see *Appendix 3*.

ENCOUNTER 6: JUDGEMENT

Once the door is opened, you see light coming from a chamber down the corridor on the left. You come to a chamber lit with a torch on either side. Inside, you see another misty grey reptilian humanoid sitting at a table and reading a book by torchlight. This one is dressed in robes. He looks up and sighs. "I was wondering when they would send someone for the books. I'm very sorry, but I can't let you have them. Don't take a single step further or mutter a single spell, or I will assume you mean to attack me."

The kobold is Voreank. He is unfriendly, and there is a -2 circumstance penalty to Diplomacy checks for invading his home. There is another -2 circumstance penalty because he believes that all his dreams will be shattered if the party is able to get the books from him. If the conversation turns threatening or the PCs unsheathe their weapons, he will start casting defensive spells.

If the players wish to make a diplomacy roll without roleplaying, allow them to do so. They will receive the modifiers based on their interaction

with the other kobolds, but none of the roleplaying ones.

If the players would like to roleplay this, and if they mention certain things, add any applicable modifiers. Remember that Voreank is not typical for his race; but he is quite jumpy and does not hide his feelings. Specifically remind the players that hot table rules are in effect, and anything they say is what their PCs say. Voreank knows he should give up the books as they are stolen, but he knows his aspirations will not be fulfilled if he does this. The PCs need to convince the kobold that it is the right thing to do.

Additional modifiers are as follows:

+2 if the party knows his name

+4 if the party lied to the kobolds and was able to get by them without paying anything

-4 if the party attacked the kobolds

-6 if the party attacked the kobolds, and the kobolds managed to get money out of them anyway (i.e., he thinks the party is weak) [can stack with previous penalty as well]

+4 "The man who sent us here is sorry he (hurt your feelings, treated you badly, etc.)"

+2 "The man who sent us here, said that he didn't want you to be hurt, and that the people at the University would like the chance to talk to you and find out about you."

+4 if they offer to give him the sword from the dead orc from encounter two

+1 per 250 gp (APL2), 500 gp (APL4), 750 gp (APL 6) if they offer to buy the books

+2 if all the PCs' weapons are sheathed

+4 if a PC says no further retribution will be brought to him (the player saying this needs to make an opposed Bluff check, as there is no way the party would actually know this—no penalty if the Bluff check fails)

+4 if they say he knows that it is the right thing to do—to return the books

+1 to +4 DMs choice depending on how good the players do the roleplaying

-4 per annoying comment the players make, if the comment would annoy an already edgy kobold

Voreank starts as Unfriendly to all PCs. If the PCs make Voreank Friendly (DC 25) he will not hand over the books, but he will allow the PCs to leave without combat. If they get him to Helpful (DC 40),

then he will hand over the books and go with them to the University if asked. If the PCs wish allow them to use Intimidate via the standard rules however while that may gain them the books, it will not get Voreank to go back to the University. If the PCs fail, he will tell them to leave. If they do not, or if any characters do anything remotely hostile (like threaten him directly), Voreank has an idea that he could probably kill the party, although he doesn't want to have to do that. Please read the following:

He looks up at you sadly. "I had hoped that it would not come to this. Are you sure that bloodshed needs to end this? Sometimes it's better to go home empty-handed than not at all. It's your choice."

APL 2(EL 5)

Voreank, male kobold sorcerer 5: hp 20; see *Appendix 1*:

APL 4(EL 7)

Voreank, male kobold sorcerer 7: hp 28; see *Appendix 2*.

APL 6(EL 9)

Voreank, male kobold sorcerer 9: hp 36; see *Appendix 3*.

Tactics:

All APLs: The PCs have been told their mission is to retrieve the books so if all other attempts fail, they will probably try force. The kobold does not really want to harm them, but neither does he want to give up the books. If he has a choice about doing damage to a conscious PC or killing unconscious PCs, he will take down those still conscious. The following tactics will help you run Voreank, but feel free to change these if PCs' actions or their positions allow for better strategy.

APL 2: If the PCs combated the other kobolds, Voreank will have cast a *mage armor* before the PCs arrive at his location. Please adjust his AC accordingly.

1st round: Voreank casts *glitterdust*, trying to catch as many PCs as possible. 2nd round: *burning hands* to catch as many PCs as possible. 3rd round: Depends on the situation, but likely choices include more *glitterdust*, *burning hands*, or for PCs not standing in group formations, a *magic missile* or *scorching ray*. The *scorching ray* is especially good to take down a big fighter.

APL 4: If the PCs combated the other kobolds, Voreank will have cast a *mage armor* before the

PCs arrive at his location. Please adjust his AC accordingly.

1st round: He hits as many as possible with a *glitterdust*. 2nd round: He casts either *fireball* or *lightning bolt* depending on the PCs formation in order to catch as many as possible in the effect 3rd round: Depends on the situation, but if only one PC is left as a threat, he is likely to use an *empowered scorching ray*. Anytime he feels he has the time to spare, he will cast a mirror image spell. He will also take the time to empower his damage spells if he feels safe taking the full round to do so.

APL 6: Voreank has used his rod of extend and has an *extended mage armor* already cast on him. His stat block already reflects this.

1st round: Voreank casts an *Evard's black tentacles* trying to catch as many PCs as possible. 2nd round: He will cast *glitterdust*, catching as many PCs as possible. 3rd round: He casts a *fireball* or *lightning bolt*. Continuing on this manner as needed. Anytime he feels he has the time to spare, he will cast a mirror image spell. He will also take the time to empower or maximize his damage spells if he feels safe taking the full round to do so. Anytime he is grappled, he will use *dimension door* to escape. Also, if he feels he is losing the fight, he will use *dimension door* to try and leave the area.

If the kobold drops all the PCs, he will attempt to bind their wounds (DC 15 heal check). He then has all the bodies (alive or dead) deposited at the gates of Loftwick where they will be found. He will not pursue any PCs who have fled. If they return, they will find he is gone. The adventure is over for the PCs as he has abandoned this lair and sought out a new hiding place.

Treasure:

APL 2: L: 25 gp, C: 2 gp, M: *hat of disguise* (150 gp), *bracers of armor* +1 (83 gp).

APL 4: L: 25 gp, C: 2 gp, M: *hat of disguise* (150 gp), *bracers of armor* +2 (333 gp).

APL 6: L: 25 gp, C: 2 gp, M: *hat of disguise* (150 gp), *bracers of armor* +2 (333 gp), *rod of metamagic*, *extend lesser* (250 gp).

CONCLUSION

CONCLUSION A: BOOKS RETURNED WITHOUT FIGHTING VOREANK AND VOREANK CAME WITH PARTY TO THE UNIVERSITY FOR STUDY

Thorander is pleased beyond measure. They have earned the Favor of Thorander, and they also get the reward. If at least one of the PCs are members of the University at Loftwick, all PCs get the Greater Favor. Strike through the Disfavor of Thorander.

CONCLUSION B: BOOKS RETURNED BUT VOREANK NOT WITH PARTY

The PCs have earned neither the Disfavor of Thorander or the Favor and Greater Favor of Thorander. If any characters were slain, he will not use his influence to garner the availability of *raise dead*.

CONCLUSION C: BOOKS NOT RETURNED, DID NOT FIGHT VOREANK

The PCs have earned the Disfavor of Thorander. Strike through the Greater Favor and Favor of Thorander. He says he is sorry, but he will not be able to provide them with the reward money for the books since they did not retrieve them. He gives them the special library pass anyway for their trouble.

CONCLUSION D: BOOKS NOT RETURNED AND FOUGHT VOREANK

The PCs have earned the Disfavor of Thorander. Strike through the Favor and Greater Favor of Thorander. Any PCs that were killed can be raised as normal, but Thorander does not use his influence to obtain *raise dead* for the PCs.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter 2

Defeat or feed the wolf.

APL 2: 30 xp.

APL 4: 30 xp.

APL 6: 30 xp.

Encounter 4

Defeat or circumvent the kobolds.

APL 2: 120 xp.

APL 4: 180 xp.

APL 6: 240 xp.

Encounter 5

Solve the puzzle or circumvent the trap.

APL 2: 60 xp.

APL 4: 120 xp.

APL 6: 180 xp.

Encounter 6

Defeat Voreank or get the books from him.

APL 2: 150 xp.

APL 4: 210 xp.

APL 6: 270 xp.

Story Award

Encounter 3

Find the sword.

APL 2: 20 xp.

APL 4: 35 xp.

APL 6: 50 xp.

Retrieve the books.

APL 2: 45 xp.

APL 4: 65 xp.

APL 6: 85 xp.

Discretionary Roleplaying Award

APL 2: 25 xp.

APL 4: 35 xp.

APL 6: 45 xp.

Total possible experience

APL 2: 450 xp.

APL 4: 675 xp.

APL 6: 900 xp.

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters

total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional adventure, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Encounter 3:

APL 2: L: 26 gp, C: 0 gp, M: *least crystal of acid assault* (50 gp).

APL 4: L: 26 gp, C: 0 gp, M: *least crystal of acid assault* (50 gp).

APL 6: L: 0 gp, C: 0 gp, M: +1 *longsword* (193 gp), *least crystal of acid assault* (50 gp).

Encounter 4:

APL 2: L: 194 gp, C: 0 gp, M: *potion of enlarge* x2 (42 gp), *everlasting rations* x2 (58 gp).

APL 4: L: 152 gp, C: 0 gp, M: *potion of enlarge* x2 (42 gp), *chain shirt* +1 x2 (208 gp), *everlasting rations* x2 (58 gp).

APL 6: L: 100 gp, C: 0 gp, M: *potion of enlarge* x2 (42 gp), *chain shirt* +1 x2 (208 gp), *longspear* +1 x2 (384 gp), *everlasting rations* x2 (58 gp).

Encounter 6:

APL 2: L: 25 gp, C: 2 gp, M: *hat of disguise* (150 gp), *bracers of armor* +1 (83 gp).

APL 4: L: 25 gp, C: 2 gp, M: *hat of disguise* (150 gp), *bracers of armor* +2 (333 gp).

APL 6: L: 25 gp, C: 2 gp, M: *hat of disguise* (150 gp), *bracers of armor* +2 (333 gp), *rod of metamagic, extend lesser* (250 gp).

Reward for Return of the Books:

APL 2: L: 0 gp, C: 250 gp, M: 0 gp.

APL 4: L: 0 gp, C: 250 gp, M: 0 gp.

APL 6: L: 0 gp, C: 250 gp, M: 0 gp.

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 245 gp, C: 252 gp, M: 383 gp – Total: 880 gp (450 gp).

APL 4: L: 203 gp, C: 252 gp, M: 791 gp – Total: 1246 gp (675 gp).

APL 6: L: 125 gp, C: 252 gp, M: 1668 gp – Total: 2045 gp (900 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

Blessing of Obad-Hai: One time only, the character may spontaneously cast a *cure minor wounds* on an unconscious creature, even if he is incapable of casting divine spells. If a druid or ranger of Obad-Hai receives this favor, this favor acts as a *sudden maximize* of a curing spell. Mark this favor USED when spent.

Favor of Thorander: The access to the library allows one of the following spells (circle the one chosen) to be either scribed into the PC's spellbook or purchased on a scroll: *Enlarge weapon* (*Complete Scoundrel*), *Lucky Streak* (*Complete Scoundrel*), *Listening Lorecall* (*Complete Scoundrel*), *Instant Search* (*Complete Adventurer*). The library pass may be sold for 100 gp if it is not used to gain a spell. Mark this favor USED when used or sold.

Greater Favor of Thorander: Thorander introduces the PCs to a friend of his, a magical craftsman, who will add the *restful armor* special ability to one suit of armor (*Dungeonscape*) at regular cost. This can be used only once. Mark this favor as USED when this is done.

Disfavor of Thorander: This PC is *persona non grata* at the University at Loftwick. Anytime they need to enter the University for any reason for the next few months, they will be barred entrance. The disfavor expires 6 months after the date on this AR.

Item Access

APL 2:

- *Least crystal of acid assault* (*Adventure; Magic Item Compendium, cost 600 gp, limit 1*)

- *Hat of Disguise* (Adventure; DMG, cost 1800 gp)
- *Everlasting rations* (Adventure; Magic Item Compendium, cost 350 gp)

APL 4:

-

APL 6:

- *Lesser metamagic rod of extend* (Adventure; DMG, cost 3000 gp)

APPENDIX 1 – APL 2

ENCOUNTER 4

KOBOLD SPEARMEN

CR 2

Male kobold warrior **5**

AL **LE** **Size** small humanoid (reptilian)

Init +1; **Senses** Listen +2, Spot +2

Languages Draconic

AC 17, touch **12**, flat-footed 16

(+1 size, +1 Dex, +4 armor, +1 natural)

hp 30 (**5d8**)

Fort +6, **Ref** +1, **Will** +1

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.;

Melee mw longspear +8 (1d6, 20x3)

Ranged mw sling +8 (1d3)

Space 5 ft.; **Reach** 10 ft. (with longspear)

Base Atk +5; **Grp** +2

Combat Gear potion of enlarge person

Abilities Str 10, Dex 13, Con 10, Int 10, Wis 9, Cha **8**

SQ darkvision 60 feet, light sensitivity

Feats Alertness, Combat Reflexes, Weapon Focus (Spear)

Skills Climb +1, Craft (trapmaking) +2, Handle Animal +1, Hide +5, Intimidate +7, Jump +1, Listen +2, Move Silently +1, Profession (miner) +2, Spot +2,

Possessions combat gear plus mw long spear x2, mw chain shirt, mw sling, *everlasting rations*

Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a sunlight spell

Skills: kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks

Description: This humanoid is about the size of a gnome or Halfling. It has a misty grey scaly hide, a naked tail like that of a rat, and a doglike head with two small horns. It is armed in a chain shirt and wields a spear.

ENCOUNTER 5

BURNING HANDS TRAP

CR 2

Description: a cone of fire shoots out from the door, burning all within range

Search DC 26; **Type** magical trap

Trigger: opening the door with the wrong combination or no combination, damaging the door, opening the door with spells

Effect 4d4 cone of fire DC 11 reflex save for half, automatically resets

Duration instantaneous

Destruction if door destroyed

Disarm 28

Dispel as 4th level wizard

ENCOUNTER 6

VOREANK

CR 5

Male kobold sorcerer 5

AL **CG** **Size** small humanoid (reptilian)

Init +4; **Senses** Listen +3, Spot +3

Languages Common, Draconic

AC 13, touch **11**, flat-footed 13

(+1 size, +1 natural, +1 armor)

hp 20 (5d4 HD)

Fort +4, **Ref** +0, **Will** +5

Speed 30 ft. in no armor 6 squares), base movement 30 ft.;

Melee mw shortspear +4 (1d4 -1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** -3

Combat Gear

Sorcerer Spells Known (CL **5th**):

2nd (5/day)—glitterdust, scorching ray

1st (7/day)—burning hands, mage armor, magic missile, shield

0 (6/day)—detect magic, mage hand, message, ray of frost, read magic, touch of fatigue

† Already cast

Abilities Str 8, Dex 10, Con 12, Int 13, Wis 10, Cha **16**

SQ darkvision 60 feet, light sensitivity

Feats Alertness, Improved Initiative, Spell Focus (Evocation)

Skills Bluff +11, Concentration +9, Listen +3, Profession (miner) +3, Search +3, Spellcraft +9, Spot +3

Possessions combat gear plus mw shortspear, hat of disguise, sling, bracers of armor +1, reference books

Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a sunlight spell

Skills: kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks

Description This humanoid is about the size of a gnome or Halfling. It has a silver scaly hide, a naked tail like that of a rat, and a doglike head with two small horns. Intense eyes cowed in a red cloak gaze in your direction. He wields a spear.

APPENDIX 2 – APL 4

ENCOUNTER 4

KOBOLD SPEARMEN

CR 4

Male kobold warrior 7

AL **LE** **Size** small humanoid (reptilian)

Init +1; **Senses** Listen +2, Spot +2

Languages Draconic

AC 18, touch 12, flat-footed 17

(+1 size, +1 Dex, +5 armor, +1 natural)

hp 42 (7d8)

Fort +7, **Ref** +2, **Will** +2

Weakness

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.;

Melee mw longspear +10/+5 (1d6, x3)

Ranged mw sling +10/+5 (1d3)

Space 5 ft.; **Reach** 10 ft. with longspear

Base Atk +7/+2; **Grp** +4

Combat Gear potion of enlarge person

Abilities Str 10, Dex 13, Con 10, Int 10, Wis 9, Cha 8

SQ darkvision 60 feet, light sensitivity

Feats Alertness, Combat Reflexes, Hold the Line, Weapon Focus (Spear)

Skills Climb +2, Craft (trapmaking) +2, Handle Animal +1, Hide +5, Intimidate +9, Jump +2, Listen +2, Move Silently +1, Profession (miner) +2, Spot +2, Swim +1

Possessions combat gear plus mw longspear x2, +1 chain shirt, mw sling, *everlasting rations*

Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a sunlight spell

Skills: kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks

Description: This humanoid is about the size of a gnome or Halfling. It has a misty grey scaly hide, a naked tail like that of a rat, and a doglike head with two small horns.

Sources *Hold the Line (Complete Warrior)*

ENCOUNTER 5

LIGHTNING BOLT TRAP

CR 4

Description a *lightning bolt* shoots out from the door and goes down the center of the hallway affecting all PCs in the path.

Search DC 28; **Type** magical trap

Trigger: opening the door with the wrong combination or no combination, damaging the door, opening the door with spells

Effect 5d6 lightning bolt DC 14 reflex save for half, automatically resets

Duration instantaneous

Destruction if door destroyed

Disarm 28

Dispel as 5th level wizard

ENCOUNTER 6

VOREANK

CR 7

Male kobold sorcerer 7

AL **CG** **Size** small humanoid (reptilian)

Init +4; **Senses** Listen +3, Spot +3

Languages Common, Draconic

AC 14, touch 11, flat-footed 14

(+1 size, +1 natural, +2 armor)

hp 28 (7d4+7 HD)

Immune magic missiles (if shield spell is cast)

Fort +5, **Ref** +1, **Will** +6

Speed 30 ft. in no armor 6 squares), base movement 30 ft.;

Melee mw shortspear +5 (1d4 -1 damage)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** -2

Special Actions Empower Spell

Combat Gear

Sorcerer Spells Known (CL 7th):

3rd (5/day)—fireball, lightning bolt

2nd (7/day)—Glitterdust, mirror image, scorching ray

1st (7/day)—burning hands, mage armor, magic missile, shield, true strike

0 (6/day)—detect magic, mage hand, message, ray of frost, read magic, resistance, touch of fatigue

‡ Already cast

Abilities Str 8, Dex 10, Con 12, Int 13, Wis 10, Cha 16

SQ darkvision 60 feet, light sensitivity

Feats Alertness, Empower Spell, Improved Initiative, Spell Focus (Evocation)

Skills Bluff +13, Craft (trapmaking) +3, Concentration +11, Listen +3, Profession (miner) +3, Search +3, Spellcraft +11, Spot +3

Possessions combat gear plus mw shortspear, hat of disguise, sling, bracers of armor +2, reference books

Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a sunlight spell

Skills: kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks

Description This humanoid is about the size of a gnome or Halfling. It has a silver scaly hide, a naked tail like that of a rat, and a doglike head with two small horns. Intense eyes, cowed in a red cloak, gaze in your direction. He wields a spear.

APPENDIX 3 – APL 6

ENCOUNTER 4

KOBOLD SPEARMEN

CR 6

Male kobold warrior 9

Init +2; **Senses** Listen +2, Spot +2

Languages Draconic

AC 19, touch 13, flat-footed 17

(+1 size, +2 Dex, +5 armor, +1 natural)

hp 64 (9d8)

Fort +8, **Ref** +4, **Will** +3

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.;

Melee +1 longspear +12/+7 (1d6+1, x3)

Ranged mw sling +13/+8 (1d3)

Space 5 ft.; **Reach** 10 ft. with longspear

Base Atk +9/+4; **Grp** +6

Combat Gear potion of enlarge person

Abilities Str 10, Dex 14, Con 10, Int 10, Wis 9, Cha 8

SQ darkvision 60 feet, light sensitivity

Feats Alertness, Combat Reflexes, Hold the Line, Improved Toughness, Weapon Focus (Spear)

Skills Climb +3, Craft (trapmaking) +2, Handle Animal +1, Hide +6, Intimidate +11, Jump +3, Listen +2, Move Silently +2, Profession (miner) +2, Spot +2, Swim +1

Possessions combat gear plus longspear +1, mw longspear, +1 chain shirt, mw sling, *everlasting rations*

Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a sunlight spell

Skills: kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks

Description: This humanoid is about the size of a gnome or Halfling. It has a misty grey scaly hide, a naked tail like that of a rat, and a doglike head with two small horns.

Sources *Hold the Line (Complete Warrior)*

ENCOUNTER 5

LIGHTNING BOLT TRAP

CR 6

Description a *lightning bolt* shoots out from the door and goes down the center of the hallway affecting all PCs in the path.

Search DC 28; **Type** magical trap

Trigger: opening the door with the wrong combination or no combination, damaging the door, opening the door with spells

Effect 10d6 lightning bolt DC 14 reflex save for half, automatically resets

Duration instantaneous

Destruction if door destroyed

Disarm 28

Dispel as 10th level wizard

ENCOUNTER 6

VOREANK

CR 9

Male kobold sorcerer 9

AL CG **Size** small humanoid (reptilian)

Init +4; **Senses** Listen +3, Spot +3

Languages Common, Draconic

AC 16, touch 11, flat-footed 16

(+1 size, +1 natural, +4 armor)

hp 36 (9d4+9 HD)

Immune magic missiles (if shield spell is cast)

Fort +6, **Ref** +2, **Will** +7

Speed 30 ft. in no armor 6 squares), base movement 30 ft.;

Melee mw shortspear +6 (1d4 -1 damage)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** -1

Special Actions Empower Spell, Maximize Spell

Combat Gear Metamagic Rod of extend, lesser

Sorcerer Spells Known (CL 9th):

4th (4/day)—dimension door, evard's black tentacles

3rd (7/day)—fireball, fly, lightning bolt

2nd (7/day)—glitterdust, mirror image, scorching ray, shatter

1st (7/day)—burning hands, mage armor, magic missile, shield, true strike

0 (6/day)—acid splash, detect magic, mage hand, message, ray of frost, read magic, resistance, touch of fatigue

‡ Already cast

Abilities Str 8, Dex 10, Con 12, Int 14, Wis 10, Cha 16

SQ darkvision 60 feet, light sensitivity

Feats Alertness, Empower Spell, Improved Initiative, Maximize Spell, Spell Focus (Evocation)

Skills Bluff +13, Craft (trapmaking) +3, Concentration +11, Listen +3, Profession (miner) +3, Search +3, Spellcraft +11, Spot +3

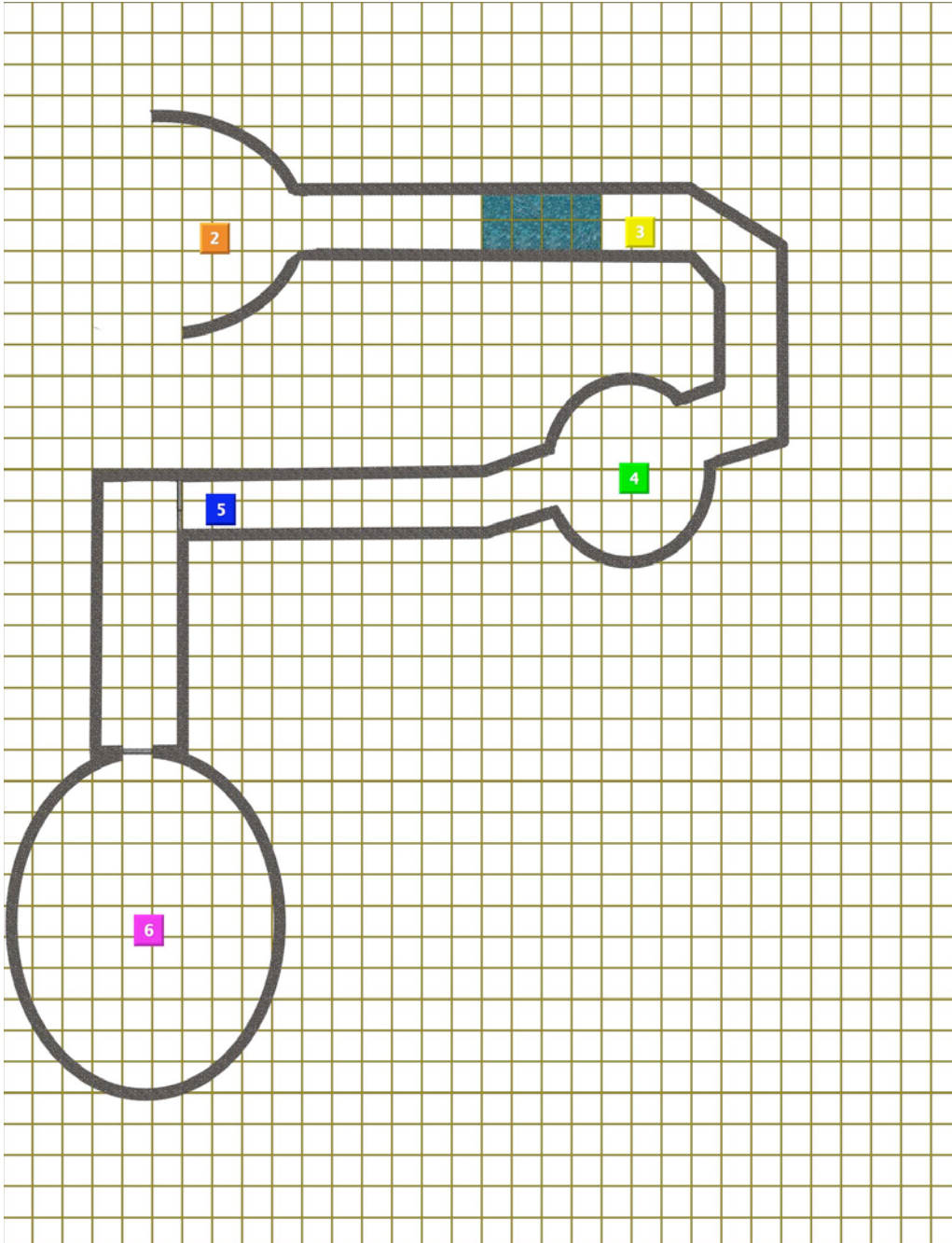
Possessions combat gear plus mw shortspear, hat of disguise, sling, bracers of armor +2, reference books

Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a sunlight spell

Skills: kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks

Description This humanoid is about the size of a gnome or Halfling. It has a silver scaly hide, a naked tail like that of a rat, and a doglike head with two small horns. Intense eyes, cowed in a red cloak, gaze in your direction. He wields a shortspear.

DM AID: MAP #1 – CAVE



DM AID: NEW RULES

NEW FEATS

Hold the Line (*Complete Warrior*)

Prerequisite: Combat Reflexes, base attack bonus +2.

Benefit: You may make an attack of opportunity against a charging opponent who enters an area you threaten. Your attack of opportunity happens immediately before the charge attack is resolved.

NEW ITEMS

Augment Crystal Rules (Magic Item Compendium)

An augment crystal is a small gem, crystal, or similar object that provides a magical effect when affixed to a weapon, shield, or suit of armor (or any other magic item that grants an armor bonus to AC). Each item can hold a single augment crystal, but an attached crystal can be swapped for another at any time. Attaching an augment crystal to (or removing it from) an item requires a move action that doesn't provoke attacks of opportunity. Effectively, each eligible item has a single "slot" that can be filled with the appropriate augment crystal. Each augment crystal's Body Slot entry gives the appropriate item to which it can be attached.

Augment crystals are ranked as least, lesser, or greater. (Any crystal without a rank is considered a least augment crystal.) The rank not only determines the relative power level of the crystal's effect, but also the minimum required quality or enhancement bonus of the armor, shield, or weapon for the crystal to function:

- * A least augment crystal functions whenever attached to an object of at least masterwork quality, even if the object itself has no magic properties

- * A lesser augment crystal functions only when attached to an object with a magical enhancement bonus of +1 or higher (such as a +1 *longsword* or *bracers of armor* +1)

- * A greater augment crystal functions only when attached to an object with a magical enhancement bonus of +3 or higher. Only the item's actual bonus applies, not its "effective" bonus; for example, a +1 *keen holy flaming burst longsword* won't allow a greater augment crystal to function, since its actual bonus is only +1.

Crystal of Energy Assault, Least Acid Assault (a weapon augment crystal) (Magic Item Compendium)

A *crystal of energy assault* adds a particular type of energy to a weapon's attacks: acid, cold, electricity, or fire. This bonus damage doesn't stack with any energy damage of the same type dealt by the weapon.

Least: This crystal adds 1 point of energy damage of its type to the weapon's damage.

Faint evocation; CL 3rd; Craft Magic Arms and Armor, *Melf's acid arrow*; Price 600 gp.

Everlasting Rations (Magic Item Compendium)

This pouch contains enough trail rations to feed a Medium creature for a day. Every morning at sunrise, the pouch magically creates another day's worth of rations.

Faint conjuration; CL 2nd; Craft Wondrous Item, *create food and water*; Price 350 gp; Weight 2 lb.

CRITICAL EVENT SUMMARY: YEO7-04 DUSTY TOMES

For use before December 1st, 2007.

- | | | |
|--|-----|----|
| 1. Did Voreank survive? | Yes | No |
| | | |
| 2. Did Voreank go willingly to the University? | Yes | No |
| | | |
| 3. Which conclusion did the party come to? | | |

Notes: (Add anything that happened that might be considered out of the ordinary – Strange occurrences, results that may not fit the above, etc):