

VER3-05

# Something's Rotten in Eglath

A one-Round D&D LIVING GREYHAWK<sup>®</sup>  
Verbobonc Regional Adventure

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The plight of oppressed peasants and the escapades of a daring thief draw the adventurers into a nearby, exotic locale and a circle of intrigue stretching throughout Verbobonc. A Verbobonc regional scenario designed for APLs 2 to 8. Module one of three of the "Heroes of Verbobonc" series.

Based on the original DUNGEONS & DRAGONS<sup>®</sup> 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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## Introduction

This is an RPGA® Network adventure for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this adventure, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA adventure.

### Preparation

First you should print this adventure. This adventure was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the adventure as described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this adventure is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

### Reporting

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out a reporting form. After the form is filled out it should be given to the senior DM.

### Living Greyhawk

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the *LIVING GREYHAWK Gazetteer*.

### Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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 you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1<sup>st</sup>-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1. Attempt to create a table of six 1<sup>st</sup>-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

### Time Units and Upkeep

This is a standard One-round Regional adventure, set in Ket. Characters native to Ket pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit.

Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

## Verbobonc Honorifics

Courtly travelers and Political Scholars throughout the Flanaess must make careful study of titles, honorifics, and hierarchies of nobility used in the many royal courts and noble houses throughout. To aid those who move among such circles, or the simply curious, the following primer on royalty, nobility, titles and honorifics is presented.

The DM is strongly encouraged use the following information

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
7	7	9	10	11	

on honorifics of Verbobonc during play to aid in the representation the NPC Nobility.

In general, the ruling class of Verbobonc is disdainful of those without titles or position. Titles of nobility and rank matter greatly and those without titles-gentlemen and peasants are not unimportant, but they are simply not of the same social class. Wealth and power have little to do with it. Furthermore, rank within the nobility is important. Those of lesser status are expected to show deference to their superiors. Even the commoners of Verbobonc suffer from the arrogance of class. Gentlemen do not associate with simple peasants. Tradesmen are better than merchants, merchants above common laborers.

The Rhennee are considered gypsies of the river – outcasts and river pirates.

Titles in descending order of importance:

Title	Honorific
Viscount.....	Noble Lordship
Bishop.....	Holiness
Baron.....	Prominence
Lord Mayor.....	Lordship
Knight Commander.....	Most Honorable Sir
Abbot.....	Father Abbot
Knight Bannerette.....	Right Honorable Sir
Mayor.....	Honorable Worship
Knight Companion.....	Most Worthy Sir

Knight Bachelor .....	Worthy Sir
Elder.....	Sir
Gentlemen.....	Master
Esquire.....	Squire
Yeoman.....	Socman

## Adventure Summary and Background

Some time ago, a group of heroes from Verbobonc rescued a clan of Kobolds from Furyondy and relocated them to the Gnarley Forest within Verbobonc.

Shortly after, a ghostly green dragon appeared calling itself “The Green Father.” It convinced the kobolds that they could bring “the Green Father” back to Verbobonc. Once he returned, he would create a kingdom for the kobolds and restore them to their former glory as descendents of the dragons. All the kobolds had to do was sacrifice a number of personal items stolen from the nobles of Verbobonc.

To protect his children, “The Green Father” offered to help them cast suspicion for the thievery upon other Nobles of Verbobonc. That this may cause trouble for the humans is really none of their concern.

### Encounter One – Arrival in Eglath

The characters arrive in Eglath, after a less than formal invitation. After a pleasant meeting and dinner with the peasant elder, the characters learn of the nature of the mission before them.

### Encounter Two – Waiting for Lord Vaswell

The players have an unpleasant meeting with Lord Drenton Vaswell. Yet the information they gain is enough to begin their mission.

### Encounter Three – Thief in the Night

Characters staking out Lord Vaswell’s residence have a chance to encounter Dash, the kobold rogue, perpetrating some breaking and entering.

### Encounter Four – Sewer Entrance

By hook or by crook, the players arrive at Dash the kobold rogue’s hideout, an abandoned sewer. Just getting into the place, however, will prove challenging. Dash has set a trap for intruders.

### Encounter Five – Archery Range

Kobolds are not nearly as stupid as the players may think and they prove it in this room. An innocuous pile of bricks in the center of the room provides cover for kobold archers lying in wait for the adventurers.

### Encounter Six – Cuyahoga River Room

Characters avoiding the peril of the Archery Range find themselves dealing with fire, and a lot of it. This room contains a slow moving stream of raw sewage, which the kobolds set ablaze.

### Encounter Seven – Reverse Room

Toss out everything you know about D&D because residual magic from a wizard’s experiments has altered the laws of physics in this room. A group of kobolds, naked except for bull’s eyes painted on their chests, charge the party. But why are they so hard to hit?

### Encounter Eight – The Treasury

Finally, the adventures have but to mop up any kobolds that escaped earlier. Oh, and deal with female kobold barbarians! Parties destroying the kobolds may find that Lord Milinous seems to be behind the kobolds’ aggression. Parties talking to the kobolds will hear of “The Green Father” for the first time. What seems to be the end may be only the beginning.

## Introduction

*The Verbobonc City Bazaar is as busy and noisy as ever, which is why you are happily relaxing in a tavern balcony above the din. Occasionally a voice will rise above the others, bellowing about various wares for sale.*

*“Bat guano! Get yer bat guano here.”*

*“You there! This gem must be yours! No? OK, you, with the hat, this gem must be yours!”*

*“Genuine faux Mithral here! Just as good as the real thing!”*

*The morning’s reverie is broken by the sound of heavy boots stomping up the stairs that lead to your balcony. A Mounted Borderer appears and walks to your table. He seems exhausted but relieved to have found you.*

*“Aye. You must be the only unemployed adventurers in all of Verbobonc City. It’s taken me half a mornin’ to find the likes a you. Here.”*

*The Mounted Borderer tosses a crumpled piece of paper on to your table.*

Crumple up Player handout One and toss it to the players.

*“Take care o’ that. I’m sure it’ll be very profitable. Haw haw haw!”*

*The Borderer continues his rough laugh back down the stairs and out of the tavern.*

The Borderer does not stop to answer questions and has no information other than what appears on Player handout One. He simply wants the problem out of his hair.

If the characters have not adventured together before, they can make their introductions to each other now.

The players can make any desired preparations before starting the two-day journey to Eglath. They can purchase any equipment normally found in Verbobonc City. When the players are ready to go, begin Encounter One.

## Encounter One Arrival in Eglath

*The two-day journey passes uneventfully and you arrive in Eglath in the afternoon of the third day. Eglath is not nearly the wasteland you had expected. Instead, you find a modest community filled with farmers and craftsmen. The only obvious show of wealth is the manor house on a small hill. You guess that this is home of Lord Drenton Vaswell, the victim of the robbery. Why the peasants of the community would care about this is unclear, but you will find out soon enough. Your arrival has not gone unnoticed. Shouts of “The Heroes are here!” and “We are saved! Fetch Dallerond!” echo around you.*

Dallerond is the elder who organized the campaign to find heroes in Verbobonc City. He is an older man, balding with a gray beard and mustache. The weight of the world seems to be upon his shoulders as he approaches the party. Upon seeing them, his eyes light up and his manner becomes joyous.

*“Oh, the gods are with us this day for we are saved. Pray, tell me the names of the great heroes that have come to save us this most glorious day!”*

The characters may introduce themselves to Dallerond and to the growing throng of peasants that surround them. Dallerond then introduces himself.

*“Thank you so much for coming. My name is Dallerond. In celebration, we shall have a feast! Then I can tell you the full tale of our plight.”*

Dallerond and his fellow peasants put together a “feast” quickly and efficiently at a set of outdoor tables. The food consists of bland rice, hard bread, and a very small amount of meat. Throughout the meal, Dallerond tries very hard to make the characters comfortable, frequently asking if everything is to their taste. He will be very hurt if the players insult the feast.

During or after dinner, Dallerond will explain his plight.

- His Lord, Baronet Drenton Vaswell has been the victim of a crime.
- Some dastardly villain has broken into his home and stolen a number of his treasures.
- Lord Vaswell has seen fit to raise the taxes the citizens of Eglath. He hopes this will flush out the robber.
- The citizens cannot afford the new tax.
- Dallerond does not believe any citizen could be responsible.
- He asks the players to find the villain and bring him to justice. Then Lord Vaswell will surely remove the new tax.

Note that Dallerond will never say anything derogatory or angry concerning Lord Vaswell. He is convinced of Lord Vaswell’s wisdom and goodness.

Dallerond cannot offer any money or treasure for this service, however he and his fellow citizens will do their best to sing the praises of the heroes far and wide.

Assuming the party agrees to help, Dallerond suggests that they begin by talking to Lord Vaswell at his manor house on the hill.

## Encounter Two Waiting for Lord Vaswell

*Lord Vaswell's home is impressive, although not massive, estate. The manor house is surrounded by well tended albeit somewhat modest gardens. Not too distant in the hills beyond can be seen the vineyards the Vaswell estate is known for. The house itself looks to contain no more than 12 rooms, and appears to have a medium sized staff of servants. Several servants are tending the gardens or other household chores outside. You are struck by how unguarded the house seems. Obviously, Eglath does not see much crime in this remote location.*

No one at the house expects the adventurers. As they approach the manor, no servant pays any attention to the players unless interrupted. Characters may also knock on the front door to fetch the butler. The reaction is always the same; confusion and annoyance. A servant asks the identity of the characters, their business, and whether it can wait until another day. If the characters are persistent, a servant agrees to lead the characters into the library.

The characters then begin to wait, and wait, and wait. Be sure to ask the players several times about their actions so they are annoyed by the wait when Baronet Vaswell finally arrives.

*After an hour, the butler enters the room and announces: "His Grace, the Baronet Drenton Vaswell." Lord Vaswell enters accompanied by a maid. He is of medium height, overweight with slicked short dark hair and a dark complexion. His clothing is far too fancy and expensive for simply idling around the mansion. He does not meet anyone's gaze and appears annoyed and impatient.*

*"Well, thank you so much for interrupting an intense game of whist. There's nothing I love more than entertaining a gang of ruffians and near-do-wells. What could possibly be so important that you would dirty my library?"*

Give the characters a chance to explain their story. Lord Vaswell will constantly look out the window, roll his eyes, sigh, and not pay much attention to their speech.

*"Oh this is a complete waste of time. It is clear that some plebeian has got it into his head that he can steal from me. He has broken through the same window in this very room on two different nights and made off with a very valuable kaleidoscope, a pair of my shoes, and, two nights ago, he stole my seal and wax. I am sure that the rest of the rabble will turn him in when their pockets are finally drained. And I*

*might make enough money to replace the stolen items. It is the perfect solution."*

The window to which Lord Vaswell refers has been replaced and shows no sign of forced entry. A Search check (DC 15) reveals scratches on the wood floor directly under the window similar to those an animal would make.

A Survival check (DC20) shows that a small humanoid has entered the room on multiple occasions. It seems to have traversed the room a number of times then returned to the window. It does not appear to have moved further into the house. Dash the kobold rogue found all of the valuables he sought in this room. He never searched thoroughly for fear of being caught, so he made multiple trips to find the items.

Lord Vaswell does not allow the players to search the rest of the rooms in the house. If pressed he suggests that they satisfy themselves by searching outside.

*"I am certainly not going to allow a troupe of clowns to ramble through my home in search of clues for which there is no mystery. If you insist on pestering me, confine yourselves to the outside of my home. And if you must remain on my grounds, for pity's sake, bathe."*

With that, Lord Vaswell leaves the library and the servants show the characters to the door.

## Encounter Three Thief in the Night

The truth is that Dash the kobold rogue has broken into the library on two previous occasions, stolen the goods Lord Vaswell mentioned, and stored them in the Treasury (Encounter 8). He intends to break into the Library again tonight, attempting to steal a necklace, and retreat again to the Sewer Entrance (Encounter 4).

There are several ways the adventurers can discover and track Dash. Before tonight's robbery, Dash's tracks from the house and to the sewers can be followed with a Survival check (DC 30). After tonight's robbery, the DC drops to 13.

If the characters stake out the exterior of the house, they may discover Dash as he tries to break in again. Roll Hide and Move Silently skill checks for Dash, and let the characters make Spot and Listen checks to determine if

they notice the rogue. Dash is overconfident in his abilities, and if the characters have made any pretense at all of hiding, then Dash won't notice them unless they announce themselves.

#### APL 2 (EL 4)

☛Dash: male kobold Rog4; hp 22; see Appendix One.

#### APL 4 (EL 5)

☛Dash: male kobold Rog5; hp 27; see Appendix One.

#### APL 6 (EL 7)

☛Dash: male kobold Rog7; hp 35; see Appendix One.

#### APL 8 (EL 9)

☛Dash: male kobold Rog9; hp 52; see Appendix One.

**Tactics:** If he is discovered, Dash attempts to skewer the weakest-looking attacker by using his Improved Feint feat. If seriously hurt, Dash attempt to flee to the Sewer Entrance (Encounter 4), and drink his *potion of cure moderate wounds*.

**Developments:** If the characters subdue Dash, he sullenly leads them to the Sewer Entrance (Encounter 4). Upon arrival, he tries to escape or to shout to alert the rest of the kobolds to the characters presence.

If the characters kill Dash, or are unable to trace him back to the sewers, then a peasant will seek out the players and inform them she saw a little humanoid creature crawl out of the abandoned sewer.

#### **Treasure:**

Defeat Dash and take his gear.

APL 2: L: 35 gp; C: 0; M: *potion of cure serious wound* (25 gp per character).

APL 4: L: 35 gp; C: 0; M: *potion of cure serious wounds* (25 gp per character); *goggles of minute seeing* (104 gp per character); *elixir of sneaking* (21 gp per character); *elixir of hiding* (21 gp per character).

APL 6: L: 33 gp; C: 0; M: *potion of cure serious wounds* (25 gp per character); *goggles of minute seeing* (104 gp per character); *elixir of sneaking* (21 gp per character); *elixir of hiding* (21 gp per character); *+1 leather armor* (97 gp per character).

APL 8: L: 33 gp; C: 0; M: *potion of cure serious wounds* (25 gp per character); *goggles of minute seeing* (104 gp per character); *elixir of sneaking* (21 gp per character); *elixir of hiding* (21 gp per character); *+1 leather armor of silent moves* (409 gp per character).

## Encounter Four Sewer Entrance

There are several ways the adventurers may find the entrance to the abandoned sewers. If they are following Dash, they will see him slip into the entrance. If Dash or a peasant guides them, the NPC can point the entrance out to them. The entrance is a 25-minute walk from the manor.

*On the outskirts of town, in an overgrown field, you see weathered and dilapidated stonework in between patches of weeds. Upon closer examination, the stonework is an entrance into the ground. No light emanates up from the human-sized hole, however the unpleasant odor of sewage and mold does.*

There is a set of ten stone steps leading down into the sewer entrance. There is no source of light inside the room other than a small patch from outside. Once a player enters and provides light, read the following description.

*This man-made stone room stinks of old garbage and sewage. The walls show signs of great age and are covered in mildew and mold. Tree roots force themselves in at several locations. Vines cover the northern wall. If this was a sewer, it has been sealed off from the main sewer system of Eglath for a long time. In the shadows of the South wall, you notice two passageways lead out of the room.*

Every room and passageway in the sewers has stonewalls, floor, and ceiling. The ceilings are six feet high.

Dash the kobold rogue set up three traps here. The first trap is in a 10 ft. square in the center of the room (see DM Aid). At APL 2, the trap drops a net onto characters beneath it. At APL 4-8, the trap is a pit trap with poisoned spikes at the bottom.

The other two traps are placed at the two exits to this room (one to the left and the other to the right). These traps are tripwires that spray sewage into the room, possibly soaking characters remaining in the entrance area.

### APL 2 (EL 0)

☞ **Large Net Trap:** CR 0; +5 ranged (see below) Search (DC 20); Disable Device (DC 20). Characters in 10-ft. square are hit if the falling net succeeds at a touch attack (+5 ranged attack bonus). Each character hit by the net is entangled (-2 to attack rolls, -4 to Dexterity, can move only a half speed, and cannot charge or run) and cannot move more than 10 feet from the spot he was entangled. An Escape Artist check (DC 20) will allow a trapped character to slip the net, as will a [DC 25] Strength check. The net has 5 hit points.

Unfortunately, the net is covered with little bells that ring loudly when it falls, alerting the kobolds in the Archery Range (Encounter 5) and the Cuyahoga River Room (Encounter 6) to the party's presence.

### APL 4 – 8 (EL 3)

☞ **Spiked Pit Trap:** (20 Ft. Deep): CR 3; no attack roll necessary (2d6), +10 melee (1d4 poison spikes for 1d4+2 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20); Rainbow Fever Poison (see below) Fortitude save (DC 20).

**Rainbow Fever Poison:** Characters damaged by the spikes in this trap must make a Fortitude save (DC 20) or suffer 1d4 ability damage to a random ability score (roll 1d3; 1=Strength, 2=Dexterity, 3=Constitution). Secondary damage is the same random roll. After an hour, all the temporary ability damage heals.

The pit is also rigged with bells. Any character falling into the pit also causes the bells to ring loudly. This alerts the kobolds in the Archery Range (Encounter 5) and the Cuyahoga River Room (Encounter 6) to the party's presence.

### Two Sewage Traps

Dash the kobold rogue also set up a trip wires at the southeastern and southwestern exits of this room. Old metal pipes near where the east and west walls meet the ceiling channel sewage south into the central area of this sewer, where it flows east along the floor in the Cuyahoga River Room (Encounter 6). Dash has rigged these metal pipes to burst when a tripwire at either exit is triggered. The pipes open, spraying sewage throughout the room. The character activating the tripwire is spared, as the sewage sprays out behind him.

### APL 2 – 8 (EL 0)

☞ **Raw Sewage Trap (2):** CR 0; no attack roll necessary (see note below); Search (DC 20); Disable Device (DC 20). Any character exiting this room without finding the trap

will set it off. The entire entrance room is sprayed with sewage, soaking all characters within it. Characters failing a Fortitude save (DC 15) are also nauseated for 1d3 rounds. Soaked characters smell awful, and any opponent has a +10 to Spot scores to detect the soaked characters until they receive a hot bath with plenty of soap.

**Development:** From this room, the characters can go southwest to the Archery Range (encounter 5) or southeast to the Cuyahoga River Room (encounter 6). The **first** of these rooms the characters enter is occupied, and the second is empty. The characters encounter only one group of kobolds.

## Encounter Five Archery Range

When the characters enter this room they will see the pile of bricks in the center of the west wall, and a rat in the middle of the room. Behind the pile of bricks are a group of kobolds waiting in ambush. If the characters encountered the kobolds in the Cuyahoga River Room (Encounter 6), then this room is uninhabited instead.

*This room is similar in construction to the sewer entrance. Near the center of the west wall lays a stack of crumbling bricks roughly four feet high. There is a passageway leading northeast and another leading southeast. In the middle of this room squats a large, unpleasant looking rat.*

The rat in the room is a normal rat, and is entirely harmless. However, it probably distracts the characters from the real threat in this room. Kobold archers hide in the three-foot space between the pile of bricks and the west wall. They have constructed this pile of bricks to provide themselves cover while allowing them to shoot bolts through gaps in the middle of the pile.

### On Alert

If the kobold archers know the characters are coming (either because Dash warned them, or the party rang the bells in the Sewer Entrance (Encounter 4), they are ready to shoot the first non-kobold they see. The characters may make Spot checks (DC 20 + APL) to avoid being surprised by these archers.

### Unawares

If the archers are not warned that the party is coming, have the kobolds make Spot checks against the Hide rolls of the characters (DC 10 if the players did not say they



were being stealthy). Remember the +10 for the kobold archers if the sewage trap hit any characters in the Sewer Entrance (Encounter 4). The kobold archers take a move action to get cover behind the rocks, and then start shooting the characters.

#### **APL 2 (EL 4)**

☛ **Kobold Guards (4):** male kobold Ftr1; hp 12 each; see Appendix One.

#### **APL 4 (EL 5)**

☛ **Kobold Guards (6):** male kobold Ftr1; hp 12 each; see Appendix One.

#### **APL 6 (EL 7)**

☛ **Kobold Archers (6):** male kobold Ftr1/Rog1; hp 18 each; see Appendix One.

#### **APL 8 (EL 9)**

☛ **Kobold Snipers (6):** male kobold Ftr2/Rog2; hp 32 each; see Appendix One.

**Tactics:** As the kobolds have cover, they enjoy a +4 to AC and a +2 to Reflex saves against effects coming from outside of the rubble pile. At APL 6 and 8, the kobolds prefer to wait until a character is within 30 feet, so they can sneak attack him from ambush. At APL 6 and 8, each kobold has a *potion of cure light wounds*, which it eagerly uses if necessary.

#### **Treasure:**

Defeat the kobold archers and take their gear.

APL 2: L: 115 gp; C: 0; M: 0

APL 4: L: 172 gp; C: 0; M: 0

APL 6: L: 172 gp; C: 0; M: 6 *potions of cure light wounds* (4 gp per character/ per potion).

APL 8: L: 172 gp; C: 0; M: 6 *potions of cure light wounds* (4 gp per character/ per potion).

## Encounter Six Cuyahoga River Room

This room is currently home to kobold pyromaniacs. If the characters encountered the kobolds in the Archery Range (Encounter 5), then this room is uninhabited instead.

*It did not seem possible, but this room smells worse than the others. A slow moving stream of foul smelling water ten feet wide runs from the East wall to the West wall. It appears to continue beyond this*

*room, but age or a natural disaster has collapsed any other sign of an East-West passageway.*

*Many large chunks of rock are scattered on the floor, looking a bit like parts of the ceiling have fallen. The remains of a collapsed column lie along the south bank of the stream. There is a hallway leading northwest and a passageway leading southwest.*

#### **On Alert**

If the kobold pyromaniacs know the characters are coming, either because Dash warned them, or the characters rang the bells in the Sewer Entrance (Encounter 4), they are hiding behind the pillar. The sorcerer present at APLs 6 and 8 gives his *elixir of fire breath* to one of the other kobolds here to consume. The characters may make Spot checks (DC 20 + APL) to avoid being surprised by these kobolds.

The kobolds have already poured oil on the stream and set it afire using alchemist's bolts (crossbow equivalents of alchemist's arrows) as soon as possible. The patch is AC 5, and if hit, it immediately ignites.

The stream catches fire quickly. On the first round, the middle ten feet send flames up to the ceiling and the entire stream is ablaze on the second round. It offers concealment for any attacks crossing the stream.

The fire burns indefinitely. Characters can extinguish the fire using spells such as *quench* or summoning a water elemental into the area.

Once the stream is on fire, the kobolds attack the characters from cover behind the column. The kobolds use their remaining alchemist's bolts first, hoping to catch the characters on fire.

Anyone moving through the fire in the blazing river takes 1d6 fire damage, and must make a Reflex save (DC 15) to avoid catching on fire. A character on fire takes 1d6 points of damage every round until the fire is extinguished by succeeding at another Reflex save (DC 15).

Characters on fire must also save for every flammable item on their person (Reflex save, DC 15, for each), or the item takes the same amount of damage as the character.

By the third round, smoke fills the room. Everyone in the room must make a Fortitude save each round (DC 15 +1 per previous check) or spend that round choking and coughing. A character that chokes for two consecutive rounds takes 1d6 points of non-lethal damage. Smoke

obscures vision, giving concealment to all characters within it.

Anyone who wades into the stream, or falls into it, suffers the same effects as the sewage spray trap from the Sewer Entrance (Encounter 4): automatic soaking and a Fortitude save (DC 15) to avoid nausea for 1d3 rounds.

### Unawares

If the kobold pyromaniacs are not warned that the characters are coming, have the kobolds make Spot checks against the Hide rolls of the characters (DC 10 if the characters did not say they were being stealthy). Remember the +10 for the kobold archers if the sewage trap hit any characters in the Sewer Entrance (Encounter 4). As soon as the kobolds detect the characters, they hurl flasks of oil at the stream, and then try to light it on fire as outlined above.

### APL 2 (EL 4)

☛ **Kobold Guards (4)**: male kobold Ftr1; hp 12 each; see Appendix One.

### APL 4 (EL 5)

☛ **Kobold Guards (6)**: male kobold Ftr1; hp 12 each; see Appendix One.

### APL 6 (EL 7)

☛ **Kobold Guards (4)**: male kobold Ftr1; hp 12 each; see Appendix One.

☛ **Kobold Sorcerer**: male kobold Sor6; hp 31; see Appendix One.

### APL 8 (EL 9)

☛ **Kobold Snipers (4)**: male kobold Ftr2/Rog2; hp 32 each; see Appendix One.

☛ **Kobold Sorcerer**: male kobold Sor6; hp 31; see Appendix One.

**Tactics:** As the kobolds have cover, they enjoy a +4 to AC and a +2 to Reflex saves against effects coming from north of the fallen column. The sorcerer prefers to cast a silent *eagle's splendor* and then a silent *mage armor* while crouching out of sight behind the rubble, letting the fighters delay the characters. Once he has these two spells active, he attacks the party with all the fire he can muster. Any kobold reduced to half its hit points or less retreats to the Treasury (Encounter 8).

### **Treasure:**

Defeat the kobold pyromaniacs and take their gear.

APL 2: L: 110 gp; C: 0; M: 0

APL 4: L: 165 gp; C: 0; M: 0

APL 6: L: 110 gp; C: 0; M: *elixir of fire breath* (91 gp per character).

APL 8: L: 110 gp; C: 0; M: *elixir of fire breath* (91 gp per character).

## Encounter Seven Reverse Room

*Even without a detect magic spell, you can tell this room crackles with mystical power. The hairs on the back of your neck stand up and you wonder why an old sewer would have such an aura.*

*Your time for reflection is cut short as several small kobolds rise from behind some rocks, completely nude except for the bull's eye painted on their chests.*

*They bare their claws and fangs then prepare to pounce. Something tells you that all is not as it seems in this fight.*

This room is the site of a long dead wizard's experiments in Transmutation magic. The residual magic has very bizarre effects on combat that occurs in this room.

Note that this should not be a lethal battle and should be played for fun and silliness. Do not take it too seriously.

In this room, all successful to-hit rolls are failures. A natural 20 is an automatic miss while a 1 is a critical threat requiring another normal miss to confirm.

In this room, all successful saving throws are failures. All failed saving throws are successful. A natural 20 is an automatic failure while a 1 is an automatic success.

In this room, all successful skill and ability checks are failures. All failed skill and ability checks are successful.

Players will have to try to lower their attack rolls to win this combat, and may come up with some fairly odd ways of doing so. The DM should let any borderline tactic succeed as this is not a serious battle and creative solutions will be the most fun.

Some obvious tactics, however, may not work. Any PC closing their eyes to attack suffers a normal 50% miss chance. Ranged combat from outside the room is still affected by the magic, as the victim is inside the room.

A Search check, (DC 5, do not forget the reverse magic.), of the ceiling reveals a wood mask stuck to the rock. This mask was the focus of the wizard's work and it generates the reversal magic. A Dispel Magic spell suppresses the effects for a short time (caster level is 15.) Remember to

reverse the dice rolls. The mask can be removed easily, however it loses its magic as soon as it leaves the room. The magic never returns.

#### **APL 2 – 8 (EL 1)**

🐉 **Kobolds (6):** hp 4 each; see *Monster Manual*. These kobolds do not wear armor, lowering their AC to 13. They do not carry slings.

**Tactics:** The kobolds attack fiercely and until the end, believing that their deaths will be reversed. They won't.

The door to the Treasury (Encounter 8) is a nicely crafted secret door (Search DC 20. do not forget the Reverse magic) probably created by the wizard that used this room. It is difficult to find except that the reverse magic makes it easier for the more foolish.

## Encounter Eight The Treasury

*The hallway leading to this room angles downward and opens up into an almost clean area. This large room still smells of sewage and mildew, however the floor seems to be swept clean to make room for sleeping mats and a medium sized chest.*

*What was probably a passageway has caved in on the south side of the room, making your entrance the only exit from this area.*

*The large, female kobolds do not seem pleased with your arrival. They place their left claws over an emblem of a green dragon on their armor, let loose a blood curdling cry, and charge!*

All of the kobolds that have escaped the party during this adventure join the kobolds listed below for a final battle. These kobolds fight to the death. However, there is some small value in the characters subduing at least one of them.

The kobolds here heard the sounds of combat in the Reverse Room (Encounter 7) if any of them succeeds at a Listen check (DC 10). You may raise or lower this DC if you feel the party was particularly quiet or particularly noisy in the Reverse Room. If the kobolds here heard the characters fighting in the Reverse Room, then they have already consumed their potions.

In any case, the kobolds immediately rush to attack anyone that enters their sanctum.

#### **APL 2 (EL 4)**

🐉 **Kobold Ragers (2):** female kobold Bar2; hp 26 each; see Appendix One.

#### **APL 4 (EL 5)**

🐉 **Kobold Ragers (2):** female kobold Bar2; hp 26 each; see Appendix One.

🐉 **Dire Weasel:** hp 13; see *Monster Manual*. This weasel wears old, ill-fitting hide armor, which raises its AC to 19 and reduces its movement to 30 feet.

#### **APL 6 (EL 7)**

🐉 **Kobold Berserkers (2):** female kobold Bar4; hp 44 each; see Appendix One.

🐉 **Dire Weasels (2):** hp 13 each; see *Monster Manual*. These weasels wear old, ill-fitting hide armor, which raises their AC to 19 and reduces their movement to 30 feet.

#### **APL 8 (EL 9)**

🐉 **Kobold Berserkers (4):** female kobold Bar4; hp 44 each; see Appendix One.

🐉 **Dire Weasels (2):** hp 13 each; see *Monster Manual*. These weasels wear old, ill-fitting hide armor, which raises their AC to 19 and reduces their movement to 30 feet.

**Tactics:** These foes do the best they can to destroy the characters. Remember to add any kobolds that escaped the party earlier to the battle here.

The kobolds have some pitiful treasure in their sleeping mats and blankets, but the real treasure here is in the locked chest (Open Locks [DC 20]). Inside is a very fine kaleidoscope, a tacky pair of shoes and, if Dash the kobold rogue was able to get away with it, a valuable necklace. These all belong to Lord Vaswell. His seal and wax were already transported back to the kobold clan and are unrecoverable. The chest also contains a note written in common. See Players Hand Out Two.

The document is a forgery. The party may well believe Lord Milinous is to blame for these crimes, but he is not.

If the party subdues a live kobold, he or she reveals only a few things.

- The kobolds will bring back “The Green Father” to Verbobonc.
- “The Green Father” will create a kingdom for the kobolds.
- As the descendants of dragons, the kobolds deserve a glorious kingdom.

- They cannot read Common and do not know what the note says.

The kobold does not go into any detail about the identity of "The Green Father."

**Treasure:**

Defeat the kobold barbarians and take their gear.

APL 2: L: 91 gp; C: 9 gp; M: 2 *potions of bull's strength* (25 gp per character / per potion).

APL 4: L: 91 gp; C: 6 gp; M: 2 *potions of bull's strength* (25 gp per character / per potion).

APL 6: L: 117 gp; C: 6 gp; M: 2 *potions of bull's strength* (25 gp per character / per potion); 2 *potions of endurance* (25 gp per character / per potion).

APL 8: L: 183 gp; C: 0; M: 4 *potions of bull's strength* (25 gp per character / per potion); 4 *potions of endurance* (25 gp per character / per potion).

## Conclusion

There are several different conclusions depending on the characters actions.

### Lord Vaswell's Conclusion

If the characters return Lord Vaswell's possessions and claim that Lord Milinous is to blame, Lord Vaswell reacts:

*Well, I notice you did not retrieve **\*all\*** of my possessions. I am still missing my seal. I would thank you for your great service had you actually succeeded. But I cannot spare any more time on the likes of you. I have a few choice words to deliver to Lord Milinous.*

Lord Vaswell only relieves the tax burden on his citizens if the players protest. He relents largely to get the characters out of his hair.

If the players return Lord Vaswell's possessions and claim that "The Green Father" is behind the robberies, Lord Vaswell reacts:

*Well, I notice you did not retrieve **\*all\*** of my possessions. I am still missing my seal. I would thank you for your great service had you actually succeeded. As for your "Green Father" I think you spent one too many days in that sewer. And I thought you smelled bad before. Well, be gone with you and thank you for ruining yet another afternoon.*

Again, Lord Vaswell only relieves the tax burden on his citizens if the players protest. He relents largely to get the characters out of his hair.

If the players do not return Lord Vaswell's possessions, he has the same reactions as above however he refuses to lift the taxes on his people.

### Dallerond's Conclusion

If the characters are able to get Lord Vaswell to lift the taxes, Dallerond is ecstatic:

***Huzzah! A thousand times huzzah! The Heroes of Verbobonc have succeeded where no others could. Thank you so much for your help and your generosity. All of Verbobonc shall know of your great deeds and sing praises to your names. Again I thank you.***

If the players are unable to get Lord Vaswell to lift the taxes, Dallerond is miserable:

*Oh? Well. This did not turn out how I expected. No no, I'm sure you did everything you could. I suppose we shall just have to bear the burden until the end of our days. Which I presume will be soon given the fate that has befallen us. I thank you for all of your hard work and I wish you the grand future I know we shall not have.*

If the players give Lord Vaswell's possessions to Dallerond, he speaks:

*My word! You've done it! Brilliant! Now all I have to do is return these to Lord Vaswell and he will lift the taxes. By giving the items back, he will see that his faithful people are not thieves that would deny him his possessions merely to spite him. This is a great day! Thank you very much.*

Dallerond returns Lord Vaswell's possessions and he lifts the taxes on his people.

**Treasure:**

Award if the characters keep Lord Vaswell's treasure (not possible if the characters lifted the tax).

All APLs: L: 0; C: 75 gp; M: 0

**The End**

## Extended Play Option

This scenario features an Extended Play option, allowing the characters to follow this plot further and gain more experience and treasure. This option is only available if the characters discovered the note signed by “Lord Milinous” and reveal it to Lord Vaswell. This Extended Play option will cost Verbobonc characters an additional 1 TU, and out-of-region characters an addition 2 TUs. An Extended Play AR is provided to track these rewards. Each character at the table must agree to participate in the Extended Play option.

If the players choose not to pursue the Extended Play option, move on to the Experience Point Summary following the Extended Play encounters. If the players wish to pursue the Extended Play option, continue here.

## Extended Play Summary

If the characters have returned the note bearing Lord Milinous’ signature to Lord Vaswell, the Lord asks the characters to perform an additional task for him. Lord Vaswell doubts the authenticity of the note, and asks the characters to take it to his cousin, Sir Bernard for verification. Sir Bernard is Lord Milinous’ personal scribe in Griffon Manor.

On the way to Milinous’ lands, the characters are attacked by a group of kobolds clumsily wearing Lord Milinous’ livery. Then, once in Milinous’ lands, the characters catch a group of bandits attacking a caravan. Once the characters have dispatched the bandits, Lord Milinous himself rides up, confusing the characters for the bandits, and accuses the characters of banditry. The characters must extricate themselves from this misunderstanding. With Lord Milinous is his scribe, Sir Bernard. The characters must find some way to speak with him about the note without letting Lord Milinous know what they’re doing. Sir Bernard can confirm that the note is a forgery.

## Extended Encounter One Another Mission

As long as the characters turned the note signed by “Lord Milinous” over to Lord Vaswell, the haughty noble will request another service from the characters.

*Baronet Vaswell summons you back into his library at the manor house. In his left hand he holds the note you found in the kobold lair. Lord Vaswell holds it away from his body and glances distastefully at the ragged page as though it were some sort of disgusting insect.*

*“While I do so value this information you’ve brought me,” he begins, “I have reason to suspect it may be forgery. This doesn’t seem like Milinous’ hand, to me, but I don’t have the experience to know. One person will know for certain, other than Lord Milinous himself. That man is Sir Bernard, a scribe in Milinous’ service. Bernard is also a cousin of mine, and would provide this simple identification service upon my request.*

*“I need the gang of you to take this smelly parchment to Bernard, at Milinous’ manor house, and discover from him whether it is authentic, or merely a clever forgery. However, you must be very crafty. Lord Milinous must not know we suspect him of this treachery, or he would slay you for sedition. Believe me, that man can—and would—do such a thing without breaking a sweat.” Baronet Vaswell stands up and thrusts the paper at your group. “Now then. Do you know the way to Milinous’ lands, or must I provide you with directions?”*

Baronet Vaswell does not know Milinous well, and knows him mostly by his recent reputation. He can describe both Milinous and Bernard in great detail, but only offers to do so if asked. Vaswell does not provide the characters with mounts, expenses, or any other assistance if he can possibly avoid it, and he does not offer any sort of reward. If the characters insist on payment, he waves them away, insisting that he’ll just ask Sir Bernard the next time he sees him. If the characters continue to demand payment, simply conclude this Extended Play option.

## Extended Encounter Two Ambush

A couple of hours outside of Eglath, the characters are ambushed by a group of kobolds riding on felldrakes. Normally good creatures, these simple-minded dragons have been *charmed* by “The Green Father” and his agents to serve as mounts for daring kobold riders. The *charm* effect can be broken with a *dispel magic* effect against a 17<sup>th</sup> level spellcaster.

A few hours outside of Eglath, the kobolds spring their ambush on the characters.

*War cries echo around you, sounding like the yipping of small dogs. From the undergrowth burst kobolds riding strange lizards.*

#### APL 2 (EL 3)

- ☛ Kobold Riders (3): hp 4 each; see *Monster Manual*.
- ☛ Crested Felldrakes (3): hp 17 each; see Appendix One.

#### APL 4 (EL 5)

- ☛ Kobold Riders (3): hp 4 each; see *Monster Manual*.
- ☛ Spitting Felldrakes (3): hp 22 each; see Appendix One.

#### APL 6 (EL 7)

- ☛ Kobold Riders (4): hp 4 each; see *Monster Manual*.
- ☛ Horned Felldrakes (4): hp 34 each; see Appendix One.

#### APL 8 (EL 9)

- ☛ Kobold Riders (8): hp 4 each; see *Monster Manual*.
- ☛ Horned Felldrakes (8): hp 34 each; see Appendix One.

**Tactics:** The kobolds are fanatically devoted, and the felldrakes are magically *charmed*, so all these foes fight to the death.

**Development:** These kobolds wear ill-fitting tunics with a rampant black griffon, the symbol of Lord Milinous' house. This can be identified with a Knowledge (nobility and royalty) check (DC 10). More importantly, the characters can realize that these tunics are ill-fitting and have been clumsily altered to kobold-size with an Intelligence check (DC 15). Under the tunics, the kobolds all wear the green dragon emblems on their armor worn by the barbarian kobolds in Encounter Eight.

If questioned, these kobolds admit that they were sent to kill the party by their chieftain. They know no more than this.

## Extended Encounter Three Merchants Under Attack

The next two days of travel into Milinous' lands are uneventful, until the characters come upon a group of well-equipped bandits attacking a caravan of halflings and humans.

*Two days of further travel pass slowly. When you left Eglath, the skies were bright and sunny. Since entering Lord Milinous' lands this early this morning, a constant drizzle has left you cold and wet. The road, once firm, now harbors dangerous patches of mud. Ahead of you, the road turns around a clump of trees. You see flashes of hurried movement near the road on the other side of the trees. A scream for help rips through the wet air, and is suddenly silenced.*

The bandits are about a hundred and twenty feet further along the curving road. Cutting through the copse of trees shortens the distance to only eighty feet, but the ground is rough and uneven in the copse, slowing ground movement to half speed.

Once the characters are around the copse of trees, they see a gang of well-armed and well-armored men ruthlessly attacking two wagons of halfling and human merchants. The merchants futilely try to fight back, but are being butchered by the bandits. As soon as the characters present themselves, the bandits turn to attack them, as well. These men know better than to leave witnesses alive.

#### APL 2 (EL 3)

- ☛ Bandits (3): male and female human War2; hp 25 each; see Appendix One.

#### APL 4 (EL 4)

- ☛ Bandits (4): male and female human War2; hp 25 each; see Appendix One.

#### APL 6 (EL 5)

- ☛ Bandits (6): male and female human War2; hp 25 each; see Appendix One.

#### APL 8 (EL 6)

- ☛ Bandits (8): male and female human War2; hp 25 each; see Appendix One.

**Tactics:** These bandits try to flee if reduced to 2/3 of their numbers or less. They have enjoyed success so far raiding in Milinous' lands, and have managed to do quite well for themselves, which explains their quality weapons and armor. They typically hide in this copse of trees waiting for poorly guarded travelers to come by.

**Development:** As soon as this combat is finished, move right away into the next encounter.

**Treasure:**

Defeat the bandits and take their gear.

APL 2: L: 200 gp; C: 0; M: 0.

APL 4: L: 300 gp; C: 0; M: 0.

APL 6: L: 400 gp; C: 0; M: 0.

APL 8: L: 625 gp; C: 0; M: 0.

## Extended Encounter Four A Terrible Misunderstanding

*As the last brigand falls, the clamor of dozens of hoofbeats reaches your ears. Eight men ride up on warhorses, lances out. The man in the lead is a stern broad-shouldered warrior. Six other men wear plate armor and shields. Upon their tabards and shields is the symbol of a black griffon. The final man is unarmed and unarmored, and looks quite a bit like an older Lord Vaswell.*

*The large man in the lead speaks to you. "I do not suffer bandits in my lands. You have been caught attacking this helpless caravan, and by the right of High Justice your lives are forfeit." The Lord turns to one of the knights at his side. "You. Knot a loop of rope and throw it over that high branch there." The Lord then turns to the unarmored man. "Bernard, get their names before we hang them."*

The characters probably do some fast explaining to try to save their necks. With a successful Diplomacy check (DC 15 plus the APL), the characters can convince Lord Milinous not to hang them. Pointing out the bodies of the fallen brigands does no good, as Milinous assumes the characters were in league with them or that they were hired guards.

If the characters fail this check, then the surviving merchants vouch for the characters, insisting that they are saviors and not brigands.

If either the characters or the merchants explain the misunderstanding to Lord Milinous, he won't hang them. However, he won't directly apologize, either.

**Development:** The characters also must find some way to speak privately with Sir Bernard, the scribe. If they reveal that they have been sent by Lord Vaswell, and explain their mission, then Bernard is very friendly. Sir Bernard can confirm that the handwriting and signature is definitely not Lord Milinous'.

If Lord Milinous discovers what the characters are asking about (which will only really happen if the characters directly show him the note), then Milinous confirms that the note is not in his handwriting, crumples it up, but

keeps it. He mutters something about needing "a private chat with that foppish rogue Vaswell."

If the characters quietly ask Bernard, or one of the knights, about where their group is headed, Bernard reveals that Lord Milinous is off to speak with Viscount Langard. Milinous intends to tell the Viscount that he cannot pay his taxes for this season. This seems odd, Bernard states, as Milinous has a substantial surplus of funds.

If the characters ask Lord Milinous directly where he's going, he replies that he is off to Verbobonc City to speak with the Viscount, but that is all.

Under no circumstances does Lord Milinous allow the characters to accompany him to Verbobonc City.

Once the characters have finished with Lord Vaswell's task, they are free to return to Eglath and report to him. The merchants saved by the characters also remember their heroics, and can use their contacts to provide them with a reward.

### The End of the Extended Play Option

## Experience Point Summary

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

### Encounter Three: Thief in the Night

Defeat Dash the kobold rogue

APL 2	120 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

Find the sewer entrance without being told

APL 2	15 XP
APL 4	30 XP
APL 6	45 XP
APL 8	60 XP

### Encounter Four: Sewer Entrance

Disable or survive the traps

APL 2	0 XP
APL 4	90 XP
APL 6	90 XP
APL 8	90 XP

### Encounter Five: Archery Range –or–Encounter Six: Cuyahoga River Room

Defeat the kobolds

APL 2	120 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

### Encounter Seven: Reverse Room

Navigate the Reverse Room

APL 2	15 XP
APL 4	30 XP
APL 6	45 XP
APL 8	60 XP

### Encounter Eight: The Treasury

Defeat the kobolds

APL 2	120 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

Leave at least one kobold for questioning

APL 2	15 XP
APL 4	30 XP
APL 6	45 XP
APL 8	60 XP

### Conclusion

Lift the tax (not possible if the characters kept Lord Vaswell's treasures).

All APLs	45 XP
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### Total Possible Experience: Normal Play

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP

### Extended Play Experience

#### Extended Encounter Two: Green Father's Ambush

Defeat the felldrakes and riders

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

#### Extended Encounter Three: Merchants Under Attack

Defeat the bandits

APL 2	90 XP
APL 4	120 XP
APL 6	150 XP
APL 8	180 XP

#### Extended Encounter Four: A Terrible Misunderstanding

Confirm the forgery without alerting Milinous

APL 2	45 XP
APL 4	67 XP
APL 6	90 XP
APL 8	112 XP

### Total Possible Experience: Extended Play

APL 2	225 XP
APL 4	337 XP
APL 6	450 XP
APL 8	562 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 scenario, 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.

Treasure Key:

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

### Encounter Three: Thief in the Night

Defeat Dash and take his gear.

APL 2: L: 35 gp; C: 0; M: *potion of cure serious wound* (25 gp per character).

APL 4: L: 35 gp; C: 0; M: *potion of cure serious wounds* (25 gp per character); *goggles of minute seeing* (104 gp per character); *elixir of sneaking* (21 gp per character); *elixir of hiding* (21 gp per character).

APL 6: L: 33 gp; C: 0; M: *potion of cure serious wounds* (25 gp per character); *goggles of minute seeing* (104 gp per character); *elixir of sneaking* (21 gp per character); *elixir of hiding* (21 gp per character); *+1 leather armor* (97 gp per character).

APL 8: L: 33 gp; C: 0; M: *potion of cure serious wounds* (25 gp per character); *goggles of minute seeing* (104 gp per character); *elixir of sneaking* (21 gp per character); *elixir of hiding* (21 gp per character); *+1 leather armor of silent moves* (409 gp per character).

Note: award treasure for Encounter Five –or– Encounter Six, not both. Note that only those characters who fought in Encounter Six receive access to the alchemist's bolts and potion of fire breath on the Adventure Record; if your party fought in Encounter Five instead, cross these items off of the Adventure Record.

### Encounter Five: Archery Range

Defeat the kobold archers and take their gear.

APL 2: L: 115 gp; C: 0; M: 0

APL 4: L: 172 gp; C: 0; M: 0

APL 6: L: 172 gp; C: 0; M: 6 *potions of cure light wounds* (4 gp per character/ per potion).

APL 8: L: 172 gp; C: 0; M: 6 *potions of cure light wounds* (4 gp per character/ per potion).

### Encounter Six: Cuyahoga River Room

Defeat the kobold pyromaniacs and take their gear.

APL 2: L: 110 gp; C: 0; M: 0

APL 4: L: 165 gp; C: 0; M: 0

APL 6: L: 110 gp; C: 0; M: *elixir of fire breath* (91 gp per character).

APL 8: L: 110 gp; C: 0; M: *elixir of fire breath* (91 gp per character).

### Encounter Eight: The Treasury

Defeat the kobold barbarians and take their gear.

APL 2: L: 91 gp; C: 9 gp; M: 2 *potions of bull's strength* (25 gp per character / per potion).

APL 4: L: 91 gp; C: 6 gp; M: 2 *potions of bull's strength* (25 gp per character / per potion).

APL 6: L: 117 gp; C: 6 gp; M: 2 *potions of bull's strength* (25 gp per character / per potion); 2 *potions of endurance* (25 gp per character / per potion).

APL 8: L: 183 gp; C: 0; M: 4 *potions of bull's strength* (25 gp per character / per potion); 4 *potions of endurance* (25 gp per character / per potion).

### Conclusion

Award if the characters keep Lord Vaswell's treasure (not possible if the characters lifted the tax).

All APLs: L: 0; C: 75 gp; M: 0

### Total Possible Treasure, Normal Play

APL 2:	400 gp
APL 4:	600 gp
APL 6:	800 gp
APL 8:	1,250 gp

### Treasure Summary, Extended Play

#### Extended Encoutner Three: Merchants Under Attack

Defeat the bandits and take their gear.

APL 2: L: 200 gp; C: 0; M: 0.

APL 4: L: 300 gp; C: 0; M: 0.

APL 6: L: 400 gp; C: 0; M: 0.

APL 8: L: 625 gp; C: 0; M: 0.

### Total Possible Treasure, Extended Play

APL 2:	200 gp
APL 4:	300 gp
APL 6:	400 gp
APL 8:	625 gp

## Special Items:

☛ **Influence point with Eglath Peasants:** If the players are able to get Lord Vaswell to lift his new tax, the citizens of Eglath will spread the word far and wide. Although the peasants lack political, social, and economic power, word of mouth spreads quickly and recognition may turn up in the strangest places.

♣ **Alchemical Access:** Dallerond of Eglath is an alchemist, and he is very grateful to the characters. Characters completing this adventure may purchase the alchemical items listed below.

- Disappearing ink (Frequency: Regional, Tome & Blood)
- Flashpellet (Frequency: Regional, Tome & Blood)
- Glowpowder (Frequency: Regional, Tome & Blood)
- Healing salve (Frequency: Regional, Tome & Blood)
- Phantom ink (all varieties) (Frequency: Regional, Tome & Blood)
- Scentbreaker (Frequency: Regional, Tome & Blood)
- Suregrip (Frequency: Regional, Tome & Blood)

☛ **Prestige Class Access:** Lord Vaswell is secretly a follower and Cleric of Olidammara. Worthy characters in his eyes may be offered an introduction to members of the Temple Raiders of Olidammara. This introduction provides access to that prestige class within Verbobonc.

## Special Items (Extended Play):

☛ **Favor of Mordoc Merchants:** For rescuing the human and halfling merchants of the minor trading company called the Mordoc Trading Guild from a group of bandits in Lord Milinous' lands, each character may call upon the connections of the Mordoc Trading Guild one time. Spellcasters associated with the Guild will enchant any weapon or armor from a masterwork (or other special material) quality to a +1 enchantment, or improve any +1 weapon or armor to a +2 bonus. The character must pay the difference in price between the two items for this upgrade. Cross this favor off of the AR once it is used.

The Mordoc Trading Guild also provides access to the magical items listed below.

### APL 2:

Wand of cure light wounds (frequency: Regional, 1<sup>st</sup> caster level, DMG)

### APL 4 (all of APL 2 plus the following):

Brooch of Shielding (frequency: Regional, DMG)

### APL 6 (all of APLs 2-4 plus the following):

Bracers of Armor +2 (frequency: Regional, DMG)

### APL 8 (all of APLs 2-6 plus the following):

Cloak of resistance +2 (frequency: Regional, DMG)

# Appendix One: Non-Player Characters

## Encounter 2: Waiting for Lord Vaswell

### All APLs

◆ **Baronet Drenton Vaswell** is a minor lord of the viscounty. His small holding is situated on the northwestern banks of the Volverdya River and stretch south some ten miles south. He came in to the title upon his father's death, some 5 odd years ago. In terms of power, he is generally overlooked, as he has no connections with any of the churches, armies, or organizations of the Viscounty. He does however own a small fleet of ships, used to ship goods and people. It is rumored that he is on friendly terms with the Rhennee of the River. He does openly employ some of these in his business.

The majority of people know him for his parties. They are said to be lowbrow affairs, attracting merchants and the older children of nobles. He's been known to pick up a lute and satirize the church and nobles.

Many others know him as a forgetful, unfocused lout. It's been said that he's has scheduled jousts against other lords, only not to show up. Or that he never quite pays attention to details, or for that matter, conversations that he's engaged in. Some just think he's an over grown child.

But this couldn't be further from the truth. Baronet Vaswell is a follower of Olidammara. He runs a temple from out of his manor and has attracted a number of followers to his cause. He has used the parties to attract new members. He has a keen eye and ear, and there isn't much that gets past him. He uses his Charisma based skills to hide this fact.

He enjoys putting other Nobles and rich merchants in their place. He has arranged some jousts and meetings, knowing them to be at in opportune times, at in opportune places. He then either doesn't show, or goes to their home and waits for them. He loves pulling pranks.

Vaswell is a solidly good NPC and is not above getting his hands dirty helping out those in need, but with an understanding that it's done HIS way.

Baronet Vaswell appears as a Human, with rich dark features. His skin is cocoa brown, and he keeps his black hair short. He doesn't wear facial hair, as it gets in the way when he uses disguises.

His main goals are to increase his business, gain more followers, and cause problems for the powers that be. But above all of these, he wants to enjoy life. And pity the fool who ruins his good time.

◆ **Vaswell:** Human Male Age 30 Cleric 5/Aristocrat 2/Bard 3

(Original Baronet Drenton Vaswell material written by Michael Meanza)

## Encounter 3: Thief in the Night

### APL 2 (EL 4)

◆ **Dash:** male kobold Rog4; CR 4; Small humanoid (reptilian); HD 4d6+4; hp 22; Init +4; Spd 30 ft.; AC 18 (+1 size, +4 Dex, +1 natural, +2 leather), touch 15, flat-footed 18; Base Atk +2; Grp -3; Atk +4 melee (1d4-1/19-20, short sword); SA sneak attack +2d6; SQ darkvision 60 ft., evasion, light sensitivity, uncanny dodge; AL LE; SV Fort +2, Ref +8, Will +1; Str 8, Dex 18, Con 13, Int 14, Wis 10, Cha 8.

*Skills and Feats:* Appraise +9, Bluff +6, Craft (trapmaking) +4, Disable Device +9, Hide +15, Listen +7, Move Silently +11, Open Lock +11, Profession (miner) +2, Search +11, Spot +7, Tumble +11; Combat Expertise, Improved Feint.

*Possessions:* masterwork short sword, leather armor, masterwork thieves' tools, *potion of cure moderate wounds*.

### APL 4 (EL 5)

◆ **Dash:** male kobold Rog5; CR 5; Small humanoid (reptilian); HD 5d6+5; hp 27; Init +4; Spd 30 ft.; AC 18 (+1 size, +4 Dex, +1 natural, +2 leather), touch 15, flat-footed 18; Base Atk +3; Grp -2; Atk +4 melee (1d4-1/19-20, short sword); SA sneak attack +3d6; SQ darkvision 60 ft., evasion, light sensitivity, uncanny dodge; AL LE; SV Fort +2, Ref +8, Will +1; Str 8, Dex 18, Con 13, Int 14, Wis 10, Cha 8.

*Skills and Feats:* Appraise +10, Bluff +7, Craft (trapmaking) +4, Disable Device +10, Hide +16, Listen +8, Move Silently +12, Open Lock +12, Profession (miner) +2, Search +17, Spot +8, Tumble +12; Combat Expertise, Improved Feint.

*Possessions:* masterwork short sword, leather armor, masterwork thieves' tools, *goggles of minute seeing*, *potion of cure moderate wounds*, *elixir of sneaking*, *elixir of hiding*.

### **APL 6 (EL 7)**

**☛Dash:** male kobold Rog7; CR 7; Small humanoid (reptilian); HD 7d6+7; hp 35; Init +4; Spd 30 ft.; AC 19 (+1 size, +4 Dex, +1 natural, +3 leather), touch 15, flat-footed 19; Base Atk +5; Grp +0; Atk +11 melee (1d4-1/19-20, short sword); SA sneak attack +4d6; SQ darkvision 60 ft., evasion, light sensitivity, uncanny dodge; AL LE; SV Fort +3, Ref +9, Will +2; Str 8, Dex 18, Con 13, Int 14, Wis 10, Cha 8.

*Skills and Feats:* Appraise +12, Bluff +9, Craft (trapmaking) +4, Disable Device +12, Hide +18, Listen +10, Move Silently +14, Open Lock +14, Profession (miner) +2, Search +19, Spot +10, Tumble +14; Combat Expertise, Improved Feint, Weapon Finesse.

*Possessions:* masterwork short sword, +1 leather armor, masterwork thieves' tools, goggles of minute seeing, potion of cure moderate wounds, elixir of sneaking, elixir of hiding.

### **APL 8 (EL 9)**

**☛Dash:** male kobold Rog9; CR 9; Small humanoid (reptilian); HD 9d6+18; hp 52; Init +8; Spd 30 ft.; AC 19 (+1 size, +4 Dex, +1 natural, +3 leather), touch 15, flat-footed 19; Base Atk +6; Grp +1; Atk +12 melee (1d4-1/19-20, short sword); Full Atk +12/+7 melee (1d4-1/19-20, short sword); SA sneak attack +5d6; SQ darkvision 60 ft., evasion, improved uncanny dodge, light sensitivity, uncanny dodge; AL LE; SV Fort +5, Ref +10, Will +3; Str 8, Dex 18, Con 14, Int 14, Wis 10, Cha 8.

*Skills and Feats:* Appraise +14, Bluff +11, Craft (trapmaking) +4, Disable Device +14, Hide +20, Listen +12, Move Silently +21, Open Lock +16, Profession (miner) +2, Search +21, Spot +12, Tumble +16; Combat Expertise, Improved Feint, Weapon Finesse.

*Possessions:* masterwork short sword, +1 leather armor of silent moves, masterwork thieves' tools, goggles of minute seeing, potion of cure moderate wounds, elixir of hiding.

## **Encounter 5: Archery Range**

### **APLs 2 and 4 (EL 4 and EL 5)**

**☛Kobold Guards:** male kobold Ftr1; CR 1; Small humanoid (reptilian); HD 1d10+2; hp 12; Init +2; Spd 30 ft.; AC 16 (+1 size, +2 Dex, +1 natural, +2 leather), touch 13, flat-footed 14; Base Atk +1; Grp -3; Atk +1 melee (1d6/x3, spear) or +6 ranged (1d6/19-20, light crossbow); SQ darkvision 60 ft., light sensitivity; AL LE; SV Fort +4, Ref +2, Will +1; Str 11, Dex 15, Con 14, Int 10, Wis 12, Cha 8.

*Skills and Feats:* Climb +4, Craft (trapmaking) +2, Hide +8, Profession (miner) +2, Search +2; Point Blank Shot, Weapon Focus (light crossbow).

*Possessions:* masterwork light crossbow, spear, 10 bolts, leather armor.

### **APL 6 (EL 7)**

**☛Kobold Archers:** male kobold Ftr1/Rog1; CR 2; Small humanoid (reptilian); HD 1d10+1d6+4; hp 18; Init +2; Spd 30 ft.; AC 16 (+1 size, +2 Dex, +1 natural, +2 leather), touch 13, flat-footed 14; Base Atk +1; Grp -3; Atk +1 melee (1d6/x3, spear) or +6 ranged (1d6/19-20, light crossbow); SA sneak attack +1d6; SQ darkvision 60 ft., light sensitivity; AL LE; SV Fort +4, Ref +4, Will +1; Str 11, Dex 15, Con 14, Int 10, Wis 12, Cha 8.

*Skills and Feats:* Climb +4, Craft (trapmaking) +2, Hide +11, Profession (miner) +2, Search +2, Spot +5; Point Blank Shot, Weapon Focus (light crossbow).

*Possessions:* masterwork light crossbow, spear, 10 bolts, leather armor, potion of cure light wounds.

### **APL 8 (EL 9)**

**☛Kobold Snipers:** male kobold Ftr2/Rog2; CR 4; Small humanoid (reptilian); HD 2d10+2d6+8; hp 32; Init +3; Spd 30 ft.; AC 17 (+1 size, +3 Dex, +1 natural, +2 leather), touch 14, flat-footed 14; Base Atk +3; Grp -1; Atk +3 melee (1d6/x3, spear) or +9 ranged (1d6/19-20, light crossbow); Full Atk +7/+7 ranged (1d6/19-20, light crossbow); SA sneak attack +1d6; SQ darkvision 60 ft., evasion, light sensitivity; AL LE; SV Fort +5, Ref +6, Will +1; Str 11, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

*Skills and Feats:* Climb +6, Craft (trapmaking) +2, Hide +14, Listen +4, Profession (miner) +2, Search +2, Spot +7; Point Blank Shot, Rapid Shot, Weapon Focus (light crossbow).

*Possessions:* masterwork light crossbow, spear, 10 bolts, leather armor, potion of cure light wounds.

## **Encounter 6: Cuyahoga River Room**

### **APLs 2 and 4 (EL 4 and EL 5)**

**☛Kobold Guards:** male kobold Ftr1; CR 1; Small humanoid (reptilian); HD 1d10+2; hp 12; Init +2; Spd 30 ft.; AC 16 (+1 size, +2 Dex, +1 natural, +2 leather), touch 13, flat-footed 14; Base Atk +1; Grp -3; Atk +1 melee (1d6/x3, spear) or +5 ranged (1d6/19-20, light crossbow); SQ darkvision 60 ft., light sensitivity; AL LE; SV Fort +4, Ref +2, Will +1; Str 11, Dex 15, Con 14, Int 10, Wis 12, Cha 8.

*Skills and Feats:* Climb +4, Craft (trapmaking) +2, Hide +8, Profession (miner) +2, Search +2; Point Blank Shot, Weapon Focus (light crossbow).

*Possessions:* light crossbow, spear, 10 bolts, 3 alchemist's bolts, 3 vials alchemist's fire, leather armor.

### **APL 6 (EL 7)**

☛**Kobold Guards:** male kobold Ftr1; CR 1; Small humanoid (reptilian); HD 1d10+2; hp 12; Init +2; Spd 30 ft.; AC 16 (+1 size, +2 Dex, +1 natural, +2 leather), touch 13, flat-footed 14; Base Atk +1; Grp -3; Atk +1 melee (1d6/x3, spear) or +5 ranged (1d6/19-20, light crossbow); SQ darkvision 60 ft., light sensitivity; AL LE; SV Fort +4, Ref +2, Will +1; Str 11, Dex 15, Con 14, Int 10, Wis 12, Cha 8.

*Skills and Feats:* Climb +4, Craft (trapmaking) +2, Hide +8, Profession (miner) +2, Search +2; Point Blank Shot, Weapon Focus (light crossbow).

*Possessions:* light crossbow, spear, 10 bolts, 3 alchemist's bolts, 3 vials alchemist's fire, leather armor.

☛**Kobold Sorcerer:** male kobold Sor6; CR 6; Small humanoid (reptilian); HD 6d4+12; hp 31; Init +3; Spd 30 ft.; AC 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12; Base Atk +3; Grp -4; Atk +7 ranged (1d6/19-20, light crossbow); SQ darkvision 60 ft., light sensitivity, weasel familiar; AL LE; SV Fort +4, Ref +7, Will +6; Str 4, Dex 16, Con 15, Int 10, Wis 12, Cha 16.

*Skills and Feats:* Concentration +9, Craft (trapmaking) +2, Hide +11, Listen +3, Profession (miner) +2, Search +2, Spellcraft +1, Spot +3; Alertness, Improved Initiative, Silent Spell, Spell Focus (Evocation).

*Possessions:* spell component pouch, light crossbow, spear, *potion of fire breath*.

**Sorcerer Spells Known** (6/7/6/4; save DC 13 + spell level, 14 + spell level for Evocation spells): 0—*dancing lights, detect magic, ghost sound, mage hand, mending, prestidigitation, ray of frost*, 1st—*burning hands, mage armor, magic missile, ray of enfeeblement*, 2nd—*eagle's splendor, shatter*, 3rd—*fireball*.

### **APL 8 (EL 9)**

☛**Kobold Snipers:** male kobold Ftr2/Rog2; CR 4; Small humanoid (reptilian); HD 2d10+2d6+8; hp 32; Init +3; Spd 30 ft.; AC 17 (+1 size, +3 Dex, +1 natural, +2 leather), touch 14, flat-footed 14; Base Atk +3; Grp -1; Atk +3 melee (1d6/x3, spear) or +8 ranged (1d6/19-20, light crossbow); Full Atk +6/+6 ranged (1d6/19-20, light crossbow); SA sneak attack +1d6; SQ darkvision 60 ft., evasion, light sensitivity; AL LE; SV Fort +5, Ref +6, Will +1; Str 11, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

*Skills and Feats:* Climb +6, Craft (trapmaking) +2, Hide +14, Listen +4, Profession (miner) +2, Search +2, Spot +7; Point Blank Shot, Rapid Shot, Weapon Focus (light crossbow).

*Possessions:* light crossbow, spear, 10 bolts, 3 alchemist's bolts, 3 vials alchemist's fire, leather armor.

☛**Kobold Sorcerer:** male kobold Sor6; CR 6; Small humanoid (reptilian); HD 6d4+12; hp 31; Init +3; Spd 30 ft.; AC 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12; Base Atk +3; Grp -4; Atk +7 ranged (1d6/19-20, light crossbow); SQ darkvision 60 ft., light sensitivity, weasel familiar; AL LE; SV Fort +4, Ref +7, Will +6; Str 4, Dex 16, Con 15, Int 10, Wis 12, Cha 16.

*Skills and Feats:* Concentration +9, Craft (trapmaking) +2, Hide +11, Listen +3, Profession (miner) +2, Search +2, Spellcraft +1, Spot +3; Alertness, Improved Initiative, Silent Spell, Spell Focus (Evocation).

*Possessions:* spell component pouch, light crossbow, spear, *potion of fire breath*.

**Sorcerer Spells Known** (6/7/6/4; save DC 13 + spell level, 14 + spell level for Evocation spells): 0—*dancing lights, detect magic, ghost sound, mage hand, mending, prestidigitation, ray of frost*, 1st—*burning hands, mage armor, magic missile, ray of enfeeblement*, 2nd—*eagle's splendor, shatter*, 3rd—*fireball*.

## **Encounter 8: The Treasury**

### **APLs 2 and 4 (EL 4 and EL 5)**

☛**Kobold Ragers:** female kobold Bar2; CR 2; Small humanoid (reptilian); HD 2d12+7; hp 26; Init +3; Spd 30 ft.; AC 20 (+1 size, +3 Dex, +1 natural, +5 breastplate), touch 14, flat-footed 20; Base Atk +2; Grp -2; Atk +4 melee (1d10/19-20, greatsword); SQ darkvision 60 ft., fast movement, light sensitivity, rage 1/day, uncanny dodge; AL NE; SV Fort +5, Ref +3, Will +1; Str 11, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

*Skills and Feats:* Craft (trapmaking) +2, Hide +5, Intimidate +4, Listen +6, Profession (miner) +2, Search +2, Survival +6; Toughness.

*Possessions:* breastplate, masterwork greatsword, *potion of bull's strength*.

**Rage:** lasts 7 rounds; HD 2d12+11; hp 30; AC 18, touch 12, flat-footed 18; Grp +0; Atk +6 melee (1d10+3/19-20, greatsword); SV Fort +7, Will +3; Str 15, Con 18.

### **APLs 6 and 8 (EL 7 and EL 9)**

☛**Kobold Berserkers:** female kobold Bar4; CR 4; Small humanoid (reptilian); HD 4d12+11; hp 44; Init +3; Spd 30 ft.; AC 20 (+1 size, +3 Dex, +1 natural, +5 breastplate), touch 14, flat-footed 20; Base Atk +4; Grp +0; Atk +8 melee (1d10+1/19-20, greatsword); SQ darkvision 60 ft., fast movement, light sensitivity, rage 2/day, uncanny dodge; AL NE; SV Fort +6, Ref +4, Will +2; Str 12, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

*Skills and Feats:* Craft (trapmaking) +2, Hide +7, Intimidate +6, Listen +8, Profession (miner) +2, Search +2, Survival +8; Toughness, Weapon Focus (greatsword).

*Possessions:* masterwork breastplate, masterwork greatsword, *potion of bull's strength*, *potion of bear's endurance*.

**Rage:** lasts 7 rounds; HD 4d12+19; hp 52; AC 18, touch 12, flat-footed 18; Grp +0; Atk +10 melee (1d10+4/19-20, greatsword); SV Fort +8, Will +4; Str 16, Con 18.

### Extended Encounter 3: Merchants Under Attack

#### All APLs

**Bandits:** male and female human War2; CR 1; Medium-size humanoid (human); HD 2d12+9; hp 25; Init +0; Spd 20 ft.; AC 19 (+7 half-plate, +2 shield), touch 10, flat-footed 19; Base Atk +2; Grp +5; Atk +6 melee (1d8+3/19-20, masterwork longsword); AL NE; SV Fort +5, Ref +0, Will +0; Str 16, Dex 10, Con 16, Int 9, Wis 10, Cha 8.

*Skills and Feats:* Intimidate +4, Ride +5; Power Attack, Toughness.

*Possessions:* masterwork longsword, half-plate, large wooden shield.

## Appendix 2: New Rules Items

### Alchemist's Arrow (from Sword and Fist)

Marvels of craftsmanship, each alchemist's arrow carries a deadly load of alchemist's fire in its hollow shaft. When a target is struck the arrow's shaft shatters, releasing alchemist's fire directly onto the target. One round after impact, the alchemist's fire ignites on contact with air, dealing 1d4 points of damage. The target can take a full-round action to attempt to extinguish the flames before taking this additional damage. It takes a successful Reflex saving throw (DC 15) to extinguish the flames. Rolling on the ground allows the character a +2 bonus. Submerging (such as by leaping into a lake) or magically extinguishing the flames automatically kills the flames. Cost: 75 gp.

### Felldrake (from Monster Manual II)

	<b>Crested Felldrake</b> Small Dragon	<b>Spitting Felldrake</b> Medium-Size Dragon	<b>Horned Felldrake</b> Medium-Size Dragon
<b>Hit Dice:</b>	2d12+4 (17 hp)	3d12+3 (22 hp)	4d12+8 (34 hp)
<b>Initiative:</b>	+0	+2	+0
<b>Speed:</b>	40 ft.	30 ft.	30 ft.
<b>AC:</b>	15 (+1 size, +4 natural), touch 11, flat-footed 15	16 (+2 Dex, +4 natural), touch 12, flat-footed 14	17 (+7 natural), touch 10, flat-footed 17
<b>Attacks:</b>	Bite +3 melee	Bite +6 melee, or spit +5 ranged touch	Horn +8 melee
<b>Damage:</b>	Bite 1d8	Bite 1d6+3, spit 2d4 acid	Horn 2d6+4
<b>Face/Reach:</b>	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
<b>Special Attacks:</b>	—	—	Charge 4d6+6
<b>Special Qualities:</b>	Dragon traits, scent	Dragon traits	Dragon traits
<b>Saves:</b>	Fort +5, Ref +3, Will +4	Fort +4, Ref +5, Will +3	Fort +6, Ref +4, Will +5
<b>Abilities:</b>	Str 11, Dex 10, Con 15, Int 6, Wis 12, Cha 9	Str 14, Dex 15, Con 13, Int 8, Wis 10, Cha 9	Str 17, Dex 10, Con 15, Int 5, Wis 12, Cha 8
<b>Skills:</b>	Hide +6, Jump +2, Listen +5, Spot +5	Hide +7, Jump +4, Listen +4, Spot +4	Hide +3, Jump +6, Listen +6, Spot +6
<b>Feats:</b>	Alertness	Weapon Focus (bite)	Alertness, Weapon Focus (horn)
<b>Climate/Terrain:</b>	Any land and under-ground	Temperate plains, forest, hills and underground	Any land and under-ground
<b>Organization:</b>	Solitary, pair, gang (3-5), or pack (4-16)	Solitary, pair, or gang (3-5)	Solitary, pair, gang (3-5), or pack (4-16)
<b>CR:</b>	1	2	3
<b>Treasure:</b>	None	None	None
<b>Alignment:</b>	Always neutral good	Always neutral good	Always neutral good
<b>Advancement:</b>	3-4 HD (Small); 5-6 HD (Medium-size)	4-9 HD (Medium-size)	5-8 HD (Medium-size); 9-12 HD (Large)

The small, wingless dragons known as felldrakes trace their origin to Bahamut the Platinum Dragon. After helping a group of powerful elf wizards turn back a demonic invasion, Bahamut created the felldrakes to guard the elves against future incursions. All felldrakes have the blood of Bahamut in their veins and are fierce, loyal, and good at heart.

Felldrakes speak Draconic and Sylvan.

### Combat

Felldrakes are impulsive attackers. Aggressive and eager to fight, they seek to close with opponents immediately.

**Dragon Traits:** Felldrakes are immune to *sleep* and paralysis effects. They have darkvision (60-foot range) and low-light vision.

### **Crested Felldrake**

Elves often employ crested felldrakes as guards for settlements and in border patrols.

A crested felldrake looks like a small, wingless dragon with powerful hind legs and a bright crest on its head.

### **Combat**

When crested felldrakes fight in a group, some charge into battle and try to pin down the enemy, which their comrades move to encircle the foe.

### **Spitting Felldrake**

Because of its snaky body, a spitting felldrake can squeeze through small spaces. Thus, it is ideal for the underground expeditions so contrary to elven nature.

The spitting felldrake is slightly larger than its crested cousin. Its body is long and sinuous, like that of a snake.

### **Combat**

A spitting felldrake usually pauses to spit acid before closing to melee. It can spit acid up to 30 feet as a ranged touch attack with no range increment.

### **Horned Felldrake**

Horned felldrakes are often used to protect important individuals or cities.

This creature is larger than the other felldrakes. Its head sports several horns, which it uses to impale foes.

### **Combat**

Horned felldrakes usually charge foes first, then use their horns in melee.

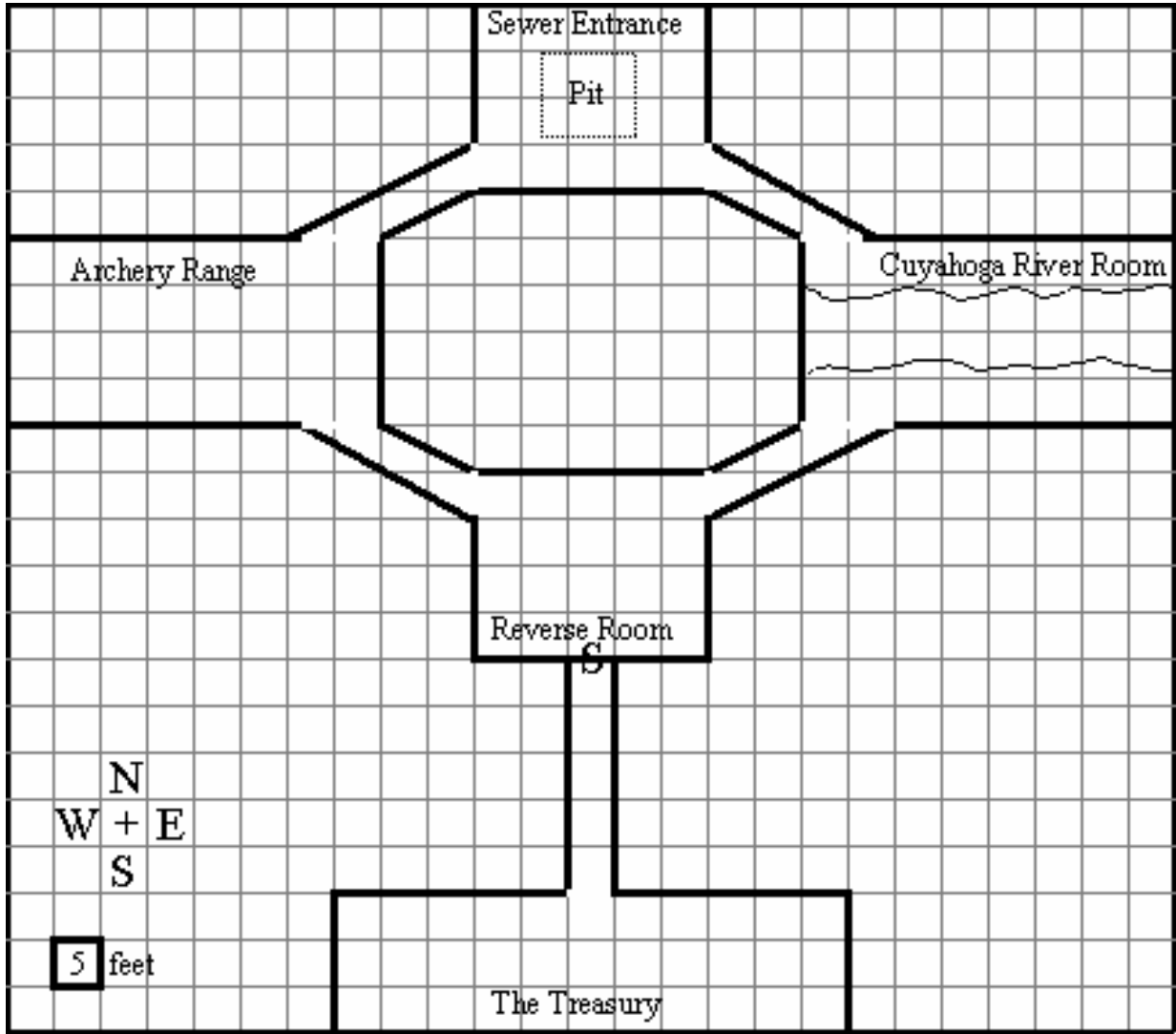
**Charge (Ex):** A horned felldrake typically begins a battle by charging at its opponent. In addition to the normal benefits and hazards of a charge, this allows the horned felldrake to make a single horn attack (+8 melee) that deals 4d6+6 points of damage.



# DM Aid

## Sewer Map

It fits on a 22 X 25 battle mat.



Player Handout One

*“To All Bold and Courageous Adventurers: We, the citizens of Eglath, are in desperate need of heroes. Our Lord Drenton Vaswell has been the victim of a terrible crime. He has tasked the citizens of Eglath to find the villain. We are but humble folk with no hope of capturing such a master thief.”*

*“We beg you, heroes of Verbobonc, please come to Eglath and capture this scourge upon our fair land. We shall be forever in your debt.”*

*At the bottom, very small print read “Our poverty does not allow us to offer a reward at this time. But know this, your help is greatly needed and appreciated, and we, the citizens of Eglath, will do everything in our modest power to see that your heroism is known throughout the land.”*

Player Handout Two

*To the Members of My Bold Army,  
Lord Vaswell of Eglath is to be your next victim. I require three items  
of value. Most importantly, you must bring me his seal. Do not fail  
me.*

*-Lord Milinous*