

URD-INT-01

No Holds Bard

**A One Round D&D Living Greyhawk
Introductory Regional Adventure
for the Duchy of Urnst**

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Version 1.0

A young bard and his pseudodragon friend need your help. Their friend, the adventuresome explorer Trillian Jacobson has gotten himself into hot water again. Only this time it's serious! You must head into the Cairn Hills and brave the dangers therein to bring Trillian back. Will you accept the job? An introductory adventure only for first level characters.

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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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, 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 scenario.

Preparation

First you should print this scenario. This scenario 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 scenario 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 scenario 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.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.

Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario. After voting, give the Scoring Packet to your event coordinator.

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.

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.

Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

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 face 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 1st-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.

2. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

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 1-round Regional adventure, set in [the Duchy of Urnst](#). Characters native to [Duchy of Urnst](#) 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.

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

Adventure Background

This scenario is an introductory adventure designed to be run for 4 to 6 level one characters. Please keep this in mind when running the adventure.

The bard Trillian Jacobson is an explorer of some renown and a teller of epic tales. He has traveled the Duchy of Urnst in search of adventure and previously undiscovered treasures. Trillian had recently given a talk of his exploits in the nearby Cairn Hills to the Royal Explorers Society. The members of the society were so impressed that they encouraged him to join their ranks. Trillian accepted the invitation.

Three days ago, Trillian left Seltaren to head back into the Cairn Hills for further exploration. Trillian had discovered a set of ruins on his last journey in the Cairn Hills and decided to map and explore them as part of his initiation into the Royal Explorers Society. Unfortunately for Trillian, the ruins were already inhabited by a pack of kobolds.

The Lightning Scale tribe warband lead by their fearless leader Wreepo had been exploring a system of tunnels in the nearby area when they discovered a safe and convenient hideout in the ruin's lower levels. Wreepo and his fellow kobolds discovered treasure here and claimed the ruins as their own. Once Wreepo had made sure the ruins were completely safe, he relocated the rest of the tribe to their new home. By the time Trillian arrived to explore the ruins, the kobolds were firmly entrenched.

Trillian discovered the entrance to the underground cistern tripping the alarm set up by the kobolds. By the time he reached the chamber, the kobolds were waiting for him, quickly overwhelmed him and brought him before Wreepo. Amongst Trillian's possessions is a spent wand of magic missiles. Wreepo covets magic and was very interested in discovering that Trillian has several items of interest on his person including the now spent wand. Wreepo does not have the ability to detect magic and

does not know the wand is spent. He demands that Trillian show him how to work the wand or he will be killed. Trillian knows he will likely be killed anyway, so he's been stalling Wreepo in hopes that he will be rescued before Wreepo discovers that the wand is useless. Trillian only has three days from when Helge and Ralos meet the PC's before Wreepo's patience wears thin and he serves Trillian as the main course for dinner.

Trillian is hoping he'll be rescued soon. His pseudodragon familiar Ralos was off flirting with a female pseudodragon when the attack took place. Ralos tried to make it to Trillian in time but could not. Trillian urged Ralos to find help. Ralos set off to do so. Ralos went directly to Helge, one of Trillian's closest friends. Helge knew immediately that Trillian was in trouble and knowing he isn't much of an adventurer, is attempting to find some adventuring types to help him save Trillian.

Adventure Summary

The adventure starts with the players wandering through lower Seltaren. The players have either just arrived or have been here for some time. Helge is attempting to persuade the town guard to help him find his friend Trillian. The town guard, who are pure Suel, will have nothing to do with the Flan bard and send him tumbling into the street to the feet of the players. It is at this point that Helge will apologize to the players and notice that they look to be able to handle themselves quite well. If the players do not offer to help Helge, he will ask them for their assistance, even promising to pay a handsome reward for their aid. Should the agree to help, they will have an hour to equip before having to meet Helge by the west gate. If they do not accept, the adventure is over.

The players will spend an entire day travelling before making camp for the evening. During this time, the players will experience various encounters. The nature of the encounters are varied and are designed to provide flavour to the trip to the ruins. The DM is encouraged to use any or

all of the encounters listed under **Encounter 2: The Great Outdoors**.

By noon the following day, the players should have been lead to Trillian's campsite by Ralos. The campsite has been tossed by the kobolds looking for loot. Players may be able to discover kobold tracks in the dirt and may even be able to track the kobolds to the entrance of the underground cistern. Helge will begin cleaning up when everyone will hear a familiar hissing noise from the brush.

Ralos has flown off to see if his pseudodragon girlfriend is ok only to find that 6 kobolds are attempting to climb up into her nest and steal her eggs. Ralos' warning hiss, will most likely attract the players who will probably engage the kobolds in combat. The kobolds will try for the eggs for one round, if possible, and then make a break for it when they see they do not have superior numbers. They will flee back to the kobold warrens and warn the rest of the tribe, who will be waiting for the players.

Once the party is here at Trillian's campsite, they have one and half days to enter the kobold warrens and free Trillian or he will be eaten. The warrens are alarmed and trapped. Players must be careful when entering the kobold's home or they too will find themselves captured or killed.

Introduction

The players have the option of being in Seltaren for as long as they like. They have either just arrived or have spent some time here. For whatever reason, the players have been drawn together most likely to better their chances of finding employment. The players are out checking out the town and trying to drum up work when the adventure begins. If you wish to roleplay the players meeting at the tavern and travelling about town that is fine. If you wish to skip that portion of the roleplaying at least have the players introduce themselves to one another.

Encounters One Helping Helge

You stroll through the crowded marketplace in lower Seltaren, holding your purses tightly and brusquely dismissing those who try to sell you unwanted wares or beg for money. You stop by a fruit stand bearing the placard "Fresh Picks" for some respite from the unruly crowd only to have a smelly, unwashed man cut in front of you. The man appears to be quite unhappy with the price of the apples and has begun threatening the chubby shopkeeper with violence if his prices do not come down. In search of a guard, you push your way back through the crowd towards the nearest guard post, only to be greeted with more signs of unpleasantness. Only this time, it is the guards who are the perpetrators!

"Please! My friend is in terrible trouble! You must help me" begs a thin Flan man.

"Push off Flan! Your kind is barely tolerated. Be thankful, we don't run you in for disturbing the peace!" replies the Suel guard.

And with that, the pair of Suel guards grab the Flan man and send him tumbling out into the crowd where he comes to an abrupt halt at your feet.

With a laugh, the guards head inside their guard post.

The players can either help Helge up or he will gracefully stand on his own. He will introduce himself to the players and then notice he's covered in filth. He will cast Prestidigitation to clean his clothes and the resume his discussion with the players. Players making a Spot check (DC 10) will notice a tiny dragon head poking out of Helge's robes.

Helge will discourage the players from confronting the guards, citing that there are far too many of them to make the fight fair not to mention they are the town guard and they could have the players thrown in jail. If

the players continue to confront the guards, the Suel guards will all mock the player. If the players are anything but Suel, the guards will tell the players they have no say as they are not Suel. If the players are Suel, the guards will question the sanity of any Suel that would associate with unpure blood and direct the player to the nearest temple. Either way, the guard will tell the player to be off as he has no time for them. If the players continue to try and start a fight, more town guard will quickly arrive, subdue the players and throw them in jail. Helge will bail them out and will take the bail out of their payment.

Helge will assume that the players are of "hearty adventuring stock" and will ask them for their assistance. He is willing to pay for their services (100 gp total). He will refuse to pay them up front. He will only pay them upon completion of the job. He wishes for the players to accompany him and Ralos to the Cairn Hills to help rescue Trillian. He is quite eager to leave as soon as possible.

Once the players seem to be friendly with Helge (or at least not hostile), Ralos the pseudodragon will emerge from Helge's cloak and buzz around the characters, sizing them up and vocally assessing them.

Helge has the following information to give to the players should they ask:

- His friend Trillian Jacobson set out three days ago to the Cairn Hills to explore a set of ruins he had recently discovered
- Trillian's exploration of the ruins was part of his bid to join the Royal Explorers Society
- This morning, Ralos arrived at Helge's house. Trillian and Ralos are inseparable. The fact that Ralos is here on his own leads Helge to believe that Trillian is in some sort of trouble.
- Helge has secured a pack mule and is prepared to leave as soon as possible.

Ralos fled to get help as soon as he could. He doesn't know much now but can add the following information:

- He's not sure where Trillian was taken but knows that it is dark where ever he is.
- He knows that Trillian was attacked by many unseen assailants

Once the players and Helge have come to an agreement and the players are finished asking him questions, read the following:

Now that we have a deal, I must go prepare. Meet by the northwest gate. This gate is near where the Corundum River enters the city. It is also the road that leads to Goldplains. I shall meet you in a few hours. Don't be late.

Encounter Two

The Great Outdoors

The players will arrive at the gate before Helge and will be forced to wait for Helge. Just as the players are beginning to grow restless, Helge arrives.

Just when you thought your employer might not show, a comical sight greets your eyes: Helge wrestling with his pack mule. The mule is clearly overburdened by the mountains of gear strapped to her back and has sat down in the middle of the street refusing to get up.

"Come on you stubborn mule! This is not the time nor place to rest. If you don't get up this instance, I shall sell you to a local wizard as spell components!" Helge shouts angrily!

Helge looks your way and shouts "A little help here people would be appreciated."

The players should take this opportunity to help the hapless Helge. Helge has not been out of Seltaren in his entire life and will admit this should the players chide him about his wilderness skills. He is a talented musician after all. Why waste his skills where no one can hear them?

Helge has brought too much gear. He has pots, pans, tents, blankets, a spyglass, books to read and write in, several instruments, etc. If the players throw away

half the gear and make a Handle Animal check (DC 10), they can convince the mule to get going again. The players also have the option of buying a second mule to help carry Helge's equipment. Helge is out of money at the moment having spent it all on hiring adventurers and buying provisions. If the players can not find a way to help Helge with his equipment problems, Helge will be forced to carry his belonging on his back. Helge does not like this idea and will try and convince the players to carry some, if not all, of his gear for him.

Eventually the players will set off along the road towards Goldplains. They will follow the road north until they reach the fork in the river and the road. At this point, they will head west towards Kruknik continuing along the Corundum River. There they will be forced to make camp for the night. All the while Helge will complain.

The following are a list of possible complaints that Helge might use:

- There's a rock in my boot
- I have to go to the washroom
- I'm tired
- There is some ferocious animal stalking us. Quite possibly a (insert animal name here)
- I'm thirsty/hungry, lets stop for a drink/bite to eat.
- The straps of my pack are cutting off the circulation to my arms. I must get this pack off.
- I have a blister on my hand. Could we stop and tend to it? It is on my strumming hand after all.

Random Encounters

A list of six possible encounters has been provided for the DM to use at his or her leisure. These encounters can be used at any time during the course of the adventure but it is suggested that the DM try and run at least one encounter on the trip to the Cairn Hills. Not every encounter needs to be used so pick and choose the encounters to suit the group of players and the skills they possess. Use **Map 1: Camp Chaos** as a map for possible campsite encounters or make up your own.

- 1 – Swept Downstream
- 2 – Poison Ivy
- 3 – Adam Oakheart
- 4 – Masked Bandits
- 5 – Hungry As A Bear
- 6 – Beaver Fever

Random Encounter 1: Swept Downstream

Helge wades into the river to soak his feet, clean a pot, etc. He is swept off his feet by the current and is swept down stream. He is clinging to a rock and refuses to let go. The rock is about 20 feet out from shore on either side. If the players have a rope, they can attempt to lasso him. They can also swim out and tie a rope to him and have the rest of the party drag him ashore. Alternatively, the players could swim out to Helge and swim back with him. The water isn't very rough. A Swimming check of 5 is required to get out to Helge and a Swimming check (DC 15) is required to swim back with Helge due to the weight. If Helge is given any reason to panic, the Swimming check becomes DC 20 as Helge starts thrashing around.

Random Encounter 2: Poison Ivy

Helge will set up the campsite while the players gather firewood, build the fire, cook the food, etc. Helge will lay out the bedrolls and blankets he brought for the players to sleep on. He will tell the players he found a nice comfy spot for them to sleep. He decided to use some plants as cushioning and that they should all get a good nights rest as a result. Helge put the bedding on poison ivy. If a player makes a Spot check (DC 15) they will notice that the bedding is on a bedding of plants. Anyone making a Survival check, Knowledge (Nature) or Knowledge (Herbalism) at DC 15 will identify the plants. If the plants are not identified and the players sleep on ivy, they will develop an itchy rash that will give them a – 2 modifier on ability and skill checks for 1d4+2 days. It will also make wearing armor very uncomfortable. Anyone with the Herbalism skill, can make a Heal check (DC 15) to produce a salve that will cure the rash. Adam Oakheart has a salve to cure the rash and will help anyone sporting a rash from Poison Ivy.

Random Encounter 3: Adam Oakheart

This encounter can take place at anytime during the module, possibly taking place more than once, but most likely in the party's camp. Adam can provide healing and assistance as the players need it.

An unkempt man wearing animal skins and carrying a quarterstaff appears silently from the surrounding bush, his movements disturbing none of the surrounding vegetation. He smells slightly of fish.

"Hello. Have any of you seen a big black bear? His name is Fisher on account of the fact that he likes to roll around in dead fish. Fisher took off last night and I can't find him. He likes to chase squirrels. He saw one of those little guys and took off running. I have been looking for him for a few days now."

The druid's name is Adam Oakheart. The bear is his animal companion and answers to the name Fisher. Adam will make himself perfectly at home in the players camp as the entire surrounding area he considers his home. He'll ask for food and water, possibly helping himself as he most likely shows up as the players are eating some kind of meal.

If this encounter occurs before the players have run into the bear, it will provide them with information to help deal with the bear in **Random Encounter 5: Hungry As a Bear**. If it happens after the players have encountered the bear, have Oakheart wander into the player's camp in the morning and offer to heal anyone who is hurt by providing 8 goodberries. If the players treat Adam well, he will also provide information about travelling outdoors. He will check their water supplies to see if the stuff is good and warn them about Beaver Fever (**See Random Encounter 6**). He will warn them to keep their food up in trees and to make sure all packs are closed tight. He will also provide a burlap sack for players to carry items in.

If asked about the Cairn Hills or Trillian, he will mention that he met a man matching

that description headed in that direction a few days ago. He hasn't seen him since. If asked about what kind of dangers, the players might encounter in the Cairn Hills, he mentions that he has seen orcs in the area as well as an owlbear. He has seen kobolds in the area that Trillian was headed but everyone knows kobolds are no real danger.

Adam Oakheart: 24 hp; see Appendix 1

Random Encounter 4: Masked Bandits

During the night, 2 raccoons (use the stats for a badger without Rage, page 268 of the Monster Manual) will enter the camp and will begin rooting through the players packs, beginning with Helge's gear. If the players do not make Listen or Spot checks versus the raccoons Hide and Move Silently, the raccoons will make off with 1d4+1 random possession from the players, provide they can carry the items in question. The raccoons will take anything that is size small or tinier. If there are no items to grab, they will take food if possible.

Raccoon (2): hp 2 (each); see Badger on page 268 in Monster Manual. Raccoons cannot rage like a badger can.

Random Encounter 5: Hungry As A Bear

A hungry black bear wanders into the camp looking for something to eat. It is Fisher, the animal companion of Oakheart the druid that has wandered off. It smells food and nothing will stop it from eating! Players will not be surprised by Fisher because he has recently found some dead fish down by the stream and rolled in them. His smell gives away his presence in the dark. Unless the players took the precaution of making a food cache (tying their food up in a tree), the bear will wander into camp and begin tearing apart backpacks to get at the food. Unless Helge is made to tie his pack up and put in a cache, he most likely will have his food where Fisher can reach it. An Animal Empathy check (DC 15) will change the bear attitude from Indifferent to Friendly and allow the player making the check to get the bear

to leave. Add +5 to the check if the players know the bear's name. If the check is successful, Fisher will cozy up with the player who tamed him. He will playfight a bit with the player then go to sleep, using the player as warmth.

If the players have angered the bear by attacking, the bear's attitude will be Unfriendly or even Hostile depending on if the players did damage or not. See NPC Attitudes on page 128 of the Dungeon Masters Guide for more information.

The players can move away from the bear and allow him to eat all the food. The bear will not attack the players unless it is attacked first. As soon as the bear is done eating it will cozy up with the players and go to sleep if the players did nothing to anger it. Otherwise he will wander off into the night. Player backpacks will be completely destroyed however which leaves the players trying to figure out how to carry all their gear.

If the mule was coaxed into coming and the food was left on the mule, the mule has broken loose dumping its gear on the ground. The players will be forced to track the mule in the morning if they wish to get it back. A Survival check (DC 10) will allow the players to find the mule. A quick thinking player could lure the bear away with the remaining food. The bear will grapple any player with food for subdual damage, thinking it is playing. It is an animal companion so it doesn't aim to kill. It just wants food. If the player lets go of the food, the bear releases the player and goes after the food.

In the morning Adam Oakheart will be by to collect Fisher if the bear sleeps in the camp. He will thank the players for looking after Fisher. If the players killed Fisher, he will wander off upset and offer no help to the players.

Black Bear (1): hp 19; see page 269 in Monster Manual.

Random Encounter 6: Beaver Fever

At some point during the journey, Helge will have run out of water and will wander off to fill up his waterskin. He will tell players he's

wandering off and will offer to fill the player's waterskins too. Unfortunately, Helge opts to fill the skins from a small rivulet that has been damned by beavers.

The water has grown a bit stagnant and carries the disease 'Beaver Fever'. Beaver Fever is identical to Filth Fever (see diseases on page 292 of the Dungeon Master Guide) except that due to the concentration of Beaver Fever in the water, the onset time is one day. Should the players drink any of the unpure water, they will wake the next morning feeling the effects of Beaver Fever provided they fail their Fortitude save (DC 12). The symptoms include diarrhea, vomiting, aching joints and high fever.

If any player goes with Helge to collect the water, they can make a Survival check (DC 10) to realize that the water is probably not fit to drink. Casting Purify Food and Drink will remove the disease from the water.

If the players ask where Helge got the water from, he'll tell them he stopped at a cute little area where a bunch of beavers were building a dam. He stopped to watch the beavers and took water from the little lake that had formed from the dam. Savvy players may clue in right away to this information but a kind GM could give a player a Survival or Intelligence check (DC 15) to realize that the water may be tainted.

Encounter Three Camp Chaos

After at least a day and a half of travelling, the players will be very close to Trillian's campsite. At this point, Ralos will lead the players the rest of the way and then fly off to check on his pseudodragon girlfriend.

The campsite has been tossed. After the kobolds captured Trillian, Wreepo sent some of his men out to search Trillian's campsite for more magical items. The kobolds took anything that looked valuable for Wreepo as well as a few trinkets for themselves. There is little of value left in the campsite. Most of the items have been pulled apart or torn up by the greedy kobolds. There are a few

mundane items still salvageable if the players are concerned with recovering the items. The players can recover a torn bedroll, a ripped backpack, two broken scroll cases, a broken 10 foot pole, a sack and 2 torches.

If the players give the campsite the once over and make a Search check (DC 10), they will discover the remains of a journal. The book has most of the pages torn out and scatter around the area. If players take the time to collect the pages and reassemble them by date they will discover that Trillian had discovered that a well in the ruins of the temple at the top of the hill actually led to a holy cistern room beneath the hill. Trillian was going to set out next morning to find the entrance to the area beneath the temple. He was quite excited discovering this new area and felt that the entrance was somewhere in or near the temple.

If the players make a Search check (DC 20) or simply say they are thoroughly searching or feeling around in the backpack, they will find that it has a secret pouch sewn inside it. The pouch contains a *Potion of Cure Light Wounds*. Trillian keeps a potion hidden just in case of emergencies.

If any of the players have the Track feat and make a Survival check (DC 15), the player making the check will be able to tell that a large number of small reptilian creatures were recently in the camp ransacking it. If any player has kobolds as a favoured enemy, that player will instantly know the reptilian tracks are kobolds. There is no apparent sign of struggle or blood in the campsite. Judging from the tracks, Trillian was not captured while he was in camp. There are human tracks but they are older than the reptilian tracks. If the player has the Track feat and makes another Survival check (DC 15), the most recent human track as well as the kobold tracks will lead the player to the entrance to the underground ruins beneath the temple. See **Encounter 5: When Kobolds Attack!** A set of older prints leads to the trail up to the temple ruins.

When the players reach campsite, Ralos will get the granted abilities of a familiar again.

However, Trillian is currently unconscious at the moment and Ralos can not communicate with him the Empathic Link ability.

Give the players some time to go over the campsite for clues, etc before reading the following text.

As you survey the wreckage of the campsite, you notice Helge sitting wearily on a rock wrestling with his boot.

“All this walking is giving me blisters on my feet. I wish I could fly like that little dragon. Speaking of which, does anyone know where he went? I haven’t seen him in some time.”

At that very moment, the familiar hiss of an angry pseudodragon echoes from a grove of trees to the north followed by what sounds like a pack of dogs yipping.

Ralos is currently in a grove about 100 feet northwest from Trillian’s campsite. Unless the players stated they were going to look for Ralos they will be considered to be running from Trillian’s campsite. If the players make a Listen check (DC 10) to determine the direction of the noise. As long as one player makes the check, the rest can follow the successful player to the grove. Keep in mind this may affect initiative order.

When the players arrive at the grove, they see Ralos hovering at a nearby tree attempting to sting a small reptilian, dog like creature who is standing on the shoulders of another small reptilian, dog like creature. The kobold that Ralos is fighting is attempting to grab some eggs from a nest that Ralos is trying to block off. Surrounding the two acrobatic kobolds are four more kobolds, cheering their companions on and firing light crossbow bolts at the dragon in an attempt to kill it for dinner. The female pseudodragon has already been hit and has fallen in a bush near the tree. She is wounded and unable to fly.

Unless the players make an attempt at sneaking up, the kobolds will not be surprised by the players. The kobolds are part of the group that raided Trillian’s campsite. They decided to take the

opportunity of being away from Wreepo to have a little fun. The kobolds will combat the players until half of their numbers go down, then they will attempt to escape. Any kobolds that escape will not make any attempt to lose the players. They will run straight for the entrance to the underground ruins and the kobold warrens where they alert Wreepo and the rest of the tribe of the impending threat. If all the kobolds die before being able to flee, the Survival Check is DC 10 to follow their trail back to the ruins.

The kobolds will shoot their light crossbows and attempt to seek cover in the surrounding bushes. The kobolds will single out the toughest looking fighter and attempt to take him down first should melee combat ensue. Otherwise they randomly fire crossbow bolts at the party. Keep in mind that kobolds are light sensitive when running this encounter. Players will most likely be fighting the kobolds during the day.

Helge will spend a round putting his boot back on before joining the players in combat. Helge has not been out of the city before so he has not seen kobolds and may or may not find them absolutely repulsive little creatures. If the players are having trouble with the kobolds, Helge will sing (See Bardic Music: Inspire Courage, Players Handbook p.29), then produce a light crossbow and join in ranged combat. He will only engage in melee if necessary. Otherwise, Helge assumes a less active roll in combat. For example, Helge may have to run back and get his crossbow giving the players a few rounds on their own to fight.

APL 2 (EL 1)

Kobolds (6): hp 2,2,3,3,3,4; see page 161 of Monster Manual

Treasure: 6 light crossbows, 6x10 light crossbow bolts, 6 halfspears

NOTE: After **Encounter Three: Camp Chaos**, the characters may need to rest after fighting the Kobolds. From this point, they should have a day and a half to rescue Trillian. On the second day, Ralos will be more concerned with his pseudodragon girlfriend and taking care of her. He will assume that these adventurers will be busy saving Trillian and won't pester the

characters during day two. This gives the players the option of a days rest before **Encounter Five: When Kobolds Attack!** If by the morning of day three, the players have not rescued Trillian, Ralos will be panic stricken. He will wake the players early in the morning (but not before they have a chance to regain spells) and tell them to hurry. Ralos has been speaking telepathically with Trillian and told him that the characters would be there soon. Trillian told Ralos that he has managed to stall the Kobolds by promising the Kobold leader to teach him new magics. Trillian is doing all he can to prevent the Kobolds from eating him but his time is almost up. If the players don't hurry, Trillian is done for.

Encounter Four The Ruins

Cresting the hilltop is what looks to be a stone building of some sort. One of the many tombs that litter the Cairn Hills perhaps? If you are brave enough to push through the darkest of the hillside thickets, perhaps you'll find out!

About 20 feet west of the camp is a freshly beaten path to the ruins which sit atop the nearby hill. The path is the easiest way to reach the temple ruins. It is not necessary to take the path to reach the top of the hill however. The hill is not so steep that players could not walk up any side of the hill to reach the temple ruins.

Dotted around the outside of the temple are small shrines to three other Suel gods (Phaulkon, Phyton and Fortubo) as well as several statues in various states of disrepair depicting Jascar in all his holiness. A Knowledge (Religion) check (DC 15) is required to determine the object of worship for each shrine. Here are some descriptions of these gods. Consult the Living Greyhawk Gazetteer for more information.

Jascar: god of hills and mountains. Often seen as a man with a dark beard and shining silver breastplate abreast a great horse or Pegasus. His symbol is a snow-capped mountain peak.

Phaulkon: god of air, wind, clouds, birds, archery. A powerful, clean shaven bare-chested man. His holy symbol is a winged human statuette.

Phyton: god of nature, beauty, and farming. A tall slender youthful-looking Suel who can take the form of any forest creature. His symbol is a scimitar.

Fortubo: god of stone, metals, mountains, and guardianship. His holy symbol is a glowing headed hammer and his personal weapon is a great hammer. A small bearded Suel who resembles a dwarf.

The temple is dedicated to Jascar. Any player making a Knowledge (Religion) check (DC 15) will be able to discern the symbols etched into the temple stonework as connected to Jascar. The etching in the temple is written in Ancient Suel. If any of the players know Ancient Suel they will be able to translate it. A Comprehend Languages spell or a Decipher Script check (DC 25) will also translate the writings. The writings are basic prayers to Jascar, asking for his blessing to be brought down on these hills and the many Suel travelling through. A Knowledge (Architecture) check (DC 10) will indicate that his temple is quite old and was possibly constructed not long after the Suel began migrating west into this region after fleeing their devastated homeland. See the Living Greyhawk Gazetteer for more information on the Suel migration. The inside of the temple is a 20 foot wide by 40 foot long room with a ruined altar at one end. Near the altar is a large stone bowl that was once used to create and store holy water. It is now cracked and useless. Besides the bowl is a well where water could be drawn up from the hillside. If the bowl is repaired, a high level cleric of Jascar can cast the *Bless Water* spell on water in this bowl without the need of material components. The bowl weighs over 100 lbs and is about 5 ft. in diameter so transporting it is a difficult prospect at best. It radiates faint magic.

The well reaches down into the earth about 60 feet. The diameter to the well is not big enough to allow a medium or larger person through without them making an Escape Artist check (DC 30). Small creatures can make it through the hole but it is a tight fit. They will be helpless until they reach the

underground cistern room (**see Encounter 5: When Kobolds Attack!**). There is no rope down, so players must provide one if they wish to climb down. Lowering a light down will reveal water to the players able to see down the well far enough in low light. The well is too narrow to show any detail of the room below so players would not be able to tell that the room below is actually a room and not just a cave full of water.

A Search check (DC 10) of the altar will uncover a book that speaks of the holy rites of Jascar and this temple. The book was on top of the altar but was knocked off by the kobolds while searching the temple for treasure and the altar was knocked on top of it. Some of it sticks out from the toppled altar. The book, like the etchings on the temple, is written in Ancient Sueloise. Unless the players can translate the language by reading Ancient Sueloise, casting Comprehend Languages or making a Decipher Script check (DC 25) they have no idea what the book says. If the characters can translate the book, the players will be told about a blessing chamber beneath the temple within the hill where new followers of Jascar are taken to be initiated via baptism. It also outlines the ritual used by the priests. A cleric of Jascar must perform the ritual. A priest of Jascar can make a Wisdom check (DC 10) to decipher the drawings that accompany the description of the baptism ritual to learn how to properly perform it as it is very similar to the rituals used by the church presently. Those baptised by the cleric will be under the effects of *Bless* as cast by a 17th level cleric.

The rest of the temple is unremarkable in any way. There are no pews left, just a few candleholders that currently have no candles in them lie strewn about the temple floor as well as the remnants of a campfire built here some time ago. The most recent tracks here are a set of human tracks (Trillian's). No Track check is necessary to see them amongst the dirt on the floor.

Encounter Five

When Kobolds Attack!

Eventually, the players should find the entrance to the underground cistern beneath the temple. The entrance was concealed by the kobolds with branches and shrubs and is found on the back of the hillside (see Map 3 Ruins Area Overview). A Search check (DC 15) will reveal the hastily concealed doorway. If the players are following kobold tracks, the tracks will lead within 10 feet of the concealed door and stop. The kobolds have made a shoddy attempt to conceal their tracks. A player with the Track feat can make a Survival check (DC 20) to see that the trail leads into a set of bushes against the hillside. If there are any Elves in the party they get an automatic Search check to find the doorway if they pass within 5 feet. The doorway leads to a set of stairs that will bring the players down below the hill into Room A: Cistern Room.

Helge will not accompany the players into the subterranean ruins if there are six players in the group. Helge will prefer to stay behind at Trillian's ruined campsite and wait for the players. If there are only four or five players he will agree to tag along but only after some cajoling on the part of the players.

Room A: Cistern Room

This room is where the Suel priests of Jascar would perform many of their holy rites and rituals. The pool that makes up most of the room was used to baptize new converts to Jascar. The water from this cistern room was also used to make holy water. The walls of this room are covered with illustrations depicting the many glories of Jascar. The pool is 5 feet deep. There are stairs leading from the northern portion of the walkway down into the pool. The water is cold and clear and perfectly safe to drink. This is also a holy place and any good character can sense the room's holy aura. A *Detect Good* spell would radiate overwhelmingly here.

In the ceiling of this room about 15 feet up, is a small hole that leads to the temple above. The hole is over the center of the pool and can not be accessed by reaching directly overhead unless the person is standing in the pool.

Around over half the perimeter of the room is a cobblestone walk way. The walk way is about two feet wide, slightly slanted towards the pool due to erosion and rather slippery. Anyone moving faster than half speed must make a Balance check (DC 12) to avoid slipping and falling into the pool. The pool is 5 ft deep and could prove problematic to any short armor wearing characters who fall in.

In the northwest corner of the room just above the surface of the pool is a small altar to Jascar that was used in the blessing ceremonies. If a high level priest of Jascar were to perform the proper ritual here, all players standing in the pool would receive a *Bless* spell cast at 17th-level. A priest of Jascar could review the illustrations on the walls and make a Knowledge (Religion) check (DC 15) to realize the significance of the drawings and the ritual but could not perform the ritual exactly. The priest would need the book from the altar ruins in the temple to do that. **See Encounter Four: The Ruins**

On the north wall is a doorway that is reachable by the narrow path that skirts the edge of the room. The doorway leads to **Room B: Storage Room**.

On the west wall, a large opening has been rent in the stone. This opening leads down a tunnel to **Room C: Entrance**. The opening to this tunnel is trapped. It is rigged with a light crossbow to fire at anyone who hits the tripwire. It must be reset by the kobolds to be used again.

Crossbow trap: CR 1; mechanical; location trigger; manual reset; Atk +10 ranged (1d8 19-20/x2 bolt); Search (DC 20), Disable Device (DC 20).

Room B: Storage Room

At one point this room held important religious articles used in the various ceremonies held in the holy cistern. The room has long since been emptied of its contents and now only contains empty stone shelves.

Room C: Entrance

Other than Wreepo, there are 12 male, 10 female and 7 baby kobolds in the lair. If any kobolds escaped from **Encounter 3: Camp Chaos** make sure to add them to the total number of male kobolds. The women won't fight unless threatened with violence or their children are taken. The children won't fight but will put up a struggle if separated from their mothers. You will want to keep track of how many kobolds remain to make appropriate adjustments to certain encounters. For example, if the players have killed 14 kobolds there won't be 6 kobolds to fight the players in the Sleeping Area counter attack.

This natural cavern is about 20 feet high from floor to ceiling. The room itself is 15 feet wide, 20 feet long and exits via a forked path. The room still has yet to be cleared of some of the larger rocks. Anyone wishing to take cover behind the rocks would receive ¼ cover bonus from anyone shooting at them from down the forked in the tunnel.

Just before the fork in the path is a covered pit trap. The kobolds dug the pit there to slow the advance of attacking creatures that would invade from the temple ruins. Clearing the 10 feet wide by 5 feet long pit will require a Jump check or players could make a Balance check (DC 15) to skirt around the outside edge.

Camouflaged Pit Trap (20 feet deep): CR 1; mechanical; location trigger; manual reset; Reflex save (DC 20) avoids; 10 ft. deep (1d6, fall); Search (DC 24), Disable Device (DC 20).

On both sides of the room about 10 feet up, are two shelves carved out of the stone. The kobolds use these areas as hidden guard posts from which to ambush intruders who have entered their lair. Players can detect the kobolds with a Spot check (DC 20) to act during the Surprise round.

Tactical Notes:

The shelves are 5 feet wide and 15 feet long. The shelf is 4 feet high making it impossible for Medium creatures to stand up

there and effectively fight. Any medium sized player climbing up to fight kobolds on the shelf can only use weapons of size small. Small players have no penalty fighting here.

The kobolds have 1/4 cover from any attempt to attack them with missile fire. Melee attacks can not reach the shelf from the cavern floor.

Characters must climb up to attack the kobolds with melee weapons. If characters don't want to climb, they can jump up to grab the ledge as a standard action and as a move-equivalent action, pull themselves up. Smaller characters may need to make a Jump check (DC 12) to reach the shelf.

A character with a reach weapon could stand on one of the rocks near the shelf and make attacks but the kobolds get ¼ cover.

Unless the kobolds are on alert, there are only two kobolds, one on each side, standing guard. They will attempt to shoot invaders with their crossbows while sounding the alarm. Once the alarm is sound, four more kobolds will arrive to engage in combat two rounds later. Two will appear on the shelves (one on each side) and two will appear from each fork in the tunnel. If the alarm has already been set off, the kobolds will already be in place.

Number of Kobolds:

No Alarm

Kobolds (2): hp 3,3; see page 161 of Monster Manual

Alarm

Kobolds (6): hp 2,3,3,3,4,4; see page 161 of Monster Manual

Room D: Spider's Lair

The fork leading north from Room C: Entrance curves past the lair of a medium size monstrous spider. The spider is a pet of the Lightning Scale tribe kobolds and is trained not to attack kobolds. The tunnels are 6 feet high here

The spider's lair is 10 feet high but a large portion of the room is filled with spider webs which would easily catch fire if flame were

put to it. However, this would produce a large amount of smoke in the area and would alert the kobolds to player presence if currently undetected. In the back of the room, players making a Spot check (DC 15) will notice the cocooned remains of a small humanoid (a gnome). The gnome was prowling around the lair and accidentally alerted the spider who immediately trapped and dragged the gnome into the cave. The corpse has a masterwork shortsword, a gold ring with an emerald inset and a gold pendant on which is inscribed "Good Luck Erky".

The spider will be lured out of the lair by the kobolds and will be used to attack players as part of a back up plan attack plan in **Room E: Sleeping Area** should the players make it past **Room C: Entrance** and the alarm is triggered..

Number of Kobolds:

No Alarm

Monstrous Spider, Medium-Size Medium-Sized Vermin: hp 11; see page 210 of Monster Manual

Alarm

nothing

Treasure: Masterwork shortsword 310gp; Gold ring with emerald 150gp; Gold pendant 500gp;

Room E: Sleeping Area

This large area has now been made a common sleeping area for the tribe. The female kobolds stay here most of the time tending to children, mending armor and weapons and performing other minor chores. The ceiling is over 15 feet high here and the roof is covered with stalactites. The floor is covered with furs, mosses and other soft substances for the tribe to sleep on.

If the alarm is sounded, the women and children will be herded into Wreepo's room (**Room F**) until the trouble dies down. The women will not attack unless the players threaten their children. The children will take cover with their mothers and will only

put up a fight if the players try to separate them from the other kobolds.

The male kobolds, led by Wreepo, will make their stand in this room. Any kobolds that escaped Encounter Three: Camp Chaos will be in this room when the players enter the caves along with four other kobolds that are resting here. If the alarm sounds, the two kobolds in **Room G: Armory** assemble here as well. Those two kobolds from Room G will have two alchemist vials each to throw at players. Wreepo will use the *Shield* scroll when he hears the players coming in the room and then targets the biggest fighters with *Cause Fear*. He will use his *Grease* spell if the party is grouped up or there are spellcasters hanging in the back and causing trouble.

Number of Kobolds:

No Alarm

Kobolds, male (4 + any kobolds left from **Encounter Three: Camp Chaos**): hp 2,3,3,4; see page 161 of Monster Manual

Kobolds, female (10): hp 2; see page 161 of Monster Manual

Kobolds, children (7): hp 1; see page 161 of Monster Manual

Alarm

Kobolds (6 + any kobolds left from **Encounter Three: Camp Chaos**): hp 2,3,3,3,4,4; see page 161 of Monster Manual

Monstrous Spider, Medium-Size Medium-Sized Vermin: hp 11; see page 210 of Monster Manual

Wreepo: hp 12; see Appendix 1

Room F: Wreepo's Pad

This small cave is where Wreepo, leader of the Lightning Scale tribe lives. His bedroom is nicer than the kobold sleeping area but is still rather grimy by human standards. Wreepo can be found in here going through Trillian's items if the alarm has not sounded. Otherwise, Wreepo will be in **Room E: Sleeping Area** to mount a counter attack against the players.

The entrances to Wreepo's room are small (3 feet in height) and covered with animal pelts to give him some measure of privacy. Wreepo's floor is also lined with furs. Behind one of the furs where the wall and floor meet is a small hole in the cavern wall where Wreepo hides his treasure. A small chest is inside the hole. (Search DC 15 to find it). It is locked. An Open Lock check (DC 20) is required to open it. The chest is wooden, has a hardness of five and five hitpoints. Within the chest is 50gp worth of gold coin, a bracelet worth 100gp, an ornate dagger worth 60gp and 5 rubies worth 15gp each.

If the alarm sounds, Wreepo will have the women and children brought to his room for safety. He will drink the *Potion of Eagle's Splendor* (boosting his Cha to 21), read the scroll of *Mage Armor* and will begin readying the rest of the tribe to perform the counter attack.

Number of Kobolds:

No Alarm

Wreepo: hp 12; see Appendix 1

Alarm

Kobolds, female (10): hp 2; see page 161 of Monster Manual

Kobolds, children (7): hp 1; see page 161 of Monster Manual

Treasure: 50gp; Bracelet 100gp; Ornate Dagger 60gp; 5 rubies 15gp each;

Room G: Armory

This room is 7 feet from floor to ceiling and is where the kobolds keep their extra crossbow bolts and other weapons including 4 vials of Alchemist's Fire. It also passes as a make shift storage room. Some of Trillian's common equipment and belongings can be found here as well as some other common items the kobolds have found and brought back.

To the southwest is a 2 foot diameter hole that the kobolds crawl down to get to the northern shelf in **Room C: Entrance**. Small characters can walk down the tunnel albeit crouched over. Medium characters will have to crawl and have to make an Escape Artist

check (DC 10) to keep from getting stuck. Armor check penalties apply. Crawling characters move at half speed.

To the east is a passage that leads to **Room H: Jail**. There are two guards standing watch here unless the alarm sounds at which point they will join the others in **Room E: Sleeping Area** for the counter attack.

To the north is a 3 foot high doorway covered with animal skins. This is an entrance to **Room F: Wreepo's Pad**.

The GM should feel free to allow players to find up to 6 items worth 5gp or less on the Adventuring Gear list on page 108 of the Players Handbook in this room.

Number of Kobolds:

No Alarm

Kobolds (2): hp 3,4; see page 161 of Monster Manual

Alarm

nothing

Treasure: 4 Alchemist Fire Vials 20gp each;

Room H: Jail

This room is 7 feet from floor to ceiling. It is where Trillian is being kept prisoner. Trillian is hog tied to a post against the far wall from the entrance as well as blindfolded and gagged. Two kobolds keep watch over Trillian and prevent him from sleeping or gaining any significant rest. Wreepo knows that Trillian can use magic and doesn't want to take any chances. Every minute or two, one of the kobolds jabs Trillian with a sharp stick to wake him up. Trillian is wounded and exhausted. Trillian has managed to convince Wreepo that eating a bard is a bad idea and that has promised to reveal all his magic knowledge if released. So far Wreepo hasn't agreed to release him but hasn't killed him yet because he wants to learn the command word to Trillian's spent *Wand of Magic Missiles* as well as any other magical secrets he may contain.

Any players that are rendered unconscious or captured are brought here and are bound, gagged and blindfolded. Unless they have concealed weapons, all gear is taken from

them. There are rocks that they can use to defend themselves against the kobolds should they escape their bonds. They can free themselves with an Escape Artist check (DC 23).

Number of Kobolds:

No Alarm

Kobolds (1): hp 3; see page 161 of Monster Manual

Alarm

Kobolds (1): hp 3; see page 161 of Monster Manual

Trillian: hp 10 (wounded); see Appendix 1

Room I: Reela's Kitchen

This is where the Lightning Scale tribes resident cook resides. Reela, another kobold, was once a slave of a Duergar where she worked as a servant. She escaped and ran into Wreepo's warband while they were out on patrol and has been part of the tribe ever since. In return, she has taken it upon herself to prepare the meals for the tribe. She fancies herself a cook and since none of the other kobolds have any experience with cooked food, no one argues with her despite her obvious lack of skill. She is currently preparing to cook the myconid being held prisoner in **Room J: Larder**. If the players do not set off the alarm, Reela and two other kobolds will eventually head into the larder, drag out the myconid and chop him up good for mushroom stew.

The room is 8 feet from floor to ceiling. Along the south wall is a pile of dirty rags that Reela uses as a bed as well as to clean up around the place. Along the west wall, is a small table where two other kobolds prepare ingredients for the stew. Reela barks at them every so often to keep them in line and slaps their hands with a wooden spoon if the kobolds try sneaking a taste of any of the food. Reela currently has a pot of stew cooking over a pit of coals in the center of the room.

Amongst her dirty rag bed is a beautifully crafted platinum serving spoon that Reela took from the Duergar home when she made her escape.

If the alarm is sounded, both of the male kobolds leave to help out in the ambush in **Room C: Entrance**. The other guards Reela, who can do no better than to cower and wave her cooking spoon at would be assailants. She usually aims for the knuckles.

Number of Kobolds:

No Alarm

Kobold (2): hp 2,3,3; see page 161 of Monster Manual

Kobold (Reela): hp 3; see page 161 of Monster Manual

Alarm

Kobold (Reela): hp 3; see page 161 of Monster Manual

Treasure: Platinum Serving Spoon 180gp;

Room J: Larder

This is where Reela keeps the stores of food that the tribe brings back. There are dead animals hanging from the roof (rabbits, birds, etc). There are also shelves dug out of the wall where old urns taken from Room B: Storage hold various mosses and molds used in Reela's dishes. In the back corner, tied up with rope and covered with a damp piece of cloth, is a myconid worker that was captured by the kobolds and brought here for dinner. The myconid does not have communication spores and is very frightened. If the players free it, it heads towards the treasure room to the tunnel leading back down into the Underdark. If the players don't free the myconid, he eventually shrivels up and dies. If the players attack, it does the best it can to defend itself while trying to flee back to the Underdark.

Myconid Average Worker: hp 11; see Appendix 1

Room K: Treasure Room

Just outside this room behind a rock, is a 2 foot diameter tunnel. This tunnel leads to the southern shelf in Room C: Entrance. When the alarm sounds one more kobold from **Room I: Reela's Kitchen** will crawl up

this tunnel to help repel intruders. Small characters can walk down the tunnel albeit crouched over. Medium characters will have to crawl and have to make an Escape Artist check (DC 10) to keep from getting stuck. Armor check penalties apply. Crawling characters move at half speed.

A lone kobold guards this room making sure no intruders from the Underdark sneak up on the kobolds. This guard will not leave his position unless ordered to by Wreepo.

At the back of this long cavern room is a tunnel that brought the kobolds to these caves from the Underdark. Players should be discouraged from heading down this tunnel as it is beyond the scope of this adventure. Perhaps some writing on the wall in Draconic left by the kobolds stating Underdark with an arrow pointing down the tunnel. If they try wandering down, have them find a cave in which would take a long time to get through.

This room is a natural cave and the ceiling is 15 feet up. At the far end of the room is a pile of bones, old broken weapons, useless pieces of armor, etc. Everything in the pile is beyond repair and worthless. On top of that pile is a glowing holy symbol of Jascar. The symbol is made of solid gold and blessed with a slight magic aura that causes it to glow with a low blue light. Anyone standing at the entrance of the room, will see the glowing item but won't be discern what it is. The players will have to move up to the pile to see what the item actually is. When the players move up to the item, the darkmantle hanging above attacks. Unless players are looking, the darkmantles should get a surprise round. A Spot check (DC 25) will detect the darkmantle and allow the player the opportunity to act during the surprise round if not detected until it is too late. The darkmantle will use its darkness ability during the surprise round then attempt to attack anyone still within the darkness on its turn. Remember characters move at half movement in the darkness. Wreepo placed the holy symbol here to lure any intelligent creature into a trap. Reela throws small animals to the darkmantle to feed it when prey is scarce.

Number of Kobolds:

No Alarm

Kobold (1): hp 3; see page 161 of Monster Manual

Darkmantle (1): hp 7; see page 38 of Monster Manual

Alarm

Kobold (1): hp 3; see page 161 of Monster Manual

Darkmantle (1): hp 7; see page 38 of Monster Manual

Treasure: Golden Holy Symbol of Jascar 400gp;

Conclusion

There are four probable outcomes from this adventure.

If the players rescue Trillian on their own or are captured but manage to escape without the aid of Trillian or Ralos, read the following...

As you emerge to the outside world, you all find yourself arching your back working the kinks out you received stooping in the confined spaces of the kobald's lair.

"Well! It is good to see the surface world again I must admit! Thank you all for your bravery and tenacity. You would all make fine explorers that is for sure! Helge tells me he promised to pay you 100gp for your services. One can not put to high a price on life. I would like to triple that offer and give you 300gp. You shall all come back to Seltaren and stay as my guests and I won't take no for an answer!" Trillian warmly states as he rubs Ralos' head with affection.

"At least you didn't have to battle the twenty fiendish firebreathing kobolds that attacked me in the ruins. Lucky for you lot I managed to vanquish those little devils before you arrived! It was a truly amazing fight. It all started..." Trillian says assuredly as he strides east towards Seltaren, Helge and Ralos in tow.

Trillian is suitably impressed with the players rescuing him and triples the payment offered by Helge to 300gp. He accompanies the players back to Seltaren and has them stay at his house as his guests for a week. He brings the players to the Royal Explorers Society and introduces them around telling everyone about how these brave men and women helped fend off these ferocious reptile men and saved his life. Trillian will then discuss with the players about his next conquest, a set of ruins near the bright desert that have yet to be explored. Helge will simply be glad to be home and will hole up in an expensive room at an inn being pampered until he has fully recovered from his adventure. Ralos will be glad to have his master safe and sound. As the players bid Trillian a fond farewell on his next adventure, they notice he has a whole gaggle of pseudodragons following behind him.

If the players were captured by the kobolds but managed to escape with the aid of Trillian and Ralos, read the following...

As you emerge to the outside world, you all find yourself arcing your back working the kinks out your received stooping in the confined spaces of the kobald's lair.

"Thank goodness for Ralos! If it wasn't for this brave little dragon, we'd surely all be passing on to a glorious afterlife! Of course none of this would have happened if I had known that the ruins were crawling with a unique tribe of fiendish firebreathing kobolds who very flesh can withstand the even my mightiest blow!" elaborates Trillian as he gathers a few of his belongings. Ralos flaps around Trillian shooting daggers from his eyes.

"Lucky for you lot I managed to vanquish those devils before you arrived!" Trillian says assuredly as he strides east towards Seltaren, Helge and Ralos in tow.

The players fail to rescue Trillian. There is a chance that the kobolds will overcome the players. They will stabilize those players that they can and throw the entire lot in the jail with Trillian. The night before Trillian is

about to be cooked for dinner, Ralos flies in and gnaws Trillian's bonds apart. Trillian and the players are now left to make a daring escape. Trillian, weak and wounded will attempt to make haste out of the caves as quickly as possible. Any player conscious and able, can assist in the escape. Any players left behind will be cooked and eaten in place of Trillian and will not be recoverable. It might be a good idea to impress upon players leaving the caves without your allies could be very bad. If this is the case, Trillian brings them back to Seltaren and puts them up at his house and introduces them around the Royal Explorers Society. The players do not get the bonus payment.

If the players completely fail to rescue Trillian but survive, read the following...

You've been back in Seltaren for a few days when you are contacted by Helge. He wishes to pay you the rest of your fee as agreed and share a drink to the memory of his good friend Trillian Jacobson.

Helge stands, tankard in hand and toasts "To a good friend. May he find as much adventure in the afterlife as he found here in the Duchy!"

"Indeed!" sounds a familiar voice from the door way of the inn. Standing there in dirty, bloody rags that were once fine explorer garments is Trillian Jacobson. "Now, how about you buy me a drink and I'll regale you with the time I single-handedly escaped the lair of a pack of ferocious kobald warriors!"

"Bartender! A drink for my friend!" Helge cries out with a huge smile on his face. "Come join us Trillian. Tell us another one of your tall tales!"

"Tall tales indeed! You were all there. Surely you encountered the fire-breathing devils yourselves!" Trillian replies. A crowd begins to gather as Trillian begins to weave his tale of peril.

Trillian escapes on his own and word reaches the players that Trillian made it out alive. Trillian meets with the players and

thanks them for their efforts and then departs off on his next adventure.

Experience Point Summary

Encounter Three: Camp Chaos

Defeat or drive off the kobolds
50 xp

Encounter Five: When Kobolds Attack!

Defeat spider
50 xp

Defeat Wreepo
50 xp

Defeat Lightning Scale tribe
150 xp

Defeat Darkmantle
50 xp

Find and disarm crossbow trap
50 xp

Discretionary roleplaying award

0 - 50 xp

Total possible experience

450xp

Treasure Summary

Loot (price divided in half for sell value):

Each Light Crossbow (total of 18)
17 gp
Each Halfspear (total of 18)
5 sp

Room D: Spider's Lair

Masterwork shortsword
155gp

Room G: Armory

Alchemist's Fire (x4)
40gp

Treasure (found during adventure):

Room D: Spider's Lair

Gold ring with emerald 150gp; Gold pendant
500gp; (Total 650gp)

Room F: Wreepo's Pad

Coin 50gp; Bracelet 100gp; Ornate Dagger
60gp; 5 rubies 15gp each; (Total 285gp)

Room I: Reela's Kitchen

Platinum Serving Spoon 180gp; (Total
180gp)

Room K: Treasure Room

Golden Holy Symbol of Jascar 400gp; (Total
400gp)

Magic Items (sell value):

None

Maximum possible gold for treasure and loot

2025 gp (338 gp each player)

Maximum possible payment for rescuing Trillian

300 gp (50 gp each player)

OR

100 gp for not rescuing Trillian (17 gp each)

Maximum total gold possible for this adventure

388 gp each player

Treasure cap

400 gp

Appendix One: NPC stats

Encounter One: Helping Helge

Helge Atkinson: Male Human Brd1; CR 1; Medium-sized Humanoid (Human); HD 1d6+1; hp 7; Init +5; Spd 30; AC 11 (Touch 11, Flat-Footed 10); Atk +0 melee (1d6, Rapier, 18-20); SA Spellcasting; SQ Bardic Music, Bardic Knowledge; AL CG; SV Fort +1, Ref +3, Will +3; Str 10, Dex 12, Con 12, Int 12, Wis 12, Cha 16

Skills and Feats: Diplomacy +7, Gather Information +7, Hide +5, Perform +10, Sense Motive +5; Improved Initiative, Skill Focus (Perform)

Languages: Common, Draconic, Dwarven, Elven, Gnome, Orc

Spells Known (4; base DC=13 + spell level): 0 – Mending, Prestidigitation, Ghost Sounds, Dancing Lights

Possessions: lute, rapier, backpack, waterskin, bedroll, pots, pans, writing paper, ink

Ralos, Male Pseudodragon Familiar: CR -; Tiny dragon; HD 7; hp 15; Init +0; Spd 15 ft., fly 60 ft. (good); AC 22 (Touch 12, Flat-Footed 22); Atk +3 melee (1d3-2 and poison, sting), -2 melee (1, bite); Face/Reach 2 ½ ft. by 2 ½ ft./0 ft.; SA Poison; SQ Granted Abilities, Touch, Speak with Master, Immunity to Sleep and Paralysis, See Invisibility, Telepathy; AL NG; SV Fort +4, Ref +3, Will +6; Str 6, Dex 15, Con 13, Int 10, Wis 12, Cha 10.

Skills and Feats: Hide +20/+28 in forest or overgrown areas, Diplomacy +2, Listen +7, Search +6, Sense Motive +7, Spot +7; Survival +1 (+3 following tracks); Weapon Finesse, Alertness.

Poison (Ex): Sting; Fort save (DC 14); Initial damage sleep for 1 minute, secondary damage sleep for 1d3 hours.

Blindsense (Ex): A pseudodragon can locate creatures within 60 feet by nonvisual means (mostly hearing and scent, but also by noticing vibration and other environmental clues). Opponents the pseudodragon can't actually see still have total concealment against the pseudodragon.

Telepathy (Su): Communicate telepathically with creatures that speak Common or Sylvan, within 60 feet.

Note: While in Seltaren and on the way to the ruins, Ralos is over a mile from his master and does not have the Granted Abilities that a familiar normally receives. Once the players reach the ruins, Ralos will receive his Granted Abilities. Losing his familiar abilities does not affect his stats in any way.

Encounter Two: The Great Outdoors

Adam Oakheart: Male Human Drd3; CR 3; Medium-sized Humanoid (Human); HD 3d8+6; hp 24; Init 0; Spd 30; AC 12 (Touch 10, Flat-Footed 12); Atk +2 Melee (1d6/1d6, Quarterstaff); SA Spellcasting; SQ Nature Sense, Animal Companion, Wild Empathy, Woodland Stride, Trackless Step; AL N; SV Fort 7, Ref 1, Will 5; Str 10, Dex 10, Con 14, Int 10, Wis 16, Cha 14;

Skills and Feats: Animal Empathy +9, Handle Animal +9, Heal +6, Intuit Direction +8, Survival +8; Great Fortitude, Endurance
Spells Prepared (4/3/2; base DC=13 + spell level): 0 – Cure Minor Wound, Detect Poison, Mending, Purify Food and Drink; 1 – Calm Animal, Detect Animals or Plants, ~~Goodberry~~; 2 – Speak With Animals, Tree Shape

Possessions: leather armor, quarterstaff, 8 goodberries

Encounter Five: When Kobolds Attack!

Wreepo!, Male Kobold Sor2; CR 2; Small-sized Humanoid (Reptilian); HD 1/2d8+1 (kobold) + 2d4+2 (sorcerer); hp 12; Init +2; Spd 30; AC 14 (Touch 13, Flat-Footed 12); Atk +0 (1d6, Halfspear, x3); SA Spellcasting; SQ Darkvision 60 ft., Light Sensitivity, Familiar; AL LE; SV Fort +1, Ref +2, Will +5; Str 6, Dex 14, Con 12, Int 10, Wis 10, Cha 17

Skills and Feats: Concentration +6, Craft (trapmaking) +7, Hide +9, Listen +2, Move Silently +5, Search +2, Spot +2, ; Alertness, Combat Casting

Spells Known (5/2; base DC=13 + spell level): 0 – Daze, Flare, Ghost Sounds, Mage Hand, Ray of Frost; 1 – Cause Fear, Grease

Possessions: light crossbow, 10 light crossbow bolts, *Potion of Eagle's Splendor*, *Scroll of Colour Spray*, *Scroll of Mage*

Armor, Scroll of Shield, Wand of Magic Missiles (empty)

Note: Wreepo's Charisma will raise to 20 after he drinks the Potion of Eagle's Splendor. This will raise the DC of all cast spells to 15 + spell level.

Trillian Jacobson: Male Human
Brd5/Wzd2; CR 7; Medium-sized Humanoid (Human); HD 5d6 (bard) + 2d4 (wizard); hp 27; Init +2; Spd 30; AC 14 (Touch 12, Flat-Footed 12); Atk +6 (1d6, rapier, 18-20); SA Spellcasting; SQ Bardic Music, Bardic Knowledge, Familiar, Inspire Competence; AL CG; SV Fort +1, Ref +6, Will +7; Str 10, Dex 14, Con 12, Int 14, Wis 10, Cha 17

Skills and Feats: Bluff +10, Decipher Script +7, Diplomacy +6, Gather Information +6, Knowledge (arcana) +4, Knowledge (geography) +5, Knowledge (history) +5, Knowledge (nobility) +4, Perform +11, Profession (cartographer) +8, Spellcraft +7, Scry +7, Search +5, Spot +3, Survival +6; Alertness, Endurance, Improved Familiar (pseudodragon), Scribe Scroll, Weapon Finesse (rapier)

Languages: Common, Draconic, Elven

Wizard Spells Prepared (4/3; base DC=12 + spell level): 0 – Disrupt Undead x2, ~~Ray of Frost, Read Magic~~; 1 – ~~Detect Secret Doors~~ x2, Spider Climb

Spellbook: 0 – all cantrips; 1st – Change Self, Comprehend Languages, Detect Secret Doors, Mount, Reduce, Spider Climb, Unseen Servant

Bard Spells Known (6/4/3; base DC = 13 + spell level): 0 – Dancing Lights, Daze, Detect Magic, Mending, Open/Close, Prestidigitation; 1 – Cure Light Wounds, Expeditious Retreat, Hypnotism; 2 – Detect Thoughts, Silence, Tongues

Possessions: nothing

Note: Trillian was captured by the kobolds and has been injured. He currently only has 10 hp. He also has been kept wide awake the entire span and has not been able to rest adequately to regain bard spells. At the time of his rescue, Trillian is only able to cast the following bard spells: one 1st level spell and one 2nd level spell. He has only two 0 level wizard spells memorized. His spellbook is back in Seltaren.

Appendix Two: Myconids

(from Monster Manual 2, page 154 – 157)

Myconid Average Worker

Small Plant

Hit Dice: 2d8+2 (11 hp)

Initiative: +2

Speed: 20 ft.

AC: 13 (+1 size, +2 Dex), touch 13, flat-footed 11

Attacks: 2 slams +2 melee

Damage: Slam 1d4

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: -

Special Qualities: Plant traits, spores

Saves: Fort +4, Ref +2, Will +1

Abilities: Str 11, Dex 14, Con 12, Int 10, Wis 13, Cha 13

Skills: Craft (any one) +4, Hide +10, Knowledge (nature) +4, Listen +6, Move Silently +5, Profession (farmer) +5, Sense Motive +4, Spot +6, Survival +5

Feats: Alertness

Climate/Terrain: Underground

Organization: Solitary, pair, or gang (3-5)

Challenge Rating: 1

Treasure: None

Alignment: usually Lawful Neutral

Advancement: -

These intelligent, mobile mushrooms are among the more unusual creatures that live deep below ground. Myconids (also called fungus ones) are gentle, quiet, shy and thoughtful. They always view outsiders with distrust because they assume that all strangers are destructive and violent. To ensure that they can live in peace, they usually make their homes far from the more commonly traveled subterranean paths.

A myconid can be from 2 to 12 feet tall. The primary physical characteristics that distinguish it from other giant toadstools are its limbs – the lower half of its trunk is split in half to form two legs, and two arms depends from just below its “cap.” It also has two eyes in the cap, which are perfectly concealed when it closes them. Its hands seem to have random numbers of fingers and thumbs. Occasionally, an individual with more than two arms or legs pops up.

Amyconid has a life span of about twenty-four years. When first spawned, an infant resembles a giant toadstool. At the age of four, it reaches adulthood and becomes mobile. Thereafter, its appearance changes very little as it ages.

Average Worker

These myconids are eight to twelve years old. They are the backbone of the community, and they can perform a wide variety of tasks.

Combat

Average workers are fairly proficient fighters. If alerted to danger, they usually try to hide and then either attack from ambush or wait until more capable myconids arrive on the scene. If such reinforcements are available, the average workers use the aid another action to assist their superiors in combat.

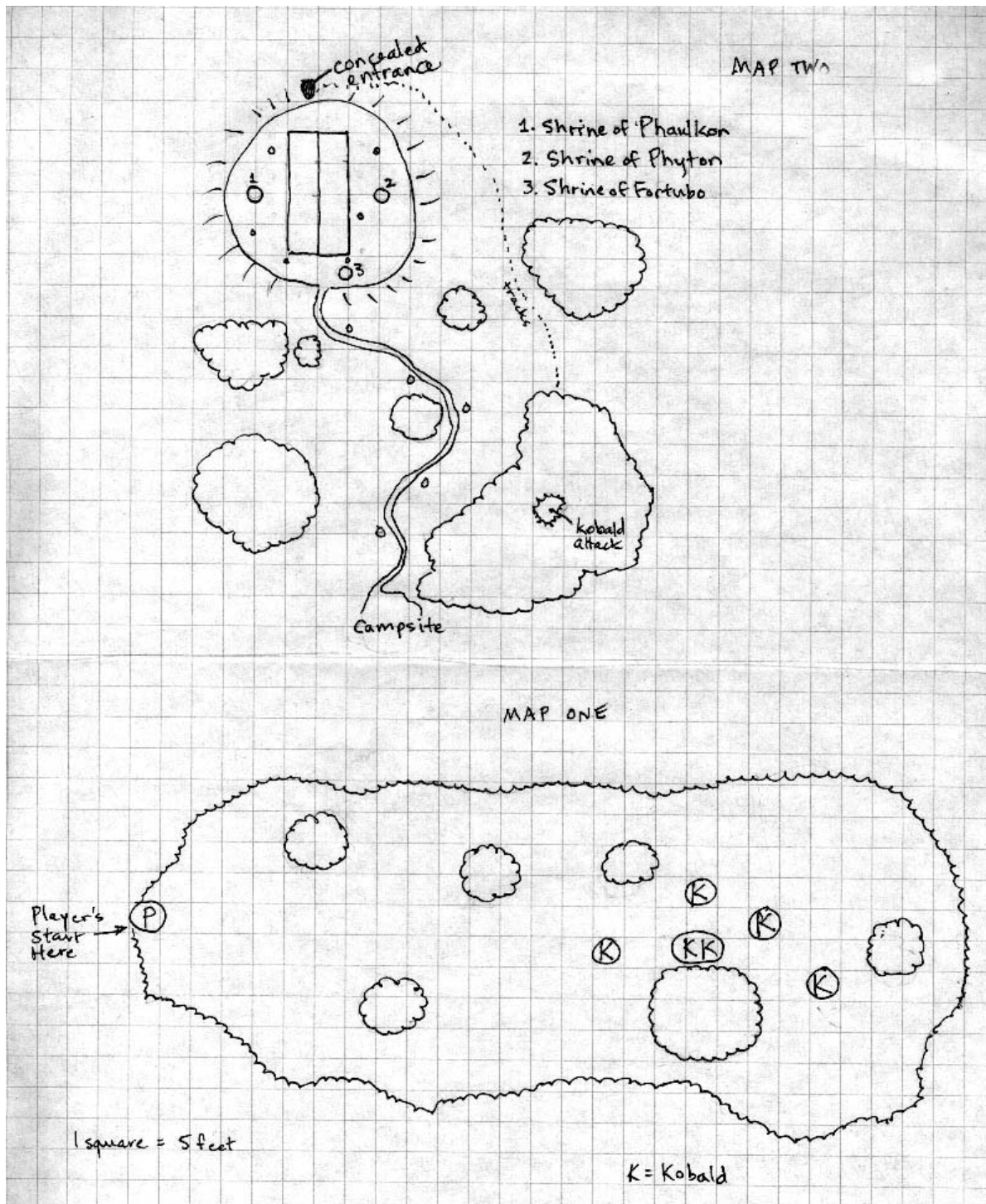
Spores (Ex): Average workers have access to both distress and reproduction spores

Distress spores: These spores alert all other myconids within the area that danger is near. They are released in a 120-foot spread.

Reproduction spores: These spores eventually germinate into new infant myconids. They are released as a 120-foot spread and have no detrimental effects on nonmyconids.

Plant Traits (Ex): A myconid is immune to poison, *sleep*, paralysis, stunning, and polymorphing. It is not subject to critical hits or mind-affecting effects. The creature also has low-light vision.

Maps One and Two: Camp Chaos and Ruins Area Overview



Map Three: Kobold Warrens

