

# Avalon Solo Adventures

Volume #5

**Avalon Games**





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## Avalon Intro to Pathfinder Solo Adventures Volume 5: The Human Fighter

Have you ever wanted to try a tabletop roleplaying game (RPG); but were too intimidated by thick rulebooks, insider jargon, and experienced players to try? Well, now's your chance! You've come to the right place.

This Avalon Intro to Pathfinder Solo Adventure will help introduce you to one of the most popular tabletop RPGs being played today: the Pathfinder Roleplaying Game. Produced by Paizo Publishing ([paizo.com](http://paizo.com)), Pathfinder uses one of today's leading RPG rulesets to let you play in a world of fantasy Adventure.

A typical tabletop RPG is played much like a board or card game; around a table with a group of friends, some drinks and some snacks. One of the players is the Game Master (GM), who leads the game and provides the story; the other players take on the role of Characters (also called Player Characters, or PCs) who help shape the tale with their actions. The GM also plays the role of all of the Non-Player Characters (NPCs), including creatures, townsfolk, and the like that PCs might meet during the Adventure.

This particular Adventure, however, is a solo affair; with the GM role taken on by the author, and you controlling a Player Character that you create (and can use later if you decide to play Pathfinder with a group). It is structured similar to the Choose Your Own Adventure gamebooks of old, although it uses dice (see below) to add the element of chance.

The scenario focuses on the Fighter Character Class and is geared towards inexperienced players; that in addition to having a full-fledged Character at the end, many of the concepts and rules of the Pathfinder Roleplaying Game are explained throughout (acting as a sort of tutorial or demo of the game). You should feel more comfortable at the end when starting to play a regular game with a group, due to having been exposed to some of its ideas already.

Future Adventures in the series will introduce the other core Character Classes (Rogue, Wizard, and Cleric).

Be aware of the Pathfinder Roleplaying Game Reference Document (abbreviated PRD and available to peruse for free at...

<http://paizo.com/pathfinderRPG/prd/>)

as an excellent resource for further exploring the game. Of course, having a copy of the Core Rulebook is also helpful, and available fairly inexpensively (in PDF form at least) at [paizo.com](http://paizo.com). Also, this Adventure includes a Glossary at the end to help further define terms and concepts which are introduced throughout.

This story has several different endings, depending on the choices you make throughout (and how much luck is on your side); and each time you play you might end up with a different type of Character (though always a Human Fighter, of one sort or another). Although unlikely, depending on the choices you make and the vagaries of fate (aka the dice) your Character could die (Pathfinder's fantasy world can be a dangerous place); so try to act carefully. The land is littered with the bones of would-be heroes who died early in their adventuring career; their tales untold. Think of what your Character would do when confronted with a threat, and if you decide to stand and fight, fight smarter (not harder).

Enjoy your journey. We hope that it will both educate you about the Pathfinder game and inspire you to find a group (or form one yourself) to play it regularly.





## Before You Play...

You'll need a full set of polyhedral dice (a 4-sided die (d4), d6, d8, d10, d12, and d20) to play this Adventure. If you don't already have these and can't acquire them (i.e. if you don't have a local game store nearby) there are online dice roller websites that do the same thing for free (Wizards of the Coast, another game company, has one at

<http://www.wizards.com/dnd/dice/dice.htm>).

## Your First Step on the Road to Adventure: Character Creation

To start, you'll need to fill in the Character Sheet found at the end of the adventure. Here's how to do that:

**Character Name:** Make up a name for your character.

**Player:** This is you.

**Gender:** Your Character can be either male or female; there are no penalties or bonuses for either in Pathfinder. The game's default assumption is a gender-neutral, not gender-biased (like our own) fantasy world; where women can be knights or blacksmiths just as easily as a man can.

**Age:** You start as a young adult, just coming into your own and ready to take on the world. Pick an Age.

**Height, Weight, Hair and Eye Color:** You choose.

**Race:** This is pre-filled in as Human. In the full Pathfinder game, you can also play other fantasy Races such as Dwarves, Elves, Gnomes, Halflings, Half-elves, and Half-orcs; but this adventure keeps things simple and has you play as a Human (playing a Human Character should be easy for you to relate to, as you are one in real life).

**Character Class:** This is filled in for you--Fighter. The all-around warrior Class of the Pathfinder world, it encompasses such classic archetypes as the knight, gladiator, mercenary, and of course the farm boy who sets out on a quest and becomes a great hero in battle.

**Character Level:** All characters start at 1st Level. Characters increase their Level by overcoming challenges and gaining adventuring experience (numerically represented in-game as Experience Points or XP). Experience Points are rewarded throughout the course of the game by the Game Master (GM) (note that in this adventure, the GM is "played" by the author, while in a normal Pathfinder game another person would take on that role and give out the XP to Players).

## Ability Scores, and How to Determine Them

Your Character's six Abilities (Strength [STR], Dexterity [DEX], Constitution [CON], Intelligence [INT], Wisdom [WIS], and Charisma [CHA]) are a measure of his raw aptitude and potential in those areas of his life-and Ability Scores assign a numerical value to each one.

There are several different ways to generate your Character's Ability Scores, as detailed in both the Pathfinder Roleplaying Game Core Rulebook and the Pathfinder Roleplaying Game Reference Document

(<http://paizo.com/pathfinderRPG/prd/gettingStarted.html#ability-scores>).

For simplicity's sake, we'll use the following method:

Roll 4 six-sided dice (4d6) and discard the lowest one. Add the remaining three together. Do this six times, writing each total down on a piece of scrap paper as you go. You will be left with six numbers, each ranging from 3 to 18 (10 or 11 is considered average, with higher better and lower worse). These represent your Ability Scores, and can be assigned to your Abilities in any way you wish. Note that, since your Character is a Fighter, it may be wise to put the higher values into his physical Abilities (such as Strength and Constitution) rather than his mental ones (such as Intelligence or Wisdom); though the choice is ultimately up to you. For example, want to play a really good-looking, suave ladies' man who also happens to be good with a sword? Put one of the higher results in Charisma. And so on.

Finally, add +2 to one Ability Score of your choosing.  
This is a Racial bonus for being Human.

To determine what to fill in for your Ability Modifiers  
(used for a variety of in-game purposes), use the  
following table:

Ability Score	Ability Modifier
3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20	+5

That's enough for now. We'll fill in  
the rest as we go along.

**Onward...to adventure!**



You are a soldier in the Kampur city militia, trained by the captain of the guard and his leading commanders to protect the city from harm, by sword, spell, or both. But you aren't just any soldier, you are an assassin, trained in the art of stealth and killing. You have learned to use either a sword or blade to strike your enemy hard and then withdraw in the shadows.

This is a Choose Your Own Style of adventure story for the Pathfinder roleplaying game. Think of it like a solo adventure game module, except that you don't need the DM to play.

In this story, you are a member of the city guard of a city that has just come under siege by an army of Kobolds. The captain of the guard is counting on you to sneak into the Kobold camp via a forest behind a siege, sneak into the Kobold's general's tent, kill the general, and (hopefully) come out alive.

All that you're given to complete your quest is a map of the Kobold encampment, your starting gear, and the blessings and prayers of your superior officers and the citizens of the city.

Taking into consideration the nature of this adventure, rogues will probably function the best. However, any character class will be able to participate.

The entire city is counting on you, good luck on your quest.

**Note: When you fight more than one opponent, you face them one at a time. For example if you face two kobolds in a fight, you will fight one until it's defeated, then you'll fight the other.**



1

There were Kobolds, small, scaly brown humanoid creatures with dog-like faces surrounding your city. There were thousands of them, leering up at the city guards, probably thinking of the loot that lay within.

Underneath the new moon, you sit huddled outside of stone buildings on the streets of Kampur with the other citizens of the town. The citizens' faces were filled with frigid fear. While their thoughts are on impending doom however, your mind is on something else, your upcoming mission.

You feel a strong hand on your shoulder. Turning, you see a dwarf in chain armor, stoking his fire red beard. "We got the intel," he said in a gruff voice, "are you ready?"

Nodding, you get up and follow him down the streets and through an iron gate, coming to a stop in front of a squat gray building. The dwarf knocks on the oaken door three times and is let in by a tall human male in leather armor. You follow him into a small room, dimly lit by a torch on the wall behind a large pine desk.

Sitting at the desk was a large, balding man pouring over a map. "Captain Herman?" You call out to the captain of the city guard.

The man behind the desk looks up and nods, "We got the information, are you ready for your briefing?"

You nod and the general continues, "Ever since we have accepted you into the city guard, we have been exclusively training you in the art of infiltration and assassination. Many of my superiors have been critical of my decision to exclusively train one of my soldiers in this manner, but because of the Kobold siege we are now facing, your skills will prove to be quite useful."

You inquire how your infiltration skills can be put to use.

5



“Through scouting and observation, we have found that the Kobold army, while they have large numbers, has a very low morale. They are being led by a general that calls himself 'Sabletalon.' We have been able to pinpoint where he is because of the gaudy, large, purple tent he stays in. We have drawn a map and have pinpointed his location.”

“What we want you to do,” the general takes a deep breath, “is infiltrate the siege and assassinate this general. If you do, we feel that since morale is so low, the army will desert.”

You tell them that there is no way that you can sneak around thousands of Kobolds to get to their leader.

“Not for a normal soldier, no,” the general looks at you, “but you can. You have to. If you can't, our city is finished. There is no way we will be able to get a message to the empire so they can't send us troops. It is up to you to break the siege.”

You picture thousands of angry Kobold faces looking toward the city, ready to storm the walls and slaughter cowering citizens. While you know in your heart you have little chance of success, you know you have to do this. With a deep breath you nod, ready to begin your mission.

**Go to 2.**



**6**

**2**

With your gear in tow, you slip out of the secret exit on your map and carefully make your way toward the main body of the army surrounding the city. Your stomach goes cold as you see milling Kobolds and hundreds, several burning torches, and tents made of cured hide. You look at the tent and see that your target is several meters away, way out of your visibility right now.

According to your map, you'll have to make your way to the woods directly behind the siege, sneak through the woods, and then slip own Knife Hill into the general's tent, kill him, and then get back out unnoticed.

Keeping to the shadows, you carefully make your way to the forest located on your map. You take refuge among a group of trees and study the layout of the siege. From your vantage point, you are able to see small parties of scouts patrolling the area between the city wall and the siege. Beyond them are standing sentries armed with small spears and shields guarding the perimeter of the siege.

**If you are going to move on, you'll need to sneak past the scouts patrolling the area between the city wall and the siege line.**

**Make a (TN - 12) stealth check.**

**If you make the check, turn to 3.**

**If you fail, turn to 4.**





**3**

You slowly crawl along the ground, hearing the wind above you and feeling the grass tickle your ear as you move across the plain toward the siege line. Each time you hear the grass crunch under your stomach you cringe, quickly looking around to see if anyone heard you. Several Kobold parties approach your position, but they fail to see you and pass by.

After several harrowing minutes you are about 50 meters away from the siege line. You eye the line and try to find a place where you can sneak into the encampment unseen, and hopefully hide among the scattered tents around the outer edges of the siege. After a few minutes, you notice an open place where you can possibly sneak by a guard leaning against his spear and staring at his feet. In the distance, at other posts, you can see that there are at least three or four Kobolds, keeping a sharp watch for anyone trying to infiltrate their camp. There are no other sentries within eyesight of this one guard, so this might be a perfect opportunity.

**If you want to try to sneak past this guard, turn to 5.**

**If you want to try to sneak up on the guard and attack him, turn to 6.**

**If you want to just take him out, turn to 7.**



**4**

As you are carefully moving along the ground, you can hear something grunt in a language you don't understand. Looking to your left, you see two Kobolds point at you. With teeth bared, they run toward you, both of them wielding small spears.

**If you win the fight, turn to 3.**



**5**

Holding your breath, you try to keep toward the shadows, mindful of the torchlight coming from the scattered tents beyond the guard. Make a (TN - 9) stealth check.

**If you make the check turn to 8.**

**If not, turn to 9.**



**6**

You look at the lone Kobold staring down at his feet and figure that your odds against him are good. You think that attacking the guard directly might draw too much attention or cause the guard to alert the whole siege to your presence, so you decide to sneak up on the Kobold and attack him.

**If you have a ranged weapon you can attack from ranged, however you will only have one ranged surprise attack. After the surprise attack, fight the Kobold for three rounds.**

**If you defeat the Kobold in three rounds or less (not including the sneak attack) turn to 10**

**If not turn to 11.**



**7**

This will be easy you think. Standing you ready your weapon and get ready to attack the Kobold. The Kobold sees you and its little amber eyes grow wide. It shakes as it readies it fumbles around with its spear and prepares to charge.

**Fight the kobold for three rounds.**

**If you defeat the Kobold in three rounds or less turn to 10.**

**If not turn to 11.**





8

You lithely slide along the grass, quietly moving along as you sneak past the guard. You are about twenty meters away from the guard when you pass him. Turning, you can hear the guard snoring as it leans against its spear. Smiling to yourself, you sneak past him and make your way to the outskirts of the siege.

**Turn to 10.**



9

You are slowly creeping along the ground when you suddenly hear a shifting noise. The lone guard is bearing its teeth and looking down at you, readying its spear. You know that you have no choice now, but to fight this guard.

**Fight the Kobold for three rounds.**

**If you defeat the Kobold in three rounds or less turn to 10.**

**If not turn to 11.**



10

You quickly fell the Kobold and leave it in a crumbled mess on the ground. Looking to your right, you see other Kobolds coming toward you. They must have heard the fight. You look for a place to hide, but the closest thing you see are the scattered tents on the outskirts of the siege in front of you. Seeing no other options, you quickly make a run for the nearest tent you see.

**Turn to 12.**



11

After a few seconds of combat the Kobold that you are fighting begins to shriek out for help. You fight harder, hoping to defeat your opponent so you can hurry and move on. With a dodge and a lunge, you are able to strike the Kobold with your weapon and cause it to crumble into a bleeding heap on the ground. You are about to resume sneaking when you see a large number of Kobolds standing before you. They must have been alarmed by your former opponent's shrieks.

You try to run but the Kobolds are instantly on you, stabbing and hacking at you with your weapons, causing your lifeblood to spill from your body. Your last thoughts before the darkness takes you are of the doomed people huddling in the city.

**THE END**



12

You make a mad dash toward a small group of tents, knowing that there is a good chance that you might be spotted by any Kobolds that might be inside or coming out of them. When you make it to the tents, you quickly look around and find a tent beside the base of a hill. There is a small shady part hidden from the torch light of the encampment between the hill and this tent.

You slither into this shade and wait. There are footsteps that can be heard from around the encampment. Obviously some of the Kobolds that were in these tents heard you running toward them. The footsteps are distant at first, but the slowly start to come closer, scratching against the ground with each movement they make.

**Your heart starts pounding against your chest. Make a stealth check. (TN - 12)**

**If you make the check turn to 14.**

**If you fail the check turn to 13.**



8



**13**

As the scratching footsteps get closer, you huddle up and try to hide in the shadow of the tent. You see a kobold stick its head around the corner of the tent and look directly at you. Its jaw drops. You know you have to act quickly, you...

**Take off running turn to 15.**

**Attack the Kobold 16.**

**14**

As the scratching footsteps get closer, you huddle up and try to hide in the shadow of the tent. A Kobold sticks its head around the corner of the tent, but nonchalantly shrugs and turns around. After a few minutes the movements stop. You breathe a sigh of relief and move on.

**Turn to 19.**

**15**

You take off running, and as soon as you come out from behind the tent, you realize your mistake. Several Kobolds are looking around their tents to see what made the noise earlier. Seeing you they instantly draw their weapons and attack. You try to get away but it is no use, you are quickly cut down before you can strike a single blow.

**THE END**

**16**

You take your weapon and attack the kobold. Roll to hit.

**If you hit it, turn to 17.**

**If you miss, turn to 18.**

**17**

You hit the kobold. It screeches in agony and falls limply to the ground. You move the corpse into the shadow to hide it from view and wait. After a few minutes the footsteps fade. You steel your nerves and look around the corner. There are no Kobolds in sight. Taking a deep breath, you move on.

**Turn to 19.**

**18**

The Kobold dodges your attack then screams something out in his language. You're about to launch another attack to silence him but you feel a sharp pain in your leg. You turn around to see another Kobold, its spear stuck in your leg. The Kobold that you failed to attack draws a dagger and leaps up and stabs you in the back of the neck. Stinging sensations claw their way down your spine as you slowly see the world fade to nothing around you.

**THE END**



**9**





**19**

You carefully sneak around and behind tents, cautiously moving from one to the next. Your blood pumps quickly through your veins, as you think of what might happen if one of the many Kobolds that are lazily walking around their camp sees you. You finally reach an area that isn't so brightly lit.

You hide behind one of the tents you come to in the welcome shadow, and are about to continue when you notice eight Kobolds in a circle. They are surrounded by torches standing on tripods made of pinewood. One of the Kobolds has his bony hands above his head and is shaking what you think might be small bones.

He tosses small bones on the ground and pumps his small fist. The other Kobolds groan as this kobold pulls a small pile of coins toward himself. All of the kobolds place a coin in the center of the circle and the small kobold holding the bones repeats the process, throwing the bones and winning the coins in the center.

Your mind races as you try to find some way to get around them. It is dark but there aren't a lot of tents in this area, so you'd have to stay low to the ground and be very careful. You could try to distract the kobolds somehow, or you can try to take them on directly.

**If you try to sneak around them, turn to 20.**

**If you try to distract them somehow, turn to 21.**

**If you wish to fight them directly, turn to 22.**



**20**

Seeing no other way around it, you decide to try and sneak around them. Keeping yourself low to the ground you crawl out from behind the tent. Roll a sneak check (TN - 14).

**If you make it turn to 27.**

**If not, turn to 22.**



**10**



**21**

You think that it would be easier to sneak around them if you created some sort of diversion. You try to think of ways you can distract them. Your fingers slip over a small rock. Using that rock, you think of throwing it at a nearby tree to cause the kobolds to get up and investigate. If you can cast spells, perhaps you can use a spell to make a noise that will divert the Kobolds' attention away from you. As the kobold you have been watching throwing bones pulls in yet another pot, an idea strikes you. If you know the Draconic language, perhaps you can mimic the voice of a kobold and accuse the winning kobold of cheating to see if that would cause a distraction among the gambling kobolds.

**If you want to throw the rock to cause a disturbance, turn to 23.**

**If you want to use magic to cause a disturbance, turn to 24.**

**If you know the kobold language and want to accuse the kobold of cheating turn to 25.**

**If you are able and want to use magic to accuse the winning kobold of cheating in the draconic language turn to 26**



**22**

All of the Kobolds that are sitting in the circle notice you. All of them leave their game and draw their weapons, and start to charge. Your skin crawls as you realize how many of them there are, but you steel your nerve and ready your weapon to fight.

**You must fight eight kobolds.**

**If you win the combat turn to 27.**



23

You roll the rock around in your fingers and then throw it at a nearby tree, causing a hollow thunk. Some of the Kobolds look up in the direction of the sound and stop their game to start talking among each other. After a minute two of the Kobolds get up and walk over in the direction the sound came to investigate. The others stand up and ready their weapons in case their comrades face trouble.

**Your diversion has gained their attention and you are able to sneak past them a bit more easily. Make a (TN - 12) stealth check.**

**If you make it, turn to 27.**

**If not, turn to 22.**

24

You decide to use magic to create a diversion. You cast a spell toward the tree you contemplated throwing a rock at and cause the diversion. One of the Kobolds that happened to be looking that way jumps up and yells "ghost!" All of the other kobolds get scared and start to run away from the "apparition" you created. After a couple of minutes, you don't see a single Kobold in sight. Smiling to yourself for a job well done, you carry on with your mission.

**Turn to 27.**

25

For a second you think you are crazy, but you cup your hand to your mouth and call out, "Hey you, quit cheating!"

All of the Kobolds look at each other in confusion and the one holding the dice says, "I am not cheating."

"You're a liar," you call back.

One of the other kobolds notices where the voice is coming from and points in your direction, you feel your pulse accelerate.

"Why don't you come over here and prove I'm a liar," the Kobold throws down the bones.

The other kobolds turn in your direction, your mind races as you try to think of something to keep the charade going, "Why don't you prove your mom's not a spineless scale muncher!"

"What? I should come over there and..." the Kobold stops when he notices that two of his comrades are laughing. "You think that's funny?"

Before the other Kobold has a chance to answer, the first one's fist connects to the other's snout, causing him to fall to the ground. The other laughing Kobold steps in and hits the first. In a few seconds, the fight breaks out into a full-scale brawl.

Cautiously you slip out of your hiding place and move onward. The Kobolds are too busy fighting to notice you. Thank goodness Kobolds are dumb, you think to yourself.

**Turn to 27.**



11



Using magic, you conjure a voice among the other Kobolds. "Hey , quit cheating."

The Kobold holding the bones looks up indignantly, "I am not cheating!"

"Yes you are, I see you cheating you sniveling dog." You use your magic to say.

All of the Kobolds are looking around in confusion, trying to find out who the accuser is. "Bet you won't say that to my face," says the Kobold with the bones, as he looks at the others in the circle.

"I won't do anything in your face, because it's ugly."

The Kobold you insulted bares its teeth and demands to know who among his fellow players insulted him. The other Kobolds look around, then nervously point fingers at each other. The insulted Kobold strikes one of his nearest fellows, and that one retaliates with a strike of his own. In a few moments, an all out brawl commences.

The Kobolds are too busy fighting to notice you. Thank goodness Kobolds are dumb, you think to yourself.

**Turn to 27**



You slip from tent to tent, carefully surveying your surroundings, making sure that you are not spotted by any kobolds. Pretty soon you notice that the number of Kobolds that are milling about are increasing. At first it is rare to see more than one kobold walking around, but after several meters seeing two or more walking together is not all uncommon.

Not long after this, you reach roughly the place where the main line of the Kobold army. You peek from behind a tent and see a large throng of tents that stretches out for several hundred meters.

Toward the back of this large group of tents, if you strain, you notice the large purple tent that is nestled with its back to a gently sloping hill spotted with many trees. Inside that tent, you hope to find the general.

Clearing your head, you take out your map and look at it. To the northwest is the forest where you are supposed to go, so you can sneak around the kobold encampment, go down the hill behind the general's tent, and sneak into his tent to slay him. You quietly creep from behind each tent, and are lucky not to catch the attention of the many Kobolds that are excitedly walking around.

After a few minutes, you are behind a tent, just a few meters away from the forest. You look toward the encampment and notice that no one is looking toward the forest. You take off in a dead run toward the forest, thinking that you can slip into the trees and start your way through the forest. However as you are about to enter the forest, you hear something sail past your ear.

Looking up, you see a small Kobold pointing a crossbow at you, up from the branch of a tree. Angrily it loads another bolt and gets ready to fire. What do you do?

**Quickly run into the forest 28.**

**Fight the kobold with a missile weapon 29.**



28

You take off in a dead run into the forest. The Kobold will get one attack on you. Roll to hit for the Kobold as it fires its crossbow at you. After the attack, you'll be able to get out of range of its crossbow.

After you run past the creature and into the forest, you can hear the creature call out. From all around the forest you can hear the sounds of other Kobolds barking responses to the call throughout the forest. Beyond some trees, you can see the silhouettes of several kobolds. Intelligence must have gotten something wrong. There shouldn't have been Kobolds in the woods!

Oh well, it was no matter now. You had to find a place to hide. Looking around, you see the mouth of a rocky cave a few meters to your right. Without pausing long to think, you rush toward the cave and hide inside of the entrance. You can hear leaves crunching beneath small feet. You hunker down, and try to hide from the oncoming Kobolds.

**Roll a (TN 12) stealth check.**

**If you make it, turn to 32.**

**If not, turn to 31.**

29

You decide to fight the kobold with a missile weapon. You take out your weapon and attack. Fight the kobold for three turns.

**If you defeat the kobold in three turns, go to 32.**

**If not, go to 31.**

13

30

You draw your melee weapon and realize that you'll have to climb up the tree to get reach the Kobold. You run toward the tree and start to climb up, as you do this, the Kobold calls out into the night. After a few seconds, you see several Kobolds appear below you , all wielding crossbows. They point them at you and fire, turning you into a lifeless, bloody pincushion.

**THE END**

31

After a few seconds of fighting, you have failed to defeat the Kobold in the tree. After your last attack the Kobold lets out a fierce scream, and you hear several voices in the woods respond. You panic and quickly try to run away. Before you get very far, you find several Kobolds in front of you brandishing spears. They attack you in unison, hitting you in several places in sending you to the ground.

The world around you starts to feel fuzzy and then the world around you becomes black.

**THE END**





32

You cautiously make your way through the trees of the forest, fearful that you might step on a twig or small pile of leaves that would make enough sound to give away your position. Around you, you can see torchlight moving among the trees and the sounds of Kobolds speaking. You guess that, despite what the captain of the guard told you, the Kobolds decided to send patrols through the woods after all.

As you move along, the number of patrols seem to grow. Several parties of torch bearing Kobolds unknowingly pass by you, talking and laughing among themselves in the hissing and clicking language that was Draconic.

You know that you'll have to do something soon, or you'll be discovered. When a patrol passes too close for comfort, you quickly make your way down a slope and find a dark recess to hide in. You hold your breath as the Kobolds pass by, the beams from their torchlight reaching the edge of your hiding place, just a few centimeters shy of your foot. When the light recedes and they leave, you sigh.

You hear no more patrols around, so you take a moment to view your surroundings and weigh your options. You can continue to try sneaking along the ground, but there is a greater chance you will be caught. Looking up, you notice that the trees are so close together in this part of the woods, you might be able to make your way across the treetops and avoid detection that way.

When you look behind you, you notice that you are not just in a recess, but are standing at the mouth of a cave, leading roughly in the direction you need to travel. With these options you take a deep breath and choose.

**If you want to continue along the ground, turn to 33.**

**If you want to try to climb a tree and sneak toward your goal through the treetops go to 34.**

**If you want to try the cave, turn to 35.**

14

33

Even though the path will be difficult, you decide to stay on the ground. You feel yourself shudder and your breath is shaky as you slowly move along. You are nervous, but you tell yourself that you knew the job was going to be tough when you took it.

**You slowly sneak your way through the trees, dodging and hiding from patrols as they come by. Make a (TN - 16) Stealth check**

**If you make it, turn to 36.**

**If not go to 37.**

34

You decide that going along the treetops might be a little bit easier than trying to sneak along the ground. Unless you make too much noise, you figure that the Kobolds won't look and you can sneak past them.

You climb the nearest tree and begin to nimbly jump from treetop to treetop, stopping your progress and hiding whenever you see a kobold patrol pass beneath you.

**Make an athletics (TN - 12) check.**

**If you make it, turn to 38.**

**If not, go to 39.**







**35**

You can hear the many Kobold patrols in the distance, and then look down the dark tunnel that stretches out before you. There are so many patrols out there that you figure your best bet is to search the tunnel to see if they lead you closer to your target.

After you get a few meters in, you take out a torch and light it. The flame on the end sputters to life, casting an orange glow around you, illuminating the red stone. There is nothing but pitch blackness beyond the light cast by your torch. You grit your teeth and continue down the path.

**Turn to 40.**



**36**

Very carefully, you move through the trees, staying close to the ground, or hiding behind shrubs when you see a patrol come by. You are a bundle of nerves, and the sense of danger has heightened all of your senses.

You are passing around the edge of a clearing when you notice a patrol of three kobolds step into the clearing from the opposite side of where you are. They pause, and then suspiciously look in your direction. Icy fear grips your heart, you need a place to hide! You have to think fast.

Looking to your right, you see a ditch about four feet in depth that runs for about ten feet. To your left and down a ways you see some large rocks resting against a large tree. You need a place to hide, which hiding place do you choose?

**If you hide in the ditch, turn to 41.**

**If you choose the rocks, turn to 42.**



**37**

As you are sneaking through the forest you see some light off in the distance. You stop and hide, thinking that the light you see is torchlight that belongs to a patrol. A few minutes later you hear footsteps coming your way. Through the trees, you see three kobolds, one of which is holding a torch walk toward your position. The one holding the torch barks something to the others and they start searching the area.

You stay still as they look for a few minutes. Finally the two kobolds look at the torch bearer and shrug. They start to walk away and are about to breathe a sigh of relief, when the Kobold carrying the torch stops, turns around, and points at you. All of the Kobolds draw small, roughly made swords and charge at you. You ready your weapon to defend yourself.

**If you win the fight, go to 36.**



**38**

You leap from tree to tree, scarcely disturbing the branches as you go. Each time a patrol passes beneath you, you press yourself against the tree's bark and hide. As you are going from each tree you hear another patrol pass beneath you. Most patrols you see are very small, however you hear many footsteps coming from this one. Going through the motions, you press yourself against the trunk of the tree you're on and wait.

**Make a (TN-10) hide check.**

**If you make it turn to 43.**

**If not, go to 44.**



**39**

You jump from branch to branch, a little less nimbly than you thought you would, but you are managing to stay undetected just the same. However, as you jump to the branch of a tree that is a little farther away than the others, you underestimate the jump and miss the branch. You are only able to brush the wood with your fingers before you fall from the tree.

You smash into tree branches on the way down, which slow your descent. After you crash into two more low hanging tree branches, which send sparks of pain throughout your lower body, you hit the ground with a thud. You groan and brush yourself off as you are greeted with a noise. Looking up, you see two Kobolds brandishing spears at you. They say something you don't understand. However, you understand that if you don't kill them your mission might be over. You ready yourself for combat and strike.

**If you win the fight, turn to 38.**



**40**

You walk down the cave, cautiously tiptoeing, keeping your eyes forward and straining your ears to listen for anything mysterious coming from the darkness. After walking through the tunnels for a few minutes you begin to hear a flapping sound that reminds you of bats. As you get closer, the sound increases in volume. You slow down and very carefully move forward. After another minute, you freeze in your footsteps.

Your torchlight falls across a bat that must be at least two-and-a-half feet long. It hangs upside down by its feet, above your head. You are about to move on when it spreads its wings and looks down at you. You nearly freak when you see that the wingspan of its leathery wings has to be at least four feet wide. It quickly leaves its perch and flies toward you with its teeth bared, bellowing out a fierce screech.

**You must fight this bat until the death. This creature's stats can be found under Large Bat in the Bestiary.**

**If you win, to go 46.**



**16**



**41**

You decide to hide in the ditch. Quickly you scramble into the recess and lay against the dirt, doing your best not to quiver in fear. The Kobolds pass by you, continuing on their patrol.

**Make a stealth check (TN - 14).**

**If you make it 47.**

**If you fail go to 48.**



**42**

You quickly scramble for the rocks, hiding yourself against the largest one. The Kobolds come into view as they go about their patrol. They pass by the ditch and immediately turn left, avoiding the rocks altogether. You breathe a sigh of relief as they pass by and continue on your journey.

**Turn to 51.**



**43**

You see several kobolds walking together as they move through the trees. They chatter loudly among each other and some of the guttural moans they utter might be singing while others sway from side to side as they walk. Some of them are holding wineskins and are drinking heavily from them. You smile as you are witnessing not a scouting party, but just a band of drunken Kobolds walking haphazardly through the forest.

**Move on to 50.**





44

You see several kobolds walking together as they move through the trees. They chatter loudly among each other and some of the guttural moans they utter might be singing while others sway from side to side as they walk. Some of them are holding wineskins and are drinking heavily from them.

One of them happens to turn and sees you press yourself against the tree. It laughs and points at you, saying something you don't understand. Then it takes its wineskin and throws it at you. Others turn and stare wide eyed at you and try, and fail, to draw their weapons while others fall over onto the ground with a groan.

You catch the watery smell of cheap wine in the air. These kobolds are drunk. You've been seen by what appear to be ten drunken kobolds. They could definitely blow your cover if they told someone they saw you, so you think killing them might be a good option. However, you aren't even sure if you should bother messing with drunk kobolds.

**If you want to jump down from the tree and fight the inebriated kobolds, turn to 45..**

**If not, turn to 49.**



45

You leap down from the tree and attack the kobolds in a whirlwind of strikes. You don't have to bother with any special attacks or spells, the kobolds are so intoxicated that they have trouble defending against even your simplest attacks.

Some of the Kobolds try to run away, but all they can do is stagger. You kill those kobolds before they get too far.

Once you've slain the last kobold, you can hear footsteps in the distance. You look up and notice torchlight. In the glow of the orange light are five kobolds. They see you and ready their weapons and charge. There is no chance to run, you must fight them. These kobolds begin at range, so you will be able to get one long range attack off before they close into melee.

**If you win the fight, go to 50.**



17



46

You continue down the cave, watching your step as the cave begins to slope downward. Your footsteps echo into the blackness, causing you to slow your step even further. As you walk your torchlight falls upon a large brown and red rock, about four feet in height, that is in the path.

You start to walk around it when you see it move. Small black eyes appear close to the top, and toward the bottom of the "rock," you see sharp, curved mandibles emerge from the bottom, and it rises a foot off of the ground as two large legs appear. The creature ambles toward you. Bringing out your weapon you are ready to fight.

**This creature is a Rock Gorgor and can be found the bestiary.**

**When you win the combat, turn to 54.**



47

You hold your breath and try to control your breathing as the kobolds scour the area. After a few minutes they speak to each other in their guttural tongues and then move onward. You sigh and then pick yourself up from the ditch, moving on toward your destination.

**Go to 51.**



48

As you are hiding, you hear one of the Kobolds shriek. You look up and see all of them draw their weapons. You do the same, pulling your weapon, ready to fight to the death.

**You must fight all three kobolds.**

**If you win, go to 51.**



49

You decide not to fight the drunken Kobolds and continue on your way. Just as you are about to leap for the next tree, you can hear a patrol of Kobolds coming. They come upon the drunken Kobolds. The leader of the new Kobold band looks over the others and shakes its head.

One of the other Kobolds points toward the tree you are in and says something. You feel ice in your veins as you press yourself against the tree.

The other Kobold looks up toward the tree for a second and looks back at the Kobold, shaking his head again. The leader of the new Kobold troop then takes the wineskin from the drunk kobold and swats him with it before walking off with the rest of his patrol.

**You breathe a sigh of relief and move on to 50.**

50

You continue along the tree tops, knowing that soon you will reach the home stretch of your journey toward the general's tent. As you are going along, you hear a loud squeaking beneath you. Looking down, you see two large kobold pressing a smaller one against a tree. They are saying something to it while the smaller one is cowering in fear.

**If you want to drop down and help the little Kobold, go to 52.**

**If not, go to 53.**



18

51

You can tell that you are getting closer to your destination. There are even more Kobold patrols that is causing you to hide more often than not. Progress is slow, but at least you are getting closer to your destination. To hide from all of the oncoming patrols, make five stealth checks (TN - 12). Once you have made all five checks, you can move on to the next section. For each one you fail, fight two kobolds.

**After five checks move on to 55.**

52

You drop down out of the tree and brandish your weapon, trying to chase the bullying kobolds away. The Kobolds are shocked by your appearance. The larger ones quickly recover from their shock however, and draw their weapons and attack.

You fight the two large ones while the small ones stares on at the combat with wide, fearful eyes.

**If you win the combat move on to 56.**

53

You decide not to help and continue on your way. Just as you are about to jump to the next branch you hear a creaking behind you. You look back and see that the branch is about to snap beneath your weight. With a quick movement you are able to move to another branch of a tree, causing all of the limbs to rattle. A sudden fear grips you.

Looking down, you see all three Kobolds staring at you. Forgetting the smaller Kobold, the two larger Kobolds pull out throwing spears and get ready to throw them at you. The smaller Kobold takes advantage of your disturbance and runs away.

**If you win the combat, move on to 70.**





**54**

You are walking down the cave when you see a light up ahead. Cautiously you move toward it and after a few meters realize that it is the way out! You pick up the pace and stroll at a brisk speed toward the exit. Just as you are a few feet from it, something catches your attention. All of a sudden there is a blinding flash of white light. You cover your eyes until the brightness passes.

After its gone you see a strange sight. Before you is a brown creature, two feet in height, twice that in length, and gives off a yellow, incandescent glow. Its eyes are large and yellow and it has a pointed snout and ears. It crawls low to the ground on all fours as it moves toward you. Its small mouth expands into a smile that reveal more than one row of sharp teeth.

You get the feeling it isn't crawling over to say hello. Pulling out your weapon, you get ready to attack as it closes in on you.

**This creature is a Summoned Glow Crawler, and its stats can be found in the bestiary.**

**If you win the combat, go to 65.**



**55**

You look up and thank your lucky stars. You managed to sneak past all of those guards and are very close to approaching your target. You've managed to make it to the backside of knife hill and are slowly making your way up the slope when you notice a lone Kobold walking in your direction. It doesn't seem to be paying much attention to you, however in its hands is something that gleams brightly.

An idea crosses your mind. Perhaps you can capture this Kobold and question it about the layout of the guards surrounding the general's tent (if you can speak Draconic that is), or maybe you are just interested in that shiny thing it is holding.

**If you just hide from the Kobold and let him pass, go to 70.**

**If you hide and then capture the Kobold in an ambush, go to 62.**



**56**

The wide eyed Kobold watches as you defeat the two bullies. It looks up at you, unsure of your intent. What do you do?

**Show him that you mean him no harm, turn to 57.**

**If you want to chase him away, turn to 58.**

**If you decide to kill him, turn to 59.**



**57**

You put down your weapon, hold up empty hands, and smile to show that you mean this little Kobold no harm. The Kobold smiles a toothy grin in return and holds out his hands in what you think is a similar gesture.

He slowly walks forward and, to your surprise, addresses you in common. "Thank you, thank you, I thought for sure those big bad meanies would kill me this time. They don't like Adxkabar because he gets special treatment from great General Urgex because Adxkabar was appointed chief trap maker."

Your interest is piqued. If this little Kobold holds a special position in the general's army, perhaps you can use this little creature's gratitude to your advantage. Adxkabar is overly eager to help you. He tells you that the General is "mean" to all of his soldiers and not many Kobolds want to be there, confirming the captain of the guard's suspicions of low morale.

The little Kobold tells you that as Chief Trap Maker of the army, he designs all of the special traps for the general. He warns you about a special trap that he created and that is placed at the door of the General's tent, and to be careful because it can go off if it is not disarmed before you walk in.

Adxkabar also mentions that the general is lazy and sleeps most of the time, contributing to the low morale. After a little more conversation the trap maker asks you about your mission.

**If you want to tell him about your mission, turn to 61.**



**19**



58

You brandish your weapon to scare the little Kobold that the others were bullying. It shrieks and runs away. You feel like a big and noble hero for scaring away such a little Kobold.

**Move on to 70.**

59

The little Kobold offers almost no resistance as you take your weapon and strike a killing blow. Blood seeps from its wound as it falls lifeless to the ground. You turn from your grim deed and continue on with your quest.

**Move on to 70.**

60

The little Kobold smiles and nods, wishing you the best of luck. You ask him not to mention that he saw you and he winks, saying that you have his word.

**Move on to 70.**



61

The Kobold's eyes grow wide as you explain the goal of your mission. He gasps. You fear that you may have made a mistake in divulging your mission, however the smile that appears on his muzzle calms your fears.

“A lot of Kobolds would be very grateful, they don't like the nasty general. I want to make friends happy. I can lead you to his tent but...no farther, I let you do the nasty deed.”

Adxkabar cautiously leads you up to the crest of Knife Hill that overlooks the general's tent and the main portion of his encampment. You see the bright purple fabric, accented by random placements of orange, red, and yellow fabric, make up the strange tent. You wonder to yourself why this general would choose to stay in such a loud tent, especially since he might be the target of an assassination attempt...

The little trap maker cautiously leads you down the hill, around the standing patrols, until you are just outside of the general's tent. Adxkabar flashes you a thumbs up and slinks away and blends into the encampment.

**Go to 74.**

62

You hide behind a tree and lay in wait for the Kobold. Make a stealth check (TN - 12). If you make the check you are able to get a free attack on the Kobold. If not, combat starts as normal. Since you are trying to capture the Kobold you are doing subdual damage.

**Fight for two rounds.**

**If you defeat the Kobold within the given time, go to 63.**

**If not, go to 64.**

20



63

You are able to subdue the creature. It wrestles and fidgets against you, but it is no use, you are much more powerful than it is. You take the object that was gripped in its hand and you notice that it is a bright garnet worth 100 gp. You may add this to your inventory.

You try to question the creature but it will not talk. No matter what methods you try, it won't open its mouth. After another round of trying to convince this obstinate creature to talk, it opens its mouth and attempts to yell. You strike it with your fist and knock it out cold, or so you think. When you get up and are about to move on with your journey, it gets up and pulls out a dagger. You quickly spin around and strike it with your weapon, causing the creature to fall dead to the ground.

**Nodding, you continue on with your mission. Go to 70.**

64

The Kobold is still standing. As you miss with your second attack, it lets out a high pitched bark. Within a few seconds, several Kobolds appear at the top of the hill, many of them hold torches and are wielding weapons. You don't know exactly how many however, because as you turn, the little kobold you were fighting stabs you in the back several times. The world around you begins to get faint as blood quickly flows from your wounds. So close and yet so far...are your last thoughts as you fall into an eternal sleep.

**THE END**



20

65

The creature lays dead at your feet. As you are about to walk past it, its body begins to turn to smoke. Its body quickly evaporates into the air, leaving nothing behind. Thinking this an odd occurrence, you continue on your way.

It does not take you long to reach the end of the tunnel, however before you are able to make your way out there is another blinding flash. You cover your eyes and then uncover them, to notice that the cave around you is now lit by a little ball of light hovering from the cave ceiling. This would be strange, but what catches you off guard is who is standing before you.

There is a Kobold standing before you, wearing a slanted smile on its muzzle. It is garbed in red robes and wears a golden necklace with a ruby pendant placed within.

"Hello," it says in a squeaky, feminine voice that rises and falls in pitch erratically as it talks, "I'm Bythisla, master sorceress and conjurer. Oh did you have a nasty little run in with that creature I summoned? I followed it here, looking to unsummon it. But since I don't see it around, I assume you did that for me."

You don't know how to answer the strange Kobold. Your hand subconsciously moves toward your weapon. Bythisla sees this and its hands become engulfed in flame. "I wouldn't do that!" She announces jovially. "If you take one aggressive step toward me I will burn you to a crisp!" So, what is your name?"

**If you want to introduce yourself to the strange sorceress, turn to 66.**

**If you want to try to attack it, turn to 67.**



With nervous caution in your voice, you introduce yourself. The flames around the Kobold's hands disappear and she walks over and excitedly shakes your hand. "Well it's terrific to meet you!" Bythisla's twisted smile becomes even wider.

You and the Kobold stand in the light produced by the luminescent globe floating above you for several minutes, talking over several strange subjects. These subjects included how to fit into small spaces and how to talk to horses.

Even though this sorceress is eccentric, she doesn't seem to be threatening toward you. However, you get the feeling that she can be rather dangerous, given her earlier display.

Soon she asks you, "Now uh...if you don't mind me asking, why are you wandering down this cave?"

**Tell her your mission? Go to 68.**

**Decide not to tell her Go to 69.**

Thinking that the only good Kobold is a dead one, you draw your weapon and attack. However before you can make a move, Bythisla fires two large rays of flame from its hands. The fire engulfs you, incinerating your skin. There is very little left of you but a messy, charred husk that falls dead to the floor.

Bythisla shrugs, "Well I warned you!"

**THE END**



You tell the little Kobold your mission and her eyes go wide and her smile fades, "Really? You are sneaking through an entire army to get to a general?"

You sheepishly nod and she continues. "Friend I am not sure if you are brave or stupid, probably a bit more of the latter."

You are visibly upset by this but Bythisla holds up a calming hand, "Do not fret though, I admire bravery. Even if it is stupid bravery."

You tell her that you are doing it for the people in your city and she shrugs. "Either way, you have quite a challenge ahead of you. Once you leave this cave, you have to get through the main portion of the camp. The sorceress points out of the mouth of the cave, and you can see many tents situated around a large, purple tent that is accented with random placements of red, orange, and yellow fabric. Around the tents are several Kobolds walking around, laughing among each other and performing weapon drills.

Your heart sinks. There is no way you can sneak through such a heavily concentrated camp. Bythisla sees the worry on your face and chuckles. "See what I mean? There is no way...at least not without my help."

You are about to ask how she can help you but Bythisla cuts you off, "What I can do is transform you into a Kobold, which will allow you to walk through the camp without being bothered. You can then sneak into the general's tent and do your deed."

You are about to ask how she'll do that but the sorceress cuts you off again, "Now you are probably wondering how you are going to do your deed with your weapons, since Kobolds are smaller in stature and your weapons are built for larger humanoids to use. Once I turn you into a Kobold I'll give you a poison you can use to kill that scumbag of a general. Oh, and I'll also loan you my robes, it would look rather odd if you walked around the camp nude. So, will you accept my help?"



Not seeing any other choice you nod. The sorceress raises her hands and mumbles a few words. There is a flash. When you look down, you notice that your body has changed! You now look like a Kobold. Your clothes and weapons, unless you carry a dagger, are much too large for you. You change out of your clothes and into the robes Bythisla gives you. She proffers a green liquid in a small glass vial to you. "To use the poison," she says, "pour it into the general's ear. He will be dead in short order. Good luck! Oh and, one more thing. I was asked by the general to make a contact poison, which I applied around the hem of his tent. He requested it just in case someone tried to sneak in underneath the hem of the tent and assassinate him while he was asleep. Touching it kills you instantly, so make sure if you sneak underneath the tent flap, you use gloves to lift the flap.

The sorceress offers you a pair of Kobold sized gloves which you can take. She then moves out of the way so you can move on.

**Special Note: All weapons built for larger humanoids, save for daggers, are too large for you to use.**

**Move on to 73.**



69

You decide not to tell her, but Bythisla looks deeply into your eyes with knowing amber orbs. "Your mission has something to do with secrecy...hmmm...have you come to perhaps slay the general?"

You are taken aback but try not to show any emotion.

"Listen," says Bathisa, "I have no love for that useless general. He made me come here against my will. So if you are here to kill him, you will have no quarrel from me."

Even though she is strange you are strangely comforted by her reassurance.

**Go to 68.**

70

You take a deep breath. Finally, you have reached the hill overlooking the gaudy tent of your target. Even though this is a tense moment, you can't help but chuckle at how vibrant the tent is. Bright purple fabric, accented by random placements of orange, red, and yellow fabric, make up the strange tent. You wonder to yourself why this general would choose to stay in such a loud tent, especially since he might be the target of an assassination attempt...

You push these thoughts out of your head as you survey the hill. You are surprised to find very few guards posted on the hill. Most of the guards seemed to be situated on the other side of the tent. You guess that the general thinks enemies would only come directly at him instead of trying to sneak around through the forest and attack him from behind.

Even though there are few guards posted on the hill, you still think that you may have a little difficulty getting around them. There are many ways you could attempt to get by them, which one will you try?

**If you want to try good old fashioned sneaking, go to 71.**

20

**Try to create a distraction that will help you get by the guards go to 72.**



**71**

You nimbly try to sneak around the guards that are down the hill.

**Make five stealth checks (TN - 12). On the first four checks, for each one you don't make, you fight a patrol of two kobolds. If you don't make the final check, fight four Kobolds that are posted close to the general's tent. Make sure to note any bonuses you receive in section 72**

**If you you are still alive move on to 75.**



**72**

If you have any illusions spells that would distract kobolds, you may use them now.

**For each spell you use in this manner, you may receive a bonus of +2 to all of your stealth that you make sneaking past the Kobolds down Knife Hill. The maximum bonus you can receive is +4 to all of your checks.**

**Go to 71.**



**73**

You make your way undisturbed toward the general's tent. Several Kobolds give you odd glances, as you are the only one wearing robes while the others wear makeshift hide armor, but they don't bother you. You silently thank the eccentric sorcerer for her help. After several minutes of walking, you reach the general's tent.

**Go to 75.**



**74**

Adxkabar leads you down the hill and easily helps you avoid all of the patrols that aimlessly wander or stand watch. "Not only do I make good traps, I'm also excellent guide!" The little Kobold whispers into your ear." Once you reach the base of the hill the Kobold says, "This as far as I go. Good luck to you, remember trap at door!"

He waves at you and you depart.

**Go to 75.**



**75**

You finally make it to the general's tent. You stay inside the dark shadows that are cast by the ten foot tent. Carefully looking around to make sure that no one is watching you. The Kobold guards don't seem to notice you, so you ready yourself to enter the tent.

You notice that there are two ways that you can enter the tent. You can either go through the door, or you can lift up the hem and slide underneath into the tent.

**Go through the door, 76.**

**Lift up the hem and slide underneath 81.**



**76**

You decide to enter through the door. Cautiously you sneak around to the front of the tent and notice that there are not any guards standing by the entrance. You figure they must not be too worried about their leader, which could point to low morale. Are there any precautionary measures you'd like to take before you enter the door?

**Yes, I want to search for traps. 77.**

**No, I'll be fine 78.**



**20**





**77**

You search for traps. Make a perception check. (TN 12)

**If you make it go to 79.**

**If not, go to 80.**



**78**

You decide to walk right inside of the tent. As you do, you feel your foot connect with a trip wire. Before you can react, the arm of a spring loaded dagger trap reacts and you are stabbed. Take 1d6 damage.

**If you survive move on to. 84.**



**79**

You find a spring loaded dagger trap that is activated by a nearly invisible trip wire in the floor. You may disarm this trap with a (TN-10) Disable Device check, or you can just step over it. and go into the tent.

**Go to 84.**



**80**

You find nothing out of the ordinary and step into the tent.

**Go to 78.**



**81**

You decide to slide underneath the hem of the tent, is there anything you want to do first?

**Nope, I'm ready to go in 82.**

**Check the fabric of the tent for a trap, go to 83.**



**82**

You reach down and lift up the hem of the tent. As you do, your neck twitches. Something seems to be coursing through your veins, causing your entire body to burn, and then go numb. You fall to the ground and see the world quickly fade. You have become the victim of a very deadly contact poison.

**THE END**



**83**

You search the hem of the tent for a trap. While you don't find a trap, you do notice that there is some strange yellowish substance on the hem of the tent that could only be noticed if someone looks for it. During your training, you were warned about contact poisons that are spread across surfaces that can kill anyone that touches them, or make them very ill. While you aren't sure if this is one of those substances, you don't want to take any chances.

**If you have any gloves or some cloth, you can use it to safely lift the hem of the tent and slide under it. Otherwise you'll have to use the door.**

**I have something I can use to safely lift the hem of the tent. 84**

**I think I'll just use the door instead. 76.**



**20**

**84**

You finally make it inside the tent. Looking around, you notice that there are several stretched animal hides that are hung on the walls. Above a bed, made out of luxurious hides in the center of the room, you see a heavy set Kobold dressed in purple silks laying on his back, snoring peacefully.

Seeing the wrinkles on his muzzle, and from what you have heard, you assume that this is the general. Carefully you sneak over to the side of the general's bed.

**Make a stealth check. (TN 12).**

**If you make it go to 85.**

**If not, go to 86.**

**85**

You are easily able to sneak to the sleeping Kobold's bedside. Now that you are here, you have a dark deed to perform. How do you want to do this?

**Cut the Kobold's throat 87.**

**Put your hands on his throat and strangle him 88.**

**If you have the poison the sorceress gave you and you want to use it 91.**

**86**

As you are sneaking to his bedside, you wake up the Kobold. It gets up and is ready to shout. You have one chance. You draw your weapon and strike at him.

**If you kill him in one hit, go to 93.**

**If not, go to 92.**

**20**

**87**

You decide to cut the Kobold's throat, plain and simple. You put the knife to its throat and do the deed. The Kobold gasps and starts to gargle as blood spills up from its mouth and bursts from its wound. Apparently the gargling can be heard from outside, because you hear footsteps coming toward the tent. You quickly race out of the tent and start back up Knife Hill.

**Go to 95.**

**88**

You decide that it will be cleaner and easier to strangle him. Putting your hands on its throat, you begin to choke him.

**If you are in Kobold form, or are smaller than a Kobold go to 89.**

**if you are larger than a Kobold, go to 90.**

**89**

You try to press the general down on the pillow, but he is too strong for you. He wrestles against you and quickly pries your hands from his neck. He yells for guards who quickly enter the tent and attack you. You are not alive for very long as the two guards that rush in stab you several times.

**THE END**





**90**

Being larger than a Kobold, you are easily able to hold the general down while you strangle him to death. You are able to kill him without a sound. Looking around the room, you see many valuable commodities.

**If you would like to search the room for valuables, go to 94.**

**If you just want to get out, go to 95.**

**91**

You pull the stopper on the poison. The Kobold general rolls over on his side and gets ready for a loud snore when you pour the poison into his ear.

The effects are immediate. The Kobold starts to writhe and pound against the bed, grabbing at its floppy ears and screaming. You can only imagine the pain this poor Kobold is in as it falls from the bed and kicks against the ground.

The Kobold's dying shouts are attracting attention. You hear footsteps coming toward the door. As you see your target die before your feet, you hurry and run out the door of the tent and back up Knife Hill.

**Go to 95.**



**20**

**92**

The general lets out a scream and two guards rush into the tent. Before you have a chance to defend yourself, they draw their weapons and attack you. More guards join them, and soon you have several guards on you, stabbing you with their weapons. A pool of blood forms underneath your body as you die a painful death.

**THE END**

**93**

You manage to kill the general. His lifeless body falls back on the bed. You killed him without making any noise, so you can easily slip out. Looking around however, you notice a few valuables in the tent.

**Search the tent for valuables 94**

**Just get out 95.**

**94**

You manage to find two silks on the wall, each one is worth 100 gp. The pets on the wall mostly belong to small animals, though there is a tiger pelt that can be easily rolled up and carried. All of these pelts together are worth 150 gp. There is a small pine box under the general's bed that contain two potions of healing, a +1 dagger, and a small bag containing 100 gp.

You are able to find all of this without making any noise. Without wasting any more time, you take your new found wealth and slip out of the tent, and make your way up Knife Hill

**Go to 95 .**

95

You slowly make your way up Knife Hill, cautiously hiding from any patrols that pass. The patrols seem less attentive than usual, perhaps because they have been on watch for several hours and are feeling tired. Sneaking back up and down the hill will be easier than it was earlier.

**Make 3 stealth checks (TN - 12). For each check you fail, fight two Kobolds.**

**If you survive, go to 96.**

96

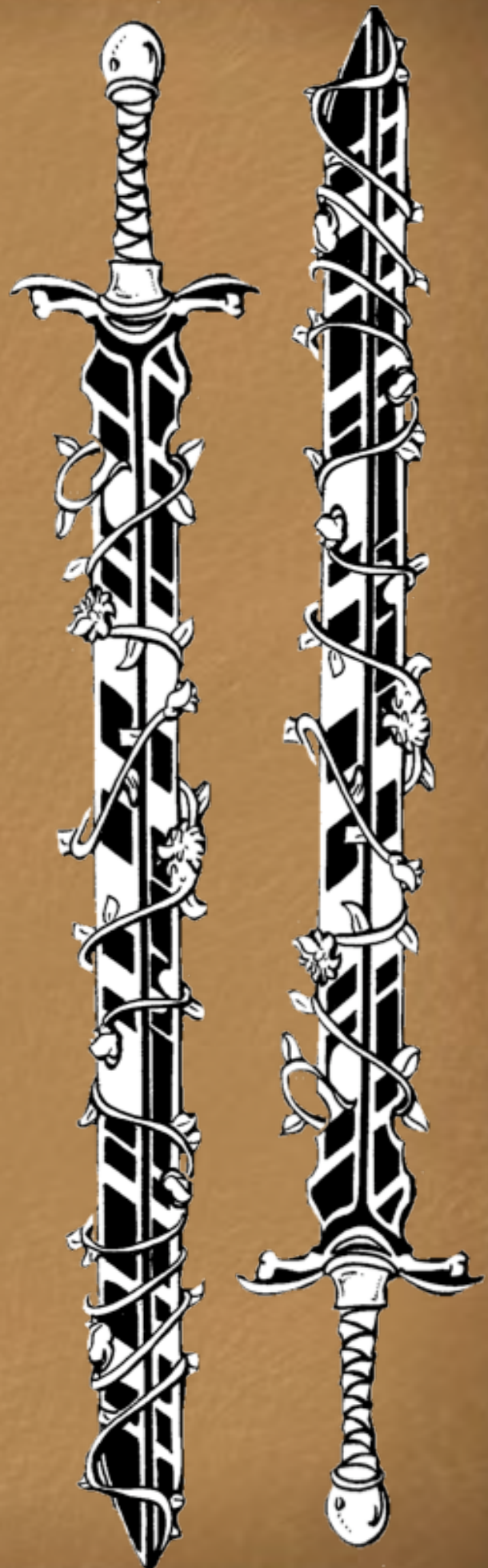
You have safely traversed Knife Hill and find a nice hiding spot among some trees. After a few minutes pass, you hear a shout. You see all of the tired Kobolds standing guard on Knife Hill rush toward the sound. You sneak along back the way you came, and you can see that the entire encampment is in an uproar. Everyone must know by now that the General is dead.

You cautiously make your way back to the city and finally slip back into the secret place in the city wall. There, the Captain of the Guard is waiting for you. Before he asks if everything went well you just somberly nod and he does the same. He wraps a friendly arm around your shoulder and leads you to the tavern to celebrate your success.

**THE END**



20





# Bestiary

## Kobold

**XP** 100

Kobold warrior 1

LE Small humanoid (reptilian)

**Init** +1; **Senses** darkvision 60 ft.; **Perception** +5

### DEFENSE

**AC** 15, touch 12, flat-footed 14 (+2 armor, +1 Dex, +1 natural, +1 size)

**hp** 5 (1d10)

**Fort** +2, **Ref** +1, **Will** -1

**Weaknesses** light sensitivity

### OFFENSE

**Speed** 30 ft.

**Melee** spear +1 (1d6-1/x3)

**Ranged** sling +3 (1d3-1)

### STATISTICS

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

**Base Atk** +1; **CMB** -1; **CMD** 10

**Feats** Skill Focus (Perception)

**Skills** Craft (trapmaking) +6, Perception +5, Stealth +5; Racial Modifiers +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)

**Languages** Draconic

**SQ** crafty

## Summoned Glow Crawler

**XP** 100

Medium creature

**Init** +0; **Senses** None; **Perception** +4

### DEFENSE

**AC** 13, touch 11, flat-footed 12 (+2 natural, +1 Dex)

**hp** 10 (2d10)

**Fort** +0, **Ref** +0, **Will** +0

**Weaknesses** None

### OFFENSE

**Speed** 30 ft.

**Melee** slam +1 (1d3)

### STATISTICS

**Str** 10, **Dex** 10, **Con** 10, **Int** 10, **Wis** 10, **Cha** 10

**Base Atk** +0; **CMB** +0; **CMD** 10

**Feats** None

**Skills** None

**SQ:** Glows providing light in a five foot radius.

## Large Bat

**XP** 100

N small animal

**Init** +2; **Senses** blindsense 20 ft., low-light vision; **Perception** +8

### DEFENSE

**AC** 13, touch 13, flat-footed 12 (+2 Dex, +1 size)

**hp** 5 (1d10)

**Fort** +0, **Ref** +4, **Will** +2

### OFFENSE

**Speed** 5 ft., fly 40 ft. (good)

**Melee** bite +4 (1d3)\*

**Space** 1 ft.; **Reach** 0 ft.

### STATISTICS

**Str** 8, **Dex** 15, **Con** 6, **Int** 2, **Wis** 14, **Cha** 5

**Base Atk** +1; **CMB** -1; **CMD** 13

**Feats** Weapon Finesse

**Skills** Fly +16, Perception +6; Racial Modifier +4 Perception

## Rock Gorger

**XP** 100

Medium creature

**Init** +0; **Senses** darkvision 90 ft.; **Perception** +10

### DEFENSE

**AC** 15, touch 10, flat-footed 15 (+5 natural)

**hp** 9 (3d4 +3)

**Fort** +3, **Ref** +0, **Will** -1

**Weaknesses** None

### OFFENSE

**Speed** 30 ft.

**Melee** bite +0 (1d6 +2)

### STATISTICS

**Str** 14, **Dex** 10, **Con** 16, **Int** 10, **Wis** 10, **Cha** 10

**Base Atk** +2; **CMB** +4; **CMD** 14

**Feats** None

**Skills** None

## Glossary of Terms, Characters, and Locations

**Abilities:** The six core characteristics (Strength [STR], Dexterity [DEX], Constitution [CON], Intelligence [INT], Wisdom [WIS], and Charisma [CHA]) that define a Character in the Pathfinder Roleplaying Game. For most Characters, these are ranked on a bell curve from 3-18, representing normal Human (or other species) variation in aptitude.

**Ability Check:** Roll 1d20 and add it to that Ability's Ability Modifier vs. a target number set by the GM-if you meet or exceed that number, you have succeeded in using that Ability to succeed at whatever task you were attempting.

**Ability Score:** A Character's "ranking" in one of her six Abilities, usually ranging from 3-18.

**Ability Modifier:** These numbers can be positive or negative, and are derived from a Character's Ability Scores. They are added to die rolls made during a game to determine success/failure for a Character's attempted action.

**Adventure:** The story told during one (or several) Pathfinder gaming sessions.

**Armor Class (AC):** A measure of how hard you are to hit in a fight. Influenced by your Dexterity, what type of armor you're wearing, etc.

**Attack Bonus:** The number you add to your Attack Roll when determining if you hit your opponent that Round. To calculate, use the following formula: Attack Bonus = Base Attack Bonus + Strength Ability Modifier (when in Melee Combat) OR Dexterity Ability Modifier (when in Ranged Combat).

**Attack Roll:** During Combat, an Attack Roll is a die roll used to determine if a Character's strike hits his opponent.

**Base Attack Bonus:** Defined by your Character Class and Character Level. For Fighters, this is generally equal to their Character Level.

**Birkville:** Your hometown. A small village nestled in a clearing of the Nedrasi Forest and bordered by the King's Road and the River Naga. The nearest city is Severan to the west, several days journey by horse and ruled by Lord Nellis (who also rules the surrounding lands, including Birkville).

**Bowdred:** Innkeeper of the Three Wolf Moon Inn; Birkville's only tavern and a relatively well-known resting place for travelers on the King's Road or the River Naga.

**Campaign:** A series of Adventures linked together, usually sharing common Characters and some sort of overarching goal or plotline.

**Character:** A single person or creature controlled by either the Player (a Player Character) or the Game Master (a Non-Player Character). All of the Characters have some type of story role to play in a Pathfinder game session.

**Character Class:** A broad description of the type of Character you are playing. In Pathfinder, these are usually archetypes/tropes found in fantasy fiction-the brave warrior (Fighter), the crafty spellcaster (Wizard), etc.

**Character Level:** Usually just called "Level". A measure of your Character's adventuring experience and expertise in his chosen Character Class.

**Character Sheet:** A form used to keep track of your Character's particulars in some detail. An example is contained in this Adventure, and many other designs can be found for free on the Internet.

**Church, The:** The major orthodox religion of the land. Most settlements of any size have a small building dedicated as one, led by a Cleric (called a Father).

**Class:** See Character Class.

**Class Skill:** Some Character Classes are better at using certain Skills than others are, and get bonuses when selecting them during Character creation or advancement. These are known as Class Skills. For example, one of the Wizard's Class Skills is

Spellcraft. Obviously, Wizards in general are going to be better trained in matters dealing with magic than a Fighter would.



**Combat:** A very structured (and important) part of playing Pathfinder during which the Players and Game Master take turns interacting with their Characters and the rules to determine the outcome of an in-game battle. In many games of Pathfinder, Combat is the most important feature, and can take some time to resolve.

**Combat, Melee:** See Melee Combat.

**Combat, Ranged:** See Ranged Combat.

**Damage:** A die roll or number used to see how powerful a successful Attack was. Damage is subtracted from a Character's Hit Points. Different weapons, unarmed fighting styles, and magical spells all have the potential to do different amounts of Damage.

**Experience Points:** A numerical measure of a Character's achievements during his Adventures. Used to determine when a Character increases in Level.

**Faredek:** A village lad, hunter, and expert marksman.

**Great Sea:** Borders the west of the known lands. Little is known of what lies beyond its vastness.

**Hit Points:** A numerical representation of how long a Character can continue to fight before becoming incapacitated, falling unconscious, and/or dying.

**Initiative:** The beginning step of Combat, used to determine the turn order in which PCs and NPCs act during a battle. Sometimes referred to as "rolling for Initiative".

**Initiative Modifier:** Added to a Player's Initiative Roll at the beginning of Combat.

**Initiative Roll:** A d20 is rolled and added to the Character's Initiative Modifier, then compared against all of the other combatant's Initiative Rolls to determine the turn order during a fight.

**Level:** See Character Level.

**Melee Combat:** Fighting at close quarters empty-handed or with weapons.

**Melindra:** The beautiful and frisky daughter of Birkville's innkeeper (Bowdred).

**Modifier:** A number (positive or negative) which is added to different die rolls in a Pathfinder game—they "modify" the chances for success, and are based on a Character's natural aptitude at attempting a feat as well as situational conditions (icy terrain, darkness, the target's at extreme range, etc.)

**Naga, River:** A winding river which cuts through the Nedrasi Forest and empties into the Great Sea at Severan.

**Natural 20:** Rolling a "Natural 20" on a 20-sided die when attempting a feat in the Pathfinder Roleplaying Game denotes an exceptional level of success. It is also a definite hit in Combat (and quite possibly a hit which does massive damage, called a Critical Hit. The reverse of this is a Critical Failure, occurring when you roll a 1 on the d20, which is also an automatic miss in Combat).

**Nedrasi Forest:** A vast forest that covers much of the land.

**Nellis:** Lord and ruler of the land; resides at Castle Severan. A hard man, but fair; like most leaders he has too much on his plate with not enough time and resources to deal with it all.

**Non-Player Character (NPC):** Any Character (a monster, a barkeeper, town guard, etc.) controlled by the Game Master and not a Player. The GM gets to control lots of these throughout the course of a Pathfinder game. They usually represent important obstacles or allies for the PCs to interact with.

**Player Character (PC):** Each Player in a Pathfinder game controls (usually just) one of these. Players make decisions about how that Character reacts to situations that arise in the story and throughout play, and decide how that Character advances throughout her adventuring career.

**Reaping:** A harvest holiday period celebrated during Fall throughout the land.



**Ren:** One of Birkville's most proficient hunters; he and his ilk help keep the village alive and thriving.

**Ranged Combat:** Fighting at a distance, using weapons such as bows, slings, a thrown spear, etc.

**Rapcheck:** A member of the village guard, who, along with your father, participates in military service when called up by Lord Nellis.

**River Naga:** See Naga, River.

**Round:** A segment of Combat, approximately 6 seconds long (there are thus 10 Rounds in a minute of in-game time).

**Severan:** A large city ruled by Lord Nellis, bordered on the east by the Nedrasi Forest and to the west by the Great Sea. The Church maintains a large cathedral here which serves as a popular pilgrimage destination for many of the land's believers. Another feature of note is Castle Severan, one edge to the sea for protection and the rest surrounded by a great stone wall, a moat, and other defenses. The city itself is ringed with a tall wooden wall complete with watchtowers and patrolled by the City Guard. A Thieves' Guild, controlled by the legendary underworld figure known as Pagin of the Shadows, is the main source of organized crime. Sewers run underneath in a valiant attempt to keep the city clean, although visitors will often stumble on filth in the streets above-horses and vagrants (and even the average citizen, for that matter) tend not to clean up after themselves. Then there are the arenas-large wooden or stone circular structures with benches for crowds, used for various purposes such as plays or fights. Fighters could be anyone from criminals requesting trial by combat to organized (gladiatorial) battles to duels agreed upon by both parties in order to settle a contested issue.

**Skill:** A specific area of expertise that a Character is proficient in. Characters make Skill Checks using one of their Skills to see if they can accomplish certain tasks during the game.

**Skill Check:** A d20 is rolled and added to the Character's Total Bonus for the Skill being tested to see if the Character succeeds or fails while attempting a task using that Skill.

**The Church:** See Church, The.

**Three Wolf Moon Inn:** Owned by Bowdred; the most profitable business in Birkville. There is speculation that the building lies on some type of magical nexus, as it seems to have the strange effect of making its occupants more feel more confident and attractive than they otherwise should.

**Tonga:** Birkville's blacksmith.

**Total Bonus:** A skill Modifier, added to a d20 roll to determine the success/failure of a Skill Check.





**Character Name:**

**Gender: Age: Height: Weight:**

**Player's Name:**

**Hair Color: Eye Color:**

**Class:**

**Level:**

**Experience Points (XP):**

**Abilities Score**

**Ability Modifiers**

**Strength (STR)**

**Dexterity (DEX)**

**Constitution (CON)**

**Intelligence (INT)**

**Wisdom (WIS)**

**Charisma (CHA)**



**Initiative Modifier:**

**Hit Points (HP):**

**Class (AC):**

**Weapons:**

**Attack Bonus:**

**Damage:**

- 1.
- 2.
- 3.

**Skills:**

**Total Bonus:**

- 1.
- 2.
- 3.
- 4.

**Note:**

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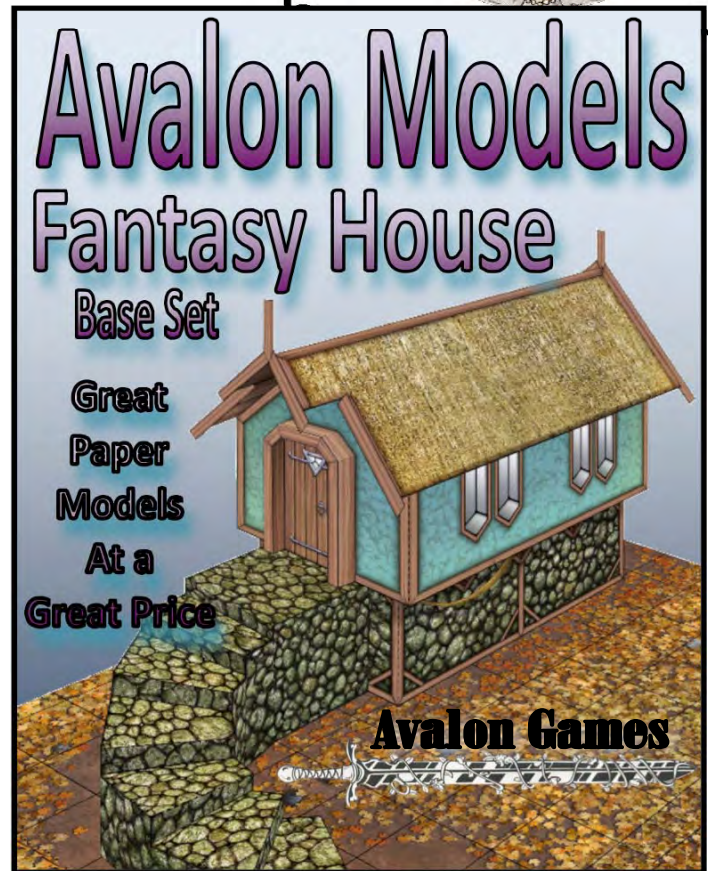
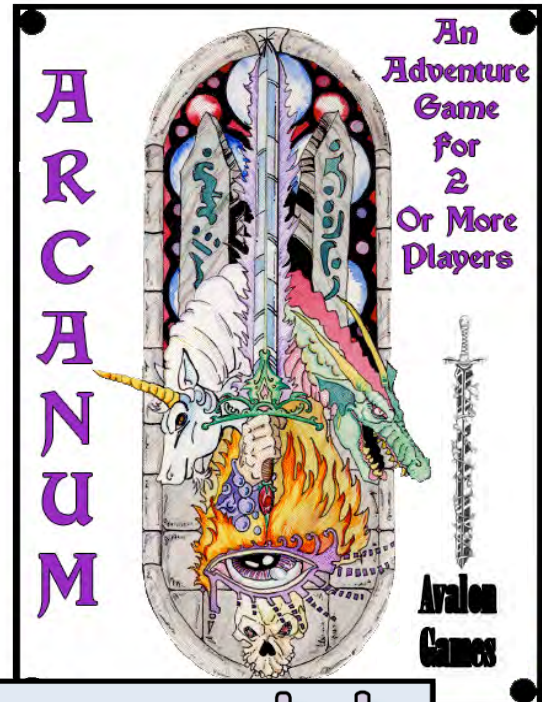
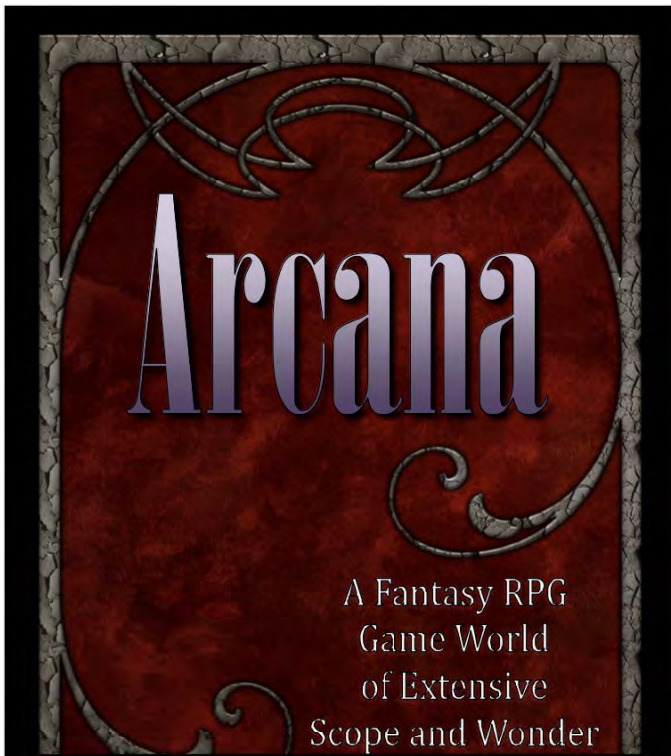
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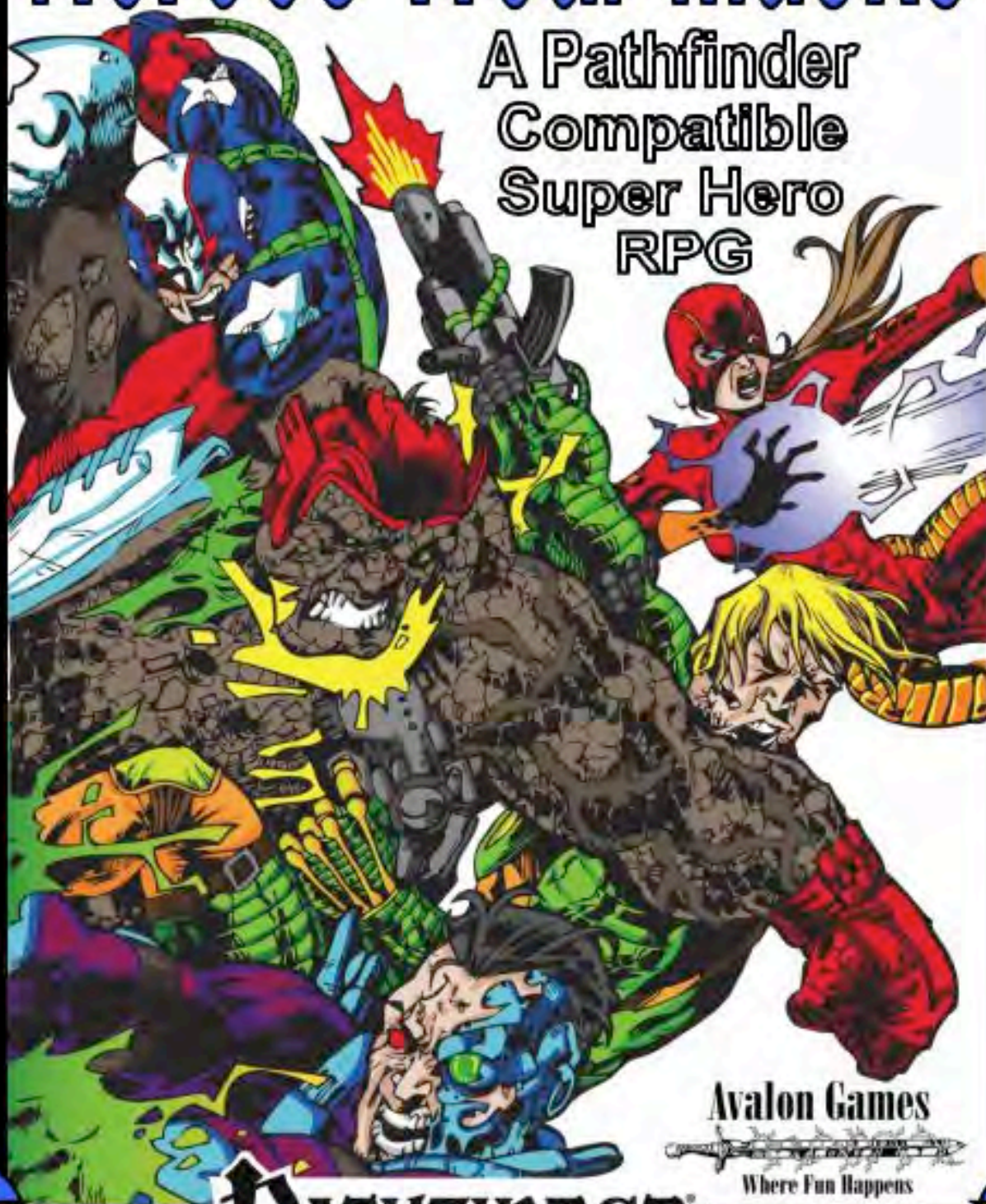
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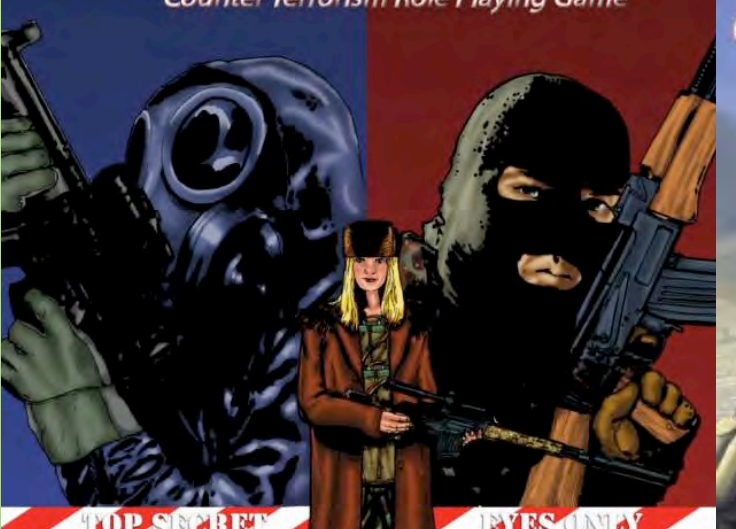
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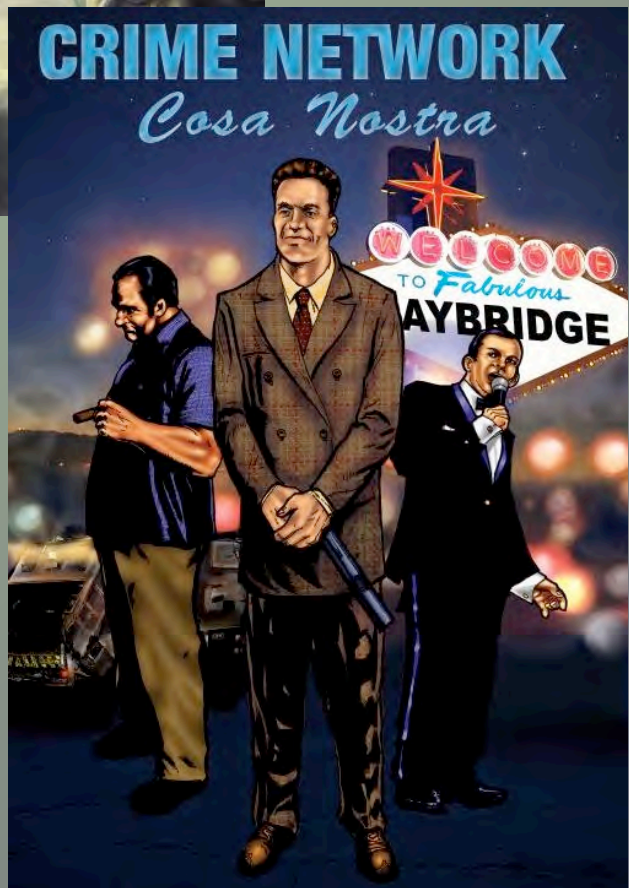
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