

URC5-S03

They're Only Kobolds!

**A One-Round D&D LIVING GREYHAWK[®]
County of Urnst Introductory Adventure
Version 1.0**

by Tom Maguire

The village of Mennan has two problems: Kobolds, and the fact that no one wants to help get rid of them! Can a band of novice adventurers help the residents of Mennan when all the "more experienced" heroes keep telling them, "They're only kobolds!?" A one-round County of Urnst introductory Living Greyhawk scenario for first level characters only.

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.

Keep in mind that you must have at least four 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.

Playing the Game

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

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.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out the RPGA Tracking Sheet. The DM should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

Living Greyhawk

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

Along with the other materials discussed in the Preparation section above 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

This adventure may only be played by first level characters. These characters may have xp greater than zero, but not greater than 1000 xp.

	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	

There may be no more than six players at the table.

1. 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.
2. Add the number of characters playing in the adventure to the results of 1, and divide by the number of characters. Round to the nearest whole number.
3. 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 which may be no higher than 3, which may be rounded down to APL 2.

Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). If the dog is wounded or has taken any nonlethal damage or ability score damage, the DC increases by 2. Failure indicates that the animal will not attack that round. This is a move action that may be attempted each round. See page 74 in the PHB for more details on the Handle Animal skill.

Time Units and Upkeep

This is an introductory one-round Regional adventure, set in The County of Urnst. Characters native to the County 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.

Adventure Background

Mennan is a small farming village thirty miles southeast of Brotton, on the edge of the Dreerwode. A simple community, they haven't had to deal with much of any import during the last few years of turmoil in the County. Recently, however, the situation has changed drastically. A crafty band of kobolds (the Blue Razor-Claw clan) has moved in to the woods north of Mennan and begun raiding the village.

The townsfolk of Mennan sent a pair of their citizens (Mira and Rolck) to Brotton in the hopes of hiring some adventurers or mercenaries to help out. Alas, the 'experienced' adventurers of the County didn't want to waste their time with such a frivolous issue as kobolds. The young pair was just about to give up all hope when they decide to try one last group of adventurers gathered at the Elk's Head Tankard on Fountain Square in the Merchant's District.

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Adventure Summary

Encounter 1: A Noble Quest

The party is hanging out in the Elk's Head Tankard on Fountain Square in the Merchant's District of Brotton where they meet Mira and Rolck. The pair from the village of Mennan relates their sad tale and does their best to persuade the PC's to take on the challenge of ridding them of their kobold problem.

Encounter 2: The Magnificent Four, Five, or Six...

NPC's in tow, the PC's journey to Mennan. Along the way, they can learn more about the village and the kobold threat. Arriving at the village, they are welcomed with many cheers and thanks. Now they must plan their first move.

Adventure Flow: At this point, the adventure becomes non-linear. The players have several options with respect to how they can proceed. Encounter three has five sub-encounters. The party must investigate / engage three of these encounters (their choice). The encounters can run in any order, and are based off rumors and information the party gathers about the kobolds in the middle of town. Each encounter will take three hours of "real time" so hopefully the PC's will rest after the first two.

The final encounter will occur early in the morning (after the PC's have rested, but not bright enough to *dazzle* the kobolds). Once the PC's have dispatched the three groups of kobolds, the adventure proceeds to the final encounter with the kobold leader. The kobold clan will leave the area once the four encounters have been defeated (**Note:** this does not mean that all the kobolds need to be slain, simply defeated in combat).

Encounter 3a: Into the Woods...

Run this encounter if the party decides to go into the woods to investigate the kobold presence. A trio of kobolds will be constructing a new lair north of the village (and trapping the heck out of it). Depending on how things go, either side could surprise the other. EL1 encounter and two EL1 traps.

Encounter 3b: FarmAid

This encounter is in a farm located east of the village. Here the kobolds are in the process of looting a homestead that was finally abandoned last night. Again, depending on the circumstances of approach, the party can have surprise or be surprised. EL3 encounter (the kobolds will have the advantage of distance with ranged weapons most likely).

Encounter 3c: Roadside Ambush

If the party investigates rumors of the kobolds south of the village, they will encounter the "kobold blockade" - most likely getting surprised. EL3 encounter

Encounter 3d: Grain, Grain go away...

The kobolds set up shop in one of the local grain silos. This is a nasty encounter because in the darkened building the kobolds are in their element. EL1 trap and an EL2 encounter.

Encounter 3e: Spring Cleaning

The cold springs northwest of the village are a primary source of water and refreshment for the town (the well barely sustains the village). It is here that the townsfolk also grow most of their fragile crops (herbs and the like). The kobolds have trapped the heck out of the path to get there. If the party can clear the path, it will alleviate some of the town's difficulties (an EL1 and an EL2 trap).

Encounter 4: Showdown

This encounter occurs at dawn, right as the sun is coming up (it's taken the kobolds this long to figure out what's going on and organize an assault). Presumably, the party is resting at the local inn. The final group of kobolds (including their leader, Bleex) will set the inn on fire (where they assume the PC's are staying). One last fight for the town!

Conclusion

The townsfolk offer their great thanks to the party, offering up some loot as reward. After this day of chaos, the PC's have hopefully learned a little respect for kobolds...

Preparation for Play

The DM should be familiar with basic rules for dealing with traps and terrain. It is recommended that the DM read the section in the DMG on wilderness encounters.

For traps, remember that players always can (and in fact, it is recommended that they do) "Take 20." It takes 2 minutes to "take 20" on a single square.

Kobolds are *dazzled* if suddenly exposed to bright light. This includes the casting of a *Light* spell, or activating a Sunrod.

Dazzled: Unable to see well because of overstimulation of the eyes. A dazzled creature takes a -1 penalty on attack rolls, Spot checks, and Search checks. [PHB, pg 307]

Introduction

It is a surprisingly quiet day in Brotton. You find yourself seated in a comfortable chair in

the Elk's Head Tankard, on Fountain Square in the Merchant's District with some like-minded individuals spending the last of your coin. Work is getting increasingly hard to come by with the current heightened tension with the Nyronid Imperium...

At this point, have the players introduce themselves to one another, and give a brief description of their characters.

As you finish off the last of your breakfast, you are surprised to hear what sounds like faint sobbing coming from the table behind you. As you look around you see a young woman in tears, being comforted by a young man who is obviously also distraught over something.

This is Mira and Rolck. The pair left Mennan a week ago and has been scouring Brotton for adventurers (or mercenaries) to come to their village and help them with their kobold problem. They have had zero success: no respectable mercenary would work for what they were offering, and no adventurers would "lower themselves" to deal with "mere kobolds".

If the PC's impose themselves and try and find out what is bothering the two (Mira and Rolck), they perk up immediately and begin relating their story. Should the PC's ignore them, Rolck will come over and introduce himself and relate his problem to the PC's.

Rolck: Male Human Commoner1

Mira: Female Human Commoner1

This is Rolck's Story:

"Hail to you noble adventurers. My name is Rolck and this is my sister, Mira. We come from a small village called Mennan a full day's walk from here and would be deeply indebted to you if you could help us with a serious problem our village has."

Assuming the PC's are interested, he continues (else, the adventure is effectively over).

"Our little village has recently been harassed and raided by a tribe of kobolds. It started almost two months ago with a simple raid, but the problem is getting worse. Our people don't have much to offer in the way of gold, but surely heroes like yourselves would be eager to help those in need?"

If the PC's ask, the two villagers can promise a total of 57gp and 21sp, this is the sum total of the village's wealth.

The PC's will certainly have questions, and here is a short list of what the pair knows (if the PC's show interest, Mira will stop crying and engage in the conversation with renewed hope and enthusiasm).

The kobolds started their harassment about eight weeks ago. Since then there has been at least four homesteads sacked and several other incidents

They know of at least five townspeople killed, and dozens wounded (the kobolds are not interested in wholesale slaughter, but have no compunction when it comes to killing).

The kobolds take mostly useful tools and supplies (the village has nothing of serious wealth).

The townspeople don't know where they lair. The kobolds avoid any organized mob and leave harassing traps to discourage any forays into the woods around the town

The village has the amount of gold listed above, but good PC's should be inclined to turn such a thing down. The villagers primarily offer their eternal gratitude (as well as room and board) as a reward.

Encounter 1: A Noble Quest

The PC's can set out whenever they wish (though Mira and Rolck will want to set out immediately). The villagers will offer to house and feed them at their local Inn (actually just the common room of the local tavern). At this time, have the PC's make Knowledge: Nature checks to determine what they know about kobolds:

DC8 (untrained): kobolds are small, wicked, cowardly creatures that only take on easy targets.

DC10: (untrained) kobolds have darkvision, and are dazzled in bright light

DC15: kobolds are crafty, and favor traps, ambushes, and similar tactics.

DC18: because of their darkvision and light sensitivity, kobolds favor attacks at night, or in dense foliage.

DC20: Kobolds think they are descended from dragons, and often revere such creatures.

Also have the PC's make a Knowledge: Local Nyronid Meta4 check (DC12), success tells the PC's that kobolds are NOT normally indigenous to this area, though they could have migrated from the underdark or elsewhere in the region.

Your travel to the village of Mennan takes a full day and is uneventful. The journey is brightened by stories from Mira and Rolck about the normally happy and simple life of the village.

Your arrival into the village of Mennan is not what you'd expect. The townsfolk quickly surround you with hopeful smiles and gifts of freshly baked bread. Obviously, they have a lot of confidence in your abilities.

At this point, feel free to elaborate on the general goodwill of the villagers. Adults will say their "hello's" and offer fresh cooked food to weary travelers. Children will ask innocent questions of adventurers and want to touch their weapons (or spell component pouches). This goes on for about an hour, before Mira and Rolck lead the PC's to the town center for an introduction to the prominent members of the community.

Encounter 2: The Magnificent Four, Five, or Six

This encounter immediately follows Encounter One, and details the PC's interaction and information gathering in the town. The PC's will meet up with the town elders, learn where they might find the kobolds, and deal with them.

When the PC's reach the town center, they will meet a few notable Persona:

- **Jianna Dekt** - Mayor of the town, and the primary contact for the PC's from now on.
- **Molthus Unger** - The town blacksmith, he knows something about the caves of the area
- **Pallia Yanth** - Oldest woman in town and favorite of all the towns' children she protects. She can help the PC's find out all the secret places the kids have found around the village. Pallium also prepares several healing spells each day and will use them on the PC's if necessary.

Jianna Dekt: Female Human Commoner2

Molthus Unger: Male Human Expert2

Pallia Yanth: Female Human Adept3

In Encounter Three, the PC's will get to ask more pertinent questions to the above mentioned NPC's (and the townsfolk in general). This encounter focuses on the elders of the village grilling the adventurers on their intentions and abilities.

These NPC's will do their best to determine the ultimate motives of the PC's. They're more than willing to pay out the meager gold they have as a reward for dealing with the kobolds, but have a distrust for mercenaries (especially after the events of the County's civil war).

Have the PC's introduce themselves (encourage flamboyance...) to the townsfolk and describe their skills. This is also an opportunity for the players to get a feel for what each other's characters are capable of. For those that wish, have them make a diplomacy check (DC15) to make the townsfolk "friendly" (they are currently "indifferent"). A Sense Motive check (DC12) will reveal that the townsfolk are nervous around "adventurers" but aren't hiding anything from the party.

If time is short, skip most of the roleplaying and have the players make the Diplomacy and Sense Motive checks, then move on to Encounter Three: Decisions, Decisions.

Encounter 3: Decisions, Decisions...

This encounter immediately follows Encounter Two, and has the PC's interact with the townsfolk to determine where to head next. First the PC's are introduced to Myrik, an experienced (but injured) ranger that has lived in the area for a while.

A pair of townsfolk, a man and woman, seek you out. One of them appears to be a woodsman of some sort; he is limping, and his leg is wrapped in fresh bandages. The woman introduces her companion as Myrik, who recently fought the kobolds. She feels he might be able to shed some light on what's been going on.

Myrik: Male Human Ranger1 (non-combatant)

Myrik is a human male of about twenty-seven summers. He is relatively easy going, but worried about the kobold attacks and their continued effect on the people of the area. He will act friendly towards the PC's if they are obviously here to help.

Myrik was recently injured while fighting some of the kobolds, and walks with an obvious limp. He can guide the PC's through the (role-playing) part of this encounter if they have trouble figuring out what to do.

Myrik knows the kobolds are operating in small groups around the area, each engaged in a different act of mayhem and/or terror.

Myrik will tell the PC's that if they disrupt "at least three" of the kobold groups, that should shatter the tribes' morale and they will flee the area.

Myrik and several other townsfolk have fought the kobolds before, they usually flee from large groups, and rely on cunning and trickery to win a fight. Myrik will warn the party to be wary of ambushes.

Myrik cannot aid in combat, due to his injury. If pressed he will say he was injured "fighting kobolds" (Sense Motive DC 15 reveals this is not the WHOLE truth).

If pressed, Myrik will reveal that he had taken one prisoner, but it got mad at him and bit him repeatedly, then tripped him with its own bonds/leash, then ran away. He limped back to town so Pallia could help heal him (the wound is infected). He is **very** embarrassed by this. [Author's note: This is true! It happened during the playtest...]

The PC's can choose to talk to individual townspeople, or simply have them make a Gather Information roll to pick up on the encounters:

- **Pallia:** A Gather Information DC14, or talk to Pallia. Some of the children report that a group of trees they like to climb are being used by the kobolds (a couple of the sneakier kids discovered this and told Pallia). Pallia will have the children give directions to **Encounter 3a: Into the Woods**. Myrik will point out this area is ideal for small characters, or a good scout (since the children play there).
- **Townsfolk:** Gather Information DC10, or talk to any townsfolk. The Arnis family abandoned their home on the outskirts of town yesterday (and is currently staying with friends in town). The kobolds had been harassing them for weeks, and they finally got spooked when a sling bullet injured their 12-year-old daughter. Anyone can give directions to **Encounter 3b: Farm Aid**. Myrik will point out that since there is a lot of kobolds, the PC's should be ready for a tough fight.
- **Mayor Jianna:** Gather Information DC16, or talk to Mayor Jianna. Traffic coming from the southeast (the direction of Trigol) has been light lately. Jianna and several others suspect the kobolds are involved. She points out the road in question (**Encounter 3c: Roadside Ambush**). Myrik will point out

since an ambush is highly likely; the PC's should have a good scout in the party.

- **Molthus Unger:** Gather Information DC12, or talk with Molthus Unger. The grain storage building on the outskirts of town has been taken over by the kobolds. This dry storage building is on the outskirts, so should it catch fire the explosion wouldn't harm the town. The building is easily identified by the townsfolk, and the PC's can then proceed to **Encounter 3d: Grain, Grain Go Away...** Myrik will point out that since the building is probably dark, PC's with Darkvision would be adept at this (or with ready light sources).
- **Mayor Jianna/Townspeople:** Gather information DC10, or talk to Mayor Jianna (or any other townsperson). The town's main well is in a small spring west of the village, on the edge of the Dreerwode. It is also where the town uses the shade and moisture to grow more delicate (and thus valuable) crops and herbs. The kobolds have placed several traps here and the town needs capable PC's to remove them (so they can safely use the well). Directions are easily given to **Encounter 3e: Spring Cleaning**. Myrik can point out the obvious, that only those with trap-skills (or many hit points) that should try to deal with this.

Troubleshooting: The PC's might want to go investigate the Kobold lair. This is a bad idea. The kobold lair is in a dark cave with dozens of kobolds and even more traps. The PC's goal is to scare the kobolds off by defeating them around the village. Use Myrik to dissuade them from this course of action. If the PC's do not have a "no flame" light source (or lanterns), use Myrik to discourage them further from this encounter.

Healing: If the PC's do not have sufficient healing, then Pallia will offer to help them. She is old, and will not accompany the PC's on any of their encounters, but will cast her healing spells on them (for 1d8+3 hit points). She has three such spells memorized each day.

Resting: The PC's may want to rest after one or more of these encounters (either to recover spells, hit points, or both). The kobolds take no action, though the townsfolk will pressure the PC's to deal with the problem as soon as possible.

Once three of the tasks in Encounter 3 are completed, Encounter 4 is triggered for the next morning. Should there be lots of "downtime" between the last task in Encounter3 and

Encounter 4, the DM should use his or her discretion to fill that time (it is possible for PC's to do more tasks, but there is no additional gold or experience awarded for them).

Encounter 3a: Into the Woods...

Over the years, Mennan's children have worn a winding path through the underbrush and massive tree trunks of the Dreerwode toward the cluster of their favorite climbing trees. Though the Dreerwode is a large old growth forest, the feeling of walking beneath these great boughs is far from oppressive. Light dapples the forest floor and the sounds of insects buzz on the cooling breeze. An occasional rabbit or even deer can be seen scurrying away at the sound of your coming. The journey takes about an hour.

The children of the village liked this area because it was fun to climb, and the bigger kids couldn't navigate the brush well. The kobolds like it because it's defensible and easy to use the high ground.

The terrain for this encounter is lightly dense forest. See DMG Pg 87 for details. The primary effect is the encounter distance is 2d6x10 feet. PC's may begin making spot and listen checks at this distance (as can the kobolds). Movement is halved (so no five foot steps). Tumble and Move silent checks are at -2, and there is Concealment (20% miss chance).

The kobolds have set up three Net traps (see Map in Appendix 2) around the campsite for protection. The kobolds will fire sling bullets from the trees once the PC's set off one of the traps or get within 40 feet of them. If the PC's enter the campsite (note area on map), the kobolds flee. Keep in mind the kobolds have a +6 to hide, but if the PC's insist on pursuit and can keep pace, simply hand waive it and assume they capture the creatures.

APL 2 (EL1) (total EL3 including EL2 trap)

Kobold Warriors (4): hp 4; see *Monster Manual* page 161.

Large Net Trap: CR 2; mechanical; location trigger; manual reset; Atk +5 melee touch. Characters in 10' square are grappled unless they make , DC 14 Reflex save (net has STR 18). Search DC 20, Disable Device DC25.

Tactics: The kobolds get a +1 to their ranged attacks, as they start the encounter in the trees. Also, while in the trees, the kobolds receive a +2

Cover bonus to AC. It is a DC10 climb check to get into a tree with the kobolds, and medium creatures are squeezed in the tree. Small creatures receive a +5 circumstance bonus to this climb check. The kobolds can be hit from the ground with a reach weapon (but not a normal melee weapon).

Treasure: The kobolds have useful (masterwork) trap-making and forestry tools that can be sold:

APL 2: Loot – 80 gp, Coin – 10 gp, Magic -0

Development: Once the kobolds are defeated or flee, the PC's can head back to town or the next encounter. If captured, the kobolds only speak draconic. All they know is that their "bossman" Bleex intends to muscle his way into this area. They are the mighty Blue Razor Claw Clan, and all shall tremble at the sound of their name! Have the kobolds show an appropriately humorous amount of feigned bravado.

Encounter 3b: Farm Aid...

The PC's begin this encounter by heading to the abandoned Arnis family homestead. There are nearly a dozen kobolds ransacking the house as the PC's approach, making a tremendous amount of noise, giving a +10 circumstance bonus to listen checks. The kobolds are not paying attention at the windows, so they are denied spot checks.

The Arnis family homestead is easily found. From the edge of a copse of trees, the small house is visible about 80 ft. in front of you in a broad clearing littered with broken bits of furniture, shreds of clothing, and a single pile of carefully arranged toys and dolls. It appears the front door has been ripped from one of its hinges, and hangs open, swaying gently in the breeze. All the windows on this side of the house are either open or broken.

See the Map in Appendix 2 indicating the location of the kobolds as the PC's approach. Give the Kobolds a single listen check (at -8, without modifiers for distance, taking into account a -10 penalty for the noise) to hear the PC's approach. Once one side has initiated hostilities (i.e. surprise round), roll for normal initiative. All of the interior and exterior doors and windows are open at the start of the encounter.

APL 2 (EL3)

Kobold Warriors (12): hp 4; see *Monster Manual* page 161.

Tactics: The kobolds will try to stay inside (away from the bright sunlight) if at all possible, and use their slings. In Melee they will double or triple team the PC's. At present they have about 2:1 odds. As soon as the kobolds don't outnumber the PC's, they flee.

Encounter Notes: The kobolds should be put into at least two groups (on separate initiative orders). Attacking with a melee weapon through a window incurs a -2 penalty.

Treasure: The kobolds have good old-fashioned monster loot and cash (below is what was NOT looted from the house, so the PC's can take it guilt free).

APL 2: Loot – 20 gp, Coin – 70 gp, Magic -0

Development: If captured, the kobolds only speak draconic. All they know is that their "bossman," Bleex, intends to muscle his way into this area. They are the mighty Blue Razor Claw clan, and all shall tremble at the sound of their name! Have the kobolds show an appropriately humorous amount of feigned bravado. If the kobolds flee and the PC's insist on pursuit (and can keep pace) simply hand waive it and assume they capture the creatures.

Encounter 3c: Roadside Ambush...

Heading southeast out of town on the road to Trigol, Myric's warning of possible ambush haunts the journey. Alongside the road, the grasses are a mixture of low groundcover with higher clumps that have already gone to seed in the summer heat. Ahead, the road takes a sharp turn, and what might lie ahead is obscured by 3-4 ft. high vegetation growing on both sides.

The PC's begin this encounter by heading southeast along the road to Trigol. The encounter occurs at a turn in the road (where wagons are at a disadvantage because they need to drive carefully).

The kobolds have set up sniper blinds to shoot from, and will fire on the PC's as soon as they cross the "Ambush line" (marked on the map). The kobolds get a +5 to their hide checks and +4 to AC due to the cover. The AC bonus is only +2 vs. melee weapons.

Remember to grant the PC's spot checks as they approach the ambush point, and account for distance.

APL 2 (EL3) +1 to EL due to Terrain Advantage

Kobold Warriors (8): hp 4; see *Monster Manual* page 161.

Tactics: The kobolds stay in their blinds and hurl sling bullets. They will concentrate fire on the toughest-looking (i.e. most heavily armored) first. If half the kobolds are dropped, the rest flee into the woods.

Encounter Notes: The kobolds should be put on two separate initiative orders (split into two groups of four initially).

Treasure: The kobolds have good old-fashioned monster loot and cash from their past few weeks of banditry.

APL 2: Loot – 60 gp, Coin – 30 gp, Magic -0

Development: If captured, the kobolds only speak draconic. All they know is that their "bossman," Bleex, intends to muscle his way into this area. They are the Mighty Blue Razor Claw clan, and all shall tremble at the sound of their name! Have the kobolds show an appropriately humorous amount of feigned bravado. If the kobolds flee and the PC's insist on pursuit (and can keep pace) simply hand waive it and assume they capture the creatures.

Encounter 3d: Grain, Grain Go Away...

Just beyond the eastern edge of town, the dry storage building is built more like a warehouse than a typical silo. Made of wood, the 20 ft high structure is well situated to protect the town from fire should an unfortunate accident ignite its very flammable contents. There's no outward sign of the building's new occupants.

The PC's begin this encounter by heading towards the town's "dry storage" building on the eastern outskirts of town. The kobolds invaded this building at night a few weeks ago, and the townsfolk have given up trying to repulse them (three were severely injured in the last attempt).

The PC's are warned vehemently that a lit torch is a bad idea in this place. The dust and grain could easily catch fire and the whole building would go up (killing everyone inside instantly). The village used to keep everburning torches in there for convenience, but now the kobolds have them. The PC's can have them if they defeat the kobolds and retake the building.

Refer to the Map in Appendix 2 for details on this encounter. There is a trap on the front door to further discourage curious parties (it's on the inside though). Also inside are four kobolds positioned on the upper level with slings. They have dug out an escape tunnel though only small creatures can use it, and even then, it requires squeezing. The escape hole can be found from the outside (Search DC18), but only a Knowledge: Dungeoneering or Survival check DC15 will realize it was dug with tools, and not by an animal.

The squares immediately in front of the door are considered Lit (marked on the map). All other squares in the grain silo are considered to be in shadowy illumination. Climbing the ladders is a move action that provokes an attack of opportunity (and anyone without a climb speed is denied their dexterity bonus to AC while climbing).

APL 2 (EL2) (total EL 3 for +1 due to terrain advantage and +1 for trap)

Kobold Warriors (4): hp 4; see *Monster Manual* page 161.

Tactics: The kobolds will attack with slings from the upper level (see map). If half the kobolds are dropped, the rest will flee (either by the door if possible, or the escape tunnel if necessary).

Falling Sack of Grain Trap: CR 1; mechanical; location trigger; manual reset; Atk +10 melee 2d4 subdual damage (all targets in the two five foot squares near the door). Search DC 20, Disable Device DC20.

Encounter Notes: Attacking kobolds in the loft will require a ranged attack or a reach weapon (or climbing the ladders), normal weapons will not reach kobolds in the loft.

Treasure: The kobolds have some loot, plus the four everburning torches:

APL 2: Loot – 44 gp, Coin – 10 gp, Magic - 36

Development: Once the kobolds are defeated or flee, the PC's can head back to town or the next encounter. If captured, the kobolds only speak draconic. All they know is that their "bossman," Bleex, intends to muscle his way into this area. They are the mighty Blue Razor Claw clan, and all shall tremble at the sound of their name! Have the kobolds show an appropriately humorous amount of feigned bravado.

Encounter 3e: Spring Cleaning...

It is easy to pick up the well-worn trail west of town that leads to Mennan's water source. It appears the trail leads into the Dreerwode, but soon the trees open into a sheltered glade on the edge of the great forest. Delicate vegetables and herbs, shaded by the overhanging bows, grow in neat rows in the center of the glade. The burbling sound of water from the spring can be heard from across the expanse, and at the head of each row of greenery is a simple gate mechanism for irrigating the crops. The main flow of the spring runs off beneath the trees and out of sight.

The PC's begin this encounter west of town along a well-worn foot trail. The spring (well) used by the townsfolk is in a sheltered glade on the edge of the forest. There are several traps near the well that need dealt with. Clever PC's might spend time "taking 20" searching for them, the glade covers the equivalent of about 80 squares (about 40'x50') and will take three hours to search thoroughly.

Then again, the PC's could just tromp through the area until they set them all off. None of the traps are particularly lethal, unless the PC's have no access to healing magic. Each trap is indicated on the map in Appendix 2.

APL 2 (EL 3)

Trap 1: Basic Arrow Trap: CR 1; mechanical; proximity trigger; manual reset; Atk +10 ranged 1d6/x3 (arrow). Search DC 20, Disable Device DC20.

Trap 2: Rolling Rock Trap: CR 1; mechanical; location trigger; manual reset; Atk +10 melee 2d6 (rock). Search DC 20, Disable Device DC22.

Trap 3: Deeper Pit Trap: CR 1; mechanical; location trigger; manual reset; DC15 reflex avoids; 20ft deep (2d6, fall); multiple targets (first target in each of two adjacent 5' squares). Search DC 20, Disable Device DC23.

Treasure: If the PC's do a decent job of searching the area (DC15), they will find a small cache of supplies used in re-arming the traps:

APL 2: Loot – 90 gp, Coin – 0 gp, Magic -0

Development: If the PC's simply Search the Area, there is a 5% chance on a given failed search check (the DC's for all the traps are the

same) that they encounter one of the traps and set it off. Full XP is given for this encounter as long as the traps are no longer functional (setting them off, while painful, is just as good as disarming them).

Encounter 4: Showdown

It is getting late, and the sun has already dropped behind the great forest leaving the little town of Mennan in shadow. The day's successes (or failures, as appropriate) have certainly put a dent in the kobolds' operations. Any further investigations and cleanup is best handled with a complete night's rest and a start on the new day with a hearty breakfast. The townspeople are eager to make everyone comfortable at the town's inn, and prepare an ample if simple dinner feast for their heroes.

Regardless of which three tasks from Encounter3 were completed, at this point it is getting late and the PC's need to rest. This has the advantage of forcing the PC's to rest before the final encounter.

By early morning, the Kobold leader, Bleex, has figured out someone has been mussing up all of his master plans for domination of the small village. He has decided to take matters into his own hands. Bleex is the toughest kobold in these parts, and will lead the assault.

Troubleshooting: There is no guarantee how PC's will proceed with the components of Encounter 3, but the goal is for them to enter Encounter 4 fully rested and healed, with no less than half of their spells. If this is the first time the PC's rest, then have the kobolds attack the *next* night (keep the PC's in town with festivities, etc in their honor). The attack could also occur in the evening (the next night, after resting) while the party is getting ready to go to sleep (and thus everyone is awake and armored).

The kobolds will sneak into town in the early dawn hours (note that all kobolds have at least a +6 hide). Barring any unusual tactics on the part of the PC's, the kobolds will surround the Inn and try to burn it down (They have oil flasks and several torches).

If the PC's have set a watch, have them make listen checks (DC10 for the walls) to hear the commotion (DC is 20 for sleeping PC's). Otherwise, sleeping PC's can make a DC10 listen checks to hear the screaming of the townsfolk as the building is burning (probably

with them in it) three rounds later. Either way, read the following boxed text aloud:

The early morning [late night] air is shaken by the sound of screams, and the chattering of small doglike creatures. You are also certain you can detect the odor of burning oil and wood. Oh no! The inn is on fire! The kobolds have brought the fight to you. Now's the time to earn your adventuring spurs and head out to meet them!

Time for the final showdown with the kobolds!

When the party sees the kobolds, describe them as follows:

A small group of kobolds stands outside the inn, flaming torches in hand. The leader of this band of little devils stands out like a sore thumb. In the middle of the group is the meanest looking kobold you've ever seen: The only thing bigger than this giant (2 foot, 8 inches tall) kobold is the sword he's holding! This kobold is holding a sword big enough for an orc!

APL 2 (EL4)

Bleex, Kobold Super Fighter (Warrior3); hp 18 see Appendix 1: Encounters

Kobold Warriors (4): hp 4; see *Monster Manual* page 161.

Tactics: The generic kobolds will hurl sling bullets at approaching PC's, then engage in melee as necessary. Bleex will "wade" into combat with his "big" bastard sword (Note that the -2 penalty for Monkey Grip is figured into Bleex's attack). Bleex will focus on the toughest opponent first, *especially* if a PC has a "bigger sword" than him. If Bleex is dropped, or if all the other kobolds are dropped, the survivors will all flee into the woods (never to be seen again). See the Map in Appendix2 for a layout of the Inn and the initial disposition of the kobolds.

During the combat, townsfolk will be forming a bucket brigade to put out the fire. The townsfolk will successfully put out the fire (without the PC's help) provided the kobolds are defeated. The PC's do not need to help (and the DM should remind the players of this if they start to divide their efforts between the kobolds and the fire).

Treasure: The kobolds have little loot, but Bleex has some masterwork armor and a *Cloak of Resistance*+1!

APL 2: Loot – 70 gp, Coin – 27 gp, Magic - 83 (*Cloak of Resistance* +1)

Development: Regardless of how they are defeated, the kobolds are done for if this encounter is won. The remainder of the tribe will flee the area, rejoining with the rest of their kind in the caves under the County of Urnst.

Conclusion

At this point, the PC's have rid the village of Mennan of the pesky, but deadly, kobold menace. The villagers offer whatever they can in material thanks (which are not much other than food and lodging). Read the following boxed text aloud:

The town of Mennan is full of cheer today as the Kobold menace has been driven off once and for all. You may not be the most experienced adventurers in the County, but those kobolds were no laughing matter. The question still remains where did they come from, and what did they want with this little village?

Perhaps the future will hold some answers to this and other questions. In either case, you'll be ready the next time you have to deal with... Kobolds!

If the PC's choose to take material reward from the town, the previously mentioned reward will be given out (somewhat begrudgingly):

Treasure: Every last coin the village has:

APL 2: Loot – 0 gp, Coin – 10 gp, Magic -0

DM Note: If the PCs choose to do more than three parts of encounter 3, they cannot receive additional xp.

The End

Experience Point Summary

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

Encounter 3a

Defeating the kobolds and the traps:

APL1 90 xp

Encounter 3b

Defeating the Kobolds:

APL1 90 xp

Encounter 3c

Defeating the Kobolds

APL1 90 xp

Encounter 3d

Defeating the Kobolds and the trap:

APL1 90 xp

Encounter 3e

Disarming / Defeating the three traps:

APL1 90 xp

Encounter 4

Defeating Bleex and the remaining kobolds:

APL1 90 xp

Story Award

Ridding Mennan of the Kobolds:

APL1 45 xp

Discretionary roleplaying award

APL1 45 xp

Total possible experience:

APL1 450 xp

Treasure Summary

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

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

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some

reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter 3a:

APL 2: L: 80 gp; C: 10 gp; M: 0 gp

Encounter 3b:

APL 2: L: 20 gp; C: 70 gp; M: 0 gp

Encounter 3c:

APL 2: L: 60 gp; C: 30 gp; M: 0 gp

Encounter 3d:

APL 2: L: 44 gp; C: 10 gp; M: 36 gp (4 *Everburning torches*, 9gp each)

Encounter 3e:

APL 2: L: 90 gp; C: 0 gp; M: 0 gp

Encounter 4:

APL 2: L: 70 gp; C: 27 gp; M: 83 gp (*Cloak of Resistance+1*)

Conclusion:

APL 2: L: 0 gp; C: 10 gp; M: 0 gp

Total Possible Treasure

APL A: L: 364 gp; C: 157 gp; M: 119 gp -
Total: 450 gp

Appendix 1: APL2 Encounters

Encounter Four

Bleex, Kobold Super Warrior: Male Kobold War5; CR 3; Humanoid (Reptilian); HD 5d8+0; hp 22; Init +2; Spd 30 ft; BAB/Grpl +5/+0; AC 17 (+1 size, +1 natural, +4 MW chain shirt, +1 Dex); touch 13, flat-footed 15; Atk +4 melee (1d10/19-20x2, bastard sword); or +8 ranged (1d6/19-20, x2 light crossbow); SQ Darkvision 60 feet, Light Sensitivity; AL LE; SV Fort +5, Ref +4, Will +2; Str 10, Dex 14, Con 10, Int 10, Wis 10, Cha 8.

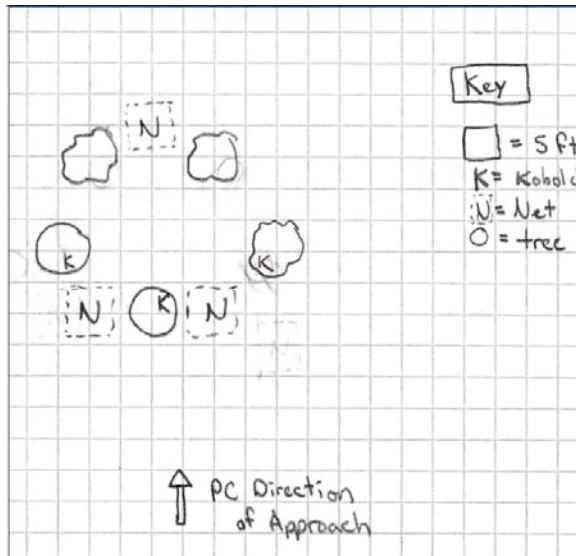
Skills and Feats; Climb +8, Hide +6, Intimidate +10, Listen +0, Move Silently +2, Search+3, Spot +0; Monkey Grip, Skill Focus; Intimidate

Possessions; Masterwork Chain Shirt, Bastard Sword [Medium], Cloak of Resistance+1.

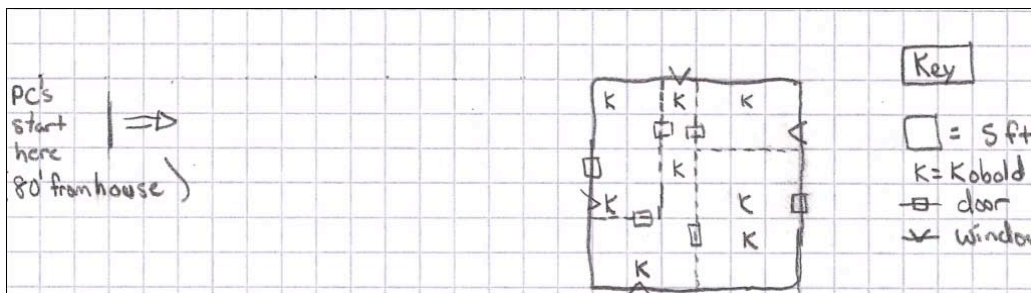
Light Sensitivity (Ex); Kobolds are dazzled in bright light or in the area of a Daylight spell.

Appendix 2: Maps

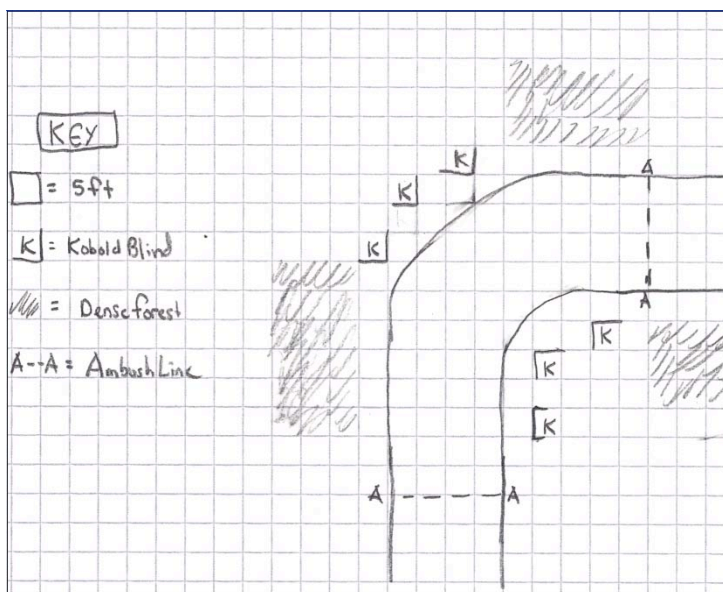
Encounter 3a: Into the Woods



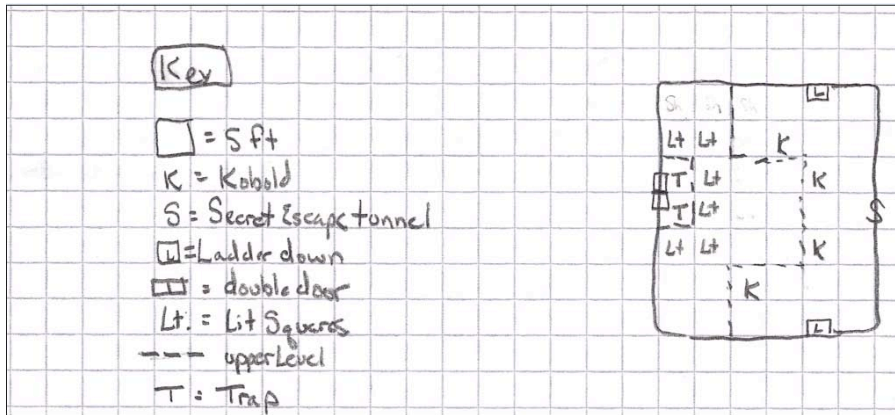
Encounter 3b: Farm-Aid



Encounter 3c: Roadside Ambush



Encounter 3d: Grain, Grain Go Away



Encounter 4: Showdown

