

YEO2-03



ECHOES OF A DISTANT THUNDER

A One-Round D&D[®] LIVING GREYHAWK[®]
Yeomanry Regional Adventure

Version 1.1

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The land isn't as quiet as it once was. Rumbles beneath the earth herald the coming of something dark, something terrible. The quiet town of Cottonton in the Iron Wood may be the first to fall. Will the echoes of distant thunder give you warning of what approaches, or will it deafen you to the screams of the dying? An adventure for characters level 1-6.

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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This is an RPGA Network scenario for the Dungeons & Dragons game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution 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, print this scenario. This scenario was created to support double-sided printing, but printing it single sided works 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 running the event. 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's also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually 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.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and

unique individuals are profiled in the Appendix at the end of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

SCORING

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

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

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

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

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

After voting, give the Scoring Packet to your event coordinator.

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6 0	0	0	1	
1/3 and 1/2 0	0	1	1	
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

By following these four steps, you have determined the modified APL. Throughout this adventure, APLs categorize the level of challenge that the characters face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

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

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to join them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in the Yeomanry. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

ABOUT THE YEOMANRY

The Yeomanry is situated in a valley between the Jotens and the Tors in the southwest corner of the Sheldomar Valley. The moderately sized realm is nearly surrounded by the Crystalmists and its spurs, though its eastern border with Keoland is generally regarded as the eastern bank of the Javan across from the county of Cryllor. Its border continues south to where the great river enters the Hool marshes and the lands of the Sea Princes. The climate is hot nearly year-round in the central valley, though the temperature moderates as one approaches the foothills, particularly in late fall and winter. The Yeomanry is a land populated primarily by freemen Farmers, who are mostly a Suel-Flan mix.

The Yeomanry is one of the few representative democracies in the Flanaess. Any citizen of majority who has carried a spear for the nation, either now or in the

past, is eligible to elect spokesmen on his behalf from his community that serves in the Council of Common Grossspokesmen in Loftwick.

The people of the Yeomanry are rural, cloistered folk with little exposure to either foreigners or magic. They are religious and superstitious, yet reservedly friendly to travelers.

IS THIS A 'MILITIA MODULE?'

As the defense of the homeland is imperative in this module, members of the Yeoman militia may count this adventure towards the twelve TUs they must serve per year for the Yeoman League.

"THE QUAKE"

Year Two of Yeomanry LIVING GREYHAWK adventures (CY 592) centers around a large earthquake, called the Landstraad, or 'Land Terror' by locals, that takes place at the beginning of the year. While the epicenter was almost directly under the town of Hardwick, its effects could be felt as far east as Longspear. The Escarpment has extended 50 miles to the south, swallowing Hardwick whole. The village of Sule has been badly damaged, as has Wickler and Wymeswold. The Yeomanry has been plunged into a state of chaos.

Soothsayers and self-proclaimed prophets espouse that the Landstraad was an ill omen of things to come in the Yeomanry. While the damage was great and hundreds of lives were lost due to the tremor and its aftershocks, other activities in and around the Yeomanry have been far more alarming. In the weeks following the quake, heavy humanoid, ogre, and giant activity has been detected throughout the mountains. Reports of strange sounds, disappearing townsfolk, and screams in the night have been heard in Dark Gate, causing people to fear that something has emerged from Slerotin's Tunnel. There is a feeling of dread that is slowly spreading throughout the land. People are afraid that the soothsayers might speak the truth....

COTTONTON

Cottonton is situated in the beer-making region of The Yeomanry. The town got its name from the cotton plantations that once covered the region. Cottonton still has a cotton mill and fine weavers, but the cotton grown in the area is of a lesser quality than that grown around Daywine and points south. However, the industrious citizens of Cottonton have managed to still make a profit with their inferior cotton by distilling it into brandy and rum. Cotton Brandy is highly sought after in the Yeomanry, and can fetch a very high price in times of shortage. Their Grossspokesman is Jakob (Cotton Jack) Lefebvre, an ex-naval captain. He runs the town's largest inn (the Woodwyrn, which, ironically, is shaped like a ship). The Woodwyrn was the name of Cotton Jack's own vessel. Cotton Jack retired here to be nearer to the source of the one thing he truly loves, cotton rum.

☛ **Jakob "Cotton Jack" Lefebvre:** Male human Ftr6/Rog4.

Cotton Jack has put his knowledge of ships to good use in Cottonton. He has erected tall, narrow towers with "crow's nests," not unlike those found on a ship, atop various buildings around town, to serve as watchtowers. Since their construction, bandit raids into Cottonton have diminished considerably.

ADVENTURE SUMMARY AND BACKGROUND

Cottonton is a quiet human town on the southeastern edge of the Iron Wood in the Yeomanry. For decades, it has been a hub of lumbering and woodcraft under the watchful eye of the nearby elves.

Over the last few weeks, slight tremors in the earth have alarmed the townsfolk. With no sign of their source, Cottonton has been on constant alert to little avail. Now, more than 8 days since the last tremor, they have tiredly lowered their guard.

It may be a fatal mistake. A week ago, a supply wagon bound for Fort Baxter was waylaid by goblins and kobolds. Among the supplies were a number of alchemical items and gnome sized armor meant for the town of Gnome beyond. The battle left the caravan's guards and the goblins dead, but the kobolds survived to loot the remains.

Armed to the teeth and spurred on by the mysterious rumblings, which they take as a sign from their gods, these kobolds are preparing to raid Cottonton and offer up the bodies of the townsfolk for a ritual they call the Earth Feast.

In town for the annual "Choosing of the Bough" festival, the characters have a chance to save the town from destruction and learn something about the fate of the Yeomanry to come.

Encounter 1 is an introduction to the town of Cottonton and a chance for characters to explore, meet each other, and shop in the relative peace and quiet of a country town. They note the higher level of security during their stay and have the opportunity to ask questions.

Late during Encounter 1, the characters go through the experience of a ground shock; a minor earthquake. No one in town knows why it has occurred, but the characters learn that there have been others.

Encounter 2 begins only an hour after the tremor. A wave of marauding kobolds armed with new steel weapons and armored very well attack the town. During the battle, thunder is heard constantly. This is an opportunity for high and epic combat, with battles taking place all over Cottonton.

The characters may very well not even be together at this point, but the flow of battle draws them eventually to the town square where a rally of defense has been sounded. Here, they can take part in a massive struggle and turn the tide of battle in favor of the town. Observant

characters notice that the kobolds are using thunderstones and do not seem interested in looting, only in dragging off the slain and unconscious from both sides.

The characters are hailed as heroes and given a warm welcome by the beleaguered forces of Cottonton. The Mayor asks them to do the town one more service; the kobolds have captured his son along with a dozen other townsfolk.

If the characters agree to go, they are given the greatest gift the town has to offer, a quiver of masterwork arrows and the Silverbough, a masterwork bow made once a year by the elven craftsman in residence.

So armed, the characters move on to Encounter 3. This is a trek through the forest following an obvious trail left by the kobolds back to their lair. The dark conditions and the traps left by the fleeing creatures make the going dangerous, but persistence and skill can win through to where the beasts live.

This leads to Encounter 4. The first battle in the warrens is with the kobold's "pet", an angry charmed bear, and potentially the kobold druid who guides it.

Past the bear lay Encounter 5, the heart of the lair and the final conflict with the kobolds. They are fighting for survival, since they believe the earth is awakening and is hungry for flesh when it does. They believe that if they lose their prisoners, they may be eaten themselves, or so they fear. As such, they fight to the death.

Encounter 6 is the climax of the adventure as the characters gather the prisoners and discover several large green dragon scales with words scribed upon them in crude draconic. Finally the characters can return to Cottonton.

The scales are a mad prophecy written by the sorcerer-leader of the kobolds. They talk of the Earth Feast and "barren hands". None of this means anything to the folk of Cottonton, but the Mayor promises to send word of the prophecy back to Loftwick with their next trade caravan.

With that, and a feast in the characters honor, the Echoes of a Distant Thunder fall silent... for now.

INTRODUCTION

Note: The mood of this entire scenario should be one of building menace. "Echoes of a Distant Thunder" is a prelude to something much bigger. If the characters leave this scenario feeling like they've left something unfinished, the tone has been properly conveyed.

Needfest blankets much of the land of the Yeomanry in snow this year. Not often seen this far south in the Sheldomar Valley, snow brings with it an air of festivity and wonder.

In the town of Cottonton, the nearest town to you as the holiday season approaches, the townsfolk celebrate Needfest with feasts, contests, and an annual event called "The Choosing of the Bough".

This event is like a scavenger hunt through the nearby Ironwood, with contestants searching for fallen tree limbs suitable for bow and crossbow crafting. The best branch is

awarded the honor of being crafted into a fine work of art, the Silverbough.

Each year, the folk of the town invite all those who wish to participate in the Choosing to come with them on this merry hunt. This, and the lure of Needfest parties galore, has lured you to Cottonton.

Once this introduction is read, tell the players that they have been in town for two days and have had ample opportunity to meet each other and explore Cottonton proper.

Allow some time for players to roleplay. Take the parts of innkeepers, townsfolk, and local militiamen to interact with them and make them feel like a part of the community.

This is especially important, since the attack by the kobolds in Encounter 2 wreaks a great deal of devastation. If the characters have felt welcome and comfortable with the people of Cottonton, the losses are felt more dearly when they occur.

Some names to use during this initial time period are: Alston (Innkeeper), Caedmon (store owner), Brath (stable owner), his son Glyn, Falena (female tavern servant), Mabyn (female baker and store owner), Rheana (8 year old female street urchin, a sort of community orphan), Uaine (female street urchin and friend of Rheana). Be sure to use these last two, as Uaine is fated for capture in Encounter 2 and if the characters have made contact with her and Rheana it could mean more to them to succeed.

Once the players seem comfortable with continuing, proceed with the following:

The Choosing of the Bough was a lovely all day affair. The walk through the Ironwood, guided by the elven members of Cottonton's community, was relaxing and calm.

Everywhere, townsfolk called out shouts of joy as they found suitable branches and returned them to Vicanahilastia, the bowmaker in charge of crafting the Silverbough for each year's competition.

An elf of nearly 300 summers, Vicana, as the townsfolk call her, is a kind woman with seemingly infinite patience. She takes each branch and regards it as if it were the most beautiful thing she has ever seen. Even tiny branches fit only for kindling brought to her by children receive a warm smile and a heartfelt compliment.

When the contest ended, a local forester was declared the winner and his bough, a fine limb of silver oak, was displayed for all to see. As the Silverbough takes nearly a year to make, his prize won't be delivered to him until next year's Needfest.

This year, the winner of the last contest receives his prize tomorrow morning. A complete Silverbough has been on display over the mantle of the Kindelman Arms, a local inn with excellent food and comfortable beds.

With the contest complete, you've returned to Cottonton and the comforts of a friendly Yeoman town. The best of all they have to offer is yours to enjoy.

Proceed to Encounter 1.

ENCOUNTER 1: THE CALM

In this encounter, the characters have a little more time to shop, take care of personal business, and interact with each other and the local townsfolk. There is no need at this point to have them all together, but make sure all players get equal attention so no one feels left out.

After about ten minutes of this open roleplay, read the next section. For best effect, interrupt a player in mid-sentence and speak loudly.

The ground suddenly shakes beneath your feet. A low rumble echoes from all around. Dishes rattle off of nearby shelves and smash to flinders on the floor.

Buildings move violently from side to side; the people within are thrown to the floor as they scramble for cover. Out in the streets, animals buck wildly and run in panic for shelter.

Pause a moment and as soon as a player speaks, interrupt them again.

As quickly as it began, the shaking ends. The ground stills and the distant roaring subside. Around you, the people of Cottonton get up, look around in dismay, and quietly begin to clean up the mess.

Now the characters can truly react, the characters doubtless start asking the townsfolk questions. Depending on who you have answering them, paraphrase the following:

"That? We have no idea what it is. It has been happening for a while now, though. Three times this month, as a matter of fact."

Feel free to add more as the NPC allows. As an example, young Rheana or Uaine might also say:

"It is a big dragon, tryin' to come up outta the ground to eat us up. You has ta stay off the dirt or it'll swaller you up!"

Adult NPCs have better information, adding that the militia has been on alert ever since the first tremor. Since nothing's come of it, the guard is standing down but everyone is still quite concerned. Nothing like this has ever happened before.

One thing they mention that may peak the character's curiosity is that the town's rangers have not returned in the last two or three days. While it is not normally unusual for rangers to spend weeks out on patrol, they were expected back in for the festival. The kobolds have waylaid the town's rangers, one of which is found in Encounter 4.

If the characters wish, they can help in the clean up. It is a couple of days of work to tidy up what has been broken and put everything back in order, but luckily, something comes along after about three hours to interrupt the efforts....

ENCOUNTER 2: THE STORM

This encounter can be very deadly but its main focus is not to kill the characters. Keep the feeling of grave danger high once the fighting starts, but it is important to keep the party alive through this section of the scenario. Wounded, even critically so, is fine, but try not to kill any characters with the kobold forces that attack Cottonton.

Also, maintain rich descriptions at all times. Once the fighting begins, continually mention the deafening claps of thunder and the roar of sudden flames. Make sure the players can visualize that while they are fighting, equally pitched battles are going on all around the town.

Some characters may want to scout around town after the tremor of Encounter 1. If so, they should have the chance to see parts of the kobold force coming. If they foolishly attack so large an enemy army, take them aside and run a likely brief combat.

If, however, they return to town without being seen, the scouting character should be rewarded for his or her efforts by having the town on alert when the kobolds attack. See the section at the end of this Encounter labeled "The Town Forewarned" for more details.

Several hours have passed since the tremor shook Cottonton. The sun has set and what little moon can be seen through the thick winter clouds backlight everything in town with a dim gray light.

Only the glimmers of torches and hearth fires provide any light on this dark evening. The spirits of the folk of Cottonton are bright enough, though. They are cheerfully putting in one last hour of cleaning before retiring for the night.

Give the players a moment to state what they are doing. Be discrete about this, since they it is possible they have no warning of what is to come. See "The Town Forewarned" if this is not the case. Once you have a good idea where each of them is, continue with the combat below. Keep in mind that the characters still do not have to be together for these fights when they start.

A tremendous clap of thunder rings out through the cold night air. The thunder didn't come from the sky though, it came from somewhere on the ground near the town walls.

Even as the echo of thunder rings out, the darkness is lit up by dozens of fires. Arcing sheets of flame rush up along the wooden palisades and the roofs of outlying buildings.

Shouts ring out for the militia to report to their stations. Armed men begin rushing through the streets, loading crossbows and limbering spears as they reach the walls, their red tabards flying.

All around you, the sounds of steel on steel can be heard. Cottonton is under attack!

Combat commences almost immediately for the characters, unless their actions (hide in a basement near the center of town and cry for Mommy, etc.) indicate otherwise. Have each character suddenly face off against an attack force (which consists of a leader and several

troops) and fight a single round with each character. Then, run the events of *Rally!* below.

The best way to run these one round combats is to simply inform the character that several kobolds have emerged from the streets and alleys around him or her at a distance of 30 feet and run one round of combat. Assume no surprise round and let initiatives occur normally. When the rounds are over, move to the next character.

This round-robin style of combat is essential to keeping the mood of sudden, brutal combat and to keep these fights from taking too long and leaving other characters with nothing to do.

How the kobolds come at the character is up to you, but use the cunning and trickery kobolds are known for. If possible, make sure the kobolds flank for extra bonuses and use their ranged weapons (and alchemist's fire at higher APLs, especially on heavily armored opponents) first before they start to close.

Each character has to face these attack forces unless they want to hide and stay out of the conflict. There are several places to do so, but the kobolds search for prey as they move through town. Try to get all the characters involved.

If any character looks to be in danger of dying from this one round encounter, have a group of militiamen rescue them at the last moment. Any character struck unconscious or taken below 0 hp is found by militiamen, stabilized, and taken to town square for the *Rally!* before kobolds can capture them.

Once the individual single-round encounters are over with, read the *Rally!* text after making sure the players are aware of continuing combat all around the city;

APL 2 (EL 1)

🔪 **Kobold Force Leader:** Male kobold War1; hp 8; see Appendix I.

🔪 **Kobolds (2):** hp 2 each; see *Monster Manual*.

APL 4 (EL 3)

🔪 **Kobold Force Leader:** Male kobold Ftr2; hp 16; see Appendix I.

🔪 **Kobolds (6):** hp 2 each; see *Monster Manual*.

APL 6 (EL 5)

🔪 **Kobold Force Leader:** Male kobold Ftr4; hp 28; see Appendix I.

🔪 **Kobolds (4):** Male kobold War1; hp 8 each; see Appendix I.

The Town Forewarned

If the characters, through scouting or other means, get advanced warning of the attack, the town can be put on

alert. If this happens, the destruction the kobolds wreak is reduced considerably.

Be sure the characters see that their efforts have had a true effect on the outcome of the battle. The kobolds still make it over the walls, however, and the combats still occur. Also, none of the NPCs killed in the assault are ones they know. A small compensation, but it does make a difference.

ENCOUNTER 2A: RALLY!

A hunting horn sounds out from somewhere near the center of town. It blasts three short notes. After a moment's pause, in which you can hear the screams of battle throughout the town, it repeats.

As it does, the townsfolk fighting around you begin to fight a retreat towards the horn. "Hurry!" one of them yells. "We must rally at the square!"

Those with bows and crossbows lay down a swarm of suppressing fire at the advancing kobolds. "Quickly! We'll be overwhelmed!"

Then, a bolt from the shadows of a nearby alley cuts the townsman down, and another group of snarling kobolds emerge from it and join the assault.

This is when the characters should be gathered together if they were separated before. If, as is likely, kobolds remain from the group they fought a single round with, mention that the sound of the horn has startled the kobolds for a moment and there is an opportunity to disengage from combat and get to where the horn is sounding.

The rallying point is a stone well and stepped dais in the center of Cottonton. All the remaining militia and townsfolk are moving there as fast as they can. Unless the characters want to fight the kobold horde alone, they should follow suit.

Once they join the defenders there, the real battle for Cottonton occurs. This combat is purely descriptive; tell the characters about bolts and arrows raining down on all sides and figures in armor clashing viciously as the kobolds mount wave after wave of assault. The militia emerges from this fight bloody and battered, but alive, while the characters are shoved out of the way so that the soldiers, trained to fight together, may do their jobs.

Be certain as you describe this part of the fight to include one or two of the NPCs (not the children, as they are in the next encounter) as casualties in this battle. This is a life or death struggle and having the players see it claim people they know makes that all the more apparent.

During this battle, allow the characters to make 2 Spot checks (DC 15). The first success lets a character notice that the kobolds are dragging off unconscious or wounded foes. The second success allows the character to see kobolds using thunderstones, tanglefoot bags, and smokesticks.

Captured equipment from the kobolds show the mark of the garrison at Fort William. As such, they are Yeomanry property. Be sure this is mentioned to any character attempting to take equipment from downed foes, especially if they are Yeomanry militia.

Once the battle ends, have one of the militiamen approach the characters and beg them to come with him. The town has repelled the kobolds, but at terrible cost. Move swiftly to Encounter 3.

IMPORTANT NOTE! Captured kobolds other than the team leaders cannot reveal much beyond the existence of the earth feast, which they can not explain much, and their great queen. Team leaders can reveal the name of their queen (Skazgath), the fact that they got all of these nice weapons and alchemical gear from a plundered wagon, and they can rant endlessly about the coming of the earth feast and how it will swallow up all of the “big folk”. Nothing else can be gained by interrogating them. Assume they automatically fail to resist intimidation attempts against the characters.

ENCOUNTER 3: THE PLEA

The militia Sergeant, a citizen by the name of Senara, leads you to the center of the dais. There, among the elderly and children of the town, she spots a battered looking older man and motions you to follow.

“This is our Mayor,” she tells you. “He sent for you specifically. I know not why, but he says it is urgent!”

As you pass the small horde of wounded and infirm, you see a familiar face. Rheana looks up at you, her clothes matted with mud and something darker. She doesn’t seem badly hurt, but she’s crying.

Rheana runs to the characters she has established the best rapport with and clings to him or her as she sobs.

“They took her! They took her!”

Of course, Rheana means Uaine. Uaine was captured by the kobolds shortly before the characters arrived at town square. Questions have to wait, as the group has now reached Mayor Ywain Tearlach. Also wounded, he waves off the aid of a town healer when he sees them.

“Visitors! Good of you to come to me. I know you’ve fought as bravely as any of us, but I beg you to give me another moment of your time. It’s... it’s my son...”

The Mayor looks down and seems unable to go on. Senara nods as if she understands and continues for him.

“Youn, the Mayor’s son, was the guardsman who sounded the rally. He took an awful risk making himself a target like that. The kobolds must have killed him.”

The Mayor shakes his head. “No! No, they didn’t! I saw them take him away. He wasn’t dead! The men say those beasts carried off several folk and they were all alive!”

Senara looks to a nearby guard for confirmation. A quick nod from him makes her face all the graver. “Why would they do that? Why would they take the trouble to capture us?”

As militiamen scramble through the city, setting up brigades to quench the raging fires in the streets, the Mayor turns back to you and pleads. “That’s what I want these folk to find out. Please, go after them. Bring back my Youn and the others. Don’t let those foul wretches hurt him. Please!”

Senara lays a hand on the Mayor’s shoulder and eases him back down. A healer tends to his rent shoulder as he speaks to her in as calm a tone as he can manage.

“Senara, give them whatever they need; whatever we can spare. Make sure they get anything they want.”

She nods, glancing at you all for some reaction. “I will, sir. I will.”

The characters have the opportunity to make quite a profit off the desperation of the Mayor here. Greedy parties are able to make a handsome sum of gold, since Senara can give them up to 600 gp worth of normal items and gold from the town and its treasury. Of course, these goods are needed to help Cottonton recover, but the Mayor insists if that’s what the party asks for. Reluctantly, she’ll agree. Before she does, though, she’ll activate any members of the Militia amongst the characters.

If the characters show some heroism and don’t ask for more than simple supplies or other things within reason, Senara is much happier with them and gives them something very valuable from the town armory; a quiver of 20 masterwork arrows.

If any of the characters express the desire to do as the Mayor asks because it is their duty as Yeomen, or because it is the right thing to do, AND don’t ask for anything in exchange, they win her deep respect. Run the section below labeled “Senara’s Respect” before proceeding to Encounter 4.

The characters are allowed to rest for a few minutes, use any magic they may have available, and ready themselves for a long trek in the woods. Any characters that are wounded or dying get brought back to either maximum hit points or 12 hit points, whichever is lower, by overworked town clerics. This provides time for the characters to ask Rheana what she means.

The story she tells is similar to what the Mayor said. The kobolds captured Uaine out of the hole they were hiding in. She would have been found too, but the blacksmith fought them off and brought her to the rally point. She begs them to bring her friend back and hugs them furiously until they agree. Be as cute with this as you want, since Rheana is adorable.

Once the characters are ready to go, proceed to Encounter 4 below.

ENCOUNTER 3A: SENARA’S RESPECT

If Senara has come to respect the characters through their selfless bravery, she stops them before they set out on the kobold’s trail.

“Here,” she says as she hands you a long, wrapped bundle. “Tonan, the winner of last year’s festival, won’t be needing this now.”

She looks down sadly and lets you unwrap the parcel. Inside are the Silverbough and a quiver of 20 longbow arrows.

The 20 arrows are the same masterwork arrows she would have given them if they had been heroic.

IMPORTANT NOTE! This is the only way outside of theft for the characters to receive the Silverbough. DO NOT give it to them for any other reason! Additionally, at APL 2, the Silverbough is a masterwork longbow.

Once the party accepts the bow, she'll nod curtly and turn to go. As she does, she'll say:

"That bow means a lot to the people of this town and it's a symbol of honor to the elves of the Iron Wood. Don't fail us."

Proceed to Encounter 4.

ENCOUNTER 4: THE HUNT

The mood of this encounter should be one of a desperate race for time. Occasionally mention the signs of fresh blood along tree trunks or claw marks in the loamy earth where prisoners have tried in vain to escape.

This encounter is divided into several subsections, each with their own title. These do NOT have to be run in order. If the characters' actions make some of the events unlikely, skip them.

Be sure to run "Deadfall" and "Fire from the Sky", as these are essential to the plot. The others can be omitted for story or time concerns. Begin by reading the following text:

Just past the edge of town, the path of the marauding kobold force is easy to see. Deep furrows in the ground show where the prisoners have been drug away.

This trail goes into the dark of the woods beyond and threatens to be lost among the undergrowth. Time is fleeting, and if any of the townsfolk are to be saved, you will have to move quickly.

After that, let the characters advance as they wish to. Track rolls are not strictly needed, since the path is fairly obvious, but if anyone in the party wishes to make one, they can determine (DC 15) that the group they are following is more than 40 kobolds strong and have between them over a dozen prisoners.

From here, describe their passage through the shadows of the Iron Wood as they make their way deeper in. Ideally, the characters should hit each of the following events in order before arriving at the kobold lair.

ENCOUNTER 4A: SENTRIES IN THE SHADOWS!

One of the attack forces that struck Cottonton is lurking here, left behind to watch for pursuers. They are hidden 20 feet up in the branches of a pair of massive oaks and attack the rear of the party if they aren't detected.

The woods are difficult to traverse here, the trees close together and the path is treacherous because of fallen branches and icy patches.

The shadows are thick. That, and the constant overgrowth, makes it difficult to make out the trail farther than about 30 feet ahead.

Assume the kobolds have 'taken 10' to hide themselves. They have had some time to prepare this ambush and are being perfectly quiet.

When they attack, it is with tanglefoot bags first. Three of them have one and hurl them at obvious archers or spellcasters. The Silverbough is quite distinctive and if it is not hidden, it certainly makes its holder a target for this attack.

Then, the kobolds follow up with crossbow shots. If the character's ranged attacks have been neutralized, the kobolds stay in the trees; otherwise, they spend a round climbing down out of the trees before continuing their attacks.

APL 2 (EL 1)

☛ **Kobold Force Leader:** Male kobold War1; hp 8; see Appendix I.

☛ **Kobolds (2):** hp 2 each; see *Monster Manual*. Note: Both of these kobolds have a tanglefoot bag.

APL 4 (EL 3)

☛ **Kobold Force Leader:** Male kobold Ftr2; hp 16; see Appendix I.

☛ **Kobolds (6):** hp 2 each; see *Monster Manual*. Note: Two of these kobolds have a tanglefoot bag.

APL 6 (EL 5)

☛ **Kobold Force Leader:** Male kobold Ftr4; hp 28; see Appendix I.

☛ **Kobolds (4):** Male kobold War1; hp 8 each; see Appendix I.

ENCOUNTER 4B: DEADFALL!

This is not a combat encounter and should not take more than a few minutes to run. It is meant to give the characters more reason to pursue.

Those in the lead of your group find something lying just off the trail in a shallow ditch. The body of a savaged human male has been shoved roughly into the undergrowth beside the trail.

What's left of his face is a mask of pain and fear, his eyes vacant and staring. His shirt is stained with blood and several broken bolts pierce his body.

The kobolds are interested in living prisoners. When this one was killed trying to escape, they cut him up with teeth and claws as a message to the other captives and dumped him here.

Normally, they would take a corpse like this back to their lair and eat it. Their leader believes, however, that the Earth may get angry if they eat before it does.

Tragically, this is the body of Youn, the Mayor's son. The characters won't likely know this until they rescue the others in Encounter 6.

ENCOUNTER 4C: MARKS OF DESPERATION!

If you've been interspersing details of the trail as the characters continue, you can skip this. This scene shows the characters that at least some of the prisoners are still alive.

The way is even harder going for a while and the path becomes more difficult to follow. The ground here is mostly broken stone, making the drag marks almost impossible to see.

Luckily, the kobolds seem to be moving in a straight line. The path picks up again on the other side of the rocks.

Have the characters make Spot checks (DC 20), (DC 15) if the character has darkvision or low-light vision. Those who make the check see the following:

One of the trees just past the stone has several deep furrows in its bark. It looks like claw marks from something as it was dragged past.

In one of the slashes, something white and red can barely be made out.

The object is a male human's fingernail, torn out as one of the prisoners tried and failed to escape his captors. A Heal check against a DC: 10 can identify it as such.

ENCOUNTER 4D: FIRE FROM THE SKY!

The kobolds aren't ignorant and they know they are likely to be followed. As such, they've rigged a trap for anyone who does so.

The trail opens up for a while, allowing for easier going. The drag marks are just as deep, but there aren't as many. Human tracks can now be seen among the many small reptilian ones.

Between a pair of trees, the kobolds have rigged a line to a trio of alchemist fire vials and a large pot of oil. The first person through them sets it off, catching themselves and anyone else within 10 feet in the detonation.

APL 2 (EL 2)

☞ **Falling Flame Trap:** CR 2; 10-ft radius (2d6) fire; Reflex save (DC 15) avoids; Search (DC 20); Disable Device (DC 20).

APL 4 (EL 4)

☞ **Falling Flame Trap:** CR 4; 10-ft radius (4d6) fire; Reflex save (DC 15) avoids; Search (DC 20); Disable Device (DC 20).

APL 6 (EL 6)

☞ **Falling Flame Trap:** CR 6; 10-ft radius (6d6) fire; Reflex save (DC 15) avoids; Search (DC 20); Disable Device (DC 20).

ENCOUNTER 4E: FLEEING MISFORTUNE!

This is another mood-setting scene. Crossbows killed one of the town's rangers here as he lay sleeping in a tree. The little fiends left his body hanging in the branches.

A grisly sight lies just off the path you've been following. A man is tangled in the low limbs of a tree, several crossbow bolts jutting from his back. An empty bolt quiver and scabbard dangle from his belt.

There is nothing to be done for him, as he is quite dead. Returning him to Cottonton after the mission would be a kindness, though.

Once enough of these scenes have been run for the characters to feel like they've been led on a long and arduous chase, proceed to Encounter 5.

ENCOUNTER 5: THE LAIR

The characters have followed the kobolds back to where they live, a well-hidden cavern deep in the Iron Wood. Normally, they keep such a low profile that the elves here don't mark their passage, but times have changed.

The trembles in the earth have convinced their leader that the time has come for ancient things to awaken and consume the tall things that have dominated them for so long. Whipped into a religious frenzy, the little humanoids have become brash and foolhardy.

Hopefully, that and the characters are the death of them.

ENCOUNTER 5: LAIR ENTRANCE

The trail finally ends among a tangle of tree roots and stone. A hillside opens up before you, hidden among several dark trees. A passage goes into the earth here and it seems that the kobolds have too.

They have not left their warren unguarded. Several of the small creatures lurk around the mouth of the cave, watching for intruders. One has a cracked hunting horn on a long strip of leather.

At the first sign of danger, the kobold with the horn blows it if he can. If this occurs, the warren is forewarned.

With the coming of the Earth Feast, at least, that's what their leader tells them, these kobolds are caught up in religious fervor. They all fight to the death, no matter the odds.

APL 2 (EL 1)

☞ **Kobold Force Leader:** Male kobold War1; hp 8; see Appendix 1: NPCs.

👉 **Kobolds (2):** hp 2 each; see *Monster Manual* page 123.
Note: One of them has a hunting horn.

APL 4 (EL 3)

👉 **Kobold Force Leader:** Male kobold Ftr2; hp 16; see Appendix 1: NPCs.

👉 **Kobolds (6):** hp 2 each; see *Monster Manual* page 123.
Note: One of them has a hunting horn.

APL 6 (EL 5)

👉 **Kobold Force Leader:** Male kobold Ftr4; hp 28; see Appendix 1: NPCs.

👉 **Kobolds (4):** Male kobold War1; hp 8 each; see Appendix 1: NPCs.

After defeating the guards, the characters can invade the kobold lair. Each section is laid out below. The entire complex (except for 5F) is unlit, as the kobolds can see just fine in the dark. As such, any light certainly alerts them and makes them forewarned. Pay careful attention to other characters actions that might do so.

There are several stalagmites in the warren. Kobolds try to use these for cover and concealment if possible.

ENCOUNTER 5A: BEAR GUARDIAN

Just inside the cavern is a widening split passage that leads to the rest of the warren. Here Kuurgar, the bear companion of the kobold druid Ishtiil, is kept to guard the lair.

If the warren is forewarned, Ishtiil is up here with the bear; otherwise, it is alone since none of the other kobolds want to be near it when it starts fighting.

Allow characters that are being careful to make Listen checks (DC 15). If made, they hear the heavy breathing of the bear before they get to it. This negates the possibility of it getting a surprise round.

APL 2 (EL 2)

👉 **Kuurgar the Black Bear:** hp 19; see *Monster Manual*.

APL 4 (EL 4)

👉 **Kuurgar the Brown Bear:** hp 51; see *Monster Manual*.

APL 6 (EL 6)

👉 **Kuurgar the Brown Bear, Advanced:** hp 96; see Appendix I.

If Ishtiil is with Kuurgar, she is riding him and uses her spells to best advantage to protect him and herself. She does not enter combat unless forced to and runs to area 5F if Kuurgar is brought down.

ENCOUNTER 5B: WARRIOR CHAMBER

The fighting-age males of the Earth Feast tribe live in this chamber close to the front. If they are forewarned, they are already lying in wait for the characters to come into range of their crossbows. If not, they are resting after the hard battle in Cottonton and can be caught by surprise.

This squalid chamber has long rolls of fur along the walls and an unpleasant odor. At one time, dozens of kobolds must have slept in this room.

Tiny scratches all over the walls make out hundreds of crude images. Most of them show little figures victorious over bigger ones, but a few are just huge open mouths rimmed in teeth.

In some of those pictures, large stick figures are falling into them while tiny ones dance in triumph around them.

The images represent the average kobold warrior's attempt at drawing the carnage of the Earth Feast as they understand it.

These kobolds are like the guards outside and fight to the death. Any character who speaks draconic hears them yelling "For the Feast!"

APL 2 (EL 3)

👉 **Kobold Force Leader:** Male kobold Ftr2; hp 16; see Appendix I.

👉 **Kobolds (6):** hp 2 each; see *Monster Manual* page 123.

APL 4 (EL 5)

👉 **Kobold Force Leader:** Male kobold Ftr4; hp 28; see Appendix 1: NPCs.

👉 **Kobolds (4):** Male kobold War1; hp 8 each; see Appendix 1: NPCs.

APL 6 (EL 7)

👉 **Kobold Force Leader:** Male kobold Ftr6; hp 40; see Appendix 1: NPCs.

👉 **Kobolds (6):** Male kobold Ftr1; hp 10; see Appendix 1: NPCs.

ENCOUNTER 5C: DRUID'S GROVE

If Ishtiil was not with the bear in 5S, she is here praying to her dead tree for the tribe to be spared when the Earth Feast comes.

A small dead tree has been buried in a mound of earth in the center of this dead end chamber. Tiny skulls and other animal bones hang from its branches like ornaments.

Along the stone walls, simple paintings have been scrawled everywhere. They all repeat the same theme; the forest in flames around a huge open maw. Figures with bows and others with spears are falling into the maw and impaled on its long fangs.

Ishtiil defends this room with her life, as she considers it her grove.

APL 2 (EL 2)

☛ **Ishtiil, Tribe Druid:** Female kobold Drd2; hp 13; see Appendix I.

APL 4 (EL 4)

☛ **Ishtiil, Tribe Druid:** Female kobold Drd4; hp 23; see Appendix I.

APL 6 (EL 6)

Ishtiil, Tribe Druid: Female kobold Drd6; hp 33; see Appendix I.

If the combat starts to go poorly, Ishtiil tries to flee to 5f.

If Ishtiil flees, she howls in Draconic, "Nothing can stop the Earth Feast! Nothing!"

ENCOUNTER 5D: LARDER/EATING ROOM

This is where the kobolds store food, prepare it, what little preparing they bother to do, and eat. As such, it has an odor all its own.

Iron spikes have been hammered into the far wall of this cave. On some of them, the carcasses of several small animals bear silent witness to the purpose of this room.

Mounds of ruined fur, cracked bones, and inedible detritus pile high in one corner. All around, furs lie matted in the blood and gore of a hundred meals.

Of particular note is the occupant on one spike. The man's body hasn't even had time to grow cold and his blood is still fresh as it trickles down the darkly stained stone.

The poor victim is a prisoner who died trying to help the prisoners in 5f escape. A successful Heal check (DC 15) allows a character to determine that he was dead from a crossbow bolt before he was stuck on the wall.

There is no change to this room if the kobolds are forewarned. There is too much at stake with the Earth Feast coming for them to bother guarding meat.

ENCOUNTER 5E: FAMILY CHAMBER

The secret door to this room is extremely well hidden requiring a successful Search check (DC 25) to locate. The women and children of the tribe are all kept here.

If the tribe is forewarned, this room is empty. The pile of rubble in SE corner hides a passage that leads out of the hill and into the Iron Wood. At the first hint of trouble, the rocks are moved aside and the families are evacuated. This leaves dozens of hidden and scattered sets of tracks on the rocks outside, making it nearly impossible to hunt them down.

This room is fairly well kept for a humanoid den. Dingy furs make dozens of beds along the floor and the bones of countless meals are neatly stacked in a hole in the corner.

The scent of an open midden is fairly strong near loose stone to the southeast. The filth and refuse in it are quite repulsive.

The midden, a place where all of the kobolds that live in this room relieve themselves, is how they mask the presence of the secret exit. Those wounded characters that move around in, or search the area without taking any precautions against the filth, have a chance of contracting a disease.

Filth fever: Injury; Fort save (DC 12) avoids; Incubation 1d3 days; Damage (1d3 Dex plus 1d3 Con).

Roll the saving throws for the characters, since they should not know if they have contracted anything until it is too late.

No statistics are included for the women and children of the tribe. They are so well protected that they do not yet know how to fight for themselves and are easily slaughtered if the characters choose to do so.

ENCOUNTER 5F: THE "GREAT" HALL

This is the climax of the adventure. Here, Skazgath the Scaled Queen, as the leader of the Earth Feast tribe calls herself, holds court as the captives from Cottonton are prepared for their sacrifice.

No kobold, including the Queen, surrenders. If they fail in this sacrifice, they are all convinced the world will eat them anyway.

Huge bowls of burning oil sit in stony alcoves along the walls of this cavern. They blaze away, illuminating the vast room with their bright yellow flames.

The south end of the room is elevated by a flow of gray stone. In front of it kneel a long row of battered and tied prisoners, the people from the town of Cottonton. They are down on their knees before a ramshackle wood and iron throne.

Sitting on the throne is a bright scarlet kobold with glowing red eyes. She is directing another kobold to paint something on the faces of the captives.

All around the prisoners, well-armed kobolds with crossbows watch them carefully. Several are standing guard in front of a torn length of canvass tacked to the wall like a tapestry. The symbols on it show it to be the covering from a Yeomanry wagon.

If the warren is forewarned, the kobolds standing guard are all facing the entrance to the Hall and cannot be caught by surprise given normal circumstances.

Skazgath is preparing to march the prisoners out into the forest and offer them up the Earth Feast. She is quite mad, but she is also very clever. If she has forewarning of the characters, her kobold warriors have their crossbows trained on the prisoners and she threatens, in very broken common, to shoot them unless the characters surrender. This is a bluff, since she needs the captives alive. A successful Sense Motive check (DC 15) reveals as such.

Only complete destruction or neutralization of the kobolds here ends this combat, as they are like the others and fight to the death.

APL 2 (EL 4)

➤ **Skazgath, Tribe Leader:** Female kobold Sor3; hp 19; see Appendix I.

➤ **Kobolds (6):** hp 4 each; see *Monster Manual*.

APL 4 (EL 6)

➤ **Skazgath, Tribe Leader:** Female kobold Sor5; hp 29; see Appendix I.

➤ **Kobolds (6):** Male kobold War1; hp 8 each; see Appendix I.

APL 6 (EL 8)

➤ **Skazgath, Tribe Leader:** Female kobold Sor7; hp 39; see Appendix I.

➤ **Kobolds (6):** Male kobold Ftr1; hp 10; see Appendix I.

When Skazgath is killed, the ground trembles violently, another shudder in the earth like the one before. Nothing else happens, though.

Once the battle is ended, move immediately to Encounter 6.

ENCOUNTER 6: THE END

The tone of this encounter depends largely on how the characters fared against Skazgath and her forces. If the captives are all mostly safe, there is cause for celebration. If not, the tone is somber and regretful. If all the prisoners have been killed by the party's actions, it might be best if they don't go back to Cottonton.

Searching Skazgath turns up a mysterious vial around her neck and the *dragonscale tablets*. See the Treasure Summary for details.

The prisoners need a careful escort back to Cottonton. If the players want to check them and tend to their wounds, let them use any spells or skills they wish on the townsfolk.

If the characters ask about Uaine, she is here and mostly unharmed. She'll cling to the first character to show her any concern and sob all the way home.

The mayor's son Youn isn't among the prisoners. If the others are asked about him, they'll tell the characters that Youn tried to make a break from the kobolds to go get help. He was shot, killed, and mutilated while they watched. Then, the creatures threw him in a ditch.

Gathering up the freed people of Cottonton, you make your way out of the blood-slaked warren of the kobold and out into the cold forest air.

It is a long walk back to the town, but it is blessedly uneventful. Soon, the torches and lanterns of Cottonton come back into sight. Those you have saved cheer as they return home.

CONCLUSION

The characters, assuming they returned the captives to Cottonton, receive a hero's welcome and the finest feast the recently besieged town can offer.

Mayor Tearlach is moved to tears at the news of his son, but he does not blame the characters for his death. He is thrilled with the heroism they showed and insists on them staying for as long as they like as guests of the town. He also promises to send word of the prophecy written on the *dragonscale tablets* if the characters desire.

Senara also offers her thanks, commending any militia members who served during this time of crisis. She offers anyone who wishes to move to Cottonton permanently a militia rank of Yeoman and a place in the command chain of the city guard. If any of the players were looking to retire their characters, this would be a fine way to do it. She also lets the characters know that although the alchemical items captured from the kobold Queen belong to the Yeomanry, she doesn't see any need for them to be returned.

Also, there is the matter of Uaine and Rheana. Uaine doesn't want to let the character that rescued her go, but she doesn't want to be away from her friend. Eventually though, she releases the character in favor of Rheana's companionship.

Lastly, there are the tablets and a vial. Both are strange items that are not explained in this scenario. Give the character(s) who has them the appropriate notations but explain that there is no more information on them at this time. Both are explained fully in upcoming modules. The tablets are a precursor to a grave event coming in CY 592 in the Yeomanry. The vial is actually a cross-regional item. The player getting it has to look to other regions for more details in the future.

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 to each character.

Encounter 4a: Sentries in the Shadows

Defeat the kobolds

APL 2	30 XP
APL 4	90 XP
APL 6	150 XP

Encounter 4d: Fire From the Sky

Defeat the Falling Fire Trap

APL 2	30 XP
APL 4	60 XP
APL 6	180 XP

Encounter 5: Lair Entrance

Defeat the kobolds

APL 2	30 XP
APL 4	90 XP
APL 6	150 XP

Encounter 5b: Warrior Chamber

Defeat the kobolds

APL 2	60 XP
APL 4	120 XP
APL 6	150 XP

Encounter 5c: Druid's Grove

Defeat Ishtijil

APL 2	60 XP
APL 4	120 XP
APL 6	150 XP

Encounter 5f: The "Great Hall"

Defeat Shazgath and her guards

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

Total Possible Experience

APL 2	300 XP
APL 4	600 XP
APL 6	900 XP

TREASURE SUMMARY

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

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 (that is, 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 treasures from each encounter add it up and that is 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.

TREASURE KEY:

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

Encounter 3a: Senara's Respect

Characters must agree to the mission, denying all compensation and say something with regards to doing the job for the good of the Yeomanry.

APL 2: L: 0 gp; C: 0 gp; M: "The Silverbough" masterwork longbow (Value 38 gp per character)

APL 4: L: 0 gp; C: 0 gp; M: "The Silverbough" +1 longbow (Value 238 gp per character)

APL 6: L: 0 gp; C: 0 gp; M: "The Silverbough" +1 longbow (Value 238 gp per character)

Encounter 4a: Sentries in the Shadows

Defeat the kobolds and strip them of their gear.

APL 2: L: 41 gp; C: 0 gp; M: 0

APL 4: L: 61 gp; C: 0 gp; M: 0

APL 6: L: 95 gp; C: 0 gp; M: 0

Encounter 5: Lair Entrance

Defeat the kobolds and strip them of their gear.

APL 2: L: 32 gp; C: 0 gp; M: 0

APL 4: L: 52 gp; C: 0 gp; M: 0

APL 6: L: 86 gp; C: 0 gp; M: 0

Encounter 5b: Warrior Chamber

Defeat the kobolds and strip them of their gear.

APL 2: L: 48 gp; C: 0 gp; M: 0

APL 4: L: 82 gp; C: 0 gp; M: 0

APL 6: L: 112 gp; C: 0 gp; M: 0

Encounter 5c: Druid's Grove

Defeat Ishtijil and strip her of her gear.

APL 2: L: 3 gp; C: 0 gp; M: 0

APL 4: L: 33 gp; C: 0 gp; M: 0

APL 6: L: 32 gp; C: 0 gp; M: +1 leather armor (Value 116 gp per character)

Encounter 5f: The "Great Hall"

Defeat Shazgath and her guards.

APL 2: L: 44 gp; C: 4 gp; M: 0

APL 4: L: 116 gp; C: 4 gp; M: 0

APL 6: L: 116 gp; C: 4 gp; M: 0

Total Possible Treasure

APL 2: 210 gp

APL 4: 586 gp

APL 6: 799 gp

The Dragonscale Tablets

Three scales from a green dragon that have been scraped clean on the inside and engraved in a primitive form of Draconic. The passages on them ramble about some event called the "Earth Feast", a time when the hunger of the land awakens and consumes all those it does not find worthy of life. The second tablet rambles about preparing meals of living flesh for the Earth Feast in the hopes of the kobold race being spared. The last tablet is written in the same hand, but is oddly clearer. All it says is: "With the coming of the coldest year, the land grows restless. Barren hands claim what once was theirs."

Mundane Item; Market Value: 25 gp. (Frequency: Adventure).

Strange Vial

The glimmering crystal of this oddly carved vial reveals an ever-moving swirl of clear red liquid within. Suspended in the crimson fluid, strands of gold, silver, and mithril spiral around each other in an endless dance. The vial is capped and sealed with iron. The vial is magic, but cannot be opened by any means, and is seemingly indestructible.

Caster Level: unknown; Prerequisites: unknown; Market Value: 50 gp; Weight: —. (Frequency: Adventure; Requirements: this item is impossible to reproduce).

APPENDIX I: NPCS

ENCOUNTER 2: THE STORM

APL 2 (EL 1)

➤ **Kobold Force Leader:** Male kobold War1; CR 1/2; Small humanoid (reptilian); HD 1d8; hp 8; Init +1; Spd 30 ft.; AC 18 (touch 12, flat-footed 16); Atk +2 melee (1d6-2/19-20, short sword) or +2 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +2, Ref +1, Will +0; Str 6, Dex 13, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +0, Craft (trapmaking) +2, Jump +0, Profession (mining) +2, Search +2; Weapon Finesse (short sword)

Possessions: short sword, chain shirt, light crossbow, buckler, 10 bolts, 1 flask of alchemist's fire.

APL 4 (EL 3)

➤ **Kobold Force Leader:** Male kobold Ftr2; CR 2; Small humanoid (reptilian); HD 2d10; hp 16; Init +1; Spd 30 ft.; AC 18 (touch 12, flat-footed 16); Atk +4 melee (1d6-2/19-20, short sword) or +3 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +3, Ref +1, Will +0; Str 6, Dex 13, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +1, Craft (trapmaking) +2, Jump +1, Profession (mining) +2, Search +2; Dodge, Mobility, Weapon Finesse (short sword), Weapon Focus (short sword)

Possessions: short sword, chain shirt, light crossbow, buckler, 10 bolts, 1 flask of alchemist's fire.

APL 6 (EL 5)

➤ **Kobold Force Leader:** Male kobold Ftr4; CR 4; Small humanoid (reptilian); HD 4d10; hp 28; Init +2; Spd 30 ft.; AC 19 (touch 13, flat-footed 16); Atk +7 melee (1d6-2/19-20, short sword) or +6 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +4, Ref +2, Will +1; Str 6, Dex 14, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +3, Craft (trapmaking) +2, Jump +3, Profession (mining) +2, Search +2; Combat Reflexes, Dodge, Mobility, Weapon Finesse (short sword), Weapon Focus (short sword)

Possessions: short sword, chain shirt, light crossbow, buckler, 10 bolts, 1 flask of alchemist's fire.

➤ **Kobolds (4):** Male kobold War1; CR 1/2; Small humanoid (reptilian); HD 1d8; hp 8 each; Init +1; Spd 30 ft.; AC 18 (touch 12, flat-footed 16); Atk +2 melee (1d6-2/19-20, short sword) or +2 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +2, Ref +1, Will +0; Str 6, Dex 13, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +0, Craft (trapmaking) +2, Jump +0, Profession (mining) +2, Search +2; Weapon Finesse (short sword)

Possessions: short sword, chain shirt, light crossbow, buckler, 10 bolts.

ENCOUNTER 4A: SENTRIES IN THE SHADOWS!

APL 2 (EL 1)

➤ **Kobold Force Leader:** Male kobold War1; CR 1/2; Small humanoid (reptilian); HD 1d8; hp 8; Init +1; Spd 30 ft.; AC 18 (touch 12, flat-footed 16); Atk +2 melee (1d6-2/19-20, short sword) or +2 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +2, Ref +1, Will +0; Str 6, Dex 13, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +0, Craft (trapmaking) +2, Jump +0, Profession (mining) +2, Search +2; Weapon Finesse (short sword)

Possessions: short sword, chain shirt, light crossbow, buckler, 10 bolts, 1 tanglefoot bag.

APL 4 (EL 3)

➤ **Kobold Force Leader:** Male kobold Ftr2; CR 2; Small humanoid (reptilian); HD 2d10; hp 16; Init +1; Spd 30 ft.; AC 18 (touch 12, flat-footed 16); Atk +4 melee (1d6-2/19-20, short sword) or +3 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +3, Ref +1, Will +0; Str 6, Dex 13, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +1, Craft (trapmaking) +2, Jump +1, Profession (mining) +2, Search +2; Dodge, Mobility, Weapon Finesse (short sword), Weapon Focus (short sword)

Possessions: short sword, chain shirt, light crossbow, buckler, 10 bolts, 1 tanglefoot bag.

APL 6 (EL 5)

➤ **Kobold Force Leader:** Male kobold Ftr4; CR 4; Small humanoid (reptilian); HD 4d10; hp 28; Init +2; Spd 30 ft.; AC 19 (touch 13, flat-footed 16); Atk +7 melee (1d6-2/19-20, short sword) or +6 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +4, Ref +2, Will +1; Str 6, Dex 14, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +3, Craft (trapmaking) +2, Jump +3, Profession (mining) +2, Search +2; Combat Reflexes, Dodge, Mobility, Weapon Finesse (short sword), Weapon Focus (short sword)

Possessions: short sword, chain shirt, light crossbow, buckler, 10 bolts, 1 tanglefoot bag.

➤ **Kobolds (4):** Male kobold War1; CR 1/2; Small humanoid (reptilian); HD 1d8; hp 8 each; Init +1; Spd 30 ft.; AC 18 (touch 12, flat-footed 16); Atk +2 melee (1d6-2/19-20, short sword) or +2 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +2, Ref +1, Will +0; Str 6, Dex 13, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +0, Craft (trapmaking) +2, Jump +0, Profession (mining) +2, Search +2; Weapon Finesse (short sword)

Possessions: short sword, chain shirt, light crossbow, buckler, 10 bolts, Two of these kobolds have 1 tanglefoot bag each.

ENCOUNTER 5: LAIR ENTRANCE

APL 2 (EL 1)

➤ **Kobold Force Leader:** Male kobold War1; CR 1/2; Small humanoid (reptilian); HD 1d8; hp 8; Init +1; Spd 30 ft.; AC 18 (touch 12, flat-footed 16); Atk +2 melee (1d6-2/19-20, short sword) or +2 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +2, Ref +1, Will +0; Str 6, Dex 13, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +0, Craft (trapmaking) +2, Jump +0, Profession (mining) +2, Search +2; Weapon Finesse (short sword)

Possessions: short sword, chain shirt, light crossbow, buckler, 10 bolts, 1 flask of alchemist's fire.

APL 4 (EL 3)

➤ **Kobold Force Leader:** Male kobold Ftr2; CR 2; Small humanoid (reptilian); HD 2d10; hp 16; Init +1; Spd 30 ft.; AC 18 (touch 12, flat-footed 16); Atk +4 melee (1d6-2/19-20, short sword) or +3 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +3, Ref +1, Will +0; Str 6, Dex 13, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +1, Craft (trapmaking) +2, Jump +1, Profession (mining) +2, Search +2; Dodge, Mobility, Weapon Finesse (short sword), Weapon Focus (short sword)

Possessions: short sword, chain shirt, light crossbow, buckler, 10 bolts, 1 flask of alchemist's fire.

APL 6 (EL 5)

➤ **Kobold Force Leader:** Male kobold Ftr4; CR 4; Small humanoid (reptilian); HD 4d10; hp 28; Init +2; Spd 30 ft.; AC 19 (touch 13, flat-footed 16); Atk +7 melee (1d6-2/19-20, short sword) or +6 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +4, Ref +2, Will +1; Str 6, Dex 14, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +3, Craft (trapmaking) +2, Jump +3, Profession (mining) +2, Search +2; Combat Reflexes, Dodge, Mobility, Weapon Finesse (short sword), Weapon Focus (short sword)

Possessions: short sword, chain shirt, light crossbow, buckler, 10 bolts, 1 flask of alchemist's fire.

➤ **Kobolds (4):** Male kobold War1; CR 1/2; Small humanoid (reptilian); HD 1d8; hp 8 each; Init +1; Spd 30 ft.; AC 18 (touch 12, flat-footed 16); Atk +2 melee (1d6-2/19-20, short sword) or +2 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +2, Ref +1, Will +0; Str 6, Dex 13, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +0, Craft (trapmaking) +2, Jump +0, Profession (mining) +2, Search +2; Weapon Finesse (short sword)

Possessions: short sword, chain shirt, light crossbow, buckler, 10 bolts, One kobold has a hunting horn.

ENCOUNTER 5A: BEAR GUARDIAN

APL 6 (EL 6)

➤ **Kuurgar the Brown Bear, Advanced:** CR 6; Large animal; HD 12d8+48; hp 96; Init +1; Spd 40 ft.; AC 15 (touch 10, flat-footed 14); Atk +16 melee (1d8+8, 2 claws) and +11 melee (2d8+4, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SA Improved grab; SQ Scent; AL N; SV Fort +12, Ref +9, Will +5; Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6.

Skills: Listen +4, Spot +7, Swim +14.

ENCOUNTER 5B: WARRIOR CHAMBER

APL 2 (EL 3)

➤ **Kobold Force Leader:** Male kobold Ftr2; CR 2; Small humanoid (reptilian); HD 2d10; hp 16; Init +1; Spd 30 ft.; AC 18 (touch 12, flat-footed 16); Atk +4 melee (1d6-2/19-20, short sword) or +3 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +3, Ref +1, Will +0; Str 6, Dex 13, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +1, Craft (trapmaking) +2, Jump +1, Profession (mining) +2, Search +2; Combat Reflexes, Dodge, Weapon Finesse (short sword), Weapon Focus (short sword)

Possessions: short sword, chain shirt, light crossbow, buckler, 10 bolts, 1 flask of alchemist's fire.

APL 4 (EL 5)

➤ **Kobold Force Leader:** Male kobold Ftr4; CR 4; Small humanoid (reptilian); HD 4d10; hp 28; Init +2; Spd 30 ft.; AC 19 (touch 13, flat-footed 16); Atk +7 melee (1d6-2/19-20, short sword) or +6 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +4, Ref +2, Will +1; Str 6, Dex 14, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +3, Craft (trapmaking) +2, Jump +3, Profession (mining) +2, Search +2; Dodge, Mobility, Spring Attack, Weapon Finesse (short sword), Weapon Focus (short sword)

Possessions: short sword, chain shirt, light crossbow, buckler, 10 bolts, 1 flask of alchemist's fire.

➤ **Kobolds (4):** Male kobold War1; CR 1/2; Small humanoid (reptilian); HD 1d8; hp 8 each; Init +1; Spd 30 ft.; AC 18 (touch 12, flat-footed 16); Atk +2 melee (1d6-2/19-20, short sword) or +2 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +2, Ref +1, Will +0; Str 6, Dex 13, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +0, Craft (trapmaking) +2, Jump +0, Profession (mining) +2, Search +2; Weapon Finesse (short sword)

Possessions: short sword, chain shirt, light crossbow, buckler, 10 bolts.

APL 6 (EL 7)

➤ **Kobold Force Leader:** Male kobold Ftr6; CR 6; Small humanoid (reptilian); HD 6d10; hp 40; Init +2; Spd 30 ft.; AC 19 (touch 13, flat-footed 16); Atk +9/+4 melee (1d6/19-20, short sword) or +8 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +5, Ref +4, Will +2; Str 6, Dex 14, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +6, Craft (trapmaking) +2, Jump +6, Profession (mining) +2, Search +2; Combat Reflexes, Dodge, Mobility, Spring Attack, Weapon Finesse (short sword), Weapon Focus (short sword); Weapon Specialization (short sword)

Possessions: short sword, chain shirt, light crossbow, buckler, 10 bolts, 1 flask of alchemist's fire.

➤ **Kobolds (6):** Male kobold Ftr1; CR 1; Small humanoid (reptilian); HD 1d10; hp 10; Init +1; Spd 30 ft.; AC 18 (touch 12, flat-footed 16); Atk +3 melee (1d6-2/19-20, short sword) or +3 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +2, Ref +1, Will +0; Str 6, Dex 13, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +0, Craft (trapmaking) +2, Jump +0, Profession (mining) +2, Search +2; Weapon Finesse (short sword), Weapon Focus (short sword)

Possessions: short sword, chain shirt, light crossbow, buckler, 10 bolts.

ENCOUNTER 5C: DRUID'S GROVE

APL 2 (EL 2)

➤ **Ishtiil, Tribe Druid:** Female kobold Drd2; CR 2; Small humanoid (reptilian); HD 2d8; hp 13; Init +1; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk -1 melee (1d6-2, shortspear) or +3 ranged (1d4-2 or 2d4 acid, sling); SQ Nature sense, animal companion, woodland stride; AL NE; SV Fort +3, Ref +2, Will +4; Str 6, Dex 14, Con 11, Int 10, Wis 13, Cha 12.

Skills and Feats: Animal Empathy +5, Craft (trapmaking) +2, Hide +6, Move Silently +4, Search +2, Wilderness Lore +5; Point Blank Shot.

Spells Prepared: (4/3; base DC = 11 + spell level): 0 – cure minor wounds, guidance, resistance, virtue; 1st – cure light wounds, magic fang, obscuring mist.

Possessions: shortspear, leather armor, buckler, two vials of ankheg acid (for use with the sling), sling, 10 bullets.

APL 4 (EL 4)

➤ **Ishtiil, Tribe Druid:** Female kobold Drd4; CR 4; Small humanoid (reptilian); HD 4d8; hp 23; Init +1; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +2 melee (1d6-2, shortspear) or +6 ranged (1d4-2 or 2d4 acid, sling); SQ Nature sense, animal companion, woodland stride, trackless step, resist nature's lure; AL

NE; SV Fort +4, Ref +3, Will +6; Str 6, Dex 14, Con 11, Int 10, Wis 14, Cha 12.

Skills and Feats: Animal Empathy +7, Craft (trapmaking) +2, Hide +7, Move Silently +5, Search +2, Wilderness Lore +8; Point Blank Shot, Weapon Focus (sling).

Spells Prepared: (5/4/3; base DC = 12 + spell level): 0 – create water, cure minor wounds, guidance, resistance, virtue; 1st – cure light wounds, magic fang, obscuring mist, summon nature's ally I; 2nd – flaming sphere, heat metal, summon nature's ally II.

Possessions: masterwork shortspear, leather armor, buckler, two vials of ankheg acid (for use with the sling), sling, 10 bullets.

APL 6 (EL 6)

➤ **Ishtiil, Tribe Druid:** Female kobold Drd6; CR 6; Small humanoid (reptilian); HD 6d8; hp 33; Init +1; Spd 30 ft.; AC 18 (touch 13, flat-footed 15); Atk +3 melee (1d6-2, shortspear) or +7 ranged (1d4-2 or 2d4 acid, sling); SQ Nature sense, animal companion, woodland stride, trackless step, resist nature's lure, wild shape (2/day); AL NE; SV Fort +5, Ref +6, Will +7; Str 6, Dex 14, Con 11, Int 10, Wis 14, Cha 12.

Skills and Feats: Animal Empathy +9, Craft (trapmaking) +2, Hide +8, Move Silently +6, Search +2, Wilderness Lore +10; Lightning Reflexes, Point Blank Shot, Weapon Focus (sling).

Spells Prepared: (5/4/4/2; base DC = 12 + spell level): 0 – create water, cure minor wounds, guidance, resistance, virtue; 1st – cure light wounds, magic fang, obscuring mist, summon nature's ally I; 2nd – barkskin, flaming sphere, heat metal, summon nature's ally II; 3rd – protection from elements, summon nature's ally III.

Possessions: masterwork shortspear, +1 leather armor, buckler, two vials of ankheg acid (for use with the sling), sling, 10 bullets.

ENCOUNTER 5F: THE "GREAT HALL"

APL 2 (EL 4)

➤ **Skazgath, Tribe Leader:** Female kobold Sor3; CR 3; Small humanoid (reptilian); HD 3d4+9; hp 19; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk -1 melee (1d4-2/19-20, dagger) or +3 ranged (1d8/19-20, light crossbow); SA Spells; SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +3, Ref +3, Will +3; Str 6, Dex 15, Con 14, Int 10, Wis 10, Cha 16.

Skills and Feats: Concentration +8, Craft (trapmaking) +2, Profession (mining) +2, Search +2, Spellcraft +6; Combat Casting, Toughness.

Spells Known: (6/6; base DC = 13 + spell level): 0 – daze, detect magic, mage hand, prestidigitation, ray of frost; 1st – mage armor, magic missile, shield.

Possessions: dagger, dragonscale tablets, strange vial, 50 sp, 15 gp, light crossbow, 10 bolts, thunderstone, 1 flask of alchemist's fire, tanglefoot bag.

APL 4 (EL 6)

➤ **Skazgath, Tribe Leader:** Female kobold Sor5; CR 5; Small humanoid (reptilian); HD 5d4+13; hp 29; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +0 melee (1d4-2/19-20, dagger) or +5 ranged (1d8/19-20, light crossbow); SA Spells; SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +3, Ref +3, Will +4; Str 6, Dex 16, Con 14, Int 10, Wis 10, Cha 16.

Skills and Feats: Concentration +10, Craft (trapmaking) +2, Profession (mining) +2, Search +2, Spellcraft +8; Combat Casting, Toughness.

Spells Known: (6/7/5; base DC = 13 + spell level): 0 – daze, detect magic, disrupt undead, mage hand, prestidigitation, ray of frost; 1st – mage armor, magic missile, shield, sleep; 2nd – see invisibility, summon monster II.

Possessions: dagger, dragonscale tablets, strange vial, 50 sp, 15 gp, light crossbow, 10 bolts, thunderstone, 1 flask of alchemist's fire, tanglefoot bag.

➤ **Kobolds (6):** Male kobold Warr1; CR 1/2; Small humanoid (reptilian); HD 1d8; hp 8 each; Init +1; Spd 30 ft.; AC 18 (touch 12, flat-footed 16); Atk +2 melee (1d6-2/19-20, short sword) or +2 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +2, Ref +1, Will +0; Str 6, Dex 13, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +0, Craft (trapmaking) +2, Jump +0, Profession (mining) +2, Search +2; Weapon Finesse (short sword)

Possessions: short sword, chain shirt, light crossbow, buckler, 10 bolts.

APL 6 (EL 8)

➤ **Skazgath, Tribe Leader:** Female kobold Sor7; CR 7; Small humanoid (reptilian); HD 7d4+17; hp 39; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +1 melee (1d4-2/19-20, dagger) or +6 ranged (1d8/19-20, light crossbow); SA Spells; SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +4, Ref +4, Will +5; Str 6, Dex 16, Con 14, Int 10, Wis 10, Cha 16.

Skills and Feats: Concentration +12, Craft (trapmaking) +2, Profession (mining) +2, Search +2, Spellcraft +10; Combat Casting, Dodge, Toughness.

Spells Known: (6/7/7/5; base DC = 13 + spell level): 0 – daze, detect magic, disrupt undead, mage hand, prestidigitation, ray of frost, read magic; 1st – expeditious retreat, mage armor, magic missile, shield, sleep; 2nd – see invisibility, summon monster II, web; 3rd – haste, lightning bolt.

Possessions: dagger, dragonscale tablets, strange vial, 50 sp, 15 gp, light crossbow, 10 bolts, thunderstone, 1 flask of alchemist's fire, tanglefoot bag.

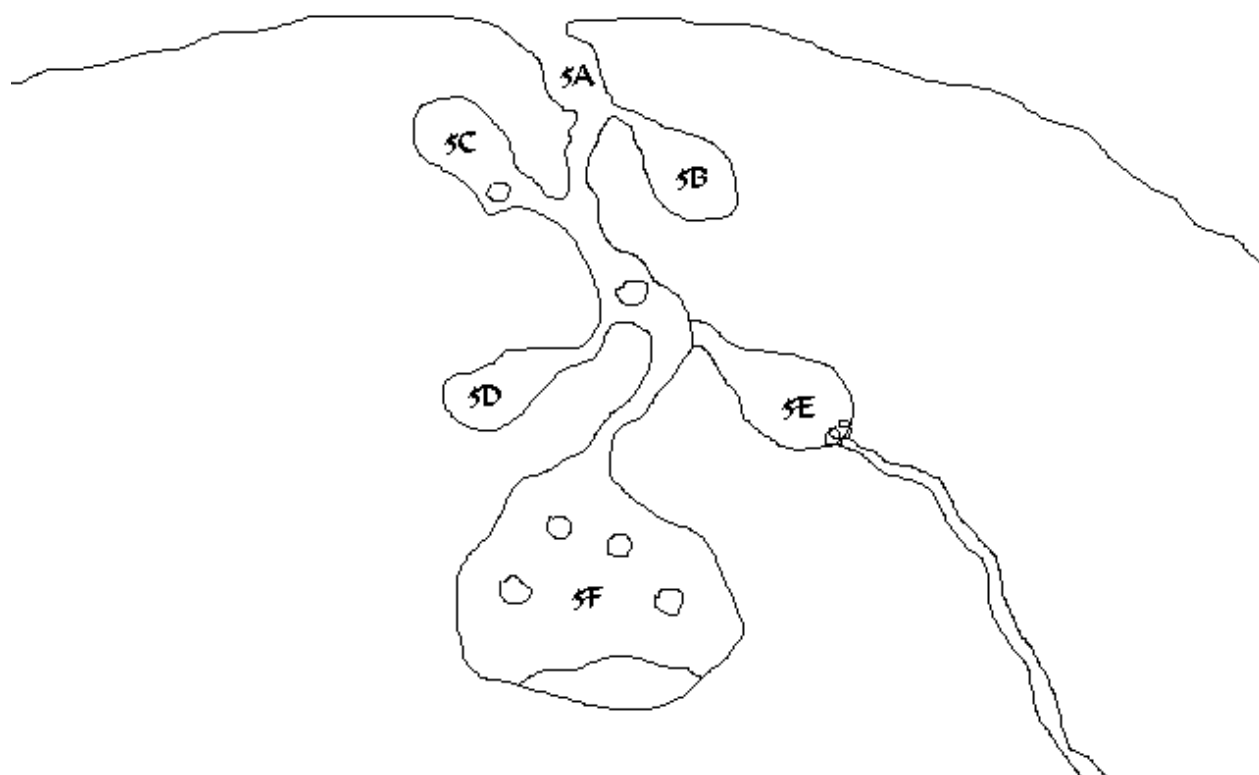
➤ **Kobolds (6):** Male kobold Ftr1; CR 1; Small humanoid (reptilian); HD 1d10; hp 10; Init +1; Spd 30 ft.; AC 18 (touch 12, flat-footed 16); Atk +3 melee (1d6-2/19-20, short sword) or +3 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +2, Ref +1, Will +0; Str 6, Dex 13, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +0, Craft (trapmaking) +2, Jump +0, Profession (mining) +2, Search +2; Weapon Finesse (short sword), Weapon Focus (short sword)

Possessions: short sword, chain shirt, light crossbow, buckler, 10 bolts.

The Warrens of the Earth Feast Kobolds

- SA: Guardian Bear
- SB: Warrior Chamber
- SC: Druid's Grove
- SD: Larder/Eating Room
- SE: Family Chamber
- SF: 'Grand' Hall



ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bless, protection from evil**, *shield of faith*.

* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.