

VER4-02

So Things Come to Confusion

A One-Round D&D LIVING GREYHAWK®
Verbobonc Regional Adventure

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What began as a trickle has become a flood. The noble houses of Verbobonc accuse one another of treachery, which does nothing to stem the flow of larceny. Now the waters have reached Verbobonc City. Who is behind these crimes, who stands to gain, and how much can the players adventurers uncover in a day? Part two of three in the Heroes of Verbobonc series, for APLs 2 to 8.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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Introduction

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

Preparation

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

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

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

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

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

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

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

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

Reporting

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

Living Greyhawk

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

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

Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals

separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL.

Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives. Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two 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. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard 1-round Regional adventure, set in Verbobonc. Characters native to Verbobonc pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12 gp per round. Rich Upkeep costs 50 gp per round. Luxury Upkeep costs 100 gp per round.

Adventure Summary and Background

A short time ago, a group of heroes from Verbobonc rescued a clan of kobolds from Furondy and relocated them to the Gnarley Forest.

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

To protect his children, "the Green Father" will help them cast suspicion for the thievery upon other Nobles of Verbobonc. That this will cause trouble for the humans is really none of their concern.

Ferric, a kobold green dragon disciple took it upon himself to organize as many kobolds as he could. Under his direction, the kobolds have become a nuisance in ever widening circles.

The kobolds first struck near their home. A team of kobolds led by Dash the Kobold Rogue stole several items from Lord Vaswell of Eglath. Lord Vaswell, believing peasants were to blame, raised the taxes on his citizens. The plebeians retaliated by summoning a set of heroes from Verbobonc City to find the culprit. After a

delve into an abandoned sewer, the heroes discovered the band of kobolds and some of the missing items.

But who was behind the kobold's crimes? The heroes found some evidence that Lord Milinous issued commands to the kobolds but there was also mysterious talk about a "Green Father." Exactly who is behind the kobold activity is confusing, and the story will become more entangled soon.

Encounter One – Early to Rise

A pleasant night's sleep is broken by some unpleasant kobold thieves.

Encounter Two – Meet the Family

Herald Battirovka calls the players to a meeting where he "asks" them to do a couple of favors for him. This leads to two role-playing encounters and a bar fight.

Encounter Three – Bulbous Boofon

Lady Bella Boofon of House Asbury was attacked and robbed on her way into Verbobonc City. The players pay her a visit to hear her story and withstand her compliments. Through her, the players find out that the Knights of the Faithful Defender may be responsible for the attack.

Encounter Four – It Turned Into a Barroom Blitz

Malomer and Pug are more interested in their ale than helping the players. These two Milinous hirelings also met with disaster on the road to Verbobonc City. If the players are willing to help them out of a little jam, they may find out that House Deleveu was responsible.

Encounter Five – Going Home to See the Family

Having heard one or two stories about the source of the crimes, the players have to report back to Herald. Although he will be annoyed if they can not provide a solid answer, he will give the players one more chance to get to the bottom of the mystery.

Encounter Six – Burning Down the House

Last night, Lord Galans' storehouse was the victim of an arsonist. The players talk their way past the Watch only to get attacked by some half-orc thugs. They may find out that House Rhynehurst had something to do with the fire. They may also be able to track the arsonists to the Rhynehurst manor. Or they may want to investigate the other crime scene. Or they may go back to Herald empty handed.

Encounter Seven – Baseless Accusations

If the players believe that House Rhynehurst is to blame for any of the crimes, they can try to confront Lord Rhynehurst at his manor in Verbobonc City. They do not get past the guards however. Skilled trackers may discover non-human tracks trail away from the house and to the sewer.

Encounter Eight – The Scene of the Crime(s)

The robbers left a somewhat easier set of tracks near the location of the first two crimes. If players exit the city they have a better chance of finding their way into the sewers.

Encounter Nine – Gettin' Hit with the Clue By Four

Players having trouble figuring out what to do next? They can check back in at the Fisherman's Tale where the normally mute Rhobes can point them in the right direction.

Encounter Ten – Not the Sewers Again?!

Proving that the writers of this series of modules have strange senses of humor, the players are faced with entering the sewer system of a major city. There are two entrances to the sewers, but the real action lies between them.

Encounter Eleven – A Boy and His Dog

The players meet Horg and his dog Cebo. Horg has captured a set of kobolds and Ferric is looking for them. Players have only a few moments to try and win the confidence of Horg before Ferric arrives to generally mess things up.

Encounter Twelve – The Gang's All Here

Horg makes a decision about whether he will fight with the players or against the players. The battle commences and, hopefully, the players deal another defeat to the organized kobolds. There are enough clues here to indicate that the various nobles are innocent of controlling these fiends. Players leave with nary a clue as to who sent them except, perhaps, the phrase "the Green Father."

Conclusion – Hark the Herald

Remind the players, if necessary, that Herald wanted to hear the results of their investigation.

Introduction

The kobolds are growing bolder and their thievery now includes numerous victims. The nobles of Verbobonc are just beginning to become annoyed with one another. Lord Vaswell has, rather rashly, spoken against Lord Milinous publicly, and Lord Milinous took the accusation none too kindly.

The latest crimes occurred in Verbobonc City. The Family, an organization typically in the know about these sorts of activities, is baffled as to their source.

The adventurers are staying the night at the Boar's Head Inn in Verbobonc City. Before beginning the adventure, the Dungeon Master should review each character sheet and take note of one powerful item per adventurer.

Character Name: _____ Item: _____

Character Name: _____ Item: _____

Character Name: _____ Item: _____

Character Name: _____ Item: _____

Character Name: _____ Item: _____

Character Name: _____ Item: _____

(If the DM is feeling really devilish, she or he may remember that spellbooks are pretty valuable. Note that wizards will still have spells from yesterday memorized, so the impact of this on the game is minimal.)

Next, DMs should ask the players about their sleeping habits under the guise of finding out when spell acquisition and memorization occurs. Finally, ask which characters know one another. All of this information may come into play during Encounter 1 – Early to Rise.

Encounter One Early to Rise

This encounter takes place at the Boar's Head Inn at 2:00 am. The characters are most likely sleeping unless they indicated otherwise.

The Boar's Head Inn is a favorite among adventuring types. It features cheap food, cheap beds, and the camaraderie of fellow explorers. Each of you spent the evening listening to tales of giants in the Kron Hills, gossip about Lord Milinous'

intentions on Lady Asbury, and discussions on the many uses of a ten-foot pole. Having your fill of ale and tall tales hours ago, you trudged off to your room for the night.

It seems like ages since you last had any time off from fighting the forces of evil. Your last adventure took a lot out of you. Just before nodding off, you allowed yourself the pleasure of dreaming of retirement. Perhaps you will feel better after a good night's sleep.

Perhaps.

The next time you may actually get one.

One kobold rogue per player is attempting to sneak into the characters rooms and make off with one of their belongings. Thus adding more confusion to the string of bold robberies that have plagued the Viscounty of late. If a player is awake in the common room of the tavern, then a kobold rogue is attempting to Hide and Move Silently to get near them to steal an item from them.

For the kobolds sneaking into a sleeping player's room, make a Move Silently check. Have the player make a Listen check. Give the kobold a +4 circumstance bonus because the player is asleep.

If a player is awake in the common room, have her or him make Spot and Listen checks. Compare these against the kobold's Hide and Move Silently checks. If the player loses both of these opposed checks, have the kobold make a Sleight of Hand check [DC 20] to steal an item. Note that this kobold can take nothing larger than a loaf of bread.

Any player caught unaware of a kobold loses an item. (All stolen items are recovered in Encounter 12 – The Gang's All Here.)

Any player that notices a kobold may roll initiative. Remember that sleeping characters have to spend a move-equivalent getting out of bed and another move-equivalent drawing a weapon.

Kobold Tactics: Each kobold will attempt to steal an item, exit the tavern, and exit the city through its main gate, 1000 feet away. They do not use the sewer passage described in Encounter 10 – Not the Sewers Again?!, as it is too far from the tavern for easy access.

Kobolds in the common room can exit the tavern in a single round. Kobolds upstairs with the sleeping players require two rounds to exit the tavern.

Kobolds then run the 1000 feet to the main gate. They must slow down to Move Silently and Hide to exit the gate. They gain +2 circumstance bonuses on this check as they have already snuck into the city and know the guards' habits.

The kobolds will keep running until they are one mile outside of the city. They then hide and wait for Ferric and his kobolds to meet them in the morning.

If a player notices a kobold during the attempted robbery, the kobold will run if possible and fight to the death only if necessary.

If players chase the kobolds outside the city, the creatures will not slow down until their rendezvous point outside of the city. There, they will turn and fight to the death. If the players stake out the kobolds, Ferric and his gang will not make the rendezvous. The kobold thieves keep waiting as long as necessary. Should the players wait until after the morning of the next day, they will miss their meeting with Herald and the adventure is over.

Players with the Track feat may make Survival checks to track the kobolds from the tavern. The DC is 16 (-1 for every three kobolds that get away and +6 if the player is tracking at night.)

A subdued kobold will offer no information other than his belief that "the Green Father" will rescue him.

Players can do a number of things with the kobolds including turning them over to the Watch, killing the creatures, or letting the tavern-keeper handle the mess.

Should any characters go outside the tavern during the night, they may notice a fire in the distance:

After a few moments in the warm air, you spot an unusual light in the distance. Somewhere in the city, a building is burning.

This is Lord Galan's storehouse, which players will most likely visit in Encounter Six - Burning Down the House. Anyone going to the storehouse now will find a contingent of the Watch working to extinguish the flame. Members of the Watch will shoo away on-lookers, including the characters.

Creatures:

APL 2

🐉 **Kobold Rog2** (one per character): hp 12 each; see Appendix One.

APL 4

🐉 **Kobold Rog4** (one per character): hp 22 each; see Appendix One.

APL 6

🐉 **Kobold Rog6** (one per character): hp 32 each; see Appendix One.

APL 8

🐉 **Kobold Rog8** (one per character): hp 50 each; see Appendix One.

Tactics: The kobold rogues have already drunk one of their *potions of expeditious retreat*, which has increased their base movement to 70ft. a round. The kobold rogues will flee as soon as they're discovered, if at all possible. Therefore, the characters do not receive any combat XP for defeating them, but earn Story XP if they discover at least one of the thieves at work.

Treasure:

APL 2 and 4: L: 4 gp; C: 0 gp; M: 2 *potions of expeditious retreat* (up to 12), 8 gp per character each, *universal solvent* (up to 6), 4 gp per character each.

APL 6: L: 10 gp; C: 0 gp; M: 2 *potions of expeditious retreat* (up to 12), 8 gp per character each, *universal solvent* (up to 6), 4 gp per character each, *elixir of hiding* (up to 6), 21 gp per character each, *elixir of sneaking* (up to 6), 21 gp per character each.

APL 8: L: 10 gp; C: 0 gp; M: 2 *potions of expeditious retreat* (up to 12), 8 gp per character each, *universal solvent* (up to 6), 4 gp per character each, *elixir of hiding* (up to 6), 21 gp per character each, *elixir of sneaking* (up to 6), 21 gp per character each, *potion of fly* (up to 6), 63 gp per character each.

Encounter Two Meet the Family

The next morning, Galchunk the dwarf delivers a message to each of the players by stabbing a note to each of their doors with a small halfling sized dagger. Galchunk is a friend of the Boar's Head Tavern keeper, who told Galchunk about the trouble that the

adventurers had last night. Give the table Player's Handout 1. Most likely the players will not see Galchunk as he takes great pains to remain unnoticed. If the players have constructed a plan to notice any intruders, Galchunk will simply give the messages to the tavern-keeper to distribute.

Players belonging to the Family meta-org or who make a Knowledge (local) check [DC 14] know the name Herald Battirovka as a pseudonym used by a messenger of the Family. If successful players are unfamiliar with the Family, tell them that this is the organization responsible for regulating the organized thefts, gambling nights, and other illicit events. The Family is what amounts to the thieves' guild of Verbobonc.

Players can either ask anyone in the Boar's Head for directions to the Fisherman's Tale or make a Knowledge (local) check [DC 12], to know or find out that it is located in a rougher section of Verbobonc City that also contains numerous warehouses and smithies. Those that make their Knowledge (Local) check by 4 or more know that The Fisherman's Tale is a notoriously rowdy bar where fights begin hourly and where an underhanded deal is just a table away.

If the characters do not know each other, they may introduce themselves in the common room of the Boar's Head or perhaps they do not meet until just outside of the Fisherman's Tale.

You embark on your urban expedition on a fine spring morning as the sun shines brightly and glints off of the wet grass and gravel. You leave the familiar section of town and enter a rougher area, full of warehouses, smithies, and the occasional run-down tavern. The streets are quiet this early in the morning, but you imagine that soon the various business will begin to bustle and that night might bring on more raucous activity to this now quiet part of the city.

The outside of the Fisherman's Tale is in somewhat better condition than the other taverns in the area. The front door is open and players can see into the building through the windows. There is a small amount of activity inside. Upon entering or looking through the glass, the players can see a few humans and a dwarf inside.

The Fisherman's Tale is a notoriously rowdy bar where fights begin hourly and where an underhanded deal is just a table away. At this early hour, however, the building is strangely serene, as though the morning sunlight streaming through the windows burns away the dirt and violence. It is nearly empty

this morning as the staff cleans up after last evening's goings on and in preparation for tonight's crowd.

Sitting at a table shuffling through some papers is a small, thin human man flanked by a battle-scarred dwarf and a massive, Baklunish man in a long, dark coat.

The human is "Herald Battirovka" (a reference to his position in the Family, not his real name), the dwarf is Galchunk and the Baklunish man is Rhobes. When the players enter, Herald looks up, gives the players a tight-lipped smile, and waves them over. If the table has a fairly whimsical attitude, play Herald with a thick accent reminiscent of a movie character that makes deals no one can refuse. For a more serious table, be sure that Herald is formal, efficient, and business-like.

"Hello, my name is Herald Battirovka. I hope you'll excuse me if I get right down to business. I'm a very busy man. One of my boys here," he indicates the dwarf to his left, "says you ran into a little problem last night. Funny thing is, we've been having a lot of little troubles around the city lately. And when I say troubles, I mean certain activities over which my organization would typically preside. So these are...unauthorized. For example, take your trouble at the Boar's Head. We were as unaware as you. This is not good for business.

"I'm sure you've heard that Lord Millinous has been having words with Lord Vaswell and now I'm getting reports of problems with the Viscount's personal Knights of the Faithful Defender, House Deleveu, and House Rhynehurst.

"You'd be doing me a favor if you would take a look into a couple of these incidents and see if you can't determine their source. Galchunk here," indicating the dwarf again, "will give your assignments. Meet me back here for the afternoon meal today and tell me what you find. I'll assume there are no questions. Have a nice day."

Players should make a Sense Motive check [DC 5]. Those succeeding believe that Herald is not asking them, but rather *telling* them to look into these crimes.

Galchunk moves around the table to interpose himself between the players and Herald, cutting off any questions. He then leads the party to a table on the other side of the bar.

Galchunk is also a no-nonsense personality, but he is somewhat friendlier than Herald. His voice is gruff and he has allergies that keep him sniffing as he talks.

"I got two local jobs for ya. A Lady of House Asbury is staying at the Nestled Swan, a swanky hotel uptown. She got mugged just outside of the city and I'm told has been pretty hysterical ever since. The other job involves two of Lord Milinous' lackeys who are sleeping at the Pungent Minotaur. They had some trouble getting into Verbobonc City as well. Go talk to 'em and report back here by lunch. See if you can figure out who attacked them."

Galchunk is willing to answer questions but will become terse and impatient the longer the questioning goes. He can give the names of the victims, Lady Bella Boofon, Malomer, and Pug. He can provide directions to the Nestled Swan and Pungent Minotaur. He knows that Lady Boofon was in town to visit family and that Malomer and Pug were supposed to make a delivery of some sort. Although he knows all were attacked just outside the city, he does not know where it happened or who may have been the perpetrators.

Should the players seek to talk to Herald again or ask about a reward, Galchunk informs them "Sometimes it's best not to ask too many questions."

Players have from 8 am to 12 pm (4 hours) to find out about the crimes and get back to the Fisherman's Tale.

All APLs

♣ **Herald Battirovka:** male human Rog6; hp 26; see Appendix One.

♣ **Galchunk:** male dwarf Ftr2/Rog2; hp 36; see Appendix One.

♣ **Rhobes:** male human Sor5; hp 21; see Appendix One.

Encounter Three

Bulbous Boofon

Knowledge (local) [DC 12] or Bardic check [DC 10] to know where the Nestled Swan is located in Vverbobonc City. Any member of the Riverwalk Society who made their Knowledge or Bardic check would know what and how to deal with the day time manager of the Nestled Swan in order to get to the Lady Boofon with the least amount of hassle, due to their Bardic connections.

The Inn of the Nestled Swan is located in a part of Verbobonc City most adventurers see little of—the

rich part. The businesses around the Nestled Swan cater to the wealthy nobles of Verbobonc. Silks, fine clothes, expensive food and wine are all found here for a price.

The Inn of the Nestled Swan is a beautiful and well-constructed three-story building. From outside, you can see it has a large common room and eight plush bedrooms upstairs.

Players can enter through the unlocked front door, where they are "greeted" by Wallace the manager of the Nestled Swan.

Anyone not paying for at least Standard up keep for this adventure will be asked to please wait outside since we have very special clientele who we wish not to disturb with uncouth rabble such as your self.

The entire Inn seems to be an example of unnecessary finery. Chairs that no one uses have inlaid gems and gold latticework. The carpet is soft and covers every inch of the floor. The windows are a combination of fine glass and expensive stained glass work. The walls are decorated by hand and the wall sconces are made of brass and silver.

Wallace Borkput, the day-shift manager, dreamed of leaving Verbobonc City and becoming an adventurer. A weak constitution and abject cowardice stopped him. So he now runs the Nestled Swan and secretly hates every patron. When the players enter he will appear bored and lethargic but will perk up the second he realizes he is talking to seasoned adventurers. He will continue to ask questions of the adventurers until they force him to take them to Lady Bella Boofon. His excited questions go along the lines of:

- Wow, are you people adventurers?
- What are you doing here?
- Why would you want to see Lady Boofon?
- Are you going to kill her?
- Are you going to kill anything or anyone today?
- Is that a real sword?
- Can you do magic?
- Have you ever seen a dragon?
- What's the hardest part about fighting a dragon?
- Who would win a fight between a dragon and an ogre?
- Who would win a fight between a dragon and ten ogres?
- What would happen if dragon and an ogre mated?

If pressed, Wallace will take the characters upstairs to meet Lady Boofon. He knocks on the door and

announces the characters as though he was announcing the gods themselves. Ideally, the characters will have to cuff him to get him to stop.

“Lady Bella Boofon, I would like to present to you a group of heroic and battle hardened saviors of the Viscounty of Verbobonc who would speak to you about the horrors you encountered so that they might smite your enemies and drive them to their doom. Never before and never again will such justice rain down upon the scum of this nation. They shall bring down a plague of fire and wrath and vengeance, all in your name fine Lady Boofon. They come to us to show the true path to glory and honor. Let us take a moment to thank the gods for allowing a piece of their divinity to take corporeal form and to visit us at this inn. We can but bow our heads in reverence.”

Eventually, the players enter the room and meet Lady Bella Boofon, a distant cousin of House Asbury. Bella is a large woman draped in finery and far too much makeup. She is histrionic, overly formal, and constantly moves her hands in grand gestures. She holds her favorite fan at all times (see DM Aid 2).

She introduces herself to the party and waits for each of the males to kiss her hand as they introduce themselves. When asked, she is more than willing to share her story of terror.

“It was horrible, just horrible! How can I go on, knowing such injustice is a breath away? Whither Verbobonc City?” She places the back of her hand to her forehead and swoons.

Ask if any of the characters attempt to catch her in her faint. Have them make a Strength check [DC 10] to keep her from falling on the floor. Should she fall, she will get up, brush herself off, and try to appear as if nothing had happened.

“Oh, my, but it was terrible. Two nights ago, my carriage was crossing a bridge over a small stream on the main road to the city. I believe we were still two hours from the main gate when we were attacked. I could not see much from my carriage, but my driver and attendant were both horribly killed. All of my luggage was stolen. Then the heathens simply ran away. I thank the gods that they did not kill me as well.”

Lady Boofon will answer questions as best she can; however she saw very little. A Mounted Borderer Patrol found her 20 minutes after the attack. They could not be

sure who the assailants were. Lady Boofon does know that they found several items including a dagger and a scabbard that bore the crest of the Knights of the Faithful Defender (a Knowledge (local) or Bardic check [DC 12] reveals that the Knights of the Faithful Defender are the heavy cavalry unit that protect the Viscount himself).

Lady Boofon loves flattery and will make sure to compliment the characters whenever she can. She might notice how strong a character is, or how beautiful someone's hair is, or how lovely someone's shield looks. She will slip these compliments into conversation even when they are only barely deserved. She adores compliments about her own “beauty” and responds very favorably to anyone who verbally admires her. Should any character “lay it on thick” about her beauty and taste in clothes, she will offer the party a *brooch of shielding* to help in their pursuit of justice. (Her husband is involved in a business that trades in these.) She will only do this if one of the characters attempted to catch her when she swooned. Otherwise it will take a Diplomacy check [DC 16 + APL] to get her to give the adventurers the *brooch of shielding*.

What really happened: Ferric and his kobolds have made camp in a small woods a short distance from the main road in to Verbobonc City. From there, they have found that they can attack travelers on the road or use the sewer system to get into and out of the city unnoticed. Two nights ago they attacked Lady Boofon's carriage, killing two people and stealing all of her luggage. Under Ferric's direction, they dropped several items they stole from a Knight of the Faithful Defender. They hope to make it appear that the Knights of the Faithful Defender are responsible for this crime.

All APLs

♣ **Lady Bella Boofon:** female human Ari4; hp 25; see Appendix One.

♣ **Wallace Borkput:** male human Com2; hp 3; see Appendix One.

Treasure:

All APLs: L: 0 gp; C: 0 gp; M: *brooch of shielding* (125 gp per character).

Encounter Four

It Turned Into a Barroom Blitz

Knowledge (local) [DC 16] or Bardic check [DC 14] to know where the Pungent Minotaur is located in Verbobonc City.

The Inn of the Pungent Minotaur is situated between an abandoned building and an empty lot that has become a small dumping ground for the locals. The Taverns porch is broken and cracked, the front door barely hangs on its hinges, and the roof looks like it would collapse if the rain did not simply leak through the numerous holes in it. A gnome drunk sleeps off last night's carousing on the patchy front lawn. As the characters approach a pig gets from next to the gnome and slowly walks away. The noise of conversation and eating emanate from inside.

The party can enter unhindered and the clientele pays them little attention.

The inside of the tavern is no better than the outside of this establishment. The low quality of the furniture matches the fifteen occupants of the common room. A tired and bored serving woman presents plates of greasy food and pints of ale as breakfast bill of fare.

Players asking for Malomer and Pug get a grunt and a nod towards the east wall. The two Milinous guardsmen sit at a table alone eating and drinking. They are obviously already drunk as their speech is slurred and they have trouble focusing on the characters.

Malomer and Pug begin with an Unfriendly attitude towards the party. Buying them drinks will change this to Indifferent. As the characters begin to talk to the pair, another two rough-looking fellows approach the table. This is Blubert the human and Pakloval the halfling, House Guardsmen for Lord Rhynehurst.

The following interaction takes place assuming the characters do not interrupt.

A slender and bent human and a tall halfling enter the front door of the tavern. They scan the crowd for a moment, and then the halfling shouts, "We're looking for a couple of Milinous' pigs. Are you swine going to show yourselves or do we have to drag you away from your trough?"

Various hung-over patrons groan at the shouting. Malomer and Pug appear used to this kind of treatment and do not look up from their breakfasts.

The human and halfling spot Malomer and Pug and stride over to them.

The halfling is Pakoval and the human is Blubert. They are House Guardsmen for Lord Rhynehurst. Several nights ago, the kobolds stole treasure from the Rhynehurst mansion in Verbobonc City and left gloves bearing the crest of House Millinous. The guardsmen assume that Lord Milinous is behind the theft and have been scouring the city for anyone with a relation to House Millinous. They found out about Malomer and Pug. The Rhynehurst House Guardsmen believe these Millinous House Guardsmen are to blame for the crime against their Lord.

Give the players a chance to interrupt the action if they wish. The following text assumes they do nothing. Modify it if necessary based on the players' actions and questions.

The human and halfling strut up to Malomer and Pug's table. The halfling continues his prosecution, "Well if it isn't Milinous' little toadies. You sons of orcs come back to steal from us again?"

Malomer does not look up, talking instead to his plate, "I don't know what yer talking about."

The halfling snorts, "Well allow me to jog your memory." He thrusts a pair of fine, leather riding gloves, each bearing the crest of House Milinous under Malomer's nose. "You idiots left these behind when you stole that silver from the Rhynehurst mansion. We're here to bring back either the silver or your heads."

Malomer becomes visibly angry and suddenly tosses his ale at the halfling and stands. He drunkenly begins speaking to thin air, then pauses and realizes the halfling stands much shorter than he. "You...you get out of here you...damn thing. I don't...we don't have to take none of your dung, little man. You tell Rhynehurst to find some real muscle if he wants to deal with the likes of us."

The rest of the common room begins to take an interest in the exchange. The halfling's face turns red as he yells, "That's it! We'll get our money back by selling your hides!"

The four hirelings begin a classic bar fight. The party rolls initiative with the four NPCs. All damage is subdual from fists and feet. Malomer and Pug get -2 penalty to hit due to their drunkenness. Depending on the time left in the round, the DM can add other NPCs into the fight using the Pungent Minotaur Patrons statistics in Appendix One.

What happens next depends upon the reaction of the characters.

If the characters do not get involved, the fight will eventually end in a draw and many black eyes. The Ryhnehurst hirelings will slink off and Malomer and Pug will return to their room to sleep off the damage. They are Unfriendly towards the characters and will not talk to them.

If the characters enter the fight against Malomer and Pug, then the guardsmen will either end up unconscious or dead very quickly. If and when they wake up they will be Hostile towards the characters and will not talk to them.

If the characters stop the fight entirely, Malomer and Pug will be Indifferent towards the characters but are willing to tell their story.

If the characters come into the fight obviously aiding Pakoval and Blubert, the fight will end quickly. The Milinous Guardsmen once they are awakened or are healed will under duress tell their story about how they were attacked and lost the crates in their protection. They know nothing about the break in at House Rhynehurst. Pakoval and Blubert with what little info they were able to get from Milinous's men will offer to put in a good word in for the characters with Lord Rhynehurst. This gives the players a chance to join the Rhynehurst House Guard on the adventure record.

Finally, if the characters come into the fight obviously aiding Malomer and Pug, then their attitude will be Friendly. Not only will they tell their story, but they will also give tell the players they will put a good word in for them with Lord Millinous. This gives the players a chance to join the Millinous House Guard on the adventure record.

Malomer and Pug were delivering a set of crates for Lord Milinous to Verbobonc City. Malomer tells the following story:

"Two nights ago, we had just crossed a bridge over a stream on the main road when we started getting

pelted with bolts. It was dark and I couldn't even tell where they was coming from. The next thing I know our cart was turning over, the horse went wild, and I was knocked out. When I woke up, the crates we were carrying were gone. Damn, Lord Milinous is gonna kill us. All I found were a bunch of crossbow bolts and a tunic that looked like something a ranger might wear if he was working for House Deleveu. It had a crest and everything. Of course I sold it. Oh, but Pug here had it worse than me. He was frozen and couldn't move a muscle until the cart got turned over. He didn't see nothing either."

Neither guardsman knows what was in the crates that the kobolds stole nor did they actually see their assailants.

What really happened: Ferric and his kobolds attacked Malomer and Pug at roughly the same point they attacked Lady Boofon, later the same evening. Pug was the victim of a *hold person* spell and Malomer was too drunk to react before they tipped over the cart. The kobolds made off with the crates and left the Deleveu tunic on purpose. They obtained the tunic from an earlier raid on the Deleveu mansion.

All APLs

♣**Malomer, Milinous Guardsman:** male human Ftr3; hp 28; see Appendix One.

♣**Pug, Milinous Guardsman:** male human Ftr5; hp 44; see Appendix One.

♣**Pakoval, Rhynehurst Guardsman:** male halfling Ftr5; hp 44; see Appendix One.

♣**Blubert, Rhynehurst Guardsman:** male human Ftr4; hp 40; see Appendix One.

♣**Pungent Minotaur Patron:** male and female human War2; hp 11 each; see Appendix One.

Encounter Five

Going Home to See the Family

After dealing with Encounters 3 – Bulbous Boofon and Encounter 4 – It Turned Into a Barrooom Blitz, the sun is high in the sky, indicating it is time for the afternoon meal and to return to the Fisherman's Tale to see Herald Battirovka. If the players are late returning to the Fisherman's Tale, Herald will not be there and they will not get the lead to the warehouse in Encounter 6. They may still go to the main road and track the kobolds from there (see Encounter 8.)

At noon, the Fisherman's Tale is crowded and noisy. Many laborers and merchants congregate here for lunch. There is a line forming near the door.

Players must enter and look around to find Herald.

Upon entering the din you scan the crowd for Herald. Galchunk the dwarf finds you first. He greets you then tells you to follow him to a table in the corner of the hall. There, Herald sits with the Baklunish man you saw earlier. He nods at you and motions for you to sit at his table.

Herald has already ordered lunch for the group. He invites everyone to eat and, when they are through eating, he gets down to business. He asks the players if they have discovered who is behind the little problems that have been occurring in Verbobonc of late?

If the players profess a certainty that they know the identity of the criminals, Herald is pleased. He complements the party on their efficiency and says he will look into the matter further. He also asks if the party will do him one last favor.

If the players are uncertain about the identity of the robbers, Herald rolls his eyes in frustration. He holds his hand up to stop any long winded explanations and says he will give the party one more chance to get it right before looking for a more seasoned group to assist him.

"I have just been informed of a fire in a storehouse that belongs to Lord Galans. It started last night but was extinguished quickly. Go over there and see if you can find any trace of an arsonist. If you find anything worthwhile, return here. At least one of the three of us will be available."

As before, Herald finishes the conversation and has no intention of continuing. Galchunk the dwarf rises and takes the party aside to give them directions to the storehouse at Encounter 6 – Burning Down the House.

Encounter Six Burning Down the House

Lord Galans' storehouse is only a twenty-minute walk away from the Fisherman's Tale. It is a two story freestanding building sandwiched in between a number of other storehouses. As you approach, you can see fire damage to the outside walls and to the

roof. The fire appears to have burnt a number of large holes in the outside walls. The frame of the building still appears sound. Outside of the main entrance stand two members of the Gentlemen of the Watch.

Players who succeed at a Spot check [DC 20] notice that there are far too many entrances burned into the building for two guards to protect. They are probably here for show rather than to actually guard the building.

If the guards see the party they will stop them from entering. They appear bored but they have a job to do. Characters that talk to the guards may be able to change their attitude from Indifferent to Friendly (DC 15 Diplomacy check), in which case the guards will let the party investigate. If any member of the party is also a member of the Gentlemen of the Watch then this check succeeds automatically. Members of the Mounted Borderer's, Noble House Guards gain a +2 to their Diplomacy checks. Should any character mention they are working for the Family, the guards will be obviously apprehensive and angry but will grudgingly let the players inside for a small bribe of 5 gold pieces times the APL of the party (ex. APL 2 would be 10 gold pieces).

Looking into one of the entrances reveals a largely empty storehouse. There are a few empty crates and tools lying about, but most of the goods have probably been moved since the fire. The damage seems more extensive inside. The ceiling of the first floor now has several large holes and the stairway leading up to the second floor would be a dangerous climb at best.

A pair of half-orc thugs lies in wait on the second floor. As soon as more than one party member enters the first floor, they jump down to the first floor using ropes to avoid falling damage. They have their swords locked in the gauntlet of one hand and are ready to attack after their surprise round. Note that their Hide checks succeed automatically because they have 100% cover from the second floor. This is not the case if the party manages to access the second floor from the outside (via a *fly* or *levitate* spell or maybe a really good jump check).

The thugs have nothing to do with the fire or the recent rash of crimes. They simply happened upon the fire and believe they have found a good place to ambush unsuspecting people.

Other than the possessions of the thugs, there is nothing of value in the storehouse. If the party subdues a thug, he will plead for his life and tell what little he knows about the fire.

"We didn't start the fire. We saw it, though, last night and hid out thinking we could get at some of the stuff inside. We couldn't get near the place with all the Watch hanging around. At least not until this afternoon. I don't know who burned the place. We saw some people running away but it was too dark to follow them. Oh, but one of them dropped this."

The thug produces a vest bearing the crest of House Rhynehurst.

Characters that make a Survival check [DC 10] find a set of human prints leaving the storehouse. If a character has the Track feat, he or she can follow the tracks to the Rhynehurst mansion (Encounter 7). Players can also ask the Gentlemen of the Watch for directions to the Rhynehurst manor.

What really happened: A small contingent of Ferric's kobolds set fire to the storehouse. They dropped the Rhynehurst vest on purpose to divert suspicion. They obtained the vest on a previous theft of the Rhynehurst mansion. They also wore human sized shoes. After setting fire to the storehouse they stomped to the Rhynehurst mansion. Upon arrival, they removed their shoes and attempted to hide their tracks as they escaped to the sewer. There, Horg the Ogre captured them in a net trap he uses to catch food.

The players have several options at this point. They may track the kobolds to the Rhynehurst mansion at Encounter 7 – Baseless Accusations. They may investigate the bridge on the main road at Encounter 8 – The Scene of the Crime(s). They may return to the Fisherman's Tale to inform Herald of their findings at Encounter 9 – Getting' Hit with the Clue by Four.

Creatures:

APL 2 (EL 4)

♣ **Half-Orc Thugs** (2): male half-orc Ftr2; hp 20 each; see Appendix One.

APL 4 (EL 6)

♣ **Half-Orc Thugs** (2): male half-orc Ftr4; hp 36 each; see Appendix One.

APL 6 (EL 8)

♣ **Half-Orc Thugs** (2): male half-orc Ftr6; hp 52 each; see Appendix One.

APL 8 (EL 10)

♣ **Half-Orc Thugs** (2): male half-orc Ftr8; hp 68 each; see Appendix One.

Tactics: These half-orcs work well together. They try to flank the most dangerous-looking target (which brings their Dual Strike feat into play at higher APLs), and attack until that target drops. Then they move to the next most dangerous target. When the last thug is reduced to 8 or less hit points, he surrenders.

Treasure:

APL 2: L: 4 5 gp; C: up to 24 gp; M: 0 gp.

APL 4: L: 120 gp; C: up to 24 gp; M: 0 gp.

APL 6: L: 62 gp; C: up to 24 gp; M: +1 *breastplate* (2), 112 gp per character each.

APL 8: L: 62 gp; C: up to 24 gp; M: +1 *light fortification breastplate* (2), 362 gp per character each.

Encounter Seven Baseless Accusations

The Rhynehurst mansion is a spectacular white and gold building in the heart of the richest part of Verbobonc City. It has a tall, iron fence surrounding it and is well guarded. Occasionally, a fine carriage approaches the gate and the guards open the door after checking the occupants.

If the players were following tracks here, they find that the prints stop at the gate of the fence, where two armed guards stand. Characters with the Track feat may attempt a Survival check [DC 25] to see a set of smaller tracks leading north. These kobold tracks lead to the south entrance of the sewer at Encounter 10 – Not the Sewers Again?!

The Rhynehurst Houseguards will not grant permission for entrance to the house or grounds. If the players accuse anyone of House Rhynehurst of criminal wrongdoing, the guards will scoff at them and demand that they leave at once. If pressed, the guards claim that Lord Rhynehurst is not the one doing the stealing but rather it is House Asbury. After a burglary earlier in the week, a servant found a shield with the crest of House Asbury left as a calling card. If asked, Diplomacy check [DC 14 = APL] the guards will produce the shield. The shield is caked with dirt and filth as though it had been drag through a sewer.

All APLs

♣ **House Rhynehurst Guards** (as many as necessary): male and female human and half-elf Ftr4; hp 40 each; see Appendix One.

Encounter Eight

The Scene of the Crime(s)

Having traveled to and from Verbobonc City a number of times yourselves, you have little trouble locating the bridge and stream the victim's mentioned to you. The road itself is well traveled; however, the sides of the road are overgrown with grass and weeds all the way to a small wood some one hundred yards from the west side of the road.

Characters can attempt a Survival check [DC10] to locate many footprints leading from the road to the north sewer entrance in Encounter 10 – Not the Sewers Again?! If low-level characters are having trouble, remind the players that they can take 10 or 20 on this Survival check. Since the DC is 10 or less, characters need not possess the Track feat to follow these tracks.

There are no other pieces of evidence on the road.

Encounter Nine

Gettin' Hit with the Clue By Four

If the characters return to the Fisherman's Tale, Herald is nowhere to be found. After a few moments of searching the characters find Rhobes, the heretofore-mute Backlunish man who accompanied Herald in their previous meetings. When the players tell him of the latest developments he gives them a blank stare for several seconds, then speaks. His tone is that of a wise sage or soft-spoken mentor that belies his appearance as an intimidating thug.

"You have done well thus far, but I fear you may never prove which noble house has robbed which. Perhaps a better strategy would be to investigate the main road where the earlier crime occurred and see if you can find any tangible evidence of your most elusive prey."

The players should probably follow his advice to Encounter 8 – The Scene of the Crime (s).

Encounter Ten

Not the Sewers Again?!

Players may enter the sewer from the north entrance outside of the city, or through the south entrance inside the city walls. In either case, the entrances look the same.

The tracks lead to a ten-foot by ten-foot hole in the ground surrounded by carved stones. The hole appears to lead into a stone tunnel beneath the ground. Given the horrible smell emanating from it, you surmise this is an entrance to the Verbobonc City sewer system.

Players have to climb (Climb check [DC 5]) down into the sewer one or two at a time. No danger awaits them inside the sewer hallway.

You would think that the sewer system of a metropolis like Verbobonc City would smell worse than you could possibly imagine. And you would be right. Fortunately, some fresh air leaks in from the hole in the ceiling. You stand in a 15-foot wide, stone hallway that runs north and south. The ceiling is 10 feet high. The stench seems to come primarily from the south. The area in which you stand appears to be some sort of ventilation or access branch off of the main sewer.

Some sunlight comes in from the north and south entrances, however players without low-light or darkvision must supply their own illumination.

The northernmost edge of this tunnel, under the north sewer entrance, is a dead end. The southern most edge of this map leads to the main sewer complex on the south end of the map. Players who wish to explore the sewer system to the south will quickly become lost in the dizzying array of twists, turns, intersections, and raw sewage ditches.

Between the two entrances is the 30-foot by 45-foot room. Horg the ogre has claimed this as his own. His straw bed and meager possessions are located near the west wall. The kobolds that set fire to Lord Galans' storehouse struggle in a net near the east wall.

At the beginning of the round after the first player enters the tunnel, Horg's dog, Cebo, begins to bark. Horg and Cebo and the puppies remain on the west side of the room and watch for players coming from either the north or the south in Encounter 11 – A Boy and His Dog.

Encounter Eleven

A Boy and His Dog

Horg is a Neutral hermit of an ogre who found a place where he could live alone and undisturbed in this sewer home of his. He has a pet that helps him hunt and provides what little company he desires in life. Using a trap he reserves for the capturing of food, Horg has caught the kobolds that have been running through his home recently. When the players encounter Horg, he has not decided if he should let them out of the net or not. He is unhappy that his home has been discovered and is trying to decide if he should simply pack up and leave.

As the players approach Horg's room, they will hear Cebo barking from the east side of the room. Horg does not attack immediately. He waits cautiously and is willing to talk to the characters. If the players attack Horg without talking, skip to Encounter 12 – The Gang's All Here, and assume that Horg and Cebo will fight the party in the final battle.

Those talking to Horg find that he speaks broken common (DMs can use broken English to portray this) and he just wants everyone to leave him and his home alone. If questioned he will explain that he lives in the sewer with his dog Cebo. He will also explain that he caught the kobolds last night because he is tired of them running through his home night after night. Horg is very unhappy that so many people have found and disturbed his home.

The players have enough time to ask four or five questions of Horg. Horg begins the encounter Indifferent to the party. Have the player that did the most talking make a Diplomacy check. This may change Horg's attitude to Friendly (DC 15) or Helpful (DC 30). After this check, have the party make Listen checks [DC 15] to hear Ferric and his kobolds arriving in Encounter 12.

Creatures:

APL 2 (EL 3)

🐾 **Horg the Ogre:** hp 29; see *Monster Manual*.

🐾 **Cebo, riding dog:** hp 13; see *Monster Manual*.

APL 4 (EL 5)

🐾 **Horg the Ogre:** male ogre Rgr1; hp 41; see Appendix One.

🐾 **Cebo, riding dog advanced to 5HD:** hp 32; see Appendix One.

APL 6 (EL 7)

🐾 **Horg the Ogre:** male ogre Rgr4; hp 62; see Appendix One.

🐾 **Cebo, riding dog animal companion:** hp 13; see *Monster Manual*.

APL 8 (EL 9)

🐾 **Horg the Ogre:** male ogre Rgr6; hp 78; see Appendix One.

🐾 **Cebo, advanced riding dog animal companion:** hp 30; see Appendix One.

Treasure:

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

APL 4: L: 9 gp; C: 0 gp; M: 0 gp.

APL 6: L: 47 gp; C: 0 gp; M: 0 gp.

APL 8: L: 62 gp; C: 0 gp; M: +1 *chain shirt*, 104 gp per character, *potion of cure serious wounds*, 62 gp per character.

Encounter Twelve The Gang's All Here

Ferric and his kobolds enter the sewers at the North entrance and immediately proceed to Horg's room. If the party failed the Listen check in Encounter 11 – A Boy and His Dog, then Ferric and his group get a surprise round (which they use to move into the room and get into good positions).

Tactics: Ferric spends his first round talking to Horg (see his speech below.) The kobold cleric will cast a spell designed to delay the party (such as *cause fear* at low APLs.) The rest of the kobolds attack the party. On the first round, the kobolds in the net break free and attack the party on the second and subsequent rounds.

When Ferric talks to Horg, use the following text to describe the conversation.

The group of kobolds immediately moves into attack. The largest of kobolds hangs back and addresses the ogre. "Join usssss my friend, for we sssssseek to create a kingdom for koboldsssss where your kind would ccccccertainly be welcome. Our day of reckoning will ssssssoon be at hand."

At then end of the first round, the player that made the Diplomacy check in Encounter 11 – A Boy and His Dog must now make a Diplomacy check opposed by Ferric's

Diplomacy check. The player's check is modified as follows:

- If Horg's attitude is Friendly, add +2 to the player's roll
- If Horg's attitude is Helpful, add +4 to the player's roll
- If any of the characters in the group has influence with the Peasants of Eglath, Horg has heard of them. Add +4 to the player's roll. Note that this does not remove or use up the influence point. It is still available for later use.

If the players win the opposed Diplomacy check, Horg and Cebo will fight the kobolds alongside the party. If players lose the Diplomacy check, Horg and Cebo will run away at APL 2 and 4 or fight the party at APL 6 and 8.

On the second round, the kobolds in the net join the fight and Horg and Cebo have made their decision. The fight proceeds normally from here. The kobolds will fight to the death.

After the fight, Horg and Cebo will begin to gather their possessions and the puppies and set about to leave to find a new home deeper within the sewers.

If the party acted with respect to Horg he will offer each of them one of Cebo's puppies, which is the Favor of Horg. If they attacked first or treated Horg badly Horg and Cebo just pack up and leave after the fight is over.

Spot check [DC 10] to notice something peculiar about the kobolds' garments.

The kobolds have been employing arms and armor with a number of different symbols and markings, including the crests of House Asbury, Rhynehurst, Galans, Milinous, and even the Knights of the Faithful Defender. Common to every kobold, however, is a green emblem in the shape of a dragon.

In addition to the kobold's possessions, the players find very fine, and very large, clothing from Lady Bella Boofon. Finally, the party recovers any items stolen in Encounter 1 – Early to Rise. Fortunately, the kobolds did not take the time to learn to use any of the items.

If the party subdues any of the kobolds, the creature reveals a small amount of information.

"The Green Father will resssssscue us, yesssssss. Hisssss acccccid will cleansssssse the land and hissssss magic will build an empire. We

ssssssacrificcccccce the treasssssuressssss to the Green Father to bring him to ussssssss."

The kobolds will not reveal the location of "the Green Father" nor will they admit to it being a ghostly green dragon.

Creatures:

APL 2 (EL 5)

☛**Ferric the kobold dragon disciple:** male kobold Ftr1/Sor3; hp 23; see Appendix One.

☛**Grebmond the kobold cleric:** male kobold Clr1; hp 9; see Appendix One.

☛**Kobolds (2):** hp 4 each; see *Monster Manual*.

☛**Kobolds trapped in net (2):** hp 4 each; see *Monster Manual*.

APL 4 (EL 7)

☛**Ferric the kobold dragon disciple:** male kobold Ftr1/Sor4/Dragon Disciple (green) 1; hp 32; see Appendix One.

☛**Grebmond the kobold cleric:** male kobold Clr3; hp 21; see Appendix One.

☛**Kobolds (2):** hp 4 each; see *Monster Manual*. These two kobolds are under the effects of *major resistance*, and have +3 to all saves.

☛**Kobolds trapped in net (2):** hp 4 each; see *Monster Manual*.

APL 6 (EL 9)

☛**Ferric the kobold dragon disciple:** male kobold Ftr1/Sor5/Dragon Disciple (green) 2; hp 44; see Appendix One.

☛**Grebmond the kobold cleric:** male kobold Clr4; hp 27; see Appendix One.

☛**Kobold toughs (2):** hp 19 each; see Appendix One.

☛**Kobold toughs trapped in net (2):** hp 19 each; see Appendix One.

APL 8 (EL 11)

☛**Ferric the kobold dragon disciple:** male kobold Ftr1/Sor6/Dragon Disciple (green) 3; hp 59; see Appendix One.

☛**Grebmond the kobold cleric:** male kobold Clr6; hp 39; see Appendix One.

☛**Kobold toughs (4):** hp 19 each; see Appendix One.

☛**Kobold toughs trapped in net (4):** hp 19 each; see Appendix One.

Tactics: The first two rounds of combat are described above. Generally, Ferric avoids melee and uses his most damaging spells on anyone threatening him. Grebmond

enjoys channeling spells into *inflict wounds* spells. The kobold warriors keep themselves between Ferric and Grebmond and any opposition.

Treasure:

APL 2: L: 47 gp; C: 0 gp; M: *+1 spear*, 192 gp per character.

APL 4: L: 97 gp; C: 0 gp; M: *+1 spear*, 192 gp per character, *scroll of major resistance* (3), 17 gp per character each.

APL 6: L: 307 gp; C: 0 gp; M: *scroll of major resistance* (3), 17 gp per character each, *scroll of lion's charge* (3), 21 gp per character each.

APL 8: L: 477 gp; C: 17 gp; M: *+1 breastplate*, 112 gp per character, *scroll of major resistance* (3), 17 gp per character each, *scroll of lion's charge* (3), 21 gp per character each, *scroll of sound lance* (3), 37 gp per character each.

Conclusion Hark the Herald

Remind the players, if necessary, that Herald wanted to hear the results of the Galans investigation. The party finds Herald, Galchunk, and Rhobes back at the Fisherman's Tale. Herald invites the party to an evening meal and asks to hear about the final investigation.

If the players are able to explain that the kobolds are behind the thefts, Herald accepts this and says he shall try to find from where the kobolds are coming. If the players mention "the Green Father," Herald will question them closely to see how much information the party has on this mystery.

At the end of the discussion, he asks the players to pay attention to any other mentions of "the Green Father" or any other kobold problems in the future.

"Let me thank you on the behalf of my organization. We appreciate the work you have done for us and perhaps we can return the favor sometime 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 (objectives plus roleplaying) to each character.

Encounter One – Early to Rise

Discover at least one kobold rogue.

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP
APL 8	75 XP

Encounter Three – Bulbous Boofon

Praise Lady Boofon and receive the *brooch of shielding*.

APL 2	10 XP
APL 4	15 XP
APL 6	20 XP
APL 8	25 XP

Encounter Four – It Turned Into a Barroom Blitz

Get Malomer and Pug to tell their story.

APL 2	10 XP
APL 4	15 XP
APL 6	20 XP
APL 8	25 XP

Encounter Six – Burning Down the House

Defeat the half-orc thugs.

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

Encounter Eleven – A Boy and His Dog

Modify Horg's attitude to Friendly or Helpful.

APL 2	20 XP
APL 4	30 XP
APL 6	40 XP
APL 8	50 XP

Encounter Twelve – The Gang's All Here

Defeat Horg and Cebo, either by getting them to fight on the players' side or by killing or subduing them. If Horg and Cebo run away, do not award this experience.

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

Defeat Ferric and his kobolds.

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP

Award for Good Roleplaying

APL 2	20 XP
APL 4	30 XP
APL 6	40 XP
APL 8	50 XP

Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1125 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 One – Early to Rise

Defeat and loot the kobold rogues.

APL 2 and 4: L: 4 gp; C: 0 gp; M: 2 *potions of expeditious retreat* (up to 12), 8 gp per character each, *universal solvent* (up to 6), 4 gp per character each.

APL 6: L: 10 gp; C: 0 gp; M: 2 *potions of expeditious retreat* (up to 12), 8 gp per character each, *universal solvent* (up to 6), 4 gp per character each, *elixir of hiding* (up to 6), 21 gp per character each, *elixir of sneaking* (up to 6), 21 gp per character each.

APL 8: L: 10 gp; C: 0 gp; M: 2 *potions of expeditious retreat* (up to 12), 8 gp per character each, *universal solvent* (up to 6), 4 gp per character each, *elixir of hiding* (up to 6), 21 gp per character each, *elixir of sneaking* (up to 6), 21 gp per character each, *potion of fly* (up to 6), 63 gp per character each.

Encounter Three – Bulbous Boofon

Earn the gift from Lady Boofon.

All APLs: L: 0 gp; C: 0 gp; M: *brooch of shielding*, 125 gp per character.

Encounter Six – Burning Down the House

Defeat and loot the half-orc thugs.

APL 2: L: 4 5 gp; C: up to 24 gp; M: 0 gp.

APL 4: L: 120 gp; C: up to 24 gp; M: 0 gp.

APL 6: L: 62 gp; C: up to 24 gp; M: +1 *breastplate* (2), 112 gp per character each.

APL 8: L: 62 gp; C: up to 24 gp; M: +1 *light fortification breastplate* (2), 362 gp per character each.

Encounter Eleven – A Boy and His Dog

Defeat and loot Horg and Cebo.

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

APL 4: L: 9 gp; C: 0 gp; M: 0 gp.

APL 6: L: 47 gp; C: 0 gp; M: 0 gp.

APL 8: L: 62 gp; C: 0 gp; M: +1 *chain shirt*, 104 gp per character, *potion of cure serious wounds*, 62 gp per character.

Encounter Twelve – The Gang’s All Here

Defeat and loot the kobolds.

APL 2: L: 47 gp; C: 0 gp; M: +1 *spear*, 192 gp per character.

APL 4: L: 97 gp; C: 0 gp; M: +1 *spear*, 192 gp per character, *scroll of major resistance* (3), 17 gp per character each.

APL 6: L: 307 gp; C: 0 gp; M: *scroll of major resistance* (3), 17 gp per character each, *scroll of lion's charge* (3), 21 gp per character each.

APL 8: L: 477 gp; C: 17 gp; M: +1 *breastplate*, 112 gp per character, *scroll of major resistance* (3), 17 gp per character each, *scroll of lion's charge* (3), 21 gp per character each, *scroll of sound lance* (3), 37 gp per character each.

Total Possible Treasure

APL 2:	450 gp
APL 4:	650 gp
APL 6:	900 gp
APL 8:	1,300 gp

Items to be Listed on the AR:

Cross out any item not gained.

☛ **Influence with the "Family"** : If the party gives Herald Battirovka their findings on the crimes, they receive one influence point with The Family.

☛ **Favor of House Asbury Recommendation:** If the characters earned the good favor of Lady Boofon of House Asbury, they are invited to join the Asbury House Guard if they meet all other requirements.

☛ **Favor of House Milinous Recommendation:** If the characters earned the good favor of Malomer and Pug, they are invited to join the Milinous House Guard if they meet all other requirements.

☛ **Favor of House Rhynehurst Recommendation:** If the characters earned the good favor of Pakoval and Blubert, they are invited to join the Rhynehurst House Guard if they meet all other requirements.

☛ **Favor of Horg the Ogre:** If the characters treated Horg fairly he will gift each character a Flat Nosed Verbobonc Sewer Hound puppy.

- It will take 15 time units for this puppy to grow up and cost 12 gp per time unit for food and care while the character is away adventuring.
- Once it is fully grown it is treated as any other animal in the LG campaign.

☛ **A Flat-Nosed Verbobonc Sewer Dog:** CR 2; Medium Animal; HD 3d8+6; hp 19; Init +2; Spd 40 ft.; AC 14 (+2 Dex, +2 natural), touch 12, flat-footed 15; BAB +2; Grapple +4; Atk +4 melee (1d6+3, bite); Space/Reach 5 ft/5 ft; SA Trip; SQ Low-light vision, scent; AL N; SV Fort +5, Ref +5, Will +2; Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Jump +8, Listen +5, Spot +5, Swim +3, Survival +2 (+6 following by scent); Alertness, Track (B).

- **Trip (Ex):** A Verbobonc Sewer Dog that hits with its bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dog.

Appendix One: Non Player Characters

Encounter One

APL 2

☛ **Kobold Thief:** male kobold Rog2; CR 2; Small humanoid (reptilian); HD 2d6+2; hp 12; Init +4; Spd 35 ft / 70 ft with potion.; AC 18 (+1 size, +4 Dex, +1 natural, +2 leather), touch 15, flat-footed 14; Base Atk +1; Grp -4; Atk +1 melee (1d4-1/19-20, short sword); Space/Reach 5 ft./5 ft.; SA sneak attack +1d6; SQ darkvision 60 ft., evasion, light sensitivity, trapfinding; AL LE; SV Fort +1, Ref +7, Will +0; Str 8, Dex 18, Con 12, Int 14, Wis 10, Cha 8.

Skills and Feats: Appraise +7, Bluff +4, Craft (trapmaking) +4, Hide +13, Listen +5, Move Silently +9, Open Lock +9, Profession (miner) +2, Search +9, Sleight of Hand +9, Spot +5, Tumble +9; Dash*.

Possessions: short sword, leather armor, thieves' tools, 2 *potions of expeditious retreat*, *universal solvent*, large sack.

*New Rule. See Appendix Two.

APL 4

☛ **Kobold Thief:** male kobold Rog4; CR 4; Small humanoid (reptilian); HD 4d6+4; hp 22; Init +4; Spd 35 ft / 70 ft with potion.; AC 18 (+1 size, +4 Dex, +1 natural, +2 leather), touch 15, flat-footed 18; Base Atk +2; Grp -3; Atk +2 melee (1d4-1/19-20, short sword); Space/Reach 5 ft./5 ft.; SA sneak attack +2d6; SQ darkvision 60 ft., evasion, light sensitivity, trapfinding, trap sense +1, uncanny dodge; AL LE; SV Fort +2, Ref +8, Will +1; Str 8, Dex 18, Con 13, Int 14, Wis 10, Cha 8.

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

Possessions: short sword, leather armor, thieves' tools, 2 *potions of expeditious retreat*, *universal solvent*, large sack.

*New Rule. See Appendix Two.

APL 6

☛ **Kobold Thief:** male kobold Rog6; CR 6; Small humanoid (reptilian); HD 6d6+6; hp 32; Init +4; Spd 35 ft / 70 ft with potion.; AC 18 (+1 size, +4 Dex, +1 natural, +2 leather), touch 15, flat-footed 18; Base Atk +4; Grp -1; Atk +9 melee (1d4-1/19-20, short sword); Space/Reach 5 ft./5 ft.; SA sneak attack +3d6; SQ darkvision 60 ft., evasion, light sensitivity, trapfinding,

trap sense +2, uncanny dodge; AL LE; SV Fort +3, Ref +9, Will +2; Str 8, Dex 18, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Appraise +11, Bluff +8, Craft (trapmaking) +4, Hide +17, Listen +9, Move Silently +13, Open Lock +15, Profession (miner) +2, Search +13, Sleight of Hand +13, Spot +9, Tumble +13; Combat Expertise, Dash*, Weapon Finesse.

Possessions: short sword, leather armor, masterwork thieves' tools, 2 *potions of expeditious retreat*, *elixir of sneaking*, *elixir of hiding*, *universal solvent*, large sack.

*New Rule. See Appendix Two.

APL 8

☛ **Kobold Thief:** male kobold Rog8; CR 8; Small humanoid (reptilian); HD 8d6+16; hp 50; Init +4; Spd 35 ft / 70 ft with potion.; AC 18 (+1 size, +4 Dex, +1 natural, +2 leather), touch 15, flat-footed 18; Base Atk +6; Grp +1; Atk +11 melee (1d4-1/19-20, short sword); Full Atk +11/+6 melee (1d4-1/19-20, short sword); Space/Reach 5 ft./5 ft.; SA sneak attack +4d6; SQ darkvision 60 ft., evasion, improved uncanny dodge, light sensitivity, trapfinding, trap sense +2; AL LE; SV Fort +4, Ref +10, Will +2; Str 8, Dex 18, Con 14, Int 14, Wis 10, Cha 8.

Skills and Feats: Appraise +13, Bluff +10, Craft (trapmaking) +4, Hide +19, Listen +11, Move Silently +15, Open Lock +17, Profession (miner) +2, Search +15, Sleight of Hand +15, Spot +11, Tumble +15; Combat Expertise, Dash*, Weapon Finesse.

Possessions: short sword, leather armor, masterwork thieves' tools, 2 *potions of expeditious retreat*, *potions of fly*, *elixir of sneaking*, *elixir of hiding*, *universal solvent*, large sack.

*New Rule. See Appendix Two.

Encounter Two

All APLs

☛ **Herald Battirovka:** male human Rog6; CR 6; Medium humanoid (human); HD 6d6; hp 26; Init +1; Spd 30 ft.; AC 14 (+1 Dex, +3 studded leather), touch 11, flat-footed 14; Base Atk +4; Grp +3; Atk +3 melee (1d6-1/19-20, short sword); Space/Reach 5 ft./5 ft.; SA sneak attack +3d6; SQ evasion, trapfinding, trap sense +2, uncanny dodge; AL N; SV Fort +2, Ref +6, Will +6; Str 8, Dex 12, Con 10, Int 15, Wis 14, Cha 14.

Skills and Feats: Appraise +11, Bluff +13, Diplomacy +13, Gather Information +13, Intimidate +13, Knowledge (local) +11, Listen +11, Search +13,

Sense Motive +13, Sleight of Hand +10, Spot +11; Investigator, Iron Will, Negotiator, Persuasive.

Possessions: short sword, masterwork studded leather armor, *ring of mind shielding*, bag of sweets.

☛ **Galchunk:** male dwarf Ftr2/Rog2; CR 4; Medium humanoid (dwarf); HD 2d10+2d6+12; hp 36; Init +6; Spd 20 ft.; AC 15 (+2 Dex, +3 studded leather), touch 12, flat-footed 13; BAB +3; Grapple +5; Atk +7 melee (1d4+2/19-20, dagger) or +7 ranged (1d4+2/19-20, dagger); Space/Reach 5 ft./5 ft.; SA –; SQ darkvision 60 ft., stonecutting, stability; AL N; SV Fort +6 (+8 poison), Ref +7, Will +1 (+3 against spells or spell-like abilities); Str 14, Dex 14, Con 17, Int 8, Wis 12, Cha 8.

Skills and Feats: Appraise –1 (+1 stone or metal), Bluff +3, Climb +5, Craft (stone or metal) +1, Gather Information +2, Intimidate +4, Knowledge (local) +3; Combat Reflexes, Improved Initiative, Lightning Reflexes, Weapon Focus (dagger).

Possessions: six masterwork daggers, masterwork studded leather armor, 18 gp.

☛ **Rhobes:** male human Sor5; CR 5; Medium humanoid (human); HD 5d4+5; hp 21; Init +6; Spd 30 ft.; AC 12 (+2 Dex), touch 12, flat-footed 10; Base Atk +2; Grp +3; Atk +4 melee (1d4+1/19-20, dagger) or +5 ranged (1d4+1/19-20, dagger); Space/Reach 5 ft./5 ft.; SA spells; SQ weasel familiar; AL N; SV Fort +2, Ref +5, Will +3; Str 12, Dex 14, Con 13, Int 10, Wis 8, Cha 16.

Skills and Feats: Concentration +9, Knowledge (arcana) +8, Spellcraft +8; Improved Initiative, Silent Spell, Spell Focus (Divination).

Possessions: spell component pouch, masterwork dagger, *potion of cure moderate wounds*.

Sorcerer Spells Known (6/7/5; save DC 13 + spell level, 14 + spell level for Divination spells): 0—*dancing lights, detect magic, ghost sound, mage hand, mending, prestidigitation*; 1st—*disguise self, mage armor, magic missile, ray of enfeeblement*; 2nd—*detect thoughts, see invisibility*.

Encounter Three

All APLs

☛ **Bella Boofon:** female human Ari4; CR 3; Medium humanoid (human); HD 4d8+7; hp 25; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +3; Grp +4; Atk +4 melee (1d3+1 nonlethal, unarmed strike); Space/Reach 5 ft./5 ft.; SA –; SQ –; AL N; SV Fort +2, Ref +1, Will +3; Str 12, Dex 11, Con 13, Int 9, Wis 9, Cha 10.

Skills and Feats: Appraise +6, Diplomacy +7, Gather Information +7, Knowledge (nobility and

royalty) +9, Listen +1, Spot +1; Alertness, Skill Focus (Knowledge [nobility and royalty]), Toughness.

Possessions: elaborate dress, heaps of makeup, fancy fan.

☛ **Wallace Borkput:** male human Com2; CR 1; Medium humanoid (human); HD 2d4-2; hp 3; Init +1; Spd 30 ft.; AC 11 (+1 Dex), touch 11, flat-footed 10; Base Atk +1; Grp +1; Atk +1 melee (1d3 nonlethal, unarmed strike); Space/Reach 5 ft./5 ft.; SA –; SQ –; AL N; SV Fort –1, Ref +1, Will +0; Str 10, Dex 13, Con 8, Int 9, Wis 11, Cha 12.

Skills and Feats: Knowledge (nobility and royalty) +1, Listen +2, Profession (innkeeper) +5, Spot +2; Alertness, Skill Focus (Profession [innkeeper]).

Possessions: servant's clothes, innumerable irritating questions.

Encounter Four

All APLs

☛ **Malomer:** male human Ftr3; CR 3; Medium humanoid (human); HD 3d10+6; hp 28; Init +1; Spd 20 ft.; AC 16 (+1 Dex, +5 breastplate), touch 11, flat-footed 15; BAB +3; Grapple +5; Atk +5 melee (1d3+2 nonlethal, unarmed strike); Space/Reach 5 ft./5 ft.; SA –; SQ –; AL LN; SV Fort +5, Ref +1, Will +1; Str 14, Dex 13, Con 15, Int 8, Wis 12, Cha 10.

Skills and Feats: Handle Animal +6, Ride +7; Improved Bull Rush, Improved Sunder, Mounted Combat, Power Attack, Weapon Focus (greatsword).

Possessions: breastplate, House Milinous tabard, 2d6 sp.

Combat Note: due to drunkenness, Malomer has a –2 to all attack rolls (this condition is not included in the stats above).

☛ **Pug:** male human Ftr5; CR 5; Medium humanoid (human); HD 5d10+10; hp 44; Init +1; Spd 20 ft.; AC 16 (+1 Dex, +5 breastplate), touch 11, flat-footed 15; BAB +5; Grapple +7; Atk +7 melee (1d3+2 nonlethal, unarmed strike); Space/Reach 5 ft./5 ft.; SA –; SQ –; AL LN; SV Fort +6, Ref +2, Will +2; Str 15, Dex 13, Con 15, Int 8, Wis 12, Cha 10.

Skills and Feats: Handle Animal +8, Ride +9; Improved Bull Rush, Improved Sunder, Mounted Combat, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: breastplate, House Milinous tabard, 2d6 sp.

Combat Note: due to drunkenness, Pug has a –2 to all attack rolls (this condition is not included in the stats above).

☛ **Pakoval:** male halfling Ftr5; CR 5; Small humanoid (halfling); HD 5d10+10; hp 44; Init +1; Spd 15 ft.; AC 18 (+1 size, +7 half plate), touch 11, flat-footed 18; BAB +5; Grapple +1; Atk +10 melee (1d2 nonlethal, unarmed strike); Space/Reach 5 ft./5 ft.; SA –; SQ –; AL NG; SV Fort +7, Ref +6, Will +1 (+3 against fear effects); Str 11, Dex 18, Con 14, Int 12, Wis 8, Cha 10.

Skills and Feats: Handle Animal +8, Intimidate +8, Jump +4, Listen +1; Dodge, Mobility, Point-Blank Shot, Precise Shot, Weapon Finesse.

Possessions: masterwork half plate, House Rhynehurst tabard, 2d6 sp.

☛ **Blubert:** male human Ftr4; CR 4; Medium humanoid (human); HD 4d10+12; hp 40; Init +0; Spd 20 ft.; AC 19 (+7 half plate), touch 10, flat-footed 17; BAB +4; Grapple +6; Atk +6 melee (1d3+2 nonlethal, unarmed strike); Space/Reach 5 ft./5 ft.; SA –; SQ –; AL NG; SV Fort +7, Ref +1, Will +4; Str 14, Dex 10, Con 16, Int 12, Wis 13, Cha 8.

Skills and Feats: Climb +0, Intimidate +8, Listen +4, Knowledge (nobility and royalty) +3, Spot +5; Alertness, Blind Fight, Endurance, Iron Will, Power Attack, Skill Focus (Intimidate).

Possessions: masterwork half plate, House Rhynehurst tabard, 2d6 sp.

☛ **Pungent Minotaur Patrons:** male and female human War2; CR 1; Medium humanoid (human); HD 2d8+2; hp 11; Init +4; Spd 30 ft.; AC 13 (+3 studded leather), touch 10, flat-footed 13; BAB +2; Grapple +3; Atk +3 melee (1d3+1 nonlethal, unarmed strike); Space/Reach 5 ft./5 ft.; SA –; SQ –; AL generally N; SV Fort +4, Ref +0, Will +0; Str 12, Dex 11, Con 13, Int 10, Wis 9, Cha 8.

Skills and Feats: Climb +2, Handle Animal +2, Intimidate +4, Spot +1; Improved Initiative, Weapon Focus (various).

Possessions: studded leather armor, dagger, 2d6 sp.

Encounter Six

APL 2

☛ **Half-Orc Thugs:** male half-orc Ftr2; CR 2; Medium humanoid (orc); HD 2d10+4; hp 20; Init +5; Spd 20 ft.; AC 16 (+1 Dex, +5 breastplate), touch 11, flat-footed 15; BAB +2; Grapple +5; Atk +4 melee (2d6+4/19-20, greatsword) or +3 melee (1d4+3/19-20, dagger); Space/Reach 5 ft./5 ft.; SA –; SQ darkvision 60 ft.; AL NE; SV Fort +5, Ref +1, Will +1; Str 17, Dex 13, Con 14, Int 6, Wis 12, Cha 8.

Skills and Feats: Climb +4; Combat Reflexes, Improved Initiative, Weapon Focus (greatsword).

Possessions: greatsword, breastplate, locking gauntlet, dagger, silk rope, 2d6 gp.

APL 4

☛ **Half-Orc Thugs:** male half-orc Ftr4; CR 4; Medium humanoid (orc); HD 4d10+8; hp 36; Init +5; Spd 20 ft.; AC 16 (+1 Dex, +5 breastplate), touch 11, flat-footed 15; BAB +4; Grapple +8; Atk +10 melee (2d6+8/19-20, greatsword) or +8 melee (1d4+4/19-20, dagger); Space/Reach 5 ft./5 ft.; SA –; SQ darkvision 60 ft.; AL NE; SV Fort +6, Ref +2, Will +4; Str 18, Dex 13, Con 14, Int 6, Wis 12, Cha 8.

Skills and Feats: Climb +8; Combat Reflexes, Improved Initiative, Iron Will, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: masterwork greatsword, masterwork breastplate, locking gauntlet, dagger, silk rope, 2d6 gp.

APL 6

☛ **Half-Orc Thugs:** male half-orc Ftr6; CR 6; Medium humanoid (orc); HD 6d10+12; hp 52; Init +5; Spd 20 ft.; AC 17 (+1 Dex, +6 breastplate), touch 11, flat-footed 16; BAB +6; Grapple +10; Atk +12 melee (2d6+8/19-20, greatsword) or +10 melee (1d4+4/19-20, dagger); Full Atk +12/+7 melee (2d6+8/19-20, greatsword) or +10/+5 melee (1d4+4/19-20, dagger); Space/Reach 5 ft./5 ft.; SA –; SQ darkvision 60 ft.; AL NE; SV Fort +7, Ref +3, Will +5; Str 18, Dex 13, Con 14, Int 6, Wis 12, Cha 8.

Skills and Feats: Climb +10; Combat Reflexes, Dual Strike*, Improved Initiative, Iron Will, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: masterwork greatsword, +1 breastplate, locking gauntlet, dagger, silk rope, 2d6 gp.

*New Rule. See Appendix Two.

APL 8

☛ **Half-Orc Thugs:** male half-orc Ftr8; CR 8; Medium humanoid (orc); HD 8d10+16; hp 68; Init +6; Spd 20 ft.; AC 18 (+2 Dex, +6 breastplate), touch 12, flat-footed 16; BAB +8; Grapple +12; Atk +15 melee (2d6+8/19-20, greatsword) or +13 melee (1d4+4/19-20, dagger); Full Atk +15/+10 melee (2d6+8/19-20, greatsword) or +13/+8 melee (1d4+4/19-20, dagger); Space/Reach 5 ft./5 ft.; SA –; SQ darkvision 60 ft.; AL NE; SV Fort +8, Ref +4, Will +5; Str 18, Dex 14, Con 14, Int 6, Wis 12, Cha 8.

Skills and Feats: Climb +12; Combat Reflexes, Dual Strike*, Greater Weapon Focus (greatsword), Improved Initiative, Iron Will, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: masterwork greatsword, +1 *light fortification breastplate*, locking gauntlet, masterwork dagger, silk rope, 2d6 gp.

**New Rule.* See Appendix Two.

Encounter Seven

All APLs

◆**House Rhynehurst Guards:** male and female human and half-elf Ftr4; CR 4; Medium humanoid (human or elf); HD 4d10+12; hp 40; Init +0; Spd 20 ft.; AC 19 (+7 half plate, +2 shield), touch 10, flat-footed 19; BAB +4; Grapple +6; Atk +7 melee (1d8+2/19-20, longsword) or +6 melee (1d4+2/19-20, dagger); Space/Reach 5 ft./5 ft.; SA —; SQ half-elves have half-elf traits; AL mostly NG; SV Fort +7, Ref +1, Will +4; Str 14, Dex 10, Con 16, Int 12, Wis 13, Cha 8.

Skills and Feats: Climb +0, Intimidate +5, Listen +4, Knowledge (nobility and royalty) +3, Spot +5; Alertness, Blind Fight, Cleave, Endurance, Iron Will, Power Attack.

Possessions: masterwork longsword, masterwork half plate, masterwork heavy steel shield, dagger, House Rhynehurst tabard, 2d6 gp.

Encounter Eleven

APL 4

◆**Horg:** male ogre Rgr1; CR 4; Large giant; HD 5d8+13; hp 41; Init +1; Spd 40 ft.; AC 19 (-1 size, +1 Dex, +5 natural, +4 chain shirt), touch 10, flat-footed 18; BAB +4; Grapple +12; Atk +8 melee (2d8+6, greatclub); Space/Reach 10 ft./10 ft.; SA —; SQ darkvision 60 ft., favored enemy (vermin +2), low-light vision, wild empathy +0; AL N; SV Fort +8, Ref +4, Will +2; Str 18, Dex 12, Con 14, Int 11, Wis 12, Cha 9.

Skills and Feats: Listen +8, Spot +8, Survival +7; Toughness, Track, Weapon Focus (greatclub).

Possessions: greatclub, battered chain shirt, scavenged odds and ends.

Cebo: riding dog advanced to 5 HD; CR 2; Medium animal; HD 5d8+10; hp 32; Init +3; Spd 40 ft.; AC 17 (+3 Dex, +4 natural), touch 13, flat-footed 14; BAB +3; Grapple +5; Atk +5 melee (1d6+3, bite); Space/Reach 5 ft./5 ft.; SA —; SQ low-light vision, scent; AL N; SV Fort +6, Ref +7, Will +2; Str 15, Dex 16, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Jump +8, Listen +5, Spot +5, Survival +4 (+8 following tracks); Alertness, Endurance, Track(B).

APL 6

◆**Horg:** male ogre Rgr4; CR 7; Large giant; HD 8d8+19; hp 62; Init +1; Spd 40 ft.; AC 19 (-1 size, +1

Dex, +5 natural, +4 chain shirt), touch 10, flat-footed 18; BAB +7; Grapple +15; Atk +12 melee (1d8+4, shortsword); Full Atk +10/+5 melee (1d8+4, shortsword) and +10 melee (1d8+2, shortsword); Space/Reach 10 ft./10 ft.; SA —; SQ animal companion (riding dog), darkvision 60 ft., favored enemy (vermin +2), low-light vision, wild empathy +0; AL N; SV Fort +10, Ref +6, Will +3; Str 18, Dex 12, Con 15, Int 11, Wis 12, Cha 9.

Skills and Feats: Listen +12, Move Silently +5, Spot +12, Survival +12; Endurance, Power Attack, Toughness, Track, Two-Weapon Fighting, Weapon Focus (shortsword).

Possessions: two masterwork shortswords, masterwork chain shirt, scavenged odds and ends.

Ranger Spells Prepared (1; save DC 11 + spell level): 1st—*spek with animals*.

APL 8

◆**Horg:** male ogre Rgr6; CR 9; Large giant; HD 10d8+23; hp 78; Init +1; Spd 40 ft.; AC 20 (-1 size, +1 Dex, +5 natural, +4 chain shirt, +1 deflection), touch 11, flat-footed 19; BAB +9; Grapple +17; Atk +14 melee (1d8+4, shortsword); Atk +12/+7 melee (1d8+4, shortsword) and +12/+7 melee (1d8+2, shortsword); Space/Reach 10 ft./10 ft.; SA —; SQ animal companion (riding dog, advanced), darkvision 60 ft., favored enemy (oozes +2, vermin +4), low-light vision, wild empathy +0; AL N; SV Fort +11, Ref +7, Will +4; Str 18, Dex 12, Con 15, Int 11, Wis 12, Cha 9.

Skills and Feats: Listen +14, Move Silently +11, Spot +14, Survival +14; Endurance, Improved Overrun, Power Attack, Toughness, Track, Two-Weapon Fighting, Weapon Focus (shortsword).

Possessions: two masterwork shortswords, masterwork chain shirt, *ring of protection* +1, *potion of cure moderate wounds*, scavenged odds and ends.

Ranger Spells Prepared (2; save DC 11 + spell level): 1st—*resist energy*, *spek with animals*.

◆**Cebo:** riding dog animal companion, advanced; CR —; Medium animal; HD 4d8+12; hp 30; Init +3; Spd 40 ft.; AC 22 (+3 Dex, +6 natural, +3 studded leather barding), touch 13, flat-footed 19; BAB +3; Grapple +6; Atk +6 melee (1d6+4, bite); Space/Reach 5 ft./5 ft.; SA trip; SQ evasion, link, low-light vision, scent, share spells; AL N; SV Fort +7, Ref +7, Will +2; Str 16, Dex 16, Con 16, Int 2, Wis 12, Cha 6.

Skills and Feats: Jump +7, Listen +5, Spot +5, Survival +4 (+8 following tracks); Alertness, Endurance, Track(B).

Possessions: masterwork studded leather barding.

Encounter Twelve

APL 2

☛**Ferric:** male kobold Ftr1/Sor3; CR 4; Small humanoid (reptilian); HD 1d10+3d4+4; hp 23; Init +6; Spd 30 ft.; AC 14 (+1 size, +2 Dex, +1 natural), touch 13, flat-footed 12; BAB +2; Grapple -4; Atk +2 melee (1d6-1/x3, +1 *spear*) or +5 ranged (1d3-2, sling); Space/Reach 5 ft./5 ft.; SA spells; SQ darkvision 60 ft., light sensitivity, lizard familiar; AL LE; SV Fort +4, Ref +3, Will +2; Str 6, Dex 15, Con 12, Int 12, Wis 8, Cha 16.

Skills and Feats: Climb +5, Concentration +4 (+8), Craft (trapmaking) +3, Diplomacy +5, Hide +6, Intimidate +7, Knowledge (arcana) +6, Listen +1, Profession (miner) +1, Search +3, Spellcraft +2, Spot +1; Alertness (B), Combat Casting, Improved Initiative, Scribe Scroll.

Possessions: spell component pouch, +1 *spear*, sling.

Sorcerer Spells Known (5/4; save DC 13 + spell level): 0—*daze, detect magic, message, resistance, touch of fatigue*; 1st—*disguise self, magic missile, shocking grasp*.

☛**Grebmond:** male kobold Clr1; CR 1; Small humanoid (reptilian); HD 1d8+1; hp 9; Init +2; Spd 20 ft.; AC 19 (+1 size, +2 Dex, +5 breastplate, +1 natural), touch 13, flat-footed 17; BAB +0; Grapple -5; Atk +1 melee (1d6-1/x3, masterwork *spear*) or +3 ranged (1d3-1, sling); Space/Reach 5 ft./5 ft.; SA spells; SQ darkvision 60 ft., light sensitivity, rebuke undead; AL LE; SV Fort +3, Ref +2, Will +4; Str 8, Dex 15, Con 12, Int 8, Wis 15, Cha 10.

Skills and Feats: Concentration +3 (+7), Craft (trapmaking) +1, Knowledge (religion) +1, Profession (miner) +4, Search +1; Combat Casting.

Possessions: spell component pouch, breastplate, masterwork *spear*, sling.

Cleric Spells Memorized (3/2+1; save DC 12 + spell level): 0—*detect magic, detect poison, guidance*; 1st—*cause fear* (2), *entropic shield**.

* Domain spell. *Deity:* Kurtulmak. *Domains:* Law (cast law spells at +1 caster level); Luck (once per day, reroll any one roll before learning whether the roll succeeded or failed).

APL 4

☛**Ferric:** male kobold Ftr1/Sor4/Dragon Disciple (green) 1; CR 6; Small humanoid (reptilian); HD 1d10+4d4+1d12+6; hp 32; Init +6; Spd 30 ft.; AC 15 (+1 size, +2 Dex, +2 natural), touch 13, flat-footed 13; BAB +3; Grapple -3; Atk +3 melee (1d6-1/x3, +1 *spear*) or +7 ranged (1d3-2, masterwork sling); Space/Reach 5 ft./5 ft.; SA spells; SQ darkvision 60 ft., light sensitivity,

lizard familiar; AL LE; SV Fort +10, Ref +7, Will +8; Str 6, Dex 15, Con 12, Int 12, Wis 8, Cha 16.

Skills and Feats: Climb +5, Concentration +5 (+9), Craft (trapmaking) +3, Diplomacy +7, Hide +6, Intimidate +7, Knowledge (arcana) +9, Listen +1, Profession (miner) +1, Search +3, Spellcraft +2, Spot +1; Alertness (B), Combat Casting, Improved Initiative, Scribe Scroll, Spell Focus (evocation).

Possessions: spell component pouch, +1 *spear*, masterwork sling, three *scrolls of major resistance*.

Pre-cast spells: Ferric has only one 2nd level spell slot remaining, as he has cast *major resistance* on himself, Grebmond, and the two kobolds he came in with (included in saves above).

Sorcerer Spells Known (6/7/5 [remaining: 6/7/1]; save DC 13 + spell level, 14 + spell level for Evocation spells): 0—*daze, detect magic, message, ray of frost, touch of fatigue*; 1st—*disguise self, magic missile, shocking grasp*; 2nd—*major resistance**.

* New Rule. See Appendix Two.

☛**Grebmond:** male kobold Clr3; CR 3; Small humanoid (reptilian); HD 3d8+3; hp 21; Init +2; Spd 20 ft.; AC 19 (+1 size, +2 Dex, +5 breastplate, +1 natural), touch 13, flat-footed 17; BAB +2; Grapple -3; Atk +3 melee (1d6-1/x3, masterwork *spear*) or +6 ranged (1d3-1, masterwork sling); Space/Reach 5 ft./5 ft.; SA spells; SQ darkvision 60 ft., light sensitivity, rebuke undead; AL LE; SV Fort +7, Ref +6, Will +8; Str 8, Dex 15, Con 12, Int 8, Wis 15, Cha 10.

Skills and Feats: Concentration +5 (+9), Craft (trapmaking) +1, Knowledge (religion) +1, Profession (miner) +4, Search +1; Combat Casting, Spell Focus (necromancy).

Possessions: spell component pouch, breastplate, masterwork *spear*, masterwork sling.

Pre-cast spells: *major resistance* from Ferric (included in saves above), *entropic shield*.

Cleric Spells Memorized (4/3+1/2+1; save DC 12 + spell level, 13 + spell level for Necromancy spells): 0—*detect magic, detect poison, guidance, inflict minor wounds*; 1st—*bane, cause fear* (2), ~~*entropic shield*~~⁵⁶; 2nd—*calm emotions**, *inflict moderate wounds, sound burst*.

* Domain spell. *Deity:* Kurtulmak. *Domains:* Law (cast law spells at +1 caster level); Luck (once per day, reroll any one roll before learning whether the roll succeeded or failed).

APL 6

☛**Ferric:** male kobold Ftr1/Sor5/Dragon Disciple (green) 2; CR 8; Small humanoid (reptilian); HD 1d10+5d4+2d12+8; hp 44; Init +7; Spd 30 ft.; AC 20 (+1

size, +3 Dex, +2 natural, +4 *mage armor*), touch 14, flat-footed 17; BAB +4; Grapple -1; Atk +4 melee (1d4-1, bite) or +9 ranged (1d3-1, masterwork sling); Full Atk +4 melee (1d4-1, bite) and -1 melee (1d3-1, 2 claws) or +9 ranged (1d3-1, masterwork sling) Space/Reach 5 ft./5 ft.; SA spells; SQ darkvision 60 ft., light sensitivity, lizard familiar; AL LE; SV Fort +11, Ref +7, Will +9; Str 8, Dex 16, Con 12, Int 12, Wis 8, Cha 16.

Skills and Feats. Climb +5, Concentration +10 (+14), Craft (trapmaking) +3, Diplomacy +8, Hide +7, Intimidate +7, Knowledge (arcana) +9, Listen +1, Profession (miner) +1, Search +3, Spellcraft +2, Spot +1; Alertness (B), Combat Casting, Improved Initiative, Scribe Scroll, Spell Focus (evocation).

Possessions: spell component pouch, masterwork sling, three *scrolls of major resistance*, three *scrolls of lion's charge*.

Pre-cast spells. Ferric has only one 2nd level spell slot remaining, as he has cast *major resistance* on himself, Grebmond, and the two kobold toughs he came in with (included in saves above) and *lion's charge* on the two kobold toughs he came in with. He has also used one 1st level spell slot to cast *mage armor* on himself.

Sorcerer Spells Known (6/7/7 [remaining: 6/6/1]; save DC 13 + spell level, 14 + spell level for Evocation spells): 0—*daze*, *detect magic*, *message*, *ray of frost*, *touch of fatigue*, 1st—*disguise self*, *mage armor*, *magic missile*, *shocking grasp*, 2nd—*lion's charge**, *major resistance*.*

*New Rule. See Appendix Two.

☛**Grebmond:** male kobold Clr4; CR 4; Small humanoid (reptilian); HD 4d8+4; hp 27; Init +2; Spd 20 ft.; AC 19 (+1 size, +2 Dex, +5 breastplate, +1 natural), touch 13, flat-footed 17; BAB +3; Grapple -2; Atk +4 melee (1d6-1/x3, masterwork spear) or +7 ranged (1d3-1, masterwork sling); Space/Reach 5 ft./5 ft.; SA spells; SQ darkvision 60 ft., light sensitivity, rebuke undead; AL LE; SV Fort +8, Ref +6, Will +10; Str 8, Dex 15, Con 12, Int 8, Wis 16, Cha 10.

Skills and Feats. Concentration +6 (+10), Craft (trapmaking) +1, Knowledge (religion) +1, Profession (miner) +4, Search +1; Combat Casting, Spell Focus (necromancy).

Possessions: spell component pouch, masterwork breastplate, masterwork spear, masterwork sling.

Pre-cast spells: *major resistance* from Ferric (included in saves above), *entropic shield* on self.

Cleric Spells Memorized (5/4+1/3+1; save DC 13 + spell level, 14 + spell level for Necromancy spells): 0—*cure minor wounds*, *detect magic*, *detect poison*, *guidance*, *mending*, 1st—*bane*, *cause fear* (2), *doom*,

*entropic shield**, 2nd—*calm emotions**, *hold person*, *sound burst*, *spiritual weapon*.

* Domain spell. *Deity:* Kurtulmak. *Domains:* Law (cast law spells at +1 caster level); Luck (once per day, reroll any one roll before learning whether the roll succeeded or failed).

☛**Kobold Toughs:** male kobold War4; CR 1; Small humanoid (reptilian); HD 4d8; hp 19; Init +6; Spd 30 ft.; AC 19 (+1 size, +1 Dex, +6 armor, +1 natural), touch 12, flat-footed 18; BAB +4; Grapple +2; Atk +6 melee (1d10/19-20, greatsword) or +6 ranged (1d3, sling); Space/Reach 5 ft./5 ft.; SA —; SQ darkvision 60 ft., light sensitivity; AL LE; SV Fort +8, Ref +6, Will +3; Str 10, Dex 12, Con 10, Int 9, Wis 8, Cha 11.

Skills and Feats. Craft (trapmaking) +1, Intimidate +7, Profession (miner) +1, Search +1; Dirty Fighting*, Weapon Focus (greatsword).

Possessions: banded mail, masterwork greatsword, sling.

Pre-cast spells. Ferric has cast *major resistance* (included in saves above) and *lion's charge* on these toughs. This means they can charge and still use their Dirty Fighting feat.

*New Rule. See Appendix Two.

APL 8

☛**Ferric:** male kobold Ftr1/Sor6/Dragon Disciple (green) 3; CR 10; Small humanoid (reptilian); HD 1d10+6d4+3d12+10; hp 59; Init +7; Spd 30 ft.; AC 21 (+1 size, +3 Dex, +2 natural, +4 *mage armor*, +1 deflection), touch 15, flat-footed 18; BAB +6; Grapple +1; Atk +6 melee (1d4-1, bite) or +11 ranged (1d3-1, masterwork sling); Full Atk +6 melee (1d4-1, bite) and +1 melee (1d3-1, 2 claws) or +11/+6 ranged (1d3-1, masterwork sling) Space/Reach 5 ft./5 ft.; SA breath weapon (2d8 acid, DC 14 Ref half), spells; SQ darkvision 60 ft., light sensitivity, lizard familiar; AL LE; SV Fort +12, Ref +9, Will +10; Str 8, Dex 16, Con 12, Int 12, Wis 8, Cha 16.

Skills and Feats. Climb +5, Concentration +14 (+18), Craft (trapmaking) +3, Diplomacy +10, Hide +7, Intimidate +7, Knowledge (arcana) +9, Listen +1, Profession (miner) +1, Search +3, Spellcraft +2, Spot +1; Alertness (B), Combat Casting, Greater Spell Focus (evocation), Improved Initiative, Scribe Scroll, Spell Focus (evocation).

Possessions: spell component pouch, masterwork sling, platinum ring (50 gp), three *scrolls of major resistance*, three *scrolls of lion's charge*, three *scrolls of sound lance*.

Pre-cast spells. Ferric has cast *major resistance* on himself, Grebmond, and the four kobold toughs he came in with (included in saves above) and *lion's*

charge on the four kobold toughs he came in with. This uses all 6 of his 2nd level spell slots, and 4 of his 3rd level spell slots. He has also used one 1st level spell slot to cast *mage armor* on himself.

Sorcerer Spells Known (6/7/6/6 (remaining: 6/6/0/2); save DC 13 + spell level, 15 + spell level for Evocation spells): 0—*acid splash*, *daze*, *detect magic*, *message*, *ray of frost*, *touch of fatigue*, 1st—*disguise self*, *mage armor*, *magic missile*, *shocking grasp*, 2nd—*lion's charge**, *major resistance**, 3rd—*sound lance**.

* *New Rule*. See Appendix Two.

☛ **Grebmond**: male kobold Clr6; CR 6; Small humanoid (reptilian); HD 6d8+6; hp 39; Init +2; Spd 20 ft.; AC 20 (+1 size, +2 Dex, +6 breastplate, +1 natural), touch 13, flat-footed 18; BAB +4; Grapple -1; Atk +5 melee (1d6-1/x3, masterwork spear) or +8 ranged (1d3-1, masterwork sling); Space/Reach 5 ft./5 ft.; SA spells; SQ darkvision 60 ft., light sensitivity, rebuke undead; AL LE; SV Fort +9, Ref +7, Will +11; Str 8, Dex 15, Con 12, Int 8, Wis 16, Cha 10.

Skills and Feats: Concentration +8 (+12), Craft (trapmaking) +1, Knowledge (religion) +1, Profession (miner) +4, Search +1; Combat Casting, Spell Focus (necromancy), Weapon Finesse (giving Grebmond +7 to hit with touch spells).

Possessions: spell component pouch, +1 *breastplate*, masterwork spear, masterwork sling, platinum ring (50 gp).

Pre-cast spells: *major resistance* from Ferric (included in saves above), *entropic shield* on himself, and *shield other* on Ferric.

Cleric Spells Memorized (5/4+1/4+1/3+1; save DC 13 + spell level, 14 + spell level for Necromancy spells): 0—*cure minor wounds*, *detect magic*, *detect poison*, *guidance*, *mending*, 1st—*bane*, *cause fear* (2), *doom*, ~~*entropic shield*~~*, 2nd—*calm emotions**, *hold person*, ~~*shield other*~~, *sound burst*, *spiritual weapon*, 3rd—*bestow curse* (2), *cure serious wounds*, *protection from energy**.

* Domain spell. *Deity*: Kurtulmak. *Domains*: Law (cast law spells at +1 caster level); Luck (once per day, reroll any one roll before learning whether the roll succeeded or failed).

☛ **Kobold Toughs**: male kobold War4; CR 1; Small humanoid (reptilian); HD 4d8; hp 19; Init +6; Spd 30 ft.; AC 19 (+1 size, +1 Dex, +6 armor, +1 natural), touch 12, flat-footed 18; BAB +4; Grapple +2; Atk +6 melee (1d10/19-20, greatsword) or +6 ranged (1d3, sling); Space/Reach 5 ft./5 ft.; SA —; SQ darkvision 60 ft., light sensitivity; AL LE; SV Fort +8, Ref +6, Will +3; Str 10, Dex 12, Con 10, Int 9, Wis 8, Cha 11.

Skills and Feats: Craft (trapmaking) +1, Intimidate +7, Profession (miner) +1, Search +1; Dirty Fighting*, Weapon Focus (greatsword).

Possessions: banded mail, masterwork greatsword, sling.

Pre-cast spells: Ferric has cast *major resistance* (included in saves above) and *lion's charge* on these toughs. This means they can charge and still use their Dirty Fighting feat.

* *New Rule*. See Appendix Two.

Appendix Two: New Rules Items

New Feats

Dash [General] (from Song and Silence)

You move faster than normal for your race.

Benefit: If you are wearing light armor or no armor and are carrying a light load, your speed is 5 feet faster than it normally would be.

Dirty Fighting [General] (from Sword and Fist)

You know the brutal and effective fighting tactics of the streets and back alleys.

Prerequisites: Base attack bonus +2.

Benefit: Make a melee attack roll normally. If successful, you inflict an additional +1d4 points of damage. This feat requires the full attack action.

Dual Strike [General, Fighter] (from Sword and Fist)

Your combat teamwork makes you a more dangerous foe.

Prerequisites: Base attack bonus +3, Combat Reflexes.

Benefit: If you and an ally both have this feat and are flanking an opponent you both get a +4 bonus on your attack roll.

Normal: The standard flanking attack roll bonus is +2.

New Spells

Major Resistance (from Savage Species)

Abjuration

Level: Brd 2, Clr 2, Drd 2, Pal 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You imbue the subject with a strong magical energy that protects her from harm, granting a +3 resistance bonus on saves.

Arcane material component: A miniature cloak of fine cloth.

Lion's Charge (from Savage Species)

Transmutation

Level: Drd 1, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You provide the subject with the powerful charging ability of the lion. When the subject charges, he can make a full attack in the same round.

Material component: A hair from a lion's mane.

Sound Lance (from Savage Species)

Evocation [Sonic]

Level: Clr 3, Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature or object

Duration: Instantaneous

Saving Throw: Fortitude half

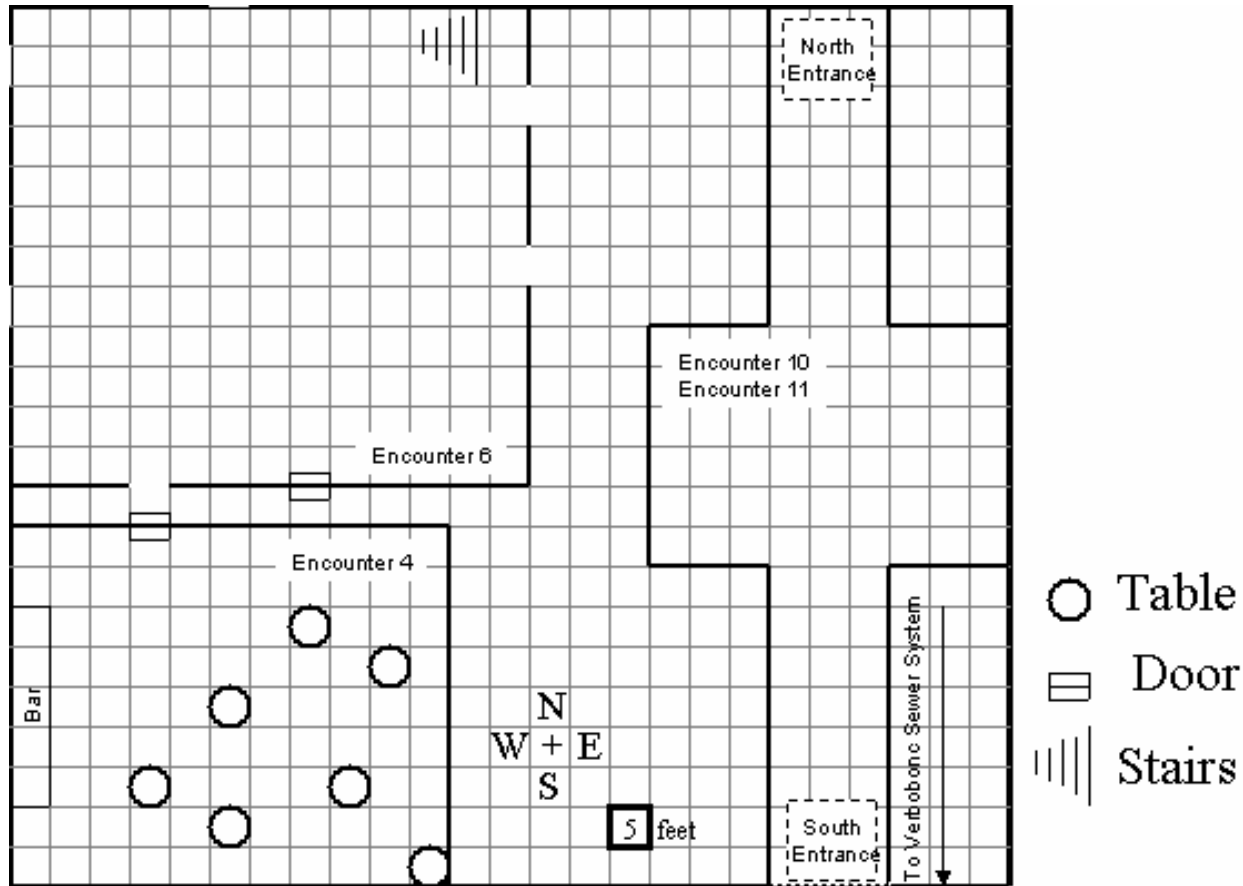
Spell Resistance: Yes

Sound lance causes a projectile of intense sonic energy sound to leap unerringly from you to a target within range. The sound does 1d6 points of sonic damage per caster level, to a maximum of 10d6. The *sound lance* strikes unerringly, unless the target has total cover or total concealment. A *sound lance* cannot penetrate the area of a *silence* spell.

DM Aid 1

Map

All the rooms fit on a 22 X 25 battle mat.



DM Aid 2

Lady Bella Boofon's Fan

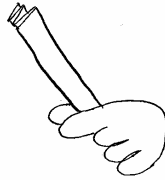
The next page of this module contains a prop for a DM who wishes to role-play Lady Bella Boofon.

To Use the Fan:

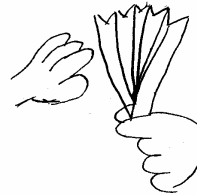
1. Fan-fold the next page approximately every one inch.



2. Pinch the fan about an inch from one end.



3. With your other hand, spread the paper so it looks something like a fan.



4. When speaking as Boofon, use the fan to conjure the image of a noble woman. For example:



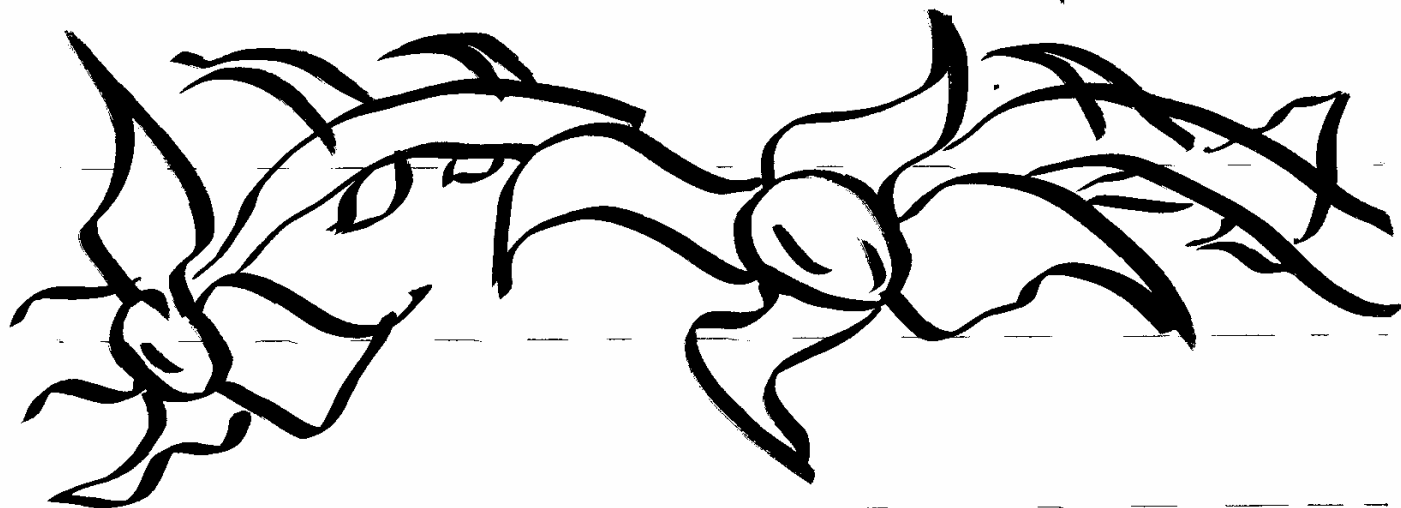
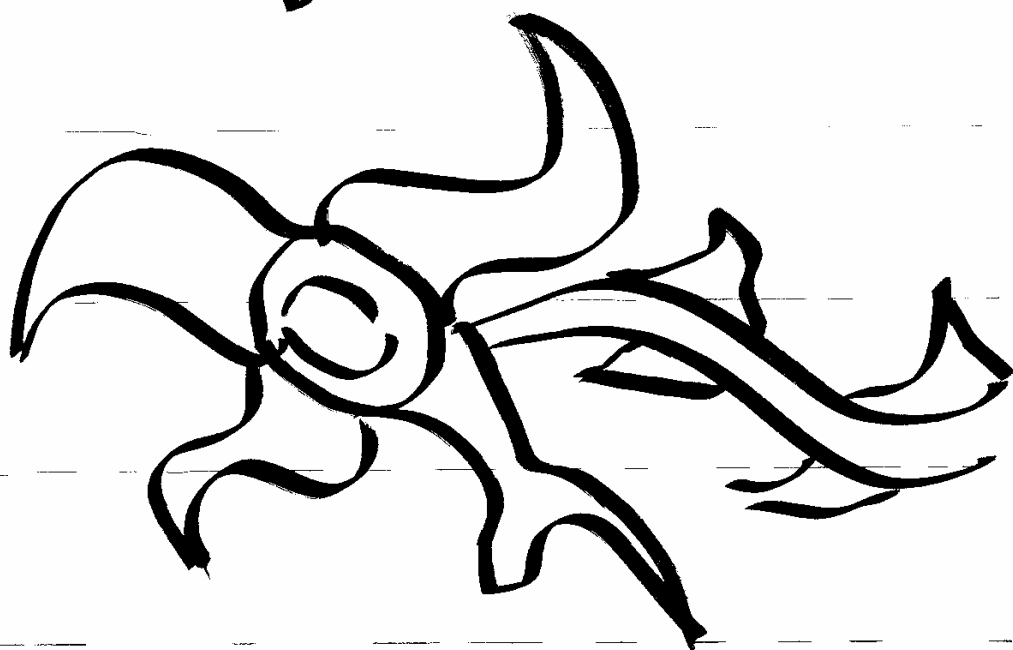
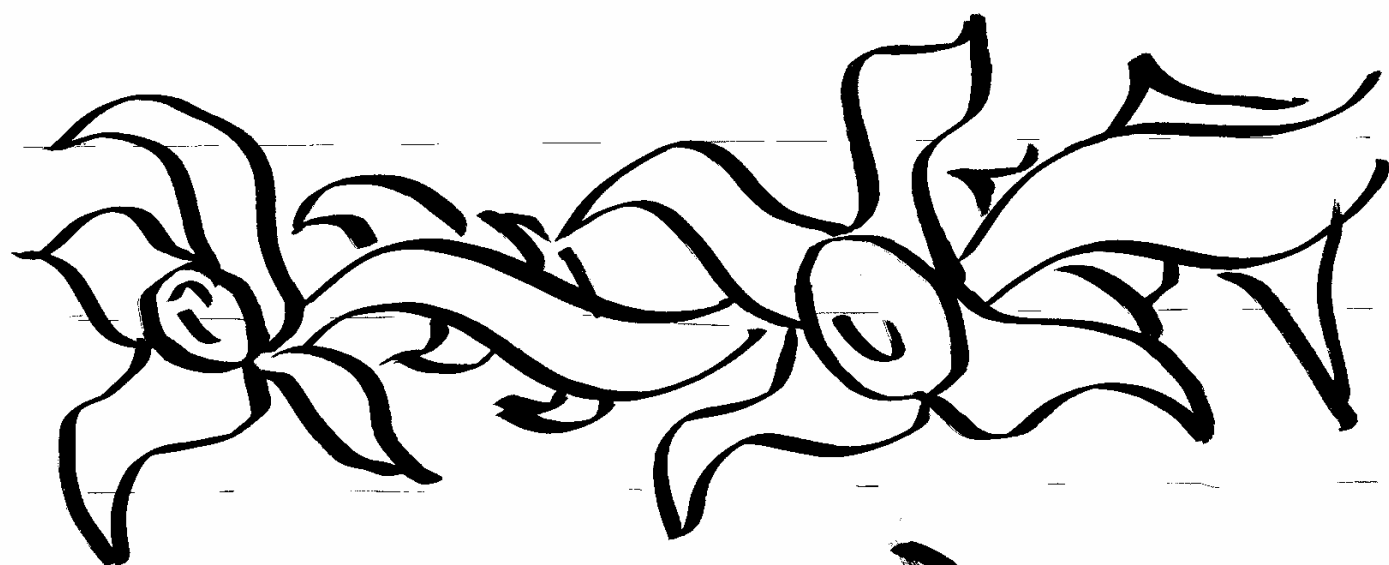
Hide your face with the fan when giving or receiving a compliment.

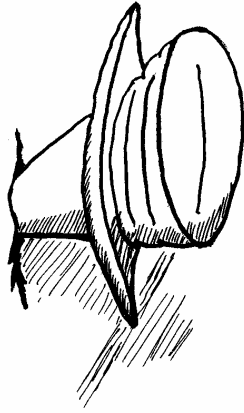


Point with the fan.



Wave the fan in exaggerated hand motions.





Dear Friend

Please do us the favor of your presence this morn at the Fisherman's Tale Inn here in Verbobonc City.

We require your assistance in a matter with Which you are at least passingly familiar.

Sincerely,
Herald Battirovka