

A Small Problem

(sequel to *A Small Threat*)

A One-Round AD&D Team Tournament

by Cisco Lopez-Fresquet

The mission is over, and you are on your way home. Only the weather stands between you and the end of your adventure. But a short overnight stop at Burrowbluff soon blossoms into an adventure sure to test the depths of your courage.

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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. It is a good idea to ask each player to put a name tag 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 to keep track of who is playing which character.

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsule their characters for each other and vote. The standard RPGA Network voting procedures will be used. Complete the Judge's Summary before you collect the players' scoring sheets. This way you will not be influenced by their ratings and comments.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

A note about the text: Some of the text in this module 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 *bold italics*. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

Tier Structure

In Living City events, players provide their own characters. As these characters vary in level, module difficulty is tiered to the level of the characters present at the table.

Tiered events and foes are marked throughout the text. Add all PC levels to determine tier. For multi- and dual-classed PCs, count the highest attained class, plus 1 level for each active class. Thus, an elf fighter/mage/thief at levels 3/3/4 is 6 total levels, and a dual-classed human 3rd level mage (formerly a 7th level fighter) counts as 8 levels.

Tier 1:	Total levels 4-13
Tier 2:	Total levels 14-25
Tier 3:	Total levels 26-37
Tier 4:	Total levels 38-56
Tier 5:	Total levels 57+

BALANCING ENCOUNTERS

Living City modules are written to allow for a variety of character levels, but it is impossible to allow for every possible situation. Multiple sets of opponents are detailed for each combat encounter in this module. Do not feel that you must use only the creatures from the

tier that the party falls into. Just as characters may vary widely in power and ability, feel free to use creatures from the tier above and below the one that the party falls into, if that is necessary to give your party a fair challenge.

For their own safety, the PCs should not split up. Combat encounters are based on the TOTAL levels for all PCs. If the party splits up, do not adjust combat encounters in any way.

DM NOTES:

This module is a sequel to the module *A Small Threat*, and builds on the NPC's, encounters, and environment of that module. Characters that have played *A Small Threat* will have some knowledge that will prove useful in this module; however, it is not necessary to have played in the previous module to play this one.

In monster listings, spells that have been pre-cast are written in ~~strike-out~~.

DM BACKGROUND

This adventure takes place some two years after the events of *A Small Threat*, and approximately one to two years after the end of the war.

As this module builds upon the events that occurred in *A Small Threat*, and the events of said module are common knowledge in the valley of Burrowbluff, the module *A Small Threat* is summarized here:

A group of adventurers was contacted by a messenger from the town of Burowbluff, a small gnome and halfling community a half day's ride south of Ravens Bluff. They traveled to Burowbluff, and met with the village elders, who asked them to retrieve several magic items that had been stolen by a nearby tribe of kobolds (The magic items were stolen while being delivered to the village to help with defense during the war). In exchange, the adventurers were to be allowed to keep all the other possessions that the kobolds had acquired during their years of raiding in the valley. The mission was given some additional urgency by the fact that the kobolds had kidnapped several members of the caravan that was delivering the magic items.

The adventurers spent a day or so scouring the valley for clues to the location of the kobold lair, and after locating the lair, assaulted it, driving the kobolds out.

The kobolds fought a fierce rear-guard action, defending their women and children, who fled the lair ahead of the adventurers.

The module ended with the kobolds having been successfully routed from their lair, the magic items recovered, and the kidnappees rescued. However, while many of the kobold warriors were slaughtered, the bulk of the kobold tribe escaped into the mountains to the south and east.

DM SUMMARY

The party is traveling back to Ravens Bluff along the old coast road, and is caught in a summer rainstorm. The sudden storm has caused delays in the journey, and the party is forced to stop at the Happy Belly inn in Burrowbluff for the night.

The next morning, while enjoying the hospitality and warmth of the inn, the party is approached by one of the village elders, who asks them if they could help the village with a small problem: the village is trying to build a dam across the local river, but someone or something is sabotaging the construction. This would not normally be something that would require adventurers to solve, but the men who were standing watch at the construction site last night were murdered. This has caused some concern, and a complete lack of enthusiasm on the part of the villagers to continue construction. The village is willing to offer the party a wand of magic missiles that is left over from the war if they will investigate and find out what is going on at the construction site.

The sabotage and the death of the villagers are not actually related. The sabotage is being done by a sprite, while the killing was done by kobolds, part of a small group reconnoitering the valley in advance of a larger force. The kobolds are planning on raiding the halfling village, and have sent a scouting party into the valley to check things out.

The party will eventually manage to locate and speak with the sprite Newton, who has been sabotaging the dam construction partly out of boredom, and because he fears that there will be an influx of city folk to his idyllic pastoral lifestyle by the side of the river. If the party convinces Newton that there is no danger to his house from the dam, and that once the construction is over all the noisy big people will go away, he will tell them that he saw the murders the night before.

Following the clues given to them by Newton, the party can discover the kobold scouting party. After defeating the kobolds, the party discovers information that indicates that these were merely the advance guard of a much larger invasion force of kobolds.

After consultation with the elders of Burrowbluff, the party is asked to scout out the pass to the southeast, to see if there really is a kobold invasion force, and to report back on its strength and composition.

Scouting into the pass, the party runs head-on into the invading kobold army. The kobolds are being led by Kuggley, a human mage who was polymorphed into a kobold several years ago. Due to his low constitution, Kuggley was afraid to use a dispel magic to return himself to human form, and in the last several years has in fact forgotten that he was originally human. Ostracized from civilized society, he made his way into the mountains, where his skills soon put him in charge of the kobold refugees from Burrowbluff.

The kobolds have brought urds for air cover, and have acquired several other humanoids to aid them in their revenge on Burrowbluff (this was accomplished through the use of Kuggley's *polymorph other* spell).

A pitched battle results, and the party is successful in getting the enemy army to pull back for long enough for reinforcements to arrive from Ravens Bluff.

PLAYER'S INTRODUCTION

It has not been a good day. First one of the horses threw a shoe, causing several hours delay while you fashioned a replacement, and now the rain. The rain that comes down in cold, almost horizontal sheets that drive against your body, penetrating through your clothes and stinging against your flesh.

Originally you had planned to be safe in your beds in Ravens Bluff by this time, adventure safely over. However, you can always count on the forces of nature to change your plans, even when no one else would dare. This is not the way you envisioned your mission ending. Though the gold jingling in you pocket reminds you that the time spent was not a total loss.

The guard mission for Nemoth the enchanter was an uneventful three days of watching the caravan slowly make its way down the coast from Ravens Bluff, and another day of supervising the unloading at his tower. Over the delivery to Nemoth, the caravan continued on down the coast road, while you began your trek back to Ravens Bluff.

That was yesterday. Today you were supposed to make it back to the city, but mother nature seems to have other ideas.

The module begins with the party returning from a successful adventure. They were each paid 200 gp to accompany a delivery of alchemical supplies to the tower of the mage Nemoth several days southwest of

Ravens Bluff on the coast road. The delivery was uneventful, except for recurring inclement weather.

Therefore, PCs are all familiar with each other, and should go around the table and do introductions if they do not already know one another.

Each PC also has the 200 gold paid to by Nemoth. PCs should choose spells at this point.

SCENE #1: The Happy Belly Inn

You have begun to think that perhaps it is time to give up trying to reach Ravens Bluff tonight, and simply find a sheltered spot to huddle for the night, when the lights of a small village shine through the gloom ahead. So heavy is the rain that you were standing at the edge of town before you realized that it existed. Continuing slowly into the shelter of the buildings, you see that the buildings are all extremely small, except for a large structure showing the symbol of an inn, and a name—the Happy Belly.

Characters who played *A Small Threat* may make an intelligence check, or any character can make a **Local History** roll, to recognize this as being the village of Burrowbluff. Burrowbluff is a half day's walk from Ravens Bluff.

An inn seems the perfect thing on a miserable night like this. In no time, you are ensconced in a comfortable chair near the fire, mug of warm mulled wine in hand, contemplating what you should have for dinner and if you really need a private room.

Available amenities and prices at the Happy Belly are listed on **DM's HANDOUT #1**. The innkeeper is a jolly halfling by the name of Roger Happybelly. Roleplay the innkeeper as talking quickly and laughing often. He will be very happy to have unexpected guests this evening, especially ones known to be free with their gold (as adventurers are wont to be). Roger will proudly claim that his kitchen is of a quality to challenge the best of Ravens Bluff, and he is right.

As the evening passes, several villagers will come in to glimpse the adventurers that have stopped in this quiet village. Eventually one will produce a flute, and a small party will develop. Other than the PCs, all the people in the inn will be gnomes and halflings.

Let the PCs roleplay the evening as much or as little as they wish. When they finally go to bed, continue to **SCENE #2**.

SCENE #2: An Offer of Employment

The next morning dawns cold and damp, though at least the rains seem to have stopped. The sky overhead remains dark and low, promising a return of the rain at a moment's notice.

Making your way down to the common room for breakfast, you enjoy a large and filling meal of a variety of excellent foodstuffs. As you finish your last cup of coffee and pastry, you are approached by a delegation of villagers. Along with the innkeeper and several other halflings is perhaps the oldest gnome you have ever seen.

When he sees that he has your attention, the gnome clears his throat and begins to speak in a low, rasp voice. "Greetings, and well met, adventurers. I am Kiernan Goristantagonistiglianzo. Do you mind if I join you? I have something I wish to discuss."

Kiernan has been the village leader for twenty years, and was the one who hired the adventurers in *A Small Threat*. If any of the PCs played that module, he will nod and greet them by name.

"Since the end of the war, we in Burrowbluff have been working hard to meet the market for increased food needs in Ravens Bluff. In order to increase the yields of our fields, the village council decided that we should build a dam across the Green river. We obtained permission from Stratos, the local druid, and began construction at the beginning of the summer.

"Unfortunately, the project has been plagued by problems. There were initial difficulties with transporting the timber needed, and a partial collapse of a riverbank that our engineer had thought to be sound. We thought that these problems were natural, but later we weren't so sure. As the project neared completion, the difficulties encountered became more frequent, and more direct. Tools go missing, and direct acts of sabotage have occurred. To counter this, we began posting a night watch at the site. This stopped the problems, until last night...."

"Last night, both watchmen were murdered. This elevates the problems we were having to a new level, and the villagers no longer wish to work on the dam. We need to find out what is really happening at the construction site before the workers will return.

"So, we were hoping that we could hire you to investigate, and find out what is happening. In return, we offer you this wand of magic missiles,

which we purchased to help defend the village during the war.”

When the PCs accept, he gives them a map of the valley (**PLAYER’s HANDOUT #1**), and answers any questions that they may have about the valley (See **SCENE #5** for an overall description of the valley). He also escorts them to the construction site, which is a short distance outside of town.

TREASURE:

The *wand of magic missiles* has 15 charges left.

SCENE #3: The Dam Site

The Green River is small for a river, but with its banks swollen by the recent rains, it is doing its best to live up to the name. Escorted by Kiernan, you follow the river upstream for about a mile from the village, walking past fields sodden and damp, filled with half-grown crops.

The construction site is a mess. A large earthen dam between two low hills is mostly complete, but the spillway that is temporarily diverting the river looks ready to give way at any moment. Several wagons lie abandoned, and a miserable-looking group of gnomes stands guard around a small shack.

Give the players **PLAYER HANDOUT #2**, the map of the dam site.

The villagers have laid out the bodies of the two victims (both gnomes) inside the shack. If the PCs investigate the bodies, the other gnomes will crowd around, offering information, and watching curiously to see what the PCs do. They will tell the PCs the following:

- The names of the two guards killed were Sven and Fritz.
- Both were considered dependable types who would have been careful.
- the locations where the bodies were found. (as shown on the map)
- No tracks were seen around the work site.

If the PCs examine the bodies, they can find the out following:

- Sven was killed by a single thrust of a sharp object into the middle of his back (a thief or character with diagnostics can tell that this was a precise blow, the kind that professionals train for).

- Fritz was killed by several small puncture wounds in the back. If the PCs examine carefully, they find a small crossbow bolt head inside one of the wounds. The crossbow bolts themselves are nowhere to be found (the kobolds took the bolts with them to avoid leaving clues as to their identity).
- If the PCs use *Speak with Dead* on the bodies, Sven has little information to give (he was killed by a successful backstab, and never saw his attacker). Fritz, however, can inform the PCs that he saw a figure of about Sven’s height standing behind Sven, and Sven suddenly drop to the ground. He didn’t get a good look at the figure, and turned to run for help. He only saw the one figure.

Allow the PCs some time to examine the bodies and the dam site. Kiernan will accompany them, and offer bits of advice (such as pointing out sites of past sabotage to structures, tools, wagons, etc). Eventually, if the PCs do not think of it themselves, he suggests that they act as the guards for the dam site that evening, and see if they can learn what is happening that way.

SCENE #4: Stakeout

The PCs will likely have preparations they wish to make as to how they wish to go about arranging themselves, hiding, casting preparatory magic, etc. When they are done, read the following:

You prepare to spend a long and uncomfortable night under the drizzly sky. Who knows what exactly is happening at the dam site?

The sabotage at the dam site has been being carried out by Newton, a solitary sprite who lived by the side of the river before his front yard was chosen by the village to become their dam site. Newton has been carrying out acts of vandalism partly out of mischeviousness (it amuses him to see how the big—well, big to him—people react to his actions), and also partly because he would really rather the workers go away and leave him in peace by his river. Newton doesn’t really understand what the villagers are building, and he is rather afraid that they are planning to settle here permanently.

Newton’s attitude towards the whole situation underwent a radical shift last night, when he witnessed the murder of the two guards. While Newton would like to be left alone, he would never consider killing

someone in cold blood in order to accomplish it. Therefore, during the PCs' stakeout, he will be looking for a way to communicate his information to them.

NEWTON'S TACTICS:

- Newton is very cautious. He will only become visible if he feels that he is not in any danger of being seen.
- Newton will spend most of his time invisible, watching the PCs.
- If the PCs set some sort of trap for Newton, or attempt to hide, he will mostly likely know from watching invisibly and be ready to deal with it.
- Newton's preference for someone to approach is a druid or ranger, followed by a priest or mage. He would prefer someone either female or of a smaller race, and avoids fighters.
- Newton attempts to slip a note to the person chosen at some point during the night, and stay invisible while doing so. He is timid, cautious, and not at all sure that he should be volunteering information, as he is afraid that he will be blamed for the killings. The note will have the single word "KOBLEDS" written on it in very poor penmanship (use **PLAYER'S HANDOUT #3** for the note).

NOTE TO THE DM:

This section of the module should not take long. Feel free to lead the PCs a merry chase for a short time, and challenge their wits with Newton's ability to turn invisible at will. However, if things take too long, have Newton begin whispering to one of the more inactive players.

The druid Stratos (see the **Hermit's Hut** in **SCENE #5**) also knows about Newton, and can serve as a means of introduction for the party.

When the PCs finally either catch Newton, or manage to befriend him, they can learn the following information from him:

NEWTON INFORMATION:

- Newton witnessed the attack on the two gnomes.
- The attackers were four kobolds. He was sure they were kobolds because he remembers what kobolds look like from when they used to live in the valley.
- After the attack, he followed the kobolds, who carefully looked over the construction site, and then went off to the southwest. After a few hundred yards, they met up with more kobolds, and all left together.
- Newton stopped following them at this point, because he was worried about being discovered.

At this point, the PCs should realize that they need to search the valley for the band of kobolds.

SCENE #5: The Valley

The PCs must explore the valley a bit in order to determine the location of the kobold scouting party. Kiernan or the other villagers can supply most of the following information about the points on the map. Additional information for the DM is listed under **IMPORTANT AREAS**, below.

Burrowbluff—A small village of 500, mostly gnomes and halflings.

Lone Pine—A local landmark, the lone pine is rumored to be over 200 years old.

Ravens Bluff Road—The coastal road between Ravens Bluff and points south. Burrowbluff is only a few hours from Ravens Bluff by this road.

Watch Hill—An old watchtower, long abandoned, sits on this hill. It used to guard the Ravens Bluff Road, but hasn't been used in over 50 years. The hill is covered in blueberries, which the villagers pick. The blueberries will not be in season for several months.

The Ford—This is the only point where the Green River is easily fordable by wagons.

Hermit's Hut—Stratos the half-elf lives here. A mid-level druid, he watches over the valley's natural inhabitants.

East Road—Not as frequently used as the Ravens Bluff Road, the East Road is kept in good condition, as it is the only local road inland away from the ocean. The next nearest village is a good 25 miles from Burrowbluff, however.

Sugar Hills—Not really much in the way of hills, these low hills are only a slight hindrance to travel. While a wagon would have difficulty passing through them (unless on the road), horses and people on foot have no difficulty.

Sugar Falls—Sugar falls are 40' tall, and quite impressive.

The roar of the falls reaches your ears hundreds of feet before you approach. When the falls finally come into view, you find that the sound was not disappointing. Plunging 40' over the lip of the bluff, the water falls into a large pool at the bottom. The pool looks like an ideal place for bathing, as long as a safe distance is kept from the bottom of the falls.

The Rapids—The rushing waters of the Green River are too treacherous to easily ford here.

Green Woods—A light wood of mostly birches and other deciduous trees, the Green Woods are well-kept by the local charcoal burners. While there is little deadwood, the undergrowth is sometimes thick away from the paths.

The Green River—The river is not large (often only 25' wide), but moves swiftly. It can be forded (with difficulty) anywhere along its length except for the rapids, provided that one is on foot or horseback.

The Bluff—This escarpment varies from 40'-50' high. It is a broken cliff, near vertical in some places. With a bit of looking (5 minutes) a suitable place for climbing can be found (+20% to all climbing attempts).

The Kobold Ruins—These used to be inhabited by kobolds. They were cleaned out by adventurers hired by the village several years ago, during the war.

The Dam Site—This is described fully in **SCENE #4**.

The Ocean—Lots and lots of salt water. The beaches near Burrowbluff are generally rocky and rough, with a pounding surf that makes landing a boat, or swimming for that matter, a difficult business.

IMPORTANT AREAS:

The areas of importance to this module are the hermit's hut, the kobold ruins, and Watch Hill. The PCs can learn additional information by visiting these areas:

The Hermit's Hut—If the PCs approach, read the following:

As you approach the hut, A weather-bronzed half-elf steps out to greet you. Leaning on a stout spear, he eyes you sternly. He makes no move to speak.

Stratos knows about Newton, but as long as the sprite was doing no lasting harm to the villagers, felt

that there was no need to inform them about him. If the PCs inform Stratos of the murders at the Dam site, he will mention that he can introduce them to a friend who might have seen something. He will accompany them to the dam site and introduce them to Newton.

Stratos has no knowledge of the kobold scouting party that is currently in the valley.

The Kobold Ruins—This dungeon complex is currently abandoned. If the PCs search the ruins, they find the remains of a recent campfire in the first room (the kobold scouting party stayed here two nights ago), but the rest of the complex is abandoned.

The Watch Hill—The kobold patrol is currently holed up here. See **SCENE #6b** for details.

SCENE #6a: The Air Patrol

Use this encounter at some point while the party is traveling around the valley. The Urds will attack at night, if possible.

Suddenly, what was just a moment ago a quiet scene is disrupted by the whoosh of wings. From out of nowhere winged humanoids are swooping down upon your party!

SETUP:

- Make sure to read the monster description for the special “Rock Bomb” attack, and how it affects the AC of the PCs.
- Have the PCs make a surprise check. Any PC failing a check is treated as “unsuspecting” for purposes of AC for the initial round.
- Surprise checks made at night suffer a –4 to the roll, as PCs cannot see the Urds coming.

TACTICS:

- Note that in tiers 3, 4 and 5, some of the Urds have had invisibility cast on them by the mage working with the kobold army. The initial attack by these Urds will automatically be considered as against “unsuspecting” targets. After this first attack, the Urds will of course become visible.
- Urds will initially target characters that have been surprised, as they are easier to hit.
- In all tiers, the Urds carry at least one *bead of force*. However, in tier 1 they will automatically miss all PCs when they drop it.
- Urds with beads of force will try to target PCs identifiable as mages or clerics first.

- The Urds will always stay spread out enough so that a minimal number can be caught in any one area affect spell.
- Urds are not great flyers, so only half of them will be attacking in any given round (the other half will be wheeling about to come back for another pass)
- In tiers 4 and 5, some of the Urds have *stoneskin* on them as well.
- Under no circumstances will the Urds enter melee if they can help it.
- Note that the Urds do not have good morale, and will probably flee if they begin to take significant casualties.

Tier 1:

Urds (3): Int Low; AL NE; AC 8; MV 15; HD 2; hp 12; THAC0 19; #AT 1; Dmg 1-4 (light spear); SA rock bomb for 2d4; SD nil; MR nil; SZ S; ML 7.

Special items: 2 rock bombs

Urd Leader (1): Int Low; AL NE; AC 8; MV 15; HD 3; hp 18; THAC0 17; #AT 1; Dmg 1-4 (light spear); SA *bead of force*; SD nil; MR nil; SZ S; ML 7.

Special items: 1 *bead of force* (will miss when dropped)

Tier 2:

Urds (6): Int Low; AL NE; AC 8; MV 15; HD 3; hp 18; THAC0 17; #AT 1; Dmg 1-4 (light spear); SA rock bomb for 2d4; SD nil; MR nil; SZ S; ML 7.

Special items: 3 rock bombs

Urd Leader (1): Int Low; AL NE; AC 8; MV 15; HD 4; hp 30; THAC0 15; #AT 1; Dmg 1-4 (light spear); SA *bead of force*; SD nil; MR nil; SZ S; ML 7.

Special items: 1 *bead of force*

Tier 3:

Urds (8): Int Low; AL NE; AC 8; MV 15; HD 4; hp 25; THAC0 15; #AT 1; Dmg 1-4 (light spear); SA rock bomb for 2d4; SD nil; MR nil; SZ S; ML 7.

Special items: 6 rock bombs

Urd Leader (1): Int Low; AL NE; AC 8; MV 15; HD 5; hp 40; THAC0 15; #AT 1; Dmg 1-4 (light spear); SA *invisibility*, *bead of force*; SD nil; MR nil; SZ S; ML 7.

Special items: 2 *beads of force*

Tier 4:

Urds (10): Int Low; AL NE; AC 8; MV 15; HD 5; hp 35; THAC0 15; #AT 1; Dmg 1-4 (light spear); SA rock bomb for 2d4; SD nil; MR nil; SZ S; ML 7.

Special items: 8 rock bombs

Urd Leader (1): Int Low; AL NE; AC 8; MV 15; HD 5; hp 40; THAC0 15; #AT 1; Dmg 1-4 (light spear); SA *invisibility*, *bead of force*; SD *stoneskin* (4 uses); MR nil; SZ S; ML 7.

Special items: 2 *beads of force* each

Tier 5:

Urds (20): Int Low; AL NE; AC 8; MV 15; HD 5; hp 40; THAC0 15; #AT 1; Dmg 1-4 (light spear); SA rock bomb for 2d4; SD nil; MR nil; SZ S; ML 7.

Special items: 15 rock bombs

Urd Leaders (4): Int Low; AL NE; AC 8; MV 15; HD 5; hp 40; THAC0 15; #AT 1; Dmg 1-4 (light spear); SA *invisibility*, *bead of force*; SD *stoneskin* (7 uses); MR nil; SZ S; ML 7.

Special items: 2 *beads of force* each

RESOLUTION and TREASURE:

When the PCs defeat the monsters and search the bodies, they find an unused *bead of force* (all the other beads were either used, or destroyed by the impact of urds hitting the ground), as well as a scrap of paper covered with markings in an unknown language (unless one a character happens to know gnoll). If the PCs use some form of magic to read the paper, give them **PLAYER'S HANDOUT #4**.

SCENE #6b:

Watch Hill—The Ground Patrol

Watch Hill rises before you. As hills go, it isn't much, rising only perhaps 100' above the road. However, the terrain is otherwise quite flat, and the hill and tower have a commanding view over the surrounding countryside. As you begin your climb up the hill through the blueberry bushes, you hear the call of a bird from the grove of willow trees at the top of the hill.

The bird call is actually a warning signal being used by the kobold on watch, who (unless the party is using some sort of special methods of stealth) has spotted the party approaching.

TACTICS:

- The kobolds are hiding in ambush, spread out across the top of the hill. (These kobolds are experts at concealing themselves using camouflage techniques. Describe them as having bits of grass

tied to headbands, mud smeared across their faces, etc. Basically they are kobold Green Berets!

- The kobolds fire as many crossbow bolts as possible before engaging in melee.
- Kobolds with a bead of force throw it in the first round, preferably at a spellcaster.
- Kobolds spread out initially with 5-10 feet between kobolds, so that it is difficult for many of them to be caught in a single area of effect spell.
- Kobolds in melee attack by encircling one person with up to 6 kobolds, and attempting to overbear. This results in only one attack for the group (made with the best THACO of the group), but because of their practice and numbers, the attack is made at a bonus to the roll equal to the number of kobolds (for example, 5 kobolds make one overbearing attack at a +5 to the roll). If successful, they manage to drag their opponent to the ground, and spend the following round tying him up.

Tier 1:

Kobolds (10): Int Avg; AL LE; AC 10; MV 6; HD 1/2; hp 3; THACO 20; #AT 1; Dmg 1-4 (crossbow) or 1-6 (spear); SA nil; SD nil; MR nil; SZ S; ML 10.

Large Kobolds (2) (*polymorphed* horses): Int Low; AL LE; AC 10; MV 6; HD 3; hp 20; THACO 18; #AT 1; Dmg 1-4 (crossbow) or 1d6+2 (spear & strength); SA nil; SD nil; MR nil; SZ S; ML 10.

Tier 2:

Kobolds (10): Int Avg; AL LE; AC 10; MV 6; HD 1/2; hp 3; THACO 20; #AT 1; Dmg 1-4 (crossbow) or 1-6 (spear); SA nil; SD nil; MR nil; SZ S; ML 10.

Large Kobolds (6) (*polymorphed* horses): Int Low; AL LE; AC 10; MV 6; HD 3+3; hp 20; THACO 17; #AT 1; Dmg 1-4 (crossbow) or 1d6+3 (spear & strength); SA nil; SD nil; MR nil; SZ S; ML 10.

Special Items: One of the kobolds has a *bead of force* that he will throw during the first round of combat.

Tier 3:

Kobolds (14): Int Avg; AL LE; AC 10; MV 6; HD 1/2; hp 3; THACO 20; #AT 1; Dmg 1-4 + poison (crossbow) or 1-6 + poison (spear); SA poison; SD nil; MR nil; SZ S; ML 10.

Large Kobolds (8) (*polymorphed* horses): Int Low; AL LE; AC 10; MV 6; HD 3+3; hp 20; THACO 17; #AT 1; Dmg 1-4 (crossbow) or 1d6+3 (spear & strength); SA nil; SD nil; MR nil; SZ S; ML 10.

Special Items: One of the kobolds has a *bead of force* that he will throw during the first round of combat. Kobold poison does 10 points of damage, save for half.

Tier 4:

Kobolds (16): Int Avg; AL LE; AC 10; MV 6; HD 1/2; hp 3; THACO 20; #AT 1; Dmg 1-4 + poison (crossbow) or 1-6 + poison (spear); SA poison; SD nil; MR nil; SZ S; ML 10.

Large Kobolds (10) (*polymorphed* horses): Int Low; AL LE; AC 10; MV 6; HD 3+3; hp 20; THACO 17; #AT 1; Dmg 1-4 (crossbow) or 1d6+3 (spear & strength); SA nil; SD nil; MR nil; SZ S; ML 10.

Special Items: Two of the kobolds have *beads of force* that they will throw during the first round of combat. Kobold poison does 14 points of damage, save for half

Tier 5:

Kobolds (18): Int Avg; AL LE; AC 10; MV 6; HD 1/2; hp 3; THACO 20; #AT 1; Dmg 1-4 + poison (crossbow) or 1-6 + poison (spear); SA poison; SD nil; MR nil; SZ S; ML 10.

Large Kobolds (10) (*polymorphed* horses): Int Low; AL LE; AC 10; MV 6; HD 3+3; hp 20; THACO 17; #AT 1; Dmg 1-4 + poison (crossbow) or 1d6+3 + poison (spear & strength); SA poison; SD nil; MR nil; SZ S; ML 10.

Special Items: Two of the kobolds have *beads of force* that they throw during the first round of combat. Kobold poison does 20 points of damage, save for half

AFTERMATH:

Note that any polymorphed creatures killed return to their original forms.

After the battle is over, if the PCs search the bodies, they discover a map of the valley covered with strange marks and notations on the body of the shaman (give the Players **PC HANDOUT #5**).

One of the kobolds is carrying a *bead of force*, which the PCs can find by searching after the battle.

If any kobolds are left alive, they can be interrogated, and provide the following information:

- They are one of several groups sent to scout the valley and the village in advance of a large force.
- The large force will be entering the valley “very soon now.”
- The kobolds are confident of victory, for they have a powerful mage working with them. This mage

has brought many monstrous allies to join their army.

SCENE #7: Report

Hopefully, with the information that they have gathered from their contacts with the two scouting patrols of the kobold army, the PCs will have learned enough to know that the village and valley of Burrowbluff are in imminent danger of invasion. If the PCs show no desire to let the villagers know what is going on, or if they are particularly dense about figuring it out for themselves, then have a small patrol of villagers (5 halflings and 5 gnomes), show up and tell the PCs that they have spotted a large force of kobolds and other humanoids encamped in the Sugar hills, and that the village council would like to meet with them.

You stand once again in the Happy Belly tavern. Around you, the hastily assembled elders of the village bicker and argue about what is to be done. Kiernan rises from his seat and taps loudly on the table before him with a pewter mug, until all is calm. Turning to you, he says “Now, tell us what you have discovered.”

Allow the PCs to explain the situation as they see it. Feel free to use the aforementioned NPC scouting party to chime in any additional information that may be necessary for the PCs to understand the circumstances.

After the PCs have explained the situation sufficiently, read the following:

Kiernan rises once again from his seat, and nods to you in thanks. “It appears that we have a grave danger facing us. Once again the kobolds that we had thought driven from our valley threaten us. We must send to Ravens Bluff for help in preventing the disaster that awaits. However, from what you tell us, there does not seem to be time for help to reach us before the humanoid army will have overrun the valley.”

“Therefore, I must ask you, great heroes, if you would stand between our village and the oncoming enemy. We are small in number, and stand no hope of holding them off without your help. If you could delay the army for a day or two on their march into the valley, I am sure that the forces of Ravens Bluff can be summoned by then.”

“What say you, heroes, will you help us?”

When the PCs agree to help, Kiernan will give them the magical items that the village has been saving for just such an occasion: A *rod of entanglement* with 10 charges left, and a *staff of divergence – fire* with 5 charges. The PCs will NOT be allowed to keep these items after the module ends. They are merely being loaned to the PCs to help them against the army.

SCENE #8a: The Army

The enemy army has not yet entered the valley at the time that the PCs are speaking with the town council. Unless the PCs delay for an unusually long time (such as waiting overnight to rest and regain spells), they should be able to journey to the pass and have time to choose a suitable location to meet the enemy army. There are several suitable hilltops, covered with large boulders, that the PCs could hide behind and still have a good view of the road.

You have found the perfect location to wait for the enemy army. You have a good view of the road, and all there is to do is let time pass..... Just as you begin to wonder if the enemy army will ever come into view, you see a mass of figures on the horizon. Slowly, they move towards you. It seems to take forever, but eventually the entire army lies spread before your gaze. Hundreds of kobolds, and assorted other creatures are streaming through the hills towards Burrowbluff.

SETUP:

- Several of the creatures in the army are not what they seem. Kuggley has used his *polymorph other* spells to great effect to create monsters from harmless creatures such as horses.
- He has also used a combination of *polymorph other* and *dispel magic* to convince several monsters he encountered recently to join as well (By *polymorphing* the creatures into kobolds, and later using a *dispel magic* to return them to their real forms, he has convinced the monsters that they are really kobolds.) He has told the monsters that he will transform them back when the war is over. Until then, they are happy with their “new” forms. (See the Player’s Handbook entry on *polymorph other* for a full explanation of this effect.)

STRATEGY:

- The PCs need to remember that they are merely trying to delay the army, not defeat it. The kobolds are not particularly smart (though they are clever), and will fall for any reasonable plan the PCs cook up to accomplish this.
- The army is powerful, and should easily be able to overwhelm lower-level PCs if they attempt to stand and fight toe-to-toe. Only very powerful characters could expect to attempt this and live.
- Kuggley will use his invisibility spells to hide in the middle of the army, making him very hard to find. He will not attempt to engage PCs directly.
- Note that the most of the army has a move of 6". The army will actually move slower than this, as it will need to maintain cohesion. Therefore, any character faster than a dwarf in plate armor should have no trouble staying ahead of it.

POSSIBLE DELAYING TACTICS

Thing the PCs might try include:

- **Hit & run tactics**—for the first few attacks, the army will stop, and send a patrol in pursuit. After any significant delay, they ignore such tactics and push on into the valley. Significant losses will cause the army to move in pursuit of the PCs. If it is obvious they cannot catch the PCs, they assume a defensive position.
- **Illusions**—the army will most likely stop while a few scouts investigate.
- **Bluff & misdirection**—(such as leaving strange contraptions in the middle of the road) The army will stop while a few scouts investigate.
- **Leading the army on a chase**—the army will not chase, unless the PCs show they are a threat first. Using the *rod of entanglement* qualifies.
- **Frontal assault**—likely only high-level tables will try this. If they do, the army will fight back. Jump to using SCENE 8b on them at the appropriate time.

General kobold response: The kobolds do not have a lot of command cohesion, so PC tactics that cause confusion among the kobolds will delay the army as Kuggley decides how it should respond.

Tier 1:

Kobolds (200): Int Avg; AL LE; AC 10; MV 6; HD 1/2; hp 3; THACO 20; #AT 1; Dmg 1-4 (crossbow); SA nil; SD nil; MR nil; SZ S; ML 10.

Large Kobolds (5) (*polymorphed* horses): Int Low; AL LE; AC 10; MV 6; HD 3+3; hp 20; THACO 17; #AT 1; Dmg 1-4 (crossbow) or 1d6+3 (spear & strength); SA nil; SD nil; MR nil; SZ S; ML 14.

Kuggley, hm W(Trans)7: AL NE; AC 2 (armor spell & dex); MV 12; HP 25; THACO 18 #AT 1; Dmg 1d4 (dagger); SA spells; SD spells; Dex 18; ML 19.

Spells: 1st level—~~enlarge*~~, ~~armor~~, ~~mount~~; 2nd level—~~detect invisibility~~, ~~invisibility~~, ~~mirror image~~; 3rd level—~~dispel magic~~, ~~haste~~; 4th level—~~polymorph other~~, ~~improved invisibility~~.

Special abilities & precast spells: *detect invisibility*

Tier 2:

Kobolds (300): Int Avg; AL LE; AC 10; MV 6; HD 1/2; hp 3; THACO 20; #AT 1; Dmg 1-4 (crossbow); SA nil; SD nil; MR nil; SZ S; ML 10.

Large Kobolds (20) (*polymorphed* horses): Int Low; AL LE; AC 10; MV 6; HD 3+3; hp 20; THACO 17; #AT 1; Dmg 1-4 (crossbow) or 1d6+3 (spear & strength); SA nil; SD nil; MR nil; SZ S; ML 14.

Kuggley: hm W(Trans)7: AL NE; AC 2 (armor spell & dex); MV 12; HP 25; THACO 18 #AT 1; Dmg 1d4 (dagger); SA spells; SD spells; Dex 18; ML 19.

Spells: 1st level—~~enlarge*~~, ~~armor~~, ~~magic missile~~; 2nd level—~~detect invisibility~~, ~~invisibility~~, ~~mirror image~~; 3rd level—~~dispel magic~~, ~~haste~~; 4th level—~~polymorph other~~, ~~improved invisibility~~.

Special abilities & precast spells: *detect invisibility*, *stoneskin* (7 uses)

Tier 3:

Kobolds (400): Int Avg; AL LE; AC 10; MV 6; HD 1/2; hp 3; THACO 20; #AT 1; Dmg 1-4 (crossbow); SA nil; SD nil; MR nil; SZ S; ML 10.

Large Kobolds (20) (*polymorphed* horses): Int Low; AL LE; AC 10; MV 6; HD 3+3; hp 20; THACO 17; #AT 1; Dmg 1-4 (crossbow) or 1d6+3 (spear & strength); SA nil; SD nil; MR nil; SZ S; ML 14.

Ettins (4) (think they are *polymorphed* kobolds): Int Low; AL CE; AC 3; MV 12; HD 10; hp 50; THACO 10; #AT 2; Dmg 2d8 or 3d6 (club); SA nil; SD nil; MR nil; SZ S; ML 17.

Kuggley: hm W(Trans)7: AL NE; AC 2 (armor spell & dex); MV 12; HP 25; THACO 18 #AT 1; Dmg 1d4 (dagger); SA spells; SD spells; Dex 18; ML 19.

Spells: 1st level – ~~enlarge*~~, ~~armor~~, ~~magic missile~~; 2nd level – ~~detect invisibility~~, ~~invisibility~~, ~~mirror image~~; 3rd level – ~~dispel magic~~, ~~haste~~; 4th level – ~~polymorph other~~, ~~improved invisibility~~

Special abilities & precast spells: *detect invisibility*, *stoneskin* (7 uses)

Tier 4:

Kobolds (500): Int Avg; AL LE; AC 10; MV 6; HD 1/2; hp 3; THACO 20; #AT 1; Dmg 1-4 (crossbow); SA nil; SD nil; MR nil; SZ S; ML 10.

Large Kobolds (30) (*polymorphed* horses): Int Low; AL LE; AC 10; MV 6; HD 3+3; hp 20; THACO 17; #AT 1; Dmg 1-4 (crossbow) or 1d6+3 (spear & strength); SA nil; SD nil; MR nil; SZ S; ML 14.

Ettins (6) (think they are *polymorphed* kobolds): Int Low; AL CE; AC 3; MV 12; HD 10; hp 50; THACO 10; #AT 2; Dmg 2d8 or 3d6 (club); SA nil; SD nil; MR nil; SZ S; ML 17.

Fire Giants (2) (thinks they are *polymorphed* kobolds): Int Avg; AL LE; AC -1; MV 15; HD 15; hp 90; THACO 5; #AT 1; Dmg 2-20+10 (sword) or 1d8 (thrown rock); SA nil; SD *stoneskin* (6 uses); MR nil; SZ S; ML 17.

Kuggley: hm W(Trans)7: AL NE; AC 2 (armor spell & dex); MV 12; HP 25; THACO 18 #AT 1; Dmg 1d4 (dagger); SA spells; SD spells; Dex 18; ML 19.

Spells: 1st level – *enlarge**, ~~armor~~, *magic missile*; 2nd level – ~~detect invisibility~~, *invisibility*, *mirror image*; 3rd level – *dispel magic*, *haste*; 4th level – *polymorph other*, *improved invisibility*

Special abilities & precast spells: *detect invisibility*, *stoneskin* (7 uses)

Tier 5:

Kobolds (700): Int Avg; AL LE; AC 10; MV 6; HD 1/2; hp 3; THACO 20; #AT 1; Dmg 1-4 (crossbow); SA nil; SD nil; MR nil; SZ S; ML 10.

Large Kobolds (40) (actually *polymorphed* horses): Int Low; AL LE; AC 10; MV 6; HD 3+3; hp 20; THACO 17; #AT 1; Dmg 1-4 (crossbow) or 1d6+3 (spear & strength); SA nil; SD nil; MR nil; SZ S; ML 14.

Ettins (12) (think they are *polymorphed* kobolds): Int Low; AL CE; AC 3; MV 12; HD 10; hp 50; THACO 10; #AT 2; Dmg 2d8 or 3d6 (club); SA nil; SD *stoneskin* (6 uses); MR nil; SZ S; ML 17.

Fire Giants (6) (think they are *polymorphed* kobolds): Int Avg; AL LE; AC -1; MV 15; HD 15; hp 100; THACO 5; #AT 1; Dmg 2-20+10 (sword) or 1d8 (thrown rock); SA nil; SD *stoneskin* (6 uses); MR nil; SZ S; ML 17.

Kuggley: hm W(Trans)7: AL NE; AC 2 (armor spell & dex); MV 12; HP 25; THACO 18 #AT 1; Dmg 1d4 (dagger); SA spells; SD spells; Dex 18; ML 19.

Spells: 1st level – *enlarge**, ~~armor~~, *magic missile*; 2nd level – ~~detect invisibility~~, *invisibility*, *mirror image*; 3rd level – *dispel magic*, *haste*; 4th level – *polymorph other*, *improved invisibility*

Special abilities & precast spells: *detect invisibility*, *stoneskin* (7 uses)

SCENE #8b: A Little Surprise

At some point when the party is just getting into the swing of pounding the kobold army with their spells and/or items, Kuggley will use his *dispel magic* to dispel the *massmorph* that he prepared for just such an eventuality. Read the following to the players:

As you stand watching the disarray that your attacks have caused among the members of the enemy army, the rocks around you begin to shift and change. Where moments before you were alone among the rocks, suddenly you find yourself surrounded by the enemy!

Tier 1:

Kobolds (10): Int Avg; AL LE; AC 10; MV 6; HD 1/2; hp 3; THACO 20; #AT 1; Dmg 1-4 (crossbow) or 1d6 (spear); SA nil; SD nil; MR nil; SZ S; ML 10.

Large Kobolds (1) (*polymorphed* horse): Int Low; AL LE; AC 10; MV 6; HD 3+3; hp 20; THACO 17; #AT 1; Dmg 1-4 (crossbow) or 1d6+3 (spear & strength); SA nil; SD nil; MR nil; SZ S; ML 14.

Tier 2:

Kobolds (10): Int Avg; AL LE; AC 10; MV 6; HD 1/2; hp 3; THACO 20; #AT 1; Dmg 1-4 (crossbow) or 1d6 (spear); SA nil; SD nil; MR nil; SZ S; ML 10.

Large Kobolds (6) (*polymorphed* horses): Int Low; AL LE; AC 10; MV 6; HD 3+3; hp 20; THACO 17; #AT 1; Dmg 1-4 (crossbow) or 1d6+3 (spear & strength); SA nil; SD nil; MR nil; SZ S; ML 14.

Tier 3:

Kobolds (10): Int Avg; AL LE; AC 10; MV 6; HD 1/2; hp 3; THACO 20; #AT 1; Dmg 1-4 + poison (crossbow) or 1d6 + poison (spear) ; SA nil; SD nil; MR nil; SZ S; ML 10.

Large Kobolds (6) (*polymorphed* horses): Int Low; AL LE; AC 10; MV 6; HD 3+3; hp 20; THACO 17; #AT 1; Dmg 1-4 (crossbow) or 1d6+3 (spear & strength); SA nil; SD nil; MR nil; SZ S; ML 14.

Ettins (2) (think they are *polymorphed* kobolds): Int Low; AL CE; AC 3; MV 12; HD 10; hp 50; THAC0 10; #AT 2; Dmg 2d8 or 3d6 (club); SA nil; SD nil; MR nil; SZ S; ML 17.

Special Items: Kobold poison does 10 points of damage, save for half

Tier 4:

Kobolds (10): Int Avg; AL LE; AC 10; MV 6; HD 1/2; hp 3; THAC0 20; #AT 1; Dmg 1-4 + poison (crossbow) or 1d6 + poison (spear); SA nil; SD nil; MR nil; SZ S; ML 10.

Large Kobolds (6) (*polymorphed* horses): Int Low; AL LE; AC 10; MV 6; HD 3+3; hp 20; THAC0 17; #AT 1; Dmg 1-4 (crossbow) or 1d6+3 (spear & strength); SA nil; SD nil; MR nil; SZ S; ML 14.

Ettins (2) (think they are *polymorphed* kobolds): Int Low; AL CE; AC 3; MV 12; HD 10; hp 50; THAC0 10; #AT 2; Dmg 2d8 or 3d6 (club); SA nil; SD nil; MR nil; SZ S; ML 17.

Fire Giant (1) (thinks they are *polymorphed* kobolds): Int Avg; AL LE; AC -1; MV 15; HD 15; hp 90; THAC0 5; #AT 1; Dmg 2-20+10 (sword) or 1d8 (thrown rock); SA nil; SD *stoneskin* (6 uses); MR nil; SZ S; ML 17.

Special Items: Kobold poison does 14 points of damage, save for half

Tier 5:

Kobolds (10): Int Avg; AL LE; AC 10; MV 6; HD 1/2; hp 3; THAC0 20; #AT 1; Dmg 1-4 + poison (crossbow) or 1d6 + poison (spear); SA nil; SD nil; MR nil; SZ S; ML 10.

Large Kobolds (10) (*polymorphed* horses): Int Low; AL LE; AC 10; MV 6; HD 3+3; hp 20; THAC0 17; #AT 1; Dmg 1-4 + poison (crossbow) or 1d6+3 + poison (spear & strength); SA nil; SD nil; MR nil; SZ S; ML 14.

Ettins (2) (think they are *polymorphed* kobolds): Int Low; AL CE; AC 3; MV 12; HD 10; hp 50; THAC0 10; #AT 2; Dmg 2d8 or 3d6 (club); SA nil; SD *stoneskin* (3 uses); MR nil; SZ S; ML 17.

Fire Giants (1) (think they are *polymorphed* kobolds): Int Avg; AL LE; AC -1; MV 15; HD 15; hp 100; THAC0 5; #AT 1; Dmg 2-20+10 (sword) or 1d8 (thrown rock); SA nil; SD *stoneskin* (3 uses); MR nil; SZ S; ML 17.

Special Items: Kobold poison does 20 points of damage, save for half

RESOLUTION:

It is doubtful that the PCs will be able to completely defeat the army. However, you can consider them to be successful when they have inflicted a significant number of casualties on the enemy army, delayed them significantly, or led them away from the valley. After all, it is their goal simply to buy time, not to singlehandedly defeat the entire force.

EPILOG

All through a long and grueling afternoon, you have kept the army from advancing into the valley. As the sun slowly begins to set, from far off across the valley the most welcome of noises comes to your ears: the signal horn of the Ravens Bluff army. You have successfully kept the enemy from the valley, and the day has been won.

Soon you are back in Burrowbluff, enjoying the hospitality of the villagers, who are adamant in throwing a victory celebration for you. Mountains of food and barrels of ale are quickly produced, as the villagers begin celebrations with gusto.

At the end of a long and joyous celebration, Kiernan rises from his chair. The crowd gradually falls silent as he begins to speak.

“Friends and fellow villagers, we are gathered here today to celebrate our escape from a great threat. (much cheering) We have escaped only through the valiant efforts of these heroes, who risked their lives to save ours. (more cheering). Therefore, it is with great happiness that I officially bestow upon them the title of Friend of Burrowbluff, with all the privileges and rights thereof.”

As symbols of this friendship, Burrowbluff’s own silversmith, Gustav Gorastampastiphon, has donated a set of rings to be given to these fine folk. Hip hip hooray for the heroes! (sustained cheering)

The End

Experience Point Summary

Experience is calculated as follows for Living City events.

1. Sum the experience listed below for objectives.
2. Assign discretionary role-playing experience (0-500 points). These should reward accurate

character portrayal throughout the adventure, not just how well the PC interacted socially.

3. Finally, multiply the total by the tier according to this chart:

Levels 6-13	Tier 1
Levels 14-25	Tier 2
Levels 26-37	Tier 3
Levels 38-56	Tier 4
Levels 57+	Tier 5

PCs should get the experience points of the tier for which they qualify, regardless of which tier is actually played. For example, if you have a Tier 3 group and you have to bump the combats by one tier to challenge them, they still get the experience points for a Tier 3 group, not for a Tier 4 group.

SCENE TWO

asking questions about the valley	50 xp
asking questions about the dam	50 xp

SCENE THREE

Finding the clues	50 xp
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SCENE FOUR

Catching Newton	50 xp
Finding out about the kobolds	50 xp

SCENE FIVE

Finding the ground patrol	100 xp
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SCENE SIX-A

Defeating the urds	50 xp
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SCENE SIX-B

Defeating the kobolds	75 xp
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SCENE SEVEN

Convincing the council of the upcoming kobold attack	50 xp
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SCENE EIGHT-A

Turning back the army	100 xp
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SCENE EIGHT-B

Defeating the counter-attack	100 xp
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Total Experience for Objectives: 775 xp

Roleplaying Experience: 0-500 xp

Total possible experience: 1,275 xp

Tier 2	2,550 xp
Tier 3	3,825 xp
Tier 4	5,100 xp
Tier 5	6,375 xp

TREASURE

If it is not on this list, the PCs CANNOT HAVE IT!

INTRODUCTION

- 200 gp per character

SCENE TWO

- *Wand of magic missiles (15 charges)*

SCENE SIX-A

- *bead of force*

SCENE SIX-B

- *bead of force*

EPILOG

- Silver ring (1 per PC)
- Certificate of friendship (1 per PC)

Certificate of Friendship:

Let it be known that the above-named individual is a friend of the village of *Burrowbluff*. This certificate cannot be traded or given away.

Silver Ring

This delicate silver ring shows exquisite workmanship, and is engraved with a scene of halflings and gnomes harvesting a field of wheat. It has a value of 500 gp.

Silver Ring

This delicate silver ring shows exquisite workmanship, and is engraved with a scene of halflings and gnomes baking bread. It has a value of 500 gp.

Silver Ring

This delicate silver ring shows exquisite workmanship, and is engraved with a scene of halflings and gnomes making beer. It has a value of 500 gp.

Silver Ring

This delicate silver ring shows exquisite workmanship, and is engraved with a scene of several halflings and gnomes engaging in an archery contest. It has a value of 500 gp.

Silver Ring

This delicate silver ring shows exquisite workmanship, and is engraved with a scene of halflings and gnomes drinking at an inn. It has a value of 500 gp.

Silver Ring

This delicate silver ring shows exquisite workmanship, and is engraved with a scene of several halflings and gnomes herding cows. It has a value of 500 gp.

FAME (all tiers)

PCs successfully completing the scenario earn one fame point each in General.

DM'S HANDOUT # 1: Prices at the Happy Belly Inn

Lodging:

blanket and space in the loft	1sp
share a room with 3 others	5sp
share a room with 1 other	1gp
private room - sleeps 2	3gp
private suite - sleeps 4	15gp
common bath (per person)	1gp
private bath (per person)	3gp

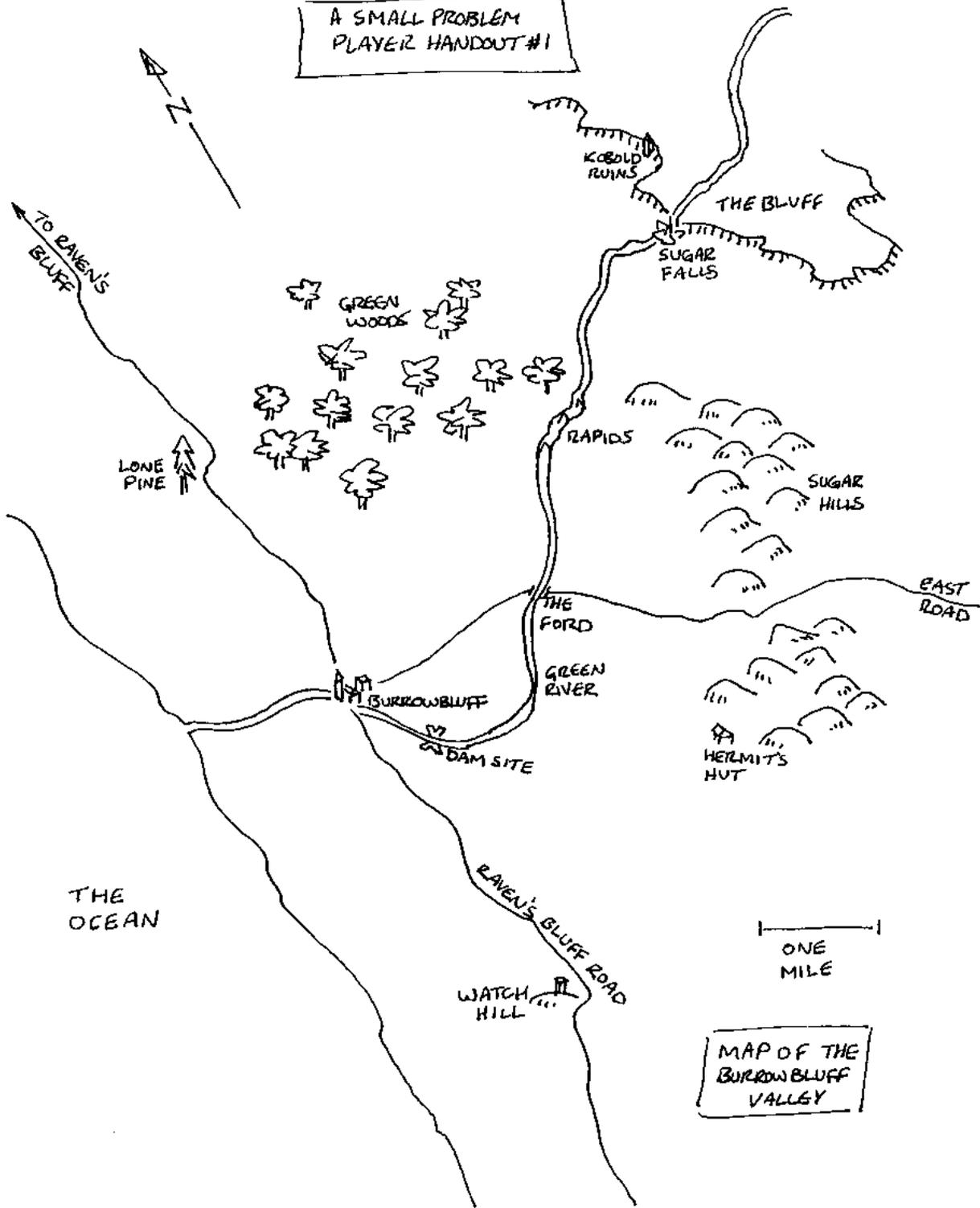
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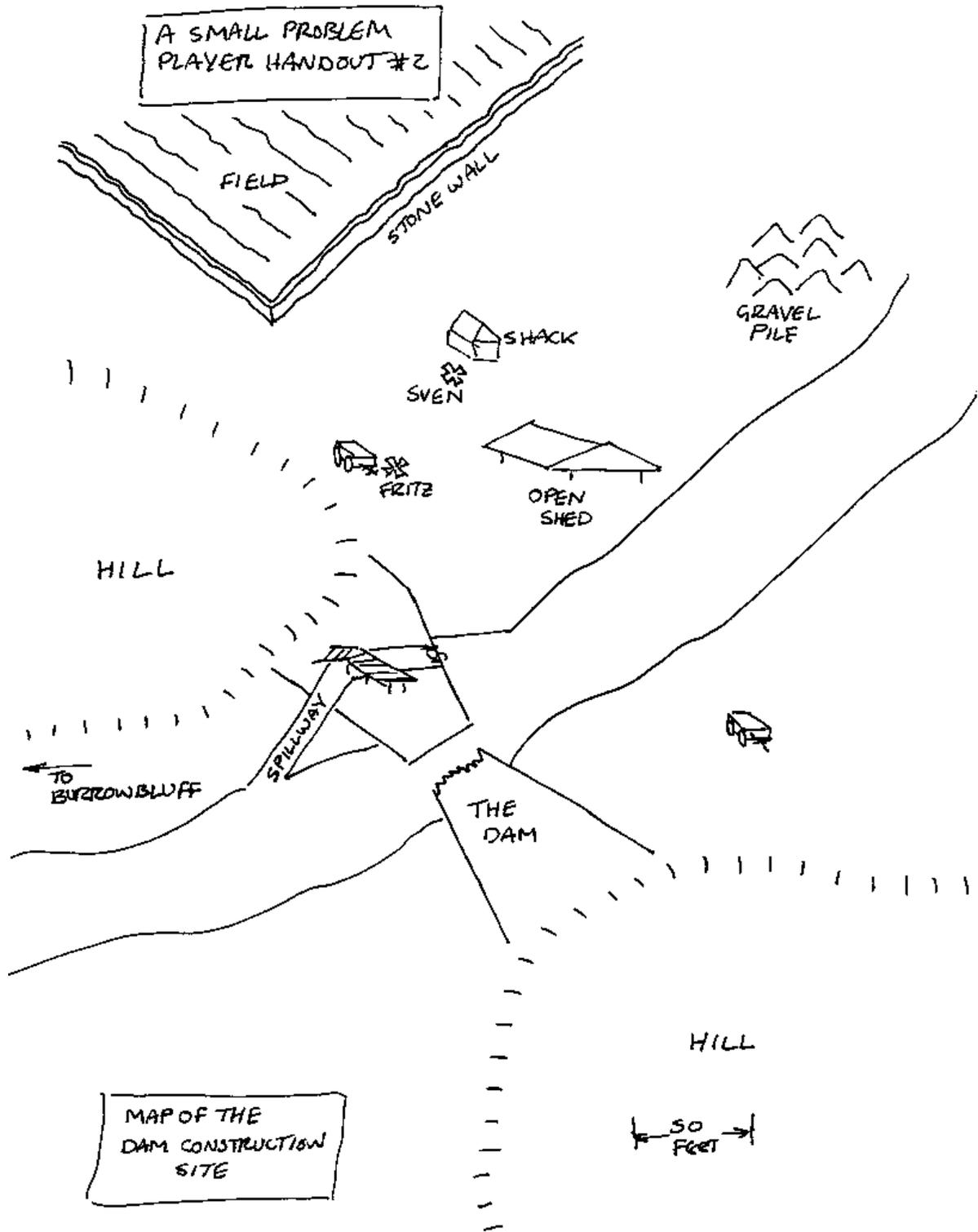
per horse (hay included)	1sp
oats	1sp extra
warm mash	2sp extra

Food & Drink:

house ale	1sp
dwarven ale	1gp
house wine	2sp
elven wine	1gp
mulled wine	2sp
mutton soup	2sp
light dinner (3 courses)	15sp
full dinner (5 courses)	3gp

A SMALL PROBLEM
PLAYER HANDOUT #1





KoBldS!

PLAYER'S HANDOUT #4

Glad I am to hear that you will be joining us for our revenge on the inhabitants of that cursed valley.

Our anger at having been driven from our homes is unabated, and we will return for what is rightfully ours.

I would ask that you scout the valley in advance of our forces. I'm sure you will find the enclosed gifts useful as well.

- Kuggley

A SMALL PROBLEM
PLAYER HANDOUT #5

