

# A Squire's First Errand

**A One Round D&D Living City Adventure**

**by Lee and Michelle Sharp**

**Blurb:** The Dove Knighthood approaches you to provide assistance in a “diplomatic matter.” The request is vague, but a knight is always willing to help out another, right? An adventure recommended for knights, squires, and/or servants of Ilmater or the Triad. An adventure for characters levels 3-12.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

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.

**Scoring the game for RPGA points:** The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. *Partial scoring:* The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. *Voting:* Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in adventure format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

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

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 **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

To determine the tier, add the character levels of all the characters. In addition, add the levels of any henchmen or animals according to the values on their certificates. Compare the total to the chart below to find the tier.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T2:	13-22	14-24	15-26	16-28	6 <sup>th</sup>
T3:	23-32	25-35	27-38	29-41	8 <sup>th</sup>
T4:	33-42	36-46	39-50	42-54	10 <sup>th</sup>
T5:	43-52	47-57	51-62	55-67	12 <sup>th</sup>
T6:	53-64	58-70	63-77	68-83	14 <sup>th</sup>

The level cap indicated the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

## Adventure Background

This adventure is a lighthearted mission designed to encourage role-playing and discourage wanton slaughter. The party is initially approached in the City of Ravens Bluff by Corwin Rhienhardt, the Knight Marshall for the Knights of the Dove. He has been asked to send a group out to an outlying country estate where Trefilov Teardrier, a paladin of *Ilmater* and Knight of the Dove, has retired. Sir Trefilov Teardrier sent a message to the Dove representative on the Knights Council, requesting assistance on a "matter of diplomacy." Sir Teardrier is generally well regarded, and the Doves decided to send a group of adventurers to assist him. The event begins with the party receiving a request to meet with Corwin Rhienhardt, who asks them to go to the Teardrier estate. It is assumed that the party will agree to go to the aid of another knight, as a matter of chivalry, duty, and/or honor. None of the Knights have any further information about the mission. The party will have to speak with Sir Teardrier about it. They are asked to deliver a small package (squire pin) to Sir Teardrier upon their arrival.

When the PCs arrive at the Teardrier estate, Sir Teardrier meets with them and explains the mission. Sir Teardrier is seeking to atone for his prior slaughter of innocent kobolds, who *Ilmater* had favored and was watching as they left their former lives of evil. Teardrier and his companions had acted rashly, and had turned a deaf ear to pleas for mercy, until Teardrier saw a holy symbol and halo around one of the dying kobolds. *Ilmater* approached Teardrier in a dream and demanded reparations be made. Upon awaking, Teardrier swore to raise the sole survivor, a male infant, as his own son, and to assist other kobolds who sought to break with their evil brethren and redeem their souls.

Sir Teardrier is presently looking for a group to accompany his son, a new Dove squire, on a diplomatic mission to a group of kobolds in the area in an attempt to bring them the word of *Ilmater*. This is a training mission for his son, Koenig, who will be the official leader of the group. Koenig needs experience leading a mission, but Sir Teardrier fears the dangers of the kobold village, and wants seasoned adventurers to assist Koenig through a potentially dangerous mission. He stresses this as a mission of PEACE, but the party should be cautious, since most kobolds are evil. He will then explain the adoption of his son, and once the party has agreed to the mission, will introduce his son, a kobold. The son, Koenig, is a paladin of *Ilmater* and a squire to the Doves. Please make certain you are at least somewhat familiar with the general tenets of the knighthoods, as well as the specific teachings of the Doves, so that you may roleplay him appropriately, as he will be accompanying the PCs. For easy reference, his stats, equipment, and necessary roleplaying information are included in the appendix of the scenario.

The PCs are given general directions to the area inhabited by the kobolds. Unbeknownst to Sir Teardrier, the swamp where the kobolds live has been inhabited by a “black dragon” (actually a clan of ogre magi and ogres), which has been enslaving kobolds and other races in the area. There are some GOOD kobold outcasts, currently being hunted by agents of the ogres who want them purged from THEIR swamp. The party meets up with several outcasts in Encounters Three through Six, and will, hopefully, assist them rather than kill them. In Encounter Three, they may meet with a kobold druid of Chauntea, living on the outskirts of the swamp, who can provide the party access to other kobolds in the area, and answer questions about happenings in the area, and find out about the “dragon.” Next, the party will have to negotiate some natural traps in Encounter Five, in order to meet up with a sick family of kobolds. The party, if successful in finding the family, finds that they have been afflicted with a serious disease by the “dragon.” In Encounter Six, the party finds a war band chasing a blinded kobold, who if rescued, can provide serious intelligence about the layout of the village.

The party may decide to go after the “dragon.” Also, at some point, they will discover the village, which is populated primarily by evil kobolds. To successfully complete their mission, the party must find a way to seek out the good kobolds from the village to offer them sanctuary. Wholesale destruction will result in the death of the good kobolds along with the bad, and also alert the ogres and ogre magi to their presence, making eventual contact with them more difficult. It will also result in a negative reputation being established in the Ravens Bluff temple and

knighthoods. The party then escorts the kobold refugees to the Teardrier estate.

If they were successful, they are given the option of creating a shrine for their deity in the newly formed kobold village to minister to the kobolds as a reward. Successful completion allows the possibility of knightly honors and other more material benefits. The party will be rewarded according to the success of the entire party, so this stresses teamwork.

## Prologue

*You, individually, are summoned in the early morning by a young page, at the request of the Knight Marshall of the order of Doves, Sir Corwin Rhienhardt. You are not given any further information, beyond the time and place of the meeting. When you arrive, you enter a waiting room occupied by several other individuals.*

The characters may introduce themselves at this time, as they await their meeting with the Knight Marshall. Spells should be chosen accordingly at this point, and all pre-cast spells need to be announced now to the GM. Do not proceed until the players have provided some list of spells to you. Please also take a moment and review the items that the party members have, if you have not already done so.

## Encounter One: The Sendoff

The PCs meet with the Knight Marshall, Corwin Rhienhardt, who requests that they travel to the estate of Sir Trefilov Teardrier regarding a diplomatic matter. The Knight Marshall received a letter from Sir Teardrier yesterday asking that a group of either Yellow Rose knights, or individuals vouched for by that group, come to his estate regarding a diplomatic matter.

Sir Corwin Rhienhardt will not recommend for this mission any PC in the possession of an object visibly carrying the symbol or magic influence of an evil god or entity. Please review PC items carefully, and respect this prohibition, as it makes clear roleplaying sense in this scenario.

- Sir Trefilov Teardrier is a paladin of *Ilmater*, who was also a highly respected Knight of the Dove. He retired to his country estate some years ago, in a fit of depression.
- The Marshall does not know anything else about the matter. If asked other questions about the mission, he will suggest they speak with Sir

- Teardrier about it.
- He also asks the party to deliver a package to Sir Teardrier. If asked about its contents, he will be somewhat affronted by the rudeness and will verbally reconsider the inclusion of that party member but eventually will indicate that Sir Teardrier asked for a squire pin for his new squire. That is the sole content of the package.
  - The Knight Marshall will be able to direct them to the Teardrier estate. The PCs are expected to take this mission out of concern for another knight, as a matter of chivalry and honor.
  - They will not be offered recompense or funds for expenses at this point. This is a private matter, for which the party will need to negotiate with Sir Teardrier, and you may so advise them without repercussion. If the party insists on payment before even going to see Sir Teardrier, the knight will lecture them on the evils of greed. If they are a Dove knight or squire in particular, they will receive a very intense lecture. In any event, the Knight Marshall will not provide payment in any form. If an individual PC will not accept the mission without payment, the player may be given the option of selecting a more appropriate character. The original character will not receive any experience, and it should be noted on the log sheet that the character failed to make it past the introduction, the reason why and, if appropriate, that another character was used in the scenario.

*After a brief wait, during which a servant brings in tea and biscuits, the servant escorts you into a fine sitting room, currently occupied by Sir Corwin Rhienhardt, the Knight Marshall. He looks up from some papers he was studying as the servant announces you and smiles.*

*“Thank you for responding to my message. Please make yourselves comfortable. For those of you who I have not yet had the pleasure of meeting, I am Sir Corwin Rhienhardt, Knight Marshall of the Doves. Although you have been recommended to me as individuals of honor, with at least some knowledge of diplomatic matters, perhaps you would be kind enough to tell me a bit more about yourselves...”*

Allow each party member an opportunity to speak briefly. The Knight is attempting to make certain his sources were not in error about the PCs. He wants to make sure they are honorable individuals with the ability to negotiate verbally, not just with a weapon, before he asks them to represent the Dove order. Once he is satisfied, he will continue. If the party does not seem capable of the task, he will gently suggest that perhaps their services would be more useful elsewhere.

- If the party member displays evidence of grossly poor judgment, primarily surrounding inability to get along socially or a tendency to solve all problems with a weapon and he becomes aware of this, or as a GM it is apparent to you, you should remind the party member that this is a DIPLOMATIC mission and suggest they reconsider their character choice. It is up to your discretion as to whether the knight agrees to send the party on the mission, keeping in mind that the note requested individuals to represent his knighthood, and grossly inappropriate behavior during the mission will reflect on not only his honor, but that of the knighthood.

Changing characters at this point is okay. Players should play characters that would go on the mission, and which would be acceptable to Sir Teardrier.

*“I see I have not been misled about your character.” A smile eases the concern you had noted on his face earlier as he sighs in relief. “I have a request from one of our retired members to send a group of to assist him in a matter of diplomacy and personal honor. As a result, I am in need of another group of responsible, honorable individuals to send. This letter (he holds up a piece of parchment) is a message that arrived yesterday from Sir Trefilov Teardrier. In it, he requests that I send him some knights or other honorable, responsible individuals to assist him on a diplomatic matter. I’m afraid he doesn’t give much further information about this matter, so you would need to discuss it with him. His estate is located about two days’ ride from the city gates. Are you willing to assist him?”*

The knight will answer any questions to which he knows the answers (see above). Once the party agrees, he will state:

*“Thank you for your assistance. You should have no trouble finding the estate. Oh, I almost forgot, when you arrive, would you be kind enough to deliver this package to Sir Trefilov Teardrier?” He holds out a small package to \_\_\_\_\_ (fill in PC name. He will offer to PCs in the following order: any Dove knight, any other knight, any Dove squire, any other squire, any party member deemed most appropriate based on earlier interaction with him, not Charisma). “I am willing to answer any other questions you may have at this time, to the best of my ability with this limited information. Those of you under my command may speak freely now.”*

Gamemaster notes:

- The party is responsible for their own means of

transportation. Although he does urge them to hurry, as he is not certain of the seriousness of the matter, he will not provide transportation, magical or mundane.

- Allow the PCs time to discuss how they would like to travel. Allow any last minute equipment changes. Make certain party members separately indicate any equipment they will not be carrying with them. Given that the meeting takes place in the early morning, they should be able to leave that day. If the party speaks of taking longer, the Marshall will indicate that perhaps he should mention this to the individuals who recommended them and find another group who are a bit more eager to help.
- The PCs should be allowed to travel unmolested from the city to the estate, which is two days away. Tracking will not show any unusual activity on the road. For those that have spells that are weather sensitive, day one is cloudy and windy, while the second day is sunny and warm. Spells may be changed, and cast during the travel time.

## Encounter Two: An Unusual Squire

The PCs arrive at the Teardrier estate, where they meet with Sir Teardrier. He explains the mission, and tells an unusual story. The party meets his squire, and decides whether to take the mission. If a PC does not wish to accept the mission, have the player change characters.

*As you reached the end of your journey, you found yourself on a relatively modest, but well-tended estate. An attractive young servant woman greeted you, showed you into a sitting room and left you with your choice of beverages. The room is comfortably furnished, with a fireplace, several overstuffed chairs, a couch and a coffee table. The tapestries on the wall show peaceful countryside scenes. One depicts a village woman washing laundry while three small boys play with a dog, while the other shows a dove in flight over a field with cows and horses grazing.*

*About ten minutes later, footsteps sound on the stone floor as a figure enters the room. Dressed in finely made clothing of green and silver, his hair is gray and his face wrinkled with age around his brown eyes, but he walks with the bearing of a young man. He pauses briefly in the door, as he studies each of you carefully, with a look of concentration.*

He will frown at anyone wearing a *ring of mind shielding* or other magical effects that prevent detection of evil.

*Then he smiles, nods to you, and approaches a chair to have a seat.*

*“Be welcome in my home, you who come in peace. I am Sir Trefilov Teardrier, paladin of Ilmater and Knight of the Dove. You must be the individuals sent by Sir Corwin. Might I know your names and occupations?”*

After the PCs have given their names, any titles and their occupation, he will continue.

*“It is good to meet you” He smiles.* (if no one in the party offers him the package, he prompts: “Did the Knight Marshall give you a package for me?” He will then accept it with thanks, and continue his explanation).

*“I suppose you’re all wondering why I’ve asked you here. I need a group of experienced, honorable individuals to accompany my son, my new squire, on a diplomatic mission. I have all ready discussed this with him, and all is in preparation awaiting your arrival. As a new squire to the Doves, my son must learn diplomacy and also needs to provide service to Ilmater. He is going to be traveling into the swamps; to an area we believe there is a village of kobolds. From my own adventuring days, I know that although most kobolds are evil, loathsome creatures, there are some who we may yet touch and bring to goodness.*

*“Since my retirement, I have been working on forming a refuge for creatures of goodwill who have been cast out by others of the race because of their kind nature. My son will take the word of this haven and bring back those who wish to come.*

*“My son, Koenig, needs to learn that one cannot quickly judge good or evil by a creature’s external appearance. I am hoping that this mission that requires him to look beneath the surface will be useful for him in his future diplomatic endeavors. He must learn to interact with creatures that may be hostile, while avoiding hostilities himself, as a future Dove.”*

*Dreamily he adds: “He also will bear the teachings of Ilmater to these creatures and perhaps someday we can all live together peacefully.” He shakes his head. “But I digress. What I need from you is to accompany him and guide him. He is young and would benefit from traveling with experienced adventurers. I don’t wish to accompany him, since as my squire he would of necessity follow my lead were I present and I believe this will also be an excellent opportunity for him to develop his leadership skills. As a result, should you consent to accompany him, it will be with him as leader.*

*“In addition, we have discussed this mission at greater length than I will have opportunity to with you, and he is familiar with my wishes in this matter. How do you feel about this mission? Keeping in mind the enmity and scorn many hold for kobolds, do you feel you could overcome any such personal feelings to accomplish this mission?”*

Wait to see the PCs’ reaction at this point. Do not reveal any consequences of decisions at this point. Again, if the party declines, the adventure is over. If they agree, then continue with Sir Trefilov Teardrier’s story.

*“I am truly happy to hear of that decision. Now, there is something else that I must tell you before you meet my son.” He takes a deep breath. “This may take awhile, so please make yourselves comfortable.” Once you are situated comfortably on the chairs or couch, with a refilled drink, he begins to speak again.*

*“Many years ago, I was an adventurer as you are. I traveled with a group of companions to spread the word of Ilmater and to promote peace in the Realms. When I was but a squire myself, I went with a group to investigate some rumors of kobold attacks not too far from here. We had been in several skirmishes all ready with the kobolds, three times that day...but that doesn’t excuse what happened.” He swallows and looks away briefly to regain his composure.*

*“We came upon a small band of kobolds that seemed more interested in fleeing than fighting. The others later said they thought they were leaving for reinforcements. Whatever the reason, before I could let the others know that these kobolds were not evil, they attacked them, cutting them down before we could parley. When the others stopped, there were only two left alive, a baby and a female who was so sorely wounded I couldn’t save her. She cursed us for attacking and slaying a peaceful group who meant us, and our kind, no harm. At first, the others were skeptical, but I could see the truth of her words for I had detected nothing evil in them. When they asked her about the raids, she explained that this group had been out cast from the other kobolds because they were seen as weak due to their religious beliefs.”*

*He looks up, unshed tears in his eyes. “They carried the symbol of Ilmater. We had killed followers of my own god. I could do nothing to save her, only ease her pain. She died shortly thereafter, leaving a small, helpless orphaned child, the only survivor. I felt Ilmater must surely be angered by this awful act, and wanted to do anything I could to remedy it. The others did not seem to understand how heinous this deed was, saying, “who would think there would be good kobolds?” I knew different, though, this was against the teaching of Ilmater and the doves. We should have*

*parleyed, should not have assumed any kobolds were necessarily evil. I should have acted sooner. I should have protected those poor creatures, not been a party to their destruction!*

*“Although I went to the church to atone, that just didn’t seem to be enough. I wanted to appease the spirits of those we had slain, so I took the child with me and raised him as my own. He has grown into a fine lad, and I am as proud of him as if he were my own natural son, not an adopted one. I have learned that these other races also have capacity for goodness within, if we were not too biased to see it.*

*“Now he will help me further address that wrong done so long ago. By offering refuge to others of his race who are also of good heart, we take another step towards preventing such an awful thing from happening again. I wanted you to understand this before you met Koenig. He has had enough strain in his life that he does not need any that could be easily prevented. Would you like to meet him now? Are you still willing to help us?”*

The PCs can decline at this point. Sir Teardrier will be disappointed, but will give them supplies for the trip back to Ravens Bluff and wish them a safe journey.

He can pay 200 gp if the PCs want payment, but would rather have those willing to

For those who agree, Sir Teardrier is much relieved and sends for Koenig.

*A young kobold enters the room. He is well groomed and attractive for a kobold. He is wearing finely crafted chain mail armor with a fine tabard and a holy symbol of Ilmater. Sir Teardrier smiles at him, “ah, my son, let me introduce you to these fine people who have agreed to accompany you on your quest.”* (Introduce each party member, with any titles they may have earned)

*Koenig smiles and bows to you, saying in a cultured voice of impeccable Common, “I am honored to make your acquaintance.” Sir Teardrier steps forward and pulls a squire’s pin from the package you gave him earlier, which he pins on Koenig’s tabard, then steps back to view his work. Both men beam proudly.*

Use the statistics for the Koenig found in the Appendix. He will accompany the party for the rest of the mission.

At this point, the party should discuss with Koenig final plans for departure and travel. Sir Teardrier will allow the party to stable their mounts under his care, as mounts will not be appropriate for the type of travel in which the party will be engaging over the course of this mission.

Gamemaster Notes:

- Trefilov and Koenig both recognize that most kobolds are evil. However, this is a mission of goodwill. As such, it is expected that the PCs will avoid harming kobolds they encounter and instead search for good in them. Koenig is bearing a message of goodwill, but could not protect himself if all the kobolds attacked him. This is another reason the party was summoned.
- The kobolds themselves have been known to kill outcasts of their own kind.
- If asked how to distinguish the evil from the good kobolds, Trefilov recommends: a) talk to them or b) ask Koenig, he can detect evil.
- Trefilov has a special relationship with Ilmater, despite his past misdeed. He knows that this is very important to Ilmater; he is just uncertain about why. He will make it a point to mention this to any clergy or paladins of Ilmater.
- The PCs will be unable to take their mounts into the swamp, but can leave them with Trefilov on his estate and they will be cared for. If the party has intelligent mounts, these mounts will refuse to enter the swamp. If the party persists in bringing in their mounts, each mount will need to make a Reflex Save at DC 10, or be killed in an accident. If the party continues with their mounts after that point, each mount must continue to make a Reflex save each day of travel at DC 20 or will also be killed in an accident shortly thereafter. Be creative in determining the means of death. Swamps abound with quicksand, snakes, slippery and unstable footing, among other hazards.
- Loud noise will attract unfavorable attention before favorable.
- Leaving signs of passage will also attract unfavorable attention.
- Plants will not know the location of the village. Animals, depending on intelligence, can indicate general direction and distance. If benevolent, i.e. the party has offered food or favorable attention, the animals will give warning to the party of an evil presence.
- Destructive actions will alienate the party from possible help, including most of the kobold outcasts.

## **Encounter Three: A hermit**

*The swamp is larger than you had previously pictured mentally, and you expect it will take considerable time to search it.*

Allow the PCs to decide on a method of searching the swamp. Remember, Koenig has little experience in this type of travel, and will have little insight to offer. He will listen to the party's suggestions, and choose the wisest course of action. Don't forget to kill the mounts of PCs who insisted on bringing them into the swamp. Do that prior to this encounter.

Shortly after their arrival in the swamp, the following encounter will take place. Review PCs' skills in advance. Those with Knowledge (Agriculture), Profession (Herbalist), Spot, Wilderness Lore, and Knowledge (Religion) will have the chance to notice something about the area, assuming successful skill checks.

- Those with the Knowledge (Agriculture) or Profession (Farmer) skills may make a skill check at DC 10 to notice that there are definitely cultivated areas within the swamp, with various unusual strains of common crops growing, as if adapted to the terrain.
- Those with Profession (Herbalist), with a successful check at DC10, will find that various beneficial herbs, in unusual quantities, both native and not native to swamps, are growing in the area, almost as if they are being cultivated.
- Those with Wilderness Lore (check DC 10) and the Track feat will observe that there are worn paths in the area, linking many of the drier areas, and areas where the others may notice plants are being cultivated. If the PCs state they are searching the area, give them this information with a successful skill check at DC 15. A good tracking check –only if the PCs have tracking - (DC 20 if they are not looking and DC 15 if they are looking for this information) reveals that MOST of the tracks are from a single kobold, and that other tracks in one isolated pass through the area are from a kobold raiding party that passed through here within the last day.
- Those who successfully make both a Spot (DC 15) AND Knowledge (Religion) (DC 10) will notice that in a nearby area, a large holy symbol of Chauntea has been formed from a patch of flowers seeming to form a large rosebud, encircled by a carefully placed batch of daisies and sunflowers. Those with just Spot at DC 15 will notice what appears to be flowers planted into an unusual pattern.

*Shortly after entering the swamp, you observe a short robed figure step from a hut formed of mud and sticks. The figure wears simple brown robes, with green trim, and carries a simple wooden staff. As the*

*figure approaches you from a distance, you see the figure toss back the cowl covering her head, to reveal the figure of a stately female kobold, of what you would guess to be approximately 40 years of age. She calls out to you “May I ask what brings you to my home?” in poor common. What do you do?*

**Kooset, Kobold female Drd5 of Chauntea** Small humanoid; HD 5d8; hp 24; Init +1 (Dex); Spd 20 ft.; AC 13 (+1 Dex, +1 size, +1 natural); Atks +1 melee (1d6-2, club), +4 ranged (1d4, sling); SA spells, SQ Darkvision 60 ft., light sensitivity, Nature Sense, Woodland stride, trackless step, resist nature’s lure, wild shape (1/day into small animal only); AL N; SV Fort + 4, Ref + 2, Will + 7.

Str 6, Dex 13, Con 11, Int 12, Wis 16, Cha 16

**Skills:** Profession (Herbalist) +6, Profession (Farmer) +6, Knowledge (Nature) +6, Wilderness Lore +8, Heal +6, Handle Animal +6, Hide +4, Move Silently +4, Search +2. **Feats:** Alertness, Tracking.

**Spells** (5/4/3/2 per day): 0 lvl—*detect magic, detect poison, purify food and drink, cure minor wounds, guidance*; 1<sup>st</sup> lvl—*entangle, obscuring mist, cure light wounds, endure elements* (precast: fire); 2<sup>nd</sup> lvl—*speak with animals, charm person or mammal, heat metal*; 3<sup>rd</sup> lvl—*spike growth, speak with plants*.

Kooset will politely talk to the party to the best of her ability. She does not speak Common very well, and will benefit from an interpreter. If the party does not attack her, and converses with her politely and truthfully about the task at hand, she will beam and remark that the idea is wonderful, and will act as a guide through the swamp for the party. She can also give them information about the kobold family in Encounter 5, if she is certain of the party’s sincerity in helping her people.

Kooset is an older kobold that previously was well respected in the community before being outcast because of her healing skills when the “dragon” came. She became a follower of Chauntea when exposed to the faith by an old ranger who had been sent to educate the denizens of the swamp who were willing to listen and learn of the Earthmother’s teachings. She will respond well to respect and can be portrayed in “matronly” manner (i.e. motherly but domineering and concerned for her people as well as herself and the balance of nature.)

She tells the party that a kobold warband was seeking to collect on a bounty for her skull. Because of her magic ability, she was able to avoid the warband yesterday, but she is concerned for her safety. She is concerned that the nonconforming kobolds (e.g. non-evil) have been collected to serve as slaves for the “dragon.”

If the PCs are initially threatening or rude such that she would be concerned about her safety with them, she will not accompany them.

If Kooset accompanies the party, go to **Encounter 4a**, otherwise go to **Encounter 4b**.

## Encounter Four: A warm reception?

Make certain you have obtained a marching order from the PCs for this and all subsequent encounters. At this point, the path is wide enough for two to walk abreast.

If Kooset is with the party, she will insist on being in the front, since she is guiding them. The PCs’ reception for this encounter depends on whether they are accompanied by Kooset. If she is with them, she will be able to navigate past most of the traps. If that is the case, go to **Encounter 4a**. Otherwise, skip to **Encounter 4b**.

### **Encounter 4A**

*You have struggled through the swamp for a good portion of the day. You would be hopelessly lost if not for your guide. She told you of a family of good kobolds in the area, which she warned you had protected their home through the use of many traps. As you continue along the path, she suddenly leads you into the underbrush, explaining that there is a spiked pit to avoid.*

*She points out the trip vine to a deadfall, helping you avoid it. After traveling a bit further, she again leads you around the path into what looked a moment earlier to be unstable ground, but which you are able to traverse without difficulty.*

*Again she leads you in a loop around the path, this time explaining that the kobolds have trained snakes to guard the path in by attacking travelers. It is getting late in the afternoon and shadows have begun to fall through the swamp when you arrive at a cave.*

*Stepping towards the entrance, she motions you forward, indicating where you should step, then calls out something in kobold.*

At this point, skip to **Encounter 5**.

### **Encounter 4B:**

If the PCs do not come with Kooset, they have to deal with a trap and some snakes.

**Pit Trap:** CR 2; 10 ft. deep (1d6) with seven sharpened wooden spikes (+1 melee, 1d4 each); Reflex save to

avoid (DC 15); Search (DC 21); Disable Device (DC 20).

*You have struggled through the swamp for a good portion of the day. Several times you were certain you were lost, and hope you will be able to find your way out once your mission is complete. You continue along a small path which seems to be getting somewhat drier, although the ground remains covered with soaked leaves and the smell of dank earth and mold assaults your nostrils. Suddenly, the ground gives out beneath \_\_\_\_\_ (the PC or PCs in the front). With a cry, (he/she/they) fall below your view.*

If the party mentioned they are traveling with more than 5 ft separating them, then the second PC or row of PCs can automatically avoid the pit. If they did not SPECIFICALLY mention this, then have the second row of PCs make a Reflex save (DC 15) to avoid falling into the trap.

**Falling log trap:** CR 1; +0 melee (3d6), 1 attack per PC; Reflex save to avoid (DC 15); Search (DC 25); Disable Device (DC 10).

*You continue along the path looking for signs of any kobolds in the area. The trees rise up around you, draped with moss and covered with lichen. As you move along, you hear a rustle from above a look up to see several large tree trunks falling towards you.*

This trap will affect all PCs, unless someone is more than 20 ft. from the others. Snakes preferentially attack anyone not in the debris area.

*As you are dusting yourselves off, you hear a hiss as snakes drop out of the trees above and attack!*

### **Tier Two (EL 7)**

**Snakes, constrictors** (2): CR 2; Medium animal; HD 3d8+3; hp 20; Init +3 (Dex); Spd 20; AC 15 (+3 Dex, +2 natural); Atks +5 melee (1d3+4, bite); SA Improved Grab, Constrict 1d3+4; SQ Scent; AL N; SV Fort +4, Ref +6, Will +2.

Str 17, Dex 17, Con 13, Int 1, Wis 12, Cha 2

*Skills:* Balance +11, Climb +14, Hide +11, Listen +9, Spot +9.

SA: *Improved grab*—Successful bite allows constriction on following rounds. *Constrict*—deals 1d3+4 damage with a successful grapple check against medium size or smaller creatures.

**Snake, giant constrictor:** CR 5; Huge animal; HD 11d8+11; hp 72; Init +3 (Dex); Spd 20; AC 15 (+3 Dex, -2 size, +4 natural); Atks +13 melee (1d8+10, bite);

Face/Reach 15 ft. x 15 ft. (coiled)/10 ft.; SA Improved Grab, Constrict 1d8+10; SQ Scent; AL N; SV Fort +8, Ref +10, Will +4.

Str 25, Dex 17, Con 13, Int 1, Wis 12, Cha 2.

*Skills:* Balance +11, Climb +18, Hide +3, Listen +9, Spot +9.

SA: *Improved grab*—Successful bite allows constriction on following rounds. *Constrict*—deals 1d8+10 damage with a successful grapple check against large size or smaller creatures.

**Snakes, tiny viper** (2): CR 2; Tiny Animal; HD ¼d8; hp 2; Init +3 (Dex); Spd 15; AC 17 (+3 Dex, +2 size, +2 natural); Atks +5 melee (poison, bite); Face/Reach 2 ½ft. x 2 ½ft./0 ft. (coiled); SA Poison; SQ Scent; AL N; SV Fort +2, Ref +5, Will +1.

Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2.

*Skills:* Balance +11, Climb +12, Hide +18, Listen +8, Spot +8. *Feats:* Weapon Finesse (Bite).

SA: *Poison*—Fort save DC 20 or suffer 1d8 temporary Dex, initial and secondary. This will last 6d8 hours.

### **Tier Three (EL 9)**

**Snakes, constrictors** (2): CR 2; Medium animal; HD 3d8+3; hp 20; Init +3 (Dex); Spd 20; AC 15 (+3 Dex, +2 natural); Atks +5 melee (1d3+4, bite); SA Improved Grab, Constrict 1d3+4; SQ Scent; AL N; SV Fort +4, Ref +6, Will +2.

Str 17, Dex 17, Con 13, Int 1, Wis 12, Cha 2

*Skills:* Balance +11, Climb +14, Hide +11, Listen +9, Spot +9.

SA: *Improved grab*—Successful bite allows constriction on following rounds. *Constrict*—deals 1d3+4 damage with a successful grapple check against medium size or smaller creatures.

**Snake, giant constrictor:** CR 5; Huge animal; HD 11d8+11; hp 72; Init +3 (Dex); Spd 20; AC 15 (+3 Dex, -2 size, +4 natural); Atks +13 melee (1d8+10, bite); Face/Reach 15 ft. x 15 ft. (coiled)/10 ft.; SA Improved Grab, Constrict 1d8+10; SQ Scent; AL N; SV Fort +8, Ref +10, Will +4.

Str 25, Dex 17, Con 13, Int 1, Wis 12, Cha 2.

*Skills:* Balance +11, Climb +18, Hide +3, Listen +9, Spot +9.

SA: *Improved grab*—Successful bite allows constriction on following rounds. *Constrict*—deals 1d8+10 damage with a successful grapple check against large size or smaller creatures.

**Snakes, tiny viper** (4): CR 2; Tiny Animal; HD ¼d8; hp 2; Init +3 (Dex); Spd 15; AC 17 (+3 Dex, +2 size,

+2 natural); Atks +5 melee (poison, bite); Face/Reach 2 ½ft. x 2 ½ft./0 ft. (coiled); SA Poison; SQ Scent; AL N; SV Fort +2, Ref +5, Will +1.

Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2.

*Skills:* Balance +11, Climb +12, Hide +18, Listen +8, Spot +8. *Feats:* Weapon Finesse (Bite).

SA: *Poison*—Fort save DC 20 or suffer 1d8 temporary Dex, initial and secondary. This will last 6d8 hours.

**Assassin Vine:** CR 5; Huge Plant; HD 8d8+40; hp 80; Init -1 (Dex); Spd 0; AC 16 (-1 Dex, +9 natural, -2 size); Atks +15/+10 melee (1d8+11, slam); Face/Reach 10 ft. x 10 ft./20 ft. (30 ft. with vine); SA Entangle, Improved Grab, Constrict 1d6+11; SQ Camouflage, Electrical Immunity, Cold and Fire Resistance 20, Blindsight; AL N; SV Fort +11, Ref +1, Will +3.

Str 28, Dex 8, Con 20, Int —, Wis 13, Cha 9.

SA: *Entangle*—Can animate plants within 40 ft. of itself as a free action. *Improved grab*—Successful hit allows constriction on following rounds. *Constrict*—deals 1d8+11 damage with a successful grapple check against large size or smaller creatures.

SQ: *Blindsight*—Assassin vines have no visual organs, but sense all foes within 30 ft. with sound, scent and vibration. *Camouflage*—Spot DC 20 to notice prior to an attack because it looks like a normal plant while at rest.

#### Tier Four (EL 11):

**Snakes, constrictors** (6): CR 2; Medium animal; HD 3d8+3; hp 20; Init +3 (Dex); Spd 20; AC 15 (+3 Dex, +2 natural); Atks +5 melee (1d3+4, bite); SA Improved Grab, Constrict 1d3+4; SQ Scent; AL N; SV Fort +4, Ref +6, Will +2.

Str 17, Dex 17, Con 13, Int 1, Wis 12, Cha 2

*Skills:* Balance +11, Climb +14, Hide +11, Listen +9, Spot +9.

SA: *Improved grab*—Successful bite allows constriction on following rounds. *Constrict*—deals 1d3+4 damage with a successful grapple check against medium size or smaller creatures.

**Snakes, giant constrictor** (2): CR 5; Huge animal; HD 11d8+11; hp 72; Init +3 (Dex); Spd 20; AC 15 (+3 Dex, -2 size, +4 natural); Atks +13 melee (1d8+10, bite); Face/Reach 15 ft. x 15 ft. (coiled)/10 ft.; SA Improved Grab, Constrict 1d8+10; SQ Scent; AL N; SV Fort +8, Ref +10, Will +4.

Str 25, Dex 17, Con 13, Int 1, Wis 12, Cha 2.

*Skills:* Balance +11, Climb +18, Hide +3, Listen +9, Spot +9.

SA: *Improved grab*—Successful bite allows

constriction on following rounds. *Constrict*—deals 1d8+10 damage with a successful grapple check against large size or smaller creatures.

**Snakes, tiny viper** (8): CR 2; Tiny Animal; HD ¼d8; hp 2; Init +3 (Dex); Spd 15; AC 17 (+3 Dex, +2 size, +2 natural); Atks +5 melee (poison, bite); Face/Reach 2 ½ft. x 2 ½ft./0 ft. (coiled); SA Poison; SQ Scent; AL N; SV Fort +2, Ref +5, Will +1.

Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2.

*Skills:* Balance +11, Climb +12, Hide +18, Listen +8, Spot +8. *Feats:* Weapon Finesse (Bite).

SA: *Poison*—Fort save DC 20 or suffer 1d8 temporary Dex, initial and secondary. This will last 6d8 hours.

**Assassin Vine** (2): CR 5; Huge Plant; HD 8d8+40; hp 80; Init -1 (Dex); Spd 0; AC 16 (-1 Dex, +9 natural, -2 size); Atks +15/+10 melee (1d8+11, slam); Face/Reach 10 ft. x 10 ft./20 ft. (30 ft. with vine); SA Entangle, Improved Grab, Constrict 1d6+11; SQ Camouflage, Electrical Immunity, Cold and Fire Resistance 20, Blindsight; AL N; SV Fort +11, Ref +1, Will +3.

Str 28, Dex 8, Con 20, Int —, Wis 13, Cha 9.

SA: *Entangle*—Can animate plants within 40 ft. of itself as a free action. *Improved grab*—Successful hit allows constriction on following rounds. *Constrict*—deals 1d8+11 damage with a successful grapple check against large size or smaller creatures.

SQ: *Blindsight*—Assassin vines have no visual organs, but sense all foes within 30 ft. with sound, scent and vibration. *Camouflage*—Spot DC 20 to notice prior to an attack because it looks like a normal plant while at rest.

#### Tier Five (EL 13):

**Snakes, constrictors** (8): CR 2; Medium animal; HD 3d8+3; hp 20; Init +3 (Dex); Spd 20; AC 15 (+3 Dex, +2 natural); Atks +5 melee (1d3+4, bite); SA Improved Grab, Constrict 1d3+4; SQ Scent; AL N; SV Fort +4, Ref +6, Will +2.

Str 17, Dex 17, Con 13, Int 1, Wis 12, Cha 2

*Skills:* Balance +11, Climb +14, Hide +11, Listen +9, Spot +9.

SA: *Improved grab*—Successful bite allows constriction on following rounds. *Constrict*—deals 1d3+4 damage with a successful grapple check against medium size or smaller creatures.

**Snakes, giant constrictor** (4): CR 5; Huge animal; HD 11d8+11; hp 72; Init +3 (Dex); Spd 20; AC 15 (+3 Dex, -2 size, +4 natural); Atks +13 melee (1d8+10, bite); Face/Reach 15 ft. x 15 ft. (coiled)/10 ft.; SA Improved

Grab, Constrict 1d8+10; SQ Scent; AL N; SV Fort +8, Ref +10, Will +4.

Str 25, Dex 17, Con 13, Int 1, Wis 12, Cha 2.

*Skills:* Balance +11, Climb +18, Hide +3, Listen +9, Spot +9.

SA: *Improved grab*—Successful bite allows constriction on following rounds. *Constrict*—deals 1d8+10 damage with a successful grapple check against large size or smaller creatures.

**Snakes, tiny viper** (8): CR 2; Tiny Animal; HD ¼d8; hp 2; Init +3 (Dex); Spd 15; AC 17 (+3 Dex, +2 size, +2 natural); Atks +5 melee (poison, bite); Face/Reach 2 ½ft. x 2 ½ft./0 ft. (coiled); SA Poison; SQ Scent; AL N; SV Fort +2, Ref +5, Will +1.

Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2.

*Skills:* Balance +11, Climb +12, Hide +18, Listen +8, Spot +8. *Feats:* Weapon Finesse (Bite).

SA: *Poison*—Fort save DC 20 or suffer 1d8 temporary Dex, initial and secondary. This will last 6d8 hours.

**Assassin Vine** (2): CR 7; Huge Plant; HD 16d8+80; hp 160; Init -1 (Dex); Spd 0; AC 16 (-1 Dex, +9 natural, -2 size); Atks +19/+14/+9 melee (1d6+11, slam); Face/Reach 10 ft. x 10 ft./20 ft. (30 ft. with vine); SA Entangle, Improved Grab, Constrict 1d8+11; SQ Camouflage, Electrical Immunity, Cold and Fire Resistance 20, Blindsight; AL N; SV Fort +15, Ref +4, Will +6.

Str 28, Dex 8, Con 20, Int —, Wis 13, Cha 9.

SA: *Entangle*—Can animate plants within 40 ft. of itself as a free action. *Improved grab*—Successful hit allows constriction on following rounds. *Constrict*—deals 1d8+11 damage with a successful grapple check against large size or smaller creatures.

SQ: *Blindsight*—Assassin vines have no visual organs, but sense all foes within 30 ft. with sound, scent and vibration. *Camouflage*—Spot DC 20 to notice prior to an attack because it looks like a normal plant while at rest.

## Tier Six (EL 15)

**Snakes, constrictors** (8): CR 2; Medium animal; HD 3d8+3; hp 20; Init +3 (Dex); Spd 20; AC 15 (+3 Dex, +2 natural); Atks +5 melee (1d3+4, bite); SA Improved Grab, Constrict 1d3+4; SQ Scent; AL N; SV Fort +4, Ref +6, Will +2.

Str 17, Dex 17, Con 13, Int 1, Wis 12, Cha 2

*Skills:* Balance +11, Climb +14, Hide +11, Listen +9, Spot +9.

SA: *Improved grab*—Successful bite allows constriction on following rounds. *Constrict*—deals 1d3+4 damage with a successful grapple check against

medium size or smaller creatures.

**Snakes, giant constrictor** (6): CR 5; Huge animal; HD 11d8+11; hp 72; Init +3 (Dex); Spd 20; AC 15 (+3 Dex, -2 size, +4 natural); Atks +13 melee (1d8+10, bite); Face/Reach 15 ft. x 15 ft. (coiled)/10 ft.; SA Improved Grab, Constrict 1d8+10; SQ Scent; AL N; SV Fort +8, Ref +10, Will +4.

Str 25, Dex 17, Con 13, Int 1, Wis 12, Cha 2.

*Skills:* Balance +11, Climb +18, Hide +3, Listen +9, Spot +9.

SA: *Improved grab*—Successful bite allows constriction on following rounds. *Constrict*—deals 1d8+10 damage with a successful grapple check against large size or smaller creatures.

**Snakes, tiny viper** (8): CR 2; Tiny Animal; HD ¼d8; hp 2; Init +3 (Dex); Spd 15; AC 17 (+3 Dex, +2 size, +2 natural); Atks +5 melee (poison, bite); Face/Reach 2 ½ft. x 2 ½ft./0 ft. (coiled); SA Poison; SQ Scent; AL N; SV Fort +2, Ref +5, Will +1.

Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2.

*Skills:* Balance +11, Climb +12, Hide +18, Listen +8, Spot +8. *Feats:* Weapon Finesse (Bite).

SA: *Poison*—Fort save DC 20 or suffer 1d8 temporary Dex, initial and secondary. This will last 6d8 hours.

**Assassin Vine** (6): CR 8; Gargantuan Plant; HD 24d8+168; hp 280; Init -1 (Dex); Spd 0; AC 18 (-1 Dex, +13 natural, -4 size); Atks +27/+22/+17/+12 melee (2d6+15, slam); Face/Reach 20 ft. x 20 ft./40 ft. (60 ft. with vine); SA Entangle, Improved Grab, Constrict 1d6+15; SQ Camouflage, Electrical Immunity, Cold and Fire Resistance 20, Blindsight; AL N; SV Fort +21, Ref +7, Will +9.

Str 36, Dex 8, Con 24, Int —, Wis 13, Cha 9.

SA: *Entangle*—Can animate plants within 40 ft. of itself as a free action. *Improved grab*—Successful hit allows constriction on following rounds. *Constrict*—deals 2d6+15 damage with a successful grapple check against large size or smaller creatures.

SQ: *Blindsight*—Assassin vines have no visual organs, but sense all foes within 30 ft. with sound, scent and vibration. *Camouflage*—Spot DC 20 to notice prior to an attack because it looks like a normal plant while at rest.

*After defeating the snakes, you travel on in search of kobolds. The path appears to wind upwards and you see the mouth of a cave.*

Allow the PCs to determine if they wish to enter the cave. If they opt not to, Koenig will propose there may

be kobolds in there. If they convince him otherwise, skip the remainder of this encounter and the next and go directly to **Encounter #6**. Successful tracking (Wilderness Lore check DC 15) will indicate the presence of humanoid tracks entering the cave. If the party decides to enter, continue reading.)

*Entering the cave, you move slowly in the darkness. The cave appears to be natural, and extends back about 40 feet. The ground is dirt covered with fecal matter of bats. The walls are natural and the ceiling is about 5 feet.*

Taller PCs will need to crouch down.

## Encounter Five: A Friend in Need

Again, the party's reception for this encounter depends on whether they are accompanied by Kooset. If she is with them, she will be able to aid the party in gaining the trust of the sick family. Pause here to allow the party to take actions if they wish, with the results noted below.

- The party can look around the cave for secret doors and traps. Hopefully, they have the sense to wait for their leader, if they are successful in finding the concealed door. If they do not, the kobolds will respond in a much more suspicious and resistant fashion. Adjust the box text below accordingly by skipping the mention the return of Koenig.
- A successful Listen check DC 15 will reveal faint moaning coming from the tunnel revealed by the concealed door.
- Scrying beyond the concealed door (Scry check DC 10) reveals a family of Kobolds, lying on the floor in a sleeping chamber, in various states of obvious illness.
- *Augury* spell result: it is to the party's benefit to go through the tunnel.
- No further traps exist in the area.
- No evil is detected in the area.

If the PCs do not notice the concealed door, Koenig will find it. Koenig will comment that, "It seems odd that there is nothing at all in this cave. Maybe there is something we are overlooking..."

*Koenig states, "I think that we need to investigate this further. Let me announce our presence."*

He then calls out loudly in Draconic, asking for permission to enter.

If Kooset is here, she will call over his shoulder, also in Draconic. For those who can understand the exchange, she is calling out to the occupants by name, asking if they are home.

*A weak voice responds to the call, after which Koenig turns and says, "Oh, there is something terribly wrong. They sound very ill. I must go and help." With that, he turns to enter the tunnel.*

Pause here to allow the PCs to take actions if they wish.

If the PCs move in without Koenig, start here. Otherwise, continue the above with the following box text.

*You crawl on your hands and knees through the narrow tunnel to find a simple living quarters, occupied by six sick kobolds: one older female, one older male, three young females, and one young male. (The kobolds do not speak Common) All of the kobolds clearly suffer from a serious illness, which seems to be rapidly progressing. As you look about the room, you see a silver holy symbol of Ilmater, hanging from a wall.*

If the PCs came without Koenig or Kooset, read the following, assuming someone in the party speaks Draconic, otherwise it is all gibberish, except the name Ilmater:

*"So I see that the dragon has sent in servants to hasten our deaths. Funny, I had not pictured the dragon as impatient. After all, she had already made our son sick, so that he could unknowingly kill us all with his death, all for his worship of Ilmater. I hope my son's sacrifice has pleased Ilmater, and that he will welcome us as well. Go ahead, finish what you were sent here for, you brigands and murderers."*

If the PCs comment that they are not brigands and murderers, then the kobolds ask why they broke into their home and snuck about like thieves. When Koenig arrives, he will pull the PCs aside and severely chastise them for acting without orders, against the dictates of the mission to which they agreed. He reminds them that what they did could very well have jeopardized the meeting, and destroyed any trust he hoped to establish, before he had said one word.

If the PCs waited for either Koenig or Kooset or both, read the following:

*“Please, please, the Black Dragon sent our eldest son back yesterday morning, and by nightfall, he had grown feverish and delirious, and died during the course of the night. I fear that she sent him back with some vicious sickness with which she hopes to kill us all. Flee from here before you too are sick, and try to save the others living in the swamp like us. Please, I beg of you in the name of Ilmater, don’t let us all die. My son died after trying to spread the faith locally. The dragon has taken it out on all of us, and seeks to kill all in the swamp not under its control.”*

When Koenig arrives, or if he is present from the beginning, read the following:

*Koenig chimes in, saying, “Ilmater has blessed me with some limited ability to cure the ill, in his mercy. I can help one of you. What of you, comrades? Can you just stand by in the face of such suffering?”*

Gamemaster notes:

- Paladins are immune to this disease, which is a natural disease, to which the dragon knowingly exposed their son. It is a very fast, debilitating disease, nonetheless, to which the PC’s will have to respond quickly.
- A *cure disease* spell will cure the disease completely.
- A *cure light wounds* spell will buy the PCs an additional hour per point of curing, in which to affect a cure or stabilization of the patient.
- A successful Heal check (DC 15, assisted by Profession (Herbalist) if appropriate), will allow a PC to stabilize one kobold for one day.
- Paladins and Koenig can cure disease, as permitted by their level. Koenig will cure the eldest daughter, who is strikingly beautiful for a kobold, and who was also the sickest. If present, Kooset will also cast *cure disease* on one, and can stabilize one other.
- Anyone going untreated will die by nightfall. Make the non-paladin PCs nervous by having them roll Fort save DC 20. Do not reveal the results of the roll. If someone rolls a “1,” then go ahead and infect them too. They will live, if untreated, for 24 hours plus 1 hour per Constitution point, before succumbing to the illness. They will lose spell casting ability in a number of hours equal to ½ of their Constitution scores, if infected. Anyone with any sort of certified enmity, curse, or other form of displeasure of Talona has the chance of catching this disease boosted to 1 in 4.

When the father of the kobold family is healed, read the following:

*The kobold family father, who identifies himself as Dewretch, speaks up after he has rested. “The Black Dragon, who calls herself Nightclaw, has taken residence in the swamp. She has many minions, mostly my brother kobolds, running about doing tasks for her.*

*“My eldest son fancied himself a servant of Ilmater, as he had been given that holy symbol from a Painbearer my family saved from the swamp fever several years ago. My son said that he had a dream in which Ilmater called to him, and had him lead a bunch of us to drier land, where he accepted our offering to make him a temple. My son, he took that serious like, and he always was helpful to the people on the outskirts of the swamp, and attempted to get them to see things his way.*

*“Now, that Nightclaw, she has a reeeall problem with Ilmater, savvy? She didn’t want no talk about no human gods, especially good ones. She’s looking to wipe us all out, and I bet she thought it was real funny to use my son’s good will against him. When her people caught him and brought him before her, she didn’t kill him herself. She said that there were some people in her care that were sick that she couldn’t make better. She invited him to bless them in his god’s name, to see if they could be healed. He tried, but he wasn’t strong enough in his faith to do it, so she made a mockery of him and sent him home.*

*“By that time, he was all tired from trying to help, and he didn’t realize he was bringing the sickness home.*

*“But that’s not all my son told me before he died. The people he tried to heal told him some of the other outcasts were being tortured, like some of the outcasts having their eyes plucked out and then being told to run as they were hunted for sport. Or some others being worked to death, digging out a new lair for the dragon to hatch her eggs in.*

*“He also said that the dragon was sending out war parties to round up the rest of the outcasts, so that they could serve her, one way or the other. This swamps been our home all of our lives, but I value life more than I value the place I live. Please, help my family. . . please.”*

Kooset will offer to either continue acting as a guide, or will escort the kobold family to Koenig’s family estates, as the party decides. Koenig should have a predisposition towards getting the innocents out of harm’s way, but if the PCs clearly are inept, he’ll keep Kooset handy to help minimize the risk to his mission.

Gamemaster Notes:

- Successful tracking (Wilderness Lore check DC 15) will reveal trail sign after about an hour, of a war party of kobolds and animals. Add whatever description of the trail you feel to be appropriate.
- A successful Listen check (DC 20) will result in hearing the sounds of the chase they are approaching at this point.

## Encounter Six: To the Rescue

*Up ahead, you hear the sounds of chase, coming towards you. As you take cover, you observe a blinded, hand-bound kobold youth running from a larger group who are all wielding weapons. As you watch, the kobold runs headlong into a tree, and smashes his head, clearly knocking himself senseless. As he feebly flops upon the ground, the kobolds approach, to take position around his body.*

The party can (a) enter combat, (b) wait to see what happens, or (c) attempt to parlay. If they directly enter combat, skip the next set of box text. If they wait, one of them is noticed by the kobolds, who calls out.

*The kobolds turn as though surprised and ask if you are the Waukeenaar slavers from the city of Ravens Bluff. What do you do?*

The PCs can attempt to parlay. In fact, the kobold party leader, while he will bluster and attempt to Bluff (+8) the party, will not look forward to a fight, unless the party seems to be scared and weak. Instead, he will seek to profit... the dragon wouldn't know if he sold this one to slavers or evil mages looking for a humanoid to experiment on for instance, right? And after all, who else would care about what is going on in THIS swamp.

If the PCs talk like they want to buy the kobold, fine, give it up for 50 gp, although you should start higher and negotiate down no further than this. Koenig will not be excited about the idea, but can be talked into avoiding an unnecessary combat. He will have to be shown that honor can still be shown in such circumstances, without jeopardizing the innocents who rely upon him.

If the PCs insist on a fight, this will attract the attention of the ogre magi and their minions at the village sooner than otherwise, when the warband doesn't return from the afternoon's "fun."

Koenig will remind them of their duty to follow him, which will impress the kobolds. If the PCs follow the leadership of Koenig, they can work out a similar "purchase" of several (eight) other outcasts scheduled

for "chasing" today at the price of 50 gp each. NOTE THAT KOENIG HAS NO MONIES TO CONTRIBUTE TOWARDS THIS. If this deal is struck, two members of the war party will go retrieve the other outcasts; this takes an hour.

If asked, the kobolds will also give some rudimentary information on the "dragon," for twice the prisoner costs, whatever that total worked out to be. Of course, this information should be consistent with the DMG description of an adult black dragon, although it is just an illusion. The kobolds do not realize that they have been duped.

(EL 11)

**Kobold War Party Leader, Ftr5:** CR 5; Small humanoid (reptilian); HD 5d8; hp 28; Init +2 (Dex); Spd 30 ft.; AC 18 (+1 size, +2 Dex, +1 natural, +3 studded leather); Atks +5 melee (1d6-1 [crit x3], half-spear), +7 ranged (1d8 [crit 19-20], light crossbow); SQ Darkvision 60 ft. Light sensitivity; AL LE; SV Fort +4, Ref +3, Will +1.

Str 8, Dex 15, Con 11, Int 10, Wis 10, Cha 10.

*Skills:* Craft (trapmaking) +3, Hide +10, Listen +6, Move Silently +4, Search +4, Spot +4. *Feats:* Alertness, Dodge, Combat Reflexes, Weapon Focus (short spear), Mobility.

*SQ: Light Sensitivity*—Kobolds suffer a –1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

**Kobold Shaman, Drd3/Sor3:** CR 6; Small humanoid (reptilian); HD 3d6 + 3d4; hp 19; Init +1 (Dex); Spd 30 ft.; AC 16 (+1 size, +1 natural, +4 *mage armor* spell); Atks +2 melee (1d6-1 [crit x3], half-spear), +4 ranged (1d8 [crit 19-20]. light crossbow); SA Spells; SQ Darkvision 60 ft., Light-sensitivity, nature sense, animal companion (raccoon), woodland stride, trackless step; AL NE; SV Fort +4, Ref +2, Will +7.

Str 8, Dex 11, Con 11, Int 10, Wis 12, Cha 14

*Skills:* Spellcraft +4, Hide +10, Listen +6, Move Silently +4, Knowledge: Arcana +4, Spot +4. *Feats:* Alertness, Combat Casting.

*SQ: Light Sensitivity*—Kobolds suffer a –1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Druid Spells (4/3/1): 0 lv—*know direction, detect poison, create water, purify food and drink*; 1<sup>st</sup> lv—*invisibility to animals, calm animals, endure elements*; 2<sup>nd</sup> lv—*heat metal*.

Sorcerer Spells (6/6): 0 lv—*detect magic, read magic, ray of frost, mage hand, mending*; 1<sup>st</sup> lv—*mage armor, burning hands, magic missile, expeditious retreat*

**Raccoon animal companion:** CR ¼; Tiny Animal; HD 1d8; hp 3; Init +2 (Dex); Spd 20 ft., climb 20 ft.; AC 14 (+2 size, +2 Dex); Atks +3 melee (1d4, bite); SQ Low-light vision, Scent; Saves: Fort +4, Ref +7, Will +1.

Str 6, Dex 15, Con 10, Int 2, Wis 12, Cha 5.

*Skills:* Escape Artist +6, Balance +4, Climb +4, Disable Device +6. *Feats:* Weapon Finesse (bite)

If attacked, the raccoon flees the combat

**Kobold Fighters, War2 (6):** CR 1; Small humanoid (reptilian); HD 2d8; hp 10; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 size, +1 Dex, +1 natural, +2 leather); Atks +2 melee (1d6-1 [crit x3], half-spear), +3 ranged (1d8 [crit 19-20], light crossbow); SQ Darkvision 60 ft., Light sensitivity; AL LE; SV Fort +3, Ref +1, Will +0.

Str 8, Dex 13, Con 11, Int 10, Wis 10, Cha 8.

*Skills:* Hide +6, Listen +6, Move Silently +4, Search +4, Spot +4. *Feats:* Alertness, Weapon Focus (half-spear).

SQ: *Light Sensitivity*—Kobolds suffer a –1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.

**Giant Boar Mounts (8):** CR 4; Large Animal; HD 6d8+30; hp 56; Init –1 (Dex); Speed 40; AC 16 (–1 Dex, –1 size, +8 natural); Atks +9 melee (2d6+7, gore); SA Ferocity; SQ Scent; AL N; SV Fort +10, Ref +4, Will +3.

Str 23, Dex 8, Con 21, Int 2, Wis 13, Cha 4

*Skills:* Listen +7, Spot +5.

SA: *Ferocity*—Will fight without penalty, even when disabled or dying. See PHB page 129.

If the party attempts to heal the kobold youth in some way, read the following when appropriate. While the warband is still present, he is silent and sullen. If the party was rude to the kobold boy in any way, he will think that he is to be a slave or sacrifice, and will remain completely uncooperative, to the cost of the mission.

*After the kobold war party is gone, the kobold youth speaks to you, in Draconic. It is clear that he is blind.*

Once communication is established, continue.

*“I owe you my thanks and my life. I was to be chased until slain, for stealing food in my village. I had been hanging around the village trying to get food, but no one would help me. I didn’t feel right about taking the food, but I had no one to turn to, and everyone in the village told me that if I couldn’t find any food, I was free to join my mother.*

*“They said that to me, after they saw Nightclaw rip my mother’s holy symbol from her throat and kill her, while I was forced to watch from a high chair. Nightclaw offered me my mother’s heart to eat, and when I refused, she said that if I refused that, then I must not be very hungry, and ordered everyone in the village to withhold food from me until I ate it. My mother hadn’t fully taught me her knack for gathering safe food, like all of her friends of Chauntea because I was too young.” He bursts into uncontrolled tears.*”

*Koenig replies, “I can’t change what was done to you, any more than my father can change the wrongs he has done. My father has sent me to gather those such as you, to make you safe, to make amends for a wrong he committed against our kind long ago. I swear in his name and mine that you will be safe. Will you come, and share my home, my brother, to learn to protect the weak and ease their suffering? This isn’t about vengeance. This is about doing what is right.”*

*The kobold youth nods, with tears streaming down his face. Koenig looks to your group. “Can someone help this lad to see again? If not, I fear we have to escort him to somewhere safe.”*

*The kobold youth speaks up again (still in Draconic). “Wait, before you send me off, you must know this. Many of the outcasts have been gathered up, to serve as slaves in the excavation of a new lair for the dragon, with its main entrance near the middle of the village. She is using some of the other people my mom used to work with in the parts of the swamp close to the drier lands. If you can let me see again, I think I could find the ones that the war parties haven’t captured yet, and get them away, especially if you plan to get their attention.”*

Koenig will insist that the kobold boy be safe before continuing further. Koenig sees too much of himself in the boy, and will not relent, until he is completely satisfied that the boy will be safe. His eyes were not plucked out, but he was subjected to a *cause blindness* spell.

It is now evening. Koenig insists that the party rest, after setting up a watch, so that everyone is clearheaded and capable of doing their duty to the best of their ability. Koenig insists on a cold camp. They will pass the night uneventfully.

## **Encounter Seven: If we knew you were coming, we would have baked a cake...**

*The path becomes less boggy and less clear as you travel further into the trees. Just as you begin to think that you have left the nastiness of the muck and mosquitoes behind you, from ahead you hear the shouting of guttural voices.*

There is a clearing ahead. When the PCs get to where they can see it, continue.

*At the far side of the clearing stands a small and modest collection of buildings built of mud and logs, with clear earthen works indicating tunnels run about the area as well. Surrounding a building in the village center is the source of the noise. Even from this distance, you can see a huge black reptilian shape, surely a black dragon, on the other side of the village.*

The dragon is an illusion (see *spectral force* spell).

*Koenig hisses, "My father gave me very clear instructions. I think we just need to free the captives, get them out of here, and then come back and take care of the dragon."*

Koenig will listen to the input of the PCs, and will go with what the majority thinks. If the party insists on attacking the dragon, then Koenig will insist only on freeing the captives before the attack, in case they fall to the dragon. If the party agrees with Koenig on freeing the captives first, then they can develop a plan for the approach. If the party attempts to dissuade him from going into the village at all, he will agree to do so, as he realizes that he would likely die without having first built up the skill to face such an adversary, and his death in this manner would not benefit anyone.

- If the party seeks out the captive kobolds first and the ogre magi are unaware of their presence, go to Encounter 7A.
- If the party seeks out the captive kobolds first but had alerted the ogre magi to their presence in the swamp, go to Encounter 7B instead.
- If the party seeks out the "Dragon" first, and the party was careful not to make its presence obvious to the ogres and ogre magi, then go to Encounter 7C

- If the party seeks out the "Dragon" first and the ogres are aware of the party from before, go to Encounter 7D.

### **Encounter 7A:**

*Koenig states that he will lead the party, as his father directed. Walking into the village, you see Koenig stop and concentrate several times, while kobolds walked by, looking at you with obvious concern and fear. Those of you used to associating with paladins recognize that he is attempting to discern evil intent of the kobolds about him. He states, "Yes, most of these likely are going to the dragon or her minions now, looking to profit from our presence. Time is short. Let's start in that building. I noticed a distinct lack of evil intent over there." As you approach the building, you notice that this is not the normal construction for the village, but consists of stone, with metal bars over the windows.*

*As you look in, you notice several cells, with kobolds sitting miserably upon the floor. You also notice one kobold look up from what appeared to be prayers, and you see a holy symbol of Ilmater slipped into a shirt pocket. As you approach the doorway, a kobold notices you, drops a set of keys, and runs away. Koenig scoops up the keys, and runs to the cells.*

If the ogres don't know they are there, the PCs can break these captives out and sneak off with them, with no hindrance.

If they later decide to return to confront the dragon, continue with Encounter 7D.

### **Encounter 7B:**

*Koenig states that he will lead the party, as his father directed. Walking into the village, you see Koenig stop and concentrate several times, while kobolds walked by, looking at you with obvious concern and fear. Those of you used to associating with paladins recognize that he is attempting to discern evil intent of the kobolds about him. He states, "Yes, most of these likely are going to the dragon or her minions now, looking to profit from our presence. Time is short. Let's start in that building. I noticed a distinct lack of evil intent over there." As you approach the building, you notice that this is not the normal construction for the village, but consists of stone, with metal bars over the windows.*

*As you are about to follow Koenig into the building, you hear commotion behind you. You see a highly decorated kobold with an entourage approaching, mounted on giant boars. "Nightclaw hasn't given you permission to play with her toys. You*

*are to come with me and answer for your actions on her property.” What do you do?*

Koenig will not participate in this combat, if combat results. His first priority is to give the other kobolds a fighting chance by freeing them. His second priority is to heal any who are too sick to leave. This will take the entire combat. The party may just agree to accompany the kobolds, to divert attention from Koenig’s actions. If the PCs agree to go, Koenig can slip into the cells and release the captives, since he is a kobold and looks like he belongs here. They may also parlay, which is fine.

### **(EL 13)**

**Kobold Chieftain, Ftr7:** CR 7; Small humanoid (reptilian); HD 7d8; hp 38; Init +2 (Dex); Spd 30 ft.; AC 18 (+1 size, +2 Dex, +1 natural, +3 studded leather); Atks +6/+1 melee (1d6-1 [crit x3], half-spear), +10 ranged (1d8 [crit 19-20], light crossbow); SQ Darkvision 60 ft. Light sensitivity; AL LE; SV Fort +5 Ref +4, Will +2.

Str 8, Dex 15, Con 11, Int 10, Wis 10, Cha 10.

*Skills:* Craft (trapmaking) +3, Hide +10, Listen +6, Move Silently +4, Search +4, Spot +4. *Feats:* Alertness, Leadership, Weapon Focus (light crossbow), Mobility, Point Blank Shot, Rapid Shot, Mounted Combat.

SQ: *Light Sensitivity*—Kobolds suffer a –1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.

The chieftain will attempt to stay to the rear of his unit, and will fight primarily with the light crossbow.

**Kobold Shaman (2), Drd3/Sor3:** CR 6; Small humanoid (reptilian); HD 3d6 + 3d4; hp 19; Init +1 (Dex); Spd 30 ft.; AC 16 (+1 size, +1 natural, +4 *mage armor* spell); Atks +2 melee (1d6-1 [crit x3], half-spear), +4 ranged (1d8 [crit 19-20], light crossbow); SA Spells; SQ Darkvision 60 ft., Light-sensitivity, nature sense, animal companion (raccoon), woodland stride, trackless step; AL NE; SV Fort +4, Ref +2, Will +7.

Str 8, Dex 11, Con 11, Int 10, Wis 12, Cha 14

*Skills:* Spellcraft +4, Hide +10, Listen +6, Move Silently +4, Knowledge: Arcana +4, Spot +4. *Feats:* Alertness, Combat Casting.

SQ: *Light Sensitivity*—Kobolds suffer a –1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.

Druid Spells (4/3/1): 0 lv1—*know direction, detect poison, create water, purify food and drink*; 1<sup>st</sup> lv1—*invisibility to animals, calm animals, endure elements*; 2<sup>nd</sup> lv1—*heat metal*.

Sorcerer Spells (6/6): 0 lv1—*detect magic, read*

*magic, ray of frost, mage hand, mending*; 1<sup>st</sup> lv1—*mage armor, burning hands, magic missile, expeditious retreat*

**Raccoon animal companion:** CR ¼; Tiny Animal; HD 1d8; hp 3; Init +2 (Dex); Spd 20 ft., climb 20 ft.; AC 14 (+2 size, +2 Dex); Atks +3 melee (1d4, bite); SQ Low-light vision, Scent; Saves: Fort +4, Ref +7, Will +1.

Str 6, Dex 15, Con 10, Int 2, Wis 12, Cha 5.

*Skills:* Escape Artist +6, Balance +4, Climb +4, Disable Device +6. *Feats:* Weapon Finesse (bite)

If attacked, the raccoon flees the combat

**Kobold Fighters, War2 (15):** CR 1; Small humanoid (reptilian); HD 2d8; hp 10; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 size, +1 Dex, +1 natural, +2 leather); Atks +2 melee (1d6-1 [crit x3], half-spear), +3 ranged (1d8 [crit 19-20], light crossbow); SQ Darkvision 60 ft., Light sensitivity; AL LE; SV Fort +3, Ref +1, Will +0.

Str 8, Dex 13, Con 11, Int 10, Wis 10, Cha 8.

*Skills:* Hide +6, Listen +6, Move Silently +4, Search +4, Spot +4. *Feats:* Alertness, Weapon Focus (half-spear).

SQ: *Light Sensitivity*—Kobolds suffer a –1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.

**Giant Boar Mounts (18):** CR 4; Large Animal; HD 6d8+30; hp 56; Init –1 (Dex); Speed 40; AC 16 (–1 Dex, –1 size, +8 natural); Atks +9 melee (2d6+7, gore); SA Ferocity; SQ Scent; AL N; SV Fort +10, Ref +4, Will +3.

Str 23, Dex 8, Con 21, Int 2, Wis 13, Cha 4

*Skills:* Listen +7, Spot +5.

SA: *Ferocity*—Will fight without penalty, even when disabled or dying. See PHB page 129.

The PCs, if they continue towards the “dragon,” go to Encounter 7D, modifying the box text as appropriate.

### **Encounter 7C:**

*The kobolds step clear, as Koenig leads you through the village. “I hope you are sure about what we are doing. I am worried that we are leaving the other victims unprotected.”*

Koenig will not cooperate with a stealthy approach, as he considers it dishonorable.

*You notice that several important-looking kobolds surround a large earthen pit up ahead, who appear surprised as you approach. You observe several kobolds in the pit, forming a bucket chain to remove debris from the tunnel below. An older kobold male,*

*in more decorated dress than the others, turns to you and speaks in rough common. "What you do in my lady's swamp, joe?"*

These kobolds are keeping guard over the enslaved kobolds, who are doing the excavation. They fear the illusory dragon the most, but won't stand between the PCs and the dragon. They have no way to alert the "dragon" to the PCs' presence, other than sending a runner, which they can't do without being obvious. They certainly won't fight, and will flee if pressed.

Again, the PCs can obtain surprise here. If they proceed into the tunnel after the "dragon," go directly to Encounter 8b.

### **Encounter 7d**

*The kobolds step clear, as Koenig leads you through the village. "I hope you are sure about what we are doing. I am worried that we are leaving the other victims unprotected."*

Koenig will not cooperate with a stealthy approach, as it is dishonorable.

*You notice that several important looking kobolds surround a large earthen pit up ahead, and motion for you to approach. "It's about time you showed up. Nightclaw has been expecting you. She is down in the lair, awaiting your meeting."*

Have the players make a Spot check now. If successful at DC 10, that PC(s) notice that one of the kobolds, a female, has unusually beautiful dark hair and skin, wears an obsidian necklace, and bears an obsidian weapon. Further, she is wearing a black silk blouse, of a quality much above that of the other kobolds. If someone has a *true seeing* spell active, she is revealed to be an ogre mage.

She is standing to the rear of the Chieftain's entourage. She will follow after the PCs at a safe distance, and wait for the first destructive spells to be cast to close and cast her own spells. Go to **Encounter 8a**.

## **Encounter 8a: You get what you pay for...**

*You travel down a sloped passage for a couple of hundred feet. The passage is tall enough to accommodate the tallest party member with ease. As you round a bend, you see that the passage has been blocked by a large stone. As you contemplate what to*

*do, you hear a single figure behind you approaching. It is a single female kobold, dressed in various black garments. While she is still about a hundred and twenty feet down the passage she stops and speaks. "Just a moment. Let me see if someone is home for you." Her shape rapidly shifts into that of a black dragon.*

The "dragon" is obviously the "kobold" female in black. Of course, what they see is only an illusion of her created by the *spectral force* spell, intended to take out her weaker opponents, and prompt the stronger ones to use their most powerful spells, in order to waste them or at least warn her of their tactics.

The ogres and ogre magi will come out from hiding and trap the party between them and that blocked area. When the PCs are close enough to the illusion, she will breathe upon the party first (throw the egg), and then use two of her spells before breathing again (this time illusory breath).

From there, they will use spells on anyone who seems to still be a threat, and then close to kill everyone. The ogre fighters will wait until the PCs realizes that they are fighting an illusion to close, to give their magi time to work their destructive magic.

### **Tier Two (EL 7)**

At this tier, the ogre mage does not participate, but leaves the area and waits for the PCs to go before restoring her dominance.

**Ogre Fighters** (6): CR 2; Large Giant; HD 4d8+8; hp 30; Init -1 (Dex); Spd 30 ft.; AC 16 (-1 size, -1 Dex, +5 natural, +3 hide); Atks +8 melee (2d6+7, huge greatclub) or +1 ranged (2d6+5 [crit x3], huge longspear); Face/Reach 5 ft. x 5 ft./10 ft. (15-20 ft w/ longspear); AL LE; SV Fort +6, Ref +0, Will +1.

Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

*Skills:* Climb +4, Listen +2, Spot +2. *Feats:* Weapon Focus: Greatclub.

### **Tier Three (EL 9)**

**Ogre Mage:** CR 8; Large Giant; HD 5d8+15; hp 37; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft., fly 40 ft. (good); AC 20 (+4 chain shirt, +5 natural, -1size, +2 Dex); Atks +7 melee (2d8+7 [crit 19-20], huge greatsword) or +4 ranged (2d6 [crit x3], huge longbow); Face/Reach 5 ft. x 5 ft./10 ft.; SA Spell-like abilities; SQ Regeneration 2, SR 18; AL LE; SV Fort +7, Ref +3, Will +3.

Str 21, Dex 15, Con 17, Int 14, Wis 14, Cha 17.

*Skills:* Concentration +6, Listen +5, Spellcraft +4, Spot +5. *Feats:* Improved Initiative.

SA: *Spell-like abilities* (Save DC 13 + spell level)—At will as 9<sup>th</sup> lvl sorcerer: darkness, invisibility; 1/day as 9<sup>th</sup> lvl sorcerer: *charm person, cone of cold, gaseous form, polymorph self, sleep*.

SQ: *Flight*—Ogre magi can cease or resume flight as a free action. *Regeneration*—Normal damage from fire and acid. An ogre mage that loses a limb or body part can reattach it by holding the severed member to the stump. Reattachment takes one minute. If the head or another vital organ is severed, it must be reattached within 10 minutes or the creature dies. Ogre magi cannot regrow lost body parts.

Equipment: *Dragon egg, black*—This is an actual dragon's egg, shrunken and hardened by powerful magic. The egg becomes a device when shattered against a hard surface, releasing the effects of the breath weapon appropriate to that dragon type, in a 20 ft. radius around the impact site. This egg does 10d4 of acid damage, with a DC 22. *Brooch of spectral forces*—This brooch works as a wand of spectral forces with 27 charges, the spell cast by a 12<sup>th</sup> level sorcerer.

**Ogre Fighters** (6): CR 2; Large Giant; HD 4d8+8; hp 30; Init -1 (Dex); Spd 30 ft.; AC 16 (-1 size, -1 Dex, +5 natural, +3 hide); Atks +8 melee (2d6+7, huge greatclub) or +1 ranged (2d6+5 [crit x3], huge long spear); Face/Reach 5 ft. x 5 ft./10 ft. (15-20 ft w/ long spear); AL LE; SV Fort +6, Ref +0, Will +1.

Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

*Skills*: Climb +4, Listen +2, Spot +2. *Feats*: Weapon Focus: Greatclub.

### **Tier Four (EL 11):**

**Ogre Mage** (2): CR 8; Large Giant; HD 5d8+15; hp 37; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft., fly 40 ft. (good); AC 20 (+4 chain shirt, +5 natural, -1 size, +2 Dex); Atks +7 melee (2d8+7 [crit 19-20], huge greatsword) or +4 ranged (2d6 [crit x3], huge longbow); Face/Reach 5 ft. x 5 ft./10 ft.; SA *Spell-like abilities*; SQ *Regeneration 2*, SR 18; AL LE; SV Fort +7, Ref +3, Will +3.

Str 21, Dex 15, Con 17, Int 14, Wis 14, Cha 17.

*Skills*: Concentration +6, Listen +5, Spellcraft +4, Spot +5. *Feats*: Improved Initiative.

SA: *Spell-like abilities* (Save DC 13 + spell level)—At will as 9<sup>th</sup> lvl sorcerer: darkness, invisibility; 1/day as 9<sup>th</sup> lvl sorcerer: *charm person, cone of cold, gaseous form, polymorph self, sleep*.

SQ: *Flight*—Ogre magi can cease or resume flight as a free action. *Regeneration*—Normal damage from fire and acid. An ogre mage that loses a limb or body part can reattach it by holding the severed member to the stump. Reattachment takes one minute. If the head

or another vital organ is severed, it must be reattached within 10 minutes or the creature dies. Ogre magi cannot regrow lost body parts.

Equipment: *Dragon egg, black*—This is an actual dragon's egg, shrunken and hardened by powerful magic. The egg becomes a device when shattered against a hard surface, releasing the effects of the breath weapon appropriate to that dragon type, in a 20 ft. radius around the impact site. This egg does 10d4 of acid damage, with a DC 22. *Brooch of spectral forces*—This brooch works as a wand of spectral forces with 27 charges, the spell cast by a 12<sup>th</sup> level sorcerer.

**Ogre Fighters** (6): CR 2; Large Giant; HD 4d8+8; hp 30; Init -1 (Dex); Spd 30 ft.; AC 16 (-1 size, -1 Dex, +5 natural, +3 hide); Atks +8 melee (2d6+7, huge greatclub) or +1 ranged (2d6+5 [crit x3], huge long spear); Face/Reach 5 ft. x 5 ft./10 ft. (15-20 ft w/ long spear); AL LE; SV Fort +6, Ref +0, Will +1.

Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

*Skills*: Climb +4, Listen +2, Spot +2. *Feats*: Weapon Focus: Greatclub.

### **Tier Five (EL 13):**

**Ogre Mage** (2): CR 8; Large Giant; HD 5d8+15; hp 37; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft., fly 40 ft. (good); AC 20 (+4 chain shirt, +5 natural, -1 size, +2 Dex); Atks +7 melee (2d8+7 [crit 19-20], huge greatsword) or +4 ranged (2d6 [crit x3], huge longbow); Face/Reach 5 ft. x 5 ft./10 ft.; SA *Spell-like abilities*; SQ *Regeneration 2*, SR 18; AL LE; SV Fort +7, Ref +3, Will +3.

Str 21, Dex 15, Con 17, Int 14, Wis 14, Cha 17.

*Skills*: Concentration +6, Listen +5, Spellcraft +4, Spot +5. *Feats*: Improved Initiative.

SA: *Spell-like abilities* (Save DC 13 + spell level)—At will as 9<sup>th</sup> lvl sorcerer: darkness, invisibility; 1/day as 9<sup>th</sup> lvl sorcerer: *charm person, cone of cold, gaseous form, polymorph self, sleep*.

SQ: *Flight*—Ogre magi can cease or resume flight as a free action. *Regeneration*—Normal damage from fire and acid. An ogre mage that loses a limb or body part can reattach it by holding the severed member to the stump. Reattachment takes one minute. If the head or another vital organ is severed, it must be reattached within 10 minutes or the creature dies. Ogre magi cannot regrow lost body parts.

Equipment: *Dragon egg, black*—This is an actual dragon's egg, shrunken and hardened by powerful magic. The egg becomes a device when shattered against a hard surface, releasing the effects of the breath weapon appropriate to that dragon type, in a 20 ft. radius around the impact site. This egg does 10d4 of

acid damage, with a DC 22. *Brooch of spectral forces*—This brooch works as a wand of spectral forces with 27 charges, the spell cast by a 12<sup>th</sup> level sorcerer.

**Ogre Fighters, Bbn4** (8): CR 6; Large Giant; HD 4d8+4d12+16; hp 64; Init -1 (Dex); Spd 40 ft.; AC 16 (-1 size, -1 Dex, +5 natural, +3 hide); Atks +11/+6 melee (2d6+7, huge greatclub) or +5/+0 ranged (2d6+5 [crit x3], huge long spear); Face/Reach 5 ft. x 5 ft./10 ft. (15-20 ft w/ long spear); SQ Bbn Rage 2/day, fast movement (included above), Uncanny Dodge (Dex bonus to AC); AL LE; SV Fort +10, Ref +1, Will +2.

Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

*Skills:* Climb +4, Listen +3, Spot +3. *Feats:* Weapon Focus: Greatclub.

SQ: *Bbn Rage*—+4 Str and Con, +2 morale bonus to Will saves, -2 AC, lasts for 7 rounds.

## **Tier Six (EL 15)**

**Ogre Mage** (4): CR 8; Large Giant; HD 5d8+15; hp 37; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft., fly 40 ft. (good); AC 20 (+4 chain shirt, +5 natural, -1 size, +2 Dex); Atks +7 melee (2d8+7 [crit 19-20], huge greatsword) or +4 ranged (2d6 [crit x3], huge longbow); Face/Reach 5 ft. x 5 ft./10 ft.; SA Spell-like abilities; SQ Regeneration 2, SR 18; AL LE; SV Fort +7, Ref +3, Will +3.

Str 21, Dex 15, Con 17, Int 14, Wis 14, Cha 17.

*Skills:* Concentration +6, Listen +5, Spellcraft +4, Spot +5. *Feats:* Improved Initiative.

SA: *Spell-like abilities* (Save DC 13 + spell level)—At will as 9<sup>th</sup> lvl sorcerer: darkness, invisibility; 1/day as 9<sup>th</sup> lvl sorcerer: *charm person, cone of cold, gaseous form, polymorph self, sleep*.

SQ: *Flight*—Ogre magi can cease or resume flight as a free action. *Regeneration*—Normal damage from fire and acid. An ogre mage that loses a limb or body part can reattach it by holding the severed member to the stump. Reattachment takes one minute. If the head or another vital organ is severed, it must be reattached within 10 minutes or the creature dies. Ogre magi cannot regrow lost body parts.

Equipment: *Dragon egg, black*—This is an actual dragon's egg, shrunken and hardened by powerful magic. The egg becomes a device when shattered against a hard surface, releasing the effects of the breath weapon appropriate to that dragon type, in a 20 ft. radius around the impact site. This egg does 10d4 of acid damage, with a DC 22. *Brooch of spectral forces*—This brooch works as a wand of spectral forces with 27 charges, the spell cast by a 12<sup>th</sup> level sorcerer.

**Ogre Fighters, Bbn6** (8): CR 8; Large Giant; HD

4d8+6d12+20; hp 84; Init -1 (Dex); Spd 40 ft.; AC 16 (-1 size, -1 Dex, +5 natural, +3 hide); Atks +13/+8 melee (2d6+7, huge greatclub) or +7/+2 ranged (2d6+5 [crit x3], huge long spear); Face/Reach 5 ft. x 5 ft./10 ft. (15-20 ft w/ long spear); SQ Bbn Rage 2/day, fast movement (included above), Uncanny Dodge (Dex bonus to AC, can't be flanked); AL LE; SV Fort +11, Ref +2, Will +3.

Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

*Skills:* Climb +4, Listen +3, Spot +4. *Feats:* Weapon Focus: Greatclub.

SQ: *Bbn Rage*—+4 Str and Con, +2 morale bonus to Will saves, -2 AC, lasts for 7 rounds.

## **After the fight...**

*After gathering up your gear, and taking care of your wounded, you step into the ogre's lair. It's not much to look at... clearly it is still under construction. You see stone being worked by several wretched kobold slaves, who are dirty and emaciated. They look at you with dull eyes, and turn back to their work. You find a chest, for which you found a key on the ogre magi, in which 1,000 gp in various coins and gems rests. You find nothing else here.*

Then go to Encounter Nine.

## **Encounter 8b: You get what you pay for...**

*You travel down a downward-sloped passage for a couple of hundred feet. The passage easily accommodates the tallest member of your group with ease. As you round a bend, you see that the passage has been blocked by a large stone. As you contemplate what to do, you hear figures in front of you moving the stone.*

If the PCs wait, they will see a group of kobolds. Each of the ogres has drunk a *potion of polymorph self*, and assumed the form of a kobold. When the PCs accost them, they will split up and run, half up the tunnel, and half down the tunnel. After about 30 ft., they will turn around and begin using ranged weapons and spells on the PCs, and the ogre magi with the black dragon eggs will throw them.

Use the same stats from Encounter 8a.

## **After the fight...**

*After gathering up your gear, and taking care of your wounded, you step into the ogre's lair. It's not much to look at... clearly it is still under construction. You see stone being worked by several wretched kobold slaves, who are dirty and emaciated. They look at you with dull eyes, and turn back to their work. You find a chest, for which you found a key on the ogre magi, in which 1,000 gp in various coins and gems rests. You find nothing else here.*

Then go to Encounter Nine.

## **Encounter Nine: Conclusion, The Returning Heroes**

Important note: If the PCs did not free the captives before going after the ogres, they return from the cave to find the captives slain. Koenig (if he was not involved in the fight) freed three, and then was discovered and slain. The three kobolds were then slain. All remaining kobolds fled the area when the fighting started.

If the PCs freed the captives first, then they find the captives wherever they left them, and the remaining kobolds gone; the evil kobolds fled when the fighting started.

If the PCs did not fight the ogres, then the evil kobolds and ogres remain in the village, waiting to be dealt with (so to speak).

Koenig and Kooset (if she is there) will use healing abilities and spells to bind any injured PCs.

The PCs are not further accosted on the return trip. Sir Trefilov Teardrier will welcome them back after their journey. There are different possible endings, depending upon actions taken by the party.

If Koenig died fighting the ogres:

- and the party did not free the captives in advance, go to **Ending A**.
- after freeing the captives, and if no kobolds were fought by the party, go to **Ending B**.

If Koenig lived:

- and the PCs fought the ogres without rescuing the captive kobolds in advance, go to **Ending C**.
- and the PCs attacked the kobolds at any point, but did free the captives, and insisted on pursuing the ogres, go to **Ending D**.

- and the PCs did not fight any kobolds, released the captives, and returned without fighting the ogres, go to **Ending E**.
- and the PCs did not fight any kobolds, released the captives, but returned to fight the ogres, go to **Ending F**.

### **Ending A**

Koenig dead, PCs did not free captives before going after ogres.

*Your return to the Teardrier estate is nothing short of an extended funeral march. Largely, the people you were sent to rescue have been killed. You saved a couple, but you saw the slaves slaughtered upon your return to the surface. And Koenig, you failed to protect him too. Upon your return, Sir Teardrier greets you. He takes your report in numbed silence. "Did you do nothing to counsel or guide him to wiser action? A simple diplomatic mission was what you were hired for..."*

*Trefilov looks at your group, and observes the obvious portions of booty acquired from the ogres. "Oh, I see. I was not sent people of honor, dedicated to rescuing the weak. I was sent an amoral lot, driven by greed to loot and pillage, at the expense of the innocent and the weak. Please, leave me. You've destroyed my dreams, my faith, my honor, and my family." As you leave, you hear Sir Teardrier consumed by uncontrollable sobbing.*

### **Ending B**

*Your return to the Teardrier estate is nothing short of an extended funeral march. The one bright spot is that you've been able to gather up many of the kobold outcasts, so that the people you were sent to rescue have been rescued. You lost a couple, but you tell yourselves that escorting them wouldn't have made that much difference. You try not to think about Koenig, and that you failed to protect him too.*

*Upon your return, you are greeted by Sir Teardrier. He takes your report in numbed silence. "Did you do nothing to counsel or guide him to wiser action? Any fool would know that he wasn't capable of standing toe to toe with a dragon...or even with ogres, given he was a brand new squire. A simple diplomatic mission was what you were hired for..."*

*Trefilov looks at your group, and observes the obvious portions of booty acquired from the ogres. "Oh, I see. I was not sent people of honor, dedicated to rescuing the weak. I was sent an amoral lot, driven by greed to loot and pillage, at the expense of the innocent and the weak. Please, leave me. While my son found honor in his death and salvaged our dream*

to protect his people, you've sacrificed my son to feed your greed for a dragon's hoard." As you leave, you hear Sir Teardrier consumed by uncontrollable sobbing.

### **Ending C**

Your approach to the manor house of the Teardrier estate prompts Sir Teardrier to come outside to meet you. Looking at your small entourage, he invites you into the manor, where he escorts you to the library, where he asks you to make yourselves comfortable. As Koenig makes his report to his father, Trefilov's face becomes more and more grim. As Koenig tells his father of the attacks upon the kobolds, Trefilov slams his hands down upon the desk, draws a drawer open, pulls out a bottle of dwarf spirits, and takes a deep drink. As Koenig pauses, Trefilov glares at him and tells him "Get on with it. That can't be the worst of it."

Koenig returns, "I'm afraid you are more right than you know. Upon the advice of my companions and my own judgment, we attacked the dragon as well, which we later found out was actually an illusion crafted by an ogre mage. I'm afraid that our mission took an unfavorable turn at that point. After facing the ogres, we found the remaining kobold captives, slaughtered to an individual."

Koenig breaks down, although he still remains standing before his father. "Men, women, children, all with slit throats and crushed skulls, lying in their shackles or their cells where we left them without help." Koenig wails, "Father, I failed them all. All of my training, all of our efforts, its like I just left it all home. I'm not worthy to be your squire. Forgive me."

Koenig silently takes off his squire pin, lays it upon his father's desk, walks out of the room and out of the manor. Out the window, you see him walk back towards the swamp.

Trefilov looks at you all through tear-filled eyes and says: "You've undone a lifetime of work and dreams for me. That's enough." With a sarcastic tone he says, "After all, there are other "dragons" to be slain. I see you've already obtained your payment for killing this one."

### **Ending D:**

Your approach to the Teardrier estates includes the small group of kobolds you gathered on your return. Sir Teardrier greets you warmly, on the steps to the manor house. Sir Teardrier invites you in, smiling at the group you have gathered. He states in fair Draconic to the group of refugees, "Please, I know you've had a difficult journey. Hopefully, we can make you safe and comfortable here, so that you can forget your troubles." After introductions are made,

Sir Teardrier has his staff wait upon the needs of the kobold refugees, while he invites you in to report.

Koenig gives an honest assessment of the mission, not leaving out mention of the attack upon the kobolds. Sir Trefilov Teardrier blurts out, "But how could you? You can't expect to earn their trust at the end of a sword! What about all that I taught you about handling matters with your brain instead of your sword? Bah. Have you got any good news at all?"

Koenig continues with the rescue of the captives, which prompts his father to beam. "Now, that is what I like to hear. You gave up the glory of hunting down the dragon, to attend to the true mission at hand, escorting these poor souls safely here." Koenig looks downcast at that. Trefilov stops speaking for a moment, and then grinds out "Or did you? Hang it all, you didn't leave those people to whatever fate would have befallen them, had you lost, did you? DID YOU?" Trefilov turns from his son, trembling with anger. "If I had turned my back on what I knew to be my duty after fighting your natural parents, you wouldn't be here. Who is not here because you turned your back on your duty?"

Koenig whispers, "I think we gathered up all of the refugees."

Trefilov returns, "YOU'RE NOT EVEN SURE? Ilmater bless us for the fools we are then." Trefilov turns to your group, and speaks through clenched teeth. "I hired you for a diplomatic mission. A SIMPLE DIPLOMATIC MISSION." He looks at your group, and points to some of the booty you dragged away from the fight. "Oh, I see the way of it. I didn't receive the help of knights or squires. I was sent mercenaries. You just went along for the stroll, waiting for the chance to loot and pillage. Please leave, as I am too angry with you to maintain any semblance of civility. You've jeopardized everything that I hold dear: my faith, my reputation, my dreams, and my son. I'll allow you no other chance to ruin them." He pulls out a set of pouches, with the requisite payments, and places them upon the desk. "Please take your payment, and do not return."

### **Ending E:**

Your group returns, and as you approach, you see a growing group gathering upon the steps of the Trefilov manor. Koenig appears downcast and somewhat sullen, but continues to approach the manor. Sir Teardrier comes out of the manor, and leads the refugees in. He strides down to where Koenig stands, and beams down at his son. "You have exceeded my expectations by leaps and bounds. Son, I am so proud of what you have done. I have to admit that I worried that you would fight the dragon, when

*these people brought back word last night. Clearly, you are destined for greatness within our order. You know your duty, and you know the meaning of restraint. You have brought honor to our peoples, our family, and our Order. You will assume the place of honor at dinner tonight.”*

*Koenig looks up and says, “I have never faced such a difficult decision father. How can I leave the dragon back there to hurt others?”*

*Trefilov looks up, surprised. “Well, son, we don’t just leave it there. Dragons, just as anything else, have a right to exist. However, if they are placing other people in mortal danger, then we are within our rights and duties to at least force it to move to where it causes no harm, or destroy it if it refuses to settle peacefully. But you made the important decision, don’t you see? Everything in its proper place and time.”*

*Trefilov turns to you. “My son, my dreams, my faith, and the reputation of my Order. I entrusted all of these to you when I asked you to take on a simple diplomatic mission, and you kept it just that. Given your success here, I will keep you in mind when I look to have the dragon issue resolved, in the near future. For now, let us revel in your success, and let me contemplate a proper reward for you. Believe me when I say, the payment I give you, which will never leave here, will be all that you can ask and more!”*

*After the day’s revels, you are invited back to the library of the manor the following morning. You are surprised to find a trio of Glyphscribes, busily attending to a complicated document with Sir Teardrier. Sir Teardrier gathers up a large sheet of parchment, which you recognize is a map of his estates. “Please, gather about this map, and give it your careful attention.” Trefilov looks to each of the paladins and priests in the party, in turn. With a merry twinkle in his eye, he states “So, where is your new temple going to be constructed?” As you look on, stunned, he continues, “We can’t have these friends of ours going about life without a place of learning and faith. Enlightenment is what takes us above the life of mere beasts. Will you stay awhile longer, and help me establish some centers of faith for our new friends?” Trefilov looks to the non-clergy members of the party, and states, “And certainly, I would be remiss if I didn’t say that we would benefit from your presence as well. And perhaps, you can learn from us as well.”*

If any in the party agree to stay and assist in building the temples, continue...

*The morning’s conversations turn into a month’s worth of hard work. At the end, new shrines to \_\_\_\_\_ (insert the name of the temples of the*

*clergy of the party, and Ilmater) are the centerpiece of a new, small kobold village, found in the isolated corner of the estate. For each temple, both a human and a kobold share the responsibilities of the services. Trefilov states to you, as you tour the finished village, “You know, per capita, we have more faith here than does Ravens Bluff! But never fear, if the city is ever in need of our assistance, you have but to call upon us.”*

*That night, as you sleep, you dream that you meet representatives of the powers to whom the new shrines have been dedicated. “The power of the faith you have unleashed should never be doubted, nor underestimated. You have done well, and we are proud. You have our blessing.” The following morning, you come to understand what form that blessing has taken.*

### **Ending F:**

*Your group returns, and as you approach, you see a growing gathering upon the steps of the Trefilov manner. Koenig appears in high spirits, and grins foolishly as Sir Teardrier comes out of the manner, and leads the refugees in. He strides down to where Koenig stands, and beams down at his son. “You have exceeded my expectations by leaps and bounds. Son, I am so proud of what you have done. I have to admit that I worried that you would fight the dragon, when these people brought back word last night. Clearly, you are destined for greatness within our order. You know your duty, and you know the meaning of restraint. You have brought honor to our peoples, our family, and our Order. You will assume the place of honor at dinner tonight.”*

*Koenig’s smile vanishes, as he looks up and says, “I have never faced such a difficult decision father. How could I leave the dragon back there to hurt others?”*

*Trefilov looks up, surprised. “You fought the dragon? With all of these people depending upon you for care and guidance from danger? Son, we wouldn’t just have left it there. Dragons, just as anything else, have a right to exist. However, if they are placing other people in mortal danger, then we are within our rights and duties to at least force it to move to where it causes no harm, or destroy it if it refuses to settle peacefully. But you failed to make the important decision, don’t you see? Everything in its proper place and time. We didn’t recruit this group to go dragon hunting. We selected a group that could keep you safe while you made contact with your brethren. A simple diplomatic mission. I am fortunate that your party was competent, or else all that I trusted to them would be for naught.*

*Trefilov turns to you. “My son, my dreams, my faith, and the reputation of my Order. I entrusted all*

*of these to you when I asked you to take on a simple diplomatic mission. I am fortunate that it has been returned to me, but I regret that you deviated from that which we discussed. You could have returned on your own time, and vanquished the dragon. I might have evened paid you for that task as well. As it is, I am concerned with the lives you gambled with over the last few days. Sir Trefilov sends a servant in for your payment, and gives each of you the agreed payment. "More payment might have been in order, but it looks as though you've already seen to that yourselves... enjoy your rest this evening, and then, please, enjoy your return to Ravens Bluff."*

**The End**

## Experience Point Summary

To award experience for this adventure, consult the column for the tier at which the players played the adventure. Add up the values for the objectives accomplished. Divide the total by 6, and award that to each PC for objectives.

Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Note that the maximum any PC can get for objectives cannot exceed the value shown for each tier, which is calculated for a table of six PCs. Thus, if you have four PCs, you divide by four on the values for what the PCs earned, but the maximum cannot go above the value shown per PC in the column.

	Tier 2	Tier 3	Tier 4	Tier 5	Tier 6
<b>Encounter Three:</b>					
Persuaded Kooset to guide them (if they get this, they cannot get the award for Killing the snakes)	100	100	100	100	100
<b>Encounter Four-B:</b>					
Avoided trap	50	50	50	50	50
OR					
Killed snakes and assassin vines	2,100	2,700	3,300	3,900	4,500
<b>Encounter Six:</b>					
Purchased kobolds (award per each bought, max 900)	100	100	100	100	100
OR					
Defeated kobold war band	8,400	5,400	3,300	1,950	1,125
<b>Encounter Seven:</b>					
Defeated kobold war band	16,800	10,800	6,600	3,900	2,250
Rescued Captives before fighting	100	100	100	100	100
<b>Encounter Eight (A or B):</b>					
Defeated ogres and ogre magi	2,100	2,700	3,300	3,900	4,500
<b>Total possible experience</b>	<b>29,500</b>	<b>21,700</b>	<b>16,600</b>	<b>13,750</b>	<b>12,475</b>
Divide the total by the number of PCs and round down					
<b>Total possible experience per PC</b>	<b>4,916</b>	<b>3,616</b>	<b>2,766</b>	<b>2,291</b>	<b>2,079</b>
Then add:					
Discretionary roleplaying award	0-100	0-100	0-100	0-100	0-100

## Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.

3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 500 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things it later finds unreasonable but which were allowed at the time.

There are two sets of items, based upon whether or not the party faced the ogres.

### **If the party defeated the ogres**

- *Brooch of spectral forces* (Value 540 gp per charge)—This brooch works as a *wand of spectral forces* with 27 charges, the spell cast by a 12<sup>th</sup> level sorcerer.
- 1,000 in pp, gp, sp, and gems, found in the ogre magi's lair under construction.

### **Knights Rewards**

Note that knights and squires cannot earn a chivalry points and an honor from the same adventure, and must take the honor over the chivalry point if the honor applies. Knights and squires can earn honors and negative chivalry points from the same adventure.

- Knightly honor: *White Rose Ring*—Conferred upon a knight who defeats a powerful monster without deadly weapons or damaging spells. This must be done in the defense of others and the monster must be at least twice the knight's level in hit dice. This likely would not be given out except under unusual circumstances.
- Knightly honor: *Leopard Skin Cloak*—Awarded to a knight who risks their own life to save the life of a defenseless innocent. Only awarded if the knight personally shielded at least one innocent kobold from harm and NO innocents were killed.
- Dove knights receive 1 Negative Chivalry Point, for failure to protect the weak and inattention to

duty, should any innocent kobolds perish. Doves are supposed to find peaceful solutions.

### **If the PC's did not fight the ogres**

The reward for this course comes from the temple of Ilmater in Ravens Bluff, after Sir Teardrier reports what the PCs did for the cause of Ilmater. The rewards varies by class, but is in the form of a permanent blessing (enhancement) to a chosen melee weapon with which the character is proficient. Once the blessing is given, the weapon can no longer be traded or sold, but may be given away if the character sees a worthy person to give it to. Attach the blessing (enhancement) certificate to the chosen weapon certificate; the blessing must be used on a weapon that has a certificate.

- Priests of Ilmater, Torm, and Tyr: +1 enhancement bonus to hit and damage, and Defending ability (+1 effective bonus). This blessing adds +2 total effective bonus to the value of the weapon (see DMG pg. 184 to find the weapon's new value). Weapons cannot have more than a +10 total effective bonus, and the magical "plus" of a weapon cannot go above +5 with this enhancement. The Defending power does not stack, so it cannot be applied to a weapon that already has it.
- Paladins of Ilmater, Torm, and Tyr: +1 enhancement bonus to hit and damage, and Holy ability (+2 effective bonus). This blessing adds +3 total effective bonus to the value of the weapon (see DMG pg. 184 to find the weapon's new value). Weapons cannot have more than a +10 total effective bonus, and the magical "plus" of a weapon cannot go above +5 with this enhancement. The Holy power does not stack, so it cannot be applied to a weapon that already has it.
- Other clerics, priests, and paladins: No enhancement bonus, but the Spell Storing ability (+1 effective bonus) is added to the weapon. This blessing adds +1 total effective bonus to the value of the weapon (see DMG pg. 184 to find the weapon's new value). Weapons cannot have more than a +10 total effective bonus. The Spell Storing power does not stack, so it cannot be applied to a weapon that already has it.
- Other party members: +1 enhancement bonus to hit and damage. This blessing adds +1 total effective bonus to the value of the weapon (see DMG pg. 184 to find the weapon's new value). Weapons cannot have more than a +10 total effective bonus, and the magical "plus" of a weapon cannot go above +5 with this enhancement.

## **Knights Rewards**

Note that knights and squires cannot earn a chivalry points and an honor from the same adventure, and must take the honor over the chivalry point if the honor applies. Knights and squires can earn honors and negative chivalry points from the same adventure.

- All PC knights and squires gain +1 Chivalry Point, for their attention to duty, in protecting the weak, and escorting them home.
- Knightly honor: *Leopard Skin Cloak*—Awarded to a knight who risks their own life to save the life of a defenseless innocent. Only awarded if the knight personally shielded at least one innocent kobold from harm and NO innocents were killed.

# GM Aid/Appendix 1

Koenig, Kobold Paladin of Ilmater, Squire to the Doves                      AL: Lawful Good  
Str 10 (0) Dex 13 (+1) Con 10 (0) Int 12 (+1) Wis 12 (+1) Cha 16 (+3)

AC 18 (+5 chainmail, +1 shield, +1 dex, +1 size)  
Hp 53

Speed 30              Level 6              Initiative +1 (dex)              Size: small

Saves:

Fort +8 (+5 base, +3 divine grace)  
Ref +7 (+2 base, +3 divine grace, +2 lightning reflexes)  
Will +7 (+2 base, +3 divine grace, +2 Iron will)

Base attack: +6/+1 (with +2 *short sword* +7/+3)  
Dmg (short sword) 1d6+2 (with *short sword* +2)

SQ: Darkvision 60', Light sensitivity (Kobolds suffer -1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell).

Languages: Kobold, Common

Class Features: Detect Evil, Divine Grace, Lay on Hands, Divine Health, Aura of Courage, Smite Evil, Remove disease (2/week), Turn undead.

Koenig is a brand new Squire to the Knights of the Dove.

Treat him for roleplaying purposes as a thoughtful and compassionate leader who listens to all input from other parties before making a decision, and who is swayed by public opinion. He is uncertain of himself, but anxious to do the right thing. Koenig is a witty, well-spoken kobold, and is both well-groomed and largely without noxious smell.

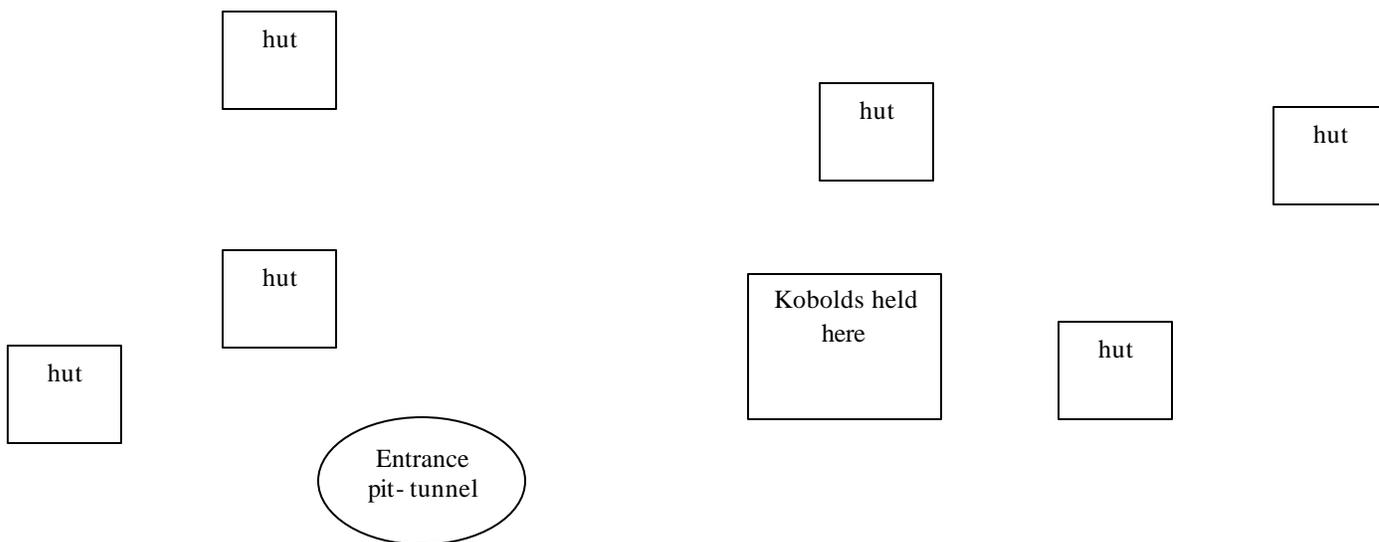
Feats: Alertness, Lightning Reflexes, Iron Will

Skills: Knowledge Religion +6, Heal +6, Diplomacy +8, Profession Herbalist +3, Search +4, Listen +2, Craft: Stone masonry +3, Sense Motive +3

Equipment: chainmail, shield, holy symbol, 2 flasks holy water, *shortsword* +2

He has other basic equipment, feel free to have him have whatever is reasonable, keeping in mind encumbrance given that he is a SMALL humanoid and not particularly strong.

# GM Aid/Map of Kobold Village



Party approaches from this direction