

PERI-03

# VORTROTE'S LEGACY

A One-Round D&D LIVING GREYHAWK<sup>®</sup>  
Perrenland Regional Adventure

Version 1

by Bob Beck

Vortrote, the Perronese the mining town between Huglerote and Exag, is in need of your help. The miners have not returned from Saber Mine and the Villagers are dying. An adventure for characters level 1-6.

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

## **PREPARATION**

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

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

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

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

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

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

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

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

## **SCORING**

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

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the 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 the group, or when the adventure is run in tournament format with winners and prizes.

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

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

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

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

## DETERMINING AVERAGE PARTY LEVEL (APL)

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

- 1) Determine the character level for each PC participating in the adventure.
  - 2) If PCs bring animals that have been trained for combat (most likely war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e., animal companions, familiars, paladin's mounts, etc.) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
- | CR          | 1 | 2 | 3 | 4 |
|-------------|---|---|---|---|
| 1/4 and 1/6 | 0 | 0 | 0 | 1 |
| 1/3 and 1/2 | 0 | 0 | 1 | 1 |
| 1           | 1 | 1 | 2 | 3 |
| 2           | 2 | 3 | 4 | 5 |
| 3           | 3 | 4 | 5 | 6 |
| 4           | 4 | 5 | 6 | 7 |
- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure—round up.
  - 4) If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the

APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

- 1) Attempt to create a table of six 1<sup>st</sup>-level characters, or try to enlist higher-level characters to play at that table.
- 2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.
- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1<sup>st</sup>-level versions of Tordek, Mialee, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

If you are using a 591 CY adventure (campaign year 1) that uses the old Tiers, assume that the Tier multiplied by 2 is the APL suitable for that encounter.

## IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

## LIFESTYLE

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

**Destitute:** You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

**Poor:** You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

**Common:** You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

**High:** You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

**Luxury:** You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle	Cost	Skill Modifier
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

## ADVENTURE SUMMARY AND BACKGROUND

Whilst travelling between Exag and Huglerote, the PCs encounter the Mining and Minting town of Vortrote. They are inspired by one of several people to investigate the fate of the miners who had worked at Saber mine, near Vortrote. There, the PCs find clues to lead them to the lost miners and the cause of their incarceration. Gebo, a kobold cleric, has returned to Vortrote to exact revenge upon the town that devastated his tribe. As a young kobold he watched a dozen or so rangers slice his family to pieces before his very eyes, after many years he has returned with his army to purge his valley of the evil human scum that now infest his former home.

Gebo has learned the secrets of producing the Burning Plague, and he has used the techniques first pioneered by the mighty Orcish shaman Jakk of the Tornclaw clan, who unleashed the Burning Plague upon

Duviks Pass, south of Perrenland (as described in the WotC free scenario "The Burning Plague" By Miguel Duran). The Plague is harmful but also short-lived. An affected creature must be continually exposed to the plague to contract it. In the case of Vortrote, the town's water supply from the local stream is being continually contaminated by Gebo.

Any creature or item that is marked contagious has the Burning Plague, and any physical contact may pass the Plague on. The PCs must successfully roll a Fortitude check (DC13) so as not to contract the Plague.

### The Disease

If a PC contracts the burning plague, then in 4 hours the PC suffers a temporary loss of 1d4 Constitution points, with the associated loss of hit points. If the PC is not exposed to anything contagious he may roll a Fortitude save (DC 13/15/18 at APL 2/4/6 respectively) the next day to begin recovering lost Constitution points (at a rate of 1 per day). When the PC returns to full hit points he is no longer infected with the Burning Plague and is no longer contagious. If the PC is exposed to anything contagious in the next 24-hour period he loses a further 1d4 Con points. When the victim reaches 0 Con he/she dies.

A *remove disease* spell removes the disease, but it is possible to contract the disease again.

There are no clerics in Vortrote of high enough level to cast *remove disease*. The best way to cure yourself is to remove yourself from the source, or to be more heroic and remove the source itself.

After most encounters in Vortrote's Legacy the PCs may retreat from the mine to lick their wounds. Allow them to do just that. The kobolds will not pursue the characters far, if at all. Most of them are sick, so running after PCs is not high on their agenda.

## INTRODUCTION

*The road from Exag to Huglerote winds its way north between the Mounds of Dawn and the Yatil Mountains. It is a rugged mountain road, but well travelled and well maintained. The regular military movements between Exag and the Northern Keep, see to that. As you turn west towards Huglerote you realize that this is a much less frequented road.*

*It is late afternoon as you crest Vortrote pass you meet a boy of perhaps twelve years. He is prodding along a donkey that is pulling an old cart. In the back of the cart is an old woman, her face is pale and gaunt, and she does not look well. The boy bows and greets you, "Hello brave Mercenaries, may I bother you for a moment? My name is Elan the Lad, of Vortrote."*

## ENCOUNTER 1: ELAN, THE LAD

Elan is taking his grandmother to Exag for treatment. She has contracted an illness that the local clerics are unable to cure. He needs to get a message to his father to let him

know that he and his grandmother have gone to Exag and to catch up with him and his Grandmother. Elan's father is called Palen Coppertooth, and is the foreman in the Saber Copper mine.

Elan flatters the PCs calling them great and honorable mercenaries, how they keep Perrenland free and safe from the Tiger nomads to the north. He offers them a contract to take a message to his father for 1 gp (a full 1/2 of the money he has in his purse for the journey ahead). Whatever the PCs decide to take as payment (particularly nice PCs may even give him money) is up to them, though he insists on paying the PCs for the "contract".

Elan openly and truthfully answers any questions but does not volunteer any of the potential problems such as:

- The towns folk have been getting sick for the last six days and many have died;
- No miners have returned for three days;
- All those whom have gone to the mine have not returned;
- His grandmother has been ill for two days.

Elan has delayed taking his grandmother to Exag for as long as he dared, as his father has not returned from the copper mine for three days. All Characters who touch the grandmother need to make a successful Fortitude save, as she is contagious.

Any PC with ranks in Heal may attempt to make a successful check (DC 20) in order to correctly diagnose Elan's grandmother as having "The Burning Plague," the same disease that struck down a town called Duvik's Pass, south of Perrenland. To make the Heal Check, the PC must physically touch the grandmother and consequently, make a Fortitude save, because she is contagious.

Anyone who recognizes "the Burning Plague" knows its symptoms and ramifications. Read the text regarding the disease on the previous page to the player(s).

☛ **Elan, the Lad of Vortrote:** Male human Com1; Medium-size human; CR 1/2; HD 1d4+3, hp 7; Init. +2 (Dex); Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atks -1 melee (1d4-1/19-20, dagger), +2 ranged (1d4-1/19-20, dagger); AL NG; SV Fort -2, Ref +2, Will -2; Str 8, Dex 14, Con 7, Int 13, Wis 6, Cha 12.

*Skills and Feats:* Climb +3, Handle Animal +5, Swim +3, Use Rope +6; Toughness.

*Possessions:* dagger, pouch (2 gp)

## ENCOUNTER 2: VORTROTE VILLAGE

If the PCs wish to avoid Vortrote Village then they may take a track around the town and head straight for the mine. Remind the PCs that they have been walking at a strong pace over the mountains all day and it is beginning

to near twilight, it is most likely dark when they reach the mine. It is entirely possible that the PCs opt to rest outside of the village. Feel free to keep them confused and scared with all manner of strange night sounds. Otherwise, they may head into town.

*You enter Vortrote, a town that normally thrives with activity, but is very quiet this evening. The road, which leads to the town square, lay before you. Ahead, in the town square, you can see that a large monument is erected there. All the stalls and shops are closed even the taverns! You see several streets from here, and the mighty Vortrote mint, which produces Copper pieces, destined for all corners of Oerth, standing idle.*

The PCs can explore as much as the village as they want (or as time allows). Eventually the PCs are summoned to the mayor's house where they are asked to investigate the mines.

### 1. VILLAGE SQUARE

*You enter the Village Square. The most notable features are a large statue of a human carrying a broadsword, held high about the head of a kobold about to strike. The kobold is on his knees with his saber over his head as if to shield himself from the final blow. There is a plaque on the base.*

The plaque on the statue reads:

*This Statue commemorates the liberation of the Vortrote mines from the Black Saber Kobolds CY 486. Thirteen brave men died. May their bravery live on as a legacy to us all.*

*To the south side of the square is the town hall. You notice that there is some activity involving a cart in front of the town hall.*

### 2. TOWN HALL

*The Town Hall is being used as an infirmary; the man with the cart in front of the Town Hall is loading bodies bound for a funeral pyre. The smell of disease and decay overwhelm your senses.*

If the PCs decide to venture into the town hall, describe a large open room with the sick and dying lying on the floors, a clerical novice approaches the PCs bowing, and then asks if they are ill. If the PCs say yes they are made comfortable on the floor with a blanket. If they say No then they are told they should leave.

If asked Matia tells them about the plague, how long it has been in town, and its effects.

All Characters who enter the town hall must make a successful Fortitude save, because this area is contagious.

☛ **Matia of Vortrote:** Female human Clr3 (Pelor); CR 3; Medium-size humanoid; HD 3d8; hp 18; Init. +2 (Dex); Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atks +1 melee (1d6-1, light mace); SA Spells, turn undead; AL NG; SV Fort +3, Ref +3, Will +5.

Str 8, Dex 14, Con 11, Int 12, Wis 15, Cha 14

*Skills and Feats:* Concentration +6, Heal +8, Knowledge (religion) +7, Spellcraft +7; Extra Turning.

Spells Prepared (4/3+1/2+1; base DC = 12 + spell level):  
0 – purify food and drink, read magic, resistance (2); 1<sup>st</sup> –  
bless, bless water, cure light wounds\*, deathwatch; 2<sup>nd</sup> –  
calm emotions, cure moderate wounds\*, endurance.

Possessions: holy symbol, healing kits (2), light mace.

\*Domain spells. Domains: Healing (May cast healing spells as though one level higher), Sun (Once per day, can perform a greater turning against undead in place of a regular turning attempt. The greater turning is like a normal turning attempt except that the undead creatures that would be turned are destroyed instead.

### 3. VORTROTE ARMS

*You enter the Vortrote tavern, a favorite watering hole for adventurers who seek fame and fortune in the Mounds of Dawn, you note that there are but two patrons in the bar this evening; not exactly a roaring trade. A large sign above the bar proclaims "The Mygrim Family Tavern and Weapons Emporium (Vortrote Branch)."*

*An ugly, middle-aged human female from behind the bar greets you. She wears beer stained leather armor and has hair, which reminds you of a medusa. She eyes you suspiciously, places one hand on the hilt of her partially drawn long sword and demands, "Who are ya, and what do ya want?? Use your tongue or I'll serve it to ya for breakfast!" The speed of her hand to her sword startles you.*

The Proprietor of the bar is Flea Mygrim. She has done her best to welcome you to her bar, but being a typical Mygrim she has most likely just offended someone. She is rude, obnoxious, and uncaring. She believes that all the villagers are morons and that the plague is of no concern of hers. She has been making a good profit from all the sick travellers.

Her bar is well stocked, but any food, which is fresh, is contagious. Pickled food is ok to eat. The ale, beer, and wine are all free from the plague, though the water is Contagious. There are salted pork strips in a bowl on the bar, which, if taken from the original jar, are harmless; but if taken from the bowl they are contagious.

Flea also has a cellar, which not only stores the beer but also contains most of the weapons and armour available in the *Player's Handbook*, minus exotic or masterwork weapons of course. Since business is very slow she sells them at a 10% discount to the listed prices.

Although the bar is very slow, all her rooms are fully booked. There are a lot of sick travellers resting in her rooms.

☞ **Flea Mygrim:** Female human Bbn4; CR 4; Medium-size humanoid; HD 4d12+12; hp 45; Init. +6 (+2 Dex, +4 Improved Initiative); Spd 40 ft.; AC 13 (touch 11, flat-footed 12); Atks +9 melee (1d8+4/19-20, longsword) or +6 ranged (1d8/x3, longbow); SA Rage; SQ Fast movement; AL CN; SV Fort +7, Ref +3, Will +0; Str 19, Dex 15, Con 16, Int 14, Wis 8, Cha 3

*Skills and Feats:* Intimidate +3, Listen +6, Move Silently +5, Profession (brewer) +2, Ride +9, Spot +2, Wilderness Lore +6; Improved Initiative, Quickdraw, Weapon Focus (longsword)

Possessions: leather armor, longbow, 20 arrows, longsword

### 4. THE COPPER PIT. MINING TAVERN AND EATERY

*A sign nailed to the front door proclaims "Closed due to plague". The front door has been nailed shut and the windows have been boarded up. You hear a banging from behind the tavern. Upon investigation you realize it is an open rear door blowing in the wind. Just outside is a dead body dressed in bartender rags. He was obviously trying to escape, but died in the process.*

The owner of this tavern, Spade Dashenbruin has succumbed to the effects of the Burning Plague. The hotel, though, is fully stocked and the back door is unlocked. Any water in the tavern is contagious as well as any fresh food stocks. The ale, mead, preserved fruits and vegetables, and fish are all free of contamination however.

The PCs may even find a sum of money (10gps) and a large silver spade (worth 1gp) hung over the fireplace. Allow the PCs to become as greedy as they wish. The town guard eventually arrives in numbers sufficient to overwhelm the PCs, plus a few jeering villagers. The PCs are arrested for looting, and taken away, stripped of all weapons.

☞ **Town Guard (10):** Male human War2; CR 1; Medium-size humanoid; HD 2d8+2, hp 18; Init +4 (+4 Improved Initiative); Spd 30 ft.; AC 13 (touch 10, flat-footed 13); Attack +5 melee (1d6/18-20, rapier); AL NG; SV Fort +4, Ref +0, Will +2

Str 15, Dex 10, Con 13, Int 10, Wis 14, Cha 6

*Skills and Feats:* Climb +6, Handle Animal +2, Listen +4, Spot +3; Improved Initiative, Weapon Focus (rapier)

Possessions: rapier, studded leather armor

Eventually the PCs are taken before Landgraff Vortmann where he confiscates any items of value from looting characters and orders them to investigate the Saber Mine.

### 5. THE VORTROTE MINT

*Six of the town guards have taken up positions around the Vortrote mint, in case anyone should wish to break in and make off with the mints' fortunes. The town guard however, does not look like it could put up much of a resistance. They all appear to be suffering from the disease prevalent in this town. The leader of the guard bows to you, in recognition of your mercenary status.*

If the PCs wish to break into the mint they find large quantities of copper (1,000 cp). They are not be able to use Vortrote copper pieces in Vortrote however, and any attempt to spend them raises the alarm and lots of town guard (see previous entry) come take the PCs away to the Landgraff's house. The PCs have to perform a successful Hide check (DC 15) to bypass, or trick, the town guard, and then open locks (DC 30). The door is made of heavy copper

☛ **Copper Door:** 3 in. thick; Hardness 10, hp 50; Break DC 25.

## 6. THE LANDGRAFF'S HOUSE

As you near this residence, three men approach you. They are wearing the garb of the Town Guard with the Vortrote coat of arms on tunics that cover chain shirts. They carry longswords upon their hips.

"Hail mercenaries of Perrenland. The Mayor of Vortrote has heard news of your arrival, and offers you the comfort and safety of his home.

Should the PCs refuse then read the following.

Landgraff Vortmann, Mayor of Vortrote has decreed that Vortrote be presently under a civil emergency. All mercenaries that are within Vortrote are subject to the command of the civil authorities. Under Perrenland Common Law, failure to comply with the requests of the local Hettmann or Mayor results in the extradition of offending mercenaries." Vortmann is particularly important in this region because he is also a Landgraff, someone who owns great tracks of land surrounding the village.

Once the PCs agree, continue:

You are escorted to the most luxurious home and second most secure building in Vortrote. Upon arrival, you are taken to a room with a large twelve chair table, and seated along one side. Presently Landgraff Vortmann enters the room followed by several aids. The Landgraff greets you, and looks at you expectantly.

The Landgraff is expecting them to stand and bow as is customary. The Landgraff asks them of their business here in Vortrote, and asks them to introduce themselves to him.

If the PCs bow when Landgraff Vortmann enters and are generally courteous and obedient, he offers them 100 gp to investigate the Saber Mine. He wants the PCs to find out what is causing the illness that flows down the river from the mine area, and stop it. He would also like to know the fate of the miners. If the PCs failed to bow when he entered the room he informs them of the state of civil emergency and orders them to investigate the mine (for no fee). If the PCs inform the Landgraff that Elan the Lad has hired them to deliver a message to his father, then Landgraff Vortmann does not offer any money as there is already a contract in place for the investigation of the mine.

The Mayor then furnishes the PCs with a map of the mine.

## ENCOUNTER 3: SABER MINE

NOTE: The DM's map of the Sabre Copper Mine is numbered incorrectly. "area 7" is where "Area 9" is currently. There is no "area 9" at all. There is also an undrawn narrow secret passageway between area 4 (Storage) and area 5 (Cavern). Please be aware of these changes and correct accordingly.

You head up a well-worn path to the Vortrote Copper Mine. The morning dawns still and clear. The silence of the countryside is very restful, no birds, cicadas, or noises to disturb the morning quiet. In the distance you hear a mountain stream and you think of the cool clear water. What greets you, on the other hand, is a fetid cesspool of decay. The once clear water runs almost black with filth and it carries the smell of death, which assaults your noses.

### 1. CAVE ENTRANCE (SABER MINE)

All is quiet as you approach the mouth of the mine. There is a huge sign above the entrance, which says "Saber Mine". Placed into the rock wall near the entrance is a polished copper plaque. Rail tracks that snake up from the Vortrote mint enter the mine and disappear into the darkness. Tools and equipment lay abandoned on the ground and into the tunnel.

If the players wish to check the plaque, the following is inscribed:

*This plaque was placed here to mark the heroic battle against Davoss the Kobold, and his Black Saber Kobold hordes that took place in CY 486. Thirteen Miners were killed in driving Davoss from these caverns.*

If the players investigate they may see one of the following clues

- 1) There is blood soaked into the ground and on the tools (Spot check DC 15)
- 2) The Mine timbers and the miners' tools appear to have been chipped by swords. (Spot check DC 15)

There is nothing much to see at this point, allow the players to prepare any spells. The mineshaft heads south for 100 ft before coming to the entrance of area 2. Any PC who does not have darkvision needs to have some form of light source. All of the miners' torches have burned out.

### 2. ORE LOADING AREA

The Tunnel opens into a roughly rectangular chamber. There are two exits from this room, one to the south and one to the West.

Near the end of the tracks at the south exit is an ore cart that appears to have been pushed so as to block entry to the south from this chamber. Just like the entrance there is mining equipment strewn all around the cavern.

If the PCs try to move the cart to get past into the south chamber (Area 5), then a Thunderstone Trap goes off.

#### APL 2

☛ **Thunderstone Trap:** CR 1; Sonic attack deafens all those within 10 foot radius; Fortitude save (DC 15) avoids; Search (DC 20); Disable Device (DC 20).

## APL 4

⚡ **Thunderstone Trap:** CR 1; Sonic attack deafens all those within 10 foot radius; Fortitude save (DC 15) avoids; Search (DC 20); Disable Device (DC 25).

## APL 6

⚡ **Thunderstone Trap:** CR 1; Sonic attack deafens all those within 10 foot radius; Fortitude save (DC 15) avoids; Search (DC 25); Disable Device (DC 25).

**Development** The Thunderstone causes a loud explosion that alerts the inhabitants of areas 3 and 6 to the PCs arrival. The only really “safe” and “sneaky” way to enter area 5 is to find the secret passageway leading from area 4 (storage), thus bypassing this entrance altogether.

## 4. MESS HALL

A closed wooden door serves as the entryway into the mess hall. Once the dining quarter of the mine, this area has now been made into a watch post for the kobold warband. Once the PCs open the door (it is not locked) and enter into the room, read the following description aloud:

*This large, rectangular room houses five long wooden tables, each with a bench on either side. On top of the tables lie a number of wooden bowls and eating utensils. In the Southeast corner of the room, a small stew pot steams over a fireplace carved into the floor. A pungent odour hangs in the air.*

The stew inside the pot and in the wooden bowls is a particularly foul concoction that is made of some of the rotting foodstuffs from the storeroom in area 4 and mixed with bits of meat from the rats the kobolds have caught in the mines. The stew is contagious.

If the PCs have been reasonably quiet and have not set off the Thunderstone trap in room 2 then they catch the kobolds during a meal. If the PCs listen at the door (DC 10) they hear the kobolds talking amongst themselves.

If a PC understands Draconic he may discern the following from the kobold’s conversation.

- This place is cursed as half their numbers have died from a mysterious fever.
- Gebo has taken the corpses of the dead miners and those of any dead kobolds, deeper into the mine, they are all telling each other that they should sneak a look to see what he’s doing with them.

If the PCs have not been reasonably quiet then the kobolds may make a Listen check to determine if they hear the party.

## APL 2 (EL 2)

👉 **Kobolds (9):** hp 3 each; see *Monster Manual* page 123. The kobolds are contagious.

## APL 4 (EL 6)

👉 **Kobolds (9):** Male kobold Ftr1; CR 1; Small Humanoid (Reptilian); HD 1d10, hp 10 each; Init +1 (Dex); Spd 30 ft.; AC 17 (touch 13, flat-footed +4); Atk +0 melee (1d6/x3, halfspear) or +4 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +2, Ref +2, Will +2; Str 8, Dex 14, Con 11, Int 10, Wis 10, Cha 10

*Skills and Feats:* Climb +3, Craft (trapmaking) +2, Hide +8, Jump +3, Move Silently +4, Search +2; Point Blank Shot, Precise Shot

## APL 6 (EL 8)

👉 **Kobolds (9):** Male kobold Ftr2; CR 2; Small Humanoid (Reptilian); HD 2d10+2, hp 18 each; Init +1 (Dex); Spd 30 ft.; AC 17 (touch 13, flat-footed +4); Atk +1 melee (1d6/x3, halfspear) or +6 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +4, Ref +2, Will +2; Str 8, Dex 14, Con 12, Int 10, Wis 10, Cha 10

*Skills and Feats:* Climb +4, Craft (trapmaking) +2, Hide +8, Jump +4, Move Silently +4, Search +2; Point Blank Shot, Precise Shot, Weapon Focus (light crossbow)

**Tactics:** If the kobolds hear the player characters in the tunnel between Areas 2 and 3 or the PCs activate the thunderstone trap, they quietly turn over the table farthest from the entryway and use it for cover, gaining one-half cover (AC bonus of +4, Reflex save bonus of +2) in the process. They ready their crossbows and fire at the first PC to enter the room from area 2. They then retreat through the door to area 5 arm their trap and retreat to the rear area 5. They do not engage in hand-to-hand combat unless forced to. If the kobolds are surprised they respond appropriately, using missile weapons whenever possible.

## 5. STOREROOM

If the kobolds have entered this room then they are dug in for the long haul. The kobolds have most certainly ensured that the large iron bound door has been barred behind them. The kobolds do not allow anyone close enough to wedge open the door.

👊 **Strong Wooden Door:** 2 in. thick; Hardness 5, hp 20; Break DC 25.

*This long narrow room is obviously a storeroom; sack, jars, open chests and wooden boxes lay strewn all around this room. The supplies have been well pillaged and the floor is littered with debris. A crudely constructed fort has been built at the end of this long room, it is slightly elevated and provides good cover and a great vantage of the storeroom.*



If the kobolds have retreated to this room the read the following..

*You hear the excited cries of the Kobolds near the rear of the cavern, and the twang of bowstrings.*

Any attempt to charge down the storeroom to engage the kobolds requires a successful Dexterity check DC 13 every 10 feet; there is too much debris to run properly. If the PCs hide in amongst the debris they get 3/4 cover (+7 to AC and +3 to Reflex Saves). Should they sneak up through the debris, they can move at 10 feet per round with 1/2 cover (+4 to AC and +2 to Reflex Saves).

The kobolds have 3/4 cover, which gives them +7 to their AC and a +3 cover Reflex Save bonus.

### **The Secret Door**

Have every PC make a Spot Check (DC 20). This is a "casual" chance to notice the secret panel on the western wall that opens to a narrow passageway that leads to Area 5. If any PC actually states that they are searching the western wall for secret doors, they must make a Search Check (DC 10) to notice it. It is poorly constructed and hidden; that's why it's not too hard to find.

The door pivots inwards and leads to a ten-foot wide by thirty-foot long passageway. The passage is not lit, but is free of traps, etc. The passage leads to another secret door that pivots outwards into Area 5. Canny PCs take this route as it allows them to:

- a) Getting the drop on the kobolds in area 5;
- b) Avoiding the traps set by the kobolds going from Area 2 to Area 5.

### **Development**

The kobolds have greased the passage going from Area 2 to Area 5 with the lard.

## **6. CAVERN OF STALAGMITES**

When the party is ten feet down the slope leading from the ore loading area (2) to the main cavern of Stalagmites, they notice that the floor starts to slope down. The creatures in this cavern have set a trap. The kobolds plan is for the characters to slip down through the entrance to the cavern, into the large pit they have excavated, and then fill any intruders with arrows before they can crawl up the greased slope out of the pit. The kobolds are camped in a trench in the "old" area 7 (marked on the DM map). Any PCs coming through the secret door (from Area 4) sees these kobolds all crouching down with their crossbows trained on the passageway leading from Area 2. This is the direction they think the PCs are coming from.

If the PCs come from Area 2, read the following:

*Before you the floor slopes down 10 feet or so into an enormous cavern that extends upward for at least 100 feet, climbing high into the bowels of the mountain. Glowing blue-green lichens creep across the rough walls and man-sized stalagmites protruding from the ground in this area, their faint light*

*growing and then diminishing again every few seconds. The illumination occasionally highlights small flecks of copper, which glitter in the face of the great western wall of the cave. Ahead of you, on the other side of the cavern, you see a passageway leading to darkness. To the right of the cavern you see what appears to be a "trench" in the ground; about forty feet from where you presently stand.*

At this point, get the PCs to make two Spot checks (DC 15). The first is to see Barrak (the Kobold leader) hiding behind a stalagmite approximately 40 feet straight in front of the PCs. The other is to Spot the hidden Kobolds in the trench with their crossbows trained on the party.

If the PCs spot either, and react, then the melee may start there and then (but don't forget the "Grease Trap"!!). If the PCs don't see either, then the melee begins as soon as someone falls in the pit trap, or reaches the pit trap area. The Kobolds get the drop on the PCs in that case.

If the PCs surprise the kobolds through the Secret Door (from Area 4), then give the kobolds a Listen check (DC 15) to hear the PCs entering behind them. Otherwise the PCs get the drop on them!! Barrak is too far away behind a stalagmite to even get a chance to hear or spot.

**Trap:** The cavern entrance (10 feet past Area 2) is greased with lard. PCs get to make a Spot Check (DC 13) to see the ground coated in the stuff. Any character who moves unknowingly down the slope in all but the 2 feet closest to each wall are likely to slip. A reflex (DC 15) save while slipping on the lard allows the PC to cease slipping but a reflex check (DC 25) is required to throw themselves off the greased area.

**Pit Trap (20' deep):** CR 1; no attack roll necessary (2d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20). The lard coats the entire body of the fallen PC, making holding any object (weapons, spell components) difficult (-1 to hit OR 10% spell failure until the PC bathes and washes his/her clothes.

**Creatures:** Barrak, the kobold warband's leader, has instructed his men to set up camp in the trench. Waiting in the shadows of the hollow, they are prepared to attack anything that enters the grotto. If the thunderstone trap in Area 2 or the pit trap in this area has been sprung, the kobolds are alert and hiding as the adventurers enter the cavern. Otherwise, the DM should use his or her best judgement as to whether the party has taken the necessary steps to avoid being heard during their entry into the cavern. In the case of any doubt, opposed Listen/Move Silently rolls between the kobolds and the party can decide the issue.

### **APL 2 (EL 4)**

**Barrak:** Male kobold Sor2; CR2; Small Humanoid; HD 2d4; hp 11; Init. +1 (Dex); Spd 30 ft.; AC 15; Atk +0 melee (1d6-2/x3, halfspear) or +3 ranged (1d8/19-20, light crossbow); SQ: Darkvision 60 ft., light sensitivity,

Contagious; AL LE; SV Fort +0, Ref +1, Will +5; Str 6, Dex 13, Con 10, Int 10, Wis 10, Cha 14

*Skills and Feats:* Concentration +5, Craft (trapmaking) +2, Hide +8, Listen +2, Move Silently +4, Search +2, Spellcraft +5, Spot +2; Alertness, Combat Casting

*Possessions:* halfspear, light crossbow, 20 bolts, leather armor, belt pouch with 25 gp.

*Spells Known (6/5):* 0 – dancing lights, daze, ghost sound, open/close, ray of frost; 1<sup>st</sup> – burning hands, summon monster I.

➤ **Kobolds (8):** hp 3 each; see *Monster Manual* page 123.

## APL 2 (EL 4)

➤ **Barrak:** Male kobold Sor2; CR2; Small Humanoid; HD 2d4; hp 11; Init. +1 (Dex); Spd 30 ft.; AC 15; Atk +0 melee (1d6-2/x3, halfspear) or +3 ranged (1d8/19-20, light crossbow); SQ: Darkvision 60 ft., light sensitivity, contagious; AL LE; SV Fort +0, Ref +1, Will +5

Str 6, Dex 13, Con 10, Int 10, Wis 10, Cha 14

*Skills and Feats:* Concentration +5, Craft (trapmaking) +2, Hide +8, Listen +2, Move Silently +4, Search +2, Spellcraft +5, Spot +2; Alertness, Combat Casting

*Possessions:* halfspear, light crossbow, 20 bolts, leather armor, belt pouch with 25 gp.

*Spells Known (6/5):* 0 – dancing lights, daze, ghost sound, open/close, ray of frost; 1<sup>st</sup> – burning hands, summon monster I.

➤ **Kobolds (8):** Male kobold Ftr1; CR 1; Small Humanoid (Reptilian); HD 1d10, hp 10 each; Init +1 (Dex); Spd 30 ft.; AC 17 (touch 13, flat-footed +4); Atk +0 melee (1d6/x3, halfspear) or +4 ranged (1d8/19-20, light crossbow); SQ: Darkvision 60 ft., light sensitivity; AL LE; SV Fort +2, Ref +2, Will +2; Str 8, Dex 14, Con 11, Int 10, Wis 10, Cha 10

*Skills and Feats:* Climb +3, Craft (trapmaking) +2, Hide +8, Jump +3, Move Silently +4, Search +2; Point Blank Shot, Precise Shot

## APL 6 (EL 8)

➤ **Barrak:** Male kobold Sor2; CR2; Small Humanoid; HD 2d4; hp 11; Init. +1 (Dex); Spd 30 ft.; AC 15; Atk +0 melee (1d6-2/x3, halfspear) or +3 ranged (1d8/19-20, light crossbow); SQ: Darkvision 60 ft., light sensitivity, contagious; AL LE; SV Fort +0, Ref +1, Will +5; Str 6, Dex 13, Con 10, Int 10, Wis 10, Cha 14

*Skills and Feats:* Concentration +5, Craft (trapmaking) +2, Hide +8, Listen +2, Move Silently +4, Search +2, Spellcraft +5, Spot +2; Alertness, Combat Casting

*Possessions:* halfspear, light crossbow, 20 bolts, leather armor, belt pouch with 25 gp.

*Spells Known (6/5):* 0 – dancing lights, daze, ghost sound, open/close, ray of frost; 1<sup>st</sup> – burning hands, summon monster I.

➤ **Kobolds (8):** Male kobold Ftr2; CR 2; Small Humanoid (Reptilian); HD 2d10+2, hp 18 each; Init +1 (Dex); Spd 30 ft.; AC 17 (touch 13, flat-footed +4); Atk +1 melee (1d6/x3, halfspear) or +6 ranged (1d8/19-20, light crossbow); SQ

Darkvision 60 ft., light sensitivity; AL LE; SV Fort +4, Ref +2, Will +2; Str 8, Dex 14, Con 12, Int 10, Wis 10, Cha 10

*Skills and Feats:* Climb +4, Craft (trapmaking) +2, Hide +8, Jump +4, Move Silently +4, Search +2; Point Blank Shot, Precise Shot, Weapon Focus (light crossbow)

**Tactics:** The kobolds fire volley after volley of bolts at the characters, especially anyone helping someone caught down the pit trap. The Stalagmites offer one-quarter cover (+2 to AC and +1 to Reflex Saves) to any characters as well as Barrak and any kobolds that somehow bolt from the trench (DM's judgement). Whilst in the trench the kobolds have 1/2 cover (+4 to AC and +2 to Reflex Saves).

Should Barrak be killed, any surviving Kobolds surrender and, if questioned, they betray Gebo (in Area 7) and tell the party where he is, in return for sparing their lives of course.

## 7. CESSPOOL OF DECAY

The cesspool room is the mixing bowl where Gebo has created his vile concoction that is killing the town of Vortrote. The poisoned water exits the cavern in the northern side and then contaminated the local stream and well. Read the following when the characters enter this room.

*Waves of heat wash through the cave, thickening the air and making breathing difficult. This small, bowl-shaped cavern's floor is littered with humanoid corpses. Rats skitter through the sea of bodies within the sunken floor, pausing occasionally to nibble at a choice morsel. A host of their brethren lie nearby on their backs, some of them still twitching with a few remnants of life. A tunnel's opening is visible in the Western Wall of this chamber water from an underground source enters from the south side of the chamber and washes through the carnage. What exits from the south side of the cavern is not even fit for a carrion crawler to drink.*

This room is highly contagious. All characters upon entering this room must make a Fortitude Check (DC13) to avoid contracting the plague instantly.

After Gebo has died (Area 7) this room washes itself clean in a matter of minutes, and all who have contracted the plague (PCs, Kobolds and Townsfolk) are instantly cured.

## 8. THE THRONE ROOM

*Through a small fissure in the rock you look through to another cavern. On the far side of the cavern, drawings on the rocks line the walls. You see mighty Kobolds conquering huge human cities, and Dwarves running in terror from sword wielding Kobolds. From somewhere deep within the cavern you hear a wheezing, gasping cough.*

Gebo is sitting upon his throne in the northern end of the cavern. It cannot be seen from the entrance, the PCs must enter the cavern to see Gebo. Gebo may hear the characters coming, though his Listen check DC depends

entirely upon the actions of the PCs. Gebo's cough gives the characters a chance to prepare for the final battle.

## APL 2 (EL 5)

➤**Gebo:** Male kobold Clr5 (Incabulos); CR 5 Small Humanoid HD 5d8; hp 28; Init +3 (Dex); Spd 20 ft.; AC 18 (touch 14, flat-footed 15); Atk: +3 melee (1d6, light mace) or +7 ranged (1d8, light crossbow); SQ Dark-vision 60 ft., light sensitivity, contagious; SV Fort +4, Ref +5, Will +8; Str 8, Dex 17, Con 11, Int 8, Wis 15, Cha 8

*Skills and Feats:* Concentration +2, Craft (trapmaking) +2, Heal +6, Hide +8, Move Silently +4, Search +2; Blind-Fight, Brew Potion

*Possessions:* masterwork light mace, scalemail, light crossbow, 20 bolts, *potion of cure light wounds*, *potion of invisibility*.

*Spells Prepared* (5/4+1/3+1/1+1; base DC = 12 + spell level): 0 – *detect magic*, *guidance*, *purify food and drink*, *resistance*, *virtue*; 1<sup>st</sup> – *cause fear\**, *doom*, *obscuring mist*, *protection from good*, *shield of faith*; 2<sup>nd</sup> – *death knell\**, *hold person* (2), *sound burst*; 3<sup>rd</sup> – *contagion\**, *deeper darkness*.

\*Domain spells. *Domains:* Death (May use a death touch once per day. Death touch is a spell-like ability that is a death effect. He must succeed at a melee touch attack against a living creature. When the creature is touched, roll 1d6 per your cleric level. If the total at least equals the creature's current hit points it dies.); *Destruction* (Gains the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level. You must declare the smite before making the attack. It is usable once per day.)

## APL 4 (EL 7)

➤**Gebo:** Male kobold Clr7 (Incabulos); CR 7 Small Humanoid HD 7d8; hp 38; Init +3 (Dex); Spd 20 ft.; AC 18 (touch 14, flat-footed 15); Atk: +5 melee (1d6, light mace) or +9 ranged (1d8, light crossbow); SQ Dark-vision 60 ft., light sensitivity, contagious; SV Fort +5, Ref +6, Will +9; Str 8, Dex 17, Con 11, Int 8, Wis 15, Cha 8

*Skills and Feats:* Concentration +4, Craft (trapmaking) +2, Heal +6, Hide +8, Move Silently +4, Search +2; Blind-Fight, Brew Potion, Weapon Focus (touch attacks)

*Possessions:* masterwork light mace, scalemail, light crossbow, 20 bolts, *potion of cure light wounds*, *potion of invisibility*.

*Spells Prepared* (6/5+1/4+1/2+1/1+1; base DC = 12 + spell level): 0 – *detect magic*, *guidance*, *mending*, *purify food and drink*, *resistance*, *virtue*; 1<sup>st</sup> – *cause fear\**, *doom*, *obscuring mist*, *protection from good*, *sanctuary*, *shield of faith*; 2<sup>nd</sup> – *death knell\**, *hold person* (3), *sound burst*; 3<sup>rd</sup> – *contagion\**, *deeper darkness*, *dispel magic*; 4<sup>th</sup> – *divine power*, *inflict critical wounds\**.

\*Domain spells. *Domains:* Death (May use a death touch once per day. Death touch is a spell-like ability that is a death effect. He must succeed at a melee touch attack against a living creature. When the creature is touched, roll 1d6 per your cleric level. If the total at least equals the creature's current hit points it dies.); *Destruction* (Gains the smite power, the supernatural ability to make a single

melee attack with a +4 attack bonus and a damage bonus equal to your cleric level. You must declare the smite before making the attack. It is usable once per day.)

## APL 6 (EL 9)

➤**Gebo:** Male kobold Clr9 (Incabulos); CR 9 Small Humanoid HD 9d8; hp 48; Init +7 (+3 Dex, +4 Improved Initiative); Spd 20 ft.; AC 18 (touch 14, flat-footed 15); Atk: +7/+2 melee (1d6, light mace) or +10 ranged (1d8, light crossbow); SQ Dark-vision 60 ft., light sensitivity, contagious; SV Fort +5, Ref +6, Will +9; Str 8, Dex 17, Con 11, Int 8, Wis 16, Cha 8

*Skills and Feats:* Concentration +6, Craft (trapmaking) +2, Heal +6, Hide +8, Move Silently +4, Search +2; Blind-Fight, Brew Potion, Improved Initiative, Weapon Focus (touch attacks)

*Possessions:* masterwork light mace, scalemail, light crossbow, 20 bolts, *potion of cure light wounds*, *potion of invisibility*.

*Spells Prepared* (6/5+1/5+1/4+1/2+1/1+1; base DC = 13 + spell level): 0 – *detect magic*, *guidance*, *mending*, *purify food and drink*, *resistance*, *virtue*; 1<sup>st</sup> – *cause fear\**, *doom*, *obscuring mist*, *protection from good*, *sanctuary*, *shield of faith*; 2<sup>nd</sup> – *death knell\**, *hold person* (3), *remove paralysis*, *sound burst*; 3<sup>rd</sup> – *contagion\**, *deeper darkness* (2), *dispel magic*, *protection from elements*; 4<sup>th</sup> – *divine power*, *freedom of movement*, *inflict critical wounds\**; 5<sup>th</sup> – *circle of doom*, *slay living\**.

\*Domain spells. *Domains:* Death (May use a death touch once per day. Death touch is a spell-like ability that is a death effect. He must succeed at a melee touch attack against a living creature. When the creature is touched, roll 1d6 per your cleric level. If the total at least equals the creature's current hit points it dies.); *Destruction* (Gains the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level. You must declare the smite before making the attack. It is usable once per day.)

**Tactics:** The throne Gebo sits on is on a raised dais 10 feet up. There are two 5-foot tall steps, enough to hinder the progress of any charging enemy. There are normal steps on the northern side of the dais. Gebo's first move is to cast obscuring mist, and allow the PCs to come to him through the concealment. He moves, attempting to isolate one PC, and then use is Smite and Death Touch domain powers in the same attack. This is a touch attack at +7 at APL 2, +10 at APL 4, and +11 at APL 6 all told. Then he casts deeper darkness, and moves through the PCs casting spells like cause fear, and contagion. After this, he begins to attack with his masterwork light mace, and once he gets a PC in the red, he casts death knell to finish them off.

**Treasure:** Gebo has the following items on or about him.

- Masterwork light mace
- *potion of cure light wounds*
- *potion of invisibility*

## CONCLUSION

After Gebo is defeated, everybody who is sick heals naturally. Get the players to tell you how they leave the mine. If they go through the Trapped Cart area (ie. Move the cart to take a short cut), then there's the chance they'll set the trap off (if not already). They also have to jump back over the pit if they set it off (unless they find the Secret Door).

When they get back to Vortrote, they may be rewarded by the Landgraff (if they bowed to him earlier, etc). Otherwise the townsfolk gather and give the party a rousing Perronese cheer ("Perry, Perry, Perry! Oy! Oy! Oy!").

**The End.**

## EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. 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.

Award the total value (objectives plus roleplaying) to each character.

### Encounter 3

Disarming Thunderstone Trap	25 xp
Defeating kobolds in Mess Hall	50 xp
Disarming the Pit Trap	25 xp
Defeating Barak and other kobolds	100 xp
Defeating Gebo	200 xp

Total experience for objectives	400 xp
Discretionary role-playing award	0-50 xp

**Total possible experience** 450 xp

## 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 250 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. 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, which it later finds unreasonable but which were allowed at the time.

### Encounter 1

- Contract Fee (1gp) from Elan The Lad
- 10 gps from the till in the pub
- Silver Spade worth 1gp from the pub
- 1,000cps (10gps) from the Vortrote Mint

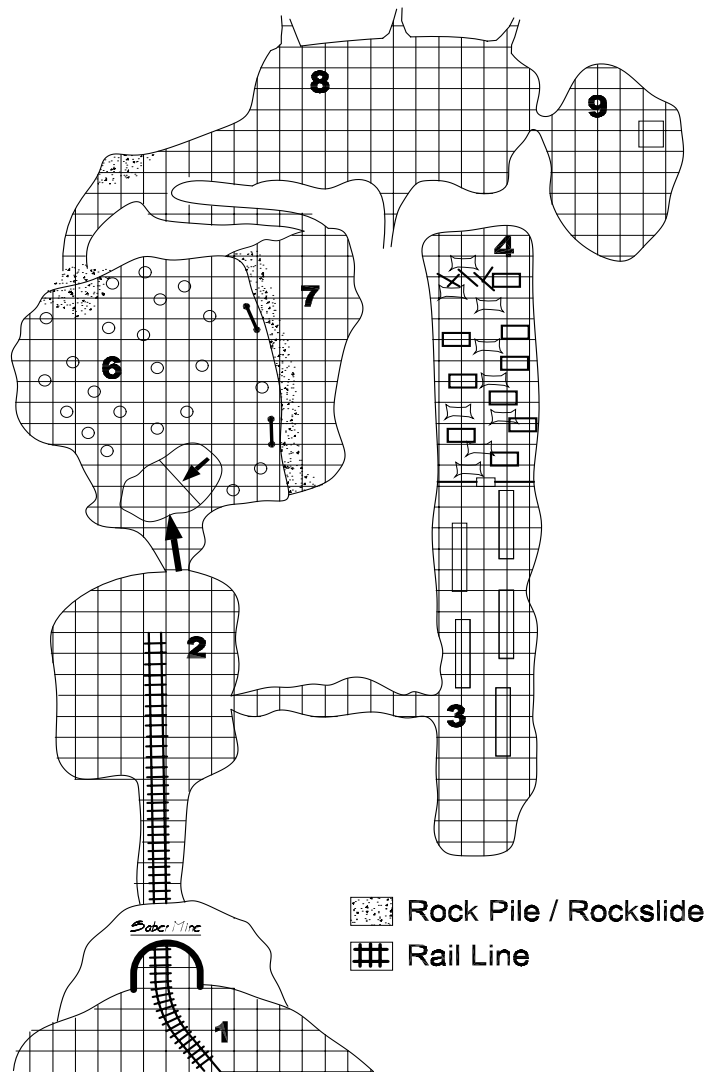
### Encounter 2

- Contract fee (100gp). Possible fee from Landgraff Vortmann for clearing Saber Mine

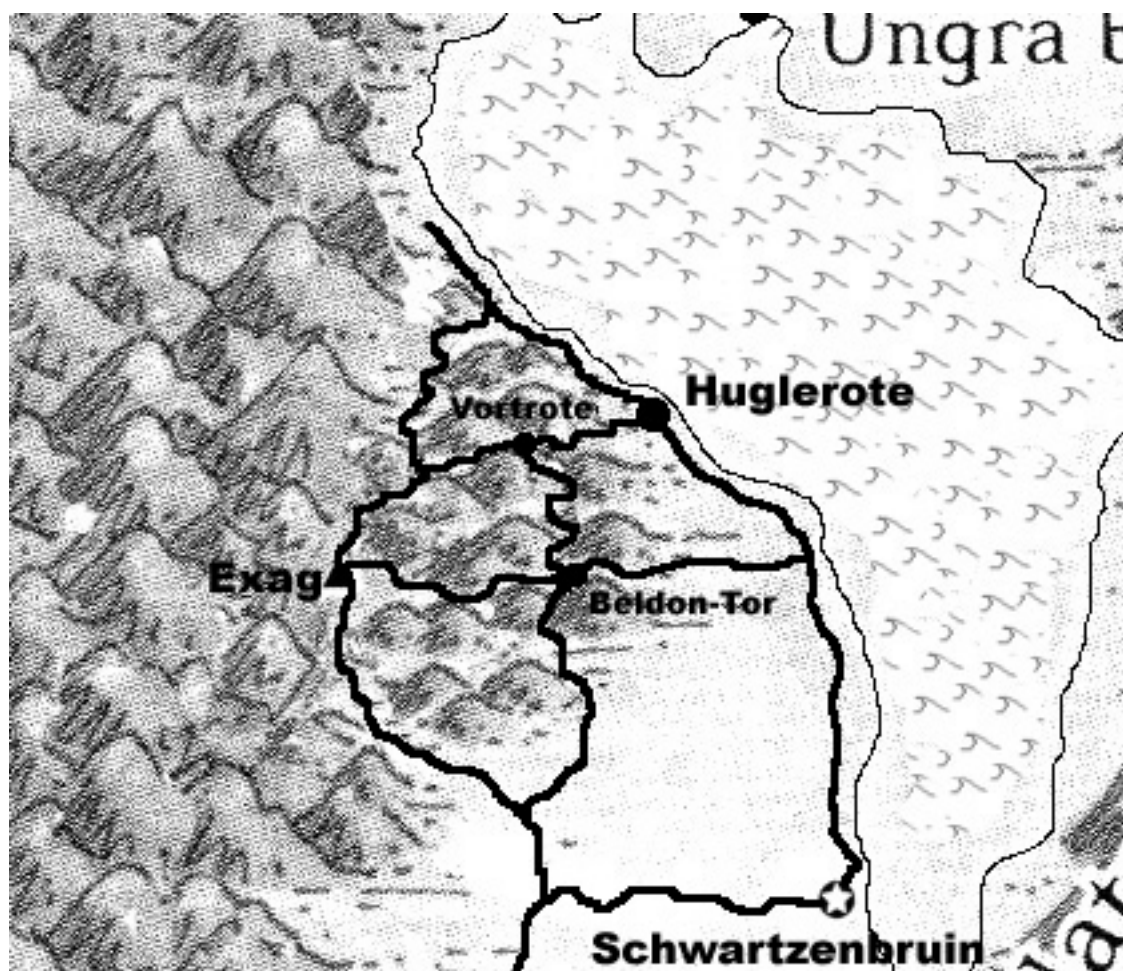
### Encounter 3

- Thunderstone (worth 30gp) if the trap is disabled.
- Belt pouch with 25 gp (from Barrak)
- Masterwork heavy mace
- *potion of cure light wounds*
- *potion of invisibility*

# DM'S AID: SABER MINE



PLAYER HANDOUT : NORTHWEST PERRENLAND



## ENLISTING THE ICONIC

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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