

BDKA6-01

Badgered by Problems

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

Version 1.0

Round 1

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The Boss is livin' fat and happy on the outskirts of the lands of luz. Boss Beare is a man of such stature (or, more appropriately, girth) that not much riles him, but growing troubles have been upsetting his digestion as of late. First is the increasing number of fledgling adventurers in Salfrayfields, piling up like cordwood on the woodpile because they're not yet strong enough to venture farther into the Bandit Kingdoms. And on top of that, the Boss has lost a number of his men (and some of the villagers he is supposed to be protecting) to a series of animal attacks just north of the village. Boss Beare is looking for a solution that will cover his backside and ease his unsettled stomach, all while maintainin' his grip on this cushy job. He knows the shadows hold both the eyes of luz and the ears of the resistance, so he has to be careful in what he does. Maybe he can play his problems off against each other. It will be up to you to determine if Boss Beare will feast in peace, or remain badgered by problems. A one-round Bandit Kingdoms Introductory Adventure for 1st level characters only.

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

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RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA event from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK™ campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning this adventure you can use the AR to advance your LIVING GREYHAWK character. However, unlike most RPGA events, players and DMs may not earn reward points for playing an introductory scenario.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase

or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table Tracking sheet. It is not necessary to fill this out for introductory adventures, but if you're playing this adventure as part of an RPGA-sanctioned event, your senior GM may request that you complete and turn in this sheet directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. As an introductory adventure, this scenario is limited to 1st-level characters only.

1. Verify that each PC participating in the adventure is 1st-level.
2. PCs may bring animals that have been trained for combat (most likely dogs trained for war), or those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts). A single PC may only bring four or fewer animals of this type.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. As an introductory adventure, all of the challenges in this scenario have been tailored to a party of 1st-level characters so this scenario has no challenges higher than APL 2.

You need not worry about dealing with varying amounts of earned XP and GP based on character level since only 1st-level characters may play this event.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Although this adventure is specifically designed for 1st-level characters, four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

TIME UNITS AND UPKEEP

This is an introductory two-round regional adventure, set in the Bandit Kingdoms. Characters native to the Bandit Kingdoms pay one Time Unit per round; all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

Adventure Background

Larn's Tower and the village of Salfrayfields are ruled by the mage Larn, who owes nominal allegiance to Renfus in Stoink. Having goals and business of his own, Larn appointed Ernest Beare to be his representative in Salfrayfields. Boss Beare and his bully boys maintain what passes for law and order here, keeping bandits out (mostly) and the villagers safe (mostly).

Recently, villagers foraging or hunting in the areas north of the village have been disappearing. Boss Beare sent some of his boys to investigate each disappearance and they either reported finding a mauled body or never returned. If he sends any more of his "boys" and they disappear, he runs the chance of losing control of the village – and he is not having that happen. Adventurers, on the other hand, he can afford to lose day and night.

On the other side of the equation, Verif Itamar, a fledgling cleric of luz, wants to move up the hierarchy as fast as he can. He knows the fastest way up is to do great things for the Church and Verif is a schemer. Verif has brought a group of kobold followers of luz under his sway and is using them to further his ambitions. Learning of a dire badger recently killed by the forces of luz in the woods north of Salfrayfields, Verif was suddenly struck by a plan.

Verif sent an elite group of his kobolds to find the dire badger lair and hide in it. They would tunnel and conceal a lair of their own inside the dead dire badger's lair and use it as a base of operations to spy on the surrounding area. The kobolds were ordered to determine what the status and defenses of the villages in the area are. They are under the strictest orders to avoid being seen and to eliminate any witnesses. Further, to maintain the illusion that the dire badger is still active in the area, the kobolds will leave occasional badger tracks and mauled bodies to be found. A small supply of badger musk has been provided for scent purposes.

The elite kobold squad has now been in the area for several weeks. They occupied the dire badger lair and dug their own lair in it, concealing the entrance to their lair. They scout the area at night, spying on Salfrayfields and a few other settlements in the area. They are currently compiling intelligence on the goings on in Salfrayfields, its current defenses, and current defenders. They are almost ready to send their report back to Verif. Once Verif has that report, he will have justification to lead a group of luzian

troops to seize control of Salfrayfields and "repatriate" its citizens with the Empire.

Additionally, both a member of the Brotherhood of the Sundered Axe and a member of the Circle of Crimson Stone are currently in Salfrayfields, recruiting for their respective organizations. The Crimson Stone representative wishes to establish a chapter here, but his pool of potential recruits has been somewhat limited. At least one of the PCs should be exactly what he is looking for. He will approach combatant types individually after they have performed the Boss's job (so he can learn what they are really made of) before discussing recruitment possibilities.

The Brotherhood recruiter poses as a cloth merchant and most of the locals assume she is the representative of some thieves' guild from Urnst, but as long as she does not bother them, they will not bother her. She already has someone spying on Boss Beare and knows why the Boss wants adventurers. She sees this as a good test of the reliability and trustworthiness of any potential recruits and will offer adventurers a modest fee to report whatever they find. All will be paid, but only those who are truthful will earn her favor.

Adventure Summary

Ernest "Boss" Beare runs the village of Salfrayfields for the mage Larn. It is a situation that suits both of them, but is based on Boss Beare being able to maintain order and keep the villagers safe. Boss Beare's bully boys are generally enough to handle keeping order in the village and the occasional group of bandits.

Currently, Boss Beare has two problems. The first problem is what appears to be one or more dire badgers causing disappearances and deaths north of Salfrayfields. The second is the populace of adventurers currently in the village. New adventurers looking to make a name for themselves tend to start causing problems and disrupting the order he is responsible for keeping.

This led Boss Beare into thinking that he might be able to solve both problems at the same time. He plans to make the adventurers an offer – handle the dire badger problem or leave town. No matter which choice the adventurers make, he comes out ahead with at least one of his problems solved – either no more dire badgers or no more adventurers in the village. He'd rather the adventurers eliminated the dire badgers (so he does not have to ask Larn for assistance), but either alternative is OK with him.

Boss Beare sends his bully boys to round up any adventurers they can find and extend an

“invitation” to meet with the Boss and discuss employment opportunities in Salfrayfields.

Encounter 1: Speaking to the Boss: Boss Beare offers the assembled adventurers the chance to help him solve the problem the village is having. If they agree to solve the problem, he offers a reward based on what they find. If they decline the offer, he has the PCs run out of town, minus their valuables. Both choices solve at least one of Boss Beare’s problems, and that makes him a happy man. If the PCs do not have the Track feat, Boss Beare will appoint someone from the local trapper family.

Encounter 2: An Offer on the Side: After meeting with the Boss and while getting last minute gear, the characters have the opportunity to talk with a woman selling cloth who says she knows what the Boss wants. What she wants is to know exactly what the adventurers’ find, not what the Boss tells people the adventurers found, and she is willing to pay some money for the information when they get back. She also implies there may be some additional work available if the PCs keep their arrangement secret and report back to her after doing the job for the Boss.

Encounter 3: Tracking the Creature to Its Lair: Pointed in the right direction and tracker in tow (PC or NPC), the adventurers start hunting their quarry. During the five day hunt, the adventurers might notice signs that all is not as it seems.

Encounter 4: The Lair: At the dire badger lair, the PCs can get snookered by some kobolds or find out what is really going on. If the PCs noisily investigate the lair or try to smoke out any dire badgers, they will warn a group of elite kobold spies who have set up a concealed lair within the lair of a dead dire badger. The kobolds are under orders to either stay hidden or leave no witnesses and will try to avoid being detected. They have maintained the dire badger part of the lair to promote the illusion that the dire badger is still alive. If they fail to avoid detection, they will fight using planned out tactics.

Encounter 5: Heading Back to Salfrayfields: Having found the source of the badger attacks (real or illusory), the PCs head back to Salfrayfields for their reward. If the PCs discovered the kobold lair and the truth about the “dire badger”, the second half of the group of elite kobold spies (who were out of the lair when the PCs found it) will ambush the PCs at night, attempting to eliminate the witnesses.

Encounter 6: Reporting to the Boss: The PCs report their findings and actions (if any) to the Boss and get their reward. And the right to stay in

Salfrayfields without being harassed by Boss Beare and his bully boys. Probably.

Encounter 7: Sharing Dirt with Norgalis: After reporting to Boss Beare, any PCs who took the side job have the opportunity to report what they saw to their new contact. Their contact already has a spy at the Boss’s place, so this is a check to see if the PCs are trustworthy enough for her to do more business with. If they were completely truthful (to her), they will gain her favor. If they snitched her out to Boss Beare, they will never see her again.

Encounter 8: Rule One of Crimson Stone is...: Word of the PCs’ exploits will spread through the village over the next day or so. PCs reported to be good in combat will be approached by a representative of the Circle of Crimson Stone who is recruiting new members. He will offer them an invitation to join a Circle meeting later that evening. Any PCs that win their first fight with flair (and meet the requirements) will be extended an offer to join the Circle of Crimson Stone.

Regional Warning for New Players

It is important to realize at all times that the Bandit Kingdoms are under the control of luz, a chaotic evil deity who revels in torture, depravity, and trickery. Government officials tend to imitate many of the attributes of their dread lord. Things you might take for granted in other regions, such as freedom of worship and the rule of law, are not valued by the rulers in the Combination of Free Lords. You may be able to strike at luz, but seldom can you strike at him overtly. Be warned, life is short for those who openly defy Old Wicked.

Introduction

The PCs will start out alone and separate from each other. Should a PC decide to pick a fight with any of the bully boys that they encounter, then the character will receive a good beating (non-lethal) and be dragged to the tavern to meet Boss Beare (and the rest of the player characters). The PC in question will be awakened with a bucket of water.

Remember, if any player character wears the symbols of St. Cuthbert, Pelor, Vecna or Nerull openly, they will find themselves persecuted in the Bandit Kingdoms. They will be harassed verbally and occasionally physically by those in charge for their beliefs. Commoners will also treat them

poorly, but more out of a sense of fear of what may happen if they do not.

The innkeeper was only hospitable enough to hand you a clay jack of hot mulled cider before kicking you out the door and onto the streets of Salfrayfields this morning. You note that a stubborn fog still hangs low and cold over the walled streets of the village of as you wander, hoping to catch the merchants opening.

Pelor's fiery light suddenly pours down between the rows of two- and three-story white-washed, heavy brown timber homes and shops – the light temporarily blinding and staggering you while illuminating the frozen shadows and slowly burning out the stubbornly remaining mist. You realize that you have just stepped back into a large, well-muscled man wearing leather armor (according to your elbow, which just smacked into it).

Turning to get your bearing and to get the glare of the sun out of your eyes, you see two humans, both peering at you with a determined but slightly amused look. Both men are wearing light blue jerkins and black trousers encased in well cared for leather armor. As the big guy you bumped into steps back, you notice both men wear a seal attached to their armor – a star shaped leaf hovering atop a circular background of silvery fields. It dawns on you that these toughs are wearing the symbol of the village and you might want to pay attention to them rather than just kicking them in the shins.

The friend of the man you backed into moves around and behind you in a casually threatening way. The big guy himself gives you a look over before gruffly stating, "You're not from around here, are you."

The toughs will give the PCs static over not being locals and looking like vagrants without jobs. If a PC has a symbol of St. Cuthbert, Pelor, Vecna or Nerull openly displayed, the two men will harass them about being troublemakers and some shoving may ensue. Give the PCs a moment to respond, but before an actual fight breaks out, the toughs' leader will approach.

A new voice breaks in on the conversation, "One moment there boys." A third large fellow, similarly accoutered, but showing a bit more smarts walks up behind you. You're facing into the sun again and it occurs to you that you are now surrounded by these tough-looking men.

This new, auburn-haired, bully introduces himself, "I'm Kane. I'm the Boss's right-hand man and I happen to know the Boss might have some work for the likes of you. I suggest you look into it or expensive isn't the only thing that will happen to you around here."

He then steps off, brushing past your shoulder as he walks past you. After two steps he stops suddenly and partially turns back, derisively saying over his shoulder, "Oh, yeah. The Boss is at the tavern that says 'locals only'. You know the one – I hear you got kicked out of it when you tried to go in and order a drink. Can't forget that, right?" He then turns away and continues to leave.

With one movement the pair of toughs surrounding you leave to follow Kane, leaving you standing there alone. All three men move in unison with a steady gait, walking down the street and out of sight around the corner with a final, meaningful glare at you.

Development: If any of the PCs decides to not go to the tavern, there will be no rooms available at the inn and all of the goods at market will be doubled in price. If they take a long time about it, another group of four bully boys will find them and "escort" them to the Locals Only tavern. If they pick a fight, the toughs try to knock them out and take them to Boss Beare forcibly.

Encounter One: Speaking to the Boss

One by one, each player character will find the tavern with the sign out front that reads "Locals Only" (DC 10 Gather Information check if necessary). Once they are inside, the DM should let the PCs introduce themselves to one another and have brief discussions about what is about to happen. The bully boys by the fire will keep the characters from leaving once the PCs enter the tavern.

You find the tavern Kane told you to look for. It is a two-story white-washed building with a hand-painted sign on the door that reads "Locals Only" in Common. You noticed it yesterday while walking around the village. When you looked inside you had the definite impression you were not welcome there. Perhaps this morning will be different.

Have the PCs describe anything particular they will do prior to entering the tavern. If they loiter out

front for too long, one of the locals will duck into the tavern and tell the bully boys around the fire about it. Four of the bully boys will come outside to investigate. They know about the adventurer round-up Boss Beare ordered and will “escort” the PC inside once it becomes apparent he or she is an adventurer.

The ceiling is low and there are tables and, while there are benches enough to hold a good crowd, the place is mostly empty right now. There is no bartender or barmaid apparent, but the two tables nearest the fire are full of toughs wearing the same light blue jerkins and black trousers encased in well cared for leather armor as Kane and his boys. The toughs look up at you from their conversation and one of them asks, “What do you want?”

If the player character says anything along the lines of “Kane sent me” or asks about a job from the Boss, they’ll be directed to sit at the bench furthest from the fire and wait. Once all the PCs are assembled (either voluntarily or by cudgel) and have had a chance to describe themselves to each other, Dee (the barmaid) will come out from the back and escort the player characters to a private room where Boss Beare is eating.

A smart-looking beauty with looks that can make bacon sizzle at 200 paces and wearing a scandalously short, cobalt blue skirt enters the tavern’s common room through a pair of swinging doors beside the bar. She is carrying two trays of drinks and takes them over to the tables by the fire, serving the toughs their drinks and showing a lot of leg while doing it.

Once she has served the toughs their drinks, she walks over to your bench and says, “Boss Beare will see ya’ll now. Follow me.” She then turns and walks back through the swinging doors by the bar without checking to see if any of you are following.

Dee will not take drink orders from the PCs until instructed to do so by the Boss. If the PCs do not follow Dee to the private room Boss Beare is in, she will come back out, see the PCs still in the common room, go over to the bully boys, and ask them in a loud, coy voice “Boys, could you bring those folks to the back for me”. This will involve saps and lots of non-lethal damage, plus a bucket of water.

You are lead into a private room in the back where several people are sitting at a table. Three of them are Kane and the two men with him earlier. The fourth man, a balding, wiry gray-haired Oeridian of ruddy complexion wearing a mottled brown suit, is devouring a whole chicken in ravenous maintenance of his girth. None of the others have food before them and you occasionally spot Kane looking hungrily at the chicken being eaten. The man in the mottled brown suit talks through his chicken to you as soon as you are all in the room, saying, “I’m the Boss of Salfrayfields and right now I have two problems. You greenhorns can help me solve the first problem, or you can become the second problem.”

He pauses to re-tuck a cloth napkin back into the top of his shirt, having noted that it came loose from under his chins. He then continues, “So which will it be: will ya be a solution or a problem?”

The Boss doesn’t care which choice the PCs make – at least one of his problems will be solved either way. If the players choose “solution”, go to “The Problem”, below. If any of the players choose “problem”, he will say:

“Well that’s a shame, really a shame.” Boss pauses to manage a piece of chicken that tries to escape his maw before continuing. “Seeing as we’re such a poor village, we need all the donations of supplies we can get. So before my boys escort you to the gate and throw you out, please kindly donate everything you have to the Salfrayfields Defense Fund. This includes all your weapons, armor, food, gear, money, and anything else you might have upon your person. Thank you kindly.” Boss pauses for a moment and waves in a forcefully dismissive fashion and says, “Kane, handle it.” Kane and his boys stand up menacingly.

At this point give the PCs a moment to reconsider the offer. If they still refuse, Kane and his boys will lay into the PC or PCs that have rejected the Boss’s offer, using their cudgels to begin dispossessing the offending PC(s) of their donations (including their clothes), then assisting the PCs to the town gate with all due haste. The bully boys from the common room will show up to assist Kane if necessary. If the player characters ask at any point if the “solution” option is still available, it is. Go to “The Problem”.

If thrown out of town, the PC(s) will not be allowed back in and the adventure is over for them.

The Problem

Now that the PCs have cottoned to which side their bread is buttered on, the Boss will have Dee bring out some food and ale for everyone and he will explain the situation further. You can either paraphrase the bullets below or read the Read Aloud text that follows.

The Boss wants the PCs to go hunt down whatever is killing people north of the village. He will provide the following details:

- Villagers hunting for small game in the forest five days north of the village have disappeared.
- He has sent some of his boys to investigate and they either find a mauled body or never come back themselves.
- The local trappers have not caught anything new or had their snares broken recently, but are working south of the village right now.
- The Boss will pay 25 gp per PC for a "look-see" and a report on what they find.
- If they find what the problem is and "handle it", he will pay an additional 25 gp per PC with proof the job is done.
- If the PCs take the chance to use Diplomacy to negotiate for better payment, the Boss is currently Indifferent and they need to make the Boss Helpful before he'll offer anything more.
- If the PCs do not have the Track feat, the Boss will assign a local trapper named Enos to them and have Kane go and introduce them to Enos.

If you do not paraphrase the bullets above, read the following to the players:

"Some sort of big animal or animals have been killin' the villagers that are huntin' for small game in the forest. I've sent some of my boys to look into it. Some reported back they found a mauled body partially eaten by an animal. Some never came back. The local trappers say they haven't caught anything new in their snares or had any of 'em broken. However; they do generally work to the south of the village and the disappearances have been to the north." The Boss wipes his chicken laden hand on the now oily napkin at his chin. "If you people will go and have a look-see and come-

on-back here and tell me what you find, I'll pay you 25 gold each."

He picks a small pouch up off the table and jangles it. The pouch clinks melodiously with the chime of gold pieces striking one another. He then sets the pouch back down.

"Now I'll reward ya'll better if you find out what is goin' on and put an end to it for me." Boss Beare pauses and scans over the lot of you, then asks, "Can any of you actually track a varmint?"

The GM should prompt the players at this point to respond. If the Boss receives no confirmation of tracking skills among the party, then he will say:

"Well then. Kane, take these fine volunteers over to the trappers and tell the trappers that I said Enos is going to help these folk find our little problem to the north."

Go to *Enos*, below.

If the Boss receives an affirmative on the possession of tracking skills, then he says:

"Good. Now get to work. I want to finish my food." As soon as Boss Beare is done with you he ignores you without further instruction and returns his full attention to the carcass of the chicken he has been mangling the entire time. Kane and the two men with him give you a look that clearly says, "Why are you still here?"

As you file out of the back room and towards the front door, the barmaid bats her eyelashes, smiles beautifully, flirtatiously pops a barely clad hip at you, and says, "Ya'll come back now."

The PCs now have time to pick up any last minute supplies they need in the market (Go to Encounter Two).

Enos

This section only happens if the PCs do not have the Track feat and told this to Boss Beare.

"Come on!" Kane says impatiently as he ushers you out of the warming tavern into the morning streets. Kane walks you a few streets over and down to the edge of the village where a lean, ash-haired youth is sitting on a stump tying some knots onto a well crafted animal trap. An older man who looks related to the youth comes out of the small, two-story, white-

washed home and leans silently in the doorway, just watching.

Kane speaks to the youth, “Enos, Boss Beare wants you to track for these folks. He says to take them north of town and find that problem we’ve been havin’ – you know the one.” He turns back to you and says, “Here! You! This is Enos. He can track.” Kane then turns away from all of you and leaves, walking off in his measured stride.

Enos sets down the trap he was working on, and says, “Hi, I’m Enos. I guess I’m going to track for you. Whatcha need ta know?”

Let the PCs ask Enos any questions they want. Enos knows how to track and is familiar with the area around Salfrayfields. He has heard there was some animal north of town causing problems, but hasn’t been up there in the last six months.

After a bit, the older man leaning in the doorway (Enos’ father) will call Enos over to him. Enos will excuse himself with:

“Just a moment, my paw wants to talk with me.”

Enos will then walk over to the old man and they will go into the house, leaving the PCs on the street for a short time. If the PCs successfully eavesdrop on the conversation in the house, they will hear Enos’ father suggests to Enos that Enos take the PCs north to where he once trapped badgers and to stay out of any fighting. He will also remind Enos that the PCs are strangers and not worth getting killed over.

Enos returns after a short while and says, “Alright, I’ll track for ya, but my paw says no fightin’. There’s an area where he used ta trap badgers – we can start lookin’ there. I’ve got to pack some gear, so I’ll meet you at the gates in about an hour. I reckon you’ll want to buy some supplies at the market – we’ll be away for a tenday or so.”

The PCs now have time to pick up any last minute supplies they need in the market (Go to *Encounter Two*).

Enos Trapper is a 15 year old 1st level Expert with the Track feat, 4 ranks in Survival, and strict orders from his father to run back home if there is a fight. If the players get Enos killed, their Lifestyle costs will be doubled for this adventure as the trappers spread the word and the locals close ranks.

APL 2 (EL 2)

Ernest “Boss” Beare: Male human (Oeridian) Rog6/Exp2; see *Appendix I*.

Kane Sixfires, Head Bully boy: Male human (Oeridian) War5; see *Appendix I*.

Bully boys (10): Male humans War3; see *Appendix I*.

Enos: Male human (Oeridian) Exp1; see *Appendix I*.

Encounter Two: An Offer on the Side

After meeting with the Boss, the DM should ask if anyone is going to go to the market and pick up any supplies for the road. If no PC wishes to add to their supplies, skip Encounter Two entirely and proceed directly to Encounter Three (picking up Enos at the village gates if the party needed someone with tracking). If one PC (or the entire group) wants to go shopping, then send the shopper(s) through this encounter.

In the marketplace, have the shopping PC(s) make a spot check (DC 10) to notice that they are being tailed by one of the bully boys.

The village marketplace is a moderate square filled with stalls of various sizes selling various things. Even a cursory glance tells you the merchants are limited in what they have available – it’s early Spring, so there is not a lot to trade just now. Despite this, there is a good bustle going on with villagers and farmers looking at samples and placing orders with the merchants.

Only equipment available to a starting character is available. Some of the items may appear to be refurbished used items.

It is a typical market, albeit small. There is quiet a good bustle going on as the first shipment from out of town since the thaw arrived yesterday and many people from afield have made it to town. Shopping, bartering, and bargaining occur as normal. Somewhere mid-shopping the bully boy that has been tailing the PC(s) will be distracted and drawn off duty so they have the opportunity to talk with Norgalis unobserved (Spot DC 15 to notice).

In the midst of purchasing supplies, your attention is attracted by two merchantwomen. The first is a raven-haired, blue-eyed woman dressed in a light green wool cloak, sporting a gold knot broach that only a prosperous

merchant could afford. Under it she is wearing moderate ruffles and a matching green overdress, cinched up finely to accent her curves and endowments. She is dressed very similar to the lass across the way, except that the lass across the street is in russet-colored fabrics that perfectly compliment her brunette hair. Both attractive merchantwomen vie for your attention (and your coins).

Improvise some hawking for the two women – the woman in green is selling cloth and clothes while the woman in russet is selling dried foodstuffs.

The Woman in Russet

If any of the PCs go over to the merchant woman in russet, she will show them the fabrics she has for sale.

“Greetings! My name is Resse and welcome to my shop. You look like you are preparing for a trip and my dried foodstuffs will get you there.” The stall has a variety of dried foodstuffs for sale: dried and jerked meats, several sizes of cheeses, and barrels of oats, beans, and cornmeal.

The quality of the foods is good, but suffers from it being so early in the Spring. If the PCs give any indication as to why they are leaving, Resse will tell them that she’s heard a little of what is happening north of the village – one of her cousins, Adelaide, disappeared from her uncle’s farm about a week ago. If they offer to look while they are there, Resse will describe a locket that Adelaide always wore (a finely wrought gold necklace and locket with a piece of jade and the initials “A.C.” inscribed on the back). Resse will be very appreciative if the PCs find out what has happened to her cousin and come back to tell her.

While talking with her, the PC(s) can make a DC 14 Spot check to notice a local kid trying to steal a strip of peppered goat jerky while Resse is distracted. How they deal with this is up to them. The child’s name is Jared, he’s hungry, and he has no money to buy anything.

The Woman in Green

If any of the PCs go over to the merchant woman in green, she will show them the fabrics she has for sale.

The woman draws you into her clothing and fabric shop by saying, “I have the perfect fabric for you, come inside.” Once in the shop

and showing you a nice length of golden cloth, she lowers her voice and confides, “I belong to a group that is interested in stable trade in this area. I believe I know what the Boss wants you to do, and we want to know what you find – it might affect our business directly and Boss Beare does not always share the full story. I will pay you 25 gold pieces each for whatever information you gather – it’ll be our little secret. If this works out, we might have more work for you later.”

She then raises her voice and asks, ripe with alternative meaning, “What do you think, will you take it?” She waits in hung silence, holding the fine length of linen up as if for your inspection.

If the PCs ask for a name, she will tell them her name is Norgalis. If the PC(s) give an affirmative to her request, then she will respond:

“Good! Please, come back in a few days and I will have another length of this fabric ready for you as well.”

If the PCs actually want to buy some fabric or clothes, Norgalis will help them with that as well. Once the PCs have made their decision (and any purchases) and exited the stall, the distraction of the bully boy tailing the PCs will end. Norgalis will wait until the PCs are out of sight and then leave silently to be replaced in the shop by another shopkeeper.

Norgalis will only approach the PCs once, either as a group or a single PC, and the offer will not be given multiple times (her distraction of the bully boy will not hold forever). She is disguised and wearing a Hat of Disguise, giving a DC 39 to see through/notice the disguise. The PCs will not be able to identify her later unless she is wearing the same disguise.

Once all of the shopping is done, proceed on to *Encounter Three*.

APL 2 (EL 2)

Norgalis: Female human(Oeridian) Brd6; Bluff +12, Sense Motive +12.

Encounter Three: Tracking the Creature to Its Lair

The trail to the dire badger lair will take one day getting away from the village and surrounding farms and four more days of following tracks and signs, arriving at the lair late in the afternoon of the fifth day. The first day will pass fairly uneventfully, only seeing minor game animals and the occasional villager gathering wild herbs.

Starting on the second day, have the player characters start making Survival checks to find tracks, one roll per day, or making Gather Information checks to find locations where people were attacked (or at least where the bodies were found).

Gather Information checks making DC 15 will lead the PCs to sites where bodies were found. It has been many days since the attack and little evidence remains beyond a dark stain on the ground where the body was and some animal tracks.

Survival checks that make a DC 15 will find the tracks of a large predator. The tracks are of a clawed footpad and indicate (to those that make their Survival check) that the creature seems to return north after an attack. As the party closes in on the lair, the tracks will start getting fresher and more numerous.

If none of the PCs had the Track feat and Enos is leading the party, he will point out predator tracks along the way to the area his father suggested be searched first. If asked to do any tracking on the way, Enos will Take 10, giving him a total of 17. See the results described above for a successful Survival check.

If any of the PCs make a DC 13 Knowledge: Nature skill check while examining any of the tracks, the player character making the roll identifies the tracks as belonging to a dire badger.

If any of the PCs make a DC 18 Knowledge: Nature skill check while examining any of the tracks, the player character making the roll will realize that something isn't quite right about the tracks, but not what.

If any of the PCs make a DC 23 Knowledge: Nature skill check while examining any of the tracks, the player character making the roll will realize that the tracks they are following are not real dire badger tracks – someone is faking them.

Development: The tracks were made with badger feet “slippers” worn by Ceb’rit or Dek’rit. As kobolds do not weigh as much as a dire badger

the tracks are not quite deep enough even though care was taken to make the tracks look real.

Encounter Four: The Lair

As evening starts to fall on the fifth day, the tracks you have been following lead to a hole in the side of a low hill. Many tracks can be seen going to and from what must be the creature’s lair.

The tunnel entrance is wide and low and the tunnel beyond slopes down quickly into darkness. A musky smell emanates from tunnel mouth.

If Enos is with the party he will speak up here:

“This is as far as I go. That seems to be the critter’s lair,” he says pointing at the tunnel entrance. “My paw told me to get you here and stay outta trouble. I saw a good campin’ spot about 15 minutes back, so I’m heading there to wait for you folks. I reckon you can find the way back there without any trouble once you’re done here. Don’t worry about me none – I can keep out of trouble in a forest. Good hunting.” He turns and heads back the way the party came.

Enos will not stay no matter what the player characters offer – he’s done his job and now its time for him to get clear.

Whether or not Enos is with the party, any PC with Knowledge: Nature can make a final skill check at the DCs listed in Encounter Three to identify the tracks if they have not already been identified.

The party has several options, the most likely are:

- The party will enter the “dire badger’s” lair immediately.
- The party will try to smoke out the “dire badger”.
- The party will scout the area for any alternate entrances.
- The party will camp and wait until morning to do any of the above.

Option 1: The party enters the lair immediately

The tunnel into the lair has a low roof (3 ft, 6 in), but averages five feet in width. Medium-sized characters (all races except gnomes and

Halflings) will have a -4 penalty to attack and a -4 penalty to AC (see PH v3.5, p. 148). The tunnel winds for 45 feet into the ground before opening to the nest.

Get the party's marching order before reading the next part. Who's where will become important.

You have to make your way into the lair single file. The top of the tunnel is so low that only Halflings and Gnomes can move comfortably – everyone else must crawl to make their way in. The musky smell gets stronger the deeper you go into the darkness.

After traveling forty-five feet, the tunnel connects to a large chamber 30 ft across with a ceiling just over six feet high. The floor is covered with nesting material – bark, leaves, braches, cloth bits, and other rubbish. The taller members of the party should quietly sigh with relief at the higher, less claustrophobic, ceiling. The musky smell is very strong here.

If the party enters the lair without a light source the kobolds will attack after the last party member has entered the den. The penalties for loss of light for PCs who need light: 50% of all attacks in the dark miss, the PC loses all dexterity bonuses, and suffers a further -2 AC. Other effects may occur (See PH pg 164). Kobolds have Darkvision 60 ft and will not be hampered by a lack of light.

If the party has a light source:

There appears to be a large, fur-bearing animal sleeping in the nesting material on the far side of the den. It appears to be the source of the strong musky smell.

Important details:

- If no one states that they are moving silently, they make enough noise walking on the nesting material to alert the kobold sentry on duty behind the concealed door. Emphasize the noise they are making if they move around (-5 to Move Silently skill checks). If they are moving silently, give the kobold sentry a Listen check to notice the intruders.
- The entrance to the kobold portion to the lair is concealed low and just inside the badger den (DC 20 to Spot). Remember elves (who can see) get an automatic Spot check when they move within 5 ft of a concealed door, everyone else must be specifically looking. If an elven character

is moving around the back wall (clockwise), they will not get close enough to receive their automatic check. If the concealed door is found, read **The Door** below.

- If the kobolds are aware of the player characters, they will let the player characters enter the den and attack from ambush and behind. See **Tactics** below.
- If the player characters sneak in and attack the “sleeping” dire badger, they will hit and break a series of ceramic plates and make a racket, alerting the kobold guard (See **The Racket** below). See **Tactics** below.

The Door

If anyone spots the concealed door, read the following:

Someone has cleverly used mud and muck to conceal a small, rough door just inside the den and low to the ground.

If the party has not yet alerted the kobolds, a listen check of DC 15 (modified if PCs talking or moving through the nesting material) at the door will allow the players to hear a quiet but high-pitched dog-yipping sound. If the successfully listening player speaks Draconic, the following can be heard:

“Quiet, I think I hear something.”

At this point the kobolds are listening closely. Have the PCs make contested Move Silent checks against the kobolds Listen to avoid being heard. If the PCs are heard, the kobolds will prepare to fight. See **Tactics** below.

The Racket

If the party works out a plan to attack the “sleeping dire badger”, let them. The first attack on the target will break the minor illusion cast on it to simulate breathing and knock over or break the ceramic plates holding up the dire badger skin. This will immediately alert the kobold sentry if he is not already aware of the party.

You land your first attack and instead of a meaty thump, you hear the loud sound of pottery breaking! The furry mass collapses in upon itself with the continued loud sounds of breaking pottery. With a shimmer an illusion drops from the mass, and instead of a sleeping

dire badger you see a damaged dire badger skin lying on top of a pile of broken ceramics.

Tactics: The kobolds' tactics will depend upon the exact situation. Generally, their plan is to move two warriors with spears to block the exit while the remaining three kobolds (with light crossbows) move into the exit tunnel to shoot at the intruders from behind the spear bearers. The kobolds consider it more important to block the exit to the surface than the entrance to their lair.

Once the crossbow wielders are in the exit tunnel, the spear bearers will back up into the exit tunnel to take advantage of the low ceiling. The goal of the spear bearers is to hold the intruders off, not fight them. (The rules for fighting in confined spaces [-4 to hit and -4 to AC for Medium creatures] are in the DMG, p. 29-30.) The crossbow wielders will target spell casters and healers first, then ranged combatants.

One of the crossbow wielders is Ceb'rit, the kobold leader (see Appendix I). Ceb'rit will cast *Mage Armor* upon himself if given time (preferably before the kobolds leave their lair and start attacking) and then use his three remaining 1st-level spells to cast *Magic Missile* at intruding spell casters (three 1st-level spells as a 1st-level sorcerer plus one for his high Charisma). He will then resort to his light crossbow.

Ceb'rit and any surviving kobold(s) will retreat and regroup with Dek'rit's team after three of the kobolds are killed. If a party member overtakes or blocks the fleeing kobolds, the kobolds will fight to the death. The kobolds will choose a single character (the most dangerous melee fighter) and attack until the path is clear, the PC is down, or the kobolds are down.

If Ceb'rit escapes, he will join up with the other kobold team and take part in Encounter Five.

Option 2: The party tries to smoke out the dire badger before entering

If the party tries to smoke out the dire badger they will not succeed – the dire badger is dead and the kobolds have a hidden separate air hole. The smoke will notify the kobolds that someone is coming (Kobold DC 1 check) and they will block the door to keep the smoke out of their lair and prepare for intruders.

There will be a light breeze. Pick a direction for which way the wind blows the smoke.

If the party finds the concealed door in the den and make a Listen check after smoking the lair, they will most likely hear nothing as the kobolds are quiet and waiting for the PCs (DC 40 Listen

check to hear some minor shuffling of stance). Otherwise, run this like Option 1 above.

Option 3: The party scouts the area for any alternate entrances

If the players search the area and make a DC 30 Search check, they will find the second air hole for the kobolds, well hidden at the top of the hill. Smoking out both air holes will bring the kobolds out to the players.

Remember that evening was falling and by this point it will be night. If the party smokes the kobolds out at night, the kobolds will try to fight in the tunnel mouth as above to avoid being slaughtered. If the party smokes the kobolds out during the day, the kobolds will suffer the dazzle effect from the bright sunlight and will split up and run like cockroaches, regrouping later with Dek'rit's team.

Option 4: The party camps for the night (or takes position around the lair entrance) and waits until morning to do any of the above.

If the PCs make a lot of noise or do foolish things in the vicinity of the lair, the kobolds will eventually realize that someone is poking around the lair. Late at night, after the moon has set (a waning half moon), the kobolds will quietly climb the air/escape hole and listen to see if they can determine what is going on.

If it is safe for them to do so (and they will patiently wait to verify this), they will carefully climb out onto the top of the hill and see what is going on. If they think they can attack and win (i.e. all PCs went to sleep or are completely unaware of the kobolds and have gnomes with them), they will consider doing so – attacking unarmored individuals first.

If the PCs retreated back to the campsite, the kobolds will return to their lair, taking pains to conceal the fact that they came out and to re-hide their air/escape hole. They will be alert and ready for the PCs to return the next day. Otherwise, run this like Option 1 above.

The Kobold Lair

The kobold lair is accessible only via two 2-foot diameter tunnels – one connecting to the dire badger den, the other an air/escape hole to the top of the hill the lair is under. There is space for ten bed rolls (only five spaces have bed rolls in them right now), a small shrine to the Old One, an eating area, and a trash pit.

The trash pit is 20 feet deep and covered with an old wooden shield (non-functional for combat). At the bottom are bones from various meat animals the kobolds have been eating on plus trash and debris the kobolds have thrown down the pit. If the bones are pulled up, a DC15 heal check will recognize some bones that are human or elf.

The shrine has a hidden alcove behind it (DC 20 Search check to find). Inside it is the sorcerer's journal, two inkpens, and four vials of ink. All the writing in it is in Draconic. A DC 15 Intelligence check can be made to recognize some of the drawings as being of Salfrayfields if no one can read Draconic. If the PCs know Draconic or get the journal back to Salfrayfields where someone else does, they will discover the journal to be notes on the settlements in the immediate area, including defenses and suggested plans of attack. There are extensive notations about Salfrayfields.

There is an assortment of coins to be found amongst the kobold bedding and a finely wrought gold necklace with a locket. The locket has a piece of jade set in it and the initials "A.C." inscribed in the back. If the PCs talked with Resse back in Salfrayfields, this piece of jewelry matches the locket she described as belonging to her cousin. There are platinum coins stamped with the symbol of luz and with leather straps tied around them that the kobolds wear as religious necklaces.

Finally, there are the following items of gear stored here:

- Smokesticks (x4)
- Thunderstones (x16)
- Healer's kit
- Whetstones (x5)
- Spade
- Shovel
- Miner's pick
- Barrel
- Trail rations (70 days for Small creatures)
- Sacks (x8)

APL 2 (EL 3)

Ceb'rit (Rog1/Sor1): hp 8; see *Appendix I*.

Elite Kobolds (4): hp 5, 5, 4, 4; armed with light crossbows instead of slings; see *Appendix I*.

Encounter Five: Heading Back to Salfrayfields

5A:

If the player characters somehow did not find the kobolds, the kobolds will allow them to return to Salfrayfields, unmolested, to report an empty lair. Continue to Encounter Six.

5B:

If player characters discovered the kobolds in the dire badger lair, the kobold ranger, Dek'rit, and his warriors will ambush the PC camp during the second night of their march back to Salfrayfields. If Ceb'rit or any of the other kobolds escaped the fight in the dire badger lair, they will be participating in the ambush as well.

The kobolds are motivated by the religious fervor of their recent conversion to the worship of luz and will fight to the death.

The campsite is surrounded by trees and bushes. The kobolds are using the available undergrowth to provide concealment (20% chance that an attacker misses because of the concealment, see p.152 of the PH) and firing around trees to provide cover (+4 cover bonus to AC and Reflex save, see p.150 of the PH). The kobolds are wily little devils and will use every advantage they have, including staying hidden behind cover and being quiet during the attack.

Tactics:

1. Before the attack, Dek'rit will sneak around the PCs' camp and set trip-snares. Anyone on sentry duty can make a DC 22 Listen check to hear the kobold ranger moving around and setting the trip-snares. (See the map in Appendix II, for locations.)
2. Once the snares are set, the rest of the kobolds will Move Silently into positions, DC 17 Listen check to hear the kobolds moving into position. When in position, there is a DC20 Spot check to see them, DC15 if the kobolds make an attack. Additionally, remember the kobolds have cover and concealment.
3. The attack will start with Dek'rit firing a single smokestick arrow into the campfire (assuming there is one) to obscure the light and put the player characters at a disadvantage (kobolds have Darkvision 60'). Assume Dek'rit makes the shot. If there is no campfire, the kobolds will go to step 4.
4. The first round of kobold attacks will be the kobold warriors (not Dek'rit) using

thunderstones to deafen the player characters in general and obvious spell casters in particular (DC 15 Fort save, if save fails -4 to initiative, 20% chance to miscast any spells, and deaf for one hour). Assume the kobolds successfully place the thunderstones where you want them. If the PCs have thunderstones, the scatter diagram for missed shots is on page 158 in the PH.

5. The kobold warriors will continue to attack targets of opportunity from the darkness using crossbows while Dek'rit will use his composite short bow and target PC spell casters first, then PC races that have low-light vision (gnomes, elves, and dwarves, in that order of priority). If Ceb'rit is here, he will cast *Mage Armor* on himself first and then use *Magic Missile* on PCs with healing magic.
6. If the PCs close on the warriors, the kobolds will switch to their handy spears for melee combat. If a PC trips on the trip-snare located in front of each kobold, they will immediately switch to the spear and move to attack the prone target.

Trip-snare: CR 1; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; Search DC 25; Disable Device DC 10. The trap is a thin, strong, black line of rope that is nearly impossible to see at night. Failing the reflex save trips the target and drops them prone (see PH, p151 for combat modifiers caused by being prone).

APL 2 without Ceb'rit (EL 3)

Dek'rit (Rgr2): hp11; see *Appendix I*.

Elite Kobolds (4): hp 5, 5, 4, 4; armed with light crossbows instead of slings; see *Appendix I*.

APL 2 with Ceb'rit (EL 4)

Dek'rit (Rgr2): hp11; see *Appendix I*.

Elite Kobolds (4): hp 5, 5, 4, 4; armed with light crossbows instead of slings; see *Appendix I*.

Ceb'rit (Rog1/Sor1): hp 8; see *Appendix I*.

Encounter Six: Reporting to the Boss

The PCs will return to Salfreyfields in the early afternoon on the fifth day unless they took extra time getting back (for example, in order to heal up after the ambush). When the PCs return to Salfreyfields, they will be met at the gates by Kane

Sixfires and a group of his bully boys. Kane and his boys will escort the adventurers to the "Locals Only" tavern.

The villagers will follow the procession to the tavern, obviously interested in what the adventurers found. There will be discussion amongst the villagers about the condition of the adventurers and their gear (no matter what the condition is) and what it might mean. Norgalis is not in the crowds, so the PCs will not see her no matter how hard they look.

When you finally make it back to the village, Kane and some of his boys are at the gate to meet you. They quickly "escort" you to the "Locals Only" tavern. As you are lead through the streets, the villagers watch and start to follow. You can hear them making guesses about what you found based on your condition and the condition of your gear.

The inside of the tavern is exactly as you remember it, with Boss Beare sitting in the same private room. The barmaid is just clearing the remains of the Boss's lunch from the table when Kane leads you in.

Boss Beare looks over the group of you, observing your condition and the condition of your clothing and equipment, not saying a word. After a few moments of this he leans back in his chair and asks, "So, what did you find and what did you do about it?"

6A: "We found no stinkin' badger."

If the player characters did not find the kobolds (or do not tell Boss Beare that they did) and report the badger tracks and an empty lair, Boss Beare will use Sense Motive to determine if the player characters are lying to him. If they are and he catches them at it, he will have Kane Sixfires and the bully boys subdue them and turn them over to Sheriff Trig for questioning.

If they are telling the truth (or he does not catch them lying):

"Well, thank you kindly for the information. That's a mite more than we knew before. Kane, pay these people and send them along – we have work to do."

Kane gets a small bag out of a chest behind the bar, hands it to the closest PC, and then rousts all of you from the tavern, saying, "OK you mugs, get out! This tavern is for locals only and you aren't. Move it!"

And with that, you are ejected from the tavern and free to spend your loot, although you feel you should be quick about it.

6B: “We came, we found kobolds, and we kicked their cans!”

If the player characters return with evidence of the kobolds (or even some of the kobolds), but without the sorcerer’s journal, the Boss is impressed.

“So it was kobolds. Greedy, sneaky, little gits. Now that we know what we’re really up against, looks like I’m going to get a nice new pair of lizardskin boots soon. Good work on this, boys. Let me get you a little something for your troubles.”

Boss Beare gets up and walks behind the bar, retrieving a small bag out of a chest behind the bar. He hands the bag to you and inside is a small pile of gold pieces.

“You’ll find that this gold will spend well here in Salfrayfields. Now if you’ll excuse us, we’ve got some work to plan. Enjoy your stay.”

And with that, you are politely escorted out of the tavern and free to spend your loot.

6C: “We found kobolds and signs of a dark hand, guiding their movement from afar.”

If the player characters return with evidence of the kobolds (or even some of the kobolds) including the sorcerer’s journal, the Boss will be both impressed and surprised.

Boss Beare looks over the journal, pointing out illustrations to Kane and reads a few random passages discussing Salfrayfields defenses out loud. He then closes the journal with a sharp snap and turns to you, saying:

“Well, you’ve found a whole pile of maggots under this here rock. Looks like someone in the Temple of the Old One has designs on my village. You’ve done good work here and I won’t forget it.”

Boss Beare gets up and walks behind the bar, retrieving a small bag out of a chest behind the bar. He hands the bag to you and inside is a small pile of gold pieces.

“You’ll find that this gold will spend well here in Salfrayfields. But before you go, let me treat you to some good ole home cooking.”

The table in front of you is cleared and set and all of you are treated to a tasty meal while Boss Beare asks questions and has you go over your story again. After a two hour meal of good food and drink, Boss Beare escorts you

out of the tavern and warmly shakes your hands one last time as you leave.

Encounter Seven: Sharing Dirt with Norgalis

After their meeting with Boss Beare, Norgalis will find the player characters when they are no longer being watched by the Boss’s bully boys. She will direct them into the front of her cloth shop where they can talk with some privacy.

After making your report to Boss Beare, you have some time to take care of personal business. While doing so, you see the woman who paid you to learn whatever you just told Boss Beare. She catches your eye and directs you into her stall with a slight nod of her head, saying “I have the cloth you were asking for. It is of fine quality and you will find it to your liking – I guarantee it.”

If the PCs do not walk over to Norgalis or ignore her, she will let them go and leave the area quickly but not hurriedly. She will duck into a nearby safe area and change her disguise soonest. She will not attempt to make contact with these player characters ever again. (See Conclusion.)

If they do walk over to her:

As you enter the stall the woman nods to her assistant who sets down what he was doing and walks out front of the stall, closing the stalls curtains as he leaves. The woman turns to you and says, “Greetings friends. Now that we have some privacy, what have you to share with me?”

No matter what they reported to Boss Beare, if they report the same thing to Norgalis (or more if they held back information from Boss Beare), they will earn a measure of her trust and get paid the promised fee.

If the player characters lie to her about what they told Boss Beare, she will pretend to believe them (DC 25 Sense Motive check to notice) and pay them the promised fee, but they will never see her again.

APL 2 (EL 2)

Norgalis: Female human(Oeridian) Brd6; Bluff +12, Sense Motive +12.

Encounter Eight: Rule One of Crimson Stone is...

If the adventurers fought the kobolds, word will spread through the village that evening. Adventurers who are reputed to have shown some style or flair during the adventure will be approached by a man wearing quality clothes with an offer. In this case, “style or flair” is defined as having some or all of the requirements for Circle of the Crimson Stone (that is, has either a 1+ BAB, 2+ ranks of Intimidate [and used it this adventure], 1+ ranks in Perform [acting or weapon skill and used it during this adventure], the BAB and one of the skills, or all of the above).

The man is Tishaar Drea and he is a recruiter for the Circle of Crimson Stone. He will not approach any spell casters (divine or arcane) or paladins, but all other classes are acceptable as recruits. He is looking for people that look good in a fight and have the moral flexibility to participate in a bloodsport.

While eating your evening meal, a Flanish man wearing quality explorer’s clothing and carrying a stein of beer sits down next to you and introduces himself. “Salutations. My name is Tishaar Drea and word of your ability in a fight has spread. Please accept my compliments on your accomplishments. I was wondering if you would be interested in hearing about ways to use those same skills to spread your fame further?”

8A: Thanks, but no thanks.

If the player character is NOT interested, Tishaar Drea will wrap up with:

“That’s a shame – you have such potential. Well, thank you for your time anyway. Again, my compliments on your ability and good evening to you.” With that he gets up and walks away, stopping to chat with other patrons of the tavern as he goes.

8B: Please tell me more.

If the player character is interested in learning more, Tishaar Drea will make his pitch.

Tishaar continues, but in a quieter voice. “I represent a group of individuals who feel that the true measure of a person is only found in combat and the only way for others to learn of

that measure is by displaying it. We’ve organized a way to test each other periodically and let others learn what is what and who is who. I think you are a person of high quality who has what it takes to do well in our elite group.

He pauses a moment to take a sip of his beer before continuing, “we’re having a small get together tonight so some fresh blood just like you can show what they are made of. Interested in a chance to clearly show your quality and skill?”

If the player character declines, go to 7A above. If the player character accepts:

Tishaar Drea gives you directions to the back door of a nondescript building in the village. “Be there at midnight and knock twice. When you are asked for the password, say “durden”. They’ll let you in and I’ll meet you there. Do not forget to bring your gear.” Tishaar stands up and says out loud, “Thank you for your time. Again, my compliments on your ability and good evening to you.” He then walks away, stopping to chat with other patrons of the tavern as he goes.

Ask the player if their character goes to the meeting. If they say no, then the adventure is complete – go to Conclusion. If they say yes, go to 7C, below.

7C: Entering the Circle.

When the PC(s) arrive, they will go down stairs to a basement room where there will be a matching number of NPC applicants to the Circle of Crimson Stone waiting (See Map 3, Appendix II). Tishaar Drea will enter through a set of doors at the far end of the room. He will welcome all of the applicants and explain the rules. After that, the player characters will be paired up with an NPC.

Individual pairs will slowly be taken through the back doors into a rough pit fighting arena. Tishaar will announce the combatants, then a member of the Death Cultist meta-organization will bless the fight and oversee the actual combat. Tishaar will exit the pit using the same doors from where he entered and observe through eye slits until the fight is finished. Once the fight is complete, the winner of the fight will escorted a second set of doors while additional Death Cultists will retrieve the loser. The process will repeat until all the pairs have fought.

You arrive at the designated back door at midnight and knock twice. An eyeslit opens and a guttural voice asks, "Password?"

If the PC(s) give(s) the correct password (durden), they will be let in. If they do not, the eye slit will close and some of the sheriff's deputies will come by in a few minutes, arrest the PC(s) for loitering, and haul them off the jail, where they will spend the rest of the night being ignored. Early in the morning, the same deputies will drag the PC(s) to the village gates and throw the PC(s) out with a stern warning to find somewhere else to be. They will not be let back into the village for a week, minimum.

After giving the correct password, the thick oaken door opens. Behind the door is 7 foot tall muscular half-orc, standing at a landing at the top of a narrow set of stairs leading down. He points a thick thumb over one shoulder and says in a low, rumbling voice, "Go on down. They're expecting you." He closes the door after you enter and sets a thick bar in place. "To avoid distractions," he says, answering your unspoken question.

The stairs go deep and end in a small antechamber. Several people already there give you appraising looks as you enter, but say nothing. As you are trying to decide what to do next, Tishaar enters through a set of double doors and says, "Good. You're all here. Thank you for taking this opportunity to prove your quality and skill. You are now all applicants to the Circle of Crimson Stone. Let me explain the rules:"

"Rule One: Do not talk to the forces of the Old One about Crimson Stone."

"Rule Two: Do NOT talk to the forces of the Old One about Crimson Stone."

"Rule Three: No magic may be used once combat has begun."

"Rule Four: Quarter is neither asked nor given." He pauses to let that sink in.

"Now for tonight only, you may waive Rule Four once your opponent is unconscious. It's your call – no one will think more or less of you either way."

"I'm going to pair each of you up against another applicant. Then I will lead a pair into the next room, which contains a fighting circle, and announce the pair. A priest will bless the fight and then signal you to start. He will officiate, so if he tells you to do something, do it. The winner of each pairing will join the

Circle. The loser may leave with a parting gift. Or not – it depends on your opponent. Let's get started."

If any PC balks once the rules have been explained, Tishaar will explain:

"I'm sorry you feel that way. Unfortunately, there is only one way out, and that is through the fighting circle. If you fight well and still wish to leave, we will accept your decision, along with your word that you will never speak of this again. We will know if you do and the minions of the Old One will likely torture you extensively if you try to talk to them. I advise you to fight well and keep silent. Now let's continue.

Tishaar Drea pairs up the applicants: PC to NPC. There will be exactly enough NPCs to match the number of PCs. Number the PCs in whatever order you want, select the matched NPCs name from the list at the end of this encounter.

Tishaar pairs up the applicants – you are paired with a stranger you've never met. "Right, that takes care of that. First pair, follow me. The rest of you wait here, I'll be right back.

Tishaar opens the doors and leads the two of you into the next room. The room is 20 feet across and paneled with rough wooden timbers to a height of 10 feet. Above that is a balcony with a railing all the way around the room. There are several people sitting or standing in the balcony, some of whom you recognize as people from the village, some you don't recognize at all. They are all watching the two of you.

A door on the far wall of the arena opens and a thin figure wearing deep, rust-red, tattered robes walks in with heavy, purposeful steps. In a pale white hand it carries a wooden staff with a gnarled crook at the top. The figure wears a bone-white skull mask with only darkness where the eyes should be. There is a thin crown of red glyphs painted on the top of the skull, partially obscured by the hooded robes. When it reaches the three of you it stops and announces in a dry, buzzing voice, "I have come to officiate. Let the contest begin."

Select a name for the NPC using the list below before continuing.

Tishaar responds by announcing, “[PC name] and [NPC name], fighting for honor, valor, and glory...even unto death.” Tishaar then bows to the robed figure, who returns the bow, and then leaves, closing the door to the waiting room behind him. You hear bolts lock into place.

The robed figure holds his crooked staff towards each of you in turn and says its dry, buzzing voice, “If it is not your time, may death pass you by. Fight well. Fight for honor, valor, and glory...even unto death.” The robed figure steps back three heavy, purposeful steps before saying in its dry, buzzing voice, “You may begin.”

At this point roll initiative and run the fight. The fight lasts until one of the contestants is unconscious and the other declares they are done. The crowd will cheer both sides equally.

The NPC will not choose to *coup de grace* the PC, the PC can make his own decision. The cultist will not interfere with the fight unless the rules are broken.

If the PC looses, he or she will wake up the next morning in the inn with no wounds. On a bedstand next to the bed is a note that simply says:

“Maybe next time. Fight well.”

If the PC wins, they will be escorted out the far exit of the arena. If the PC does not meet all of the requirements, Tishaar Drea will tell the PC:

“We like you, but if you can just master these basic skills, we might be able to help each other out. Until then, fight well.”

If the PC wins, they will be escorted out the far exit of the arena. If the PC meets the requirements to join the Circle of the Crimson Stone, they will be extended an official offer to join the Circle.

“You fight well – we know it and the crowd knows it. We want you to join the Circle of Crimson Stone. But this is a serious decision. Remember the rules and our creed. Take some time to think it over. When you’re certain you want to take your place among us, we’ll have a place ready for you. Until then, fight well.”

NPC Names:

Vladik the Crow: male human(Flan).

Ormod Tinarrow: male human(Baklunish).

Isleif the Mace: female human(Oeridian).

Kolenka of Kiln: female human(Suloise).

APL 2 (EL 1)

Tishaar Drea: Male human (Oeridian) Ftr6.

NPC contestant: human War2. (See Appendix I for a generic stat block.)

Conclusion

Failure

If the player characters only found the badger tracks and an empty lair, this is a mission failure. The player characters later hear of a precision strike on Salfrayfields and the death or enslavement of the entire village by a minimal force of luzian troops. If the players simply got kicked out of town, they earn the “Enmity of Boss Beare.”

Basic Success

If the players return with evidence of the kobolds (or even some of the kobolds) but not the sorcerer’s journal, this is a mission success. The player characters will be paid and allowed to stay in Salfrayfields if they want, but nothing special.

Great Success

If the player characters return with evidence of the kobolds (or even some of the kobolds) including the sorcerer’s journal, this is a complete mission success. For obviously saving Boss Beare (oh, and the village) the player characters gain “IP with Boss Beare”.

They have also foiled the plans of someone and become known for doing so (villagers do talk). [Insert consequences here.]

Enos Got Killed

If the PCs got Enos killed, their Lifestyle costs are doubled as the locals make the PCs pay for their mistake, no matter what the Boss says and no matter what other outcome came about.

The Side Job

If the player characters took the side job but do not take the opportunity to report to Norgalis, they will never see her again and earn the status “Considered Untrustworthy by Norgalis”.

If they report truthfully to Norgalis (and she will take the time later to verify what they reported), they will gain the “IP with Norgalis” status.

If they lie to her about what they told Boss Beare, they will never see her again and earn the status "Considered Untrustworthy by Norgalis".

Crimson Stone

If any PC wins their fight in Encounter 7 and meets the requirements for joining the Circle of Crimson Stone, they gain the status "Invited to join the Circle".

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus role-playing) to each character.

Encounter Four

Defeat the kobolds
APL2 90 xp.

Encounter Five

Defeat the kobold ambush
APL2, without Ceb'rit 90 xp.
APL2, with Ceb'rit 120 xp.

Encounter Eight

Gain entry to the Circle
APL2 30 xp.

Story Award

Objective(s) met:
Found the sorcerer's journal and turned it over to Boss Beare.
APL2 60 xp

Total possible experience:

APL2 300 xp

Treasure Summary

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies,

they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter Four: The Lair

APL 2: L: 201 gp; C: 33 gp; M: 0 gp

Encounter Five: Heading Back to Salfreyfields

APL 2: L: 141 gp; C: 0 gp; M: 0 gp

Encounter Six: Reporting to the Boss

Did not find kobolds:

APL 2: L: 0 gp; C: 25 gp; M: 0 gp

Found kobolds:

APL 2: L: 0 gp; C: 50 gp; M: 0 gp

Encounter Five: Sharing Dirt with Norgalis

APL 2: L: 0 gp; C: 25 gp; M: 0 gp

Total Possible Treasure

APL 2: L: 342 gp; C: 108 gp; M: 0 gp -
Total: 450 gp

Special

IP with Boss Beare

Due to your actions in saving the village, you have one influence point with Boss Beare of Salfrayfields.

Enmity of Boss Beare

You've been kicked out of Salfrayfields. If you come back, the Boss won't be happy.

IP with Norgalis

Due to your follow through and discretion, you have one influence point with Norgalis and the organization she works for.

Considered Untrustworthy by Norgalis

Due to your failure to follow through or unreliability, Norgalis or the organization she works for will not work with you.

Invitation to Join the Circle

You have succeeded in a bloodsport trial to enter the warrior organization known as the Circle of the Crimson Stone. Consequently, you have been offered membership in their group.

Items for the Adventure Record

None

Appendix I

Encounter One

Ernest "Boss" Beare: Male Human(Oeridian) Rog6/Exp2; CR 8; Medium Humanoid (human); HD 8d6+8; hp 42; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 12) [+2 Dex]; BA/G +5/+5; Att +5 melee (1d6+2;20/x2, sap) or +5 melee (1d4;19-20/x2, dagger) or +7 ranged (1d4;19-20/x2, hand crossbow); Face/Reach 5 ft./5 ft.; SA —; SQ —; AL lawful evil; SV Fort +3, Ref +9, Will +6; Str 10, Dex 15, Con 13, Int 14, Wis 13, Cha 10. Height 6 ft. 2 in. Weight 175 lb.

Skills and Feats: Appraise +13, Bluff +13, Climb +2, Decipher Script +7, Diplomacy +13, Disable Device +4, Disguise +3, Forgery +4, Gather Information +13, Hide +11, Intimidate +12, Jump +2, Knowledge (local) +7, Listen +5, Move Silently +11, Open Locks +8, Search +6, Sense Motive +11, Spot +13; Alertness, Lightning Reflexes, Persuasive, Stealthy.

Languages: Common, Draconic, Orc.

Possessions: sap, dagger, hand crossbow, 10 bolts.

Physical Description: This balding Oeridian is short and heavy, with a ruddy complexion and wearing a spotless white suit.

Kane: Male human (Oeridian) War5; CR 4; Medium humanoid (human); HD 5d8+8; hp 30; Init +0; Spd 30 ft.; AC 13, touch 10, flat-footed 13 [+3 studded leather armor]; BA/G +5/+7; Atk +8 melee (1d6+2/19-20, short sword) or +7 melee (1d6+2 nonlethal, sap) or +5 ranged (1d8/19-20, light crossbow); AL CN; SV +5, Ref +1, Will +1; Str 14, Dex 10, Con 12, Int 9, Wis 11, Cha 8.

Skills and Feats: Intimidate +7, Spot +4; Skill Focus (Intimidate), Toughness, Weapon Focus (short sword).

Possessions: short sword, studded leather armor, light crossbow, 10 bolts.

Bully: Male human War3; CR 2; Medium humanoid (human); HD 3d8+6; hp 19; Init +0; Spd 30 ft.; AC 13, touch 10, flat-footed 13 [+3 studded leather armor]; BA/G +3/+4; Atk +5 melee (1d6+1/19-20, short sword) or +4 melee (1d6+1 nonlethal, sap) or +3 ranged (1d8/19-20, light crossbow); AL CN; SV +4, Ref +1, Will +1; Str 13, Dex 11, Con 12, Int 9, Wis 10, Cha 8.

Skills and Feats: Listen +3, Spot +3; Toughness, Weapon Focus (short sword).

Possessions: short sword, studded leather armor, light crossbow, 10 bolts.

Enos Trapper: Male Human(Oeridian) Exp1; CR 1; Medium Humanoid (human); HD 1d6; hp 6; Init +1; Spd 30 ft.; AC 13 (touch 11, flat-footed 12) [+2 armor, +1 Dex]; BA/G +0/+1; Att +1 melee (1d6+1;20/x2, shortspear) or +1 melee (1d4+1;19-20/x2, dagger) or +1 ranged (1d4+1;20/x2, sling); Face/Reach 5 ft./5 ft.; SA —; SQ —; AL lawful neutral; SV Fort +0, Ref +1, Will +3; Str 12, Dex 12, Con 11, Int 10, Wis 12, Cha 10. Height 5 ft. 7 in. Weight 120 lb.

Skills and Feats: Bluff +2, Climb +7, Disable Device +2, Handle Animal +2, Heal +6, Listen +4, Search +3, Survival +7, Swim +4; Athletic (+2 bonus on Swim and Climb checks), Self-Sufficient (+2 bonus on Heal and Survival checks).

Languages: Common.

Possessions: leather armor, shortspear, dagger, sling, 20 bullets, waterskin, bedroll, blanket, backpack.

Physical Description: This Oeridian is a lean, ash-haired youth wearing the clothing and gear of an outdoorsman.

Encounters Four and Five

Ceb'rit: Male Kobold Rog1/Sor1; CR 2; Small Humanoid (Reptilian); HD 1d6 plus 1d4; hp 8; Init +1; Spd 30 ft.; AC 15 (touch 12, flat-footed 14) [+1 size, +1 Dex, +1 natural, +2 leather]; BA/G +1/-4; Att +2 melee (1d6/x3, masterwork spear) or +3 ranged (1d6/(19-20)x2, masterwork light crossbow); Face/Reach 5 ft./5 ft.; SA Rog sneak attack +1d6; SQ Darkvision 60ft., Light sensitivity; AL lawful evil; SV Fort +0, Ref +3, Will +3; Str 10, Dex 12, Con 10, Int 10, Wis 13, Cha 14. Height 2 ft. 2 in. Weight 40 lb.

Skills and Feats: Craft (trapmaking) +2, Gather Information +5, Hide +6, Knowledge (arcana) +2, Knowledge (local) +2, Listen +5, Move Silently +5, Profession (miner) +4, Profession (spy) +5, Search +5, Sleight of Hand +5, Speak Language (Common), Spot +5; Alertness.

Languages: Draconic, Common.

Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell (-1 to attack rolls, Spot checks, and Search checks).

Skills: Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks.

Familiar: None at this time.

Possessions: Masterwork leather armor, masterwork light crossbow, masterwork spear, dagger, 20 bolts, waterskin, bedroll, blanket,

backpack, religious symbol (platinum piece stamped with symbol of luz).

Physical Description: This humanoid is about the size of a gnome or Halfling. It has a scaly hide, a naked tail like that of a rat, and a doglike head with two small horns.

Spells (4/2): 0 lvl—*detect magic, mending, prestidigitation, read magic*; 1st lvl—*mage armor, magic missile*.

Dek'rit: Male Kobold Rgr2; CR 2; Small Humanoid (Reptilian); HD 2d8+2; hp 14; Init +2; Spd 30 ft.; AC 16 (touch 13, flat-footed 14) [+1 size, +2 Dex, +1 natural, +2 leather]; BA/G +2/-3; Att +3 melee (1d6/x3, masterwork spear) or +5 ranged (1d4/x3, masterwork composite short bow); Face/Reach 5 ft./5 ft.; SA —; SQ Darkvision 60ft., Light sensitivity; AL lawful evil; SV Fort +4, Ref +5, Will +0; Str 11, Dex 15, Con 12, Int 12, Wis 10, Cha 8. Height 2 ft. 5 in. Weight 45 lb.

Skills and Feats: Climb +1, Craft (trapmaking) +6, Hide +7, Knowledge (geography) +3, Knowledge (nature) +4, Listen +5, Move Silently +7, Profession (miner) +3, Search +6, Spot +6, Survival +5; Alertness, Track.

Languages: Draconic.

Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell (-1 to attack rolls, Spot checks, and Search checks).

Skills: Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks.

Favored enemy (Humans): Against humans, skills are Bluff +2, Listen +7, Sense Motive +2, Spot +8, Survival +7. Likewise, +2 bonus on weapon damage rolls vs. humans.

Archery combat style: Dek'rit is treated as having Rapid Shot. One extra ranged attack at highest BAB, but all attacks are at -2 penalty. Must use full attack action to use this feat.

Possessions: Masterwork leather armor, masterwork composite short bow, masterwork spear, masterwork kukri, 20 arrows, 2 smokestick arrows, waterskin, bedroll, blanket, backpack, religious symbol (platinum piece stamped with symbol of luz), stuffed badger claws on stick, overshoes made of badger feet.

Physical Description: This humanoid is about the size of a gnome or Halfling. It has a scaly hide, a naked tail like that of a rat, and a doglike head with two small horns.

Elite Kobold Warriors: Male Kobold War1; CR ¼; Small Humanoid (Reptilian); HD 1d8; hp 4; Init +1; Spd 30 ft.; AC 15 (touch 12, flat-footed 14) [+1 size, +1 Dex, +1 natural, +2 leather]; BA/G +1/-4; Atk +1 melee (1d6-1/x3, spear) or +3 ranged (1d6/(19-20)x2, light crossbow); Full Att +1 melee (1d6/x3, spear) or +3 ranged (1d6/(19-20)x2, light crossbow); Face/Reach 5 ft./5 ft.; SA —; SQ Darkvision 60ft., Light sensitivity; AL lawful evil; SV Fort +2, Ref +1, Will -1; Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8. Height 2 ft. 5 in. Weight 45 lb.

Skills and Feats: Craft (trapmaking) +2, Hide +6, Listen +2, Move Silently +2, Profession (miner) +2, Search +2, Spot +2; Alertness.

Languages: Draconic.

Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell (-1 to attack rolls, Spot checks, and Search checks).

Skills: Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks.

Possessions: leather armor, light crossbow, spear, dagger, 20 bolts, 2 thunderstones, waterskin, bedroll, blanket, backpack, religious symbol (platinum piece stamped with symbol of luz).

Physical Description: This humanoid is about the size of a gnome or Halfling. It has a scaly hide, a naked tail like that of a rat, and a doglike head with two small horns.

Encounter Eight

Generic combatant: Human War1; CR 1; Medium Humanoid (human); HD 1d8+2; hp 10; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13) [+3 armor, +2 Dex (see also Dodge feat)]; BA/G +1/+3; Atk +3 melee (1d6+2;18-20/x2, scimitar) or +3 melee (1d4+2;18-20/x2, kukri) or +3 ranged (1d8;19-20/x2, light crossbow); Full Att +3 melee (1d6+2;18-20/x2, scimitar) or +3 melee (1d4+2;18-20/x2, kukri) or +3 ranged (1d8;19-20/x2, light crossbow); Face/Reach 5 ft./5 ft.; SA —; SQ —; AL lawful neutral; SV Fort +4, Ref +2, Will +0; Str 15, Dex 14, Con 14, Int 12, Wis 10, Cha 10. Height 6 ft. 2 in. Weight 175 lb.

Skills and Feats: Climb +4, Handle Animal +2, Intimidate +4, Jump +5, Spot +1, Swim +1; Dodge (+1 AC vs a single opponent), Mobility (+4 AC vs certain Attacks of Opportunity, PH p. 98).

Languages: Common, Orc.

Possessions: studded leather armor, scimitar, kukri, light crossbow, 20 bolts, waterskin, bedroll, blanket, backpack.

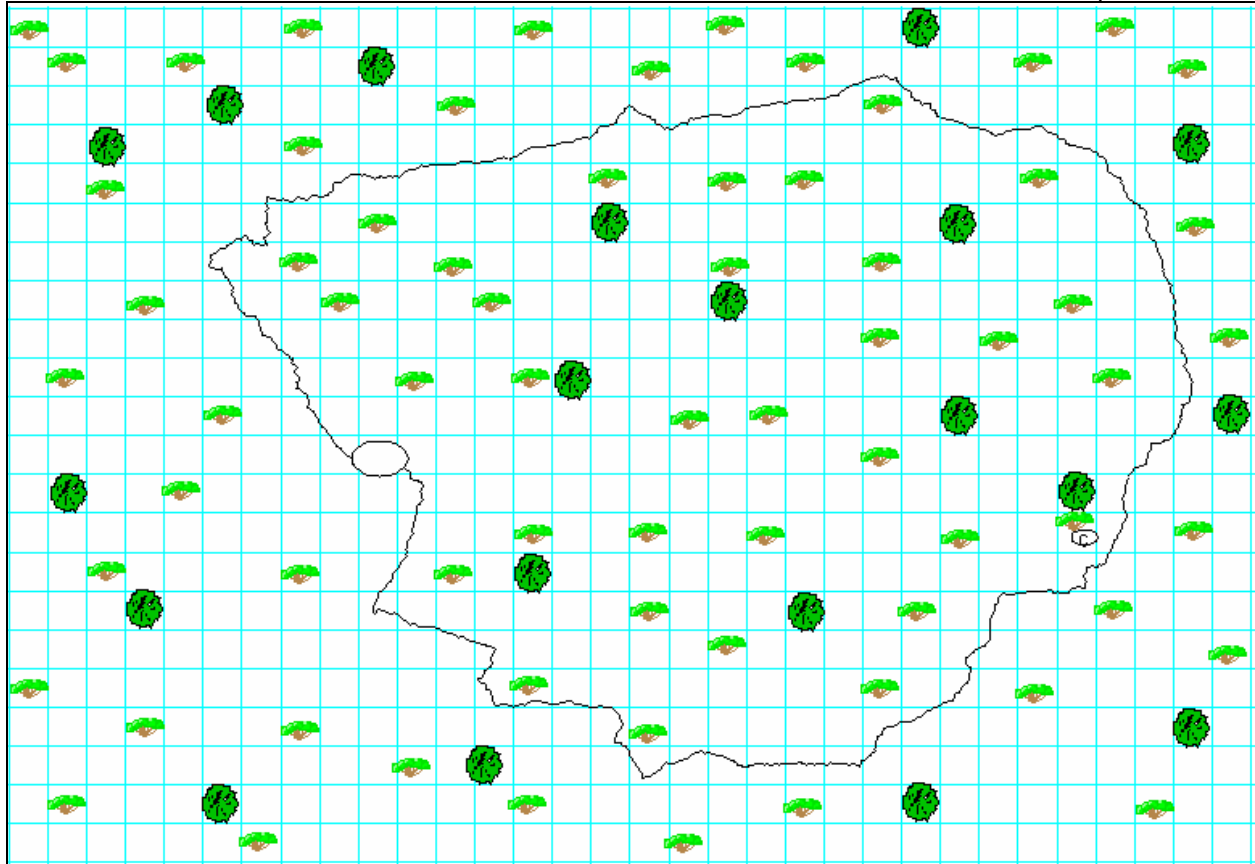
Physical Description: This Oeridian is lean and ready for a fight.

Appendix II

Encounter Four Maps

Badger Lair, Above Ground

1 square = 5 feet



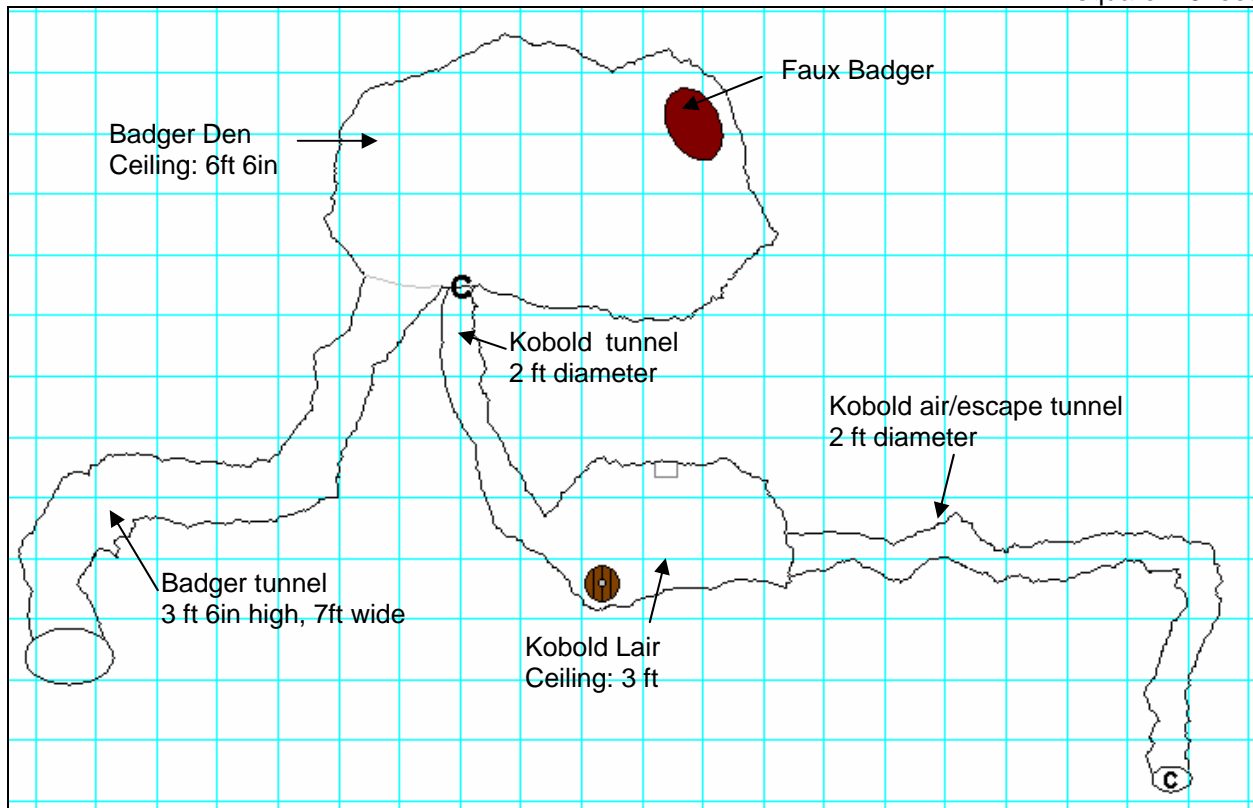
The round green shapes are trees of varying heights.

The other green shapes are bushes, shrubs, and other forms of ground clutter that provide concealment for the kobolds (if necessary).

The entrance to the badger lair is in the side of a low hill that reaches a height of 20 ft at the center.

Badger Lair, Below Ground

1 square = 5 feet

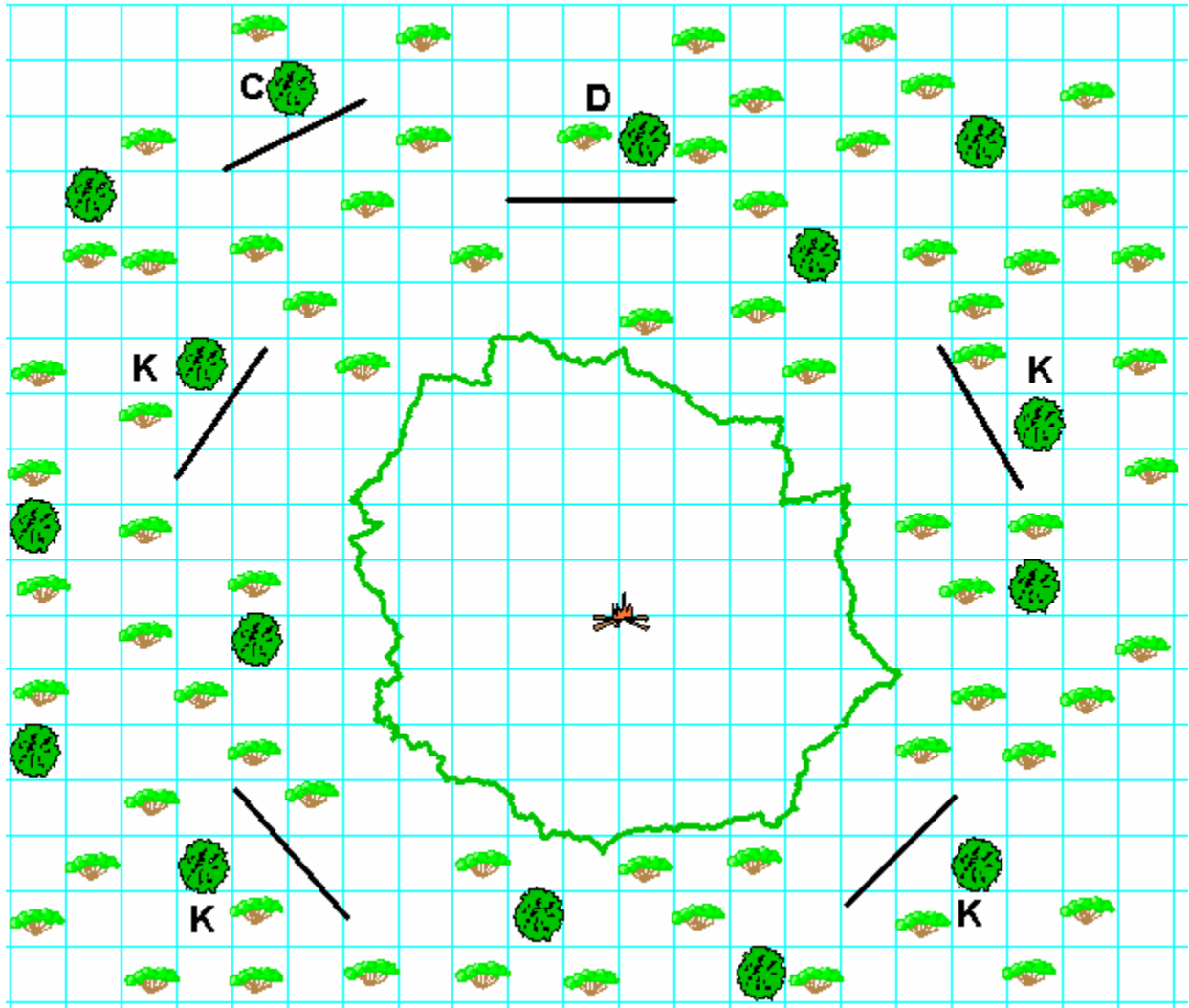


The floor of the badger den is covered in dry nesting material that is noisy to move through (-5 to Move Silent checks).

Encounter Five Maps

DM's Map

1 square = 5 feet



Key:

K is a kobold warrior with light crossbow and spear

D is Dek'rit with composite short bow and spear

C is Ceb'rit (or any other kobolds that survive Encounter Four) with light crossbow and spear

The circular symbols are trees.

The rectangular symbols are bushes large enough for people to use for concealment.

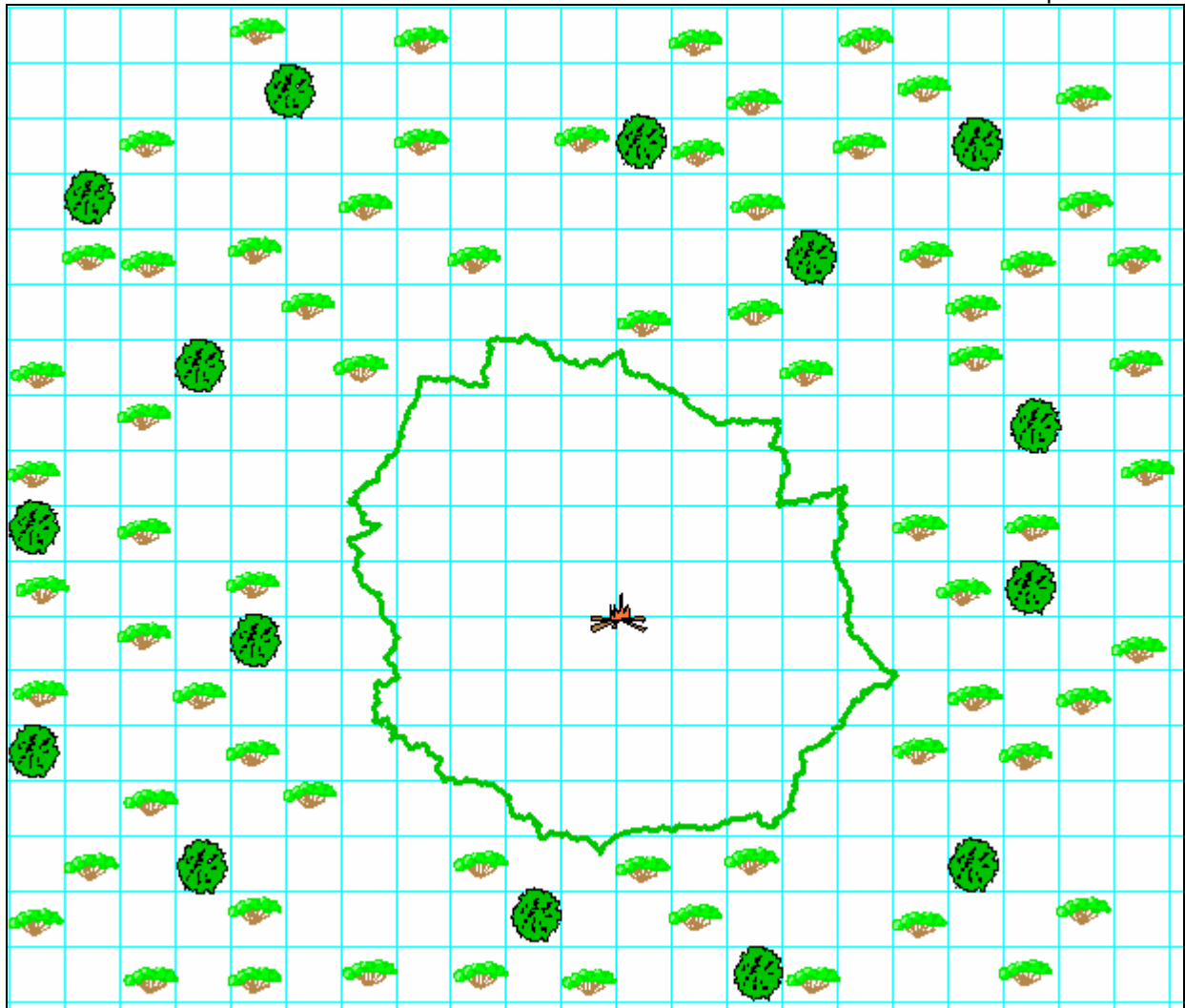
The area outside the green line is covered in low ground clutter.

The camp site is inside the green ring and is clear.

The straight black lines are the locations of the trip snares. All of the kobolds have concealment (20% chance attacker misses) and cover (+4 to their AC).

Player's Map

1 square = 5 feet



Key:

The circular symbols are trees.

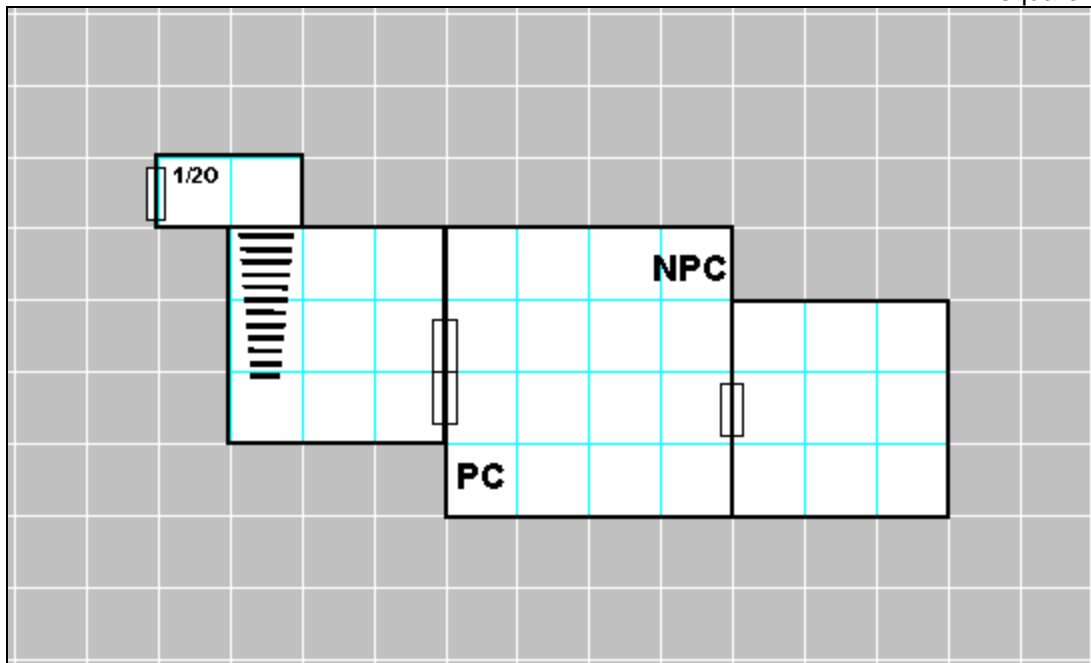
The rectangular symbols are bushes large enough for people to use for concealment.

The area outside the green line is covered in low ground clutter.

The camp site is inside the green ring and is clear.

Encounter Seven Map

1 square = 5 feet



Key:
1/20 is the half-orc doorman/bouncer
NPC is the starting point for the NPC Circle applicant
PC is the starting point for the PC Circle applicant