

GEOIntro-03

Lions in Hand

A One-Round D&D LIVING GREYHAWK[®] Geoff Regional Introductory Adventure

Version 1.0

by Wesley Wright

The Army of Liberation is looking for freelance adventurers to help deliver low-priority messages. A bit of gold in your pocket, a few days in nice weather, how could there be any better work for adventurers such as yourselves? A Geoff Regional Introductory Adventure for 1st-level characters.

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

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Introduction

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

Preparation

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

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

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

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

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

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

the DM) to keep track of who is playing which character.

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

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

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

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

Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.

If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or

fewer animals of this type, and animals with different CRs are added separately.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

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 the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the face 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. Four or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two things that you can do to help even the score.

2. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Grand Duchy of Geoff. Characters native to Geoff 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.

Adventure Background

For many years, the Dim Forest along the Gyrice bank of the Realstream has been a calm place to live. The shadow dragon is far away, and troubles with wood elf tribes in the Gran March have yet to spill over the Realstream.

It is precisely this calm that has attracted a young and charismatic kobold cleric. He has taken control of a band of kobolds, and brought them near Linhir, hoping to build himself a kingdom of some sort. Grak and his band of kobolds discovered a badgers burrow, and claimed it for their own. In the process, they pushed the badger cete out of the burrow, making them homeless.

These badgers have provided the first sign of the kobold menace, as they have not started any raids in the area as of yet. This sign has not gone unnoticed by the local Olwythi scout, Meic the Blade. He is investigating the problem when the adventure starts.

Adventure Summary

The characters are started in the module by responding to a notice from the Army of Liberation, which is seeking assistance with delivery of messages in the secured areas of Geoff. The six of them are asked to deliver a message to Meic the Blade, an Olwythi scout that is assigned to the

Dim Forest village of Linhir. They are also to convey any response from Meic.

The journey should take about four days each way if there are slow movers in the party, three days otherwise. The trip is mostly uneventful. As they near Linhir, they come upon a small group of kobolds arguing over an unconscious human form.

The human is Meic, who has been waylaid by Grak's kobolds. These 9 have been instructed to get Meic back to their burrow, so that Grak can sacrifice Meic to Kurtulmak, in order to bless the new lair. The kobolds are arguing over how to best carry him.

Once the kobolds have been run off, the adventurers will need to get Meic to Linhir. Along the way, the adventurers run into a couple of traps that the kobolds have set along the path to Linhir. If they are able to wake up Meic (with healing), then he can help them out.

Arriving in Linhir, Talindra, one of Lorindoriel's acolytes, will heal Meic. He will relate to her and the adventurers an encounter with the badgers, and his subsequent encounter with the kobolds. Meic doesn't want to have to send for reinforcements to deal with this problem, and since the adventurers are here, he asks them to assist him with rooting out the kobolds.

Whatever the adventurers choose to do, they will need to wait for the fog to lift, so they might as well spend the night in Linhir. It is near noon before it does so, giving the adventurers plenty of time to wander about the village.

Meic says there is a small tributary stream running roughly east and west. He suggests that the adventurers scout north of the stream, and he will scout south of the stream.

While the adventurers are scouting, they come across the badgers that were pushed out of their burrow by the kobolds. This encounter can go many ways, depending on how aggressive the adventurers are.

Sooner or later, either by tracking checks or assistance from the badgers, the adventurers will come across the badger burrow now inhabited by the kobolds. The adventurers have two choices. They can attack immediately, or they can go find Meic and get his help. If they attack immediately, the encounter is run as written. If they go find Meic, then simply add more kobolds as dictated in the encounter.

Once the kobolds are defeated, the adventurers can return to Hochoch without incident, along with

thanks from Meic and a response to the Army of Liberation.

A Note about the Weather

The weather for the entirety of this adventure is light winter snow in the mornings, followed by clear sunny skies in the afternoons. It is cold, but not so cold that a unprepared adventurer will die from the elements. A good cloak, a good pair of boots, and a sturdy winter blanket ensures survival. There is no need for Fortitude saves due to the weather.

Introduction

The adventure begins with the PCs noticing a posting on a pole in lowerth Square in Hochoch. The posting is **Player's Handout #1**.

If the PCs respond and go to the Army of Liberation camp, then read the following.

Having responded to the notice you found on a message post in Hochoch, you sit outside of a command post in the Army of Liberation's encampment outside of the city. Sitting with you are a number of fellow adventurers.

Allow the party members to introduce themselves.

After introductions, you are ushered into the small building, where a short man of Flannae descent sits, wearing the uniform of an Army of Liberation officer. He motions for you to sit on a number of stools arrayed around a table. Laid out upon the table is a map of the Dim Forest.

"Bore da. (bore-eh da, Flan tr. good day) You six have been assigned with carrying this message," the officer holds up a sealed scroll tube, "to one of our Olwythi scouts in the Dim Forest. He is based here, in a village called Linhir." He points to the village on the map, near the Realstream. "Very simple assignment, should cause you no trouble. The scout's name is Corforrol Meic the Blade. You'll know him by the ivy tattoo on the right side of his face. Have you any questions?"

Refer to **DM Aids: Map #1** for a map of the Dim Forest.

The officer doesn't have much more information for them. He explains the reasoning behind them being hired to carry messages is that much of the Army's resources are being concentrated in the

campaign in the south. Low priority messages like the one that they are carrying are being delegated to hired help.

A successful Sense Motive or Appraise (DC 10) check reveals that the payment for this assignment is a bit high, given the circumstances.

If asked about this, the officer simply states that 20 lions is the rate that Cadofyth Greenarrow has set for assignments such as this.

He also explains (if asked) that there hasn't really been any problems in that area. Troubles in the Gran March have yet to cross the Realstream. The Shadow Dragon has never exerted much influence in the area, and the Giants never got that far into the Dim Forest. He advises that if they run into any trouble, be sure to report it to Meic.

Encounter One

The weather has been thoroughly cold, and it has snowed almost every morning. The sun shines clearly through the boughs of the Dim Forest throughout the afternoon, and your trip has been relatively pleasant.

A small footpath through the woods has led the way for much of your journey. Though it twists and turns along its way, the path is easy enough to follow. It is clearly well used, and there are markers above the snow to help you stay on the path.

It is the beginning of the fourth day of your trek. Camp was broken a couple of hours ago, and the morning snow has just stopped. Piercing the serenity of your walk are the high pitched sounds of some kind of argument, though it is in a strange tongue.

There is not much need to be sneaky, as the kobolds are not paying much attention to the forest around them. Only intentionally loud actions allow the kobolds to notice the adventurers. They can sneak up to about 30 ft.

Moving up to investigate, you find quite the sight. Ten short, reptilian creatures with spears are standing around a prone human man. The human is either unconscious or dead, as he isn't moving. He wears studded leather armor, and you can see a longbow and a longsword in the clearing near him. The snow in the clearing has been well trodden, and there is blood visible on the ground. The creatures appear to be arguing, shaking their

spears at each other, pointing to the human, and gesticulating wildly.

Allow the adventurers to make a Spot Check (DC 12). Success allows them to notice that the human's face is decorated on the right side with an ivy tattoo, identifying him as the Olwythi they are looking for.

Adventurers that understand Draconic can make out the argument. They are arguing on how to get him back to the burrow. 4 of them just want to tie him up with vines and drag him back, but the others are worried that he will knock his head on a rock and ruin Grak's sacrifice.

The kobolds argue until they are interrupted, presumably by the adventurers attacking. Attempts to negotiate are met by attack, out of fright. They aren't expecting any company.

APL 2 (EL 3)

Kobolds (10): hp 4 (each); see *Monster Manual* p. 161

Tactics: Kobolds aren't terribly smart. In this kind of a close melee, they just pair up on an opponent and attack. If six or more drop, then the rest run if they can.

Development: Once the kobolds are killed or driven off, then the party can tend to Meic. He has taken 10 points of real damage, and 22 points of subdual damage. Their two basic choices are to either use some magic to heal so that he is conscious, or they can just carry him to Linhir. Either way, continue to **Encounter Two**.

Encounter Two

If the adventurers used healing to wake up Meic, read the following text.

Meic says to you, "We should get to Linhir as soon as possible. I want to consult with Talindra concerning this new threat. Let's get back to the path. We'll make better time."

If the adventurers didn't use any healing to wake up Meic, then they'll have to get him back to Linhir some other way. Easiest would be to carry him. If they have any horses, they could also put him on the horse. If anyone has a beast of burden, and make a Craft (Carpentry) or Survival check (DC 10), they can quickly fashion a travois to carry Meic.

Whether Meic is awake or not, the adventurers should set out to get to Linhir. Read or

paraphrase the following. Make note of the marching order.

It is easy enough to get back to the path your group was following earlier. The going is easy enough, though as the afternoon drags on, the shadows get longer and darker. Your breath can be clearly seen in the cold air, and it is difficult to make out objects farther along the path.

The adventurer leading the group should make a Spot check (DC 18). Success reveals a small mound of snow built up over a vine strung across the trail just in front of the group. Failure means that adventurer has set off the dart trap. If the adventurers had previously stated that they were looking for traps along the way, make the check a Search check (DC 14). The kobolds have set this trap in order to start making their mark on the area. Meic would have found it earlier, but he has been searching away from the trails for the problem.

There is a second dart trap about 100 yards further down the trail. If the adventurers say that they are keeping an eye out for more traps as they go on, give the lead adventurer a Search check (DC 14). Otherwise, give the lead adventurer a Spot check (DC 18). Success at either check reveals another vine and dart trap, failure means they have set off the trap.

APL 2 (EL 2)

Fusillade of Darts: CR 1; +8 ranged (1d4+1, dart); multiple targets (fires 1d4 darts at each target in two adjacent 5-ft. squares); Search (DC 14); Disable Device (DC 20).

The trap targets the square that the lead adventurer is in, and the square right behind him.

Once the adventurers get past the two traps, they can get to Linhir. Continue with **Encounter Three**.

Encounter Three

If the adventurers bring Meic in unconscious, read the following.

The path through the Dim opens up, and you see before you the village of Linhir. Underbrush has been cleared away, and small huts have been built all over. The trees have staircases built around them, leading up to flets in the trees. There is snow on the ground. Paths have been worn into it by villagers.

These flets are built on many levels, with rope bridges, beautiful carved staircases, and arches between them. The roofs are covered in snow, and the place almost has the look of a winter wonderland.

While gazing at the simple beauty of the place, a Flannae man in woodsman attire approaches you. He takes note of your burden, and gasps. "By the Huntress, what happened? No matter, quickly. Bring him this way."

If the adventurers bring in Meic conscious, read the following.

The path through the Dim opens up, and you see before you the village of Linhir. Underbrush has been cleared away, and small huts have been built all over. The trees have staircases built around them, leading up to flets in the trees. There is snow on the ground. Villagers have worn paths into the snow.

These flets are built on many levels, with rope bridges, beautiful carved staircases, and arches between them. The roofs are covered in snow, and the place almost has the look of a winter wonderland.

While gazing at the simple beauty of the place, Meic speaks up. "Please, come with me. We must go speak with Talindra."

Either way, continue on here.

You are lead up a set of stairs to the largest flet you have yet seen. The archway inside is carved with the likeness of lush ivy. Just inside are two stone statues. The statue of the right is of a human woman, very beautiful, holding a slender longsword to the sky. On the left is a statue of an equally beautiful elven woman, holding a similar longsword toward the sky.

A sylvan elf woman, wearing leather armor with a unicorn symbol engraved upon its breast greets you. "The Huntress has been kind to you, Meic. Sending such a fine escort. Please, enter and be welcome.

Talindra proceeds to heal Meic to full, as well as any adventurers that have been injured. After the spells have been cast, Meic tells Talindra what he has learned.

"Things are as I feared. Vile creatures have finally come to roost near the Realstream. I am lucky these fine folk happened upon me."

Meic turns to you. "Which reminds me. What brings you to Linhir?"

The adventurers can explain themselves.

Meic reads the scroll quickly, then looks up to you. "Well, my superiors are after a report. I'd much rather report that all is well than have to pull resources from Hochoch to deal with this problem. I'd like to ask your help. Before you say yes or no, let me fill you in on the details."

"About a week ago, a group of woodsmen came upon a cete of badgers. They were very aggressive, and one of the woodsmen nearly got bit. They told me about it, and I went looking. I figure that they were pushed into this area by something. Badgers aren't unknown around here, so they might even have been local. In any case, I've been scouting further out, to see if I could locate whatever drove them into the area. I was on my way back to Linhir when those kobolds waylaid me. There were about 25 or 30 of them, I think. One of them was casting spells to aid the others."

"They managed to wear me down. They were definitely trying to take me prisoner, though I have no idea why. In any case, they need to be rooted out. Whether this is an advance force of some kind or just a rogue party, they are trouble for the area."

"I don't think I can take them on by myself, but if you helped me, I think it could be done. You'd have my gratitude, and I'm sure the Army would give you a bonus for your assistance. What do you say?"

If the PCs refuse, go to **Conclusion A**. Otherwise continue on.

"Excellent. You are true heroes, my friends. Talindra, you will make them welcome, I trust?" She nods, "Of course. We have a couple of flets near here that are open, you may rest there." Meic jumps up and speaks excitedly. "Perfect. We should do this during the day, as I believe kobolds are able to see in the dark. Please, feel free to wander about the village if you like. We'll get an early start tomorrow morning."

The rest of this encounter is very free form. The adventurers have the opportunity to visit the various locals. The ones listed below are the major stops in the village. Most of the other huts and flets are just personal residences. They only

have time for two or three places apiece. There is no danger in splitting the party. The judge should feel free to run this encounter as he sees fit, taking as much or as little time as he feels like.

The White Tail

This small pub has a few small tables, and lots of stools. The sign outside shows a white tail deer running away. The man behind the bar is short stocky Flannae, by the name of Peris. He is a friendly kind of man, willing to talk easily. He used to run a pub in Hocholve, but got pushed out during the invasion, and has settled here.

The Blacksmith

Set in one of the few areas clear of snow in the small town is a squat stone building, with a massive chimney. The sign outside has painted on it a hammer and a pair of tongs, noting this as the blacksmith's shop. Inside is a half-elven man by the name of Tolan ap Bran. He is an accomplished blacksmith and bowyer, and has lived in this area of the Dim Forest for most of his life. He is a bit wary of strangers at first, but warms up quickly enough. He has arrows for sale, and can handle horse shoeing and other blacksmith needs. He custom makes each bow for the owner, but has the materials to make them in just a few days.

The Tanner

Set off to the edge of Linhir is a hut, with a fenced in yard around the back. Inside is Gwr Yellowhand, the local tanner. He is Flannae, average height. He is wearing a deer skin overcoat when he is first approached, working in the back to stretch and cure a few skins. The overcoat is to absorb the stink of the process; he removes it while talking to people.

The General Store

This hut is built around the base of a tree, and there is a rope ladder leading up to a flet just above it. Inside is a short half-elf, carving a piece of wood into a pipe. The store is filled with a small amount of various items one would expect to find in the wilderness. The owner is Helac the Engraver. He is known in the area for his carvings, out of wood, bone, and antlers. He has all sorts of knickknacks on shelves on the wall, everything from dolls to knobs to anything else you can think of to carve.

General Ideas to impart

This is a place very much in tune with nature. What animals the hunters bring in, are used up in all sorts of ways. Almost nothing in the animal goes to waste.

The town in general is a happy place. Elves and humans live together here comfortably, and there are lots of half-elven children under 10. They don't see much trouble here, being far from the threat of the Shadow Dragon, Giants, and Marcher axes.

Feel free to insert other appropriate locations, or encounters with people on the streets. The population is primarily elves, humans, half-elves, and the occasional halfling. Gnomes and dwarves don't tend to like the forest, and half-orcs are not generally welcome.

Encounter Four

Meic shakes you awake in the early morning. After you have a chance to freshen up, he gathers your group into his hut to discuss the day. It is fairly spartan, except for the various charcoal sketches. There is everything from plants and animals to various townsfolk you might have seen last night. Meic smiles as you notice them, "I've got a bit of an artistic streak."

"Anyway, down to business." Meic takes a map drawn on deer hide and spreads it out on the floor. He points to a spot on the map, "This is us, in Linhir. Most of my searching has been along the river, to the north of the village. Not too close to Linhir, because I didn't think that there would be anything so close to the village. So there is only this area along Falcon Creek. It's fairly small, and between us, we should be able to cover the whole area in about a day. I'll take the south side of the creek, and your group should be able to handle the north side."

"Now, if you find the kobolds, take stock of the situation. If you think you can handle it, then do so. Otherwise, we'll meet up and take them out together. You'll just have to use your best judgement."

Meic doesn't have much else for them. Pretty much everything he knows has already been told to the adventurers.

"We'll meet up at noon along the creek, and then again at the end of the day. Good luck to you, friends."

You head out of the village, woodsmen waving to you as you go. The weather is beautiful, and you find nothing before your noon meeting with Meic. It is about an hour since you ate lunch along Falcon Creek, and the going has been easy enough.

The adventurers should be making periodic Survival checks (DC 10) for tracking. Have one adventurer make the check for the entire party, though the DC is low enough that that one adventurer need not have the Track feat.

After a Survival check, have the lead adventurer make a Spot check (DC 12). Success means they have noticed the badgers about 60 ft. away, failure puts them about 20 ft. away.

APL 2 (EL 2)

Badgers (4): hp 6 (each); see Monster Manual v3.5 page 268

The badgers are not immediately hostile. It is important to note that. Do not immediately roll initiative. The adventurers have several ways to go in this encounter.

First, they can simply attack. The badgers fight to the death, as there are two juvenile badgers in a new burrow nearby.

Second, they can go around the badgers. They do not follow, as they are protecting their young.

Third, a ranger or druid can attempt Wild Empathy to calm the badgers down, and allow them to pass without incident. If the lead adventurer failed the initial Spot check, then the starting attitude of the badgers is Unfriendly. If the lead adventurer succeeded at the initial Spot check, then the starting attitude of the badgers is Indifferent. The druid or ranger needs to get the badgers to a Friendly attitude in order to pass unmolested. Because the badgers are just trying to protect their young, the ranger or druid receives a +2 circumstance bonus to their roll. If there is more than one ranger or druid, they can assist one another.

Fourth, if there is a druid or cleric able to cast Speak with Animals, they can calm down the badgers with a Diplomacy or Wild Empathy check (DC 12). With the spell up, they can ask a few questions of the badgers. When role-playing the badgers, remember that they are natural creatures

with an animal intelligence. They can relate that they were recently pushed out of their warren by "lizards on two legs". If asked, one of the badgers would be willing to show the adventurers where their burrow was.

If the adventurers bypass or fight the badgers, they need to make a few Survival checks (DC 14) to track, or Search checks (DC 16). Two successful checks of either type lead the adventurers to the warren. Give the adventurers three attempts.

If the adventurers used Speak with Animals to gain the assistance of the badgers, they are lead straight to the warren.

If the adventurers were unable to find the warren, Meic suggest that perhaps they missed something. They should go out again over the same area together, and Meic is able to make the checks. Allow the adventurers to assist him.

Once the warren is found, continue to **Encounter Five**.

Encounter Five

Finally you have found your quarry. Laid out before you is the kobold warren.

This encounter should be run as the adventurers prompt through their actions. See **DM Aids: Map #2** for a map of the kobold warren and surrounding area.

If the adventurers attack during the day (which is likely, they should be finding it in the afternoon), then most of the kobolds are awake, but not expecting an attack. There are two sentries, perched in hides 30 ft. off the ground. Their locations are marked on the map.

These sentries require a Spot check (DC 18) to notice. The sentries get a Spot check against the adventurers' Hide check every minute that they are within 100 ft. of the warren outside of combat.

The south entrance of the warren is the main entrance. It is not hidden, and is easily seen. The northwest entrance is hidden, requiring a Search check (DC 16) to find. The adventurers shouldn't get this check unless they state that they are looking for another entrance, and that they were looking on the proper side of the warren. Inside the warren are the remaining kobolds, along with their leader, Grak.

APL 2 (EL 4)

Grak: Kobold Clr1 of Kurtulmak; CR 1: Small Humanoid (Reptilian); HD 1d8-1; hp 7; Init +1; Spd 30 ft.; AC 17, touch 12, flat-footed 16; Base Atk +0; Grp -5; Atk +1 melee (1d6/x3, Spear) or +2 ranged (1d3, Sling); Full Atk +1 melee (1d6/x3, Spear) or +2 ranged (1d3, Sling); Space/Reach 5 ft./ 5 ft.; SQ Darkvision 60 ft, light sensitivity; AL LE; SV Fort +1, Ref +1, Will +3; Str 11, Dex 13, Con 8, Int 12, Wis 13, Cha 12.

Skills and Feats: Craft (Trap-making) +7, Diplomacy +8, Hide +5, Listen +1, Profession (Miner) +7, Search +3, Spot +1; Skill Focus (Diplomacy).

Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Cleric Spells Prepared (3/3; save DC 11 + spell level): 0- *detect magic, guidance, resistance*; 1st- *bleed, cure light wounds, entropic shield**.

*Domain spell. Domains: Law (cast Law spells at +1 caster level), Luck (re-roll one roll per day).

Possessions: +1 *studded leather armor*, masterwork spear, *potion of spider climb*, *potion of sanctuary*, 30 gps.

Kobolds (8): hp 4 (each); see *Monster Manual* p. 161

Tactics: If the sentries spot the adventurers, they sound an alarm. They also commence attacks with their slings as soon as they see targets. This gives the kobolds a round or two to prepare some sort of defense inside the warren. They cluster around the south passage, working the entrance with spears. Grak casts *entropic shield* on himself, then ready an action to cast *bleed* as soon as an enemy is in sight.

If the sentries don't spot the adventurers, and they are taken out in such a way that they are not able to warn the others, then the other seven kobolds are in the main room, working on traps and such. They have their spears handy, and attack as soon as they can. Grak is in his cave, and if he hears the sounds of combat, he casts *entropic shield* on himself, and moves to the entrance of his cave.

If the adventurers are getting really beat up; that is, two or more of them are down, and the kobolds are looking to win; Meic arrives on the scene, and give the adventurers a hand.

Once the kobolds are defeated, the adventurers can return to Linhir. Continue to **Conclusion B**.

Treasure:

In addition to the equipment carried by Grak, each of the kobolds has 10 gps (80 gps total for the eight of them) in various coinage.

In addition, the kobolds have been collecting pieces of amber that they have discovered in some of the caves under the Dim Forest. The PCs can find 5 pieces of amber. Each is worth 100 gps. A sixth piece of amber has a beetle preserved inside of it and worth twice as much (200 gps).

Conclusion A

Meic hangs his head for a moment. "Very well. I'll draft a reply for you, and you can be on your way quickly then." You are left alone for several minutes, then Meic returns with a sealed scroll in hand. "Good journey to you."

Meic follows you out to the edge of the village, and you can feel his eyes follow you as you start your journey back to Hochoch. It is several uneventful days later when you arrive.

Handing the scroll to the braichdyn that greets you, he breaks the seal and gives the missive a quick glance. He furrows his brow, and looks up at you. "Always thought we could depend on folk like yourselves for such problems. No matter. Take this to the paymaster, and you'll get your pay. Dismissed." He hands you a promissory note, and you are shown out.

Award the adventurers the XP they have earned up to Encounter Three, and total up the gp award.

Conclusion B

With the kobolds defeated, you return to Linhir heroes. The townsfolk are grateful for your assistance, and the seidr flows freely at the White Tail.

The next morning, you are heading out of Linhir, with a sealed message for the Army of Liberation. Meic walks with you until you are out of sight of Linhir, "Thank you for your assistance, my friends. If you are in the area, come by and say hello, I'd be glad to buy you a drink. Good journey to you!"

The weather is beautiful as you make your way back to Hochoch, with good seidr on your lips, and homemade sweet bread in your packs. The Braichdyn that greets you upon your

return breaks the seal of your message, and quickly glances at it. He breaks into a smile, and looks up at you. "Glad we can continue to depend on folk like yourselves for small problems like this. You know, Cadofyth Greenarrow is always on the lookout for new troops. We need every man we can get. Folks who know when to take the initiative like you did can go far with the Army of Liberation. If you'd like to join up, talk to the corforrol outside. He can make sure the proper forms get filled out."

He hands you each a promissory note, and says, "Take this to the paymaster, and he'll draw your compensation, plus a small bonus for your assistance with the kobolds. Gyruff thanks you for your contributions to the cause."

Award the adventurers the XP they have earned, and total up the gp award.

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 One (EL 3)

Defeating or running off the Kobolds 90 xp;

Encounter Two (EL 2)

Finding the traps without Meic's help 60 xp;

Finding the traps with Meic's help 30 xp;

Encounter Four (EL 2)

Simply Avoiding the Badgers 30 xp;

Killing the Badgers 30 xp;

Calming down or communicating with the Badgers 60 xp;

Encounter Five (EL 4)

Defeating or Running off the Kobolds 120 xp;

Story Award

Successfully Completing the Mission 30 xp

Discretionary role-playing award

90 xp

Total possible experience:

450 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.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter One:

L: 12 gp; C: 10 gp; M: 0 gp

Encounter Five:

L: 40 gp; C: 99 gp; M: (+1 *studded leather armor* (118 gps), *potion of spider climb* (30 gps), *potion of sanctuary* (5 gps).

Conclusion A:

L: 0 gp; C: 20 gp; M: 0 gp

Conclusion B:

L: 0 gp; C: 20 gp; M: 0 gp

Total Possible Treasure

L: 52 gp; C: 129 gp; M: 153 gp - Total: 334 gp

Appendix 1: NPC Stats

Meic the Blade: Human Rgr3; CR 3; Medium Humanoid (Human); HD 3d8+3; hp 21; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +3; Grp +5; Atk +7 melee (1d8+2/19-20, longsword) or +5 ranged (1d8/x3, longbow); Full Atk +5 melee (1d8+2/19-20, longsword) and +4 (1d6+1/19-20, shortsword) or +5 ranged (1d8/x3, longbow); SA Favored Enemy (Goblinoid) +2, Combat Style (Two-Weapon); SQ Wild Empathy (+3); AL CG; SV Fort +4, Ref +5, Will +4; Str 14, Dex 14, Con 12, Int 11, Wis 12, Cha 10.

Skills and Feats: Handle Animal +6, Hide +8, Knowledge (Nature) +6, Listen +7, Move Silently +8, Spot +7, Survival +7; Endurance, Iron Will, Track, Two-Weapon Defense, Weapon Focus (Longsword).

Favored Enemy (Goblinoid) (Ex): Meic gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against goblinoids. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

Combat Style (Ex): Meic is treated as having the Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat.

The benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Wild Empathy (Ex): Meic can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls 1d20 and adds his ranger level and his Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the ranger and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time.

The ranger can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a –4 penalty on the check.

Possessions: Masterwork Studded Leather Armor, Masterwork Longsword, Masterwork Shortsword, Longbow, 20 arrows, Map of the Dim Forest (Linhir Area).

Grak: Kobold Clr1 of Kurtulmak; CR 1: Small Humanoid (Reptilian); HD 1d8-1; hp 7; Init +1; Spd 30 ft.; AC 17, touch 12, flat-footed 16; Base Atk +0; Grp -5; Atk +1 melee (1d6/x3, Spear) or +2 ranged (1d3, Sling); Full Atk +1 melee (1d6/x3, Spear) or +2 ranged (1d3, Sling); Space/Reach 5 ft./ 5 ft.; SQ Darkvision 60 ft, light sensitivity; AL LE; SV Fort +1, Ref +1, Will +3; Str 11, Dex 13, Con 8, Int 12, Wis 13, Cha 12.

Skills and Feats: Craft (Trap-making) +7, Diplomacy +8, Hide +5, Listen +1, Profession (Miner) +7, Search +3, Spot +1; Skill Focus (Diplomacy).

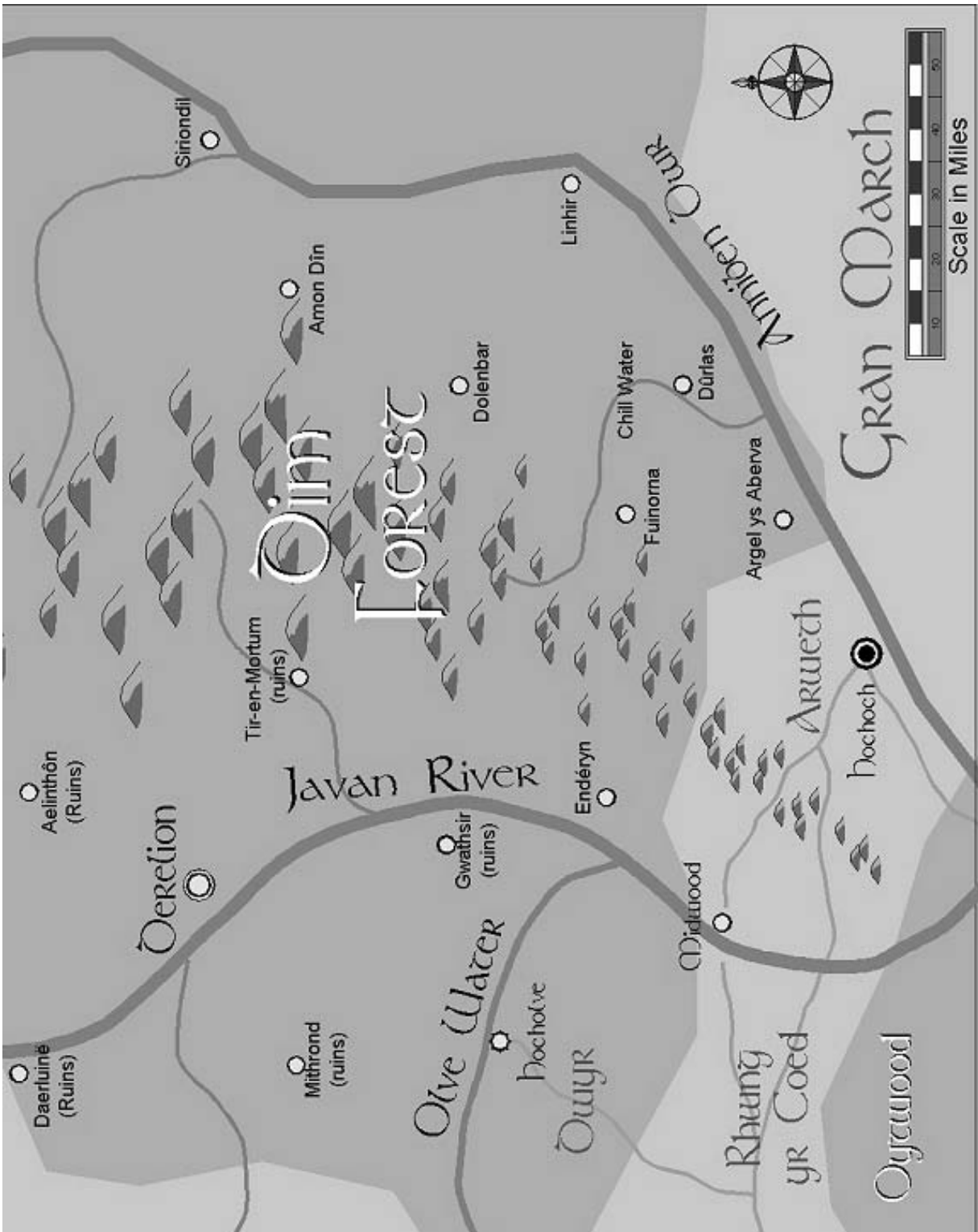
Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Cleric Spells Prepared (3/3; save DC 11 + spell level): 0- *detect magic, guidance, resistance*; 1st- *bless, cure light wounds, entropic shield*.*

*Domain spell. Domains: Law (cast Law spells at +1 caster level), Luck (re-roll one roll per day).

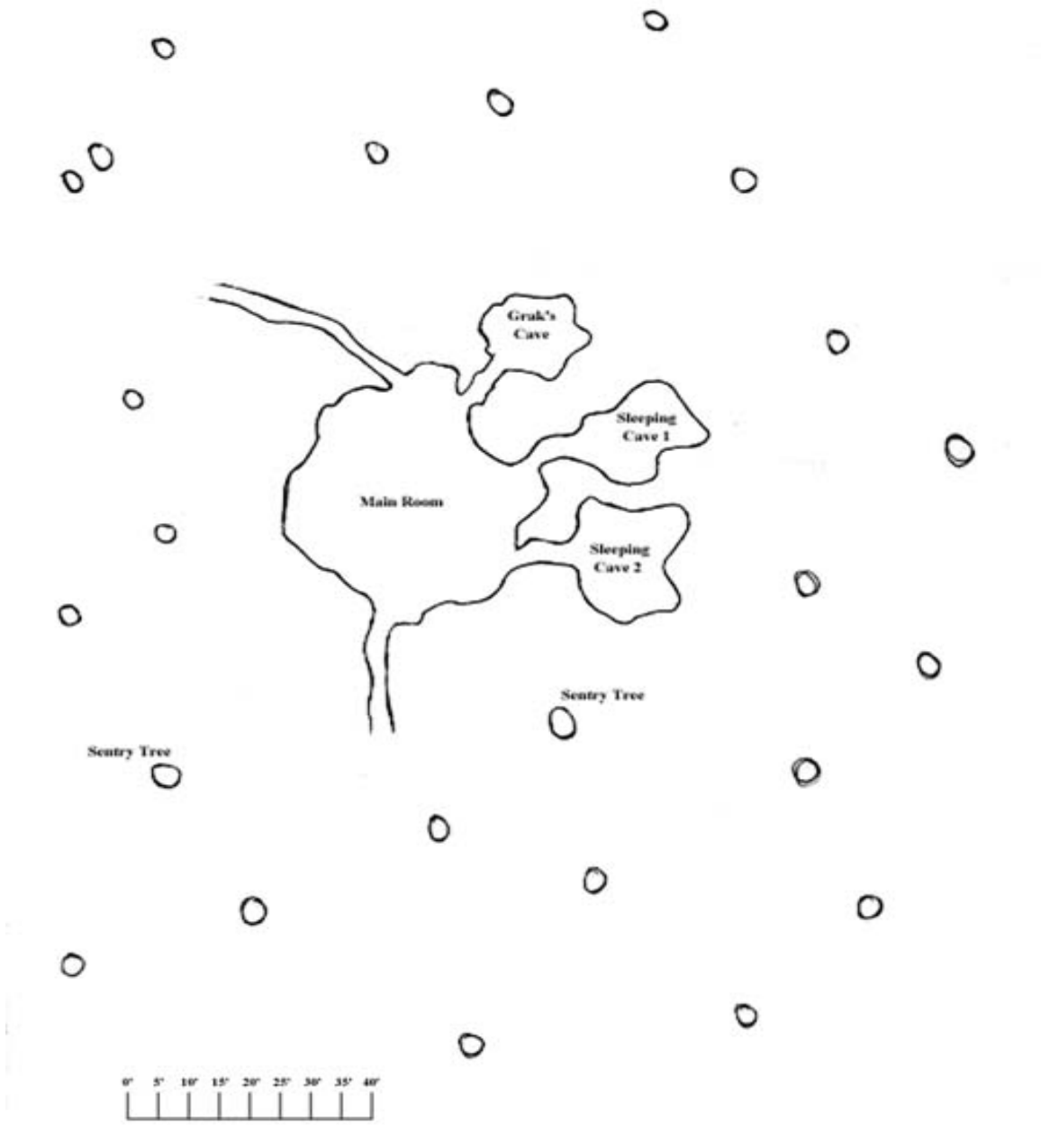
Possessions: +1 *studded leather armor*, masterwork spear, *potion of spider climb*, *potion of sanctuary*.

DM Aids: Map #1 – Dim Forest



DM Aids: Map #2

Map of the Kobold Warren and Surrounding Area



Player Handout #1

Attention! Adventurers Needed!

To carry messages for the Army of Liberation. 20 golden lions for less than a ten-days work. Interested parties should inquire at the Army of Liberation encampment outside Hochoch.

No experience necessary.