

# WHITE PALETTE, IVORY HORNS

## A HackMaster Basic Adventure for 1st level characters

This adventure is designed for first level HackMaster Basic characters and features a variety of challenges. A group that includes both a fighter and a cleric is optimal but any combination of character classes can succeed if the players are clever. It should take only about 4 to 5 hours of play to complete, making it ideal for introducing new players to the game.

The story occurs in and around Vew, a village in the northern borderlands of the city-state of P'Bapar, a realm within the *Kingdoms of Kalamar* campaign setting. *White Palette, Ivory Horns* also serves as an introduction to the larger *Frاندor's Keep* scenario (available separately). This mini-campaign is situated in the untamed country to the west of Vew (the latter being the nearest village and the edge of civilization).

If you decide to print this adventure, ensure that your printer options are not set to "scale to fit" or "shrink to printable area". Printing at actual size will retain the correct dimensions for the battle map (set at 1 inch = 5 feet).

### CREDITS

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### GM's Background

A P'Baparan noblewoman, the Lady Rayifor, commissioned an artist named Belipar to paint an immense landscape of the snow capped Krond Heights. This commission is due in just over six months – sufficient time for even the most procrastinating of artists. However, the artist faces another constraint in that he requires a good deal of white pigment to create such a masterpiece. He thus placed an order with a local merchant to acquire the material in the distant town of Fuwido. In eager anticipation of its arrival, he accompanied the weekly caravan from Frاندor's Keep to take immediate possession of the lead on the date the merchant was due to arrive in Vew. He is now growing anxious for the trader is overdue...

Kobold brigands south of Vew attacked the merchant train. The kobolds slew everyone guarding the caravan and took the lead out of its glass jars (believing it to be silver). They then took the 'silver' as well as other goods deemed valuable to their cave lair. The kobolds are quite pleased with themselves, thinking they've struck it rich and unaware that their treasure is a metal considered nearly worthless by most people.

Since it takes some six months for the lead to oxidize into a white powder with which to formulate pigment, Belipar must have it back by week's end or he won't be able to paint his grand landscape and fulfill his patron's commission. He is thus eager to hire someone capable of solving his dilemma...

Creature statistics are presented in an abbreviated format designed for easy combat resolution. GameMasters familiar with the rule system should easily understand the entries. The ToP listing (x/y) merges the opponent's Threshold of Pain (x) and Trauma check (y).

### Introductions

**Encounter:** Belipar the painter

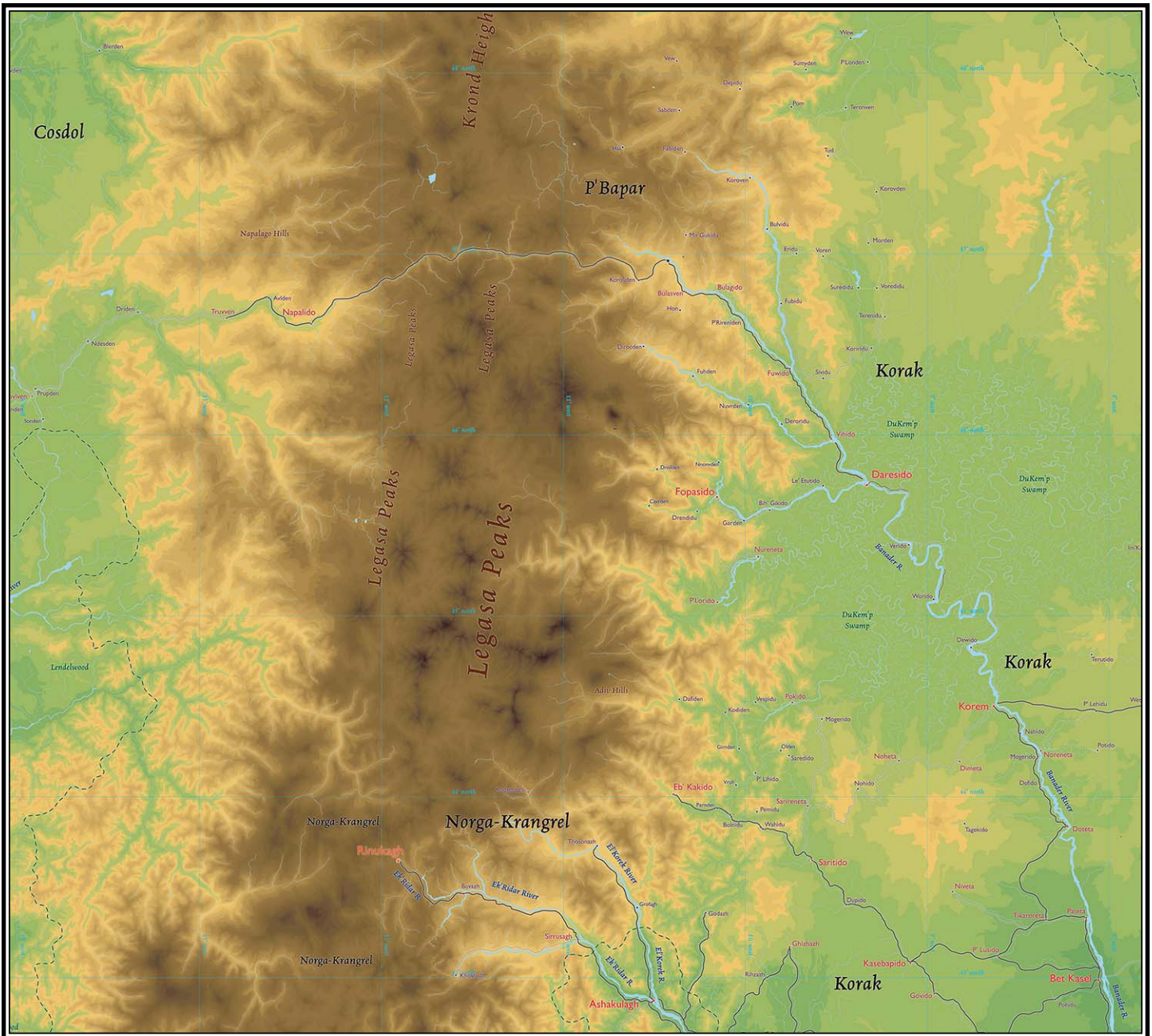
**Potential Yield:** promised reward (max. 50 sp)

To get your party in the right mindset for the adventure, read or paraphrase the following text.

The last few days have passed slowly — too slowly. Sweat drips down your brow as you pray for another gentle breeze to pass through the open windows of the Green Griffyn Inn. It's hot and the still humid air makes any physical activity uncomfortable.

Four days past, a heavy shower drenched the roads and forced you and your companions to seek shelter in the village of Vew. When the rain subsided and you stepped back outside, the road had transformed into a pool of mud — nearly impossible to traverse by foot or horse. In the interim you've done little more than pass the time sitting in the dimly lit inn, hoping that the road will dry up and free you from this living agony of utter boredom.

The call of excitement and adventure is silent. You've had nothing to do but sharpen your weapons and practice your skills in anticipation of a break in the monotony.



### Setting Note: The City-State of P'Bapar

Ever since it became the first nation to successfully declare independence, P'Bapar has been seen as something of a leader among the Young Kingdoms (a group of free states formerly under the yoke of the Kalamaran Empire). P'Bapar's status as the largest independent city-state on Tellene is a source of great pride for the citizenry.

Archduke E'Dos does not readily meddle in the affairs of his vassals, which implies that every lord shoulders a great deal of authority and responsibility.

P'Bapar is a rich country. The great variety of wealth to be found in the Legasa Peaks to the west more than compensates for the scarcity of rich farmlands near the eastern slopes of the Elenon Mountains. The Elenons hold a great supply of gold, emeralds, topaz, amethyst and tourmaline. The farmlands and

ranches east of the Banader River produce wool and vellum.

Most of this wealth flows down river to sell at Daresido, Korem, Bet Kasel, and Baneta, or back up the Renador to Kalaleta and the many small villages near the river.

Besides its tremendous exports, P'Bapar is the sole route for trade between the two sides of the Legasa Peaks via Coniper Gap. Goods travel overland through the gap and into Cosdol, bound mostly for Cosolen and the villages along the Voldor Bay.

*Note: In the Kalamaran tongue, an apostrophe between consonant pairs indicates a delay when spoken.*

The unexpected appearance of a cool, nay *cold* breeze portents change. The front door of the inn suddenly opens and a strange man walks into the room. You observe that the newcomer's clothing is covered from head to toe in splotches of colored paint. His eyes darting about, he looks over the few denizens of the room for a tense moment until his gaze settles on you and your companions. Swallowing nervously, he walks over to you and speaks.

"I see by your garb and your fine weaponry that I stand before a brave company of warriors. Please, I am in desperate need of help! May I sit and tell you my tale? I can promise you a good wage if you accept my offer."

If the PCs send him on his way, harshly or otherwise, it's time for you to get some new players. Any group that would rather have their characters sit on their butts and watch mud dry rather than grabbing for the nearest adventure hook isn't worthy of your time. Pack it up and send them home.

Assuming his initial offer is accepted, Belipar sits down at their table (dragging a chair from a nearby table if necessary), and continues.

"I am the renowned painter Belipar, master artist of these lands, and I am in grave danger - danger of my reputation being forever tarnished! I have been commissioned to paint a landscape of the first fallen snow of these lands come winter, but to create such a masterpiece I require a great deal of lead to make the white pigment for the snow.

Since there is none to be found locally, I paid for some to be delivered from a town far to the south. I have only now learned that the caravan was ambushed and my precious, precious lead stolen! This is terrible! Even if I order more, it will take weeks to arrive. There will be inadequate time for the lead to whiten, thus there is no time to spare.

If I do not retrieve this precious lead within a week, all is lost! Please, I beg you, take up my cause and seek out that which was lost—lest I fail my commission and my reputation be forever sullied!"

If asked what the 'good wage' for recovering his lead consists of, he responds that he is willing to pay 25 sp for the undertaking. If the players want to negotiate a better reward, they have several options. The most obvious are noted below:

- ▶ A successful opposed Seduction check versus Belipar's Resist Persuasion induces him to offer to paint a group portrait, one that will, "immortalize you for all time, your praises sung to the heavens by all who gaze upon it." Belipar obviously has no shame in overselling his abilities and talents.
- ▶ A successful opposed Diplomacy check versus Belipar's Resist Persuasion increases the offer to 50 sp, but only if the PCs bring back both the lead and the glass jars it was contained in.

If a player inquires as to whether or not his character has heard of Belipar, tell him no. (Successful Current Affairs skill checks also reveal nothing.) The man is not as famous as he claims and this landscape is to be his big break. He talks a

good game, but doesn't yet know if his artistry will meet with the approval of the gentry. Belipar is investing the last of his coin in the group to save his fledgling reputation.

Players wanting to purchase more equipment before venturing out will discover that Vew is home to a variety of craftsmen and traders that can supply any items listed in Chapter Six of the HackMaster Basic book.

Should the players query villagers about either Belipar or the caravan, they receive little new information. Vew is an isolated community and, though self-sufficient, depends on trade with villages and towns to the southeast for fabricated items. There is no set schedule for these caravans. Their frequency depends on the needs of the village though seldom does an entire month pass without a caravan arriving. They are also the only reputable source of information from the outside world. The artist does not reside in the village though he's a frequent visitor. He presumably lives in or near Frandor's Keep since he always arrives with one of the regular convoys from the garrison.

**Belipar:** N h lvl 0; HP 19; Init +3; Spd n/a; Rch n/a; Att 0; Dmg 0; Def +1; DR 0; ToP 6/ 4

*Relevant Skills:* Appraisal (artwork) 47, Cartography 53, Language (Brandobian 24, Merchant's Tongue 62, Kalamaran 82- literate), Resist Persuasion 8; *Profs:* none

## On the Road

**Potential Yield:** finely rendered map (2 cp)

In order to facilitate their quest, Belipar offers to supply the party with a map. Taking a piece of crumpled vellum from a pocket, he searches for a table near a window and then begins sketching. Mention to the players that it takes some time as he "Must make sure that everything is right."

You may want to let the players wait for a few seconds in silence before telling them he's sketching a map for them, then repeat the process one or two more times ("Yes, he's still sketching...") Belipar adds more detail and shading rendering it far more elaborately than what is absolutely necessary, but like most artists the man is a bit of a perfectionist. Even if the players get fed up and snatch the map away before he's finished, the map contains all the information they need. However, if they wait until he's finished (a process lasting no less than two hours), the map is worth 2 cp as a piece of art. [*This map is reproduced on page 10*].

When the players leave the village, read or paraphrase the following text aloud.

The road is a mess — mud only now starting to harden in the cool breeze. Footprints and animal tracks cross its surface bearing witness to the travels of many creatures. As your company travels onward, a few intermittent raindrops pelt your skin. The wind picks up speed, blowing a chill across your body...

If the players follow the map directly to the spot where Belipar indicated the ambush occurred, proceed to *Wrecked Caravan*.

## Wrecked Caravan

**Encounter:** none

**Potential Yield:** 3d4 arrows, 2 short swords

**Potential Story Awards:**

- Finding raiders' trail (2 EPs)
- Returning corpses of slain merchants and guards to Vew for proper burial (5 EPs)

As the PCs approach this area, read or paraphrase the following text aloud.

After an hour of plodding travel, you finally reach the forest. A few birds chatter in the trees, the latter thankfully offering some protection against the chill wind. After another 30 minutes of sloggng through the mud, you spy several stationary objects on the road ahead.

The wreckage of several carts, along with smashed crates, barrels and boxes litters the ground. Among the debris are the bloated, arrow-riddled bodies of several dead men, presumably merchants and their guards. More arrows protrude from, or lie on, the ground. There is no doubt in your mind that this is the missing caravan Belipar spoke of.

As you approach the bloody scene, you notice a strange smell on the breeze.

Most of the wreckage is well beyond repair. However, if the PCs gather the arrows, they find 3d4 that are still intact and able to be used again. Searching the area also locates two short swords (weapons too large and unwieldy for most of the kobolds and thus abandoned as useless).

At this point, clever players (and even the not-so-clever ones) will probably attempt some skill checks.

▶ A successful Observation check (Easy) or Tracking check (Trivial) reveals small shoeless, padded footprints leading from the forest and a pair of wagon wheel ruts and hoof prints leading into it. It appears that whatever creatures attacked the caravan came from the forest and returned the same way. Remember that although the Observation check can find the tracks, actually following the trail requires a Tracking check.

Due to the omnipresent mud, there should be little trouble figuring out which direction the raiders headed. In addition, the forest is a bit sparse this close to the lake and what little vegetation blocked the stolen wagon has been tamped down, leaving an easy path to follow.

Remember that a character with the Tracking skill can also attempt a check to reveal other facts such as the number of creatures, the creatures' height, the age of the trail and more, depending on the character's mastery level of the skill (see the HackMaster Basic rulebook). Just don't give everything away because the character succeeds at one check! The player should have to decide what information he wishes to learn and attempt a Tracking check for each item.

▶ A successful Listening check (Trivial) reveals that the nearby woods are eerily quiet and the birds have stopped chirping.

▶ A successful Observation check (Average) identifies the strange smell as reminiscent of algae on water, a common odor around lakes and ponds.

## Into the Woods

**Encounter:** 5 wolves (70 EPs for driving them off - any wolf actually slain is worth 84 EPs per creature)

**Potential Yield:** wagon (max. value 50 sp)

This location is a mere twenty yards from the wrecked caravan. If the PCs followed the wheel ruts from the latter site, you may present this encounter immediately after they leave the path and enter the woods.



Read or paraphrase the following text aloud.

The woods are eerily quiet here. Each step forward seems to make too much noise as dead branches on the forest floor crunch loudly underfoot. Despite the coolness of the day, beads of sweat still drip from your brow, born of anticipation rather than heat.

You suddenly come across the remains of an abandoned two-wheeled wagon. It has been left uncovered in front of a large outcropping of rocks, apparently impossible to navigate in such terrain. It is empty and uncovered, but seems to be in good shape.

If the players search about, they find no trace of cargo around the abandoned wagon. This wooden vehicle is mobile and may be resold. It weighs some 650 pounds, so characters wishing to pull it must have a combined drag value exceeding that value (determined via Strength score). Two characters pulling the wagon through the forest and then over the deeply mudded road will need three hours to get the cart back to town.

If the PCs take the cart back to town, one of the local merchants offers to pay 20 silver pieces for it.

- ▶ A successful Diplomacy, Intimidation, or Seduction check versus the merchant's Resist Persuasion check [assume he has 25% skill mastery] raises the offer to 40 sp. If they additionally tell him it took them three hours to drag it all the way through the mud, he bursts out laughing. When he recovers, he increases the offer to 50 sp (his final offer).

Anyone examining the site soon learns that the area lies within the range of a pack of wolves. They are on the prowl having finished off the last of the horses that the kobolds cut free after ambushing the caravan. (The wolves haven't touched the dead corpses as they are putrid after rotting in the sun for the past three days.)

While the players are distracted with the wagon, the wolves circle the group preparing to attack. Unless someone has stated that they are keeping watch, the wolves will surprise their quarry (roll a d6 for initiative while the PCs roll a d12) as they approach from the west.

- ▶ GM's note: While dangerous foes, the wolves are looking for a quick uncontested kill. Any wolf struck for 4 or more points of damage automatically flees as it does not want to risk serious injury. If three wolves are driven off, the remainder also run away.

**Wolves:** HP 23, 28, 31, 26, 34; Init -2; Spd 10; Rch short; Att +3; Dmg 2d4+2; Def +3; DR 2; ToP 10, 12, 13, 11, 14/ 10

*Hit Point Tracker:*

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- #5) ■■■■ ■■■■ ■■■■ ■■■■ ■■■■ ■■■■ ■■■■

## Lake Shore Path

Once the party has driven off the wolves and trekked down to the lake they'll discover there are two possible paths to take.

You've reached the lake's edge. The water glistens in the sunlight and small waves lap against the shore. It seems peaceful and calm despite all the violence that took place here so recently. A few birds caw in the distance accompanied by the sound of the wind.

In the distance to the north you can see a rocky outcropping stretching into the lake. To the south sits a small cottage with a column of smoke rising up from its chimney. Both are roughly a mile away from where you stand. A footpath leads to both locations.

## Snakes in a Tree

**Encounter:** 2 poisonous snakes (40 EPs if slain)

**Potential Yield:** none

**Potential Story Award:**

- Spotting basket in apple tree (5 EPs)
- Disarming trap and avoiding battle with snakes (20 EPs)

Should the PCs follow the southerly path, they'll spring a kobold trap set next to an apple tree. A basket full of snakes drops down upon them (the kobolds stop by once a week to check their trap and drop a couple of mice in if it hasn't been sprung - it'll be another three days before they check again).

After taking a dozen steps or so you see an apple tree along the shore's edge. Quite a few apples have fallen about and many more hang from the branches on the tree. A few flies buzz around the fruit that has lain on the ground for some time.

- ▶ The trap is further back in the tree so anyone stating that they're looking out for anything suspicious will be hard pressed to see it; characters utilizing the Observation skill face an Difficult (no modifier) check to locate the basket.
- ▶ Should a thief or other player character type use the Find Traps skill they'll have an Easy check to make (-80% modifier) in order to locate the rudimentary tripwire set across the path. But that sort of character is very paranoid to be looking for traps in the middle of a forest. Even if he is right...

Once the PCs have made it past the trap, proceed to *To Grandmother's House We Go*.

**Snakes, Poisonous:** HP 4,5; Init -2; Spd 10; Rch short; Att +2; Dmg 1 (+ virulence 5 poison); Def -2; DR 1; ToP 2/ 4

*Hit Point Tracker:*

- #1) ■■■■ #2) ■■■■

- ▶ GM's note: These are coral snakes and less venomous than those presented in the HackMaster Basic book. Treat the poison as identical to that of giant centipedes. In other respects, they are similar to rattlesnakes excepting a lesser attack bonus. Their experience point value is 20.

## To Grandmother's House We Go

**Encounter:** the Widow Parikin

**Potential Yield:** First Aid, use of rowboats

**Potential Story Award:**

Using rowboats to reach the rocky outcropping (5 EPs)

An elderly woman lives in a small cottage off the lake's shore to the southeast of the caravan attack. She is the Widow Parikin and has been living alone for the past few years after her husband died. The only visit she gets is a weekly delivery of goodies from her granddaughter who lives in Vew.

Should the party venture east and come across the cabin, the Widow Parikin is knitting in her rocking chair on the front porch. If they are injured, she gladly tends to their wounds as best she can. She has the skills First Aid (29) and Botany (16). Not receiving much news from the outside world beyond her front porch, she hangs on every word about what has been going on with the recent caravan attack. During the conversation, she mentions that back when her darling husband was alive he heard rumors of monsters living out by the peninsula but wisely avoided the area.

There are a couple of old rowboats tied up on the property left by the Widow Parikin's late husband. (The oars are stored in a shed out back behind the cottage.) If the party asks if they could use them, she happily says yes. She then prattles on about how her late husband would go out on the lake for hours at a time catching fish for that evening's supper.

▶ The lake is placid and those skilled in Boating can ferry themselves across to the peninsula with little trouble (Easy check; -80% modifier) and avoid the quicksand trap.

### Quicksand!

**Encounter:** quicksand

**Potential Yield:** none

**Potential Story Award:**

Spotting quicksand before anyone becomes trapped (10 EPs)

If the players head west down the path, they will encounter quicksand along the lake edge. Only characters with the Survival skill should be able to detect this, and only if they are in the lead.

▶ Since there is a lot of sand along the shoreline of a lake, it is hard to ascertain by mere visual inspection what might be quicksand. Characters must make a Difficult Survival skill check (no modifier) if they state they are using the skill—otherwise it is a Very Difficult check (+10% modifier) unless they also have at least Average mastery in the Observation skill as well.

Read the following as the party reaches the quicksand area.

Walking along the path is a fine jaunt, save for the sand starting to get inside your boots. It slows down the group, causing some suction as you trip to free your foot for your next step. Suddenly [insert lead Player Character's name here]'s foot sinks into the sand knee deep! In an attempt to right himself mid-step, the other foot hits the ground and sinks likewise.

You've come across a patch of quicksand and [PC's name] is standing in it!

The players need to think fast to retrieve their doomed colleague. The group can risk using a fallen limb that is rotten from exposure to the rain and sun (50% chance of breakage occurring).

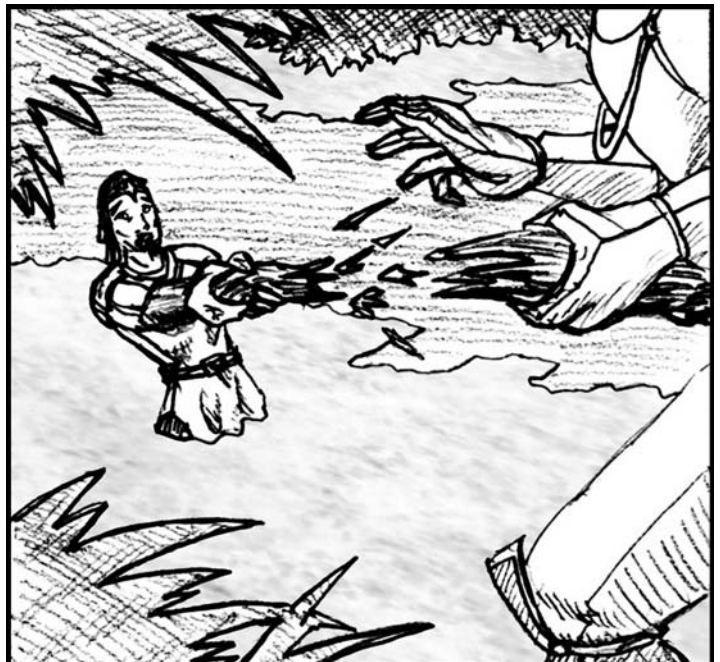
▶ If someone in the group has the Survival skill, they can make an Average check (-40% modifier) to find a stout branch that is strong enough to support the PC's weight.

If anyone has a pole arm or staff, they can use it to pull the character out of the muck in the same manner as a tree limb. A coil of rope works as well. Pulling a character out of the muck requires a drag score of at least 500 pounds. A single character must possess 10/51 Strength if using a tree limb or weapon while rope use permits multiple characters to combine their scores.

Heavier characters sink faster. It takes four minutes for a halfling to sink, three for an elf, and two for a human or dwarf. Reduce time by one minute for characters wearing heavy armors; thus a human wearing scalemail sinks in only one minute (better act fast!).

If players state that they walk cautiously along the tree line using the roots of the trees as support, they can avoid any risk of sinking at all.

Once the quicksand has been dealt with, go to *The Rocky Outcropping*.



# The Rocky Outcropping

## Potential Story Award:

### ❑ Locating and disarming security alarm (20 EPs)

This is where the kobold bandits have taken their stolen goods. The creatures have struck it rich (or so they believe) and are now recovering from their three-day celebration. Debates have sprung up about what to do with the loot, but the diminutive brigands are generally content to just sit back and enjoy their success. They are not expecting visitors in what they believe to be an impregnable fortress.

You've finally reached the rocky outcropping you first saw on the distant shore. It looks menacing and foreboding with jagged rocks pointing towards you. The sand is crisscrossed with the same small footprints you saw back by the caravan massacre.

The tracks converge at a dark cave opening set into the rock formation.

- ▶ If anyone attempts a Listening skill check, it's easy (-80%) to hear some weird noises emanating from the cave. They sound like a strange language foreign to the listener's ears (unless, of course, he is fluent in the kobold language).

The kobolds have used the natural surroundings to their advantage. They moved all the loose stones around their lair and pointed them outward like thousands of tiny caltrops to slow and impede would-be intruders. Unfortunately for them, the large storm knocked flat most of the stones, so the PCs won't be slowed by them any more than they would walking on a normal beach.

If players simply blunder into the cave thinking (correctly) that is where the lead has been taken, they will trip a primitive alarm system the kobolds rigged up while they celebrated their spoils (they are not wholly unintelligent).

- ▶ The simple trip rope trap is similar to that which was connected to the snake trap by the apple tree. If the party triggered that trap, anyone trying to Identify Traps has an Easy time (-80% modifier) locating this one. Otherwise it will be an Average check (-40% modifier). Disarming the 'trap' is a Trivial affair (whopping -90% modifier).

Should the trap be sprung, it pulls on a cord connected to some cowbells further in the tunnel. The kobolds have been trained to spring to alertness in order to surprise anyone entering their domain. This affords them a d6 Initiative die while party members must use the standard d12. If the trap is not sprung, the kobolds are completely surprised by the intruders and have to roll a d20 for their Initiative, while the PCs gain the benefit of a d10.

Lighting inside the cavern is nonexistent and an external light source is required. If either torches or lanterns are used, the kobolds inside have a chance to notice the party approaching, sprung trap or not. The monsters have an effective

Observation skill of 18%. Players approaching with a light source make it Easy (-80% chance) for the kobolds to notice them coming in.

Once the players have come across the main living quarters of the kobolds, read one of the following: **Foes Surprised** (for unwary kobolds) or **Foes Alert** (if they heard the cowbells).

## Foes Surprised

The cavern is dark and chattering noises echo from all around. The deeper in you go, the louder it becomes, like a dozen tiny dogs barking madly away at one another. As you round a bend, you can barely make out six small dog-like creatures standing no taller than a halfling. They are eating and drinking in the large cavern, surrounded by broken goods and crates.

In the middle of the room lies a large pile of metal shards that have a slight sliver hue to them. A pile of intact but empty glass jars lies off to one side in a heap. A strong and utterly noxious odor of urine permeates the air.

Without a lit torch, more details cannot be gathered. Most of the wares stolen have been used up or destroyed in the kobolds' celebration. The smell of urine actually comes from the solution that the lead was being carried in. The kobolds just thought it was something to deter would-be thieves from stealing the silver. Furthermore, the urine used comes from the poor rather than the rich so it is more acidic (the poor cannot afford to drink as much so their urine is not diluted by an alkaline substance). Yes, this is how just about every painting that has a lot of white in it was created through the middle of our own nineteenth century. Just remember that.



The kobolds were smart enough to rinse the lead off before handling it; they do live next to a lake y'know.

Move on to *Dramatic Speech* after the kobolds recover from their surprise. The chieftain wants a few choice words with the party to make himself look good in front of his men.

## Foes Alert

Use section if the kobolds gained a heads up on the party's approach. If the group has alerted the kobolds only by means of the tripwire trap, go to *In the Dark* below before going on to the main section. If they have been using a torch, go to the *Well Lit* section regardless of whether or not they sprung the trap.

## In the Dark

Again, since the kobolds know that the party is coming they get to use a d6 for their initiative. They have staged themselves behind the crates to get maximum cover, effectively using the crates as shields (any missile weapons will be blocked on 11-20 on a d20). Since the kobolds are Small sized, any and all ranged attacks against them are treated as 1.5 times the actual distance. Their short bows are drawn, almost guaranteeing that they will be able to fire upon opponents before they can ready shields. They did manage to take out an entire caravan after all. These little buggers are mean!

The whole of the room is dark and the air stale with the smell of urine making it hard for you to breathe. As you round a bend, a flurry of arrows flies at your group followed by a chorus of barking sounds. You suspect they knew you were here as you ready yourselves for combat.

Move on to *Dramatic Speech* before players announce what they are doing.

## Well Lit

As your light source illuminates the cavern you can see a bunch of crates lying about, some of them broken and turned over. The light shimmers upon a mirror-like metal heaped in the middle of the room. You think you've finally found what you're after! Taking in a deep breath of satisfaction your nostrils are met with the foul odor of stale urine hanging in the air.

Suddenly, from behind the crates, up pops a bunch of small dog-faced humanoid! They are adorned with tiny ivory horns upon their heads that stand out in contrast to their reddish-brown fur. Being no taller than a halfling they are well protected by the crates and let loose with a flurry of arrows at your group, catching you unaware!

Move on to *Dramatic Speech* as the battle continues. The kobold leader wants to seem very important in front of his men.

## Dramatic Speech

**Encounter:** 5 kobolds + leader (107 EPs)

**Potential Yield:** Assorted goods & coins valued at 26 % sp

**Potential Story Awards:**

☐ Recovering Belipar's lead (100 EPs)

☐ Eliminating the White Horns Gang (50 EPs)

The largest of the small dog-faced humanoids glares up at you with a snarl and speaks in heavily accented Merchant's Tongue, "How dare you enter home. You no think we protect us? We dread White Horns Gang! No one gets us! Human think they sooo smart, hide silver in jars of piss? We no fooled. We wash in lake now silver ours. Now we kill you dumb guys!"

And with that the speaker raises a tiny fist and his fellow brigands cheer him on.

► GM's note: His fellow kobolds have no idea what their leader told the invaders but it nonetheless seemed forceful and impressive!

Once the battle changes from ranged combat (assuming it starts that way) to melee, the kobolds switch tactics and go on the defensive. They Give Ground to gain a +5 to defense and a -1 to their attack rolls. Unfortunately, the cavern is not big enough for them to do this for more than one round before their backs are against the wall. They then switch to Aggressive Attacks gaining +5 to hit and -2 to defense, hoping to whittle down the party's hit points. If there are more kobolds than PCs, the ones not engaged move to attack opponents from the rear. They are smart enough to know that they do not stand a chance against strong adventurers in regular toe-to-toe combat.

**Kobolds:** HP 14, 15 (x2), 16 (x2); Init +3; RoF 12 (Spd 7); Rch short; Att +2; Dmg 2d6p (arrows) or 2d4p-3 (daggers); Def +4; DR 2; ToP 6/ 4

*Hit Point Tracker:*

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**Kobold Leader:** HP 21; Init +3; RoF 12 (Spd 8); Rch short; Att +3; Dmg 2d6p (arrows) or 2d6p-1 (short sword); Def +4; DR 2; ToP 9/ 6; *Relevant Skill:* Language (Merchant's Tongue 28)

*Hit Point Tracker:* □□□□ □□□□ □□□□ □□□□ □

For every 10 seconds of combat - once it has switched to melee - there is a cumulative 5% chance that the glass jars are smashed. The kobolds did not want to reuse them for anything (they were filled with urine after all) so they just left them in a pile until they came up with a better idea. Should the jars



break, the party doesn't qualify for the reward of 50 sp if they had haggled Belipar up that high.

Once the battle is said and done, the party is free to search the cave. Five of the kobolds had daggers (the leader wielding a short sword) and each had a short bow along with 10 arrows that were fired into the fray. The kobolds each have 2d6p copper pieces.

The lead weighs 20 pounds and can be easily transported simply by throwing it all in a backpack or large sack. Note that whatever is used to transport the lead will be permanently fouled with the odor of urine.

Searching the boxes and crates uncovers several items of value the kobolds looted. Players may lay claim to the goods (except for Belipar's lead and glass jars) as the former owners lie dead on the road.

- Belipar's lead
- Glass jars
- Barrel of ale (empty)
- Fancy brass candleholder (3 sp)
- Silk dress (6 sp)
- Mining pick (5 sp)
- 10 pewter dinner plates (2 cp each)
- 20 pound sack of hard red winter wheat seed (6 sp)

▶ Characters with the appropriate Appraisal skills may attempt a skill check to learn to approximate value of an item. Without these skills, players will simply have to accept whatever is offered should they attempt to sell the items (merchants will typically offer 50% of an item's true worth). Those with Appraisal: Armor & Weaponry (*e.g.* all fighters) will know that kobold-made weapons are poorly made with no resale value.

▶ Characters with the Agriculture skill will recognize the commercial value of the wheat seed.

## Conclusion

The villagers greet the party as heroes and are quite pleased with their accomplishment (this being a demonstrable expression of the Honor award the players should receive). However, no reward is offered save a free beer and night's stay at the Green Griffyn Inn.

Belipar is amongst the villagers and positively effusive about the recovery of his lead. When confronted about payment, he becomes pauses for a moment before speaking, "Yes, well about that. You see... I don't have it *with* me. Bandits on the roads and all. One cannot be too careful. I do have the money, however it is hidden within my apartment at Frandor's Keep. Perhaps you will accompany me there on the next supply train which leaves... immediately."





Widow Parikin's cottage



LAKE

The Rocky Outcropping

Quicksand!

Snakes in a Tree



Lake Shore Path

to Sabden

location of caravan wreckage



to New





WHITE  
PALETTE, IVORY  
HORNS  
BATTLEMAT