

Children of Solgan

This adventure is designed for 5-6 characters using the DDXP Pre-gens. The adventure calls for a ranger and tiefling, but the only real requirement is a tiefling in the party.

In addition to their starting equipment, give each character 3d10 cp, 3d8 sp, 3d6 gp, and a mount. This will allow them to purchase a few necessities in town. In addition, give the group 4 scrolls of identify and 2 of the magic items from this list:

- 1) +1 Vicious Longbow
- 2) +1 Symbol of Life
- 3) +1 Dwarved Plate Armor
- 4) +1 Cloak of Resistance
- 5) Belt of Vigor
- 6) +1 Heavy Shield of Protection

The story begins with our characters, a band of tax assessors for the Kingdom of Kincynth. They don't collect taxes, but instead travel as adventurers through the outlying colonies, to determine their population size, defensibility, and wealth. This information is used to determine garrison requirements and levy taxes. They have recently completed their survey in the town of Feldspur, near the Moonglow Mountains. The town has grown considerably since the previous assessment, and is capable of supporting its own garrison, which is excellent news for the Kingdom! The group is getting low on coin and supplies, and is returning to the capitol city. They had just passed through the Gloommist Rainforest when Riardon reported that a storm is coming up and they should seek shelter for the night. To this end, they detour to the nearby town of Solgan. They arrive at Solgan about 2 hours before dusk. Shortly after dusk the rainstorm will begin.

Solgan was a prosperous trading town at a crossroads leading to the colonies. In recent years, more direct roads have often left Solgan out of the loop, and the town has certainly felt the pinch. The town was large enough to have weathered the change, but it is smaller and more introverted than it was.

Things characters know about Solgan:

History	Knowledge
15+	Solgan is a prosperous trading town at the last crossroads before the colonies.
20+	Solgan has not fared well in the last several years, due to more direct routes to the colonies.
25+	The people of Solgan have developed strange superstitions and a general distrust of visitors.

Town Center Map:

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.....+-----+-----+.....
.....|Ware-| |Molten..|.....
.....|house| |Thunder.|.....
+-----+ |.....| |.....| +-----+
|The..| |.....| |.....| |Loafing|
|Daily| +--/--+ +--/.\---+ |Around.|
|Pack.| |.....| |.....| |.....|
|.....| |.....| |.....| |.....|
+--/--+ |Room|The Last| |.....|
.....| .1..| ..Star..| +---/--+
...o...+-----+.....|.....
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..Open...|Room|.....|.....|.....
..Air...|.2..|.....|.....|.....
..Market.+-----+-----+ +-----+
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.....|.Rare..| ..+-----+
.....|\..Deal..| ..|House.
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.....+-----+.....+-----+

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The residents of the town are cautious of the players in general, and the tiefling (devil-kin, according to them) in particular. Still, they aren't openly offensive, and the characters may peruse the shops and buy items without difficulty.

The Daily Pack is a general store, run by Cindy Pockets.

Item	Rate
Ginger/oz	2 sp
Pepper/oz	2 sp
Tea Leaves/oz	2 cp
Tobacco/oz	4 cp
Linen/sq. yd.	4 gp
Peasant Clothes	1 sp
Bedroll	1 sp
Blanket	5 sp
Bucket	5 sp
Candle	1 cp
Canvas/sq. yd.	1 sp

Chalk	1 cp
Firewood/20 lb.	1 cp
Flask	3 cp
Clay Jug	3 cp
Clay Mug	1 sp
Clay Pitcher	2 cp
Ladder (10')	5 cp
Pole (10')	2 sp
Iron Pot	5 sp
Trail Rations/Person/Day	5 sp
Sack	1 sp
Sewing Needle	5 sp
Whistle	8 sp
Whetstone	2 cp

The Warehouse is locked and unavailable to the characters. It is owned jointly by Cindy Pockets and Tyler Stonechin.

Molten Thunder is the town's Smithy. Tyler Stonechin can usually be found there, making horseshoes, nails, and tools for the people of the town.

Item	Rate
Bit & Bridle	2 gp
Horseshoes/set of 4	5 sp
Copper/lb.	5 sp
Iron/lb.	1 sp
Dagger	2 gp
Sicle	6 gp
Spear	2 gp

Loafing Around is the bakery. Eron Grainchild runs the shop and will be happy to sell the characters various foodstuffs and other ingredients.

Item	Rate
Bread/loaf	2 cp
Cake	5 sp
Pie	3 sp
Cinnamon/lb.	1 gp
Flour/lb.	2 cp
Wheat/lb.	1 cp

Life's Reward is the tavern. Gundar Stein owns the tavern, but is generally too drunk to run it. His daughter, Lesley Stein runs the business.

Item	Rate
Ale/mug	5 cp
Ale/pitcher	3 sp
Mead/mug	4 cp
Mead/pitcher	2 sp
Wine/glass	7 cp
Wine/bottle	5 sp
Cheese/hunk	1 sp
Bread/loaf	2 cp

The house is owned by Gundar Stein.

The Rare Deal is a specialist store, owned by Kenneth Books. He caters specifically to adventurers.

Item	Rate
Saffron/lb.	15 gp
Cloves/lb.	12 gp
Salt/lb.	5 gp
Silk/sq. yd.	10 gp
Silver/lb.	5 gp
Gold/lb.	50 gp
Courtier's outfit	30 gp
Explorer's outfit	10 gp
Scholar's outfit	5 gp
Traveler's outfit	1 gp
Mace	12 gp
Shortbow	30 gp
Quiver of Arrows (20)	1 gp
Handaxe	6 gp
Short sword	12 gp
Throwing Hammer	1 gp
Whip	1 gp
Cloth Armor	3 gp
Leather Armor	10 gp
Hide Armor	15 gp
Chain Mail	150 gp
Light Shield	9 gp
Backpack	2 gp
Barrel	2 gp
Scroll Case	1 gp
Chest	2 gp
Crowbar	2 gp
Flint & Steel	1 gp
Ink (1 oz. vial) & Pen	9 gp
Hooded Lantern	7 gp
Simple Lock	20 gp
Small Steel Mirror	10 gp
Miner's Pick	3 gp
Shovel	2 gp
Tent	10 gp
Waterskin	1 gp
Thieve's Tools	30 gp

The Last Star is the inn in the middle of town. It's own and run by the proprietress, a widow named Judy Starlight.

Item	Rate
Lodging/person/night	2 sp
Meals/person/day	3 sp
Mead/mug	4cp
Lamp	1 sp
Stabling/mount/night	5 sp
Feed/mount/day	5 cp

It is expected the characters will rent at least one room. If they only rent one room, it will be Room 1 on the map.

Vendors in the open air market:
Chris Finder

Item	Rate
Bell	1 gp
Belt Pouch	1 gp
Bottle	2 gp
Hemp Rope, 50'	1 gp
Sealing Wax	1 gp
Signet Ring	5 gp

Sam Keep

Item	Rate
Chicken	2 cp
Sheep	2 gp
Pig	3 gp
Cow	10 gp

Fred Eldricht

Item	Rate
Light Horse	75 gp
Riding Saddle	10 gp
Bit & Bridle	2 gp
Saddlebags	4 gp
Leather Barding	40 gp
Cart	15 gp
Wagon	35 gp
Feed/barrel (1 week/mount)	3 sp

Hulbert Fisher

Item	Rate
Quarterstaff	8 sp
Sling	8 cp
Bullets/10	1 sp
Utility Hammer	5 sp

The characters are expected, at a minimum, to peruse the shops. In addition, they might actually talk with the NPC's! It's odd, I know, but I've seen it happen! So best be prepared:

Diplomacy	Information Gained
10+	Solgan used to be a bustling crossroads, but it's much smaller than it used to be.
12+	The people believe the mayor, Greg Aurel, has done a fine job keeping the town prosperous despite the downturn.
15+	There's something strange in the Gloommist Rainforest, no one goes there and the people are afraid of the place.
18+	The mayor, the priest; Harold Tells, the clergy, and the Captain of the Guard; Keath Sharp, are forbidden by law to drink spirits.
20+	7 years ago a devil in the Gloommist would harrass travellers and outlying farmers.
22+	The mayor, the priest, and the Captain of the Guard, confronted the devil and the harassment stopped.
25+	They were not able to destroy the devil, so they made some sort of deal with it.
28+	The law forbidding strong drink was a direct result of the deal with the devil, but no one knows the other details.

A character might already know something about the Gloommist Rainforest:

History	Knowledge
20+	Although the rainforest is fertile, no one can tame the land to farm it. Anything built there is soon destroyed, and raised land is soon overgrown.
25+	A decade ago, a crazy elf mage declared himself protector of the Gloommist Rainforest.
28+	A generation ago, the King's Advisor to the Mystical Arts was banished for some vile act of Necromancy, and is presumed to have taken up residence in the Gloommist Rainforest.

The devil in the Gloommist is a henchman of a reclusive elven warlock who believes he is the guardian of the rainforest. He has poisoned the waters that supply Solgan, and part of the pact between him (through his devil proxy) and the Mayor, Clergy, and Captain of the Guard of slogan is that they will not drink alcohol. The Mayor and Clergy have no idea why this has been required of them, but it is because drinking alcohol would counteract the effects of the poison. The poison is slowly driving them insane, and since they control the city, their insane ideas can cause all kinds of havoc. This story helps with the plot of this game, but it is not the plot of this game.

Allow the party to mingle with the shopkeepers and purchase things, as soon the shopkeepers will be closing up for the night. The tavern will (of course) remain open for several hours after dark. It is expected that the characters will eventually find their way back to their room at the inn.

After a couple hours of sleep, the character with the highest Passive Perception will awaken to the distant sound of breaking glass. The sound will have come from the warehouse. Kobolds in the alley between the Warehouse and Molten Thunder (Perception DC 20 to catch a glimpse of a lizard-like tail darting down the alley) have broken a window in the side of the warehouse and tossed in a firepot. In 5 rounds the fire will have spread to the point that it can be seen through the windows, and in 10 rounds smoke and fire will be coming out of the roofline. If the players have not acted by this time, shouts from the guards ("Fire, fire!") will probably serve to get them going.

The guards will form a water train from the fountain to the warehouse, with several townspeople helping out.

If the characters help with the water train, the fire can be put out in 15 minutes, otherwise it takes a half hour. If the characters investigate the lizard sighting, or simply look for signs of the perpetrators, a Perception DC 20 check will be sufficient to make out quickly eroding three-toed tracks in the mud, leading to the forest. A Nature DC 15 check will be sufficient to reveal that these are kobold tracks. If the party decides to follow the tracks, they will notice that after several hundred feet another set of tracks merges with this one, and that the other set of tracks contains similar three-toed marks and a wide worn track, as though several things had been dragged through the mud. The characters will

eventually find a small hole in an earthen mound in the forest. If they enter, skip to the dungeon section, below.

If the characters are still in town after the fire is put out, they will soon hear the sound of a large, angry mob approaching from the southwest. It's a massive group of townspeople, many of whom carry torches and improvised weapons, some partially or hastily dressed. The town cleric and mayor are in the center of the mob. As they approach, the captain of the guard and his lieutenant go to meet them. While they converse in quick, hushed whispers, the crowd is yelling things like "Bring out the devil-kin!"

The players will have just a few rounds to react before two guards will come up and demand, "Hand over the devil-kin!" The party should refuse this request, and a Diplomacy DC 10 check will be sufficient to get the guards to tell them what is going on: "Eight children have been spirited away by small devils with glowing eyes! You outsiders, going through the Gloommist with a devil-kin, are clearly the cause of this calamity! The people hope that by killing the devil-kin, the Gloommist Devil will be satisfied and return the children." Again, the party should sense that the suggested course of action would not be beneficial, and should offer to chase down the "small devils with glowing eyes" and rescue the children. The townspeople will agree, provided that the characters leave their mounts as collateral and take one of the guards, Richard, with them.

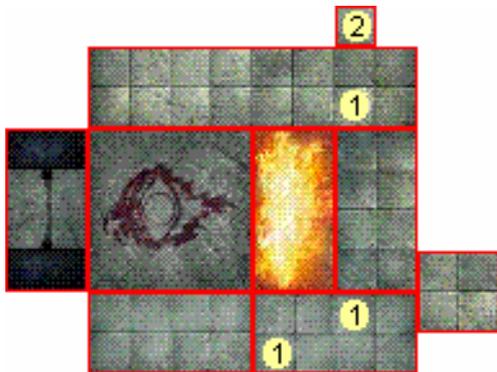
If the players do not suggest this course of action (or worse, agree to turn over the tiefling!), Judy Starlight will come forward and suggest that perhaps these strangers could actively resolve the situation, by killing the small devils and fetching the children. Again, the townspeople will agree, provided that the characters leave their mounts as collateral and take one of the guards, Richard, with them.

If the players decide to fight the masses, remind them that as Tax Assessors they need to keep the town prosperous: dead people don't pay taxes. Worse yet, they would have to kill a huge portion of the populace, possibly ruining the town, which would bring the King's wrath upon them.

Human Guard (Richard)	Level 1 Soldier
Medium natural humanoid	XP 100
Initiative + 4 Senses Perception +5	
HP 31; Bloodied 15	
AC 16; Fortitude 14, Reflex 13, Will 12	
Speed 5	
Halberd (standard; at-will) • Weapon Reach 2; +8 vs. AC; 1d10+2 damage, and the target is marked until the end of the human guard's next turn.	
Powerful Strike (standard, recharge 5,6) • Weapon Requires Halberd; Reach 2; +8 vs. AC; 1d10+6 damage, and the target is knocked prone.	
Crossbow (standard; at-will) • Weapon Range 15/30; +7 vs. AC 1d8+1 damage	
Alignment Any	
Languages Common	
Skills: Streetwise +5	
Str 15 (+2) Dex 14 (+2) Wis 11 (+0)	
Con 15 (+2) Int 10 (+0) Cha 12 (+1)	
Equipment chainmail, crossbow, halberd, 20 bolts	

The Dungeon Entrance

The party follows the tracks to a small hole in an earthen mound in the forest. The hole is barely large enough for a large human to walk through, but soon opens into a larger passageway with ornate carvings on the walls, which opens into a room with a large eye emblazoned on the floor in blood and a bonfire beyond it. Three kobolds, in scale mail and wielding swords and shields stand guard.



Kobold Dragonshields start at the positions labeled (1). 5 Kobold Minions appear on their initiative at (2) and move into the room, attacking whoever they can get to.

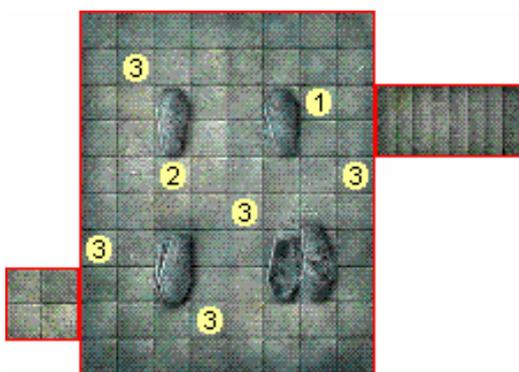
After the battle, the players will be able to notice a faint green glow coming from the corridor (2), and the other passage is dark.

Kobold Dragonshield	Level 2 Soldier
Small natural humanoid	XP 125
Initiative +4 Senses Perception +2; darkvision	
HP 36; Bloodied 18	
AC 18; Fortitude 14, Reflex 13, Will 13; see also trap sense	
Speed 6	
m Shortsword (standard; at-will) • Weapon +7 vs. AC; 1d6+3 damage, and the target is marked until the end of the kobold dragonshield's next turn.	
Dragonshield Tactics (immediate reaction, when an adjacent enemy shifts away or an enemy moves adjacent, at-will) The kobold dragonshield shifts 1 square.	
Mob Attack The kobold dragonshield gains a +1 bonus to attack rolls per kobold ally adjacent to the target.	
Shifty (minor; at-will) The kobold shifts 1 square as a minor action.	
Trap Sense The kobold gains a +2 bonus to all defenses against traps.	
Alignment Evil Languages Draconic	
Skills Acrobatics +8, Stealth +10, Thievery +10	
Str 8 (-1) Dex 16 (+3) Wis 10 (+0)	
Con 11 (+0) Int 6 (-2) Cha 15 (+2)	
Equipment scale armor, heavy shield, shortsword	

Kobold Minion	Level 1 Minion
Small natural humanoid	XP 25
Initiative +3 Senses Perception +1; darkvision	
HP A minion dies when hit by an attack that deals damage.	
AC 15; Fortitude 11, Reflex 13, Will 11; see also trap sense	
Speed 6	
m Spear (standard; at-will) • Weapon +5 vs. AC; 2 damage.	
r Spear (standard; at-will) • Weapon Range 10/20 +5 vs. AC; 2 damage.	
Shifty (minor; at-will) The kobold shifts 1 square as a minor action.	
Trap Sense The kobold gains a +2 bonus to all defenses against traps.	
Alignment Evil Languages Draconic	
Skills Acrobatics +8, Stealth +10, Thievery +10	
Str 8 (-1) Dex 16 (+3) Wis 12 (+1)	
Con 12 (+1) Int 9 (-1) Cha 10 (+0)	
Equipment hide armor, light shield, 3 spears	

The Dark Path

The characters walk side by side through the darkened corridor into another room, when suddenly an eerie purple flame bursts into being at the far end of the room! A skeleton, wreathed in flame, stares at the intruders. The purple flame casts odd shadows on the walls and floor, making it seem as though the stone slabs are moving. Four caskets are in the room, and from the leftmost one a crackling hiss can be heard as a second skeleton reforms and takes shape.



The Blazing Skeleton starts at (1). The Boneshard Skeleton starts at (2). The squares designated (3) are trapped.

The trapped squares can be detected on a Perception DC 20 check. They interrupt movement across them; the creature is **immobilized** and takes **ongoing poison 5** (save ends each).

Remember that once the characters dispatch the Blazing Skeleton the room goes dark. There is not enough light here even for those with low light vision to act normally.

Blazing Skeleton Medium natural animate (undead)	Level 5 Artillery XP 200
Initiative +6 Senses Perception +4; darkvision	
Fiery Aura (fire) Aura 1; any creature that starts its turn in the aura takes 5 fire damage.	
HP 53; Bloodied 26	
AC 19; Fortitude 15, Reflex 18, Will 16; Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant.	
Speed 6	
m Blazing Claw (standard; at-will) • Fire +8 vs. AC; 1d4+1 damage, and ongoing 5 fire damage (save ends).	
r Flame Orb (standard; at-will) • Fire Range 10 +8 vs. Reflex; 2d4+4 fire damage and ongoing 5 fire damage (save ends).	
Alignment Unaligned Languages none	
Str 13 (+3) Dex 18 (+6) Wis 15 (+4)	
Con 17 (+5) Int 4 (-1) Cha 6 (+0)	

Boneshard Skeleton Medium natural animate (undead)	Level 5 Brute XP 200
Initiative +5 Senses Perception +4; darkvision	
HP 77; Bloodied 38, see also <i>boneshard burst</i>	
AC 17; Fortitude 16, Reflex 16, Will 15 Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
Speed 6	
m Scimitar (standard; at-will) • Necrotic, Weapon +9 vs. AC; 1d8+3 damage (crit 1d8+11) and ongoing 5 necrotic damage (save ends).	
m Boneshard (standard; at-will) • Necrotic +9 vs. AC; 1d4+3 damage, and ongoing 5 necrotic damage (save ends)	
c Boneshard Burst (immediate reaction, when first bloodied and again when the boneshard skeleton is reduced to 0 hit point) • Necrotic Close burst 3; +8 vs. Reflex; 2d6+3 necrotic damage.	
Alignment Unaligned Languages -	
Str 16 (+5) Dex 16 (+5) Wis 14 (+4)	
Con 17 (+5) Int 3 (-2) Cha 3 (-2)	

Searching the room, the characters will find one magic item in the open casket.

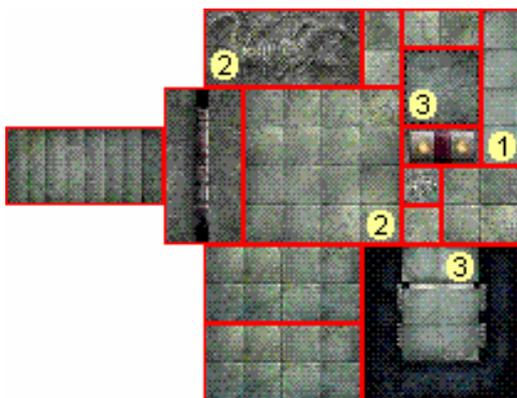
The Stairs Down

At the bottom of the stairs two ominous stone doors lead to an unknown chamber.

The doors are braced on the other side by rotting timber – a Strength DC 15 check will break it and allow the doors to open. Beyond the stone doors is a dark room, lit only by the light the characters bring. Even those with low light vision will not be able to see anything useful.

When the characters have a light, and opened the door:

This is the dungeon of this dungeon: A cage hangs from the ceiling, with a small child weeping inside it. Next to the cage is an altar, and bones litter the floor. Behind the altar stands a lone Skeleton Warrior, who turns to regard the party. There is also a barred chamber on the right, from which sobbing can be heard.



The Skeleton Warrior is at (1). There are Cavern Chokers at (2), but they require a Perception DC 30 to detect. They will hold their initiative to attack only when it would be advantageous to do so; they prefer to remain hidden

otherwise. There is a child at each (3). They are behind locked bars; Thievery DC 15 or Strength DC 20 to open.

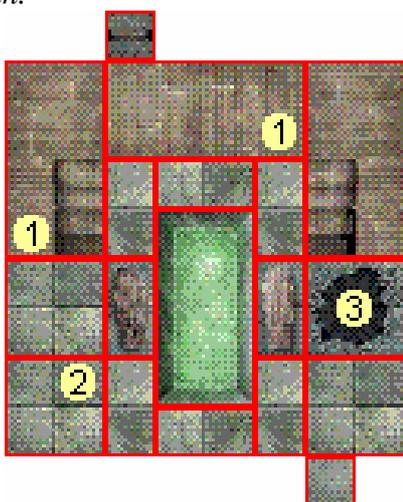
Skeleton Warrior	Level 3 Soldier
Medium natural animate (undead)	XP 150
Initiative +6 Senses Perception +3; darkvision	
HP 45; Bloodied 22	
AC 18; Fortitude 15, Reflex 16, Will 15; Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant.	
Speed 5	
m Longsword (standard; at-will) • Weapon +10 vs. AC; 1d8+2 damage, and the target is marked until the Skeleton Warrior's next turn; see also Speed of the Dead.	
Speed of the Dead When making an opportunity attack, the Skeleton Warrior gains a +2 bonus to the attack roll and deals an extra 1d6 damage.	
Alignment Unaligned Languages none	
Str 15 (+3) Dex 17 (+4) Wis 14 (+3)	
Con 13 (+2) Int 3 (-3) Cha 3 (-3)	
Equipment chainmail, large shield, longsword	

Cavern Choker	Level 4 Lurker
Small natural humanoid	XP 175
Initiative +9 Senses Perception +3, darkvision	
HP 42; Bloodied 21	
AC 17 (see also <i>chameleon hide</i>); Fortitude 15, Reflex 15, Will 13	
Speed 6, climb 6 (spider climb)	
m Tentacle Claw (standard; at-will) Reach 2; +9 vs. AC; 1d8+3 damage and the target is grabbed (until escape). A target trying to escape the grab takes a -4 penalty to the check.	
Choke (standard; at-will) Grabbed target only. +9 vs. Fortitude; 1d8+3 damage.	
Chameleon Hide (minor; at-will) The cavern choker gains concealment until the start of its next turn. It can't use this power while grabbing or creature or while grabbed.	
Body Shield (immediate interrupt, when targeted by a melee or a ranged attack against Reflex or AC; recharge when the choker makes a successful tentacle claw or choke attack) The cavern choker makes its grabbed victim the target instead. The choker cannot use this power to redirect attacks made by a creature it is currently grabbing.	
Alignment Unaligned Languages Common	
Skills Stealth +10	
Str 17 (+5) Dex 17 (+5) Wis 13 (+3)	
Con 12 (+3) Int 6 (+0) Cha 6 (+0)	

Searching the room, the characters will find one magic item in the monstrous remains. If Richard is still alive, he will escort the children back to town.

The Green Glow

The narrow corridor goes to a room with two coffins flanking a pool of glowing green ooze. A raised wooden deck along the far wall goes over the pool of ooze and leads to a door. Two short stairways lead up to the deck on either side. A large hole makes it impossible to get to the nearest stairway without walking over the top of the nearest coffin. Two Kobold Archers are on the platform, one in the middle of it and one on a ledge on the far side. A Kobold Skirmisher stands near the far coffin.



Kobold Archers are at (1). The Kobold Skirmisher is at (2). Six Kobold Minions start in the hole at (3) and come out on their initiative, moving and striking, throwing their spears if necessary.

A creature trying to jump the pit at (3) must make an Athletics DC 20 check, or fall into the pit. A non-kobold creature that falls into the pit takes 1d8 falling damage and becomes immobilized. It is a Strength DC 15 check to become mobile and then an Athletics DC 15 check to climb back out. Each round

spent in the hole, the creature suffers 1 damage from the kobold whelps that are biting them.

The slime pit slows (save ends) any creature that enters.

Kobold Archer	Level 2 Artillery
Small natural humanoid	XP 125
Initiative +9 Senses Perception +2; darkvision	
HP 23; Bloodied 11	
AC 16; Fortitude 11, Reflex 15, Will 13; see also trap sense	
Speed 6	
m Dagger (standard; at-will) • Weapon +8 vs. AC; 1d3 damage.	
r Shortbow (standard; at-will) • Weapon Range 10/20 +9 vs. AC; 1d4+4 damage; see also Fragile Confidence.	
Easily Frightened Fear effects get a +2 attack against this creature.	
Fragile Confidence Shortbow +5 attack until attacked.	
Alignment Evil Languages Draconic	
Skills Initiative +9	
Str 9 (-1) Dex 16 (+4) Wis 12 (+2)	
Con 10 (+1) Int 6 (-1) Cha 8 (+0)	
Equipment leather armor, dagger, shortbow with 20 arrows	

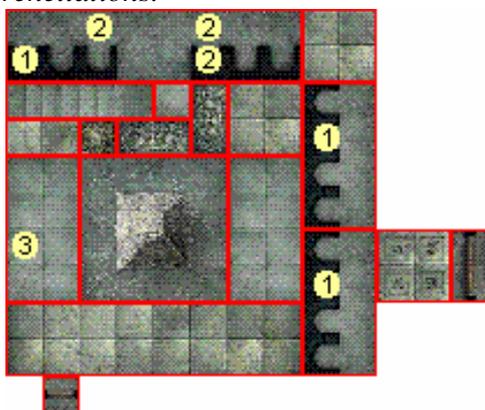
Kobold Skirmisher	Level 1 Skirmisher
Small natural humanoid	XP 100
Initiative +5 Senses Perception +0; darkvision	
HP 27; Bloodied 13	
AC 15; Fortitude 11, Reflex 14, Will 13; see also trap sense	
Speed 6	
m Spear (standard; at-will) • Weapon +6 vs. AC; 1d8 damage; see also mob attack.	
Combat Advantage The kobold skirmisher deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.	
Mob Attack The kobold skirmisher gains a +1 bonus to attack rolls per kobold ally adjacent to the target.	
Shifty (minor; at-will) The kobold shifts 1 square as a minor action.	
Trap Sense The kobold gains a +2 bonus to all defenses against traps.	
Alignment Evil Languages Draconic	
Skills Acrobatics +8, Stealth +10, Thievery +10	
Str 8 (-1) Dex 16 (+3) Wis 10 (+0)	
Con 11 (+0) Int 6 (-2) Cha 15 (+2)	
Equipment hide armor, light shield, spear	

Searching the room, the characters will find one magic item in the left coffin.

Behind the Narrow Door

The area behind the narrow door is completely dark. If the players have a light, they see:

The door opens into a square arena with a large pile of bones in the middle. At the north end of the room a stairway leads to a crenellated balcony which runs along the north and east edges of the arena. Several kobolds can be seen poking their noses out from behind the crenellations.



There are Kobold Slingers at (1). When the leftmost slinger gets his first action, as a minor action he pulls the lever to release the Crushing Rock trap. Roll for the traps initiative at that time. The characters will hear the increasingly loud grinding rumbling sound coming from a hole in the west wall. The Kobold Slingers will attempt to use their glue pots to trap the characters in the way of the crushing rock. The crenellations provide full cover (+5 AC) against attacks from the arena. There are Kobold Minions at (2). The Crushing Rock enters at (3) with Speed 6, moving toward the bone pile. Whenever the Crushing Rock hits the bone pile, roll 1d8 and adjust its direction as:

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6  5  4

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Each time the Crushing Rock hits a wall, it rebounds (direction 1 becomes 5, 2 becomes 4 or 8, etc.) and loses 1 speed.

Kobold Slinger	Level 1 Artillery
Small natural humanoid	XP 100
Initiative +3 Senses Perception +1; darkvision	
HP 24; Bloodied 12	
AC 13; Fortitude 12, Reflex 14, Will 12; see also trap sense	
Speed 6	
m Dagger (standard; at-will) • Weapon +5 vs. AC; 1d4+3 damage.	
r Sling (standard; at-will) • Weapon Range 10/20 +6 vs. AC; 1d6+3 damage; see also special shot.	
Special Shot The kobold slinger can fire special ammunition from its sling. A special shot attack that hits deals normal damage and has an additional effect depending on its type. Stinkpot the target takes a -2 penalty to attack rolls (save ends). Firepot (Fire) The target takes ongoing 2 fire damage (save ends). Gluepot The target is immobilized (save ends).	
Shifty (minor; at-will) The kobold shifts 1 square as a minor action.	
Trap Sense The kobold gains a +2 bonus to all defenses against traps.	
Alignment Evil Languages Draconic	
Skills Acrobatics +8, Stealth +10, Thievery +10	
Str 9 (-1) Dex 17 (+3) Wis 12 (+1)	
Con 11 (+0) Int 9 (-1) Cha 10 (+0)	
Equipment leather armor, dagger, sling with 20 bullets, 1 round of special shot (see above)	

Crushing Rock	Level 2 Blaster Trap
XP 125	
A giant boulder follows the route indicated on the map.	
Attack (standard action; melee)	
Target all creatures in the same space as the rock.	
Attack +7 vs. Reflex.	
Hit 2d6 damage, knock prone and move that creature to the nearest open space of his choice.	
Countermeasures A creature who makes an Athletics check (DC 10 or DC 20 without a running start) can jump over its square. A character adjacent to the rock who makes a successful Strength test (DC 19) can reduce the rock's Speed by 2. If the rock is reduced to 0 Speed it is disabled.	

Searching the room, the characters will find one magic item in the bone pile.

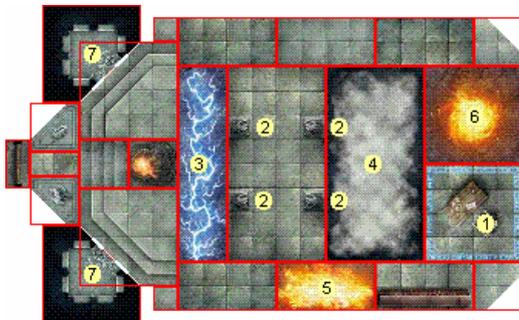
The Great Hall

The hallway leading from the balcony is ornately carved with exotic runes, and leads to double doors over twelve feet high, massive works of art in their own right.

It will require a Thievery DC 18 or Strength DC 23 check to open these doors:

The massive doors open to reveal a short hallway, flanked by statues of warriors, while a large gargoyle statue stares down from atop a stairway, with a burning brazier at its feet. The intense light from the fire makes it impossible to see into the darkness beyond.

The party is just going to have to scout this one out. Initially, the traps (3 – 6) are flipped over to appear as normal tiles [except (6), which appears as rune tiles].



The Spectral Magelord starts at (1). He won't leave the blue square until he's sprung all his traps or has determined that they won't be helpful. He can activate or deactivate any trap as a minor action. The Vampire Spawns start at (2).

The lightning trap at (3) does 1d6 lightning damage/round spent in the trap and dazed (save ends).

The poison gas trap at (4) does 1d4 poison damage/round spent in the trap, blinded, and confused (save ends each).

The fire trap at (5) does 1d6 fire/round spent in the trap and ongoing 5 fire damage (save ends).

The inferno at (6) does 2d4 fire/round spent in the trap and ongoing 7 fire damage (save ends).

There is a child in each cell (7).

Spectral Magelord Medium immortal humanoid (spirit)	Level 7 Artillery XP 300
Initiative +8 Senses Perception +6; darkvision	
HP 38; Bloodied 19	
AC 22; Fortitude 19, Reflex 20, Will 21; see also sudden phasing	
Speed Fly 6 (hover)	
m Ghostly Touch (standard; at-will) +9 vs. Ref; 1d10+5 necrotic damage.	
m Aether Blast (standard, at-will) +9 vs. Fort; 2d6+5 necrotic damage AND Dazed until end of Spectral Magelord's next turn	
a Spectral Dissipation (standard, Recharge 4) Burst 2, range 10; +8 vs. Will; 2d10+8 necrotic damage AND -2 Defense rest of encounter.	
Sudden Phasing (Reaction) When hit by ranged or area attack, no damage.	
Abilities: Phasing	
Skills: Stealth +13	
Str 12 (+4) Dex 20 (+8) Wis 16 (+6)	
Con 15 (+5) Int 20 (+8) Cha 14 (+5)	

Vampire Spawn Medium Natural Humanoid (Undead)	Level 6 Minion (Brute) XP 63
Initiative +11 Senses darkvision; Perception +4	
HP 10; Bloodied 5	
AC 18; Fortitude 15, Reflex 16, Will 15 Immune poison; Resist 10 necrotic; Vulnerable 5 radiant	
Speed 7	
m Claw (standard; at-will) +11 vs. AC; 3 (5 to Bloodied)	
Group Attack +3 damage per additional vampire spawn (+5 to Bloodied)	
Regenerate 3	
Skills: Stealth +11	
Str 14 (+5) Dex 16 (+6) Wis 12 (+4)	
Con 14 (+5) Int 10 (+3) Cha 14 (+5)	

The Spectral Magelord's journal can be found on his desk.

Aftermath

If you'll recall, there were 8 children captured, and only four remained in the dungeon. This raises the question, what happened to the other four? Well, speaking of raising things, there were 4 vampire minions in that last boss fight...

Yep, that's right. The mage had been studying immortality in these chambers for decades. He'd recently come across the secret of vampirism, and while it was far too crude to use on himself, he determined that an army of vampires could be a useful tool. The kobolds had dug into his lair, so he had killed their leader and subjugated the remainder as minor guards. Then he sent them to kidnap the children which he would use to create the first batch of vampires. Kobolds really can't be asked to kidnap grown adults very effectively, and the process for creating a vampire without an existing vampire on hand causes rapid aging of the subject.

The party can read all about the mage's exploits in his journal. Once they can understand Draconic, they can probably even decipher the commands necessary to turn his traps on and off.

So the party returns to town having saved four children. How will the townspeople react? Will Richard try to defend them?

Does the party go on to confront the Mayor about his deal with the Devil? Do they chase down the Elf Warlock?

When they finally get back to the Capitol, how will the King react to their news?

There're still quite a few questions left to be answered, but that's another game!

Appendix: Dungeon Tiles

The dungeon was designed using one set of each Dungeon Tiles Arcane Corridors and Hidden Crypts. It uses almost all the tiles in both these sets. If you are using Jai's Dungeon Tiles Mapper (<http://jai.hordelings.com/dungeontilesmapper.htm>), you can import the following string:

```
ChildrenOfSolgan,DT3.0.A.0.176.336.5,DT3.1.A.180.144.112.6,DT3.2.B.90.240.176.7,  
DT3.7.A.180.560.480.8,DT3.9.B.0.128.528.9,DT3.11.A.90.96.464.10,DT3.33.B.90.160.  
320.11,DT3.33.B.90.208.384.12,DT3.32.B.0.208.352.13,DT3.15.B.90.160.352.14,DT3.1  
4.B.0.288.400.15,DT3.17.B.0.176.400.16,DT3.17.B.90.160.384.17,DT3.34.B.90.208.320  
.18,DT3.34.B.270.560.384.19,DT3.27.B.0.432.304.20,DT3.35.A.0.160.288.21,DT3.36.A  
.90.224.288.22,DT3.13.B.180.192.528.23,DT3.3.A.0.272.144.24,DT3.3.A.0.272.208.25,  
DT3.28.B.180.608.384.26,DT3.29.B.270.640.288.27,DT3.29.B.180.640.128.28,DT3.30.  
B.90.144.176.29,DT3.31.A.0.160.272.30,DT3.37.A.90.128.288.31,DT3.10.B.0.224.352.  
32,DT3.16.B.0.224.416.33,DT2.28.B.0.496.480.34,DT2.28.B.0.496.512.35,DT3.20.A.18  
0.384.208.36,DT3.22.B.0.128.352.37,DT3.6.B.0.240.144.38,DT3.5.A.0.576.400.39,DT2.  
2.A.90.128.464.40,DT2.0.A.90.576.432.41,DT2.1.B.0.512.416.42,DT2.6.A.90.336.208.4  
3,DT2.8.A.0.608.160.44,DT2.9.A.0.512.288.45,DT2.9.A.90.192.464.46,DT2.3.B.90.224.  
144.47,DT2.4.B.90.224.464.48,DT2.5.B.0.128.432.49,DT2.10.A.0.544.160.50,DT2.11.A  
.90.480.416.51,DT2.11.B.0.448.288.52,DT2.12.A.90.448.160.53,DT2.14.B.270.608.224.  
54,DT2.15.B.0.480.160.55,DT2.16.B.90.192.160.56,DT2.17.B.0.144.160.57,DT2.17.B.0.  
176.320.58,DT2.17.B.0.352.216.59,DT2.18.A.0.496.384.60,DT2.19.A.0.176.160.61,DT2  
.20.B.0.272.112.62,DT2.21.A.180.416.432.63,DT2.22.B.180.576.128.64,DT2.23.B.0.592  
.448.65,DT2.30.B.90.304.208.66,DT3.8.A.270.360.120.67,DT3.8.A.180.360.264.68,DT3  
.8.A.270.360.120.69,DT3.8.A.180.360.264.70,DT3.12.B.0.576.448.71,DT3.16.B.0.432.1  
28.72,DT3.18.A.0.176.176.73,DT3.19.A.90.144.144.74,DT3.21.B.0.144.240.75,DT3.23.  
A.90.416.208.76,DT3.26.A.0.384.240.77,DT3.26.A.90.384.144.78,DT3.27.B.0.208.144.  
79,DT3.30.B.0.512.128.80,DT2.6.B.0.576.384.81,DT2.7.B.0.128.384.82,DT2.7.B.0.224.  
384.83,DT2.13.B.0.448.128.84,DT2.26.B.0.576.464.85,DT2.27.B.180.576.288.86,DT3.2  
4.A.0.352.232.88,DT3.24.A.0.352.232.88,DT3.25.A.90.352.184.89,DT2.29.B.0.256.512.  
88
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Appendix: Magic Items

Cut out the magic items along the dotted lines. When your players identify a particular item, tear its sheet off and give it to the player.

+1 VICIOUS LONGBOW

Enhancement: Attack rolls and damage rolls with weapon

Critical: +1d12 damage

+1 SYMBOL OF LIFE

Implement (Holy Symbol)

Enhancement: Attack rolls and damage rolls with implement

Critical: +1d6 damage

Power (Milestone): Free Action. Activate when you use a power that heals damage. Add +1d6 to the healing provided.

Recharge: Milestone

+1 DWARVEN PLATE ARMOR

Enhancement: AC

Property: Gain a +1 item bonus to Endurance checks.

Power (Daily): Free Action. Regain hit points equal to your healing surge value. You don't spend a healing surge when you use this power.

+1 CLOAK OF RESISTANCE

Body Slot: Neck

Enhancement: Fortitude, Reflex, and Will defenses

Power (Daily): Minor Action. Gain resist all 5 until the start of your next turn.

BELT OF VIGOR

Body Slot: Waist

Property: You gain a +1 item bonus to the healing provided by your healing surges.

+1 HEAVY SHIELD OF PROTECTION

Body Slot: Arms

Enhancement: Armor Class and Reflex defense

Power (Encounter): Standard Action. You and an adjacent ally gain resist all 5 until the end of your next turn.