Burglary in Dobnell

An adventure for 3rd-level characters

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Introduction

Burglary in Dobnell is an adventure designed for a party of four third level adventurers. It could easily be adapted to a larger party or a party of higher level characters, by adding levels to the human and troglodyte enemies, and by increasing the age category of the dragon. The adventure takes place in a small village called Dobnell, which should fit in any campaign world. For more info on Dobnell, see pages 4 through 6.

Adventure background

A while ago, a young black dragon called Kasmatur settled in the forest southeast of the village Dobnell. Although black dragons usually prefer swamps, Kasmatur thought the forest was a nice place to stay. It held enough food, and nearby was a village with some wealthy people just waiting to be robbed. Especially the mansion of Sir Niglund, the richest person in Dobnell, drew his attention. Kasmatur kept an eye on the mansion, but he didn’t want the villagers to know about him, so he didn’t try to steal anything.

At that time, a group of six troglodytes strolled through the woods, near Kasmatur. They were led by a sorcerer called Myghnom, who had been defeated in a duel with a rival sorcerer. Myghnom and his closest followers were banned from the troglodyte-tribe and ended up roaming around on their own. Kasmatur spotted the troglodytes and ambushed them. He ambushed them, and killed one before the trogs even knew what was going on. Then Kasmatur gave the troglodytes a simple choice; they could either serve him, or die. The intimidating behavior of the dragon made the trogs decide to give in on his demand quickly.

Kasmatur took the troglodytes to his lair and ordered them to sneak into Dobnell and rob Sir Niglund. He kept Myghnom in his lair. The sorcerer had exaggerated his magical abilities to both his followers and the dragon, and Kasmatur told the trogs Myghnom could trace them wherever they went. He said that he would use the sorcerer to hunt them down if they ran away.

So the group of four troglodytes warriors sneaked into Dobnell one night, using the river to get close to the village unseen. Following the river’s bed, they discovered the entrance tunnel to a cave. The tunnel was constructed in a way that the river didn’t flood the cave. The troglodytes explored the cave, and found it uninhabited. They left the cave and went on with their mission. The trogs got out of the river and sneaked towards Sir Niglund’s mansion. There, they stumbled across the Gershwon twins. These brothers were recently hired by Sir Niglund to serve as bodyguards for him and his wife, but they were playing a foul game. The two were thieves and they were checking the village for easy targets.

The trogs and the twins all drew their weapons, but none of them wanted to make noise. None of them wanted to be caught roaming around in the middle of the night.

The two groups stared at each other in silence for about one minute, and the smartest of the troglodytes understood the humans weren’t supposed to be there either. He started a whispered conversation. This resulted in a decision to cooperate and rob Sir Niglund together. The Gershwon twins would provide an easy entrance for the troglodytes, and the trogs would leave evidence for any investigator to see that the thieves weren’t human. They decided to meet again the next night, to discuss the details of the burglary.

The troglodytes returned to the dragon’s lair and told Myghnom and Kasmatur about the cave and their unexpected deal with the humans. The next night, the whole gang dove into the river and swam towards Dobnell. Kasmatur, Myghnom, and three of the other troglodytes entered the cave. The dragon decided to make it his lair. The last troglodyte swam further and met Tomba Gershwon under the bridge. Two days later, Sir Niglund got robbed.

Adventure synopsis

The PCs are asked to investigate the burglary. They find the tracks the troglodytes left. Eventually they discover that the Gershwon twins are involved and face them. The PCs find a note from the troglodytes, with the date and place of the next meeting between the twins and the trogs. They ambush the trog that is send to the meeting and squeeze information about their lair out of him. Once in the lair, the PCs fight the troglodytes and the black dragon. They regain Sir Niglund’s treasure, which they may keep as reward money.

Getting the PCs involved

Sir Niglund asks for help: The PCs might already know Dobnell (probably from Agmanor’s Treasure), and Sir Niglund asks them to investigate the crime.

Passing through: The PCs are just passing through Dobnell. They’re staying in the Draught ‘n ‘n Doze Inn, when they hear about the burglary from the villagers. Reyfus, the proprietor of the inn, asks if the PCs can help Sir Niglund out. Ugmor, the local guard, is recovering from a fractured leg, and now there’s no one else in Dobnell to investigate the crime.
Dobnell and vicinity

Dobnell (Hamlet):
Conventional; AL NG; 100 gp limit; Assets 1,200 gp;
Population 240; Mixed (human 79, halfing 9, elf 5,
dwarf 3, gnome 2, half-elf 1, half-orc 1).

Authority Figure: Sir Niglund, male human Ari1.

Important Characters:
Guard Ugmor, male dwarf War3;
Sedebo, male gnome Com8 (Proprietor of Sedebo’s
General Store); Sister Tiona, female human Chr2;
Reyfus, male human Com4 (Proprietor of the Draught
’n Doze Inn and Tavern); Kolab, male dwarf Exp5
(Blacksmith).

Others:
Militia, War1 (11); Brb1 (1); Brd1 (1); Clr1 (2); Drd1 (1); Ftr1 (2); Mnk1
(1); Rog2 (1); Rog1 (2); Wiz1 (1); Adp1 (2); Ari1 (1); Exp2 (2); Exp1 (6); Com4 (1); Com2 (4); Com1 (194).

All villagers know about the burglary. It is the talk of
the day. The villagers are afraid that the criminals will
strike again soon, since guard Ugmor isn’t able to do
his duty (he has a fractured leg). When they recognize
the PCs as adventurers, the villagers will ask for help.
They tell them Sir Niglund is a rich man, who will
probably pay them a handsome reward.

Since everyone is talking about it, it’s easy to hear
more about the burglary. Here’s what PCs can find
out with a Gather Information Check:

DC: Information:
5 One of Sir Niglund’s servants, Thormon,
was guarding the mansion the night the
burglary happened. He was knocked
unconscious by the burglars, and he has not
seen anything.

Strange tracks were found behind the
mansion. The burglars probably weren’t
normal villagers.

7: Strange tracks were found behind the
mansion. The burglars probably weren’t
normal villagers.

10: The burglars stole jewelry and cash worth
thousands of gold pieces. (This is not
entirely true. Myghnom knows that specific
objects can be traced by magical means, so
he ordered the troglodytes to steal nothing
but coins.)

15: The robbers used the river as escape route.

About the burglary
The date of the burglary was set by the Gershown
brothers. They wanted it to be a night when neither
of them guarded the house. Thus, the troglodytes
would make their move when Thormon was on duty.
The twins told them they could easily overpower
Thormon, because they knew exactly how he filled in
his guarding nights. The twins handed a copy of the
key to the server’s entrance and a set of skeleton keys
to the trogs.

At the night of the burglary, the troglodytes swam to
the mansion and sneaked towards the house. They
managed to open the door without making any noise,
since they had the key. They sneaked through the
kitchen and the dining room, and waited next to the
door to the living room. They knew Thormon
Guarded the safe in the living room, but he walked
around the house every fifteen minutes. They also
knew the route he always took. When Thormon came
through the door, the troglodytes knocked him over
the head with a spear. They entered the living room
and uncovered the safe, which was hidden
underneath the rug. They opened the safe with the
sketch keys, and took all the money in it. They
didn’t take jewelry or art, because Myghnom had told
them those items could be traced magically (and
Kasmatur was especially interested in coins. The trogs left the house the same way they came in, but they didn’t lock the door again. They sneaked to the back of the house, till they were underneath the window of the Gershwon twins. The twins lowered a basket on a rope and the trogs put their share in the basket. The twins went to bed, and the trogs returned to the river and swam to their lair.

Dobnell, the core of the village

This map shows the buildings that form the core of the village. Around this core is a much larger area of farmland, which also belongs with Dobnell. Keyed entries and descriptions are given to generally important places.

1) Village Square
This square functions as market place every week, and festivities are held here. It features a very old well and some apple trees.

2) Sedebo’s General Store
This large shop is owned by Sedebo (male gnome, Com 8), who runs it together with his wife Shalimni (female gnome, Com 1). Almost everything other shops don’t sell can be purchased here, from clothes to tools, and from jewelry to toys. Only specific items, like bread, meat, magical items, and so on are sold elsewhere in Dobnell. If the PCs want to buy something they can’t get in another store, they can probably get it here, if it costs 100 gp or less.

3) Drought ’n Doze Inn and Tavern
The Draught ’n Doze Inn is owned by Reyfus (male human, Com 4), a bachelor who runs the place with the help of a cook, a waitress, and a stable-boy. Reyfus himself can be found behind the bar most of the time. The inn is often used as social center of Dobnell. It is also the place where merchants and other travelers spend the night. The food and drinks are of decent quality, and not very expensive. The rooms are sober, but they’re also clean and comfortable. The price is also right.
4) Guard House
Guard Ugmor (male dwarf, War3) lives in the guard house. Dobnells’s prison is also situated in the building. It is often in use, but almost always to lock up drunk villagers for the night, or similar minor crimes. Guard Ugmor is certainly suited for his job, but he is currently recovering from a fractured leg. Since there’s no one else in the village with the skills to investigate the current events with a reasonable chance of success, the help from outsiders is very welcome.

5) Temple
This is the temple where the villagers are allowed pay tribute to any neutral or good god. Sister Tiona (female human, Clr2) and both acolytes, brothers Asili and Luminus (both male human, Clr1) are not devoted to a specific deity, but to general good. They heal anyone who is injured or ill to the best of their abilities. Sister Tiona also serves as midwife. The clerics don’t charge anything, but people are expected to give a donation. The clerics further live on charity, since they don’t hold regular divine services with collections. They do also sell some divine stuff, like holy water.

6) Loanil’s Tower
The tower is the home of Loanil (male elf, Wiz1), his wife Ponisa (female human, Com1), and their daughter Lanissa (female half-elf, Com1). Loanil is a talented, but not very experienced wizard. The ground floor of the tower serves as shop, where cheap magical items and some books can be purchased (none cost more than 100 gp). This doesn’t generate much money in a small village like Dobnell, but fortunately Loanil already made a lot of money running a similar shop in a large city. He moved to Dobnell to spent as much time as possible with Lanissa, who will be with him for a relatively short period of his life.

7) Blacksmith Kolab
Kolab (male dwarf, Exp5) sells and repairs all kinds of metal tools here, and he takes care of the horseshoes of the farmer’s horses. In his spare time he likes to forge weapons, so he actually has a small supply of axes, swords, and other weapons too. He doesn’t sell goods that cost over 100 gp.

8) Cemetery
Tornifal (male halfling, Com1), Dobnells’s gravedigger, and his wife Wiwi (female halfling, Com1) maintain this place. They live in a small wooden house next to it.

9) The Bridge
A sturdy stone bridge spans the river. It dates back to the time when the old trade route was still important, so it’s wide enough for two carriages to pass at the same time.

10) Trogloodyte’s Hideout
The trogs and the black dragon lair here. The entrance is below the waves, in the east bank of the river. The spot is easily recognizable. The trunk of a large tree sticks out of the field on the other side of the river. It was hit by lightning a year ago.

11) Sir Niglund’s mansion
When the PCs are drawn into the adventure, they will go to Sir Niglund’s mansion. It is easy to find since every villager knows where it is, and it’s hard to miss anyway. Sir Niglund’s mansion is the largest and most striking house in Dobnell.

You’re standing on the wide driveway which leads from the road to Sir Niglund’s mansion, some fifty yards ahead. A well kept garden surrounds the largest house in Dobnell. Besides flowers, bushes and trees, the garden also features three bronze statues of horses. On the right side of the house there’s a large coach-house. You can hear the gentle splashing of the river which runs behind the house. The building itself is two stories high. The stone walls are plastered white, and the building features a lot of large windows. The large, wooden front door says some yards back between two wings. A huge frame, three times as wide as the double doors itself, and as high as the richly decorated eaves, supports a large number of windows. The mansion has a slated roof.
To actually reach the front door, one has to climb a three steps stair, which surrounds the whole building and makes it look as if it was standing on a pedestal.
The PCs are immediately let in by Arlonda (female human, Com1), one of the maids of Sir Niglund, when they state the reason of their visit (see page 10 for more information on Arlonda.

The maid lets you step inside. The entrance hall is dominated by two large flights of stairs, which join at the balcony with the entrance to the upstairs rooms. The steps of the stairs and the tiles on the floor are marble. The marble gleam in the sunlight that falls through the huge set of windows surrounding the entrance doors. Underneath the stairs is a decorated, wooden set of double doors, the entrance to the living room. On the left is a single door which leads to the reception room. On the right are two doors, one to the study and one to the kitchen. A large, crystal chandelier hangs down from the ceiling, some twenty feet overhead. Paintings hang from the walls alongside the stairs. They all depict various people, probably relatives of Sir Niglund and Lady Fiona.

The maid leads you to the reception room which is very luxurious. There’s a richly decorated wooden cabinet with glass doors showing all kinds of drinking glasses. A well filled wine rack stands next to the cabinet. A tapestry depicting horses galloping across the plains hangs besides one of the two doors in the room. There’s a heavy rug on the floor. On the rug stands a large, oval shaped, wooden table, surrounded with eight easy chairs. Two of them are currently occupied, by a male and a female human. Both stand up from their chairs as you enter the room. The first, a handsome man in his late forties, introduces himself as Niglund. The other introduces herself as...
Fiona. Sir Niglund’s wife is a beautiful woman, a couple of years younger than her husband. “Please, be seated,” Sir Niglund says. “Would you like something to drink?”

Sir Niglund pours the wine himself, although he calls for the butler, Salion, if anyone requests something else. While the PCs drink their drinks, Sir Niglund tells them what has happened:

“On the night of the robbery, Thormon was guarding the house. He is our handyman and gardener. He used to serve as bodyguard too, but not very long ago my wife was attacked by goblins while traveling, so we decided we needed better trained guards. We hired two brothers, who usually guard the house at night now. On the night of the burglary they had been serving as bodyguards for my wife and myself, because we went to the city, through the woods. The guards were tired, and we asked Thormon to guards the house that night. It’s not his fault, he just never saw them coming. The burglars entered through the server’s entrance, went to the living room, and knocked Thormon unconscious. Then, they found our secret safe, broke it loose, and left again. The tracks lead to the river, and don’t reappear anywhere near our house on the banks. This is all we could find, but maybe an experienced group like you can discover more and catch the criminals. We would be very grateful. I am prepared to pay you all 100 gp in advance, and let you keep everything that has been stolen from us that you can find. We will help you as much as we can.”

Sir Niglund is willing to show the PCs what he has found himself, the opened safe in the living room, and the tracks outside. He shows the PCs where Thormon was knocked unconscious. This happened when Thormon entered the dining room from the living room. The attacker hid behind the door.

If the PCs want to question the other people in the house first (or if they just meet them while doing research), see page 10.

Searching for clues (ground level)

Tracks of the trogs can be found outside, in the living room, the dining room, the kitchen, and the servant’s entrance. The PCs will probably only enter these areas at first, and they will not be interested in other parts of the house. That’s why only these rooms got a description. Later on the PCs will likely search for clues in the room of the Gershwon twins, which is the only room on the first floor that got an extensive description. If the PCs do enter other rooms, most rooms should be just as luxurious as those on the ground floor. Only the part of the house where the servants live and work is less richly decorated.

Around the mansion
Around the mansion

You're standing in a well-kept garden. There's a coach-house to the left of the house. The back of the coach-house serves as outhouse. A clearly visible track leads from the servant's entrance straight to the river, which runs along only 15 yards from the house.

The track leads from the river straight to the servant's entrance. It is obviously made by four bipedal beings, and runs in both ways. Besides the obvious track, there's another one, which is a lot harder to find (Search DC 20). The trogs actively tried to wipe the sidetrack out. The trogs left this track on their way back to the river, to get underneath the window of the Gershwon twins. The brothers then lowered a basket on a rope, and got their share of the loot. Identifying the marks as those of reptilian beings requires a Knowledge (nature) check (DC 12).

Ground level map

Living Room

The living room is L-shaped. The smaller part of the room features no furniture. A large stone statue of a prancing horse stands in the center on the marble tiles. A stuffed roebuck stands next to the door to the reception room. Hunting-trophies hang from the walls – the head of a boar, several sets of antlers, the skull of a bear, and even the head of a bugbear. Underneath the last trophy hangs a plaque, saying: "Killed by a group of brave heroes, saviors of Dobnell." Next to the trophies hang a longbow, and two heavy crossbows. A stuffed hawk, falcon, and buzzard hang on ropes from the ceiling. The largest part of the room features four easy chairs and two couches with large, soft cushions, placed on a richly decorated carpet. Small tables take up the spaces between the chairs, and statuettes and flowers decorate the tables. There's a large, glass, oval-shaped table in the center. It has no legs, but hangs on chains from the ceiling. The chains also hold a silver candelabra.
A large wine-rack stands next to the door leading to the dinner room, and a cabinet with a crystal tea-set stands on the other side of the door. The large windows and the sun-lounger provide this part of the room with plenty of daylight. On the walls opposite the windows hung two large paintings. One depicts Sir Niglund himself, wearing riding clothes. The other depicts Lady Fiona, sitting in one of the chairs in this very room. In the corner of the room, next to the sun-lounger, there’s a piano. Other instruments—a violin and a trumpet among others—hang from the wall.

The most important feature of the room lies underneath the table. A large hole is cut out of the carpet there. The opened iron door of a safe sticks through the hole.

The Gershwon twins had told the trogs where the safe was hidden. The trogs cut out a piece of the carpet and then quietly opened the safe with a set of skeleton keys they got from the twins. They took all coins, but left the jewelry behind, since Myghnom told them these items could be traced by magical means.

Sir Niglund left everything as he had found it the morning after the burglary, so he wouldn’t do anything to hinder the investigation. Some valuable pieces of jewelry can still be found in the safe.

Claw marks can be found here (search DC 17), leading from the kitchen door straight to the carpet (and back). These marks show that burglars were no normal human beings. They also show that the burglars knew where the safe was hidden. Once the tracks have been found, it’s easy to see that the burglars were four bipedal beings. A PC who succeeds at a Knowledge (nature) check (DC 17) knows that the claw marks belong to a large reptilian being.

Sir Niglund can tell the PCs that he has never told anyone about the safe, except the men who guarded it. Of course, the other servants, or visitors might have discovered it too, maybe even accidentally. Sir Niglund has the only key to it, hanging from a cord round his neck.

The troglodytes entered this room from the door leading to the kitchen, and headed for the dining room. They used the same route when they returned. The claw marks they left on the stone floor can be found pretty easily (Search DC 15). Once the tracks have been found, it’s easy to see that four bipedal beings crossed this room twice. A PC who succeeds at a Knowledge (nature) check (DC 17) knows that the claw marks belong to a large reptilian being.

The cellar, which is not on the floor-plan, serves as pantry and also holds a well, a fireplace, and a bathtub. The chimney of this fireplace also serves as heating for the living room, and kettles with warm water can be lifted through a special stone tube next to the chimney. There is a hatch in the tube in the bathroom of Sir Niglund and Lady Fiona.

Dining Room
The main feature in this large room is the large, oval-shaped, wooden dining table with ten chairs around it. It stands in the center, on the marble tiles. Two bronze candelabra’s hang above the table. The other furniture in this room are two large cupboards with glass doors, through which the china is visible. The spaces in between are filled with large tapestries depicting large banquets. There’s a nice view of the garden through the large windows in both outer walls. There’s a door leading to the kitchen, and a door leading to the living room. Sir Niglund tells you that this is where the guard Thormon was knocked unconscious by the burglars.

The troglodytes entered this room from the door leading to the kitchen, and headed for the living room. They waited for Thormon, one of them hiding behind the door, and the others elsewhere in the room. The trog behind the door knocked Thormon unconscious with a single blow. The trogs also used this room on their way out.

The track of scratches from the claws of the troglodytes aren’t very hard to find on the marble tiles (Search DC 15). The attacking trog also lost a small scale (Search DC 17). A PC who succeeds at a Knowledge (nature) check (DC 17) knows that the claw marks belong to some large reptilian being. Concluding that the scale belongs to a reptilian creature is a lot easier (Knowledge (nature) DC 10).

Servant’s Hall
The servants of Sir Niglund enter in through small hall. Besides the outer door, it features a door to the kitchen and a flight of stairs to the first floor.

The claw marks the troglodytes left on the stone floor can be found easily (Search DC 13). Another clue can be found here (Spot or Search DC 15): the outer door isn’t damaged at all. It is obvious the door has not been opened by force. Sir Niglund recalls the door standing ajar the morning after the burglary.

The servants
At the end of their investigation of the ground floor the PCs should have been able to draw some of the following conclusions:
The exact route the burglars took.
The burglars were probably monstrous creatures, but they were intelligent beings.
There were about four burglars.
The burglars already knew where they could find the cash.
Sir Niglund doesn’t know Salion very well, since he looks and acts like a typical butler. Salion, Sir Niglund’s butler, is 45 years old, and a real gentleman. He has only been working for him for eight months. Sir Niglund doesn’t think that he’s just acting. Salion willingly cooperates with an investigation, since he has nothing to hide (except his affair with Marlina).

Tesseus, male human, com1: Tesseus is the stableboy. He’s a 19 years old, handsome young man. He has been an orphan since he was 12 years old. Tesseus has a room of his own in the front part of the coach-house.

Sir Niglund likes Tesseus very much. He tries to be a fatherfigure to the young man. They have a common interest: horses. Tesseus has only been working for Sir Niglund for one year, but they have had many long conversations (most about horses) in that year. Sir Niglund thinks Tesseus is trustworthy and friendly. He trusts the stable boy completely.

Tesseus thinks the whole thing is pretty exciting, although he’s very aware of the seriousness of the situation. Tesseus knows he might be a suspect, since he doesn’t sleep in the mansion. He had nothing to do with the burglary though, and he will immediately point that out to the PCs, if he gets questioned.

Thormon, male human, com1: Thormon is 32 years old and has been working for Sir Niglund for 12 years. He serves as gardener and handyman, and sometimes as guard. He was knocked unconscious during the burglary. The result was a severe concussion, from which he is still recovering, in his own room. Sister Tiona (see the temple, page 7) visits him daily to check his recovery.

Sir Niglund describes Thormon as very trustworthy, as someone with the mindset of a paladin.

If he gets questioned, Thormon explains that he didn’t see the attackers. He opened the door to the dining room, and the next thing he knew, he was lying in his bed, with Sister Tiona and Sir Niglund at his side.

Tomba and Surko Gershwon, male humans, rog3: Tomba and Surko are identical twins. They’re 24 years old, strongly built and with intimidating characters. They always walk around armed, ready to fight at any time. Sir Niglund hired them one month ago. He did this when a gang of goblins attacked travelers on the Old Road. The twins make good guards, but he doesn’t really like them. He has no reason to distrust them, however.

The twins have been getting more and more agitated since the burglary. They don’t think they’re completely safe anymore. They know that leaving now would blow their cover immediately, so they stay. At the first sign of trouble, they will draw their weapons and fight their way out.
Creatures (EL 4):

**Gershwon twins**: Male human Rog 2; Medium-Size Humanoid; HD 2d6+2; hp 9 each; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (+1 masterwork buckler, +2 Dex, +3 masterwork studded leather); Att Masterwork rapier +2 melee; Dmg 1d6+1 (18-20/x2); SA Sneak Attack +1d6; SQ Evasion; SV Fort +1, Ref +5, Will +0; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8; CR 2; AL CE.

Skills: Bluff +7, Hide +7, Intimidate +7, Listen +7, Move Silently +8, Open Lock +8, Spot +7, Tumble +10; Feats: Improved Initiative, Shield Proficiency.

Possessions: Masterwork rapier, masterwork studded leather, masterwork buckler.

note: 660 gp value, 330 gp verkoopwaarde

**Tactics**: The twins tumble into position, to flank and sneak attack a PC. Once one of the twins has fallen, the other one desperately tries to get out as fast as he can.

**Searching for clues (first floor)**

First floor map

At some point, the PCs will search the room of the Gershwon twins. Their room is the only room on the first floor in which clues can be found. The other rooms aren't fully described here. If the PCs enter these rooms, describe the rooms in the servant's part as comfortable, but not very luxurious. The other bedrooms are pretty luxurious, especially the main bedroom.
Gershwn twins' room
This long and narrow room has been poorly furnished. An old bunk bed stands in the corner, with just enough room for the door to open. There’s a large wooden cabinet next to the bed. Underneath the window in the wall at the far side of the room stands a writing desk with a worn chair.

The twins have hidden their part of the stolen money beneath the false bottom in the cabinet, which also contains their clothes (Search DC 15). Besides the money in the basket, there's also the note they got from the troglodytes (see Player Handout A).

Treasure: 75 pp, 121 gp, and 40 sp.

Meeting near the bridge
The night after the PCs searched the room of the Gershwn twins, it's a full moon. A lonely, unarmed troglodyte will crawl out of the river under the bridge. The PCs have some time to think this over, and they will probably go for the easy approach: ambush. They can hide themselves around the bridge, and catch the burglar from the river alive. It doesn't really matter how they manage to do that, as long as they get to talk to the creature. This is the only way to get to know where their lair is (someone who's swimming in the river is almost invisible, so following someone there is nearly impossible). If the PCs somehow manage to miss that point, they can be taught by Sir Niglund.

The bridge crosses the river where it is only 30 feet wide, and about ten feet deep in the middle. The bridge itself is a stone construct, with a 20 feet long slope on each side, and a 30 feet long flat part in between. The bridge is 17 feet wide. There’s only three feet between the masonry and the water. Around the bridge are grain fields. If it's the right season, the PCs can hide very easily in the grain (+4 on Hide checks). If it's not the right season, the PCs should be able to hide pretty well anyway (since they have plenty of time to take 10 on their Hide checks).

The full moon provides enough light to see the near surroundings clearly. At midnight, the troglodyte crawls out of the water, and the PCs can easily surprise him if they are well prepared.

Creature (EL 1):
Troglodyte: Medium-Size Humanoid (Reptilian); HD 2d8+4; hp 13; Init -1 (Dex); Spd 30 ft.; AC 15 (-1 Dex, +6 natural); Att 2 claws +1 melee, bite +1 melee; Dmg Claw 1d4, bite 1d4; SA Stench; SQ Darkvision 90'; SV Fort +5, Ref -1, Will +0; Str 10, Dex 9, Con 14, Int 8, Wis 10, Cha 10; CR 1; AL CE.
Skills: Hide +6 (+14 in rocky or subterranean settings), Listen +3; Feats: Multiattack, Weapon Focus (javelin).
Possessions: The troglodyte is unarmed, and doesn't carry any valuables.

Stench (Ex): Secretes an oily, musk-like chemical when angry or frightened. All creatures (except troglodytes) within 30 feet must succeed at Fortitude save (DC 13) or be overcome with nausea. This lasts for 10 rounds and deals 1d6 points of temporary Strength damage.

This specific troglodyte, who’s name is Varkuk, is a coward. He is very afraid of Kasmatur, so he will not tell the PCs much at first, and diplomacy will not work well. Intimidation will, however. If the PCs start threatening him, his attitude will change drastically. He will tell the PCs everything they want to hear, if they let him live. The trog can tell the PCs the following:

The exact position of the lair.
He tells the PCs about the entrance in the river bank, below water level. The lair itself isn't flooded, however. The entrance is towards the north, on the west side of the river. The trunk of a large tree sticks out of the field on the other side of the river, so it is easy recognizable. The trog will even show the PCs where it is, but he refuses to go in, at any cost. If the PCs try to force him, he will do anything to escape the wrath of Myghnom and Kasmatur, even suicide.

There are three other troglodyte warriors in the lair. They are capable fighters, just like him.
They are led by a troglodyte who knows dangerous magic. His name is Myghnom.

The most fearsome of the whole gang is the black dragon. He will surely kill them all!

Into the lair
With the directions of the troglodyte, it’s easy to find the lair. The PCs have to dive through the entrance, about three foot below the surface. A tunnel leads from there into the river's bank. The tunnel ascends four feet up, and descends from there, preventing the river to flood the cave.

At Entrance
You crawl out of the water. You’re standing in a damp tunnel, which seems to be natural at first sight. It could also be an extremely old animal lair, though. It’s ten feet wide and about as high. In front of you, the tunnels descend into the darkness again, but that part isn’t flooded.

There aren’t any lights in the lair, because all inhabitants can see perfectly in total darkness. The cave was dug out by a small community of kuo-toa, which abandoned it about a century ago.
The lair

1: Main Cave
After descending about 50 feet through the tunnel, you turn around a corner. The tunnel ends in a large, level cave. A bestial stench overwhelms you. The cave is about 45 feet deep, 35 feet wide, and 15 feet high. Besides the one through which you entered, there are three exits. In the center of the cave, three troglodytes sit on large boulders. They're feasting on a young deer, or maybe a roe, which still has some spears and javelins sticking out of it. The trogs toss the bones into a corner of the cave, onto a large pile of rubbish.

As soon as the trogs notice the PCs, they jump to their feet, grab their weapons and attack.

Note: Kasmatur and Myghnom will probably hear a fight going on in this room. The black dragon will ignore it completely, and the sorcerer will wait for the other trogs to weaken the PCs before he attacks. In the meantime, Myghnom prepares himself with Resistance and Mage Armor. See room 3 for Myghnom's full statistics.

Creatures (EL 3):
Troglodyte: Medium-Size Humanoid (Reptilian); HD 2d8+4; hp 13; Init -1 (Dex); Spd 30 ft.; AC 15 (-1 Dex, +6 natural); Att Longspear +1 melee (or 2 claws +1 melee), bite -1 melee; or javelin +1 ranged; Dmg Longspear 1d6 (x3), bite 1d4, claw 1d4; or javelin 1d6 (x2); SA Stench; SQ Darkvision 90'; SV Fort +5, Ref -1, Will +0; Str 10, Dex 9, Con 14, Int 8, Wis 10, Cha 10; CR 1; AL CE.

Skills: Hide +6 (+14 in rocky or subterranean settings), Listen +3; Feats: Multiattack, Weapon Focus (javelin).

Possessions: These troglodytes don’t carry any valuables besides their spears.

Stench (Ex): Secretes an oily, musk-like chemical when angry or frightened. All creatures (except troglodytes) within 30 feet must succeed at a Fortitude save (DC 13) or be overcome with nausea. This lasts for 10 rounds and deals 1d6 points of temporary Strength damage.

2: Warrior’s Quarters
On the floor of this small room lies a layer of straw, and some frayed blankets. The air is a bit fresher here.

The four troglodyte warriors use this room as sleeping room.

Treasure: The trogs have kept some of the loot away from Kasmatur, and they’ve hidden it in the straw (Search DC 10). In total there’s 23 gp, 18 sp, and 20 cp.

3: Myghnom’s Room
In the corner of this small room stands a rotting wooden bunk. The floor is littered with all kinds of weird stuff, a sculpture made of fish-bones, a stone bowl with a pounder, a leather bag, three peacock feathers, a stuffed rat, and so on.

This is Myghnom’s room, where the sorcerer spends most of his time, alone. The stuffed rat is actually
what remains of his familiar. It was killed in the fight that ca used the troglodytes to leave their clan.

**Creature (EL 3):**

**Myghnom, troglodyte (Sor 2):** Medium-Size
Humanoid (Reptilian); HD 2d8 + 2d4 +8; hp 22; Init -1 (Dex); Spd 30 ft.; AC 15 (-1 Dex, +6 natural); Att Longspear +1 melee (or 2 claws +1 melee), bite -1 melee; or javelin +2 ranged; Dmg Longspear 1d8-1 (x3), bite 1d4-1, claw 1d4-1; or javelin 1d6-1 (x2); SA Stench, Spells; SQ Darkvision 90', Spells; SV Fort +5, Ref -1, Will +3; Str 8, Dex 8, Con 14, Int 9, Wis 10, Cha 12; CR 3; AL CE.

Skills: Concentration +4, Hide +6 (+14 in rocky or subterranean settings), Listen +3; Feats: Dodge, Multiattack, Weapon Focus (javelin).

Possessions: Myghnom carries a pouch with a bloodstone (worth 60 gp), a golden pearl (worth 150 gp), and a silver necklace with a moonstone (worth 600 gp). These have not been stolen from Sir Niglund and Lady Fiona.

**Stench (Ex):** Secrets an oily, musk-like chemical when angry or frightened. All creatures (except troglodytes) within 30 feet must succeed at a Fortitude save (DC 13) or be overcome with nausea. This lasts for 10 rounds and deals 1d6 points of temporary Strength damage.

**Spells Known (6/5):** 0 – Daze, Detect Magic, Prestidigitation, Ray of Frost, Resistance;
1 – Mage Armor, Magic Missile.

**Treasure:** The stuff on the floor isn’t worth much. The leather bag, which is waterproof, contains two vials of ink, an inkpen, and four sheets of parchment. Myghnom keeps his real treasure hidden in a secret compartment in the bunk (Search DC 17). It holds 55 pp, 65 gp, 50 sp, and two potions of cure light wounds. The compartment is trapped, though. When the compartment isn’t opened the right way, a javelin shoots away, from inside the bunk.

**Javelin Trap (EL 2):** +16 ranged (1d6+4); Search (DC 20); Disable Device (DC 18).

4. Dragon’s Lair

*After descending somewhat deeper, you enter another large room, some 35 foot wide, and 50 foot long. The ceiling is 25 foot high. In the center of the cave, there’s a dark creature, lying on a pile of coins. Because of it’s skull-like face, and his dark scales, you can easily recognize it as a black dragon. The creature isn’t very large, it has the body size of a pony, with a long tail and wings. Its sharp teeth and claws make the dragon look fearsome, though.*

When Kasmatur notices anyone inside his private room, he attacks immediately.

**Kasmatur (Young Black Dragon):** Medium-Size Dragon (Water); HD 10d12 +20; hp 85; Init +4 (Improved Initiative); Spd 60 ft., fly 150 ft. (poor), swim 60 ft.; AC 19 (+9 natural); Att Bite +13 melee, 2 claws +7 melee, 2 wings +7 melee; Dmg Bite 1d8+2, claw 1d6+1, wing 1d4+1; SA Breath Weapon; SQ Immunities, water breathing, blindsight, keen senses; SV Fort +9, Ref +7, Will +7; Str 15, Dex 10, Con 15, Int 10, Wis 11, Cha 10; CR 4; AL CE.


Possessions: See kasmatur’s hoard, below.

**Breath Weapon (Su):** Kasmatur can breathe a line of acid as a standard action. The line has a range of 60 ft., and deals 6d4 damage, Reflex save (DC 17) for half damage. Once Kasmatur breathes, he can’t use his breath weapon again until 1d4 rounds later.

**Immunities (Ex):** Immune to acid, and to sleep and paralysis effects.

**Water Breathing (Ex):** Kasmatur can breathe underwater indefinitely and can freely use his breath weapon and other abilities while submerged.

**Blindsight (Ex):** Kasmatur can ascertain creatures within 90 feet by nonvisual means.

**Keen Senses (Ex):** Kasmatur can see four times as well as a human in low-light conditions and twice as well in normal light. He also has 300 feet darkvision.

**Treasure:** Kasmatur’s hoard lies in the center of the cave. There are 113 pp, 1291 gp, 83 sp, and 70 cp.

The end

Once the PCs have slain the dragon, they can return to Dobnell. They will be honoured by Sir Niglund and Lady Fiona, who let them keep the stolen money. A large party will be held to celebrate the PCs and the defeat of the dragon and it’s minions.

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**Player Handout A:**

One of us will meet one of you just north of the bridge the night of the full moon. We will plan our next scheme then. Only one of us, and only one of you! Do not bring any weapons.

Myghnom