

SCALEGLOOM HALL

A DUNGEONS & DRAGONS® PREVIEW ADVENTURE

BY MIKE MEARLS

The vicious kobolds are at it again, raiding caravans, plundering outlying farms, and raising havoc across the land. All signs point to the influence of a charismatic leader, a malevolent fiend that has stepped up the kobolds' aggression and turned them into a menace. Your task is simple: enter the trap-filled tunnels of Scalegloom Hall, find their leader, and defeat him. 1st-level characters are provided. A D&D® 4th Edition and *Living Forgotten Realms* preview adventure.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Andy Collins, Rob Heinsoo, and James Wyatt.

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Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure and receive rewards from the RPGA REWARDS program, you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

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By sanctioning and reporting this adventure you accomplish a couple of things. First, it is an official game, and will be tracked under your play history. Second, players and DMs gain rewards for sanctioned RPGA play if they are members of the RPGA REWARDS program. Playing this adventure is worth four (4) points.

This adventure retires from RPGA-sanctioned play on December 31, 2008.

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PREPARING FOR PLAY

To get the most out of this adventure, you'll need copies of the following D&D 4th Edition rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual* (although see below). You will be using the "Kobold Hall" adventure from the *Dungeon Master's Guide*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play.

Also attached to this adventure are 6 pre-generated player characters for use in the game session. The

players may take the characters from the table when the session is complete.

READING MONSTER STAT BLOCKS

Most of the information should be easy to understand. Attacks have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. A lower-case letter (used only in some melee and ranged attacks) denotes that the attack can be used as a basic attack.

INTRODUCING PLAYERS TO 4TH EDITION

If your group hasn't played much D&D 4th Edition yet, you should let the players spend some time reviewing their characters and asking you questions about rules specifics as they pertain to the characters.

Before you hand out the characters, you should touch upon the material below:

- Almost any action is resolved with a d20 roll, adding a bonus. You want to roll high. If you're making an attack, make sure to tell the DM what defense you're attacking when you announce your result.
- Your defenses are static numbers. The attacker always rolls to hit (unless a power says otherwise).
- Your hit points represent your ability to stay in the fight. You have healing surges that can be used to heal yourself of $\frac{1}{4}$ your maximum hit points once per encounter (by taking the second wind action). You can also take short rests to use more healing surges to heal yourself up to full. Once you've used all your healing surges, you generally can't be healed any more that day.
- You have 3 actions you can take during a round: one standard, one move, and one minor. Standard actions are taken mainly to use a power or as a second wind. Move actions are used mainly to move your speed. Minor actions are used for other small effects (like opening a door). You can always exchange a standard action for another move or minor action and exchange a move action for another minor action.
- All movement is counted in squares. Diagonal movement is allowed, and costs one square.
- Powers can be used at-will, once per encounter, or once per day. Most durations on effects are either short (until the end of your next turn) or allow a saving throw each round to end them.
- Saving throws are made to ward off ongoing effects. Just roll a d20. If you get a 10 or better, you save and the effect goes away.

- You start out play with 1 action point and can get more as you progress. You can use an action point to gain another standard action during your turn.
- All other rules can be picked up during the course of play, especially if time is limited.

ADVENTURE BACKGROUND

The ruined castle now known as Scalegloom Hall was once a minor lord's proud holding, a sprawling series of walls, minor fortifications, and other buildings. That was years ago, and the lord's name and whatever glories he earned have long since been forgotten. Today, the castle is called Scalegloom Hall after the multitude of warring kobold tribes that infest the place. The Cloak Wood has overrun most of the place, with trees growing in the midst of once finely tended gardens and courtyards.

At least a dozen kobold tribes dwell within the ruins, hiding in the multitude of tunnels, ruins, and cellars found here. The tribes war amongst each other, raid surrounding settlements, and attack the odd caravan. They once united, but an expeditionary force from Baldur's Gate crushed the would-be conquering force. Since then, the kobolds have reverted to their bickering ways.

Lately, the kobolds have become more aggressive. One of the tribes, the Skull Kickers, has stolen a cured green dragon hide destined to be crafted into a suit of scale armor. The PCs are hired to enter the Skull Kicker's lair, a portion of Scalegloom Hall known as Glimmershade Tower, and recover the items.

THE CHARACTERS

At the beginning of the adventure, before reading the Player's Introduction, let the players choose their characters. If you have 5 players at the table, do not use the half-elf warlock. If you have 4 players at the table, do not use the halfling paladin.

Make sure to answer any questions you can about the characters. Give the players ample time to review, but not more than a half an hour. Once they're ready to begin, read the Player's Introduction.

RUNNING FOR 4 PCs

This adventure assumes that the tables are usually 5 or 6 player characters. If there are only 4, make the following changes to smooth out the combats:

- Reduce the number of kobold skirmishers in Area 1 to two.
- Reduce the number of kobold skirmishers in Area 2 to two.

- Reduce the number of kobold slingers in Area 3 to one.
- Reduce the number of kobold slingers in Area 4 to one and remove the spiretop drake.
- Reduce the hit points of the white dragon in Area 5 to 186. The dragon is bloodied at 93.

USING KOBOLD HALL

When you're ready to begin the adventure, turn to page 210 of the *Dungeon Master's Guide*. You can read the Player's Introduction below to start, but run the adventure as it is right from the DMG.

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

You have been hired by the dragonborn wizard-smith Nardril Hammerforge to recover a scrap of dragon hide stolen from a caravan that traveled near the Cloak Wood. Using a variety of rituals and divinations, Nardril has determined that the Skull Kicker kobold tribe stole his goods. The Skull Kickers live in Scalegloom Hall, a massive, sprawling estate that long ago fell into ruin. Nearly a dozen kobold tribes dwell in the ruins. Nardril cautions you to keep a low profile as you travel, lest the kobolds descend upon you. Yet, the kobolds are notoriously fractious. The tribes are as likely to turn on each other as they are to ally.

It is strange for a tribe of kobolds to display such aggressive behavior, and Nardril worries that some greater force has compelled them to do its bidding. He cautions you that you might face more than a few simple kobolds.

With the help of a map provided to you by Nardril, you have made your way to ruined, outer guard tower that is the Skull Kicker's lair. Following his directions, you uncovered the trap door at the tower's base that leads to the kobold lair.