

COR4-05



# CRYSTAL CAVERNS OF THE CAIRN HILLS

A Two-Round D&D<sup>®</sup> LIVING GREYHAWK<sup>™</sup>

Core Adventure

Version 1

Round 1 & 2

by Nicholas K. Tulach

Circle Reviewers: Jason Bulmahn and Stephen Radney-MacFarland

Outside of the Free City of Greyhawk lie the burial grounds containing the relics of an era long past. Near one of these cairns is the town Crystallhollow — a settlement of gnomes who mine for precious metals and gems of incredible value. Greed drives them deep beneath Oerth where they've uncovered something... A two-round adventure recommended for characters levels 1-9.

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

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# INTRODUCTION

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

## PREPARATION

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

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

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

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

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

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

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

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

## SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any

players without a character create on. Once all players have a LIVING GREYHAWK character, play can begin.

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

## LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc) use the appendix chart to determine the

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

number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1<sup>st</sup>-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1. Attempt to create a table of six 1<sup>st</sup>-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

## TIME UNITS AND UPKEEP

This is a standard two-round Core adventure, set in Greyhawk. All characters pay four Time Units. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

## ADVENTURE BACKGROUND

### THE STORY OF HIEIN'NIT THE INSATIABLE

Over one hundred years ago, a powerful dragon once ruled the underbelly of the Cairn Hills. This dragon did not trifle with the events of the surface world, choosing instead to hunt deep beneath the earth in the light-less world known as the Underdark. This particular dragon was known among the sentient creatures that lived beneath the earth as "Hiein'nit the Insatiable", for he had a hunger that never subsided. Unlike other dragons that were known to slumber for decades, Hiein'nit hunted constantly. Not for food, but for his true obsession: treasure. He tormented the caverns under the realm of Greyhawk and kept things for the surface world relatively safe—for a time. The evil creatures of darkness

feared the great dragon and thought of a way to rid themselves of the menace forever.

Rather than risk the suicide of confronting Hiein'nit directly, the wicked drow came to the surface and spread rumors of a great, evil red dragon below the earth with a huge horde of treasure to be had by whichever brave adventurers could slay the terrible beast. A motley band of brave (and foolish) adventurers calling themselves the Champions of Heironeous heard these rumors and consulted their god. Luck was not with them that day, as their divinations (perhaps nefariously misdirected by the drow themselves) returned a great boon for them if they were to partake on the dragon slaying quest. The Champions at once set forth for the Cairn Hills to battle their most fierce opponent yet.

Researching entrances into the Underdark at the great Library of Greyhawk, the Champions located just the right place to begin their search for the dragon (perhaps once again aided by the subversive drow). They gathered up their gear and a weeks worth of rations strapped to their hirelings backs and set forth for the cave entrance.

For hundreds of years before, the dragon known as Hiein'nit lived beneath the earth. From his days as a wyrmling through his adulthood and until his final years, he plundered the hordes of the aberrations beneath the surface of Oerth.

Hiein'nit had a great appetite for treasure. But in order to accommodate that appetite, he needs someone to tend to it. Thus he brought with him a subservient group of kobolds that he used to keep his treasure safe and secure. So long as the kobolds did their work, Hiein'nit treated them well. Often times he would even reward them with the fleshier spoils of his pursuit for material wealth. The kobolds grew to love and respect the dragon and some even went as far as worshiping him as some kind of agent of their god, Kurtulmak.

In addition to the kobolds, the dragon had one other that he trusted. Hiein'nit's greed could only be matched by one other race: dwarves. And of those dwarves, one surpassed the rest in greed so much so that even Hiein'nit himself was impressed. Guldán Goldtooth realized as soon as he stumbled upon the dragon's horde that he and the dragon shared a common love: wealth. More specifically wealth in the form of treasure! Some may think that this relationship is as unlikely as any. How can two beings so possessed and driven by a destructive force like greed coexist? Well, as it turns out, Guldán had a secret. He loved gold, silver, and gemstones very much, but his real love was for mithral. Hiein'nit cared mostly for gemstones and items of a magical nature. While the dragon brooded over finding such things to pleasure him, Guldán was able to extract an enormous amount of mithral from the plunder. He and the dragon could live in harmony so long as there was a source of their precious substances.

The dragon grew to a ripe old age by the time the Champions of Heironeous came along. Hiein'nit, being a deep reddish-brown, was easily confused for a wicked red dragon. Since he had little peaceful contact with

adventurers, Hiein'nit resorted to his usual scare tactics. These adventurers, however, were bent on the glory and wealth associated with dragon slaying and destroyed the solitary being, leaving but a few kobolds left cowering in the deepest caverns of the dragon's lair.

But what happened to Guldán during all this? The dwarf often traveled to the surface to trade treasure and other valuable items for mithral. On this occasion, he was unlucky enough to have been away on one such venture. Upon returning, he found that there was nothing left of his or the dragon's horde. Only the remains of what was once a mighty dragon's lair glinted with a coating of copper and his small shrine to his patron—Dumathoin. Infuriated by the theft and the death of his friend, Guldán believed that the drow were to blame. He descended into the crevasse that Hiein'nit used to hunt in never to be seen or heard from again. However, before leaving, he blessed the remains of his fallen companion and told the kobolds that one day he and the dragon would return to the caverns under the Cairn Hills.

## **THE STORY OF CRYSTALHOLLOW**

The town of Crystalhollow has existed in the Cairn Hills for centuries nearly undetected by humans, elves, dwarves, or halflings save for two things. First is the popular travel stop once known as the Last Chance Inn, now rebuilt and renamed the Next Last Chance Inn. It serves as the last travel stop before the wilderness of the Cairn Hills for weary merchants and adventurers alike. The second is the annual "Wares Days" that the gnomes hold near the Last Chance Inn. This is an open market, which is popular among the local farmers and some more adventurous merchants from Greyhawk. Here they trade some of their lesser gems and alchemical items for exotic human goods brought by the tall merchants of the surrounding area. The rest of the town is veiled in a permanent illusionary terrain effect placed upon it by one of the great illusionist gnomes of years passed. Not that the effect is really needed. Much of the town (if you can call it that) is underground and the entrances that are outside of the spell effect are well hidden.

Everyday several gnomes hustle to and from the nearby mine which serves as the chief source of pleasure in the daily lives of the community. Each and every gnome resident of the town is somehow connected to the mining industry. The blacksmith makes the chisels, picks, and shovels used to remove the precious stones from the rock. The alchemist, wizards, and tinkerer make things easier for the miners by enhancing their equipment with alchemical, magical or technological abilities beyond that of ordinary tools. Even the cobbler makes boots for the men that work in the mines to assure them proper comfort when carrying their heavy load.

The mine itself has been transformed into quite the marvel over time. The tinkerer has invented several creations to help make the process of extracting precious gems more efficient. And sometimes they actually work! Often times, they don't. The mine is littered with his

failed projects, but none failed more devastatingly than his latest: the Mecha-Badger 600. This mechanical digging machine was supposed to magically seek out veins of precious crystal in the stone through the help of the wizard's enchantment. Instead, it tunneled through the rock and broke into the lair of the long dead dragon. Of course, the descendants of the kobold servants of the dead wyrm have overrun this lair. As many tales have previously told, kobolds and gnomes do not like each other one bit.

After the accident, the town of Crystalhollow transformed from a small, peaceful, self-serving mining community into a churning war machine preparing for battle. The blacksmith enlisted several young assistants to help him make armor and weapons for the gnomes. The cobbler worked day and night making boots and leather for the warriors to wear. The woman trained alongside the men to help defend the city as well. From all estimates, the kobolds outnumbered the small gnome community five to one. Unknown to the gnomes, the kobolds had their own ally.

Weeks before the accident, a group of adventurers passed through the Next Last Chance Inn. It just so happened that they ran into Grimble Blackbelly Fuddlesmock, a tradesman from the nearby town of Crystalhollow. A pair of no good tieflings was among these adventurers. They were sent by their master to cause chaos and prove their worth to "him that shall not be named". The greedy Grimble saw opportunity in the wealthy adventurers' pockets and decided not to let it pass. He befriended them and offered to sell them some worthless gems for an outrageous sum. Being foolish -- and tired of carrying around such a heavy load of coins -- the adventurers bit on the offer. However, the tieflings noticed the dupe and thought that there might be an opportunity of their own with this short man.

A short time later, the tieflings returned to the Next Last Chance Inn (after having disposed of the weak-willed adventurers) and called upon Grimble once again. This time they made him an offer. They asked Grimble what it is he wanted most in the world. He, of course, said gems. The tieflings in turn inquired about where a source of these gems might be. Grimble, not the wisest of gnomes, told the tieflings about the nearby mine. The tieflings then offered to clear out the mine for Grimble in exchange for a small sum to be determined at a later date.

So the tieflings set off to plot their wicked plan. However, before they could strike, the accident occurred and the tieflings realized that the kobolds would be (slightly) easier to exploit than the gnome. So they abandoned their plan and their deal with Grimble and set off for the lower reaches of the mine—and the former dragon's lair.

Luckily for the rest of the gnomes, one of the wizards did not agree with others and decided to go to Greyhawk for help.

## ADVENTURE SUMMARY

This is a complex story of deceit, greed, war, fear, and misunderstanding. It takes place in a small gnome town in the Cairn Hills known as Crystalhollow (see below for town's demographics). The story begins one of two ways. Either the PCs are already in Greyhawk or they are traveling there. Either way, they meet gnome named Stubbon Ginkelruddle. He explains to them that his small town is in trouble and in need of the help of good-hearted warriors or quick-tongued diplomats, preferably the latter.

Meanwhile, back at the town, the gnomes are preparing to march on the mine. They only have 15 to 20 able-bodied men, so they are trying desperately to come up with a strategy.

The kobolds, however, have a strategy thanks to the newfound presence of Kurtulmak. A pair of tieflings named Uzbik and Myltoi has exploited the poor kobolds by holing up in the temple of Kurtulmak, and they have convinced the kobold shaman that they are his god. The tieflings have come up with a plan to rouse the gnomes into battle on their terms and in their caverns where the kobolds have a distinct advantage. They have even brought an ally from the lower planes to aid them in their attack on the town—a fiendish ankheg.

The tieflings have already taken a few kobolds to the surface to attack the gnomes and disrupt their planning. Then they will wait for the gnomes to retaliate and attack the town again while the warriors are away, giving the gnomes nothing left to fight for. All the while, the remaining kobolds will use clever tactics and the aid of one of the tiefling's magic to befuddle the gnome invasion force.

The PCs come to town right while all this is about to begin. The gnomes are still reeling from the unexpected kobold raid and the PCs can convince them to allow for a scouting mission before the gnomes attack. They can also interview some of the townsfolk and potentially find out about Grimble and his deal with some "adventurers". However, if the PCs stick around town too long, the tieflings attack with the ankheg.

Once the PCs journey into the dragon's lair, they are confronted by kobolds that constantly hit and retreat. All around the walls of the lair are paintings depicting the dragon, the dwarf, and the past events leading up to and including the dragon's death. Eventually, the PCs drive their way to main treasure chamber where the remains of the dragon still lie. It is here that the PCs uncover the tiefling's deception and exploitation of the kobolds. It is here that the PCs have to decide whether to leave the kobolds and seal the cavern, slaughter the kobolds to make way for progress, or leave the gnomes to deal with the situation and track down the evil tiefling(s). It is a difficult choice, given the situation—surrounded by 130 kobolds.

Finally, after all is said and done, an old gray-bearded dwarf emerges from the darkness below. Guldan has returned as promised. He scorns or blesses the PCs for their efforts depending on their choices. He is powerful

and has come to resurrect the great dragon to live with him once again.

## TIMELINE OF EVENTS

### -18 days

Uzbek and Myltoi left their home in Hades met up with a group of adventurers on their way to Greyhawk city. On this day, they arrived in the town of Crystalhollow and learned of the valuable mine. An evil black market salesperson named Grumble Blackbelly Fuddlesmock informed them of the mine. His plan was to pay the tieflings a hefty sum to help him scare off the miners so he could take up residence in the mine by himself.

### -14 days

After leaving the town, Uzbek and Myltoi turn on their companion adventurers, killing them and leaving their corpses to rot in the wilderness outside of Crystalhollow. They head toward the mine to scout.

### -13 days

The gnomes accidentally open a passage into a previously unknown cavern. Exploration quickly leads to a cause of frustration for the gnomes. A tribe of kobolds are squatting on their newly found mine (so the gnomes believe). In addition, the mischievous tieflings make the same discovery and begin plotting how they can use this to their advantage.

### -12 days

Chief Warden Brackendoddle declares the lower passages of the mine too dangerous for the time being and seals them off with a well-triggered cave-in. Actually, he knows that the passage was not actually sealed, but merely an illusion crafted by the gnome wizards.

### -11 days to -9 days

These days are spent by the two tieflings setting up their plot to take possession of the mine above. The tieflings realize that the mine is far more valuable than Grumble led them to believe, and so they've decided to abandon him. Instead, they take up residence among the kobolds and convince them that they are avatars of the kobold deity Kurtulmak. Again using elaborate illusions, they frighten and awe many of the kobolds into following their leadership. Most of the kobolds are fooled. Those that are not are brutally killed. During this time, the gnomes are holding town forums about the kobold threat. They argue a lot and two sides emerge. Some wish to explore the caverns more thoroughly while others would like to begin preparations for war.

### -8 days

The tieflings use their secret passage to steal some equipment from the mine. This causes a great deal of

confusion among the gnomes and gives more sway to the war-mongering side.

### -7 days to -2 days

Bickering continues in the gnome town. No resolution can be agreed upon. Attempts to locate adventurers nearby and in Greyhawk yield nothing. The pro-war group begins gathering supplies and forging weapons for then ensuing battle. Meanwhile, the tieflings have used this time to train many of the kobolds to use clever tactics and supplemental magic to aid them in battle against the inevitable gnome invasion.

### -1 day

The tieflings send out a raiding party to the surface to sack the gnomish town. This accomplishes its goal of swaying the majority of gnomes to rally behind the call to arms. Preparations are in full swing to go to war.

### Present

The PCs arrive in Crystalhollow in the early morning. Only a scant few cool heads remain in town. The forges are in full operation and many gnomes are testing their latest war-making inventions. Underneath the surface, the tieflings are preparing a raid on the gnome town as a surprise attack. They also hope to weaken their organization and force them to be hasty in their decisions instead of allowing them time to plot. The kobolds have set up defenses in the caverns below the mine.

### +18 hours\*

Myltoi leads the attack on Crystalhollow. He, accompanied by a gang of kobolds and a fiendish pet, wreck havoc on the town and quickly flee. Some gnomes muster to give chase, but lose track of the swift enemy in the dark of night.

### APL 2 (EL 4)

- **Kobolds (4):** hp 4 each; see *Monster Manual*.
- **Fiendish Ankheg:** hp 28; see Appendix 1.

### APL 4 (EL 6)

- **Kobolds (6):** hp 4 each; see *Monster Manual*.
- **Kobold sorcerer:** hp 6; see Appendix 1.
- **Dire Weasel:** hp 14; see *Monster Manual*.
- **Fiendish Ankheg, Advanced I:** hp 36; see Appendix 1.

### APL 6 (EL 8)

- **Kobolds (8):** hp 4 each; see *Monster Manual*.
- **Kobold Warrior (2):** hp 16; see Appendix 1.
- **Dire Weasels (2):** hp 13 each; see *Monster Manual*.
- **Fiendish Ankheg, Advanced II:** hp 52; see Appendix 1.

### APL 8 (EL 10)

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

➤ **Kobold Warrior (2):** hp 16; see Appendix 1.

➤ **Dire Weasels, Advanced (2):** hp 31 each; see Appendix 1.

➤ **Fiendish Ankheg, Advanced II:** hp 52; see Appendix 1.

➤ **Myltoi:** hp 37; see Appendix 1.

**Tactics:** Myltoi's goal here is to create as much chaos and fear in the gnome community as possible. He has the ankheg burrow into the some of the gnomes' residences and go after women and children first. The kobolds are his personal bodyguard and protect him at all costs. He uses his *hat of disguise* at all times to make himself look like a kobold. If the PCs attempt to engage him, he uses his *darkness* ability to flee. He is not interested in fighting six or more adventurers alone.

### +1 day, 2 hours\*

Chief Warden Brackendoddle and a number of the townsfolk decide to go to war and begin organizing a militia to invade the mine. He sends several of his best miners to begin opening another tunnel to the kobold lair.

### +2 days\*

The gnomes begin their attack through the passageways of the mine and into the old dragon's lair. They fall prey to the kobold traps and suffer numerous casualties. Driven back, they are forced to regroup in the upper reaches of the mine near the surface. Here they discover that they did not leave enough protection for the town, as it has suffered a serious attack. The women, children, and elderly have been slaughtered by the ruthless attack. Many of the buildings and caves have been damaged or collapsed beyond repair.

### +3 days to +7 days\*

The gnomes send word to Greyhawk, but hear nothing back as the cunning Myltoi intercepted the runners before they could reach the city. By the 7th day, the gnome town is in ruins, the townsfolks' spirits are shattered, and the battle is over. The kobolds—and more importantly the tieflings—have won.

## NOTE

\* All the future events assume no intervention by the PCs.

# INTRODUCTION

PCs have a couple of options to start out with. They can either choose to start in Greyhawk City at the Black Dragon Inn or start on the road to Greyhawk City. There are essentially two parts to this introduction. One takes place either on the road to Crystallhollow and one takes place either at the Black Dragon Inn or at the Next Last Chance Inn.

## AT THE INN (BLACK DRAGON OR NEXT LAST CHANCE)

If the PCs decide they are already in Greyhawk city, read or paraphrase the following to them, otherwise skip this part of the encounter and return to it after the second part:

*A young gnome—though it's hard to tell relative age at times with that race—has been going from table to table speaking with the patrons of the Black Dragon Inn. Those he has spoken with have shook their heads and turned him away. He approaches.*

*"Good day, my friends. My name is Stubbon Ginkelriddle of Crystallhollow. I'm sorry to disturb you, but I'm looking for some help."*

*He continues after a brief pause as if waiting to be turned away.*

*"Well, you see, our town has had an incident. The Crystal Caves—some of the richest mines in all of Greyhawk—have become infested with kobolds. This has many in my community very upset as you could imagine. However, I am a bit more leery of the situation while others prepare to fight. I know the kobolds have a serious advantage over us in population and the terrain is quite difficult even for us gnomes. I have come to seek out brave adventurers to spelunk the kobold tunnels and report to us what is down there. Perhaps you are interested?"*

The PCs can make a Sense Motive check (DC 16) to determine that Stubbon is trying to hide something. In fact, he is trying to hide his profession. He is a wizard and is posing as a young boy. He does not want to draw undue attention to himself nor does he fully trust the citizens of Greyhawk. However, if he is called on the fact that he is being untruthful, he owns up to the fact that there is more to him than meets the eye.

## ON THE ROAD

If the PCs decide to start off outside of Greyhawk city or in other regions, start with this encounter and read the following, otherwise run this after the tavern encounter:

*Traveling to Greyhawk city has always been an adventure in itself. This time is no different. The weather has been outrageously warm and muggy. The bugs have been terrible, at times resembling stirges more than one would like. The Cairn Hills have presented many obstacles for a supposed short cut. Regardless, it is not far now till the bright torches and warm beds of the city are within sight.*

The PCs are allowed a Spot check while traveling. It is recommended that the DM role this for each player even before the game begins to determine if this encounter is even necessary.

*Off the side of the trail that has wound through the rolling hills, a putrid stench happens to draw your attention to a corpse of brush.*

The PCs may make a Search check (DC 10) to locate the rotting corpses of four adventurers. The bodies are so decomposed that it is impossible to tell any details about them at all. All of their useful gear has been stripped. A Search check on the bodies (DC 20) reveals a small piece of paper with the name "Grimble Blackbelly Fuddlesmock" on it. A Heal check (DC 15) reveals that cause of death was not physical in nature.

## LOCATIONS IN CRYSTALHOLLOW

**Crystalhollow (thorp):** Nonstandard (warden is most honored citizen); AL N; Assets 200 gp; Population 43; Isolated (gnome 99%, halfling 1%).

**Authority Figures:** Chief Warden Brackendoodle, male, gnome, War3/Exp3, ("Chief Warden")

**Important Characters:** see below.

All entrances to the town are hidden: behind bushes, inside hollowed trees, under boulders, etc. In addition, there is an old *hallucinatory terrain* spell permanently in effect that covers some of the area around town. Some slight bulges exist on the surface, which can be located by a successful Search skill check (DC 10). Success reveals that there is a gnome habitat in the area. DC 15 reveals signs of a town or village (large numbers of gnome tracks, etc). DC 20 reveals one of the entrances to the gnome town. As such, non-gnomes easily miss these details. Gnome PCs can be given a Spot check to notice the town (DC 10). All entrances are for small sized creatures. Therefore a Medium-creature will suffer a movement penalty of -10 ft. to their base movement when walking through passageways in the gnome village. The passageways and "holes" (as the residences and businesses are called) are dimly lit. Light sources are placed intermittently about every 30 feet for creatures with low-light vision. PCs without low-light vision will be limited to 15 feet visible distance from each light source.

(Smoke compressed and filtered into "powdered smoke", treated by an alchemist and reused as fuel again)

The social atmosphere in the city is one of anxiety mixed with diligent preparation. The gnomes are distraught at the discovery of the kobold community so near to their home and they are focused on mobilizing their able-bodied men for the short march into the caverns to root out the menace. Men are sparing in the tunnels and women are busily mending and sewing dark clothing to serve as uniforms for the surrogate soldiers.

Unless otherwise noted, the caverns are built for small sized creatures. In order to move through the passageways and around the structures, Medium or

Larger creatures will have to squeeze using the rules in the *Player's Handbook* page 148.

### a) Next Last Chance Inn

*This small, newly-rebuilt structure is near a farmstead that was once used to raise horses, ponies, and some cattle. The barn however has been badly damaged by fire and looks like it has been abandoned. The inn itself is in rather good shape. A fresh coat of green and blue paint adorns the outside and the inside is filled with stools and tables. Some are built for small people and some are built for human-size folk. The inn itself is empty this day, with the exception of three gnomes. Two of them are cleaning dishes behind the bar and the other—an older gentle-gnome—is sweeping the floor.*

The only structure partly built for Medium creatures and (mostly) above ground. Krink (oldest), Klink, Klank (two young gnomes)—purveyors of the establishment. Krink is well mannered and polite while his sons are much more distracted by anything and everything. All of them are good natured and happy to have customers.

The innkeepers have the following information as it pertains to this adventure:

Krink heard from one of the other gnomes in town that there was some trouble in the mine, but he's not sure exactly what's been going on.

The inn has been unusually busy with adventurers lately, which is fine with them because they bring great amounts of gold with them.

If questioned about the name "Grimble Blackbelly Fuddlesmock", Krink tells the PCs that he is the local jeweler in the town of Crystalhollow. Klink or Klank would be happy to show them to his shop.

### b) Temple to Garl Glittergold

*This underground structure seems to be lined with gems inset into the walls. Magical light effects create a stained glass-like glow throughout the subterranean room despite the lack of actual sunlight. The altar is attended by two odd looking gnomes who are aligning gems beneath a contraption of some sort that is emitting a dense smoke that quickly disperses in the air.*

Though built for small-size people, the main chamber is actually tall enough for humans to stand straight up in. A brightly lit altar adorns the back of the chamber and the sweet smell of incense is all about the area. The two gnomes wear gem-studded conical headdresses that denote them as priests of Garl Glittergold.

The priests have the following information that pertains to the adventure:

They are afraid that the blessing of Garl Glittergold will not help against the evil kobolds. Their attempts to commune have been unsuccessful recently.

They believe that greed has finally caught up with many of the residents. They have tried to tell the gnomes not to dig too fast or too deep, but they will not listen.



### c) Blacksmith

*Black soot coats the tunnels around this cavern. The echo of metal striking metal alludes to the fact that you've found the blacksmith's shop it seems. A dry heat emanates from the walls around this place, but the air itself is clean as the top of a mountain.*

*Inside you see a strange device dominating the center of this room. It looks like a large black hood with a wide pipe at the top. The pipe leads to a small box on the floor. Smoke billows from a hot fire beneath the hood and rises into the pipe. A burly looking gnome with a metal helmet leans over the fire with a piece of white-hot slag in one hand and a hammer in the other. All around are suits of half complete armor and a variety of small weapons. The smell of burning metal is heavy in this place.*

The blacksmith is very busy preparing for war. He needs to finish 15 suits of armor and several more axes, picks, and hammers before the gnomes can march on the mine. In the rear of the shop is a small tunnel that leads to his living quarters. There sit his wife and daughter preparing a meal.

♣**Tudorkin Gumwadder Pebblewell:** hp 38; male gnome War1/Com4; Profession (blacksmith) +8.

The blacksmith has the following information that pertains to the adventure:

Tudorkin is all for going to war. He hates kobolds more than anything and he knows that war is good for his business.

He hopes that he's too valuable to fight, though, because he wishes to care for his daughter and wife more than anything else.

♣**Dalillia Pebblewell:** hp 4; female gnome Com1.

The blacksmith's daughter has the following information that pertains to the adventure:

She is secretly dating the assistant of the jeweler Grimble Blackbelly Fuddlesmock. If questioned about Grimble, she confirms that she believes he is a bad man too. She knows about his obsession with gems, jewels, and gold.

### d) Hoidelly Tumbletail's Foot-Coverings

*Another tunnel leads away from the central cavern to a small wooden door. Written on the door in Gnome are the words "Hoidelly Tumbletail's Foot-Coverings".*

*Beyond the door is the strong odor of leather and alchemical mixtures. It burns at your nose and causes a discomforting feeling in your stomach as well. Peering around the room, you notice stands with large sheets of hides all around. Each has a small label on it written in gnomish. A gnome with a wooden leg sits at an odd machine that spins as he pedals. Some sort of cutting device slices away pieces of leather in foot-sized shapes.*

Hoidelly is crippled from his days as a mineworker. He is a jolly fellow and one of the nicest gnomes in

Crystallhollow. He seems to know a lot of gossip and something about nearly everything that goes on around this small community.

♣**Hoidelly Tumbletail:** hp 26; male gnome Exp4; Gather Information +4, Knowledge (local) +5, Profession (cobbler) +9.

The cobbler has the following information that pertains to the adventure:

He knows something about Guldan from his days working the mine. He does not know the dwarf's name, but he has heard rumors of a great stone warrior that would rise from the earth around these parts from time to time.

He knows about the blacksmith's daughter and the jeweler's assistant having a relationship but not about the tieflings or their agreement with Grimble.

He does not trust Grimble as a businessman, but does not believe him to be a bad gnome. (He is wrong here).

Hoidelly believes that, though war is good for business, it will cause much pain, loss, and grief to the community. He doesn't like kobolds, but perhaps there is another answer.

**Treasure:** Hoidelly has a special pair of shoes that he offers to sell the PCs. They are hard leather boots with rubber-like soles. The boots are detailed on the adventure record.

### e) Crystallhollow Mine Workers Union

*This door is fashioned out of iron. Stamped in it are a shovel and hooked hammer crossed as well as the words "Crystallhollow Mine Workers Union".*

*The room beyond is small and cramped – even for a gnome. There is a desk and many papers, which at a quick glance seem to be accounting documents. Everything is neatly arranged and all the space is utilized to the utmost efficiency.*

This is the residence of Chief Warden Brackendoddle. The warden is very upset about the problems with the mine mostly because his men cannot work and productivity is being lost. He does not care how the situation is resolved; he just wants it over with. He is willing to take the PCs to the mine and show them around.

♣**Chief Warden Brackendoddle:** hp 46; male gnome War3/Exp3; Diplomacy +4, Sense Motive +5.

The warden has the following information that pertains to the adventure:

Brackendoddle reveals that he is the one that was digging too deep. The truth is that it was another worker, but he will never rat them out.

The warden knows of the Mecha-Badger 600, but will not reveal its existence.

The warden knows how to get to the cavern where the breakthrough happened, but it takes a Diplomacy check (DC 18) to convince him to show the characters.

### f) 'Hollow's Finest Jeweler

*This tunnel leads to a multi-colored door with a small opaque window in it. On it are the words "Hollow's Finest Jeweler".*

*Beyond the door is a quaint room with several glass cases and a few boxes behind a counter. Also behind the counter sits a handsome gnome wearing a bright yellow shirt.*

This is the home and business of Grumble Blackbelly Fuddlesmock. He is the richest (and greediest) gnome in town. But he does a good job of lying and acting sincerely nice to most of the gnomes while he rips them off of all their most precious jewels and sells them cheap rocks out of his store.

In addition, Grumble deals often with black market items. He has recently befriended a pair of tieflings (though he doesn't know their sinister nature or what they are). They have made a deal with him to scare off the miners from the crystal mine so that Grumble can move in and have all the gems contained in it for him and him alone.

What he doesn't realize is that since the mineworkers discovered the lower caves that contains their hated enemy—kobolds—his deal has been scrapped by the tieflings in favor of a new plan.

Grimble, of course, does not reveal any of this to the PCs. However, he offers to sell them some cheap gems and jewelry for outrageous prices.

☛ **Grimble Blackbelly Fuddlesmock:** hp 13; male gnome Ari3; Appraise +8, Bluff +10, Profession (jeweler) +5.

☛ **Fernootin Humbleboots:** hp 4; male gnome Com1. (dating blacksmith's daughter).

Fernootin has the following information that pertains to the adventure:

Fernootin knows about the nature of his boss, but he does not know the details of his agreement with the tieflings. He knows that Grumble deals with black market goods and that he is the "greediest gnome alive. And that's saying something." He will not tell this to them in front of Grumble, but offers the information to them at a discrete location.

### g) Alchemist

*Underneath this rock is a door. It seems to have a sticky substance on it much like the consistency of... never mind.*

*Greeting you is a buck-toothed gnome with a limp white hat and a baggy shirt with many pockets. Inside his hole is a complex array of glass tubes, little fires, and liquids moving from one container to another. Some of the tubing is smashed or cracked and there is a strange smell like that of rotten eggs. It's one of the most complex laboratories you've ever seen, and the smallest too. It seems to be optimized for this man's short stature.*

This hole is home to a genius alchemist who has learned many tricks from his mentor, including the means to recycle smoke into fuel that can be burned again. He has some items that he's willing to sell the PCs if they want them.

☛ **Finley Sparklestone:** hp 31; male gnome Exp5; Craft (Alchemy) +10.

In addition, he knows the following information that pertains to the adventure:

Finley's shop (and a few nearby residences) bore the brunt of the kobold attack that happened the day before the PCs arrive. He is visibly upset about it and has recently joined the side in favor of war.

Finley knows a little about a "secret project" that the tinkerer and the wizards were working on together. They asked him to mix some potions for them and he did so. The price they paid for them was double what he normally fetched, so he didn't ask any further questions. This "secret" was, of course, the Mecha-Badger 600.

**Treasure:** Finley sells the characters the following potions and oils (listed on the adventure record): *potion of remove blindness/deafness, potion of tongues, potion of resist energy (acid).*

### h) Automated Mill

*This underground structure is actually a wondrous mechanical marvel. A large, wooden wheel is pushed by an underground stream, which in turn powers a mill. The mill itself has many levers, knobs, and buttons that allow for a myriad of tasks to be performed without much more than loading the raw materials into the proper shoots.*

The mill is quite possibly the most robust invention that the Mad Tinkerer has come up with. There are dials and levers all over the place and a gnome can bring his or her materials (grains, stones, and so on) that require milling here and after pulling a few levers and turning a few dials, the mill will do all the work for them.

### i) Tinkerer Shop

*A hollowed out tree leads down into a rather large open area beneath the ground. Well, it would be open if it weren't for dozens of strange wooden, metal, and gem-encrusted inventions parked and placed all about the floor and shelves. Truly the strangest place you've seen in the gnome town, this appears to be the den of some master inventor.*

Most people in town are afraid of the Mad Tinkerer, as he's referred to. He created many of the contraptions that were used in the excavation of the mine. Most people blame him for the disruption that his inventions have caused. He is mostly harmless but very eccentric.

☛ **"Mad Tinkerer" Harmin Chundool Bootlebean:** hp 46; male gnome Exp5/Wiz3; Disable Device +6, Profession (inventor) +15, Use Magic Device +6.

The Mad Tinkerer knows the following information that pertains to the adventure:

He created many contraptions to help the miners work more efficiently. A Diplomacy check (DC 23) will convince him to tell the PCs about the Mecha-Badger

600. If confronted with the information from the alchemist, the DC of the check is decreased by five.

He is very proud of the mill that he created and will suggest taking the PCs on a tour there.

### j) Wizard's Hole

The wizard's hole is warded by several magical protections. The outside door is locked with an *arcane lock* spell and also has an *alarm* spell on it. The *alarm* effect is of the inaudible variety. In addition, an illusion covers the end of the passageway from the tinkerer's shop closest to the wizard's hole.

*This cleverly hidden hole in the side of one of the nearby hills opens into a set of smallish chambers, three to be exact. Each one seems to be filled with stacks of papers, cupboards, and chests. Each room is dark except for a single lit candle on a desk. Above, hanging from a candelabrum, you notice a slumbering bat. Scurrying beneath your feet runs a grey-haired rat. Off in one of the room, you see a large potted plant with a snake crawling on its branches.*

This is the home of the local wizard. Actually a trio of wizards: two illusionists and one transmuter. They have a working relationship with the Mad Tinkerer. They work together to magically imbue the tinkerer's creations. Otherwise, they don't often talk with the other townsfolk except on special occasions. They are not unfriendly, just very busy with their obsessive studying and concocting.

The wizards have the following information that pertains to the adventure:

The wizards placed an illusion over the opening to the kobold lair. They did so on order of the chief warden. He told them that he did not want to collapse the cavern because "there could be valuable gems down there".

The wizards know of the Mecha-Badger 600. A Diplomacy check (DC 20) will convince any one of them to tell the PCs about it.

## OTHER LOCATIONS

In addition to the locations described here, there are several residential-type dwellings dispersed around the fields and hills in the area that makes up the town. There is also a large hole that serves as the common schoolhouse for young gnomes. These locations would be prime targets for Myltoi's attack with the ankheg (see Timeline section above).

## LOCATIONS IN THE CRYSTAL MINE

The following locations describe the crystal mine that the gnome were working in prior to the accidental opening of the passage to the caverns below. These caves are mainly here as interesting bits of flavor into the world of gnomish mining. For pacing purposes, make sure to keep PCs on their toes here, but also use these encounters to

lull them to sleep before hitting them hard with the kobolds deeper down the caverns.

## THE MECHA-BADGER 600

It seems to be a huge contraption not unlike those you saw at the entrance to the gnomish mine. One side of it is a large bladed cone with sharpened scoops on the surface, while behind it seems to be two seats with moving bars below them, and fixed bars up and forward from them. Confusing bits of cylindrical metal bits and strange chains run everywhere. The Mecha-Badger 600 is a gnome-powered auger. The gnomes would cast *magic weapon* on the auger part. At the bottom of which is a small catch pan that a belt runs the debris back to a 'funnel' with a bag of holding attached to the other end. When the bag filled, the gnomes would take it out of the tunnel and dump it somewhere else. Two gnomes sat in the back and pedaled the auger. The 'seats' and 'bars' are actually a primitive exercise-bike-type contraption that runs chains down to the drive shaft/cog of the auger, which then works off a series of cogs and counter weights to increase the mechanical advantage of the pedals. It's actually designed so the gnomes can make unseen servants pedal it if they have to. If you ever saw the movie "Labyrinth" it's a bit like the 'cleaners' in the tunnel, except the front of it is a bit more bladed like an auger.

Remember when you explain it, to try not to use modern day terms like auger. Most adventurers aren't mechanically savvy, and aren't privy to the same information a modern person would be.

## A) MINE ENTRANCE

*The entrance to the mine looks to have originally been a narrow fissure in the rock face. It has since been widened in the center of the fissure to a more useable size, for a gnome at least. The widened hold is about 5 feet tall and equally about 5 feet wide. Dual tracks run along both the floor and the ceiling, some places bridging the erratic edges of the fissure that continues above and below you. The tunnel seems to be well trodden, and small items of obvious gnomish craftsmanship are occasionally strewn about the area.*

Someone who wormed his or her way through this fissure originally found the initial cavern. The gnomes have since widened it, but they see no reason to make it any bigger than is necessary for them to move things through, both for security reasons and sloth.

## B) TUNNEL TO CAVERN A

*As you peer down the corridor small alcoves line the walls, seemingly littered with myriad items. Some seem easily identifiable (like picks and mining carts), others rather fantastic and looking more monstrous than useful. Hanging from a set of the ceiling tracks in one of the better-lit alcoves is some sort of many-armed monstrosity completely covered in dust. Hinged metallic appendages bristle with various items*

*that look like they might be astoundingly useful—for something. A few arms hang rather limply from its side, a tribute to the uses not being entirely found yet.*

Half of the alcoves are filled with either common mining gear. The others are filled with various failed experiments at mining equipment. A lot of it is just smaller bits off of larger contraptions. Most of it was a combination of cheap magical effects, and cog, gear, and spring powered disasters. If the PC's investigate these things, they find many creations made by the Mad Tinkerer and his access to magical cantrip effects.

### C) CAVERN A

*The tunnel you've been following opens up into a rather large cavern. The tracks from the tunnel snake out ahead and weave around and merge with other sets that disappear into the darkness. Your lights twinkle and reflect off of deposits of quartz, salt, and calcification left behind when the more valuable resources were extracted. The sounds of your passing reverberate through the cavern, and echo into the darkness. In the center of the chamber a few larger stalactites have formed the edges to a triangular pool. Tiny little blind-albino cavefish swim around, oblivious to your presence.*

When the original miners found the caverns, they were chock full of precious gems amid the more common quartz. They would slip in through the fissure and grab anything that was loose or easily chipped from the rock face. Over time, more serious measures were taken, and real miners and equipment were brought in. At this point, this cavern has been stripped clean of anything even remotely valuable. Besides the entrance tunnel, three other tunnels branch out and head down. The first tunnel just meanders through a quartz vein and branches off in a few places. It has nothing of interest or worth noting, other than being a good waste of a few hours exploration. The second tunnel is the continuation of the fissure's crack and again was widened like the entrance. It runs into a Cavern B. The third tunnel runs about 50 feet back before it dead-ends in a shaft that leads down.

### D) CAVERN B

*This cavern is smaller than the initial one. The floor is littered with rock and mineral chips and makes a loud crunching sound beneath your feet as you move. To one side a few stalactites have been broken loose from their moorings and lay toppled and broken to the side. Against the wall you see the shattered remains of some gnomish contraption that you suspect didn't function as intended. The cart tracks continue across the room and into a tunnel opposite where they came out. Some boxes and barrels are stacked to one side, along with piles of torches and other sundry supplies.*

This cavern isn't all that exciting. There never really was anything of worth in here, it just happened that it was the easiest to excavate along the fissure. They soon learned the gems followed the quartz veins, and not the fissure.

They've since used this as a storage facility. A while back, the Mad Tinkerer was experimenting with a self-propelled moving machine to carry supplies and ore, but that only succeeded in propelling him and the machine into the wall. To his credit, it was at a rather brisk pace.

The boxes and barrels contain any supplies they didn't feel like keeping in town. Things like lantern oil, new picks and tools, some dried rations, etc. The tunnel that heads away from the tunnel to Cavern A leads to a short series of small tunnels that go absolutely nowhere. Again, no veins, no gems, no dice.

### E) SHAFT TOP

*Ahead the tunnel comes to an end. In the middle is an iron-girded wooden platform that seems to be flush with the ground, and an iron-girded wooden column is in the middle. On the wall you see 9 holes and some writing. A peg is in the 5th hole. Water seems to trickle from a crack in the ceiling drop down onto the platform, where it runs to the side and disappears.*

One of the few inventions the gnomes actually have working is this lift. It works off a double-strung counter weight system. The platform actually spins around the column. In the middle of the column is the chain and bearing system used to make the platform work. The writing is in gnomish and is a series of numbers -2000, -1000, -500, -200, 0, 200, 500, 1000, 2000. The person at the top operates the lift. Closer inspection of the column shows there are foot and hand indentations as an emergency method of climbing back up. Technically speaking, there's a method to override the peg system above for someone at the bottom, but none of the PC's could figure it out.

At 0, the platform is counter-weighted for itself. If a smaller person steps on it, it begins to spin down semi slowly. If a larger person steps on it (over 225 lbs with gear), the platform begins to descend rather rapidly. If they don't make a successful Balance check (DC 10), they're tossed to the side and suffer a rather scathing ride as the platform spins about 150 feet down.

The peg can be removed by twisting it counter clockwise to unlock it and then pull it out. The platform then locks in whatever position it's currently in. To reengage the pin, insert it and twist it clockwise. The positive numbers will do nothing if the platform is in its top position. Conversely, the negative numbers will do nothing if the platform is in its bottom position. If the pin is changed to a number grossly different from the current weight of the platform the platform will spin at maximum speed till it reaches its limit in that direction. If that takes it further than 50 feet, the system will derail when it reaches its limit (with a loud rattling noise) and cease to function.

The shaft was actually dug out of a natural shaft of sand and limestone. Water had been draining down through this area and weakened it enough that the gnomes took the easy way out and dug through it.

Beneath the platform at the bottom is a drainage system, along with the platform mechanics.

## **F) THE SHAFT**

Feel free to add some fluff about spinning round and round as the platform descends, assuming they take the platform down.

*As you descend the shaft, you notice small tunnels leading off short distances around you, but your light seems to reach their end. None of them look to be deeper than 10 to 20 feet.*

The gnomes were prospecting at this point, and didn't find anything worth pursuing in these smaller tunnels.

## **G) SHAFT BOTTOM**

*At the bottom of the shaft is a single tunnel that appears to head in the same direction as the tunnel leading to the top of the shaft.*

(If the platform is down fully) *The lift platform rests snugly flush with the ground here. Large drops of water fall from the shadows above and splash onto the platform, before forming into small trickles and disappearing along the side.*

(If the platform is elsewhere) *The lift column rests in the center of a circular depression. The bottom of the depression is a metallic grate. The water dripping from above seems to disappear through the grate. You're able to make out some sort of contraption in the shadows beneath the grate*

The gnomes found another vein here, so they began to excavate horizontally instead of vertically. The water continues down as it always has, though some of the lift's machinery is hidden beneath the grating. Mostly some of the cogs for the chain return. Nothing there is too entirely exciting. It's all magically lubricated and rust resistant.

## **H) BOTTOM TUNNELS (A)**

*As you move further from the lift, the tunnels begin to slope downward. Wooden reinforcement beams groan and creak menacingly as you descent further into the tunnels. Occasionally your footing gets a bit slippery, as water seeps in through the walls and trickles down some other random crack. Every so often, smaller tunnels split off from the main run and quickly twist out of your view.*

Small tunnels snake off from the main run, but they only run for about 30 to 35 feet before coming to an end. The first part of the bottom tunnels is the remnants of the crystal vein the gnomes mined. The smaller tunnels are the offshoots that they followed to try to clean up the last dregs of gems. Their descriptions are the same, with the exception of their size growing smaller to about 2 ½-foot square

A successful Spot check (DC 20) notices small purple crystal fragments among the rest of the debris. These are chips and small pieces of the purple quartz.

## **I) BOTTOM TUNNELS (B)**

*The tunnel seems to have changed somewhat. The irregular tunnel, cracked walls, and loose floor have been replaced with an almost perfectly round tunnel that seems to have been cut through almost solid rock. There are no side tunnels or sidetracks to speak of. The rock is scored in big spiraling cuts. The tunnel appears to have no shoring or supports to speak off, and small trickles of dust fall from the ceiling as you walk.*

The adventurous gnomes started testing their 'Mecha-Badger 600' digging machine here because the stone was pretty porous. See above for details on the Mecha-Badger 600.

## **J) THE ENTRANCE TO THE KOBOLD CAVERNS**

*Ahead, the tunnel opens into a beautiful cavern. The walls are smooth, black, and ribbed. Great chunks of purple crystal seem to burst through the black surface; its sharp edges a contrast to the smoothness of the rest of the cavern. As your light becomes more powerful, you see brilliant patterns reflect from and refract through each of the crystals, bathing the room in a soft purple glow. Small chunks of purple crystal lie strewn across the floor, mostly collecting about the edges. You feel a momentary and faint, hot breeze, which seems tinged with some acrid smell. Across from you, you can make out something glinting.*

Here's where the Mecha-Badger 600 busted into the kobold's caverns. This part of the kobold's caverns is actually the remnants of an age-old volcanic upheaval. It's all volcanic rock with the purple quartz bits sticking through the surface. The kobolds had taken great care to leave the quartz alone, attributing it to the dragon mythos, but the gnomes weren't so careful, and so a lot of the brittle substance has broken and now lies strewn about the floor. A lava tunnel enters from the north and continues on towards the south. The 'glint' is actually the Mecha-Badger 600. To its side are a few crates, barrels, and a wooden cart or two. The crates primarily contain supplies like rope, sacks, rations, water, lanterns, picks, pitons, etc. There's also some lumber for shoring. The barrels are primarily full of water and lantern oil. The gnomes had been using this cavern as a staging area for looting the kobold caverns. Gems and precious metals would be loaded into burlap sacks, and carted back to the lift. If the PCs head down the northern lava tunnel, they'll basically get lost in a maze of increasingly shrinking lava flows. There's nothing of interest or renown. See "Northern Lava Flow." To the south heads into the Kobold Caverns, see "Southern Laval Flow 1."

# **LOCATIONS IN THE DRAGON'S LAIR**

## **a) Northern Lava Flow**

*The smooth narrow tunnels seem to twist and turn impossibly often, in all directions (including up and down), till you're*

*thoroughly confused. Occasionally the smooth surface is broken by what looks to have been digging, but it's never very deep, as if someone was chipping something out of the surface. As you progress further you see the tunnel branch into two directions.*

The tunnels continue on basically indefinitely, but if the PCs continue to search it, they're just going to get lost or stuck. It's up to your discretion, but at some point the tunnels go straight up or straight down for 50 to 100 feet. They branch every so often. Sometimes coming to a dead-end, sometimes joining up with another tunnel, and sometimes continuing onward. Any PC can make it back with a DC 5 Track check (following their footprints in the debris) or DC 10 Search. If a PC has a method of mapping and tracking the tunnels magically, they'll end up deep under ground after about a 3-day search, till the tunnel they're following becomes too small to navigate any more. If they try anything aggressive with the tunnel that puts them in danger of a cave in, then cave it in on them. Welcome to your new stony grave.

### **b) Southern Lava Flow 1 / Kobold Ambush!**

*Heading down the black tunnel to the south you abruptly come to a screeching halt. Ahead the smooth tunnel has collapsed in a pile of blackened, porous rock. Bits of harder rocks seem to be interspersed with the debris.*

This tunnel ends in an *illusory wall* placed there by one of the gnome wizards. They didn't want any of the miners wandering into the kobold-infested caverns so the warden asked the wizard to seal the passage. They also didn't want to collapse the tunnel because they didn't know what precious gems were down there should the kobolds be dealt with.

If the PCs have learned of the illusion or convinced the Warden to travel with them, they know of it and are able to continue. If they came down without such knowledge, they can attempt Will save (DC 16) (you can have them roll a Search check in the open and instead use the roll as a Will save) to foil the illusion.

On the other side of the illusion is a very small cavern. Here the kobolds (see kobold box for APL breakdown) have set up an outer defense with the help of the tieflings. They have placed barrels of hot oil at the tops of a few stalagmites. If the PCs walk within 5 feet of the stalagmites, they pitch the oil over onto them and retreat into the caverns below. There are three kobolds arranged in position to drop hot oil.

### **ALL APLs**

**Hot Oil:** single target (Atk +3 ranged 1d6 burn damage per round for 1d4 rounds); Fort save half (DC 13).

### **c) Steamy, Acrid Cave/Acid Bath Trap**

*The tunnels split off and lead into a small, low-ceilinged cavern with several stalactites that reach from the ceiling to the floor. Water runs freely along the walls. Acrid smelling steam rises from the floor in several places making it difficult to see the other side of the cavern, even with darkvision.*

A group of kobolds (see kobold box for APL breakdown) has moved in here on the order of the tieflings. They throw a volley of missile weapons, bark some obscenities, and jump down some small-size slides in the floor of the cavern.

There are several slides that lead to different chambers (as detailed on the map in the Appendix). The kobolds know exactly which holes lead to which caverns, but the PCs do not. At the end of the slides marked with 'B' is a room with a rather large acid pit that the slide empties out into (the kobolds use this to burn away their trash and refuse). The slides marked with 'A' end safely on the platform. The tunnel leading from the acid cave and the above room connect as shown on the map.

➤ **Acid Bath Trap:** CR 3; 1d6 per round of exposure; Fort save halves damage (DC 14); Search (DC 21).

A PC who slides into the acid bath must make a Swim check (DC 5) to swim to the ledge.

### **d) Y Tunnel/Rope-Vermin Trap**

*This tunnel is actually wide enough for human-size people to walk upright through. As your light flickers off the walls, you see an intricate set of cave carvings all along this tunnel. Soon you come to a split in the path.*

Here the passage splits in a 'Y', which almost immediately come back together. Those PCs with the Stonecunning ability can notice that there is a slight up slope to this passage.

### **APL 2-4 (EL 3)**

➤ **Spider Swarm (2):** hp 9 each; see *Monster Manual*.

### **APL 6-8 (EL 7)**

➤ **Centipede Swarm (2):** hp 31 each; see *Monster Manual*.

**Tactics:** Before the PCs have an opportunity to search this area, the kobolds spring another trap. A rather sneaky kobold has moved up to the rear of the group through the use of a *potion of invisibility* given to him by Uzbik. This kobold attempts to slip a noose around the foot of a PC (Sleight of Hand +27 (due to *invisibility*) against rear-most PCs Spot). An initial Spot check can be allowed by the rear-most member of the party (DC 20 + kobold's Move Silently). A successful Listen check reveals that there is something in the immediate area, but this information is not very useful to the PCs because they have been hearing distracting noises the entire journey.

Even if the PC notices him, it's too late anyway as he barks out and the kobolds in the rear pull the PC down a slender shaft. The PC gets stuck 15 feet down the shaft and two more kobolds run over with a bucket of poisonous vermin and dump it down the shaft. The rest of the kobolds (see kobold box for APL breakdown) dump vermin from an alcove above the passageway sealing off the PCs from their trapped companion. The kobolds, again, throw their missile weapons and retreat down the passageways.

### e) Fake Treasure Trove/Pit Trap

*The tunnel here has become wide enough for a pretty massive creature to move through. Before you stands a bold entrance to yet another cavern. But this entrance is adorned with a pair of large, stone doors and they have a 5-foot diameter circle carved into the center of them. Above the circle are some words in the strange language.*

The words are written in Draconic. It says, "Beware the wrath of Hiein'nit any who steal from his horde."

The door, however, is not locked or barred in any way.

*In the center of this chamber is an enormous pile of gold, silver, strange relief paintings, and sculptures made out of obsidian. Your light reflects off the shiny surfaces and creates a silvery glow about the room. Above you stalactites loom with small beads of water running slowly down them. In the center of the chamber seems to be a fine crystal globe sitting atop a pedestal.*

The treasure in this room is actually an illusion, provided draconic spell similar to and illusory wall (DC 16). Underneath the veil is a pile of tarnished electrum pieces, old goblets, and various other useless junk. The pedestal is actually a short stalagmite and all around it are relief paintings that cover a pit. Once the PCs step onto the pit, the paintings go crashing into the stalagmite filled pit, taking the PCs with them. Feel free to try to lure as many PCs onto the pit as possible with the muse of treasure before the trap reaches "critical weight". At the bottom of the pit are several broken statues of drow nobles. In addition, close examination of the relief paintings reveals them to be inky black relief paintings subtly depicting more drow elves. These were spoils of the dragon's battles with the drow in the Underdark. Make sure to frighten the PCs into thinking that there are possibly drow involved.

Hiein'nit set up this room to trick any would-be spies or treasure hunters into thinking that they found the dragon's horde. A few kobolds actually live here and they use the opportunity to attack and then flee down the tunnels. See the kobold box for typical kobold encounters for each APL.

✦ **Stalagmite Pit Trap:** CR 3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 23; Disable Device DC 20.

### F) THE GREAT CAVERN

*The string of tunnels and caverns now opens into a mammoth cave. The searing hot wind and acrid smell grow to alarming proportions. Below you, you can make out braziers full of burning embers that light a cavern close to 400 feet by 200 feet. A huge maw in the center seems to descend down. Next to this hole, you can make out some sort of huge pile, surrounded by*

*torches and chunks of purple crystal, and what appears to be a bestial altar. Behind the pile is a strange structure composed of purple crystal and something else. Off to the sides there seems to be some sort of village. Shade forms creep in an out of your vision, at the whim of the flickering brazier light.*

This cavern was the dragon's primary lair. Above it (not that the PCs can see it) is a hole that, while zigzagging somewhat (and hence why no natural light or anything gets down here) is a tunnel that leads to the surface. The dragon would fly in and out of this tunnel as necessary, though primarily he hunted below and not above. The 'maw' is actually an entrance to the Underdark, though it's thousands of feet below at this point. The dragon would hunt in this tunnel, and down in the caverns below, before returning to his lair. The southern section of the cave is where he primarily laired. Behind him was a small cavern and short tunnels that his dwarven companion later used as his abode, as well as the storage facility for the more 'special' loot (where he could keep his eye on it, mind you).

When the dragon was killed, the kobolds were confused, and left his corpse where it was. As time went on, the skeletal remains of the dragon became a shrine to them, and the dwarf's caverns were considered sacred. They built a temple face in front of the cavern opening out of the purple quartz, and the bones of their fallen. Those kobolds that died honorably, or in the name of Kurtulmak were instead thrown onto the pile with the dragon's bones, as a symbol of their sacrifice. An altar was built between the pile and the temple entrance where the kobolds primarily kept their services.

When the tieflings moved in, they made the temple their home, since nobody but the kobold clergy were allowed in there outside of special occasions.

### All APLs

✦ **Kobolds (133):** hp 4 each; see *Monster Manual*.

**Development:** These kobolds do not fight, despite outnumbering the PCs 20 to 1. Most of their most powerful warriors have already gone out to fight the gnomes and/or PCs. These are mostly women, children, elderly, and disabled. They cower in fear of the PCs. Perhaps three or four may try a limited attack, but that is all. Of course, the PCs may try to heartlessly kill all the kobolds. If so, this is dealt with in the conclusion.

The leader of the kobolds before the tieflings arrived is a shaman named Ruktulyk. He knows a bit of oral history about the caverns and his clan of kobolds. He does not know the true nature of the tieflings; he believes that Kurtulmak has arrived and that Guldan will soon return.

✦ **Ruktulyk:** hp 30; male kobold Sor3/Clr3; languages: Draconic; Heal +5, Knowledge (local) +5.

**Treasure:** If the PCs negotiate a settlement with the kobolds, they offer them each a copper dragon figurine. This figurine is worth 200 gp.

## G) THE 'MAW'

*As you approach the hole, a gust of bitter-cold wind blows up at you. The stench of mildew with an acrid tinge wafts up from below. An occasional screech of some hunter, or the squeal of its dying pray, can be heard from the inky depths.*

Deep, deep, deep below this cavern, this tunnel leads to the Underdark, and all the horrible and nasty death involved there in. This is not within the scope of this adventure and should PCs wish to travel into it, you may have Guldán Goldtooth emerge from the maw and proceed to the conclusion.

## H) THE 'PILE'

*As you approach, and the light strengthens, you see that the pile is actually the towering remains of some great reptilian beast. Interspersed with the beasts bones seem to be piles of ash and smaller bones, as well as chunks of purple crystal and various primitive ornaments. Behind the pile, between it and the temple, is a large piece of crystal.*

A successful Heal check (DC 20) reveals the 'beast' to be a dragon, and the smaller bones to be kobold bones.

## I) THE 'CRYSTAL'

*A huge chunk of purple crystal has been polished and laid lengthwise between the pile of bones and the temple. Atop it rests an ornately woven mat, as well as stone-carved chalices, knives, and tablets with various symbols.*

The symbols are in Draconic. They're primarily just popular words the kobolds believe have religious power (they don't—not any magical power, anyway). This crystal is an altar. These kobolds, are not primarily murderers, mostly just use the altar as a convenient place to hold "religious" items and to stand as a central point and preach to the masses from.

### j) The Temple

*Beneath the ancient skeleton is a tiny chamber that serves as the temple for the kobold shaman. Inside lie several piles of precious gems and a spellbook written in a strange language.*

The spellbook belongs to Uzbik. It is written in Abyssal, the language of the tiefling's master. A successful Search check (DC 20) reveals other signs of non-kobold occupation (food and water from the surface world, and so on).

The old dragon's skeleton has served as the kobold's temple to Kurtulmak since the dragon fell decades ago. Only the shaman has actually gone into the temple and since the tieflings have arrived even he is too frightened to enter. The tieflings have used this to their advantage. They have cast many illusions from the temple to frighten and convince the kobolds that Kurtulmak is unhappy with them. Their "god" wishes them to more actively pursue conflict with the nearby gnomes who have encroached on their home recently. Of course, the

tieflings wish to nefariously control the kobolds and drive away the gnomes so they can reap the benefits of the upper caverns for themselves.

## K) DWARVEN DRUID'S QUARTERS

*A small side passage from the huge main chamber leads through some old, dead cobwebs. Inside this chamber is a large metallic slab and some old, rotted remains of what might have one time been clothing or food.*

Since the fall of the dragon, Guldán has left the underground caverns in search of a way to resurrect his old friend. His quarters have remained untouched by the kobolds. The tradition of hallowed ground has been passed on from generation to generation of kobold kin. They believe that one day the "great metallic warrior" will return with their god's avatar to judge all and choose who is in his favor and who will be cast into the maw.

## L) SHRINE TO DUMATHOIN

*Past the room with the strange slab is another chamber. Though small, the ceiling is over 50 feet tall. In this chamber lies a dying tree encased almost cocoon-like in spider webs. Around the potted plant are seven stone obelisks that stand encircling the poor plant. Sitting atop the forked trunk of the tree is a large stone with a ruby embedded in the center.*

The dwarf, Guldán Goldtooth, built this shrine and kept the tree alive using his divine abilities. It has suffered greatly in his absence, but remains a work of extreme precision and beauty. The stone sitting atop the tree can be identified with a successful Knowledge (religion) check (DC 15). The stone is a holy symbol of Dumathoin. A success of 5 or greater on the Knowledge check confirms that this was once a shrine to Dumathoin.

In the absence of the dwarf, some spiders have moved in. If the PCs fight them, the kobolds back in the main chamber become curious and start crowding around the entrance to the dwarf's chambers. They are too afraid to actually go down the tunnel toward them, but they chatter anxiously back in the main chamber. Any PC can make a Listen check (DC 10) to hear the kobold chatter over the combat with the spiders.

### All APLs (EL 3

**Large Monstrous Spiders (2):** hp 22 each; see *Monster Manual*

## ADDITIONAL LOCATIONS

In addition to the locations listed above, the PCs can stumble into other uninhabited areas. The following includes some descriptions of such areas. Feel free to add your own ideas as well.

### Mush-room

*The narrow fissure leads to a taller cavern dimly lit by a phosphorescent moss. A tiny, crude cart is set to the side of the*



passage. Along the walls, bulbous white funguses have sprouted from the moist limestone walls. The drip of water echoes throughout this cave and a few small fish stir in a pool that has formed in the center of the opening.

### Cave Drawings

*This cavern seems to serve as possibly some sort of gallery. Instead of paintings and sculptures, there are carvings in the porous stone. The symbols are crude, but seem to depict a group of small creatures and one large, winged creature. In the center of the room is a pile of stones that have been meticulously stacked in a pyramid-like formation.*

The carvings partly tell the tale of the kobold's history. Most of the tale has been passed down orally throughout the generations since the death of the great wyrm. However, some details were written down in this room and some of the other passages throughout the lair. Most of these carvings document events prior to the death of the dragon. The pyramid rock formation has no significance to non-kobolds.

### Dead Things

*This would be just another empty cavern except that the stench of rotting flesh permeates throughout. Dead on the floor at the base of a large purple crystalline stalagmite is the decaying corpse of a large, centipede-like creature.*

This was a carrion crawler that the kobolds killed. They often have to compete for food with such creatures and they slay them on site. Since the dragon's passing, resources have been far scarcer.

## THE TIEFLINGS

Of course, the climax of this adventure is the encounter with the tieflings. There are several ways that the PCs could potentially run into either or both of the tieflings. First, if the PCs are in town during the ankheg attack, they could potentially notice Myltoi directing it. Uzbik has stayed back in the kobold caverns and has been aiding the kobolds with their attacks on the PCs. He has a *hat of disguise* that he has used to disguise himself as a kobold throughout the entire ordeal. He is present but hiding in the crowd of kobolds when the PCs arrive in the main chamber. A *detect magic* spell allows the PCs to locate and possibly pinpoint his location. However, the kobolds do not look kindly on the PCs just attacking one of their own kind.

Regardless of if the PCs do encounter the tieflings in the above ways, Uzbik and Myltoi get infuriated at the PCs actions once they learn of them. While the PCs are making their way out of the mine, they will attack. The most likely place for this to happen is at the shaft contraption leading upward. This is when the PCs are most vulnerable. The tieflings only stay to fight at APL 8, otherwise their master summons them back to the lower planes during the combat. The tieflings get one final curse at the PCs before being summoned away in this case.

➤ **Myltoi:** hp 50; male tiefling Brd8; see Appendix 1.

➤ **Uzbik:** hp 37; male tiefling Illusionist 8; see Appendix 1.

**Description:** Myltoi and Uzbik are twins. They are unusual for tieflings in that they are small size. They both look almost like halflings, except for the charcoal-black fur covering all of their bodies except their face. In addition, they have small, curled horns protruding from above their ears. The only distinct difference between the two lies in Uzbik's quasit familiar. Their master granted Kifte to Uzbik for the duration of their stay on the Material Plane. Kifte is an excellent scout and Uzbik uses him to keep an eye on the PCs once he is aware of their presence in the lair. Myltoi is murderously jealous of Kifte and would like to see the creature immolated. However, he knows that the quasit may come in handy for the time being.

## CONCLUSION: AN ENCOUNTER WITH GULDAN GOLDTOOTH

The PCs also have an opportunity to return to the town of Crystallhollow to negotiate a peace with the gnomes. The warden is still bent on war, but if the PCs tell him what they've learned his opinion may be swayed. This can be done through roleplaying or with an opposed Diplomacy check. The PCs must beat the warden's check by 10 in order to sway his opinion. The DM may apply conditional modifiers for good roleplaying or other positive (or negative) influence.

**Development:** If the PCs settle the matter with Chief Warden Brackendoddle and expose the jeweler for his true nature, he will reward them with jewels recovered from Grimbles stash.

### Treasure:

**APL 2-6:** 400 gp per PC

**APL 8:** 100 gp per PC

After the PCs have dealt with the situation in the caverns and made their decision about what to do with the kobolds, there is just one thing remaining unresolved. Guldán, the dwarven companion of the great copper dragon Hiein'nit, returns from his journey into the Underdark. He has completed his quest to find a means to resurrect his old companion among the strange, alien magic of the drow. When he emerges, he assesses the situation in the dragon's lair and decides what to do next based on what the PCs have decided to do about the kobolds.

➤ **Guldán Goldtooth:** hp 148; Male dwarven Drd15; Knowledge (nature) +15, Knowledge (local) +12.

If the kobolds have been slaughtered (either by overly aggressive PCs or as a side effect of the PCs indifference), Guldán tracks down the PCs and place a curse on them, charging them with a quest for atonement for their poor judgment.

Read or paraphrase the following:

Swooping down from high in the sky, a majestic golden eagle perches on a branch above you. A split moment later another lands right next to it. The first eagle poses briefly as if it were judging your intentions. After a brief moment, it hops from its perch and tumbles to the ground, shifting forms into that of a stout dwarf. His face is lined deeply with age and his beard is nearly completely steely grey. He wears a stone-like suit of armor and has a large axe holstered on his back. A scowl on his face, he speaks in sour tones.

"Aye hath seen what you wrought in MY caverns. Death begets death. An eye for an eye. A tooth for a tooth."

The dwarf squints his eyes sharply.

"You do not realize what you have done. You have destroyed an entire culture of creatures that did nothing. I have killed adventurers such as you for less. But perhaps this time you can carry the burden of their deaths as a memory and a reminder of what you have done."

The rigid-looking dwarf tosses some metallic-looking stones at your feet and starts in incantation. Before you have time to react, he completes his spell.

"Forever you shall carry the burden of their lost souls with you until such time as you have atoned for your actions. Only then will you be acquitted of your debt."

The dwarf's skin shines with a metallic luster as he frowns.

"Carry forth your story of failure and murder. Tell others what you have done. Do not shy away from your shame. The great wyrm Hiein'nit the Insatiable will return to life to hunt in the Underdark once again or perhaps this time in the surface world..."

With those final words, the dwarf skin mutates into rock and he descends into the earth below.

The PCs have just received a curse. See the adventure record for details about the effect. They are allowed a Will save to resist (DC 19).

If the PCs have chosen to leave the kobolds to their own devices and seal off the passageways to the lower caverns, Guldán will reward them with a boon. Read or paraphrase the following text:

Rising from the earth beneath your feet emerges a stout form not unlike a dwarf. However, it seems to be glittering as if made of metallic stone. Its rocky appearance slowly shifts to that of skin and hair, though the tinge of metallic stone still seems to cover his body. With a gruff stare, he speaks:

"I hath returned from the Underdark from my quest. It seems that Ruktulyk has said that thou art responsible for the protection of Hiein'nit's protectors..."

The strange dwarf pauses briefly, expecting a response. His steel-like skin glistens in the daylight and his eyes glow bright like small pyres.

"Well, I wish to offer thee goodwill and kind thanks for your aide in my affairs whilst I was absent."

The dwarf clenches his fist and a handful of diamonds appear. He throws them on the ground beneath your feet. They glow briefly as he chants in a baritone voice and quickly change into simple stones.

"May Dumathoin grant you courage, skill, luck, and cunning wit for the rest of your days. I shall celebrate the honor

of your actions and recount your tale to Hiein'nit and the many friends he cares for. And I shall curse the wicked creatures of the Underdark in your name when we hunt together again at last in that dark, wretched place. Remember always the names Guldán Goldtooth and Hiein'nit, for they are friends of yours and ye are friends of ours!"

Guldán takes a moment to thank each PC individually, then shifts into the form of an eagle and flies away. He has, however, left the PCs with a gift. He has enchanted them with a boon in the memory of himself and his companion Hiein'nit. See the adventure record for the details of the boon.

**The End**

## EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

### Introduction

Located the bodies of the murdered adventurers

APL2 10 xp; APL4 25 xp;

APL6 25 xp; APL8 25 xp;

### Crystallhollow

Defeat Myltoi's attempt to ransack the town with his pet ankheg

APL2 120 xp; APL4 180 xp;

APL6 240 xp; APL8 300 xp;

Negotiate a settlement to the kobold problem

APL2 40 xp; APL4 50 xp;

APL6 50 xp; APL8 50 xp;

### Kobold Caverns

Defeat the kobolds at the entrance to Hiein'nit's lair

APL2 60 xp; APL4 120 xp;

APL6 180 xp; APL8 240 xp;

Defeat the kobolds and the acid bath

APL2 90 xp; APL4 90 xp;

APL6 90 xp; APL8 90 xp;

Defeat the vermin trap and kobolds

APL2 90 + 60 xp; APL4 90 + 120 xp;

APL6 210 + 180 xp; APL8 210 + 240 xp;

Defeat the fake treasure room/pit trap

APL2 90 + 60 xp; APL4 90 + 120 xp;

APL6 90 + 180 xp; APL8 90 + 240 xp;

Negotiate a peace with the kobolds

APL2 40 xp; APL4 50 xp;  
APL6 50 xp; APL8 50 xp;

Defeat the spiders occupying the druid's shrine  
APL2 90 xp; APL4 90 xp;  
APL6 90 xp; APL8 90 xp;

Defeat Myltoi and Uzbik (bonus for APL 8: destroying them before they flee to Hades)  
APL2 60 xp; APL4 120 xp;  
APL6 180 xp; APL8 300 xp;

### Bonus Kobold Encounters

Defeat random kobold encounters in the mines and/or dragon's lair  
APL2 90 xp; APL4 150 xp;  
APL6 0 xp; APL8 150 xp;

### Total possible experience:

APL2 900 xp; APL4 1295 xp;  
APL6 1565 xp; APL8 2075xp;

## TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the

number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

### Kobold Encounters

APL 2: L: 0 gp; C: 0 gp; M: 116 gp  
APL 4: L: 0 gp; C: 0 gp; M: 316 gp  
APL 6: L: 0 gp; C: 0 gp; M: 400 gp  
APL 8: L: 0 gp; C: 0 gp; M: 522 gp

### Kobold's Reward

APL 2: L: 0 gp; C: 200 gp; M: 0 gp  
APL 4: L: 0 gp; C: 200 gp; M: 0 gp  
APL 6: L: 0 gp; C: 200 gp; M: 0 gp  
APL 8: L: 0 gp; C: 200 gp; M: 0 gp

### Tiefling Loot

APL 2: L: 0 gp; C: 100 gp; M: 0 gp  
APL 4: L: 246 gp; C: 200 gp; M: 0 gp  
APL 6: L: 492 gp; C: 400 gp; M: 0 gp  
APL 8: L: 0 gp; C: 0 gp; M: 1970 gp

### Conclusion:

APL 2: L: 0 gp; C: 400 gp; M: 0 gp  
APL 4: L: 0 gp; C: 400 gp; M: 0 gp  
APL 6: L: 0 gp; C: 400 gp; M: 0 gp  
APL 8: L: 0 gp; C: 100 gp; M: 0 gp

### Total Possible Treasure

APL A: L: 0 gp; C: 600 gp; M: 116 gp - Total: 800 gp  
APL B: L: 246 gp; C: 600 gp; M: 316 gp - Total: 1162 gp  
APL C: L: 492 gp; C: 600 gp; M: 400 gp - Total: 1492 gp  
APL C: L: 0 gp; C: 300 gp; M: 1970 gp - Total: 2270 gp

### Special

#### Special

**Hoidelly's Amazing Boots:** These thick, heavy, rubber-soled boots allow the user to carry twice her normal carrying capacity. Faint transmutation; CL 3<sup>rd</sup>; Craft Wondrous Item, *bull's strength*; Price 2000 gp; Frequency: adventure.

**Troglodyte Slime:** range increment 10 ft., Fort save DC 12; causes affected creature to be sickened for 1d6 rounds; See *Player's Handbook* page 312 for sickened effects; Price: 100 gp; Frequency: adventure.

**Guldan Goldtooth's Boon:** The great dwarven druid has granted you his blessing. A character with this blessing is

granted a +1 circumstance bonus to Survival checks when underground.

**Guldan Goldtooth's Curse:** The great dwarven druid has cursed you with the memory of the deaths of hundreds of kobolds. A character with this curse has a -1 circumstance penalty on any die rolls pertaining to dragons or kobolds. This curse also carries with it the imprinted memory of the character's misdeed. Any attempt to remove it by anyone except Guldan causes the memory to be flashed in the mind of the caster of remove curse, limited wish, wish, or miracle. This has the effect of causing NPCs to refuse to remove the curse.

## ITEMS FOR THE ADVENTURE RECORD

### ITEM ACCESS

APL 2:

- potion of remove blindness/deafness* (any, DMG)
- potion of tongues* (any, DMG)
- potion of resist energy (acid)* (any, DMG)
- Hoidelly's amazing boots* (any, see above)
- Troglodyte Slime (adventure, see above)

APL 4:

- APL 2 Items
- oil of keen edge* (adventure, DMG)
- potion of haste* (adventure, DMG)

APL 6:

- APL 2&4 Items
- +1 *flaming short sword* (adventure, DMG)
- mithral chain shirt (adventure, DMG)

APL 8:

- APL 2, 4 & 6 Items
- hat of disguise* (adventure, DMG)
- lesser silent metamagic rod* (adventure, DMG)
- vest of escape* (adventure, DMG)

## APPENDIX 1: NPCS

➤ **Kobold Adept:** Male kobold Adp3; CR 2; Small humanoid (reptilian); HD 3d6; hp 14; Init +2; Spd 30 ft.; AC 13, flat-footed 11, touch 12; Base Atk/Grp +1/-5; Atk +0 melee (1d6-2, halfspear), +4 ranged (1d4-2, sling); SQ Darkvision 60 ft., light sensitivity; AL LE or LN; SV Fort +3, Ref +3, Will +5; Str 6, Dex 14, Con 10, Int 10, Wis 14, Cha 8.

*Skills and Feats:* Escape Artist +4, Hide +10, Move Silently +6; Great Fortitude, Stealthy.

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

*Possessions:* halfspear, sling, 10 stones, troglodyte slime (3), *potion of invisibility*, scroll of *obscuring mist*, scroll of *cure light wounds*.

*Spells Prepared* (3/3; DC 12 + spell level): 0—*create water*, *ghost sound*, *touch of fatigue*; 1st—*bless*, *burning hands*, *cure light wounds*.

➤ **Kobold Warrior:** Male kobold War3; CR 2; Small humanoid (reptilian); HD 3d8; hp 16; Init +2; Spd 30 ft.; AC 15, flat-footed 13, touch 12; Base Atk/Grp +3/-1; Atk +4 melee (1d6, halfspear), +6 ranged (1d4, sling); SQ Darkvision 60 ft., light sensitivity; AL LE or LN; SV Fort +3, Ref +3, Will +0; Str 10, Dex 14, Con 11, Int 10, Wis 9, Cha 8.

*Skills and Feats:* Craft (trapmaking) +2, Escape Artist +4, Hide +10, Listen +2, Move Silently +6, Profession (miner) +2, Search +2, Spot +2; Alertness, Stealthy.

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

*Possessions:* halfspear, sling, 10 stones, troglodyte slime (3).

➤ **Kobold War-Chief:** Male kobold War3/Sor5; CR 7; Small humanoid (reptilian); HD 3d8+5d4; hp 31; Init +2; Spd 30 ft.; AC 15, flat-footed 13, touch 12; Base Atk/Grapple +5/+2; Atk +8 melee (1d6+1, masterwork halfspear), +9 ranged (1d4+1, sling); SQ Darkvision 60 ft., light sensitivity; AL LE or LN; SV Fort +4, Ref +4, Will +7; Str 12, Dex 15, Con 11, Int 11, Wis 11, Cha 16.

*Skills and Feats:* Craft (trapmaking) +2, Escape Artist +6, Hide +10, Listen +4, Move Silently +6, Profession (miner) +2, Search +2, Spot +3; Alertness, Iron Will, Stealthy.

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

*Possessions:* masterwork halfspear, sling, 10 stones, troglodyte slime (3), *potion of haste*, arcane scroll of *glitterdust*, arcane scroll of *minor image*, arcane scroll of *shield*.

*Spells Known* (6/6/4; DC 13 + spell level): 0—*acid splash*, *daze*, *ghost sound*, *mage hand*, *message*; 1st—*burning hands*, *obscuring mist*, *ray of enfeeblement*, *true strike*; 2<sup>nd</sup>—*web*, *scorching ray*.

➤ **Fiendish ankheg:** CR 3; Large magical beast (extraplanar); HD 3d10+12; hp 28; Init +0; Spd 30 ft., burrow 20 ft.; AC 18, touch 9, flat-footed 18; Base Atk/Grp +3/+12; Atk +7 melee (2d6+7 plus 1d4 acid, bite); Face/Reach 10 ft./5 ft.; SA Improved grab, smite good 1/day, spit acid; SQ Darkvision 60 ft., low-light vision, tremorsense 60 ft., resistance to cold and fire 5; SR 8; AL NE; SV Fort +6, Ref +3, Will +2; Str 21, Dex 10, Con 17, Int 3, Wis 13, Cha 6.

*Skills and Feats:* Climb +8, Listen +6, Spot +3; Alertness, Toughness.

**Smite Good (Su):** Once per day the creature can make a normal melee attack to deal extra 3 points of damage against a good foe.

**Improved Grab (Ex):** To use this ability, an ankheg must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If the ankheg is damaged after grabbing its prey, it retreats backward down its tunnel at its land speed (not its burrow speed), dragging the victim with it.

**Spit Acid (Ex):** 30-ft. line, once every 6 hours; damage 4d4 acid, Reflex DC 14 half. One such attack depletes the ankheg's acid supply for 6 hours. It cannot spit acid or deal acid damage during this time. The save DC is Constitution-based.

An ankheg does not use this ability unless it is desperate or frustrated. It most often spits acid when reduced to fewer than half its full normal hit points or when it has not successfully grabbed an opponent.

➤ **Dire weasel, advanced:** CR 3; Medium animal; HD 6d8; hp 31; Init +4; Spd 40 ft.; AC 16, touch 14, flat-footed 12; Base Atk/Grp +4/+6; Atk +8 melee (1d6+3, bite); Face/Reach 5 ft./5 ft.; SA Attach, blood drain; SQ Low-light vision, scent; AL N; SV Fort +5, Ref +9, Will +6; Str 14, Dex 19, Con 10, Int 2, Wis 12, Cha 11.

*Skills and Feats:* Hide +8, Listen +3, Move Silently +8, Spot +5; Alertness, Stealthy, Weapon Finesse.

**Attach (Ex):** A dire weasel that hits with its bite attack latches onto the opponent's body with its powerful jaws. An attached dire weasel loses its Dexterity bonus to AC and thus has an AC of 12. An attached dire weasel can be struck with a weapon or grappled itself. To remove an attached dire weasel through grappling, the opponent must achieve a pin against the creature.

**Blood Drain (Ex):** A dire weasel drains blood for 1d4 points of Constitution damage each round it remains attached.

➤ **Fiendish ankheg, advanced I:** CR 4; Large magical beast (extraplanar); HD 4d10+15; hp 36; Init +0; Spd 30 ft., burrow 20 ft.; AC 18, touch 9, flat-footed 18; Base Atk/Grapple +4/+13; Atk +8 melee (2d6+7 plus 1d4 acid, bite); Face/Reach 10 ft./5 ft.; SA Improved grab, smite good 1/day, spit acid; SQ Darkvision 60 ft., DR 5/magic,

low-light vision, tremorsense 60 ft., resistance to cold and fire 5; SR 9; AL NE; SV Fort +7, Ref +4, Will +2; Str 21, Dex 10, Con 17, Int 3, Wis 13, Cha 6.

**Skills and Feats:** Climb +8, Listen +6, Spot +3; Alertness, Toughness.

**Smite Good (Su):** Once per day the creature can make a normal melee attack to deal 4 points of extra against a good foe.

**Improved Grab (Ex):** To use this ability, an ankheg must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If the ankheg is damaged after grabbing its prey, it retreats backward down its tunnel at its land speed (not its burrow speed), dragging the victim with it.

**Spit Acid (Ex):** 30-ft. line, once every 6 hours; damage 4d4 acid, Reflex DC 16 half. One such attack depletes the ankheg's acid supply for 6 hours. It cannot spit acid or deal acid damage during this time. The save DC is Constitution-based.

An ankheg does not use this ability unless it is desperate or frustrated. It most often spits acid when reduced to fewer than half its full normal hit points or when it has not successfully grabbed an opponent.

➤ **Fiendish ankheg, advanced II:** CR 6; Huge magical beast (extraplanar); HD 6d10+27; hp 67; Init +0; Spd 30 ft., burrow 20 ft.; AC 16, touch 8, flat-footed 16; Base Atk/Gtp +4/+17; Atk +12 melee (3d6+11 plus 1d6 acid, bite); Face/Reach 20 ft./10 ft.; SA Improved grab, smite good 1/day, spit acid; SQ Darkvision 60 ft., DR 5/magic, low-light vision, tremorsense 60 ft., resistance to cold and fire 5; SR 11; AL NE; SV Fort +7, Ref +4, Will +2; Str 29, Dex 8, Con 21, Int 3, Wis 13, Cha 6.

**Skills and Feats:** Climb +8, Listen +6, Spot +3; Alertness, Toughness.

**Smite Good (Su):** Once per day the creature can make a normal melee attack to deal 6 points of extra damage against a good foe.

**Improved Grab (Ex):** To use this ability, an ankheg must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If the ankheg is damaged after grabbing its prey, it retreats backward down its tunnel at its land speed (not its burrow speed), dragging the victim with it.

**Spit Acid (Ex):** 30-ft. line, once every 6 hours; damage 4d4 acid, Reflex DC 18 half. One such attack depletes the ankheg's acid supply for 6 hours. It cannot spit acid or deal acid damage during this time. The save DC is Constitution-based.

An ankheg does not use this ability unless it is desperate or frustrated. It most often spits acid when reduced to fewer than half its full normal hit points or when it has not successfully grabbed an opponent.

➤ **Mytloi:** Male tiefling Brd8; CR 9; Small outsider (native); HD 8d6+16; hp 50; Init +2; Spd 20 ft.; AC 17, touch 13, flat-footed 15; Base Atk/Grp +6/+2; Atk +10 melee (1d4+1, +1 flaming short sword), +9 ranged; SA Darkness 1/day; SQ bardic knowledge, countersong,

fascinate, inspire courage +2, inspire competence, suggestion, darkvision 60 ft., resistances to cold 5, electricity 5, fire 5; AL CE; SV Fort +4, Ref +8, Will +7; Str 11, Dex 14, Con 15, Int 13, Wis 13, Cha 19.

**Skills and Feats:** Bluff +17, Concentration +9, Escape Artist +13, Hide +7, Intimidate +6, Move Silently +7, Perform +15, Slight of Hand +7; Improved Initiative, Persuasive, Weapon Finesse.

**Darkness (Sp):** Tieflings can use darkness once per day as cast by a sorcerer of 1st level or their character level, whichever is higher.

**Possessions:** +1 flaming short sword, mithral chain shirt, hat of disguise, oil of keen edge, potion of cure light wounds, potion of blur, lesser silent metamagic rod.

**Spells Known** (cast 3/4/4/2; DC 14 + spell level): 0—dancing lights, daze, detect magic, know direction, message, read magic; 1st—cause fear, cure light wounds, grease, Tasha's hideous laughter; 2<sup>nd</sup>—glitterdust, silence, sound burst, summon swarm; 3<sup>rd</sup>—blink, dispel magic, summon monster III.

➤ **Uzbik:** Male tiefling Illusionist 8; CR 9; Small outsider (native); HD 8d4+8; hp 37; Init +3; Spd 20 ft.; AC 14, touch 14, flat-footed 11; Base Atk/Grp +4/-1; Atk +3 melee (1d3-1, dagger), +7 ranged (1d3-1, thrown rock); SQ darkness 1/day, banned school: conjuration, necromancy, resistance cold 5, electricity 5, fire 5; AL NE; SV Fort +3, Ref +5, Will +6; Str 8, Dex 16, Con 12, Int 20, Wis 10, Cha 10.

**Skills and Feats:** Appraise\* +7, Bluff\* +7, Concentration +9, Disguise\* +5, Escape Artist\* +8, Knowledge (arcana) +10, Knowledge (the planes) +10, Listen\* +2, Scry +10, Spellcraft +10, Spot\* +2; Improved Familiar (quasit), Silent Spell, Spell Focus (illusion), Greater Spell Focus (illusion).

**Darkness (Sp):** Tieflings can use darkness once per day as cast by a sorcerer of 1st level or their character level, whichever is higher.

**Possessions:** spellbook, hat of disguise, arcane scroll of expeditious retreat, arcane scroll of blur, arcane scroll of fireball, arcane scroll of clairaudience/clairvoyance, arcane scroll of dimension door, vest of escape.

**Spells Prepared** (4/7/5/5/4; DC 15 + spell level ~ 17 + spell level for illusion spells; necromancy and abjuration bared): 0—daze, ghost sound<sup>†</sup>, detect magic, read magic; 1st—hypnotism, magic missile (3), shield, silent image<sup>†</sup>, ventriloquism<sup>†</sup>; 2nd—invisibility<sup>†</sup> (2), minor image<sup>†</sup>, magic missile (silent) (2); 3rd—clairvoyance/clairaudience, fireball (3), suggestion, major image; 4th—illusory wall, phantasmal killer, crushing despair, shadow conjuration.

#### <sup>†</sup>Illusion spell

**Spellbook:** 0—detect poison, daze, dancing lights, flare, light, ghost sound, mage hand, mending, open/close, arcane mark, detect magic, prestidigitation, read magic; 1st—comprehend languages, detect secret doors, hypnotism, magic missile, change self, color spray, nystul's magical aura, nystul's undetectable aura, silent image, ventriloquism, message; 2nd—blur, hypnotic pattern, invisibility, leomund's trap, minor image, misdirection, knock, levitate; 3rd—fireball, clairaudience/clairvoyance, suggestion, major image; 4th—

*crushing despair, lesser geas, illusory wall, phantasmal killer, shadow conjuration.*

➤ **Kif'te (Uzbek's Quasit Familiar):** CR –; Tiny outsider (chaotic, evil, extraplanar); HD 7; hp 18; Init +7; Spd 20 ft. fly 50 ft. (perfect); AC 22, touch 15, flat-footed 19; Base Atk +3; Grp –6; Atk +8 melee (1d3+1 plus poison, 2 claws) and +3 melee (1d4+1, bite); Face/Reach 2 1/2 ft./0 ft.; SA poison, spell-like abilities; SQ alternate form, darkvision 60 ft., deliver touch spells, damage reduction 5/cold iron or good, fast healing 2, immunity to poison, improved evasion, resistance to fire 10, speak with master, granted abilities; AL CE; SV Fort +3, Ref +6, Will +4; Str 8, Dex 17, Con 10, Int 10, Wis 12, Cha 10.

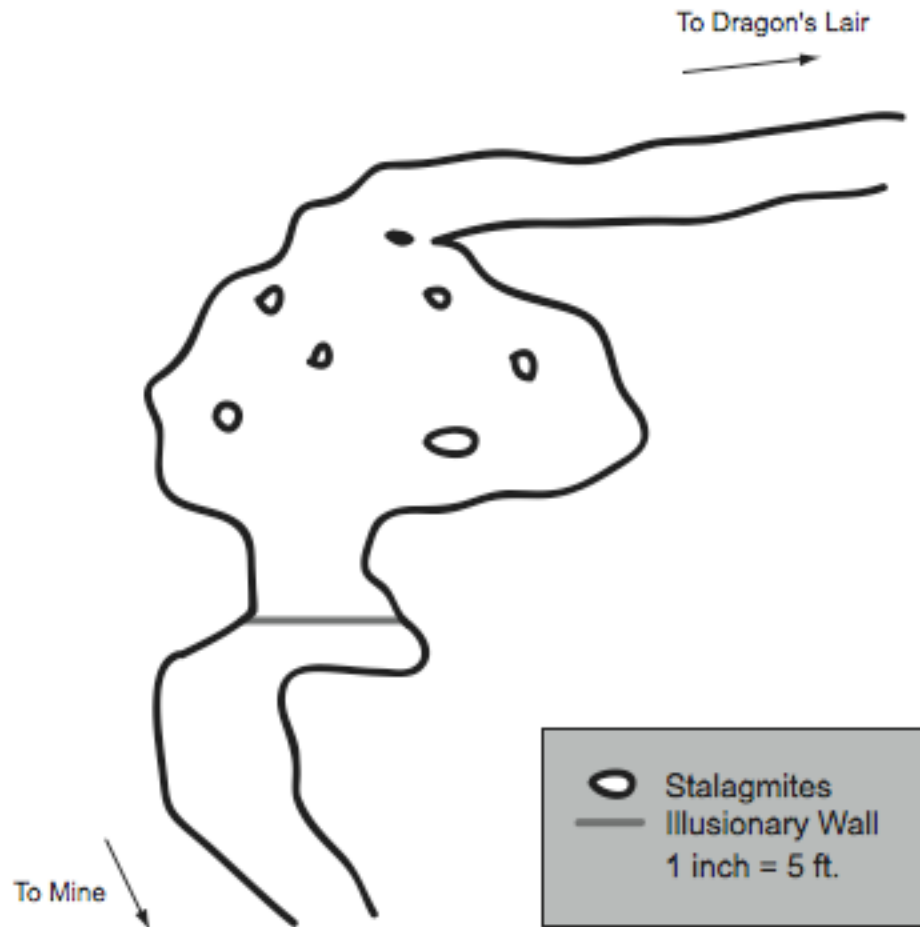
**Skills and Feats:** Bluff +6, Diplomacy +2, Disguise +0 (+2 acting), Hide +17, Intimidate +2, Knowledge (the planes) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +6; Improved Initiative, Weapon Finesse.

**Poison (Ex):** Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex.

**Spell-like abilities (Sp):** At will—*detect good, detect magic, invisibility* (self only); 1/day—*cause fear* (as the spell, but 30-foot radius; save DC 11). Caster level 6<sup>th</sup>. Once per week a quasit can use *commune* to ask six questions (otherwise as the spell cast by a 12<sup>th</sup>-level cleric).

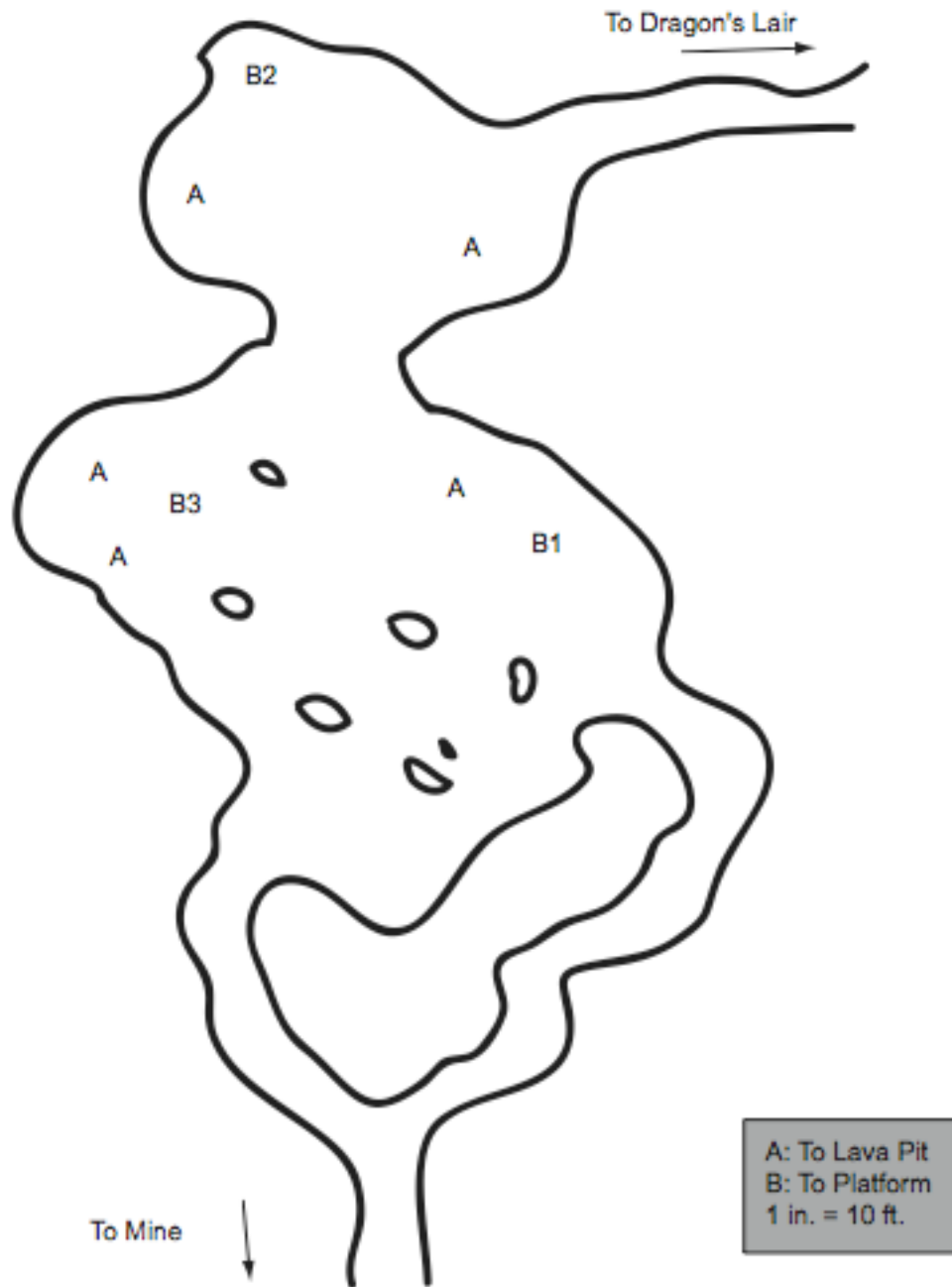
**Alternate form (Su):** As *polymorph*, caster level 12<sup>th</sup>, except that an individual quasit can assume only one or two forms no larger than Medium. Common forms include bat, monstrous centipede, toad, and wolf.

## DM MAP: DRAGON'S LAIR LOCATION B

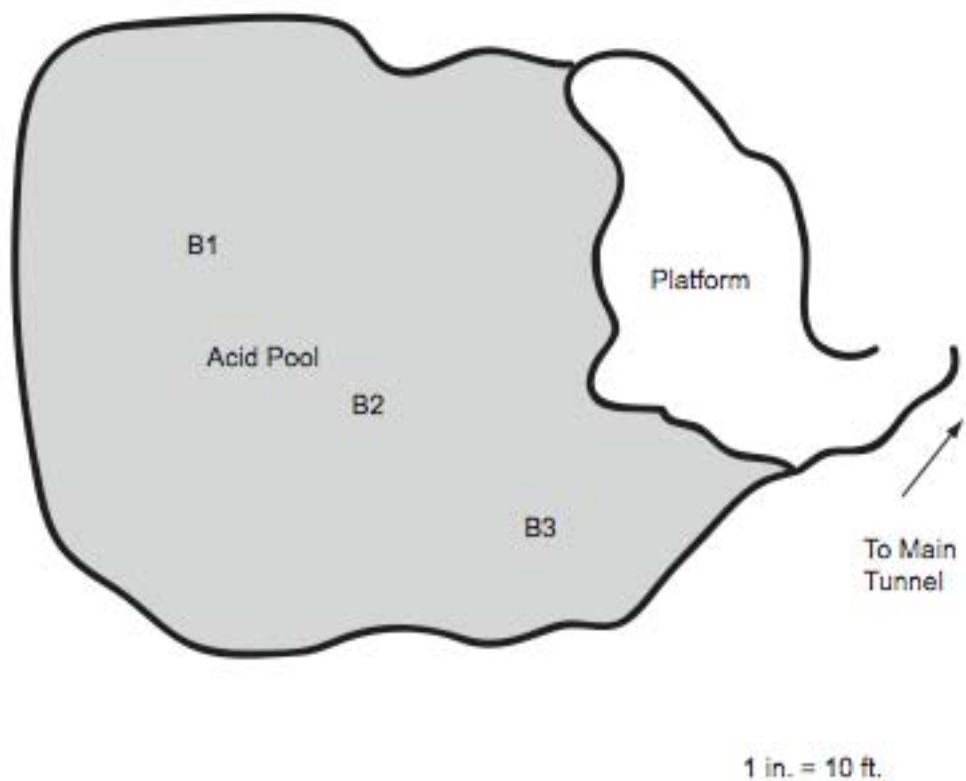




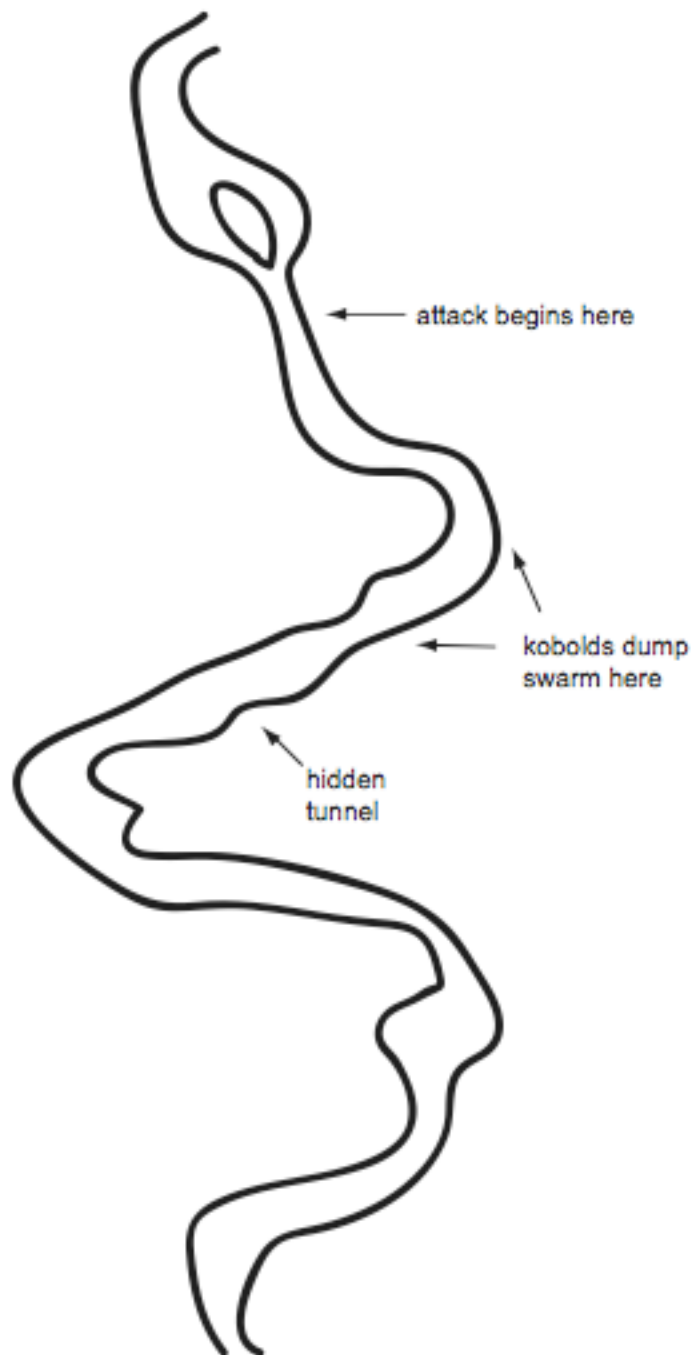
## DM MAP: DRAGON'S LAIR LOCATION C



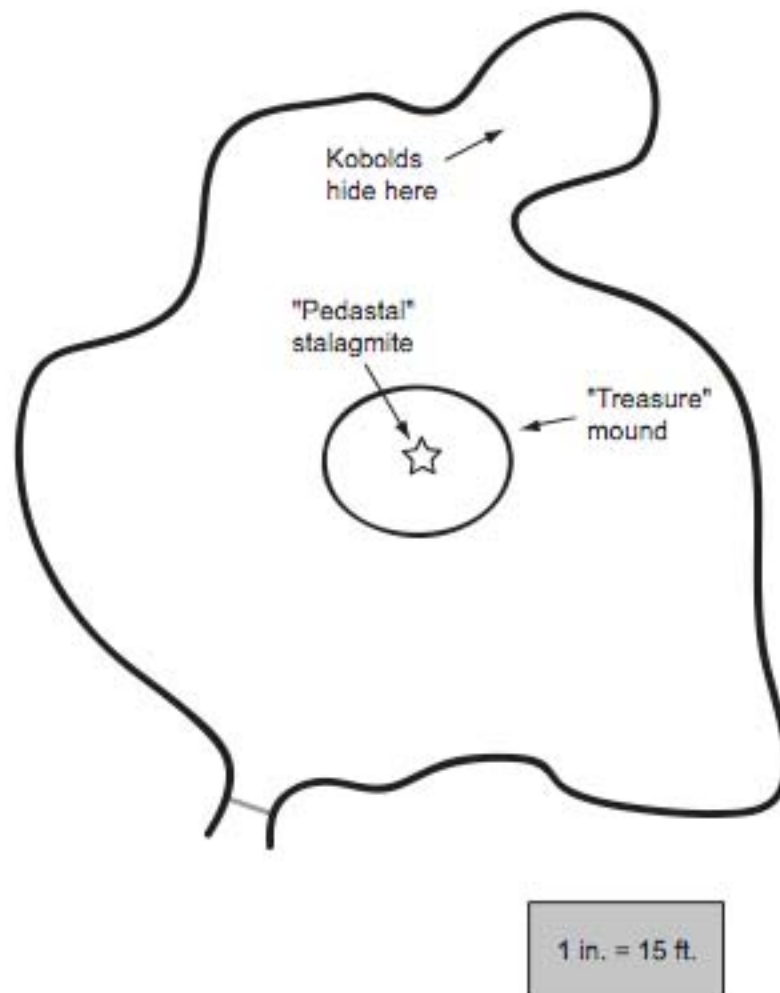
## DM MAP: DRAGON'S LAIR LOCATION C (CONT'D)



## DM MAP: DRAGON'S LAIR LOCATION D



## DM MAP: DRAGON'S LAIR LOCATION E



## APPENDIX 2: KOBOLD ENCOUNTERS

### KOBOLDS IN THE CAVERNS

The kobolds in these caverns have lived here for many, many generations. They know the tunnels well and have several favorite hunting spots at their disposal where they typically hunt vermin and other creatures that serve as food for them. In addition, the kobolds have been trained a bit by the tieflings (in disguise as their kobold leaders) to execute hit and run tactics and use traps and stealth to confuse and befuddle their opponents. Below are listed the typical hunting groups (by EL) as well as general tactics for use in this scenario. Feel free to use this framework to devise your own hit and run strategies. The goal is to try to annoy the PCs into giving up or frighten them to the point of breaking. At the very least, they should be given a newfound respect for the crude cleverness of kobolds.

The kobolds have available to them piles of vermin to drop on PCs, “troglodyte slime” to throw at them, basic crude traps detailed in the *Dungeon Master's Guide* page 70-72, and some environmental effects detailed in the above passageways. In addition, there are a few suggested encounters listed in the various rooms above. Be sure to use traps and terrain to your advantage in order to challenge the PCs appropriately. Eight kobolds isn't a challenge for an APL 8 table, but given a CR 4 trap or two and some kobolds firing behind cover makes for a tough encounter.

In addition to the normal equipment carried by kobolds, half of the kobolds also carry a special concoction of “troglodyte slime”.

☛ **Troglodyte Slime:** range increment 10 ft., Fort save DC 12; causes affected creature to be sickened for 1d6 rounds; See *Player's Handbook* page 312 for sickened effects.

### TYPICAL KOBOLD RAIDERS (EL 2)

☛ **Kobolds (4):** hp 4 each; see *Monster Manual*.

☛ **Kobold Adept:** hp 14; see Appendix 1.

### TYPICAL KOBOLD RAIDERS (EL 4)

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

☛ **Kobold Warrior (2):** hp 16; see Appendix 1.

☛ **Kobold Adept:** hp 14; see Appendix 1.

### TYPICAL KOBOLD RAIDERS (EL 6)

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

☛ **Kobold warrior (4):** hp 16; see Appendix 1.

☛ **Dire Weasels (2):** hp 13 each; see *Monster Manual*.

### TYPICAL KOBOLD RAIDERS (EL 8)

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

☛ **Kobold Warrior (2):** hp 16; see Appendix 1.

☛ **Kobold Adept (2):** hp 9; see Appendix 1.

☛ **Kobold War-Chief:** hp 31; see Appendix 1.

☛ **Dire Weasels, Advanced (2):** hp 31 each; see Appendix 1.

### EXTRA ELS AVAILABLE PER APL

**APL 2:** 3 available for traps/kobolds

**APL 4:** 5 available for traps/kobolds

**APL 6:** none available for traps/kobolds

**APL 8:** 5 available for traps/kobolds