

# *Encounters and Maps*

## **Cave of Kobolds**

**JON BRAZER  
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ROLEPLAYING GAME COMPATIBLE



# Encounters and Maps

## Cave of Kobolds

Author Dale C. McCoy, Jr.

Maps Dale C. McCoy, Jr, Artwork V Shane Cover John C. Walborn

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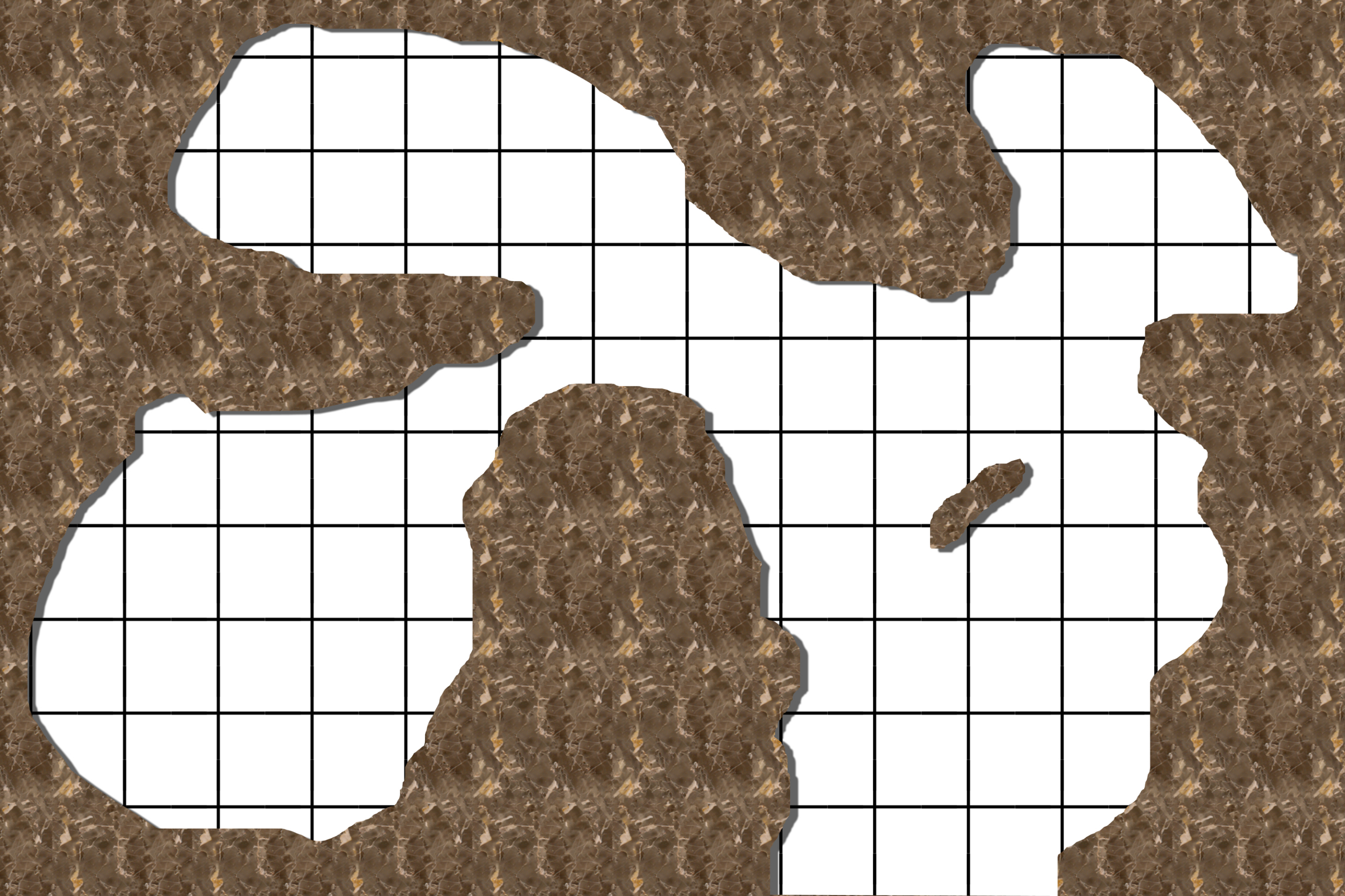
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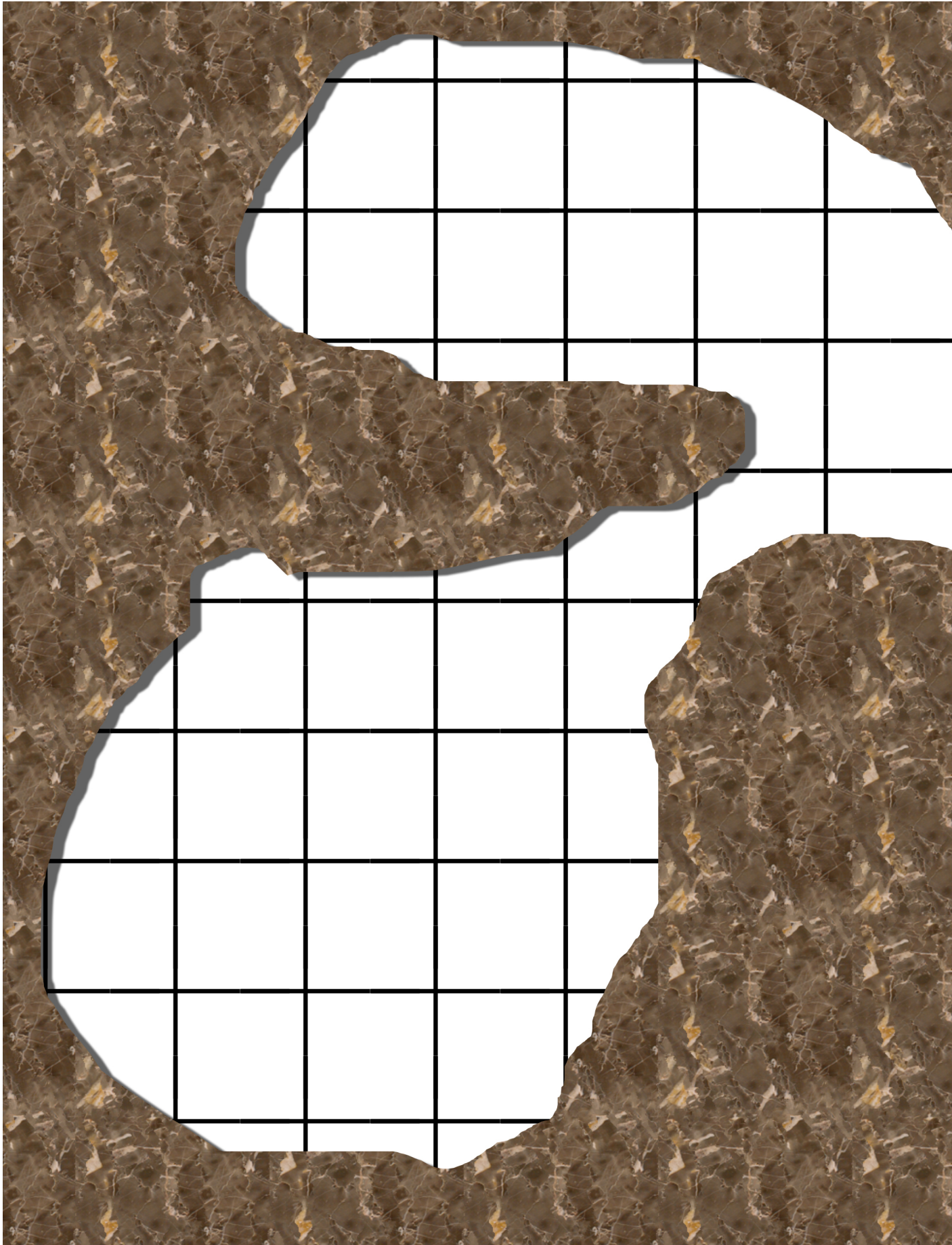
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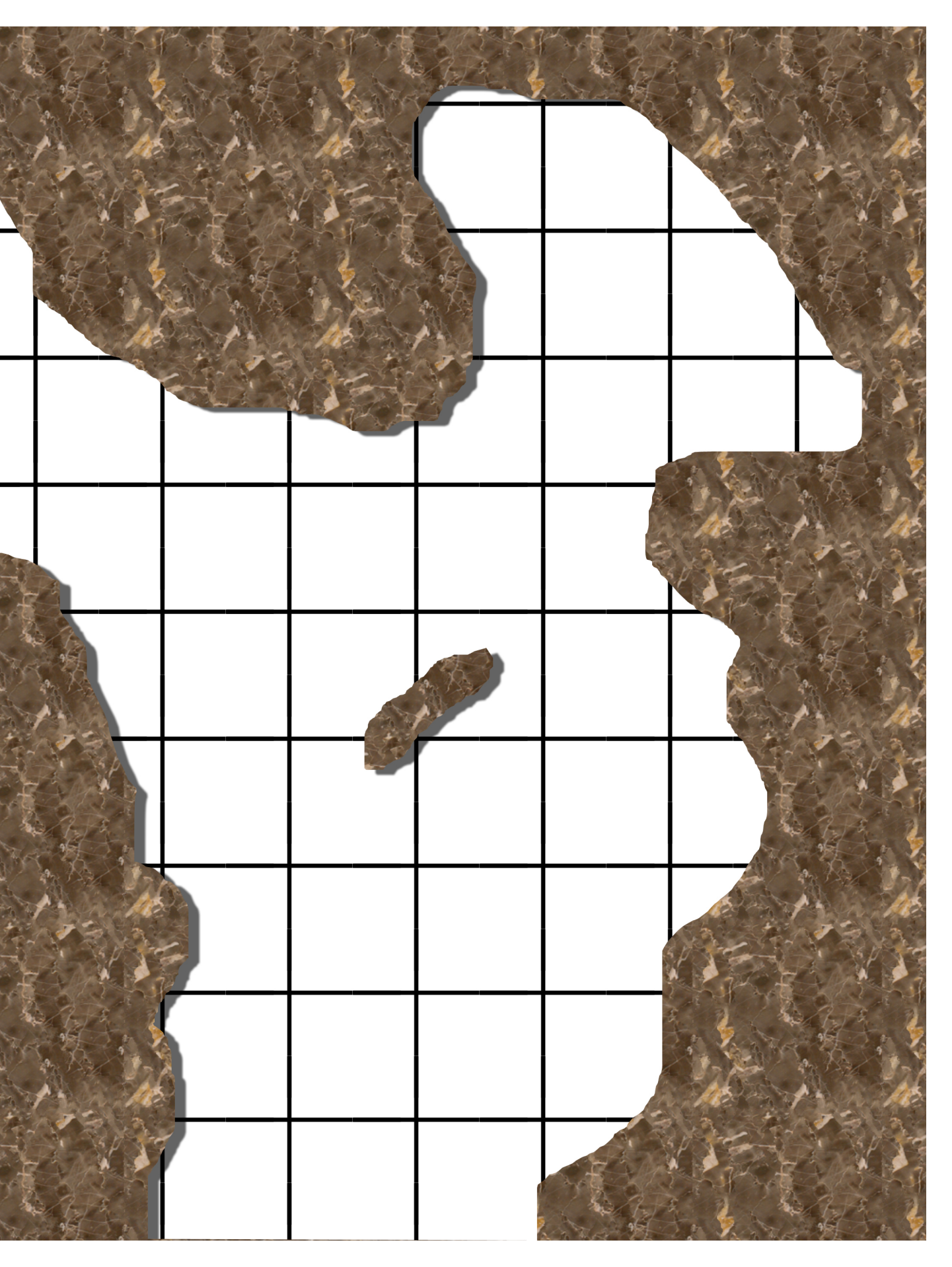




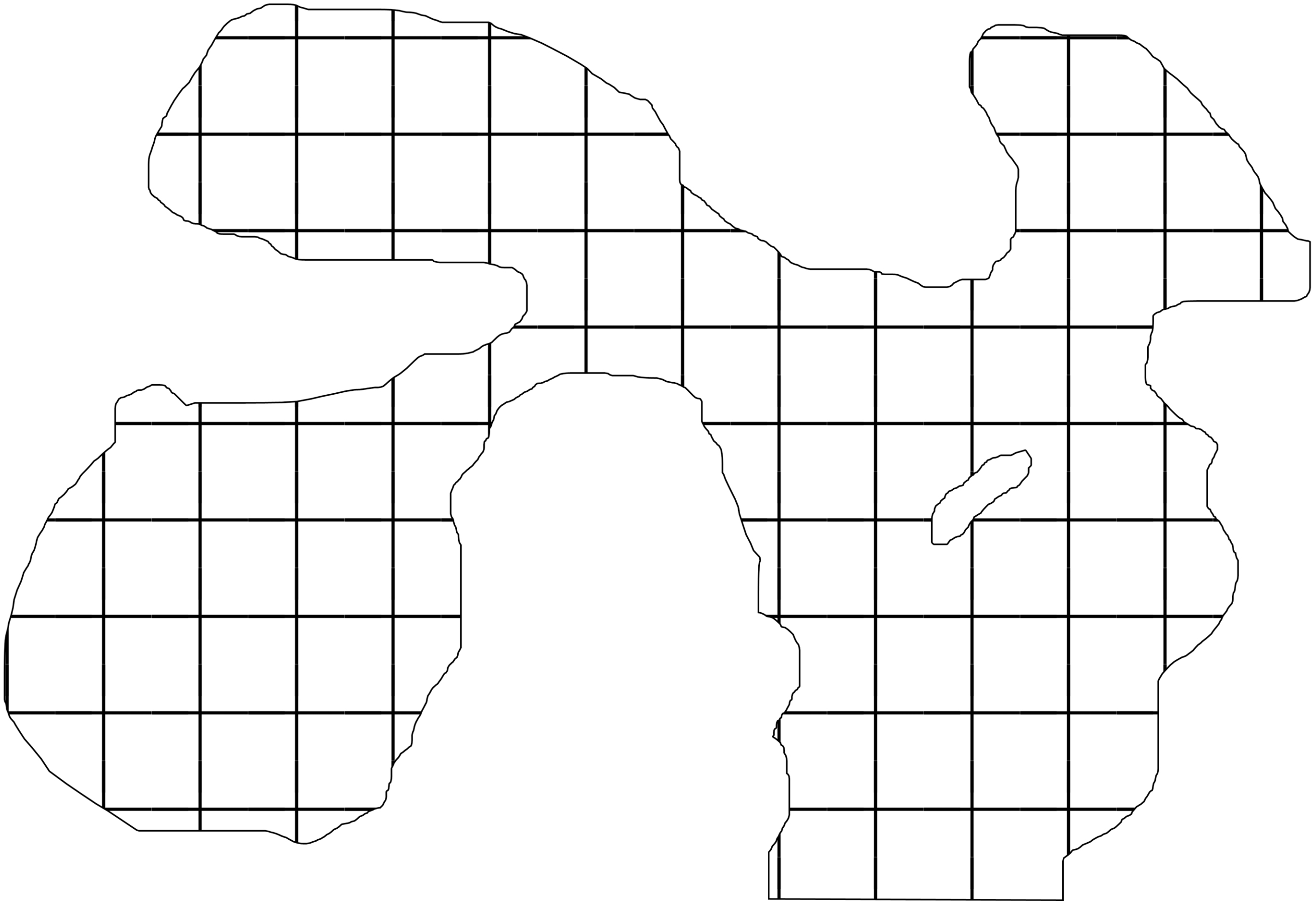




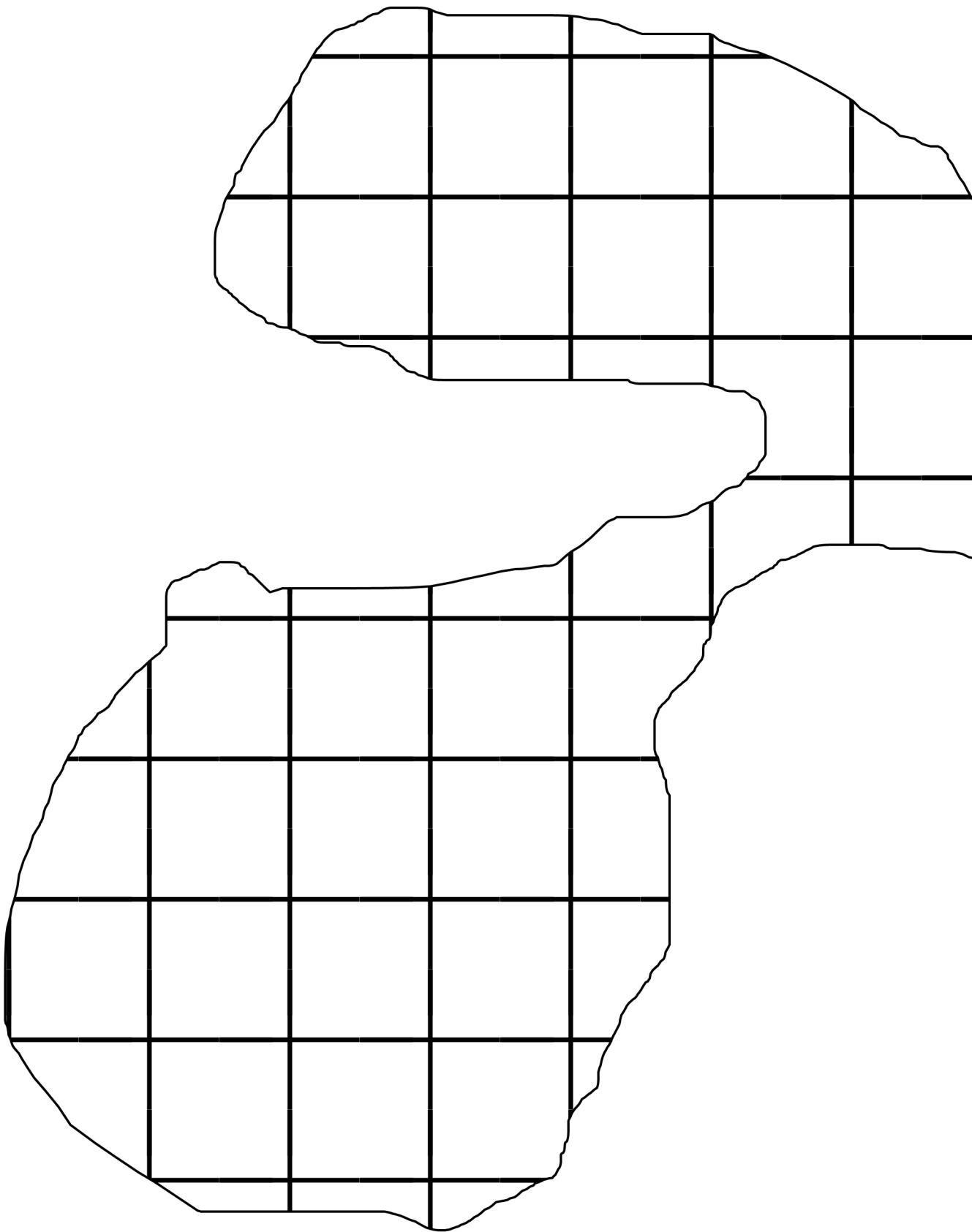




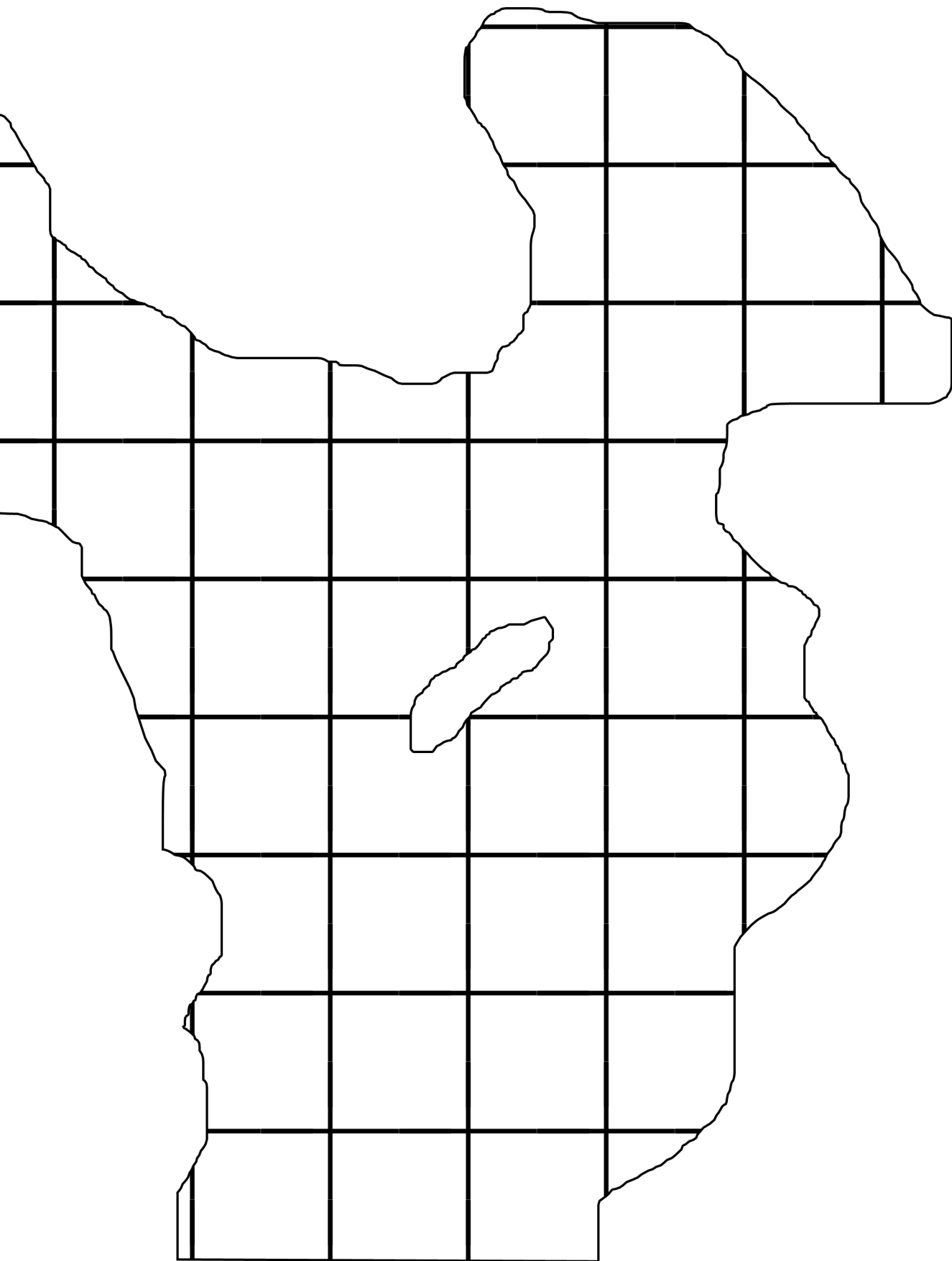






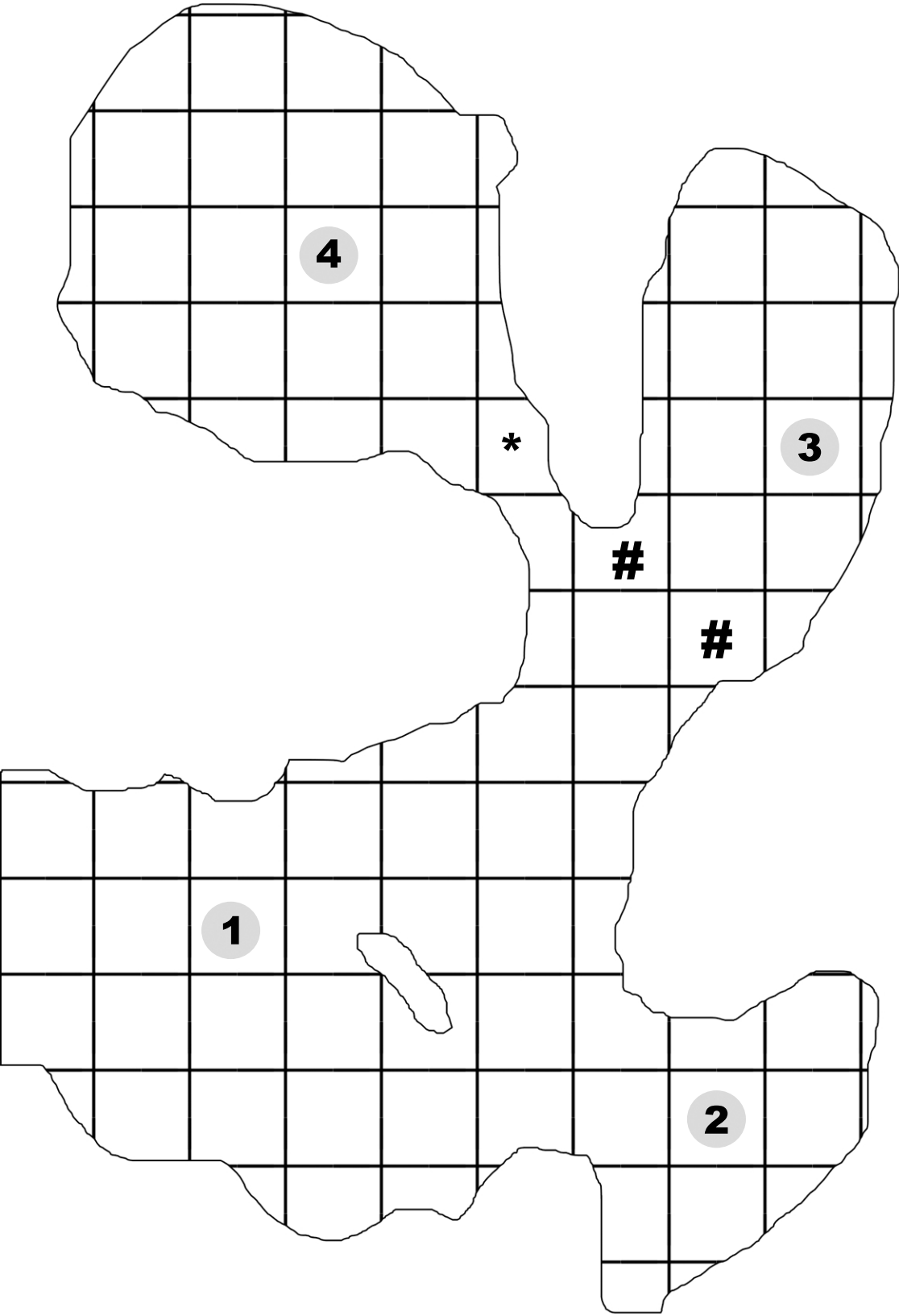








# GM's Map





# Player Level 1

**Room 1** 2 kobold warriors armed with spears (CR 1/2)  
**Room 2** nothing  
**Room 3** 1 kobold warrior armed with a light crossbow (CR 1/4)  
**Room 4** 1 kobold warrior armed with a spear and Sapips (CR 1)

# Swinging Axe Trap (CR 1)  
 \* Arrow Trap (CR 1)

**Treasure in Room 4:** 1 untapped barrel of aged mead (worth 100gp), 3 jasper (worth 52gp each), 40 sp

Kobold Warrior	CR 1/4	Sapips	CR 1/3
XP 100 Kobold warrior 1 LE Small humanoid (reptilian) <b>Init</b> +1; <b>Senses</b> darkvision 60 ft.; Perception +1		XP 135 Kobold sorcerer 1 LE Small humanoid (reptilian) <b>Init</b> +3; <b>Senses</b> darkvision 60 ft.; Perception +0	
DEFENSE		DEFENSE	
<b>AC</b> 15, touch 12, flat-footed 14 (+2 armor, +1 Dex, +1 natural, +1 size) <b>hp</b> 4 (1d8) <b>Fort</b> +2 <b>Ref</b> +1, <b>Will</b> -1 <b>Weakness</b> light sensitivity		<b>AC</b> 15, touch 14, flat-footed 12 (+3 Dex, +1 natural, +1 size) <b>hp</b> 6 (1d6+3) <b>Fort</b> +0 <b>Ref</b> +3, <b>Will</b> +2 <b>Weakness</b> light sensitivity	
OFFENSE		OFFENSE	
<b>Speed</b> 30 ft. <b>Melee</b> spear +2 (1d6-1) <b>Ranged</b> light crossbow +3 (1d6/19-20) <b>Ranged</b> alchemist fire +3 touch (1d6, all others within 5 ft. take 1 point of damage)		<b>Speed</b> 30 ft. <b>Melee</b> dagger -2 (1d3-3/19-20) <b>Spell-Like Abilities</b> (CL 1st) 6/day - elemental ray (ranged touch +4, 1d6 fire) <b>Spells Known</b> (CL 1st) 1st (4/day) – <i>charm person</i> (DC 13), <i>color spray</i> (DC 13) 0 – <i>bleed</i> (DC 12), <i>detect magic</i> , <i>mending</i> , <i>ray of frost</i> , <b>Bloodline</b> elemental (fire)	
TACTICS		TACTICS	
<b>During Combat</b> Kobold warriors equipped with melee weapons will charge against even overwhelming odds but will run away when half of their number die. Kobolds warriors equipped with ranged weapons will remain around corners or behind traps firing at the closest aggressor. The latter will run away if engaged in melee combat. Kobolds know where the traps are and will avoid them at all costs.		<b>During Combat</b> Sapips will stand as far away as possible from the trap bordering Room 4 while still able to use her elemental ray. Once the players are past the trap, she will attempt to charm one of the players and have him defend her (Aid Another). After that she will use a mix of <i>color spray</i> and <i>ray of frost</i> . No matter what, she will defend the treasure with her life.	
STATISTICS		STATISTICS	
<b>Str</b> 9, <b>Dex</b> 13, <b>Con</b> 10, <b>Int</b> 10, <b>Wis</b> 9, <b>Cha</b> 8 <b>Base Atk</b> +1 <b>CMB</b> -1; <b>CMD</b> 10 <b>Feats</b> See Location listings <b>Skills</b> Craft (trapmaking) +6, Perception +1, Stealth +6 <b>Languages</b> Common, Draconic <b>SQ</b> crafty <b>Gear</b> leather armor, either a spear or light crossbow with ten bolts		<b>Str</b> 4, <b>Dex</b> 16, <b>Con</b> 10, <b>Int</b> 13, <b>Wis</b> 10, <b>Cha</b> 15 <b>Base Atk</b> +0 <b>CMB</b> -4; <b>CMD</b> 9 <b>Feats</b> Eschew Materials, Toughness <b>Skills</b> Bluff +6, Craft (trapmaking) +7, Spellcraft +5 <b>Languages</b> Common, Draconic <b>SQ</b> crafty <b>Gear</b> dagger	
ARROW TRAP	CR 1	SWINGING AXE TRAP	CR 1
<b>Type</b> mechanical; <b>Perception</b> DC 20; <b>Disable Device</b> DC 20		<b>Type</b> mechanical; <b>Perception</b> DC 20; <b>Disable Device</b> DC 20	
EFFECTS		EFFECTS	
<b>Trigger</b> touch; <b>Reset</b> none <b>Effect</b> Atk +15 ranged (1d8+1/x3).		<b>Trigger</b> location; <b>Reset</b> manual <b>Effect</b> Atk +10 melee (1d8+1/x3); multiple targets (all targets in a 10 ft line.	

## Player Level 3

**Room 1** Fasak and 3 advanced kobold warriors (CR 3)  
**Room 2** 1 kobold warrior armed with alchemist fire (CR 1/4)  
**Room 3** 2 kobold warrior armed with a light crossbow (CR 1/2)  
**Room 4** 2 advanced kobold warriors and Sapirs (CR 3)

# Pit Trap (CR 1)  
 \* Burning Hands Trap (CR 2)

**Treasure in Room 4** 1 dull, flawed emerald (worth 400 gp), 1 mwk spiked breastplate (medium size)

Kobold Warrior	CR 1/4	Advanced Kobold Warrior	CR 1/3
XP 100 Kobold warrior 1 LE Small humanoid (reptilian) <b>Init</b> +1; <b>Senses</b> darkvision 60 ft.; Perception +1		XP 135 Kobold warrior 2 LE Small humanoid (reptilian) <b>Init</b> +1; <b>Senses</b> darkvision 60 ft.; Perception +2	
<b>DEFENSE</b>		<b>DEFENSE</b>	
<b>AC</b> 15, touch 12, flat-footed 14 (+2 armor, +1 Dex, +1 natural, +1 size) <b>hp</b> 4 (1d8) <b>Fort</b> +2 <b>Ref</b> +1, <b>Will</b> -1 <b>Weakness</b> light sensitivity		<b>AC</b> 15, touch 12, flat-footed 14 (+2 armor, +1 Dex, +1 natural, +1 size) <b>hp</b> 9 (2d8) <b>Fort</b> +3 <b>Ref</b> +1, <b>Will</b> -1 <b>Weakness</b> light sensitivity	
<b>OFFENSE</b>		<b>OFFENSE</b>	
<b>Speed</b> 30 ft. <b>Ranged</b> light crossbow +3 (1d6/19-20) <b>Ranged</b> alchemist fire +3 touch (1d6, all others within 5 ft. take 1 point of damage)		<b>Speed</b> 30 ft. <b>Melee</b> spear +3 (1d6-1)	
<b>TACTICS</b>		<b>TACTICS</b>	
<b>During Combat</b> Kobolds warriors equipped with ranged weapons will remain around corners or behind traps firing at the closest aggressor. They will run away if engaged in melee combat. All kobold warriors will run away when Fasak dies. Kobolds know where the traps are and will avoid them at all costs.		<b>During Combat</b> Advanced kobold warriors will continue to fight until one remains. That one will run away. Advanced kobold warriors do not know enough about combat to try to flank intentionally.	
<b>STATISTICS</b>		<b>STATISTICS</b>	
<b>Str</b> 9, <b>Dex</b> 13, <b>Con</b> 10, <b>Int</b> 10, <b>Wis</b> 9, <b>Cha</b> 8 <b>Base Atk</b> +1 <b>CMB</b> -1; <b>CMD</b> 10 <b>Feats</b> See Location listings <b>Skills</b> Craft (trapmaking) +6, Perception +1, Stealth +6 <b>Languages</b> Common, Draconic <b>SQ</b> crafty <b>Gear</b> leather armor, either a light crossbow with ten bolts or three flasks of alchemist fire		<b>Str</b> 9, <b>Dex</b> 13, <b>Con</b> 10, <b>Int</b> 10, <b>Wis</b> 9, <b>Cha</b> 8 <b>Base Atk</b> +2 <b>CMB</b> +0; <b>CMD</b> 11 <b>Feats</b> See Location listings <b>Skills</b> Craft (trapmaking) +7, Perception +2, Stealth +6 <b>Languages</b> Common, Draconic <b>SQ</b> crafty <b>Gear</b> leather armor, spear	

BURNING HANDS TRAP	CR 2	PIT TRAP	CR 1
<b>Type</b> magic; <b>Perception</b> DC 26; <b>Disable Device</b> DC 26		<b>Type</b> mechanical; <b>Perception</b> DC 20; <b>Disable Device</b> DC 20	
<b>EFFECTS</b>		<b>EFFECTS</b>	
<b>Trigger</b> proximity (alarm); <b>Reset</b> none <b>Effect</b> spell effect ( <i>burning hands</i> , 2d4 fire damage, DC 13 Reflex save for half damage); multiple targets (all targets in a 15-ft. cone starting at * pointing away from Room 4).		<b>Trigger</b> location; <b>Reset</b> manual <b>Effect</b> 20-ft.-deep pit (2d6 falling damage); DC 20 Reflex avoids.	



## Player Level 3

Fasak	CR 1/2	Sapips	CR 1
XP 200 Kobold fighter 2 LE Small humanoid (reptilian) <b>Init</b> +2; <b>Senses</b> darkvision 60 ft.; Perception +1		XP 400 Kobold sorcerer 3 LE Small humanoid (reptilian) <b>Init</b> +3; <b>Senses</b> darkvision 60 ft.; Perception +0	
<b>DEFENSE</b>		<b>DEFENSE</b>	
<b>AC</b> 18, touch 13, flat-footed 16 (+4 armor, +2 Dex, +1 natural, +1 size) <b>hp</b> 13 (2d10+2) <b>Fort</b> +4 <b>Ref</b> +2, <b>Will</b> +1, +1 vs fear <b>Weakness</b> light sensitivity		<b>AC</b> 19, touch 14, flat-footed 16 (+4 Armor +3 Dex, +1 natural, +1 size) <b>hp</b> 13 (3d6+3) <b>Fort</b> +1 <b>Ref</b> +4, <b>Will</b> +3, +1 to first saving throw <b>Resist</b> fire 10 <b>Weakness</b> light sensitivity	
<b>OFFENSE</b>		<b>OFFENSE</b>	
<b>Speed</b> 20 ft. <b>Melee</b> short sword +4 (1d6/19-20) <b>Full Atk</b> short sword +2/+2 (1d6/19-20)		<b>Speed</b> 30 ft. <b>Melee</b> dagger -1 (1d3-3/19-20) <b>Spell-Like Abilities</b> (CL 1st) 6/day - elemental ray (ranged touch +5, 1d6 fire) <b>Spells Known</b> (CL 1st) 1st (6/day) – <i>burning hands</i> (DC 13), <i>charm person</i> (DC 13), <i>color spray</i> (DC 13), <i>mage armor</i> 0 – <i>bleed</i> (DC 12), <i>detect magic</i> , <i>mending</i> , <i>ray of frost</i> , <i>resistance</i> <b>Bloodline</b> elemental (fire)	
<b>TACTICS</b>		<b>TACTICS</b>	
<b>During Combat</b> Fasak will attempt to bull rush the first gnome he sees or the nearest player. Once he is within 5 feet of his target, he will press the attack.		<b>Before Combat</b> Sapips will hear the clang of weapons long before the players arrive at Room 4 of the cave. She will already have cast <i>mage armor</i> and <i>resistance</i> and will be waiting around the corner, to stay out of line of sight. <b>During Combat</b> Sapips will stand as far away as possible from the trap bordering Room 4 while still able to use <i>burning hands</i> . Once the players are past the trap, she will attempt to charm one of the players and have him defend her (Aid Another). After that she will use a mix of <i>burning hands</i> , <i>color spray</i> and <i>ray of frost</i> . No matter what, she will defend the treasure with her life.	
<b>STATISTICS</b>		<b>STATISTICS</b>	
<b>Str</b> 11, <b>Dex</b> 15, <b>Con</b> 12, <b>Int</b> 10, <b>Wis</b> 12, <b>Cha</b> 8 <b>Base Atk</b> +2 <b>CMB</b> +3; <b>CMD</b> 13 <b>Feats</b> Agile Maneuvers, Two-Weapon Fighting, Weapon Finesse <b>Skills</b> Craft (trapmaking) +7, Knowledge (dungeoneering) +5, Stealth +6 <b>Languages</b> Common, Draconic <b>SQ</b> crafty <b>Gear</b> hide armor, 2 short swords		<b>Str</b> 4, <b>Dex</b> 16, <b>Con</b> 10, <b>Int</b> 13, <b>Wis</b> 10, <b>Cha</b> 15 <b>Base Atk</b> +1 <b>CMB</b> -3; <b>CMD</b> 10 <b>Feats</b> Craft Wondrous Item, Eschew Materials, Toughness <b>Skills</b> Bluff +8, Craft (trapmaking) +9, Spellcraft +7 <b>Languages</b> Common, Draconic <b>SQ</b> crafty <b>Gear</b> dagger, elixir of fire breathing	

## Player Level 5

**Room 1** Mokek, Fasak and 4 advanced kobold warriors (CR 5)

**Room 2** 4 kobold warriors armed with alchemist fire (CR 2)

**Room 3** 3 kobold warrior armed with a light crossbow and 1 advanced kobold warrior (CR 2)

**Room 4** 3 advanced kobold warriors and Sapips (CR 5)

# Hellfire Pit Traps (CR 4)

\* Empowered Burning Hands Trap (CR 5)

**Treasure in Room 4** 1 black star sapphire (worth 900 gp), small silver egg decorated with gold and fresh water pearls (worth 300 gp), 35 pp.

Fasak	CR 1/2	Mokek	CR 1
XP 200 Kobold fighter 2 LE Small humanoid (reptilian) <b>Init</b> +2; <b>Senses</b> darkvision 60 ft.; Perception +1		XP 400 Giant Kobold fighter 1/rogue 1 LE Medium humanoid (reptilian) <b>Init</b> +5; <b>Senses</b> darkvision 60 ft.; Perception +1	
<b>DEFENSE</b>		<b>DEFENSE</b>	
<b>AC</b> 18, touch 13, flat-footed 16 (+4 armor, +2 Dex, +1 natural, +1 size) <b>hp</b> 13 (2d10+2) <b>Fort</b> +4 <b>Ref</b> +2, <b>Will</b> +1 (+2 vs fear) <b>Weakness</b> light sensitivity		<b>AC</b> 21, touch 11, flat-footed 20 (+4 armor, +2 shield, +1 Dex, +4 natural) <b>hp</b> 16 (1d10+1d8+6) <b>Fort</b> +5 <b>Ref</b> +4, <b>Will</b> +1 <b>Weakness</b> light sensitivity	
<b>OFFENSE</b>		<b>OFFENSE</b>	
<b>Speed</b> 20 ft. <b>Melee</b> short sword +4 (1d6/19-20) <b>Full Atk</b> short sword +2/+2 (1d6/19-20)		<b>Speed</b> 40 ft. <b>Melee</b> bastard sword +4 (1d10+2/19-20) <b>SA</b> sneak attack (1d6)	
<b>TACTICS</b>		<b>TACTICS</b>	
<b>During Combat</b> Fasak will attempt to bull rush the first gnome he sees or the nearest player. Once he is within 5 feet of his target, he will press the attack. When fighting with Mokek, he will continually try to flank one of the players.		<b>During Combat</b> Upon seeing the players enter the cave, Mokek will drink the potion of invisibility, get in behind one of the players and sneak attack them. After that, Mokek will work to continually flank one of the players, preferring to use Fasak but will work with any of the warriors. He will save his tanglefoot bag if the battle goes badly against the kobolds.	
<b>STATISTICS</b>		<b>STATISTICS</b>	
<b>Str</b> 11, <b>Dex</b> 15, <b>Con</b> 12, <b>Int</b> 10, <b>Wis</b> 12, <b>Cha</b> 8 <b>Base Atk</b> +2 <b>CMB</b> +3; <b>CMD</b> 13 <b>Feats</b> Agile Maneuvers, Two-Weapon Fighting, Weapon Finesse <b>Skills</b> Craft (trapmaking) +7, Knowledge (dungeoneering) +5, Stealth +6 <b>Languages</b> Common, Draconic <b>SQ</b> crafty <b>Gear</b> hide armor, 2 short swords		<b>Str</b> 15, <b>Dex</b> 13, <b>Con</b> 16, <b>Int</b> 10, <b>Wis</b> 12, <b>Cha</b> 8 <b>Base Atk</b> +1 <b>CMB</b> +2; <b>CMD</b> 14 <b>Feats</b> Exotic Weapon Proficiency (bastard sword), Improved Initiative <b>Skills</b> Acrobatics +6, Craft (trapmaking) +5, Disable Device +6, Perception +8, Stealth +5 <b>Languages</b> Common, Draconic <b>SQ</b> crafty <b>Gear</b> chain shirt (mwk), heavy wooden shield (mwk), bastard sword (mwk), potion of invisibility, tanglefoot bag	



## Player Level 5

Kobold Warrior	CR 1/4	Advanced Kobold Warrior	CR 1/3
XP 100 Kobold warrior 1 LE Small humanoid (reptilian) <b>Init</b> +1; <b>Senses</b> darkvision 60 ft.; Perception +1		XP 135 Kobold warrior 2 LE Small humanoid (reptilian) <b>Init</b> +1; <b>Senses</b> darkvision 60 ft.; Perception +2	
<b>DEFENSE</b>		<b>DEFENSE</b>	
<b>AC</b> 15, touch 12, flat-footed 14 (+2 armor, +1 Dex, +1 natural, +1 size) <b>hp</b> 4 (1d8) <b>Fort</b> +2 <b>Ref</b> +1, <b>Will</b> -1 <b>Weakness</b> light sensitivity		<b>AC</b> 15, touch 12, flat-footed 14 (+2 armor, +1 Dex, +1 natural, +1 size) <b>hp</b> 9 (2d8) <b>Fort</b> +3 <b>Ref</b> +1, <b>Will</b> -1 <b>Weakness</b> light sensitivity	
<b>OFFENSE</b>		<b>OFFENSE</b>	
<b>Speed</b> 30 ft. <b>Ranged</b> light crossbow +3 (1d6/19-20) <b>Ranged</b> alchemist fire +3 touch (1d6, all others within 5 ft. take 1 point of damage)		<b>Speed</b> 30 ft. <b>Melee</b> spear +3 (1d6-1)	
<b>TACTICS</b>		<b>TACTICS</b>	
<b>During Combat</b> Kobolds warriors equipped with ranged weapons will remain around corners or behind traps firing at the closest aggressor. They will run away if engaged in melee combat. All kobold warriors will run away when Fasak dies. Kobolds know where the traps are and will avoid them at all costs.		<b>During Combat</b> Advanced kobold warriors will continue to fight until one remains. That one will run away. Advanced kobold warriors do not know enough about combat to try to flank intentionally.	
<b>STATISTICS</b>		<b>STATISTICS</b>	
<b>Str</b> 9, <b>Dex</b> 13, <b>Con</b> 10, <b>Int</b> 10, <b>Wis</b> 9, <b>Cha</b> 8 <b>Base Atk</b> +1 <b>CMB</b> -1; <b>CMD</b> 10 <b>Feats</b> See Location listings <b>Skills</b> Craft (trapmaking) +6, Perception +1, Stealth +6 <b>Languages</b> Common, Draconic <b>SQ</b> crafty <b>Gear</b> leather armor, either a light crossbow with ten bolts or three flasks of alchemist fire		<b>Str</b> 9, <b>Dex</b> 13, <b>Con</b> 10, <b>Int</b> 10, <b>Wis</b> 9, <b>Cha</b> 8 <b>Base Atk</b> +2 <b>CMB</b> +0; <b>CMD</b> 11 <b>Feats</b> See Location listings <b>Skills</b> Craft (trapmaking) +7, Perception +2, Stealth +6 <b>Languages</b> Common, Draconic <b>SQ</b> crafty <b>Gear</b> leather armor, spear	

EMPOWERED BURNING HANDS TRAP	CR 4	HELLFIRE PIT TRAP	CR 4
<b>Type</b> magic; <b>Perception</b> DC 26; <b>Disable Device</b> DC 26		<b>Type</b> mechanical; <b>Perception</b> DC 20; <b>Disable Device</b> DC 20	
<b>EFFECTS</b>		<b>EFFECTS</b>	
<b>Trigger</b> proximity (alarm); <b>Reset</b> none <b>Effect</b> spell effect ( <i>burning hands</i> , empowered, 2d4 (increased by half) fire damage, DC 13 Reflex save for half damage); multiple targets (all targets in a 15-ft. cone starting at * pointing away from Room 4).		<b>Trigger</b> location; <b>Reset</b> manual <b>Effect</b> 20-ft.-deep pit (2d6 falling damage) + 1d6 fire damage + 1d6 unholy damage (doubled against good aligned creatures); DC 20 Reflex avoids.	

## Player Level 5

### Sapips

CR 3

XP 800

Kobold sorcerer 5

LE Small humanoid (reptilian)

**Init** +3; **Senses** darkvision 60 ft.; Perception +0

### DEFENSE

**AC** 19, touch 14, flat-footed 16 (+4 Armor +3 Dex, +1 natural, +1 size)

**hp** 13 (3d6+3)

**Fort** +1 **Ref** +4, **Will** +3 (+1 to first saving throw)

**DR** 10/magic vs ranged attacks **Resist** fire 10

**Weakness** light sensitivity

### OFFENSE

**Speed** 30 ft.

**Melee** dagger -0 (1d3-3/19-20)

**Spell-Like Abilities** (CL 1st)

6/day - elemental ray (ranged touch +6, 1d6 fire)

**Spells Known** (CL 1st)

2nd (5/day) –*mirror image* (1d4+1 images), *protection from arrows*, *scorching ray* (ranged touch, +6, 4d6 fire)

1st (6/day) –*burning hands* (DC 14), *charm person* (DC 14), *color spray* (DC 14), *mage armor*

0 – *bleed* (DC 13), *detect magic*, *mending*, *ray of frost*, *resistance*

**Bloodline** elemental (fire)

### TACTICS

**Before Combat** Sapips will ready an action to throw her bead of force against any non-kobold that tries to enter the room. She will wait until the person has to pass through the narrow opening to Room 4. At that time, she will begin cast *mage armor*, *mirror image*, *protection from arrows* and *resistance*, waiting for the ten minutes to expire.

**During Combat** Sapips will stand as far away as possible from the sphere bordering Room 4 while still able to use *scorching ray*. Once the sphere has expired and the players are past the trap, she will attempt to charm one of the players and have him defend her (Aid Another). After that she will use a mix of *scorching ray*, *burning hands*, *color spray*, *ray of frost*, and her elemental ray. No matter what, she will defend the treasure with her life.

### STATISTICS

**Str** 4, **Dex** 16, **Con** 10, **Int** 13, **Wis** 10, **Cha** 16

**Base Atk** +2 **CMB** -2; **CMD** 11

**Feats** Combat Casting, Craft Wondrous Item, Eschew Materials, Toughness

**Skills** Bluff +10, Craft (trapmaking) +11, Spellcraft +9 (+4 when casting defensively or grappled)

**Languages** Common, Draconic

**SQ** crafty

**Gear** bead of force, dagger, feather token (tree)





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