

A ONE NIGHT STAND ADVENTURE

The Kobold Death Maze

AN ADVENTURE, STANDEES, AND FULL-SCALE MAP TILES SUITABLE
FOR USE WITH THE PATHFINDER ROLEPLAYING GAME

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Too long, my brethren! Too long has fear of the soft-skinned races ruled our lives. No matter how deep underground we keep our warrens, no matter how far from their wretched cities we build our villages, no matter where we go, they always follow with their blades of steel and burning hatred.

No more! Not another drop of kobold blood will they spill. As of tonight ... it is their turn to bleed!

THE KOBOLD DEATH MAZE

Like all **One Night Stand** adventures, *The Kobold Death Maze* contains everything you'll need for an evening of fun using the **Pathfinder Roleplaying Game**.

Inside you will find:

The Encounter: The following pages detail the background and action that will constitute the encounter itself.

GM Map: On page 3 the adventure is a single-sheet version of the map with notations for the GM's use. Marked on the map are room numbers, the monster and NPC starting positions for each encounter, and areas of difficult or noticeably different terrain.

Map Tiles: Starting on page 19 are 16 map tiles that, when cut out and assembled, create a battlemat with a one-inch square grid.

Standees: After the map tiles are a collection of cut-and-tape standees representing all the creatures and monsters in this adventure. Together with these are larger presentations of the encounter areas as well as reviews of the action that takes place in each.

USING YOUR OWN MATERIALS

It is certainly possible to run *The Kobold Death Maze* without printing out and assembling the materials presented here. Any standard battlemat or miniatures terrain will do. If you want to present the entire cavern in one piece (as you can with our map tiles), you will need either a grid that is at least 32 squares by 40 squares or enough terrain pieces to cover that same amount of space.

If you wish to use miniatures or figures other than the standees, you should prepare for the heroes to encounter:

- 40 Kobold Warriors (CR 1 each)
- 8 Kobold Wyrms (CR 1 each)
- 3 Kobold Backstabbers (CR 1 each)
- 4 Kobold Dragon Priests (CR 1 each)
- 2 Kobold Archers (CR 1 each)
- 3 Monstrous Scorpions (CR 3 each)

Note that it is unlikely that you will need all these figures at the same time. Kobolds tend to be fragile in combat, and once an individual kobold is slain its figure can be reused later on, so you may be able to do with fewer total miniatures. See the adventure for details.

ADVENTURE SYNOPSIS

The Kobold Death Maze begins as the heroes arrive at a set of twisting passages which, they have heard, a band of marauding kobolds is using for a den. What they don't know, though, is that the entire site is a collection of traps designed specifically to kill them.

THERE'S A REASON IT'S CALLED A "DEATH MAZE"

Because it is important to set expectations properly, take a minute to consider just how deadly *The Kobold Death Maze* can be before deciding exactly how to use it. Between the many traps, the large number of kobolds, and the climactic encounter (which basically pits the heroes against a volcano), this adventure has been designed to live up to its name. This makes it particularly useful as a one-time only event such as a convention event (where the players are not particularly attached to their characters), but means that the Game Master may want to take care before using it in an ongoing campaign.

Naturally, depending on how the heroes proceed, they can improve (or worsen) their chances of coming out of the maze alive. But you, as the Game Master, have the greatest ability to stack the odds in the direction you prefer. There are many opportunities to modify the encounters to make them more or less deadly—tweaking the number of enemies in any encounter, changing the size and frequency of the traps.

None of these kobolds expects to survive this encounter with the heroes. They have volunteered to fight and die here in the hopes that killing these heroes will somehow exact revenge for all the death and humiliation humans have brought to kobolds over the years, and make them legends among their people.

A group of kobolds will be standing guard when the heroes arrive, and will

make a show of trying to drive off the invading adventurers. However, after the heroes begin to make headway, the remaining kobolds will flee into the caves and either harass the heroes from a distance or join up with another group deeper in the complex.

Exactly how the adventure unfolds depends on what paths the heroes take. The complex is full of twisting tunnels that are difficult for medium-sized creatures to navigate. The kobolds, on the other hand, can get around quite easily and have filled the labyrinth with traps and ambushes designed to wear the heroes down bit by bit. Each time the heroes seem to be winning a fight, the remaining kobolds will flee deeper into the caverns.

The kobolds' goal is to do incremental damage to the heroes while maneuvering them all the way into the Cave of Fire—the final cavern which contains a barely stable bubble of magma. If the heroes turn out to be too tough for the kobolds to kill themselves, their leader will burst the magma bubble, causing the entire complex to flood with molten rock. The remaining kobolds will try to slow the heroes down enough that it is impossible for them to get away.

GETTING STARTED

The Kobold Death Maze is a self-contained stand-alone adventure, designed to only require a brief "how you got here" description before diving right into the action. The details are not important, all that matters is that the heroes know that this is



the lair of some marauding kobolds and that they have the necessary motivation to take up arms against the creatures.

Alternatively, the adventure could be inserted as part of an ongoing storyline or be a chance encounter the heroes happen upon as they travel toward their next campaign-related goal. As the Game Master, you know the best way to get your players involved in this scenario.

If you want a background more closely tied to the events of the adventure, we present the suggestion below. In fact, with just a little extra work, the Game Master can turn this into an opening act for *The Kobold Death Maze*, roleplaying and playing through the events that lead up to the assault on the monsters' lair.

COLD-BLOODED MURDER

The heroes are visiting a small town—perhaps no more than a cluster of farms—isolated from civilization and days away from any aid or assistance. Beyond the town is complete wilderness that is known to be home to many different monsters, including several tribes of kobolds.

Perhaps the heroes have been here before. Perhaps they even have fought some of the kobolds in the past. On the other hand, perhaps this is their first time in this region—they are here to deliver some message, or to collect some item, or merely by complete happenstance. It doesn't really matter. All that matters is that they are here at just the right time to help protect the town from an unexpected danger.

KEEP IT MOVING

The *Kobold Death Maze* was created with the intention that the heroes go through the whole thing in one foray without camping or taking extended rests along the way. This, in fact, is part of what makes the place so dangerous. However, different games encourage different behaviors in the characters.

The Game Master should not, by any means, feel compelled to railroad the heroes into following a particular course of action. It is possible, though, to provide the heroes with incentives that will keep them moving. If it seems likely that the heroes in your group are going to dally, you may want to add one or more of the following pressures to the adventure.

Hostage Crisis—The kobolds have done more than just attack the town, they have taken one or more hostages that the heroes are trying to rescue. Some piece of information leads the heroes to believe that the hostages must be rescued quickly or they will be sacrificed to the kobold gods.

Nipping At Their Heels—Rather than fall back to join other groups, kobolds left over from previous encounters use the tunnels to sneak around and get behind the heroes. Rather than attack immediately and directly, they only step up if it looks like the heroes are about to retreat from the maze or take an extended rest. Once the heroes are up and moving again, the kobolds fall back and continue to shadow them.

Locked In—The kobolds could fit some or all of the maze entrances with bars or gates making it difficult for the heroes to get out again. Game Masters should use this option carefully since discovering this fact would both make it likely

that the heroes will focus their attention behind rather than forging ahead and gives the impression of railroading the players (particularly at the end of the adventure when the heroes will have to get past the gates or be swallowed by the rolling magma).

WHEN KOBOLDS ATTACK

Without any warning, the town is besieged by kobolds. They are much more aggressive than usual, attacking bravely and launching themselves directly at the heroes and the strongest of the town's other defenders. Just as the fight is getting started, before they even suffer any significant losses, the kobolds retreat—though not in the usual panicked way.

They fall back in orderly ranks, moving with military precision, or something closely approximating it. Before the kobolds leave, their leader calls out in the Common tongue that they will be back, and when they return not a human will escape alive. The townsfolk are terrified and beg the heroes for help.

REPTILIAN REVENGE

From a captured kobold, the townsfolk, or another appropriate source the heroes can learn some or all of the following information.

For years the kobolds in this region were generally quite peaceful. They even attempted to trade with the townsfolk from time to time, but the farmers were afraid to deal with monsters so they always chased them away. Still, there had never been any trouble before.

A little while ago, some adventurers came through the area on a mission that seemed very important at the time. (Perhaps it was even the heroes.) Deep in the woods they came across a kobold village, killed every last creature there, took all the treasure they found lying around, and left.

The other kobold tribes came to town seeking an explanation for this unprovoked aggression, only to be chased off again as usual. This seemed to be the proverbial last straw, and they began shouting about having had enough of stupid human violence and paranoia. They vowed to chase the townsfolk off the land and back to the city where they belong.

Over the next month or so, the kobolds started raiding the town under cover of night—killing livestock, stealing anything that wasn't locked up, and even damaging or destroying outlying buildings. This latest attack was the most brazen yet.

Word is that the kobolds are planning something even bigger next. They've set up a lair in some nearby caves. That's where they're taking their stolen prizes and making their plans.

Of course, the truth is that the kobolds are laying a trap for the town's defenders—and the heroes fit that bill quite nicely. They want to prove that kobolds are not to be trifled with. They also figure that if they take out the strongest of the townsfolk, the rest might pack up and leave. After all, that's what kobolds would do.

It doesn't even occur to them that if

they kill the strongest people in town, the remaining farmers may just hire someone stronger.

THE MAZE

The adventure starts with the heroes set to begin their assault on the kobold lair. The exact location can vary according to the Game Master's needs. The entrance may be located at the exterior base of the mountain, so the heroes simply approach it from the depth of the woods or jungle. Alternatively, it might be higher up on the mountain face, accessible only after an arduous climb. On the other hand, the Mouths of the Maze might itself be cavern deep within the mountain, meaning that adventurers must go through some other tunnels—and associated encounters—before reaching this stage. (This will significantly increase the overall difficulty for the heroes, though, and so may only be appropriate for higher-level groups.)

However they got here, the heroes should have had ample time to do basic reconnoitering of the site and surrounding area. Things they may find out (with appropriate actions and luck) include: Roughly how many kobolds are in the complex.

The mountain is a long-dormant volcano. The kobolds always have a detachment on guard at the **Mouths of the Maze**.

The kobolds are better trained and more disciplined than most.

Their leader is a kobold named Hrrang. Anything else the Game Master deems is appropriate.

NAVIGATING THE MAZE

The maze is a natural labyrinth formed of lava tubes from a long-ago eruption. The kobolds have built some special surprises into those tubes, but for the most part they are as nature formed them. That means that they are irregularly shaped, with fairly low ceilings (usually no higher than five feet, except in the larger caverns).

Unless otherwise noted, all ground in the caverns is considered “difficult terrain” for medium- or large-sized creatures (they cannot move at their normal speed and may have other difficulties, depending on the rule set you are using)—anything larger than that cannot enter the tunnels at all. Small creatures, such as kobolds, can move about normally.

Many of the squares in the maze are partially obstructed by the irregularly shaped walls. Any medium-sized or smaller character can stand in and travel through those squares normally (though the obstructions may provide them with some cover to adjacent squares and beyond). However, characters cannot move through these squares if they are occupied, even by allies. Creatures larger than medium size cannot enter or move through the squares at all.

KOBOLD TACTICS

The kobolds in this scenario are not an ordinary tribe like the heroes might encounter elsewhere. They are, in fact, a group of highly motivated, well-trained kobold warriors who have all volunteered to sacrifice their lives in order to teach the

world a lesson about kobold ferocity. None of them expect to survive this mission, though if they can kill the heroes and get out alive they gladly will.

Each group of kobolds has been given a specific assignment, and they will maintain discipline while waiting to fulfill it. If it becomes clear that they cannot complete their objective, the last few kobolds will try to break off combat and retreat into the complex of caves. At this point they want foremost to lead the heroes deeper into the labyrinth, and secondly to join up with another group in order to help them achieve their objective.

While falling back, the kobolds may use the interconnectedness of the tunnels to double back and catch the heroes in a flanking maneuver, particularly when the group is moving down a long narrow tunnel. They will also go and re-set any traps they know have already been sprung in hopes that the heroes might fall prey to them again. (Every kobold is aware of all the traps in the complex, how they work, and how to navigate them safely.)

1. THE MOUTHS OF THE MAZE

This is the entrance to the *Death Maze*. It is an open area leading up to a rock wall with five tunnel entrances. Each one is in the rough form of a roaring draconic creature, so that it looks as though anyone entering the tunnel is walking into the beast's mouth.

With a successful Knowledge (Dungeoneering) (DC 15) check, the will be able to determine that these are natural

tunnels that have been crudely carved to their current draconic appearance. It is entirely within the capability of the kobolds to have done this, and the style of the carving is reminiscent of some kobold totems and fetishes.

Guarding this area are two archers (A), four wyrm claws (B), and six warriors (C). Although they are there specifically waiting for an attack, the kobolds will not strike first, even if they spot the heroes hiding nearby. The purpose of this whole set-up is to lure the heroes into the caves. Rather, once they are aware of the heroes' presence, the kobolds will hold their actions and prepare to counter whatever the heroes do first. After two of the heroes have attacked, the kobolds spring into action. The wyrm claws and warriors coordinate their defense against the frontline attackers while the archers hold back and pepper any obvious leaders or spellcasters with ranged attacks.

Once the number of kobolds has been reduced to five or fewer, the remaining kobolds break off the attack and retreat into the tunnels. They split up as much as possible, taking different passages. The last one, though, should be a kobold near the entrance on the far right of the map. It hopes to lure the heroes into the passage with the pit trap.

2. PIT TRAP

The central section of this room is one large pit trap (two squares wide, four squares long, and ten feet deep). Unlike most pit traps, though, the trap is not triggered by stepping on the covered pit

itself, but rather by stepping on one of the two triggers just beyond the trapped area. (See GM's map for details.)

If any of the kobolds run into this room directly from the **Mouths of the Maze**, they will lurk about at the entrance to the **Pendulum Hall** (see below) in hopes of luring the heroes onto the pit trap and then triggering it. Unless that traps all the heroes at once, the kobolds will then head up the **Pendulum Hall**—again hoping to lure the heroes into another trap.

Besides its unusual dimensions, there is nothing extraordinary about this pit. However, if the Game Master prefers to make the trap slightly more dangerous, the pit could be filled with spikes or, worse, poison-tipped spikes.

Other kobolds who fled from the **Mouths of the Maze** will move toward the Pit Trap if they hear it being triggered (a moderately difficult thing to hear). They hope to be able to throw stones or other missile weapons down at the heroes while they are trapped. As soon as more than one hero escapes the pit, these kobolds will retreat again.

The Pit Trap automatically re-sets itself one minute after being triggered. Anyone trapped inside will have a difficult time breaking out, but those skilled at setting or detecting traps can trigger the mechanism if they can reach the top of the pit along the north wall.

3. PENDULUM HALL

Several tunnels in the maze have been rigged with scythes on pendulums. When someone triggers the trap by stepping on

the indicated square, all the pendulums release and swing to the far side of the tunnel, attacking all creatures in those rows. On subsequent rounds, 1d3 of the pendulums will swing back (once more attacking every creature in that row). Determine which pendulums swing randomly. After a pendulum has swung back, it locks and will not swing again until the entire trap is re-set and re-triggered.

It is not especially difficult to spot the indentations that have been carved out to house the pendulums. However, seeing these grooves and identifying their purpose are two separate matters. Greater care has been taken to mask the squares that trigger the traps, and finding them is a very difficult task even for those who are skilled at setting or dealing with such things.

PENDULUM HALL LOCATIONS

There are four locations in the maze that have **Pendulum Hall** traps.

Maze Entrance: The westernmost tunnel in the **Mouths of the Maze** is one long **Pendulum Hall**. The trigger is about halfway down the tunnel to allow more members of the party to enter the hall before the trap is sprung.

Any kobold who uses that tunnel will be aware of which rows are trapped and be sure to avoid stopping on one of them. Once the pendulums have been triggered, the kobold will next work on luring the heroes into the **Spear Field** (Area 4).

Near Pit Trap: Just beyond the **Pit Trap** (Area 2) is a tunnel that leads up to a secret door.

That tunnel has a **Pendulum Hall** installed. Any kobold that has successfully lured the heroes into the **Pit Trap** room will try to further lure them into this trap, as well. When a kobold has reached the end of the tunnel, he will only open the secret door if he is certain that he can close it again before the heroes reach him. The last thing that he wants is to supply them with an easy way to bypass all the other traps and ambushes that have been so carefully laid out.

Detecting the secret door is fairly easy (and requires no effort if any of the heroes sees the kobold use it). Opening it is a little more challenging, but still relatively easy. Note that the trigger for this trap is all the way at the north end of the tunnel. (The trigger marked at the south end is for the **Pit Trap**, not the **Pendulum Hall**.) The kobolds may set the trap off if enough heroes are in the hall, or they may leave it untripped for the heroes to activate inadvertently.

Near Treasure Room: The short tunnel leading to the **Treasure Room** is a pendulum trap. This may not stop the heroes from reaching the treasure, but it will definitely make the kobolds in the **Billet** aware of their approach so they can prepare for an attack (see encounter Area 8 below).

Cave of Fire Entrance: The largest of the **Pendulum Hall** traps guards the entrance to the **Cave of Fire** (Area 10). Like the one near the **Pit Trap**, this area has two trigger points. When this trap is activated, the kobolds in the **Cave of Fire** automatically become aware of the heroes' approach.

4. SPEAR FIELD

Several of the caverns within the complex have been rigged with spear fields. These are areas where pressure-sensitive traps have been set in the ground and armed with spring-loaded spears. The trap lies dormant until a character steps on the square that contains the trigger—then the whole area becomes active.

When the trap is active, any time someone steps on a marked square it causes a spear to attack the character in the square. Characters who are currently standing on marked squares when the trap is activated suffer this attack immediately. The spear remains deployed until the trap is reset or all the spears have been triggered, when the trap automatically resets itself.

A character can cause a spear to deploy without incurring an attack by making any melee attack against an active square. There is no need to make an attack roll, the action automatically succeeds.

SPEAR FIELD LOCATIONS

There are three locations in the maze that have **Spear Field** traps.

Near Entrance: Where the **Pendulum Hall** near the maze entrance ends, a **Spear Field** begins. The trigger is roughly in the center of the field in order to catch as many heroes as possible in the initial deployment.

If a kobold lured the heroes into the **Pendulum Hall** past the westernmost entrance, he will next try to lure them into this **Spear Field**.

Near Storage Cavern: In front of the **Storage Cavern** (Area 5) there is another **Spear Field**. When it is triggered, the kobolds in the cavern automatically become aware of the heroes' approach, and prepare for battle.

Near Larder: A final **Spear Field** guards both the **Larder** (Area 6) and the entrance to the **Cave of Fire** (Area 10). When this trap is activated, the kobolds in both those areas automatically become aware of the heroes' approach.

Note that this **Spear Field** has two triggers—one at its western edge, and another near the **Larder**. If the heroes somehow manage to enter the field without activating the trap, one of the kobolds in the larder can use the second trigger to catch them unawares.

5. STORAGE CAVERN

This small cavern is where the kobolds stored the materials they needed to build the traps in the maze. Lurking in here, waiting for the heroes, are four warriors (C) and one backstabber (E).

If the heroes set off the **Spear Field** outside, these kobolds are automatically aware of the commotion. They prepare for battle immediately and begin circling around the now active trap so they can fight as tactically as possible. They try to lure the heroes to step on all of the trapped squares to both do maximum damage and get the trap to re-set (and then hopefully be re-triggered, inflicting its damage again). These kobolds will fight to the death, with no retreat or surrender.

If the heroes pass by this area without triggering the **Spear Field**, the kobolds will wait here until they hear the sound of battle in the **Cave of Fire**. Then they will come out and take up positions in the main north/south tunnels to block the heroes' exit.

A close examination of this cavern will reveal very little of value other than building materials—lumber, stones, rope, tools, and other items used in constructing the traps found within the maze. There is also a wooden cart that was obviously used to bring the materials here and is still fully functional, though not of high quality. Those who take the time to examine these items may notice that one set of tools is more ornate than the others (for details, see **Treasure** below).

6. LARDER

This cavern is where the kobolds store their food and drink. Currently the area is occupied by one dragon priest (F), and twelve warriors (C). They originally were there for a meal, but dropped their plates and picked up their arms when it became clear the heroes were entering the maze. They are now in hiding, waiting to ambush the heroes if they come near.

The kobolds automatically become aware of the heroes' presence if the **Spear Field** is triggered (and even if it isn't triggered, they have the normal chance to hear them approaching). At that point, the kobolds will try to herd the heroes through the trap and into the **Cave of Fire**, where the bulk of the ambush awaits.

They attack the heroes until more than half the kobolds from this area are slain or the head dragon priest starts the final confrontation (see Area 10 below). When either of these conditions occurs, the remaining kobolds from the larder retreat and take up defensive positions in the north/south tunnels to block the heroes' exit.

There is nothing of consequence to be found in the larder—just low-quality foodstuffs and barrels of slightly soured wine.

7. TREASURE ROOM

From the main tunnel it is clear that the walls of this hallway are lined with piles of coins, chests, jewels, art objects, and other treasure. It is also clear that the area is guarded by a group of kobolds.

A nook along a fairly visible tunnel might seem like a strange place for the treasure room, but not when you realize that it was put there to lure the heroes into another trap. The entrance to this tunnel is a **Pendulum Hall**, and deeper back around the bend is the **Billet** (Area 8) where more kobolds lie in wait.

In the room are two backstabbers (E) and six warriors (C), who actually stand guard over the treasure as though that was an important job. If the heroes trigger the pendulum trap, the kobolds immediately become aware of their presence (as do the kobolds in the **Billet**). If the kobolds notice the heroes before the trap is tripped, they will pretend to be oblivious in order to lure the invaders in unawares.

The guards here will fight until there are only three of them left. Then they will flee deeper into the tunnel in hopes of leading the heroes into another ambush in the **Billet**. If the heroes bypass this area entirely, the kobolds will wait until they hear fighting begin in the **Cave of Fire**. Then they will leave their posts and take up positions in the north/south tunnels in order to prevent the heroes from escaping.

Despite the initial appearances, the "treasure" in this area hardly lives up to that name. It is mostly copper coins, quartz gems, and worthless figurines. There is little of value here. However, careful inspection will reveal that one of the jewelry boxes is more than it seems (for details, see **Treasure** below).

8. BILLET

This is the area where the kobolds go to sleep when they are not on duty. A small group of them were doing just that when the heroes began their attack. Now they are up, armed, and ready to fight. The group includes one dragon priest (F), and six warriors (C). There are also three monstrous scorpions (G) that lived in the cavern but have been "adopted" by the kobolds since they moved in here.

The kobolds here can hear any activity in either the **Treasure Room** or the **Pendulum Hall** nearby, which will automatically make them aware of the heroes' presence. They will split their forces so that some are in the side tunnel while others are by the secret doors. They will fight the heroes to the last with one exception—if all that remain are

kobold mooks, then they will panic and try to flee through the door that leads to the Mouths of the Maze in an attempt to escape with their lives.

If the heroes bypass this area entirely, the kobolds will wait until they hear fighting begin in the **Cave of Fire**. Then they will spread out into the north/south tunnels and take up defensive positions to prevent the heroes from escaping.

There are two doors at the rear of the **Billet**. The one leading south into the **Pendulum Hall** near the maze entrance is obvious on this side, but a hidden secret door on the other. It is not locked and opens easily from this side. On the other end of the **Billet** is a secret door that is carefully hidden and tricky to open (both are difficult tasks even for those trained in such things). It leads to a **Secret Passage** (Area 9) and provides easy access to the **Cave of Fire** (Area 10) near the idol.

If the heroes search the **Billet**, they may find some minor treasure belonging to the various kobolds (coins, jewelry, and other items they've picked up along the way). The big find, though, is a leather-bound book that is hidden in one of the bedrolls (for details, see Treasure below).

9. SECRET PASSAGE

This is a hidden tunnel that connects the **Billet** to the **Cave of Fire**. It is generally only used by the dragon priests, who need to be able to get access to the idol in the **Cave of Fire** quickly if the heroes somehow take the complex by surprise.

The doors at either end are plainly visible and are not locked when used from the **Secret Passage**. On the other sides, they are both secret doors that are difficult to find and to open.

THE CAVE OF FIRE

The climax of the adventure takes place in the deepest part of these caves—a large, open cavern (the only one that does not count as difficult terrain) that has a long ledge of relatively flat ground and then slopes away into a deep crater. The central part of that crater is filled from floor to ceiling with a huge bubble of magma that has only a thin lattice of stone holding it back from flooding the entire complex. The kobolds have planned all along to lure the heroes here. The fights and traps along the way were only meant to slow them down and soften them up so that they would be more vulnerable at this juncture.

KOBOLD TACTICS

The kobolds in the **Cave of Fire** have a specific plan (see Area 10 below). All the other kobolds, however, abandon their previous assignments and take up a new goal when the adventure reaches this point. Once the kobolds hear a fight beginning in the **Cave of Fire**, they come from wherever they are in the complex and do two things:

1. Re-set any traps they pass along the way (provided that they will not injure themselves doing so). They want the traps ready to be sprung if the heroes pass through that area again.

2. Set themselves up in the north/south tunnels and prepare to hold the heroes back—that is, keep them bottled up deep in the complex—for as long as possible. The goal is to ensure that the heroes are engulfed by the magma and do not escape the complex alive. All of the kobolds here have volunteered knowing that this was likely a suicide mission. They are making an idealistic stand that they hope will inspire kobolds everywhere to take arms against the “soft-skinned” races. If the heroes do escape, it is up to the GM whether the remaining kobolds decide to flee and live to fight on another day or if they prefer to hide their shame in failure by allowing themselves be swallowed by the rolling magma.

10. CAVE OF FIRE

As the heroes step into this large cavern, it is the first time since the **Mouths of the Maze** that medium- or large-sized creatures have been able to stand tall. The odd half-domed cave ceiling rises to a height of about thirty feet. The heroes enter on a roughly 15-foot wide ledge whose edge falls away in a curve almost mirroring the ceiling's. The back half of the area is filled with a giant floor-to-ceiling bubble of magma, barely held in place by a thin, naturally formed lattice of mostly-translucent stone.

It is hot in this cavern—so hot that anyone especially sensitive or susceptible to damage from heat or fire will be at some minor disadvantage.

Near the eastern end of the ledge is an idol of a kobold holding a spear. It has been carved with a brave and noble look, as though it is standing firm against oppression and injustice. It holds its spear in a defensive stance, and its mouth is open in what seems to be a defiant roar. It is possible for the heroes to notice that the arm of the idol is mechanically capable of moving (see *Idol Threats* below), but this is very difficult to do from any distance.

Along the outer wall near the idol is a secret door that leads into the **Secret Passage** (Area 9). This door is difficult to find and difficult to open. However, it is very similar to the one on the other end of the passage (entering from the **Billet**), so if the heroes were aware of and opened that door, their task here may be easier.

Present in the cave are two dragon priests (F), four wyrm claws (B), and six warriors (C). They represent the final opportunity for the kobolds to overcome the heroes and live to tell the tale. The priest standing nearest the idol is Hrrang—the leader for the entire complex.

If the heroes enter the cave while engaged in combat, Hrrang and his group will not interfere. They will let the fight continue until the heroes outnumber their opponents. At that point, Hrrang will order the fighting kobolds to withdraw and go back into the maze, where they will join the others who are setting up defenses to keep the heroes from easily exiting the complex. Hrrang, who is able to converse in the Common tongue, will then reveal his

master plan to the heroes, before ordering their final destruction. It was his vision that led the kobolds to construct this maze and lure the heroes here, and he will be glad to tell the heroes about it in true über-villain monologue style.

When boasting time is over (or when the heroes decide they've heard enough and start the fight on their own initiative), Hrrang will order his kobolds to attack. He and one mook will stay back by the idol. If the number of kobolds ever equals the number of heroes, or if Hrrang himself takes half his hit points or more in damage, or if the situation just looks too dire, Hrrang will activate the idol (see below).

If, during the fighting, any characters are maneuvered off the ledge, they roll down the incline. Stopping only halfway down the incline requires an Acrobatics check (DC 17) or a successful Reflex check (DC 20). Most victims will just tumble all the way down to the base of the magma bubble. Climbing back out of the pit is a difficult task (DC 18).

Those halfway down the slope will begin to take 1d4 points of damage from the heat. They continue to suffer this damage every round in which they are still in the pit. It is also possible that highly flammable items on their persons will simply burst into flames. Those who roll all the way down to the magma bubble automatically find their clothing and hair catch fire. This fire cannot be put out as long as a character is in contact with the magma bubble. Once the flames are extinguished, the characters suffer 1d8

points of damage every round until they get at least halfway out of the pit (when the severity of damage decreases to merely moderate, see above). Note that this is not the same as being in direct contact with magma—the stone lattice provides minimal but important protection.

Every time a character comes in contact with the magma, there is a 5% chance that the lattice will break. This is cumulative, so the second character to hit the magma will have a 10% chance, and the third a 15% chance. The results of breaking the lattice are described in **Fleeing the Magma** below.

IDOL THREATS

The idol does not pose any direct threat to the heroes. Its purpose is to break the stone lattice that holds the magma bubble in place. Although Hrrang, the leader of the kobolds, has claimed control over the idol and the decision of when to use it, the mechanism is actually quite simple. Any of the kobolds can activate the idol if it becomes necessary. When activated, the idol throws its spear into the lattice. This will definitely damage the stone, but may not cause it to break immediately. There is a 40% chance that the stone will break on the initial throw. This percentage is cumulative with any damage done by characters falling against the magma (see above).

If the spear fails to break the stone lattice, Hrrang will use any other means at his disposal to accomplish that goal including using spells or special abilities, or ordering some of other kobolds to fling themselves into the pit. (Spells and other significant

attacks should increase the chance of breakage by 10% or more apiece, based on how much destructive force they pack.) If all else fails, Hrrang himself will tumble into the pit and do as much damage as he can to the lattice until he can no longer stand.

FLEEING THE MAGMA

When the stone lattice holding back the floor-to-ceiling magma bubble breaks, everyone will know about it. The following things will occur:

The Round the Lattice Breaks: There will be thunderous cracking noises, hunks of stone will rain down into the pit, and oozing molten rock will begin to seep through the cracks. Everyone in the complex will know that the bubble is about to burst. It is an easy task to determine that magma will fill this entire chamber within the next few seconds, and that everyone needs to get out. However, the kobolds do not flee. They continue to fight the heroes.

The First Round After: Magma fills the pit and begins to overflow onto the ledge. Anyone still in the **Cave of Fire** begins to take serious heat damage (1d8), and any highly flammable items may catch fire. Anyone in the pit suffers the combined damage from being hit by tons of falling magma (10d8), the damage normally associated with touching magma (2d6), and (if they somehow manage to still be alive) they begin to drown. The kobolds continue to fight. They continue to follow and fight the heroes until they are slain.

The Second Round After: The magma gets an initiative slot as though it was a character. On its turn the bubble completely collapses and fills the entire **Cave of Fire** with molten stone. Anyone still in the cave suffers the same effects as described above for those in the pit.

Each Round Thereafter: On its turn, the magma advances 3 squares on all fronts. It is not moving by any intelligent means, simple oozing forward due to gravity and geologic pressures. Whenever the magma gets within 5 squares of a character, he or she begins to suffer serious heat damage (1d8). If a character comes in contact with the magma this becomes Massive Damage. Anyone who is 5 or more squares into the magma is completely subsumed beneath its surface.

Getting away will not be easy for the heroes. Firstly, the tunnels are still all considered difficult terrain for anyone that is medium size or larger. Secondly, there still may be some undiscovered or re-set traps that the heroes will have to cross on their way. Finally, all the remaining kobolds in the complex will be trying to stop the heroes from getting away. They are all committed to dying in this process as long as they believe they can cause the heroes' deaths, too.

CONCLUSION

In the end, the heroes being who and what they are, there is a strong likelihood that some, if not most, of them may escape the death maze and survive. How the

remaining kobolds react to this is left to the Game Master to decide. An extended fight just to mop up the remaining kobolds might be too anticlimactic for some groups, but just the right ending for others. In any case, the failure of this trap and the loss of Hrrang could be enough to quell the kobolds' aggression.

Alternatively, this failure could just urge the kobolds on to lay bigger and deadlier traps for the heroes. Killing these particular adventurers might become something of an obsession for all kobolds in the campaign. If Hrrang somehow manages to survive this attempt, he certainly will lead the efforts to mount another try.

For their part, the heroes should reap the standard rewards for the challenges they faced and overcame. In addition, this whole experience may alter their attitudes toward "low-level monsters" for the rest of the game.

TREASURE

There is not a lot of traditional treasure within the maze, mainly because it was set up specifically as a death trap and is not a standard lair. Even the so-called **Treasure Room** (Area 7) is filled mostly with fairly mean items.

That having been said, any or all of the kobolds may have valuable personal effects or merely a few coins that the heroes can collect after successful combat. (They'd better not leave it till the end, though, or all that treasure will be consumed by the magma flow.)

The Game Master can add any additional treasure to the adventure that would suit his or her campaign. In particular, there are three items of interest placed within the maze that can be used as described below or modified to tie into other campaign-specific story lines.

MASTERWORK TOOLS

In the **Storage Cavern** (Area 5), the heroes may find a particular set of tools. At first glance these might seem to be just an ordinary carpentry tools—hammer, saw, lever, etc. However, upon closer inspection, one may notice that the handles have all been carved with artistic renderings and lacquered to protect both the tool and the carvings. Anyone who is skilled in the use of such tools will easily note that these are of a finer quality than one usually finds. The materials themselves may be valuable—teak handles or adamantine heads and blades, for example.

What craftsman made these and what, if any, history they have is left up the Game Master to decide. Perhaps they were fashioned by a famous weaponsmith for a relative. Perhaps they belonged to a royal or noble family that has a particular connection to construction or carpentry. Perhaps they are not merely decorative but also imbued with some magical properties. The carvings could simply be patterns—leaves, vines, and other plants if the tools were made by elves; rocks and gems, if by dwarves; etc. Alternatively, the carvings could be of specific geologic locations. Perhaps the set itself can be used as a map

leading to some new adventure.

Whatever the deeper truth about them is, this set of tools is vastly more valuable than most. Indeed, it would not be wrong to say that the tools themselves are works of art.

JEWELRY BOX

Among the false treasures in the so-called **Treasure Room** (Area 7), the heroes may make an unexpected find. On one of the piles is a jewelry box that is much more valuable than the quartz and glass beads that are currently kept within it.

The box is beautiful to look at, made using carefully crafted pieces of various different woods with complementary grains. The geometric pattern these pieces create is almost hypnotic to look at and the box would fetch a good price from any art collector.

More interesting, if the heroes look closer, is that there are no nails, pins, screws, or other items holding the box together. It is so perfectly made that it simply fits together in a firm, solid arrangement that would be difficult to disassemble without breaking one or more of the pieces.

On the bottom of the box is a maker's mark. Anyone with the appropriate knowledge or background may recognize it as belonging to a legendary craftsman and puzzle maker. This is one of the finest pieces of work the maker ever fashioned.

The jewelry box may be used simply as a piece of treasure, for collectors would certainly pay handsomely for it. Alternatively, the puzzle maker may be known for including secret compartments or

hidden functionality. The box may contain a slip of paper with some important message, map, or item. It may also, if used properly, unfold into a completely different item or tool. Perhaps it is a key to some unknown lock, or a topographical map of a lost city. There is no end to the possible clues, uses, or content with which the Game Master may fill the box.

LEATHER-BOUND BOOK

Hidden within a bedroll in the **Billet** (Area 8), the heroes may find a thick leather-bound book. Whatever was originally on the cover has now been obscured by a series of symbols in Draconic that one of the dragon priests scrawled there.

Inside, the original text has been overwritten by a dragon priest using primitive ink and pens (possibly as simple as a stick and mud or berry-based dye). It is possible, though difficult, to read the original words through the vandalization. Or, if one is literate in Draconic, the new writing may be of more interest.

Exactly what to make of this book is left up the Game Master. The new writing may be a spellbook, a history of the kobold race, detailed plans for the construction of the maze, or even some divinely inspired prophesy. On the other hand, the original work may be a valuable first edition of a popular novel, or an illuminated volume of history, or a ledger from an important noble house, or the log of some sea captain whose ship the kobolds ransacked.

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ABOUT SUPER GENIUS GAMES

Super Genius Games is an imprint of OtherWorld Creations. Founded in fall 2007, SGG is dedicated to publishing quality print and PDF products for a wide range of games and game systems. Please visit the website at www.supergeniusgames.com

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KOBOLD DEATH MAZE MONSTER STAT BLOCKS

KOBOLD BACKSTABBER (3) **CR 1** **400 XP**

Male Kobold Rogue 3

LE Small

Init +3; Senses Darkvision (60 feet); Perception +7

DEFENSE

AC 18, touch 14, flat-footed 15 (+3 armor, +3 Dex, +1 size, +1 natural)

hp 22 (3d8+3)

Fort +1, Ref +6, Will +0

Defensive Abilities: Evasion, Trap Sense +1

Weakness: Light Sensitivity

OFFENSE

Spd: 30 ft.

Melee: Shortspear +5 (1d4+2) and

Unarmed Strike +5 (1d2+2)

Special Attacks: Bleeding Attack, Sneak Attack +2d6

STATISTICS

Str 14, Dex 16, Con 10, Int 8, Wis 8, Cha 8

Base Atk +3; CMB +3; CMD 16

Feats: Blind-Fight, Rogue Weapon Proficiencies,

Toughness +3

Skills: Acrobatics +8, Climb +7, Escape Artist +8, Fly +4, Perception +7, Sense Motive +5, Sleight of Hand +8,

Stealth +12, Swim +1

Languages: Draconic

SQ: Trapfinding +1

Combat Gear: Shortspear, Studded Leather;

SPECIAL ABILITIES

Bleeding Attack (Ex): Sneak attack causes extra damage over time.

Blind-Fight: Re-roll misses because of concealment, other benefits.

Darkvision (60 feet): You can see in the dark (black and white vision only).

Evasion (Ex): If you succeed at a Reflex save for half damage, you take none instead.

Light Sensitivity (Ex): Dazzled as long as they remain in bright light.

Sneak Attack: +2d6 damage if you flank your target or your target is flat-footed.

Trap Sense: +1 (Ex) +1 bonus on reflex saves and AC against traps.

Trapfinding: +1 +1 to find or disable traps.

KOBOLD WARRIOR (40) **CR 1/4** **100 XP**

Male Kobold Warrior 1

LE Small

Init +1; Senses Darkvision (60 feet); Perception +2

DEFENSE

AC 17, touch 12, flat-footed 16 (+3 armor, +1 shield, +1 Dex, +1 size, +1 natural)

hp 7 (1d10+1)

Fort +2, Ref +1, Will -1

Weakness: Light Sensitivity

OFFENSE

Spd: 35 ft.

Melee: Longsword +4 (1d6+2) and

Unarmed Strike +4 (1d2+2)

STATISTICS

Str 14, Dex 12, Con 10, Int 9, Wis 9, Cha 10

Base Atk +2; CMB +2; CMD 13

Feats: Fleet

Skills: Acrobatics -1, Climb +0, Escape Artist -1,

Perception +2, Stealth +3, Swim +0

Languages: Draconic

Combat Gear: Longsword, Shield, Light Wooden,

Studded Leather;

SPECIAL ABILITIES

Darkvision (60 feet): You can see in the dark (black and white vision only).

Light Sensitivity (Ex): Dazzled as long as they remain in bright light.

KOBOLD WYRM CLAW (8) CR 1 400 XP

Male Kobold Fighter 3

LE Small

Init +5; Senses Darkvision (60 feet); Perception +3

DEFENSE

AC 18, touch 12, flat-footed 17 (+5 armor, +1 Dex, +1 size, +1 natural)

hp 29 (3d10+9)

Fort +5, Ref +2, Will +0

Weakness: Light Sensitivity

OFFENSE

Spd: 30 ft.

Melee: Greatsword +7 (1d10+3) and

Unarmed Strike +6 (1d2+2)

STATISTICS

Str 14, Dex 12, Con 14, Int 8, Wis 8, Cha 8

Base Atk +4; CMB +4; CMD 15

Feats: Blind-Fight, Improved Initiative, Power Attack +2/-1, Weapon Focus: Greatsword

Skills: Acrobatics -2, Climb -1, Escape Artist -2, Fly +0, Perception +3, Stealth +6, Swim -1

Languages: Draconic

SQ: Armor Training 1 (Ex), Bravery +1 (Ex)

Combat Gear: Scale Mail, Greatsword;

SPECIAL ABILITIES**Armor Training 1 (Ex):** Worn armor -1 check penalty, +1 max DEX.**Blind-Fight:** Re-roll misses because of concealment, other benefits.**Bravery +1 (Ex):** +1 Will save vs. Fear**Darkvision (60 feet):** You can see in the dark (black and white vision only).**Light Sensitivity (Ex):** Dazzled as long as they remain in bright light.**Power Attack:** +2/-1 You can subtract from your attack roll to add to your damage.**KOBOLD DRAGON PRIEST (4) CR 1 400 XP**

Male Kobold Cleric 3

LE Small

Init +2; Senses Darkvision (60 feet); Perception +7

DEFENSE

AC 21, touch 13, flat-footed 19 (+6 armor, +1 shield, +2 Dex, +1 size, +1 natural)

hp 19 (3d8+3)

Fort +3, Ref +3, Will +6

Weakness: Light Sensitivity

OFFENSE

Spd: 20 ft.

Melee: Mace, Heavy +3 (1d6) and

Unarmed Strike +3 (1d2)

Special Attacks: Battle Rage, Touch of Evil 1 round, 6/day

Cleric Spells Prepared: (CL 3, +3 melee touch, +5 ranged touch):

2 (DC 15, 2/day) Darkness, Hold Person, Spiritual Weapon

1 (DC 14, 3/day) Bless, Cause Fear, Doom, Protection from Good

0 (DC 13) Bleed, Guidance, Purify Food and Drink, Stabilize

STATISTICS

Str 10, Dex 14, Con 10, Int 9, Wis 16, Cha 10

Base Atk +3; CMB +1; CMD 13

Feats: Channel Smite, Nimble Moves

Skills: Acrobatics -3, Climb -5, Escape Artist -3, Fly -1, Perception +7, Stealth +5, Swim -5

Languages: Draconic

SQ: Aura (Ex), Channel Negative Energy 2d6 (DC 11) (Su), Cleric Domain: Evil, Cleric Domain: War,

Spontaneous Casting

Combat Gear: Shield, Light Wooden, Mace, Heavy, Breastplate;

SPECIAL ABILITIES**Aura (Ex):** The Cleric has an aura corresponding to his deity's alignment.**Battle Rage (Sp):** Grant +1 to a melee damage rolls.**Channel Negative Energy 2d6 (DC 11) (Su):** An evil cleric can channel negative energy to injure the living and heal the undead.**Channel Smite:** As a swift action, channel negative energy through melee weapon for +2d6 damage. Target can make a Will save, as normal, to halve this additional damage. If attack misses, the channel energy ability is still expended with no effect.**Cleric Domain:** Evil Granted Powers: You are sinister and cruel, and have wholly pledged your soul to the cause of evil.**Cleric Domain:** War Granted Powers: You are a crusader for your god, always ready and willing to fight to defend your faith.**Darkvision (60 feet):** You can see in the dark (black and white vision only).**Light Sensitivity (Ex):** Dazzled as long as they remain in bright light.**Nimble Moves:** You can move across a single obstacle with ease. Whenever you move, you may move through 5 feet of difficult terrain each round as if it were normal terrain. This feat allows you to take a 5-foot step into difficult terrain.**Spontaneous Casting:** The Cleric can convert stored spells into Cure or Inflict spells.**Touch of Evil 1 rounds, 6/day (Sp):** With a melee touch attack, target is sickened and counted as good-aligned for the purpose of [Evil] spells.

KOBOLD ARCHER (2) **CR 1** **400 XP**
Male Kobold Ranger 3
LE Small
Init +3; Senses Darkvision (60 feet); Perception +7

DEFENSE

AC 15, touch 14, flat-footed 12 (+3 Dex, +1 size, +1 natural)
hp 26 (3d10+6)
Fort +4, Ref +6, Will +0
Weakness: Light Sensitivity

OFFENSE

Spd 30 ft.
Melee: Battleaxe +6 (1d6+2) and
 Unarmed Strike +6 (1d2+2)
Ranged: Shortbow, Comp. (Str +2) +7 (1d4+2)

STATISTICS

Str 14, Dex 16, Con 12, Int 8, Wis 8, Cha 8
Base Atk +4; CMB +4; CMD 17
Feats: Deadly Aim +2/-1, Endurance (Endurance (bonus feat)), Point Blank Shot, Precise Shot
Skills: Climb +8, Fly +5, Perception +7, Stealth +13, Survival +5, Swim +8
Languages: Draconic
SQ :Archery Combat Style (Ex), Enemies: Humanoids (Human) (+2 bonus) (Ex), Terrains: Undergroud (+2 bonus) (Ex), Track +1, Wild Empathy +2 (Ex)
Combat Gear: Battleaxe, Shortbow, Comp. (Str +2), Stud-ded Leather;

SPECIAL ABILITIES

Archery Combat Style (Ex): Allows the ranger to pick from a variety of archery-related combat style bonus feats.
Darkvision (60 feet): You can see in the dark (black and white vision only).
Deadly Aim: +2/-1 You can make exceptionally deadly ranged attacks by pinpointing a foe's weak spot, at the expense of making the attack less likely to succeed.

Endurance (Endurance (bonus feat)): +4 to a variety of skill checks. Sleep in L/M armor with no fatigue.
Enemies: Humanoids (Human) (+2 bonus) (Ex): +2 to rolls vs Humanoids (Human).
Light Sensitivity (Ex): Dazzled as long as they remain in bright light.
Point Blank Shot: +1 to attack and damage rolls with ranged weapons at up to 30 feet.
Precise Shot: You don't get -4 to hit when shooting or throwing into combat.
Terrains: Undergroud (+2 bonus) (Ex): +2 to rolls vs Undergroud.
Track +1: +1 to survival checks to track.
Wild Empathy +2 (Ex): Improve the attitude of an animal, as if using Diplomacy.

GIANT SCORPION (3) **CR 3** **XP 800**
Init +0; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

AC 16, touch 9, flat-footed 16 (+7 armor, -1 size)
hp 37 (5d8+15)
Fort +7, Ref +1, Will +1
Immune: mind-affecting effects

OFFENSE

Speed: 50 ft.
Melee: 2 claws +6 (1d6+4 plus grab), sting +6 (1d6+4 plus poison)
Space 10 ft.; Reach 10 ft.
Special Attacks: constrict (1d6+4)

STATISTICS

Str 19, Dex 10, Con 16, Int —, Wis 10, Cha 2
Base Atk +3; CMB +8 (+12 grapple); CMD 18 (30 vs. trip)
Skills: Climb +8, Perception +4, Stealth +0; Racial Modifiers +4 Climb, +4 Perception, +4 Stealth

SPECIAL ABILITIES

Poison (Ex): Sting—injury; save Fort DC 17; frequency 1/round for 6 rounds; effect 1d2 Strength damage; cure 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

In each of the encounters below, remember to check the relevant trap information located on pages 3-12.

ENCOUNTER

CAVE MOUTHS (1)

Guarding this area are two archers (A), four wyrm claws (B), and six warriors (C). Although they are there specifically waiting for an attack, the kobolds will not strike first, even if they spot the heroes hiding nearby. The purpose of this whole set-up is to lure the heroes into the caves. Once they are aware of the heroes' presence, the kobolds will hold their actions and prepare to counter whatever the heroes do first. After two of the heroes have attacked, the kobolds spring into action. The wyrm claws and warriors coordinate their defense against the frontline attackers while the archers hold back and pepper any obvious leaders or spellcasters with ranged attacks.

Once the number of kobolds has been reduced to five or fewer, the remaining kobolds break off the attack and retreat into the tunnels. They split up as much as possible, taking different passages. The last one, though, should be a kobold near the entrance on the far right of the map. It hopes to lure the heroes into the passage with the pit trap.

ENCOUNTER

STORAGE CAVERN (5)

This small cavern is where the kobolds stored the materials they needed to build the traps in the maze. Lurking in here, waiting for the heroes, are four warriors (C) and one backstabber (E).

If the heroes set off the Spear Field outside, these kobolds are automatically aware of the commotion. They prepare for battle immediately and begin circling around the now active trap so they can fight as tactically as possible. They try to lure the heroes to step on all of the trapped squares to both do maximum damage and get the trap to re-set (and then hopefully be re-triggered, inflicting its damage again).

These kobolds will fight to the death, with no retreat or surrender.

ENCOUNTER

LARDER (6)

This cavern is where the kobolds store their food and drink. Currently the area is occupied by one dragon priest (F) and 12 warriors (C). They originally were there for a meal, but dropped their plates and picked up their arms when it became clear the heroes were entering the maze. They are now in hiding, waiting to ambush the heroes if they come near. The priest will lead 4 warriors from the north, while 4 warriors will enter from the south and 4 from the west. Spacing is tight, but kobolds like it that way.

The kobolds automatically become aware of the heroes' presence if the Spear Field is triggered (and even if it isn't triggered, they have the normal chance to hear them approaching). At that point, the kobolds will try to herd the heroes through the trap and into the Cave of Fire, where the bulk of the ambush awaits.

They attack the heroes until more than half the kobolds from this area are slain or the head dragon priest starts the final confrontation (see Area 10 below). When either of these conditions occurs, the remaining kobolds from the larder retreat and take up defensive positions in the north/south tunnels to block the heroes' exit.

ENCOUNTER

TREASURE ROOM (7)

In the room are two backstabbers (E) and six warriors (C), who actually stand guard over the treasure as though that was an important job. If the heroes trigger the pendulum trap, the kobolds immediately become aware of their presence (as do the kobolds in the Billet). If the kobolds notice the heroes before the trap is tripped, they will pretend to be oblivious in order to lure the invaders in unawares.

The guards here will fight until there are only three of them left. Then they will flee deeper into the tunnel in hopes of leading the heroes into another ambush in the Billet.

ENCOUNTER BILLET (8)

This is the area where the kobolds go to sleep when they are not on duty. A small group of them were doing just that when the heroes began their attack. Now they are up, armed, and ready to fight. The group includes one dragon priest (F), and 6 warriors (C). There are also three monstrous scorpions (G) that lived in the cavern but have been “adopted” by the kobolds since they moved in here.

The kobolds here can hear any activity in either the Treasure Room or the Pendulum Hall nearby, which will automatically make them aware of the heroes’ presence. They will split their forces so that some are in the side tunnel while others are by the secret doors. They will fight the heroes to the last with one exception—if all that remain are kobold mooks, then they will panic and try to flee through the door that leads to the Mouths of the Maze in an attempt to escape with their lives.

ENCOUNTER CAVE OF FIRE (10)

Present in the cave are two dragon priests (F), four wyrm claws (B), and six warriors (C). They represent the final opportunity for the kobolds to overcome the heroes and live to tell the tale. The priest standing nearest the idol is Hrrang—the leader for the entire complex.

If the heroes enter the cave while engaged in combat, Hrrang and his group will not interfere. They will let the fight continue until the heroes outnumber their opponents. At that point, Hrrang will order the fighting kobolds to withdraw and go back into the maze, where they will join the others who are setting up defenses to keep the heroes from easily exiting the complex.

Hrrang, who is able to converse in the Common tongue, will then reveal his master plan to the heroes, before ordering their final destruction. It was his vision that led the kobolds to construct this maze and lure the heroes here, and he will be glad to tell the heroes about it in true über-villain monologue style.

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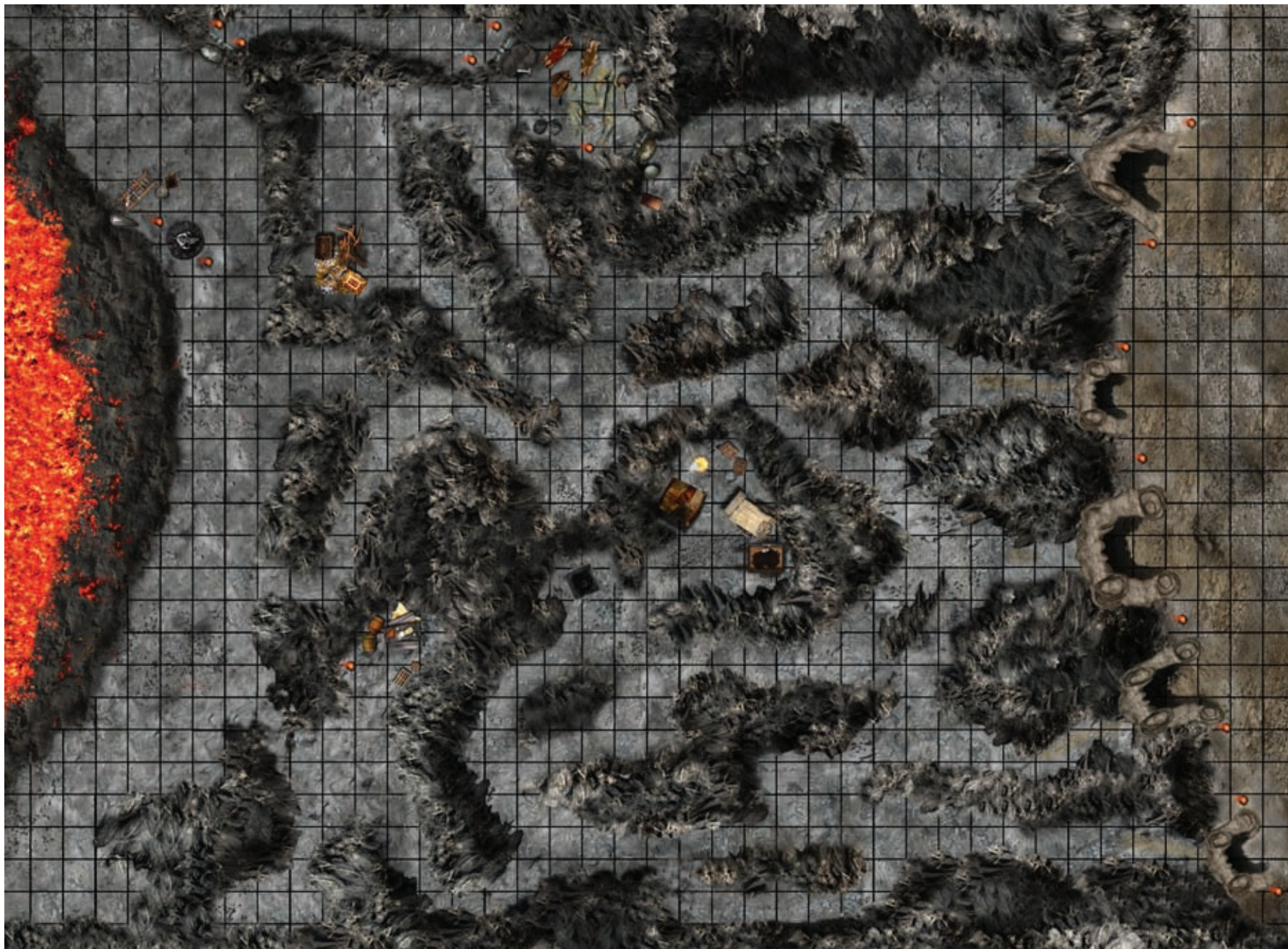
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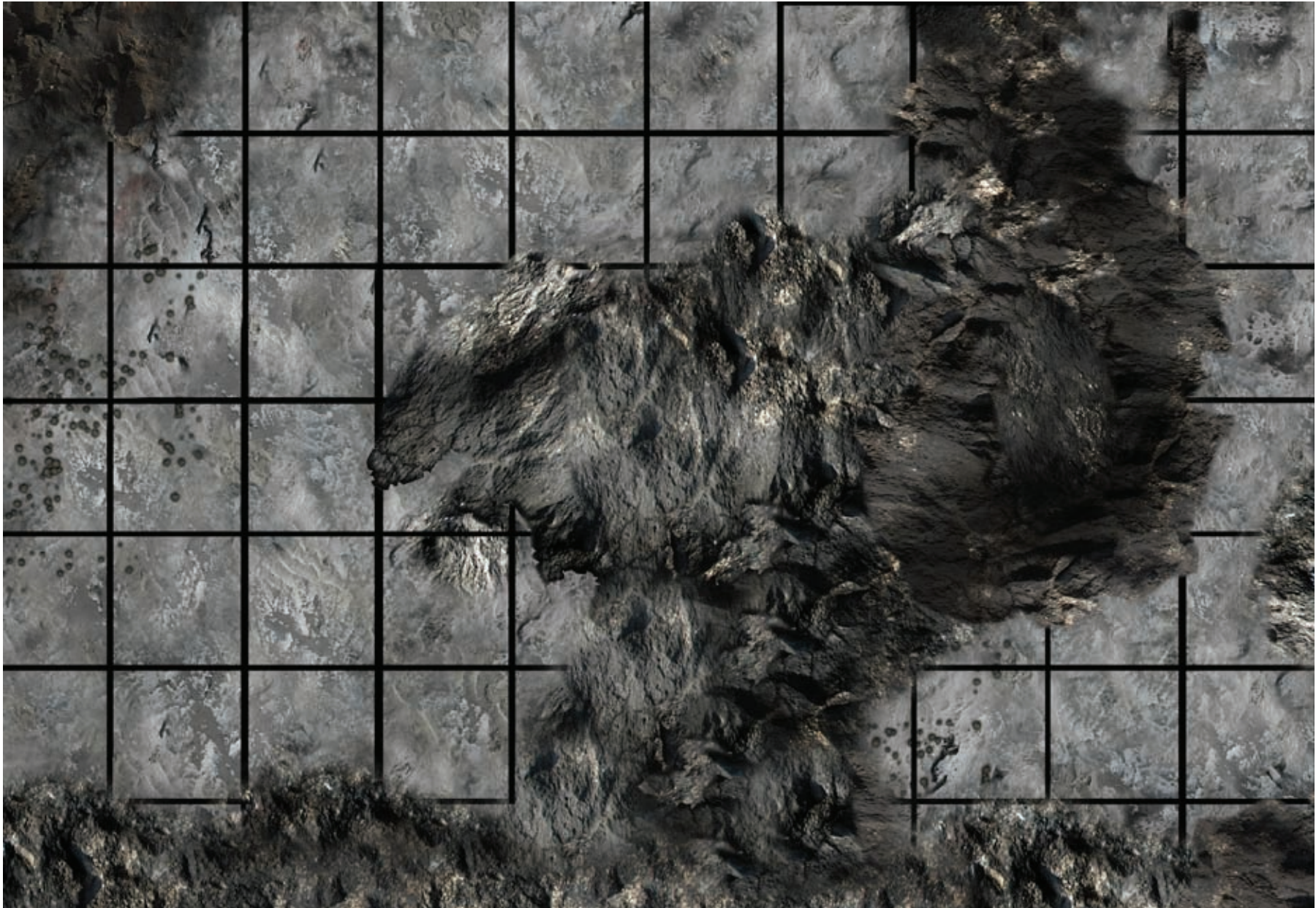
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GM Map without traps or other markings

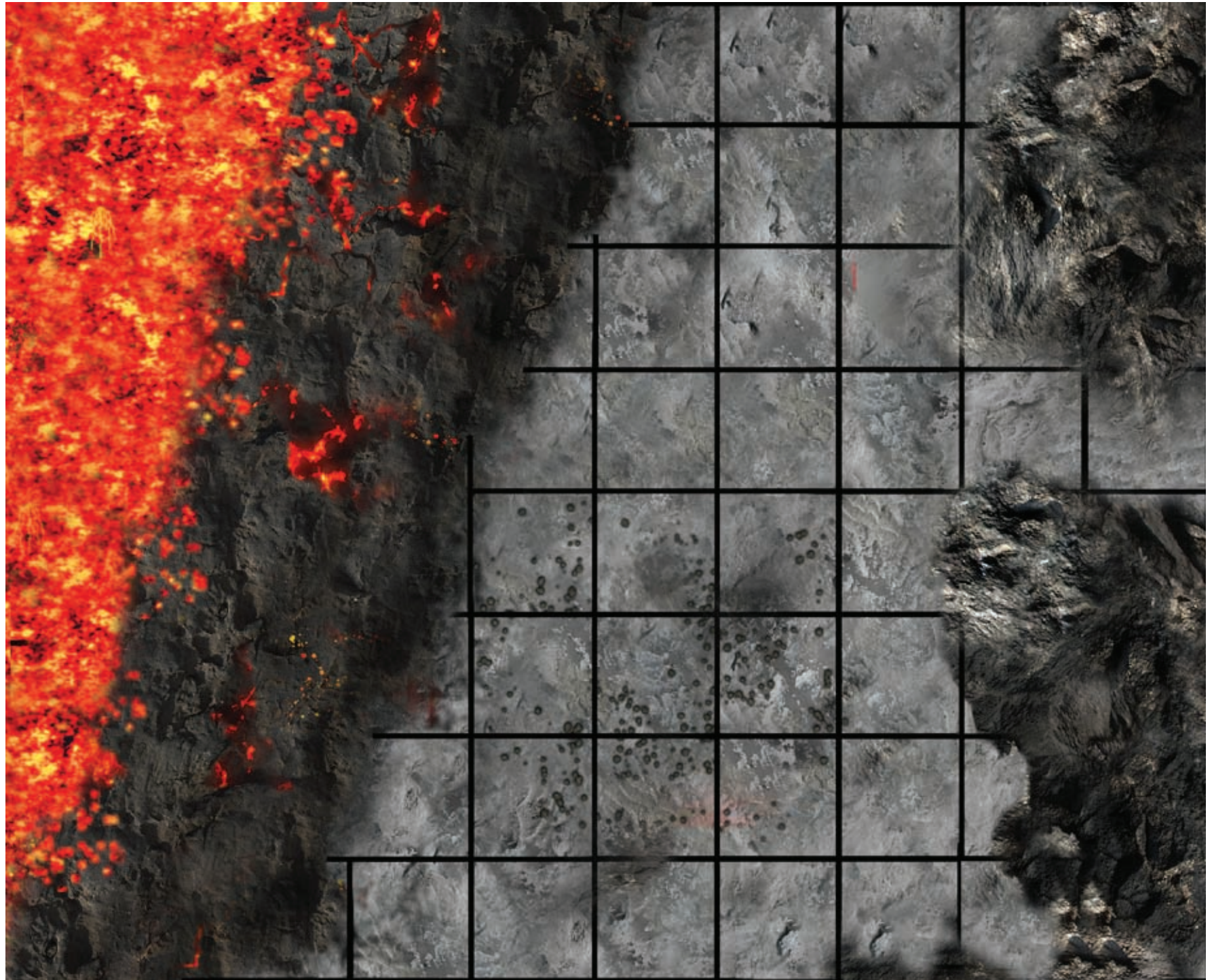


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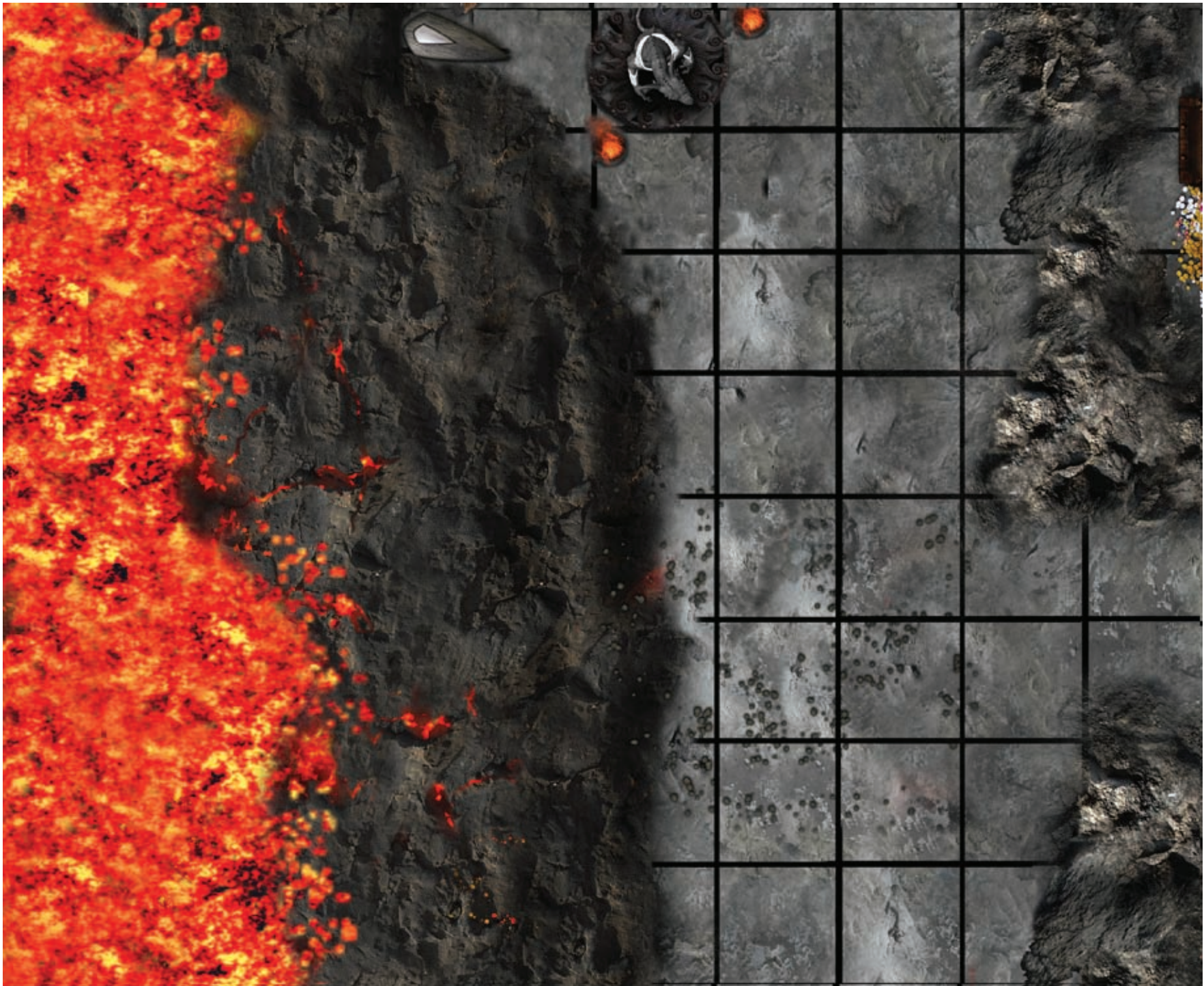
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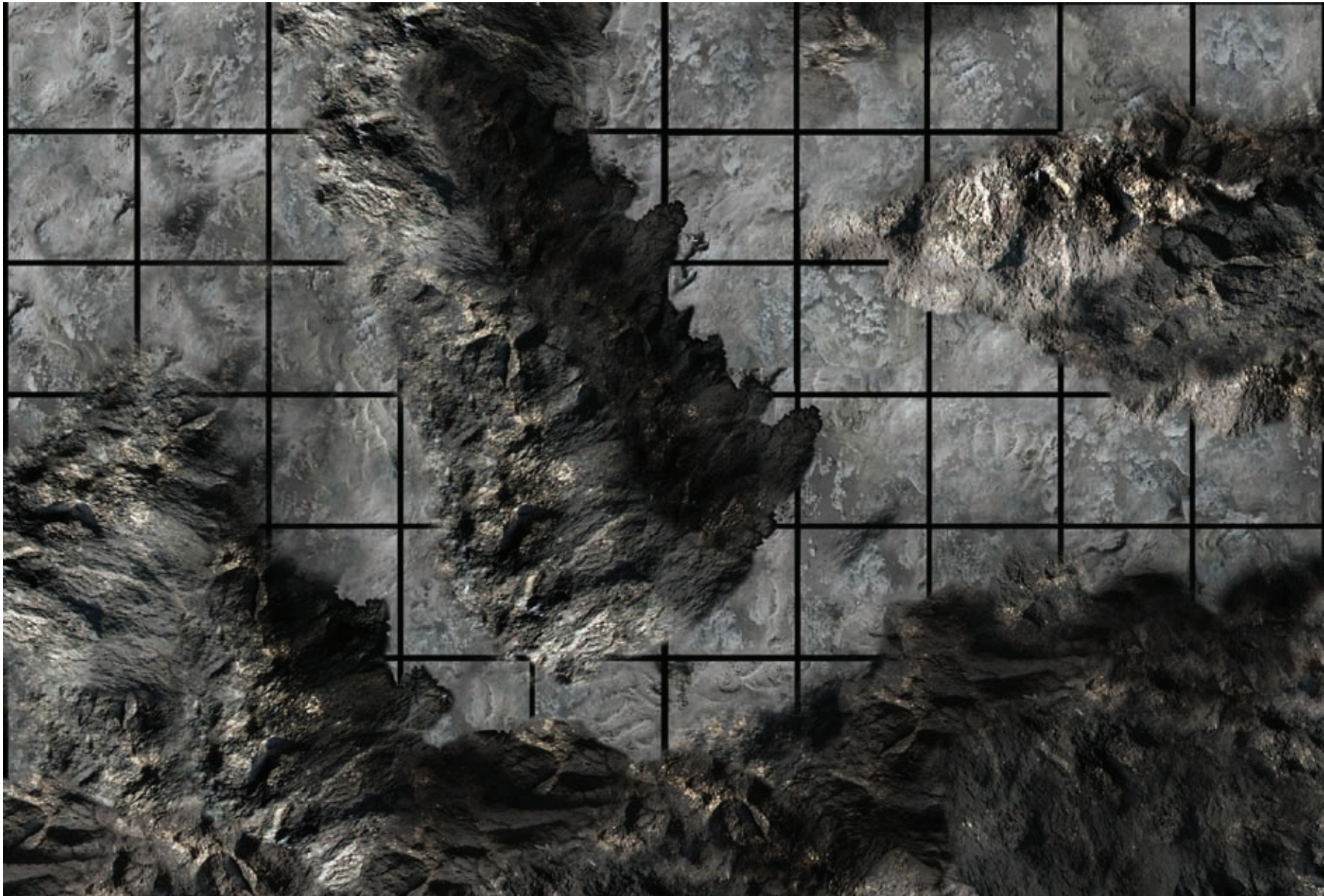
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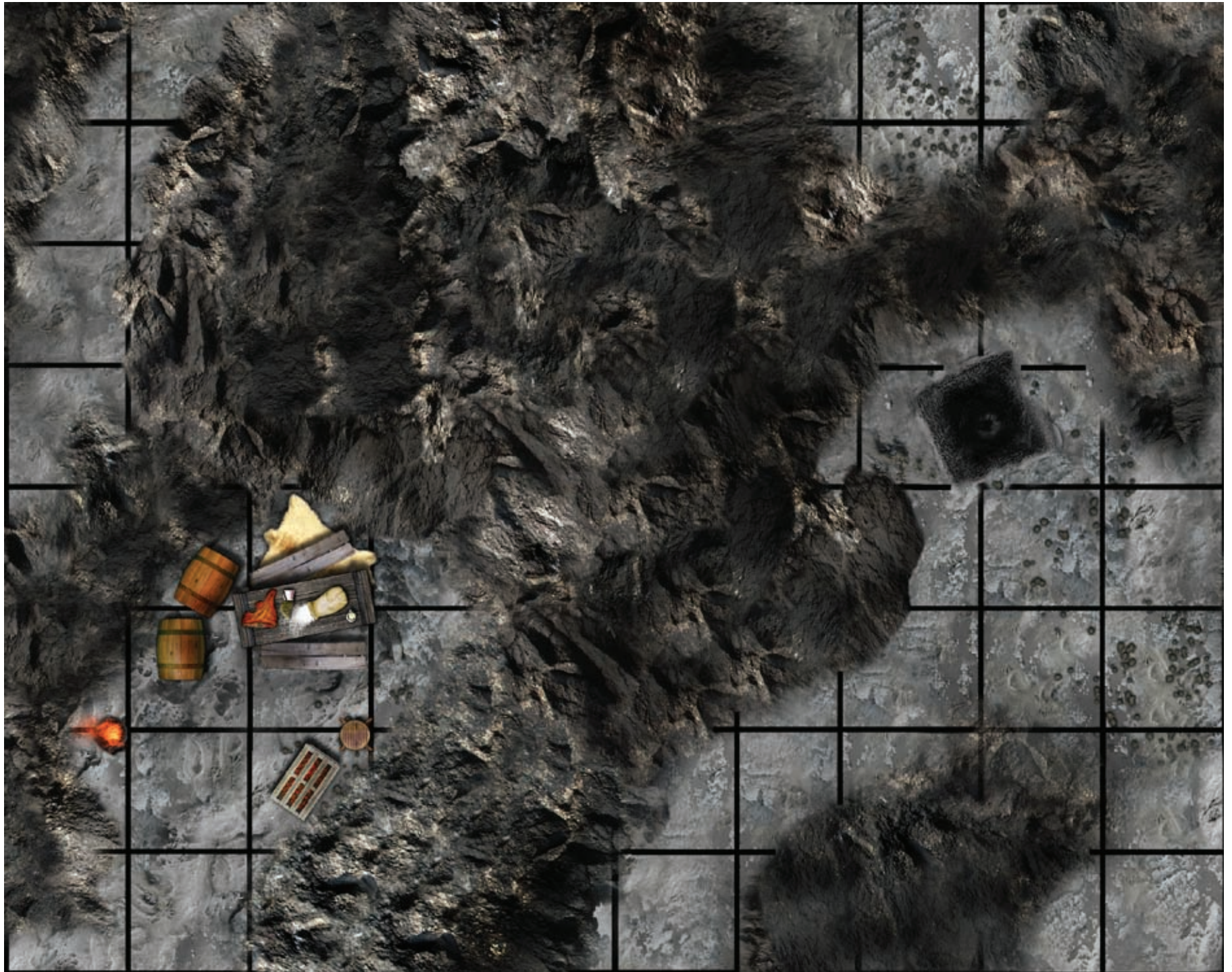
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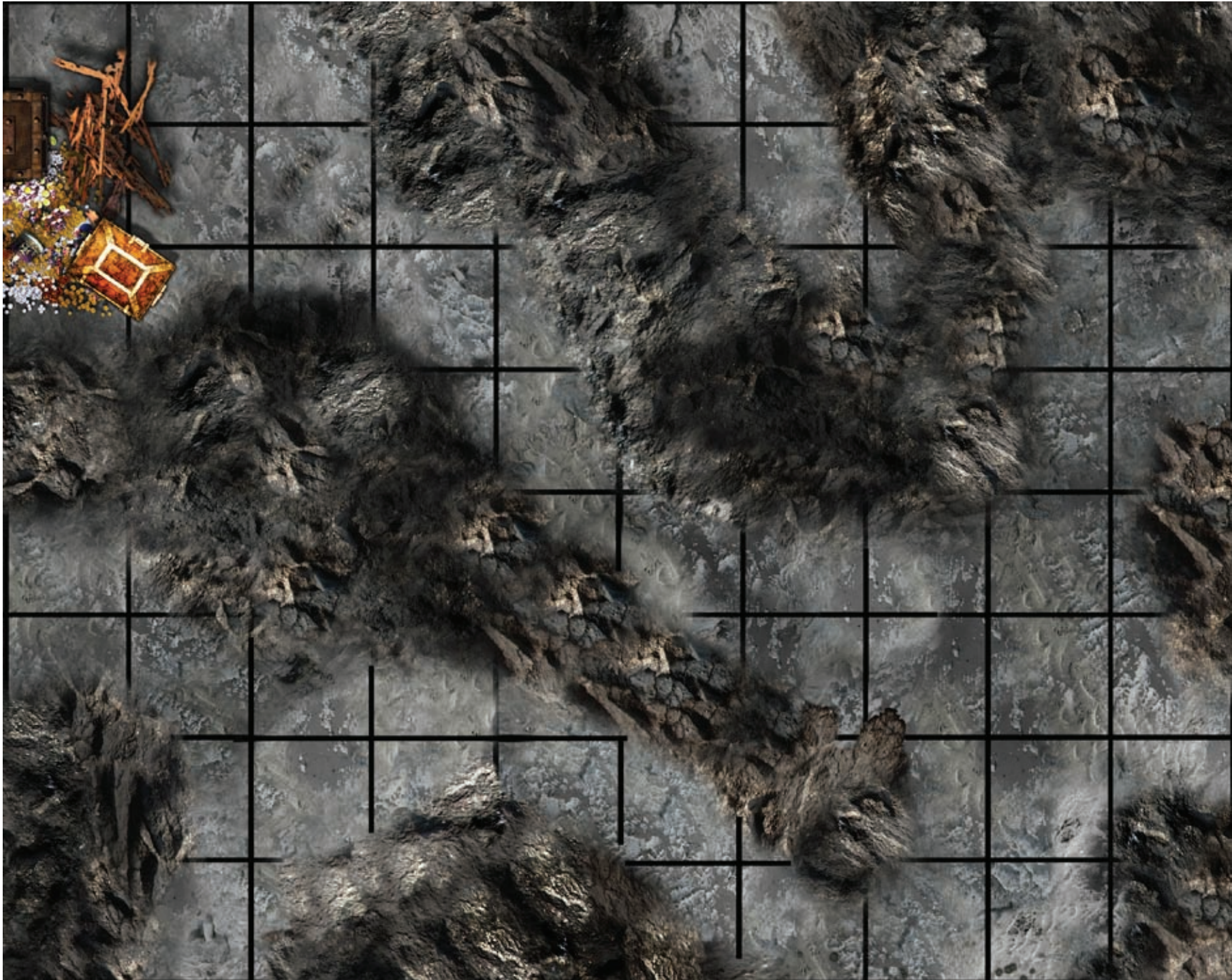
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Tile #6



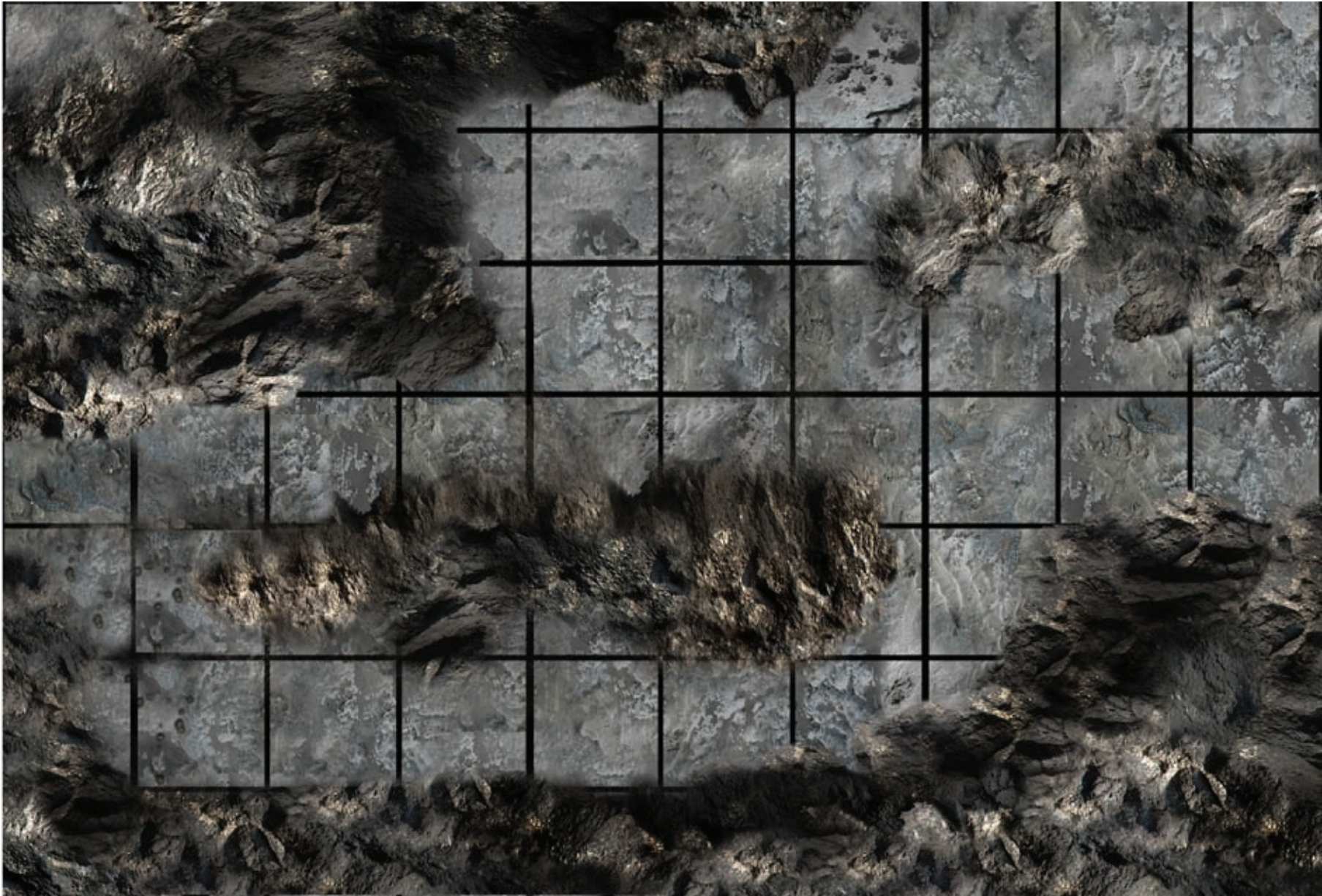
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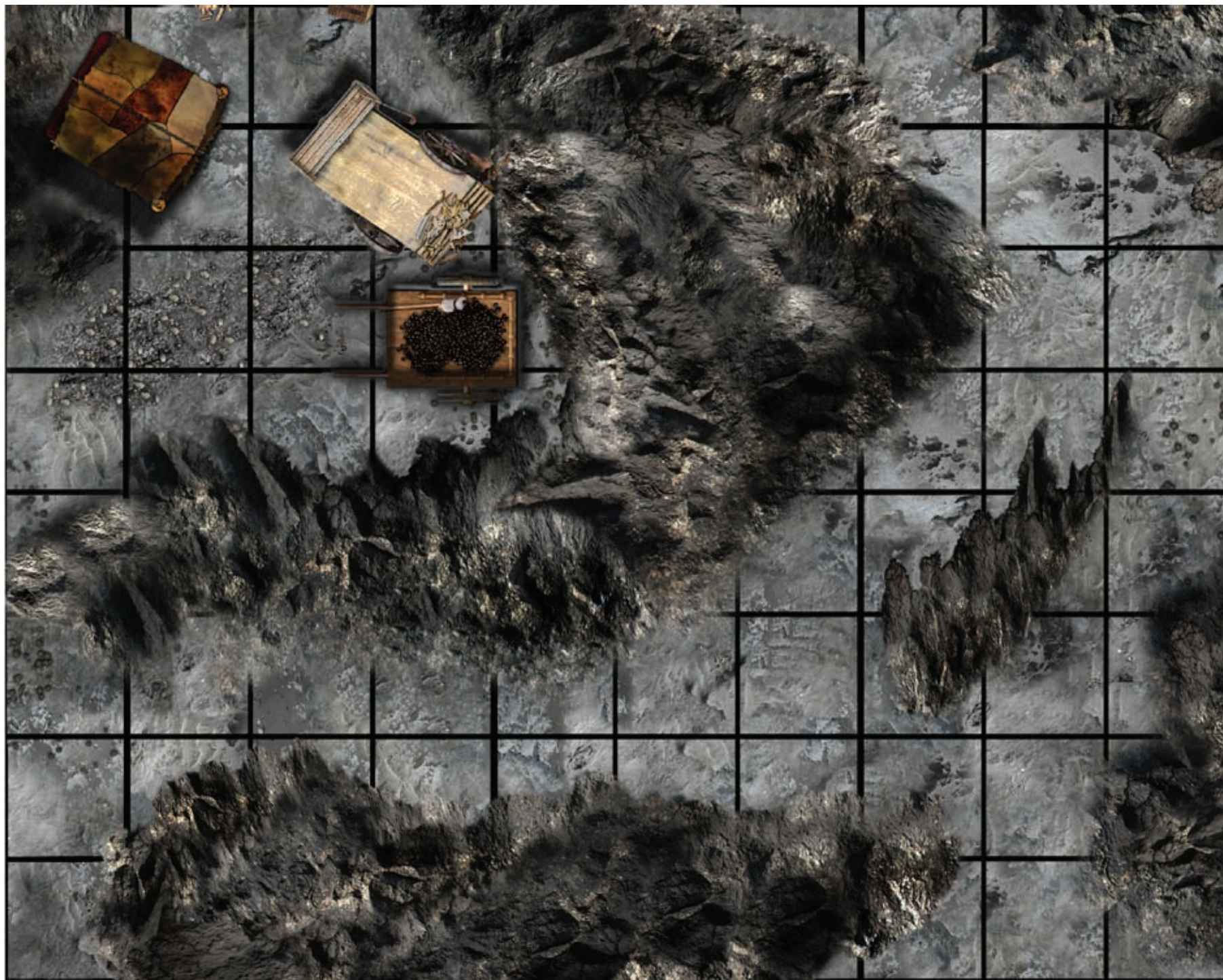
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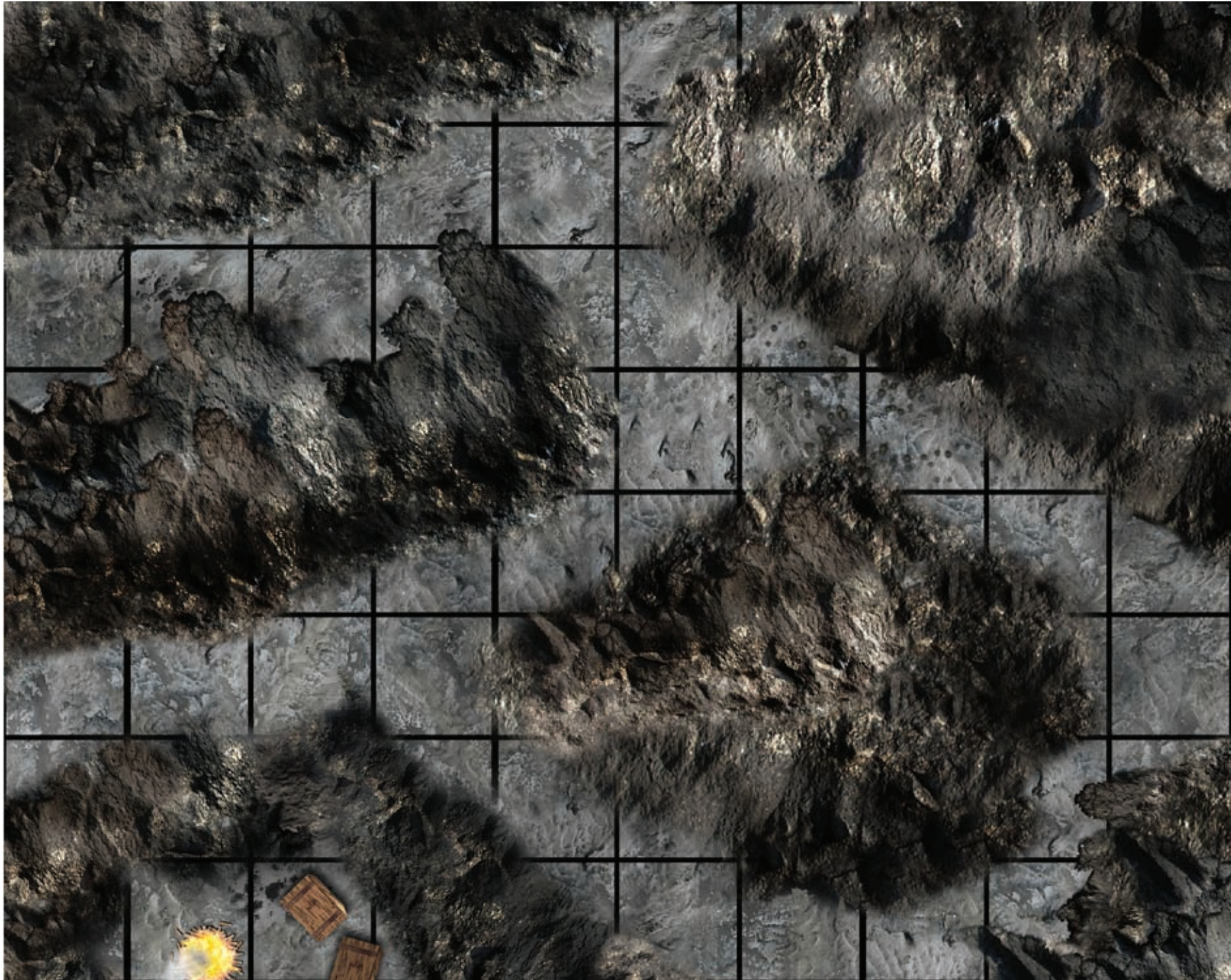
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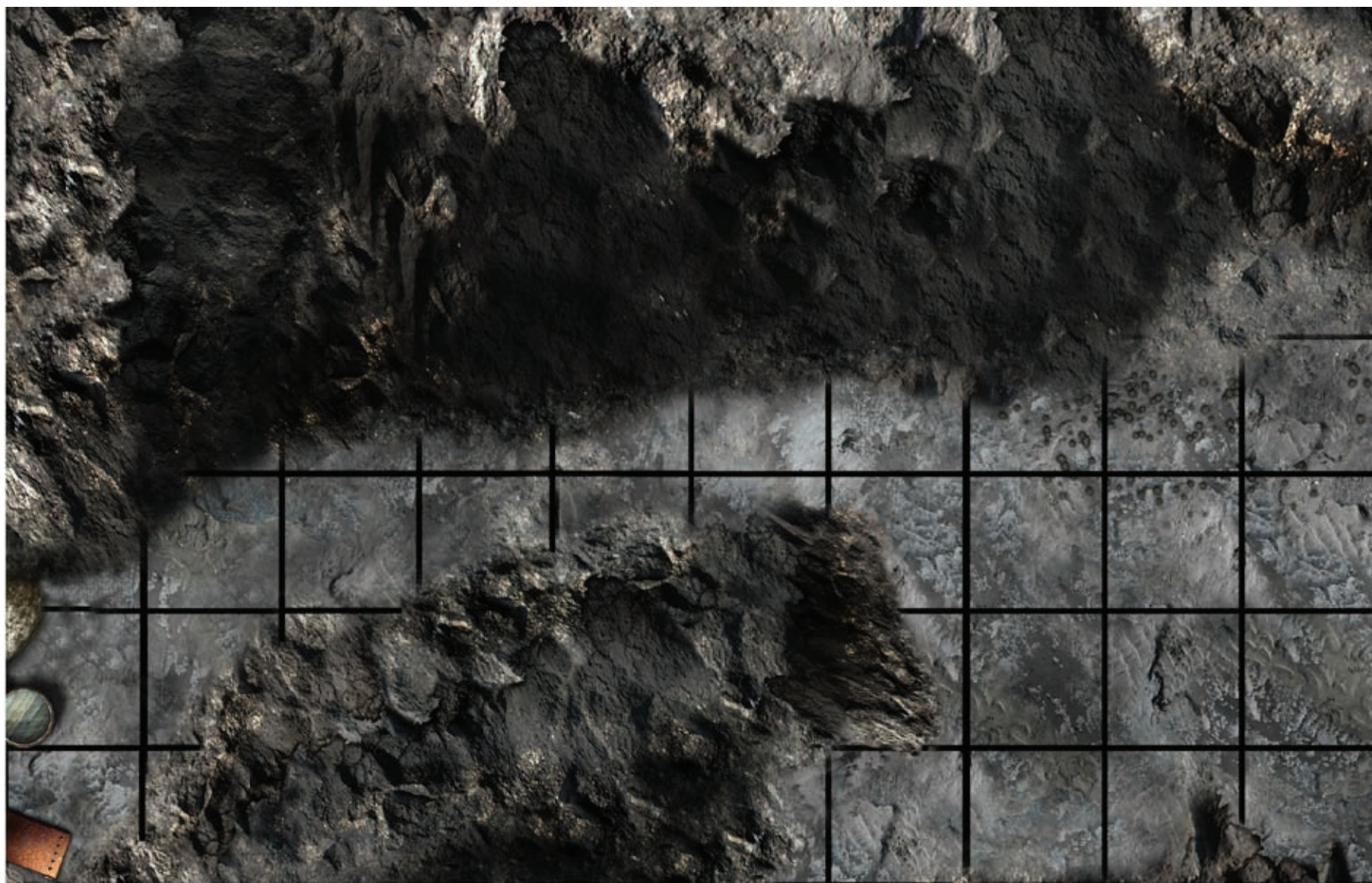
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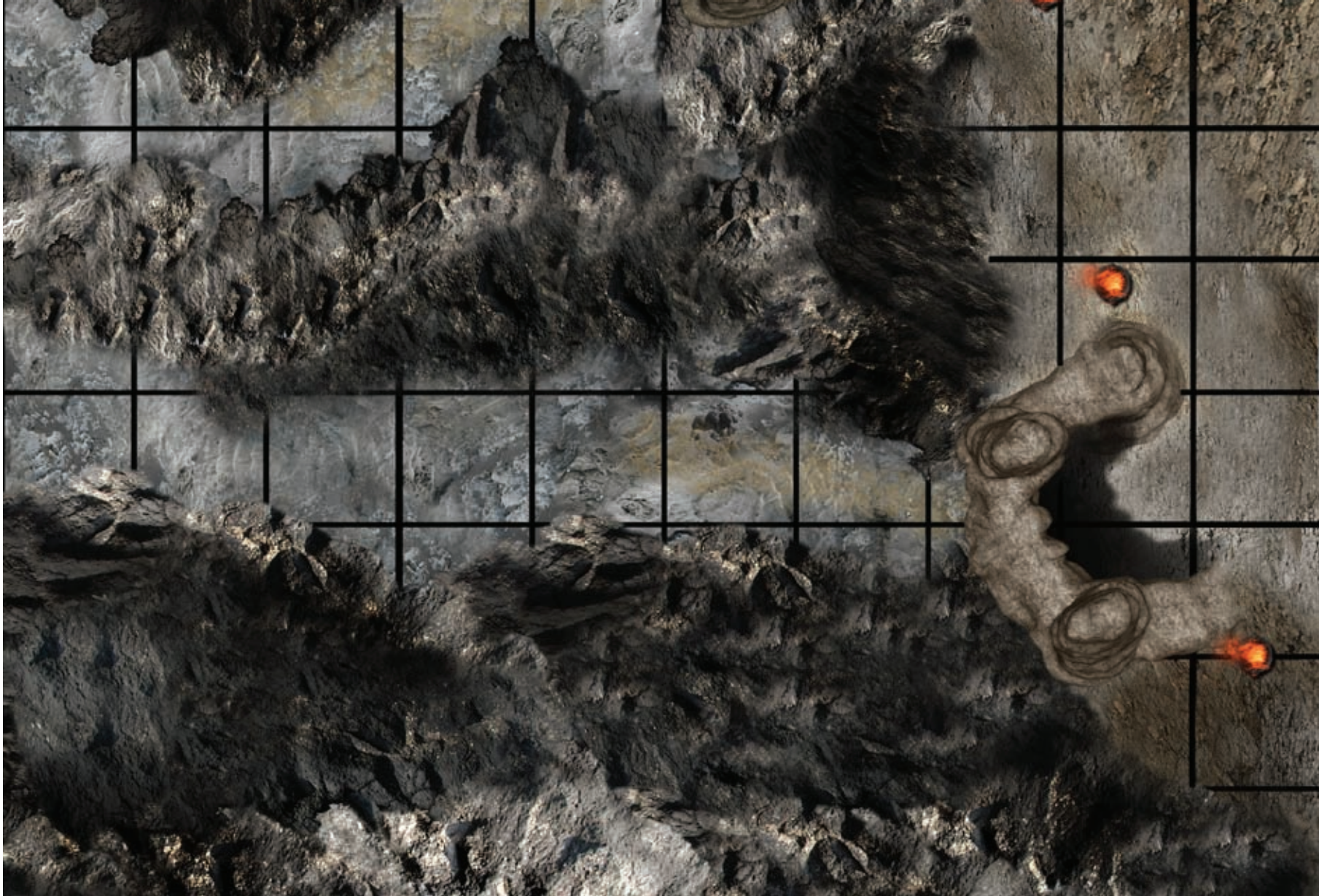
Tile #11



Tile #12



Tile #13



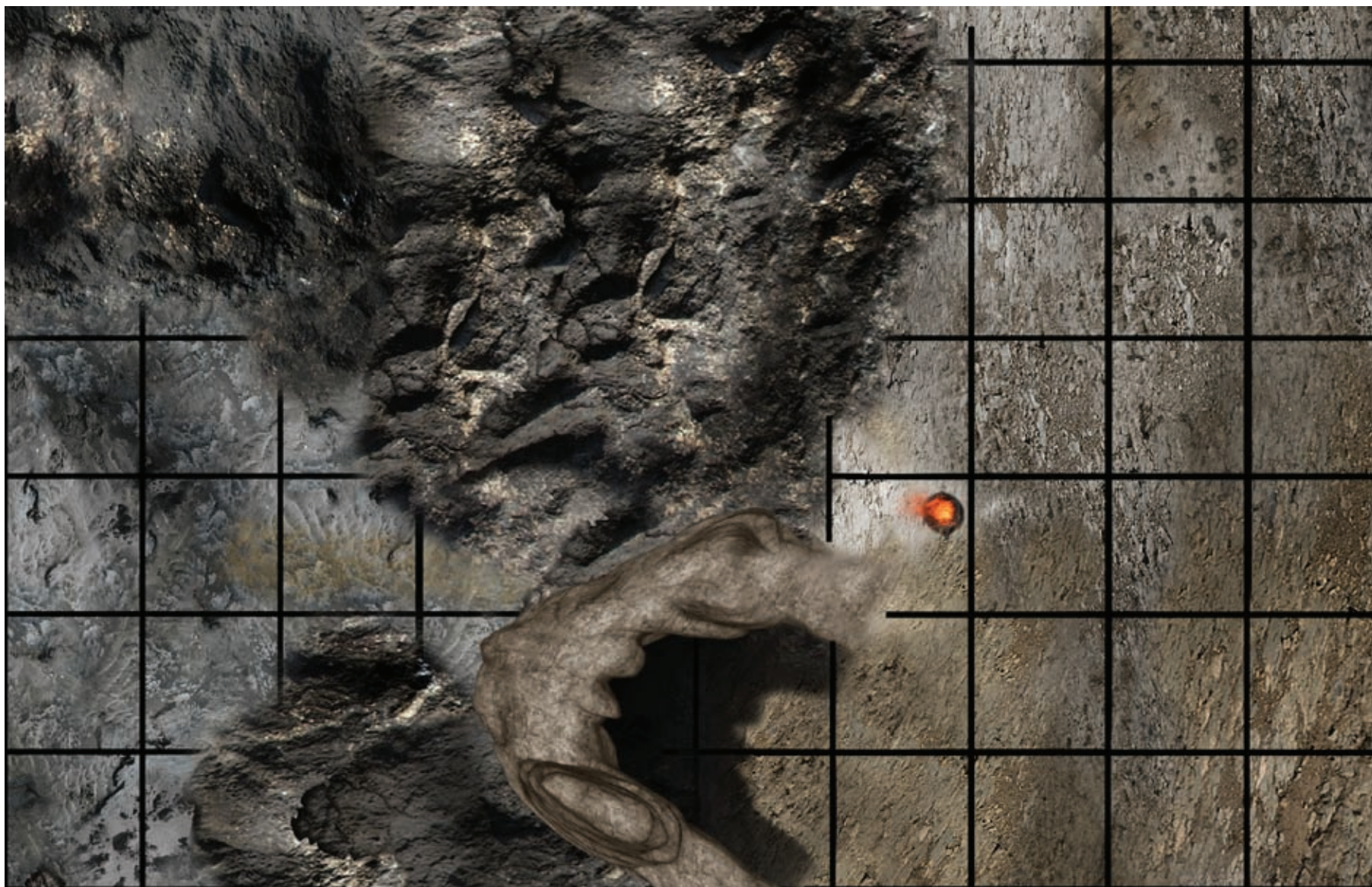
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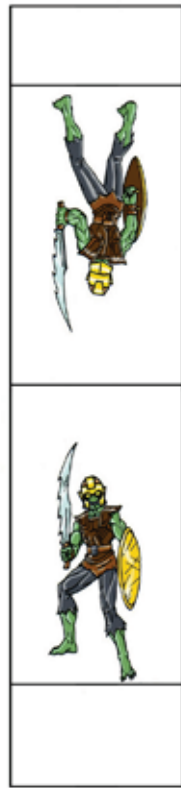
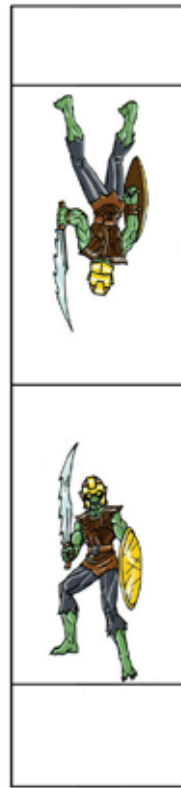
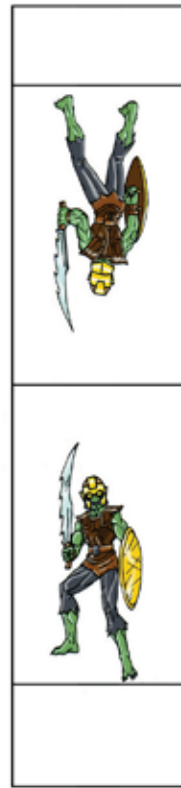
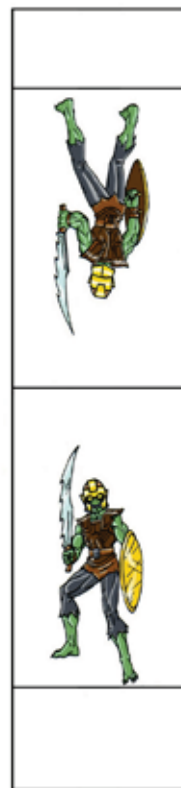
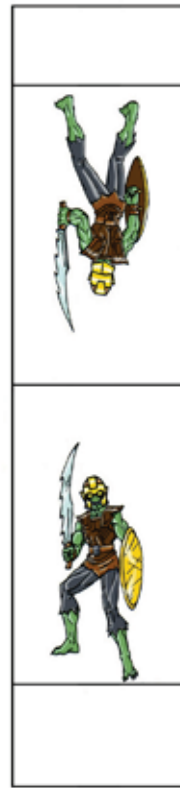
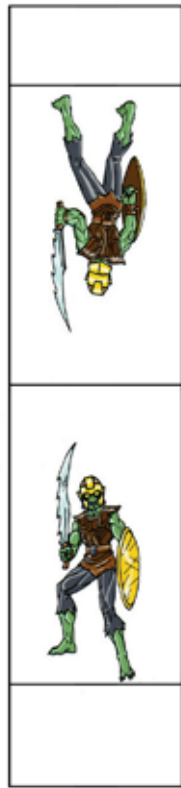
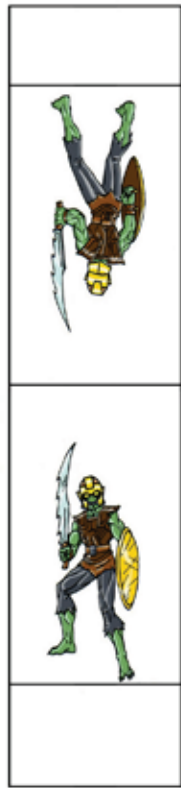


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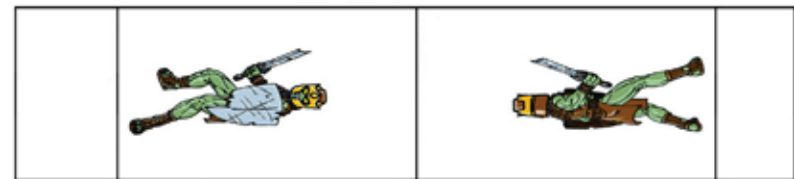
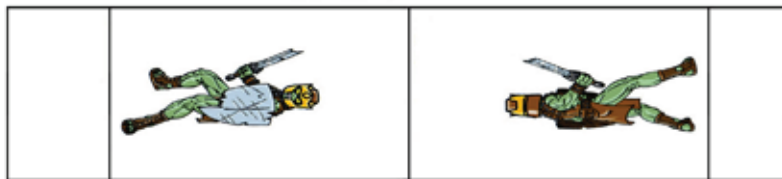
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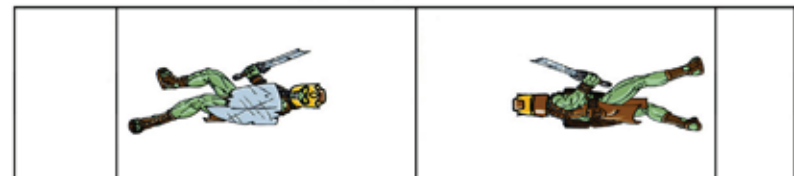
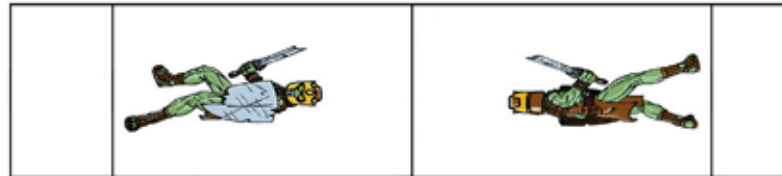
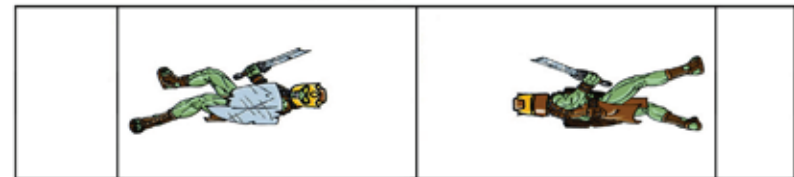
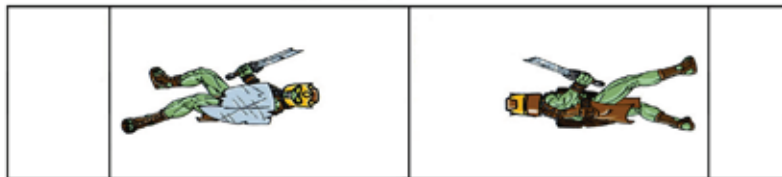


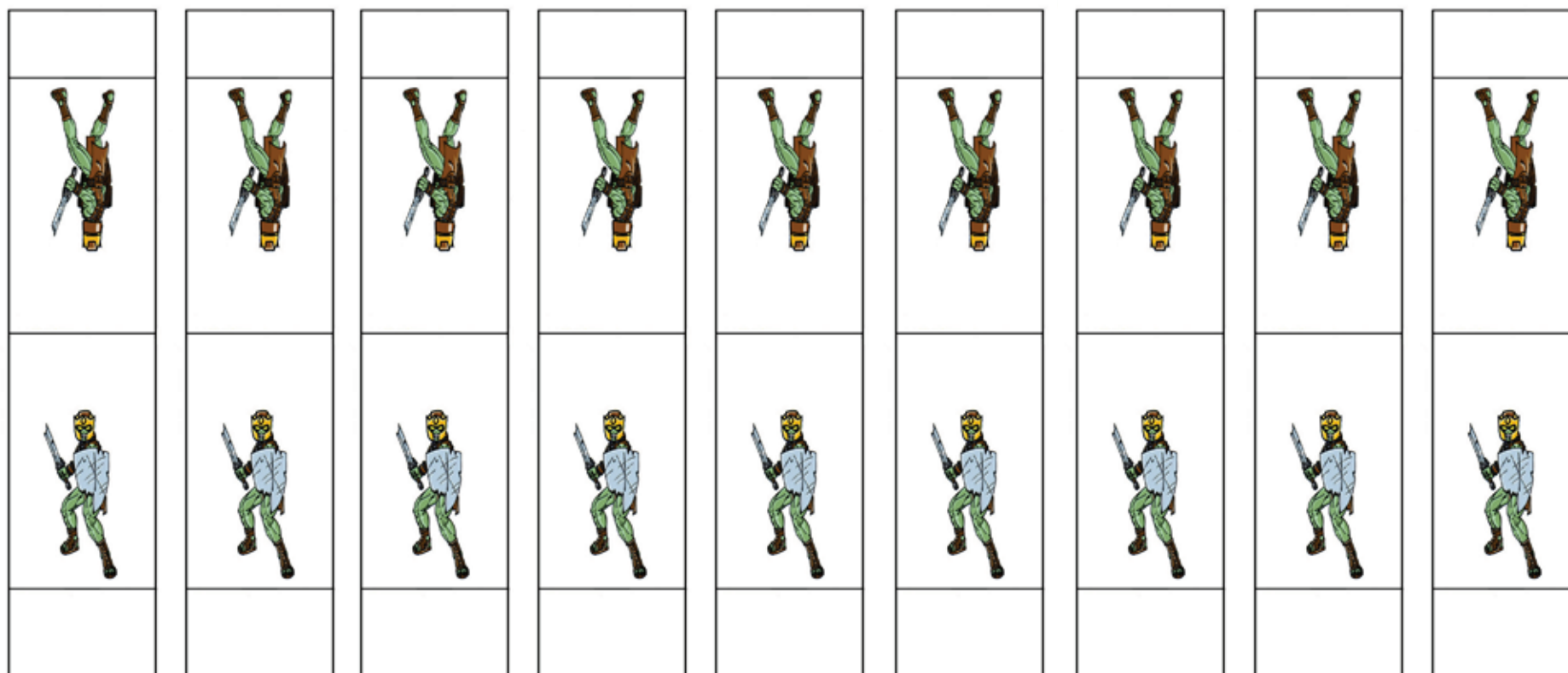
Archers

Wyrms Claws

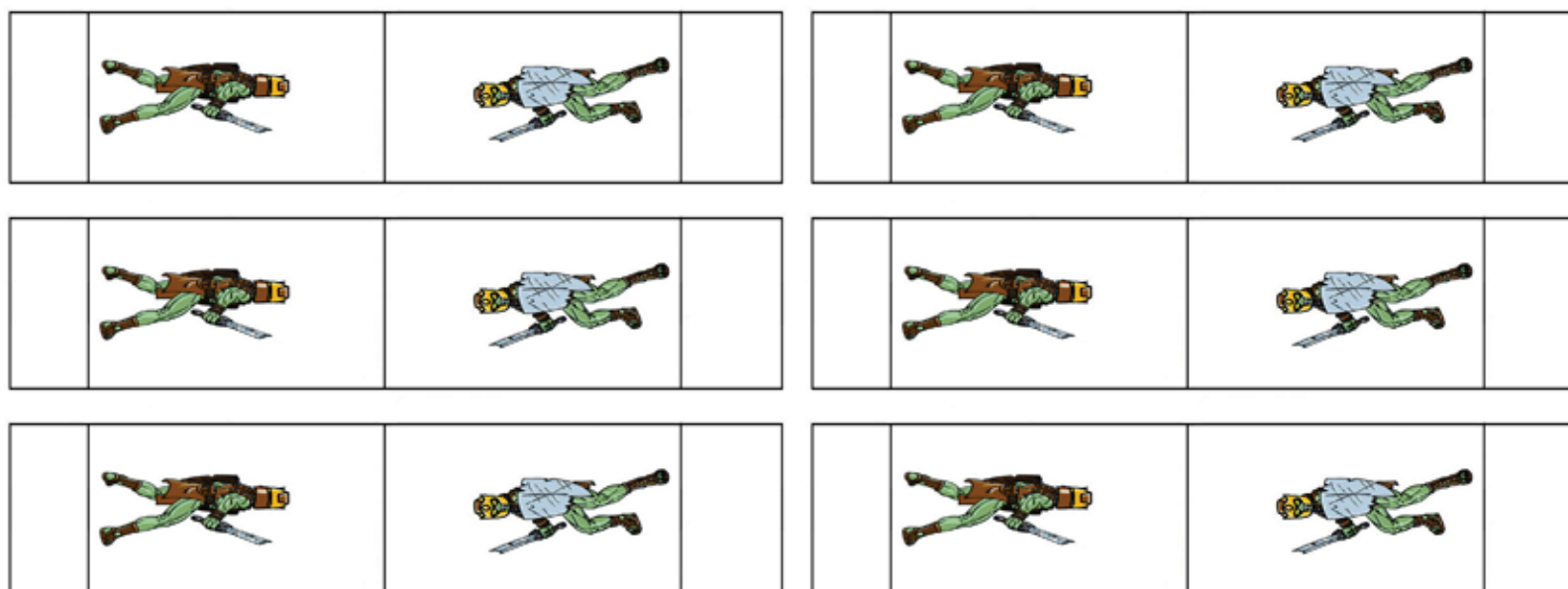


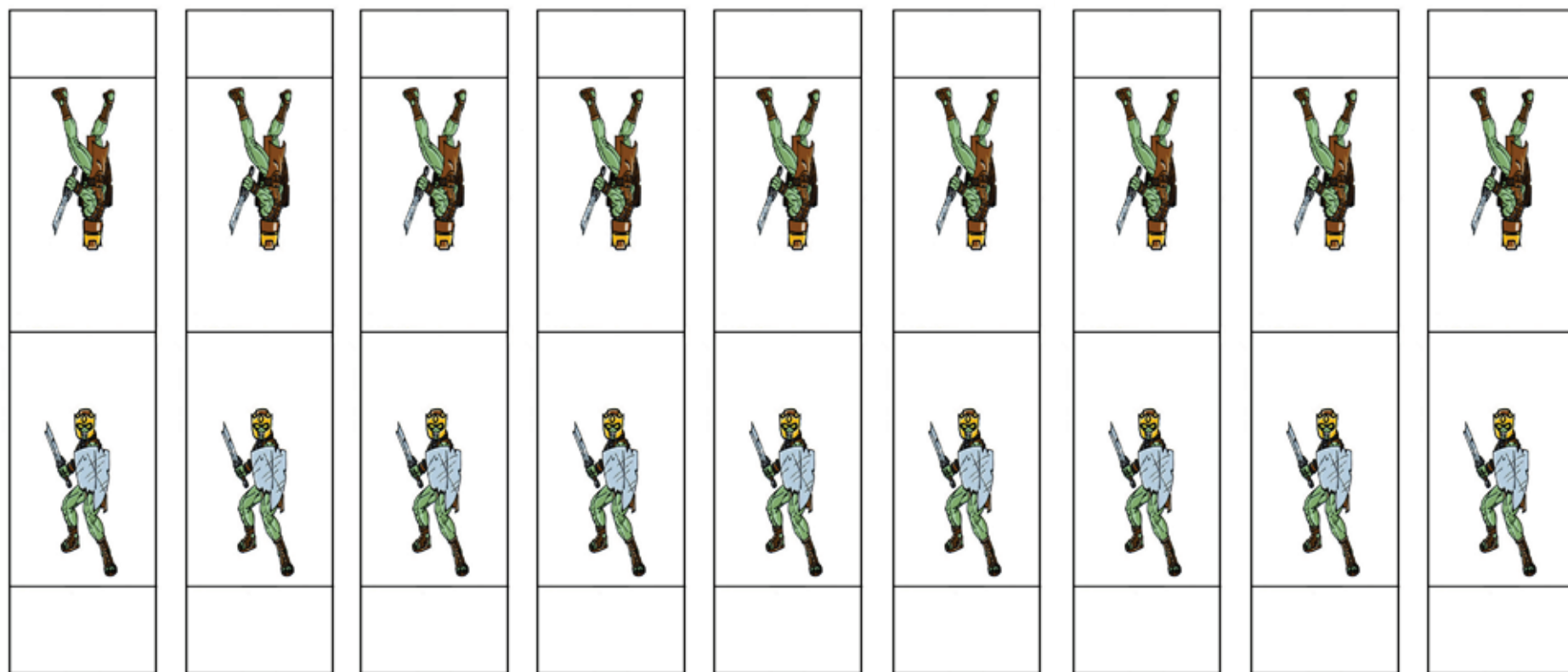
Warriors



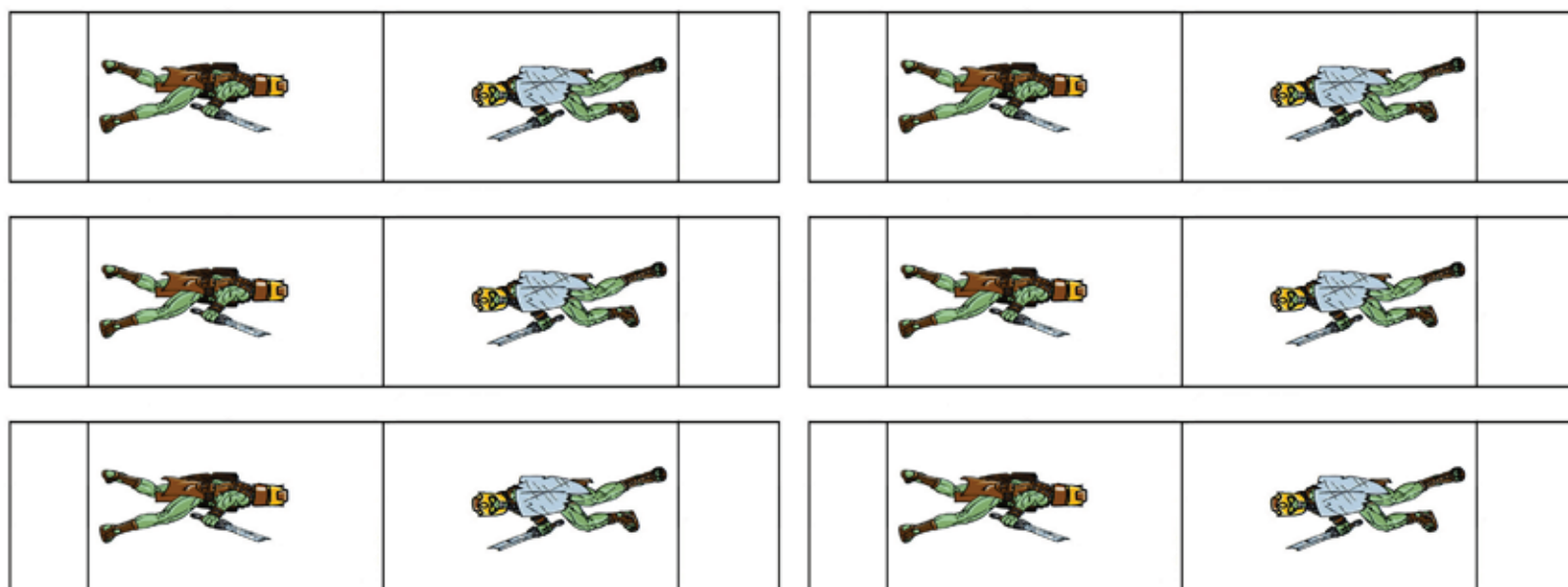


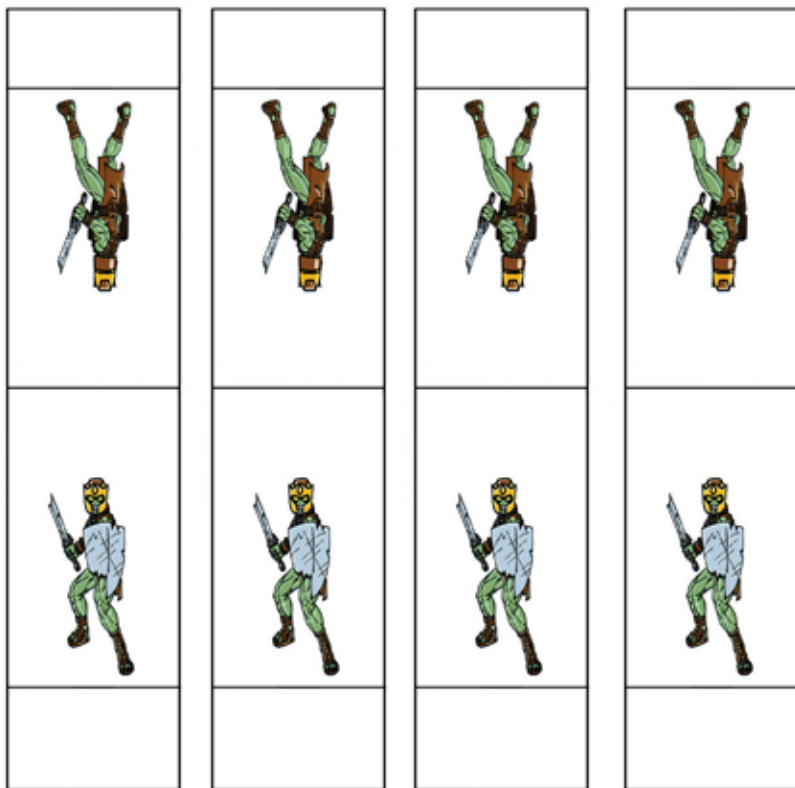
Warriors





Warriors

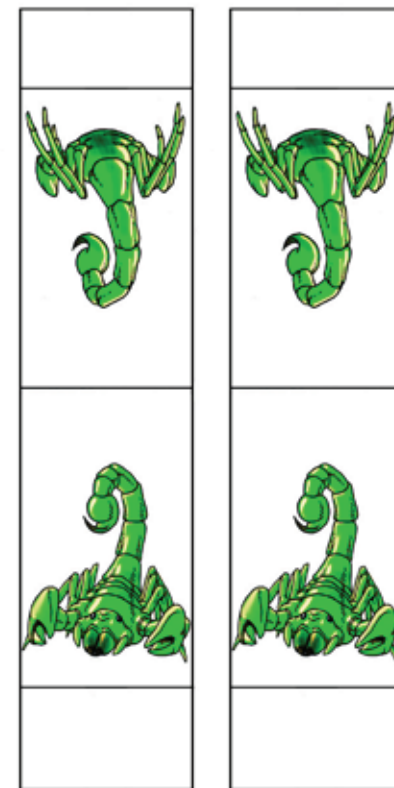




Warriors



Backstabbers



Monstrous Scorpions



Priests

