

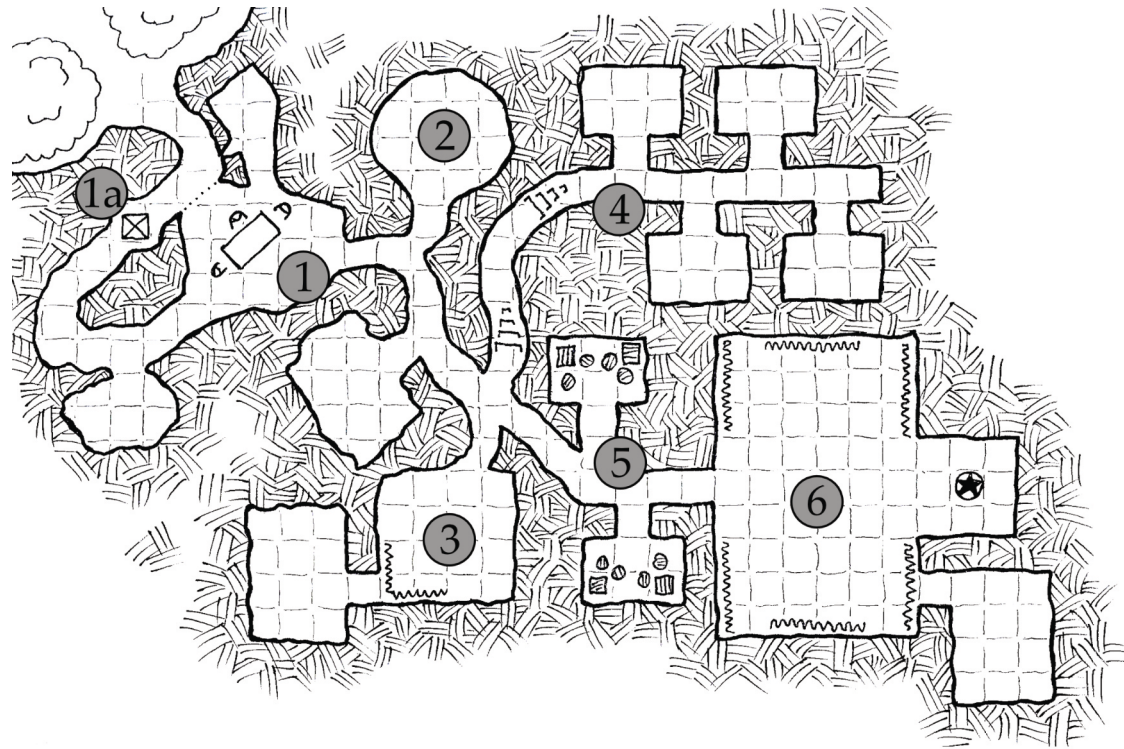
# to a kobold

For 4-6 PCs of 1st level. Kobolds have been raiding local merchant wagons and the PCs have been hired to put a stop to it. They have located the kobold's lair in a cave system at the base of a hill within a nearby forest.

1. Four **kobolds** guard the lair. Three are sitting around a table glancing occasionally towards the bars set in the wall which show the entrance (the opening covered by these bars is 10 ft. wide by 1 ft. high and 2 ft. up from the ground meaning Medium or larger creatures need to crouch down to see through). The fourth kobold is in the chamber to the north and armed with a light crossbow (+4 to hit, 1d8 piercing damage), watching down the entrance corridor through the small slit in the wall. Due to the way the slit has been made it is very hard to see as you enter the complex (DC 20 Perception check). This kobold will not attack until the PCs trigger or bypass the trap. Each kobold has 3d6 cp.

1a. Hidden **spiked pit** trap. DC 10 to spot. If not spotted, DC 15 Dexterity save to avoid falling into the pit. In failed, the PC takes 1d10 piercing damage from the spikes and 1d6 bludgeoning damage from the fall.

2. All supplies and foodstuffs taken by the kobolds during their raids are stockpiled here. Any item from the Adventuring Gear table (Player's Handbook, p150) worth 20 gp or less (up to a total value of 200 gp) can be found here. There are currently two **kobolds** rummaging through the



items trying on the various clothes. Each kobold has 3d6 cp.

3. The kobolds' master trapmaker, a **kobold trapsmith**<sup>TOB</sup> works in this area, with his private quarters behind the tapestry. Within this room are the makings of 1d6 choke bombs. His private quarters are trapped with a slingsnare trap<sup>TOB</sup>. The trapsmith's treasure equates to 3d6 gp.

4. These four rooms are the sleeping quarters for most of the kobolds. Six **kobolds** are currently in this area, with 1d6 sleeping at any one time. Each kobold has 3d6 cp.

5. The actual gold and other valuable items from the raids are stored in these two rooms. Roll once on the Treasure Hoard: Challenge 0-4 table (Dungeon Master's Guide, p137). The most powerful magic item (if any) generated is either wielded by the kobold chieftain (area 5) or kept in

his bedchamber. One of the chests in here has been trapped with a poisoned sliver<sup>TOB</sup>.

6. The **kobold chieftain**<sup>TOB</sup>, Seplo, spends his time here, with four **kobolds**, when he is not leading raids. His private quarters are behind the tapestry, the entrance to which is trapped with a skullpopper<sup>TOB</sup>. Each kobold has 3d6 cp, while Seplo has 3d6 gp and 1d6 pp.

<sup>TOB</sup> Tome of Beasts by Kobold Press. If you do not have that resource, the kobold trapsmith can be substituted with a **kobold** armed with flasks of acid while the kobold chieftain can use the statistics for a **veteran**. The traps can be replaced with standard poison needle and pit traps.

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