

MAP 2454087
Encounters – CR3
Cavern of the Kobold King

Overview:

This cavern has ties with the village. The party needs to discover all the facets of the relationship with the village so they can develop their relationships with various people in the village. The hook begins at the tavern with a notice posted by the local farmers seeking help in rooting out their problem with damaged crops and missing livestock. The local blacksmith is working overtime making spear points and delivering crates of them to the high priest of the temple. The high priest of the temple is actually assisting the Kobold King by delivering these arms to the Kobolds, directing their actions, healing their wounded, and animating their dead. He leads a dual life, an honest priest of the chaotic neutral temple that the entire village attends by day, and at night he disguises himself with dark robes and a masked helm that resembles the face of the Kobold god. If the party seeks help from the temple while he is in charge, they will be turned away. Should his operations with the Kobolds be exposed, the second priest in command will expel him and re-dedicate the temple to a neutral deity, admitting all who seek help.

Kobold patrols regularly leave the entrance of the cavern at night, 8-12 in number. The larger groups are typically lead by a Kobold Sergeant of 2HD. Adventuring parties usually run into a couple of these squads before they can discover the entrance of the cavern. A party might need a Ranger to find the entrance without setting up an evening surveillance.

The number of Kobolds appearing for any room needs to be calculated depending on the party size, composition, and level. It is geared for 1st thru 4th level characters, and should have a CR 3 over all rating. Rooms 1 & 7 should have half as many Kobolds as rooms 2,3,4, and 6. Rooms 8, and 11 should have twice the normal amount, and room 9 triple. We suggest 4 Kobolds per Fighter type, per level - two for Rogues and Clerics, Magic Users are not counted. So, a party with a 2nd level Ranger, 3rd level fighter, 2nd level Rouge, 2nd level Cleric and a 4th level Sorcerer should face 14 Kobolds in room 1 and 28 in rooms 2,3 and 4. This may seem excessive, but remember, this is the Kobold Kings lair, and it should be difficult. Magic Users at 5th level and greater should be treated like a fighter at 4 levels lower.

You should remember not to exceed the packing limits of 2 Kobolds per square (3 for juveniles) and 1 per partial square for each room. Keep track of Kobolds slain, so that when the party limps back to the village to be healed and rest, the evil cleric in room 8 can animate dead on them and place Kobold Zombie guards in the first room. Keep track of how long the party is gone, so you can calculate the number of Kobold Zombies created. You may have to scale back the sheer number of these encounters to keep the party's interest, after three sessions, they should be ready to take on room 8. Players should average 2-3 rooms per session, but they will have to re-encounter rooms over again should they depart, and return. When they have cleared all 12 rooms the players should never want to see another Kobold again.

For added combat complexity, you can add boulders and small rock formations to the open floor areas to hamper movement, and add defensive bonuses. Teams of Kobolds can move some boulders between encounters.

Room 1 – The Entry

This natural cavern has a sand covered floor, natural walls and ceiling. This entry way has a torch crudely secured to the wall with leather thongs and small sticks. A group of Kobold guards defend this room from intruders. Typically a third of the guards present will use ranged attacks on intruders while the rest use their short spears at close quarters. (Any Kobolds killed in previous trips to this cavern will be placed in this room in lieu of normal Kobolds. These will be Kobold Zombies.

Name: Kobold, 1st-Level Warrior
Size: Small
Type: Humanoid (Reptilian)
Hit Dice: 1d8 (4 hp)
Initiative: +1
Speed: 30 ft. (6 squares)
Armor Class: 15 (+1 size, +1 Dex, +1 natural, +2 leather),
touch 12, flat-footed 14
Base Attack/Grapple: +1/-4
Attack: Spear +1 melee (1d6-1/x3) or sling +3 ranged (1d3)
Full Attack: Spear +1 melee (1d6-1/x3) or sling +3 ranged (1d3)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Darkvision 60 ft., light sensitivity
Saves: Fort +2, Ref +1, Will -1
Abilities: Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8



Skills: Craft (trapmaking) +2, Hide +6, Listen +2, Move Silently +2,

Profession (miner) +2, Search +2, Spot +2

Feats: Alertness

Environment: Temperate forests

Organization: Gang (4–9), band (10–100 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th–6th level), warband (10–24 plus 2–4 dire weasels), tribe (40–400 plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th–8th level, and 5–8 dire weasels)

Challenge Rating: 1/4

Treasure: Standard

Alignment: Usually lawful evil

Kobolds are short, reptilian humanoids with cowardly and sadistic tendencies. A kobold's scaly skin ranges from dark rusty brown to a rusty black color. It has glowing red eyes. Its tail is nonprehensile. Kobolds wear ragged clothing, favoring red and orange. A kobold is 2 to 2-1/2 feet tall and weighs 35 to 45 pounds. Kobolds speak Draconic with a voice that sounds like that of a yapping dog.

Combat:

Kobolds like to attack with overwhelming odds - at least two to one - or trickery; should the odds fall below this threshold, they usually flee. However, they attack gnomes on sight if their numbers are equal. They begin a fight by slinging bullets, closing only when they can see that their foes have been weakened. Whenever they can, kobolds set up ambushes near trapped areas.

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

Skills: Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks.

The kobold warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Name: Kobold Zombie

Size: Small

Type: Undead

Hit Dice: 2d12+3 (16 hp)

Initiative: +0

Speed: 30 ft. (6 squares; can't run)

Armor Class: 13 (+1 size, +2 natural), touch 11, flat-footed 13

Base Attack/Grapple: +1/-4

Attack: Spear+1 melee (1d6-1/x3) or slam +1 melee (1d4-1) or light crossbow +2 ranged (1d6/19-20)

Full Attack: Spear +0 melee (1d6-1/x3) or slam +0 melee (1d4-1) or light crossbow +1 ranged (1d6/19-20)

Space/Reach: 5 ft./5 ft.

Special Qualities: Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits

Saves: Fort +0, Ref +0, Will +3

Abilities: Str 8, Dex 11, Con -, Int -, Wis 10, Cha 1

Feats: Toughness

Challenge Rating: 1/2

Treasure: None

Alignment: Always neutral evil

Room 2 – The Reception Room

This natural cavern has a sand covered floor, natural walls and ceiling. This entry way has a torch crudely secured to the wall with leather thongs and small sticks. A group of Kobold guards defend this room from intruders. Typically a third of the guards present will use ranged attacks on intruders while the rest use their short spears at close quarters.

One of the Kobolds in this room is a Sergeant – 3 Hit Dice, +1 Armor Class

If there is any sort of noisy combat, Kobolds from rooms 3, 4, and 6 will pour into this room to help repel the invaders.

Room 3 – Sergeants Quarters

This natural cavern has a sand covered floor, natural walls and ceiling. This entry way has a torch crudely secured to the wall

with leather thongs and small sticks. A group of Kobold guards defend this room from intruders. Typically a third of the guards present will use ranged attacks on intruders while the rest use their short spears at close quarters.

One of the Kobolds in this room is a Sergeant – 3 Hit Dice, +1 Armor Class

Room 4 – Barracks

This natural cavern has a sand covered floor, natural walls and ceiling. This entry way has a torch crudely secured to the wall with leather thongs and small sticks. A group of Kobold guards defend this room from intruders. Typically a third of the guards present will use ranged attacks on intruders while the rest use their short spears at close quarters.

One of the Kobolds in this room is a Sergeant – 3 Hit Dice, +1 Armor Class

Room 5 – Execution Chamber

This small natural cave has a sand covered floor littered with bones, natural walls and a 25ft ceiling. A Huge Spider lives here but is too big to get into room #4. A level 5 treasure is scattered about on the floor. There is also a leather saddle bag with a Potion of Neutralize Poison, and 5 Potions of Cure Light Wounds packed neatly with cloth labeled in common.

Name: Monstrous Spider, Huge
Size: Huge
Type: Vermin
Hit Dice: 8d8+16 (52 hp)
Initiative: +3
Speed: 30 ft. (6 squares), climb 20 ft.
Armor Class: 16 (-2 size, +3 Dex, +5 natural), touch 11, flat-footed 13
Base Attack: +6
Grapple: +18
Full Attack: Bite +9 melee (2d6+6 plus poison)
Space: 15 ft.
Reach: 10 ft.
Special Attacks: Poison, web
Special Qualities: Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves: Fort +8, Ref +5, Will +2
Abilities: Str 19, Dex 17, Con 14, Int -, Wis 10, Cha 2
Skills: Climb +12, Hide -1*, Jump +4*, Spot +4*
Environment: Temperate forests
Challenge Rating: 5
Treasure: 1/10 coins; 50% goods; 50% items



All monstrous spiders are aggressive predators that use their poisonous bites to subdue or kill prey. Monstrous spiders come in two general types: hunters and web-spinners. Hunters rove about, while web-spinners usually attempt to trap prey. Hunting spiders can spin webs to use as lairs, but cannot use their webs as weapons the way web-spinners can. A hunting spider has a base land speed 10 feet faster than the figures given in the statistics blocks. A monstrous spider has a poisonous bite. Fort DC 16 1d8 Str. The save DCs are Constitution-based. The indicated damage is initial and secondary damage.

Web (Ex): Both types of monstrous spiders often wait in their webs or in trees, then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size. Web-spinners can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the spider. An entangled creature can escape with a successful Escape Artist check or burst it with a Strength check. Both are standard actions whose DCs are given in the table below. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus.

Web-spinners often create sheets of sticky webbing from 5 to 60 feet square, depending on the size of the spider. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has the hit points given on the table, and sheet webs have damage reduction 5/-. Escape Artist DC 16, Break DC 20, Web Hit Points 14.

A monstrous spider can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Tremorsense (Ex): A monstrous spider can detect and pinpoint any creature or object within 60 feet in contact with the ground, or within any range in contact with the spider's webs.

Skills: Monstrous spiders have a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. A monstrous spider can always choose to take 10 on Climb checks, even if rushed or threatened. Monstrous spiders use either their Strength or Dexterity modifier for Climb checks, whichever is higher. *Hunting spiders have a +10 racial bonus on Jump checks and a +8 racial bonus on Spot checks. Web-spinning spiders have a +8 racial bonus on Hide and Move Silently checks when using their webs.

Room 6 – Waiting Room

This natural cavern has a sand covered floor, natural walls and ceiling. This entry way has a torch crudely secured to the wall with leather thongs and small sticks. A group of Kobold guards defend this room from intruders. Typically a third of the guards present will use ranged attacks on intruders while the rest use their short spears at close quarters.

Two of the Kobolds in this room are Lieutenants – 4 & 5 Hit Dice, +3 Armor Class, +1 Spears

Each commands a Dire Weasel:

Name: Dire Weasel
Size: Medium
Type: Animal
Hit Dice: 3d8 (13 hp)
Initiative: +4
Speed: 40 ft. (8 squares)
Armor Class: 16 (+4 Dex, +2 natural), touch 14, flat-footed 12
Base Attack/Grapple: +2/+4
Attack: Bite +6 melee (1d6+3)
Full Attack: Bite +6 melee (1d6+3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Attach, blood drain
Special Qualities: Low-light vision, scent
Saves: Fort +3, Ref +7, Will +4
Abilities: Str 14, Dex 19, Con 10, Int 2, Wis 12, Cha 11
Skills: Hide +8, Listen +3, Move Silently +8, Spot +5
Feats: Alertness, Stealthy, Weapon FinesseB
Environment: Temperate hills
Organization: Solitary or pair
Challenge Rating: 2
Treasure: None
Alignment: Always neutral

Dire weasels grow to be up to 10 feet long and can reach a weight of 700 pounds.

Combat:

Dire weasels stalk their prey in the dark and then leap on it, biting and clawing.

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.

Room 7 – Kitchen

This natural cavern has a sand covered floor, natural walls and ceiling. A torch is crudely secured to the wall with leather thongs and small sticks. A group of Kobold females defend this room from intruders with slings & stones.

Room 8 – Throne Room

This natural cavern has a sand covered floor, natural walls and ceiling. A pair of torches are crudely secured to the wall with leather thongs and small sticks on either side of the Kobold King's dais. A large group of Kobolds defend this room from intruders.

Evil Wizard - 8th level. Likes to summon spiders

The Kobold King – 9 Hit Dice, +4 Armor Class, +3 Short Spear of Viciousness 3d6+2 which he prefers for close quarters, and Javelin of Lightning for more distant targets. In fact, the first party member into this room is sure to get one. He has them propped up against his throne and has 2 for each party member.

The Evil Cleric - 10th level. He wears a masked helm with horns that resembles Kurtulmak the Kobold god, and green robes over his armor. He likes to animate dead on Kobolds, and heal the Kobold King.

Nizam, Human Male Cleric 10th level Chaotic Neutral

Size M (5 ft., 4 in. tall);

HD 10d8+20; hp 73;

Init +1 (+1 Dex);

Spd 30 ft.;

AC 11 (+1 Dex);

Attack +10/+5 (+7 Base, +3 Str) melee, or +8/+3 (+7 Base, +1 Dex) ranged;

Saves: Fort 7, Ref 7, Will 9

Stats: Str 9, Dex 13, Con 10, Int 10, Wis 15, Cha 14.

Languages Spoken: Common, Draconic.

Skills and feats: Concentration +13, Heal +5, Hide +1, Knowledge (Local) +6, Knowledge (Religion) +14, Listen +6, Move Silently +1, Spellcraft +13, Spot +6; Dodge, Lightning Reflex, Reach Spell Feat, Combat Casting

Possessions: 16,000 gp in gear.

Str 10; Dex 12; Con 14; Int 16; Wis 10; Cha 10

fort +4 reflex +3 will +6

AC 15 = Hide Armor(+3), Dex(+1), Dodge(+1)

Cleric Domains: Scaly Kind domain.

Cleric Spells Per Day: 6/5+1/5+1/4+1/4+1/2+1.

1st Doom, Bane Cause Fear, Sanctuary, Obscuring Mist

2nd Sound Burst, Bull Strength, Discrete, Hold Person, Silence

3rd Animate Dead, Magic Vestment, Reach Spell Inflict Light Wounds, Searing Light

4th Reach Spell Inflict Moderate Wounds, Restoration, Spell Immunity

5th Insect Plague, Reach Spell Inflict Serious Wounds

Human Male, Wizard, Level 8 Chaotic Neutral

Size M (5 ft., 10 in. tall);

HD 8d4+32; hp 53;

Init +3 (+3 Dex);

Spd 30 ft.;

AC 13 (+3 Dex);

Attack +5 melee, or +7 ranged;

Saves Fort +6, Ref +5, Will +9;

Stats: Str 12, Dex 16, Con 19, Int 19, Wis 13, Cha 18.

Languages Spoken: Abyssal, Common, Gnome, Halfling, Terran.

Skills and feats: Craft (Leatherworking) +5, Craft (Pottery) +9, Decipher Script +14, Hide +3, Knowledge (Dungeoneering) +15, Knowledge (Geography) +15, Knowledge (Nature) +14, Knowledge (Religion) +15, Knowledge (The Planes) +15, Listen +1, Move Silently +3, Spellcraft +11, Spot +1; Extend Spell, Heighten Spell, Iron Will, Maximize Spell, [Scribe



Scroll], Silent Spell.

Possessions: 9,400 gp in gear.

Wizard Spells Known (4/5/4/4/3):

0th -- Acid Splash, Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Message, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance, Touch of Fatigue.

1st -- Mage Armor, Shield, Grease, Magic Missile, Sleep.

2nd -- glitterdust; flaming sphere; summon monster 2; touch of idiocy

3rd -- Explosive Runes, Summon Monster III, Shrink Item, Slow

4th -- Confusion, Shout, Summon Monster IV

Room 6

Waiting Room

4 Kobold Guards, 2 at the entry have spears, others use Slings & stones

Room 7

Kobold Kitchen

4 Kobold Guards, 2 at the entry have spears, others use Slings & stones

Room 8

Audience Room

Stone platform and throne of the Kobold King

4 Kobold Guards, 2 at the entry have spears, others use Slings & stones

Kobold King, Evil Wizard, Evil Cleric

Room 9

Kobold Nursery

12 Juvenile Kobolds with sticks and slings

Room 10

Kobold King's private room with Mrs King and 3 juvenile Kobolds

Room 11

Kobold Brothel

8 Female Kobolds with slings

Room 12

Trash pit - Carrion Crawlers

If the character party leaves the caverns for any length of time - the Evil Cleric and Wizard from room 8 will animate dead on any slain Kobolds (creating Kobold Zombies who are given spears) The evil magic user likes to summon spiders when presented with a character party to attack.