

# KOBOLD HALL

The ruined manor now known as Kobold Hall was once a minor lord's proud holding, a walled keep overlooking the old King's Road. That was years ago, and the lord's name and the glories he earned are long forgotten. Today, the place is called Kobold Hall after the malicious humanoids that infest the place. The Cloak Wood has overrun the grounds, with trees growing in the midst of abandoned gardens and courtyards.

Several kobold tribes dwell within the ruins, hiding in the multitude of tunnels, ruins, and cellars found here. The tribes squabble with each other, raid surrounding settlements, and attack caravans on the old King's Road. Lately, the kobolds have become more aggressive. The Skull Kicker tribe has taken over or driven off the rival tribes. Emboldened, the Skull Kickers stole a wagon loaded with valuable cargo from a caravan on the King's Road. As the adventure begins, the characters find themselves in the small town of Fallcrest. Explain to the players that their characters know each other and are looking for adventure.

Use one of the hooks below to set up the backstory for the adventurers, or create your own. You don't need a lot of details; you just need enough to explain why the PCs are together and why they are heading out to investigate Kobold Hall.

If you use one of these hooks, the PCs might also gain experience points for completing a quest. When the party finishes a quest, divide the XP award among all the characters who participated in the quest.

## HOOK: DRAGON HIDE

The player characters are hired by Teldorthan Goldcap, the dwarf armorer. Among the cargo in the stolen wagon was a cured green dragon hide destined for Teldorthan's shop. The dwarf intends to turn the hide into a fine suit of scale armor. Teldorthan hires the adventurers to enter the kobold lair and get back his dragon hide. If they succeed, he gives them 200 gp.

**Alternative:** The PCs hear about the loss of the wagon and the dragon hide and approach Teldorthan to see if there's a reward for its return.

**Quest XP:** 500 XP for recovering the dragon hide and returning it to Teldorthan Goldcap.

## HOOK: KOBOLD BOUNTY

The Lord Warden of Fallcrest has had enough of kobold raids along the old King's Road. If the PCs approach him looking for work, he readily offers them a bounty for clearing out Kobold Hall. The Lord Warden promises a bounty of 10 gp for each dispatched kobold and an additional 100 gp if the PCs bring proof that the ruins have been cleared out, such as the bone mask worn by the kobold leader.

**Alternative:** The Lord Warden specifically seeks out the PCs to ask them to undertake this mission.

**Quest XP:** 750 XP for bringing the wyrm priest's bone mask to the Lord Warden as proof of the demise of the kobold threat.

## HOOK: TERRIBLE SECRET

Nimozaran the Green, High Septarch of Fallcrest, believes that something more terrible and dangerous is behind the kobold attacks. They seem too organized and too aggressive, compared to other kobolds the old wizard has dealt with in the past. He asks the PCs if they are willing to enter the creatures' lair to discover the secret of Kobold Hall. He offers them the use of his tower's teleportation circle if they accept the quest.

**Alternative:** The PCs approach the old wizard to offer him their services in exchange for his good will and any magical aid he might be willing to offer.

**Quest XP:** 500 XP for bringing back news of the presence of a white dragon in the ruins to Nimozaran.

## PLAYERS' INTRODUCTION

When the PCs decide to explore Kobold Hall, read or paraphrase the following to the players:

*You travel 15 miles from Fallcrest into the wilderness to find the once-sprawling manor now known as the ruins of Kobold Hall. Inside the keep, you find a trapdoor at the base of an old guard tower. It must lead beneath the ruins.*

## DM'S INTRODUCTION

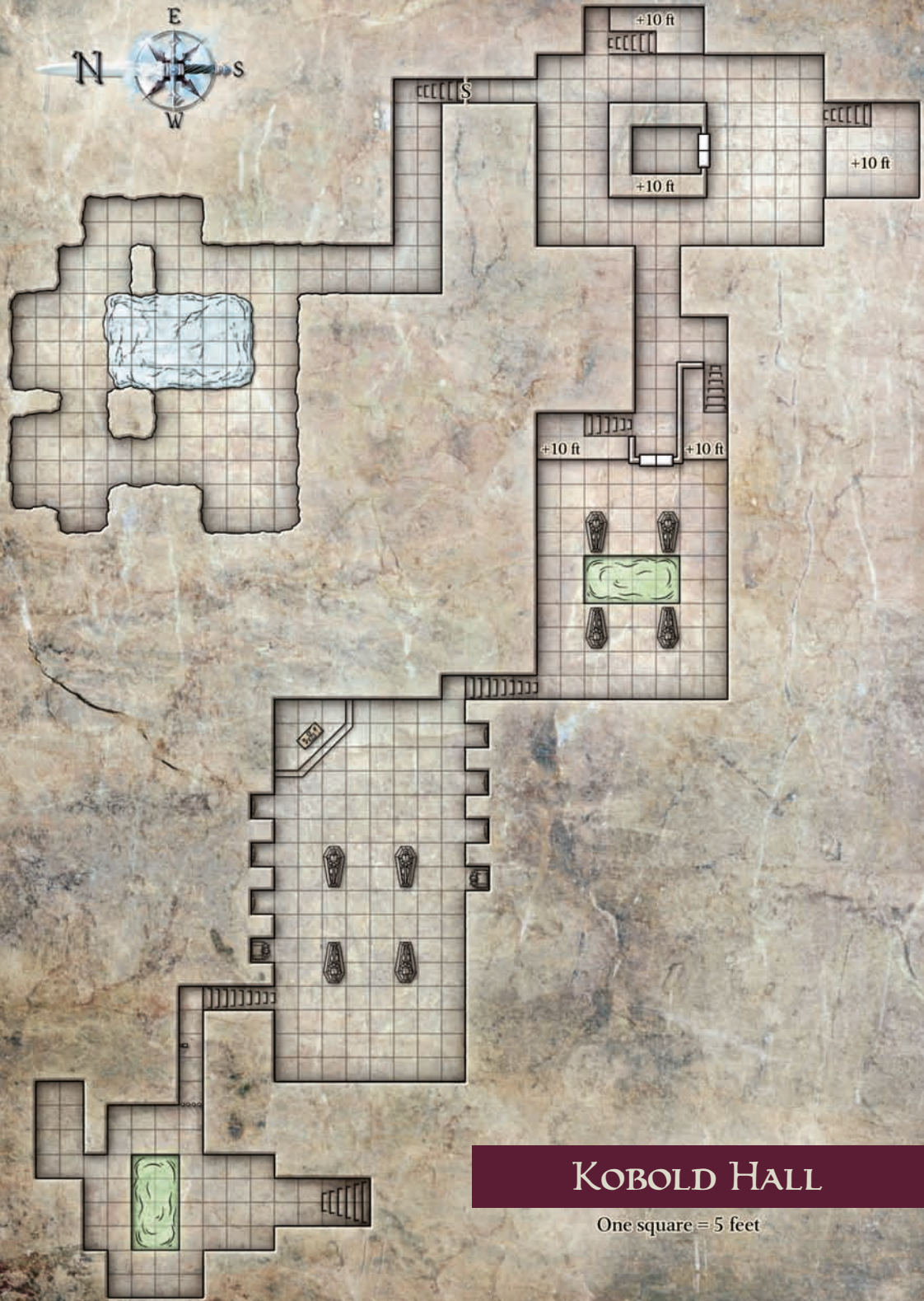
"Kobold Hall" is a simple D&D adventure for five 1st-level player characters. It is short on plot and decision points; it's simply five combat encounters in a row. The adventure is intended to give you something easy to run the first time you try your hand as the Dungeon Master, while allowing the other players at the table to explore their characters' abilities and learn the game.

Try to bring the kobolds and the environment to life. The first encounter is a simple fight, but the next four use interactive environments and traps to show off elements of the D&D game.

Be sure to read each encounter thoroughly before running the adventure, particularly paying attention to the traps and terrain. You should also closely examine the monster statistics blocks. They've got some nasty tricks up their sleeves for the player characters!

## ALTERING TREASURE

As with any published adventure, it is possible that the treasures found here aren't optimal for your party. It's a good idea to replace such items with goods that appeal to the party. The levels of the two items found as treasure in this adventure are given to make it easier to find replacements.



# KOBOLD HALL

One square = 5 feet

## AREA 1. SLUDGE PIT

### Encounter Level 1 (500 XP)

#### SETUP

This area serves as a guardroom for the kobolds. A pit filled with sludge provides an obstacle for intruders. When the PCs arrive, they see one kobold. The others stay hidden until the PCs move deeper into the area.

This encounter includes the following creatures.

2 kobold slingers (S)

3 kobold skirmishers (K)

#### As the adventurers enter this chamber, read:

*Dominating the room ahead is a long trench filled with a glowing green substance. Beyond the trench, a small, reptilian humanoid stands in a shadowy chamber, gaping at you. It carries a sling, and quickly reaches into a pouch at its belt for a stone. It hisses and shouts, "Intrudersss! Intrudersss!"*

3 Kobold Skirmishers (K)	Level 1 Skirmisher	
Small natural humanoid	XP 100 each	
<b>Initiative</b> +5	<b>Senses</b> Perception +0; darkvision	
<b>HP</b> 27; <b>Bloodied</b> 13		
<b>AC</b> 15; <b>Fortitude</b> 11, <b>Reflex</b> 14, <b>Will</b> 13; see also <i>trap sense</i>		
<b>Speed</b> 6		
Ⓢ <b>Spear</b> (standard; at-will) ♦ <b>Weapon</b>		
+6 vs. AC; 1d8 damage; see also <i>mob attack</i> .		
<b>Combat Advantage</b>		
+1d6 damage on melee attacks and ranged attacks against target the skirmisher has combat advantage against.		
<b>Mob Attack</b>		
+1 bonus to attack rolls per kobold ally adjacent to the target.		
<b>Shifty</b> (minor; at-will)		
Shift 1 square as a minor action.		
<b>Trap Sense</b>		
+2 bonus to all defenses against traps.		
<b>Alignment</b> Evil	<b>Languages</b> Common, Draconic	
<b>Skills</b> Acrobatics +8, Stealth +10, Thievery +10		
<b>Str</b> 8 (-1)	<b>Dex</b> 16 (+3)	<b>Wis</b> 10 (+0)
<b>Con</b> 11 (+0)	<b>Int</b> 6 (-2)	<b>Cha</b> 15 (+2)
<b>Equipment</b> hide armor, light shield, spear		

#### FEATURES OF THE AREA

**Pit:** The pit is 10 feet deep, filled up to 4 feet with a thick, green sludge. Any PC who falls into the pit is immobilized. A DC 13 Strength check allows a PC to break free. The sludge is difficult terrain. Creatures can walk in it, but a creature that ends its move in the sludge is immobilized as described above.

Climbing out of the pit requires a DC 10 Athletics check. A creature that falls in takes 1d10-2 damage, since the sludge provides cushion against a fall.

**Portcullis:** The passage to the east has a portcullis designed to bar larger creatures. Small creatures ignore it, but it stops larger folk. Forcing the portcullis

up requires a DC 15 Strength check. The lever to open it is down the hall from the portcullis.

2 Kobold Slingers (S)	Level 1 Artillery	
Small natural humanoid	XP 100 each	
<b>Initiative</b> +3	<b>Senses</b> Perception +1; darkvision	
<b>HP</b> 24; <b>Bloodied</b> 12		
<b>AC</b> 13; <b>Fortitude</b> 12, <b>Reflex</b> 14, <b>Will</b> 12; see also <i>trap sense</i>		
<b>Speed</b> 6		
Ⓢ <b>Dagger</b> (standard; at-will) ♦ <b>Weapon</b>		
+5 vs. AC; 1d4 + 3 damage.		
Ⓢ <b>Sling</b> (standard; at-will) ♦ <b>Weapon</b>		
Ranged 10/20; +6 vs. AC; 1d6 + 3 damage; see also <i>glue shot</i> .		
<b>Glue Shot</b> (standard; at-will)		
Ranged 10/20; +6 vs. Reflex; the target is immobilized (save ends).		
<b>Shifty</b> (minor; at-will)		
Shift 1 square.		
<b>Trap Sense</b>		
+2 bonus to all defenses against traps.		
<b>Alignment</b> Evil	<b>Languages</b> Common, Draconic	
<b>Skills</b> Acrobatics +8, Stealth +10, Thievery +10		
<b>Str</b> 9 (-1)	<b>Dex</b> 17 (+3)	<b>Wis</b> 12 (+1)
<b>Con</b> 12 (+1)	<b>Int</b> 9 (-1)	<b>Cha</b> 10 (+0)
<b>Equipment</b> leather armor, dagger, sling with 20 bullets and 3 glue shot sling bullets (see above)		

#### TACTICS

The kobold slinger attempts to lure the PCs into the room, where the others hide. The slinger fires at the PCs, while the two skirmishers split up to circle around the pit and attack.

Meanwhile, the kobolds behind the portcullis wait until the PCs are in sight of their position. Once the PCs have moved up, they attack.

The kobolds are alert to area attacks. They never cluster together unless they can gain flanking attacks.



## AREA 2. THE TOMB

### Encounter Level 1 (550 XP)

#### SETUP

This chamber was once a tomb. The kobolds use the traps here to defend their lair.

This encounter includes the following creatures and traps.

- 3 kobold skirmishers (K)
- 2 dart traps (1 and 2)

#### As the adventurers enter this chamber, read:

*The room ahead has four stone coffins, all of which show signs of vandalism and abuse. To the left is a series of six niches, set apart into two groups of three. Two more niches along the walls each hold a suit of armor.*

*On the opposite end of the room is a raised section of floor with a makeshift altar to Tiamat set atop it. Three kobolds carrying spears stand in front of the altar.*

#### 3 Kobold Skirmishers (K)

Small natural humanoid

#### Level 1 Skirmisher

XP 100 each

See page 212.

#### Dart Trap

Trap

#### Level 1 Blaster

XP 100

*Darts fire from the suit of armor, filling the chamber with danger.*

**Trap:** When one of the traps is triggered, a dart flies from the suit of armor's visor.

#### Perception

- ◆ DC 20: The character notices the firing mechanisms in the .
- ◆ DC 25: The character notices a trigger stone.

#### Trigger

If a character enters a trigger square or starts its turn in a trigger square, the dart trap attacks.

#### Attack

**Immediate Interrupt** Ranged 10

**Target:** Character who enters or starts its turn in a trigger square

**Attack:** +8 vs. AC

**Hit:** 1d6 + 2 damage, and target is Immobilized until the end of target's next turn.

#### Countermeasures

- ◆ An adjacent character can disable a trigger stone with a DC 20 Thievery check.
- ◆ An adjacent character can disable a firing mechanism with a DC 25 Thievery check.
- ◆ A suit of armor can be destroyed. Each has AC 12, 30 hp, and resist 5 to all damage.

#### TACTICS

The kobolds attempt to use the traps to their advantage. They try to lure characters into chasing them across the room, taking advantage of the fact that creatures of Small size are too light to trigger the trap.

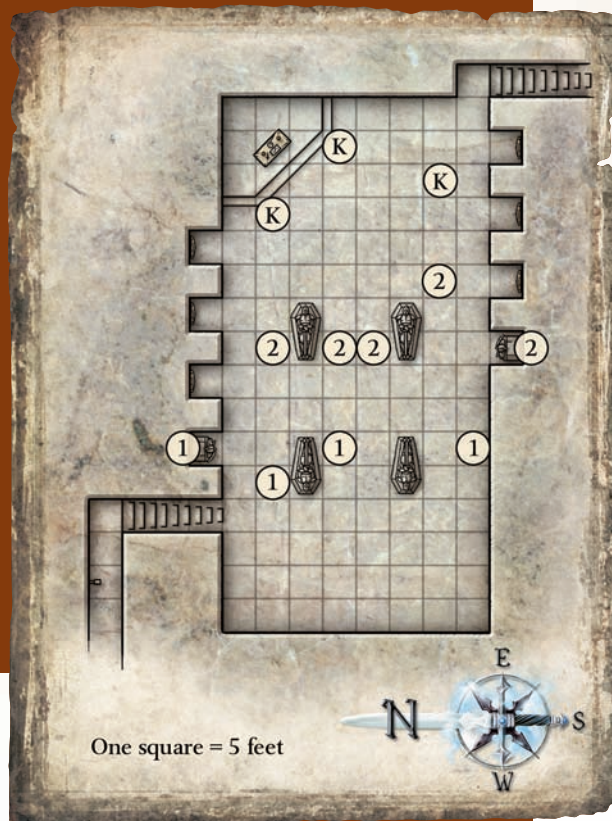
#### FEATURES OF THE AREA

**Coffins:** The stone coffins are difficult terrain that provide cover.

**Armor:** These two suits of plate armor stand at attention. When the dart traps activate, their helmet visors swing open to reveal a dart-firing mechanism.

**Trigger Points:** Several squares on the map are marked with the number 1 or 2. The 1s correspond to squares that trigger dart trap 1. The same applies to square 2. The two suits of armor are likewise marked 1 and 2 to indicate the location of each trap's firing mechanism.

**Altar:** The kobolds have lovingly crafted this crude altar to the evil dragon god. A small bag on the altar holds 60 gp, an offering to Tiamat.



## AREA 3. SKULL-SKULL!

### Encounter Level 2 (675 XP)

#### SETUP

This chamber has been turned into an arena for games of skull-skull, the sport of Kobold Hall. The player characters enter the chamber while a game is in progress and find that the game is an exercise in mindless violence, as befits kobolds.

This encounter includes the following creatures.

**2 kobold slingers (S)**

**2 guard drakes (D)**

**4 kobold minions (M)**

**As the adventurers enter this chamber, read:**

*This chamber looks like it was once a tomb, but the kobolds have transformed it into what you might almost call a playground.*

*Four stone coffins lie here, with a sludge-filled pit between them. On the opposite end of the room is a pair of wooden double doors. Flanking the double doors are two raised platforms, both 10 feet above the floor. Two kobolds stand on each platform.*

*Arrayed on the coffins are several animal skulls, all of them arranged in small piles. One kobold holds a sludge-drenched stone tied to a long rope that is secured in the ceiling.*

#### 2 Guard Drakes (D)

Small natural beast (reptile)



#### Level 2 Brute

XP 125 each

**Initiative** +3      **Senses** Perception +7

**HP** 48; **Bloodied** 24

**AC** 15; **Fortitude** 15, **Reflex** 13, **Will** 12

**Immune** fear (while within 2 squares of an ally)

**Speed** 6

⊕ **Bite** (standard; at-will)

+6 vs. AC; 1d10 + 3 damage, or 1d10 + 9 damage while within 2 squares of an ally.

**Alignment** Unaligned      **Languages** –

**Str** 16 (+4)      **Dex** 15 (+3)      **Wis** 12 (+2)

**Con** 18 (+5)      **Int** 3 (-3)      **Cha** 12 (+2)

#### 4 Kobold Minions (M)

Small natural humanoid

#### Level 1 Minion

XP 25 each

**Initiative** +3      **Senses** Perception +1; darkvision

**HP** 1; a missed attack never damages a minion.

**AC** 15; **Fortitude** 11, **Reflex** 13, **Will** 11; see also *trap sense*

**Speed** 6

⊕ **Spear** (standard; at-will) ♦ **Weapon**

+5 vs. AC; 2 damage.

⌘ **Javelin** (standard; at-will) ♦ **Weapon**

Ranged 10/20; +5 vs. AC; 2 damage.

**Shifty** (minor; at-will)

Shift 1 square.

**Trap Sense**

+2 bonus to all defenses against traps.

**Alignment** Evil      **Languages** Common, Draconic

**Skills** Stealth +5, Thievery +5

**Str** 8 (-1)      **Dex** 16 (+3)      **Wis** 12 (+1)

**Con** 12 (+1)      **Int** 9 (-1)      **Cha** 10 (+0)

**Equipment** hide armor, light shield, 3 javelins, 1 spear

#### 2 Kobold Slingers (S)

Small natural humanoid

#### Level 1 Artillery

XP 100 each

**Initiative** +3      **Senses** Perception +1; darkvision

**HP** 24; **Bloodied** 12

**AC** 13; **Fortitude** 12, **Reflex** 14, **Will** 12; see also *trap sense*

**Speed** 6

⊕ **Dagger** (standard; at-will) ♦ **Weapon**

+5 vs. AC; 1d4 + 3 damage.

⌘ **Sling** (standard; at-will) ♦ **Weapon**

Ranged 10/20; +6 vs. AC; 1d6 + 3 damage; see also *glue shot*.

**Glue Shot** (standard; at-will)

Ranged 10/20; +6 vs. Reflex; the target is immobilized (save ends).

**Shifty** (minor; at-will)

Shift 1 square.

**Trap Sense**

The kobold gains a +2 bonus to all defenses against traps.

**Alignment** Evil      **Languages** Common, Draconic

**Skills** Acrobatics +8, Stealth +10, Thievery +10

**Str** 9 (-1)      **Dex** 17 (+3)      **Wis** 12 (+1)

**Con** 12 (+1)      **Int** 9 (-1)      **Cha** 10 (+0)

**Equipment** leather armor, dagger, sling with 20 bullets and 3 rounds of glue shot (see above)

### Skull-Skull Stone Trap

Level 1 Blaster  
XP 100

This sludge-covered stone is tied to a long rope that hangs from a hook in the ceiling.

**Trap:** When a kobold throws the stone, it attacks a target and then returns to the kobold on the opposite platform.

#### Trigger

A kobold uses a standard action to attack with the skull-skull stone. It can be used by two different kobolds in each round.

#### Attack

**Standard Action** Melee

**Target:** One character in the marked area on the map.

**Attack:** +8 vs. AC

**Hit:** 1d8+2 damage and push 2 squares.

#### Countermeasures

- ◆ A character in the marked area can ready an action to attack the rope (AC 14, 10 hp, and resist 5 to all damage).
- ◆ A character can make ranged attacks against the rope.

## TACTICS

The kobolds try to batter the PCs into submission while avoiding melee.

The kobold minions split up, two on each platform. Two take turns activating the skull-skull trap, one throwing a spear on a turn when it isn't activating the trap. The other two minions remain on the stairs, out of sight, ready to replace a fallen comrade and keep the trap operating.

The slingers fire at the PCs, hoping to use their special shots to harass characters and make them easier targets for the rock.

The kobolds' pet guard drakes remain on the other side of the door. They rush up the stairs to attack a PC who climbs up to the platforms. Otherwise, they attack anyone who breaches the door.

## FEATURES OF THE AREA

**Pit:** The pit is 10 feet deep, filled up to a depth of 4 feet with a thick green sludge. The sludge has two important traits.

First, it is sticky. Any character who falls into the pit is immobilized. A DC 13 Strength check allows a PC to break free.

The sludge is difficult terrain. Creatures can walk in it, but a creature that ends its move in the sludge is immobilized as described above.

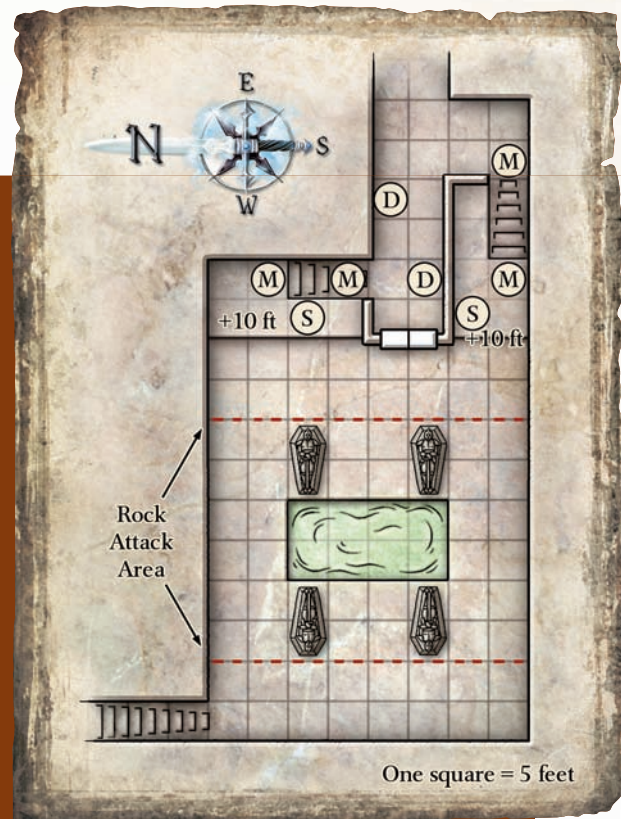
Climbing out of the pit requires a DC 10 Athletics check. A creature that falls in takes 1d10-2 damage, since the sludge provides cushion against a fall.

**Door:** The door has 20 hit points. Bashing it down requires a DC 16 Strength check.

**Skull-Skull Stone:** This weird device counts as a trap. The kobolds normally swing it down to hit a skull on the coffins below. The object of the game is to get a skull to stick to the rock, and then grab the skull as it comes back to the thrower. When the PCs arrive on the scene, the kobolds are happy to use the rock against them.

**Platforms:** There are no railings for the raised platforms. Climbing the wall up to the platform from the floor requires a DC 15 Athletics check. Scattered on the floor in a small pile in the northern platform are 100 gp in coins, a ruby worth 50 gp, and two garnets worth 25 gp each.

AREA 2: SKULL-SKULL!



# AREA 4. THE BIG BOSS

## Encounter Level 4 (850 XP)

### SETUP

The kobold chieftain rules from this chamber. Paranoid at the thought of intruders, the chieftain and his minions erected an elaborate, crushing boulder trap in this room. When the PCs enter, the chieftain activates the boulder and hides in his lair. Meanwhile, kobolds pour forth to attack the PCs.

This encounter includes the following creatures and trap.

- 2 kobold slingers (S)
- 1 kobold wyrmpriest (W)
- 2 kobold dragonshields (K)
- 1 spiretop drake (D)
- 1 rolling boulder (T)

### As the adventurers enter this chamber, read:

*You arrive at a chamber with a 20-foot-tall ceiling. Before you is a 10-foot tall wall that leaves passages open to both the right and left. Suddenly, the sound of cracking timbers echoes through the hall. The floor shakes, dust cascades down from the ceiling, and something big and heavy hurtles toward you!*

Kobold Wypriest (W)	Level 3 Artillery (Leader)
Small natural humanoid	XP 150
<b>Initiative</b> +4	<b>Senses</b> Perception +4; darkvision
<b>HP</b> 36; <b>Bloodied</b> 18	
<b>AC</b> 17; <b>Fortitude</b> 13, <b>Reflex</b> 15, <b>Will</b> 15; see also <i>trap sense</i>	
<b>Speed</b> 6	
⚔ <b>Spear</b> (standard; at-will) ♦ <b>Weapon</b>	
+7 vs. AC; 1d8 damage.	
⚡ <b>Energy Orb</b> (standard; at-will) • see text	
Ranged 10; +6 vs. Reflex; 1d10 + 3 cold damage.	
⚡ <b>Incite Faith</b> (minor; encounter)	
Close burst 10; kobold allies in the burst gain 5 temporary hit points and shift 1 square.	
⚡ <b>Dragon Breath</b> (standard; encounter)	
Close blast 3; +6 vs. Fortitude; 1d10 + 3 cold damage. <i>Miss</i> : Half damage.	
<b>Shifty</b> (minor; at-will)	
Shift 1 square.	
<b>Trap Sense</b>	
+2 bonus to all defenses against traps.	
<b>Alignment</b> Evil	<b>Languages</b> Common, Draconic
<b>Skills</b> Stealth +11, Thievery +11	
<b>Str</b> 9 (+0)	<b>Dex</b> 16 (+4) <b>Wis</b> 17 (+4)
<b>Con</b> 12 (+2)	<b>Int</b> 9 (+0) <b>Cha</b> 12 (+2)
<b>Equipment</b> hide armor, spear, bone mask, +1 <i>staff of the war mage</i>	

2 Kobold Dragonshields (K)	Level 2 Soldier
Small natural humanoid	XP 125 each
<b>Initiative</b> +4	<b>Senses</b> Perception +2; darkvision
<b>HP</b> 30; <b>Bloodied</b> 15	
<b>AC</b> 18; <b>Fortitude</b> 14, <b>Reflex</b> 13, <b>Will</b> 13; see also <i>trap sense</i>	
<b>Resist</b> 5 cold	
<b>Speed</b> 6	
⚔ <b>Short Sword</b> (standard; at-will) ♦ <b>Weapon</b>	
+7 vs. AC; 1d6 + 3 damage, and the target is marked until the end of the kobold dragonshield's next turn.	
<b>Dragonshield Tactics</b> (immediate reaction, when an adjacent enemy shifts away or an enemy moves adjacent; at-will)	
The kobold dragonshield shifts 1 square.	
<b>Mob Attack</b>	
The kobold dragonshield gains a +1 bonus to attack rolls per kobold ally adjacent to the target.	
<b>Shifty</b> (minor; at-will)	
Shift 1 square.	
<b>Trap Sense</b>	
+2 bonus to all defenses against traps.	
<b>Alignment</b> Evil	<b>Languages</b> Common, Draconic
<b>Skills</b> Acrobatics +7, Stealth +9, Thievery +9	
<b>Str</b> 14 (+3)	<b>Dex</b> 13 (+2) <b>Wis</b> 12 (+2)
<b>Con</b> 12 (+2)	<b>Int</b> 9 (+0) <b>Cha</b> 10 (+1)
<b>Equipment</b> scale armor, heavy shield, short sword	

Spiretop Drake (D)	Level 1 Skirmisher
Small natural beast (reptile)	XP 100
<b>Initiative</b> +6	<b>Senses</b> Perception +3
<b>HP</b> 29; <b>Bloodied</b> 14	
<b>AC</b> 16; <b>Fortitude</b> 11, <b>Reflex</b> 14, <b>Will</b> 13	
<b>Speed</b> 4, fly 8 (hover); see also <i>flyby attack</i>	
⚔ <b>Bite</b> (standard; at-will)	
+6 vs. AC; 1d6 + 4 damage.	
⚔ <b>Snatch</b> (standard; at-will)	
+4 vs. Reflex; 1 damage, and the spiretop drake steals a small object from the target, such as a vial, scroll, or coin.	
⚔ <b>Flyby Attack</b> (standard; at-will)	
The spiretop drake flies up to 8 squares and makes one melee basic attack at any point during that movement. The drake doesn't provoke opportunity attacks when moving away from the target of the attack.	
<b>Alignment</b> Unaligned	<b>Languages</b> –
<b>Str</b> 11 (+0)	<b>Dex</b> 18 (+4) <b>Wis</b> 16 (+3)
<b>Con</b> 13 (+1)	<b>Int</b> 3 (-4) <b>Cha</b> 11 (+0)

<b>2 Kobold Slings (S)</b>		<b>Level 1 Artillery</b>
Small natural humanoid		XP 100 each
<b>Initiative</b> +3 <b>Senses</b> Perception +1; darkvision		
<b>HP</b> 24; <b>Bloodied</b> 12		
<b>AC</b> 13; <b>Fortitude</b> 12, <b>Reflex</b> 14, <b>Will</b> 12; see also <i>trap sense</i>		
<b>Speed</b> 6		
⚔ <b>Dagger</b> (standard; at-will) ♦ <b>Weapon</b>		
+5 vs. AC; 1d4 + 3 damage.		
🏹 <b>Sling</b> (standard; at-will) ♦ <b>Weapon</b>		
Ranged 10/20; +6 vs. AC; 1d6 + 3 damage; see also <i>glue shot</i> .		
<b>Glue Shot</b> (standard; at-will)		
Ranged 10/20; +6 vs. Reflex; the target is immobilized (save ends).		
<b>Shifty</b> (minor; at-will)		
Shift 1 square.		
<b>Trap Sense</b>		
+2 bonus to all defenses against traps.		
<b>Alignment</b> Evil	<b>Languages</b> Common, Draconic	
<b>Skills</b> Acrobatics +8, Stealth +10, Thievery +10		
<b>Str</b> 9 (-1)	<b>Dex</b> 17 (+3)	<b>Wis</b> 12 (+1)
<b>Con</b> 12 (+1)	<b>Int</b> 9 (-1)	<b>Cha</b> 10 (+0)
<b>Equipment</b> leather armor, dagger, sling with 20 bullets and 3 glue shot sling bullets (see above)		

<b>Rolling Boulder</b>	<b>Level 3 Blaster</b>
Trap	XP 150
A giant boulder rolls through the chamber.	
<b>Trap:</b> The boulder rolls over everything in its path.	
<b>Perception</b>	
♦ DC 10: The character notices the approaching boulder.	
<b>Initiative</b> +5	<b>Speed</b> 8
<b>Trigger</b>	
As soon as the encounter begins, the trap rolls initiative.	
<b>Attack</b>	
<b>Opportunity Action</b>	<b>Melee</b>
<b>Target:</b> Attacks any character in a space it enters	
<b>Attack:</b> +7 vs. Reflex	
<b>Hit:</b> 2d6 damage and knock prone.	
<b>Special:</b> If the boulder ends its turn in a space with a character, it makes a second attack. The character then moves to any open adjacent space (character's choice).	
<b>Countermeasure</b>	
♦ A character can attempt a DC 20 Athletics check as an immediate reaction to leap over the rolling boulder.	

## TACTICS

The kobolds prefer to let their boulder crush the PCs. They keep to the sides of the chamber, firing at the characters. The slingers climb ladders in the interior chamber to stand atop the interior walls and fire.

The chieftain (the wyrm priest) and the two dragonshields remain on the platform. If a PC comes close to the platform, the dragonshields rush forward to attack. The chieftain uses his *+1 staff of the war mage* to increase the area of his dragon breath attack.

The spiretop drake is the chieftain's pet. It darts out to peck at the characters. If it can steal a potion from a PC, it does so and brings the trinket to its master.

## FEATURES OF THE AREA

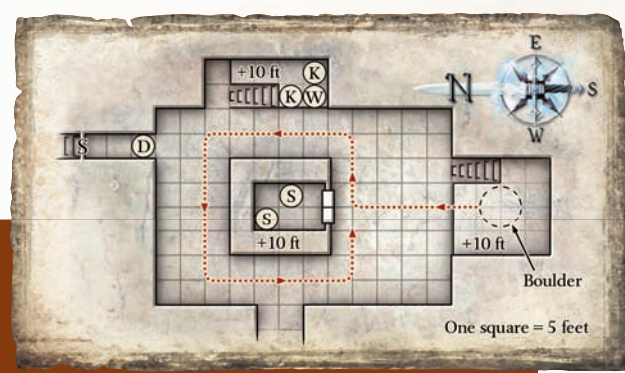
**Central Room:** The wall here is 10 feet tall, and the ceiling in this chamber is 20 feet above the floor. PCs and kobolds can climb over the wall to reach the central chamber. Climbing requires a DC 10 Athletics check.

The wall is wide enough to allow a creature to stand on top of it.

**Door:** The door to the central room has 20 hit points. Bashing it down requires a DC 16 Strength check.

**Boulder:** Full stats for the trap are given above. It starts at the point marked on the map and follows the path.

**Platform:** There are no railings on the raised platforms. Climbing up the side of the platform requires a DC 15 Athletics check. The platform is 10 feet up.



## ENDING THE ENCOUNTER

When the characters defeat the kobolds, they find a small silver key in the chief's belt pouch, along with a piece of parchment that describes the location of a secret door in the alcove to the north. The key opens the door, revealing a secret set of stairs leading down to the final encounter area.

The kobold chieftain carries a *+1 staff of the war mage* (level 3 item).

**+1 Staff of the War Mage:** This staff provides its user with a +1 enhancement bonus to attack rolls and damage rolls. On a critical hit, it deals an extra 1d8 + 1 damage. In addition, once per day as a free action, the user can increase the size of a blast or a burst by 1.



## AREA 5. THE TRUE THREAT

### Encounter Level 3 (750 XP)

#### SETUP

This chamber is the lair of the young white dragon Szartharrax. Although he is still small by the standards of his kind, Szartharrax is far and away the most dangerous monster in Kobold Hall. He is the reason the Skull Kickers managed to assert themselves over the other kobold gangs in the area; Szartharrax decided to back them and ate the rival chieftains, which persuaded the rest of the scaly little monsters to swear allegiance to the Skull Kickers. Szartharrax has an appetite for gold, and the white dragon has been demanding tribute from his loyal servants. Fear of the dragon's anger is driving the kobolds to attack caravans and launch raids against the nearby settlements.

Szartharrax is a tough opponent; the adventurers will have to fight well to survive.

This encounter includes the following creature.

#### 1 young white dragon (D)

**As the adventurers enter this chamber, read:**

*You follow a long, winding passage from the kobold chieftain's throne room down and down into the earth. Eventually, the finely worked stone tunnels give way to natural passages. Finally, you come upon a large cavern. The air is unnaturally cold in here. In the center of the room is a large pool of frozen dark water. The cavern is quiet.*

#### TACTICS

The dragon begins the encounter hiding in the area marked on the map. Since he is hidden behind the large pillar, make a Stealth check for the dragon, and then have the players make Perception checks for their characters. Player characters whose Perception checks are lower than the dragon's Stealth check are surprised. Roll initiative and begin the combat.

The dragon starts by flying to a spot just in front of the party and using his icy breath against as many player characters as he can catch in the area at one time. He then immediately spends 1 action point to use his Frightful Presence ability. In subsequent

#### Young White Dragon (D)

#### Level 3 Solo Brute

Large natural magical beast (dragon)

XP 750

**Initiative** +1      **Senses** Perception +7; darkvision

**HP** 232; **Bloodied** 116; see also *bloodied breath*

**AC** 18; **Fortitude** 20, **Reflex** 18, **Will** 17

**Resist** 15 cold

**Saving Throws** +5

**Speed** 6 (ice walk), fly 6 (hover), overland flight 10

**Action Points** 2

⬇ **Bite** (standard; at-will) ⬆ **Cold**

Reach 2; +6 vs. AC; 1d8 + 4 plus 1d6 cold damage (plus an extra 1d6 cold damage on a successful opportunity attack).

⬇ **Claw** (standard; at-will)

Reach 2; +6 vs. AC; 1d8 + 4 damage.

⬇ **Dragon's Fury** (standard; at-will)

The dragon makes two claw attacks. If the dragon hits a single target with both claws, it makes a bite attack against the same target.

⬅ **Breath Weapon** (standard; recharge ☹☹☹) ⬆ **Cold**

Close blast 5; +4 vs. Reflex; 3d6 + 4 cold damage, and the target is slowed and weakened (save ends both).

⬅ **Bloodied Breath** (free, when first bloodied; encounter) ⬆ **Cold**

The dragon's breath weapon recharges, and the dragon uses it immediately.

⬅ **Frightful Presence** (standard; encounter) ⬆ **Fear**

Close burst 5; targets enemies; +4 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftersave:* The target takes a -2 penalty to attack rolls (save ends).

**Alignment** Evil

**Languages** Draconic

**Skills** Athletics +15

**Str** 18 (+5)

**Dex** 10 (+1)

**Wis** 12 (+2)

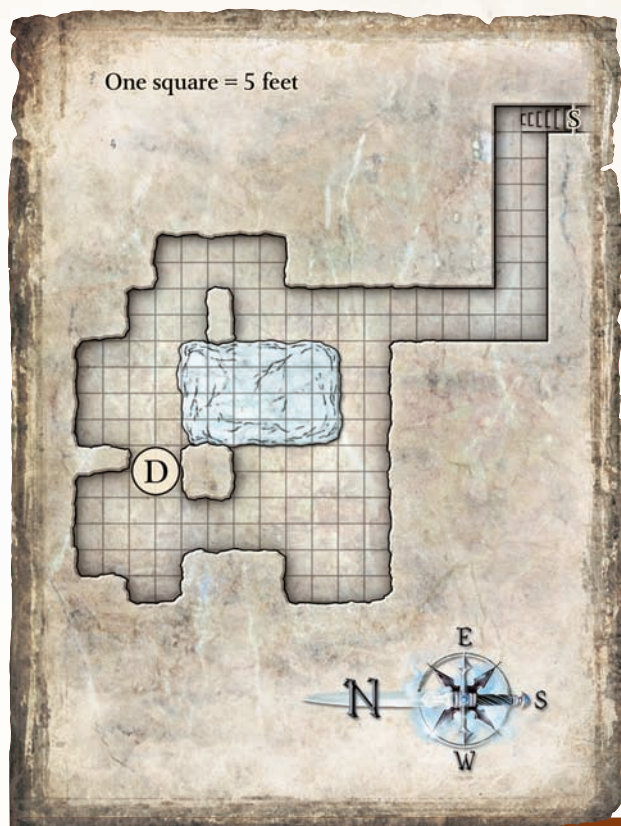
**Con** 18 (+5)

**Int** 10 (+1)

**Cha** 8 (+0)

rounds, the dragon tears the adventurers apart with his Dragon's Fury attack. If Szartharrax gets the chance to make any opportunity attacks, he uses his bite instead.

Szartharrax avoids heavily armored characters, preferring instead to pick off lightly armored foes. If the dragon becomes bloodied, he goes into a rage. He attacks the nearest PC, ignoring any intelligent tactics in favor of brute force.



## FEATURES OF THE AREA

**Pool:** The pool of water is 2 feet deep and frozen solid. The ice is difficult terrain, but the dragon ignores it if it walks through it (thanks to its ice walk ability).

## CONCLUSION

If the PCs manage to slay the dragon, they find a small cave up ahead that has a locked treasure chest (DC 20 Thievery check to open). The chest contains the piece of dragon hide that Teldorthan wanted recovered, 100 gold pieces, a pearl worth 20 gp in a small felt bag, and a +1 *lifedrinker* longsword (level 5 item).

**+1 Lifedrinker Longsword:** This longsword provides its user with a +1 enhancement bonus to attack rolls and damage rolls. On a critical hit, it deals an extra 1d6 necrotic damage. In addition, when the user drops an enemy to 0 hit points with a melee attack with this weapon, the user gains 5 temporary hit points.

## FURTHER ADVENTURES

The party slew the dragon and defeated the kobolds, but the PCs have only just begun their adventuring careers.

Slaying a dragon is no easy feat, and Szartharrax might have powerful allies who want revenge. Perhaps his mother or sibling hunts down the characters and their friends.

This adventure might also point to bigger things. The characters find a letter in Szartharrax's treasure chest. Written in Draconic, it is an offer of alliance from a goblin warlord who wishes to unite the monsters in the area against the people of Fallcrest. If you plan to run the *H1: Keep on the Shadowfell* adventure, that goblin could be Irontooth. The letter sends the PCs off on their next adventure.

Finally, there is nothing like a good, old-fashioned dungeon crawl. Having defeated the kobolds, the characters can explore Szartharrax's caves to uncover auxiliary passages leading deeper into the earth. Use the random dungeon generator or create an adventure of your own that involves the rest of the dragon's minions. Perhaps a kobold cleric and his undead minions uncovered a shrine to Tiamat, and Szartharrax needed Teldorthan's hide to finish a terrible rite to the dragon god. Using the encounters in this chapter as a guide, there's no better time than now to start creating your own adventures. Recruit some vicious monsters, draw some encounter maps, create a story to lead the PCs to the adventure, and keep playing!