

MERCHANT'S QUARTER: THE KOBOLD MARKET

SKILL CHALLENGE

10 successes before 3 failures; DC 20/28; XP 2,800

The once grand dwarven merchant's quarter with its vaulted 200' ceiling has been converted into a dim den of kobold trading. Horrible odors and strange growls echo through the patchwork of merchant stalls. A few Underdark races - duergar, kuo-toa, troglodytes, hobgoblins - trade among the countless kobolds. Trap components, poisons, scavenged goods, trained monsters, slaves, and more are traded.

The main goal is to get through the market without being detected as adventurers by the kobolds. In addition, the party may have sub-goals such as:

- Acquiring a certain item from the kobolds.
- Securing a safe resting place.
- Rescuing enslaved elven adventurer Giliana. (KIRITO)
- Rescuing her enslaved tribesman Vao'es. (MIRI)
- Learning grimoire taken by kobold wizard. (ZOLAR)
- One of the "Gifts for the Queen" never made it to Infyrana's treasure hoard. (TRISTAN & LILY)
- Negotiating with Sister Clarice, who is disguised as a hobgoblin, to expose deal lord of Harker's Ferry made with kobolds to deliver criminals as slaves so that kobolds would stop raids. She wants to reach arena and asks PCs to hold off on disturbing her plan. (ARDELL)

RULES

Underdark races (but not gnomes or goblins) may trade in the market with an armed escort. Surface-dwellers are forbidden and attacked on sight, thus some kind of disguise, stealth, or special provision is necessary. The kobolds of Gnarl'd Fang don't allow violence against kobolds in the market. Anyone breaking this prohibition is attacked by up to **40 kobolds** and a **skull-skull gauntlet**. Market inspectors of the Scraggs make sure that no one tries to keep gold or magic items from the dragon Infyrana. While a few "gold on barrel" deals are kept secret, most involve barter.

TRADERS

Big Feet Equalizer: poisons

Chez Bang: alchemical slingshot & alchemical items

Azimyth (intelligent giant bat): maps of the mountain

The Trading Block: slaves

Kaz-Kaz's Monsternomicon: trained monsters

The Trapperate: trap manuals

Ak-Ak-Ak & Ak-Ak son of Ak-Ak-Ak: trap components

Dwarf-Wreckers: scavenged dwarven loot like ballistae bolts, statuettes of Moradin, dwarven ale,

Krik-Tik-It: stolen/lost adventurer loot

COMPLICATIONS (D8)

When a PC doesn't have a specific agenda in mind and just wants to "get thru undetected", introduce a complication:

1. Sister Clarice's true identity is discovered by the kobolds, who bind her and take her to the arena.
2. A kobold of Clan Wyrmguard tries to hire the PCs as mercenaries to steal treasure stolen by Skullkicker clan.
3. Chief Harlichak makes rounds thru the market on his sedan chair, demanding humiliating obsequiances.
4. There's a runaway slave who crosses the PCs' path, but helping the slave risks blowing their cover.
5. One of the PCs has their physical disguise damaged or seen thru by an Underdark denizen, who tries to blackmail them.
6. Kobold who PCs need info/items from is accused of breaking market rules by Scraggs.
7. Infyrana casts a ritual which causes the remains of Kaldwarag (blood, flesh, etc) with PCs to burn red hot.
8. Reports that adventurers wiped out clans Blood, Humanbane, and Black Death circulate. Kobold commandos raid the market looking for PCs.

SUCCESS/FAILURE

Success: The PCs manage to navigate the kobold market without blowing their cover, and can proceed to the Crystal Caverns or Patrician's Quarter with an escort.

Failure: The PCs are detected as adventurers by the kobolds! Run **Harlichak's Gelatinous Doom** and have the **40 kobolds** patrolling the market join in the fight.

