



CONVERSION NOTES

The original “Dragon Mountain”, by Colin McComb and Paul Lidberg, was published by TSR in 1993 back in the heyday of 2nd edition. It was a mega-dungeon for high-level characters pitting them against lowly kobolds inspired by “Tucker’s Kobolds” from DRAGON #127 by Roger E. Moore. This conversion doesn’t endeavor to replicate that mega-dungeon room for room. Instead, I’ve focused on books II & III (the mountain itself) and on capturing the *spirit* of the adventure and translating that to the 4th edition rules. Thus, certain artistic license has been taken.

A great big “Thank You” to...

- The original authors and artists.
- Countless DMs whose ideas about kobolds I mined (when possible I’ve given credit where credit is due).
- ENWorld’s invaluable gamer community, particularly @Kamikaze Midget, @Manbearcat, @pemerton, and @Cleon
- My gaming group who suffered thru playtesting.

Enjoy! And don’t let the kobolds get you down!

- Aaron (@Quickleaf on ENWorld)

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DM'S BACKGROUND

LEGEND OF DRAGON MOUNTAIN

There is a mountain which appears once every 20 years on strange and stormy nights, where a mountain existed before, but it is changed. It looms overhead, its foreboding peak ascending into the clouds. Make no mistake, however, this mountain does not belong here. It is from another place, and another place before that, its true origins lost to time. And devastation follows in its wake.

A dragon rules the mountain. Many adventurers have tried to kill the dragon, or at least steal something from the dragon's hoard. A few return empty-handed with dread tales of kobold hordes, vicious traps around every corner, and a dungeon so formidable they swear the mountain is evil incarnate... that is, if they return all.

CHARACTER HOOKS

Dragon Attack: The PCs' home recently came under attack by a red dragon. They've assembled to track down the dragon, figure out why it attacked, and put a stop to it.

Kobold Raiders: The PCs come across a town suffering from recent kobold raids. At first it was just food and chickens, but the kobolds have grown bolder. Several townsfolk were abducted, and the PCs are hired to bring them back and prevent further raids.

A Dragon's Hoard: The PCs are in it for gold and glory. They've heard tales of the hoards that red dragons keep, and also of the many who've fallen braving Dragon Mountain. Determined to make a name for themselves (and get filthy rich), the PCs embark on their quest.

Reclaiming the Dwarf-hold: The PCs are dwarves (and their allies) seeking to retake the mountain which the dragon Infyrana and her kobold minions stole from them.

Stranded Planewalkers: The PCs are planewalkers, but a recent mishap has them stranded on the Prime Material Plane with no way home. Just their luck that the plane-shifting Dragon Mountain is nearby and nearing the end of its 20-year cycle. Could it be their ticket home?



The Kobold Says:

Greetings, Dungeon Master! I will be your friendly and trustworthy guide to this converted module. To begin, let's look at what you'll need to run this adventure: Having a copy of Dragon Mountain is recommended but not necessary. Also, Dragon Mountain 4e uses some monsters from the Monster Vault published by Wizards of the Coast - they're marked with a (MV) at the end. You'll probably want that book or DDi for their stats.

THE DRAGON INFYRANA

In this conversion Infyrana is of indeterminable age, younger than an ancient wyrm but older than an adult dragon. She is a master of magic, exceptionally cunning, and not above bargaining with the PCs. Throughout the adventure she has the opportunity to scry on the PCs with View Object, View Location, and the Dwarven Warding Skulls; she studies the PCs intently to learn their normal tactics and weaknesses. Armed with this knowledge, Infyrana arranges for one of four possible end-game tricks (see page 45). Then she draws on her extensive ritual knowledge to prepare for a possible confrontation with the PCs, in particular casting Protection from Energy attuned to the keyword of one of the casters’ at-will spells.

AMULET OF DRAGON WARDING

In this conversion of Dragon Mountain, the Amulet of Dragon Warding is strictly optional. If you as DM want to seed hints of Dragon Mountain early on in your campaign, including the three pieces of the amulet as McGuffins is a great way to do so.

Amulet of Dragon Warding	Level 10
<i>A tripartite carnelian amulet in the shape of a dragon.</i>	
Wondrous Item	5,000 gp
Properties: <ul style="list-style-type: none">• The amulet senses all entrances to Dragon Mountain within 100 feet, alerting the wielder mentally and by humming slightly.• The amulet’s wielder knows how long it will be until Dragon Mountain planeshifts and induces another cataclysm.• The amulet glows with faint red light when kobolds or poison are within 100 feet.	
Power (Healing Surge): Minor Action. The wielder or a touched ally becomes immune to critical hits from dragons for the next 5 minutes– such hits are resolved normally. Either the wielder or ally touched must spend a healing surge.	

CONDITIONS IN THE MOUNTAIN

Food & Drink: Fresh water, edible beetles in some places.
Lighting: Dark, with a few areas of dim lighting.
Passages: Main 8-ft high, 10-ft wide; secondary 6-ft high, 5-ft wide; honeycombed by network of tight tunnels.
Walls: Hewn from rock, generally indestructible unless the DM rules otherwise (AC/R 2, F 20, HP 400, resist 10 piercing/slashing weapons, vulnerable 10 picks).

POINTS OF ENTRY

There are four potential ways into Dragon Mountain available to the PCs:

1. The **Gateway (ENTRY-2)** which leads to the **Trapped Entry Passage, Front Hall, and Hall of the Grand Stair.**
2. The **Fissure (ENTRY-3)** which leads to the stables in the **Ambassador’s Hall (LEVEL ONE-8).**
3. Scaling the ballista tower and entering via the trap door into the **Fighting Chambers (LEVEL TWO -14).**
4. Rapelling down the Great Chasm (see the encounter on page 6) to the **Bell-Chasm District (LEVEL TWO-16).**

THE 6 KEYS OF THE EXCHEQUER

Six keys that once belonged to the dwarven exchequer are useful for bypassing the dangerous traps in Approach to the Lair. They are scattered throughout Dragon Mountain and are noted with **blue text**. The last key - jacinth - is left for the DM to place wherever he or she sees fit.

- A. **Malachite:** “Under-Mines”, ONE-12 (Mines)
- B. **Chalcedony:** Farkunmal, TWO-18 (Merchant’s Quarter)
- C. **Tourmaline:** “The Arena”, TWO-20 (Patrician’s Quarter)
- D. **Topaz:** “Dwarven Burial Chamber”, THREE-23 (Dwarfhold)
- E. **Corundum:** “Golem Works”, THREE-21 (Smithy’s Quarter)
- F. **Jacinth:** DM’s option

WEIGHT OF HUNDRED EYES (OPTION)

There is a phenomenon unique to Dragon Mountain called “Weight of Hundred Eyes”, which represents the ongoing threat that exploring the mountain poses to adventurers. It’s an evocative way to illustrate how the kobolds, the dragon, even the environment itself, respond to the PCs. After each session tally up anything that may have increased or decreased the stage, then consult the chart on page 15. If this seems like too much book-keeping, the DM is free to ignore it entirely - the adventure won’t suffer.

PLAYTESTING

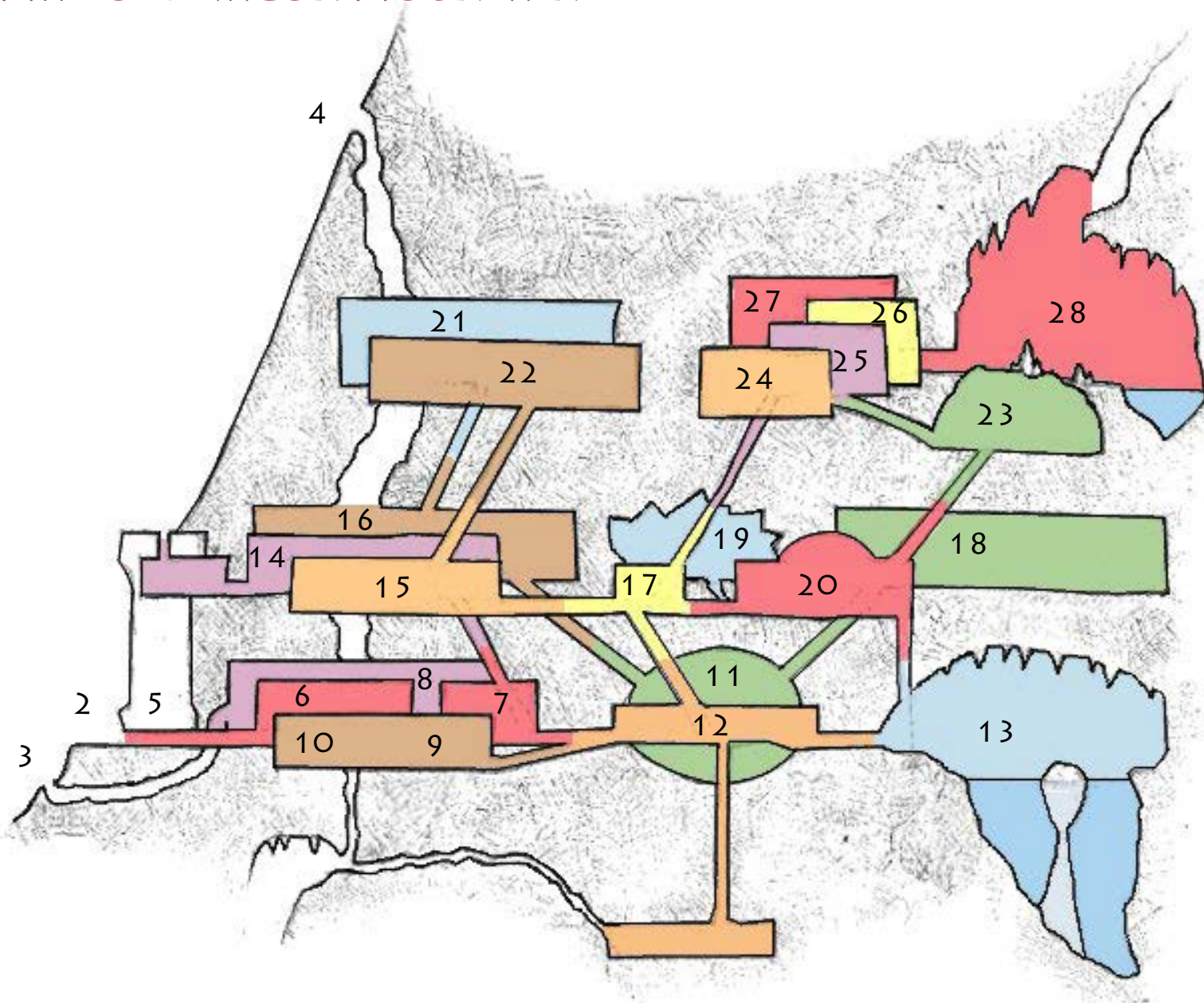
About half the encounters in this conversion were play-tested. Those that were not are marked “Not Playtested.”

TEXT STYLES

The following text styles are used within this conversion to make it easier for the DM:

- **Red text** indicates a transition to another area within Dragon Mountain (e.g. **LEVEL ONE-8**).
- **Blue text** is used for the keys of the exchequer.
- **Purple text** is used to denote player handouts which appear in the original module.

MAP OF DRAGON MOUNTAIN



ENTRY AREAS

1. Mountain Path
2. Gateway
3. Fissure
4. Great Chasm
5. Trapped Entry Passage

LEVEL ONE

6. Front Hall
7. Hall of the Grand Stair
8. Ambassador's Halls
9. Halls of Justice
10. Scrag Turf
11. Temple & Oratory
12. Mines
13. Underground River

LEVEL TWO

14. Fighting Chambers
15. Animal Husbandry
16. Bell-Chasm District
17. Collapsed Tunnels
18. Merchant's Quarter
19. Crystal Caverns
20. Patrician's Quarter

LEVEL THREE

21. Smithy's Quarter
22. "Farmland"
23. Dwarfhold
24. Palace
25. Storehouses
26. Wyrmling Hatchery
27. Approach to the Lair
28. Infyrana's Lair

What's with the colors? The original module's maps were color-coded and I retained that for consistency's sake for anyone using the boxed set. Bear in mind, there are three changes I made: First, the chasm in the Bell-Chasm District now extends to the surface. Second, the Under-Mines now connect to the chasm. Third, the dragon now has a secret flight path out of her lair.

ENTRY AREAS

1. MOUNTAIN PATH XP 800

This ancient mountain path switches back and forth, growing increasingly narrow from years of erosion. At a particularly long narrow section, barely audible chittering voices echo down the mountainside. Several kobolds can be seen, ducking into protected crevasses. A rumbling sound comes from overhead, and soon a shower of boulders hurtles down the slope toward the PCs!

Avalanche	Level 13 Lurker
Hazard	XP 800
Hazard/Trigger: Kobolds trigger this avalanche when they see creatures approaching on the mountain path.	
Attack	
Initiative 16	
Targets: All creatures on the mountain path.	
Attack: +16 vs. Reflex	
Hit: 3d10+5 damage and pushed over the edge of the mountain (saving throw to catch the edge, otherwise fall 100 feet into the river below).	
Miss: Half damage.	
Countermeasures	
<ul style="list-style-type: none">PCs who are tied together don't fall if the PC they're tied to makes a Strength check (DC 12 + 2 per PC pushed over the edge).PCs who win initiative can grab a tree or rocky outcropping, automatically getting hit but preventing getting pushed over the edge.Nature/Perception DC 20 to gain cover.	

FALLING OFF THE MOUNTAIN...

If the avalanche does knock a PC off the mountain, I suggest letting them miraculously survive the fall and running a short skill challenge where the rest of the party rescues the (probably unconscious) PC from the river.



The Kobold Says:

As the PCs explore Dragon Mountain, consider using these keywords to describe what they find: Claustrophobic tunnels. Ruined dwarven halls. Ancient dwarven picto-runes. Kobold propaganda posters. Oppressive darkness. Flickering shadows. Red beady eyes. Pitter-patter of kobold feet. Yip-yap of kobolds. Deathly silence. Knocking of rhythmic picks. Sulfurous odors. Smell of rancid oil. Bat droppings. Trail of slime. Dwarven skulls. Adventurer corpses. Black-fletched arrows. Blood-stained stone floors.

2. GATEWAY XP 200

A pair of huge oaken doors set into the mountainside hang halfway from their hinges, flanked on either side with squat towers holding ballista manned by 4 kobolds (Clan Black Death). Hugging the towers/mountainside prevents a PC from being targeted by the ballistae. The kobolds flee at the slightest sign of PC aggression.

Ballistae (2): Range 120 ft (short); Load 2 rounds; +8 vs. AC; 3d8+5 damage; misfire on a '1' and require full round DC 20 Thievery check to repair.

Oaken Doors: DC 23 Strength; AC/R 3, F 15; HP 200.

3. FISSURE Perception DC 23 & Athletics DC 29: Notice and access a fissure leading to the stables in LEVEL ONE-8 via rope.

4. GREAT CHASM Unless the PCs learn about this chasm another way, they can only find it with a DC 28 group Perception check which requires one day searching. See encounter page 5.

5. TRAPPED ENTRY PASSAGE A low-ceiling claustrophobic passage seems to be closing in on the PCs - and in fact it is! A falling iron portcullis slams into place behind them, while a rusty portcullis begins lowering ahead of them. They have 1 round to make it down the passage before the rusty portcullis closes.

The 1-ton ceiling stone drops 1/4 the room height (12-ft) per round, eventually stopping 1 foot off the floor. PCs trapped under the ceiling stone are restrained. The lever in the Winches Room (LEVEL TWO-14) raises the ceiling stone. Any PCs trapped are also attacked by 6 cave spiders (MV) lurking in fissures (hidden DC 29).

THE GREAT CHASM

LEVEL 14 ENCOUNTER

This enormous chasm is entered via a 60-ft wide crevasse on the west slope of Dragon Mountain. It alternately plummets and zig-zags over 500-ft down into the darkness, leading to the Bell-Chasm District (LEVEL TWO-16), which it cuts through, and from there goes even further down into the Underdark. Thus, with a 50-ft rope, the PCs would need to make roughly ten rappels. Undertaking this skill challenge requires at least one climber’s kit.

SETUP

- This encounter includes the following challenges:
- 14 kobolds
 - 16 kobold archers
 - Skill Challenge (level 13, complexity IV)
 - Falling hazard (level 11)

TACTICS

The kobolds begin hidden (DC 24) along the edges of the chasm and attack with javelins and bows when the PCs come within 10 squares during their descent. Their tactics are based on cutting ropes, focusing archer fire on climbing PCs, and dropping rocks on PCs resting on ledges.

FEATURES OF THE AREA

- Rope, hemp: (AC/R 10 or 20 vs. ranged, F 5, hp 10)
- Dropped rock: +8 vs. Reflex; 4d4 damage

- Climbing: PCs climb at one-half their speed and while climbing grant combat advantage.
- Roped together: If the PCs rope themselves together, when one falls, the next PC up makes a DC 12 Strength check or they fall too; if they fail the next PC up makes a DC 14 Strength check, then DC 16, and so on.
- Falling: Unless a PC is secured by rope, when they fall in the chasm they plummet 50 +1d6 x 10-ft before arresting their fall painfully on a ledge.

CLIMBING MISHAPS (D6)

1	PC drops something of limited importance: a piton, a light, grappling hook, map, etc.
2	Faulty piece of gear - climbing anchor pops out, rope snaps, grappling hook bends, etc.
3	While climbing a crack, PC slides and their arm/leg is stuck in the crack; ongoing 5 damage until escape DC 23.
4	Handhold is full of poisonous insects: +12 vs. AC; 6 poison damage and 6 ongoing poison damage (save ends)
5	PC triggers a rockfall on any PCs below: +8 vs. Reflex; 4d4 damage and knocked prone.
6	PC slips and falls either 40-ft or to the end of their rope, taking falling damage.
7	PC falls and a piton is imbedded in their leg (slowed until Heal DC 13 during extended rest or healing magic).
8	PC falls and is wedged in a crevasse 25-ft deep (escape DC 27).

- SKILL CHALLENGE:
- DESCENT INTO THE GREAT CHASM
- 10 successes before 3 failures; DC 20 / 29

Strategies

- Climbing: (Athletics) A hard check lets the PC carry another on their back or pound pitons into the wall to reduce falling damage.
- Daredevil Rappel: (Acrobatics) A hard check negates the PC granting combat advantage during the descent, or swings over to a far ledge/wall.
- Ropework: (Thievery) A hard check sets up a backup rope or creates a prussik which prevents the character using it from falling (so long as the rope is secured).
- Route-finding: (Dungeoneering/Perception) A hard check counts as 2 successes.
- Bright light below: A PC who can create bright light in at least a 10 square radius below gains a success. The party can only gain 1 success this way.
- Well-Prepared: A PC may gain an automatic success simply by having the right piece of equipment at the right time. The party can only gain 1 success this way.
- Kobold Guide: If the PCs kill or drive off the kobolds yet manage to capture one, they can force it to serve as their guide down the chasm for one success.

Success

After about 6 hours, the PCs descend safely into the Bell-Chasm District.

Failure

- Each check failed: Roll a d6 on the CLIMBING MISHAPS TABLE, with a +1 modifier for each previous failure.
- @ 3 failures: The PCs spend about 12 hours descending before they reach the Bell-Chasm District, each loses a healing surge, and they probably need some sleep.

EXPLORING DRAGON MOUNTAIN

Skill Challenge (special; DC 20)

Penetrating into the upper levels of the mountain complex is designed as an adventure-wide freeform skill challenge.

RUNNING THE SKILL CHALLENGE

There are four “flags” you should look for when determining when to run the skill challenge:

1. When there’s a looming pressure in the area.
2. When the PCs face a challenging area transition.
3. When the PCs stay in one area for a length of time.
4. When the PCs explore off the map.

First, the players decide the party’s pace based on the situation. Second, the DM checks for encounters and rolls on the appropriate tables. Third, the players make a group “check” consisting of any combination of skill checks, spells, abilities, or creative ideas according to the scene described by the DM and the overall situation. The DM can award automatic successes for particularly clever ideas or expenditure of significant resources.

RESTING

Resting in Dragon Mountain is a bad idea. When the PCs try to take an extended rest, they are harassed by kobolds (roll on the KOBOLDS TABLE). If they barricade themselves in a chamber they’ve already cleared (or magically conjure a resting place) then no roll is required. However, when the PCs take an extended rest, the kobolds reset traps, renew guards, attempt to slaughter or kidnap any horses/hirelings, and otherwise adapt to the PCs’ strategies.

Staving off the need for sleep requires a DC 14 Endurance checks or else the PC loses 1 healing surge and their Perception checks are disadvantaged (roll twice, take the lower) until an extended rest. For each additional day they haven’t rested, increase the Endurance check DC by +4.

FAILURE

Each Failure: The PCs suffer an unfortunate circumstance - roll or choose on the CALAMITY TABLE. There is no final defeat condition.

SUCCESS

Each Success: The PCs access a new area or spend several hours in the same area in relative safety (well...for Dragon Mountain). The skill challenge ends when the PCs stop exploring - there is no final victory condition.

CALAMITY TABLE (D12)

- 1 **Kobolds Ate My Donkey!** One of the PCs’ animal companions, familiars, conjured critters, or donkeys is killed and eaten by kobolds. If none of the PCs have critters, the kobolds kill and eat a hireling instead. If the PCs have no hirelings, treat this result as #2.
- 2 **Kobolds Stole My Stuff!** During the encounter you rolled up, have 4-8 kobold thieves (see page 17) from a rival clan attempt to steal items from the PCs. The items can be recovered in the area the thieves’ clan is based in.
- 3 **Kobolds Poisoned My Potions!** And my rations and waterskins too! Most of the PCs’ potions, food, and drink are poisoned: +15 vs. Fortitude; ongoing 10 poison damage (save ends); first failed save = blinded (save ends); second failed save = blinded 4 hours.
- 4 **Save the Kobold! ...wait, what?** A kobold “exile” seeks sanctuary among the PCs, but actually has been sent to spy on them. This may be Infyrana disguised. Run this with a token combat to belay player suspicions.
- 5 **The Mountain is Trying to Kill Us!** The PCs struggle through thin air, sulfuric vents, smoke, etc. Each PC makes an Endurance check to determine healing surge loss: DC 28+ is -1 healing surge, DC 20 is -2 healing surges, DC 14 is -3 healing surges, and less is -4 surges.
- 6-7 **There We Were, Cornered by Kobolds!** A kobold horde has assembled, comprised of almost every kobold from the nearest clan (usually around 100 kobolds), in addition to the encounter you rolled up.
- 8 **The Dragon Sees Us!** Infyrana spies on the PCs. Increase the stage of “Weight of Hundred Eyes”, and Infyrana casts a ritual (choose one from page 49).
- 9 **We’ve Fallen and We Can’t Get Up!** The PCs fall 40 feet (4d10 damage) into a random unexplored area.
- 10 **We’re Trapped in Dragon Mountain!** A passage the PCs used collapsed after fighting...or perhaps the kobolds did it. Until the PCs find an alternate route back or excavate the cave-in, they’re stuck in Dragon Mountain.
- 11 **Kobolds Split the Party!** One or more PCs are separated from the rest of the party until the PCs work out a way to meet back up. Maybe a stone block fell in front of them or a bridge crumbled beneath their feet. Maybe they were scouting ahead and kobolds barricaded the passage back. Use your DM discretion when splitting the party.
- 12 **I Was Abducted by Kobolds!** During the encounter you rolled up, 4-8 kobold kidnappers (see page 17) attempt to abduct a PC. The PC will be taken prisoner, stripped of all possessions, and ruthlessly interrogated, before being released into Dragon Mountain naked. Stripped gear is usually taken to the clan’s headquarters.

PARTY PACE & ENCOUNTER TABLE

Party Pace	Kobolds	Wandering Monsters	Traps
RUSHED ~5 minute turns	Yes, Group DC 28 Perception check to avoid surprise	High risk (13-20 on d20)	Very High risk (11-20 on d20)
FAST ~20 minute turns	Yes, Group DC 20 Perception check to avoid surprise	Moderate risk (15-20 on d20)	High risk (13-20 on d20)
MODERATE ~1 hour turns	Yes, Group DC 14 Perception check to avoid surprise	Low risk (17-20 on d20)	Moderate risk (15-20 on d20)
CAUTIOUS ~3 hour turns	Yes, no chance of being surprised	Very Low risk (20 on d20)	Low risk (17-20 on d20)

KOBOLDS TABLE (D12)

- 1

One kobold or a handful of kobolds. Try rolling on the WHAT’S THAT KOBOLD DOING? table (page 31).
- 2

6 kobolds and 4 archers.
- 3

4 trappers, 4 archers, and 4 slingers.
- 4

6 pikers and 8 archers.
- 5

8 kobolds, 4 slingers, and 4 trappers.
- 6

10 kobolds, 6 archers, and 1 wyrmpriest.
- 7

10 kobolds, 6 slingers, and 4 pikers.
- 8

12 kobolds, 6 trappers, and 6 archers.
- 9

12 kobolds, 8 pikers, 8 archers, and 1 wyrmpriest.
- 10

15 kobolds, 8 archers, 8 trappers, and 1 wyrmpriest.
- 11

15 kobolds, 8 slingers, 8 archers, and 8 pikers.
- 12

Dragonstrike Force (the odds of encountering the strike force can change as noted on page 15).

SCENARIO SUB-TABLE (D12)

- 1

Kobolds are fleeing a monster or inter-clan skirmish, but don’t want to appear cowardly.
- 2

Kobolds repairing or setting up a trap.
- 3

Kobolds lurking in ambush (Stealth +13).
- 4

Kobolds transporting raw goods via mine cart or beasts of burden (beetles, lizards, frogs, weasels).
- 5

Inexperienced kobold doubtful about chances of surviving adventurers getting pep talk from elders.
- 6

Kobolds squabbling over loot or slaves; roll on the RANDOM TREASURE TABLE.
- 7

Kobolds making up story about what to tell the chief about their recent bungled mission.
- 8

Half the kobolds are napping off hangover, others are trying to open a cask of ancient dwarven ale.
- 9

Kobolds tormenting a monster caught in a trap.
- 10

Kobolds from one clan are fighting kobolds from another; if left unmolested, half kobolds survive.
- 11

Kobolds playing a primitive game like Skull-Skull, Kick-a-Gnome, Chiefgreat, or Whatsa Potion.
- 12

Kobolds bearing tribute for the dragon; roll on the RANDOM TREASURE TABLE.

SPECIAL TERRAIN SUB-TABLE (D12)

- 1

Passage covered in flammable oil, ongoing 6 (save).
- 2

Cramped, Medium creatures must squeeze.
- 3

Elevation change or chasm/shaft.
- 4

Murder holes and/or arrow slits, total cover.
- 5

Portcullis, tiny gaps for kobolds, DC 28 Strength.
- 6

Low-ceiling, two-handed weapons can’t be used.
- 7

Lodestone, heavy armor wearers / ranged attack -5.
- 8

Open-air fissure, run “The Great Chasm” (pg. 6) if PCs attempt to climb to the surface.
- 9

Dwarven spiked barricade (total cover, 8 damage if forced into, AC/Ref 5, Fort 16, hp 80).
- 10

Unstable passage, 30+ damage to trigger cave-in.
- 11

Eldritch influx, recharge a magic item or spell.
- 12

Warning bell, will attract kobolds in 1d6 rounds.

WANDERING MONSTERS TABLE (D8)

- Incoportate with kobold encounter in some way.
- 1

1d6+6 Rust Monsters (MV)
- 2

1d6+2 Carrion Crawlers (MV)
- 3

1d4 Cockroach Swarms (use Snake Swarm, MV)
- 4

1d4 Stirge Suckerling Swarms (MV)
- 5

4d6 Cave Spiders (MV)
- 6

1d6 Gelatinous Cubes (MV, re-design pg. 23)
- 7

Black Pudding (MV)
- 8

Red Dragon Wyrmling (DRAC, re-design pg. 50)

TRAPS TABLE (D20)

- 1

Falling Iron Portcullis
- 2

Caltrops
- 3

Tripwire
- 4

Net Trap
- 5

Monster Bait
- 6

Skull-Skull Gauntlet
- 7

Crawlies Trap Door
- 8

Sneaky Deadfall
- 9

Dire Hornet’s Nest
- 10

Rusty Chute of Doom
- 11

Wishbone Trap
- 12

Cobalt Oil Passage
- 13

Scything Blades
- 14

Pit Trap
- 15

Cave-In
- 16

Hanging Adventurer Corpses
- 17

Steel-Jaw Neck-Snapper
- 18

Brown Mold/Witch’s Hair
- 19

Dwarven Sentry Skull
- 20

Special / DM’s Choice

LEVEL ONE

6. FRONT HALL XP 800

A huge courtyard marred by signs of battle, this hall is flanked by storage rooms covered with iron bars and appears to be supported by two massive columns...which are riddled with holes. A balcony 20' off the ground is accessible by wooden ramps to the north and west; large chains dangle next to each ramp, apparently to raise and lower them. If a ramp is burdened by over 200 lbs it breaks.

When the PCs enter, a **falling iron portcullis** closes behind them and ramps begin to raise. **16 kobold archers** (Clan Black Death) hidden (DC 23) in the columns attack.

7. HALL OF THE GRAND STAIR XP 3,000

Wide enough for two carts, this hall is covered with rows of arrow slits before it takes a sharp turn. Arrow slits and murder holes lines its walls & ceiling. Adjoining areas include armories, barracks, dining halls, and pantries. When the PCs enter this hall, **falling iron portcullises** slam into place behind and ahead of them. **Handout #9**.

16 kobold archers wait behind the arrow slits (-5 cover), while **14 kobolds** lurk above the ceiling using the murder holes (-5 cover). (Clan Dreadnought)

8. AMBASSADOR'S HALLS

The only entry/exit point to the halls is via the **Front Hall (LEVEL ONE-6)**. A faded sign hangs above a raised rusty portcullis, reading "Ambassadors' Halls." Five black-fletched arrows are stuck deep in the sign, and a dwarven skull hangs from a rope threaded through its eyesockets. Red graffiti in Common and Draconic is smeared on the sign, reading: "Dreddenouts livv heer. Entar and Die!" Heaped trash is piled everywhere, but besides vermin it seems deserted. A PC searching the trash will find a **trapped scroll case**.

Once the PCs enter the "street", they are channeled into the **Rooftop Flaming Death**.

Adjoining areas include:

- Stables, now garbage pit with **charnel otyugh**. If PCs search muck, roll on RANDOM TREASURE TABLE. A potential point of entry (see **ENTRY-3**).
- Recently deserted courtyard.
- Elven quarters with a healing fountain (4 HP/person/day). A thorough search turns up an *elven cloak* +3.

- Gnomish and halfling quarters turned into a kobold lair, cramped passages require medium PCs to squeeze; **15 kobolds** (Clan Dreadnought) attack.
- Human quarters, where a **giant slug** lurks, hinted at by a trail of glistening slime. Nagasan (**kobold chief**) is here, disguised as one of **8 kobold** minions, while a minion is dressed as chief. Notes for the Rooftop Flaming Death ambush on table. Chest with 250 gp and a cursed short sword (grant combat advantage).

9. HALLS OF JUSTICE XP 3,200

Dingy grey buildings make up these halls where the dwarven civil services were carried out. A group of **25 kobold commandos** (see page 15) and **5 trappers** (Dragonstrike Force) engage the PCs with guerilla tactics, only fighting for a round or two before withdrawing to a different building. Their objective is to lure the PCs into an area with **2 pit traps** (of the "wicker floor" variety).

Adjoining areas include:

- Courtyard, now used for training kobolds.
- Barracks and a mess hall, recently deserted.
- Maps room, where **3 kobold commandos** have defaced two of three maps of the mountain and are trying to deface the last one of LEVEL ONE.
- Weapons Storage, with a variety of mundane weapons, and a special case holding a golden longsword worth 500 gp. However, the case is trapped with a trap resembling the **trapped scroll case**.
- Old dwarven court, now Dragonstrike Force's headquarters. Two massive partially burned dwarven tapestries (2,500 gp each, 120 lbs), and diagrams for a planned assault (**Handout #3**) can be salvaged.

10. SCRAG TURF XP 2,000

An arch with two hanging kobolds marks the southern area of the halls claimed by the Scraggs, a gang of bitter bullies and enforcers made up of outcasts. They "keep the peace" in Dragon Mountain and make sure the kobolds don't revolt against their leaders.

Adjoining areas include:

- A meeting hall where **20 kobolds** are plotting their next attack. If any kobolds of Dragonstrike Force fled here, they were javelined to death. If the kobolds have been alerted to the PCs then they wait in ambush. A trap door (Perception DC 28) hides 10 gems worth 500 gp each.
- Barracks with **30 kobolds**, **8 archers**, and **8 slingers**. Two adjoining watch halls have **5 kobolds** each.

LEVEL ONE (CONT.)

- Torture/interrogation room, **1 kobold** in the process of torturing a prisoner.
- Prison cells: one with kobolds who will promise to aid rescuers (though one will betray the PCs), one cell with corpse, one cell with possible village captives, and one cell with Giliana Brightbough (elven fighter, if healed she can act as a mercenary hireling).
- Dungeon stairs descending 100-ft lined with copper inlay patterns, and a **falling iron portcullis** at the top controlled by a hidden **kobold** and **wyrm priest** (DC 26). Once the PCs are halfway down, the kobold triggers the portcullis and the wyrm priest reads a scroll of lightning bolt, electrifying the stairs. All creatures on stairs subject to attack: +12 vs. Fortitude; 3d6 lightning damage; miss half. The stairs ultimately lead down into the Underdark - specifically the “Fardrimm”, ancient tunnels that once connected the dwarfholds.

11. TEMPLE & ORATORY

In dwarven times, this was their place of worship and debate, where ancestral bones were buried beneath statues honoring the most prominent of dwarven ancestors. Now it is where Clan Blood holds their foul ceremonies for Kurtulmak and offer obligatory sacrifices to the dragon Infyrana. The room is shaped as a great oval, with four sloping walkways leading down toward the central dais and stone-carved seats ringing the sides. The dais is carved with a wheel calendar of various worlds/planes Dragon Mountain is predicted to shift to as well as those it already has shifted to. An idol of Kurtulmak overlooks the altar where slaves are sacrificed and wyrm priests recite draconic maxims. When the PCs enter this area, run **Temple of Fire & Blood** (see page 17).

North stairs lead to **Merchant's Quarter (LEVEL TWO-16)**
South stairs lead to **Bell-Chasm District (LEVEL TWO-18)**

12. MINES

Clan Kneebiters runs what's left of the old dwarven mines. Vicious fighting between Clan Mangled Fist and Clan Kneebiters takes place regularly here. **False-floor pit traps*** are particularly common throughout the mines. In addition to veins of gold and silver, there are veins of cobalt in the mines. This gold/silver look-alike is caustic if handled without protection (1 acid damage), and emits **poison gas*** if lit on fire...a trick the kobolds are aware of.

Adjoining areas include:

- Mined-out tunnels. Iron bars protrude through the rock wall. A dwarf or a DC 20 Dungeoneering check recognizes these are markers to prevent excavation into a chamber, in this case the **Temple (LEVEL ONE-11)**.
- Living halls where **15 kobolds** (Clan Mangled Fist) reside. Besides picks and other mining tools, a thorough search turns up a flawed diamond (900 gp).
- Dining hall turned into a battlefield between **15 kobolds** of Clans Mangled Fist and **20 kobolds** of Clan Kneebiters. If the PCs don't intervene, Kneebiters wins with only **10 kobolds** surviving.
- Secret passage hides a rusty chest with 500 gp, a *scroll of protection from dragons*, and **Handout #4**.
- 300-ft elevator shaft down to the **Under-Mines** guarded by **20 kobolds** (Clan Kneebiters) which flee when half are killed and regroup to stop the elevator halfway. After 1 minute they cut the cable.

13. UNDERGROUND RIVER XP 2,250

A vast underground river & lake, dam, pump house and machinery distributes fresh water throughout Dragon Mountain and prevents flooding during rains. Several fishing weirs and boats line the lake's edge. **15 kobolds** and **10 archers** (Clan Mangled Fist) defend the pump house, and will sound an alarm bell if attacked. Within the pump house, steam provides partial concealment, and several kobolds will position themselves to drop stuff on the PCs (+13 vs. Reflex, 3d6 damage).

Adjoining areas include:

- Mushroom Farm tended by peaceful myconids who lack a leader. Offering a kindness to the myconids or a DC 24 Dungeoneering / Nature check yields a medicinal mushroom which acts as a *potion of cure moderate wounds* with hallucinogenic properties.
- Island House, utterly lacking windows or doors, it is Nahal's secret laboratory (see **King of the Kobolds** on page 29-30). The only way in is either to batter a hole through the wall or via teleportation circle in **LEVEL THREE-24**. Uttering “Nahal's bedroom” in Draconic activates the circle. Searching the house reveals alchemical flasks and concoctions, and scrolls detailing the kobold clan structure. A DC 24 Arcana check yields *3 blastpatches* (fire, level 13); a failed check causes an explosion (3d6 fire) which consumes scrolls.
- Warehouse storing pickled fish in 50 barrels; half are poisonous (+14 vs. Fortitude; grant combat advantage and weakened for 1 hour).

LEVEL TWO

14. FIGHTING CHAMBERS XP 2,000

Originally this was the last checkpoint for incoming caravans and was designed as a final stand against intruders. Now, trapped **hanging adventurer corpses** mark the edges of Clan Black Death's territory.

As PCs ascend the Grand Stair, **8 kobold archers** (Clan Black Death) attack from arrow slits while **2 kobolds** use the ballista. Similarly, in the murder passage to the south, there are ten arrow slits which **10 kobold archers** (Clan Black Death) employ. Once the PCs pass thru the murder passage, twin iron doors seal shut behind them.

At an opportune moment, spring **Galatak's Ambush**.

Adjoining areas include:

- A sloping condensation-slicked passage required DC 16 Acrobatics check or slide into the "Steam Room" (level 13 **water-filling room*** with scalding water which deals 4d6 damage on contact). Turnips and onions litter the floor....PC soup?
- Watchroom, guard tunnels, and barracks, each with **10 kobold archers** (Clan Black Death). The guard tunnels have a lever which opens the twin iron doors.
- Clan Black Death's headquarters, with a map of the Fighting Chambers with notes in Draconic, and a locked treasure chest (DC 26) containing 300 gp, 20 pp, and 6 vials of *bloodstinger poison* (13th level, AV).
- Ballistae towers, each manned by **4 kobolds**. If PCs try to climb towers, kobolds dump boiling oil on them: +12 vs. Reflex; 4d6+6 damage; miss half.
- Checkpoint gate guarded by **2 kobolds** (Clan Black Death), who will attempt to collapse various ceiling blocks if PCs threaten them (as per a **cave-in**). A collapsed stone block near the gate crushed someone, only an arm is visible holding **Handout #7**.
- Winches Room with dwarven gears controlling the gate in **ENTRY-1** and stone block in **ENTRY-5** via a lever labeled in Dwarven "gate up" (drops stone block) and "gate down" (raises stone block).

15. ANIMAL HUSBANDRY

Special mirrors channeled sunlight into the mountain, allowing the dwarves to raise their own livestock. This area is dominated by the livestock farm, though most of the cows are quite sickly and the water is diseased. When Clan Torn Claws becomes aware of the PCs as a threat, run **Hagniar's Rot Grub Boot Camp**.

Adjoining areas include:

- Barn (empty), slaughterhouse (with **10 kobolds** tormenting cows), and a guard room (with **5 kobolds**).
- Grain bin partially converted into living quarters (with a *short bow +1* and a gnome skull under the cots).

16. BELL-CHASM DISTRICT

This district used to house wealthy dwarves whose homes overlooked a chasm (the best view), as well as the famous dwarven bells which were used during grand ceremonies and as a warning during wartime. Now it is overrun by Clan Humanbane led by a vicious kobold named Crusher.

Crusher is an albino kobold with scarred face and throat leaving his voice scraggly; he always lurks in the shadows and is unusually menacing for a kobold. He prepares a nasty reception for the PCs when they try to cross one of the bridges (see **Crusher's Kobolds**).

Adjoining areas include:

- Food storage, weapons room, abandoned homes (turned into kobold training grounds with scouts throughout), and crumbling rift homes (likewise with posted scouts).
- Haunted ruins emanating cold malice, guarded by **4 specters** (MV) - dwarven thieves who sought to exploit the chaos during Infyran's attack on the mountain.
- Abandoned warehouses with a kobold **wererat** (MV) and dozens of **giant rats** (MV).
- Giant bat nursery, where kobolds raise and train young giant bats; at any given time about **10 kobold bat-riders** (see page 22) and **5 giant bats** are present.
- Dwarven graveyard, with kobold bodies stacked outside, patrolled by **10 dwarven undead** (see page 27) who can't rest till dead in LEVEL TWO-17 are buried.
- A partially collapsed home that seems to be magically prevented from falling upon itself. Within is a *lesser cube of force* (see Appendix) which needs a DC 28 Arcana check to recharge. If the cube is moved, it triggers a **cave-in** as the home collapses on itself.
- Stairway homes guarded by **35 kobolds** (Clan Humanbane).
- Crusher's opulent home, trapped with poison **door darts*** (level 12), lined with twin ancient dwarven tapestries worth 2,500 gp each.
- Slave pens with emaciated rival kobolds, humans, and dwarves. One of the human slaves has **Handout #11** which they will share with the PCs if aided.

LEVEL TWO (CONT.)

17. COLLAPSED TUNNELS XP 1,000

Hanging adventurer corpses (half dwarves, half kobolds) mark the entrance to these tunnels coming up from the mines. Cave-ins have sealed it off from all other areas on LEVEL TWO. **20 kobolds** (Clan Rusty Blade) attack anyone not accompanied by one of their own number. During this fight, one of the kobolds drinks a potion of *ironskin* granting him resist 10 against weapons; make a point of role-playing the gloating kobold and also make it clear that there's another *potion of ironskin* (see Appendix) resting on a crate. This helps set up **Gagranax's Rust Monster Cavalry (LEVEL THREE-25)**.

18. MERCHANT'S QUARTER XP 2,900

Once the center of dwarven commerce, this 200-ft ceiling plaza has been turned into a dark den of kobold trading by Clan Gnarled Fang. The plaza once had a beautiful fountain which has been wrecked so that a geyser of water sprays up some 20-ft, and cave slime coats the area around it (slowed or Acrobatics DC 13 to avoid falling prone). Rarely other monsters come to this area from the Underdark via the Crystal Caverns to trade with the kobolds (typically when Infyrana decides to trade a rare magic item from her hoard). If the PCs disguise themselves as monsters, they can infiltrate the market to trade in poisons, potions & alchemical items, trap manuals & components, maps, slaves, trained monsters, and stolen adventurer gear.

When the PCs make their presence known, a kobold called Farkunmal who appears to be a prophet of Kurtulmak prostelyzing to kobold traders will attempt to parlay. A DC 24 Insight check realizes that Farkunmal is a fraud; he relies on an accomplice with a *wand of wonder +3* (MME) hidden in the crowd. Farkunmal wears the **chalcedony key**. However, after only a few rounds, **40 kobolds** led by **2 wyrmpriests** (Clan Gnarled Fang) launch a surprise attack (hidden DC 23) with a **skull-skull gauntlet**.

If the PCs go after Chief Harlichak or attempt to cheat in the market, run **Harlichak's Gelatinous Doom**.

Adjoining areas include:

- Mercantile Headquarters & Harlichak's throne room.
- Harlichak's secret chamber & treasure room is trapped with **poison darts*** and contains 10 aquamarine gems (500 gp each) and a dwarven puzzle box (1,000 gp).
- Elevated street with ballistae and **sneaky deadfalls**.

19. CRYSTAL CAVERNS

The guard house to this area is in contention between Clan Gnarled Fang and Clan Skullkickers; **10 kobolds** from each clan have set up in the guard house. **Kobold crystals** have grown throughout the caverns, and several kobolds can be found here wandering in a daze. A thorough exploration turns up a dwarven corpse with a journal (**Handout #2**). Fissures lead down into the Underdark.

20. PATRICIAN'S QUARTER

Fine stone-carved buildings made up this once wealthy quarter of the dwarves. The Skullkickers have claimed this territory, using it as an artistic center of sorts, and the entrance halls are lined with skulls. Kobold propaganda posters are created and disseminated here, prisoners are interrogated about culture and art, arena tournaments are held, and macabre art created. Chief Harixis (who prefers the title 'Lord Harixis') is painfully aware of how inept kobolds are in battle. He sees culture and the arts as critically important to the survival of his clan, and indeed all kobolds, whether it is artistic chalk rendering used to conceal a trap or an appeal for mercy pulling at the heartstrings of bards. **20 kobolds** (half with "kidnapper" template) patrol the quarter, and in a fight will attempt to abduct two PCs to force into the arena.

Adjoining areas include:

- **The Arena** (see encounter on page 14).
- Fortress surrounded by a 40' deep spiked pit, which can be crossed by a drawbridge. **30 dragonshields** and a **wyrmpriest** (Clan Wyrmguard) keep watch in the fortress, attacking thru arrow slits. The wyrmpriest has a *scroll of spike stones* which he uses if a PC tries to scale the walls - anyone climbing is subject to an attack (+15 vs. Reflex; 4d6+6 damage; hit or miss the PC must make a DC 28 Athletics check or fall...into the spiked pit). The stairs in the fortress lead up to the **Dwarfhold (LEVEL THREE-23)**.
- Harixis' Palace is a garishly decorated dwarven manor. If Harixis' **10 kobolds** guards are defeated, Harixis pleads mercy and attempts to converse with the PCs about art. Harixis' treasure includes several pewter statues worth 500 gp, a crystal picture frame worth 750 gp, a jeweled oil lamp worth 1,500 gp, and *Nolzur's Marvelous Pigments* (MME, 7th).
- Windowless stone building with the door sealed by mortar; inside is a chained kobold skeleton and nearby is **Handout #10**.
- Spiral ramp, leading down to the **Underground River (LEVEL ONE-13)**, behind the mushroom farm.

LEVEL THREE

21. SMITHY'S QUARTER

##

Shield constructs (see page 25)

Adjoining areas include:

- **The Golem Works** (page 25) is where Karlanaat designs trap schematics and unlocks the secrets of the dwarven constructs.

22. "FARMLAND"

##

23. THE DWARFHOLD

##

Adjoining areas include:

- The **Dwarven Burial Chamber** (page 27) houses the Anvil of the Soul as well as crypts of generations of dwarven ancestors.

LEVEL THREE (CONT.)

24. PALACE

See the encounter [King of the Kobolds](#) (page 29-30).

25. STOREHOUSES

##

26. WYRMLING HATCHERY

The original module had this area as a second headquarters for Clan Wyrmguard. Instead I've reimagined it as an unusually hot humid room full of dragon eggs which are tended by Clan Wyrmguard. See the [Wyrmling Hatchery](#) (page 31).

WEIGHT OF HUNDRED EYES

The deeper you venture into Dragon Mountain, the more you see them. Red beady kobold eyes lit by your torches momentarily before retreating into the darkness. Sometimes the eyes linger, and then you can feel the weight of some dread force - the dragon? the mountain itself?

- STAGE 0: “KOBOLDS? HAH!” (BASELINE)
- Dragonstrike Force: 12 on the KOBOLDS TABLE.
- STAGE 1: “SWEAR I SAW A KOBOLD...”
- Dragonstrike Force: 11-12 on the KOBOLDS TABLE.
 - Kobolds gain First Strike (combat advantage versus enemies that haven’t acted yet on the first round).
- STAGE 2: “WAIT, SOMETHING ISN’T RIGHT...”
- Dragonstrike Force: 10-12 on the KOBOLDS TABLE.
 - When disarming kobold traps, any failure triggers the trap, not just a failure by 5+.
- STAGE 3: “THE MOUNTAIN IS AFTER US”
- Dragonstrike Force: 9-12 on the KOBOLDS TABLE.
 - During the PCs’ next rest (short or extended) in the Mountain, they’re “attacked”: +15 vs. Will; if hit, a PC experiences claustrophobia and dread, granting combat advantage until either they leave the mountain or they’re tended during an extended rest (Heal DC 15).
- STAGE 4: “THE DRAGON IS WATCHING”
- Dragonstrike Force: 8-12 on the KOBOLDS TABLE.
 - The dragon casts a ritual (choose from page 49).
 - If the PCs try to leave the Mountain with any loot, they have a random encounter: 1 roll on the KOBOLDS TABLE and 1 roll on the TRAPS TABLE.
- STAGE 5: “THERE’S NOWHERE TO HIDE!”
- Dragonstrike Force: 7-12 on the KOBOLDS TABLE.
 - Regardless of their pace, increase the PCs’ risk of encountering kobolds or traps while exploring as if the PCs were traveling one pace faster.
 - If the PCs try to leave the Mountain, they have a random encounter: 2 rolls on the KOBOLDS TABLE and 2 rolls on the TRAPS TABLE.

INCREASING THE STAGE*	DECREASING THE STAGE*
Trying to rest, no precautions	Resting with special wards
A “loud” encounter	Avoiding an encounter
A PC is abducted	Rescuing captives
Failing an encounter	Defeating the commandos

*Certain encounters might change the stage.

DRAGONSTRIKE FORCE

LEVEL 14+ ENCOUNTER

This encounter is not keyed to a location. While the kobolds of Dragonstrike Force are based in the Halls of Justice (LEVEL ONE-9), they will hound the PCs throughout Dragon Mountain.

- SETUP
- This encounter includes the following challenges:
- 25 kobold commandos (Dragonstrike Force)
 - 5 kobold trappers (Dragonstrike Force)
 - Trap (any, DM’s choice)

- TACTICS
- The kobolds of Dragonstrike Force only attack when they have situational advantage, preferably combined with an ambush or distracted PCs (such as during an attempted rest or while split or nursing wounds). The Dragonstrike Force will not engage in more than one or two rounds of fighting, soon retreating into narrow tunnels to plan their next attack.
- Dragonstrike Force recharges its numbers at the rate of 5 commandos and 1 trapper per day, so long as the PCs haven’t cleared the Halls of Justice.

Kobold Commando	Level 10 Minion Lurker
Small natural humanoid	XP 125
HP 1; missed attacks never damage minions AC 24; Fortitude 21; Reflex 23; Will 22 Speed 6, climb 6	Initiative +13 Perception +12 Darkvision
Traits	
Sneak Attack	
The kobold deals +4 damage with combat advantage.	
Improved Stealth	
When the kobold ends a shift or a move with any cover or concealment, it can make a Stealth check.	
Standard Actions	
⚔ / 🏹 Javelin • At-Will	
Attack: Range 10/20; +15 vs. AC; Hit: 8 damage.	
Effect: The kobold shifts 3 squares after the attack.	
🔥 Dragonfire Cocktail • Recharge short rest	
Attack: Ranged 5/10; +13 vs. Reflex	
Hit: 6 fire damage and ongoing 6 fire damage (save ends).	
Minor Actions	
🔄 Shifty • At-Will	
Effect: The kobold shifts 1 square.	
Triggered Actions	
👤 Commando’s Sneaky Escape • At-Will	
Trigger: When any attack misses the kobold.	
Effect (Immediate Reaction): The kobold shifts 3 squares.	
Skills Athletics +10, Stealth +14, Thievery +14	
Str 10 (+5)	Dex 19 (+9) Wis 14 (+7)
Con 13 (+6)	Int 10 (+5) Cha 11 (+5)
Alignment evil	Languages Common, Draconic

ROOFTOP FLAMING DEATH

LEVEL 14 ENCOUNTER

LEVEL ONE-8 (Ambassador’s Halls)

Not playtested

SETUP

This encounter includes the following challenges:

- 14 kobolds (Clan Dreadnought)
- 8 kobold slingers (Clan Dreadnought)
- 8 kobold archers (Clan Dreadnought)
- 8 kobold trappers (Dragonstrike Force)
- 6 Carrion Crawlers
- Carrion-Seasoned Smoke (level 11)
- Pit Trap (of the “wicker floor” variety)

TACTICS

Once the PCs enter the “street”, false fronts channel them toward a dead-end. Have the PCs make a group Perception check (DC 23) to anticipate the impending ambush, otherwise they are surprised by 14 kobolds, 8 slingers using fire pots, and 8 archers (Clan Dreadnought) with flaming arrows on the rooftops 30-ft up. 6 carrion crawlers attack on the “street” level, urged on by 8 trappers (Dragonstrike Force). The kobolds on the roof throw down 7 kegs of oil on the first round, and by the second round the street in blanketed in smoke.

Standard Actions
✳️ Keg of Oil
<i>Attack:</i> Area burst 1 within 5; +12 vs. Reflex
<i>Hit:</i> Covered in oil and suffer vulnerable 6 fire until the end of the encounter, removing the oil, or making a save against ongoing fire damage.
<i>Miss:</i> Slides out of the burst to a square of target’s choice.
<i>Effect:</i> The area becomes a flammable zone. Any fire attack to the zone causes creatures within to take ongoing 6 fire damage (save ends).

FEATURES OF THE AREA

- Building Walls:** (AC/R , F #, hp #) A DC 15 Athletics check to climb these 30-ft stone walls.
- Pit:** Coated with oil, this pit is located along the most obvious route up to the rooftop.

TREASURE

3 kegs of oil tainted with monster bait for carrion crawlers, 3 *blastpatches* (AV, 13th), and flint & steel.

“Empowerer” traps buff monsters, making players choose between devoting resources to disabling the trap or dealing with the empowered monster. They appear in later encounters as well.

Carrion Crawler	Level 7 Soldier
Large aberrant beast	XP 300
HP 80; Bloodied 40	Initiative +8
AC 22; Fortitude 19; Reflex 18; Will 16	Perception +5
Speed 6, climb 6 (spider climb)	Darkvision
Standard Actions	
⚡ Tentacle (poison) • At-Will	
<i>Attack:</i> Reach 2; +11 vs. Fortitude	
<i>Hit:</i> 2d4 + 5 damage, ongoing 5 poison damage and slowed (save ends both).	
<i>First Failed Saving Throw:</i> Immobilized instead of slowed (save ends).	
<i>Second Failed Saving Throw:</i> Stunned instead of immobilized (save ends).	
<i>Miss:</i> Slowed until end of carrion crawler’s next turn.	
⚡ Bite • At-Will	
<i>Attack:</i> +12 vs. AC	
<i>Hit:</i> 2d10 + 4 damage.	
Str 26 (+11)	Dex 16 (+6)
Con 17 (+6)	Int 2 (–1)
	Wis 14 (+5)
	Cha 10 (+3)
Alignment unaligned	Languages —

Carrion-Seasoned Smoke	Level 11 Blaster/ Empowerer
Trap	XP 600
Trap/Trigger: Smoke that smells of carrion begins to pour from the kegs on the second round.	
Perception	
The strange smelling smoke is obvious.	
Dungeoneering/Nature DC 19: Realize the smoke is inciting the carrion crawlers to attack	
Attack	
Targets: All creatures starting their turn in or entering the smoke-covered street (carrion crawlers immune)	
Attack: +14 vs. Fortitude	
Hit: Lose 1 healing surge and grant combat advantage until end of their next turn.	
Effect: Attacks between the street and rooftop suffer concealment penalty (–2 attack). Carrion crawlers in the smoke gain an extra tentacle attack against creatures granting combat advantage.	
Countermeasures	
<ul style="list-style-type: none">Dispersing the smoke, by putting out the fires or with wind magic, forces the carrion crawlers to make morale saves (10+ on d20) or they flee.Endurance DC 19 to hold their breath (+2 with a wet cloth wrapped around face).Lying prone avoids smoke.	

TEMPLE OF FIRE & BLOOD

LEVEL 15 ENCOUNTER

LEVEL ONE-11 (Temple & Oratory)

SETUP

- This encounter includes the following challenges:
- 50 kobolds (Clan Blood)
 - 10 kobold wyrmpriests (Clan Blood)
 - Galatak, Kobold Chief (Clan Blood)
 - Fires of Kurtulmak
 - Kobold Wheel Codex

TACTICS

The kobolds come in waves of 25 on the first round, 15 on the second round, and 10 on the third. The wyrmpriests are spread out throughout the chamber, though 4 remain with Galatak at the altar.

When the PCs get close to the altar, kobolds will pour oil down the four ramps, forcing any creature attempting to ascend the ramps to make a DC 24 Acrobatics check or fall prone and slide to the bottom of the ramp. If the fight is going badly for Clan Blood, they will light the oil on fire and flee, locking the double doors behind them.

FEATURES OF THE AREA

Idol of Kurtulmak: Overlooking the altar, this idol causes encounter/daily attack powers used by non-kobolds to automatically miss. Each time encounter/daily power is used, the idol “charges up”: (1st) flavor, (2nd) ignites oil and surrounded by flames, (3rd+) targets user with red beam identical to *Fires of Kurulmak*. PCs can attempt an impromptu skill challenge (complexity I) to negate, or can simply attack the idol (AC/Ref 4, Fort 13, HP 60).

Falling Stone Blocks: AC/R 2, F 20, HP 400, resist 10 piercing/slashing weapons, vulnerable 10 picks; Dungeoneering/Thievery DC 28 use leverage to lift the stone block enough to crawl out; painted with a map of LEVEL ONE only visible in the dark when it glows.

TREASURE

Staff of Searing Death +3 (AV, 12th)

KOBOLD WHEEL CODEX

See “Kobold Wheel Codex” handout
elite 12 puzzle-trap, xp 1400
Incorrect answers trigger extra *Fires of Kurtulmak*.

Galatak, Kobold Chief Clan Blood		Level 13 Controller (Leader)	
Small natural humanoid		XP 800	
HP 38; Bloodied 19		Initiative +10	
AC 27; Fortitude 25; Reflex 26; Will 25		Perception +13	
Speed 6		Darkvision	
Traits			
Blessing of Kurtulmak • Aura 10			
Kobold allies in the aura gain +4 defenses.			
Standard Actions			
☹ Fire Missile • At-Will			
Effect: Ranged 20 (one creature); 12 fire damage.			
⚡ Mass Heat Metal • Encounter			
Attack: Close blast 5 (all creatures in blast wearing metal armor or wielding metal weapons); +17 vs. Fortitude			
Hit: 10 ongoing fire damage (unequipping armor/weapon or killing Galatak ends). +3d8 fire damage on critical.			
Minor Actions			
🔥 Lights Out • At-Will			
Effect: Ranged 10; A light source is extinguished.			
Shift • At-Will			
Effect: The kobold chief shifts 1 square.			
Triggered Actions			
Sly Dodge • At-Will			
Trigger: When targeted by a ranged or melee attack.			
Effect (Immediate Interrupt): The kobold chief redirects the attack to an adjacent kobold minion.			
Chief's Narrow Escape • At-Will			
Trigger: When targeted by a close or area attack.			
Effect (Immediate Interrupt): The kobold chief shifts 3 squares.			
Reactive Teleport • At-Will			
Trigger: When Galatak is bloodied by an attack.			
Effect (Immediate Reaction): Galatak teleports 6 squares.			
Skills Intimidate +14, Stealth +15, Thievery +15			
Str 6 (+4)	Dex 18 (+10)	Wis 14 (+8)	
Con 16 (+9)	Int 12 (+7)	Cha 16 (+9)	
Alignment evil Languages Common, Draconic			

Fires of Kurtulmak		Level 13 Blaster	
Trap		XP 800	
Trap/Trigger: When clan Blood lights the oil fire in the temple, their evil deity’s magic amplifies the flame.			
Arcana (trained only)			
DC 22: Recognize there is magic fueling the fire and it cannot be extinguished by conventional means.			
Attack			
Targets: Creatures entering or starting in the fire.			
Attack: +16 vs. Fortitude			
Hit: 3d6 fire damage and ongoing 6 fire (save ends).			
Effect: Target must make a DC 20 Endurance check or lose 1 healing surge.			
Countermeasures			
• Solve the Kobold Calendar Wheel puzzle.			

UNDER-MINES

LEVEL 14 ENCOUNTER

LEVEL ONE-12 (Mines)

SETUP

- This encounter includes the following challenges:
- 20 kobolds (Clan Kneebiters)
 - Kobold Chief (Snivaraan)
 - Umbur Hulk (MV)
 - 2 Pit Traps (of the “iron funnel” variety)
 - Cave-In
 - Skill Challenge (level 13, complexity III)

TACTICS

The kobolds engage in a guerilla battle, attempting to draw the PCs into either the tunnel with falling floor traps or the tunnel where the umbur hulk lairs. When the collapse begins, they hound the PCs while trying to escape too.

FEATURES OF THE AREA

Weakened Mine Supports: (AC/R 4, F 12, HP 30)
Destroying a mine support collapses 8-10 squares of passage as per the cave-in hazard. If the entire Under-Mines haven’t started collapsing yet, this triggers it.

Umbur Hulk	Level 12 Elite Soldier
Large natural magical beast	XP 1,400
HP 248; Bloodied 124	Initiative +11
AC 28; Fortitude 28; Reflex 23; Will 22	Perception +13
Speed 5, burrow 2	Darkvision,
Saving Throws +2; Action Points 1	Tremorsense 5
Standard Actions	
④ Claw • At-Will	
Requirements: Must not have a creature grabbed.	
Attack: Reach 2; +17 vs. AC	
Hit: 3d6 + 10 damage.	
‡ Grabbing Double Attack • At-Will	
Effect: The umbur hulk makes two claw attacks. If both attacks hit the same target, the target is grabbed (until escape).	
Rend • At-Will	
Effect: (A creature grabbed by the umbur hulk); The target takes 40 damage.	
Other Powers	
↵ Confusing Gaze (gaze, psychic) • At-Will	
Action: Minor 1/round.	
Attack: Close blast 5 (creatures); +15 vs. Will	
Hit: Slide the target 5 squares and they’re dazed until end of the umbur hulk’s next turn.	
Str 26 (+14)	Dex 16 (+9) Wis 14 (+8)
Con 20 (+11)	Int 5 (+3) Cha 11 (+6)
Alignment unaligned	Languages —

SKILL CHALLENGE:
ESCAPING THE UNDER-MINES
8 successes before 3 failures; DC 20

At some point the Under-Mines begin collapsing. This may be triggered by the kobolds when the PCs are deep within the tunnels, or it may be triggered by the umbur hulk or the PCs attacking weakened mine supports. Wooden beams crack and splinter, the earth shakes, and gravel pours into the tunnels as the ceiling breaks apart into massive crashing boulders. Now the PCs are in a race to escape before being buried alive in the Under-Mines!

Strategies

- Navigate back to the elevator using Dungeoneering.
- Run/scramble over debris using Athletics.
- Push through choking debris using Endurance.
- Dive thru collapsing archway with Acrobatics.
- Tip-toe past unstable passage barely supported by weakened supports using Stealth.
- Get a mine cart (fits two) working using Thievery.
- PCs thought to mark walls as they explored.
- Blast a clear path thru debris with force magic.
- Expend a power granting increased movement.

Success

The PCs reach the elevator shaft. If the elevator is still operational, they escape to the mines. If the cable was cut, they must make a DC 16 group Athletics check to climb out in time; if less than half succeed, they take 5d10 damage from falling rocks before escaping.

Failure

Each failed check: The PC is subject to an immediate attack from the cave-in hazard.
@ 3 failures: Any creatures remaining in the Under-Mines are buried under stone for 10d10 damage. Survivors must make a DC 20 Endurance check to survive the lack of fresh air long enough to be excavated (a 6-hour long process), otherwise they suffocate to death. Additionally, the PCs’ escape route is blocked and they must divert to the tunnel connecting to the **Great Chasm**.

TREASURE

The **malachite key** is in Snivaraan’s possession as part of his crown/mining helmet. Also, the only writing record of the kobold’s secret knocking language is on a wall here.

MOLOKAC’S FUNGAL FURY

LEVEL 14 ENCOUNTER

LEVEL ONE-13 (Underground River)

Not playtested

SETUP

This encounter includes the following challenges:

- 12 kobolds (Clan Mangled Fist)
- 8 kobold trappers (Clan Mangled Fist)
- 8 kobold slingers (Clan Mangled Fist)
- Molokac, Mangled Fist Chief
- 2 Poison Puff-Balls
- 6 Net Traps
- Brown Mold, Advanced

TACTICS

12 kobolds clutching bloody hands begin lying on the left side of the area as if dead, taking advantage of their reptilian ability to enter a state of torpor (active Insight DC 20 realizes it’s a ruse). On the right side float 2 poison puff-balls. 4 trappers and 4 slingers are hidden on a ledge above the entrance (Perception DC 24). Molokac and the other 4 trappers and 4 slingers begin hidden on another ledge halfway along the right wall, with line of sight to the puff-balls but not the PCs’ entrance.

The net traps are scattered throughout the chamber and haul a trapped creatures up to a ledge covered in brown mold.

Molokac’s tactics are straightforward: trap the PCs with nets, cluster them with trapper fire if possible, push a puff-ball to the PCs with his *gauntlets of remote action*, then let a kobold throw a javelin to pierce the puff-ball. Repeat.

Slingers in this encounter fire a special “spore pot”:

Standard Actions

☹ Slingshot, Spore Pot • At-Will

Attack: Ranged 10/20; +16 vs. AC

Hit: 6 poison damage and vulnerable 6 poison until start of target's next turn.

FEATURES OF THE AREA

Ledges: Along the cavern walls are several ledges at 30-ft. Natural handholds in the rock are filled with creepy crawly insects drawn to mammals (+12 vs. AC; 6 poison damage).

TREASURE

Molokac has a *gauntlets of remote action* (MME, 9th) and 2 pouches of *pacification dust* (DSH, 10th).

Poison Puff-Ball

Level 13 Lurker

Hazard

XP 800

Hazard/Trigger: These medium-sized fungal puff-balls drift aimlessly unless directed by intelligent creatures. When its “flesh” is pierced the puff-ball explodes in a shower of spores poisonous to mammals.

Dungeoneering

DC 14: Identify the threat posed by the fungus.

Attack

Targets: Close burst 1 (all mammals)

Attack: +16 vs. Fortitude

Hit: 6d6 poison damage and infected with puff-ball spores. If an infected creature dies, a poison puff-ball sprouts from their corpse in one round.

Miss: Half damage.

Countermeasures

- Any attack triggers the hazard (AC/R 12, F/W 8).
- Remove affliction or a DC 29 Heal check during an extended rest removes the infection.
- Non-damaging forced movement on the puff-ball.

Molokac, Kobold Chief

Clan Mangled Fist

Level 13 Controller (Leader)

Small natural humanoid

XP 200

HP 38; bloodied 19

AC 27; Fortitude 25; Reflex 26; Will 25

Speed 6

Initiative +10

Perception +13

Darkvision

Traits

Pity Us Kobolds! • Aura 5

Molokac and kobold allies do not provoke opportunity attacks.

Standard Actions

☹ Sling • At-Will

Attack: Ranged 10/20; +18 vs. AC; Hit: 9 damage.

☹ Pacification Dust • Encounter (2 pouches)

Attack: Area burst 1 within 10; +17 vs. Fortitude

Hit: Can't take standard action until end of Molokac's next turn.

Move Actions

Gauntlets of Remote Action • At-Will

Effect: Move floating gauntlet up to 10 squares. It can be used to push a poison puff-ball or perform Thievery, for example.

Minor Actions

Shifty • At-Will

Effect: Molokac shifts 1 square.

Triggered Actions

Chief's Narrow Escape • At-Will

Trigger: When targeted by a ranged / close / area attack

Effect (Immediate Interrupt): Molokac shifts 3 squares.

Skills Bluff +14, Intimidate +14, Stealth +15, Thievery +15

Str 6 (+4)

Dex 18 (+10)

Wis 14 (+8)

Con 16 (+9)

Int 12 (+7)

Cha 16 (+9)

Alignment evil

Languages Common, Draconic

GARUNAAK'S AMBUSH

LEVEL 14 ENCOUNTER

LEVEL TWO-14 (Fighting Chambers)

SETUP

- This encounter includes the following challenges:
- 24 kobold archers (Clan Black Death)
 - Garunaak, Black Death Chief
 - Bag of Devouring
 - 2 Crawlies Trap Doors

TACTICS

The encounter begins with 2 commoner kobolds dropping a bag with a note near the PCs then running off. The note reads: “No more kill kobolds, please take treasure, leave in piece.” Of course, this is a bag of devouring! Once the PCs trigger or ignore the trap, Garunaak and 12 of his archers drink *elixirs of lesser invisibility* and launch a surprise attack, focusing fire on a known spellcaster with his *onslaught arrow*. Each PC makes a DC 30 Perception check to avoid surprise. 2 archers refrain from attacking, remaining invisible at Garunaak’s side. Garunaak falls back down a passage with two crawlies trap doors, to a room where 12 more kobold archers wait with readied attacks.

Bag of Devouring	Level 14 Lurker
Trap	XP 1,000
Trap/Trigger: What appears to be a <i>bag of holding</i> becomes deadly when someone reaches inside...	
Arcana (trained only)	
DC 30: Detect magic on the bag, realizing it seems different than any <i>bag of holding</i> you’ve ever seen.	
Attack	
Targets: Creature reaching inside	
Attack: +17 vs. Reflex	
Hit: Pulled inside the bag, and take 20 ongoing damage until escape. When target escapes the bag devours itself.	
First Miss: Draw forth a small 100 gp gem, but feel certain there was a bigger gem in there somewhere...	
Countermeasures	
<ul style="list-style-type: none">Risk reaching into the bag yourself, with the specific intention of pulling out the victim.Placing the bag in an inter-dimensional space (e.g. Leomund’s secret chest) frees the victim.Casting <i>dispel magic</i> on the bag releases the victim.DC 30 Acrobatics/Athletics & 10 damage escapes.Cutting bag from outside sends victim to Astral.	

Garunaak, Kobold Chief	Level 13 Artillery (Leader)
Clan Black Death	
Small natural humanoid	XP 200
HP 38; bloodied 19	Initiative +11
AC 25; Fortitude 25; Reflex 26; Will 25	Perception +13
Speed 6	Darkvision
Traits	
Snipe Them Down • Aura 2	
Kobold archers in Garunaak’s aura gain +4 damage when attacking with combat advantage.	
The Shadows Love Garunaak...	
Garunaak gains +2 defenses when hidden.	
Standard Actions	
⌚ Short Bow • At-Will	
Attack: Range 15/30; +20 vs. AC	
Hit: 10 damage and 10 ongoing poison damage (save ends).	
Aftereffect: Blinded (save ends).	
Move Actions	
Garunaak Loves the Shadows... • At-Will	
Effect: Garunaak moves 6 squares and makes a Stealth check with any cover or concealment.	
Minor Actions	
Shifty • At-Will	
Effect: Garunaak shifts 1 square.	
Free Actions	
Three Arrows for the Adventurers	
Effect: Garunaak has three magic arrows:	
<input type="checkbox"/> Lightning Arrow (on hit, +3d6 damage and dazed until end of their next turn).	
<input type="checkbox"/> Onslaught Arrow (on hit, all kobolds get +2 ranged attacks against the target on their next turn).	
<input type="checkbox"/> Spider Arrow (on hit, target and all adjacent are slowed until end of Garunaak’s next turn).	
Triggered Actions	
Sly Dodge • At-Will	
Trigger: When targeted by a melee or ranged attack.	
Effect (Immediate Interrupt): Garunaak redirects the attack to an adjacent kobold minion.	
Chief’s Narrow Escape • At-Will	
Trigger: When targeted by a close or area attack.	
Effect (Immediate Interrupt): Garunaak shifts 3 squares.	
Skills Athletics +11, Stealth +16, Thievery +16	
Str 11 (+6)	Dex 20 (+11) Wis 15 (+8)
Con 14 (+8)	Int 12 (+7) Cha 15 (+8)
Alignment evil Languages Common, Draconic	

FEATURES OF THE AREA

Door with Contact Poison: The door leading to the room Garunaak flees to is coated with contact poison on the outside that effects anyone touching it with exposed skin: +16 vs. Fortitude; 15 poison damage, blinded and ongoing 15 poison damage (save ends both). Engraved on the door in crude common: “Warm hands disarms door trap.”

TREASURE

Garunaak has a vial of *bloodstinger poison* (AV, 13th), and any arrows he didn’t use (see AV2).

HAGNIAR'S ROT GRUB BOOTCAMP

LEVEL 14 ENCOUNTER

LEVEL TWO-15 (Animal Husbandry)

Not playtested

SETUP

This encounter includes the following challenges:

- 12 kobolds (Clan Torn Claws)
- 8 kobold trappers (Clan Torn Claws)
- 8 kobold slingers (Clan Torn Claws)
- Kobold Chief (Hagniar)
- 2 Caltrops (18 squares)
- 4 Rot Grub Zombie Cows (MM3, adapted)
- 8 Rot Grub Mass Swarms (MM3, adapted)

TACTICS

When the PCs make their way across the livestock farm, they witness an unusual sight. 4 cows with their tails on fire are rushing toward the PCs. If it's daylight the PCs quickly realize these cows are undead and infested with rot grubs, otherwise it's only apparent once the cows enter bright light.

Hagniar has scattered caltrops strategically throughout the farm, barely covered by earth so that the weight of a kobold won't trigger them. He holds the kobolds back behind the caltrops, ordering them to hurl javelins of which he has procured in great supply.

The slingers have 4 jars containing rot grub mass swarms that they fire from special two-kobold slings:

Standard Actions

⌚ Slingshot, Rot Grub Launcher • 4 shots

Requirement: Two slingers make a joint attack

Attack: Ranged 10; +16 vs. AC

Hit: A rot grub mass swarm appears engulfing the target.

Miss: A rot grub mass swarm appears next to the target.

FEATURES OF THE AREA

- Dazzling Mirrors (daytime only):** These mirrors are used to channel sunlight onto the fields. During daytime, a creature can angle a mirror as a standard action to blind their enemies (Line 2 x 20 squares; +12 vs. Reflex; hit: blinded until end of their next turn; miss all targets: the attacker is blinded).
- Terrified Cows:** These cows can be released from their pens by the PCs; and a standard action DC 20 Nature check gets the cows to stampede their kobold tormentors, trampling up to half the kobolds dead.
- Vermin Hatcheries:** Any non-kobold who ends their turn in a hatchery without having moved takes 5 poison damage.

Rot Grub Zombie Cow

Level 8 Brute

Large natural humanoid (undead)

XP 350

HP 110; Bloodied 55

AC 20; Fortitude 20; Reflex 18; Will 18

Speed 6

Immune rot grub infestation

Initiative +4

Perception +2

Darkvision

Standard Actions

⬇ Slam • At-Will

Attack: Melee 1 (one creature); +11 vs. AC

Hit: 4d6 + 8 damage.

Effect: If the target is bloodied, it is exposed to rot grub infestation.

Other Powers

Corpse Collapse

Trigger: When the zombie dies.

Effect: A rot grub mass swarm appears in the zombie's now unoccupied squares.

Str 20 (+9)

Dex 10 (+4)

Wis 6 (+2)

Con 20 (+9)

Int 4 (+1)

Cha 13 (+5)

Alignment unaligned

Languages —

Rot Grub Mass Swarm

Level 12 Minion Brute

Large natural beast (swarm)

XP 175

HP 1; missed attacks never damage minions

AC 23; Fortitude 23; Reflex 23; Will 23

Speed 5

Immune melee and ranged attacks

Initiative +9

Perception +8

Darkvision

Traits

Swarm Attack • Aura 1

Any enemy that starts its turn within the aura takes 5 damage plus 2 extra damage for each additional rot grub swarm adjacent to the enemy.

Swarm

The rot grub swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The rot grub swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.

Standard Actions

⬇ Infesting Bite • At-Will

Attack: +17 vs. AC

Hit: Ongoing 5 damage (save ends).

1st Failed Saving Throw: Ongoing 10 damage (save ends).

2nd Failed Saving Throw: Ongoing 15 damage (save ends).

Str 14 (+8)

Dex 17 (+9)

Wis 15 (+8)

Con 17 (+9)

Int 2 (+1)

Cha 8 (+5)

Alignment unaligned

Languages —

ROT GRUB INFESTATION

- Level 4 disease**
- Endurance:** improve DC 18, maintain DC 12, worsen DC 11 or lower
- Stage 1:** lose a healing surge, vulnerable 5 necrotic
- Stage 2:** lose 2 healings surges, -4 skill checks
- Stage 3:** dies and becomes a rot grub zombie (MM3)

CRUSHER'S KOBOLDS

LEVEL 14 ENCOUNTER

LEVEL TWO-16 (Bell-Chasm District)

SETUP

- This encounter includes the following challenges:
- 38 kobolds (8 are kidnappers, Clan Humanbane)
 - 8 kobold pikers (Clan Humanbane)
 - 6 kobold bat-riders & 6 giant bats
 - Crusher, Clan Humanbane Chief
 - Cave-In (reskinned as falling stalactites)
 - Dire Hornet's Nest

TACTICS

Crusher had a pile of bat guano heaped and lit on fire on the far side of the bridge. 8 pikers are positioned behind the wall of flaming bat guano to attack PCs through the flames and smoke (concealment, -2 attack). 15 kobolds rush the PCs who get past the bridge, and are replenished by a wave of another 15 kobolds on the third round.

The bat-riders lasso the PCs and haul them up to a ledge and torture cave. PCs ascending a ledge will be pelted with dropped rocks by kobolds. One bat rider drops a dire hornet's nest on a spellcaster PC.

Meanwhile, 8 kobold kidnappers sneak up from the chasm to attack the PCs' rear (Perception DC 25 spots them climbing up), hoping to drag a PC down to a torture cave.

Crusher, using his cloak, flits between stalactites, chipping them to fall on the PCs (as per a cave-in). Once PCs start attacking him or a PC has been abducted, Crusher withdraws to a torture cave, thus ending the hazard.

FEATURES OF THE AREA

- Dropped rock:** +8 vs. Reflex; 4d4 damage
- Flaming Pile of Bat Guano:** This "wall of fire" deals 6 fire damage to anyone entering or starting their turn within it.
- Ledges:** Along the cavern walls are three ledges at 30-ft, 40-ft, and 50-ft, each with a small connected cave, as well as one down 30-ft in the chasm. Natural handholds in the rock are filled with creepy crawly insects drawn to mammals (+12 vs. AC; 6 poison damage).
- Torture Caves:** Abducted PCs/hirelings could be here.

TREASURE

Crusher has a *cloak of the bat* +3 (AV2, 14th) and a *quick short sword* +3 (AV, 13th).

Kobold Bat-Rider	Level 10 Minion Skirmisher
Small natural humanoid	XP 125
HP 1; missed attacks never damage minion	Initiative +11
AC 24; Fortitude 21; Reflex 23; Will 22	Perception +7
Speed 6	Darkvision
Standard Actions	
⚔ Javelin • At-Will	
Attack: +15 vs. AC; Hit: 9 damage.	
🔗 Lasso • At-Will	
Attack: Range 5; +13 vs. Reflex	
Hit: Grabbed (until escape or cutting the rope).	
Move Actions	
🦇 Swooping Capture • At-Will	
Effect: The kobold bat-rider flies half its mount's speed, and if lassoed target is not wearing heavy armor, that creature is carried along with the bat-rider, hanging upside down.	
Minor Actions	
🔄 Shifty Rider • At-Will	
Effect: The kobold's mount shifts 1 square.	
Skills Nature +12, Stealth +14, Thievery +14	
Str 10 (+5)	Dex 19 (+9) Wis 14 (+7)
Con 13 (+6)	Int 10 (+5) Cha 11 (+5)
Alignment evil Languages Common, Draconic	

Crusher, Kobold Chief Clan Humanbane	Level 13 Lurker (Leader)
Small natural humanoid	XP 200
HP 38; bloodied19	Initiative +17
AC 27; Fortitude 25; Reflex 26; Will 25	Perception +13
Speed 6	Darkvision
Traits	
👁 Menace of the Meek • Aura 2	
Crusher and kobold allies deal double damage with combat advantage.	
🦎 Camouflage	
Crusher can make Stealth checks with any cover/concealment and stays hidden one round after he would normally be visible.	
Standard Actions	
⚔ Quick Short Sword • At-Will	
Attack: +18 vs. AC; Hit: 10 damage and make second attack.	
Minor Actions	
🔄 Shifty • At-Will	
Effect: Crusher shifts 1 square.	
🗣 Ventriloquism • At-Will	
Requirements: Crusher must be hidden.	
Attack: Close burst 5 (enemies); +16 vs. Will	
Hit: Grants combat advantage until start of their next turn.	
Effect: Crusher throws his voice to a square within range, .	
Triggered or Move Actions	
🦇 Form of the Bat (polymorph) • Daily	
Trigger: When Crusher would be reduced to 0 HP.	
Effect: Polymorphs into a bat and shifts 2 squares. He gains fly speed 6, +4 AC and Reflex, and cannot attack while in bat form. This lasts up to the end of the encounter.	
Skills Intimidate +18, Bluff +14, Stealth +18, Thievery +18	
Str 6 (+4)	Dex 24 (+13) Wis 14 (+8)
Con 16 (+9)	Int 12 (+7) Cha 16 (+9)
Alignment evil Languages Common, Draconic	

HARLICHAK'S GELATINOUS DOOM

LEVEL 14 ENCOUNTER

LEVEL TWO-18 (Merchant's Quarter)

SETUP

Foreshadow this encounter with the sounds of beating drums and yelling kobolds. This encounter includes the following challenges:

- 24 kobolds (Gnarled Fang)
- Kobold Chief (Harlichak)
- 3+ Gelatinous Cubes (MV, adapted)
- Pit Trap (of the gelatinous variety)
- 2 Suspended Alchemist's Sparks

TACTICS

Taunting kobolds appear at either side of the corridor the PCs are currently in, yelling and beating drums; Chief Harlichak is among the group closer to the chasm. Floating in front of both groups are bits of metal contraptions (a DC 25 Perception check recognizes these are gelatinous cubes with undigested metal suspended inside them). If the PCs try to flee through a door in the corridor, either there is a gelatinous cube behind it or it has been barred (Strength DC 25).

Harlichak has fed the cubes suspended *alchemist's spark* traps which fall to the ground when the cube dies, triggering. Since the kobolds cannot attack the PCs until the gelatinous cubes are out of the way, they focus on blocking any possible exits from the passage, yelling at the cubes, and readying thrown javelin attacks. On his first turn, Harlichak feeds a *potion of growth* to the nearest cube: The cube becomes Huge (2 x 4 squares), can have 4 grabbed creatures at once, and gains 15 temporary HP until the end of the encounter.

The yelling and the drums are how the kobolds trained the gelatinous cubes. If the entire party starts yelling and pounding drums, one PC who speaks Draconic can make an Intimidate check (DC 18) against the gelatinous cubes to get them to stop in confusion. However, their conditioning kicks back in after a round or two.

Harlichak flees as soon as an attack misses him.

FEATURES OF THE AREA

False-floor pit: Using DM discretion, place a false-floor pit trap either in the passage with the PCs or along whatever escape route they might try. Halfway up this pit is a gelatinous cube which automatically engulfs the PC!

Gelatinous Cube		Level 9 Brute
Large natural beast (ooze)		XP 400
HP 120; Bloodied 60		Initiative +6
AC 18; Fortitude 22; Reflex 18; Will 18		Perception +5
Speed 3, climb 3		Blind, Blindsight 5
Immune gaze, blindness; Resist 5 acid		
Traits		
Ooze		
While squeezing, an ooze moves at full speed, doesn't take -5 attack, and doesn't grant combat advantage.		
Translucent		
A gelatinous cube is invisible until seen (Perception DC 25) or until it attacks. Creatures that fail to notice the gelatinous cube might walk into it, automatically becoming engulfed.		
Standard Actions		
† Engulf (acid) • At-Will		
Requirements: Must have no more than 2 grabbed creatures.		
Attack: The gelatinous cube attacks one or two Medium or smaller targets; +10 vs. Reflex; automatically hits an immobilized, restrained, or stunned creature or a creature with nowhere to move		
Hit: The target is grabbed and pulled into the cube's space. The target is dazed and takes ongoing 10 acid damage until it escapes the grab. When the cube moves, grabbed creatures move with it. A creature that escapes the grab shifts to a square of its choosing adjacent to the cube.		
Miss: The target slides 1 square away from the cube.		
Effect: The cube slides 1 square toward the target.		
Str 16 (+7)	Dex 14 (+6)	Wis 13 (+5)
Con 20 (+9)	Int 1 (–1)	Cha 1 (–1)
Alignment unaligned		Languages —

Suspended Alchemist's Spark	Level 13 Lurker
Trap	XP 800
Trap/Trigger: Suspended in a gelatinous cube are two metal spheres; when the cube is killed the spheres fall to the floor and release two gases that react explosively.	
Perception	
The spheres' presence is obvious. Their function is not.	
Attack	
Targets: Close burst 1 (all creatures) around the cube	
Attack: +16 vs. Reflex	
Hit: 3d6+6 lightning damage and stunned until the start of their next turn.	
Countermeasures	
<ul style="list-style-type: none">Being immersed in the cube and using two minor actions or a standard action to grab the spheres.Readying a move action to catch a sphere.Casting <i>mage hand</i> inside the gelatinous cube.	

TREASURE

One cube drops a treasure when it dies, roll on the RANDOM TREASURE TABLE but only keep metal items.

THE ARENA

LEVEL 14 ENCOUNTER

LEVEL TWO-20 (Patrician’s Quarter)

SETUP

This encounter takes place if the PCs enter the arena run by Clan Skullkickers, whether voluntarily, accidentally, or they are forced (e.g. if taken captive). It includes the following challenges:

- Basilisk (MV)
- Umbur Hulk (MV, see Under-Mines)
- Enormous Carrion Crawler (MV)

TACTICS

On the first round, the basilisk is released. On the second round, the umber hulk is released. On the third round the carrion crawler is released. Until they are released, the monsters are held back by massive portcullises.

FEATURES OF THE AREA

Walls of the Arena: 30-ft high walls imbedded with obsidian shards; DC 15 Athletics to climb but take 1d4 damage per square climbed (6d4 for the entire wall), half damage if wearing heavy armor or gauntlets. Each creature attempting to climb out of the arena is subject to attack from 4 kobolds.

SKILL CHALLENGE:

FOOLING CHIEF HARIXIS

4 successes before 3 failures; DC 20

Flattery goes a long way with kobolds like Chief Harixis who believe they are descended from the noble blood of dragons. PCs fighting in the arena can pretend to fight for Chief Harixis, for example, making a killing blow in his name, citing a kobold tactic then using it successfully, or making a rousing speech to the kobold crowd. Adjudicating what counts as a success is left up to the DM.

Success

After the fight, Chief Harixis will summon the PCs to an audience where the pompous fool is guarded by only 6 kobolds to discuss his morale-boosting propaganda plans.

Failure

Chief Harixis sees through the deception and, outraged, he activates a scything blades trap in the arena.

Basilisk	Level 12 Controller
Large natural beast (reptile)	XP 700
HP 126; Bloodied 63	Initiative +7
AC 26; Fortitude 25; Reflex 23; Will 24	Perception +13
Speed 4	Immune petrify
Traits	
Baleful Gaze • Aura 5	
Enemies in the aura that attack the basilisk are slowed until the end of their next turn.	
Standard Actions	
⬆ Bite • At-Will	
Attack: +17 vs. AC; Hit: 2d12 + 7 damage.	
⬅ Petrifying Gaze • At-Will	
Attack: Close blast 3; +16 vs. Fortitude	
Hit: Immobilized (save ends).	
First Failed Saving Throw: Restrained (save ends).	
First Failed Saving Throw: Petrified.	
Str 20 (+11)	Dex 12 (+7) Wis 14 (+8)
Con 22 (+12)	Int 2 (+2) Cha 8 (+5)
Alignment unaligned Languages —	

Enormous Carrion Crawler	Level 17 Elite Controller
Huge aberrant beast	XP 3,200
HP 332; Bloodied 166	Initiative +12
AC 32; Fortitude 31; Reflex 30; Will 29	Perception +11
Speed 6, climb 6 (spider climb)	Darkvision
Saving Throws +2; Action Points 1	
Traits	
Threatening Reach	
The carrion crawler can make opportunity attacks against all enemies within 3 squares.	
Standard Actions	
⬆ Tentacles (poison) • At-Will	
Attack: Reach 3; +20 vs. Fortitude	
Hit: 2d6 + 8 damage, pulled 1 square, and the target takes ongoing 10 poison damage and is slowed (save ends both).	
First Failed Saving Throw: The target is immobilized instead of slowed (save ends).	
Second Failed Saving Throw: The target is stunned instead of immobilized (save ends).	
⬆ Bite • At-Will	
Attack: +22 vs. AC; Hit: 2d12 + 12 damage.	
⬆ Hungry Assault • At-Will	
Effect: Make 2 tentacle attacks and a bite attack.	
⬅ Tentacle Flurry (poison) • Recharge when first bloodied	
Attack: Close blast 3; +20 vs. Fortitude	
Hit: 2d10 + 5 damage, and the target takes ongoing 10 poison damage and is slowed (save ends both).	
First Failed Saving Throw: The target is immobilized instead of slowed (save ends).	
Second Failed Saving Throw: The target is stunned instead of immobilized (save ends).	
Str 25 (+15)	Dex 18 (+12) Wis 16 (+11)
Con 22 (+14)	Int 4 (+5) Cha 18 (+12)
Alignment unaligned Languages —	

TREASURE

The tourmaline key is in the belly of the carrion crawler.

GOLEM WORKS

LEVEL 15 ENCOUNTER

LEVEL THREE-21 (Smithy's Quarter)

Not playtested

SETUP

This encounter includes the following challenges:

Karlanaat, Wishbones Master Trapper (In this encounter, Karlanaat has no stat block - it's his constructs and traps that are the threat)

The Hammerer OR

Skill Challenge (level 13, complexity III)

Gas* (level 13, paralysis)

Golem Cube Time Bomb

2 Shield Constructs (MM1, adapted)

TACTICS

When the PCs come to this room, Chief Karlanaat (referred to as the "Master Trapper") has grabbed his construct control rod, suited up inside the Hammerer (a kind of experimental iron golem "suit") and activated a poison gas trap. On the first round the shield constructs are powering up, and only begin fighting on the second round.

Note that the Hammerer was originally designed to fight orcs, so it will preferentially seek out orc/half-orc PCs even against Karlanaat's commands (DC 24 History).

FEATURES OF THE AREA

Grinding Gears: Any creature that moves into grinding gears is subject to attack: +15 vs. Reflex; 5 damage, immobilized and take 5 ongoing damage (save ends both).

Levers: Karlanaat has set these three levers to pour poison gas into the room; if set into the right position (up, down, down), the gas drains through grates in the floor.

Copper Rods: These copper grounding rods can be used in the skill challenge. They count as improvised weapons and deal 1d6 damage.

SKILL CHALLENGE:

DISABLING THE IRON GOLEM "SUIT"

8 successes before 3 failures

The iron golem "suit" begins with Resist 15 all and is an extremely formidable enemy. Clever PCs might try to exploit its vulnerabilities to disable it. Each of the following strategies may only achieve two successes.

Strategies

- **Called shot:** An attack made at a -5 penalty to target one of the golem's power conduits counts as a success if it hits and deals damage.
- **Dispel magic:** A dispel magic or similar spell cast on the golem counts as a success.
- **Grounding rod:** A basic attack with a copper rod counts as one success. A DC 22 Arcana/Nature check realizes the rods can be used against the golem.
- **Lightning damage:** Dealing 15+ points of lightning damage with one attack counts as a success.
- **Mechanical tampering:** Thievery DC 22, but requires the golem be dazed, immobilized, stunned, prone, or restrained... or else the PC must grapple the golem.
- **Trickery:** A PC adjacent to the golem cube can ready a move action with a DC 14 Bluff check to lure the golem into the trap, shocking it. This counts as one success.

Success

@ 4 successes: The golem loses its resist 15 all.

@ 6 successes: The golem suffers -5 to its defenses.

@ 8 successes: The golem shuts down without triggering its toxic death power.

Failure

The iron golem "suit" emits a close burst 2 shock against all creatures: +21 vs. Fortitude; 4d6 lightning damage; miss half damage. Further tampering will not disable the "suit".

The Kobold Says:



It seems Clan Wishbones unearthed the Golem Works and have started tinkering with constructs like filthy gnomes! The Golem Works are a new addition to Dragon Mountain, intended to give the players the option of tackling a hard encounter in order to gain insight into kobold trap design. It also showcases a new trap type - the "Empowerer" - which empowers a monster. DMs be advised: this encounter is meant to be used with Jenga blocks to simulate the golem cube time bomb.

The Hammerer	Level 16 Elite Soldier
Large natural animate (construct)	XP 2,800
HP 314; Bloodied 157	Initiative +12
AC 32; Fortitude 29; Reflex 28; Will 27	Perception +8
Speed 6, burrow 3	Darkvision
Immune charm, disease, poison, sleep	Saving Throws +2
Resist 15 all (special, see skill challenge)	
Action Points (special, see golem cube)	
Traits	
Stand Your Ground	
The Hammerer reduces all forced movement against it by 1 square, and gets an immediate save to avoid falling prone.	
Noxious Fumes (poison) • Aura 2	
While the Hammerer is bloodied, each creature that enters the aura or starts its turn there takes 5 poison damage.	
Standard Actions	
Ⓣ Pick-Axe Hand • At-Will	
Attack: Reach 2; +23 vs. AC	
Hit: 3d8 + 10 damage (critical +3d8) and marked for the encounter.	
‡ Hammer Hand • At-Will	
Attack: Reach 2; +23 vs. AC	
Hit: 2d10 + 10 damage, pushed 3 squares and prone.	
Hammer and Pick • At-Will	
Effect: Make a pick-axe and a hammer attack.	
⚡ Pounding Force • Recharge when first bloodied	
Attack: Close blast 3; +21 vs. Fortitude	
Hit: 4d6 + 10 force damage, pushed 3 squares, and prone.	
Triggered Actions	
⚡ Toxic Death • At-Will	
Trigger: When reduced to 0 HP.	
Attack (No Action): Close burst 3; +21 vs. Fortitude	
Hit: 10 poison damage, and ongoing 10 poison damage (save ends).	
‡ Dazing Pick • At-Will	
Trigger: When a marked creature moves or shifts.	
Attack (Immediate Interrupt): Reach 2; +23 vs. AC	
Hit: 2d8 + 10 damage and dazed until end of their next turn.	
Str 24 (+15)	Dex 14 (+10) Wis 10 (+8)
Con 21 (+13)	Int 3 (+4) Cha 3 (+4)

Shield Construct	Level 12 Soldier
Large natural animate (construct)	XP 700
HP 121; Bloodied 61	Initiative +7
AC 28; Fortitude 27; Reflex 20; Will 25	Perception +13
Speed 4	Darkvision
Immune charm, disease, poison, sleep	
Traits	
Shield Other • Aura 2	
As long as its master is within the aura, the shield construct takes half of its master's damage until it is destroyed. If its master is a minion, then any attacks against the master must beat the shield construct's defenses first or else it takes all damage meant for the minion.	
Standard Actions	
Ⓣ Slam • At-Will	
Attack: Reach 2; +18 vs. AC; Hit: 4d6 + 6 damage.	
Str 23 (+12)	Dex 9 (+5)
Con 17 (+9)	Int 6 (+4)
	Wis 15 (+8)
	Cha 8 (+5)

Golem Cube Time Bomb	Level 13 Empowerer
Trap	XP 800
Trap/Trigger: The golem cube provides limitless power to the golem, but will explode in three rounds unless deactivated. Until the golem cube is deactivated, the golem gains an action point to use each round. Use a Jenga tower to simulate the golem cube. At the end of each round the DM removes 9 blocks off the top. The trap triggers if a player knocks over the Jenga tower or the trap is not disarmed within three rounds.	
Arcana or Thievery (trained only)	
DC 10: Realize the cube is being over-taxed by the golem's energy demands and will tear itself apart in an explosion unless the cube is manually deactivated.	
Attack	
Targets: All creatures in Close Burst 10	
Attack: +16 vs. Fortitude	
Hit: 3d10 + (the number of blocks the DM removed) force damage, knocked prone, and dazed until end of their next turn.	
Miss: Half damage	
Countermeasures	
<ul style="list-style-type: none"> The players pulling 27 blocks deactivates the golem cube. An Arcana or Thievery check as a standard action determines how many blocks the player can pull from the Jenga tower (DC 14 = 2 blocks, DC 20 = 5 blocks, DC 29 = 9 blocks). Dispel magic allows the player to draw 14 blocks. 	

TREASURE

Construct Control Rod: This control rod allows the wielder to activate any unactivated shield constructs with a standard action. It can also be used to subvert control of a kobold-controlled constructs; in this case the PC and kobold roll d20 and add their Will defense. A tie or success by less than 5 causes the construct to fall inert for the encounter. However, a success by 5+ grants the PC control of the construct for the rest of the encounter.

Plans for Kobold Traps: If studied during an extended rest by a character trained in Thievery, they gain a +2 bonus to Perception and Thievery checks made to detect and disarm all kobold-made traps in Dragon Mountain. The plans also have complete schematics for the Wishbone Trap, Sneaky Deadfall, and Rusty Chute of Doom.

The [corundum key](#) is on a keychain owned by Karlanaat.

DWARVEN BURIAL CHAMBER

LEVEL 17 ENCOUNTER

LEVEL THREE-23 (Dwarfhold)

Not playtested

SETUP

This encounter includes the following challenges:

- 10 Dwarven Undead OR
- Skill Challenge (level 13, complexity II)
- 2 Stone Golems (guard the Hall of Heroes, MV)

FEATURES OF THE AREA

Anvil of the Soul: This anvil sheds silvery-blue dim light. if touched with silver, turns it into a magical silver weapon +3 of a size corresponding to the amount of silver touched to the anvil; this enchantment only lasts within Dragon Mountain.

SKILL CHALLENGE:

NEGOTIATING WITH DWARVEN UNDEAD

6 successes before 3 failures; DC 22

A single dwarven undead - the exchequer - phases through the stone and warns the PCs to “Leave this place.” If the PCs wish to rest or explore here, they’ll need to negotiate.

Strategies:

- If a dwarf is in the party, the PCs gain one success.
- Swearing a vow on one’s ancestors not to desecrate or disturb the dead gains a success.
- Cultivate goodwill (Diplomacy), +2 if speak Dwarven.
- Offer proof that they’re warriors clearing out monsters (Intimidate), +2 if they have a monster trophy.
- Bring the dwarven dead up to speed on the changes that’ve ocured over the last centuries (History).
- Honor the sacrifice the dwarves made in life with funerary rites (Religion).
- Channel Divinity can be used to reveal the sincerity of a good-aligned PC, gaining a success.
- Prove wisdom by solving dwarven riddle (DMG p. 83).

Success

The dwarven undead trust the PCs and allow them to explore and rest within the burial chamber one time. The undead dwarven heroes converse with PCs and the exchequer gives the PCs the [topaz key](#) and explains the sequence of keys needed to disarm the traps in “Approach to the Lair.”

Failure

The dwarven undead don’t trust the PCs and will fight if the PCs try to enter the chamber. The undead will haunt the PCs while they are in Dragon Mountain so that they only regain half their healing surges during an extended rest.

Dwarven Undead	Level 15 Minion Soldier
Medium natural humanoid (undead)	XP 300
HP 1; missed attacks never damage minions	Initiative +9
AC 31; Fortitude 28; Reflex 26; Will 27	Perception +15
Speed 5 phasing	Truesight 10
Immune charm, sleep, poison	
Traits	
Eternal Vigil	
Dwarven undead can't be permanently destroyed, and when reduced to 0 HP instead re-form after 5 minutes.	
Stand Your Ground	
Dwarven undead cannot be knocked prone and reduce the amount of any forced movement targeting them by 1 square.	
Standard Actions	
Spectral Hammer • At-Will	
Attack: +22 vs. AC	
Hit: 10 damage and pushed 2 squares (gaining phasing during this forced movement). On a critical hit, teleport the target 10 squares without needing line of sight to their destination.	
Str 20 (+12)	Dex 10 (+7)
Con 20 (+12)	Int 10 (+7)
	Wis 17 (+10)
	Cha 10 (+7)
Alignment unaligned	Languages Common, Dwarven

Stone Golem	Level 17 Elite Soldier
Large natural animate (construct)	XP 3,200
HP 336; Bloodied 168	Initiative +8
AC 33; Fortitude 33; Reflex 24; Will 24	Perception +7
Speed 6 cannot shift	Darkvision
Immune disease, poison, sleep	
Saving Throws +2; Action Points 1	
Standard Actions	
⬇ Slam • At-Will	
Attack: Reach 2; +22 vs. AC	
Hit: 4d6 + 11 damage, and the target is pushed 1 square.	
⬇ Double Attack • At-Will	
Effect: The stone golem makes two attacks, each knocking the target prone if it hits.	
⬇ Golem Rampage • Recharge ☞ ☞	
Effect: The stone golem moves its speed +2. During this movement, the golem can move through enemies' spaces, and it makes an attack against each enemy who is passes through.	
Triggered Actions	
⬅ Death Burst • At-Will	
Trigger: When the golem drops to 0 HP.	
Attack (No Action): Close burst 1; +22 vs. AC	
Hit: 2d12 + 10 damage.	
Str 24 (+15)	Dex 7 (+6)
Con 24 (+15)	Int 3 (+4)
	Wis 8 (+7)
	Cha 3 (+4)
Alignment unaligned	Languages —

TREASURE (HALL OF HEROES)

- Three of the sarcophagi hold treasure:
- 1) The dwarven exchequer was buried with the [topaz key](#).
 - 2) The dwarven architect of Dragon Mountain was buried with a *map of orienteering* (AV, 9th).
 - 3) The dwarven king was buried in his *dwarven warplate armor* +4 (PHB, 17th).

GAGRANAX'S RUST MONSTER CAVALRY

LEVEL 14 ENCOUNTER

LEVEL THREE-25 (Storehouses)

Not playtested

SETUP

This encounter includes the following challenges:

- 20 kobolds (Clan Rusty Blades, 8 are mounted)
- 8 kobold trappers (Clan Rusty Blades)
- Kobold Chief (Gagranax, mounted)
- 9 Rust Monsters (MV)
- Rusty Chute of Doom
- Rust Spores

TACTICS

Gagranax’s plan is to charge the PCs as they ascend the stairs and block them from entering. The top right side of the stair is trapped with the rusty chute of doom, so none of the rust monster-mounted kobolds will move over it. Then the trappers hurl rust bombs and sling stones down at PCs stuck on the stairs. When half are killed, Gagranax draws back into the Storehouses through the falling iron portcullises which are closed behind them to regroup.

Keep in mind it’s likely the PCs just discovered a *potion of ironskin* in LEVEL TWO-17 (planted by Gagranax) which doubles the damage rust monster attacks deal to the imbiber. The potion is described in the Appendix.

Rust Monster	Level 6 Skirmisher
Medium natural beast	XP 250
HP 66; Bloodied 33	Initiative +10
AC 20; Fortitude 16; Reflex 21; Will 17	Perception +5
Speed 8	Darkvision
Traits	
Kobold-Trained	
The rust monster and its rider gain +4 defenses against opportunity and immediate attacks.	
Rusting Defense	
When an attack with a metal weapon hits the rust monster, the weapon is rusting until the end of the encounter, taking a cumulative -1 attack penalty.	
Standard Actions	
⬇ Bite • At-Will	
Attack: +11 vs. AC	
Hit: 2d8 + 5 damage. If the target is wearing heavy armor, the armor is rusting until the end of the encounter, taking a cumulative -1 penalty to AC, to a maximum penalty of -5.	
Effect: The rust monster shifts 1 square.	
⬇ Dissolve Metal • Recharge if the power misses	
Attack: +9 vs. Reflex	
Hit: A rusting item is destroyed. Its residuum can be recovered from the rust monster’s corpse.	
Triggered Actions	
Bound to Gagranax • At-Will	
Requirements: Gagranax is riding the rust monster.	
Trigger: Gagranax would take damage.	
Effect (No Action): Rust monster takes the damage instead.	
Str 8 (+2)	Dex 20 (+8)
Con 10 (+3)	Int 2 (–1)
	Wis 15 (+5)
	Cha 12 (+4)
Alignment unaligned	Languages —

Rust Spores	Level 13 Minion Lurker
Trap	XP 200
Trap/Trigger: When more than 80 lbs (36 kg) is placed on one of 4 trapped squares along the stairway, a cloud of fungal spores is released which cause metal to rust.	
Perception	
DC 29: Notice some of the stones on the stairs seem fragile like they might crumble to dust if stepped on.	
Dungeoneering DC 23: Realize some of the stairs are actually a rare fungus that looks like stone.	
Attack	
Targets: All creatures with metal items on the stairs	
Attack: +16 vs. Fortitude	
Hit: The target’s metal items are rusting until the end of the encounter. While rusting, weapons take -1 attack and armor takes -1 AC (cumulative).	
Countermeasures	
<ul style="list-style-type: none">Send a hireling or don’t take any metal at first.Douse the stairs with water before going up.	

FEATURES OF THE AREA

Stairs: Difficult terrain

TREASURE

2,600 gp worth of residuum can be harvested from the rust monsters. A Heal or Nature check made as part of a short rest can extract rust monster pheromones that act as ##. A DC 20 check extracts one vial, while a DC 28 check extracts two vials worth.

KING OF THE KOBOLDS

LEVEL 15 ENCOUNTER

LEVEL THREE-24 (Palace)

SETUP

This encounter includes the following challenges:

- 24 kobold dragonshields
- Kurakan, Kobold King
- Karganoth, Kobold-morphed Giant
- Nahal, Kobold Wizard
- Stormstone Fury (MM2, updated damage)
- Dwarven Sentry Skull

TACTICS

Initially the court is defended by 14 kobolds dragonshields. King Kurakan attempts to stall the PCs for two rounds so that 10 kobold dragonshield reinforcements can arrive (a DC 30 Insight check picks up on this). Once combat begins, King Kurakan uses his *rod of beguiling*, then hides behind his followers and yipes commands at them. Karganoth wades into battle, seeking out the toughest-looking PC. Nahal summons the stormstone fury, then casts mirror image before retreating a safe distance from where he can cast spells. 10 of the dragonshield kobolds charge the PCs, while 4 hang back to protect King Kurakan. Reinforcements focus on protecting the king or handling intruders as needed. Once Kurakan has no more minions, he flees for his life.

FEATURES OF THE AREA

- Columns & Throne:** partial cover (-2 attack)
- Skull Lever:** Built into Kurakan’s throne is a lever which can be pulled as a minor action to rotate the dwarven sentry skull 45 degrees in either direction.



The Kobold Says:

The Kobold King and the wizard Nahal are rather unusual minions: they have encounter and daily powers, they roll for damage, and they’re heavily armed with magic items. They’re designed with more staying power than the typical minion, taking advantage of all the kobold minions nearby. However, once their tricks are exhausted they go down like any other kobold. Thus they’re worth twice the normal minion XP.

Kurakan, Kobold King		Level 14 Minion Lurker (Leader)	
Small natural humanoid		XP 500	
HP 1; missed attacks never damage minions AC 28; Fortitude 26; Reflex 27; Will 26 Speed 6		Initiative +18 Perception +9 Darkvision	
Traits			
Slink's Boon			
An enemy cannot target Kurakan with a melee or ranged attack unless Kurakan is the nearest enemy.			
Infyrana's Blessing			
Kurakan resists all damage from the first attack made against him in the encounter.			
Standard Actions			
Lead from the Rear • At-Will			
Effect: Two kobolds within 5 squares make basic attacks with a +4 bonus.			
Minor Actions			
Very Shifty • At-Will			
Effect: Kurakan shifts 2 square.			
Rod of Beguiling (charm) • Daily			
Effect: Until the end of Kurakan's next turn, enemies cannot attack or target him with any effect that targets an enemy.			
Potion of Invulnerability • At-Will			
Effect: Kurakan gains resist 25 all until the end of his next turn.			
Triggered Actions			
Sly Dodge • At-Will			
Trigger: When targeted by a melee or ranged attack.			
Effect (No Action): Kurakan redirects the attack to an adjacent kobold minion and can shift 1 square.			
Chief's Narrow Escape • At-Will			
Trigger: When targeted by a close or area attack.			
Effect (No Action): Kurakan shifts 3 squares.			
Ring of Protection • Daily			
Effect (Immediate Interrupt): +2 defenses against an attack.			
Skills Diplomacy +18, Intimidate +18, Bluff +18			
Str 7 (+5)	Dex 25 (+14)	Wis 15 (+9)	
Con 17 (+10)	Int 13 (+8)	Cha 17 (+10)	
Alignment evil	Languages Common, Draconic		

USING KARGANOTH

The fire giant Karganoth led a team to exact vengeance upon Infyrana on behalf of his master (a volcano dragon? an efreeti sultana?). However, Infyrana utterly laid waste to the fire giants, polymorphing the sole survivor into a kobold. If Karganoth is not slain, he may bargain with the PCs if they plan on killing Infyrana.

Karganoth, Kobold-morphed Giant	Level 17 Brute
Medium elemental humanoid	XP 1,600
HP 202; Bloodied 101	Initiative +11
AC 29; Fortitude 30; Reflex 29; Will 28	Perception +14
Speed 6	Darkvision
Resist 10 fire	
Traits	
Flaming Aura • Aura 1 (activates when bloodied)	
Creatures entering aura or ending their turn in the aura take 10 fire damage	
Standard Actions	
④ Bastard Sword • At-Will	
Attack: +20 vs. AC	
Hit: 3d10 + 8 damage.	
Sweeping Sword • At-Will	
Requirements: Must be bloodied and in fire giant form.	
Attack: Close blast 2; +20 vs. AC	
Hit: 3d10 + 8 damage.	
Triggered Actions	
Expand (polymorph) • Encounter	
Trigger: When first bloodied.	
Effect (No Action): Karganoth becomes a Large fire giant until he is reduced to 10 HP or less. Any creatures in the squares that the fire giant occupies are pushed 1 square. Karganoth gains a Flaming Aura, reach 2, and his attacks deal +6 damage and knock prone smaller creatures.	
Str 21 (+13)	Dex 16 (+11)
Con 22 (+14)	Int 10 (+8)
	Wis 12 (+9)
	Cha 12 (+9)
Alignment evil Languages Common, Draconic, Giant	

Stormstone Fury	Level 14 Artillery
Medium elemental magical beast	XP 1,000
HP 113; Bloodied 57	Initiative +12
AC 26; Fortitude 26; Reflex 25; Will 25	Perception +9
Speed 6	Resist 10 thunder
Immune disease, petrification, poison;	
Standard Actions	
④ Grinding Stones • At-Will	
Attack: +21 vs. AC; Hit: 1d10 + 10 damage.	
↗ Hurling Thunderstone (thunder) • At-Will	
Attack: Ranged 20; +21 vs. AC	
Hit: 2d10 + 10 damage; Miss: Half damage.	
Effect: The target's space becomes the origin of a burst 2 attack that occurs at the start of the stormstone fury's next turn: +19 vs. Fortitude; 1d10 + 10 thunder damage.	
Minor Actions	
↖ Shrapnel Burst (thunder) • Recharge when first bloodied	
Attack: Close burst 2; +21 vs. AC	
Hit: 1d10 + 16 thunder damage, and pushed 2 squares.	
Triggered Actions	
Meld to Ground (teleportation) • Encounter	
Trigger: When first bloodied.	
Effect: The fury disappears, and no creatures have line of sight or line of effect to it. At the start of its next turn, the fury appears within 10 squares of its previous space.	
Str 16 (+10)	Dex 20 (+12)
Con 23 (+13)	Int 6 (+5)
	Wis 15 (+9)
	Cha 20 (+12)
Alignment unaligned Languages Primordial	

Nahal, Kobold Wizard	Level 14 Minion Controller
Small natural humanoid	XP 500
HP 1; missed attacks never damage minions	Initiative +15
AC 28; Fortitude 25; Reflex 27; Will 26	Perception +16
Speed 6	Darkvision
Traits	
Cloak of Distortion	
Ranged attacks made against Nahal from further than 5 squares have a -5 attack penalty.	
Standard Actions	
☹ Staff of Withering (arcane, necrotic) • At-Will	
Attack: Ranged 10; +18 vs. Fortitude	
Hit: 19 necrotic damage and cannot spend healing surges until end of Nahal's next turn. Nahal gains an equal number of temporary hit points. On a critical hit +3d6 damage and weakened (save ends).	
↗ Mirror Sphere (arcane, illusion, psychic) • Encounter	
Attack: Ranged 10; +18 vs. Will	
Hit: 17 psychic damage. The first time the target makes an attack before end of its next turn, it hits itself.	
Miss: The next time the target makes an attack before end of its next turn, it takes half damage from that attack.	
Lesser Black Tentacles (arcane, necrotic) • Daily	
Attack: Area burst 3 within 10; +18 vs. Reflex	
Hit: 17 necrotic damage and immobilized (save ends).	
Effect: Creates zone of difficult terrain that lasts one round.	
Sustain Minor: Repeat attack against non-immobilized creatures in the zone and immobilized creatures take 10 necrotic damage.	
↖ Flashbang Crystal • Encounter	
Attack: Close blast 5; +18 vs. Fortitude	
Hit: Blinded (save ends).	
Minor Actions	
Shadow Teleport • At-Will	
Effect: Nahal swaps places with a kobold minion within 10 squares.	
Mirror Image • Daily	
Effect: Create 3 duplicate images of Nahal and he gains +6 AC. Each time an attack would hit or miss Nahal, instead one of his duplicate images disappears and the AC bonus drops by 2.	
Triggered Actions	
Shield (arcane) • Encounter	
Effect (Immediate Interrupt): +4 AC and Reflex until end of his next turn.	
Reactive Teleport • At-Will (1/round)	
Trigger: When targeted by an attack.	
Effect (Free): Nahal swaps places with a kobold minion within 10 squares.	
Skills Arcana +17, Insight +16, Stealth +14	
Str 7 (+5)	Dex 14 (+9)
Con 12 (+8)	Int 20 (+12)
	Wis 18 (+11)
	Cha 12 (+8)
Alignment evil Languages Common, Draconic	

TREASURE

The Kobold King possesses a *Rod of Beguiling* +3 (MME, 15th), *Ring of Protection* (PHB, 17th), and *Potion of Invulnerability* (MME, 10th) if he didn't use it.

Nahal the wizard possesses a *Cloak of Distortion* +3 (AV, 14th), *Staff of Withering* +3 (MME, 13th), and *Ring of Shadow Travel* (AV, 15th).

WYRMING HATCHERY

LEVEL 15 ENCOUNTER

LEVEL THREE-26 (DM's Option)

Not playtested

SETUP

- This encounter includes the following challenges:
- 12 kobold dragonshields (Clan Wyrmguard)
 - 4 kobold wyrmpriests (Clan Wyrmguard)
 - Red Dragon Wyrmling
 - False Dragon Eggs
 - Myco-Toxin Cloud (see page 44)
 - Dwarven Sentry Skull

TACTICS

Wishing to prove itself, the wyrmling attacks the toughest-looking PC. One wyrmpriests summon the flaming sphere and the dragonshields spread their attacks to all PCs.

The wyrmpriests in this encounter share this power:

Standard Actions
↘ Flaming Sphere • Daily
Attack: Ranged 10; +15 vs. Reflex
Hit: 12 fire damage.
Effect: Conjures a flaming sphere which deals 6 damage to any creatures starting their turns next to it.
Sustain Minor: Any of the wylmpriests can sustain the sphere.
Move: Any can move it 6 squares.
Standard Attack: Any can make an attack with it.

The dragonshields in this encounter gain these traits:

Traits
Blessed Mob Tactics
The dragonshields gains +1 attack and +1 damage per kobold ally adjacent to the target (no maximum).
Enforce the Wym's Will
Marked enemies take 6 fire damage when making attacks that don't include the dragonshield which attacked them.

FEATURES OF THE AREA

- Lightly Obscured:** The poisonous vapors in the chamber grant concealment to everything further than 5 squares.
- Dragon Illusion:** (Insight DC 30) Once the PCs enter, they see the silhouette of a huge dragon looming over the kobolds and wyrmlings as if in a protective stance. The illusion makes noise, warning the PCs away in Infyrana's voice. The wyrmpriests try to sell the illusion by casting a flaming sphere when it "breathes fire."

TREASURE

Dragon Eggs: The real red dragons eggs - 2 of them - are in a concealed chamber. They are worth 10,000 gp each.

Red Dragon Wyrmling	Level 9 Soldier
Medium natural magical beast (dragon)	XP 400
HP 100; Bloodied 50	Initiative +9
AC 27; Fortitude 25; Reflex 22; Will 21	Perception +11
Speed 5, fly 7 (hover)	Darkvision
Resist 10 fire; Vulnerability 5 cold	
Regenerate (special, see false dragon eggs)	
Standard Actions	
⬇ Bite • At-Will	
Attack: +17 vs. AC	
Hit: 3d6 + 6 damage and grabbed. When a creature ends its turn grabbed by the wyrmling they take bite damage again.	
↩ Breath Weapon • Recharge special (see false dragon eggs)	
Attack: Close blast 5; +15 vs. Reflex	
Hit: 3d6 + 6 fire damage.	
Miss: Half damage.	
Triggered Actions	
⬇ Wing & Tail Buffet • At-Will	
Trigger: An enemy moves into flanking position.	
Attack (Immediate Reaction): +15 vs. Reflex	
Hit: 2d6 + 6 damage, and the target is pushed 1 square.	
Skills Bluff +10, Insight +11, Intimidate +10	
Str 22 (+10)	Dex 17 (+7) Wis 14 (+6)
Con 19 (+8)	Int 11 (+4) Cha 12 (+5)
Alignment evil Languages Draconic	

False Dragon Eggs	Level 13 Elite Empowerer
Trap	XP 1,600
Trap/Trigger: Three enchanted dragon egg look-alikes are actually powerful foci for Infyrana's magic. For each egg remaining, the red dragon wyrmling has regenerate 10 (e.g. regenerate 30 with all eggs) and can recharge its breath weapon one time (e.g. 3 recharges with all eggs). The eggs' magic triggers when a creature touches an egg or a creature next to an egg is hit by a fire attack.	
Perception	
DC 29 (active, full-round): Examine a dragon egg up close and realize it is a cleverly constructed fake.	
Arcana DC 24 (trained): Realize the eggs are foci for channeled fire and enchantment magic.	
Attack	
Targets: Creature touches egg or hit by fire next to egg	
Attack: +18 vs. Will	
Hit: 20 fire damage, dominated and 20 ongoing fire damage (save ends both).	
Countermeasures	
<ul style="list-style-type: none">Cold spells or <i>dispel magic</i> will disable an egg.Attacking an egg (AC/R 5, F 10, hp 30), though melee attacks count as touching the egg.	

KOBOLDS OF DRAGON MOUNTAIN

Twelve clans of kobolds occupy Dragon Mountain, each 60-120 kobolds strong and led by their own chief. Ostensibly they are loyal to King Kurakan, who rules with Infyran's blessing, though reality is far more cutthroat and pretty much everyone would like to kill Kurakan if they didn't fear Infyran's wrath. Two mixed clan groups also exist: Dragonstrike Force, commandos devoted to defending the mountain, and the Scrags, a bully gang who police the other kobolds (whether they like it or not).

If a kobold had a maxim it would be "Never fight fair." A close second might be "Eat the donkeys, kill the hirelings, steal the treasure." Any tactics, no matter how cowardly or despicable are just tools in the kobold's arsenal. Indeed, kobolds are capable of devious strategies, coordinating by homing bats and a secret knocking language. That said, they are prone to breaking ranks under pressure. Also, they have an undying hatred for gnomes, dwarves, and goblins - preferentially attacking those races first. Anyone taunting kobold's short stature or forcing hidden kobolds to reveal themselves will also certainly earn themselves focused fire.

KOBOLD NAMES

Ak-Ak-Ak, Ack-Hiss, Ah-Cuw, Bree-Yark, Cut- Cut, Gau-Gau, Hex-Pee, Gerk, Kak, Kon-Kon, Krik-Tik-It, Mog-Iver, Nuku-Nuku, Pick-Lock, Snar-Key, Sip-Tin, Qibit, Tik-Tik, Trick-Trax, Veg-Ma, Yip-Yap, Ymuckluck, Zo-Bix

RULES OPTION: MINION CRITICALS

Normally, minion critical hits do nothing special, and likewise critical hits against minions are wasted. Optionally, your group can adopt these two changes:

1. When a kobold minion scores a critical hit, it deals +3 damage.
2. When a PC scores a critical hit against a kobold minion (or their attack deals 50+ damage against one kobold), they take down an additional kobold minion.

The Kobold Says:



Why 9th level kobolds? It's true our XP value is the same as our 1st-level Monster Vault kin, but don't be fooled! We're smarter, more organized, and are all around meaner nastier kobolds than they'll ever be! Despite this, minions in this conversion are valued at 1/2 XP unless we're encountered with extreme situational advantage in which case we're worth normal minion XP. There's consensus online that 4e minions are push-overs in play. That's ok for us kobolds, as long as we get full XP for killing adventurers...

WHAT'S THAT KOBOLD DOING? (D20)

1. Two kobolds jabber in unintelligible Draconic-sounding words, as if having a sensible conversation.
2. Makes "conversation" with monster...soon to be eaten.
3. Kobold morale officer tied up with sign "Free Hexpee".
4. Kobold drags block of iron pyrite, mutters "gold, gold."
5. Suffers dilemma of shiny object near dangerous thing.
6. Practices trap disarming, can't recall which wire to cut.
7. Waits anxiously to cross (trapped) room in single file.
8. Giggles hysterically listening to knocking thru walls.
9. Scribbles out ridiculous new trap design with charcoal.
10. Falsely boasting how he/she killed an adventurer.
11. Has indecent expression while in torpor in warm spot.
12. Does 6 push-ups. Stops to look at PCs. More push-ups.
13. One kobold bit another kobold's tail and won't let go.
14. Freezes in place, thinking he/she can't be seen.
15. Apologetic kobold extracts fish hook from other's lip.
16. Softly sings "If I Were a Dragon" while creeping along.
17. Prepares elf and onion soup...sadly, lacks any elf.
18. Pastes up kobold propaganda posters.
19. Gloats with scissors over stuffed gnome toy.
20. A few kobolds play a dice and miniatures game, pretending to be adventurers who get killed by traps.

RULES OPTION: MORALE SAVE

These handy morale rules are from the Dice of Doom blog by @Ellisthion: www.diceofdoom.com/blog/2010/03/speeding-up-dd-4e-combat-morale/

Make a morale save (10+ on a d20) to determine whether monsters flee the battle when:

- The leader of the monsters dies, surrenders, or flees
- Half the monsters are killed, flee, or unable to act

Modifiers:

- +2/-2 Brave/cowardly
- +2/-2 Outnumber(ed) 2:1 (4 minions equal to 1 PC)
- +2/-2 Leader alive/dead

KOBOLD CLANS

CLAN	CHARACTER	AREA(S)	CHIEF	SIGNATURE TRAIT	FAVORED TRAP
Wyrmguard	organized, disciplined, utterly loyal to Infyrana, at the top of pecking order	TWO-20 THREE-23 THREE-26	Fragalax	brave “dragonshields” with better armaments	Scything Blades
Wishbones	adaptable, pragmatic, smiths, prison-keepers, pretensions to rule Dragon Mountain	THREE-21	Karlanaat	constructs	Wishbone Trap
Humanbane	wear garish tokens of slain humans, hate non-kobolds, vindictive, don’t have priests	TWO-16	Crusher	giant bat mounts	Steel-Jaw Neck-Snapper
Black Death	sneaky, treacherous, ambushers, black clothes	ENTRY-3 TWO-14	Garunaak	poison arrows	Crawlies Trap Door
Blood	devotees of god Kurtulmak	ONE-11 ONE-13	Galatak	mighty wyrm-priests	Sneaky Deadfall
Rusty Blades	opportunistic, obnoxious sense of humor, seek to prove their “kobold-ness”	ONE-12 TWO-17 THREE-25	Gagranax	trained rust monsters, rust bombs, and rusty weapons inflict gangrene	Rusty Chute of Doom
Skullkickers	pompous, grandiose, mock noble dress, make kobold propaganda posters	TWO-20	Harixis	manage the arena	--
Dreadnought	cowardly, treacherous, dirty, scavengers	ENTRY-2 ONE-8	Nasagan	trained carrion crawlers	Trapped Scroll-case
Mangled Fist	whiny fishermen, engineers, bandages around left hand, play off pity, hate Kneebiters	ONE-12 ONE-13	Molokac	nets & myco-toxins	Net Trap
Gnarled Fang	lazy, pudgy, self-important	TWO-18	Harlichak	trained gelatinous cubes	Skull-Skull Gauntlet
Torn Claws	persistent, fearless, farmers	TWO-16 THREE-22	Hagniar	raise rot grubs & have a bulette problem	Caltrops
Kneebiters	indignant miners with a chip on their shoulder, hate Mangled Fist	ONE-12	Snivaraan	trained umber hulk	Pit Trap
Dragonstrike Force	pyromaniacs, prideful, obsessed with emulating the red dragon, mixed clans	ONE-8 ONE-9	--	kobold commandos & fire bombs	varies
Scrags	outcast brute squad and “morale officers”, clip ears, mixed clans	ONE-10	--	--	--

DMs familiar with Dragon Mountain will note some changes: Strike Force Zedd renamed itself Dragonstrike Force and their theme is sneaking and burning. Clan Humanbane has trained giant bats, and the Rusty Blades took over the rust monsters in their stead. Meanwhile, lazy Clan Gnarled Fang trained gelatinous cubes. The pompous Skullkickers developed an arena. Pragmatic Clan Wishbone unearthed dwarven constructs.

ALLYING WITH KOBOLDS & LEVERAGING CLANS AGAINST EACH OTHER

Infyrana is the undisputed master of Dragon Mountain. She instated King Kurakan as a figurehead to keep the kobold clans convinced that an impartial judge rules them. The clans are governed by chieftains, who publicly acquiesce to King Kurakan, but privately loathe him. True to their petulant nature, several kobold clans have rivalries with each other, rivalries which adventurers can exploit.

SKILL CHALLENGE
6 successes before 3 failures; DC
Setup: #

KOBOLD POLITICS

Scrags: The Scrags are secretly plotting to overthrow the current regime and leverage themselves as the foremost power in kobold society.

Skullkickers: The Skullkickers pursue a secret war against Wyrmguard; while they are no match for the more powerful Wyrmguard, it gives them an inflated sense of importance to claim so powerful a foe. For their part, Wyrmguard hardly notices the Skullkickers exist.

Wishbones: The Wishbones are on a meteoric rise to power and plan to supplant Wyrmguard as Infyrana’s favored. To this end they’ve made allies of convenience with Blood and Rusty Blades; however, these three clans realize that they’re using each other for their own ends.

	Black Death	Blood	Dragonstrike Force	Dreadnought	Gnarled Fang	Humanbane	Kneebiters	Mangled Fist	Rusty Blades	Scrags	Skullkickers	Torn Claws	Wishbones	Wyrmguard
Black Death														
Blood														
Dragonstrike Force														
Dreadnought														
Gnarled Fang														
Humanbane														
Kneebiters														
Mangled Fist														
Rusty Blades														
Scrags														
Skullkickers														
Torn Claws														
Wishbones														
Wyrmguard														

Enemies

Allies

KOBOLD TACTICS (D12)

1. Aid Attack an ally and then shift away immediately.
2. Guerilla tactics, harrying PCs at range, then retreating through honeycombed passages only small characters can squeeze through, or through a trapped passage.
3. Traps with safety switches, which kobolds switch "off" in previously "cleared" rooms.
4. Dogpile a single PC (an aided grab attack) and either hold them for pikers to attack with impunity or drag them into a trap (sacrificing a kobold in the process).
5. One kobold trapper pretends to be caught in a trap while kobolds lurk in the shadows to ambush the PCs.
6. Kobolds drag sack of coins (1d6 x 100 silver) near a hidden trap trigger; once the PCs spot them, they flee while loudly bemoaning their "lost treasure."
7. Kobolds covered in gore/pheromones retreat through territory of a monster; the monster ignores the gore-covered kobolds in favor of the PCs.
8. Kobolds fire arrows/javelins baited with a lure that attracts a specific kind of monster.
9. Herding a dangerous monster (or kobold strapped with lit dynamite) ahead of a mass assault.
10. Stage a decoy ambush from one direction to trick the PCs into stumbling into the real ambush/trap.
11. Chief or wyrmpriest swaps places with a common minion and plays off PCs to expose their weaknesses.
12. Flee...and maybe sneak up on PCs from behind later.

KOBOLD VICTORY CHART (D12)

If a kobold manages to drop an adventurer:

1. *Kill things, take their stuff!!!* Gains the "kobold thieves" template and immediately uses it.
2. *Ask not what the clan can do for you...* The kobold delivers a victory speech granting kobolds +2 morale.
3. *Quick, hide!!!* The kobold hides in dead PC's backpack.
4. *Whoa. Seriously???* The kobold is stunned one round.
5. *Who's your daddy???* The kobold marches off to challenge their chief to a duel for supremacy.
6. *C'mon guys, we can do it!!!* **4 kobolds** join the fight.
7. *I've got a plan!!!* Nearby kobolds slide 1 square.
8. *This will only anger them!!!* The kobold drops its weapon and runs away, returning in a couple rounds.
9. *Come get some!!!* The kobold taunts the nearest PC.
10. *Who's a minion now???* Gains 16 temporary hit points.
11. *Kill it dead!!!* Makes a coup de grace attack next turn.
12. *You shall know my name is Kurtulmak...* The kobold becomes a **kobold commando** or **wyrmpriest**.

The Kobold Victory Chart is by Mike Mearls:

www.mearls.livejournal.com/145866.html/

UNIVERSAL KOBOLD TRAITS

All kobolds in this module share the following traits:

Traits
Skimish Kobolds can split their move before and after attacking.
Trap Sense Kobolds gain +4 defenses against traps.
Tunnel Savvy When squeezing thru Tiny spaces, kobolds can move their full speed (not half), don't take the -5 attack penalty, and don't grant combat advantage.

KOBOLD CLAN TRAITS

Interspersed through the kobold stat blocks are notes explaining how to modify the stats for a specific clan.

KOBOLD THIEVES

Sometimes kobolds focus on stealing stuff rather than killing their enemies. Taking advantage of some other distraction (such as fighting or a trap), thieves swoop in with this special power:

Standard Actions
Kobold Thieving • At-Will <i>Effect:</i> The kobold shifts up to its speed, then makes a Thievery check (+13) vs. the target's Reflex. If successful, the kobold steals an unequipped item. The kobold then shifts any remaining movement it possesses. If the kobold flees out of the party's light source the item has been stolen.

KOBOLD KIDNAPPERS

When one particular PC earns the kobolds' ire or a clan of kobolds wants to recruit a PC against their enemies, a team is sent out to kidnap a PC to be brought back to the clan for interrogation. A team of kobold kidnappers can draw on the following special powers:

Move Actions
Drag Away • At-Will <i>Effect:</i> The kobold moves 3 squares, moving any adjacent stunned, unconscious, or helpless target with it. If the target is dragged out of the party's light source, they're abducted.
Free Actions
Carrion Crawler Poison • At-Will <i>Effect:</i> The kobold's attacks which also beat the target's Fortitude inflict immobilized (save ends). <i>First Failed Saving Throw:</i> Stunned (save ends). <i>Second Failed Saving Throw:</i> Unconscious 5 minutes.

A wympriest with the kidnappers knows the sleep spell:

Standard Actions
✱ Sleep (sleep) • Daily <i>Attack:</i> Area burst 2 within 20 (each creature); +13 vs. Will <i>Hit:</i> Slowed (save ends). <i>First Failed Saving Throw:</i> Unconscious (save ends). <i>Miss:</i> Slowed (save ends).

Kobold		Level 9 Minion Skirmisher
Small natural humanoid		XP 100
HP 1; a missed attack never damages a minion AC 23; Fortitude 21; Reflex 22; Will 21 Speed 6		Initiative +10 Perception +5 Darkvision
Traits		
Mob Tactics		
The kobold gains +1 bonus to attack per kobold ally adjacent to the target (max +5).		
Standard Actions		
⚔ / 🏹 Javelin • At-Will		
Attack: Range 10/20; +14 vs. AC		
Hit: 7 damage.		
Minor Actions		
Shifty • At-Will		
Effect: The kobold shifts 1 square.		
Triggered Actions		
Narrow Escape • At-Will		
Trigger: A close or area attack misses the kobold.		
Effect (Immediate Reaction): The kobold shifts 3 squares.		
Skills Athletics +8, Stealth +13, Thievery +13		
Str 9 (+3)	Dex 18 (+8)	Wis 13 (+5)
Con 12 (+5)	Int 9 (+3)	Cha 10 (+4)
Alignment evil Languages Common, Draconic		

Kobold Archer		Level 9 Minion Artillery
Small natural humanoid		XP 100
HP 1; a missed attack never damages a minion AC 21; Fortitude 21; Reflex 22; Will 21 Speed 6		Initiative +8 Perception +5 Darkvision
Traits		
Combined Fire		
Kobold archers can make a combined ranged attack against a target. For each kobold archer participating in a combined attack, increase the attack roll by 1 and the damage by 1.		
Standard Actions		
🏹 Short Bow • At-Will		
Attack: Range 15/30; +16 vs. AC		
Hit: 6 damage.		
Minor Actions		
Shifty • At-Will		
Effect: The kobold shifts 1 square.		
Triggered Actions		
Narrow Escape • At-Will		
Trigger: A close or area attack misses the kobold.		
Effect (Immediate Reaction): The kobold shifts 3 squares.		
Skills Athletics +8, Stealth +13, Thievery +13		
Str 9 (+3)	Dex 18 (+8)	Wis 13 (+5)
Con 12 (+5)	Int 9 (+3)	Cha 10 (+4)
Alignment evil Languages Common, Draconic		

BLACK-FLETCHED POISON ARROWS

Kobold archers of clan Black Death are equipped with black-fletched poison arrows which add the following to their shortbow attacks:

Hit: If the attack beats the target's Fortitude as well, they take 6 ongoing poison damage (save ends); on their first failed save the target is also blinded (save ends).

RUSTY WEAPONS & GANGRENE

Kobolds of clan Rusty Blades expose any creature whose Fortitude they beat on a weapon hit to gangrene.

Level 4 disease

Endurance: improve DC 18, maintain DC 12, worsen DC 11 or lower

Stage 1: -2 attack

Stage 2: -4 attack, can't use infected limb

Stage 3: infected limb withers and falls off

Stage 4: creature dies

Kobold Pikeer		Level 9 Minion Soldier
Small natural humanoid		XP 100
HP 1; a missed attack never damages a minion AC 25; Fortitude 22; Reflex 21; Will 21 Speed 6		Initiative +7 Perception +5 Darkvision
Traits		
Piker Tactics		
If a piker readies an attack against a foe that enters an adjacent square, the piker gains +4 damage on that attack.		
Standard Actions		
⚔ Longspear • At-Will		
Attack: Reach 2; +16 vs. AC		
Hit: 7 damage.		
Triggered Actions		
Narrow Escape • At-Will		
Trigger: A close or area attack misses the kobold.		
Effect (Immediate Reaction): The kobold shifts 3 squares.		
Tactical Shift • At-Will		
Trigger: When an enemy moves adjacent or an adjacent enemy moves/shifts away.		
Effect (Immediate Interrupt): The kobold shifts 1 square.		
Skills Athletics +11, Stealth +10, Thievery +10		
Str 15 (+6)	Dex 12 (+5)	Wis 13 (+5)
Con 12 (+5)	Int 9 (+3)	Cha 10 (+4)
Alignment evil Languages Common, Draconic		

Kobold Slinger		Level 9 Minion Artillery
Small natural humanoid		XP 100
HP 1; a missed attack never damages a minion AC 21; Fortitude 21; Reflex 22; Will 21 Speed 6		Initiative +8 Perception +5 Darkvision
Standard Actions		
🏹 Slingshot • At-Will		
Attack: Range 10/20; +16 vs. AC		
Hit: 6 damage and choose one effect: Stinkpot: -2 attack (save ends), Firepot: ongoing 2 fire damage (save ends), Gluepot: immobilized (save ends).		
Minor Actions		
Shifty • At-Will		
Effect: The kobold shifts 1 square.		
Triggered Actions		
Narrow Escape • At-Will		
Trigger: A close or area attack misses the kobold.		
Effect (Immediate Reaction): The kobold shifts 3 squares.		
Skills Athletics +8, Stealth +13, Thievery +13		
Str 9 (+3)	Dex 18 (+8)	Wis 13 (+5)
Con 12 (+5)	Int 9 (+3)	Cha 10 (+4)
Alignment evil Languages Common, Draconic		

Kobold Trapper	Level 9 Minion Skirmisher
Small natural humanoid	XP 100
HP 1; a missed attack never damages a minion AC 23; Fortitude 21; Reflex 22; Will 21 Speed 6	Initiative +10 Perception +5 Darkvision
Traits	
Lightstep Kobold's movement does not trigger traps it is aware of.	
Standard Actions	
④ Pick • At-Will Attack: +14 vs. AC; Hit: 6 damage.	
⌘ Knee-Shot Sling • At-Will Attack: Range 10/20; +14 vs. AC Hit: 6 damage and pushed 1 square.	
Minor Actions	
Shifty • At-Will Effect: The kobold shifts 1 square.	
Caltrops • At-Will Effect: The kobold drops caltrops in an adjacent square.	
Triggered Actions	
Narrow Escape • At-Will Trigger: A close or area attack misses the kobold. Effect (Immediate Reaction): The kobold shifts 3 squares.	
Trap-Gang Method • At-Will Trigger: A trap targets the kobold while an enemy is adjacent. Effect (Immediate Interrupt): The kobold gains +4 defenses against the trap and if it misses the trap targets the enemy.	
Skills Athletics +8, Stealth +13, Thievery +16 Str 9 (+3) Dex 18 (+8) Wis 13 (+5) Con 12 (+5) Int 9 (+3) Cha 10 (+4)	
Alignment evil Languages Common, Draconic	

FIRE BOMBS

Trappers of Dragonstrike Force eschew caltrops in favor of fire bombs akin to unstable blastpaches.

Standard Actions
Fire Bomb • At-Will Effect: Traps an adjacent square. When a creature enters that square it is subject to attack: +12 vs. Reflex; 2d6 +4 fire damage and adjacent creatures take 4 fire damage. Each round the fire bomb makes a save on the trapper's initiative; if the save fails the bomb detonates of its own accord.

NETS

Trappers of clan Mangled Fist are equipped with nets instead of caltrops.

Standard Actions
↗ Net • At-Will Attack: Ranged 5; +12 vs. Reflex Hit: The target is restrained until escape.

RUST BOMBS

Trappers of clan Rusty Blades employ vials of corrosive rust monster pheromones instead of caltrops:

Standard Actions
↗ Rust Bomb • At-Will Attack: Ranged 5/10; +12 vs. Reflex Hit: Target's metal armor and weapons are rusting; taking -1 AC and -1 attack, respectively, until end of the encounter.

Kobold Dragonshield	Level 10 Minion Soldier
Small natural humanoid	XP 125
HP 1; a missed attack never damages a minion AC 26; Fortitude 23; Reflex 21; Will 22 Speed 5 Resist 10 fire	Initiative +8 Perception +7 Darkvision
Traits	
Mob Tactics The kobold gains +1 bonus to attack per kobold ally adjacent to the target (max +5).	
Standard Actions	
④ Javelin • At-Will Attack: +17 vs. AC Hit: 9 damage and marked until end of the kobold's next turn.	
Triggered Actions	
Narrow Escape • At-Will Trigger: A close or area attack misses the kobold. Effect (Immediate Reaction): The kobold shifts 3 squares.	
Tactical Shift • At-Will Trigger: When an enemy moves adjacent or an adjacent enemy moves/shifts away. Effect (Immediate Interrupt): The kobold shifts 1 square.	
Skills Athletics +13, Stealth +11, Thievery +11 Str 16 (+8) Dex 13 (+6) Wis 14 (+7) Con 13 (+6) Int 10 (+5) Cha 11 (+5)	
Alignment evil Languages Common, Draconic	

Kobold Wyrmpriest	Level 11 Minion Controller (Leader)
Small natural humanoid	XP 150
HP 1; a missed attack never damages a minion AC 27; Fortitude 22; Reflex 23; Will 24 Speed 6	Initiative +5 Perception +9 Darkvision
Traits	
Faith of the Wym • Aura 2 Kobold allies in the aura make saves at start of turn with +4.	
Standard Actions	
⌘ Fire Missile • At-Will Attack: Ranged 20; +15 vs. Reflex Hit: 8 fire damage.	
↗ Heat Metal • At-Will Attack: Ranged 10 (one metal weapon or armor); +15 vs. Fortitude Hit: 4 ongoing fire damage (unequipping/dropping item ends).	
↗ Silence! • At-Will Attack: Ranged 10; +15 vs. Will Hit: Target cannot speak, use [thunder] powers, or cast arcane powers with verbal components (save ends).	
Minor Actions	
Shifty • At-Will Effect: The wyrmpriest shifts 1 square.	
↗ Lights Out • At-Will Effect: Ranged 10; A light source is extinguished.	
Triggered Actions	
Narrow Escape • At-Will Trigger: A close or area attack misses the wyrmpriest. Effect (Immediate Reaction): the wyrmpriest shifts 3 squares.	
Skills Stealth +11, Thievery +11 Str 9 (+4) Dex 10 (+5) Wis 18 (+9) Con 12 (+6) Int 12 (+6) Cha 12 (+6)	
Alignment evil Languages Common, Draconic	

Kobold Chief, Generic		Level 13 Soldier (Leader)
Small natural humanoid		XP 200
HP 38; bloodied 19		Initiative +12
AC 29; Fortitude 25; Reflex 26; Will 25		Perception +13
Speed 5		Darkvision
Traits		
Fight On, You Slugs! • Aura 2		
Kobold allies in the chief's aura gain +4 attack.		
Standard Actions		
Ⓢ Longspear Knee-Splitter (weapon) • At-Will		
Attack: Reach 2; +20 vs. AC		
Hit: 10 damage and slowed until end of their next turn. On a critical hit, all adjacent kobolds get a free melee attack.		
Minor Actions		
Shifty • At-Will		
Effect: The kobold chief shifts 1 square.		
Triggered Actions		
Sly Dodge • At-Will		
Trigger: A melee or ranged attack targets the kobold chief.		
Effect (Immediate Interrupt): The kobold chief redirects the attack to an adjacent kobold minion.		
Chief's Narrow Escape • At-Will		
Trigger: A close or area attack targets the kobold chief.		
Effect (Immediate Interrupt): The kobold chief shifts 3 squares.		
Skills Diplomacy +14, Intimidate +14		
Str 12 (+7)	Dex 18 (+10)	Wis 14 (+8)
Con 16 (+9)	Int 12 (+7)	Cha 16 (+9)
Alignment evil Languages Common, Draconic		

POWERFUL WYRMPRIESTS

Wyrmpriests of clan Blood are numerous, fanatically devoted, and unusually skilled spellcasters, gaining the following spells:

Standard Actions
➤ Hold Person • Encounter
Attack: Ranged 5; auto-hit
Hit: The target is restrained until the end of the wyrmpriest's next turn.
➤ Cham of the Defender • Encounter
Attack: Ranged 10; +15 vs. Will
Hit: Slide the target 3 squares and it is immobilized until the end of the wyrmpriest's next turn. If an enemy starts its turn adjacent to the charmed target, the target makes a melee basic attack against them.
Miss: Slides the target 3 squares.

KOBOLD HORDE SKILL CHALLENGE

When introducing the kobold horde, I recommend foreshadowing its development. More kobold eyes glinting off of torches, rescued NPCs warning PCs that *‘the kobolds are coming’*, knocking messages being hammered with picks on veins of silver, drums echoing thru the halls, etc. If the PCs take time to prepare, run a complexity I skill challenge (4 successes before 3 failures) where dropped treasure, collapsed tunnels, traps, or ritual magic hinders the kobolds, reducing the size of the horde, or allowing the PCs to choose the battleground.

Kobold Horde	Level 9 Solo Skirmisher
Gargantuan natural humanoid (swarm)	XP 2,000
HP 368; Bloodied 184	Initiative +10
AC 23; Fortitude 21; Reflex 22; Will 21	Perception +13
Speed 6	Darkvision
Resist half damage from melee and ranged	
Vulnerability 10 against close and area	
Saving Throws +5	
Traits	
From All Sides	
The kobold horde occupies an enormous undefined area, and it can move into and thru enemies' spaces and does not provokes opportunity attacks. It is considered to be adjacent to all enemies in the encounter at all times, and has combat advantage from flanking on opportunity attacks unless the enemy succeeds a DC 25 Bluff / Intimidate check.	
Swarm Attack	
At the start of each of the horde's turns, all enemies in the area are grabbed, and the kobold horde does not need to spend a minor action to sustain a grab. An enemy starting their turn grabbed by the horde takes 5 damage.	
Horde Immunities	
The horde is immune to all conditions that don't originate from area effect powers, though conditions like dazed and stunned cause it to let go of the nearest grabbed creature. In addition, the horde may take 92 damage to shake off any condition.	
Standard Actions	
Ⓢ Any Weapon You've Got! (weapon) • At-Will	
Attack: +14 vs. AC	
Hit: 2d8 + 8 damage, and the target is knocked prone and grabbed. Against targets granting combat advantage, deal +2d8 damage.	
† Overwhelming Surge • At-Will	
Effect: Make an "Any Weapon You've Got!" attack against each enemy in the encounter. If an enemy was disarmed of a magic weapon (and it hasn't been reclaimed yet) then one of these attacks is made with that weapon.	
Move Actions	
The Horde Presses Down • At-Will	
Effect: Each enemy in the area makes a DC 25 Dungeoneering, Endurance, Perception, or Stealth check. A failed check indicates the PC has been separated from the rest of the party, in addition to the following guidelines: If a PC fails Dungeoneering , they're forced into a tight passage until the end of their next turn (their speed is halved, -5 attack, and grant combat advantage). If a PC fails Endurance , they're restrained until end of their next turn and the kobold horde gets a free basic attack. If a PC fails Perception , they're forced into a trapped passage (roll on Random Trap Table) until the end of their next turn. If a PC fails Stealth , any light source they have is lost and they are forced into a dark passage until the end of their next turn.	
Minor Actions	
† Swarm the Fallen • At-Will	
Attack: All prone enemies in the encounter; +14 vs. Fortitude	
Hit: 2d8 + 8 damage and disarmed of one held item (if a light source it is extinguished).	
Skills Stealth +13, Dungeoneering +13, Thievery +13	
Str 9 (+3)	Dex 18 (+8) Wis 13 (+5)
Con 12 (+5)	Int 9 (+3) Cha 9 (+3)
Alignment evil Languages Draconic	

TRAPS

The traps of Dragon Mountain are pervasive and nasty. Most are “low-tech, high-design” since kobolds built or repurposed them without magic. As DM, feel free to incorporate these traps as you see fit to provide a fun challenge. Here are some guidelines to follow:

- Pressure plates are generally designed to trigger when more weight than two kobolds is placed on them (about 80 lbs / 36 kg).
- Tripwires are made out of adamantine alloy wire of great strength (AC/F/R 15, 20 hp).
- Trap triggers can vary - be creative! Kobolds especially like to trap barriers so that brute force triggers a trap, or have a second trap they can trigger manually while the “decoy” trap is being disarmed.

THANK YOU FOURTHCORE!

I’ve embraced many of the Fourthcore design precepts, so expect some fairly nasty traps. Healing surge loss, lasting injuries, forced death saves - they’re all fair game. However, I’ve deviated from Fourthcore in that there are no “instant death” traps in Dragon Mountain. Deadly traps, yes. Instant death traps, no.

Falling Iron Portcullis	Level 7 Obstacle
Minion Trap	XP 75
Trap/T trigger: A portcullis drops into 2 squares when the 2-square wide pressure plate is stepped on.	
Perception	
DC 14: 2-inch wide slot packed with dirt and stones. DC 19: A portion of floor sinks when pressed – it may be a trapdoor or a pressure plate. Down the passage you notice a secret panel in the wall hiding a winch.	
Attack	
Targets: Creatures in 2 squares Attack: +10 vs. Reflex Hit: 3d10+5 damage, immobilized and knocked prone until escape Miss: Slide 1 (d20: 1-10 slide forward, 11-20 slide back)	
Countermeasures	
<ul style="list-style-type: none"> Crank up the winch. Disable or delay portcullis; DC 19 Thievery. Escape portcullis; DC 14 Acrobatics or Athletics. Lift portcullis; DC 19 Strength. Attack portcullis (AC/R 4, F 12, hp 120). 	

Caltrops	Level 8 Obstacle
Trap (Clan Torn Claw)	XP 350
Trap/T trigger: Up to 9 squares covered in black metal spikes. When a creature steps on a caltrop...	
Perception	
DC 20: Spot the caltrops.	
Attack	
Attack: +13 vs. AC Hit: 1d4+4 damage and slowed until end of next turn, plus that square is cleared of all caltrops.	
Countermeasures	
<ul style="list-style-type: none"> Destructive area effect spells clear caltrops. A creature can clear one adjacent square with a full-round action (gathering the caltrops). 	

Trapped Scroll Case	Level 9 Minion Lurker
Trap (Clan Dreadnought)	XP 100
Trap/T trigger: A scroll case is rigged with a spring-loaded blade which fires when the case is opened.	
Perception	
DC 25: Realize the scroll case’s lid is spring-loaded	
Attack	
Targets: Creature opening the scroll case Attack: +15 vs. AC Hit: 1d4+4 damage and the target’s hand is mangled and unusable until receiving healing magic or an extended rest with a Heal check (DC 12).	
Countermeasures	
<ul style="list-style-type: none"> Thievery DC 12: Open the scroll case without triggering the trap. 	

Tripwire	Level 10 Minion Lurker
Trap	XP 125
Trap/T trigger: A tripwire stretches across the hall, typically combined with another trap.	
Perception	
DC 26: Notice light glinting off the tripwire.	
Attack	
Attack: +13 vs. Reflex Hit: Slide 1 square forward and fall prone. At the <u>DM’s</u> discretion this may trigger a pit trap, scything blades, a falling block that isolates the target from the party, etc.	
Countermeasures	
<ul style="list-style-type: none"> Step over the tripwire (treat as difficult terrain). Disable the tripwire safely (Thievery DC 18). 	

Net Trap	Level 11 Minion Lurker
Trap (Clan Mangled Fist)	XP 150
Trap/Trigger: A net is hidden under sand and debris in a chamber; when a creature steps on any of the net's 2x2 squares they're ensnared and yanked into the dark.	
Perception	
DC 25: Realize that the debris and sand have been intentionally placed.	
Attack	
Targets: Creature stepping on the net trap	
Attack: +14 vs. Reflex	
Hit: Grappled (escape DC 19) and pulled up 60 feet into a random "interrogation" chamber with 5 kobolds of clan Mangled Fist.	
Countermeasures	
<ul style="list-style-type: none"> • Wind magic moves the debris revealing the net. • Simply cutting the tensioned cables attached to the net disarms the trap. 	

Monster Bait	Level 11 Minion Warder
Trap	XP 150
Trap/Trigger: A bladder containing ichors attractive to a certain type of monster (choose one from Appendix) is rigged to burst when a door is opened.	
Perception	
DC 23: As the door is being opened, notice the thin wire its upper edge is connected to, allowing the PC to warn their fellows from opening the door further.	
Attack	
Targets: Close blast 2 (all creatures)	
Attack: +14 vs. Reflex	
Hit: Covered in ichors. Each time the PCs have a random encounter or enter a new area, the party rolls a saving throw (with a cumulative -1 penalty for each PC beyond the first covered in ichors). If the save fails, they have an encounter with the type of monster attracted.	
Countermeasures	
<ul style="list-style-type: none"> • Thoroughly washing off in a lake/river/waterfall and discarding tainted clothes. 	

Skull-Skull Gauntlet	Level 11 Blaster
Trap (Clan Gnarled Fang)	XP 600
Trap/Trigger: Six jagged stones are tied to long chains hanging from hooks in the ceiling. A dozen kobolds on balconies use standard actions to attack with the skull-skull stones. Each stone may be used by two different kobolds each round (a total of 12 attacks).	
Perception	
The threat the skull-skull gauntlet presents is obvious.	
Attack (Standard Action)	
Targets: One creature	
Attack: +14 vs. Reflex	
Hit: 1d8+5 damage and pushed 2 squares.	
Countermeasures	
<ul style="list-style-type: none"> • Killing the kobolds manning the skull-skull stones (total cover, on balconies 6 squares up). • Dropping prone avoids the stones entirely. • Either readying a melee attack or making a ranged attack against a stone's chain (AC/F/R 15, 20 hp). • Readyng an Acrobatics check DC 23 to leap onto one of the stones and swing onto a balcony. 	

Crawlies Trap Door	Level 11 Lurker
Trap (Clan Black Death)	XP 600
Trap/Trigger: A hidden trap door in the ceiling is used by kobolds to drop all sorts of creepy crawlies (spiders, centipedes, snakes) on the creature passing below	
Perception	
DC 23: Notice the faint outline of the trap door.	
Attack	
Targets: One creature stepping under the trap door	
Attack: +14 vs. Reflex	
Hit: 4d8+5 poison damage and ongoing 5 poison damage and grant combat advantage (save ends both).	
Countermeasures	
<ul style="list-style-type: none"> • Make sure to walk around the trap door. 	

The Kobold Says:



Building an encounter with multiple traps requires effective trap pairing, similar to how different types of monsters are paired together. Presenting an obvious trap (e.g. a pit) with a hidden minion trap (e.g. a tripwire) is always good. Likewise, placing a lurker trap along a passage before a blaster or warder can be quite effective.

Sneaky Deadfall	Level 12 Minion Lurker
Trap (Clan Blood)	XP 175
Trap/Trigger: When the tripwire is disturbed, a massive stone block falls...however the stone block is actually hollow and enchanted with a <i>silence</i> spell and a fake bladder of blood is broken to deceive intruders.	
Perception	
DC 28: Notice the tripwire and slight texture variation in stone block as if it were specially chiseled.	
Attack	
Targets: One creature under the deadfall Attack: +15 vs. Reflex Hit: Pretend to deal lethal damage to the PC, and describe how blood runs from beneath the block and they hear nothing. Hand a note to the PC who was "squashed" telling them what's really happened and have them communicate with you secretly. If the party ventures on, kobolds arrive to extract the trapped PC in an hour (roll on the KOBOLD ENCOUNTER TABLE).	
Countermeasures	
<ul style="list-style-type: none"> Strength DC 30: Lift the stone block. Dungeoneering/Thievery DC 28: Create a system of pulleys and ropes to tilt the block over. Attack the block: AC/R 4, F 12, resist all 12, HP 80. On a '1' a melee weapon breaks against the stone. Arcana (trained) DC 20: Detect illusion magic enshrouding the stone deadfall. 	

Dire Hornet's Nest	Level 12 Blaster
Trap	XP 800
Trap/Trigger: A dire hornet's nest becomes angry when disturbed...such as being tossed by kobolds.	
Perception	
When used by the kobolds, this trap is obvious.	
Attack	
Targets: Area burst 1 within...whatever Attack: +15 vs. Fortitude Hit: 1d8+6 damage, 6 ongoing damage and Endurance DC 17 to cast spells (save or water exposure ends both). Effect: A cloud of hornets appears in 2x2 square area, able to move 4 squares, repeating attack for 3 rounds.	
Countermeasures	
<ul style="list-style-type: none"> Area/burst attack (AC 15, F/R/W 10, HP 20.) Smoke disperses the hornets for a round. Sweet substance (honey, wine, sugar) lure hornets. 	

Rusty Chute of Doom	Level 12 Lurker
Trap (Clan Rusty Blades)	XP 700
Trap/Trigger: When more than 80 pounds activates a pressure plate, the plate tilts, dropping the creature onto a 40-ft chute slicked in oily rust monster pheromones. At the end of the chute is a wall of spikes.	
Perception	
DC 14: Notice that part of the wall is actually a rotating piece of wood hiding a concealed chute. DC 26: Notice the pressure plate and realize it tilts. Nature DC 24: Identify the smell of pheromones.	
Attack	
Targets: The creature stepping on the pressure plate Attack: +15 vs. Reflex Hit: The target is tossed down the chute, and if they wear metal armor it is rusting (-1 AC, cumulative) until end of the encounter. At the end of the chute they are subject to another attack. Secondary Attack: +15 vs. AC Hit: 3d8+5 damage; Miss: half damage	
Countermeasures	
<ul style="list-style-type: none"> Walk around the plate...or send a kobold over it. Disarm the pressure plate (Thievery DC 20). Climb out of the chute (Athletics DC 24). 	

Wishbone Trap	Level 12 Lurker
Trap (Clan Wishbone)	XP 700
Trap/Trigger: A door handle or other commonly grabbed object is smeared with sovereign glue and a wall or ceiling is trapped with two ensnaring wires that trigger when someone tries to open the door.	
Perception	
DC 28: Notice an odd sheen to the door handle. Arcana DC 20: Identify smell of sovereign glue.	
Attack	
Targets: Creature opening the door/grasping the object Attack: +15 vs. Reflex Hit: Hand is glued to the door, and their legs are ensnared by wires, tugging at them for 10 damage and 10 ongoing damage until freed. Miss: Hand is glued to the door.	
Countermeasures	
<ul style="list-style-type: none"> Apply <i>universal solvent</i>. DC 29 Strength check to break free (2d10 damage). Cut the wires (AC/F/R 15; HP 20 each). 	

Cobalt Oil Passage	Level 12 Blaster
Hazard	XP 700
Trap/Trigger: When the passage is lit on fire, the oil rapidly ignites and veins of cobalt emit poison gas.	
Perception	
DC 20: Notice oil lining the walls.	
Dungeoneering DC 20: Recognize cobalt as dangerous.	
Attack	
Targets: Creatures entering or starting in passage	
Attack: +15 vs. Fortitude (+2 attack per round)	
Hit: 10 ongoing poison damage (save ends).	
<i>1st Failed Save:</i> 20 ongoing poison damage (save ends).	
<i>2nd Failed Save:</i> 20 ongoing poison damage, weakened, and cannot spend healing surges (save ends).	
<i>Special:</i> If reduced to 0 HP by poison, reduce # death saves by 1 until next extended rest.	
Effect: 6 fire damage and entire passage is filled with smoke which acts as partial concealment.	
Countermeasures	
<ul style="list-style-type: none"> Leaving the passage. Endurance DC 20 to take half poison damage. Water or wind magic could negate the hazard. 	

Scything Blades	Level 12 Lurker
Trap (Clan Wyrmguard)	XP 700
Trap/Trigger: A trio of blades descends from the ceiling when a pressure plate is stepped on, swinging thru a 2 x 4 square area.	
Perception	
DC 14: A groove about 4" wide runs thru the ceiling.	
DC 25: Notice outline of three pressure plates.	
Attack	
Targets: All Medium or larger creatures in the trap area. The blades pass over heads of Small creatures.	
Attack: +15 vs. Reflex	
Hit: 3d8+10 damage.	
Countermeasures	
<ul style="list-style-type: none"> Attack a blade (AC 18, F/R 15, 70 hp each) with a readied action. Disarm a pressure plate/blade (Thievery DC 20). Acrobatics DC 20 grants +4 Reflex for a round. Drop prone and crawl under the blades. 	

Pit Trap	Level 12 Lurker
Trap (Kneebiters)	XP 700
Trap/Trigger: When more than 80 lbs of weight is placed on the floor in 2 x 2 square area, it gives way into a pit trap. Roll 1d12 to determine type of pit trap.	
Perception	
DC 26: Notice outline of the pit trap.	
Attack	
Attack: +15 vs. Reflex	
Type of Pit Trap (d12):	
1: 40' with green slime. 4d10 and 10 ongoing acid until freed (escape DC 18) or slime hurt by fire damage.	
2: 40' iron funnel. 4d10 and immobilized until escape (DC 28), each failed check deals 10 damage.	
3: 40' spiked. 4d10+12 damage.	
4: 40' filling sand. 4d10 and top seals off (100 HP, break DC 26) and begins filling with silverlust powder .	
5: 40' murder pit. 4d10 and 4 kobolds wait behind murder holes with total cover.	
6: 60' shaft. 6d10 and dropped into the Under-Mines.	
7: 30' wicker floor. 3d10 and dropped into oil, which if lit on fire deals 6 fire damage per round.	
8: 30' nasty collapse. 3d10+5 and creepy crawlies trap falls with rubble on top of target.	
9: 30' massive collapse. 3d10+15 and buried under rubble (escape DC 24).	
10: 40' with "escape route". 4d10. However escape route trapped with guillotine operated manned by kobolds above (treat as steel jaw neck-snapper).	
11: 40' gelatinous cube. 3d10, grabbed, dazed, and ongoing 10 <u>acid</u> until freed (escape DC 22).	
12: 40' sleeping gas. 4d10 and unconscious (save ends). Gas floats up to passage above, targeting 8 squares.	
Countermeasures	
<ul style="list-style-type: none"> Thievery DC 14 to trigger pit trap, DC 20 to make it safe to walk across. Jump across pit (Athletics DC 11 or DC 21 with running start). Climb out of pit (Athletics DC 20). 	

The best pit traps make multiple attacks against the PCs, thru being combined with monsters granting forced movement (e.g. kobold trappers), darkness, dizzying poison gas, or tilting floor traps.

Cave-In	Level 13 Lurker
Hazard	XP 800
Hazard/Trigger: A disruption triggers rock and debris falling from above. It attacks a different part of the area each turn on its initiative (or otherwise triggered).	
Dungeoneering	
DC 26: The ceiling appears unstable.	
Attack	
Initiative: +6	
Targets: All creatures in close burst 1	
Attack: +16 vs. Reflex	
Hit: 2d12+8 damage	
Miss: Half damage	
Effect: The burst area becomes difficult terrain.	
Countermeasures	
<ul style="list-style-type: none"> A DC 29 Dungeoneering check as a minor action determines the next area that will collapse. 	

Hanging Adventurer Corpses	Level 13 Warder
Trap	XP 800
Trap/Trigger: Three corpses – one decomposing, one skeleton, one recent - have been strung up like Christmas lights with faintly glowing orbs of sickly green gas strapped to them. The PCs should want to take the corpses down (a clue, proper burial, etc). The trap triggers when the corpses/orbs are disturbed.	
Arcana/Dungeoneering	
DC 22: Recognize the orbs as being made of an extremely fragile form of thunderstone.	
Attack	
Targets: Creatures in close burst 2	
Attack: +16 vs. Fortitude	
Hit: 3d10 poison and thunder damage, deafened, slowed, and ongoing 10 poison damage (save ends all). The loud sound alerts nearby monsters.	
Miss: Half damage.	
Countermeasures	
<ul style="list-style-type: none"> Carefully untie one corpse from orbs; DC 29 Thievery (failing by 5+ triggers the trap). Trigger orbs on one corpse from a distance; ranged attack vs. AC 26. 	

Silverlust powder concept is by Joshua Stevens:
www.koboldquarterly.com/k/uncategorized80.php/

Steel-Jaw Neck-Snapper	Level 13 Lurker
Trap (Clan Humanbane)	XP 800
Trap/Trigger: A pair of steel jaws is concealed in the ceiling, chomping down on the neck of a medium or large-sized creature stepping on the pressure plate.	
Perception	
DC 24: Notice the pressure plate.	
DC 29: Notice a pair of circular grooves in the ceiling.	
Attack	
Targets: Medium or large-sized creature on plate.	
Attack: +18 vs. AC	
Hit: 4d8+6 damage and restrained. While restrained take 6 ongoing damage. If reduced to 0 HP decapitated.	
Countermeasures	
<ul style="list-style-type: none"> Force jaws open; Strength DC 16/ Thievery DC 20. PC with armored gorget can sacrifice it to escape. Applying rust monster pheromones destroys trap. 	

Silverlust Powder	Level 13 Lurker
Trap	XP 800
Trap/Trigger: Kobolds use this shiny blue powder to trap treasure, marking creatures for their wrath. The typical trigger is opening a treasure chest.	
Perception	
DC 23: Notice trace amounts of shiny blue powder.	
Dungeoneering DC 20: Identify the powder as silverlust, and be aware of its dangers.	
Attack	
Targets: All creatures in Close Blast 2 (kobolds and other reptiles are immune)	
Attack: +16 vs. Reflex	
Hit: 3d8 + 8 acid damage, blinded (save once per hour ends), skin turns a shade of blue until next extended rest, and exposed to Silverlust Sickness.	
Countermeasures	
<ul style="list-style-type: none"> Flushing eyes with milk ends blindness. Disarming trap trigger, Thievery DC 24. 	

SILVERLUST SICKNESS

Level 13 disease

Endurance: improve DC 24, maintain DC 17, worsen DC 16 or lower

Stage 1: PC hoards treasure. +16 vs. Will to resist treasure.

Stage 2: PC regains no healing surges from an extended rest unless they discovered treasure during last 24 hours.

Stage 3: PC won't willingly leave Dragon Mountain.

Brown Mold, Advanced	Level 14 Obstacle
Hazard	XP 1,000
Hazard/Trigger: Very old brown mold occupies 4 x 4 squares (or up to 16 contiguous squares), growing along surfaces; its tell-tale sign is a rapid temperature drop. The mold triggers when a warm-blooded creature or heat source enters one of its squares.	
Perception	
DC 25: Realize that the light brown coloration isn't natural earth/stone feature, but mold.	
Dungeoneering DC 14: Identify the brown mold and the danger it presents, as well as its vulnerabilities.	
Attack	
Targets: Creature entering or starting their turn in brown mold squares (kobolds and reptiles immune)	
Attack: +17 vs. Fortitude	
Hit: 4d8 cold damage and slowed (save ends).	
Effect: If a torch is used in its vicinity, the mold grows 4 squares and the torch is extinguished. If flaming oil or other natural fire is used, the mold grows 8 squares. If fire magic is used, the mold grows 16 squares.	
Countermeasures	
<ul style="list-style-type: none"> Direct sunlight or radiant damage destroys it. Cold magic and plant magic will destroy it too. 	

Kobold Crystals	Level 14 Obstacle
Hazard	XP 1,000
Hazard/Trigger: Hallways echo with enchanting multi-tonal sounds for 50-ft around these blue, purple, and red crystals, entrancing all creatures.	
Perception	
DC 30: Notice barely audible multi-tonal sounds before getting in range of the hazard.	
Dungeoneering DC 25: Identify sounds as emanating from "kobold crystals" and recognize threat.	
Attack	
Targets: All creatures within 10 squares that can hear	
Attack: +17 vs. Will	
Hit: Target moves toward the sounds subconsciously (save ends). If they begin their turn next to crystals, dazed and wander off aimlessly (save once per hour).	
Aftereffect: Wander off aimlessly during next rest.	
Countermeasures	
<ul style="list-style-type: none"> Plugging ears with wax. Attacking the crystals (AC/R 5, F 10, hp 20). 	

Witch's Hair	Level 14 Minion Obstacle
Hazard	XP 250
Hazard/Trigger: Witch's hair occupies a 2 x 2 square area. What appear to be wispy greenish and purplish cobwebs quickly grow toward any light source.	
Perception	
DC 30: Notice something wispy moving at the edge of your light source.	
Dungeoneering DC 25: Identify the "cobwebs" as witch's hair (also known as miner's bane or torch mold), a fungus which grows in the presence of light.	
Attack	
Special: Squares of witch's hair count as difficult terrain and provide concealment. A creature that enters or begins their turn in a square with witch's hair must make an Acrobatics or Athletics check (DC 21) or become immobilized (escape DC 21).	
Effect: If dim light is cast upon the witch's hair it grows 4 squares. If bright light is cast upon the witch's hair it grows 8 squares.	
Countermeasures	
<ul style="list-style-type: none"> Extinguishing light sources. Fire destroys it, while magical darkness reduces it. 	

Witch's hair concept is by @Telecanter:

www.recedingrules.blogspot.com/

Dwarven Sentry Skull	Level 14 Warder
Trap	XP 1,000
Trap/Trigger: Infyrana can perceive through this blackened rune-engraved skull imbedded in the wall with darkvision & truesight 6. It triggers when an enemy comes within view.	
Perception	
The skull's presence is obvious.	
Arcana or Religion (trained) DC 25: Recognize the skull as a divination focus using bound dwarven souls.	
Attack (gaze)	
Targets: Enemies moving into or starting their turn within a Close Blast 6 emanating from the skull	
Attack: +17 vs. Will	
Hit: 1d10 + 6 psychic damage and pushed 2 squares. Invisible and hidden enemies are revealed.	
Countermeasures	
<ul style="list-style-type: none"> Blocking skull's line of sight, or moving the skull. Dispel magic or Channel Divinity. 	

APPROACH TO THE LAIR

The following areas are separated by massive portcullises with complex locks (Thievery DC 29) enchanted to trigger traps in the rooms beyond them. Various keys found throughout Dragon Mountain open these portcullises and disarm the traps; however, using the wrong key (or failing Thievery by 5+) deals 6d6 force damage. A dwarf or DC 20 Dungeoneering determines the correct sequence.

- A. **Malachite**: “Under-Mines”, LEVEL ONE-5 (Mines)
- B. **Chalcedony**: Farkumnel, LEVEL TWO-5 (Merchant’s Quarter)
- C. **Tourmaline**: “The Arena”, LEVEL TWO-7 (Patrician’s Quarter)
- D. **Topaz**: “Dwarvn Burial Chamber”, LEVEL THREE-3 (Dwarfhold)
- E. **Corundum**: “Golem Works”, LEVEL THREE-1 (Smithy’s Quarter)
- F. **Jacinth**: DM’s option

A. DEADLY ROOFXP 1,600

A 20’ x 20’ x 50’ pit is in the center of this hall. However, this is a decoy to the true threat: a **deadly roof** trap.

Deadly Roof	Level 13 Elite Lurker
Trap	XP 1.600
Trap/Trigger: A <i>reverse gravity</i> spell propels creatures crossing the pit through a fake plaster ceiling up a shaft and into a 50’ spiked pit trap at the top of the shaft.	
Perception	
DC 29: Notice the ceiling is made of plaster. Arcana DC 29 (trained): Detect transmutation magic around the pit.	
Attack	
Targets: Any creature crossing the pit Attack: Auto-hit. Hit: Fall “up” for 5d10+6 damage.	
Countermeasures	
<ul style="list-style-type: none">• Athletics DC 28 to climb “down” out of pit.• Flying or hovering across the pit avoids trap.• If the PCs can conjure or channel sufficient water to fill the shaft, they might swim across safely.• Carrying lodestone shavings counteracts the <i>reverse gravity</i> ritual for that creature only.• Spending 5 minutes to carefully set up rope anchors prevents any party member from falling.• <i>Dispel magic</i> (or 3 healing surges and Arcana DC 29 check, if DM allows) ends the <i>reverse gravity</i>, causing anything at the top of the spiked shaft to fall down 100’ into the obvious pit in the corridor.	

B. FLAMING CORRIDORXP 1,600

Unless the portcullis leading to this corridor is unlocked with the chalcedony key, the corridor is under the effect of an *invert resistance* spell (resistance becomes vulnerability). Dwarven picto-runes along walls hint that protective magic doesn’t function right here. Regardless of how the PCs enter, an **intense flame jet** awaits them.

Intense Flame Jet	Level 13 Elite Blaster
Trap	XP 1,600
Trap/Trigger: Two nozzles in the wall attack each round once the pressure plate is activated.	
Perception	
DC 26: Notice the pressure plate. DC 29: Notice the nozzles.	
Attack	
Initiative 20 Targets: All creatures in the corridor. Attack: +18 vs. Fortitude Hit: 3d10+6 fire damage and 6 ongoing fire damage (save ends). If reduced to 0 HP, incinerated. Miss: Half damage.	
Countermeasures	
<ul style="list-style-type: none">• Thievery DC 26 disables one flame jet nozzle.• Cold spell reduces fire damage by spell’s damage.	

C. SICKENING FALLXP 800

Past the portcullis is a stone block with a 2-ft gap at the bottom. Unless the PCs unlocked the portcullis with the tourmaline key, they find a room filled with a **myco-toxin cloud** and a 60-ft deep pit spanned by a narrow walkway. Crossing the walkway requires a DC 14 Acrobatics check.

Myco-Toxin Cloud	Level 13 Lurker
Trap	XP 800
Hazard/Trigger: A cloud of green fungal spores.	
Attack	
Targets: All mammals entering or starting in the room. Attack: +16 vs. Fortitude Hit: 3d10 poison damage and while remaining in the cloud take 10 ongoing poison, dazed, and Acrobatics check to cross walkway increases to DC 29.	
Special	
Effect: If the cloud is lit on fire, creatures in the room take 3d10+10 fire damage and the cloud is dispersed.	

D. DEATH SHAFT XP 1,600

Unless the PCs opened the portcullis with the topaz key, the first PC entering this corridor triggers the **death shaft**.

Death Shaft	Level 13 Elite Lurker
Trap	XP 1,600
Trap/Trigger: When a creature enters this area without carrying a ritual focus, the spring-loaded ceiling drops down, knocking the target into a pit. More than 80 lbs on the pit's surface also triggers it. As the target falls into a narrow shaft, they are <i>reduced</i> , and then <i>enlarged</i> once in the shaft, painfully trapping them.	
Perception	
DC 28: Notice a faint outline of the pit trap. Arcana DC 30 (trained): Detect the wall of force on the ceiling and transmutation magic on the floor.	
Attack	
Targets: First creature entering trapped area. Attack: +18 vs. Reflex Hit: 5d10 falling damage, immobilized and ongoing 5 damage (10 if wearing heavy armor) until escape. Make save for heavy armor each round or it is destroyed. Miss: 3d10 falling damage, reduced to tiny size (half speed, weakened, save ends), but stop fall before shaft.	
Countermeasures	
<ul style="list-style-type: none"> If wearing light or no armor, Acrobatics DC 29 to wriggle up 1 square, but attempting inflicts 5 damage. Two successes needed to escape. Teleport, passwall, and other forms of magic. 	

E. TILTING FLOOR XP 200

Unless the PCs opened the portcullis with the corundum key, entering this corridor triggers a **tilting floor** which may slide them back toward the death shaft.

Tilting Floor	Level 13 Minion Lurker
Trap	XP 200
Hazard/Trigger: When more than 80 lbs is placed on the pressure plate, the back of the corridor rises.	
Attack	
Targets: All creatures in the corridor Attack: +16 vs. Reflex Hit: Slide all the way down the corridor into the Death Shaft pit. A save is allowed to avoid falling in.	
Countermeasures	
<ul style="list-style-type: none"> Thievery DC 22 to jam the pressure plate. 	

F. DWARVEN MITHRAL GATE XP 800

When Infyrana led her kobolds into the Mountain, she did so in a multi-pronged attack that staggered the dwarves. One of the kobold clans tunneled up through the Treasure Vault, but when they faced this ancient Dwarven Mithral Gate they could not bypass it. Once the Mountain was taken, Infyrana decided to repurpose the gate for her own needs - namely, guarding the entrance to her lair. Inserting the jacinth key automatically solves the gate puzzle.

Dwarven gate puzzle concept by Jens

www.polyhedral.wordpress.com/2009/01/24/the-dwarven-gate-puzzle/

G. OLD TREASURE VAULT

Heavy fog shrouds these ruined chambers, rolling along the floor at human knee-height, concealing patches of **witch's hair** and limiting visibility to 10 feet. This is also a fine place for a battle with a **kobold horde** if you wish.

INFYRANA’S TRICK & THE KOBOLD PROVING GROUNDS

INFYRANA’S TRICK

In the original Dragon Mountain, there was a “false dragon” (Infyrana polymorphed a kobold chief into a dragon) before the real dragon fight. This 4e version of Dragon Mountain presents this as one of four options Infyrana can use to trick the PCs. The DM should choose one of these and play it to the hilt:

A) The False Dragon

Running the classic false dragon is can be handled in 4e by using a 100 HP version of Infyrana’s stage 2 stat block, ignoring all traits, and limiting attacks to Dragon’s Fury. Infyrana, in kobold-form, has Stealth +17 and she hides behind a ledge, using charm spells from any of her stat blocks to weaken the PCs. An Insight DC 28 check realizes the dragon is fake, and *dispel magic* returns it to a kobold.

B) The Dangerous Portal

With this option, the PCs come to a special portal after the “Approach to the Lair” which appears to lead toward a cavernous lair. In actuality, they are teleported to the Kobold Proving Grounds. Infyrana cast the *disorienting portal* ritual on this archway. A PC trained in Arcana can make an active DC 28 Perception check to realize that the destination beyond the doorway is an illusion and vaguely sees the true destination - a cramped maze of vicious traps swarming with kobolds.

C) The Conniving Kobold Guide

This options takes a bit of setting up and very strategic bluffing to sell. It relies on the PCs acquiring a kobold servant/guide at some point, probably one they defeated, interrogated, and one of the PCs developed a fondness for thanks to the “kobold cuteness” effect. The idea is that their kobold guide is actually subtly working against them all along and Infyrana is covertly aiding the kobold. I recommend making a unique stat block for this guide, using the **kobold trapper** as a base, and planning out how they’ll betray the PCs in detail.

D) The Enchanting Conversation

If the PCs parlay with Infyrana before fighting, she subtly casts a powerful enchantment; make a save -5 for the main PC talking with her. On a failure, the PC treats Infyrana as a friend for 6 hours, truthfully answering all questions, and aiding Infyrana in any way they can so long as it doesn’t risk life or property. Once fighting starts, the target may make a save at the end of each round to break free of the enchantment, otherwise they refuse to fight her.

Kobold Proving Grounds	Level 13 Elite Obstacle
Puzzle-Trap	XP 1.600
Puzzle: The kobold proving grounds are where kobolds learn to fight and trap like, well, kobolds! Once trapped in the proving grounds, the PCs must deduce a way out. Only PCs in the proving grounds together can help each other.	
Triggered Attack	
Targets: PCs starting their turn in the proving grounds. Effect: Ask each PC four of these questions, in any order. A PC can choose to fall back when there’s an (*), but then they do not reach a possible exit that round. 1.* “You hear scything blades coming. What do you do?” ‘Duck’ or ‘drop prone’ avoids the trap. Otherwise the PC is attacked: +18 vs. Reflex; 3d8+10 damage. 2. “A rolling boulder is coming down the hall behind you, and a kobold goes running down the hall ahead of you. How do you proceed?” ‘Skirting the edge’ or ‘mindful for pits’ avoids the trap. Otherwise the PC is attacked: +18 vs. Reflex; 4d10 damage. 3.* “You notice bits of floating metal in the hall ahead. In an alcove before the hall are five potions, labeled as resistance to acid, cold, fire, lightning, and poison. What do you do?” ‘Acid’ bypasses the gelatinous cube for -1 surge. Otherwise, PC makes DC 28 Perception or takes 20 damage. Other potions do nothing but cost -1 surge (potions of delusion). 4. “A kobold ahead of you is crushed by a stone block. From either side of the hall, swarms of insects pour. Soon you’ll be dinner. How do you proceed?” ‘Trigger the deadfall’ avoids swarms, since the deadfall is hollow. Otherwise, the PC is attacked: +18 vs. Fortitude; 4d8+5 damage; miss: half. 5.* “This foul-smelling hall seems to swallow magical light and you hear a big monster within feasting on kobolds. What do you do?” ‘Throw a torch’ ignites the foul gas and provides a distraction. Otherwise the PC is attacked: +18 vs. Fortitude; 6d6 poison damage; miss half. If the PC enters the hall with a torch they take 6d6 fire damage instead.	
Triggered Attack	
Targets: Enemy chooses wrong door or attempts to teleport. Effect: Take 2d8+7 force damage and teleported to center of the proving grounds.	
Escaping the Proving Grounds	
After each failed attempt to leave, that door becomes the exit. A PC who escapes can spend a healing surge, recharge an encounter power, or re-roll initiative.	

INFYRANA'S LAIR

LEVEL 20 ENCOUNTER

SETUP

Stage 1:

Infyrana, Red Dragon Mage	5,000
Burning Vapors	600
10 kobold dragonshields	1,250

Stage 2:

Infyrana, Red Dragon Mage	5,000
Kobold Proving Grounds	1,600
6 prismatic sphere minions	1,050

Stage 3:

Infyrana, Red Dragon Mage	5,000
3 Red Dragon Wyrmlings	1,200
Pillar of Arcane Absorption	600

FEATURES OF THE AREA (ALL STAGES)

Braziers of Arcane Flame: (AC/Ref 4; Fort 15; HP 100)

Fire attacks made adjacent to a brazier deal +10 fire damage. If destroyed, Close burst 1, 20 fire damage.

Chasm: Any creature falling down the chasm plummets 200' (40 squares) (100 damage) into the darkness below. A DC 20 Acrobatics/Athletics check as a free reaction stops the fall at just 100', taking advantage of rocky outcroppings.

Ledges: Each ledge is elevated 40' (8 squares) above floor.

Portal: When the encounter begins, a portal flares to life in a square of Infyrana's choosing. This portal leads to the "Kobold Proving Grounds" (faintly visible thru portal).

At the start of each stage, Infyrana can move the portal to a different spot in her lair. The portal can be dispelled for a stage by interacting with the Planeshift Focus - a horse-sized golden dragon statue in the treasure hoard - with either *dispel magic* or 3 healing surges and a DC 28 Arcana check as a minor action.

Stalactites: Hanging 120' (24 squares) above ground, if taking 20+ damage, stalactites falls in an area burst 1 below, making an attack: +15 vs. Reflex; 2d10+10 damage.

Treasure Hoard: Difficult terrain. Trapped with *glyph of warding* (Perception DC 24, disable DC 23, close burst 3, +10 vs. Reflex, 4d6 radiant + blinded (save ends), miss: half). The Planeshift Ritual Focus is here. As a standard action once during the encounter, Infyrana can roll in her hoard, regaining 100 HP, +2 defenses until start of her next turn, and push adjacent enemies 1 square.

Crystal Ball: As a purely story effect, Infyrana's crystal ball projects images of the PCs as they explored Dragon Mountain, only from the kobolds' perspective.

CURSED TREASURE (D6)

1. Idol of Subjugation: Enemies ending their turn adjacent to this idol of Tiamat take 15 psychic damage and 15 ongoing psychic damage (save ends). Any enemy "killed" by the idol returns as an evil kobold on their next turn, fighting against their former allies. Use the stat block for a kobold most suited to the former PC's combat role, and give them their former PC's healing surge value HP. A *Remove Affliction* restores the PC, though a DC 28 Heal check is required to restore them alive.

2. Gold-Cursed Crown: A shining golden crown which, if touched, tries to turn creature into gold: +15 vs. Fortitude; immobilized (save ends); 1st failed save = restrained (save ends); 2nd failed save = petrified.

3. Ring of Fire Vulnerability: Appears to be a ring of fire resistance but actually makes wearer vulnerable 10 fire (stage 1), vulnerable 15 (stage 2), vulnerable 20 (stage 3). Cutting off one's finger (melee basic attack and -1 healing surge) is the only way to remove the ring.

4. Cursed Weapon, Backbiter: This weapon appears to be a highly magical one of the type most desirable to the charmed creature. If grasped, however, it cannot be let go (unless *Dispel Magic* or *Remove Curse* is cast) until the end of the encounter, and each round on one of Infyrana's turns it compels the wielder to make an opportunity attack against an adjacent ally; if no ally is in reach then the wielder attacks themselves! If the wielder rolls a natural '1' attack, then the backbiter attack the wielder.

5. Cursed Potions: There are three potions on this bench, each appearing to have beneficent qualities:

Diminution: Appears to be Potion of Polymorph Self. Shrink to 6" tall, slowed, and cannot attack (save ends).

Potion of Madness: Appears to be a Potion of Heroism. Make basic attacks against the nearest creature (save ends).

Fumbling and Stuttering: Appears to be Potion of Friendship. Drop anything you hold and you can't hold anything and talk only gibberish (save ends).

6. Book of Binding: Anyone ending adjacent to this book hears a telepathic voice pleading for freedom; if a PC starts reading they're compelled to read as a full-round action (save ends); 1st failed save = keep reading, begin to be sucked into book; 2nd failed save = sucked into book and removed from play until freed with DC 27 Arcana check.

STAGE 1

Infyrana begins protected by a minor globe of invulnerability, launching artillery spells as PCs try to cross the chasm. Additionally, Infyrana has cast Protection from Energy upon herself against a damage type utilized by the most dangerous PC caster (this reduces damage from the first attack of that type by 37). She uses a gaze which lures PCs to cursed items throughout chamber. Her “Worldbreaker” is an eruption of poison sulfurous vapors, during which she can summon kobold minions or magically draw fumes around the PCs.

DISABLING THE MINOR GLOBE OF INVULNERABILITY

Skill Challenge (4 successes before 3 failures) 12th level
Damage: every 25 points counts as 1 success.
Minor Action: DC 28 Arcana counts as 1 success.
Dispel Magic: Resolve as normal; if successful counts as 4 successes and grants Victory.
Victory: Infyrana loses her *Minor Globe of Invulnerability*.
Defeat: The *Minor Globe of Invulnerability* recharges itself to 100 HP and this skill challenge resets.

Burning Vapor	Level 11 Obstacle
Hazard	XP 600
Hazard/Trigger: A field of burning vapor fills 10 contiguous squares and provides concealment. It attacks when a creature enters or starts its turn in a field of burning vapor.	
Perception	
No check is necessary to notice burning vapor.	
Arcana DC 16: Identify the orange and red swirling mist as burning vapor.	
Opportunity Attack	
Targets: Each creature in the burning vapor	
Attack: +14 vs. Fortitude	
Hit: 2d8+6 fire damage, and ongoing 5 fire damage (save ends), and the burning vapor moves 3 squares in a random direction.	
Countermeasures	
<ul style="list-style-type: none">A creature holding their breath (Endurance DC 15+1/round) doesn't take the ongoing fire damage.A zone with a cold keyword destroys squares of burning vapor within it.Reaching a ledge puts a creature above the vapors.	

Infyrana, Red Dragon Mage (stage 1)	Level 14 Solo Artillery
Huge natural magical beast (fire)	XP 5,000
HP 400; Bloodied 200	Initiative +15
AC 28; Fortitude 26; Reflex 26; Will 28	Perception +16
Speed 8, fly 10 (hover)	Darkvision
Saving Throws +5; Action Points 1	Resist 20 fire
Traits	
Draconic Alacrity	
Infyrana gets a second turn at her initiative count -15.	
Draconic Recovery	
At the end of each of her turns, Infyrana removes any dazed, dominated, stunned, immobilized, or restrained conditions.	
Minor Globe of Invulnerability	
Infyrana has total concealment against attacks from greater than 5 squares away, and ranged / area attacks against her must first deal 100 damage to the globe before hitting Infyrana. The globe can also be deactivated with a skill challenge (see sidebar).	
Standard Actions	
⚡ Beguiling Voice (arcane, psychic) • At-Will	
Attack: Close blast 5 (enemies); +19 vs. Will	
Hit: 3d6 + 12 psychic damage and slide 3 squares.	
Miss: Slide 1 square.	
✳ Breath Weapon (fire) • Recharge when bloodied	
Attack: Close burst 5 / Area burst 1 within 20; +19 vs. Reflex	
Hit: 3d12 + 12 fire damage. Critical, remove fire resistance.	
Miss: Half damage.	
⚡ Arc Lightning Bolt (arcane, lightning) • Encounter	
Attack: Ranged 10; +19 vs. Reflex	
Hit: 6d6 + 12 lightning damage.	
Secondary Attack: (2 creatures within 10 squares); +19 vs. Reflex	
Hit: 6d6 + 12 lightning damage.	
Miss: Re-roll one attack against target within 10 squares.	
✳ Prismatic Burst (arcane, radiant) • Encounter	
Attack: Area burst 2 within 20; +19 vs. Will	
Hit: 3d6 + 12 radiant and blinded until end of Infyrana's next turn.	
Miss: Grant combat advantage until end of Infyrana's next turn.	
The Poison Bums, Mortals! • At-Will sulfurous wrath	
Requirements: Can only be used during Sulfurous Wrath.	
Effect: Infyrana magically draws noxious sulfur fumes around the PCs. Each PC rolls a DC 28 Endurance/Arcana check. Any PC who succeeds shakes off a condition of choice. Any PC who fails takes 14 poison damage, is blinded until start of their next turn, and Infyrana slides them 3 squares.	
Move Actions	
Now, My Kobold Minions! • At-Will sulfurous wrath	
Requirements: Can only be used during Sulfurous Wrath.	
Effect: Infyrana summons 10 kobold dragonshields.	
Minor Actions	
👁 Hypnotic Gaze (charm, gaze) • At-Will	
Attack: Ranged 20; +19 vs. Will	
Hit: Target is dominated (save ends) The target's action on its turn is always to move to the closest cursed treasure. If the target is next to a cursed treasure when it fails the save, they pick up the treasure and use it immediately (see sidebar). Once a target saves they are immune to this power.	
Triggered Actions	
⚔ Tail Strike • At-Will	
Trigger: When an enemy moves adjacent.	
Attack (Opportunity): +19 vs. Fortitude	
Hit: 2d8 + 8 damage, pushed 2 squares and knocked prone.	
Sulfurous Wrath (worldbreaker) • Encounter	
Trigger: When reduced to 200 HP and again at 0 HP.	
Effect (Free): Sulfur vents erupt, a "burning vapor" hazard pours forth from the chasm, and enemies cannot make opportunity attacks or immediate action attacks for one round.	
Skills Arcana +17, Bluff +16, History +17, Insight +16, Intimidate +16	
Str 20 (+12)	Dex 20 (+12) Wis 18 (+11)
Con 20 (+12)	Int 20 (+12) Cha 18 (+11)
Alignment evil	Languages Common, Draconic

STAGE 2

During stage two, Infyrana engages in a fierce skirmish, dealing as much ongoing fire damage as possible, utilizing the Braziers of Arcane Flame and her Burning Gaze. Her “Worldbreaker” is a planar firestorm, during which she can summon prismatic elemental minions and unleash a terrible teleporting attack.

CONTROLLING THE PLANESHIFT FOCUS

Skill Challenge (4 successes before 3 failures) 12th level

Special: Auto-failure each round no attempt is made by PCs to control the planeshift focus.

Minor Action: When adjacent to the focus, a PC can make an Arcana/Religion/Thievery DC 24 check for a success.

Victory: Inflict vulnerable 10 [keyword] on Infyrana for one round, and each PC may recharge an encounter power, re-roll initiative, or spend a healing surge as a free action.

Defeat: Infyrana’s *Planar Firestorm* activates, and all PCs gain vulnerable 10 fire for one round. At the DM’s discretion, Dragon Mountain may planeshift!

NEW FEATURES IN STAGE 2

Delayed Blast Fireballs: Place 3 delayed fireballs on any squares in the lair. Creatures moving within 2 squares of a fireball must tread gently (DC 20 Acrobatics check) or trigger an explosion: Close Burst 2; 3d6+6 fire damage.

Acid Geyser: Any creature entering or starting in an acid geyser square must make a DC 25 Acrobatics or Endurance check (their choice); if they fail take 15 acid damage.

Molten Silver: Melting silver runs from the treasure hoard; a non-flying creature starting in or entering the hoard takes 4d6 fire damage and is slowed (save ends), each failed save: 4d6 fire damage and immobilized (save ends).

Prismatic Sphere Minion		Level 12 Minion Artillery
Medium elemental magical beast		XP 175
HP 1; missed attacks never harm a minion		Initiative +14
AC 24; Fortitude 24; Reflex 24; Will 24		Perception +7
Resist 20 variable (1/round)		Truesight 10
Speed fly 6 (hover)		
Standard Actions		
Ⓢ Prismatic Bolt (radiant) • At-Will		
Attack: Ranged 10; +17 vs. Reflex		
Hit: 10 radiant damage and dazed until start of their next turn.		
① Prism Flare (radiant) • At-Will		
Attack: +17 vs. Reflex; Hit: 8 radiant damage.		
Triggered Actions		
↩ Prismatic Shatter (radiant) • At-Will		
Trigger: When killed		
Attack: The elemental explodes in Close Burst 1; +17 vs. Reflex		
Hit: 10 radiant damage and dazed until start of their next turn.		
Str 15 (+8)	Dex 27 (+14)	Wis 12 (+7)
Con 16 (+9)	Int 3 (+2)	Cha 8 (+5)
Alignment unaligned Languages Primordial		

Infyrana, Red Dragon Mage (stage 2)	Level 14 Solo Skirmisher
Huge natural magical beast (fire)	XP 5,000
HP 400; Bloodied 200	Initiative +15
AC 28; Fortitude 26; Reflex 26; Will 28	Perception +16
Speed 8, fly 10 (hover)	Darkvision
Saving Throws +5; Action Points 1	Resist 20 fire
Traits	
Draconic Alacrity	
Infyrana gets a second turn at her initiative count -15.	
Infyrana's Fiery Cunning	
Against targets taking ongoing fire damage, Infyrana's attacks don't do ongoing fire damage, instead increase existing by +5.	
Draconic Recovery	
At the end of each of her turns, Infyrana removes any dazed, dominated, stunned, immobilized, or restrained conditions.	
Roiling Flames • Aura 1	
Any creature beginning in the aura takes 10 fire damage. Creatures with fire resistance take no damage but lose their resistance while in the aura.	
Standard Actions	
Ⓡ Claw • At-Will	
Attack: Reach 2; +19 vs. AC	
Hit: 2d8 + 12 damage and pushed 1 square.	
Ⓡ Bite • Recharge when no creature grabbed	
Attack: Reach 2; +19 vs. AC	
Hit: 2d10 + 12 damage and grabbed, taking 2d10+12 auto-damage until escape.	
↩ Tail Sweep • At-Will	
Attack: Close blast 2; +18 vs. Reflex	
Hit: 1d8 + 10 damage and knocked prone.	
Dragon's Fury • At-Will	
Effect: Infyrana makes a claw, bite, and tail sweep attack, then shifts 2 squares.	
↩ Immolating Breath Weapon (fire) • Recharge when bloodied	
Attack: Close blast 5; +18 vs. Reflex	
Hit: 3d12 + 12 fire damage and 10 ongoing fire damage (save ends). Critical +2d12 and remove fire resistance.	
Miss: Half damage.	
↩ / ✨ Banishment (arcane, fire, teleportation) • At-Will planar firestorm	
Requirements: Can only be used during Planar Firestorm.	
Attack: Close burst 2 / Area burst 1 (enemies); +18 vs. Will	
Hit: 3d12 + 10 fire damage, dazed and 10 ongoing fire damage (save ends).	
First Failed Save: Teleported to the Kobold Proving Grounds.	
Move Actions	
Now, Feel My Hoard's Magic Power! • At-Will planar firestorm	
Requirements: Can only be used during Planar Firestorm.	
Effect: Infyrana summons 6 prismatic sphere minions.	
Minor Actions	
➤ Burning Gaze (fire, gaze) • At-Will	
Effect: Ranged 20; The target takes a -2 penalty to its next save against ongoing fire damage.	
↩ Roar (thunder) • At-Will	
Attack: Close Burst 5; +18 vs. Fortitude	
Hit: Deafened and can't spend healing surges until start of their next turn.	
Triggered Actions	
Ⓡ Tail Strike • At-Will	
Trigger: An enemy moves adjacent to Infyrana.	
Attack (Opportunity): +18 vs. Fortitude	
Hit: 2d8 + 8 damage, pushed 2 squares and knocked prone.	
Planar Firestorm (worldbreaker) • Encounter	
Trigger: When reduced to 200 HP and again at 0 HP.	
Effect (Free): Infyrana conjures a planar firestorm for one round and teleports to any square. Enemies take 10 ongoing fire damage (save ends).	
Each Failed Save: Increase ongoing fire damage by +5 and teleported 5 squares.	
Skills Arcana +17, Bluff +16, History +17, Insight +16, Intimidate +16	
Str 20 (+12)	Dex 20 (+12) Wis 18 (+11)
Con 20 (+12)	Int 20 (+12) Cha 18 (+11)
Alignment evil	Languages Common, Draconic

STAGE 3 (BLOODIED)

At stage three, Infyrana erects a special Protection from Good spell while focusing on deceiving the PCs and using them against each other. She also utilizes magic items in her hoard to keep herself alive. As a last resort, her “Worldbreaker” initiates a puzzle the PCs must solve, while calling down a terrible magic-devouring hazard. Once Infyrana is truly defeated, “environmental diffusion” begins, creating a final hazard for the PCs to overcome.

NEW FEATURES IN STAGE 3

Mystic Gems: Two gems - a ruby and diamonded - in Infyrana’s hoard begin glowing and emit mystifying patterns of light. Any enemy ending in or adjacent to the hoard is attacked: +17 vs. Will; stunned (save ends); first failed save: sucked bodily into one of the gems and take 10 psychic damage and 10 ongoing psychic damage (save ends, and they reappear adjacent to the hoard).

ENVIRONMENTAL DIFFUSION

If Infyrana dies in her lair, fissures open in the rock and vents emit a sulfurous acrid smoke. Each round a **burning vapor** hazard pours into the lair. After a minute, all creatures in the lair take 100 fire damage and Infyrana’s corpse is vaporized. An arcane caster can absorb the dragon’s elemental energy, ending the diffusion and perhaps gaining a 14th level *blessing of blazing fangs*. The PC makes a DC 30 Arcana check; if they fail they take d6 fire damage per point the check was failed by.

Red Dragon Wyrmling	Level 9 Soldier
Medium natural magical beast (dragon)	XP 400
HP 100; Bloodied 50	Initiative +9
AC 27; Fortitude 25; Reflex 22; Will 21	Perception +11
Speed 5, fly 7 (hover)	Darkvision
Resist 10 fire; Vulnerability 5 cold	
Standard Actions	
Ⓢ Bite • At-Will	
Attack: +17 vs. AC	
Hit: 3d6 + 6 damage and grabbed. When a creature ends its turn grabbed by the wyrmling they take bite damage again.	
↩ Breath Weapon • Encounter	
Attack: Close blast 5; +15 vs. Reflex	
Hit: 3d6 + 6 fire damage. Miss: Half damage.	
Triggered Actions	
⚔ Wing & Tail Buffet • At-Will	
Trigger: An enemy moves into flanking position.	
Attack (Immediate Reaction): +15 vs. Reflex	
Hit: 2d6 + 6 damage, and the target is pushed 1 square.	
Skills Bluff +10, Insight +11, Intimidate +10	
Str 20 (+9)	Dex 17 (+7)
Con 19 (+8)	Int 11 (+4)
	Wis 14 (+6)
	Cha 12 (+5)
Alignment evil	Languages Draconic

Infyrana, Red Dragon Mage (stage 3)	Level 14 Solo Controller
Huge natural magical beast (fire)	XP 5,000
HP 400; Bloodied 200	Initiative +15
AC 28; Fortitude 26; Reflex 26; Will 28	Perception +16
Speed 8, fly 10 (hover)	Darkvision
Saving Throws +5; Action Points 1	Resist 20 fire
Traits	
Draconic Alacrity	
Infyrana gets a second turn at her initiative count -15.	
Draconic Recovery	
At the end of each of her turns, Infyrana removes any dazed, dominated, stunned, immobilized, or restrained conditions.	
Roiling Flames • Aura 1	
Any creature beginning its turn in the aura takes 10 fire damage. Creatures with fire resistance take no damage but lose their resistance while in the aura.	
Searing Protection from Good	
Lawful Good and Good creatures attacking Infyrana in melee take 15 fire damage (max. once per round).	
Standard Actions	
Ⓢ Claw • At-Will	
Attack: Reach 2; +19 vs. AC	
Hit: 2d8 + 12 damage and pushed 1 square.	
↩ Breath Weapon (fire) • Recharge when bloodied	
Attack: Area burst 1 within 20 / Close blast 5; +18 vs. Reflex	
Hit: 3d12 + 12 fire damage. Critical remove fire resistance.	
Miss: Half damage.	
✳ Visions of Avarice (arcane, illusion, zone) • Daily	
Attack: Area burst 5 within 10 (enemies); +18 vs. Will	
Hit: Pull 4 squares toward origin of zone, and if target ends in or adjacent to that square they’re immobilized (save ends).	
Sustain Minor: The zone persists and Infyrana makes secondary attack in close burst 5 centered on zone’s origin square.	
✳ Wall of Ghosts (arcane, conjuration, necrotic) • Daily	
Effect: Area wall 8 within 10 squares; Infyrana conjures a wall of ghosts which blocks line of sight and is difficult terrain. Any creature starting adjacent takes 10 necrotic damage. A creature moving into or starting inside the wall takes 3d6+10 necrotic damage and loses 1d4 healing surges.	
Sustain Minor: The wall persists.	
Activate a Magic Item • At-Will	
Effect: Infyrana grabs an item from her hoard and uses it:	
1. Queen’s Staff: cast lightning bolt as per stage #1.	
2. Wand of Mesmeric Hold: ranged 10, 3 creatures, +18 vs. Will, 3d6+12 psychic, immobilized until end of Infyrana’s next turn.	
3. Cinder of Gazra: recharge and use Breath Weapon.	
4. Scroll of Silence: see Appendix.	
Move Actions	
Now, My Children! • At-Will faces of the dragon	
Requirements: Can only be used during Faces of the Dragon.	
Effect: Infyrana summons 3 red dragon wyrmlings.	
Minor Actions	
👁 Betrayal’s Gaze (charm, gaze) • At-Will faces of the dragon	
Requirements: Can only be used during Faces of the Dragon.	
Effect: Ranged 20; Target makes a DC 28 Insight check or takes 14 psychic damage and is convinced the party plans to betray them, and has no allies until end of the encounter. At the DM’s discretion, excellent role-play might negate this effect.	
Triggered Actions	
⚔ Tail Strike • At-Will	
Trigger: When an enemy moves adjacent.	
Attack (Opportunity): +18 vs. Fortitude	
Hit: 2d8 + 8 damage, pushed 2 squares and knocked prone.	
Faces of the Dragon (worldbreaker) • Encounter	
Trigger: When reduced to 200 HP and again at 30 HP	
Effect: Infyrana disappears into a gem. End all conditions on Infyrana and while in the gem she can only perform actions keyed to “Faces of the Dragon”. Until the gem in which Infyrana hides is broken a “Pillar of Arcane Absorption” targets enemies in the lair. See sidebar about the puzzle.	

Pillar of Arcane Absorption	Level 11 Empowerer
Hazard	XP 600
Trap/Trigger: A great pillar of ethereal purple flame descends upon Infyrana's lair while Faces of the Dragon is active, draining mages and magic items alike.	
Attack	
Targets: Magic items possessed by Infyrana's enemies, enemy arcane spellcasters in her lair, and ongoing spells of enemies.	
Effect (non-consumable magic items): Each round, PCs makes a save for one of their items or its powers are expended; if powers already expended or item has no powers, then it is reduced to residuum. For each item destroyed Infyrana recharges an arcane power.	
Effect (arcane spellcasters): Each round, 10 damage or lose an encounter or daily spell. If a caster has no such spells left, they are unable to cast spells until the hazard ends. For each caster reduced to no encounter or daily spells, Infyrana recharges an arcane power.	
Effect (ongoing spells of enemies): Each round, make a save for each ongoing spell; on a failure, it is dispelled.	
Countermeasures	
<ul style="list-style-type: none"> Destroying the gem Infyrana is hiding inside ends the hazard immediately. Infyrana's treasure hoard is not targeted, so any creature or item within the hoard is safe. 	

HOW TO MAKE A DRAGON...

Make sure to read thru this encounter carefully before running it - there's a lot going on!

I designed Infyrana using @AngryDM's 3-stage boss monster and @gamefiend's Worldbreaker idea. These can be found on the web at:

www.angrydm.com/201004/the-dd-boss-fight-part-1/
www.at-will.omnivangelist.net/2010/04/1511/

Each stage is self-contained, but if you find the dragon in a position where she really needs to draw on a power from another stage, go for it! It's the same dragon after all. The important things to keep separate are her traits & "Worldbreaker" powers.

PUZZLE: FACES OF THE DRAGON*

There is a miniature gem replica of the ten orbs of dragonkind in Infyrana's treasure hoard. During each "Faces of the Dragon", five of the gems glow and appear to contain NPCs the PCs have met in previous adventures (or in Dragon Mountain). However, one is actually Infyrana. Tailor these NPCs to suit your campaign. Until the puzzle is solved the Pillar of Arcane Absorption is active

Breaking a gem (standard action): Breaking the wrong gem deals 2d8+7 force damage to the PC who broke it and reduces the dragon's treasure. Breaking Infyrana's gem returns her to play anywhere within her treasure hoard (of the dragon's choice) and ends the Pillar of Arcane Absorption (and returns trapped NPCs to their bodies). Any creatures in whose space she would re-appear are pushed 2 squares.

Arcana DC 28 (minor action): It would appear these NPCs actually have had their consciousness shifted to the gems momentarily. The NPCs are most likely in a sleep-like catatonic state while this occurs, but may remember anything that transpires during this puzzle as a dream.

Clue, Intelligence DC 20 or Insight DC 28 (minor action): Deduce from either known information or the NPC's response, one of the NPCs who is not the dragon.

The dragon's DPR (damage per round) against a single target, assuming all attacks hit, is about 80, though that spikes to about 100 in stage #2. This is equivalent to the damage 4-5 monsters of 14th level would inflict. However, when you factor in area effects, ongoing damage, minions, and hazards, that number is significantly higher. That's a good thing, in my opinion, because solos tend to be under-powered.

Also bear in mind that the encounter with Infyrana was designed for a party of seven fairly optimized 13th level PCs. For a smaller or less optimized party, reduce the number of hazards and/or minions, and consider removing the Kobold Proving Grounds.

TREASURE HOARD

Coins, Gems, and Art Objects

- 70 pp and 40,000 gp and 47,000 sp (net weight 1,741 lbs.)
- ritual components worth 2,000 gp
- 10 gems worth 1,000 gp each (see Faces of the Dragon*)
- 2 gems worth 5,000 gp each (diamond, ruby)
- 6 art objects worth 2,500 gp each (mock golden dragon egg inset with gems, fine crystal silverware, pearl inlaid cherrywood harp, painting of moving flames, platinum drinking horn, gold statue of adventurer)
- golden dragon statue worth 10,000 gp (weight 1,000 lbs)

Magic Items

- Manual of Quickness in Action (see Appendix)
- “Anduvar”, Blade of Bahamut (AV, 19th), intelligent, LG, touch telepathy, +2 knowledge checks of dragons
- Wand of Mesmeric Hold +4 (PHB, 18th)
- Ring of the Radiant Storm (AV2, 17th)
- Queen’s Staff +3 (AV2, 15th)
- Heavy Shield of Fellowship (AV2, 15th)
- Greater Dancing Weapon +3 (MME, 15th)
- Prismatic Orb +3 (MM3, 15th)
- Crystal Ball of Spying (AV, 10th)
- Iron Ring of the Dwarf Lords (PHB, 14th)
- Sextant of the Planes (MotP, 13th)
- Cinder of Gazra (HOTEC, 12th)
- Belt of Dwarvenkind (MME, 7th)
- Infyran’s scales can be used to create Red Dragonscale Armor +4 (AV, 20th). Likewise, her claws can be used to craft a True Dragonslayer Weapon +4 (MME, 19th).

Potions, Scrolls, and Consumables

- Elixir of Clairvoyance (MME, 15th)
- Elixir of Treasure Finding (MME, 15th)
- Potion of Resistance, Fire (AV, 14th)
- Potion of Cure Moderate Wounds (MME, 10th)
- Scroll of Protection from Dragons (MME, 15th)
- Scroll of Silence (see Appendix)

Ritual Book

- Skull Watch (OG, 4th)
- Object Reading (AP, 5th)
- Easy Passage (DCD, 6th)
- Glyph of Warding (DRAGON405, 7th)
- Protection from Energy (DRAGON405, 7th)
- Detect Treasure (AP, 9th)
- Disorienting Portal (DCD, 10th)
- Drawmij’s Instant Summons (PHB, 12th)
- Sentinel Eye (DCD, 14th)
- View Location (PHB, 14th)
- Create Teleportation Circle (MOTP, 15th)
- Teleport Catcher (DRAGON366, 18th)
- View Object (PHB, 18th)

RANDOM TREASURE TABLE (D20)

1. Adventurer’s corpse with maps/notes, hidden 30 pp sewn into vest (Perception DC 24), and a **trapped scroll case** with a scrap inside that reads: “Stooid adventurers! Blood and caltrops, -the kobolds”
2. Adventurer’s corpse holding empty vial labeled “healing potion”, while a full vial of “poison” rests on a shelf (actually *potion of cure moderate wounds*).
3. Dwarven corpse with deathgrip on urn worth 2,500 gp.
4. Kobold corpse holding an unusual magic item (level 1d4+11) that seems to attract catastrophe.
5. Donkey corpse, saddle-bag holds 250 blood-stained gp.
6. Bandolier with *potion of the cold-blooded* and *potion of blood-cleansing* (see the Appendix).
7. A small chest trapped with **silverlust powder** contains 2,000 gp, pearl earrings worth 1,000 gp, and a cursed dagger that makes its owner grant combat advantage.
8. *Potion of delusion* (see Appendix) which appears to be a 19th level potion of vigor.
9. Electrum statue of Kurtulmak worth 2,500 gp surrounded by candles and animal sacrifices.
10. Cooking pot with shaker of *anti-monster seasoning* and bottle of *upchuck sauce* (see the Appendix).
11. Bait to lure a monster, DM’s choice (see trap page 38).
12. Exposed dwarven time capsule contains *scrolls of detect object*, *magic map*, and *object reading*, a simple locket (worth 500 gp to a dwarven NPC or rival dwarven adventurers), 500 gp in alchemic reagents, and writings warning of growing kobold threat.
13. 100-ft silk rope, grappling hook, and pitons.
14. Kobold bolt-hole with rations and water for 1 week, a kobold hurler-snatcher (DSH), **caltrops** (8 squares worth), and components to construct a **net trap** (5 minutes; must be trained in Thievery).
15. A collapsed wall with a small chest half-way thru it; contains thieves’ tools, a *potion of trap-finding* (see Appendix), and a *nail of sealing* (AV, 4th).
16. Dwarven stockade containing plentiful rusting arms & armor, 15 mithral bars worth 100 gp each, and a cask of ancient dwarven ale worth 500 gp to a collector.
17. A kobold hurler-snatcher (DSH) holding a 500 gp gem.
18. Barrel of oil, 3 *blastpatches* (AV, 14th), flint & steel, and lots of kindling paper - among which is a *scroll of remove affliction* and a land deed.
19. Bottle of *sovereign glue* (AV, 8th) and a bottle of *universal solvent* (AV, 10th) with labels switched. Arcana DC 28 properly identifies them.
20. A faintly glowing large chest trapped with **silverlust powder** contains 5,500 gp, bronze ewer with handle in the shape of a red dragon worth 1,500 gp, and a *glowstone* (AV, 10th).

CONCLUDING THE ADVENTURE THE PLAYTEST

EXPERIENCE

Completing the major quest	3,500
Completing a minor quest	700
Keyed areas / random encounters	variable
The Great Chasm	5,300
Dragonstrike Force	5,000 (approx.)
Rooftop Flaming Death	5,000
Temple of Fire & Blood	6,300
Under-Mines	5,500
Molokac's Fungal Fury	5,100
Garunaak's Ambush	4,800
Hagniar's Rot Grub Bootcamp	5,100
Crusher's Kobolds	5,000
Harlichak's Gelatinous Doom	4,800
The Arena	5,300
Golem Works	5,800
Dwarven Burial Chamber	7,900
Gagranax's Rust Monster Cavalry	5,150
Wyrmling Hatchery	5,900
King of the Kobolds	6,100
Approach to the Lair	6,600
Infyrana's Lair	21,300

MUSINGS FROM THE MOUNTAIN...

How do we transport all this treasure?
 Any lingering curses or diseases we need to take care of?
 Where do we bury our donkeys and henchmen?
 Any collectors we should look up to sell rare art objects?
 Did we gain any kobold captives or hirelings?
 If we escorted prisoners to safety, what becomes of them?
 Did Infyrana escape or bargain with us? Is she dead?
 Who moves in to fill the power void after Infyrana's death?
 How long has it been? What has happened in the world?
 Did we disable the planeshift ritual? Or did we leave the Mountain to find ourselves on another plane?

The Kobold Says:

This is a free fan effort, not intended as a challenge to any copyright holders. No one should make any gold off this... except us kobolds.



Between January and April 2013 my gang of seven players blitzed Dragon Mountain 4e. Over the course of the adventure, they triggered every damn trap the kobolds could throw at them... and created a few of their own! They responded to the bag of devouring by placing it in a bag of holding and creating a sphere of annihilation. They broke thru the damaged Arena floor and descended 100' of rope into the Underground River. They collapsed a huge portion of the mines on a hive of rust monsters, rendering my painfully rendered maps moot. They forced me to improvise at every turn, all while turning gelatinous cubes against the kobolds and complaining the treasure was junk. In short, they were a superb playtest group.

Kobolds dead? ~230 (not counting the horde)
 Dragons dead? 1
 PCs dead? 0

The biggest lesson from our playtest was that this adventure is meant to be dynamic, and needs to respond to the (crazy) actions taken by the PCs without pulling punches. Let them panic. Let them blow stuff up. Let them get in deep only to realize they're desperately low on resources. I may have been too easy on my group and I think that hurt the kobolds' credibility a bit. But, as I always say, there are more kobolds where those came from!

Now that this conversion is in a (mostly) playtested and final state, feel free to run it for your players. Let others on different websites and blogs know it is out there. Comment in the ENWorld thread with your stories and feedback.

Good gaming!

- Aaron (@Quickleaf on ENWorld)

LINKS

The Dragon Mountain 4e thread at ENWorld where the nuts and bolts of conversion/design were discussed, and some of my players share their experience:

[www.enworld.org/forum/showthread.php?331204-Dragon-Mountain-\(4e-conversion\)/](http://www.enworld.org/forum/showthread.php?331204-Dragon-Mountain-(4e-conversion)/)

Our campaign log at Obsidian Portal (Dragon Mountain spans sessions #4 - #13):

www.obsidianportal.com/campaigns/banner-marches/

APPENDIX: MAGIC ITEMS

Cube of Force, Lesser	Level 10
<i>A shimmering cube which can erect a force barrier.</i>	
Wondrous Item	5,000 gp
Power (Daily): Standard Action. Conjure a wall of force (8 squares long, up to 3 squares high) within 10 squares that blocks line of effect and movement (including phasing). It has 50 hit points.	
Sustain Minor: The wall persists.	

Anti-Monster Seasoning	Level 11
<i>A shaker of foul smelling roots and... who knows what.</i>	
Alchemical Item	350 gp
Power (Consumable): Standard Action. Coat yourself or an ally in the seasoning; for the next 5 minutes you or your ally will not be attacked by monsters of a certain type unless you attack them first. Each seasoning is keyed to a certain kind of monster (the DM should choose one appropriate to the adventure).	

Upchuck Sauce	Level 11
<i>This bottle contains a thick sauce that smells of mustard seeds, fish guts, and spoiled milk.</i>	
Alchemical Item	350 gp
Power (Consumable): Standard Action. Coat yourself or an ally in the sauce (lasts until bathing), trick a monster into eating it, or throw it into a monster's mouth. The monster spits out anything it has swallowed when it tastes the sauce.	

Potion of the Cold-Blooded	Level 12
<i>A tangy green potion with a mighty kick.</i>	
Potion	500 gp
Power (Consumable): Minor Action. Spend a healing surge but instead of regaining hit points, gain the reptile keyword and you are no longer considered a mammal for the next 5 minutes. This is useful against creatures/traps that sense heat or myco-toxins effecting only mammals.	

Potion of Trap-Finding	Level ?
<i>A foggy silvery potion with vague images floating within.</i>	
Potion, Cursed	? gp
Power (Consumable): Minor Action. For the next 5 minutes the imbiber is subconsciously drawn to traps (roll on RANDOM TRAPS TABLE on page 8).	

Potion of Blood-Cleansing	Level 12
<i>A bitter draught of pale brown liquid with particulate.</i>	
Potion	500 gp
Power (Consumable): Minor Action. Spend a healing surge but instead of regaining hit points, end any ongoing poison damage/effects as well as any other potions effects. Regain any death saves lost to poison.	

Potion of Ironskin	Level 14
<i>A potion with the consistency of liquid mercury.</i>	
Potion	800 gp
Power (Consumable): Minor Action. Spend a healing surge but instead of regaining hit points, your skin turns into iron, you're slowed and gain resist 10 against weapons until the end of the encounter. You also become vulnerable to rust attacks, and if you are ever "rusting" you take double damage from rust attacks.	

Scroll of Silence	Level 15
<i>This scroll contains long-forgotten magic, causing a mage to fall mute and be unable to cast spells.</i>	
Scroll	1,000 gp
Requirement: You must be able to cast arcane spells.	
Power (Consumable): Standard Action. Area burst 1 within 20. <i>Target:</i> each creature in area; <i>Attack</i> +18 vs. Will; <i>Hit:</i> Cannot speak or cast spells (save ends).	
Special: When you use this scroll, you must expend a healing surge.	

Manual of Quickness in Action	Paragon
<i>This thick tome contains tips on exercises to cultivate coordination, balance, and manual dexterity.</i>	
Minor Artifact (Manual)	
Power: Read the book over the course of a week and practice its teachings. After that time the DM gives you a puzzle or test of some kind. If you solve it, gain a permanent +2 bonus to Dexterity. If you can't solve it, you must wait till you level up before trying to decipher the book's teachings again. Once used, it vanishes.	

Potion of Delusion	Level ?
<i>A vermillion liquid which induces fleeting vigor.</i>	
Potion, Cursed	? gp
Power (Consumable): Minor Action. Spend a healing surge but instead of regaining hit points, the imbiber thinks they've gained 25 temporary hit points when, in fact, they have not.	