



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. 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.

I’ve relied on several sources in this conversion. Thanks to:

- The infamous “Tucker’s Kobolds” from DRAGON #127 by Roger E. Moore.
- “Creature Incarnations: Kobolds” from DRAGON #364 by Mike Mearls.
- The great *Fourthcore* blog and PDFs by Sersa Victory.
- ENWorld’s invaluable gamer community.
- My gaming group who suffers 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. Most return empty-handed with dread tales of countless 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. Dragon Mountain uses some monsters from the Monster Vault published by Wizards of the Coast - they're marked with a (MV) at the end. You'll need that book or DDi for their stats. Also, this conversion references some traps from Fourthcore's Undermountain Mechanical Traps Reference Cards PDF which you'll need to download. Having a copy of Dragon Mountain is recommended but not necessary.

THE DRAGON INFYRANA

In this conversion Infyrana is a mature adult dragon, not an ancient wyrm (otherwise the PCs would have no prayer against her). However, she is a master of magic and is exceptionally cunning.

THE 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.	

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

Page 15 describes a phenomenon unique to Dragon Mountain called "Weight of Hundred Eyes", which represents the ongoing threat that exploring the mountain poses to adventurers.

HANDOUTS

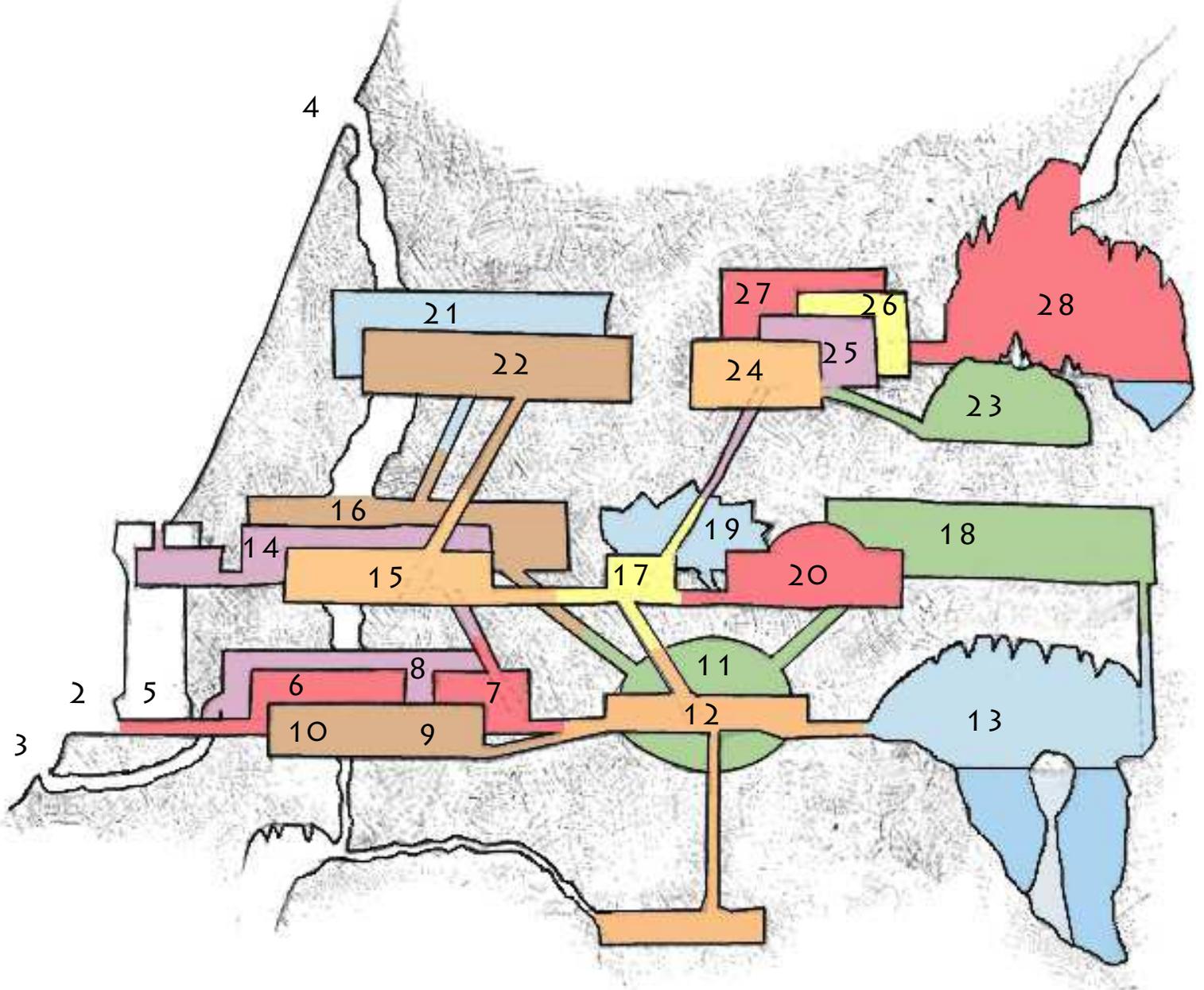
There are two types of player handouts: map fragments (A-D) and adventurer's journals (1-9). They appear in the back of the adventure, and are called out with **purple text**.

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.
- Underlined text is relevant to my home campaign only.
- An (*) asterisk indicates a trap described in the Fourthcore *Undermountain Mechanical Trap Reference Cards* PDF, available at: www.slamdancr.com/wp/hardcore-essentials/

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. (DM's Option)
- 27. Approach to the Lair
- 28. Infyrana's Lair

What's with the colors? The original module's maps were color-coded and the editor retained that for consistency's sake for anyone using the boxed set. Bear in mind, there are three changes the editor 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. 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 one success this way.
- **Well-Prepared:** A PC may gain an automatic success simply by having the right piece of equipment at the right time.
- **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 7 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 14 hours descending before they reach the Bell-Chasm District, each loses 2 healing surges, and they need some sleep.

EXPLORING DRAGON MOUNTAIN

Skill Challenge (12 successes before 3 failures; DC 20)

Penetrating beyond the entry areas into the upper levels of the mountain complex is designed as a skill challenge. The players make checks, cast spells, use abilities, or come up with creative ideas as appropriate to the scene described by the DM and the overall situation of Dragon Mountain. The DM can award automatic successes for particularly clever ideas or expenditure of significant resources.

Each check (or the equivalent) the PCs make toward the skill challenge requires a roll on the ENCOUNTER TABLE.

GENERAL CONDITIONS

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).

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.

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 Failed Check: The PCs suffer an unfortunate circumstance - roll or choose on the CALAMITY TABLE. The PCs spend 14 hours exploring, before and after dealing with whatever calamity befalls them, and need some sleep.

3 Failures: The kobolds adapt, reset traps, renew guards, and slaughter/kidnap any horses or hirelings waiting outside the mountain. Assuming the PCs wish to keep exploring, reset failures to 0, and successes to either 4 or 8.

SUCCESS

For every 4 successes, the PCs can reach a new level of Dragon Mountain. Depending on how they enter the mountain, 4 successes might open up LEVEL ONE or LEVEL TWO for example.

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! All 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 as "Goldy". 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 50-70 kobolds), in addition to the encounter you rolled up. The PCs gain no XP for beating the horde.
- 8 **The Dragon Sees Us!** Infyrana spies on the PCs with her magic and kobolds. Increase the stage of "Weight of Hundred Eyes" and include a run-in with kobold commandos, regardless of the random encounter roll.
- 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 excavates 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 changed 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.

ENCOUNTER TABLE (D12)

d12	Kobolds?	Traps?	Special?
1	✓ x 2		✓ x 2
2-3	✓		✓
4-6		✓ x 2	
7-9	✓	✓	
10-11		✓	✓
12	✓	✓	✓

KOBOLDS TABLE (D12)

- One kobold or a handful of kobolds. Try rolling on the WHAT'S THAT KOBOLD DOING? table (page 31).
- 6 kobolds and 4 archers.
- 4 trappers, 4 archers, and 4 slingers.
- 6 pikers and 8 archers.
- 8 kobolds, 4 slingers, and 4 trappers.
- 10 kobolds, 6 archers, and 1 wyrm priest.
- 10 kobolds, 6 slingers, and 4 pikers.
- 12 kobolds, 6 trappers, and 6 archers.
- 12 kobolds, 8 pikers, 8 archers, and 1 wyrm priest.
- 15 kobolds, 8 archers, 8 trappers, and 1 wyrm priest.
- 15 kobolds, 8 slingers, 8 archers, and 8 pikers.
- Dragonstrike Force** (the odds of encountering the strike force can change as noted on page 15).

WHAT'S THE SITUATION? (D12)

- Kobolds are fleeing a monster or inter-clan skirmish, but don't want to appear cowardly.
- Kobolds repairing or setting up a trap.
- Kobolds lurking in ambush (Stealth +13).
- Kobolds transporting raw goods via mine cart or beasts of burden (beetles, lizards, frogs, weasels).
- Inexperienced kobold doubtful about chances of surviving adventurers getting pep talk from elders.
- Kobolds squabbling over who gets what loot.
- Kobolds making up story about what to tell the chief about their recent bungled mission.
- Half the kobolds are napping off hangover, others are trying to open a cask of ancient dwarven ale.
- Kobolds tormenting a monster caught in a trap.
- Kobolds from one clan are fighting kobolds from another; if left unmolested, half kobolds survive.
- Kobolds playing a primitive game like Skull-Skull, Kick-a-Gnome, Chiefgreat, or Whatsa Potion.
- Kobolds bearing tribute for the dragon or otherwise revering the dragon; perhaps any wyrm priests present make a sacrificial offering?

SPECIAL TABLE (D12)

- Covered in flammable oil:** If lit on fire everyone in passage takes ongoing 6 fire damage (save ends).
- Cramped:** Medium creatures must squeeze; move 1/2 speed, grant combat advantage, and -5 attack.
- Elevation Change:** A ledge 20-30' up, a yawning chasm, or a vertical shaft.
- Eldritch influx:** A square of arcane energy can be channeled to recharge a magic item or a spell.
- Idol of Kurtulmak / Defiled Moradin Shrine:** Encounter or daily attack powers used by non-kobolds automatically miss. Channel Divinity can be used once any kobolds are defeated to purify the shrine, granting that PC one use of the dwarven "Stand Your Ground" racial power.
- Loadstone:** Difficult terrain, -2 ranged attacks, pulls heavy armor wearers 2 squares each round.
- Murder holes/arrow slits:** Grant attackers total cover (-5 hit). Add 4 kobolds to the encounter.
- Open-air fissure:** If Infyrana is aware of the PCs, she may make a strafing breath attack here. DC 20 group Athletics check finds a way out of mountain.
- Obstacle:** A dwarven spiked barricade (total cover, 8 damage if forced into it, AC/R 5, F 16, hp 80), sludge pit (immobilized, DC 13 Str escape, difficult terrain), portcullis (tiny gaps kobolds squeeze thru, DC 28 Str open), or caved-in passage.
- Slaves:** 1d12 svirfneblin, squeaker, human, gnome, or dwarven slaves in no condition to fight.
- Treasure:** Roll on the RANDOM TREASURE TABLE.
- Warning Bell:** If sounded, the bell attracts kobolds toward it in 1d6 rounds (roll on KOBOLDS TABLE).

TRAPS TABLE (2D12)

- | | |
|--|---|
| 2 Falling Iron Portcullis | 13 Gas* |
| 3 Caltrops | 14 Scything Blades* / Thrusting Blades* |
| 4 Net Tap / Weighted Net* | |
| 5 Monster Bait | 15 Door Darts* / Dart Wall* |
| 6 Crawlies Trap Door | 16 Levers* |
| 7 Skull-Skull Gauntlet | 17 Ejector Plates* |
| 8 Dire Hornet's Nest | 18 Tripwire* |
| 9 Rusty Chute of Doom | 19 Falling Floor* |
| 10 Sneaky Deadfall/
Falling Blocks* | 20 False-Floor Pit* |
| 11 Wishbone Trap | 21 Rolling Boulder* |
| 12 Steel Jaw Neck-Snapper | 22 Dwarven Sentry Skull |
| | 23 Hanging Adventurer Corpses |
| | 24 Widow's Hair / Brown Mold |

* Indicates a trap detailed in Fourthcore's Mechanical Traps PDF which should be of the same level as the PCs.

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.

In my campaign, the Nic'Epona messenger's corpse is here.

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 line 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: "Dreddnouts 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** (see page 15).

In my campaign, the burned corpse of Lucas who ventured with Kirito lies here at the base of a fissure

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.
- 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).
- Elven quarters with a healing fountain (4 HP/person/day). A thorough search turns up an *elven cloak +3*.

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 false-floor pits*** (level 12) coated with oil.

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.

Adjoining areas include:

- A meeting hall where **12 kobolds** are plotting their next attack. If any kobolds of Dragonstrike Force fled here, they were javelined to death.

LEVEL ONE (CONT.)

- Barracks and mess hall with **15 kobolds** and **8 pikers**.
- Torture/interrogation room, **1 kobold** torturer.
- Prison cells with several kobolds who will promise to aid their rescuers (though one will betray the PCs), one cell with possible village captives, and one with Giliana Brightbough (level 1 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 to the tunnel between the **Under-Mines** and the bottom of the **Great Chasm**. This is also a great spot to make some checks for **Exploring Dragon Mountain**.

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 smelted or lit on fire...a trick the kobolds are well aware of.

Adjoining areas include:

- Mined-out tunnels with **dwarven trap haunt (MM)** who died in a pit trap. 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 dragon breath*, 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* and/or a hallucinatory mushroom.
- 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. In my campaign these corpses are Taern who ventured with Kirito, Zolar's past life corpse, and one of the rival dwarves.

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 10 vials of *bloodstinger poison* (13th level, AV).
- Ballistae towers, each manned by 5 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 now coats the area around it (slowed or Acrobatics DC 13 to avoid falling prone).

When the PCs make their presence known in this area, a kobold called Farkunmal who appears to be a prophet of Kurtulmak prostelyzing kobold traders will attempt to parlay with them. 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 wympriests** (Clan Gnarled Fang) launch a surprise attack (hidden DC 23) with a **skull-skull gauntlet**.

19. CRYSTAL CAVERNS

##

Kobold crystals have grown throughout the caverns. Several kobolds can be found here, wandering in a daze.

20. PATRICIAN'S QUARTER

##

Nolzur's Marvelous Pigments (MME, 7th)

Adjoining areas include:

- **The Arena** (see encounter on page 14)

LEVEL THREE

21. SMITHY'S QUARTER

##

Shield constructs (see page #)

Adjoining areas include:

- **The Golem Works** (see encounter on 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** (see encounter on 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. DM'S OPTION

The original module had this area as a second headquarters for Clan Wyrmguard. Instead I've provided two options a DM can choose from, or even use both:

Planeshift Focus Chamber - A room humming with High Magic that governs the planeshifting properties of Dragon Mountain. See encounter page 31.

Wyrmling Hatchery - An unusually hot humid room full of dragon eggs. See encounter page 32.

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: “WAIT, SOMETHING ISN’T RIGHT…”

- Dragonstrike Force: 11-12 on the KOBOLDS TABLE.
- All kobolds gain First Strike (combat advantage versus enemies that haven’t acted yet on the first round).

STAGE 2: “SWEAR I SAW A KOBOLD…”

- Dragonstrike Force: 10-12 on the KOBOLDS TABLE.
- All kobolds gain +2 Stealth, and the DC to notice their traps increases by +2.

STAGE 3: “THE MOUNTAIN IS AFTER US”

- Dragonstrike Force: 9-12 on the KOBOLDS TABLE.
- Add an extra trap to Dragonstrike Force encounters.
- 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 20).

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.
- Add 5 commandos to Dragonstrike Force encounters.
- 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*

Trying to rest, no precautions
A “loud” encounter
A PC is abducted
Failing an encounter

DECREASING THE STAGE*

Resting with special wards
Avoiding an encounter
Rescuing captives
Defeating the commandos

*Certain “iconic” encounters might change the stage.

DRAGONSTRIKE FORCE

LEVEL 14+ ENCOUNTER

Unlike other encounters, this recurring one is not keyed to a specific location. While the Dragonstrike Force kobolds 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 extreme 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 unless victory is assured. They soon retreat 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	Initiative +13 Perception +12 Darkvision
Traits	
Sneak Attack	
The kobold deals double damage with combat advantage.	
Standard Actions	
① Javelin • At-Will	
Attack: +15 vs. AC; Hit: 8 damage.	
Effect: Shift 3 squares after the attack and make a Stealth check with any cover / concealment.	
☞ 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	
Narrow Escape • At-Will	
Trigger: When an area / close 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)

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)
- False-Floor Pit* (level 12)

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 is blanketed in smoke.

Standard Actions

✳ Keg of Oil

Attack: Area burst 1 within 5; +12 vs. Reflex
Hit: 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.
Miss: Slides out of the burst to a square of target's choice.
Effect: 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)	Wis 14 (+5)
Con 17 (+6)	Int 2 (-1)	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)

Kobold Wheel Calendar (elite 12, xp 1400)
 Puzzle - alchemical/kobold culture/ecology, potion drinking to stave off lethal magical fire

SETUP

This encounter includes the following challenges:

- 50 kobolds (Clan Blood)
- 10 kobold wyrmpriests (Clan Blood)
- Kobold Chief (Galatak)
- Fires of Kurtulmak
- Kobold Wheel Calendar

war, mining, stealth, trickery, trap

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 powers used by non-kobolds to automatically miss. PCs may attempt an impromptu skill challenge (complexity I) to negate this effect, or can simply attack the idol (AC/Ref 4, Fort 13, HP 60).

In my campaign, the Nic'Epona totem is on the altar.

Falling walls with some kind of map/diagram

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

10 holy symbols of Kurtulmak (spiked bleeding skull)

If the PCs overtake the temple and decimate clan Blood, all other kobolds in the mountain suffer -1 morale.

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	
<ul style="list-style-type: none"> • Solve the Kobold Calendar Wheel puzzle. 	

UNDER-MINES

LEVEL 14 ENCOUNTER

LEVEL ONE-12 (Mines)

In my campaign, Brimli (Kirito's companion) fell down pit into Under-Mines, his ghost - trap haunt - lingers in mines.

SETUP

This encounter includes the following challenges:

- 20 kobolds (Clan Kneebiters)
- Kobold Chief (Snivaraan)
- Umber Hulk (MV)
- 2 Falling Floor - Iron Funnels* (level 13)
- 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 umber 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 two mine supports 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.

Umber 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	
⚔ Claw • At-Will	
<i>Requirements:</i> Must not have a creature grabbed.	
<i>Attack:</i> Reach 2; +17 vs. AC	
<i>Hit:</i> 3d6 + 10 damage.	
⚔ Grabbing Double Attack • At-Will	
<i>Effect:</i> The umber hulk makes two claw attacks. If both attacks hit the same target, the target is grabbed (until escape).	
Rend • At-Will	
<i>Effect:</i> (A creature grabbed by the umber hulk); The target takes 40 damage.	
Other Powers	
↩ Confusing Gaze (gaze, psychic) • At-Will	
<i>Action:</i> Minor 1/round.	
<i>Attack:</i> Close blast 5 (creatures); +15 vs. Will	
<i>Hit:</i> Slide the target 5 squares and they're dazed until end of the umber 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 umber 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 (see **Handout ###**)