

MOLOKAC'S FUNGAL FURY

LEVEL 14 ENCOUNTER

LEVEL ONE-13 (Underground River)

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, Mangled Fist Chief

Level 13 Minion Controller (Leader)

Small natural humanoid

XP 200

HP 1; missed attacks never damage minions

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 hit by a 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"><li>Risk reaching into the bag yourself, with the specific intention of pulling out the victim.</li><li>Placing the bag in an inter-dimensional space (e.g. Leomund’s secret chest) frees the victim.</li><li>Casting <i>dispel magic</i> on the bag releases the victim.</li><li>DC 30 Acrobatics/Athletics &amp; 10 damage escapes.</li><li>Cutting bag from outside sends victim to Astral.</li></ul>	

Garunaak, Black Death Chief	Level 13 Minion Artillery
Small natural humanoid	XP 200
HP 1; missed attacks never damage minions	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).

TREASURE

Garunaak has a vial of *bloodstinger poison* (AV, 13th), and any arrows he didn’t use: *lightning arrow* +3 (AV2), *onslaught arrow* +2 (AV2), *spider arrow* +3 (AV2).

HAGNIAR'S ROT GRUB BOOTCAMP

LEVEL 14 ENCOUNTER

LEVEL TWO-15 (Animal Husbandry)

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
⌚ <b>Slingshot, Rot Grub Launcher • 4 shots</b>
<i>Requirement:</i> Two slingers make a joint attack
<i>Attack:</i> Ranged 10; +16 vs. AC
<i>Hit:</i> A rot grub mass swarm appears engulfing the target.
<i>Miss:</i> 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	Initiative +4
AC 20; Fortitude 20; Reflex 18; Will 18	Perception +2
Speed 6	Darkvision
Immune rot grub infestation	
Standard Actions	
⬇ <b>Slam • At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +11 vs. AC	
<i>Hit:</i> 4d6 + 8 damage.	
<i>Effect:</i> If the target is bloodied, it is exposed to rot grub infestation.	
Other Powers	
<b>Corpse Collapse</b>	
<i>Trigger:</i> When the zombie dies.	
<i>Effect:</i> 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	Initiative +9
AC 23; Fortitude 23; Reflex 23; Will 23	Perception +8
Speed 5	Darkvision
Immune melee and ranged attacks	
Traits	
<b>Swarm Attack • Aura 1</b>	
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	
⬇ <b>Infesting Bite • At-Will</b>	
<i>Attack:</i> +17 vs. AC	
<i>Hit:</i> Ongoing 5 damage (save ends).	
<i>1<sup>st</sup> Failed Saving Throw:</i> Ongoing 10 damage (save ends).	
<i>2<sup>nd</sup> Failed Saving Throw:</i> 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 Horner'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 horner'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 PCs 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, Clan Humanbane Chief		Level 13 Minion Lurker (Leader)	
Small natural humanoid		XP 200	
HP 1; missed attacks never damage minions		Initiative +17	
AC 27; Fortitude 25; Reflex 26; Will 25		Perception +13	
Speed 6		Darkvision	
Traits			
Menace of the Meek • Aura 2			
Crusher and allies do 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			
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)
- False-Floor Pit\* (level 13)
- 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"><li>Being immersed in the cube and using two minor actions or a standard action to grab the spheres.</li><li>Readying a move action to catch a sphere.</li><li>Casting <i>mage hand</i> inside the gelatinous cube.</li></ul>	

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)
- Umber Hulk, in my campaign replace with Cave Troll
- 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 **thrusting blades\*** (13th level) 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)

### 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 those trouble-makers in Clan Wishbones unearthed the Golem Works and have started tinkering with constructs like a filthy gnome! 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. 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.	
Standard Actions	
Ⓢ Slam • At-Will	
Attack: Reach 2; +18 vs. AC; Hit: 4d6 + 6 damage.	
Str 23 (+12)	Dex 9 (+5) Wis 15 (+8)
Con 17 (+9)	Int 6 (+4) 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"> <li>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).</li> <li>Dispel magic allows the player to draw 14 blocks.</li> </ul>	

## 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)

SETUP

This encounter includes the following challenges:

- 20 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 AC 31; Fortitude 28; Reflex 26; Will 27 Speed 5 phasing Immune charm, sleep, poison	Initiative +9 Perception +15 Truesight 10
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) Wis 17 (+10)
Con 20 (+12)	Int 10 (+7) 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 AC 33; Fortitude 33; Reflex 24; Will 24 Speed 6 cannot shift Immune disease, poison, sleep Saving Throws +2; Action Points 1	Initiative +8 Perception +7 Darkvision
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) Wis 8 (+7)
Con 24 (+15)	Int 3 (+4) 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)

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"><li>Send a hireling or don’t take any metal at first.</li><li>Douse the stairs with water before going up.</li></ul>	

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

In my campaign, re-skin the Stormstone Fury as Zolar’s ancient grimoire. Killing Nahal frees the grimoire.

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		Initiative +18	
AC 28; Fortitude 26; Reflex 27; Will 26		Perception +9	
Speed 6		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.			
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.