

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

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

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

## TREASURE

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

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

# PLANESHIFT FOCUS CHAMBER

# LEVEL 15 ENCOUNTER

LEVEL THREE-26 (DM's Option)

## SETUP

This encounter includes the following challenges:

**Planar Vortex (14 elite hazard)**

**Skill Challenge** (level 14, complexity IV)

## SKILL CHALLENGE:

### DISPELLING THE PLANESHIFT FOCUS

10 successes before 3 failures; DC 21/30

In order to even attempt this skill challenge, the PCs must have the Amulet of Dragon Warding.

#### Strategies:

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#### Success

Dragon Mountain ceases to shift through the planes (this becomes permanent once Infyrana is dead), and the PCs may shift it one last time to a plane of their choice. If Infyrana is still living, she can't leave Dragon Mountain for the next 24 hours as the magic backlashes against her.

#### Failure

### The Kobold Says:



*Infyrana used High Magic to enchant Dragon Mountain so that the entire mountain planeshifts when she performs a ritual. In the original module this was in the background. Now the PCs have the chance to prevent Dragon Mountain from planeshifting \*and\* prevent Infyrana from fleeing her lair in one fell stroke. However, DM and player beware, as this skill challenge includes dire consequences such as being transported to another plane or being cursed to die should the PC ever leave Dragon Mountain.*

# WYRMLING HATCHERY

# LEVEL 15 ENCOUNTER

LEVEL THREE-26 (DM's Option)

## SETUP

This encounter includes the following challenges:

**12 kobold dragonshields** (Clan Wyrmguard)

**4 kobold wyrmpriests** (Clan Wyrmguard)

**Red Dragon Wyrmling**

**False Dragon Eggs**

**Gas\*** (level 13, poison, a myco-toxin affecting mammals only)

**Dwarven Sentry Skull**

## TACTICS

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

The wyrmpriests in this encounter share this power:

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

The dragonshields in this encounter gain these traits:

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

## FEATURES OF THE AREA

**Lightly Obscured:** The poisonous vapors in the chamber grant concealment to everything further than 5 squares.

**Dragon Illusion:** (Insight DC 30) Once the PCs enter, they see the silhouette of a huge dragon looming over the kobolds and wyrmlings as if in a protective stance. The illusion makes noise, warning the PCs away in Infyran's voice. The wyrmpriests try to sell the illusion by casting a flaming sphere when it "breathes fire."

## TREASURE

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

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

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

## THE KOBOLDS OF DRAGON MOUNTAIN

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

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

### KOBOLD NAMES

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

### RULES OPTION: MINION CRITICALS

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

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

### The Kobold Says:



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

### WHAT'S THAT KOBOLD DOING? (D20)

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

### RULES OPTION: MORALE SAVE

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

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

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

### Modifiers:

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

## KOBOLD CLANS

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

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

## KOBOLD TACTICS (D12)

1. Guerilla tactics, harrying PCs at range, then retreating through honeycombed passages only small characters can squeeze through, or through a trapped passage.
2. Several kobolds Aid Attack for one ally and then shift away from danger immediately after.
3. Dogpile a single PC (an aided grab attack) and either hold them for pikers to attack with impunity or drag them into a trap (sacrificing a kobold in the process).
4. One kobold trapper pretends to be caught in a trap while kobolds lurk in the shadows to ambush the PCs.
5. Kobolds drag sack of coins (1d6 x 100 silver) near a hidden trap trigger; once the PCs spot them, they flee while loudly bemoaning their "lost treasure."
6. Kobolds covered in gore/pheromones retreat through territory of a monster; the monster ignores the gore-covered kobolds in favor of the PCs.
7. Kobolds firing arrows/javelins baited with a lure that attracts a specific kind of monster.
8. Traps with safety switches, which kobolds switch "off" in previously "cleared" rooms.
- 9.
- 10.
- 11.
- 12.

## KOBOLD VICTORY CHART (D12)

*If a kobold manages to drop an adventurer:*

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

*The Kobold Victory Chart is by Mike Mearls:*

[www.mearls.livejournal.com/145866.html](http://www.mearls.livejournal.com/145866.html)

## UNIVERSAL KOBOLD TRAITS

All kobolds in this module share the following traits:

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

## KOBOLD CLAN TRAITS

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

## KOBOLD THIEVES

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

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

## KOBOLD KIDNAPPERS

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

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

A wympriest with the kidnapers knows the sleep spell:

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

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

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

### BLACK-FLETCHED POISON ARROWS

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

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

### RUSTY WEAPONS & GANGRENE

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

#### Level 4 disease

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

**Stage 1:** -2 attack

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

**Stage 3:** infected limb withers and falls off

**Stage 4:** creature dies

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

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

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

## FIRE BOMBS

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

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

## NETS

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

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

## RUST BOMBS

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

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

Kobold Dragonshield		Level 10 Minion Soldier	
Small natural humanoid		XP 125	
HP 1; a missed attack never damages a minion		Initiative +8	
AC 26; Fortitude 23; Reflex 21; Will 22		Perception +7	
Speed 5		Darkvision	
Resist 10 fire			
<b>Traits</b>			
<b>Mob Tactics</b>			
The kobold gains +1 bonus to attack per kobold ally adjacent to the target (max +5).			
<b>Standard Actions</b>			
Ⓣ <b>Javelin • At-Will</b>			
Attack: +17 vs. AC			
Hit: 9 damage and marked until end of the kobold's next turn.			
<b>Triggered Actions</b>			
<b>Narrow Escape • At-Will</b>			
Trigger: A close or area attack misses the kobold.			
Effect (Immediate Reaction): The kobold shifts 3 squares.			
<b>Tactical Shift • At-Will</b>			
Trigger: When an enemy moves adjacent or an adjacent enemy moves/shifts away.			
Effect (Immediate Interrupt): The kobold shifts 1 square.			
<b>Skills</b> Athletics +13, Stealth +11, Thievery +11			
Str 16 (+8)	Dex 13 (+6)	Wis 14 (+7)	
Con 13 (+6)	Int 10 (+5)	Cha 11 (+5)	
<b>Alignment</b> evil <b>Languages</b> Common, Draconic			

Kobold Wymppriest		Level 11 Minion Controller (Leader)	
Small natural humanoid		XP 150	
HP 1; missed attacks never damage minions		Initiative +5	
AC 27; Fortitude 22; Reflex 23; Will 24		Perception +9	
Speed 6		Darkvision	
<b>Traits</b>			
<b>Faith of the Wym • Aura 10</b>			
Kobold allies in the aura gain +4 defenses.			
<b>Standard Actions</b>			
Ⓝ <b>Fire Missile • At-Will</b>			
Attack: Ranged 20; +15 vs. Reflex			
Hit: 8 fire damage.			
↘ <b>Heat Metal • At-Will</b>			
Attack: Ranged 10 (one metal weapon or armor); +15 vs. Fortitude			
Hit: 4 ongoing fire damage (save or dropping object ends).			
<b>Minor Actions</b>			
<b>Shifty • At-Will</b>			
Effect: The wymppriest shifts 1 square.			
↘ <b>Lights Out • At-Will</b>			
Effect: Ranged 10; A light source is extinguished.			
<b>Triggered Actions</b>			
<b>Narrow Escape • At-Will</b>			
Trigger: A close or area attack misses the wymppriest.			
Effect (Immediate Reaction): the wymppriest shifts 3 squares.			
<b>Skills</b> Stealth +11, Thievery +11			
Str 9 (+4)	Dex 10 (+5)	Wis 18 (+9)	
Con 12 (+6)	Int 12 (+6)	Cha 12 (+6)	
<b>Alignment</b> evil <b>Languages</b> Common, Draconic			

Kobold Chief		Level 13 Minion Soldier (Leader)	
Small natural humanoid		XP 200	
HP 1; missed attack never damages a minion AC 29; Fortitude 25; Reflex 26; Will 25 Speed 5		Initiative +12 Perception +13 Darkvision	
Traits			
<b>Fight On, You Slugs!</b> • Aura 2 Kobold allies in the chief's aura gain +4 attack.			
Standard Actions			
④ <b>Longspear Knee-Splitter</b> (weapon) • At-Will Attack: Reach 2; +20 vs. AC Hit: 10 damage and immobilized (save ends). On a critical hit, the target takes +6 damage and is stunned (save ends, after effect immobilized).			
Minor Actions			
<b>Shifty</b> • At-Will Effect: The kobold chief shifts 1 square.			
Triggered Actions			
<b>Sly Dodge</b> • At-Will Trigger: A melee or ranged attack targets the kobold chief. Effect (Immediate Interrupt): The kobold chief redirects the attack to an adjacent kobold minion.			
<b>Chief's Narrow Escape</b> • At-Will Trigger: A close or area attack targets the kobold chief. Effect (Immediate Interrupt): The kobold chief shifts 3 squares.			
Skills Diplomacy +14, Intimidate +14 Str 12 (+7)    Dex 18 (+10)    Wis 14 (+8) Con 16 (+9)    Int 12 (+7)    Cha 16 (+9)			
Alignment evil    Languages Common, Draconic			

*Several kobold chiefs encountered in Dragon Mountain have unique stat blocks. This generic stat block is intended for the rest who are not so lucky.*

## POWERFUL WYRMPRIESTS

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

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

Kobold Horde		Level 9 Solo Skirmisher	
Gargantuan natural humanoid (swarm)		XP 2,000	
HP 368; Bloodied 184 AC 23; Fortitude 21; Reflex 22; Will 21 Speed 6 Resist half damage from melee and ranged; Vulnerable 5 against close and area attacks Saving Throws +5 (at start and end of turn)		Initiative +10 Perception +5 Darkvision	
Traits			
<b>From All Sides</b> The kobold horde occupies an 8 x 8 square area, and it can move into and thru enemies' spaces. When it does so, the creatures are grabbed. This movement doesn't provoke opportunity attacks.			
<b>Swarm Grab</b> The kobold horde does not need to spend a minor action to sustain a grab, and if the horde moves away from a creature that it has grabbed, the grab does not end unless the horde is no longer adjacent to the grabbed creature.			
<b>Swarm Attack</b> • Aura 1 An enemy starting their turn within the aura takes 5 damage			
Standard Actions			
⊗ <b>Vicious Volley</b> • At-Will Attack: Ranged 10 (all creatures within range); +14 vs. AC Hit: 1d8 + 6 damage and slowed until receiving healing magic or a DC 12 Heal check during an extended rest.			
④ <b>Any Weapon You've Got!</b> (weapon) • At-Will Attack: +14 vs. AC Hit: 2d8 + 6 damage, knocked prone and grabbed. If a PC was disarmed of a simple or martial melee weapon (and it hasn't been reclaimed) then one attack is made with the weapon.			
← <b>Overwhelming Surge</b> • At-Will Effect: Close Burst 1 (all creatures in burst and enveloped by the horde); Make an "Any Weapon You've Got!" attack against each creature. Afterward shift 2 squares.			
Minor Actions			
‡ <b>Swam the Fallen</b> • At-Will Attack: Targets prone enemies; +14 vs. Fortitude Hit: 2d8 + 6 damage, disarmed (their weapon or implement falls in that space), and then pulled to center of the horde.			
Triggered Actions			
<b>Kobold Summons</b> • Encounter (No Action) Trigger: When first bloodied. Effect: One kobold enters play adjacent to each enemy.			
Skills Stealth +13, Athletics +8 Str 9 (+3)    Dex 18 (+8)    Wis 13 (+5) Con 12 (+5)    Int 9 (+3)    Cha 9 (+3)			
Alignment evil    Languages Common, Draconic			

*A kobold horde is a pain-in-the-ass to fight because it breaks many 4e rules: It disarms PCs and uses their weapons against them, moves thru enemy squares, and inflicts lasting wounds. A horde is meant to be used only when something goes seriously wrong for the PCs... or seriously right for the kobolds!*

## TRAPS

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

- Pressure plates are generally designed to trigger when more weight than two kobolds is placed on them (about 80 lbs / 36 kg).
- Tripwires are made out of adamantite alloy wire of great strength (AC/F/R 15, 20 hp).
- Trap triggers can vary - be creative! Kobolds especially like to trap barriers so that brute force triggers a trap, or have a second trap they can trigger manually while the “decoy” trap is being disarmed.
- Scything Blades, Thrusting Blades, and similar traps are designed to pass over the heads of Small creatures.
- PCs who are bloodied or knocked unconscious by a fall have broken their ankle. They are slowed and cannot run until receiving healing magic or an extended rest with a DC 13 Heal check.
- PCs who are bloodied or knocked unconscious by a trap dealing poison damage lose one of their death saves for the encounter - this represents poison accumulation in the blood stream.

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

## THANK YOU FOURTHCORE!

Some traps in this conversion are marked with an (\*) asterisk; these traps are detailed in the “Undermountain Mechanical Trap Reference Cards” PDF from Fourthcore:

[www.slamdancr.com/wp/hardcore-essentials](http://www.slamdancr.com/wp/hardcore-essentials)

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

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

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

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

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

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

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

*A fun bit of D&D trivia: Skull-Skull was introduced by name in the 4e DMG's Kobold Hall, and became something of an iconic bit of kobold culture. However, its first appearance in print was actually in Dragon Mountain! According to the original module (and it has been preserved in this conversion), Clan Gnarled Fang launches an ambush in the merchant plaza with stone blocks connected to the ceiling by cables. Sound familiar? So there you have it. Skull-Skull is retro!*

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

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

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

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