

A COLD BLADE ...

FOR YOUR COLD PET

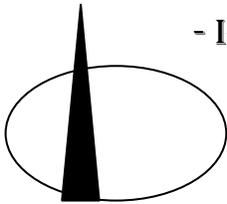
AND A WARM DRINK ...

FOR YOUR COLD BLOOD

WINTER COMES ...

AND WITH IT THE DARKNESS

- IRONTOOTH



Kobold Hall Adventure Additions :

**Remove** the secret door in Area 4

**Additional Area:** At the top of the ramp (in area 4) a low-door enters into the common room of the Kobold clan. Agitated voices fade into the distance, as female and juvenile Kobolds flee into small natural tunnels which branch away from the central room and into darkness.

Scattered amongst the Kobolds' meager belongings are clothing and worthless trinkets which have appear to have come from Fallcrest citizens attacked by the recent raiding parties. Strangely, given the number of recent attacks, gems, coins, or other valuables are nowhere to be found.

At the rear of the common room stands a padlocked door. The small silver key from the Kobold priest opens the lock. Inside is a plain 14x10 room with a bed, desk, and black curtain hung across the back wall. The room is strong with the odor of ritual ingredients, religious talismans, and natural face and body paints collected on the desk.

Unique amidst the sundry items is a silvered crystal decanter and a few matching cups. (The decanter holds a lightly enchanted brew of goblin 'fire-water'\*. This brew is especially 'strong' to non-goblinoid tastes, a player must make a saving throw vs Fort or be dazed for 1 round from coughing when taking a dose of the potion. The decanter holds just enough potion for 1 dose for each character in the player party).

In a small drawer in the desk, there is a note written in Golbin (translated to common above).

As characters approach the black curtain at the rear of the room, a cold draft spills from underneath. Behind the curtain, a dark tunnel leads down into the darkness (to Szartharrax's lair)

\*Golbin Fire-Water: Grants a drinker 10 temporary hit points against cold-based attacks until their next extended rest. Taking more than one dose at a time does not improve the effect and leaves the imbiber dazed until an extended rest.

Skill check suggestions:

Arcana/Nature/History 15 – You unstop the decanter and contents reek of strong alcohol.

Arcana 20 – The container and contents give off a faint aura of enchantment. While this is no doubt a strong drink, it's more than just Goblin moonshine.

Arcana 25 – This concoction provides limited protection from extreme cold but it is likely to have negative effects in any quantity.

### **Szartharrax's Lair -**

As the party enters Szatharrax's lair a deep voice calls out –

“Ah, so you've defeated my pitiful minions. Such unworthy allies for one such as I, perhaps you would prove of better worth. It is an honor to serve a dragon”

At this point Szartharrax will attempt to position himself within his icy pool to complicate any melee attacks while placing the party within range of his breath weapon and frightful presence abilities.

Szartharrax is young, inexperienced, egotistical, and of below average intelligence by dragon standards. He will attack with the least provocation (and might without if he gets bored with the players or perceives weakness or deception).

If the characters wish to avoid combat, some possible approaches might be –

Bluff – dragon's allies. Szartharrax will require some token of 'good faith and worship' – (the staff of the war mage from the kobold wyrm priest for example)

Diplomacy/Intimidate – while the dragon is clearly ‘superior’, combat would be ‘unprofitable’ for everyone. A bribe of 50-100 gold or a magic item would improve the odds of Szartharrax being receptive to such an approach.

Should the characters avoid combat and somehow make off with any of the dragon’s treasure, Szartharrax will surely have a welcome ready for the party when they leave Kobold Hold (perhaps will some rallied Kobold allies)