



Wizards of The Coast Dungeon &
Dragons v3 v Core Rules Are
Required to Use This Supplement

Lair Of The Kobold Raiders

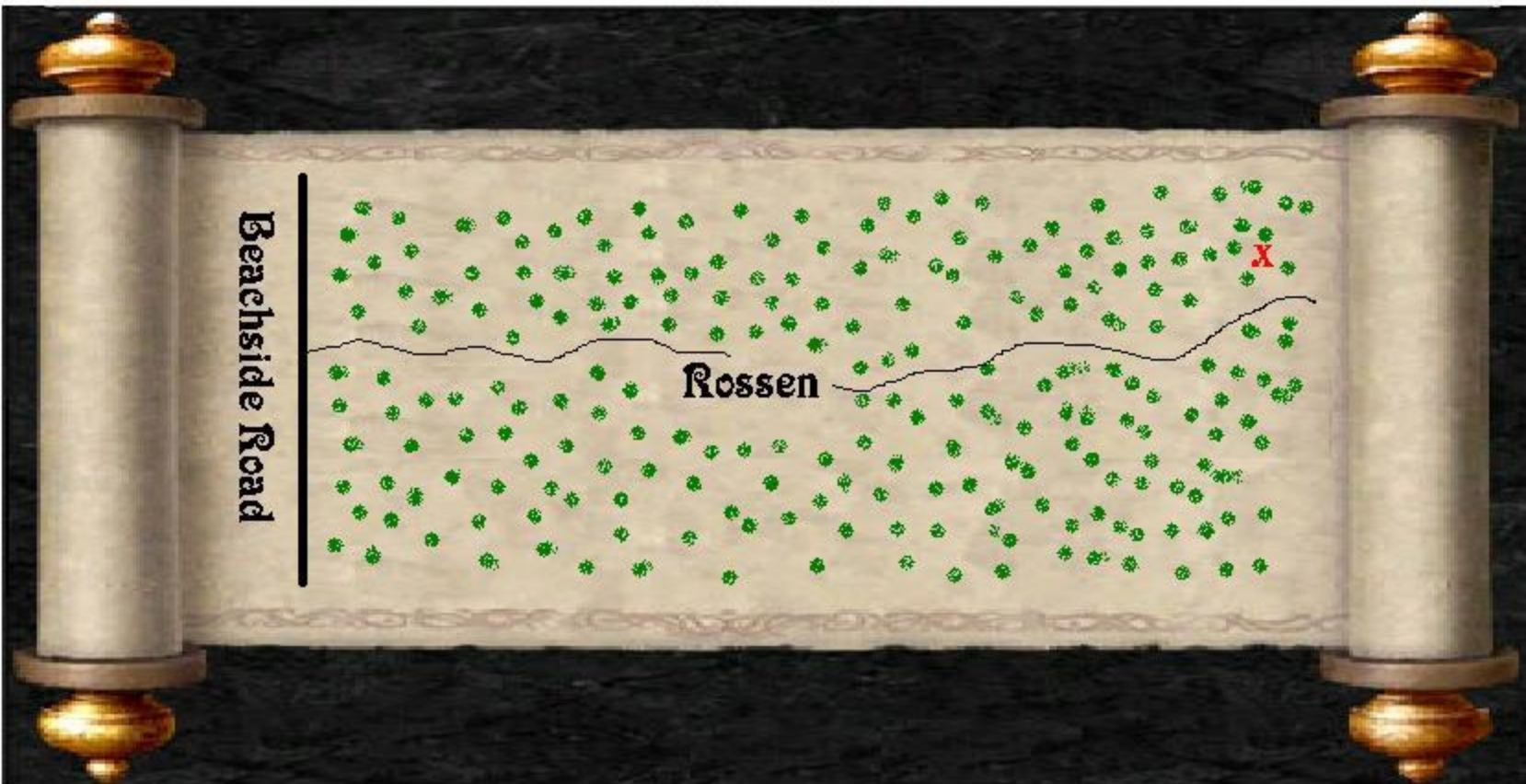
Lair Of The Kobold Raiders

Once again you find yourself sitting around your favorite inn. The usuals are here as well as a small group of halflings that you have never seen before. 8 are wearing some sort of uniform while the other 3 are wearing business type clothes. After a couple of hours the 3 business type halflings approach your table.....

"Greetings..... My name is Mandrake and we represent the small community of Rossen. Our community has been trying to defend ourselves from a band of kobold raiders, but we found our skills lacking to hold them off. Many of our militia has been either killed, taken captive, and maybe even worse things than any of us could imagine. The Council Of Leaders has authorised the 3 of us to find a group to take care of our problems. We are able to offer your group a total payment of 500gp and anything you find with the exception of any items that belong to the members of our community. I personally will add free meals and lodging anytime you come to town at the Dusty Mug tavern of which I am the owner. I'm sorry but this is of prime importance ... so we must have your answer right now. You should also understand that we need this taken care of immediatly as our community cannot defend them off much longer."

If the party takes the job offer, Mandrake gives the group a roughly drawn map of the location of their village and the last known location of the kobold's lair. He also hands the party a leather bag containing 3 pounds of dried goat jerky, 8 Healing Herb Extract, and 1 pouch of the prized Halfling Blend for those who enjoy the pleasures of smoking.....

Healing Herb Extract - Each vile contains 1 dose of liquid that restores 6hp



The map above shows the general location of the main road, the trail leading to the village of Rossen, and the area believed to be the hideout of the Kobold Raiders. The trail leading to the village as well as the hideout are nothing more than game trails and a party member with tracking skills is recommended. Tracking the trail should not be overly hard, but if nobody has that skill in the party, there should be the danger of getting lost. If the party gets lost, there is a 50% chance of an attack from the kobolds.

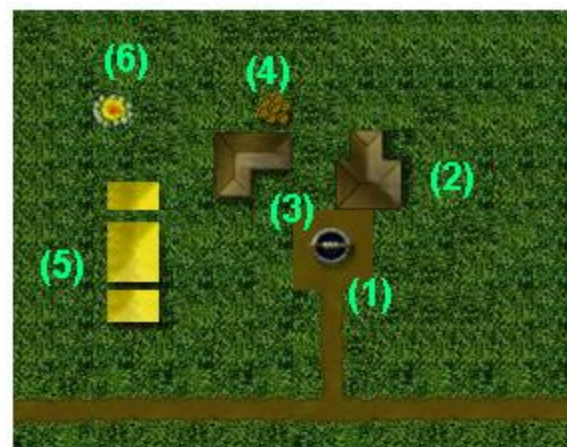
You are traveling along the road leading into the small halfling community of Rossen just as the sun has finished setting. A scream of terror grabs your attention coming from directly west of the trail. Behind what looks to be a farm of sorts is a grouping of small humanoids near a huge fire. Upon closer examination, it is apparent that the creatures are kobolds and that they are throwing what looks to be bodies into the fire. The vile creatures cheer and throw their hands toward the sky, each time another body is disposed of. If the kobolds are approached, two of them immediately flee to report to the others. The remaining 6 kobolds and their pet dire weasel ready themselves for battle.

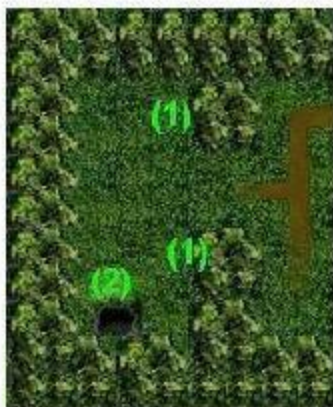
The kobold raiders are fierce and cold-blooded killers. The bodies that they were disposing of were the corpses of Klausen Clan - Growers of the Halfling Blend. If the entire premises are searched, it is discovered that all of the Klausen Clan was slain, except for two children that are missing. The children are being held alive to insure that they are not all slain if discovered and attacked. The children will not live for more than a few nights as the kobolds will eventually give in to their temptations and devour them.

Klausen Clans Homestead

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- (1) Well - Kobold's Have Poisoned The Well
- (2) Main House
- (3) Bunkhouse
- (4) Barrels
- (5) Storage Sheds & Barn
- (6) Fire - This Is Where The Kobolds Are First Sighted





The Tomb

- (1) Hidden Kobold Scouts
- (2) Kobold Archers & Tomb Entrance

Hidden behind the brush on both sides of the path is a total of 8 kobolds. They will remain hidden until they have the advantage of an ambush on any intruders. Once the ambush begins, 1 of the kobolds will run to the lair to sound the alarm of intruders.

Standing watch on top of the lair mound is 6 more kobolds setting up another ambush. Both groups of of kobolds are armed with short bows, light crossbows, and short swords. Their plan of attack is to first fire the crossbows, then they drop that and use their shortbows, and then when hand to hand combat begins, they will use their short swords while attempting to retreat into the lair. If the party follows the first group to the lair, that is when the second ambush begins using the same strategy.....

**** As with all pre-generated adventures, the text as follows reflects a quiet assault upon the lair. Each DM is expected to modify as dictated by the method of assault the PC's choose. Some partys may even attempt to bribe the kobolds to leave the area. If this method is chosen, then remember that kobolds may be slow, but they are not completely stupid and any insulting offers will most likely lead to instant melee. The kobold raiders will not just line up and die either. If at any point an alarm is raised, they will begin fighting in a very well trained fashion.**

- 1. The entrance door is large (measures 10' tall). The reinforced door is made of half-rotted oak and only has a HP value of 18. On the other side of the door are 4 kobolds standing guard. The small reptilians are armed with throwing spears and short swords spears. If given the chance, an alm gong is sounded by one of the guards and can be heard throughout the whole lair.**
- 2. This room is empty except for the 4 kobolds guarding the door and an alarm gong.**
- 3. This long room houses the 10 kobold animal handlers. Each handler commands 1 dire weasel. If threatened, the kobolds will allow their weasels to attack the party hoping to weaken them. They will enter melee once the party is weak or over half of the weasels are killed using short swords**
- 4. This huge chamber is the common room of the kobold raiders. Here you see cook pots full of vile substances better off not knowing about, 20 female kobolds (doing whatever female kobolds do best), numerous kobold children running around, and 10 kobold raiders (if no alarm has been sounded, most of them are sleeping). The females don't enter combat unless attacked or threatened. The children just scream and hide if melee happens in this room.**
- 5. 6 kobolds are standing guard over the treasures from their raids on the area. The treasures found in this room is left up to each DM to determine due to the differances in game worlds and settings (remember that some items belong to the villagers that the PC's was hired to return).**



6. This alcove is the lair of the kobold raiders' leader, his 2 commanders, their 3 females, and a few children. More than likely, the leader and his commanders will have been encountered before entering their chamber, but if no alarm has been sounded, they will most likely be encountered here doing what evil leaders do best. The 2 missing halfling children will also be here chained to the wall with collars as if they were the leader's pets. The leader and his commanders are armed with light crossbows and short swords. The females will not enter melee unless attacked first.

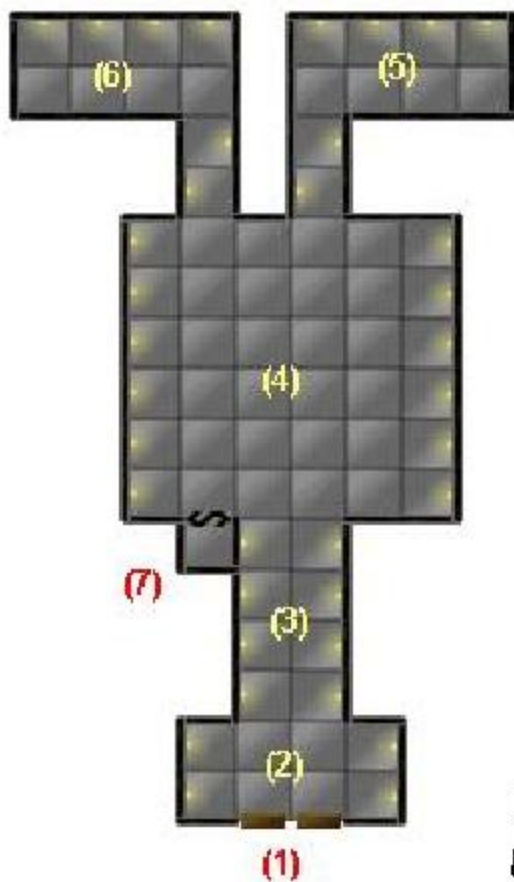
7. When this area is examined, large chunks of hardened clay break away from the wall revealing a small 5'x5' secret alcove. Hundreds of years and several delves have come and yet this hidden place never was found. In the center of the room on a marble pedestal, in the center of a large crystal, is a lone golden scroll case that has a knotted serpent engraved on it and 5 mid-sized emeralds set in it (the case itself has a value of 500-750gp - inside the scroll case is an ancient parchment that contains very ancient runes that only a very highly educated druid would be able to study their meanings

- the fee to read the scrolls by the druids should be very high and the time they spend on them should be appropriate to the level of druid or druids hired for the project - keep in mind that these weapons are very powerful..)



The parchment found within the case is non-magical. The ancient runes contain information dealing with 4 weapons that were created long ago by the immortal blacksmith known as Bruto the Bareface, the best dwarven blacksmith that was born during the creation. This mighty dwarf found out the hard way that his beard was not immortal when the Mighty Forge flared up and burned it off. Out of this anger of being made fun of by the other immortals, he forged 4 Longswords of Immortal Killing and released them to the mortal world. Eventually these blades killed those immortals that stayed instead of fleeing to unknown planes never to return. Bruto then recalled the 4 blades and placed them upon the highest mountain of the northern lands.

Longsword of Immortal Killing +3/+6 - +3 bonus to all attacks to non-immortals and +6 bonus to all attacks to immortals plus it does the damage of a 2-handed bastard sword when wielded with both hands. Unknown effects if used against gods or goddesses....



-  1 Square = 5'
-  Torch
-  Secret Door
-  Door
-  Wall

Lair Of The Kobold Raiders

Monster Stats

Dire Weasel: CR --; small animal; HD 1/2 d8 (effective 5d8); hp 10; Init +2; Spd 20 ft., climb 20 ft.; AC 16, touch 14, flat-footed 14; Base Atk +3; Grp -9; Atk +7 melee (1d3-4, bite); Full Atk +7 melee (1d3-4, bite); Space/Reach 2-1/2 ft./0 ft.; SA attach; SQ improved evasion, low-light vision, scent; AL LE; SV Fort +3, Ref +4, Will +5; Str 3, Dex 15, Con 10, Int 7, Wis 12, Cha 5.

Skills and Feats: Balance +10, Climb +14, Concentration +4, Hide +10, Jump +0, Move Silently +8, Spot +3; Weapon Finesse.

Attach (Ex): If the dire weasel hits with a bite attack, he latches onto the opponent's body and automatically deals bite damage each round he remains attached. He loses his Dexterity bonus to Armor Class and has an AC of 14. While attached, he can be struck with a weapon or grappled. To remove him through grappling, the opponent must achieve a pin against him.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, the dire weasel takes no damage if he makes a successful saving throw and half damage even if the saving throw fails.



Kobold, Male: CR 1/2; Small Humanoid (reptilian); HD 1d8; Init +1 (Dex); Spd 30 ft.; AC 15 (touch 12, flat-footed 14); Atk +0 melee, or +3 ranged Dmg Per Weapon Type; SQ Darkvision 60 ft., Light Sensitivity -1; AL LE; Fort +2; Ref +1; Wil +0; Str 6; Dex 13; Con 11; Int 10; Wis 11; Cha 8; Skills and Feats: Climb +0, Craft (trapmaking) +2, Hide +5, Jump +0, Listen +2, Move Silently + 4, Spot +2, Swim +0, Alertness;

Darkvision: A warrior can see in the dark as though in normal daylight.

Light Sensitivity (Ex): A warrior is sensitive to light and gets a -1 circumstance penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Possessions: Leather armor, **Weapon Used:** See Encounter For Weapons Used.



Monster Stats

Kobold, Female: CR 1/2; Small Humanoid (reptilian); HD 1d8; Init +1 (Dex); Spd 30 ft.; AC 15 (touch 12, flat-footed 14); Atk +0 melee Dmg Per Weapon Type; SQ Darkvision 60 ft., Light Sensitivity -1; AL CE; Fort +2; Ref +1; Will +0; Str 6; Dex 13; Con 11; Int 9; Wis 10; Cha 8; Skills and Feats: Climb +0, Craft (weaving) +2, Hide +5, Jump +0, Listen +2, Move Silently +4, Spot +2, Swim +0, Alertness; Darkvision: A kobold can see in the dark as though in normal daylight. Light Sensitivity (Ex): A kobold is sensitive to light and gets a -1 circumstance penalty to attack rolls in bright sunlight or within the radius of a daylight spell. Possessions: Leather armor, Weapon Used: Bare Hands.



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All maps was created with Dungeon Crafter v1.4 - www.dungeoncrafter.com



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For Use With The Popular
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The Once Peaceful Halfling Village Of Rossen Is No Longer The Quiet Place It's Citizens Have Come To Enjoy!

A Band Of Kobold Raiders Have Been Raiding The Area Businesses Including The Famous Klausen Clan Homestead -

*Growers
Of The
Halfling
Blend....*

