

WK2

Fantasy Renaissance Adventure Module

CURSE OF THE KOBOLD EYE

Written by "Weird Dave" Olson

An Adventure for Character Levels 2-4



WRATH OF THE KOBOLDS #2

For use with
the 5th Edition
of the First
Fantasy RPG

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CURSE OF THE KOBOLD EYE

An unusual curse from their last brush with danger befalls a party of adventurers! Haunted by the spectral image of a one-eyed kobold warrior, the heroes must race to unravel the mystery of the curse while avoiding death at the hands of their ghostly visitor. Can they stop the effects of the curse in time before it consumes them entirely? A harrowing journey awaits them!

WK2 Curse of the Kobold Eye is the second adventure in Cut to the Chase Games' Fantasy Renaissance Module Adventure module trilogy, **WRATH OF THE KOBOLDS**. It is designed for a group of 4 to 6 characters levels 2 to 4. The GM should read the module thoroughly before playing to become familiar with the overall plot of the adventure.

WEIRD DAVE'S NOTEBOOK: KOBOLDS!

KOBOLDS HAVE BEEN A PEST AND THREAT FOR LOW-LEVEL CHARACTERS IN FANTASY ROLEPLAYING GAMES SINCE THE BEGINNING. OVER THE YEARS, HOWEVER, THEY HAVE TRANSFORMED A MORE DRACONIC CREATURE, STILL LOWLY BUT PERHAPS A BIT MORE ON THE THREATENING SIDE. THIS SCENARIO PRESENTS THE NORTHERN KOBOLD, A GENETIC VARIANT THAT SPLIT FROM THE MAIN RACE LONG AGO. THEY'RE A MASH-UP BETWEEN DOG-LIKE CANIDS AND REPTILIAN DRACONIC DESCENDANTS, BUT HOW THEY APPEAR IN YOUR GAME IS ENTIRELY UP TO YOU—DESCRIBE THEM AS YOU SEE FIT, THOUGH REMEMBER THE YIPPING!

Appendix Contents

The combat statistics for monsters and NPCs listed in **bold** in the text can be found in the **Appendix** along with reprinted profiles of important NPCs.

Adventure Background

Long ago, tribes of kobolds gathered under the banner of a powerful and charismatic leader. He was called Kra-Moth-Ka, which translates to "Bearer of the End of Times" in ancient Kobold. Prophecies from the priests of the god of kobolds foretold that this warlord was destined to unite many tribes and rise in force against non-kobolds. He wielded a powerful spear blessed by the kobold god himself and a suit of resplendent armor bestowed upon him by the queen of evil dragons.

True to the prophesy, Kra-Moth-Ka united many kobold tribes, but his own peoples' short-sightedness would prove his undoing. He first rose to power after his conquest of the gnome city of Silvergaeral at the mouth of the broad Valley of Flanheda. Kra-Moth-Ka swept in with his forces, killing their hated gnome foes with reckless abandon and driving them deeper into the tunnels below the mountains. Believing he had won the day by clearing out their city, Kra-Moth-Ka

halted pursuit, ransacked the gnome city, and left it in ruins.

But the gnomes were tricky and not so easily defeated. The illusionist-lord of the gnome city managed to hide away their magical secrets, and together with a small cabal of gnome wizards, warlocks, and sorcerers, they crafted the Ritual of Backbiting designed to turn Kra-Moth-Ka's most powerful tools against himself—the gods' blessed armor and spear. Perhaps the god of the gnomes smiled upon their efforts, for it is said that only divinity can battle divinity.

The gnome cabal moved swiftly and joined with a small confederation of human colonies that was preparing its defenses against the kobold army. The illusionist-lord and his group unleashed the Ritual of Backbiting as the battle raged around. The magic succeeded and Kra-Moth-Ka found his life force being sucked out, absorbed by his blessed armor. His spear, a powerful relic, turned on him in a flash, piercing his right eye in the midst of a dangerous melee.

Kra-Moth-Ka was immobilized by his wounds and his armor. Without the powerful charisma of their leader, the rest of the kobolds lost faith in their mission. The whole army dissolved into the individual tribes, each fighting for their own survival against the human forces arrayed against them. The spear wielded by their leader turned into a destructive force, seemingly bent on killing kobolds and nothing else. The fighting continued as the tribes scrambled for position and eventually fled with what forces they could muster.

After their victory on the battlefield, the illusionist-lord and his cabal took Kra-Moth-Ka prisoner in his armor and claimed his sacred spear. They returned to the Valley of Flanheda where he had taken root and started his career, imprisoning him deep in the vaults of the gnome city he had plundered. The gnomes performed a sacred ceremony and Kra-Moth-Ka was left to live out the rest of his miserable days a prisoner in the gnomish vault.

Eventually he died a slow death, but his armor would not allow his spirit to pass into the realm of his god. Instead, he lay tied to the vault that the gnomes had sealed. No resettlement plans were made for the city of Silvergaeral and the evil and deeds of Kra-Moth-Ka were largely forgotten by the outside world.

Surviving kobolds began to tell legends of Bane Biter, the spear that once skewered twenty kobolds in a single thrust, and the Armor of Betrayal, a suit of armor that imprisoned its wearer. Kra-Moth-Ka became a boogey man of kobold stories, a tragic figure meant to teach young pups the lesson of always finishing a job lest it come back to haunt you. In some tribes, kobolds adopted the phrase "cursed as Kra-Moth-Ka"

as a verbal jab.

In the Talon Hills, these stories became an obsession for one adolescent kobold, Rigaan. Born unto the self-stylized Kobold Queen, this young warrior dreamed of fulfilling the destiny of Kra-Moth-Ka one day. He traveled far and wide, gaining much experience, and eventually found the Valley of Flanheda where the kobold warlord had been entombed. He penetrated the vault and released the fallen warlord's spirit. The spear had long ago passed between other hands, but the armor was still there—and he took it.

The Kobold Queen heard of her son's accomplishment and was glad, and knew that Rigaan's plans of conquest would fit into the machinations of the God of Destruction that she worshipped. Little did she know that the dying words she spat at her killers would resurrect the cursed vengeance of Kra-Moth-Ka!

WEIRD DAVE'S NOTEBOOK: GODS AND DIVINE THINGS
THIS MODULE REFERS TO DEITIES IN VAGUE FASHIONS (GOD OF THE KOBOLDS, GOD OF THE GNOMES, ETC.) TO MAKE IT EASIER FOR YOU TO MOVE IT TO YOUR OWN CAMPAIGN. FEEL FREE TO CHANGE THESE NAMES TO FIT YOUR CAMPAIGN'S PANTHEON OF GODS. ULTIMATELY IT'S ALL JUST DRESSING FROM THE MODULE'S STANDPOINT!

Module Synopsis

The characters are laboring under a curse that they are not yet aware of. If they experienced the events of **WK1 Caves of the Kobold Queen**, the curse's source is the Kobold Queen herself, laid upon the characters in her final breath before the altar of the god of destruction. If the characters have not gone through that scenario, they could have received the curse from a dying kobold beggar in a city street without even realizing it.

The curse manifests itself at night when the characters are out on the road. The night sky flares to life with a single, giant, disembodied eye, a vision shared by the characters and no one else. Later, a spectral kobold warrior with a missing eye appears before them, swearing at them in an ancient dialect of Kobold, before launching an attack with a force of hungry zombies from the ground around them. This is the spirit of Kra-Moth-Ka, an ancient and powerful kobold warlord who once ruled over many tribes. The characters don't yet have the information to fully deal with the kobold wraith permanently, but if they can reduce his power they can push his curse off for a little while.

Researching the one-eyed kobold and the spectral eye leads the characters to the Lone Library in Liverswood, a solitary refuge of scholars run by an old gnome. Liverswood carries its own problems that the

characters must navigate, and upon arriving they find the library besieged by a great bear. Markar Laan, the librarian and last descendent of the illusionist-lords that defeated Kra-Moth-Ka long ago, tells the characters that he is also suffering under a kobold curse, which manifested itself and took control of a great bear in Liverswood. Markar Laan asks the characters to deal with the bear, which can mean defeating it or cleansing the curse from its lair.

The gnome librarian finishes his research and tells the characters that their curse can only be lifted by sprinkling a specially prepared elixir on the tomb of Kra-Moth-Ka. Markar Laan provides both the bottle and the map to the characters. The tomb is located in the Valley of Flanheda.

The characters travel to the Valley of Flanheda and must find the ancient gnome city of Silvergaeral while avoiding the curse as best they can. There they find the ruins aren't uninhabited—a band of wicked kobold thieves scour the area for secrets. After dealing with these intruders, the characters find the tomb of Kra-Moth-Ka and have a final confrontation with the ghostly kobold warlord and his minions. The curse is lifted by sprinkling Kra-Moth-Ka's remains with holy water.

Future Modules

This module ends with the lifting of Kra-Moth-Ka's curse from the characters. However, his defeat raises more questions—where is the kobold warlord's famous armor and spear? It was taken by the same person who released the entombed spirit, who is now preparing to fulfill his ancestor's dream of bloody conquest. In **WK3 Revenge of the Over-Kobold** the characters can get a chance to take the fight to this power-mad warrior clad in nearly impenetrable armor!

Involving the Characters

The easiest way to get the characters involved is for them to be laboring under the curse without even knowing it. If you wish you can instead use an NPC who travels with the characters, or perhaps simply joins them for a night, though this option loses some of the urgency that comes with affecting characters directly and getting them involved in the events personally.

Adapting the Module

This module tries to use as many generic location names as possible to make it easy to translate to nearly any fantasy campaign setting. Below are the elements of the module that would need to be mapped out and integrated into an existing setting and with notes of how they fit within the adventure.

Liverswood: An older forest with a sinister reputation that contains a retired gnome wizard running the Lone Library.

Town of Cresthill: A prominent settlement on a river run by a family of gnomes. About 5 days' journey from Liverswood. (Optional use in this module.)

Wild Mountains: Mountain range away from most civilized areas.

Valley of Flanheda: Secluded valley in the Wild Mountains that holds the ruins of the gnome city of Silvergaeral.

Ruins of Silvergaeral: A gnome city that was once ruled by powerful illusionist-lords before the city was sacked by the forces of Kra-Moth-Ka long ago.

Mausoleum of the Mountain: Tombs used by the gnomes of Silvergaeral to inter their dead, located on the mountain northeast of the city. Also where the body of Kra-Moth-Ka was sealed long ago.



PART ONE: THE CURSE STRIKES

The module begins with the characters enjoying a night under the stars. If you wish to use a different setting, adjust the descriptions and encounters accordingly (perhaps the characters are staying at a roadside inn). After dealing with the strange events, the characters have an opportunity to research their situation using the clues from the encounter. The research leads them into Part Two.

Eye in the Sky

As the characters prepare the bed down for the night, camped under the stars on a cool autumn evening, a strange shared vision interrupts their rest. Read the following, adjusting as necessary for on the characters' location.

Night has descended along with a cool autumn breeze across the land. Your travels have taken you to a small makeshift campsite a stone's throw from the main road, far enough where you can rest in relative peace from other travelers but close enough to not get lost in the night. Glancing up at the clear night sky, you don't have much fear of that. Stars twinkle to life as the last light of the day fades over the horizon. Around you, the autumn breeze picks up slightly and you feel the wind tug at

your clothing. A fine mist appears in the air above you, moving not in accord with the breeze, and you stare in amazement as the mist takes shape! The leering face of a snarling kobold forms, a ragged scar visible over its empty right socket. The visage is nearly fifteen feet across!

This is the visage of Kra-Moth-Ka, the one-eyed kobold of legend, making his unearthly presence known to the characters. His appearance is the first manifestation of the curse—only the affected characters can see it hang in the air above them. It lasts for one minute, snarling without making a sound and passing his one-eyed gaze to each affected character. It dissipates with a snap of his muzzle.

Allow the characters some time to puzzle over this strange occurrence. If any of them are kobolds or are steeped in kobold lore, they can make an appropriate check to link the face with a legendary figure in kobold lore named Kra-Moth-Ka. Unfortunately, there's not much else for the character to recall, including specific details about the figure or his history.

NPC Profile: Kra-Moth-Ka, Kobold Wraith

During the adventure the characters are destined to meet the Spirit of Kra-Moth-Ka three times, and each time he is going to be a little stronger and tougher to put down. He is the ethereal manifestation of the powerful kobold warlord, and during combat he shouts orders to his "troops" in an ancient Kobold dialect. If there are any gnomes in the party he targets them with a fury.

The Spirit of Kra-Moth-Ka is anger personified, and he screeches and yips at the characters. His physical presence in the world is tied to the curse that is laid upon them, and if he kills the last character who labors under that curse, he believes that he can achieve full materialization on the Prime Plane. Whether this is true is up to the GM.

Unearthly Visitors

About fifteen minutes after the visage of Kra-Moth-Ka appears over the cursed characters' camp, they receive a visit from the other part of the curse. The curse attracted a pack of **6 zombies** who have clawed their way up from the earth some distance away along with the **Spirit of Kra-Moth-Ka (Stage I)**, a potent wraith, who materializes from the Ethereal Plane.

If the characters are not out in the wilderness, the zombies come into whatever area the characters are in (a town perhaps) without making a scene and appearing much as drunk travelers. They bust down doors in taverns and inns to get to the characters.

Tactics: Characters who were out on patrol or scouting have a 1 in 6 chance of running into the zombies as they approach the camp. If a smaller group of characters engage the zombies away from the main camp the Spirit of Kra-Moth-Ka attacks the group not engaging the zombies in an effort to maximize their effectiveness. The Spirit of Kra-Moth-Ka speaks an ancient dialect of Kobold; characters who speak Kobold can make out the words with a simple Intelligence check.

The Spirit of Kra-Moth-Ka continues to harass and fight the characters until he is defeated as described under his details.

Treasure: Once the zombies and ghostly kobold are dealt with, the characters can search the area for where the zombies came from. A shallow grave a short distance away held the bodies that became the zombies. They were buried with a few trinkets from their former lives (all merchants who died in an accident).

A gold locket on a silver chain worth 50 gold pieces and a dagger of masterwork quality worth 75 gold pieces can be retrieved from the upturned graves.

Afterwards

The characters are likely going to be confused after the first manifestation of the curse. There isn't much information to act on, but the curse has a secondary effect that is even more insidious. The eye in the sky appearance invades the dreams of the characters, giving them no peace and little rest. But as long as the characters pursue resolving the curse, this effect is merely cosmetic.

If any of the characters doesn't believe in the curse or chooses not to participate in trying to remove it, the curse takes a stronger toll as they expend more mental energy to ignore it. The price for this avoidance is one level of exhaustion unless they succeed at a DC 10 Constitution saving throw each night. Once they accept the curse and decide to deal with it. All levels of exhaustion are removed after a single night's rest. The kobold curse is still there, but the doubting character's energy is no longer spent denying its existence.

Researching the Curse

The characters should make a connection between the visage in the night sky and the appearance of the ghostly kobold and the zombies. While the details are new, a magic-using character can identify the effects that they witnessed coupled with the appearance of the ghost and zombies as relating to some curse. How often the curse manifests is a mystery to them at this point.

WEIRD DAVE'S NOTEBOOK: FLASHBACK
IF THE CHARACTERS PLAYED THROUGH WKI CAVES OF THE KOBOLD QUEEN YOU CAN USE A QUICK FLASHBACK SCENE TO REMIND THE PLAYERS OF THE EVENTS IN THE KOBOLD QUEEN'S CHAMBERS. HER LAST WORDS FORMED A CURSE AGAINST THEM, THOUGH THE DETAILS WERE VAGUE. ONE PHRASE WAS CLEAR: "CURSED AS KRA-MOTH-KA." THIS REMINDER SHOULD BE ENOUGH TO GET THE CHARACTERS INTO A RESEARCH MODE.

For the purposes of the scenario, the Spirit of Kra-Moth-Ka has three phases. He grows stronger and more difficult to put down in each phase. The key manifestations occur at least once in each part of this module, but if the characters are not getting the hint or believe it to be a fluke of some sort, the same phase manifestation of Kra-Moth-Ka can make multiple appearances in a module part. The curse is triggered by the will of Kra-Moth-Ka himself, though his

willpower is strongest at night, so there is no apparent pattern to the visitations.

Figuring out what's happening to them should be the characters' first priority, after dealing with any wounded. Temples are their best sources of information for this kind of curse; the key is the ability to find someone willing to cast the divination spell. This is an excellent opportunity to lean on character-specific backgrounds—perhaps one of them grew up in a temple or was raised by a witch or warlock who specialized in curses. The key here is to make sure the characters have somewhere to go, and it's best to tie that somewhere to one or more of them personally.

WEIRD DAVE'S NOTEBOOK: USING WKO

THERE ARE TWO GREAT WAYS TO USE THE FREE MODULE, WKO NIGHT OF THE MAD KOBOLD, AT THIS POINT IN WK2. IF YOUR PLAYERS WENT THROUGH THAT SCENARIO AND HELPED TO SAVE THE TOWN OF CRESTHILL FROM THE MAD KOBOLD BOMBER, RETURNING TO IT TO HELP INVESTIGATE THE CURSE WOULD BE A GOOD DESTINATION AND THE GNOMES THERE CAN POINT THEM TO THE LONE LIBRARY. IF YOUR PLAYERS HAVE NOT GONE THROUGH THE SCENARIO, YOU CAN USE THE MODULE AS AN INTERLUDE BEFORE THEY FIND THE LONE LIBRARY. THOUGH WRITTEN FOR 1ST-LEVEL CHARACTERS, THE MODULE SCALES QUITE WELL TO A PARTY OF 3RD-LEVEL CHARACTER AS THE MAJORITY OF THE ACTION TAKES PLACE HUNTING DOWN THE KOBOLD BOMBER IN THE STREETS AT NIGHT. PERHAPS THEY NEED TO CATCH THE BOMBER BEFORE CAPTAIN ERRICK KELVER IS ABLE TO ASSIST THEM?

By casting the divination spell (or through specialized processes known only to the ancient crone or wise elder), the characters can learn that they are cursed by the spirit of Kra-Moth-Ka, a kobold warrior with one eye who fought a great battle long ago. Not much is recorded about Kra-Moth-Ka specifically, but after some research or meditation the characters learn that the best source of information about him is from one of the last descendants of the gnome illusionist-lords who put the kobold warlord down so long ago. This descendant, Markar Laan, operates the fabled Lone Library of Liverswood some distance away.

Location of the Lone Library

The exact locations of the Lone Library and Liverswood are left up to you to decide. The journey should not be incredibly long. If their journey does go long, however, you can cut to their arrival at the forest's edge rather than playing out each travel day to speed up pacing for the session. Alternately you can use the journey to throw in some random encounters on the road, whatever is appropriate for your campaign.

PART TWO: LIVERSWOOD OR BUST

Knowing that they are laboring under the curse of an ancient kobold warlord, the characters have gleaned a location that should help them in getting rid of the curse—the Lone Library of Liverswood. It is maintained by one of the last descendants of the gnome illusionist-lords who defeated Kra-Moth-Ka long ago, Markar Laan, but unfortunately Liverswood is suffering under its own fair share of problems. Wilderness creatures, a cursed bear, and another appearance by the Spirit of Kra-Moth-Ka all await the characters in the depths of Liverswood.

Liverswood Environs

You can read the following as the characters approach the edge of Liverswood, a forest with a bad reputation.

A few isolated trees and tall grass give way to the edge of a dark and dreary forest. This is Liverswood, an area shunned by the local populace. Even now, with the noonday sun hanging overhead, you feel the shadows in this forest gather too close together, the tree limbs too knotted and gnarled. But in here lies your destination, the Lone Library, and hopefully the cure for the curse that hangs over your heads.



Liverswood is not a huge swath of forest, but no cartographers have bothered to map the area and few travelers make their way to the Lone Library. Paths are quickly swallowed up by the roots of the trees and the thick moss that grows beneath the shadow of the overhanging canopy.

Scouring Liverswood for the Lone Library is going to take some searching around. Picking up trails, discovering lost paths, and getting lost are all part of the experience in Liverswood. Traveling to the Lone Library is a dangerous journey requiring two days of travel.

Unfortunately, Liverswood is a wild environment. Every twelve hours there is a 25% chance of a random encounter (or simply choose an appropriate time for the characters to run into one). Roll on the table below to find out what the characters find.

1d6	Liverswood Encounter
1	Giant Spider Nest
2	Black Bear and Cub
3	Dead Traveler
4	Nasty Weather
5	Stirge Swarm
6	Strange Moss

Giant Spider Nest

The appearance of several webbed cocoons hanging in the trees gives the characters an idea of the kind of area they've stumbled upon. A group of **3 giant spiders** have claimed this section of Liverswood, but going around the area would take considerable time (roll another encounter check). Continuing through would surely provoke the spiders, however!

Tactics: The giant spiders attack with intent to knock the characters unconscious. If anyone becomes unconscious, one of the giant spiders begins to wrap the victim in web and drag them away into the trees.

Treasure: Several corpses wrapped in spider web hang in a nearby tree, all drained of blood and juices. If the players cut them down, a search reveals a pouch of coins containing 50 gold pieces, a *potion of healing*, and a +1 *greatsword*.

Black Bear and Cub

The curse that has created the Beast of Liverswood has had an effect on the other creatures of the forest as well. As the characters are traveling they notice a **black bear** on the path along with a young **cub**. The mother black bear growls and moves in a protective stance over her young.

Tactics: The black bear's primary goal is protect her cub and to get out of the forest. If any character can speak with animals they can learn that a sickness has overtaken Liverswood and that the forest's guardian has become corrupted. The black bear does not wish to fight but protects her cub if threatened.

Dead Traveler

Not everyone who travels in Liverswood searching for the Lone Library finds it. The characters come upon the body of a simply dressed human monk, obviously dead. Great claw marks gouge the body, perhaps from a bear—but certainly no normal sized animal. A wood staff lies a short distance away, broken in two. The traveler was a pilgrim from a faraway land seeking the Lone Library to expand his knowledge.

Nasty Weather

Dark clouds thicken in the sky overhead as a thunderstorm rolls through the area. The storm lasts for 1d12+4 hours, alternating between torrential downpour and steady drizzle. The weather makes tracking difficult.

Stirge Swarm

A low buzzing sound can be heard from the forest around the characters. Give them a few rounds to prepare before a swarm of **10 stirges** burst from the surrounding area.

Tactics: Stirges are nuisance creatures in small numbers, but a swarm of them can be difficult to deal with. They focus their attention on two characters at a time (preferably the least obviously armored), but if they are reduced to 4 or less the swarm breaks off and flees.

Strange Moss

The curse of Kra-Moth-Ka that has its grip on Liverswood manifests itself in a strange gray moss. As the characters travel they come across a patch of it stubbornly clung to a nearby tree. Where the moss touches the bark, a twisted blackness creeps (the moss has no effect on anyone just touching or handling it). Druids, rangers, and other nature-oriented characters do not recognize the moss as anything occurring in the natural world.

The Lone Library

After the characters have followed the trail through Liverswood to find the Lone Library, they arrive just in time to see the dangerous Beast of Liverswood attacking. Read or paraphrase the following as the characters approach.

The thick trees of the Liverswood give way to a large clearing, surrounded on all sides by tall boughs that block out the sky. In the center sits a broad two-story wooden building. Most of the large windows are boarded up, but through a few of them you spot torches burning, illuminating shelves of books inside. Suddenly, a great roar shatters the air and from the western edge of the clearing, the trees burst into a frenzy of movement. A great bear, huge and angry, charges towards the Lone Library.

As the characters watch, the bear charges the doors to the building. Just as it reaches striking distance, however, a flash of brilliant light from the windows blinds the bear and it stops. The light swirls for a moment around the library and coalesces into the form of an even larger multi-colored bear.

The characters, witnessing the event from the outside, see it for what it is—an illusion effect crafted by some magic source. It is enough to scare it off the bear, however, and it retreats back to the forest.

After the bear retreats, the door to the Lone Library opens slowly. A short figure, an aged and white bearded gnome leaning heavily on a cane, exits and hails the characters.

The Last Illusionist-Lord's Request

The gnome introduces himself as Markar Laan and welcomes them to the Lone Library of Liverswood. He invites them inside the cozy building, which is filled from floor to ceiling in each room with books on a wide variety of subjects.

Markar Laan is old and forgetful, and he tends to get distracted easily by the many volumes of esoteric lore contained within his library. He proudly claims to be the last of the great illusionist-lords of Silvergaeral, a gnome city that has been gone for quite some time.

The gnome can relate most of the adventure background regarding Kra-Moth-Ka's rise and fall to the characters, referencing a series of journals handed down through his lineage regarding those terrible events.

Markar Laan also explains that the Lone Library has fallen under a similar koboldic curse as the characters. A great bear has lived in Liverswood for a long time, but within the past month she seems to have undergone a change. Strange patches of gray moss have gathered on her fur, and she has begun attacking everything indiscriminately.

Markar Laan connected the bear's strange behavior to the curse of Kra-Moth-Ka by retrieving a sample of the gray moss after the bear attacked the library a few days ago. The moss exhibited strange properties, and upon investigation, the gnome librarian traced

NPC Profile: Markar Laan, Last of the Illusionist-Lords

Markar Laan is an aged gnome, roughly 195 years old, and is the last descendant of the ancient illusionist-lords of Silvergaeral. He enjoys history and is an accomplished wizard specializing in the school of illusion, though his advanced years and painful arthritis makes him useless in a combat scenario.

His great many years have worn down any pretenses of social niceties, so Markar speaks his mind and doesn't worry himself about what others may think. He is proud of his heritage and can speak for hours without end about the stories of his ancestral home of Silvergaeral.

Markar tends to babble at times, especially when excited, and loves to talk about history. All historic events are fascinating to him, and he has accumulated quite a store of knowledge at the Lone Library.

their roots back to the planar home of the kobold god. Some divine curse sent the moss and has driven the bear to frenzied madness.

Desperate to save his treasured library, Markar Laan offers to research the curse afflicting the characters if they assist in dealing with the cursed bear, the Beast of Liverswood, as it has become known.

If any character in the party shows an interest in learning or mastering the spells of the illusion school, Markar has much to share, though mostly in the philosophical rather than practical application of magic. He can be a valuable ally to the characters for future adventures, especially if he finds someone that is genuinely excited to take on the teachings of the illusionist-lords (a gnome would be best!).

The Beast of Liverswood

Tracking the dangerous Beast of Liverswood to its lair requires a DC 10 Wisdom (Tracking) check and two hours. On a failure you can have the characters run into one of the random encounters from earlier instead. If they achieve a 20 or higher on their skill check the characters actually catch up to the bear as it approaches its lair!

Read or paraphrase the following as the characters approach the beast's lair.



Something is not right in this part of Liverswood. The trees are gnarled in wrong and unexpected ways, their branches twisting around themselves and the leaves hanging at near impossible angles. Patches of a strange grayish moss, the same described by the gnome librarian, dot the trunks of many trees. A rough path winds forward and down to a small cave entrance surrounded by the same moss. No birds disturb the daunting wall of silence around you.

This is the lair of the **Beast of Liverswood**. The moss is the physical manifestation of the kobold curse over the area. When the spirit of Kra-Moth-Ka awoke with the breaking of his ancient tomb, his vengeance reached out to touch the last descendant of the illusionist-lords that defeated him long ago.

However, Markar Laan had ancient protective spells cast over the Lone Library, so the curse manifested itself in the woods around him. The moss is from the planar home of the kobold god, summoned forth by Kra-Moth-Ka's will, and is toxic with long-term exposure. Druids and other characters closely associated with nature can tell that the moss is not naturally occurring and seems to corrupt whatever it touches.

Dealing with the Beast

There are two primary ways the characters can deal with the threat from the Beast—defeat it in combat or cleanse the moss from the area.

Any character that observes the moss for unusual characteristics can make a DC 12 Wisdom (Perception) check. On a success they notice that the moss shies away from direct sunlight. The trees in the Liverswood are close enough where this does not impede the moss too greatly, but it gives the characters an idea of how to remove it—expose it to direct sunlight.

To remove the curse, the moss around the cave and the Beast itself must be exposed to direct sunlight for at least three rounds. The Beast is careful to avoid any area of sunlight as it wanders around the forest and it fights any attempt to keep it bathed in light.

Award the characters full XP if they manage to drive the kobold moss from the Beast of Liverswood, which turns the bear normal and sends it running away in a panic.

Tactics: The Beast of Liverswood spends most of the day inside the cave, scratching irritatingly at the moss that patches her hide. Possessed by the curse, the bear ignores normal attempts at calming and attacks any creature on sight with intent to kill.

At night the Beast leaves the cave and wanders Liverswood seeking fresh meat.

Treasure: Over the past month the Beast has accumulated a small pile of treasure inside her lair, mainly as the result of travelers and villagers falling prey to her nightly attacks. Searching around the cave finds 210 silver pieces and a *potion of fire breath*.

Libraries Are Dangerous Places

After they deal with the Beast of Liverswood, the characters return to the Lone Library to find Markar Laan in a state of hyper excitement. He ushers them inside to the main study, on the ground floor with a large window that overlooks the yard, where he has a great number of books in piles.

Excitedly, he begins by saying that he has found the way to remove the curse. Just as he is about to explain, however, his face grows white as he stares outside the window. Following his gaze, the characters see the Spirit of Kra-Moth-Ka outside. The ghostly kobold warlord laughs and points inside with a spectral finger.

The curse, stronger now as the characters get closer to Kra-Moth-Ka's tomb, takes on a stronger form as the ghost animates books in the library to attack! There are **4 animated books** that fly around, slapping at everyone and attempting to defeat the characters. For the purposes of the combat, Markar Laan is knocked unconscious by one of the books and is out for the rest of the fight.

The **Spirit of Kra-Moth-Ka (Stage II)** enters the Lone Library after a round has passed, attempting to destroy the characters. He screeches and shouts about the “worthless gnome” and his “pathetic illusion-worshipping ancestors,” promising that when he is fully materialized they will all suffer.

After the Books Have Settled

Once the Spirit of Kra-Moth-Ka is defeated and the animated books put down (they continue on in animation until reduced to 0 hp regardless of the ghost), Markar Laan awakens with a groan. He explains anything left over from the background that the characters didn't already know.

He also tells them that the only way to end the curse of Kra-Moth-Ka is to consecrate his remains in their final resting place with a special elixir. Markar Laan happens to dabble in alchemy and puts the elixir together in a glass bottle, which he hands to the characters.

The elixir, the librarian says, must be sprinkled on the physical bones of Kra-Moth-Ka, which are located somewhere in the ruined gnome city of Silvergaeral in the Valley of Flanheda. Markar Laan is in no shape to accompany the characters but he does provide them with a map. He has never been to Silvergaeral

but he warns that his ancestors sealed the tomb long ago from intruders. Something or someone has already disturbed the tomb, but traps and guardians likely still stand ready to protect the tomb.

Markar Laan also provides the characters with a small cache of *potions of healing* (one for each character).

PART THREE: VALLEY OF FLANHEDA

The tomb of Kra-Moth-Ka is located in the Valley of Flanheda. The exact location of this site can be as far away as you need it to be—the only requirement for its location is a somewhat remote mountain range.

WEIRD DAVE'S NOTEBOOK: GNOMES VS. KOBOLDS WHO WOULD WIN IN A FIGHT? THEY'RE BOTH CRAFTY AND CLEVER, THOUGH GNOMES HAVE STRONGER MAGICAL TENDENCIES THAN KOBOLDS. BUT KOBOLDS HAVE GREATER NUMBERS ON THEIR SIDE AND A FONDNESS FOR DEBILITATING TRAPS. AS THE CHARACTERS EXPLORE THE RUINS OF SILVERGAERAL SEARCHING FOR THE TOMB OF KRA-MOTH-KA, YOU CAN DROP HINTS ABOUT SOME OF THE SIMILARITIES BETWEEN WHAT THE GNOMES BUILT AND WHAT THE KOBOLDS BUILT, ESPECIALLY IF THE CHARACTERS HAVE ALSO BEEN THROUGH WK1 CAVES OF THE KOBOLD QUEEN.

Finding the Valley

The directions and map provided by Markar Laan are accurate enough to get the characters to the Valley of Flanheda. The journey can be as long or short as you need it to be. The gnome city of Silvergaeral, according to the map, is at the far end of the valley along the shores of Lake Flanheda.

After the characters have traveled into the mountains and find the Valley of Flanheda, read or paraphrase the following.

The rugged peaks of the mountains seem to melt away gently in the setting sun, revealing a broad valley in front of you. A small forest of thick pine trees hugs the western edge, but you can see a lake of shimmering water at the far northern end fed by a beautiful waterfall tumbling down from the mountainside. A river winds along the eastern edge of the valley. Even from this distance you can make out a few structures on the shores of the lake.

The boxed text assumes the characters arrive just at sundown; adjust the description accordingly if they arrive at a different time of day. The ruins spotted on the lakeshore are what's left of Silvergaeral, at least on the surface.

Any native speaker of the Gnome language knows that Flanheda means "Land of the Earth Riddle," and Silvergaeral translates to "City of Silver Defense."

The Bounty Hunter

As the characters enter the valley, they find that they are being watched by a shadowy humanoid figure. The figure is cloaked and armed with sword and bow, though it carries neither as it watches from a short distance. This is a female elf bounty hunter named Meriel Dawnstar. She was drawn to the area following a large contingent of kobolds that came and went (the same that stole the sacred armor from Kra-Moth-Ka's tomb).

She waits patiently for the characters to make the first move. Meriel is curious what another group of travelers would be doing in this part of the mountains—the Valley of Flanheda has been abandoned for quite some time and few visit it anymore. If not overtly threatened and assured of their goodwill, Meriel reveals herself and tells them that there is a standing bounty on kobold ears. The bounty hunter is in the area following a large force of kobolds that came through the area some months ago, but it appears that they have left the area. The bounty was posted by the townmaster of Ormkirk, a small town near the Talon Hills. Characters who went through **WK1 Caves of the Kobold Queen** should recognize that as the town from that module.

If the characters are lagging a bit in physical skills or simply could use a hand, Meriel Dawnstar can be a useful addition to their party. She knows that the ruined gnome city of Silvergaeral sits at the far end of the Valley of Flanheda, and she has heard rumors from other rangers and trackers that a dangerous water spirit protects Silvergaeral (this is a reference to the water weird).

WEIRD DAVE'S NOTEBOOK: LINK TO WK3 MERIEL DAWNSTAR'S MENTION OF THE KOBOLD BOUNTY CAN SERVE AS A HOOK TO GET THE CHARACTERS BACK TO ORMKIRK AT THE BEGINNING OF THE NEXT MODULE, WK3 REVENGE OF THE OVER-KOBOLD. THOUGH WK2 DOESN'T FEATURE MANY KOBOLDS, THE CHARACTERS HAVE A CHANCE TO TUSSLE WITH A FEW IN THE VALLEY OF FLANHEDA AND THE PROMISE OF GOLD FOR THE EARS CAN BE ENOUGH TO LURE THE GREEDY TO THE NEXT MODULE'S START.

The Ruins of Silvergaeral

The ruins of the gnome city of Silvergaeral are relatively easy to find. The winding river that cuts through the heart of the valley leads to Lake Flanheda at the far northern edge, where the city ruins lay.

Read the following as the characters approach the ruins of Silvergaeral.

A picturesque scene stands before you as the approach the far end of the valley. Tumbling down from the sheer walls of the mountain, a river plunges some one hundred feet in a dazzling waterfall that fills a tranquil blue lake. On the eastern side of the lake several islands stand out of the water at varying heights. The lake tapers off into a slow moving river at the southwestern corner where a crumbling bridge spans its length to the other side. There you can see a half dozen stone buildings in varying states of collapse along with what appears to be a large coliseum.

The locations described below key back to the "Ruins of Silvergaeral" map in this module.

1. Collapsed Bridge and River

The bridge across the river is not in good shape. Age has removed the middle arch leaving only great stone entry ways at either end. The river is deep and cold at this point, roughly 30 feet across. As it leaves the lake, the river cuts east sharply and follows the eastern border of the valley.

Fording the river at the slowest point is the smartest move, but unfortunately getting into the water at all attracts the attention of the **water weird** that protects the area. The kobolds that came earlier to release the spirit of Kra-Moth-Ka managed to drive the weird back, but the magic that keeps it animated returned it to its watchful post.

Tactics: The water weird attacks any non-gnomes that cross the river or enter the lake as dictated by its ancient decree. If a gnome character were to speak the language of elementals (Primordial) the water weird can be convinced to let them all pass with a successful DC 15 Charisma (Persuasion) check.

2. Ruined Buildings

The buildings that encompass the bulk of Silvergaeral's ruins are quiet and mostly collapsed. Most were the above-ground homes of the gnomes that lived here, and a search around the ruins reveals that each of them had an entrance to an underground tunnel at one point. None of the entrances seem to be open at this point—they are all clogged with rubble and rock from the kobold forces of Kra-Moth-Ka that defeated the gnomes long, long ago.

By searching around, the characters find remnants of several camps and kobold footprints without too

much difficulty. There are **8 kobolds, 4 wild dogs,** and **1 kobold subchief** left in the area after the kobolds looted Kra-Moth-Ka's tomb.

Tactics: The kobolds and wild dogs are on alert and notice the characters' arrival unless they are being unusually sneaky. The subchief has orders to stop anyone from finding the tomb on the cliff (area 7) but the appearance of a group of well-armed adventurers gives him pause. If possible he waits with his small contingent of forces for the right moment to strike, keeping their distance and trying to lure the characters into a false sense of security.

The kobolds know about the water weird in the lake and avoid it as much as possible, and they also avoid the Silvergaeral Commons (**area 6**) out of fear from the giant badgers that dwell there. Several of their numbers were torn apart by the savage animals in the two months they have been here.

Treasure: The kobolds left here have but meager personal collections. Between them all they carry 20 gold pieces and 24 silver pieces.

3. Lake Silvergaeral

Lake Silvergaeral is a beautiful freshwater lake of crystal blue, sparkling in the sunshine of the valley. Little waves lap at the sandy shores, but ruined statues appear like an eerie army beneath the surface before the lakebed recedes into darkness. Lake Silvergaeral is surprisingly deep, with the ground descending five feet every five feet until a maximum depth of thirty feet.

Treasure: There are statues of gnomes in the lake, broken and discarded during the sacking of Silvergaeral long ago. While interesting to a collector or historian in gnomish culture, the process to recover the statues from the lakebed and return them to civilization would prove to be a costly venture.

4. Silver Waterfall

The showering spray of the Silver Waterfall helps to create the picturesque scene of the lake and its environs. The waterfall tumbles down from a height of about one hundred feet, creating an area of slick rocks all around its cascading length.

Treasure: The water weird that protects Lake Silvergaeral has a small cache of treasure in a cave behind the waterfall. The rocks just to the east of the waterfall are tall enough to stand out of the water if someone were to swim up to them. Inside the cave are the decomposing remains of a handful of kobolds, moldering skeletons of the same from a time



long ago, 80 gold pieces, and a *driftglobe*.

5. Standing Rocks of Silvergaeral

Rising out of the crystal waters of Lake Silvergaeral are four unusually tall rock pillars with smoothed-over tops. These standing rocks were used by the residents of Silvergaeral long ago as a meditation point. The rocks are slick and reach about fifteen feet above the water but are climbable with a DC 12 Strength (Athletics) check. From atop the rocks, a character has a good vantage point over the entire area (and might have a good chance at seeing the kobolds that scurry about in area 2).

6. Silvergaeral Commons

This was the cultural center of Silvergaeral—a broad, stone coliseum set into the earth. Even the marauding hordes of kobolds that decimated the gnome community long ago couldn't tear down the Silvergaeral Commons. Its stout stone walls reach a height of ten feet with four wide stone arches allowing entrance at each of the cardinal directions (north, east, south, and west).

Inside, a corridor of stone twenty feet wide encircles the interior, with entrances leading to the center at each of the four cross-cardinal points (northeast, southeast, southwest, and northwest). The remains of

counters and market stalls stand in silent testament to the commerce that once existed in this location.

The center of the Silvergaeral Commons is sixty feet across. At one time it was level and housed tents and all manner of craftsmen, but now it is a churned field of dirt and mud. Holes dot the entire area, and as the characters approach, the heads of 4 giant badgers pop up. The Silvergaeral Commons has become the den of a family of **10 giant badgers**, all descended from the badgers that served the gnomes long ago. Their leader is powerful giant badger named **Greatpaw**.

Tactics: If the characters take no threatening action towards the giant badgers that they see, a few tense moments of scrutiny pass before a voice bellows out from one of the tunnels, "Who enters the grounds of Greatpaw, chief of the giant badgers?" Emerging from one of the holes in the ground, Greatpaw strides confidently. He is larger and broader than a normal giant badger, with keen green eyes that shine with intelligence.

If a gnome is among the characters, Greatpaw is beside himself with wonder and proclaims that the "time of the people of the Silver Lake has returned!"

NPC Profile: Greatpaw, Chief of the Giant Badgers

Greatpaw is a descendant of the giant badgers who were raised by the gnomes of Silvergaeral to be guardians and companions. He is intelligent and able to speak a broken dialect of Common and Gnome. His father before him was able to speak in the tongues of the gnomes, and he has one young pup that is learning it as well.

Greatpaw is the keeper of the traditions of the "lost people" (gnomes) of Silvergaeral, but over the centuries that oral tradition has become transformed by the simple understanding of the giant badgers. Greatpaw speaks of the time long ago when the "lost people" worked and played on the shores of the lake, when strangers from distant lands would come to "give away their ornaments of shiny stone" and everyone would "have mirth and merriment around great fires that lit the sky."

He speaks of the coming of the "nasty ones" (kobolds) as a day of great sadness when the people of Silvergaeral were killed. The badgers tried to help but the number of nasty ones was too great. Greatpaw's lineage was maintained by the chief of the badger speakers sealing them away in their tunnels below the "circle of stone" (coliseum).

The other badgers cannot speak but come out to inspect the gnome "savior" despite any arguments to the opposite.

If no gnome is with the characters, it takes a DC 12 Charisma (Persuasion) check to get Greatpaw to share any information. Once befriended he can relate the following points of information.

- The "nasty ones" returned to Silvergaeral "two cycles of the moon" ago (Greatpaw does not have a very accurate grasp on the passage of time, but this translates to about two months ago).
- The "nasty ones" came in large numbers and swept over the area. Any that came into the "circle of stone" (the coliseum) were defeated by the badgers but they dared not go out and face all of them. There too many.
- The "nasty ones" seemed interested in the ancient burial grounds of the people of Silvergaeral, which sit on a broad ridge overlooking the "circle of stone." Greatpaw's people do not dig into the rocky depths of the mountain for fear of disturbing the "stone sleeping place of the dead" there.
- After the "nasty ones" spent several nights at the burial grounds they left, but something was not right. Something felt "wrong" to Greatpaw and he and his badgers have been worried ever since.
- Some of the "nasty ones" stayed behind, and they cower among the houses of the lost people. Greatpaw doesn't want to risk his people's lives but he feels that the "vile ones" need to be removed from the area.

If a gnome character convinces Greatpaw that the characters are there to return Silvergaeral to its former glory, the great badger roars in gratitude and promises to help as much as possible. He takes a group of 4 giant badgers and proceeds to hunt down the kobolds in **area 2** if they are still around.

7. Mausoleum of the Mountain Entrance

The gnomes of Silvergaeral honored their dead by placing them inside a mausoleum set in the side of the mountain. Access was restricted to all but the priests, who tended the gardens in front of the mausoleum's entrance and entered the tombs through underground caves that linked to some of the houses on the valley floor.

The ridge that holds the entrance to the mausoleum is 40 feet up from the valley floor. The ridge walls are easily scalable (DC 10 Strength (Athletics) check). Read the following as the characters approach the entrance.

The rush of the nearby waterfall dims as you reach the broad ridge some forty feet up from the ground. The remnants of rowed gardens dot the sloping ground, now just overgrown tangles of wild weeds and flowers. A great stone archway set into the side of the mountain yawns over a shadow-filled opening in the rock face. The archway, weathered by time like the gardens, still maintains some forms and letters carved into its granite surface. Rubble is strewn about in front of the entrance.

Barely decipherable, the writing on the archway is in Gnome and reads "Peace be to those who slumber in the womb of the mountain." On the left side of the archway, scrawled in hastily chiseled script, is a smaller inscription also in Gnome—"May gods and gnomes spit upon the remains of Kra-Moth-Ka." The entrance is 25 feet away from the ledge.

This is the entrance to the Mausoleum of the Mountain. There is no light source inside, so characters who need one should need to bring it with them. Just inside the entrance, however, lurks a dangerous **poltergeist**, the restless spirit of a deceased gnome now trying to prevent anyone from entering the mausoleum.

Inside, the entry hall is only 10 feet wide by 30 feet long with a 10 foot high ceiling. On the east and west sides stand rubble filled exits which once connected back to the homes of Silvergaeral. The north side of the chamber ends in a broad set of stairs going down to a stone door that has been wedged open (by the kobolds who came to steal the armor from the tomb two months ago). The dark passage beyond leads deeper into the mountain and eventually to the Tomb of Kra-Moth-Ka.

Tactics: The poltergeist does not leave the shadowed entry hall of the mausoleum. It uses its telekinetic powers to hurl intruders outside the entrance. Any character that is hurled as such must make a Dexterity (Acrobatics) check or fall off the side of the ridge, down the 40 feet and suffering 4d6 points of bludgeoning damage.

The poltergeist says nothing and uses its invisibility to always keep moving, hurling characters away or slamming them into walls. The undead monster fights until killed but it does not pursue anyone outside the entry hall (it cannot leave this single area).

Mausoleum of the Mountain

Once the characters have made it into the Mausoleum of the Mountain it quickly becomes apparent to them that the gnomes of Silvergaeral built extensive tunnels to house their dead. The area shows extensive signs of being recently disrupted by a large number of kobolds (within the past two months, in keeping with Greatpaw's timeline).

The mausoleum contains many halls and passages, most of which have been destroyed in the intervening years. It's clear from the kobold tracks that they did not have a solid direction—tracks go to dead ends and backtrack to main halls. Following them is the best course of action for the characters, which takes about an hour.

Read or paraphrase the following as the characters enter the Mausoleum of the Mountain.

Light from the archway on the side of the mountain spills into the entry hall, which is well-carved of stone though plainly adorned. The dust and debris on the floor is disturbed by the footprints of no small number of kobolds, though they don't appear to be recent. Several side passages and corridors split off from this main hall, and you can see a staircase leading further below the mountain that speaks of a great labyrinthine structure. The tracks seem to lead further in.

General Features

Light: There is no light in the mausoleum.

Sound: Despite many of its open chambers, sound does not carry within the mausoleum. This is due to a magical dampening that the gnomes of Silvergaeral placed upon the structure.

Ceiling: The ceiling, unless otherwise noted, is 10 feet high.

Doors: Doors are closed and made of stone unless otherwise noted in the individual areas. They are not locked (with the exception of the southern door in area 8) and due to their bulk do not open quickly.

Mausoleum Encounters

However, the Mausoleum is still quite large, and wandering the haunted halls the characters are going to run into trouble. You can use the below table to randomly determine what the characters encounter, and as most of them are not combat encounters you can roll as many times as you like (recommended is once every 15 minutes of wandering the mausoleum, which results in 4 checks if the characters follow the kobold tracks).

1d8	Mausoleum Encounter
1	Ghoul scavengers
2	Vermin invaders
3	Kobold camp remains
4	Eerie whispers
5	Mausoleum guardian
6	Sealed gnomish vault
7	Headache trap
8	Double pit trap

Ghoul scavengers

Though the Mausoleum of the Mountain is well protected by its spectral guardian at the main entrance, a pack of ghouls have managed to crawl in from a collapsed passage much further into the complex. There are **3 ghouls** that wander the halls, starving and desperate for food as they have not had any luck with the gnomish remains in the various crypts and tombs.

Tactics: The ghouls have been in the mausoleum halls long enough to know that moving quietly and stealthily has its advantages, so they have a normal chance to surprise the characters. If the ghouls manage to not be noticed they follow for a short time at a distance, waiting until the characters are distracted with some other obstacle before they launch their ferocious attack.



Treasure: One of the ghouls carries a copper necklace laid with pearls and sapphires worth 150 gp that was looted from one of the family crypts in the mausoleum.

Vermin invaders

The extermination of vermin was left to the mausoleum guardians, who performed their duties tirelessly and with great skill, but since the kobolds penetrated the area and destroyed some of them insects have begun to gather in the dusty, darkened corridors. The characters stumble upon a colony of **8 giant rats** that have crawled their way into the mausoleum and have set upon the remnants of a fallen kobold.

Tactics: The giant rats protect their carcass with their lives – they are desperate and vicious.

Treasure: The dead kobold has mostly been picked clean but the body lays on a torn pouch that contains 25 sp.

Kobold camp remains

The characters come upon the remnants of a camp that the kobold invaders made while they searched for the tomb of Kra-Moth-Ka. The camp consists of a pile of burnt kindling, straw from numerous crude bedrolls, and crude writing scrawled into the stone walls using charcoal. The writing depicts a kobold game similar to tick-tack-to using arrows. A character that makes a DC 20 Wisdom (Survival) check discovers that the camp consisted of about 15 kobolds.

Eerie whispers

The spirits of the dead that rest within the Mausoleum of the Mountain have been disturbed by their ancient enemies wandering the stone halls. A chill breeze blows down one of the corridors as the characters search around for the tomb of Kra-Moth-Ka, and a single word in Gnome can be heard whispering on the wind. Anyone that speaks Gnome can tell that the word translates to “enemy” though with much more hatred behind it.

Mausoleum guardian

The gnomes of Silvergaeral protected their dead with bound creatures from the Plane of Elemental Earth. These creatures served as tireless guardians and custodians of the sacred mausoleum, but since the kobolds came through several of them were destroyed in hut and run tactics. The remaining guardians wander the halls trying to retain some semblance of order, and they view all intruders as hostile. The characters stumble upon one of these guardians, an **earth elemental**, as it clears a hallway of refuse.

Tactics: The earth elemental moves to attack as soon as it senses living things. It can be stopped by speaking the command word – “Silvergaeral.” If the characters manage to guess this the elemental ceases to attack immediately and moves back to its business of cleaning the hallway.

Sealed gnomish vault

The Mausoleum of the Mountain holds dozens of small vaults and tombs, many of which are empty or contain only the dusty remains of important gnomes buried with no worldly possessions. However, a few gnomes left specific instructions to be entombed with some possessions, and it is these vaults that were sealed. The characters come upon one such vault with a single stone door preventing entrance. The door is marked with the symbols of a great gnome and their family. A stone circle, roughly five feet in diameter, rests on the floor in front of the door.

The stone door is magically shut, but by carefully studying the words and phrases on the door a character can make an Intelligence check to decipher a logical command phrase. To open the door, a character must stand on the stone circle and speak the command phrase. If the character rolled a 20 or higher on their Intelligence check they guessed correctly and the door opens (see below under Treasure). However, on a failure, a powerful jolt of electricity arcs through the stone circle, dealing 10 (3d6) lightning damage to anyone standing on it.

Treasure: Opening the door reveals a small chamber inside with lavish tomb of a once powerful gnome. You can roll randomly on the below table to determine what kind of gnome was found.

1d6	Entombed Gnome	Treasure
1	Wizard	3 spell scrolls (3rd level, randomly determine spells)
2	Priest	3 spell scrolls (3rd level, randomly determine spells)
3	Warrior	+1 war pick
4	Noble	Brooch of shielding
5	Rogue	Bag of holding
6	Trickster	Bag of tricks

Headache trap

The gnomes of Silvergaeral protected the mausoleum with more than just elemental guardians. They placed a number of traps around, including one known as the headache trap. The characters are traveling through a ten-foot corridor in the mausoleum when they come upon a section that appears to have dried blood on

the walls, ceiling, and floor, in a spray pattern as if someone was hit with something very hard. The blood is from a kobold that met its fate here.

Trap: The blood should be the clue needed to search for traps, and the pressure plate on the floor can be found with a DC 20 Intelligence (Investigation) check. The pressure plate can be disabled with a DC 20 Dexterity check with a set of thieves' tools. If not found and more than 5 pounds of weight are applied to the pressure plate a seven-foot-wide section of the ceiling swings down on a hinge to slam into the person who triggered the trap, dealing 9 (2d8) bludgeoning damage unless a DC 20 Dexterity saving throw is made.

Double pit trap

As the characters explore the Mausoleum of the Mountain, they find themselves in a stone corridor, ten feet wide. Ahead of them is an obvious pit trap, ten feet across and twenty feet deep.

Trap: The trap is a concealed pit trap on the other side of the obvious pit trap. Anyone who jumps the distance and lands in a ten foot square on the other side of the open pit falls into the concealed trap, which is also twenty feet down (dealing 7 (2d6) bludgeoning damage from the fall) and spiked (which deals an additional 7 (2d6) piercing damage). The concealed pit trap can be spotted with a DC 20 Wisdom (Perception) check.

Deep Tombs

After following the kobold tracks and making their way through the Mausoleum of the Mountain, the characters finally come upon the Deep Tombs wherein Kra-Moth-Ka is laid to rest along with a number of important gnomish families from the history of Silvergaeral. Refer to the Deep Tombs map for the keyed locations.

1. Entrance

The kobold tracks you've been following through the catacombs lead to a broad pair of stairs descending further into the mountain. The bodies of four dead kobolds lay sprawled on the stairs in a position suggesting they were fleeing up the stairs. Their skin is pulled tight against the bones and their muzzles are frozen in wordless screams.

The four dead kobolds were part of the contingent that came searching for the tomb of Kra-Moth-Ka. These ones fled from the specters in area 2 but didn't make it out before their life was drained.

2. Crypt of Lesser Families

The stairs descend into a wide hallway, about twenty feet across, with two rows of squat pillars down its indeterminate length. The pillars are carved with intricate runes interspersed with stone images of gnome faces.

In this part of the mausoleum the members of the lesser families of Silvergaeral were entombed directly within the pillars. This was the tradition of the gnomes, who used their craftsman skills and magical talents to remember those who had passed.

There are **3 specters** of dead gnomes that dwell in this chamber. They are angry and fight anyone who intrudes in the hallway; their rage at having the kobold warlord Kra-Moth-Ka entombed nearby keeps them tied to the material world.

Any character that approaches one of the pillars triggers an ancient illusion in the form of a modified magic mouth spell. A stone face on the nearest pillars blinks to life and turns to face the entrance to the crypt. It then speaks in an ancient dialect of Gnome (understandable by anyone who speaks Gnome) and recites their family name and greatest deeds. Below are some suggestions.

- Milkwed family, great herbalists who discovered the healing properties of the white fly mushrooms
- Fastcaller family, greatest of the fruit merchants in all of the Valley of Flanheda
- Kaerpin family, who could polish gems so well that they would hold sunlight itself
- Uranoenseg family, renowned across Silvergaeral for their fine silken robes
- Shadoweye family, who made rope that never failed

Tactics: The specters begin whispering to each other before they attack intruders. Their whispers are cruel jibes about what the characters are wearing or what they look like. Their jokes are mean-spirited and designed to demoralize, but if it doesn't look like any characters are getting upset the specters launch into an attack.

Treasure: Hidden in one of the pillars (discoverable with a Passive Perception of 14 or higher) is a secret panel that contains a small box. Inside is a *potion of frost giant strength*.

3. Chapel to the Gnome God in Triplicate

This large chamber holds three large statues against the far wall. The ceiling here reaches twenty feet high and the statues just barely fit. Each statue depicts a gnome dressed in somber robes with an intricately braided beard and a wise, wrinkled face. You notice that they are all the same gnome but each shows a different expression. The statue on the left wears a worried look; the one in the middle a laughing smile; and the one on the right a scowl. The eyes of each statue are gemstones of some sort, though the exact nature is difficult to determine.

This great chapel is where the God of Gnomes was venerated by the keepers of the mausoleum. The statues represent the three faces of the gnome god—worry, mirth, and wrath. Anyone that approaches the statues triggers a powerful illusion, animating the faces of the statues. The statues cannot move, though they lament this fact greatly, and demand to know what the characters are doing in their sacred home.

The statues of the Gnome God each act in a manner according to their dominant trait. The worrisome one is constantly complaining about the state of the mausoleum ("look at all this dust!"), the jubilant one cracks jokes at everyone's expense but not in a mean way ("you think you've got it bad, try an eternity with these two!"), and the angry one wants to bury his axe (which he does not have) in the skull of a kobold ("filthy creatures that lie and steal—dishonestly!").

The statues can relate that long ago (exactly how long none of them can agree) a force of kobolds came and desecrated the mausoleum. Then shortly afterwards, the last remaining illusionist-lords of Silvergaeral entombed some kobold warlord in the lowest hall and sealed it away. Recently, however, more kobolds came and broke into that tomb. The statues do not know why.

The statues do know that the tomb of the kobold warlord was sealed by ancient magic, and that the only way to open it was through the "hand of the illusionist-lords" or so they recall. They don't exactly know what this means.

WEIRD DAVE'S NOTEBOOK: FUN WITH THREE VOICES
MAKE SURE TO REALLY PLAY UP THE FUN OF THE THREE STATUES IN THIS ROOM. THERE IS A BIT OF KEY INFORMATION FOR THE CHARACTERS TO LEARN (THE HAND OF THE ILLUSIONIST-LORDS REFERENCE) BUT THAT DOESN'T MEAN THAT THREE BICKERING HEADS SHOULD JUST GIVE THIS UP WITHOUT A LOT OF SQUABBLING. USING BODY LANGUAGE CAN HELP BRING THE STATUES TO LIFE (SLUMP YOUR SHOULDERS AND WRING YOUR HANDS WITH THE WORRIED ONE, SMILE ALL THE TIME WITH THE MIRTHFUL ONE, AND PUT ON A FIERCE SCOWL FOR THE ANGRY ONE). HAVE FUN WITH IT!

4. Gallery of the Fallen

The walls of this great chamber are lined with tapestries in surprisingly good shape. They depict scenes of a city of gnomes at the height of its glory on the shores of a crystal blue lake with a sparkling waterfall. One tapestry shows gnomes buying and selling goods in a grand coliseum while another shows giant badgers and armored gnomes guarding the entrance to their valley home. The idyllic and peaceful tapestries stand in stark contrast to the numerous kobold bodies strewn about the room. Some begin to stir with a low moan.

A force of kobolds came here searching for Kra-Moth-Ka's tomb and fell victim to the mummified illusionist-lord in area 5. Now they have become part of the mausoleum's undying defense. There are **6 kobold zombies** that shamble to life as the characters enter.

Tactics: The zombies do not have anything resembling tactical intelligence. They attack whatever warm body is closest and do not relent unless the characters retreat past area 1.

Treasure: Searching the kobold bodies turns up a pouch of gemstones (five small amethysts) each worth 20 gold pieces.

5. Crypt of the First Illusionist-Lord

A deathly quiet falls over the chamber as you peer inside this room. It is nearly barren except for a single stone sarcophagus standing upright against the south wall. The sarcophagus depicts a noble gnome dressed in lavish robes, his arms crossed over his breast and his eyes closed in peaceful rest. The sarcophagus' lid is slightly ajar.

As the characters enter, the lid swings open on hinges and reveals **1 illusionist-lord mummy** inside. This is the remains of the first illusionist-lord of Silvergaeral, embalmed and preserved to protect the tomb. He gasps "die" in a voice full of dust and hate before shambling forward.

Tactics: The gnome mummy attacks anyone who enters the mausoleum and disturbs its rest. It does not like fire, however, and uses its dreadful glare against anyone with obvious pyrotechnic capabilities.

Treasure: Within the sarcophagus in a small holster hide four +2 bolts, all that remains of the first illusionist-lord's quiver of magic bolts.



6. Embalming Workshop

This room is filled with benches and tables, all of which seem to have recently been overturned. Clamps, tongs, crude knives, and clay jars lay scattered on the floor.

This room is where the attendant priests would prepare the remains of the illusionist-lords for mummification. Regular gnomes were buried in one of the many crypts, but the illusionist-lords were treated special as befitting their status in Silvergaeral. The area was ransacked by the kobolds when they came searching for Kra-Moth-Ka's tomb.

Treasure: Spending a few minutes searching through the room finds an ancient book called Rites of the Illusionist-Lords. It is written in Gnome and contains detailed instructions on gnome mummification, which involves removing all of the internal organs and wrapping the body in a specially prepared cloth. The organs are placed in jars and stored in their family home to ward off evil. The book is worth 50 gold pieces to a collector (such as Markar Laan).

7. Storage Room

This room was once used for storage based on the numerous stone closets around the walls, all of which have been opened, their contents scattered about the floor. Fur chunks and a few discarded, patchy cloaks litter the room, and a powerful stench of wet dog hangs in the air.

The kobolds used this room to rest and recuperate while they tried to penetrate Kra-Moth-Ka's tomb. There is nothing of note amongst the refuse.

8. Mausoleum Defenders

The smell of death hangs heavy in the air of chamber. A dozen or so kobold bodies lay strewn about, the victims of some calamitous wrath judging by their multitude of slashing wounds, and none too fresh guessing by the smell. Six great pillars reach up to the twenty-foot ceiling. The pillars are adorned with images of armored gnome warriors holding spears, axes, and swords, standing in rapt attention. You could almost believe that they are ready to leap to life.

This chamber was originally just to ward off evil with the images of stout gnome warriors ready to take up arms to defend the mausoleum's inner sanctum. When the illusionist-lords entombed Kra-Moth-Ka here, they took steps to ensure the defense of the kobold warlord's tomb would never be lax.

Any character that enters the room triggers the animation of **4 small animated armors**. They move silently, one from behind each of the pillars, and wield their weapons to stop anyone from going beyond. The kobolds that came previously managed to defeat them after suffering many losses, but the magic of the tomb brought the armors back after a month had passed.

The door to the south leads to a flight of stairs that descends to the Tomb of Kra-Moth-Ka. Opening the door requires the hand of one of the illusionist-lords—literally a hand. There is a palm print at gnome height in the door instead of a keyhole. If any hand except for that of an illusionist-lord is placed on the print, a powerful electrical surge strikes them for 7 (2d6) points of lightning damage.

The hand must come from either the illusionist-lord mummy in area 5 or one of the illusionist-lord zombies in area 12.

Tactics: The animated armors focus their attacks on one foe at a time to maximize their efforts and bring down opponents as quickly as possible. They are relentless and pursue anyone who flees to the steps at area 1.

9. Meditation Chamber

This room is bare except for a handful of plain cloth mats on the floor. A sense of peace exudes from inside.

The priests who tended the Mausoleum of the Mountain used this chamber for meditation on spiritual matters. The sense of peace is calming—any character can gain the benefit of a long rest by spending only half the normal required rest time in this room.

10. Crypt of Greater Families

This room is very similar to the first chamber, with two rows of pillars flanking the walls. However, the pillars here appear to be much more intricate—the faces carved into the stone are done with exquisite detail, and the runes are bold and striking. A shrill cry rises up from somewhere in the darkness.

This is where the eight great families of Silvergaeral interred their most honored dead. There are **3 specters** that are bound to protect the wealth stored in this chamber from any who would take it; they fly into a rage if anyone enters the room.

Just like in area 2, the faces on the pillars come to life when anyone comes close to them. These voices speak in a stiff, forgotten language that combines Gnome with Primordial in a tongue called High Gnomish. The voices declare the greatness of their family's deeds through the ages in long, somber announcements. The six families and their accomplishments are listed in brief here.

- House Tikkflanarum, richest of all the families of Silvergaeral, owned the most land
- House Raslen, luckiest of all the gnomes in the valley, operated gambling establishments
- House Dinlunarum, the brewmasters of the valley, whose ales were known far and wide
- House Fenow, who had produced more illusionist-lords than any, kept magical secrets
- House Segaddurd, known for its painters and skilled artists, and had works of priceless art
- House Silverskorr, the most devout of the families of the valley, maintained the mausoleum and kept the faith of the God of Gnomes

Tactics: The specters fight until defeated.

Treasure: A search of the pillars reveals 10 moss agates (each worth 15 gold pieces) in hidden holes.

11. Slimy Shrine

A small shrine dedicated to the God of Gnomes sits at this dead end. Upon closer examination the shrine appears to be wet, but if anyone gets too close, the **gray ooze** that lies in wait here strikes out with a pseudopod.

Tactics: The gray ooze followed the kobolds when they entered the Mausoleum of the Mountain and managed to eat some of their metal before it was driven off. It came back to the shrine hoping someone else would come and let it feed.

12. Great Crypts of the Illusionist-Lords

A dazzling chamber opens up before you. It is about 50 feet wide and at least that long, with three rows of three ornate coffins laid out in the floor. The ceiling is twenty feet up and pitch black except for the myriad of colored gemstones studded in random clusters. Some sort of natural florescent laid in ribbons on the walls gives the chamber an unearthly glow that catches the sparkling gems, creating the impression of twinkling stars in the night sky.

This is one of the main chambers where the illusionist-lords of Silvergaeral were laid to rest (there were other similar crypts in other areas of the Mausoleum of the Mountain that have been lost). Unfortunately, the foulness of Kra-Moth-Ka's tomb has corrupted these once noble gnome sorcerers and returned them to unlife as monstrosities. There are **6 illusionist-lord zombies** that rise from the nearest coffins on the ground.

Tactics: The zombies are raised by the festering anger of the mausoleum but have none of their former intelligence. The only remnant of their previous power is the persistent blur effect which can make dealing with them much more difficult. They fight until they are defeated. One of the illusionist-lord zombies is missing a hand (it was kept by the kobolds who used it to open Kra-Moth-Ka's tomb).

Treasure: If the characters search the crypts after dealing with the illusionist-lord zombies they turn up nine blue velvet masks, one in each coffin and each embroidered with gold thread. The masks are remarkably well preserved (each worth 50 gold pieces) and depict a stylized badger face on the front. If shown to Greatpaw, the intelligent badger is in awe and obeys all instructions from those wearing one of the masks.

Tomb of Kra-Moth-Ka

Once the characters have placed a hand from one of the undead illusionist-lords into the palm print in area 8, the doors swing open ominously to reveal a flight of stairs leading down into darkness. The stairs continue for about forty feet before ending in the tomb of Kra-Moth-Ka.

Read or paraphrase the following once the characters arrive.

The air in this room is charged as if a lightning storm were about to break out. The floor of the circular chamber is black and littered with discarded, ancient equipment—rusted pick axes, pitted swords, and broken wooden spears. At the eastern, western, and southern ends of the room squat ten by ten-foot antechambers shrouded in shadows. In front of the southern antechamber sits a large stone sarcophagus, simple in design but large enough to hold an ogre. The lid to the sarcophagus grinds against stone as it moves of its own accord to crash to the ground. A hollow, mocking laughter—not a gnome—comes from within the now lidless sarcophagus. Shuffling comes from each of the antechambers as well.

This is the final resting place of Kra-Moth-Ka, the place where he was buried after suffering defeat at the hands of the illusionist-lords so long ago. As the characters, watch the spectral form of the **Spirit of Kra-Moth-Ka (Stage III)** rises from the sarcophagus, while from each of the alcoves stumble out kobold skeletons (**9 kobold skeletons** total, 3 from each).

Tactics: Kra-Moth-Ka is at his strongest in this chamber. His physical remains stay in the sarcophagus but now that the characters have come to him personally he can use the fullest extent of his malevolent powers.

If a character uses the special elixir provided by Markar Laan on the remains in the sarcophagus, Kra-Moth-Ka is paralyzed for 1 round as he howls in pain (the skeletons are not affected). The elixir breaks the curse and the characters immediately feel as though a shadow was lifted from them. Kra-Moth-Ka cannot pursue characters beyond this tomb if the curse is lifted.

Treasure: The most valuable piece of treasure (the Armor of the Over-Kobold) was taken by the force of kobolds that came here before, while the other (the Bane of Kobolds, a spear) was lost long ago. Searching through the remains of Kra-Moth-Ka reveals the following items that were not looted by the kobolds (for fear of angering the great kobold warlord)—10 precious gems worth 45 gold pieces each, an *elemental gem* (fire), and a *potion of heroism*.

EPILOGUE

The characters end the curse when they use the special elixir on the physical remains of Kra-Moth-Ka in the depths of the Mausoleum of the Mountain. The ghost that had haunted them since the beginning of the module fades away (perhaps not permanently if he wasn't put down in his tomb) and the characters can go back to their lives.

Greatpaw and the giant badgers who dwell in the coliseum of Silvergaeral are overjoyed that the kobold warlord was laid to rest. They beg for any gnome character to stay behind and help rebuild the community to its former glory.

Kra-Moth-Ka's influence over Liverswood ends as well, much to the relief of Markar Laan. If any arcane spellcasting character has an interest in illusion spells, the gnome illusionist-lord can take on a mentorship role and pass on the secrets that are his legacy. The details of this are left up to the GM.

Rewards

Besides the experience points for overcoming the threats in the module, the GM may wish to award story rewards as well. Below are some suggestions—use your best judgment for where you want your characters to be at the end of the module!

- Lifting the curse over Liverswood
- Returning Greatpaw and the giant badgers to safety in Silvergaeral
- Putting to rest the malevolent spirit of Kra-Moth-Ka

Next Steps

If you plan on using **WK3 Revenge of the Over-Kobold**, the characters should make their way back to Ormkirk. Perhaps they are looking to turn in the bounty on kobold ears that they learned from the elf bounty hunter Meriel Dawnstar, or perhaps it's simply the closest town of any size to relax and enjoy the fruits of their work. Unfortunately, fate has other ideas for them!

Appendix: Monster and NPC Information

Zombie: Medium Undead; AC 8; HP 22; Spd 20 ft.; Darkvision 60 ft., passive Perception 8; DI poison; CI poisoned; Str 13 (+1), Dex 6 (-2), Con 16 (+3), Int 3 (-4), Wis 6 (-2), Cha 5 (-3); AL NE; Challenge ¼ (50 XP)

Undead Fortitude: If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Melee Attack – Slam: +3 to hit (reach 5 ft., one creature), 1d6+1 bludgeoning damage.

Spirit of Kra-Moth-Ka (Stage I): Small Undead; AC 13; HP 58; Spd 0 ft., fly 60 ft. (hover); DR acid, cold fire, lightning, thunder, bludgeoning/ piercing/ slashing from nonmagic that aren't silvered; DI necrotic, poison; CI charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained; darkvision 60 ft., passive Perception 12; Str 6 (-2), Dex 16 (+3), Con 16 (+3), Int 12 (+1), Wis 14 (+2), Cha 15 (+2); AL NE; Challenge 4 (1,100 XP)

Incorporeal Movement: The Spirit of Kra-Moth-Ka can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity: While in sunlight, the Spirit of Kra-Moth-Ka has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Melee Attack – Life Drain: +6 to hit (reach 5 ft., one creature), 12 (2d8+3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Spirit of Kra-Moth-Ka (Stage II): Same as Stage I except increase HP to 71, Challenge to 5 (1,800 XP), and Life Drain to 16 necrotic damage.

Spirit of Kra-Moth-Ka (Stage III): Same as Stage I except increase HP to 85, Challenge to 5 (1,800 XP), and Life Drain to 21 necrotic damage.

Giant spider: Large beast; AC 14; HP 26; Spd 30 ft., climb 30 ft.; blindsight 10 ft., darkvision 60 ft., passive Perception 10; Str 14 (+2), Dex 16 (+3), Con 12 (+1), Int 2 (-4), Wis 11 (+0), Cha 4 (-3); AL U; Challenge 1 (200 XP)

Melee Attack – Bite: +5 to hit (reach 5 ft., one target), 1d8+3 piercing damage and the target must make a DC 11 Constitution saving throw, taking 2d8 poison damage on a failed save, or half as much on a successful one.

Ranged Attack – Web (recharge 5-6): +5 to hit (range 30/60 ft., one creature), target is restrained. As an action, the restrained target can make a DC 12

NPC Profile: Kra-Moth-Ka, Kobold Wraith

During the adventure the characters are destined to meet the Spirit of Kra-Moth-Ka three times, and each time he is going to be a little stronger and tougher to put down. He is the ethereal manifestation of the powerful kobold warlord, and during combat he shouts orders to his "troops" in an ancient Kobold dialect. If there are any gnomes in the party he targets them with a fury.

The Spirit of Kra-Moth-Ka is anger personified, and he screeches and yips at the characters. His physical presence in the world is tied to the curse that is laid upon them, and if he kills the last character who labors under that curse, he believes that he can achieve full materialization on the Prime Plane. Whether this is true is up to the GM.

Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10, hp 5, DV fire, DI bludgeoning, poison, psychic damage).

Stirge: Tiny Beast; AC 14; HP 2; Spd 10 ft., fly 40 ft.; darkvision 60 ft., passive Perception 9; Str 4 (-3), Dex 16 (+3), Con 11 (+0), Int 2 (-4), wis 8 (-1), Cha 6 (-2); AL U; Challenge 1/8 (25 XP)

Melee Attack – Blood Drain: +5 to hit (reach 5 ft., one creature), 5 (1d4+3) piercing damage and the stirge attaches to the target. While attached, the stirge doesn't attack. Instead, at the start of each of the stirge's turns, the target loses 5 (1d4+3) hp due to blood loss. The stirge can detach itself by spending 5 feet of its movement. It does so after it drains 10 hp of blood from the target or the target dies. A creature, including the target, can use its action to detach the stirge.

Beast of Liverswood: Large Beast; AC 14; HP 100; Spd 40 ft.; darkvision 60 ft., passive Perception 13; Str 20 (+5), Dex 10 (+0), Con 16 (+3), Int 2 (-4), Wis 13 (+1), Cha 7 (-2); AL U; Challenge 4 (1,100 XP)

Blood Frenzy: The Beast of Liverswood has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Keen Smell: The Beast of Liverswood has advantage on Wisdom (Perception) checks that rely on smell.

Multiattack: The Beast of Liverswood makes two attacks – one with the bite and one with the claws.

Melee Attack – Bite: +8 to hit (reach 5 ft., one creature), 11 (1d10+5) piercing damage.

Melee Attack – Claws: +7 to hit (reach 5 ft., one creature), 14 (2d8+5) slashing damage.

Animated books: Tiny Construct; AC 16; HP 10; Spd 0 ft., fly 50 ft.; DI poison, psychic; DR bludgeoning, piercing; CI blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned; blindsight 60 ft., passive Perception 7; Str 12 (+1), Dex 16 (+3), Con 11 (+0), Int 1 (-5), Wis 5 (-3), Cha 1 (-5); AL U; Challenge ¼ (50 XP)

Melee Attack – Bash: +4 to hit (reach 5 ft., one creature), 4 (1d6+1) bludgeoning damage.

Water weird: Large Elemental; AC 13; HP 58; Spd 0 ft., swim 60 ft.; DR fire, bludgeoning/piercing/slashing from nonmagical weapons; DI poison; CI exhaustion, grappled, paralyzed, poisoned, restrained, prone, unconscious; blindsight 30 ft., passive Perception 10; Str 17 (+3), Dex 16 (+3), Con 13 (+1), Int 11 (+0), Wis 10 (+0), Cha 10 (+0); AL N; Challenge 3 (700 XP)

Invisible in Water: The water weird is invisible while fully immersed in water.

Melee Attack – Constrict: +5 to hit (reach 10 ft., one creature), 13 (3d6+3) bludgeoning damage. If the target is Medium or small, it is grappled (escape DC 13) and pulled 5 feet toward the water weird. Until this grapple ends, the target is restrained, the water weird tries to drown it, and the water weird can't constrict another target.

Kobold: Small Humanoid (Kobold); AC 12; HP 5; Spd 30 ft.; darkvision 60 ft., passive Perception 8; Str 7 (-2), Dex 15 (+2), Con 8 (-1), Int 8 (-1), Wis 7 (-2), Cha 8 (-1); AL NE; Challenge 1/8 (25 XP)

Light Sensitivity: When in sunlight, the kobold has disadvantage on attack rolls.

Pack Tactics: The kobold has advantage on an attack roll against a creature if at least one of the

kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Melee Attack – Dagger: +4 to hit (reach 5 ft., one creature), 4 (1d4+2) piercing damage

Ranged Attack – Sling: +4 to hit (range 30 ft./120 ft., one creature), 4 (1d4+2) bludgeoning damage.

Kobold subchief: Small Humanoid (Kobold); AC 14; HP 21; Spd 30 ft.; darkvision 60 ft., passive Perception 11; Str 10 (+0), Dex 14 (+2), Con 11 (+0), Int 10 (+0), Wis 9 (-1), Cha 10 (+0); AL NE; Challenge 1 (200 XP)

Cunning Action: On each of its turns, the kobold subchief can use a bonus action to take the Dash, Disengage, or Hide action.

Light Sensitivity: When in sunlight, the kobold has disadvantage on attack rolls.

Multiattack: The kobold subchief makes two melee attacks.

Pack Tactics: The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sneak Attack (1/turn): The kobold subchief deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally.

Melee Attack – Short Sword: +4 to hit (reach 5 ft., one creature), 5 (1d6+2) piercing damage

Wild dog: Medium Beast; AC 12; HP 11; Spd 50 ft.; Low-light vision; Str 13 (+1), Dex 15 (+2), Con 13 (+1), Int 2 (-4), Wis 12 (+1), Cha 6 (-1); AL unaligned; Challenge 1/2 (100 XP)

Keen Senses: Wild dogs gain +2 bonus to Wisdom (Perception) checks to detect hidden creatures.

Pack Tactics: The wild dog has advantage on attack rolls against targets that are adjacent to one or more of the wild dog's allies.

Melee Attack – Bite: +3 to hit (reach 5 ft., one creature), 4 (1d6+1) piercing damage. If the wild dog deals damage, the target must succeed at a DC 10 Strength saving throw or be knocked prone.

Poltergeist: Small Undead; AC 12; HP 22; Spd 0 ft., fly 50 ft. (hover); DR acid, cold, fire, lightning, thunder, bludgeoning/piercing/slashing from nonmagical weapons; DI necrotic, poison; CI charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious; darkvision 60 ft., passive Perception 10; Str 1 (-5), Dex 14 (+2), Con 11 (+0), Int 10 (+0), Wis 10 (+0), Cha 11 (+0); AL CE; Challenge 2 (400 XP)

Invisibility: The poltergeist is invisible.

Incorporeal Movement: The poltergeist can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity: While in sunlight, the

NPC Profile: Markar Laan, Last of the Illusionist-Lords

Markar Laan is an aged gnome, roughly 195 years old, and is the last descendant of the ancient illusionist-lords of Silvergaeral. He enjoys history and is an accomplished wizard specializing in the school of illusion, though his advanced years and painful arthritis makes him useless in a combat scenario.

His great many years have worn down any pretenses of social niceties, so Markar speaks his mind and doesn't worry himself about what others may think. He is proud of his heritage and can speak for hours without end about the stories of his ancestral home of Silvergaeral.

Markar tends to babble at times, especially when excited, and loves to talk about history. All historic events are fascinating to him, and he has accumulated quite a store of knowledge at the Lone Library.

poltergeist has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Melee Attack – Forceful Slam: +4 to hit (reach 5 ft., one creature), 10 (3d6) force damage.

Telekinetic Thrust: As an action the poltergeist targets a creature or unattended object within 30 feet of it. A creature must be Medium or smaller to be affected by this magic, and an object can weigh up to 150 pounds. If the target is a creature, the poltergeist makes a Charisma check contested by the target's Strength check. If the poltergeist wins the contest, the poltergeist hurls the target up to 30 feet in any direction, including upward. If the target is an object that isn't being worn or carried, the poltergeist hurls it up to 30 feet in any direction. The poltergeist can use the object as a ranged weapon, attacking one creature along the object's path (+4 to hit) and dealing 5 (2d4) bludgeoning damage on a hit.

Ghoul: Medium Undead; AC 12; HP 22; Spd 30 ft.; DI poison; CI charmed, exhaustion, poisoned; darkvision 60 ft., passive Perception 10; Str 13 (+1), Dex 15 (+2), Con 10 (+0), Int 7 (-2), Wis 10 (+0), Cha 6 (-2); AL CE; Challenge 1 (200 XP)

Melee Attack – Bite: +2 to hit (reach 5 ft., one creature), 9 (2d6+2) piercing damage.

Melee Attack – Claws: +4 to hit (reach 5 ft., one creature), 7 (2d4+2) slashing damage and DC 10 Constitution save or be paralyzed for 1 minute (undead and elves are immune, repeat save at the end of every round).

Giant rat: Small Beast; AC 12; HP 7; Spd 30 ft.; darkvision 60 ft., passive Perception 10; Str 7 (-2), Dex 15 (+2), Con 11 (+0), Int 2 (-4), Wis 10 (+0), Cha 4 (-3); AL unaligned; Challenge 1/8 (25 XP)

Keen Smell: The rat has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics: The rat has advantage on attack rolls against targets that are adjacent to one or more of the rat's allies.

Melee Attack – Bite: +4 to hit (reach 5 ft., one creature), 4 (1d4+2) piercing damage

Earth elemental: Large Elemental; AC 17; HP 126; Spd 30 ft., burrow 30 ft.; DV thunder; DR bludgeoning/piercing/ slashing from nonmagic; DI poison; CI exhaustion, paralyzed, petrified, poisoned, unconscious; darkvision 60 ft., tremorsense 60 ft., passive Perception 10; Str 20 (+5), Dex 8 (-1), Con 20 (+5), Int 5 (-3), Wis 10 (+0), Cha 5 (-3); AL unaligned; Challenge 5 (1,800 XP)

Multiattack: the elemental makes two slam attacks.

Melee Attack – Slam: +8 to hit (reach 10 ft., one creature), 14 (2d8+5) bludgeoning damage.

NPC Profile: Greatpaw, Chief of the Giant Badgers

Greatpaw is a descendant of the giant badgers who were raised by the gnomes of Silvergaeral to be guardians and companions. He is intelligent and able to speak a broken dialect of Common and Gnome. His father before him was able to speak in the tongues of the gnomes, and he has one young pup that is learning it as well.

Greatpaw is the keeper of the traditions of the "lost people" (gnomes) of Silvergaeral, but over the centuries that oral tradition has become transformed by the simple understanding of the giant badgers. Greatpaw speaks of the time long ago when the "lost people" worked and played on the shores of the lake, when strangers from distant lands would come to "give away their ornaments of shiny stone" and everyone would "have mirth and merriment around great fires that lit the sky."

He speaks of the coming of the "nasty ones" (kobolds) as a day of great sadness when the people of Silvergaeral were killed. The badgers tried to help but the number of nasty ones was too great. Greatpaw's lineage was maintained by the chief of the badger speakers sealing them away in their tunnels below the "circle of stone" (coliseum).

Specter: Small Undead; AC 12; HP 22; Spd 0 ft., fly 50 ft. (hover); DR acid, cold, fire, lightning, thunder, bludgeoning/piercing/slashing from nonmagical weapons; DI necrotic, poison; CI charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious; darkvision 60 ft., passive Perception 10; Str 1 (-5), Dex 14 (+2), Con 11 (+0), Int 10 (+0), Wis 10 (+0), Cha 11 (+0); AL CE; Challenge 1 (200 XP)

Incorporeal Movement: The poltergeist can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity: While in sunlight, the poltergeist has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Melee Attack – Life Drain: +4 to hit (reach 5 ft., one creature), 10 (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Kobold zombie: Small Undead; AC 8; HP 19; Spd 20 ft.; DI poison; CI poisoned; darkvision 60 ft., passive Perception 8; Str 13 (+1), Dex 6 (-2), Con 16 (+3), Int 3 (-4), Wis 6 (-2, save +0), Cha 5 (-3); AL NE; Challenge 1/4 (50 XP)

Undead Fortitude: If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Melee Attack – Slam: +3 to hit (reach 5 ft., one creature), 4 (1d6+1) bludgeoning damage.

Illusionist-lord mummy: Small Undead; AC 11; HP 49; Spd 20 ft.; DV fire; DR bludgeoning/piercing/slashing from nonmagical weapons; DI necrotic, poison; CI charmed, exhaustion, frightened, paralyzed, poisoned; darkvision 60 ft., passive Perception 10; Str 16 (+3), Dex 8 (-1), Con 15 (+2), Int 6 (-2), Wis 10 (+0, save +2), Cha 12 (+1); AL LE; Challenge 4 (1,100 XP)

Mirror Image: The illusionist-lord mummy can use the *mirror image* spell as a reaction 1/day.

Multiattack: The illusionist-lord mummy can use its Dreadful Glare and makes one attack with its rotting fist.

Melee Attack – Rotting Fist: +5 to hit (reach 5 ft., one creature); 10 (2d6+3) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic.

Dreadful Glare: The mummy targets one creature it can see within 60 feet of it. If the target can see the mummy, it must succeed on a DC 11 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies for the next 24 hours.

Small animated armor: Small Construct; AC 18; HP 27; Spd 25 ft.; DI poison, psychic; CI blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned; blindsight 60 ft., passive Perception 6; Str 14 (+2), Dex 11 (+0), Con 13 (+1), Int 1 (-5), Wis 3 (-4), Cha 1 (-5); AL U; Challenge 1 (200 XP)

Multiattack: The armor makes two melee attacks.

Melee Attack – Slam: +4 to hit (reach 5 ft., one creature), 5 (1d6+2) bludgeoning damage.

Gray ooze: Medium Ooze; AC 8; HP 22; Spd 10 ft., climb 10 ft.; DR acid, cold, fire; CI blinded, charmed, deafened, exhaustion, frightened, prone; blindsight 60 ft., passive Perception 8; Str 12 (+1), Dex 6 (-2), Stealth +2, Con 16 (+3), Int 1 (-5), Wis 6 (-2), Cha 2 (-4); AL U; Challenge 1/2 (100 XP)

Amorphous: The ooze can move through a space as narrow as 1 inch wide without squeezing.

Corrode Metal: Any nonmagical weapon made of metal that hits the ooze corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the ooze is destroyed after dealing damage.

False Appearance: While the ooze remains motionless, it is indistinguishable from an oily pool or wet rock.

Melee Attack – Pseudopod: +3 to hit (reach 5 ft., one creature), 4 (1d6+1) bludgeoning damage plus 7 (2d6) acid damage, and if the target is wearing nonmagical metal armor, its armor is partly corroded and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Illusionist-lord zombie: Small Undead; AC 8; HP 19; Spd 20 ft.; DI poison; CI poisoned; darkvision 60 ft., passive Perception 8; Str 13 (+1), Dex 6 (-2), Con 16 (+3), Int 3 (-4), Wis 6 (-2, save +0), Cha 5 (-3); AL NE; Challenge 1/2 (100 XP)

Displacement: The illusionist-lord zombie projects a magical illusion that makes it shimmer in place, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn.

Undead Fortitude: If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Melee Attack – Slam: +3 to hit (reach 5 ft., one creature), 4 (1d6+1) bludgeoning damage.

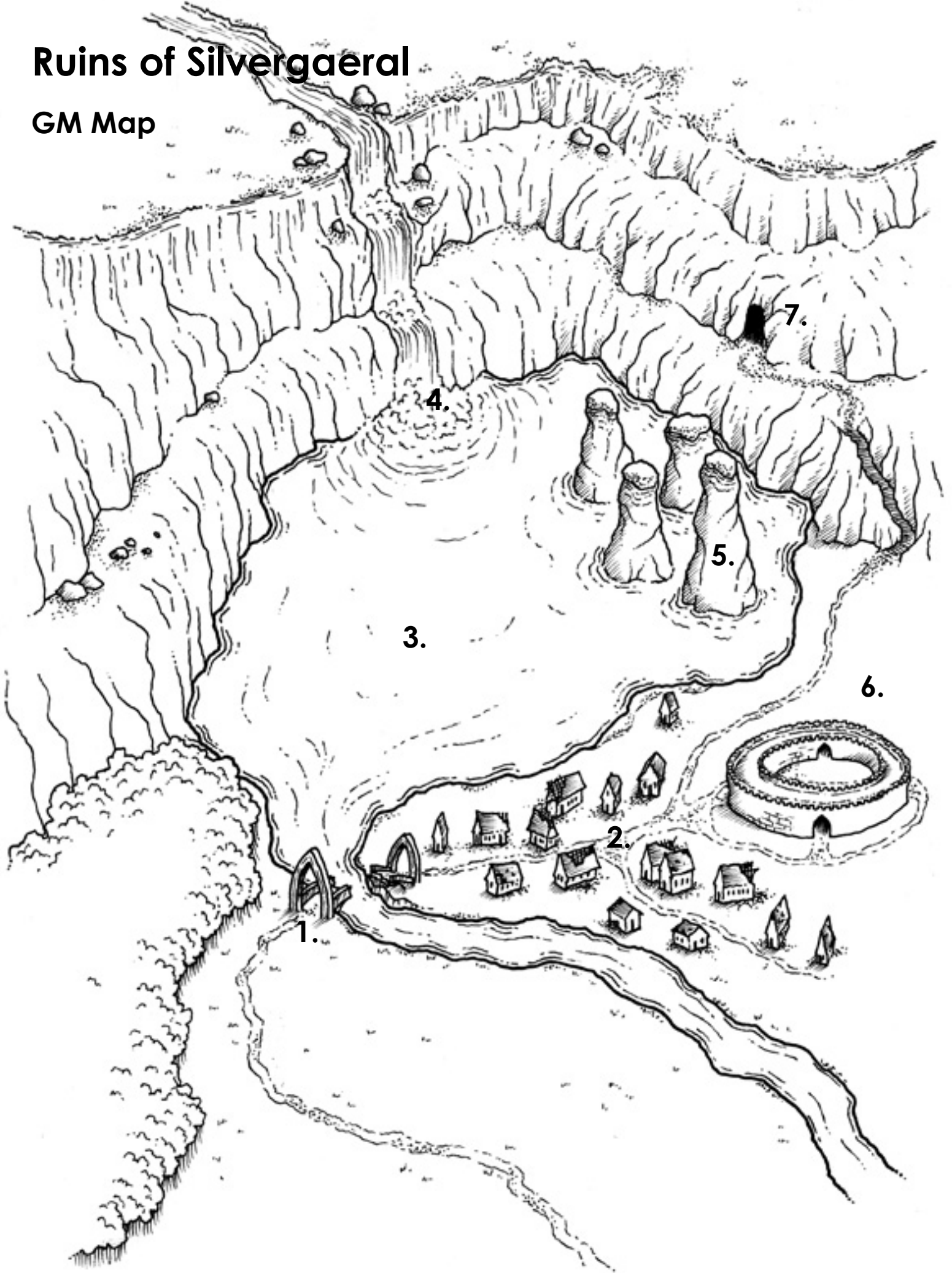
Kobold skeleton: Small Undead; AC 13; HP 11; Spd 30 ft.; DV bludgeoning; DI poison; CI exhaustion, poisoned; darkvision 60 ft., passive Perception 9; Str 10 (+0), Dex 14 (+2), Con 15 (+2), Int 6 (-2), Wis 8 (-1), Cha 5 (-3); AL LE; Challenge 1/4 (50 XP)

Melee Attack – Shortsword: +4 to hit (reach 5 ft., one creature), 5 (1d6+2) piercing damage.

Ranged Attack – Shortbow: +4 to hit (range 80/320 ft., one creature), 5 (1d6+2) piercing damage.

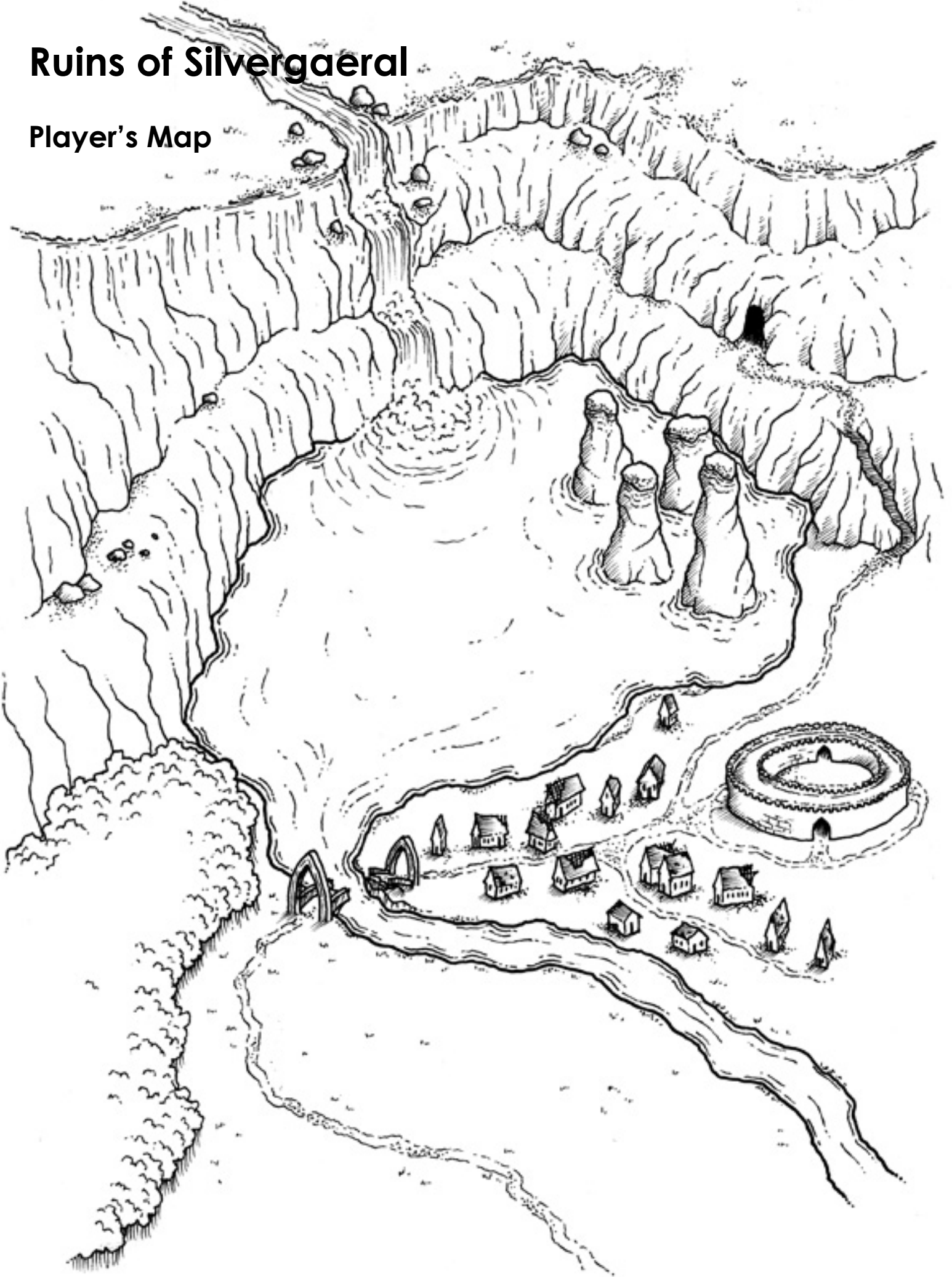
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GM Map



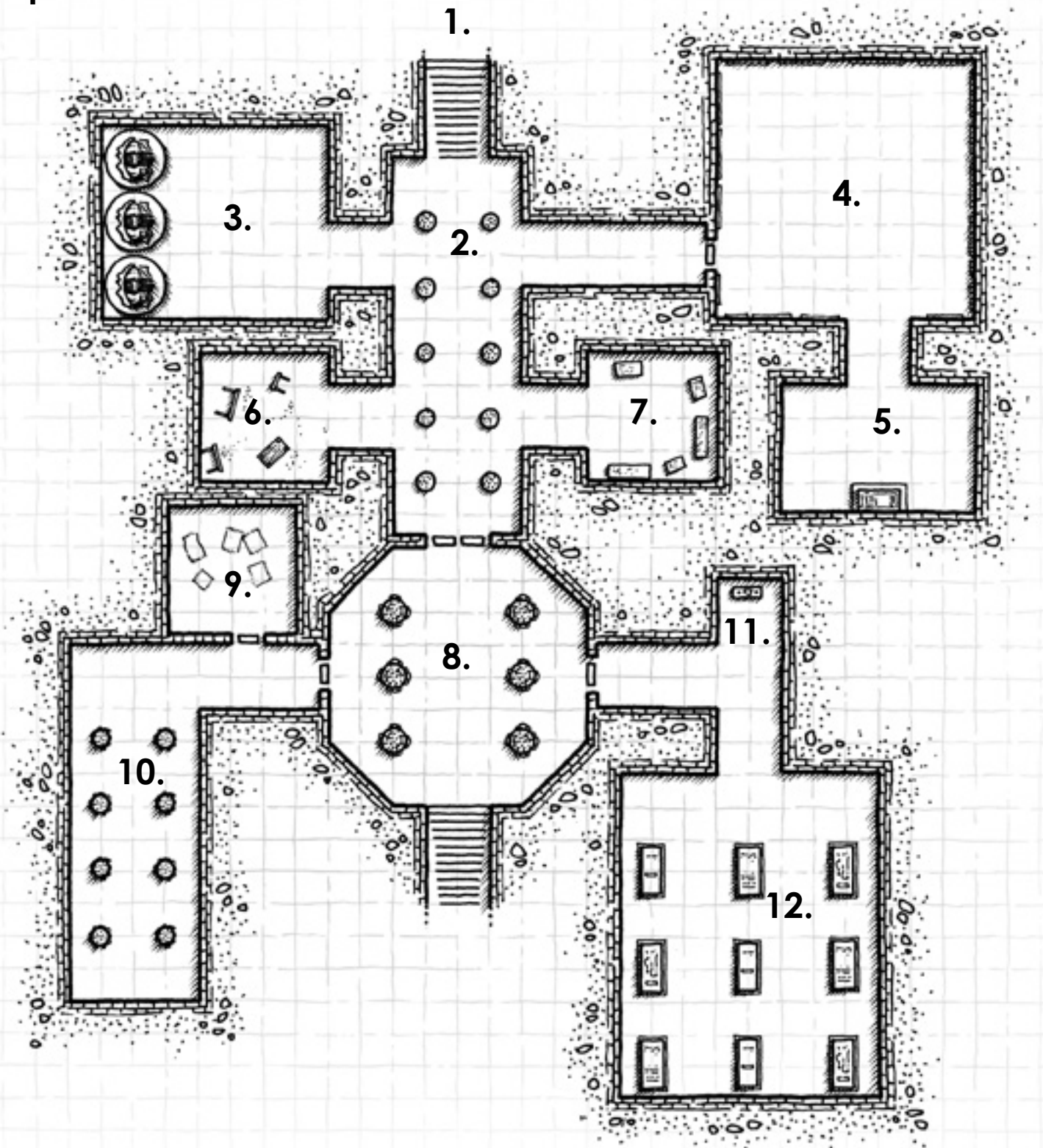
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Player's Map



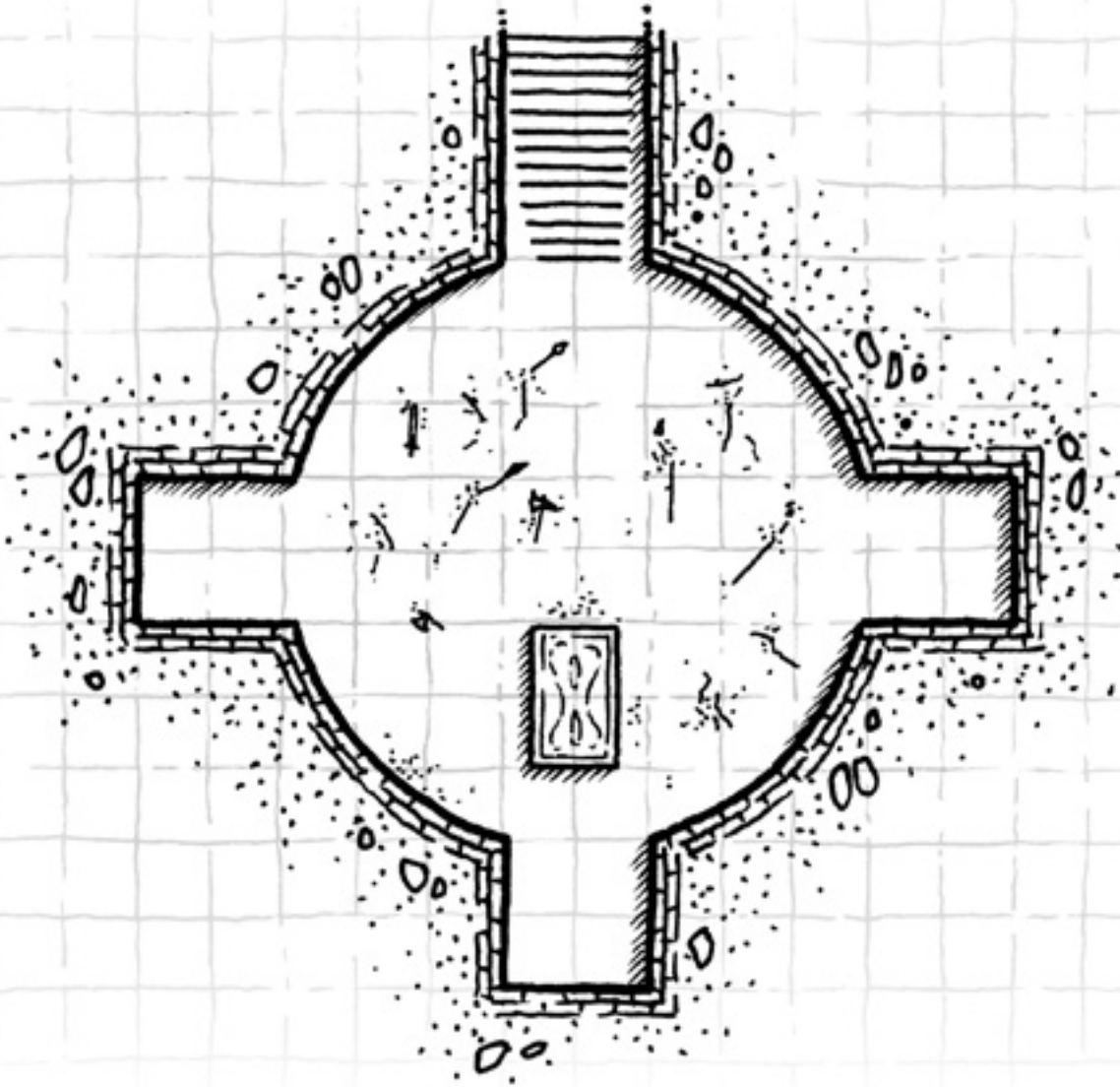
Deep Tombs

1 square = 5 ft.



Tomb of Kra-Moth-Ka

1 square = 5 ft.



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