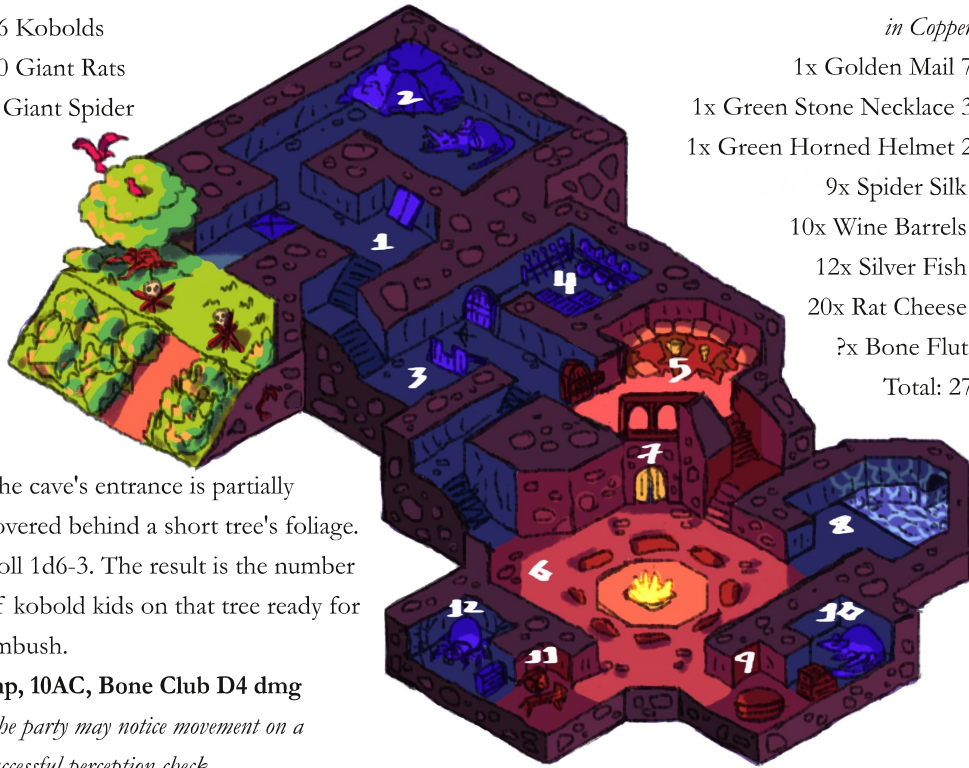


### Current Inhabitants:

- 16 Kobolds
- 10 Giant Rats
- 1 Giant Spider



The cave's entrance is partially covered behind a short tree's foliage. Roll 1d6-3. The result is the number of kobold kids on that tree ready for ambush.

**1hp, 10AC, Bone Club D4 dmg**

*The party may notice movement on a successful perception check.*

## The Kobold Lair

The place is fully dark and smells like rotten fish. Light attracts attention. Two people can go side to side. If not looking for traps, people in the front falls on a pit trap for D6 damage; Make a DEX save for half, in a failure the person screams and attracts attention.

### 1) Guard Room

You find two large wooden boards to get through the pit. There are four Kobolds distracted gambling with dice. The guards at room 3) arrives if they are not neutralized in three turns.

**3hp, 12AC, Man Catcher D4+1 dmg**

### 2) Rat Barn

Intense smell of rotten fish. Light reveals a huge pile of refuse and nine giant rats with saddles. One has a Green Stone Necklace.

**2hp, 11 AC, Bite D4. CON save or get sick.**

### 3) Barricade

Three armored guards behind a wooden barricade. Noises in the previous room makes them ready to shoot arrows.

**5hp, 14AC, Axe & Bow D6 dmg, 2d6 Silver**

### 4) Armory and Wine Cellar (Locked)

15AC to picklock, 12AC to break (attracts attention). Spears, Shields, Chailmails. Ten Heavy wine barrels worth 30cp each, Treasure chest with 3d6 x10 Silver pieces.

### Treasure Items

*in Copper Pieces*

- 1x Golden Mail 700 cp
- 1x Green Stone Necklace 350 cp
- 1x Green Horned Helmet 210 cp
- 9x Spider Silk 60 cp
- 10x Wine Barrels 30 cp
- 12x Silver Fish 25 cp
- 20x Rat Cheese 15 cp
- ?x Bone Flute 5 cp
- Total: 2700 cp

### 5) Chief Room

There is a 3-in-6 chance of finding the Chief distracted drinking with two female warriors. The key to the room 3 is on his neck. He wears a golden mail and a green stone horned helmet. If attacked his giant rat will arrive after 6 turns.

**8hp, 16AC, Battle Axe D6+2. 3d6 Silver**

### 6) Common Chamber

There's a big fire pit at the center and lots of pottery around. Two elders are cooking. If the kobold kids were not outside they will be playing here.

### 7) The Alcoves

Fifteen skin beds. Roll 1d6 for each:

*1-3 Bone Club; 4-5 3d6 cp; 6 Bone Flute (charms giant rats, d6 uses, recharges with creature's blood)*

### 8) Cave Pond (secret entrance)

There is a blind elder here peeling silver fish. Asks PCs to feed the fish (12) in the pond, each one worth 25cp. Stealing them makes the elder VERY upset.

**2hp, 11AC, Peeling Knife D6, Fishing Spell**

### 9) Food Storage

Here you can find a bunch of tools for making cheese and 20 wooden bins containing:

- 1 Rat Cheese;
- 2 Tomatoes;
- 3 Cabagges;
- 4 Salted Fish;
- 5 Goblin Ribs;
- 6 Pickled Eyes.

Behind this bins is the **room 10)**

where a very tired giant rat breastfeeds 3 giant baby rats.

### 11) Weaver Workshop

Here you can see a broken spinning wheel and nine balls of golden wool (spider silk). Behind this is **room 12)** where a giant spider is captive. She promises to help the PCs if released. She is weakened.

**5hp, 13AC, Bite 2d6-2, CON save or get Poisoned/Paralysed**

### Possible Development

If the spinning wheel gets fixes and the Giant Spider is not released, the elders will craft one spider silk armor (+3AC) per week. After wearing his servants, the Chief will start to sell this armors for the Orc tribes.

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