

ADVENTURE BUNDLES

PRESENTS

DELUSIONS OF GRANDEUR

1
LEVEL

DESIGNED FOR USE WITH

**OLD-SCHOOL
ESSENTIALS**



Introduction

There is a kobold clan living in an abandoned dwarven mine. They call themselves, Iga Shuvne, which loosely translates in common to The Big Ones in the Mines. The name is new. The kobold chieftain changed it after the discovery of a wand, as he thought it better describes what the clan now resembles.

It was about a month ago, when a scouting group of kobolds exited the mines to patrol the surrounding cliffside and desert. There, on the ground, near a patch of dried bushes, they found a wand which allowed them to change their size. Although they have made themselves smaller while testing the wand, the actual interest was on the property that allowed them to enlarge themselves. They brought the item back to their chieftain, and since then, he boasts with confidence, pride and has even started declaring dangerous ideas about attacking the nearby villages of men.

Adventure Summary

After taking the quest to travel to the kobold mines, the party will have to traverse a desert mountain. The way is clear, as the locals know the mine entrance location and point it to the party. But the mountain region poses dangers that can prove fatal, or at the very least problematic for a party that is unprepared.

Arriving at the mine location, the party can pick one out of three entrances and get inside, only to soon find out that the kobold clan has ingenious ways to set up traps for intruders.

After fighting kobolds and exploring the ancient rooms of the dwarven kingdom that used to call this mine home, the party will confront chieftain Gakba, a coward kobold with delusions of grandeur.

Referee Advice

Delusions of Grandeur is an adventure for a party of 1st level characters. Although the kobold clan is hostile, many rooms in the mines have secrets of their own, and you will see many encounters that are not just another fight.

Although the mines stretch for many miles and depths, the kobold clan uses the uppermost layer, while the kobold chieftain, shaman and some servants live in the second layer. Everything else below that is not accessible to the party and of no interest to the adventure other than providing some lore to make the dungeon feel alive and realistic.

By the end of the adventure the party should be close to level 2.

Adventure Hooks

1. **Unwanted Hostilities.** A nearby village named Korteas has been harassed by the kobolds as of late. More and more kobold scouts travel closer to the village and steal things, sometimes even starting fights with the local hunters. Now the village leader has gathered a small amount of gold pieces (200) and offers it to the party that will deal with the kobolds. Rumors go around the village that the kobold clan is led by a chieftain who has wings, a dragon skull as a head and is as big as a human.
2. **Messed Up.** Jafa, an apprentice to a magic-user who has his base in the village Korteas had been out in the desert gathering alchemical components. Before leaving, he picked his master's wand that allows one to double or halve their size. He dropped it while in the desert, and when he realized went searching for it. As he arrived at the spot, he saw the kobolds picking it up. Now he offers 200 gold pieces to adventurers that would bring it back to him.

Iga Shuvne Clan

The clan of kobolds found the abandoned mine some 10 years ago and decided to make it their home. They used to mind their own business, that is mining, hunting and defending themselves from intruders. It is only lately that they have become aggressive towards the nearby villages.

The clan is led by a chieftain, Gakba, and has a shaman as a spiritual leader named Zolta.

Gakba

The kobold chieftain would normally be characterized as a coward and as an individual who has delusions of grandeur. He has led the clan for many years, but probably only because there was never a better option.

He always believed that he could better his form and even took measures to achieve this. Not permanent measures, but simple tricks which make the rest of the clan think of him as someone better. He has fashioned a pair of wings out of straw and leaves, and made a mask of a red dragon which he wears above his snout. He thinks, if one is to lead, he first needs to look like a leader and a dragon.

Now that he can even make himself appear bigger, his transformation is complete.

The Village of Korteia

Korteia sits on the foothills of Krayg Tops, a mountain range at the edge of a rocky desert. The village itself is build near a small oasis, and serves as a rest stop for desert travelers and nomads.

Scales on a Plate

This tavern and inn that can house 10 guests at a time is named after its rather peculiar menu, that consists solely off desert reptiles and insects. Lizards, scorpions and snakes are the most common critters to find their way into the stews of the owner and cook, an ex-nomad named Willie. The only alcoholic beverage is a type of ale made from cactus juice.

Desert Flower Prices

Good	Price
Standard Meal	4cp
Fancy Meal	3sp
Travel Rations	3cp/meal
Cactus Ale	9cp
Lodging	4sp/night
Stable Fee	2sp/horse/day

Worn's Lab

Worn is a magic-user and alchemist who has picked Korteia as a base of operations for a variety of reasons. It is quiet, and close to two places which provide interesting alchemical components, the Krayg Tops and the desert.

If you pick the quest hook **Messed Up**, Worn is the owner of the wand that was lost, while Jafa, his apprentice, also lives with him.

Worn is not a merchant, but can offer some of his research for a very generous payment if persuaded to do so.

Worn's Prices

Good	Price
1x Potion of Healing	300gp
1x Potion of Gaseous Form	150gp
1x Potion of Poison	100gp

Goods

In Korteia one can find the following goods from various traveling merchants that are currently in the village.

General Goods Prices

Good	Price/piece
4x Desert Clothes (Day)	2gp
4x Desert Clothes (Night)	3gp
3x Hunting Trap	1gp
10x Iron Pot	4sp
Manacles	7sp
2x Rope (50')	1gp
10x Torch	2cp

Shrine of Calastie

Calastie is the goddess of travel and navigation. She has a dedicated shrine in Korteia, where travelers and locals can pray. It is an open altar with four pillars holding a flat, adobe roof above it. Offerings are placed directly on the altar and gathered in the night by Alfreda.

Alfreda is the local cleric who tends to the shrine and offers prayers for the travelers that come to Korteia. She can advice adventurers in terms of desert travel and the dangers of the mountains.

Retainers

There are several people in Korteia that are looking for work and will accept to join adventurers for standard payment.

- 3x peasants.
- 2x heavy footmen (one of which a dwarf).
- 3x crossbowmen.

Krayg Tops

No matter the adventure hook you pick, the locals are going to point the general direction of the mines for the party. The trip there takes 3 days at standard pace and is straightforward in terms of navigation, but the desert mountain is a dangerous place to traverse even when knowing the way.

Krayg Tops is a labyrinth of red rock. Below the mountain peaks are located giant cavern networks full of meltwater rivers that feed the oasis on the foothills, which in turn provide a great opportunity to rest while traversing the desert.

The hidden high valleys within the mountains are riddled with orc clans, as well as game such as boar.

Every 6 hours the party spends in the open while traveling or resting, there is a 2-in-6 chance they'll encounter something from the table below. There are some encounters that can only happen at night or day. If a safe spot has been found (like a small cave), then there is only a 1-in-6 chance for an encounter. If the party rests around an oasis, then there is a 3-in-6 chance. If the same encounter happens twice, then the party encounters a patrol of 3d4 Iga Shuvne **kobolds** instead.

Krayg Tops Encounters

d8	Encounter
1	Orc Patrol
2	Nomads
3	Gold Dragon Wyrmling
4	Pit Viper
5	Animals
6	Goblin Bandit
7	Heatstroke or Hypothermia
8	Cleric Group

1. **Orc Patrol.** 2d4 **Orcs** patrol the mountain. They will be hostile and attack the party on sight. This hostility is territorial, and so the orcs won't give chase if the party retreats.

Orc: AC 6 [13], HD 1 (4 hp), Att 1 × weapon (1d6 or by weapon), THACO 19 [0], MV 120' (40'), SV D12 W13 P14 B15 S16 (1), ML 6, AL Chaotic, XP 10

Equipment: Axe, knife.

Hate the sun: -1 to-hit in full daylight.

2. **Nomads.** 2d4 of them strayed from a bigger group to scout ahead, half of them will be riding camels. They will be extremely cautious and won't hesitate to draw their weapons. However, the right words can shift their attitude. They know the mountain well and can offer advice, and even know the exact location of the main mine entrance, as well as the location of the flooded entrance.

Nomad: AC 7 [12], HD 1 (4 hp), Att 1 × weapon (1d6 or by weapon), THACO 19 [0], MV 120' (40'), SV D12 W13 P14 B15 S16 (1), ML 8, AL Neutral, XP 10

Equipment: Leather armor, shield, shortbow or spear.

3. **Gold Dragon Wyrmling.** The wyrmling's mother has a lair on top of the mountain. The little one ventured away, got lost, and now it's thirsty. If offered water, it shows off its chlorine gas breath attack in happiness and flies away. The wyrmling is too weak to fight even if provoked.

4. **Pit Viper.** Happens only at day. If night then nothing happens. 1 pit viper creeps close to the camp or traveling party. Will be hostile if provoked.

Pit Viper: AC 6 [13], HD 2* (9 hp), Att 1 × bite (1d4 + poison), THACO 18 [+1], MV 90' (30'), SV D12 W13 P14 B15 S16 (1), ML 7, AL Neutral, XP 25

Initiative: Always gains initiative (no roll), due to special senses.

Poison: Causes death (save vs poison).

5. **Animals.** Either 1d6 boars, 1d3 hawks, 3d10 antelope, or 1d6 gecko(night). They will flee from the party.

6. **Goblin Bandit.** A goblin jumps out behind a nearby boulder and requests the party to hand their belongings. If it gets attacked, the goblin will drop his knife and run away.

Goblin: AC 6 [13], HD 1-1 (3 hp), Att 1 × weapon (1d6 or by weapon), THACO 19 [0], MV 60' (20'), SV D14 W15 P16 B17 S18 (NH), ML 7, AL Chaotic, XP 5

Equipment: Dagger, Rope (50'), waterskin, 2d6ep.

Hate the sun: -1 to-hit in full daylight.

7. **Heatstroke or Hypothermia.** Characters with lower than 10 CON must succeed on a roll versus CON. Failing, they suffer from either a heatstroke or hypothermia depending on the time of day it happens. The affected has 1 hour to either find a cool, shadowy place/heat source or die. If the characters wear appropriate clothes to counter such phenomena, then nothing happens.

8. **Cleric Group.** Happens only at camp. If the party is traveling, then nothing happens. A group of 3 clerics that worship the god of mining and metalworking, Gedash, ask to join the party at their camp. If the party accepts, the clerics will offer their blessings, each casting 1x Cure Light Wounds if needed.

9. (extra) **Iga Shuvne Kobold:** AC 7 [12], HD 1/2 (2 hp), Att 1 × weapon (1d4 or by weapon - 1), THACO 19 [0], MV 60' (20'), SV D14 W15 P16 B17 S18 (NH), ML 6, AL Chaotic, XP 5

Equipment: Dagger, sling, sling stones, Rope (50'), 15% chance for a badly drawn map of the first layer of the mines, 3d8cp.

Iga Shuvne Mines

An ancient dwarven civilization had dug these mines as the Krayg Tops are rich in precious gems like rubies and emeralds. They mined the mountain for many years before deciding to abandon it as it was getting close to depletion. Now, their once glorious rooms of dwarven architecture lie in ruins while filled with their mysteries and ancient designs.

The kobold clan that has taken residence now, has filled the place with traps in order to defend it from intruders.

Mine Entrances

There are three entrances to the mines. The main entrance is where the adventurers are led, but a search around the mountainside could find two side entrances that offer their own advantages and disadvantages.

- **Main Entrance.** There is little chance that the kobold clan won't be alarmed if the party picks this entrance, but its advantage is that there is an open and clear way to retreat should necessary.
- **Side Entrance,** there is a 2-in-6 chance to be found or 4-in-6 if the party has heard about it. This hole in the ground drops down to 15 feet on the mine floor, just next to **Area 5, Egg Chamber.** This area is not guarded, but if a retreat is necessary one would have to climb back up.
- **Flooded Entrance,** there is a 1-in-6 chance to be found. An underground river system runs inside these mountains, and on various spots the cracked rock faces allow entrance. One would need to swim in an underwater cave for 100 feet before exiting in the mine complex at **Area 7, Underground River.** This brings the party right between two kobold groups.

General Features

These mines are generally dug out to be at a dwarf height. Natural elements like wind and flowing water though, have made the tunnels bigger than they initially were. The floor and walls are rocky with a slight red tint to them.

Light. All rooms are either lit by sunlight which comes through ceiling cracks or kobold torches which burn at all times. The corridors are only dimly lit by torchlight that travels further from the rooms.

Sounds. One can at all times hear kobold talk echoing through the cave.

Wandering Monsters. The mines are a dangerous place to be. Kobold patrols roam the tunnels, either looking for new dig sites, exploring the old dwarven rooms, or potential dangers. Some rooms (as explained in the relative sections) are safer. For every hour the party spends in the mines, there is a 1-in-6 chance to encounter a patrol of 2d4 kobolds.

If an encounter happens, then there is a further 1-in-6 chance that it will be Gakba himself, the kobold chieftain, as he roams to check on his clan. If this happens and he is fought, he will try to retreat to his chambers in **Area 16, Throne Room.** This will cause the entire complex to be in high alert for 1 day.

Kobold: AC 7 [12], HD 1/2 (2 hp), Att 1 × weapon (1d4 or by weapon – 1), THACO 19 [0], MV 60' (20'), SV D14 W15 P16 B17 S18 (NH), ML 6, AL Chaotic, XP 5

Equipment: Dagger, Rope (50'), oil, 3d8cp.

Gakba: AC 7 [12], HD 2 (19 hp), Att 1 × weapon (1d4 or by weapon – 1), THACO 19 [0], MV 60' (20'), SV D14 W15 P16 B17 S18 (NH), ML 6, AL Chaotic, XP 20

Equipment: Leather armor, club, wand of enlarge or reduce, 3d20gp, two rubies worth 100gp each.



1. Entrance

The kobolds have tried to camouflage the entrance but haven't done a great job to it. Some dry bushes and sticks are placed in front of the cave, but light and noises escape enough for the kobolds inside to be noticed.

The guards from **Area 2, Guard Room** will come out to check suspicious sounds.

2. Guard Room

The room is quite colder and more humid than the outside. Animal bones and feces are scattered on the floor, and a campfire in ashes with some logs around it occupies the floor next to the right wall. The sound of running water can be heard from farther inside the cave.

There are 4 **kobold** guards stationed here to guard the entrance to the caves. They will attack on sight if they haven't been attacked outside.

Kobold: AC 7 [12], HD 1/2 (2 hp), Att 1 × weapon (1d4 or by weapon – 1), THACO 19 [0], MV 60' (20'), SV D14 W15 P16 B17 S18 (NH), ML 6, AL Chaotic, XP 5

Equipment: Torch, sling, Rope (50'), oiled tarp, 3d8cp.

Campfire Ash

A cunning kobold stole a bellows from a nearby village blacksmith not too long ago. If a kobold guard dies, another one will run to the bellows and blow against the ashpile. This will cause ash to spread as a cloud and cover a 15 foot radius area originating from the ash pile. The effect last for 5 minutes, and creatures inside this area count as blind until they leave it. The surviving kobolds will try to use this effect to escape by using the bridge toward the mines.

Any creature trying to run towards the bridge while the ash cloud persists, has a 2-in-6 chance to miss it and fall in the water.

3. The Great Lake

The sound of waterfalls feeding the underground lake emanates around the cavern. A couple rock platforms with jagged edges protrude from the crystal clear water, while makeshift bridges made of rotten rope and planks extend to connect them.

The water here is 10 feet deep on average, and the platforms about 5 feet higher than the surface of the water.

Waterfall Passage

When the party reaches the first platform, they can hear and see a waterfall forming some way down to their left. This leads to **Area 5, Egg Chamber**.

The waterfall leading to the egg chamber is 10 feet high and covered in slippery rocks. A successful roll versus DEX is required to scale it without equipment. A creature who fails tumbles 10 feet to the water basin below, taking 1d6 damage.

Tripwire

At the very beginning of the first bridge, is a tripwire at neck height of a human sized creature. Characters triggering the tripwire, tumble and fall into the water.

Oily Rope

The second bridge is only a piece of thick rope that has been stretched between two poles. If the kobold guards from **Area 2, Guard Room** are chased, they will use their oiled tarps to cover the rope in extremely slippery oil. Characters trying to cross must succeed on a roll versus DEX or fall in the water.

Damaged Planks

The 3rd, 4th and 5th plank on the third bridge are damaged. There is a 2-in-6 chance that stepping on them causes them to break, and a fall in the water for the character who stepped on them.

4a. Kobold Living Area

Makeshift beds, target dummies fashioned out of sticks and rusty shields, a spit roast sizzling with the fat of a boar and crates that bear the signs of a multitude of merchant guilds are scattered around the downward terracing platforms of this cavern.

This is where the main kobold force can be found. It's where they train, sleep and eat. At the moment there are 7 **kobolds** and 1 **kobold bodyguard** here spread out all over the area. Some are eating, some tending to the fire, while some even training. If its nighttime, then half of them will be asleep.

If these kobolds have been alarmed (either from the guards in **Area 2, Guard Room** or the miners in **Area 6, Mine Corridors**), there will be 4 of the kobolds on the topmost platform in ready to fight position. The rest 4 will run to the egg chamber to guard it. Any guard or miner that has made it here will also stay to defend.

Kobold: AC 7 [12], HD 1/2 (2 hp), Att 1 × weapon (1d4 or by weapon – 1), THACO 19 [0], MV 60' (20'), SV D14 W15 P16 B17 S18 (NH), ML 6, AL Chaotic, XP 5

Equipment: Dagger, sling, torch, tinder box, 3d8cp.

Kobold Bodyguard: AC 7 [12], HD 1 + 1 (6 hp), Att 1 × weapon (1d4 or by weapon – 1), THACO 19 [0], MV 60' (20'), SV D14 W15 P16 B17 S18 (NH), ML 6, AL Chaotic, XP 15

Equipment: Leather armor, club, sling, javelin, 3d6sp.

Stinky Chest

There is one chest next to the bed area that contains some treasure the kobolds found while mining. They have also placed a skunk inside to trick potential looters. The chest has 2 small holes on its side so that the creature inside can breathe.

There is a 3-in-6 chance that when the chest is opened, for the skunk to spray its foul odor and any creature within 5 feet of it will be stinky until they have a proper bath with soap. This will cause the character to have a 4-in-6 chance of failing to hide or move stealthily.

The chest contains a selection of gems, mostly agates and malachites, that are worth 350 gold pieces in total.

Bomb Stash

Next to the kennels, the kobolds keep a selection of handcrafted bombs. There are 2 Sticky Bombs and 3 Stink Bombs that can be looted here (See Appendix A for item descriptions).

4b. Kennels

Here the kobolds keep their pets, which they sometimes ride but mostly use as guards. At the moment there are 2 **gecko** down the pit. Luckily they cannot get out on their own because there are two locked barred gates between the living area and the pit. These doors can be opened by using a geared mechanism that is placed right outside the doors.

During the fight with the kobolds, one of the kobolds will try to make a run for the kennels and will need 1 minute to open the gate after he arrives to it. Once and if this happens, the geckos will join the fight.

The dead body at the back of the pit has something that looks like a bottle coming out of his pocket. This is a potion of healing, that the unlucky man was in the process of taking out to drink for himself before succumbing to his wounds. He also wears a ring of protection +1 that the kobolds didn't find.

The geckos will attack any non-kobold creature who comes down into the pit. Not because of loyalty to the kobolds, but because they are extremely hungry and have associated kobolds with feeding.

Gecko: AC 5 [14], HD 3 + 1 (14 hp), Att 1 × bite (1d8), THACO 16 [+3], MV 120' (40'), SV D12 W13 P14 B15 S16 (2), ML 7, AL Neutral, XP 50

5. Egg Chamber

There is an entrance to the mine complex that leads directly outside the egg chamber. So this room could be the starting point of the characters.

There are 5 nests here, containing all current kobold eggs of the tribe. There are green, red and black eggs at the moment, and all contain little kobolds in the early stages of development. If the kobolds in **Area 4a, Kobold Living Area** have been alarmed, then some will be waiting here to defend the eggs. Otherwise the chamber has no enemies.

The eggs can easily be destroyed, and for the consequences of such an action, see **Area 14, Shaman's Chambers**.

Clairvoyance Sensor

Just in front of the waterfall, the shaman of the tribe has placed a permanent clairvoyance sensor. It works just like the 3rd level spell Clairvoyance, but with some key differences. It is permanent, non-interruptible and can only connect the egg chamber to a device in the shaman's chambers.

6. Mine Corridors

There are currently 4 **kobolds** in the mines, just before the door to **Area 8, Foreman's Office**. They carry pickaxes and mine for gems.

- If the kobolds from **Area 4, Kobold Living Area** **direction** have been alarmed, then the 4 creatures that traveled to the egg chamber will let the miners know of the attack. In that case, the mines will be empty and the 4 kobold miners will travel to **Area 10, Landing Area** to set up an ambush.
- If the party comes from direction **Area 5, Egg Chamber**, then 3 miners will fight while one tries flee toward **Area 4, Kobold Living Area** to warn the rest.

Kobold: AC 7 [12], HD 1/2 (2 hp), Att 1 × weapon (1d4 or by weapon – 1), THACO 19 [0], MV 60' (20'), SV D14 W15 P16 B17 S18 (NH), ML 6, AL Chaotic, XP 5

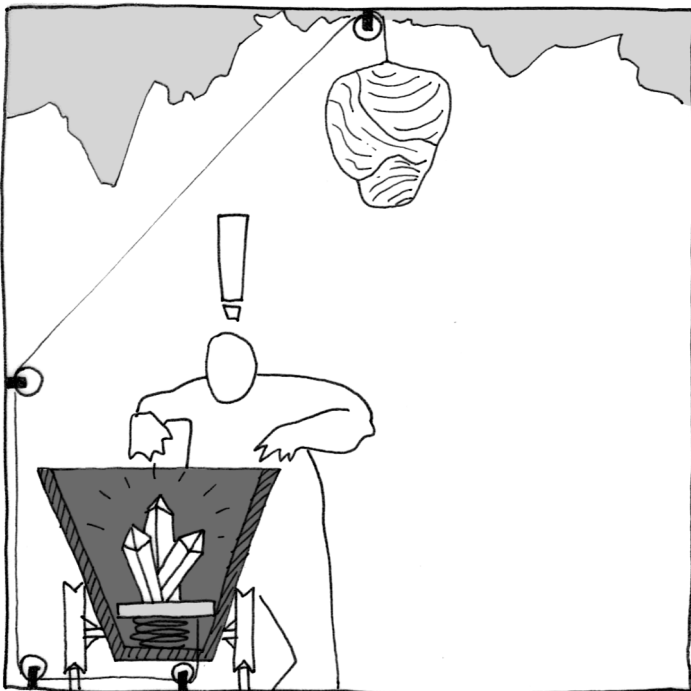
Equipment: Pickaxe, lantern, 3d8cp.

6a. Molten Honey and Resin

A tripwire here will cause a large cauldron that is concealed in the ceiling rocks to tip over with a 2-in-6 chance, and pour molten honey and resin on the floor. Although the mixture is not so hot to actually harm anyone, it will cover a 10 foot radius on the floor and those within it will have half their normal speed until they leave the area.

6b. Bees

The kobolds have harvested a nest of wild bees, which they have connected to a clever contraption. They have colored a common rock to look like a giant ruby and placed it in an abandoned wagon. When lifted, there is a 2-in-6 chance that a pressure plate on the wagon floor is activated and frees the nest. This then falls to the ground, and a swarm of wild bees stings any unlucky character who is within a 5 foot radius from the wagon. The affected must save versus poison or die.



7. Underground River

This is where the party arrives if they find and follow the flooded entrance. The kobold miners can be heard using their pickaxes, which is also the reason that they will probably not hear the party coming out of the water.

As soon as the party approaches or comes out of the water, a **drowned maiden** named Drowned Constance will emerge from the water. She has ventured too far away from her lair that connects to these underground rivers and is lost and hungry. She will ask the party to bring her an egg of the "scaly little ones" to feast upon so that she can return to her lair.

If this happens, she will dive under and disappear with the egg without even a simple thank you. Moments later, though, the party will see a corked bottle emerge from the water. This has a scroll inside, with the 1st level spell, Protection from Evil written on it. For the consequences of her taking an egg, read **Area 14, Shaman's Chambers**.

If she is not given an egg, then she will sadly retreat in the water, while if she is fought she will fight back but retreat if she drops below 5 hit points.

Drowned Constance: AC 8 [11], HD 2 (9 hp), Att 1 × claw + disease (1d6), THACO 18 [+1], MV 60' (20'), SV D12 W13 P14 B15 S16 (1), ML 12, AL Chaotic, XP 20

Drowning Disease: Claws have a 1-in-6 chance to infect the target (save versus poison). The diseased sweats profusely and is weak, having a -1 penalty on attack rolls. There is a further 1-in-6 chance the lungs of the target will fill with water and cause death (save versus death).

8. Foreman's Office

The foreman of the dwarven clan that occupied the mines used to work from here. The staircase leads deeper into the long abandoned halls of the clan, which are unreachable, at least in this adventure.

The scrolls and books are destroyed and unreadable, save for one page at the end of a journal (Appendix B, Handouts).

Treasure

There is a helmet under the desk (Appendix A, Kosvin's Helmet).

9. Elevator

The elevator descends for about 150 feet into the depths and to the second layer of the mining complex. It is relatively sturdy and easy to control by using the winch mechanism that is inside.

If the eggs have been either given to Constance or destroyed, then **Zolta** from **Area 14, Shaman's Chambers** has seen it and has come here to ambush the party. She waits behind the crates, while 2 **kobolds** are hiding in the elevator.

If the eggs were left unharmed, then the location features no battle.

Kobold: AC 7 [12], HD 1/2 (2 hp), Att 1 × weapon (1d4 - 1), THACO 19 [0], MV 60' (20'), SV D14 W15 P16 B17 S18 (NH), ML 6, AL Chaotic, XP 5

Equipment: Leather armor, dagger, sling, Rope (50'), tinder box, 1d20gp.

Zolta: AC 7 [12], HD 2 (8 hp), Att 1 × weapon (1d4), THACO 19 [0], MV 60' (20'), SV D14 W15 P16 B17 S18 (NH), ML 6, AL Lawful, XP 15

Equipment: Leather armor, staff, 1d20gp, 1 polished gem, 3 rubies worth 50gp each.

Shaman: Zolta can cast Cure Light Wounds one time per day.

Treasure

On the way down, the party can find a hole into the wall that is part of the dwarven armory which is now completely collapsed. The only part that exists still is a narrow, 10 foot-wide ledge. On the back end of this ledge, one can see fallen debris covering wooden furniture, armor racks, weapon stands and chests. Inside the niche one can find a pair of gloves (Appendix A, Kosvin's Gloves), as well as 10 pieces of dwarven relics (shields, armor pieces, weapons). The latter have no combat use, but their total archaeological value is 1000 gp.

The ledge itself is 10 feet away from the elevator and about 50 feet from the floor of the second layer of the mines.

10. Landing Area

The starting point of the second mine layer has nothing of interest except if the **kobolds** are alarmed, in which case 4 would have come down here and attack the party as they exit the elevator. Other than that, from here on, attempts to move stealthily have an extra 20% chance to succeed because of the wind noises moving through the caverns.

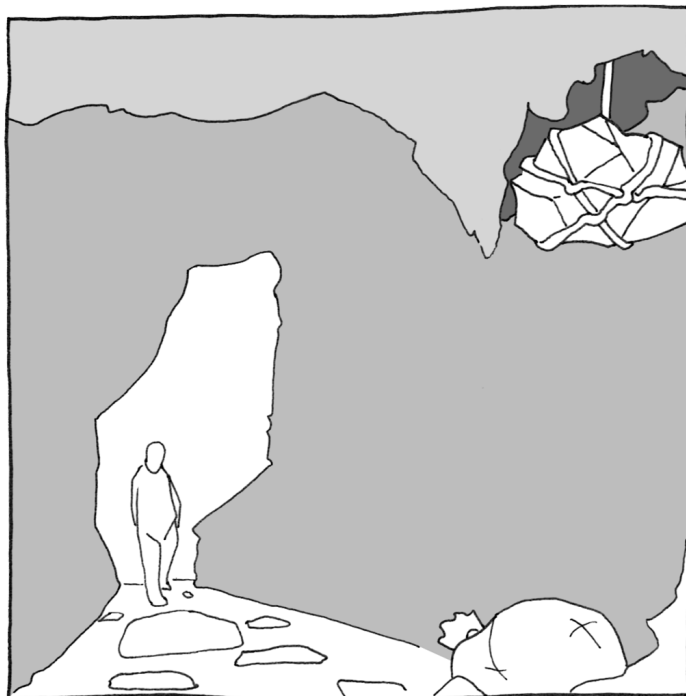
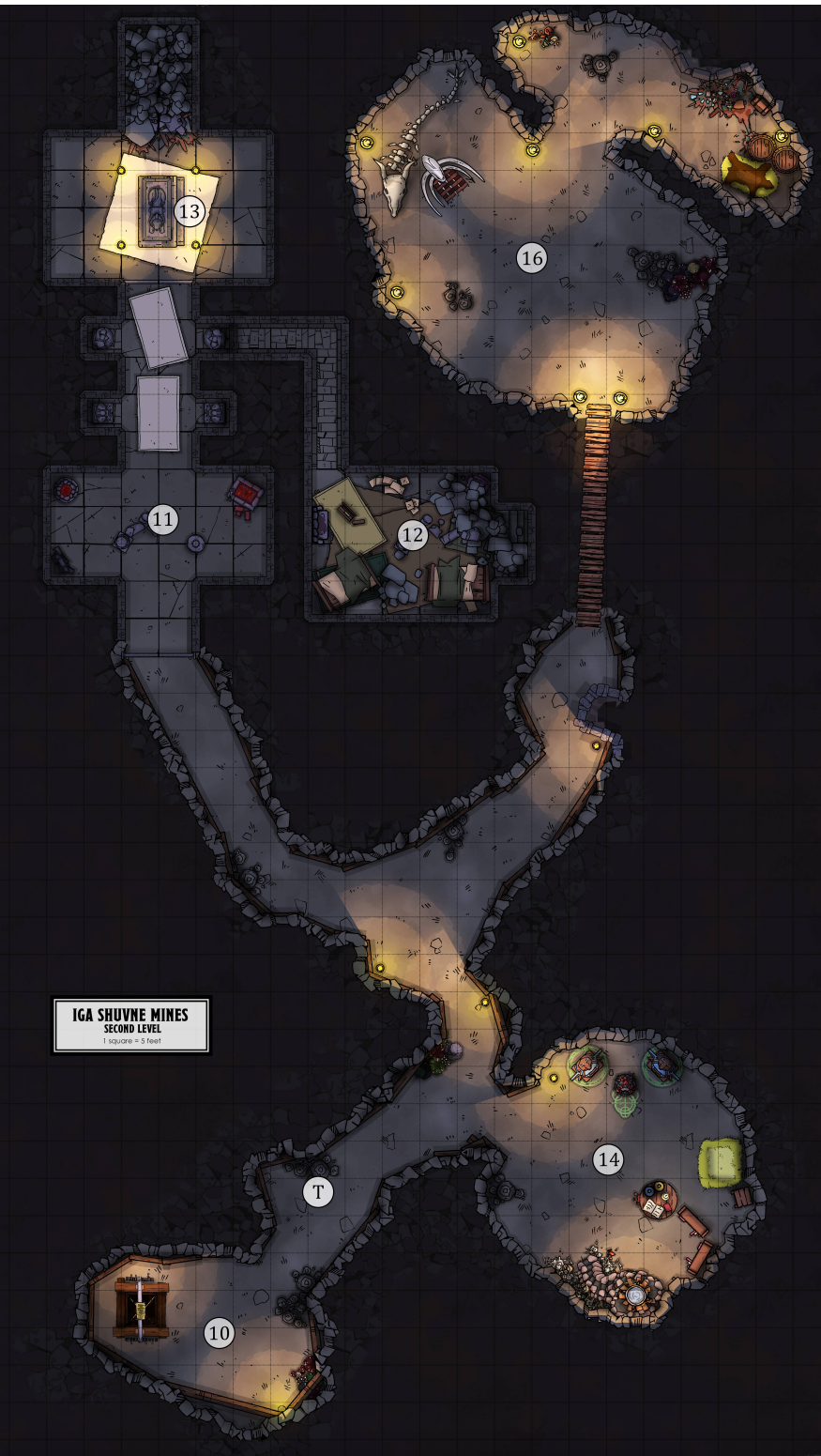
Kobold: AC 7 [12], HD 1/2 (2 hp), Att 1 × weapon (1d4 - 1), THACO 19 [0], MV 60' (20'), SV D14 W15 P16 B17 S18 (NH), ML 6, AL Chaotic, XP 5

Equipment: Leather armor, dagger, sling, 1d10gp.

Pressure Plate

On the niche marked as T on the map, there is a compressed elk bladder which contains a mixture of snake poisons. Connected to it, is a rope and a heavy boulder which stands some 10 feet above it. At the beginning of the corridor, a cave rock is a camouflage for a pressure plate, which when stepped upon causes the rope to snap, releasing the boulder and expelling the contents of the bladder in a 15 ft. cone to the direction of the elevator.

Any creature standing there, must succeed on a save versus poison. As the poison mix is not injected, is not lethal. But a creature failing the save suffers -2 on attack rolls and require double the amount of food and water until treated.



11. Forge

The cave floor gives way to stone tiles, that are carefully carved from the floor itself. Right and left, the abandoned furniture resembles blacksmithing equipment. Further ahead, a short corridor laid with ruined carpets on the stone floor, leads to a massive stone door. Against the stone door, you see a creature patiently scratching against the stone. It has four insectlike legs and a squat, humped body. It has a lumpy body and yellowish tan on the belly, which turns rust-red on its back.

The room used to be a dwarven forge. Now only ashes, debris and dust remains. A look around the room will notice that the weaponry, shields and armors that once decorated the walls are now either completely rusted or only hilts remain. The creature scratching the door is a **rust monster**. It has already eaten away all this deposit of the dwarven forge and now smells something on the other side of the door.

Because of that, it has not noticed the party yet. If one lingers too long though, it will eventually smell metal (provided of course there is) and turn to attack.

Rust Monster: AC 2[17], HD 5 (22 hp), Att 1 × feeler (rusting), THAC0 15 [+4], MV 120' (40'), SV D12 W13 P14 B15 S16 (3), ML 8, AL Neutral, XP 175

Rusting: Metal that touches a rust monster crumbles instantly to rust. Magic items have a 10% chance per “plus”, to be unaffected on each successful hit. Each time a magic item is affected, it loses one “plus”.

Corridor of Statues

The second statue on the right leads to a secret room if activated. It depicts the second king of the dwarven clan, Olorin. That king was famous for always leading the soldiers on the front line and charging the enemies with his sword. If one strikes the statue with a weapon, the wall behind it slides open to reveal the secret corridor.

12. King Kosvin's Harem Chambers

This was king Kosvin's private “fun” chamber. There is a pair of boots to be found here (Appendix A, Kosvin's Boots) together with a collection of fancy cutlery, plates, necklaces and an oil painting with a kinky content. These items are not magical, but can be sold for a total of 165 gp, 1142 sp, 4023 cp.

13. Tomb of King Kosvin

The torches in this room seem to burn with supernatural light. The tomb in the middle bears dwarven markings, and a stairwell to the back wall has completely collapsed. A weak coughing sound comes from the right, originating from a young man curled in the corner like a wounded animal.

This is Tornel, an archaeologist who entered the complex from a completely different entrance. Once he entered the tomb, the tunnel behind him collapsed. He went out shortly, encountered kobolds, to which point he retreated here since he is too afraid to go out on his own. He has been here for 5 days without water and food, and will treat the party as godsend.

He will plead that the party helps him out, and in return give them any information about the dwarven clan that they wish. Tornel is specialized in the subject, and knows all about king Kosvin's desires of the flesh, and most importantly, about the statues and king Olorin's ways in battle. He will specifically say:

"King Olorin would like nothing more, other than others showing him how hard they can strike."

This is a direct hint for the statue secret door in **Area 11, Forge**.

14. Shaman's Chambers

Incense, boiling meat and a general deathly odor are some of the intoxicating smells coming out of this room. The room itself is spacious and features a platform on the right that is surrounded by bones and leads to a boiling cauldron, bookshelves with old books and concoctions, as well as a draconic idol to the left that is accompanied by two wooden totems.

This is Zolta's room, the shaman of the clan. Whether she and her two kobold servants are in the room depends on what the party did (or not) in the egg chamber.

- **Eggs Destroyed or Given to Drowned Maiden.** In that case, Zolta will not be in the room, as she would have gone to **Area 9, Elevator** to ambush the players, together with the 2 kobold servants.
- **Eggs Left Intact.** Zolta doesn't like the new direction the tribe is heading to. She wants to overthrow the king but is too afraid to do this on her own. She sees the party as a gift from her god, and will ask them (or not stand in their way) to kill chieftain Gakba for her. In return she will help them perform Maktayip's ritual and offer any information about Gakba.

Altar of Maktayip

This statue is basically an altar to the kobold god, with which Zolta interacts regularly. The way she interacts with the statue/altar and Maktayip is by performing a ritual. The only way to know the ritual is if Zolta is alive and the party is willing to help her.

Maktayip's Ritual

The idol itself is perforated with hundreds of little holes. Some of them contain a little polished gem, but most are empty. If one needs Maktayip's blessing, they would need to insert a polished gem on the idol/altar, and speak these words: "Yak, Yip, Yakap, Yipyak" which means "This shiny gem I offer you". Then Maktayip will offer his blessing. If the party does this, then they are blessed (as by the spell bless).

The polished gem that can be looted from Zolta's body is a perfect candidate for the ritual. If Zolta is here and helps the party, she will provide the gem.

One can only receive this blessing from the idol and any further attempts to interact with it fail.

Zolta's Cauldron

Whoever drinks from the cauldron concoction (a mixture of bat wings, salamander eyes and several herbs) is healed 1d4 HP immediately, but this effect can only be gained once. If Zolta is alive and helps the party, she will suggest they'll do it and tell them it's safe to do so, albeit probably disgusting.

Treasure

On the table, mixed with a number of drinks and ingredients, is an orb that is made of a fogy crystal and feels warm to the touch. A creature touching the orb will get a view of the egg chamber through the clairvoyance sensor. It will not be able to transmit anymore when out of the caves, but can be sold for 400 gold pieces. If Zolta is alive and in the room, she will not allow anyone to touch it though.

Kobold: AC 7 [12], HD 1/2 (2 hp), Att 1 × weapon (1d4 - 1), THACO 19 [0], MV 60' (20'), SV D14 W15 P16 B17 S18 (NH), ML 6, AL Chaotic, XP 5

Equipment: Leather armor, dagger, sling, Rope (50'), tinder box, 1d20gp.

Zolta: AC 7 [12], HD 2 (8 hp), Att 1 × weapon (1d4), THACO 19 [0], MV 60' (20'), SV D14 W15 P16 B17 S18 (NH), ML 6, AL Lawful, XP 15

Equipment: Leather armor, staff, 1d20gp, 1 polished gem, 3 rubies worth 50gp each.

Shaman: Zolta can cast Cure Light Wounds one time per day.

16. Throne Room

A hanging bridge stretches above a seemingly bottomless chasm from where a constant cold wind blows. Beyond the bridge is a room, well lit by torchlight. Animal bones from a massive creature are scattered on the floor, possibly something that once called these caverns home.

In the room is a throne that is also covered in bones and skulls.

Whether **Gakba** was fought or not, or whether the clan is alarmed or not, Gakba will be in this room, either having fled here or just living his life.

No matter the case, he will have a superiority attitude towards the party as he thinks they are here to worship him. His two guards cheer as he talks, and he will keep this attitude until realizing that the reason for the party's arrival is not to worship him (provided that is the case, of course). As mentioned, Gakba is a coward. So he will send his guards outside and try to talk to the party.

He tries to offer the party anything, as long as they spare him. Killing Zolta instead, taking all his treasure and offering to exile himself are things he could say and offer. If even after all this the party still wants to fight him, he will fight back.

At first he will use the wand to enlarge himself. This gives him a +2 modifier on attacks, but makes him easier to hit so he also receives a -2 modifier on AC. The one **kobold** and one **kobold bodyguard** that are in the room will mindlessly come back in and attack the party.

If Gakba reaches 10 or less hit points during the battle, the two kobolds in the room will try to run away frightened and stop at nothing. Gakba will then fall to his knees and plead for his life. As an incentive, he will offer all his treasure, his armor and the wand.

Gakba: AC 7 [12], HD 2 (19 hp), Att 1 × weapon (1d4 - 1), THACO 19 [0], MV 60' (20'), SV D14 W15 P16 B17 S18 (NH), ML 6, AL Chaotic, XP 20

Equipment: Leather armor, club, wand of enlarge or reduce, 1d100 gp.

Kobold Bodyguard: AC 7 [12], HD 1 + 1 (6 hp), Att 1 × weapon (1d4 - 1), THACO 19 [0], MV 60' (20'), SV D14 W15 P16 B17 S18 (NH), ML 6, AL Chaotic, XP 15

Equipment: Leather armor, clum, sling, javelin, 3d20gp.

Kobold: AC 7 [12], HD 1/2 (2 hp), Att 1 × weapon (1d4 - 1), THACO 19 [0], MV 60' (20'), SV D14 W15 P16 B17 S18 (NH), ML 6, AL Chaotic, XP 5

Equipment: Leather armor, sling, Rope (50'), oil, 1d20gp.

Internal Affairs

There is a possibility that the adventure turns into a back-and-forth situation between Zolta and Gakba. If the party decides to share Zolta's plan with Gakba, he will try to counteroffer it as mentioned above. All his treasure, his armor and the wand, so the party kills Zolta instead.

If the PCs accept this offer, Zolta will not try any more offers and instead fight the PCs who betrayed her. What's more interesting, though, is that Gakba will use the opportunity to flee. In that case, while the PCs are fighting Zolta, they will hear the following sound from the hallway as Gakba runs away toward the elevator "Yiptiyiptiyip!!!"

Treasure

On the body of Gakba the party can find an armor (Appendix A, Kosvin's Second Skin) and the wand he used to enlarge himself. Furthermore, in a chest by his bed, the chieftain has a collection of gems that are worth 1150 gold pieces.

Conclusion

With the kobold chieftain dead or his wand retrieved, the surrounding lands can rest easy that the threat is no longer active. The party is now free to go and collect their reward, and share their stories of the kobold traps with the local bards.

Developments

If you picked this adventure as a part of a bigger campaign, then the party might consider trying to find out what lies deeper in the dwarven caverns. In that case, they will have to do their research and find another way in. Perhaps if they saved the archaeologist, he can show them around.

Also, if they helped Zolta, maybe they'll revisit the area to see how the clan is now going. If Gakba makes it out alive, consider the party meeting with him in the future. Either as a nomad salesman of curiosities, or having created a new clan. This time, he has built more traps and an escape tunnel in the cave.

Appendix A, Items

Stinky Bomb

The projectile is made by filling a carefully stitched pig's bladder, meant to disorganize enemies during battle. This particular one has a mixture of troll urine and skunk gland inside.

- **Effect.** Retching and reeling, unable to do anything else.
- **Duration.** 1 round.
- **Save.** Save vs Poison to resist the effect.
- **Area of Effect.** Either a direct hit, or a 5ft. radius circle if thrown on the ground.

Sticky Bomb

The projectile is made by filling a carefully stitched pig's bladder, meant to slow enemies during battle. This particular one has a mixture of resins and honey inside.

- **Effect.** Be sticky, having -2 on AC and -2 on Dex checks.
- **Duration.** 1 round.
- **Save.** Save vs Poison to resist the effect.
- **Area of Effect.** Either a direct hit, or a 5ft. radius circle if thrown on the ground.

Kosvin's Boots

These boots are made of thick leather and have patches of iron on the heel and toes, which offer them some extra stability.

- **Stability.** Wearer cannot fall prone.

Kosvin's Gloves

Although many dwarves would suggest gloves that are made of metal, in order to grasp a hammer tight, Kosvin had other things in mind when he designed his armor.

- **Sensitive.** Wearer's sense of touch is not lost even through the gloves.
- **Know Emotions.** The wearer can tell the emotions of a creature they touch while wearing the gloves.

Kosvin's Helmet

The helmet of the dwarven king is relatively simple in design, offering skull protection and a face piece made of silver, like a mask attached to the upper part.

- **Intoxication Immunity.** The wearer is immune to alcohol intoxication.

Kosvin's Second Skin

Many stories can be told about King Kosvin's weakness. Some might even say that the dwarven kingdom would be much greater now if it weren't for Kosvin chasing women.

- **Show of Strength.** While talking to other gender humanoids, the wearer can choose to flex the armor and immediately convince them of their ideas.
- **Not Lasting.** Any time this power is used, the armor gets torn a little, losing its power in the process. It can be used 10 times before turning to a simple piece of chainmail.

Appendix B, Handouts

*King Kosvin has been getting worse.
His addiction is nearly uncontrollable nowadays.
I mean, to even ask for a completely new dig,
just so that he can reach his harem from the other
side baffles me. But, a king's word is a king's word.
So here I will give you the instructions.*

*The Harem needs to be accessible from somewhere
between the common area and the mines.
Furthermore, it needs to be hidden. King Kosvin
doesn't want others to enter. Behind a statue
perhaps? The corridor before the Last King's
Grave should suffice.*

*In any case, I suggest you destroy this missive the
moment you have the specifics figured out.
Or bury it under the rest of your paperwork.
Little do I care, as long as the things I say about
the king never reach his ears or eyes.*

Teirín

OPEN GAME LICENSE Version 1.0a The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/ or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor; and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Old School Essentials “Old-School Essentials is a trademark of Necrotic Gnome. The trademark and Old-School Essentials logo are used with permission of Necrotic Gnome, under license”

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC. System Reference Document 5.1 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

Delusions of Grandeur, © 2021 Adventure Bundles.