

# CAVE "A"

## ENTRANCE TO THE CAVE (EL 1)

**KOBOLD LAIR:** There is a 2 in 6 chance that as the group enters the cave-like tunnel, 8 kobolds will come out from hiding in the trees above and attack. Kobolds: AC 7, HD 1/2, hp 3 each, #AT 1, D 1-4, MV (40'), Save NM, ML 6). Each carries d8 silver pieces.

### Description:

In front of the entrance to the kobold's cave, there is an almost circular clearing with a diameter of 27 feet. There isn't any cover in the clearing.

There are **4 kobolds** (1<sup>st</sup> Level Fighter) guarding the entrance to the cave.

On both sides of the entrance there are some bushes. Two kobolds are hidden inside these bushes: one to the left of the entrance, the other to the right.

18 feet above the entrance to the cave, there is a small natural terrace with a small natural parapet. Two more kobolds hide behind this parapet.

The clearing doesn't offer any cover to the PCs and so they won't be able to hide.

Furthermore the kobolds have darkvision 60 ft, so it will be almost impossible (even at night) for the group to gain surprise over the kobolds without some magical aid (e.g. *invisibility*).

**4 kobolds (1<sup>st</sup> Level Fighter) = [http://www.dandwiki.com/wiki/SRD:Kobold\\_%28Creature%29](http://www.dandwiki.com/wiki/SRD:Kobold_%28Creature%29)**

### Tactics:

- 2 kobolds at ground level, on both sides of the entrance
  - Spot DC 16, to be spotted by the PCs.
  - They will gain surprise if the PCs don't spot them.
  - They will attack with spears.
  - They will try to flank a single PC.
  - They don't mind if a couple of PCs enter the cave while they are fighting the rest of the group outside (they confide that they will fall in the trap).
  
- 2 kobold on the terrace over the entrance.
  - They will attack with their slings:
    - They have a bonus +1 to attack rolls because of their higher position
  - Spot DC 18 to be spotted by the PCs:
    - 10 +6 for hide skill +2 because they are 18 feet above the entrance
    - They will gain surprise if the PCs don't spot them (even if the PCs have spotted the two kobolds at ground level).
  - The small terrace:
    - Climb DC 10 to climb at 1/4 speed.
    - Climb DC 15 to climb at 1/2 speed.
    - Don't forget about armour check penalty.
    - Any time you take damage while climbing, make a Climb check against the DC of the slope or wall. Failure means you fall from your current height and sustain the appropriate falling damage.
    - A Climb check that fails by 4 or less means that you make no progress, and one that fails by 5 or more means that you fall from whatever height you have already attained.
  - The parapet is a "low obstacle":
    - +4 CA.
    - A low obstacle provides cover, but only to creatures within 30 feet (6 squares) of it. The attacker can ignore the cover if he's closer to the obstacle than his target.
    - Cover grants you a +2 bonus on Reflex saves against attacks that originate or burst out from a point on the other side of the cover from you. Note that spread effects can extend around corners and thus negate this cover bonus.

**Development:**

- These kobolds will not flee inside the cave in order to not reveal the trap there.
- Every kobold injured will immediately flee in the woods.
- If three kobolds are injured or killed, the last one will immediately flee in the woods.

**Alerting the Cave:**

For every round of combat outside the cave, the kobolds in Area 1 are allowed a Listen Check DC 5.

- DC 5 = 0 +5 distracted; +15 stone wall; -5 because they are 45 ft away; -10 battle
- They have Listen skill +2, so they will probably become alerted in the first round.
- See later for what they do when they become alerted.

If the 3 kobolds in Area 1 are alerted, one of them will rush to alert the rest of the inhabitants of the cave.

- in **3 rounds**, he'll warn the tribe in Area 6 (from Area 1 to Area 6 they are about 108 feet)
  - The 4 kobolds in Area 6 will build a barricade, to better protect women and kids. The barricade will be ready in **10 rounds**.
- Then, in **4 rounds**, he'll reach the guards in Area 4 (135 feet)
  - The chieftain in Area 5 is not wearing his chain mail and so he will don it hastily with the help of his guards. This takes them **5 rounds**.
    - Later they will be ready to fight the PCs. If the fight is still in the entrance, it'll take them **3 rounds** to arrive in Area 1 (108 feet).
- Then, in **3 rounds**, he will return in Area 1 (if the PCs are still there)

**Schedule for the alerted cave:**

- Round 0 = Area 1 become alerted
- Round 3 = Area 6 become alerted
- Round 7 = Areas 4 and 5 become alerted
- Round 12 = The chieftain (with chain mail hastily donned) and his 2 guards are ready
- Round 13 = The barricade in Area 6 is ready
- Round 15 = The chieftain and his 2 guards arrive in Area 1

## ENTRANCE TO THE CAVE (EL 1) (EL3 with creatures from Area 1 and 2)

**Note:** 30' inside the entrance is a **pit** (B). There is a 3 in 6 chance that each person in the front rank will fall in unless they are probing ahead. There is a 1 in 6 chance that individuals in the second rank will also fall in, but only if they are close to the first rank and the character ahead has fallen in. The pit is 10' deep, and those falling in will take 1-6 points of damage. The pit lid will close, and persons within cannot escape without aid from the outside. The noise will attract creatures from areas 1. and 2. Planks for crossing the pit are stored at #1 ., beyond.

The entrance to the kobolds' cave is protected by a pit trap.

### Camouflaged Pit Trap

- mechanical; location trigger; manual reset;
- DC 20 Reflex Save avoids;
- 10 ft. deep (1d6, fall);
- Search DC 24; Disable Device DC 20.
- Climb :
  - Don't forget about armour check penalty.
  - Climb DC 16 to climb up or down at 1/4 speed.
  - Climb DC 15 to climb up or down at 1/2 speed.
- Jump (to cross the pit):
  - Don't forget about armour check penalty.
  - With a 20-foot running start = DC 10
  - Without a running start = DC 20

### Tactics:

If someone falls in the pit trap or if there is a combat here in the entrance, will cause the following creatures to become alerted (if they are not already alerted):

- the 3 kobolds in Area 1:
  - They will fight to the death.
  - One of them will run and alert the rest of the complex – **SEE LATER**
  - The other two will attack the PCs from far away with their slings.
    - They prefer to attack PCs fallen in the pit.
      - They have a bonus +1 to attack rolls because of their higher position
      - Being outside the pit, they gain cover (+4 CA; +2 Reflex Save)
    - Pay attention: if they fire with the slings at PCs in the south corridor (in front of the pit trap), they may have cover because of the corner of the corridor.
- the dire rat from Area 2:
  - They will arrive in the following round, having spent only a movement action and using their remaining standard action to attack the PCs or to climb down the pit trap.
  - The weight of the rats is not enough to trigger the pit trap.
  - They prefer to climb down and attack the PCs who are fallen in the pit trap
    - They automatically climb down the pit at double speed (Climb CD 21) because they have Climb +11 and they can always take 10 on their climb (even if rushed or threaten)

### Development:

If the complex is alerted, here will arrive:

- **in 10 rounds** after the alarm, the third kobold in Area 1 (the one who will alert the complex)
- **in 15 rounds** after the alarm, the chieftain and his two guards from Area 4 and 5.

## AREA 1 – Guard Room (EL1)

**GUARD ROOM:** 6 kobold guards (AC 7, HD 1/2, hp 3 each, #AT 1, D 1-4, Save NM, ML 6). They will throw their spears the first round if they have initiative. Each carries d6 silver pieces. One will run to warn areas 4. and 6.. The guards will be alerted by loud noises or lights.

This room is a simple alcove, with three stools, used as guard post.  
There are some planks, leaned against the wall, used for crossing the pit.  
3 kobolds are always on duty here and may rely upon the help of the dire rats in Area 2.

**3 kobolds (1<sup>st</sup> Level Fighter) = [http://www.dandwiki.com/wiki/SRD:Kobold\\_%28Creature%29](http://www.dandwiki.com/wiki/SRD:Kobold_%28Creature%29)**

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## AREA 2 – Dire Rats (EL1)

**GIANT RATS** (amidst garbage and waste): There are 18 giant rats (AC 7, HD 1/2, hp 2 each, #AT 1, D 1-3 plus disease, MV (40'), Save F 1, ML 8). Each time a character is bitten there is a 1-in-20 chance of getting a disease, unless a save vs. Poison is made. If the saving throw failed, there is a 25% chance the character will die in 1- 6 (1d6) days. Otherwise the character will be too sick to adventure for one game month. These monsters are the pets of the kobolds, living off the garbage and waste of their hosts. They will rush to the sound of the trap door closing or of battle. They have nothing of value in their lair or on their bodies, but their leader (rat #18) who will be at the back of the pack, a huge fellow (AC 5 due to speed and cunning, HD 1-1, hp 4, #AT 2, D 2-4/2-4, MV (40') Save F 1, ML 8) wears a thin silver chain set with 5 small gems (jewellery value 400 gold pieces, chain value 50 gold pieces, each gem worth 50 gold pieces). The weight of a few rats will not trigger the pit trap.

There are 2 dire rats here. They are the pets of the kobolds, living off the garbage and waste of their hosts. One of them (the one with the chain) belong to the kobolds' chieftain. They are trained to guard the entrance of the cave and will rush to the sound of the trap door closing or of battle.

The weight of a few rats will not trigger the pit trap.  
They prefer to attack enemies fallen in the pit trap.

**2 Dire Rats: [http://www.dandwiki.com/wiki/SRD:Dire\\_Rat](http://www.dandwiki.com/wiki/SRD:Dire_Rat)**

### Treasure:

One of the rats (the favourite of the kobold chief) wears a thin silver chain set with 5 chrysoprases (total jewellery value is 400 gp - chain value 50 gold pieces, each gem worth 50 gold pieces).

## AREA 3 – Food Storage Room

**FOOD STORAGE ROOM:** *The door is locked. This place contains various sorts of dried and salted meat, grain, and vegetables in sacks, boxes, barrels, and piles. There are also bits and pieces of past human victims. There is nothing of value here; even the wine in a large cask is thin and vinegary.*

The door is locked. The key is in possession of the kobolds' chieftain in Area 5.

Object	Hardness	Hit Points	Break DC
Simple wooden door	5	10	13

This place contains various sorts of dried and salted meat, grain, and vegetables in sacks, boxes, barrels, and piles. There are also bits and pieces of past human victims. Even the wine in a large cask is thin and vinegary.

### Treasure:

There is an open crate which contains:

- 3 [Cure light wounds](#) (potion) (3x50 gp)
- 1 [Pass without trace](#) (potion) (50 gp)
- 1 [Hide from undead](#) (potion) (50 gp)
- 1 [Bless weapon](#) (oil) (100 gp)
- 1 [Enlarge person](#) (potion) (250 gp)

## AREA 4: Guard Room

**GUARD ROOM:** Here are 3 very large kobold guards with chain mail and bows to fire down the passage at attackers (AC 5, HD 1+ 1, hp 5 each, #AT 1, D 1-6, MV (40'), Save NM, ML 6). The guards will hide behind the corner for cover, so all missiles fired at them will be at -2 "to hit". Each carries a hand axe in his belt and a purse with 2d6 gold pieces.

In this room there are the two guard of the chieftain, armed with chain mail, hand axe and short bow. If alerted by the kobold from Area 1, they will warn the chieftain and help him don hastily his armour.

**2 kobolds guards (2<sup>nd</sup> Level Fighter) = See below for stats**

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## AREA 5: Kobold Chieftain's Room

**KOBOLD CHIEFTAIN'S ROOM:** This huge kobold (AC 5, HD 2, hp 8, #AT 1, D 2-8 (2d4), MV (40'), Save F 1, ML 8) is so powerful that he fights with a battle axe. He has the key to the storage room (#3.) and a large gem on a great golden chain about his neck (value 1,200 gold pieces). Five female kobolds (AC 7, HD 1/2, hp 2 each, #AT 1, D 1-3, Save NM, ML 8 due to the chief) are also in the room. There are heaps of cloth and bits of battered furniture in the place. Hidden in an old blanket hanging on the wall are 50 gold pieces (sewn into the hem). Each female has d6 gold pieces. A locked chest holds 203 copper, 61 silver, and 22 electrum pieces.

Here lives the kobolds' chieftain (anarchic kobold, 2<sup>nd</sup> fighter, 1<sup>st</sup> barbarian) together with 5 female kobolds (who do not fight).

The chieftain usually doesn't wear his armour, so (if the complex become alerted) his guards from Area 4 will help him don it hastily.

He fights with his battleaxe and he has the key to Area 3.

### Tactics:

- Smite Law 1/day for +3 extra damage
- Resistance to acid 5, cold 5, electricity 5, fire 5, and sonic 5.
- Rage 1/day for 5 rounds
- Blindfight feat
- Don Hastily: The [armor check penalty](#) and [armor bonus](#) for hastily donned armour are each 1 point worse than normal.

### Anarchic Creature Template:

From *Planar Handbook* p. 107

Available online here: <http://www.realmshelps.net/monsters/templates/anarchic.shtml>

*Anarchic creatures dwell in planes of chaos, the realms of disorder. Although they may resemble creatures from the Material plane, they appear less finished, their features more rough and uneven, their fur or scales blotched and tattered, their appearance more ragged and horrific. They are also called the Unfinished, and some say they were first drafts, abandoned to the roiling planes of chaos by forgotten creators.*

### Treasure:

There are heaps of cloth and bits of battered furniture in the place. Hidden in an old blanket hanging on the wall are 5 gems worth 100 gp each (sewn into the hem). A locked chest holds 365 gp.

## 2 KOBOLD GUARDS

### Advanced Kobold, 2st-Level Warrior

<b>Size/Type:</b>	Small <u>Humanoid</u> ( <u>Reptilian</u> )
<b>Hit Dice:</b>	2d8 (8 hp)
<b>Initiative:</b>	5
<b>Speed:</b>	20 ft. (4 squares)
<b>Armor Class:</b>	18 (+1 size, +1 <u>Dex</u> , +1 natural, +5 <u>chain mail</u> ), touch 12, <u>flat-footed</u> 17
<b>Base Attack/Grapple:</b>	+2/-3
<b>Attack:</b>	<u>Handaxe</u> +2 melee (1d4-1 / x3) or <u>shortbow</u> +4 ranged (1d4 / x3)
<b>Full Attack:</b>	<u>Handaxe</u> +2 melee (1d4-1 / x3) or <u>shortbow</u> +4 ranged (1d4 / x3)
<b>Space/Reach:</b>	5 ft./5 ft.
<b>Special Attacks:</b>	—
<b>Special Qualities:</b>	<u>Darkvision</u> 60 ft., light sensitivity
<b>Saves:</b>	Fort +3, Ref +1, Will -1
<b>Abilities:</b>	<u>Str</u> 9, <u>Dex</u> 13, <u>Con</u> 10, <u>Int</u> 10, <u>Wis</u> 9, <u>Cha</u> 8
<b>Skills:</b>	<u>Craft</u> (trapmaking) +2, <u>Hide</u> +1, <u>Listen</u> +4, <u>Move Silently</u> -3, <u>Profession</u> (miner) +2, <u>Search</u> +2, <u>Spot</u> +2
<b>Feats:</b>	<u>Alertness</u> ; improved initiative;
<b>Challenge Rating:</b>	1/2
<b>Alignment:</b>	Chaotic Evil

*Kobolds are short, reptilian humanoids with cowardly and sadistic tendencies.*

*A kobold's scaly skin ranges from dark rusty brown to a rusty black colour. It has glowing red eyes. Its tail is non prehensile. Kobolds wear ragged clothing, favouring red and orange. A kobold is 2 to 2-1/2 feet tall and weighs 35 to 45 pounds. Kobolds speak Draconic with a voice that sounds like that of a yapping dog.*

### COMBAT

**Light Sensitivity (Ex):** Kobolds are dazzled in bright sunlight or within the radius of a daylight spell.

**Skills:** Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks.

# KOBOLD CHIEFTAIN

Anarchic Advanced Kobold,  
2nd-Level **Warrior**, 1st-Level Barbarian

<b>Size/Type:</b>	Small <a href="#">Humanoid</a> ( <a href="#">Reptilian</a> ) [extraplanar]
<b>Hit Dice:</b>	2d8 + 1d12 (14 hp)
<b>Initiative:</b>	5
<b>Speed:</b>	30 ft. (6 squares)
<b>Armor Class:</b>	18 (+1 size, +1 <a href="#">Dex</a> , +1 natural, +5 <a href="#">chain mail</a> ), touch 12, <a href="#">flat-footed</a> 17
<b>Base Attack/Grapple:</b>	+2/-3
<b>Attack:</b>	Masterwork Battleaxe +4 melee (1d6-1 / x3)
<b>Full Attack:</b>	Masterwork Battleaxe +4 melee (1d6-1 / x3)
<b>Space/Reach:</b>	5 ft./5 ft.
<b>Special Attacks:</b>	<a href="#">Rage</a> 1/day for 5 rounds <a href="#">Smite Law</a> 1/day for +3 extra damage
<b>Special Qualities:</b>	<a href="#">Darkvision</a> 60 ft., light sensitivity; Resistance to acid 5, cold 5, electricity 5, fire 5, and sonic 5. Immunity to polymorph and petrification.
<b>Saves:</b>	Fort +5, Ref +1, Will -1
<b>Abilities:</b>	<a href="#">Str</a> 9, <a href="#">Dex</a> 13, <a href="#">Con</a> 10, <a href="#">Int</a> 10, <a href="#">Wis</a> 9, <a href="#">Cha</a> 8
<b>Skills:</b>	<a href="#">Craft</a> (trapmaking) +2, <a href="#">Hide</a> +1, <a href="#">Listen</a> +4, <a href="#">Move Silently</a> -3, <a href="#">Profession</a> (miner) +2, <a href="#">Search</a> +2, <a href="#">Spot</a> +4; intimidate +1
<b>Feats:</b>	<a href="#">Alertness</a> ; improved initiative; <a href="#">Blindfight</a>
<b>Challenge Rating:</b>	1
<b>Alignment:</b>	Chaotic Evil

*Anarchic creatures dwell in planes of chaos, the realms of disorder. Although they may resemble creatures from the Material plane, they appear less finished, their features more rough and uneven, their fur or scales blotched and tattered, their appearance more ragged and horrific. They are also called the Unfinished, and some say they were first drafts, abandoned to the roiling planes of chaos by forgotten creators.*

## Equipment:

Masterwork Battleaxe (310 gp)  
Key to Area 3

## COMBAT:

**Light Sensitivity (Ex):** Kobolds are [dazzled](#) in bright sunlight or within the radius of a [daylight](#) spell.

**Skills:** Kobolds have a +2 racial bonus on [Craft](#) (trapmaking), [Profession](#) (miner), and [Search](#) checks.

**Fast Movement (Ex):** A barbarian's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armour, light armour, or medium armour and not carrying a [heavy load](#). Apply this bonus before modifying the barbarian's speed because of any load carried or armour worn.

**Rage (Ex):**

1/day for 5 rounds

A barbarian can fly into a rage a certain number of times per day. In a rage, a barbarian temporarily gains a +4 bonus to [Strength](#), a +4 bonus to [Constitution](#), and a +2 morale bonus on [Will](#) saves, but he takes a –2 penalty to [Armor Class](#). The increase in [Constitution](#) increases the barbarian's [hit points](#) by 2 points per level, but these [hit points](#) go away at the end of the rage when his [Constitution](#) score drops back to normal. (These extra [hit points](#) are not lost first the way temporary [hit points](#) are.) While raging, a barbarian cannot use any [Charisma](#)-, [Dexterity](#)-, or [Intelligence](#)-based skills (except for [Balance](#), [Escape Artist](#), [Intimidate](#), and [Ride](#)), the [Concentration](#) skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any [feat](#) he has except [Combat Expertise](#), item creation [feats](#), and metamagic [feats](#). A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) [Constitution](#) modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes [fatigued](#) (–2 penalty to [Strength](#), –2 penalty to [Dexterity](#), can't charge or run) for the duration of the current encounter (unless he is a 17th-level barbarian, at which point this limitation no longer applies; see below).

A barbarian can fly into a rage only once per encounter. At 1st level he can use his rage ability once per day. At 4th level and every four levels thereafter, he can use it one additional time per day (to a maximum of six times per day at 20th level). Entering a rage takes no time itself, but a barbarian can do it only during his action, not in response to someone else's action.

*Anarchic Creature Template: from Planar Handbook p. 107*

Available here: <http://www.realmshelps.net/monsters/templates/anarchic.shtml>

*Anarchic creatures dwell in planes of chaos, the realms of disorder. Although they may resemble creatures from the Material plane, they appear less finished, their features more rough and uneven, their fur or scales blotched and tattered, their appearance more ragged and horrific. They are also called the Unfinished, and some say they were first drafts, abandoned to the roiling planes of chaos by forgotten creators.*

**Smite Law (Su):** Once per day, an anarchic creature can make a normal attack to deal extra damage equal to its Hit Dice (maximum 20 points) against a lawful opponent.

**Don Hastily:** This column tells how long it takes to put the armour on in a hurry. The [armor check penalty](#) and [armor bonus](#) for hastily donned armour are each 1 point worse than normal.

# **KOBOLD CHIEFTAIN**

*(stats when in rage)*

Anarchic Advanced Kobold,  
2nd-Level **Warrior**, 1st-Level Barbarian  
in rage

**Size/Type:** Small **Humanoid (Reptilian)** [extraplanar]

**Hit Dice:** 2d8+1d12 (20 hp)

**Initiative:** 5

**Speed:** 30 ft. (6 squares)

**Armor Class:** 16 (+1 size, +1 **Dex**, +1 natural, +5 **chain mail**; -2 rage), touch 10, **flat-footed** 15

## **Base**

**Attack/Grapple:** +5 / 0

**e:**

**Attack:** Masterwork Battleaxe +6 melee (1d6+1 / x3)

**Full Attack:** Masterwork Battleaxe +6 melee (1d6+1 / x3)

**Space/Reach:** 5 ft./5 ft.

**Special** Rage 1/day for 5 rounds

**Attacks:** Smite Law 1/day for +3 extra damage

**Special** **Darkvision** 60 ft., light sensitivity;  
**Qualities:** Resistance to acid 5, cold 5, electricity 5, fire 5, and sonic 5.  
Immunity to polymorph and petrification.

**Saves:** Fort +7, Ref +1, Will +1

**Abilities:** **Str** 13, **Dex** 13, **Con** 14, **Int** 10, **Wis** 9, **Cha** 8

**Skills:** ~~**Craft** (trapmaking) +2, **Hide** +1, **Listen** +4, **Move Silently** -3, **Profession** (miner) +2, **Search** +2, **Spot** +4; intimidate +1~~

**Feats:** **Alertness**; improved initiative; blindfight

**Challenge**  
**Rating:** 1

**Alignment:** Chaotic Evil

## AREA 6: Common Chamber

**COMMON CHAMBER:** The rest of the kobold tribe lives here. There are 17 males (AC 7, HD 1/2, hp 3 each, #AT 1, D 1-4, MV (40'), Save NM, ML 6), 23 females (AC 7, HD 1/2, hp 2 each, #AT 1, D 1-3, Save NM, ML 6), and 8 young (which do not attack). If their caves are invaded, those able will help in its defence. Males have d6 silver pieces each, females d4 silver pieces each; the young have nothing. Amidst the litter of cloth and bits and scraps of odds-and-ends there is a piece of silk worth 150 gold pieces. (If the party does not search it will not be located.)

In this room there are 4 male kobolds, 15 female kobolds (who do not fight) and 8 young kobolds (who do not fight).

If alerted from the kobold in Area 1, they will immediately start to build a small barricade, using chairs and tables, at the entrance of the room. The 4 male kobolds will prepare to fight the PCs behind this barricade.

### Tactics:

- The barricade is a "low obstacle":
  - +4 CA.
  - A low obstacle provides cover, but only to creatures within 30 feet (6 squares) of it. The attacker can ignore the cover if he's closer to the obstacle than his target.
  - Cover grants you a +2 bonus on Reflex saves against attacks that originate or burst out from a point on the other side of the cover from you. Note that spread effects can extend around corners and thus negate this cover bonus.
  - To cross the barricade:
    - Break DC 18
    - Jump over the barricade DC 15
    - Climb DC 13
- The kobolds have [Darkvision](#) 60 ft., so they can see up to the T-intersection
- Kobolds are of small size, so all 4 can fight simultaneously behind the 9-foot barricade
- They will fight with their slings
  - The slings have Range Increment of 50 ft.
- They have an action prepared ("fire the slings as soon as we see the PCs")

### Treasure:

- Search DC 15
  - Amidst the litter of cloth and bits and scraps of odds-and-ends there is a piece of silk worth 150 gold pieces.

## After the first raid:

**(DM Note: Kobold losses will not be replaced, though injured kobolds will heal. If the attackers hurl oil at the kobolds, they will retreat if possible, rather than suffer damage. Should they have the opportunity to find any flasks of oil, the kobolds will use them against attacking characters!)**

If the chieftain is killed in the PC's first assault on the cave:

- The survivor kobolds will flee in the woods
- Award a total of xxx (2 incontri easy)

If the chieftain is not killed:

- Other 6 more kobolds will replace the kobold lost in the first assault of the group, independently from the effective number of kobolds' losses.
- 3 kobolds will be stationed at the entrance.
- All the surviving tribe will be in Area 6:
  - behind the barricade
  - the chieftain will have properly donned his armour
  - the chieftain will have all the potions of Area 3 with him
    - He will use the *oil of bless weapon* potion of enlarge
    - He will drink the *potion of enlarge person*
    - He will rage immediately
    - He will drink the *potions of cure light wounds*, if it needs them.
    - See the new stats for his "power up suit" below