

THE LOST CITY OF KREHAR

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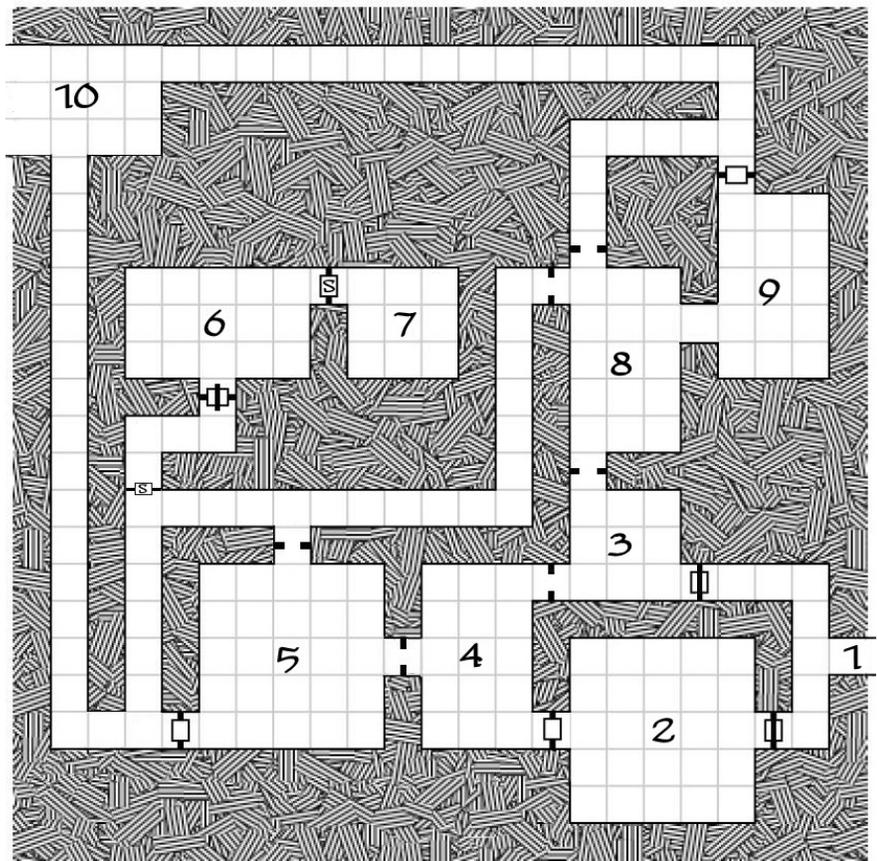
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OPENING: While trading with a merchant, the PCs are offered a stone tablet inscribed with ancient kobold writing. The merchant explains he got the tablet from a woodcutter who found it in an abandoned kobold village near town. A visiting scholar offers to purchase the tablet and all other kobold artifacts the PCs find in the kobold village.

TRAVEL: On the journey to the Woodcutter's Hut PCs encounter 1d4 black wolves in the forest. The woodcutter tells PCs where the ruins are and asks them to retrieve his axe which fell down a dry well in the ruins. The woodcutter will not accompany PCs but will give food and supplies if asked politely.

ABANDONED KOBOLD VILLAGE: Several small stone houses ring the village square. PCs can find a kobold tooth necklace, two stone tablets, and old pottery. The old well at the center of the town square is secretly an airshaft leading down to the kobold's

Lost City of Krehar. If the full party stands around the well, it collapses, drops the PCs into the underground city, and causes damage to each PC. Air shaft is not climbable and PCs must proceed into the lost city.



- 1) AIR SHAFT BOTTOM:** A damaged iron grate opens into a tunnel that leads inward to the lost city. Animal droppings litter the grate and floor; PCs with Nature Skill can identify droppings as harpy; All hallways have metal sconces with oil which can be lit; SIGN ON WALL: "Cian Tribe of Oretak"; LOOT: bola, torn map of half of the city, torch, rusty repair tools
- 2) STOREROOM:** Locked wooden door; Storeroom has barrels, crates, sacks, etc.; Eggshells on floor from kobolds and harpys; Harpy nest in rafters; SIGN ON WALL: "Storeroom of of Oretak"; ENCOUNTER: 1d4 harpies; LOOT: Torches, rope, 1d4 gp in harpy nest; TRAP: Pressure plate on floor in front of door fires darts from the walls
- 3) ALCOVE:** Locked wooden door; Stools, table, oil sconces; SIGN ON WALL: "Kitchen of Oretak"; ENCOUNTER: One harpy
- 4) FOYER:** Oil sconces, tapestries on wall, empty pots framing N. archway; SIGN ON WALL: "Great Hall of Oretak"
- 5) MAIN HALL:** Large room with long tables, wall brackets with unlit torches; tables and floor are covered with harpy droppings; dim light comes in from holes in ceiling; Large chair in N. of room flanked by two statues of kobolds with spears; ENCOUNTER: 1d4+1 harpys; LOOT: secret panel behind large chair contains random treasure; Harpy nests in rafters each contain 1d8+4 gp and random items
- 6) CHIEF ORETAK'S BEDCHAMBERS:** Hallway to bedchambers is behind secret door in main hallway; Two wall rings must be pulled simultaneously to open door to bedchamber hallway; door will trap PCs inside if not propped open well; Door to bedchambers is sturdy, wooden, and trapped with a poison cloud trap; SIGN ON WALL: "Bedchambers of Oretak"; Large, well-furnished room with bed, table, wardrobe; Secret panel to room 7 is behind wardrobe; LOOT: bag with 2d10 gp under mattress
- 7) CHIEF ORETAK'S SECRET CLOSET:** PUZZLE: Panel in wall has buttons with letters; PCs must push the buttons that start each Sign on Wall to open closet (C,S,K,G,B); Failure triggers poison dart trap; LOOT: Smoking Bottle, random loot, kobold history tome; History tome describes how Lost City of Krehar was overrun with harpies and how the kobolds abandoned the city, fled out of the docks, and sailed downriver to find a new home
- 8) KITCHEN:** Empty larders and cupboards; Damaged east wall with rubble pile leading to the Giant Centipede's Lair; LOOT: rusty kitchen knife, saucepan, flint and steel
- 9) STOREROOM:** Centipede Lair: A Giant Centipede has taken over the storeroom and keeps stolen loot there; it travels through the damaged west wall into into the kitchen; ENCOUNTER: Giant Centipede with acid spray and grapple; LOOT: Efficient Quiver, woodcutter's axe, two sets of kobold weapons & armor, random loot
- 10) DOCK:** North-south tunnel to dock is partially flooded, east-west tunnel to dock is open; Dock leads out to daylight; Rocky overhang hides opening from view above, path slopes down to beach where kobolds fled; PCs can climb cliffs or row a boat to return to town; LOOT: skiff, rope, oar, kobold earring