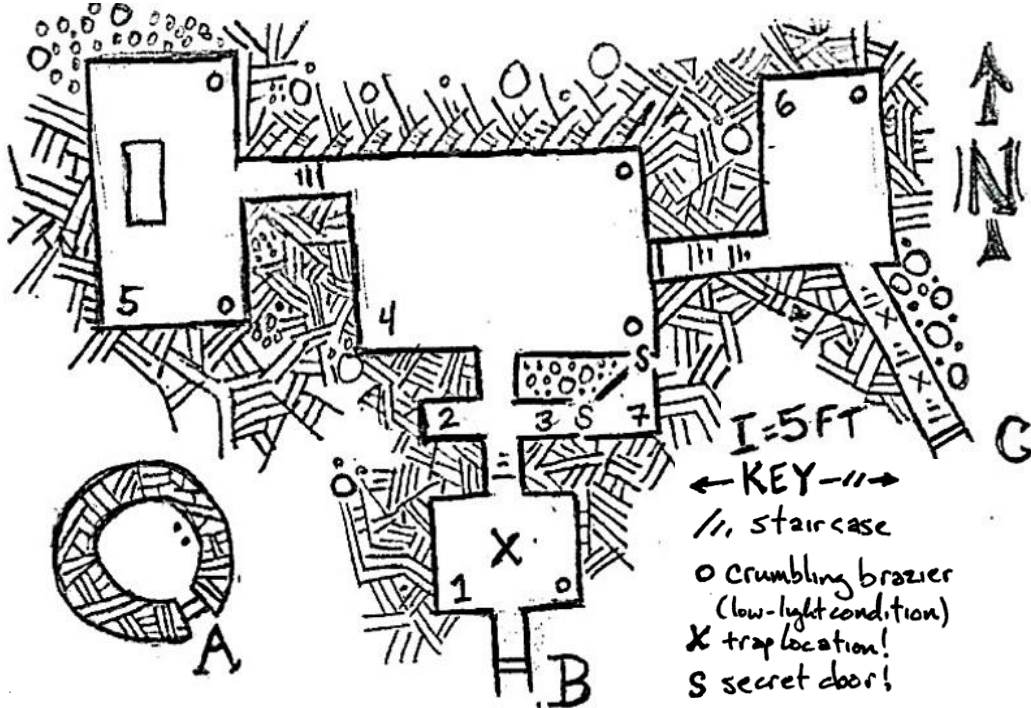


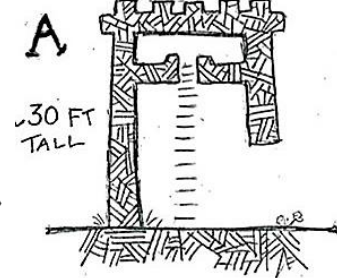
INTO THE LAIR OF THE SLOBBERTOOTH KOBOLDS

A LOW-LEVEL ADVENTURE
BY LUKE E. DODD

Once a trading outpost
of the Fardigger Dwarves,
this subterranean site has
been overtaken by the
Slobbertooth Clan of Kobolds!



A. The Watchtower holds 2D4 Kobold Archers.
1/2 are on parapet, 1/2 are inside tower. Only
1 is on active watch, the rest are hidden.
The parapet is deteriorating, with risk of
collapse. Upon sieges archers will use flaming oil!



B. The Main Entrance is barred by 2 worn wooden
door. If surreptitious, perhaps the adventurers
do not disturb the monsters in...

1. The Antechamber. This room holds 2D4 Kobolds
that will try to push the adventurers into the
pitfall trap in the center of the room!

If progressing deeper into the dungeon, the party
might notice the spiderwebs overhead? If so,
plucking the correct code might permit free
passage beyond the arachnoid guards ahead...

2 & 3. Each sideroom holds 2 great spider! A secret
door is hidden behind the nest in room 3, but
searching might reveal a drafty clue?

4. The Main Hall holds 3D4 Kobolds. Unless the party
is sneaky, the Kobolds have overturned 2 long tables.
Behind these barricades the Kobolds will hurl flaming oil!
Perhaps the party hears commands from western doorway?
Perhaps the flames from the southeast brazier belie
the secret door? Finally, beware the great weasel guarding
the Kobolds!

5. The Chieftain's Quarters holds the chief & 2 guards.
These Kobolds will seek to barter for their lives, perhaps
for the chest of gold in the corner, or perhaps a
kidnapped dandy that brought the party there to
begin with?



6. The Storeroom holds the Kobolds' spoils, as well as
casks of oil that perhaps brought the adventurers here?

7. The Hidden Treasure Room is unknown to the Kobolds!
It holds unexpected wealth, 5 magical weapons... Perhaps
2 Hammer of Thunder or Axe of Cleaving?!

C. The Other Entrance is direct, leading down stairs.
The tripwire trap near the entrance will trigger bells
in Room 4 (leading to barricading of Room 6).
The trap of tanglefoot glue near Room 6 will slow
or impede the party!!!