

The Bogey of Brindle



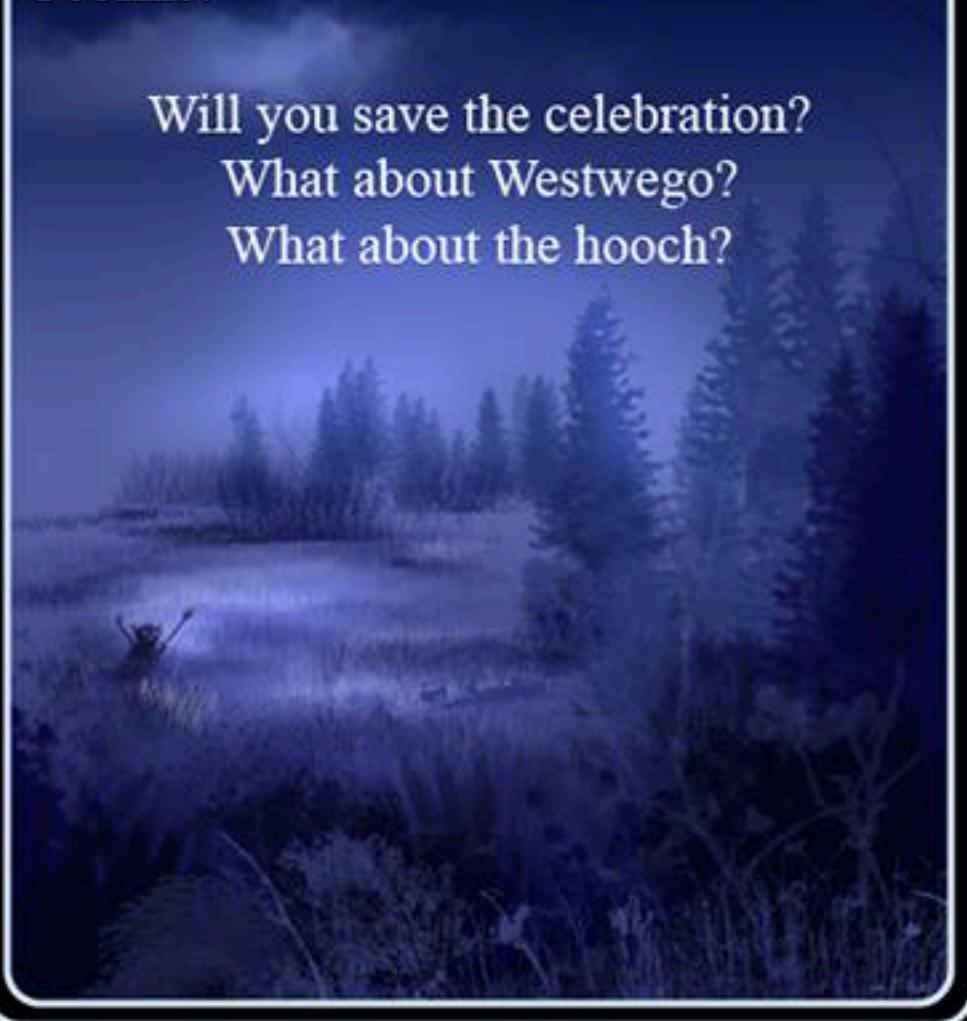
A first edition adventure for
3-5 players level 2-3



Lloyd Metcalf

The Celebration of Firstfeast is upon the good folk of Westwego, and just as the smell of cakes and pies are warming up, you find yourselves among bootlegging Goblins?

Will you save the celebration?
What about Westwego?
What about the hooch?



The Bogey of Brindle

By Lloyd Metcalf

An adventure for 3-5 players level 2-3 in the First Edition of the world's favorite roleplaying game

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This work is inspired by "The Bogey of Swindle" originally conceived by

Lloyd Metcalf & Ian Graham
(Re-written with permissions)

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The Bogey of Brindle

How to use this module

“You” in the text typically refers to the Game Master (GM) who is reading this module in order to referee the game for players.

If you intend to play this module and not run it as a GM, **STOP READING NOW** and give this book to your Game Master. Reading through the adventure module as a player will certainly ruin the surprise and challenges of the Bogey of Brindle.

Boxed text is flavor text intended to be read aloud to players to help set the scene. This text like the entire adventure, is a tool for the GM. Feel free to edit, alter, or omit this text to enhance your style of play and enhance the enjoyment of your players.

To minimize redundancy in the text, monster game mechanic stats are listed in the **Monster Appendix** at the rear of the module. You may also refer to your favorite RPG Manual of Monsters for standard creatures.

GM note: *Kobolds in this adventure possess lizard-like claws which grant them excellent climbing ability. If this contradicts the kobold lore found within your preferred setting or rule system, consider making this a subspecies or perhaps a new, kobold-like species never before encountered in your game world. This climbing ability indicates that kobolds rarely roll for failure when climbing trees, scampering across ropes or any other rough surfaces that allow them to dig in their claws. In situations where a check is called for, this ability always provides bonuses on the roll.*

Major setting disruptions are kept to a minimum so as not to intrude on your master plan or the current campaign in progress. This adventure also introduces goblins who are not inherently evil. If friendly goblins dramatically clash with the current lore of your world, you may consider replacing them with another race or running this as a side adventure set in a different dimension/world.

Reading through the entire module before presenting the behaviors and connecting relationships to players is strongly suggested in order to effectively represent the scenarios and NPCs to full effect.

This adventure is a re-write of “**The Bogey of Swindle**”. There are many changes, upgrades and additions to this new version. Many lessons have been learned since the first adventure released by Lloyd Metcalf (Fail Squad Games), and the wisdom of those lessons is reflected in this re-write.

The Bogey of Brindle was intentionally created as a “sandbox”. While you may choose to present this adventure in linear fashion, your players may explore in a variety of different directions. Text and encounters are numbered only for reference, and need not be presented in any specific chronological order.

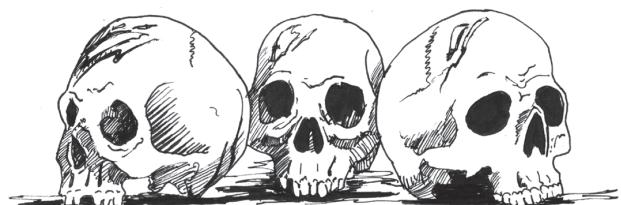
Difficult encounters: The Bogey of Brindle carries more than just an “old school feel” in the hand-drawn art and maps, it also carries an old school feel in encounters. Some encounters in this adventure are purposefully above the party’s fighting ability, thus requiring strategy or out-right fleeing to survive another day. This is an intentional tool used to encourage more thoughtful and cautious players and represent the out-right danger of adventuring. GM’s are encouraged to maintain the ‘too powerful’ nature of these encounters rather than adjust them to fit a more equal battle. The occasional ‘no-win scenario’ should keep your players on their toes and retard their urge to charge everything in front of them (but do warn them that no-win encounters are possible due to the old school nature of this adventure).

By the same token, it is also important to present encounters that are under-powered in order to give the party a sense of confidence and enjoy the powers they do wield.

If you have too many deaths at the table, hold the quest for a higher level or trim back the number of kobolds in the Lair. This module is only a suggestion of one style of play, not a set of rigid rules. Death may occur!

Adventure Overview

The path of this adventure begins in Westwego, then leads the party to the goblin town of Brindle. Not inherently evil, Brindle goblins are quite skilled at



distilling alcohol and curing pork, talents which have forged a bond with local human populations.

Whether at the gates of Westwego or in the town of Brindle, it is discovered that the Brindle Goblins are terrified of horrific beasts that have been plaguing the night. Beasts they call “Bogeys”. Ironically, it’s a word humans have used to describe goblins and their ilk for many years.

The tragic murder of a Goblin Bootlegger on the road preceded tales of nightly bogey sightings and raids. Now the Brindle townsfolk are convinced their respected Maglek was the victim of a terrible bogey attack.

In truth, these ‘bogeys’ are the creation of a tribe of kobolds living in abandoned dwarven mines west of Brindle. The kobolds frighten the goblins, and then while the goblins cower in hiding, easily raid their abandoned storerooms and dwellings.

While not normally known for the level of intellect that could concoct such subterfuge, these kobolds are both clever and mischievous, and further have the aid of a powerful Arcanist. Kivuli Wajanja, a rare breed of arctic kobold, uses his illusionary magic to make the disguises of the kobolds both believable and terrifying. Thus far, the plan has worked flawlessly.

Kivuli’s personal appearance and magical gifts have convinced many of the kobolds that he is a god-like being. They both worship and fear him.

The success of Kivuli’s raids allowed the kobolds to expand their lair, renovating the abandoned dwarven warren. In the midst of this rebuilding the kobolds discovered the remains of a black dragon as well as a surviving **Black Dragon’s Egg**. This miraculous find was attributed to Kivuli and has raised the confidence and arrogance of the kobold tribe to new heights.

Kivuli intends to continue raiding Brindle for the foreseeable future. He revels in the position it has granted him within the kobold band as well as the bounteous treasure provided by the easily duped goblins and their loot.

Wary of any potential counter-attack, Kivuli has put the kobold mining skills and cleverness with traps

to good use. It may well be a deadly task to attempt removing the vermin while saving the good goblins of Brindle and the Firstfeast celebration.

What no kobold will willingly reveal is the location of the foundling Black Dragon egg. It lies deep within the lair in a heated pit of sulfuric acid in hopes that it might hatch and add still greater power to their future endeavors. Tended by a small group of kobolds that have been magically gifted with acid-resistant black scales by a powerful dragon in place of their skin, the location of this acid pit is the best kept secret of the entire kobold tribe.

If the egg is left behind, it hatches in mid-winter, when times are the hardest on the good folk of Westwego and Brindle. That may be a quest for another day.

Westwego & Brindle

This adventure begins in Westwego, a small settlement at the very edge of human civilization. The town’s isolation and proximity to the wilderness promotes a reliance on self-governance and all faces are both local and familiar within its bounds. Westwego is used to hiring (or providing) its own protection, and has no qualms about hiring the character party to perform this function.

Brindle is a frontier trading village that was abandoned then re-purposed by more enlightened goblins that discovered they had a knack for distilling liquors with the equipment left behind. The Brindle Goblins offer more than liquor to their customers, and trade in many questionable vices that humans seem to enjoy but find embarrassing when discussed openly. Human society mystifies the goblins, but they gratefully accept the gold heaped upon them by their human customers when purchasing indulgences banned by the ‘moral members’ of this unfathomable culture.

Firstfeast Celebration

Westwego’s fall harvest festival, Firstfeast, begins in just under a fortnight. It is intended to be a celebration of friendship, hard work, and warm fires in the brisk fall air with plenty of food and drink; the family-friendly ideal prayed for and supported by the Church of Purity.

Unfortunately for the Church, the locals, especially the less pious, have a tradition of making strong drinks and liquor cakes which are judged in a night-long competition that is followed by bawdy parties that fill the streets. Eventually the competition is completely forgotten as liquor and sin flow freely through the streets and debauchery and indulgence ensues until sunrise. In recent years, some Brindle goblins have even made their way into the late night celebrations.

As the date approaches the immoral majority of the citizenry have become restless and concerned that no shipments from Brindle have been seen for weeks. Liquor, tobacco, pipe weed and even goblin pork rinds are now either scarce or non-existent in Westwego, and the southern trail remains deserted. With Firstfeast rapidly approaching, voices within the town have been raised in alarm. In fact, there have been no trade wagons from the south what-so-ever. With Firstfeast upon the residents of Westwego, liquor of all kinds is in high demand and all alcohol stores are now running very low or are completely empty.

Ever since the founding of the goblin town of Brindle, very few farmers or townsfolk have bothered to distill liquor or brew meads and ales. The humans have instead focused their efforts on farming or crafts which they then trade to the goblins for the liquor, which is of excellent quality. The Goblin liquor is in fact so good, that the people of Westwego have completely stopped purchasing Dwarven ales or Elven wines.

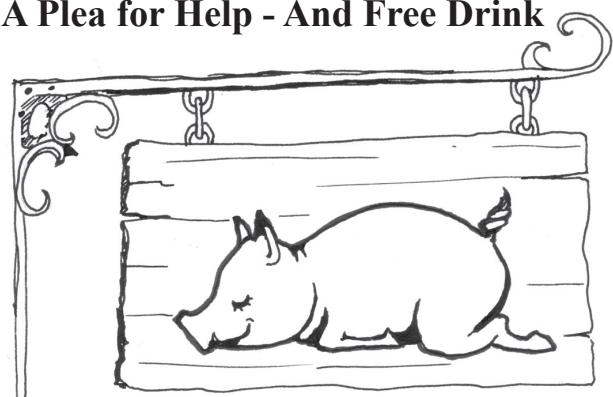
The Church of Purity, while outwardly making a show of devout pleasure at the reduction in vice caused by the shortages, is also deeply concerned. While the clerics espouse a rejection of alcohol, tobacco, and other vices, the church does acquiesce to the import of indulgences, requiring only that the shipments arrive at night and are regulated, and more importantly, taxed. The loss of revenue from their heavy taxation has created privation, even amongst the clergy in Westwego.

This ongoing situation has lead to the growth of fears and gossip amid the citizenry as well. Rumors circulate that the friendly Goblins of Brindle have become as wicked as their cousins and kin of old. Reported sightings in the forest of mysterious creatures or brigands have lead to the formation of a makeshift

garrison that now guards the southern border of Westwego that faces the forest. The townsfolk are frightened, frustrated, and angry.

With the barricade and talk of brigands, not to mention lack of hooch, it's clear that Westwego needs some heroes!

A Plea for Help - And Free Drink



You make your way to The Lazy Hog Inn after stocking up on supplies. The owner, town council-woman Diedre Maplethorpe, seats herself at your table and provides several rounds of drinks on the house. She seems pleasant enough, but serious minded in her uninvited joining of your table.

"I'm not going to mince words here, because we need your help. The Church of Purity leaders have agreed that without a Firstfeast celebration this year, the coffers and the morale of the town are going to be in serious trouble this winter. More importantly to me, so will my business here at The Lazy Hog. When folks saw you come to town with all your armor and adventuring gear, there was a lot of talk and a little fresh hope.

We can only offer you 400 gold each after you clear the road to Brindle and find out where our imports have gone. It's all we've got left. Firstfeast is just a fortnight away and without the liquor, tax revenue for the church, and a full celebration, it's going to be a long, hard winter."

"Can you help us? Please. You will always have a place here in Westwego whenever you come to town. Can you get through to the Goblins of Brindle and return with a shipment? I can likely talk the church into promising some healing services on your return. The roads to the south are dangerous these days, or so we guess. Not a horse, cart or wanderer has come down that road all summer."

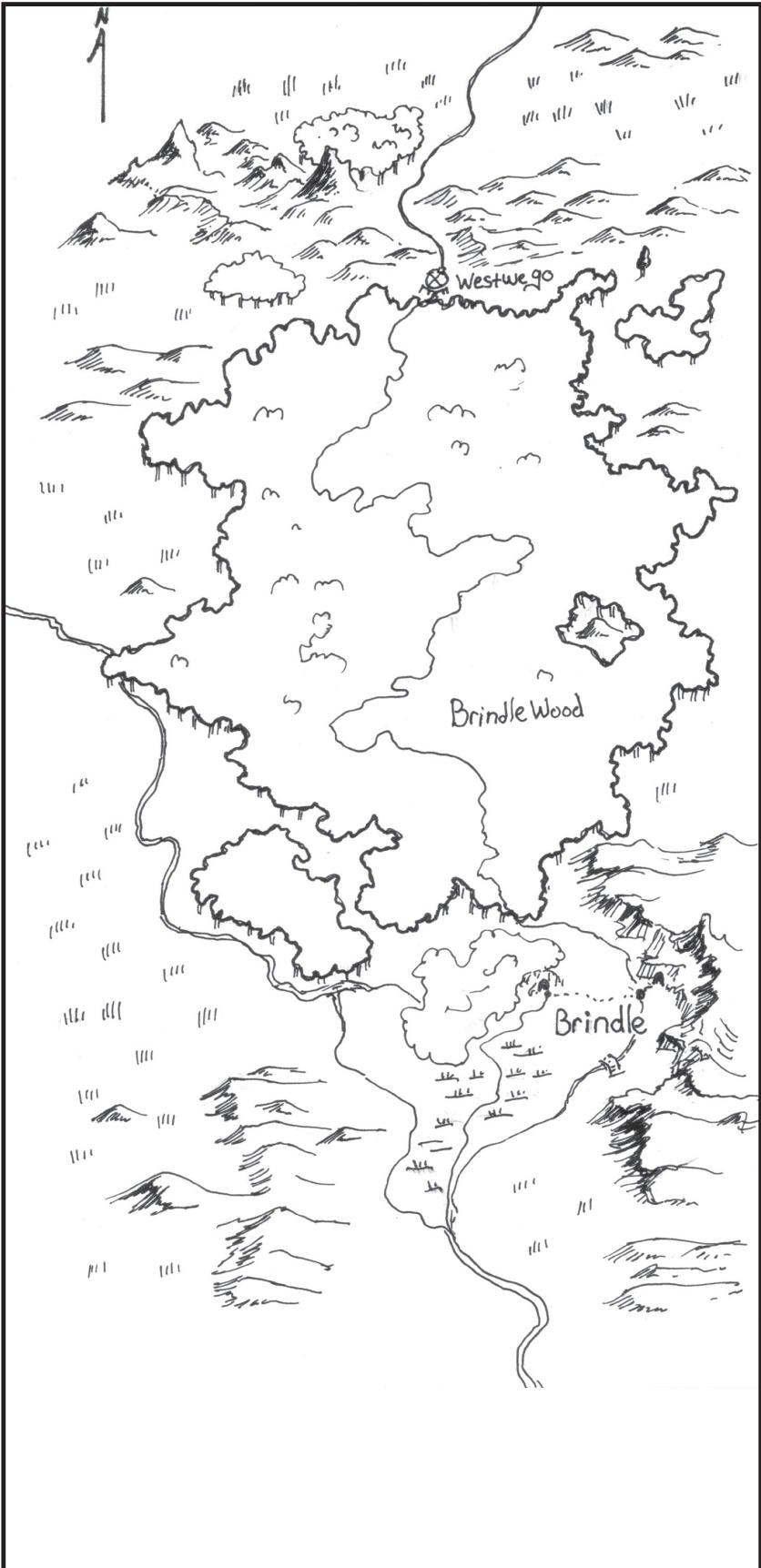
If the party opts not to help the town of Westwego, the Firstfeast celebration is hardly a celebration. A despondent town snuffs the lights early and prepares for a long winter of hardship.

Eventually, the goblins of Brindle arrive at the gates seeking refuge from the horror of the bogeys. They refuse to leave or return to distilling until the monsters are gone. The goblin stench grows ever stronger as the creatures set up camp outside the town gates in hopes of gaining some protection from the proximity of the humans.

If the situation persists, a renewed springtime kobold population assaults (and likely destroys) Westwego with the help of a young **Black Dragon** commanded by **Kivuli Wajanja** (See Monster appendix).

On the Road to Brindle

Brindle is two days travel to the south, 24 hours traveling through the night. The party may leave the road, but movement is slowed to half in the thick forest. The forest floor of Brindlewood is heavy with undergrowth, scrub oaks, and other flora.



Kobolds traveling on the forest floor are considered to be in 80% cover and their movement is only hampered by 5'.

The road to Brindle is little more than poorly tended wagon ruts that follow a crooked path through the forest. It manages to remain *mostly* clear of undergrowth and briars. The deeper into the forest the party goes, the less tended the road becomes.

At the beginning of the journey some small dead trees have fallen into the road. Many weeds have taken over the center of the road between the ruts, but nothing that would halt or hinder an oxcart or other trade vehicle. Nothing seems amiss, until the party stumbles upon the first of the kobold traps.

At least one, if not all (GM discretion) of the following traps have been created on the road to thwart, capture, or weaken travelers on the road in order to make brigandage easier.

Simply traveling to Brindle is the first half of the adventure. A long rest and recuperation should be allowed once the party reaches the Goblin town, but remind the party of the ticking fortnight clock.

Overhead Hornet Nest.

The kobolds discovered a large black hornet nest overhanging the road. They have tension loaded a green switch to a nearly invisible trip wire across the road (Detect trap). When triggered, the switch lashes out with enough force to drop the nest of angry hornets directly on whatever is below. The hornets swarm any creature within 30 feet for 2d6 rounds (Save vs poison to avoid being stung). The swarm ignores armor and is able to crawl under clothing or other protection. Once stung, the pain is so distracting that a victim suffers a -2 penalty to save for 1d3 more rounds. The swarm is unlikely (10% chance) to chase victims beyond 150ft of their original nest location. Those stung more than twice suffer swelling and distracting aches for up to 24 hours after attack. All actions requiring concentration during that time require a WIS check to succeed.

Rolling Pit Traps.

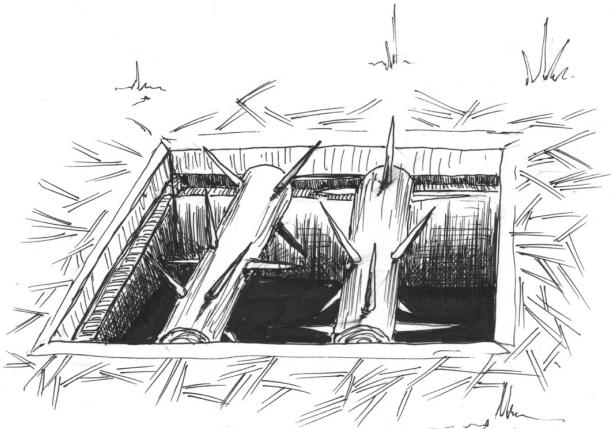
There are up to 2d4 rolling traps total along this route. The rolling pit trap is one of the most dreaded and simple of all kobold traps. It consists of a shallow pit dug 20" – 32" deep, over which two or more spiked rollers are suspended. The pit is then carefully

concealed to match the surroundings (Detect traps to discover).

The rolling spikes initially do 1d4 points of damage to the feet and legs of those who step in, but unless the rollers are dug out with spikes carefully removed from flesh while the victim remains immobile, the victim receives another 1d4 of damage to the same foot / leg. Horses and cattle typically stumble then thrash in panic in an attempt to regain their footing.

In this way travelers, horses, cattle or any creature stepping into the rolling trap is seriously hobbled and slowed to half movement until healed. A thrashing horse may break its leg trying to escape (Depending level of panic the animal experiences).

There is a 10% chance per trap that the spikes are poisoned with a catatonic agent.



Falling Trees.

The kobolds create the falling trees trap by cutting most of the way through a number of trees, and then supporting the suspended trunks by placing wooden wedges into the missing portions of the trunks. For the first two trees, one on each side of the road, a spring loaded pressure plate is hidden under a plank with leaves in the road (Detect traps). This plate forcefully pulls the chocks, connected by wire from the trees. Chocks to other trees are roped to branches of the first two. When the first large trees fall, 6 others will follow in the area criss-crossing the road in both directions. A Dex check is required to avoid the falling trees or take 3d8 points of damage. Springing this trap leaves the road blocked by 8 large trees that require time and equipment to remove.

If a party is rendered immobile 2d4+1 Kobold sentries and bowmen arrive to raid the party in 20 to 120 minutes.

If the trap is discovered but not sprung, characters with woodsman or outdoor skills should be able to cut the trees to fall away from the road. Doing so is not a quiet activity and garners the attention of the Road Sentry within the same 20 to 120 minutes.

Tension Traps.

Through the use of ropes and pulleys the kobolds have managed to pull back, then wire trigger some large logs that are set to swing into the road like battering rams when released. A few of these the kobolds have fitted with spikes on the ends for an extra bloody bludgeoning (Additional 1d4 piercing). (Detect traps) to notice trigger wire. Once triggered victims must succeed on a DEX check or be rammed for 2d6 points of damage. Horseback riders suffer a -3 penalty on their check unless they also make a similar animal handling check to urge their mount out of the way of the log before it hits home.

Halfway to Brindle

Kobold Sentries (9) Kobold Warriors (4)

Halfway to Brindle, a small contingent of kobold sentries have been posted along the road to interrupt all attempts at trade with Westwego and maintain the traps along the road. The thirteen kobolds posted track the party from the trees along the road are seeking the most opportune moment to attack (kobolds gain surprise on 1-4 on d6. Any attack is under the cover of darkness, after a trap is sprung, or while the party is resting.

The kobolds clearly prefer the trees whenever possible. They lower 2 of their strongest warriors in splintmail armor by rope and pulley from the trees prior to an attack. Ropes remain tied to a loop at the back of the armor of the warriors. It is the job of four kobolds, two per warrior, to operate the ropes by retrieving or lifting the warriors as needed. Should the ropes become cut, the 4 warriors tending ropes join the fray in hand to hand combat.

If it is clear that their attack is having little effect, the sentries flee to Kivuli to report the presence of "Heroes" heading to Brindle. Should any of the kobolds be captured by the characters, they refer to Kivuli only as, "The Shadow Boss".

Keeping the armed warriors within reach of party members allows the armored kobolds to distract warriors while others focus bow and sling attacks on spell-casters from the trees.



Welcome to Brindle



Brindle is intended as the nexus of numerous possible adventures. The appendix contains details of some of the more prominent residents of Brindle and some possible adventure hooks to inspire the addition of flavor to the town.

The buildings and huts of the town represent just over half of the living spaces available in Brindle. Brindle is protected on its' East side by the Brindle Cliffs. One of the cliff's south-facing sections (See map) contains the grand entrance to the Brindle caves whose original purpose is unclear, but over time has been made into living and trade quarters by the goblins.

The goblins use the caves as their center for day-time trade (they aren't fond of sunlight), and their retreat in times of need. The caverns contain a number of small rooms that are perfect for storefronts, storage of goods and general business activities.

If Firstfeast has ended before the party enters Brindle, and the goblins are now encamped at the gates of Westwego, they find it deserted. Rumors of Bogeys now abound in Westwego instead of Brindle. Should this be the case, very few supplies remain in Brindle as the kobolds have already thoroughly looted the village. The kobolds depicted in any of the descriptions that follow are also much better equipped. They will likely be sporting leather armor, use superior weapons, and any food and sundry stocks found following an encounter will be brimming.

Upon approaching Brindle the party is immediately recognized as adventuring types and assumed to have been sent from Westwego to save the good goblins from the boeys. The goblins of Brindle may be more civilized and more intelligent than their wild cousins, but they are still goblins. Dirt, refuse, and clutter doesn't bother them. Smells that most humans find foul, goblins shrug off and ignore. While smelly and rather dirty little beasts, the Brindle goblins are each unusually focused and skilled in their chosen crafts.

The distillery stands in sharp contrast to the goblin clutter and dirt. As many as a dozen goblins tend the building daily polishing, scrubbing, and cleaning the tanks, building and plumbing. The smoky barrels for the aging of whiskey are carefully tended, counted, and organized by age. Mead jugs are all

labeled, organized and carefully tended as well. The distillery is an extraordinary technical achievement for the goblins and indeed would be a remarkable treasure for any race. All daily business and book keeping in the distillery is over-seen by Mistress **Jaz Swillmaker** and her "**Hoochmaidens**" who are females chosen by Jaz to train in the demanding production process.

Tobacco and pipeweed occupy many of the Goblin fields and the grim task of tending and fertilizing the fields with goblin waste and animal offal is taken very seriously by what are known as "**Poopflingers**" among the population.

The Poopflingers make rounds daily with oxcarts, wheel barrows, and shovels to collect their payload. Collections are then carefully mixed every morning with other compost. Various mixtures are labeled in stone paved bays then distributed to appropriate crops as directed by master farmers.

Meat production, like other Brindle processes, is also taken quite seriously. Hogs are carefully penned and breeding is thoughtfully controlled resulting in Brindle hogs of remarkable size. Various breeds are used for various products. Diet for these swine is carefully monitored, and the pampered pigs often eat better than the majority of the goblin residents.

This rampant domesticity on the part of the goblins has led to a distinct decline in their martial skills. While an official town guard still stands watch over the settlement and its fields, they are capable of little more than keeping rabbits and other vermin from eating the cash crops. When confronted by the horrors of the raiding Bogeys, the current guard demonstrates a far greater skill at hiding than they do the protection of the town and its assets.

The goblins are in desperate need of military and defense training, and any party member that takes the time to train the "bravest" of the goblin guard in the art of defense or fighting should earn extra experience or some other reward.

Those who attempt to train military volunteers find them peculiarly fast learners, but only in very specific areas. Each goblin rapidly gains mastery in a single type of weapon and armor if so trained, but then loses all interest in other forms of martial endeavor.

Party arrives during daylight hours:

Arranging for the party to arrive during daylight hours is preferable, especially for lower level characters. The goblins give them accommodations, trade what they can, and allow a “long rest” after what may have been a treacherous journey to Brindle.

This also allows the party the opportunity to investigate the stories regarding the bogeys and perhaps even make some strategic plans before night sets in. Bogeys may be delayed until the party has healed and perhaps leveled up. The Firstfeast still approaches rapidly however, and should be noted.

Regardless of when the party arrives, they need not wait long to witness bogeys in the fields. The bogeys will raid for two nights in a row, then rest for a night to take inventory.

The acting mayor (if the huge and gaudy ribbon and medal with the word “Mayor” pinned to his lapel is any indication) pushes his way forward to enthusiastically greet you all. As he does so he is surrounded by the residents of Brindle. He can’t shake each hand fast enough, on some occasions two at once, and all hands multiple times.

“Ohh ye must be da good folk of Westwego! We been lookin’ fer some hero types and knowed the humans would have some kickin’ around to save us!”

“They call me **G of B**, Nice ta meet ya nice to meet ya all! That’s short for **Gustav of Brindle**. Filtan! Filtan! Bring dem humans here some da rye, da good stuff! We is so glad ya comed! let’s have into da cave out dis bright light to have some drink!”

For characters who speak Goblin, Gustav is far more eloquent with his words and welcome in his native language. He speaks every bit like a diplomat in the Goblin language.

Most of the goblins are eager to compliment the party on their mighty strength or assumed heroism. Basic goods can be bought or sold while in Brindle, although no masterwork or magical items are available. The Brindle merchants have scant coin to purchase items, but do have carefully hoarded caches of pipeweed, tobacco, and liquors to trade.



Gustav - Mayor of Brindle

Brindle goblins may have rumors or alternate versions of the first encounter with the Bogey to share, none of which are true.

- The bogeys turn into huge rats like werewolves!
- Bogeys have poison spines that grow on their arms that they throw from the shadows.
- The howls in the night you hear are the tortured souls they have captured.
- Weapons simply bounce off them doing no harm.
- Bogeys and their demons are haunts of the good folk who used to live in this village before we found it. Now they have come to eat our brains!!

Or kick us out. They are likely undead.

- If you pee on a bogey during the full moon, it will melt, My cousin Fekbar told me so!

One version of the encounter with the first bogey is true, or mostly so. That of reliable old Gunfold, who was on the cart the night Maglek was slain. By the time the party finds old Gunfold, he will likely be in the distillery 5 shots of rye into his meal, but still tells them his tale of the **Bogey of Brindle**. (See below)

Party arrives at night:

If the party arrives at night, move to the “**Bogey in the Fields**” section found on Page 13. If the party is too battered or weak for an encounter, the mayor rushes them into the caves for protection, then greets them properly there in a similar manner as previously detailed.

The Legend of the Bogey of Brindle

(*A true story-mostly*)

The following is an accurate tale of the first encounter with the Bogey on the road, which was a trap set by the kobolds. Gunfold’s version of this tale will be much more brief, a little slurred, but generally close enough to the facts from his perspective. Just like playing a game of “telephone” with drunken goblins, the tale has gotten misconstrued and retold so many times, that any tale from anyone other than Gunfold is simply a mix of fantasy, legend, and goblin fears.

Late one night, two goblins, Maglek and old Gunfold, were returning from a bootleg run to Westwego. Their mule drawn cart of empty rye and pork barrels lurched wildly when the wheels sank deep into a muddy rut. Neither Gunfold or Maglek could recall how many days it had been since they had seen any rain, much less enough to create a muddy rut two feet deep. The cursing bootlegger Gunfold shoved Maglek out of his seat to push the cart while he prodded the braying mule.

The light clink of metal coins brought all activity to a silent halt. They realized a shadow was reaching under the seat pulling out their hard-earned coin.

Maglek shouted out, “What is that?!?”

A feral hiss seethed from the shadow along the side of the cart. Teeth flashed white in the moonlight as

deep red eyes flickered. A hunched creature with dark fur leapt from the cart then sprang for heavy cover growling and running through the underbrush like a wild badger.

“Kill it!!” Screamed Gunfold.

Maglek raced after the beast, axe drawn. Dark shadows danced around Maglek as he stumbled and fell to the ground in the dark.

Out of Gunfold’s sight, Maglek had landed heavily on his own axe blade. He let out a dying scream when he opened his own belly onto the forest floor. Gunfold charged in after Maglek at the sound of the scream.

There he came upon a scene of the red-eyed beast, appearing to have just slain Maglek with his own axe. Wide eyed with terror Gunfold ran back to the mule in a frenzy. He whipped the poor mule hard to free the cart of the rut, then ran the creature at full speed back to Brindle. The sound of haunting howls filled the forest behind him.

Goblins aren’t known for their remarkable intelligence, but Brindle goblins are more cunning than their less civilized cousins. Gunfold in particular is a well-respected goblin and considered rather wise and clever by even the standards of Brindle goblins.

Gunfold’s tale of the encounter is clear, possibly embellished with fresh fear at the re-telling, but accurate.



On the first night of Gunfold's return the goblins at the drinking table who first heard the tale, may not have been so clever or clear of the effects of grog.

They passed his tale on to the next drunken ears, and those retold to the next. Eventually the creature became a gibbering haunt of a giant beast. All sorts of descriptions of the creature were added to each telling and poor missing Maglek was enough proof for all.

So was born the legend regarding the "Bogey of Brindle". In the shadows, over the following nights, word of the terrifying bogey reached the ears of The Shadow Boss **Kivuli Wajanja**. Not one to miss an opportunity, he set his minions to work. They began making masks of leather, mud, and twigs. They made costumes of old cloaks, tar, various rags, skulls, antlers, and giant rat remnants found in the lair.

Kivuli added his illusionary magic, making the terror of the Bogey a boon to the kobolds ever since his encounter with the wagon and the clumsy Goblin on the road.

Kivuli has delighted in the irrational fear of the goblins. They now catch glimpses of shambling horrific creatures surrounding the village in the moonlight. The goblins are perpetually panicked. The pickings for the kobold thieves have been easy as terrified goblin families huddle together leaving entire homes unprotected and empty for an evening of looting.



Taking out the Bogeys

This adventure can go in many directions from the town of Brindle. It is important not to railroad the party into any single solution, but let them find their own way to deal with the problem at hand. The most common solutions are listed below.

The kobold lair contains roughly the following:

- **100 Normal Kobolds**
- **10 Wyrm tenders** – Immune to acid damage (See appendix)
- **200-400 regular rats**
- **20 giant rats**

Raids are comprised of 8 to 20 kobolds supporting 1-2 more in bogey costume supported by illusionary magic. All kobolds of a raiding party flee as soon as they meet organized resistance. Kivuli's illusions are believable at a distance but don't hold up to close scrutiny (within 5'). A save vs spell identify the illusion and all intelligent creatures within 8' have a +2 bonus to their rolls.

The kobolds of the lair have discovered and use a natural tar pit for many of their disguises and building materials. Thus many of the tribe always have leaves or other debris stuck to them or appear unusually colored. Kobolds typically cover themselves in mud or tar then fan out when approaching the border making as many haunting noises and sounds as possible to terrify the goblins.

Take the bait - The party may lure raiding kobolds with Brindle goods. Gustav, the Mayor, grants some use of town resources for the endeavor but requests a deposit on the goods.

Once the goblins appear properly terrified, the kobolds send half their raiding party in to loot sundries or supplies. If more than 25 kobolds are slain in this manner, the raids stop while the kobolds re-group. Kivuli then attempts an assassination on the party which he leads. See "**Gathered Forces**" at the end of the Bogey Hole section.

March right in - This method is the most common and involves entering the caves at the stream entrance (See map). Usually the lair is discovered by following tracks or interrogating captured kobolds (by appropriately aligned players). Parties may make

a number of trips in and out to bring kobold numbers down. When Kivuli realizes that his kobolds are suffering at the hands of these intruders, he uses his illusionary magic to lure the party to the **Midden Heap** where he has summoned his "**Gathered Forces**".

Back door entry. If the party sets up camp for 2 days in the area, they find that kobolds are traveling through the forest without traversing the watery entrance every time. The party then finds tracks leading to the secret entrance of the cave that is protected by a terrain illusion. This makes the discovery of this entrance much easier (normal concealed door detection) as opposed to just arbitrarily searching for it (10% chance).

If the party removes the **Carcass Scavenger** first and appears to be a threat to the tribe, Kivuli either retreats to the living quarters (area 15) to mount an attack or attempts an assassination of the party members as a final desperate measure.

Smoke them buggers out – Some players have been known to make an effort to completely clean the mines of ALL kobolds in a fiery blaze of glory.

The living quarters on the map hold the majority of the population of kobolds, Kivuli attempts to gather most of his tribe at the Midden heap once he realizes the heroes are coming to the lair.

Without Kivuli to lead them, this is simply a tribe of disorganized kobolds. It is entirely possible to surprise the majority of the population in their living quarters or even at the Midden Heap with smoke, fire, poison or other means of extermination.

The party may also employ their own means to terrify or scare off the kobolds. If Kivuli has been slain or has fled on his own, the kobolds are scattered easily.

After two months a kobold force returns to attempt to gain access to the dragon egg. (Area #14)

Bogey in the Fields

In the blue of the moonlight moving from the tree line into the squash field, lumbers a seven to eight-foot shadowy beast swaying unnaturally in the mists.

Smaller wicked looking silhouettes burst from the shadows with flashing red or yellow eyes moving quickly through the fields, weapons glinting in the moonbeams.

Bone-chilling howls echo from the foul beasts causing goblins of the village to scream in terror as they seek refuge at the approach of the bogeys.

The little demons and the big haunts shift and wail in the night air, and with each howl more goblins screech in terror.

The largest bogey is comprised of two kobolds sitting atop one another under a burlap cloak with a modified cow skull atop their head. An illusion brings the calamity to horrifying life. Added to this is an illusionary audible glamour to enhance the frightfulness of the beast's wails. From afar it appears to have a terrible appearance with a gaping maw.

The bottom kobold has a conch shell that he blows which creates bellowing noises within the beast. The scampering demons are kobolds who have disguised their flesh with mud, twigs, bones and tar.

Once the kobolds encounter serious resistance they carefully test the resolve of any attackers with guerilla tactics from a distance, but will not risk a full assault.

Clues from the attack lead to the stream entrance (#1a). The kobolds, if captured, only refer to the "Shadow Boss" as their leader. They fear Kivuli's wrath more than death at the hands of goblins or humans. The goblins are full of superstition and refuse to venture beyond the fields of Brindle. They believe the bogeys to be a horror beyond any other.

The Bogey Hole

The bogey and kobold tracks are easy to follow once outside of town. Any wilderness ability will allow a character to find tracks.

The abandoned dwarven mine, now kobold lair, is a two and a half hour brisk walk west of Brindle. None of the Brindle goblins are aware of the cave's existence.



Any roads to the mine are long overgrown and lost. The terrain is that of a typical temperate wilderness but not particularly difficult to travel. Underbrush is not any major hindrance such as it was in Brindlewood. Horses can be ridden to the mine entrance, however cover is thick and varied enough to keep horse movement to half. Pushing a horse to run is extremely difficult or impossible without injury to rider, horse, or both unless an Animal Handling check is made.

Tracks in the mud are apparent within 100 yards of the stream entrance (#1a) Any character with tracking skills has a 50% chance of identifying a number of the tracks in the mud around the banks of the stream as various breeds of kobold.

There is a 12% chance that a skilled tracker can isolate Kivuli's tracks from the other kobold tracks. They may still not be identified unless the tracker has some arctic experience.

A party searching to discover another entrance has a 10% chance to find the back exit from the caves hidden by kobold camouflage and a spell of illusionary terrain.

Spending at least two days in the area reveals some lair residents using the illusionary exit and leaving tracks to the exit making it much easier to discover (Normal secret or concealed door detection).

There are groups of kobolds moving through the forests surrounding the Bogey Hole caverns. If the party lingers at the entrance, searches the forest, or attempts to camp, roll for random encounters every 3 hours at night and every 6 during the day. (1-2 on a D6 indicates a random encounter)

Wandering Kobold Encounters

2d6 kobolds traveling to the Brindle fields 50% chance with costumes & illusions active
2d4 kobolds with 1d4 giant rats
2d4 Sentry kobolds with 1 kobold warrior in splint mail and shield heading to reinforce road sentries
3d4 kobolds formed as a hunting party. 75% with short bows, 25% spearmen

GM Note:

Kivuli is made aware that intruders approach his lair if at any time five or more kobolds survive encounters

with the character party. Should any open fighting erupt in or around areas 3-8, Kivuli seeks the party out to lure them to the midden heap with his skillful illusions where his **Gathered Forces** are waiting. If necessary, he polymorphs himself with a potion to lure the party to his ambush.

Illusions and the Kobolds:

The kobolds of this lair have become adept at recognizing illusionary magic and how it works. If the party attempts an illusion of anything that is unusual within the lair, the kobolds have a +2 bonus to saves.

GM Note – Defeating the Bogeys:

It is possible for this adventure to be completed by a rogue-like party sneaking in, finding Kivuli, and assassinating him. The end result would be that the disorganized kobolds do their best to defend the Egg in area #14.

It is a far more desirable outcome for Kivuli to be aware of the party and their approach to the lair. The kobolds still fight if Kivuli is slain but they are less organized and behave as a regular mob of kobolds that flee as soon as the odds appear stacked against them.

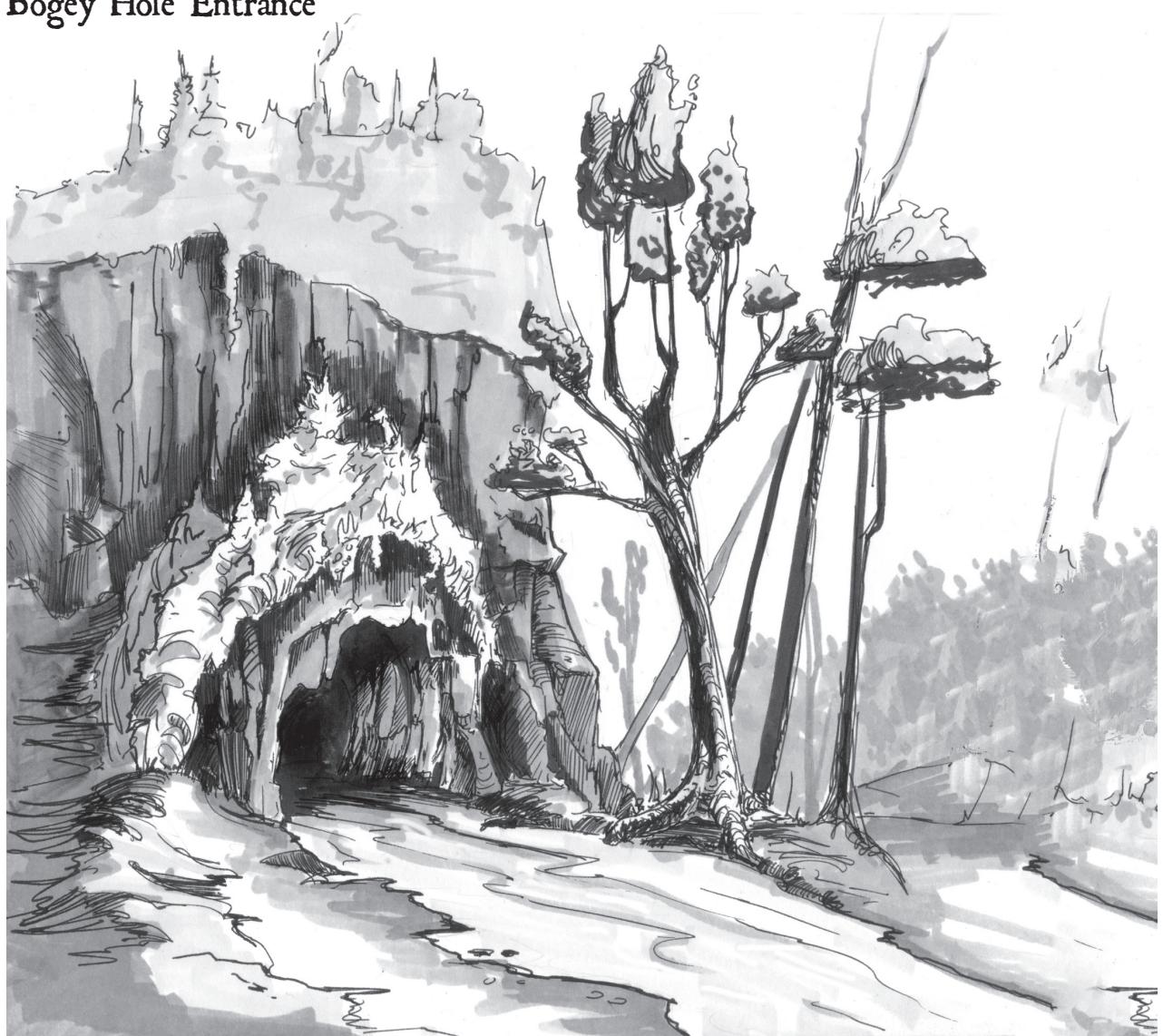
The final battle at the midden heap is a strategic challenge significantly tougher than may be expected. Charging the gathered enemy is a deadly endeavor. Numerous areas throughout the mine contain resources that should be employed strategically. It is suggested that the GM allow the party the opportunity to realize the danger, make a plan, then gather supplies. Party creativity is not only required, but encouraged.

During play tests, many clever conclusions and epic battles resulted at the Midden Heap area. In an attempt to avoid a railroad situation in the text and allow maximum creativity by players, a **Gathered Forces** encounter has been provided at the end of the Bogey Hole section.

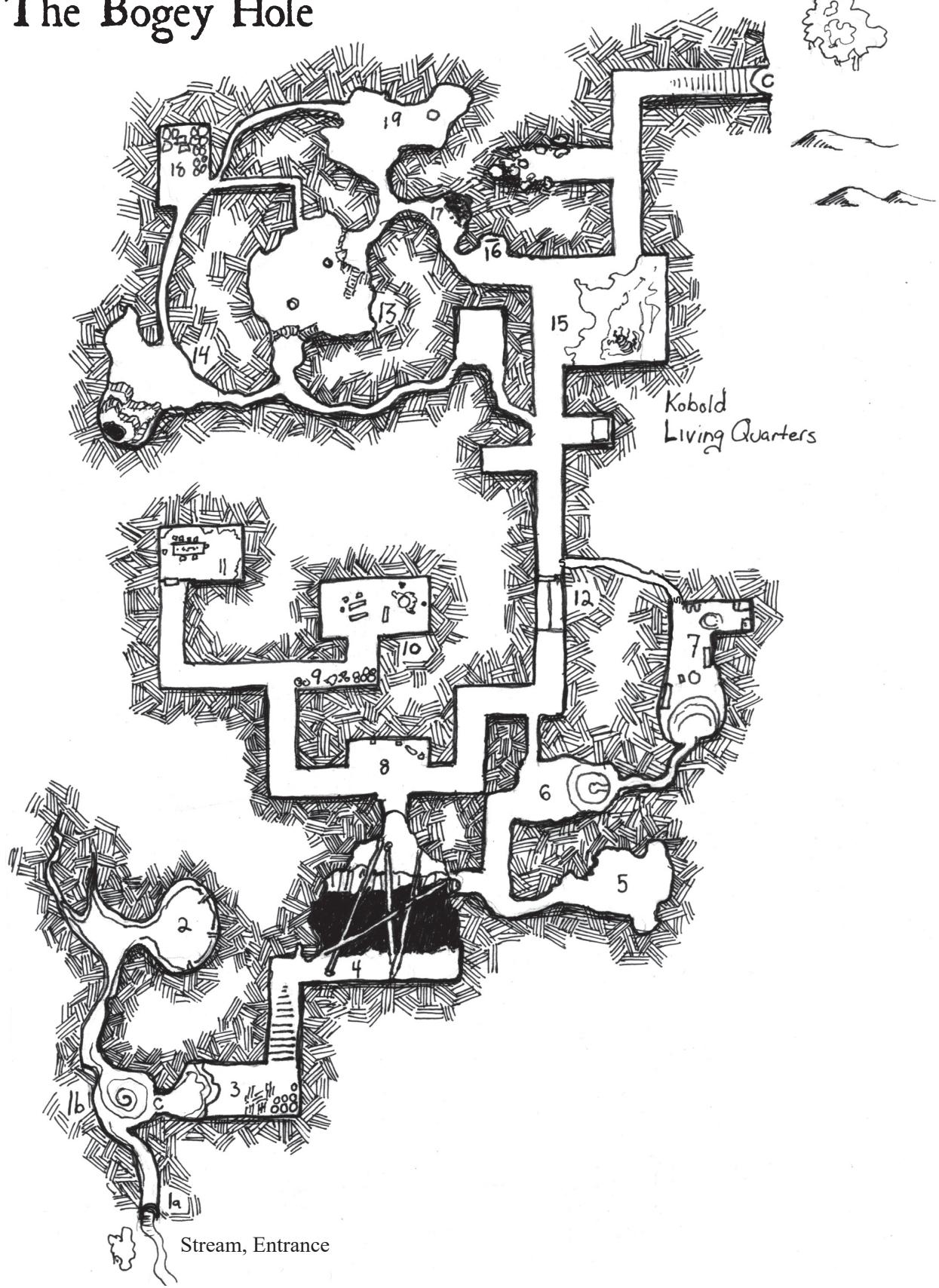
This gathered force is comprised of the combatants Kivuli can manage to call to his aid and may be used anywhere in the lair that the GM desires. The ideal scenario is provided at **The Midden Heap** location as an example of one of the many tactics Kivuli may try.

It is important to remember that Kivuli is an intelligent and clever wizard. He should react to situations in more of a wizardly manner than that of a typical kobold.

Bogey Hole Entrance



The Bogey Hole



1a – Bogey Hole Entrance

A stream flows from the mouth of a cavern before you, covering its entire width. The current is rapid, and the noise of the moving water as you approach negates all other sound. The water is clean, and about two feet in depth, with a gravel bottom. The icy cold of the water is such that even without touching it, its chill reaches your skin. It appears you must wade the frigid waters to enter the cave.

The water flowing out of the cave is spring fed. In the hottest months of summer the water temperature barely gets to 50° F (10° C). When the party arrives however, it is fall and the water is 38° F (3.3° C).

Hypothermia

Swimming or being fully submerged in the water (From shoulders down) for more than five minutes requires a constitution check for each round to function normally. Every round beyond the first, a penalty of -2 is applied. A missed check means that all mental abilities are at -2 as hypothermia begins to set in. By round 5 physical capabilities begin to shut down and all Strength based actions suffer a -3 penalty. After 30 minutes in the water a character's body temperature drops so low that they fall unconscious and need to save vs death or die.

Beyond Area 1b, there is 1ft of exposed stone and gravel at the sides of the cavern. It is possible to move beyond 1b without being in the water.

1b - Secret Eddy

This is a twenty-foot cavern with water rushing in, spiraling around the entire cave, then exiting to the south. The ceiling is ten feet above the water and the walls are slimy with green algae. The air is cold and thick with the mists of condensation. Beyond the raging whirlpool you can see that the passage continues north. From where you stand, the water looks much more shallow beyond the pool.

Any character entering the water of the alcove discovers a steep drop-off in the rocks underfoot. The swirling water is 15' deep churning strongly around the natural bowl before exiting the south passage. Six feet under the water on the east wall of the swirling eddy is a 4' wide, 3' high tunnel that leads into area 3. Diving into the water immediately requires a swim or STR check. Characters who submerge without

knowing about the secret underwater passage require a WIS check to maintain orientation in the swirling waters. This is in addition to the dangers of hypothermia outlined previously in the area 1a text.

Characters that are disoriented in the whirlpool confuse which way is up or any other direction. The character is required to make a WIS check each round to maintain orientation. Characters tied to ropes or other clever solutions have a +2 bonus on checks as they are spun around the frigid vortex, but have a grounding agent.

Once a character knows of the submerged passage, a simple WIS check makes it easy to locate the opening. Running a rope through the opening negates the need for any ability checks.

2 - The Pool of the Damned

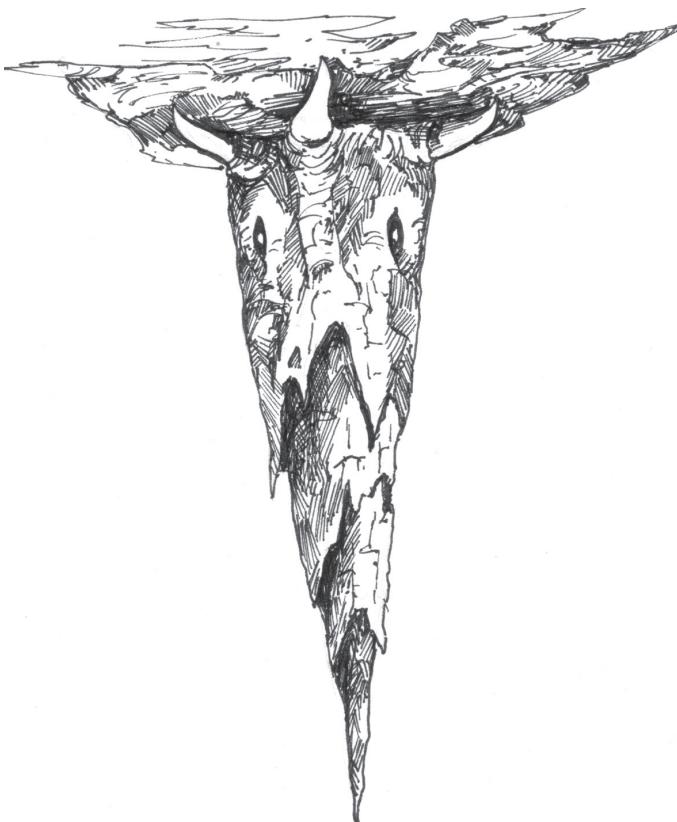
Piercers (1-3)

This cavern is twenty feet wide with a ceiling twenty feet above the water level. Water falls into the pool from three eight-inch outlets set ten feet above the water level. This falling water creates a cacophony of noise as the sound reverberates off the stone surfaces. The smooth stone ceiling is interrupted by several stone stalactites that cause any lights used in this area to scintillate with dancing reflections from the wet, reflective walls of the cave.

The water is very clear and approximately 10 feet deep. At its bottom the bones and armored remains of a forgotten hero are sprinkled with copper and silver coins.

On the ceiling of this cave are **1-3 Piercers** that are completely indistinguishable from any other stalactites. They have arranged themselves around the outside of the cavern where most creatures walk when trying to avoid the water. They drop on any intruder that moves beneath their position. (See Monster Appendix)

The pool is 10 feet deep at the very center of its depths. At the bottom are a number of scattered bones of dwarf and human origin. There is a suit of scalemail +1 covered with green algae among the bones. The scalemail's magical imburement has preserved it from rust in this watery grave. The other items here include rusted and useless weapons and armor, and



brought to Kavuli or added to the proper store room for future use and consumption.

The red light is a drying cantrip created by Kivuli specifically for this underground aquatic hideout. The light hovers 6"-10" over the target where directed for up to 3 hours and radiates dry heat up to 150 degrees and is not hot enough to set normal materials aflame. It also creates light suitable for reading without disrupting infravision significantly (-10' infravision when within 5' of a drying flame).

other water-logged and decayed basic equipment. 200 CP, 300 SP, 5 EP, 20 GP and two dark vials sealed with wax filled with a pungent liquid (One potion of healing (1d8+4) and a potion of hill giant strength (10 minute duration)) can be found amidst the debris.

The rules for hypothermia apply to all who are submerged in the water here. The same is true throughout this section of the caverns. (see area 1a).

3 – Kobold Mines Stairway

A warm red glow fills this room. It is 20' x 50' long. The floor slopes sharply to the east to a slowly roiling pool of water. The southwest corner contains a stack of 8 barrels of various Brindle liquors. Each barrel is approximately a 5 gallon size.

A 15 foot section of the floor is covered by carefully arranged pipeweeds leaves just east of the barrels. A small red flame radiating a low heat hovers eight inches over the plants as they dry.

Stairs in the northwest corner lead north and down.

This is a staging store room of common goods brought back from Brindle that have been dragged through the water entrance. Once dried and inspected they will be



4- The Ropeway

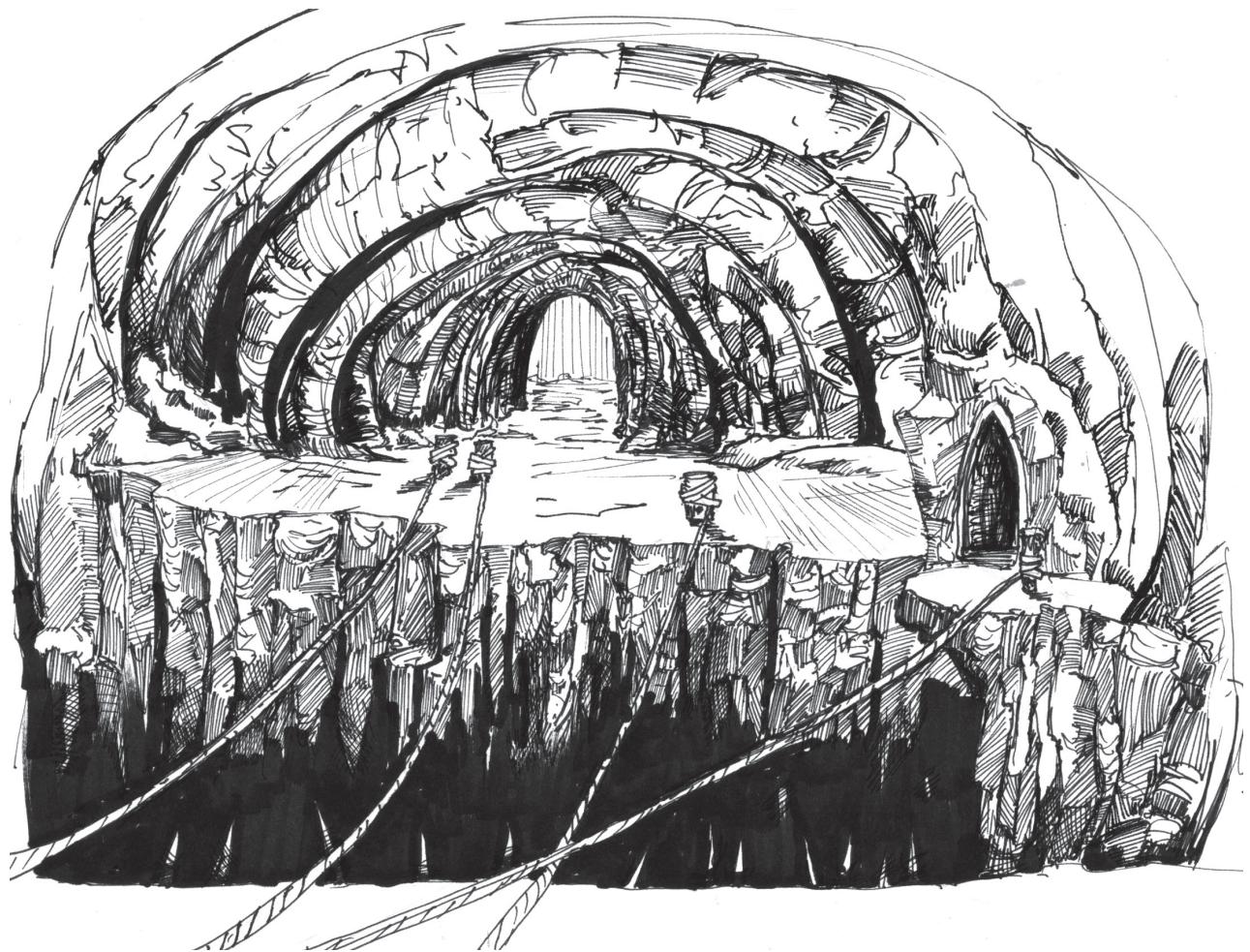
This large cavern has a ten-foot-wide edge along the southern wall and a 30 foot wide, 20 foot deep spiked pit dug out of the center with four heavy 2" thick ropes strung to the elevated northern passages. The ends of the ropes are bound to heavy 18" thick log posts planted into the floor. The ropes aren't particularly taught and worn to a smooth finish for most of their length.

There are no kobolds posted in this room but it is a frequent through-way to the stream exit and the **Rat Kennels**. Spending more than ten minutes in the area results in wandering kobolds moving through who alert the guards in area #8. The party attracts the attention of the sentries in area #8 if they create any noise in the room for an extended period of time.

A kobold confrontation in the area consists of kobolds using slings to attack from the opposing side of the pit. Some kobolds have grappling hooks (5 of which are stored in area 8) that are intended to pull intruders off the ropes and into the spiked pit. Players crossing the ropes make an acrobatics or DEX check -2 to balance their way across. Players battling on the ropes make an acrobatics check -2 or DEX -4 to remain on the ropes. Falling from the lines causes 2d6 damage and requires Save vs death to avoid spikes that cause an additional 1d6 damage.

Kobolds do not need an ability check to cross the ropes. If they battle on the ropes they check without penalty due to their lizard-like claws and climbing ability.

Any large commotion in the Ropeway or sounding of the gong (Area #8) also alerts the rats from area 5 who arrive in 1d4+1 rounds. Rats also do not need to make ability checks to cross ropes, but should when in battle.



5- The Rat Kennels

Giant Rats (10)

Normal rats (200 – 2 swarms of 100)

As you make your way down the passage an open room becomes apparent in the distance. Chirps, squeaks, and shuffling sounds can be heard ahead. A pungent odor laden with ammonia assails your nostrils and the more you advance the more difficult breathing becomes and the more overwhelming the acrid smell of urine grows.

This is the breeding and nest area of the kobold's rat population. Even if the party has remained completely silent they cannot surprise the horde of rats within the nesting area. Most of the giant rats are trained as guard dogs and attack if they perceive the party as intruders.

The rats may bristle, hiss, and bare their teeth if the party approaches cautiously but do not attack unless they perceive a threat. Any sudden or threatening movement by any creature that is not a kobold or in the immediate company of a kobold they recognize, initiates an attack from the rats. Once the giant rats begin an attack the normal rats swarm to join the battle.

In the rat kennels among various bits of fur, grass,



feces, insects, and refuse is a total of 126 CP, 200 SP, 276 GP, and a bright silver dagger +1. Gathering all of these items takes nearly 30 minutes of sifting through refuse for 4 characters.

6- Underground pool

This roughly 20' x 40' room with a 10 foot ceiling has a pool in the western end of the room that is approximately 10' across. The water is still and unmoving with a small trickle from the ceiling pattering into the center of the pool.

Lighting the room or approaching the pool reveals that there is a 3' wide tunnel at the bottom of the pool that winds its way down and west underwater. The tunnel leads into area 7. The water is equally as cold as the stream entrance and with the same dangers of hypothermia as defined in area 1a.

If Kivuli is unaware that there are intruders in the lair and he is in his personal living quarters, there are posted 1d4+1 kobold sentries standing guard by the pool. Any sort of battle that erupts in this area causes one of the sentry to activate a bi-directional magic mouth that is connected to a receiving mouth in area 7 to alert Kivuli of intruders.

7- Kivuli's living quarters

Emerging from the chilled waters reveals an "L" shaped, comfortably appointed study. The entire area is illuminated in a warm red glow by a small warm flame hovering over some tobacco leaves and burlap spread over a drying rack to the left. A table and two chairs are near the pool entrance with maps and rough notes regarding the town of Brindle and its residents.

A small book case and a rug in front of a tapestry can be seen further back into the room.

These are Kavuli's personal quarters. Beyond the corner is a small bed, a lamp, and a small chest with his personal wealth. If Kavuli is aware that the party has entered his mines he will have already cleared out his personal wealth and be keeping it on his person during the escape to his gathered forces.

Kivuli is well aware of the dangers that adventurers pose to the likes of kobolds and even more importantly,

hatching dragons. He is always prepared to make a hasty retreat at any moment by simply dropping his wealth into a pack and fleeing. He maintains a secret exit through the north wall and can exit through it or the pool. If Kavuli is in his chambers there are at least 1d4+1 guards on duty in area #6.

If for some reason he is unaware of the party presence in Brindle or their invasion of his lair the chest contains the following:

Scroll -3rd lvl spell - Gaseous Form
5 small gems (70 GP each)
50 Platinum, 60 Gold

Left behind are a set of fine silk tailored clothes for a diminutive creature (kobold, halfling, gnome etc.) (Value 40 GP) A number of books on the basics of spell casting which would be ruined if not protected from water when removed from the cavern.

8- Guards on Duty

As you enter the 30' x 20' intersection room two kobolds are leaning back against the north and west walls in the corner on either side of a large 4 foot gong hung from a wooden frame.

If the party has not disturbed anything or made any particularly loud noise approaching the area the guards are nodding off when they approach.

This intersection room always has two bored, somewhat dim-witted guards on duty. Their assignment is to remain by the large gong with a wooden mallet and sound the gong at the first sign of any intruders (There has been NO cause to sound this gong for a LONG time). This is a job for the least useful of the tribe since the stream entrance is thought to be the most secure.

The kobolds are open to talking if the party attempts to do so. Both kobolds, Herg and Gremsh, are great fans of the dice game "High-Low". It is a game of chance the kobolds play frequently. The rules are simple, each player rolls a 6 sided die, high roll wins, ties are re-rolled. (They're kobolds, it doesn't get much more complex than that)

If a party member wins, the kobolds become rather sore losers and attempt to ring the gong. If the kobolds

win they then become eager to retrieve some of their friends to meet the new chumps in order to play more High-low. Either way, the kobolds are eager to bring more kobolds to meet the new "visitors". As soon as more kobolds are brought to the area they recognize the party as intruders.

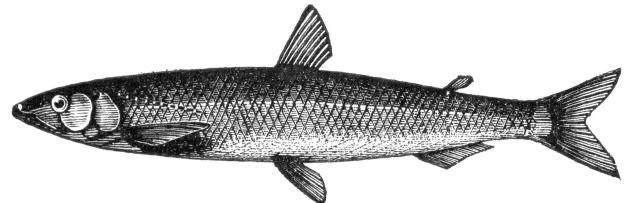
Should any rogue type character attempt stealth to move through the room they have advantage as the kobolds teeter between boredom and nodding off.

Sounding the gong summons 2d4 kobolds, plus the Rats from area 5 and a 25% chance of Kivuli himself.

9- Supply hall

This hallway intersection has a number of small barrels, large sacks and tall sealed ceramic jugs lining the walls. The smell of moldy tobacco permeates the air. Some of the goods have clearly been here longer than others.

Four large sacks of tobacco have been completely ruined by mold and mildew. There are five ceramic jugs sealed with wax and cork that each hold three gallons of animal (pork) fat. There are two slightly more squat jugs near the corner that are sealed similarly with two gallons each of a mix of lamp oil and tar. Five of the six larger barrels are of a five-gallon size and contain wheat flour and corn meal. One slightly larger seven-gallon size, contains dried salted smelts.



10 – Abandoned Dining Hall

Ochrish Jelly (1)

At the entry of this large chamber lie a pair of rotted reinforced double doors. In their prime they were likely a true work of dwarven art. The floors and walls are wet and slippery with dark mildew.

Looking through the entry way reveals a large room with various dining hall remnants, tables, cutlery, chairs and the like. Tin plates, cups, spoons, and serving utensils are scattered about the floor in various stages of decay or abuse.

In the center of the eastern half of the room is a heavy support column of stone supporting a section of the ceiling, most of which has collapsed into the room long ago. Beyond the pillar you think you can just make out a pair of small bipedal kobold silhouettes in the dim light with red glinting eyes.

The silhouettes are bait for a trap. The kobold forms are stuffed dummies created by the kobolds with convincing details added by Kivuli himself. It should not become apparent that the shadows are dummies until they are hit with ranged attacks or are



approached within 10'. The dummies are considered under partial cover (AC 7). They have red garnets for eyes that cleverly catch and reflect any light in the room to appear like glinting kobold eyes. (Value 5 gp each, 4 gems total)

An **Ochrish Jelly** lurks midway across the room, slowly consuming wooden tables and chairs. The kobolds discovered the dangerous jelly, and took advantage of the situation instead of attempting to remove it. **The Axe of Dain. (See appendix)**, unable to be digested is under the jelly.

11 – Production Room

Hallway Approach

Flickering light spills from beneath a rough wooden door that stands closed at the end of the hallway. Crackled and muffled voices reminiscent of the kobold language emanate from the other side of this door.

This 20x30 room is the production area for bogey costumes. If the party has not been spotted and has been stealthy in their approach, they surprise 6 + 1d6 kobolds piecing together bogey disguises from bones, tar, rags, fur, sticks, and manure. Should any mystery still remain, it should be clear to the characters that the bogeys are nothing more than costumed kobolds once they view this scene.

Opening the Door

Gathered around a large work table are a number of kobolds chomping on dried smelts and attempting to assemble costumes of bone and rags with varying degrees of success. Their eyes flash red as one lets out a piercing bark that signals an attack!

If Kivuli is not present in this room, the kobolds assigned to the creation of costumes here commonly loaf; eating dried fish or other tasty kobold treats, or harassing the females of the tribe with displays of virility (in polite terms). An oil lamp that occupies the center of the production table, and two torches in wall mounts provide ample lighting for this area, while heaps of rags, old clothing, bones, and other materials lie piled at the base of the walls throughout this room.

A one-gallon ceramic jug filled with a lamp oil and tar mixture hangs just above the door and another is placed near the rear of the room. The kobolds do everything they can to break the jug over the door by throwing tools at it (AC 9). They then attempt to flee while dropping the second jug during their escape. The kobolds have considered their escape plan carefully.

Any character set ablaze with the lamp oil and tar concoction suffers horrible burns. The burning tar remains painfully hot for a time and difficult to remove after being extinguished. Burning creatures suffer 1d6 points of damage /round for 1d4 rounds (or until extinguished) after which a further 1-2 points of damage per round continues for 2 rounds for those victims covered in the concoction. (Splash damage is not considered "covered").

12 – Passage to the Lair

The hallway ends in a large oak door set into a stone recess with a vertical bar handle on the left. The craftsmanship of the door and stonework here is clearly that of dwarves. There is an undeniable smell of rotten eggs in the air.

To the right of the door are two levers, one above the other that appear to move horizontally.

Inspecting the hallway approach to the door may reveal (Stone construction or secret door) an extremely well concealed stone seam that runs north-south 20 feet down the hall in front of the door on the south side. The door is locked and slides to the right. The two levers are three and a half feet off the ground.

The top lever unlocks the door allowing it to slide in its' track easily. The bottom lever releases the floor plates to the south of the door opening up a 20-foot long pit. The doors drop down from the center line to reveal a pit of mud that reeks of sulfur. The doors drop down from the center line to reveal a pit of mud 10' below that reeks of sulfur. The mud pool is 6' deep, warm, and comprised of sulfuric acid sludge that disintegrates soft materials such as leather or cloth within 3 rounds and metal (depending on composition) or more substantial materials within 1-2 turns. This corrosive effect is slowed or halted by raising the PH of the liquid or rinsing the affected materials with plenty of water. Flesh exposed to this acidic mixture suffers 1d6 points of damage per

round. The acrid fumes released when the surface is disturbed cause any character within 15' of the pit to lose 1 point of constitution unless a Save vs poison is made. All players who fail this initial save must attempt a second save 1 minute later or lose a further 1d4 points of constitution. Ten minutes after this trap is activated, hidden stone counterweights reset it to its original closed position. Lost Constitution points are restored after a rest of 3 hours or more.

The opposite side of this door has two levers identical to those just described, and that function in the exact manner as those found on this side.

Kobold Living Quarters

All areas north of the doorway (#12) are considered **Kobold Living Quarters** where the majority of the kobold population spends most of their time. Within this area **roll for wandering patrols every 30 minutes**. If during a wandering patrol, any of the kobolds encountered manage to escape, they attempt to sound the gong in area #16. Any kobolds hearing the gong have been instructed to gather at the **Midden Heap** (Area #15) for either battle or escape.



Wandering kobolds

Roll 1D6. On a result of 1-3 choose an encounter from below, a result of 4-6 yields no encounter.

Living Quarters Encounters
2d4 Regular kobolds + 1-2 giant rats
1d6 kobolds herding 50 normal rats down the hallway toward the Midden heap
2 kobold bowmen, 2 spearmen, 2 regulars preparing to go hunting
1d4 regular kobolds hauling hog bones to the Midden Heap
Lost kobold pup, running on all fours, curious about the party. He is not old enough to speak.
2d6 kobolds with 4 giant rats preparing for a raid (Have costumes and are painted with tar)
3 kobolds arguing over the rules of the High-Low game (See area #8). As soon as they see the party they attempt make a run for the gong.

13- Living Quarters Main Chamber

Kobolds (55)

Pups (12), Elders (3)

Giant Rats (10)

As you approach the entrance to this chamber, you can almost feel the stench of reptilian waste, rot and acid urine on your skin. A torturous cacophony of kobold barks and yips mixes with the wailing of kobold children further assaults your ears as you view the chamber below from the dim red light at the entrance.

Fifteen feet beneath you, a pit of wicked little demons cavort among huts made from giant rib bones and filthy hides. It appears that the entire roof of the cavern must have collapsed at some point as rubble covers the floor between the huts while a large dragon's skull mounted atop a pile of boulders decorated ceremonially with symbols of tar and blood forms the center piece of this hideous tableau.

Along the walls, small hints of yellow sulfur show through the usual dark stone. The smell of rotten eggs adds to the urine of many generations of kobolds.

Kivuli discovered the dead dragon and the egg in this chamber. The beast was the victim of a collapse caused by a dwarven cleric, whose remains have

yet to be found. Details of this story can be found in module BR-2 *Brindlemarsh*.

This cavern became the main living chamber of the tribe after the discovery of the dragon corpse. If the kobolds have not yet been summoned by Kivuli or a signal gong, this chamber contains:

55 able-bodied kobolds

12 kobold pups

3 elders

10 Giant rats.

Pups and elders are half-hit-point kobolds and attack with a penalty of -2 to damage rolls. There is a 25% chance Kivuli will be among the kobolds (if he has not been encountered elsewhere) inspecting the nursery, weapons, or rallying kobolds for a raid.

14- Strip Mining Pit

The air in this large chamber is humid and hot. The smell of sulfur mixes with an acidic steam that irritates the back of your throat. The southern-most pocket of this large chamber is an abandon underground strip mining operation that steps down in ten foot increments to a dark pit of slowly bubbling black mud at the very bottom level.

The mud at the bottom of this pit is a twelve-foot deep pit of sulfuric acid sludge. It is only slightly less potent than the mud in the pit at area #12.

Exposure to the acid causes 1d4 points of damage per round, and the acrid fumes released from disturbing the surface requires a Save vs poison or lose 1 point of constitution for each round any character is within 10' of the pit. All players who miss the initial save must make a second save 1 minute later or take another 1 point of constitution damage. All constitution damage is healed after a 3 hr rest.

Even the kobolds, with rare exceptions, are unable to remain in this area for more than 10-12 minutes at a time. Ten unusual members of the tribe, rumored to have been transformed by a dragon as slaves, are unaffected by the acid found here. Black scales, similar to those found on black dragons, cover every inch of their bodies, rendering them immune to the corrosive acid. These ten *Wyrmenders* are incubating

a black dragon egg in the depths of the warm mud pit in this area. They believe it is no more than three months from hatching, and enter the pit frequently to turn the egg, positioning it as would its own mother. There is a 70% chance that 1-2 of the Wyrm tenders are present or in the pool at any given time. If captured, they keep secret the location of the egg beneath the mud, instead insisting they were swimming or bathing. The dragon egg has a value of 8,000 GP if kept alive.

15- The Midden Heap

Carcass Scavenger (1)

This large room contains a putrid heap of rotting waste, bones, rubble and refuse. The Midden heap is piled floor to ceiling in a tremendous hoard of stench-filled kobold and goblin waste that breathes, buzzes and creeps with maggots and insects.

The floor is covered in slippery rotten slime, and the buzzing of flies is almost overwhelming.

A spike has been driven into the stonework at the middle of the west wall and from it hangs three tin whistles such as children might play with during Firstfeast or other celebrations.

The Midden Heap is the most likely location for the main encounter of this adventure. It is the kobolds

plan to lure any intruders to the area then summon the **Carcass Scavenger** to their aid. Since they moved into the caves, the kobolds have carefully trained the creature to come to the sound of a whistle. They bring their dead and offal to the Midden Heap then blow a whistle when the scavenger emerges to feed on the “fresh” offering.

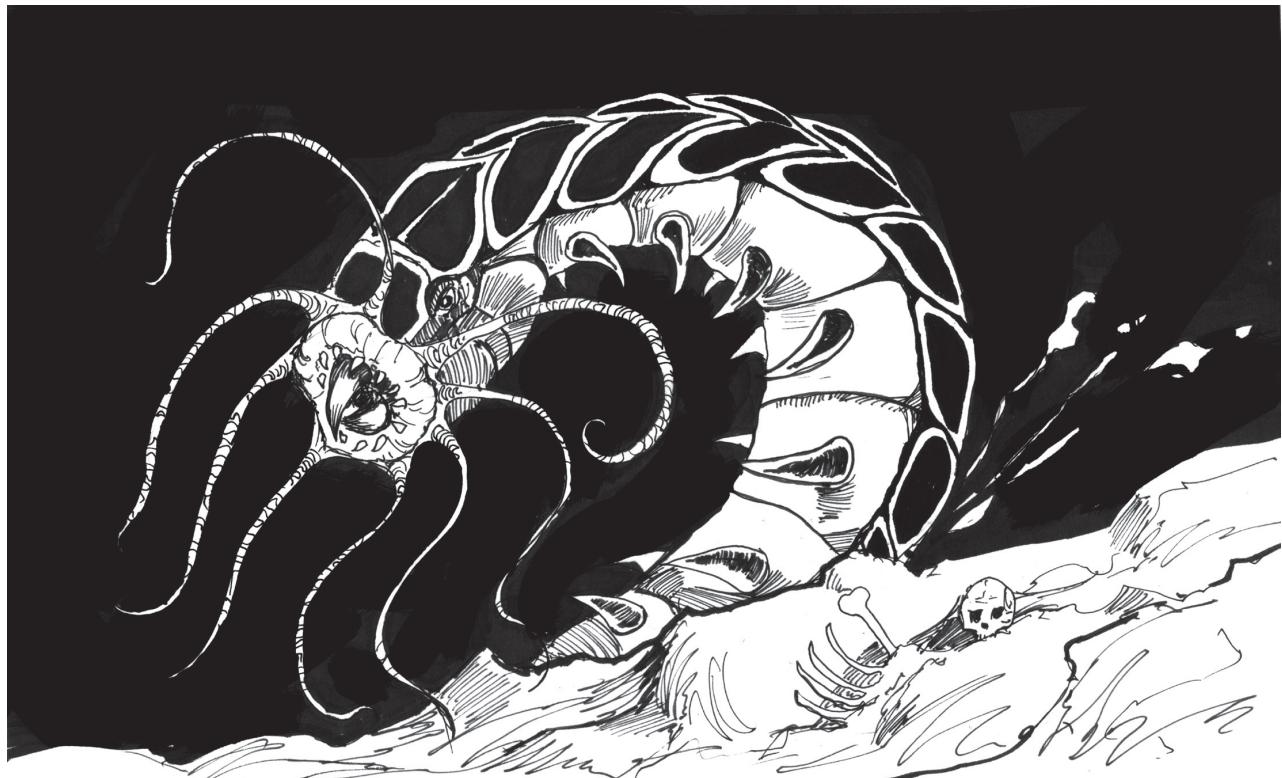
See **Gathered Forces** at the end of the Bogey Hole section. Kivuli and his defending forces all attempt to lead intruders here.

16 – Gong

This alcove carved into the passage contains a four foot wide gong supported by a wooden frame from which a wooden mallet hangs by a rope.

There are dwarven runes carved into the wall in an arc shape behind the gong. To the right of the runes are two small protrusions from the wall, such as one might hang a tool or weapon of some sort.

As none of the kobolds can read dwarven, the runes have been disregarded. Those who manage to translate the text by either magical or mundane means read, ‘The path is made plain by the Axe of Dain’.



When **The Axe of Dain (Area 10)** is hung on the protrusions and the text spoken aloud, the rock surface within the text becomes a swirling dark portal. Six wooden chips lie behind the gong, five with the dwarf rune for “Help” carved into them. One has the dwarf runes for the phrase “**Gunud Gathol**” carved into it. Those who translate the runes read it as, “To tunnel to the fortress”.

DM NOTE: This portal is the entry into BR-2 *Brindlemarsh*, the second adventure in this series. If you do not intend to add BR-2 to your campaign disregard the runes completely or re-route the portal to an alternate destination.

17 – Tar Pit

The air in the here is significantly warmer than in other tunnels. The passage expands to become a 20' x 20' x 20' natural cavern, the north-west section of which has a sunken floor with a slowly swirling pool of tar. The pit bubbles occasionally as the goo shifts in the pit. Several desiccated corpses bear mute testament to the fact that some of the lair's rats have met an unpleasant end in this viscous pool.

Kobold footprints lead in all directions near the pit.

The tar pit is 30 feet deep and sticky. The kobolds have been using this tar as part of their disguises, building materials, and all sorts of daily-living activities. The kobolds seem to enjoy wearing the tar as it adds to their terrifying appearance in the fields.

18 – Storage

The passage opens into a carefully carved room that is 20' x 30' with various vessels of goods such as ale, rye whiskey, pipeweed, tobacco, and dried fish. Most of the barrels have the letters “G of B” burnt into their sides.

The air in this section of the tunnels smells of rotten eggs and acrid sulfur.

The storeroom contains:

4 - 2 gallon barrels of rye whiskey
2 Medium sacks of pipeweed
3 Medium Sacks of Tobacco
10- 4 gallon barrels of ale
9- 2 gallon barrels of Mead
5- 20 gallon barrels of flour

7- 10 gallon barrels of dried, salted Herring

2 dozen arrows

1 Goblin suit of chainmail

4 Gallons of vegetable oil (turned sour)

The storeroom isn't guarded and its contents are considered community property of all kobolds.

19- Living Chambers North

This is the continuation of the living chambers to the south (Area #13). The caverns here are somewhat warmer and kept cleaner as it serves as a nursery and home for the elderly. Very Few kobolds are allowed to survive as elderly unless they serve some purpose to the tribe. These kobolds care for young or tan hides rarely leaving the cave or fighting. If forced, young and elderly fight as kobolds with $\frac{1}{2}$ normal HP and suffer -2 on all damage rolls.

Gathered Forces

Once Kivuli realizes he has intruders in his home, he gathers his forces from throughout the entire lair to mount a counter-attack. If he is unable to make advantageous use of the Carcass Scavenger, he instead attempts a confrontation in any of the more open areas of the lair where his forces might be comfortably deployed. He prefers to have his warriors surround the party while his slingers shower them with rocks and he uses his spells.

If Kivuli is present in any of the encounters he begins the battle with a **Sleep** spell before any of the tribe pile into the fight. This tactic has served them well on many occasions and has become a practiced standard.

If the party manages to kill or drive off Kivuli before his forces are gathered, the kobolds stay to defend the dragon egg in area #14 but only as long as they believe they can win the confrontation. They believe the egg surrounded by acid is safe and are willing to flee to return after the lair has been looted by the intruders.

Regular kobolds (50) – most use slings & daggers
Oil throwers (10) – 2 vials each

Torch bearers (8)

Giant Rats (15)

Regular rats (swarm) – (100)

The gathered mass of kobolds is rowdy and noisy.

This means that their gathering is not a surprise to anyone in the lair. Stealth around such a large group is not particularly difficult (Stealth rolls +15%).

Once gathered, Kivuli sends out patrols of 20 members each with a Scavenger Whistle to locate the party. The kobold mass attempts to block exits in order to press the invaders against or into the midden heap. When the battle begins the kobolds blow their whistles or howl a whistle to summon the scavenger.

Oil throwers attempt to block exits with their oil rather than to directly risk setting the heap ablaze. This keeps kobold regulars, rats and invaders from fleeing once fighting begins.

Return to Brindle

Once it has been proven to the goblins (or at least Gustav) that the kobolds were indeed the Bogeys, and that they have been dealt with, much cheering and singing erupts within Brindle. Jaz Swillmaker happily cracks open a large barrel of rye whiskey at the news and three large oxcarts are immediately loaded with hooch, pipeweed, tobacco, and salt pork for the journey back to Westwego.

Back to Westwego



After the characters and Goblins deliver the goods to The Lazy Hog, tales of heroic deeds and valor continue long into the night. With each drunken telling, the stories enlarge, and the bravery and abilities of the heroic characters is expanded. By the time dawn breaks, the goblins are swearing that the Heroes of Westwego (as they now name the characters) defeated a massed army of ten thousand kobolds who fled like field mice as the brave warriors flew overhead raining

fire down upon their hapless foes.

The celebration of Firstfeast becomes a cause to don costumes and raid homes because of the party and their quest. Once this practice begins, the Church of purity simply gives up its battle against the celebration and dispenses tax collectors to tally shipment inventory as it arrives.

Children knock on doors throughout the village demanding, "Treat the Bogey!" while they hold out sacks eager for dried apples or other sweet treats in trade for not playing tricks or stealing goods. Adults commonly approach the bar in costume saying, "Booze or Bogey." It's the bartender's choice of which they would prefer at the bar. Firstfeast will never be the same, and the practice of feasting and dressing as bogeys in the night finds its place in the fall history of Westwego.

Appendix

Brindle Residents

Jaz Swillmaker (*Brew / Distillery Mistress*)



STR 9, DEX 10, CON 12, INT 14, WIS 14, CHR 9

Senses Infravision 60 ft., Goblin abilities

Languages Common, Goblin **Alignment:** LN

Bio / Character info: Jaz is the Brew Mistress behind

one of Brindle's most treasured exports, alcoholic drinks and medicines.

Jaz has a gift for learning the trade of brewing and distilling. She is extremely strict with her Hoochmaidens and workers about care of the equipment. There is ABSOLUTELY no drinking for any of her workers when they on the job.

Jaz and her chosen head Hoochmaiden are the only two allowed to taste products during maturation. She is heavy handed with discipline, not allowing any short cuts in production, but very fair to her workers. Working at the distillery is one of the most highly sought and most prestigious positions in Brindle. Only females are allowed the high honor of the Hoochmaiden title.

Jaz would happily give up 300 GP to anyone who would travel to the dwarven mountains and bring back seeds from some of their coveted Dwarven Hops. She would be even more grateful for druidic or naturalist knowledge of how to grow and care for the plants in detail.

"Humans are a funny bunch o' monkeys. But they like to spend gold on drink, so I don't mind em too much. I do prefer my Goblin kin here in Brindle though, I just wish the humans gave them the respect they deserve."

Filtan (Mayoral Assistant)

STR 7, DEX 9, CON 8, INT 14, WIS 9, CHR 9

Senses Infravision 60 ft., Goblin abilities

Languages Common, Goblin **Alignment:** LN

Bio / Character info:

Filtan is the Mayor's aide, more accurately, his toady foot-stool. He fetches whatever the mayor requires, usually things of comfort, food, or vice. He is shy nearly to a fault and would rather take abuse or scolding rather than speak up for himself. He has a stammer which keeps him from being saying much in public out of fear of ridicule.

"I would give anything t-t-to travel to the lands of the elves! But, t-t-there is s-simply no way they would let a Gob in their w-woods. Oh, b-but to see the wonder of the Elflands, I would empty my coffers to go there!"

Bumgard (Hogmaster)



STR 12, DEX 8, CON 10, INT 10, WIS 13, CHR 9

Senses Infravision 60 ft., Goblin abilities

Languages Common, Goblin **Alignment:** NG

Bio / Character info:

Bumgard is one of only a few Hogmasters in Brindle. He has bred some of the best swine for miles. Only Brindle and Westwego residents are aware of his skills.

"Beets! Makes sweet flavored pink hogs when they eat enough. It also makes sugar for the sweetest dried pork you'd ever want ta eat. I would give my finest hog for a good pocket-full of sweet beet seeds for next

spring! Stinkin' Humans ain't too keen on business with Gobs! – oh erm.. present company excluded, I assume.”

Other residents and hooks:

Melfane – Poopflinger – “My Grand-pappy had a masterwork shovel. It was lost to some Hobgobs on the plains.”

Gregluk – Cropweeder – “I seen some strange lights in the forest night-afore-last.”

Meesha – Hoochmaiden – “Melfane stole my heart. He works so hard, focused on his compost, he don’t come round anymore. I don’t know how to tell him how I feel. If there were some gift I could send him to show my heart...”

Gekyou – Bootlegger – “Those dang bogeys! Killed my best mule! What’s needed around here is a good solid ox to pull me cart! I bet them Westwego farmers would sell one to folks like you!”

Chevsek – Cook – “They say Humans like to eat sheep. I don’t know wassamatter with them, but if I could get four or five to start breeding, I bet I could make some sheep-jerky they’d like.”

Salsy – Poopflinger – “We was up on the north side in the fields, and some of the giant rats must have left the Bogey hole. I saw a bunch of ‘em up there, but I think there’s more than rats around.”

Grizbane – Young adult – “They say I’m an adult now, but I haven’t found my calling like all the others in Brindle. I’m good with ciphers and languages...

Would you be able to help me convince a human wizard into taking an apprentice? There’s no way I could just wander into Westwego and make that happen on my own.”

the cliffs of Brindle.

When the command phrase, “For Gold of Kin” is spoken, the axe transforms into a glorious two-handed battle axe that is +2/+3 vs Dragonkind for 3 turns. This power is available twice per day. When activated *and* in the hands of a mountain dwarf, the axe extends an additional +2 bonus to all breath weapon saving throws to the user.

Monster Appendix

Carcass Scavenger

Frequency	Uncommon
# Appearing	1D6 (1)
Size	Large
Move	120' (including walls & ceilings)
Armor Class	Head 3, body 7
Hit Dice	4
Thaco	16
# Attacks	8
Damage	1d2
Special Att.	Paralysis
Special Def.	Nil
Magic Res.	Standard
% In Lair	50
Intelligence	Non
Alignment	N
Level / XP	4/ 105+ 3/hp

The Carcass Scavenger is something like a gigantic maggot with long paralytic tentacles that stun it’s prey before being slowly and horribly consumed, or injected with eggs. The Scavenger thrives in places of waste, decay and refuse where it feeds and scavenges on the corpses and refuse of many, mostly underground, societies.

The head of the creature is heavily armored, while it’s body is much softer and pliable. The scavenger will usually only expose it’s head and tentacles to feed.

Magic Item

Axe of Dain

The Axe of Dain is an elaborately sculpted +1 magical axe sculpted with dragon scales about the head and hilt. It was originally forged for the dwarven hero Grimfolk Dain to battle dragons that were driven from

Kivuli Wajanja (Illusionist lvl 4)

STR 8, DEX 16, CON 12, INT 15, WIS 11, CHR 11

Senses Infravision 60 ft., Kobold abilities

Languages Common, Kobold, Goblin

Alignment: LE

HP 17 AC 5 Speed 60' (Including trees and ropes)

Level 4 300 XP

1st level: Change Self, Colour spray, Wall of Fog

2nd level (2 slots): Invisibility, Improved

Phantasmal Force

Background:

The “Shadow Boss” Kivuli is not your garden variety chaotic kobold, but is a cunning Illusionist intent on forming a kingdom for the good of his people. He has his eye on the goblin distillery as his first prize. Once the dragon has hatched, Westwego (and beyond) is his target.

Unlike most kobolds, Kivuli does not have scaled skin. He is covered in ‘fur’ comprised of tightly curled feathers, much like that of the penguins that frequent his arctic homeland. This enables him to hunt, stay warm, and even chase fish or seals in cold arctic waters when needed.

Kivuli can remain buoyant in water with little to no effort while using his tail to propel and steer himself through water with great agility.

Kivuli has flickering red eyes that have stirred many rumors among his followers. They are convinced he is a servant of the kobold god. He revels in the fear and uses it to his advantage whenever possible.

Personal Spellbook:

Kivuli has done research on some unique spells. His spellbook contains the following spells among other standard spells.

Cantrip:

Drying Cantrip.

Creates a red, low-intensity flame that hovers 6”-10” above target location as directed by caster. The flame radiates dry heat up to 150° F. The red light emitted mildly disrupts darkvision (-10ft when

within 5’ of the flame). Caster can create 1/level, duration up to 1 hr / level.

Level 1:

Delayed Audible Glamour.

The wizard imbues an item with audible magic sounds that can be released by any creature speaking the command word or performing a particular condition (i.e. touch both ends of the stick). The duration of the spell begins when the trigger conditions are met. After 8 hours the magic wears off and can no longer be triggered. Duration is 3rnds / level of caster

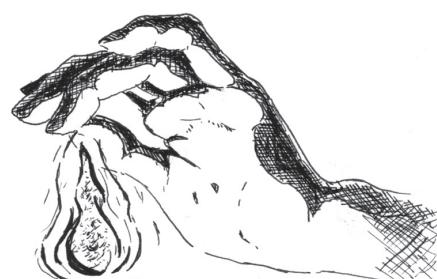
The spell causes a sound to arise from a space within range. It is audible to any within the normal hearing range of the sound. This sound can be anything the caster desires from talking, singing, shouting, to a roaring lion. The sound can be made to recede, approach, or remain fixed in place.

Anyone hearing the sound who suspects it to be an illusion can make a saving throw to notice a faint and obviously false sound coming from the caster. The volume of sound is based on the level of the caster -- the caster can produce a volume equal to four people per caster level (a hoard of rats is equal to 8 people, a roaring lion is equal to 16, and a roaring dragon is equal to 24 -- the DM may judge sound volume as they see fit).

Level 2:

Bi-directional Magic Mouth.

The wizard enchants not a single item as is the case with the usual Magic Mouth, but two similar items. A mouth can be triggered by either item and cause the opposing item’s mouth to speak its message. The items will function as long as they remain within 1/4 mile of one another and on the same plane of existence. The items can be triggered manually or by circumstance as with Magic Mouth.



All other restrictions and rules of the spell are the same as Magic Mouth (level 1)

Items:

Small backpack, Scavenger whistle, 3 garnets (20GP each), 30 PP, 20 GP, Spellbook, potion: **Polymorph self** (*see below*), S. Sword, Dagger, Sling

Tactics:

Kivuli may join smaller contingents of patrols to attempt to charm or put the party to sleep. If he manages to do so, he will have them bound then taken to the Midden Heap. Charmed characters will be required to help gather forces to protect Kivuli from intruders (The heroes).

Polymorph Self Potion

(Duration 2 hours)

This potion functions similarly to alter self, except that the user changes into another form of living creature. Kivuli's preferred form is a large Black-scale Dragonborn (STR 19, DEX 16, CON 16), but he is clever, and may want to "blend into the crowd" for a quick escape. The new form may be of the same type as the subject or any of the following types: aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin. The assumed form can't have more Hit Dice than the imbiber level, to a maximum of 10 HD at 10th level. Subject cannot assume a form smaller than tiny, or greater than huge, nor can a subject assume an incorporeal or gaseous form. The subject's creature type and subtype (if any) change to match the new form.

Upon changing, the subject regains lost hit points as if it had a long rest (though this healing does not restore temporary ability damage, restore spells, or provide other benefits of resting; and changing back does not heal the subject further). If slain, the subject reverts to its original form, though it remains dead.

The subject gains the STR, DEX, and CON of the new form but retains its own INT, WIS and CHR scores. It also gains all extraordinary special attacks possessed by the form but does not gain the extraordinary special qualities possessed by the new form or any supernatural or spell-like abilities.

If the kobold tribe witnesses Kivuli polymorph into the large black Dragonborn, they view him as a God-Page 31

like being boosting their morale to fanatical. As long as Kivuli the Dragonborn is within their sight, they gain a +1 to hit on all attacks.

Kobold	
Frequency	Uncommon
# Appearing	4d10 (100)
Size	Small
Move	60'
Armor Class	7
Hit Dice	1d4 hp
Thaco	20
# Attacks	1
Damage	1d4 or weapon
Special Att.	Nil
Special Def.	Nil
Magic Res.	Standard
% In Lair	40
Intelligence	Average (Low)
Alignment	LE
Level / XP	1 / 5+1/hp

Kobolds stand 3 ft tall and have a dark skin tone (brown to black), with no hair. They are vaguely reptilian in appearance with scales, small horns on their heads, short snaky tails and red eyes

Kobold Wyrm tenders	
Frequency	Rare
# Appearing	2d6 (10)
Size	Small
Move	60'
Armor Class	5
Hit Dice	1
Thaco	19
# Attacks	1
Damage	1d4 or weapon
Special Att.	Nil
Special Def.	Immune to acid
Magic Res.	Standard
% In Lair	40
Intelligence	Average (Low)
Alignment	LE
Level / XP	1 / 15+1/hp

Wyrm tender kobolds are like regular kobolds in all

ways except for their black dragon-like scales and an immunity to acid.

These scales and the immunity were formed when a select group of kobolds were transformed by a black dragon to be slaves. The transformation became permanent and the traits hereditary.

Kobold Warriors & Sentinels

Frequency	Uncommon
# Appearing	2d10
Size	Small
Move	60'
Armor Class	5 (3 in splintmail)
Hit Dice	2
Thaco	17
# Attacks	1
Damage	1d4+1 or weapon+1 (Str)
Special Att.	Nil
Special Def.	Nil
Magic Res.	Standard
% In Lair	40
Intelligence	Average (Low)
Alignment	LE
Level / XP	2 / 30+1/hp

Kobold warriors and Sentinels are the strongest and heartiest fighters of the tribe.

Ochrish Jelly

Frequency	Uncommon
# Appearing	1d3 (1)
Size	Medium
Move	30'
Armor Class	8
Hit Dice	5
Thaco	16
# Attacks	1
Damage	2d4
Special Att.	Nil
Special Def.	See below
Magic Res.	Standard
% In Lair	Nil
Intelligence	Non
Alignment	N
Level / XP	150 + 4/hp

The Ochrish Jelly is a tremendous cousin to the amoeba. It attacks with a pseudopod inflicting 2d4 points of damage with its' digestive juices and slime.

The Jelly is immune to electrical attacks and will split in two when attacked by a lightning bolt. It only takes half damage from standard weapons (bludgeoning, piercing or slashing)

Piercers

Frequency	Uncommon
# Appearing	3d6 (3)
Size	Small - Medium
Move	10'
Armor Class	3
Hit Dice	1-4
Thaco	19,18,17, or 16
# Attacks	1
Damage	1d6, 2d6, 3d6, or 4d6
Special Att.	95% surprise
Special Def.	Nil
Magic Res.	Standard
% In Lair	Nil
Intelligence	Non
Alignment	N
Level / XP	1HD: 1 / 10+1/hp 2HD: 2 / 30+2/hp 3HD: 3 / 50+3/hp 4HD: 4 / 80+4/hp

A piercer looks exactly like a stalactite. It is a living creature encased in a stone covering. Piercers are sensitive to noise and heat and when they detect a source of either passing beneath them they drop, seeking to kill and devour their target.

A piercer has a single attack, seeking to impale the unlucky victim with its sharp point. After killing and feasting the piercer will move via tiny cilia in its base back up to the ceiling.

The 1 HD piercer is 3 ft long and weighs about 200 lbs. With each additional HD the piercer adds another foot of length and another 100 lbs of weight.

Rat, Giant

Frequency	Common
# Appearing	5d10
Size	Small
Move	120'
Armor Class	7
Hit Dice	1d4 hp
Thaco	20
# Attacks	1
Damage	1d3
Special Att.	5% chance cause disease
Special Def.	Nil
Magic Res.	Standard
% In Lair	10
Intelligence	Semi
Alignment	N
Level / XP	1/ 7+1/hp

Giant rats are vicious, opportunistic omnivores often found in ruins and upper dungeon levels. Each successful bite from such a rat has a 5% chance of causing a disease (as the cleric spell cause disease) unless the victim passes a saving throw vs poison.

Rat, Swarm

Frequency	Common
# Appearing	1d4 comprised of 100-300 individuals
Size	Medium
Move	120'
Armor Class	7
Hit Dice	3
Thaco	17
# Attacks	1
Damage	1d4 (Many small bites)
Special Att.	Cause disease
Special Def.	Nil
Magic Res.	Standard
% In Lair	10
Intelligence	Semi
Alignment	N
Level / XP	3/ 60 +2/hp

Rats are vicious, opportunistic omnivores found in all climates. When 100 or more individuals conglomerate

they act as a single entity. Each successful hit from a rat swarm is actually many small nips and scratches. The victim must save vs poison or be affected by disease (as the cleric spell cause disease).



GM Extra - The Brindle Goblins

The Brindle goblins are not the standard run-of-the-mill goblins that fill the dark caves and evil places of the world. A brief history of how they came to be is presented here for GMs to guide play and the potential use of Brindle goblins as Player Characters in the campaign world.

The ancestors of the Brindle goblins came into existence when a small sect of monks reported to be of an enlightened order of wizardry discovered a local gang of goblins in some caves near the foot of their hold. Over a number of months the arcaneously-inspired Monks charmed the goblins, gaining their trust by providing food, advice, and occasional healing. The monks then took advantage of their less intelligent goblin allies, imprisoning them and selectively breeding them as servants.

Goblins breed quickly and the monks began to discover that goblin hereditary traits are flexible and quick to respond to magic. Within a few generations the monks had goblins who could carry out more skilled and complex tasks. They continued with brutal experiments on goblin pups and expectant mothers with ioun stones, dark magic, and selective breeding until they had goblins suitable to serve as scribes and messengers.

This dark practice existed for a hundred fifty years and many generations of goblins.

The monastic order completely rejected human society in their studies and had begun breeding goblins to farm their crops and perform tasks that were “beneath wizards” but still allowed the order to maintain the luxuries of fine food and drink. By this time the goblins were free to breed among themselves but were kept in servitude to the order.

The Paladin of Light, Madam Elsbeth Seaton, discovered the dark order and the poor treatment of the goblins in her travels. She overthrew the dark order of monks then freed the good goblins to live as they pleased.

The goblins began a search for a land of their own. Although they shunned the criminal behaviors of their dark cousins, instead opting for a more civilized life style, humans (used to the more common outlook

of most Goblins) were quick to draw swords when they met. After wandering the lands and being politely cast out of Westwego, they discovered Brindle and the abandoned distillery.

The people of Westwego are aware that dwarves used to live in Brindle, but assume the village to be abandoned. Most Westwego residents assume the mining operation became unprofitable.

Here the goblins settled and made a crude peace with the good folk of Westwego in order to trade for their goods. The goblins are not always accepted among the humans and trade is uneasy and rarely in favor of the goblins.

Brindle goblins are more intelligent than most and typically find one skill or ability that becomes an all-consuming task to master. They rarely excel at more than one such skill but some can temper this focus to broaden their interests a bit. Those that manage to fight the all-consuming desire to master a single task often become adventurers or discover a wanderlust to explore the world.

Nagareth the Poisoned is the mate to the dragon that was victim of the collapse where the kobolds eventually made their home. The great black dragon has returned, fully healed and brimming with powerful magic. The beast lies in Brindlemarsh in the south yearning for its brood, mate, and treasure.

The hatchling may be raised by the surviving kobolds and Nagareth avoided, but it becomes their ruthless dominator if it comes of age. When the egg hatches, the broodmaster Nagareth senses the presence of the wyrmling in his territory.

This adventure continues through the dwarven portal found at area #16 in BR-2. This is not the last the party will hear of dragons or forgotten heroes!

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Thank you all for your support and making this dream possible.

"I hope gaming can bring us together as friends."

~Lloyd M

