

# OSR – KOBOLD AMBUSH – B/X

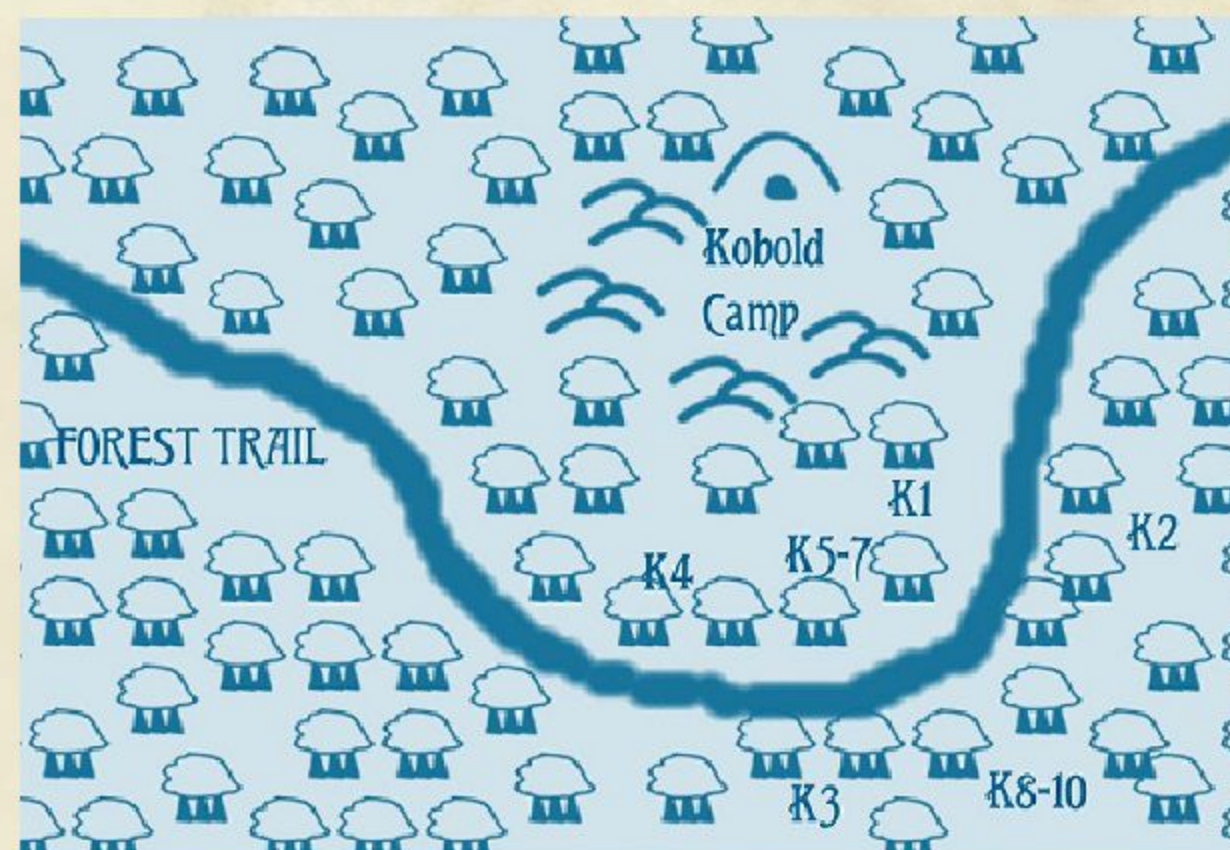
A BRAVE GANG OF KOBOLDS SET UP AN AMBUSH ALONG A BLIND PART OF A MAIN TRAIL

## A SCENARIO/SKIRMISH FOR CHARACTER LEVELS 1 - 3

### ENCOUNTER DESCRIPTION

THE PARTY IS TRAVELING THROUGH A HEAVILY FORESTED AREA ON A WELL WORN TRAIL WHEN 2 KOBOLDS STEP OUT OF THE FOREST IN FRONT OF THE PARTY. THE PARTY WILL ALSO NOTICE 2 MORE STEP OUT OF THE FOREST BEHIND THEM IF THEY LOOK BEHIND, OTHERWISE THE DM CAN MAKE A (WISDOM) CHECK. THE KOBOLDS DEMAND A TRAIL TOLL OF 1SP PER PARTY MEMBER. IF THEY PAY THE TOLL, THE KOBOLDS WILL ALLOW THE PARTY TO PASS AND WILL STEP BACK INTO THE FOREST..... IF ANY OF THE PARTY MEMBERS BECOME AGGRESSIVE, 4 OF THE KOBOLDS HIDDEN IN THE FOREST WILL ATTACK WITH THEIR SLINGS WHILE THE REMAINING 2 STEP OUT OF THE FOREST AND ATTACKS THE PARTY ALONG WITH THE ORIGINAL 4 WITH THEIR DAGGERS.

IF THE PARTY DEFEATS THE KOBOLDS AND SEARCH THE AREA THEY WILL FIND THE CAMPSITE OF THE KOBOLDS. SEARCHING THE CAMPSITE WILL REVEAL THEIR TREASURE: 60GP, 140SP, 200CP, AND A GOLDEN STATUE OF A LONG FORGOTTEN GODDESS WORTH 100GP.



#### Kobold

Armor Class:	7	No. Appearing:	4-16 (6-60)
Hit Dice:	1/2 (1-4 hp)	Save As:	Normal Man
Move:	60' (20')	Morale:	6 or see below
Attacks:	1 weapon	Treasure Type:	P (J)
Damage:	1-4 or weapon -1	Alignment:	Chaotic

These small, evil dog-like men usually live underground. They have scaly rust-brown skin and no hair. They have well developed infravision (heat-sensing sight) to a 90' range. They prefer to attack by ambush. A kobold chieftain and 1-6 bodyguards live in the kobold lair. The chieftain has 9 hit points and fights as a 2 hit dice monster. The bodyguards each have 6 hit points and fight as 1 + 1 hit dice monsters. As long as the chieftain is alive, all kobolds with him have a morale of 8 rather than 6. Kobolds hate gnomes and will attack them on sight. Treasure type J is only found in encounters in the lair or in the wilderness.





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