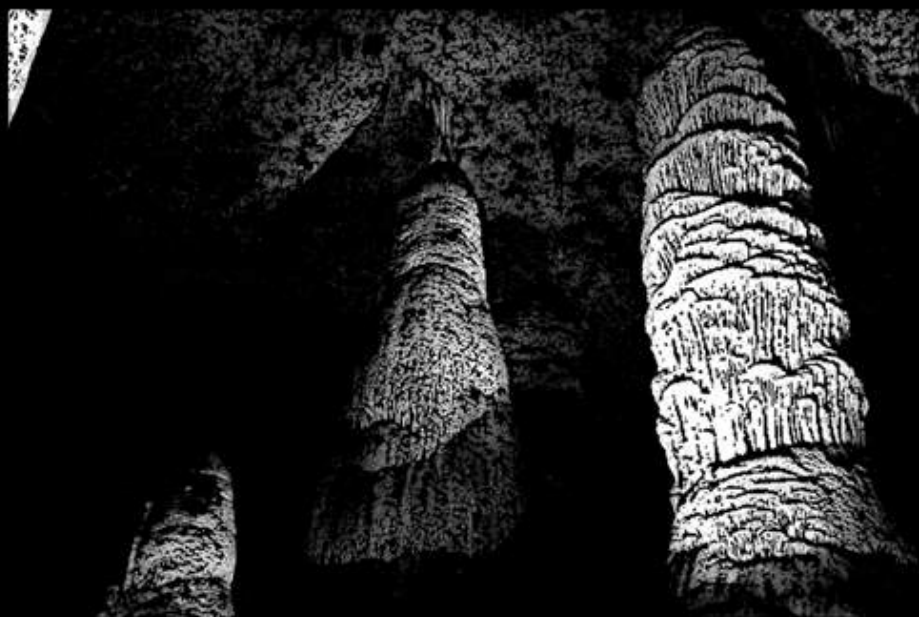


Golden Eye of the Kobold King



A SWORDS & WIZARDRY WHITEBOX ADVENTURE

FOR 6-10 CHARACTERS OF LEVELS 1-2

STEVEN A. COOK



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This adventure is compatible with the rules of
SWORDS & WIZARDRY WHITEBOX

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Golden Eye of the Kobold King is the first mini-module published by Hogtown Games for the *Swords & Wizardry WhiteBox* roleplaying game. The module features a “lair dungeon” adventure location that takes a few hours of play to complete. It is perfect for a one-shot game session at a convention or game store, or a drop-in adventure location for campaign play.

Golden Eye of the Kobold King plays best with an adventuring party of 6 to 10 characters of 1st or 2nd level experience, or between 10 and 12 total levels.

Reader discretion is advised. This module contains mature themes, violence, humor, and silliness. We don’t endorse feeding human children to big purple flesh-eating slugs, for example. Really, we don’t. You can trust us.

The PDF version of this module is free and always will be. If you’ve left us a tip in the jar where you ordered it—thank you very much, we appreciate it! The print version is available marginally above cost in saddle-stitched and perfect-bound formats.

Three basic parts make up *Golden Eye of the Kobold King*:

- 1) The Introduction** begins with notes on how to read the module, delves into adventure background details and suggestions for getting the characters involved, and then concludes with notes on running the adventure and optional wilderness encounters.
- 2) The Dread Caves of Doom** details the encounter areas in the caves.
- 3) The Appendices** include collected monster & NPC stats, new monsters and sample diseases, new magic items, and the OGL.

INTRODUCTION

READING THE MODULE

SHADED SECTIONS

Throughout this module, there are shaded sections of text. These sections highlight rules information, traps or hazards, treasures, secret doors, monster stats, and other such things. They are separate from the main body of text so the Referee easily distinguishes them during game play. Here are two examples:

Kobolds (6): MV 6; AC 6 [13]; HD 1/2; BHB +0; ATK 1 short bow or short sword; DAM 1d6-1; ST 19; HDE/XP < 1/10.

HP: 3 2 2 2 1 1

Hazard: A jug of slug wine slurry keeps the boys happy. Non-kobolds who drink it suffer 1d6-1 damage and retch painfully (no saving throw and cannot act for 1d6 minutes) as the thick, pulpy wine is made from acid-secreting slugs.

Monster (number appearing): MV Move rate; AC Armor Class; HD Hit Dice; BHB Base To-Hit Bonus; ATK describes attack forms; DAM Damage; ST Saving Throw; HDE/XP Hit Die Equivalent/XP Value. Special describes special traits.

HP: Hit Point total.

ENCOUNTER AREA ENTRIES

Each encounter area has a heading section like this:

1. ENCOUNTER AREA

Light: Notes the light conditions in the area.

Monsters: Lists the monsters or NPCs located in the area.

Hazard: Notes any hazards to the PCs in the area.

Spell Effects: Notes any spells or magical effects in the area.

Doors or Secret Doors: Notes any doors or secret doors in the area.

Weird Stuff: Notes any weird stuff in the area.

The main body text for the encounter area begins below the heading section. Any details noted in the heading section are further described in the main body text or in shaded sections (see above), as appropriate.

Only notes pertinent to the encounter area are included in the heading section. For example, if the area lacks light, or there are no hazards or secret doors, the heading section omits these notes. Furthermore, if an area contains treasure, a shaded section rather than the heading section elaborates.

ADVENTURE BACKGROUND

DREAD CAVES OF DOOM

On the fringes of civilization, beneath a great dark cliff at the end of the Forsaken Gorge, loom the Dread Caves of Doom. For generations, the black rumors and frightful tales surrounding the caves and their bizarre history have enthralled the imaginations of frontier folk. Most sensible people dismiss these outlandish stories as the fabrications of idle minds and empty whiskey bottles. However, considering the recent raids of frontier villages by savage, black-scaled, man-dog creatures—attacks in which villagers witnessed the bloody torture and capture of dozens of their friends and families, including numerous children—even the most sober-minded folk now fear the sinister pall of evil spreading across the frontier lands from the Dread Caves of Doom.

GREEBOK THE KOBOLD KING

Greebok the Kobold King occupies the Dread Caves of Doom, using them as a base to launch raids into the civilized lands. Greebok fancies himself the greatest kobold warrior who ever lived, and he intends to carve out kingdoms both upon the sunlit surface world and within the deep earth realms. Bolstered by his war band, and the aid of a strange enchanted device known as the Golden Eye, Greebok appears unstoppable, and the frontier lands doomed to fall under his murderous rule.

Fortunately, for the frontier folk, Greebok is a drunken wreck, barely sober enough to ride his beloved war ferret, Gligglepuss, much less mobilize and maintain discipline amongst a company of (ahem) experienced kobold raiders. Unfortunately, for the frontier folk, Greebok's trusted commanders (Oogurt the mystic shaman and the brutish lieutenants Joopa and Yoogi) hold the war band together, leading it to victory after astonishing victory.

TOMB OF V'ZIX V'ZAX THE ALIEN GHOUL

The tomb complex of V'zix V'zax, a nobleman of an ancient alien race, lies within the Dread Caves of Doom. In fact, the tomb complex is the main reason dread and doom surrounds the caves, although no frontier person these days knows that for sure. Long ago, the treasure hunters who plundered the tomb complex spread the seeds that blossomed into the black rumors and frightful tales whispered in darkly lit chambers (and, of course, taprooms) across the frontier lands today. Built in an unknown era of history for a noble family of a forgotten race, the wondrous alien treasures of V'zix V'zax's tomb vanished long ago, its exotic masonry fell into ruins even earlier, and its mysterious alien occupants dissolved into dust even before that. Or, rather, *most* did.

Three tomb chambers—a magic pool, a shrine, and the crypt—remain intact, clearly distinguished from the rest of the caves by their triangular alien architecture. These chambers hold mysteries and treasures, a holographic alien servant, eerie skeletal guardians, and V'zix V'zax himself—a corrupted alien priest, tortured in the

afterlife to ghoulish madness, and trapped within his crypt-prison of undeath for unknown eons.

Greebok and the kobolds know nothing of the alien tomb chambers, other than that Oogurt the shaman once explored beyond a triangular-shaped secret portal and came out screeching with a seared and smoking arm! The kobolds now stay clear of any triangle doors.

GETTING THE CHARACTERS INVOLVED

RUMORS ON THE FRONTIER

Golden Eye of the Kobold King is easiest to drop into an ongoing game where the characters are exploring a borderlands-type region. The characters likely find themselves in a small town, village, or outpost at some point, which is where the adventure can kick off. Here are three suggestions, followed by a rumor table.

- 1) **Lord's Desperate Mission.** The local Lord is desperate to end the reign of terror spreading across the frontier. The Lord compels the PCs to assault the caves and stop the kobold threat—for gold or glory, or both.
- 2) **Captured Family or Friend.** A PC's relatives or friends were captured and taken to the caves. Who knows what dreadful fate might befall them!
- 3) **Strange Rumors.** While exploring the frontier lands, the PCs learn of the recent kobold raids and hear rumors about an ancient tomb hidden in the caves. (Or use another rumor from the table.)

DREAD CAVES OF DOOM RUMORS

1d10 Rumor

- | | |
|----|---|
| 1 | Strange mechanical sounds come from the caves. <i>True</i> (slug wine slurry machine) |
| 2 | The caves house a great host of kobolds who are led by a brutal king. <i>True-ish</i> |
| 3 | The kobold king feeds human children to his "warhorse." <i>False</i> |
| 4 | A horrific shrieking monster resides in the caves. <i>True</i> (refers to V'zix V'zax) |
| 5 | The tomb of an ancient noble lies hidden within the caves. <i>True</i> |
| 6 | A kobold sorcerer sacrifices prisoners in foul rituals to a demonic god. <i>False-ish</i> |
| 7 | The kobold king has an eye made of solid gold. <i>True</i> (Greebok's magic Golden Eye) |
| 8 | Some human prisoners toil as slaves feeding fuel to a huge demonic forge. <i>False</i> |
| 9 | A huge magical obelisk lies within the caves. <i>True</i> (mysterious iron column) |
| 10 | Those who find the ancient tomb will find the secrets of the afterlife. <i>False</i> |

RUNNING THE ADVENTURE

THE ALIEN MYSTERY

The “ancient alien mystery” in this module lends a taste of weird science-fantasy to the adventure. However, reams of background history and descriptive text are not provided to cover every possible event, course of action, and outcome based on the PCs’ actions. Do the PCs uncover the Iron Column’s true purpose? Or how V’zix V’zax went mad and turned into a ghoul? Do they stumble across a hidden stash of the alien race’s lost galactic secrets? Maybe. The Referee decides if such things are possible in the game, and the results.

Likewise, the Referee decides if the ancient alien race has any “big picture” impact upon the game, or is simply a footnote on some forgotten sage’s scroll. The Referee is, of course, free to embellish the alien mystery as desired, substitute a race from his or her own campaign world, or even ignore it altogether—whatever best suits the Referee’s game.

KOBOLD TACTICS

How easily the PCs defeat the kobolds of the Dread Caves of Doom greatly depends upon how tactically-savvy the Referee plays the kobolds. By default, the kobold defense of the caves comes in waves: the entry Barricade & Sentries (#1), the Great Cave (#2) patrol, the Barracks (#3), the King’s Cave (#8) guards, and so forth. How well each wave of defenders communicates with the next wave directly influences how rapid and deadly subsequent encounters are for the PC party. The Referee has a lot of flexibility here.

If Joopa or Yoogi wind their signal horns to raise an intruder alarm, the caves can become a combat grind and resource sink rather quickly. In this case, the kobold defenders utilize their positions and weapons to annihilate intruders as efficiently as possible. If the PCs are clever, however, they may negate many tactical advantages. For example, if PCs successfully use stealth or misdirection, or effectively use ranged spells like *Sleep* or even flaming oil, the defensive stance of the caves quickly breaks down, isolating groups of kobolds from each other, making combat encounters much less draining and deadly for the PCs.

No doubt, the players will devise crafty tactics to throw the Referee for a loop. That’s part of the fun, though, so just roll with it and enjoy!

JOOPA & YOOGI’S SIGNAL HORNS

As mentioned above, Joopa and Yoogi carry signal horns. One horn blow means, “Send reinforcements!” Two blows means, “We’re overrun, save yourselves!” There is no three blow signal, as most of the kobolds can’t count that high.

STANDARD ALERTS & TACTICS

The baseline kobold alerts and tactics used by the author include the following:

1. **If the kobolds at the Barricade (#1)** are not wiped out in 3 rounds, 1 kobold tries to flee to alert Joopa in the Great Cave (#2).
2. **Joopa in the Great Cave (#2)** blows his horn (once or twice) based on kobold morale checks during combat. After sounding his horn, there is a 50% chance that Joopa either a) fights to the death, or b) retreats to the King's Cave (#8).
3. **If the kobolds in the Barracks (#3)** are not wiped out in 3 rounds, 1 kobold tries to flee to alert Joopa in the Great Cave (#2).
4. **Yoogi in the King's Cave (#8)** blows his horn (once or twice) based on kobold morale checks during combat. After sounding his horn, Yoogi tries to rally all surviving kobolds to make a final stand against intruders in the north end the King's Cave (#8) near the escarpment to the Crypt Cave (#9).

RANDOM KOBOLD TACTICS & REACTIONS?

When in doubt, make it fun. Or funny. Preferably both. If the Referee wants to surprise him or herself—do it simply, the old-school way, and roll 1d6 to generate kobold tactics or reactions. See the table below.

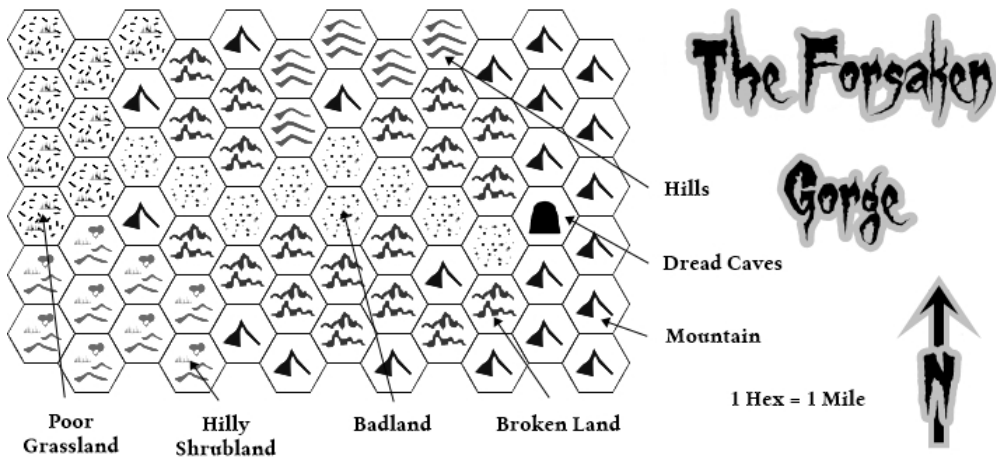
RANDOM KOBOLD TACTICS & REACTIONS

1d6	Kobold Tactic	Kobold Reaction
1-2	Flee!	Intimidated, retreat to safety.
3-4	Hold the line!	Cautious, watchful, expecting an attack.
5-6	Charge! Death to the intruders!	Hostile, immediately attack.

ROLEPLAYING THE KOBOLDS

Appendix A of this module contains character profiles for each of the named kobolds: Greebok, Joopa, Yoogi, and Oogurt. The profiles include descriptions, personalities, motivations, secrets, sample quotes, and combat stats for each NPC. The Referee may use these profiles any way he or she wishes, or even ignore them altogether. A table of random kobold personality and physical traits is also included in Appendix A. This table offers a quick way to choose, or determine randomly, the traits for unnamed kobolds in the module, should the Referee desire such.

WILDERNESS ENCOUNTERS



THE FORSAKEN GORGE

The Forsaken Gorge stretches nine miles east from the Snaggleteeth Spires at its mouth to the great cliff known as Dead End. Many confusing clefts and gullies twist the gorge’s course, rockslides crash frequently, and swirling winds howl dire warnings. The Referee can skip wilderness encounters and get right to the Dread Caves of Doom, or roll 1d6 once per day the PCs spend in the gorge: a result of 1 or 2 indicates an encounter occurs.

FORSAKEN GORGE RANDOM ENCOUNTERS

1d6	Random Encounter
1	1d4 Giant Centipedes, Small
2	1d6 Kobolds (from the Dread Caves?)
3	1d4 Human Bandits
4	1d4 Giant Rats
5	1d4 Carrion Vultures
6	1d4 Rabid Jackals

1) **Giant Centipedes, Small (1d4):** The giant centipedes swarm from a grass-concealed fissure in the gorge wall and immediately attack.

Giant Centipedes (1d4): MV 13; AC 9 [10]; HD 1d2 hp; BHB +0; ATK 1 bite + poison; DAM 0; ST 19; HDE/XP < 1/10. **Special:** Lethal poison bite (+4 to saving throw; no damage on success).
HP: 2 2 1 1

2) **Kobolds (1d6):** This kobold scouting patrol comes from the Dread Caves, or perhaps they are part of a rival kobold war party on a reconnaissance mission.

Kobolds (1d6): MV 6; AC 6 [13]; HD 1/2; BHB +0; ATK 1 short bow or short sword; DAM 1d6-1; ST 19; HDE/XP < 1/10.
HP: 3 2 2 2 1 1

Treasure: The kobolds have 2d6 gp each in shabby pouches.

3) Human Bandits (1d4): The local bandit lord sent these thugs to scout Greebok the Kobold King's lair and assess its wealth and defenses.

Human Bandits (1d4): MV 12; AC 7 [12]; HD 1; BHB +1; ATK 1 short bow or short sword; DAM 1d6-1; ST 18; HDE/XP 1/15.
HP: 5 4 3 2

Treasure: Each bandit carries a leather pouch with 4d6 sp and 4d6 gp.

4) Giant Rats (1d4): The giant rats gnash teeth, hiss, and strike to protect their rotted kobold corpse meal. No treasure.

Giant Rats (1d4): MV 12; AC 7 [12]; HD 1-1; BHB +0; ATK 1 bite + special; DAM 1d6; ST 19; HDE/XP < 1/10. **Special:** Disease (5% chance bite spreads disease—saving throw negates). Sample diseases on page 28.
HP: 4 3 2 1

5) Carrion Vultures (1d4): The carrion vultures peck and screech over a rotted kobold corpse. No treasure. There is a 50% chance that combat with any other random monster draws the attention of 1d4 carrion vultures 1d6 rounds later.

Carrion Vultures (1d4): MV 3/18 (fly); AC 7 [12]; HD 1; BHB +1; ATK 1 bite + special; DAM 1d6; ST 18; HDE/XP 1/15. **Special:** Disease (10% chance bite spreads disease—saving throw negates). Sample diseases on page 28.
HP: 5 4 3 2

6) Rabid Jackals (1d4): Rabid jackals snap and growl over a mangled and rotted human corpse.

Rabid Jackals (1d4): MV 15; AC 7 [12]; HD ½; BHB +0; ATK 1 bite + special; DAM 1d6; ST 19; HDE/XP < 1/10. **Special:** Disease (5% chance bite spreads disease—saving throw negates). Sample diseases on page 28.
HP: 3 2 2 1

Treasure: A dagger, short sword, and leather sack lie nearby. The sack holds 1d6 days of dried rations, 6 torches, flint & steel, 50 feet of hemp rope, a waterskin, and a pouch with 3d6 cp, 3d6 sp, and 3d6 gp.

THE DREAD CAVES OF DOOM

COMMON CAVE FEATURES

Unless otherwise noted in the encounter area entries, the following common features are found throughout the Dread Caves of Doom.

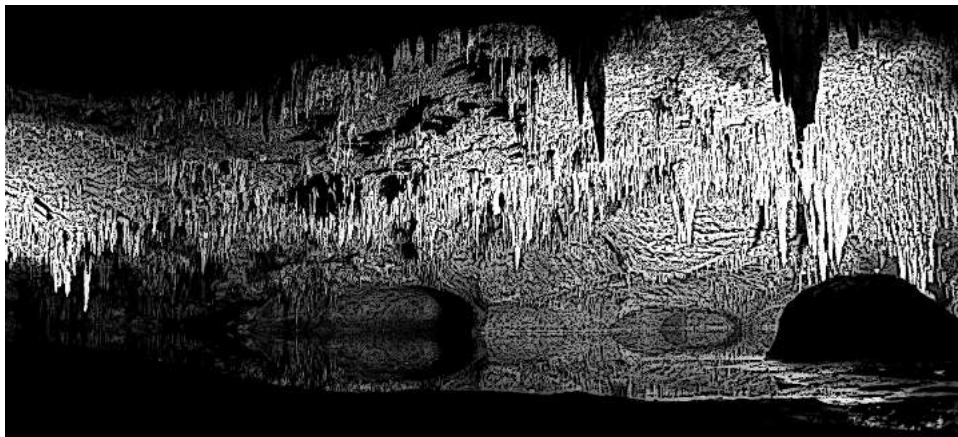
CEILINGS: “Ceiling” height varies throughout the caves. Narrow caves and corridors range from 10-15 feet high. Smaller caves (like Greebok’s lair) range from 15-30 feet high. Medium caves (like the Iron Column cave) range from 30-50 feet high. The largest caves (like the Great Cave) range from 50-70 feet high.

CLIMBING WALLS: Walls throughout the Dread Caves of Doom are rough and irregular, with many areas slicked by trickling water. Climbing walls without proper gear or magical aid is impossible.

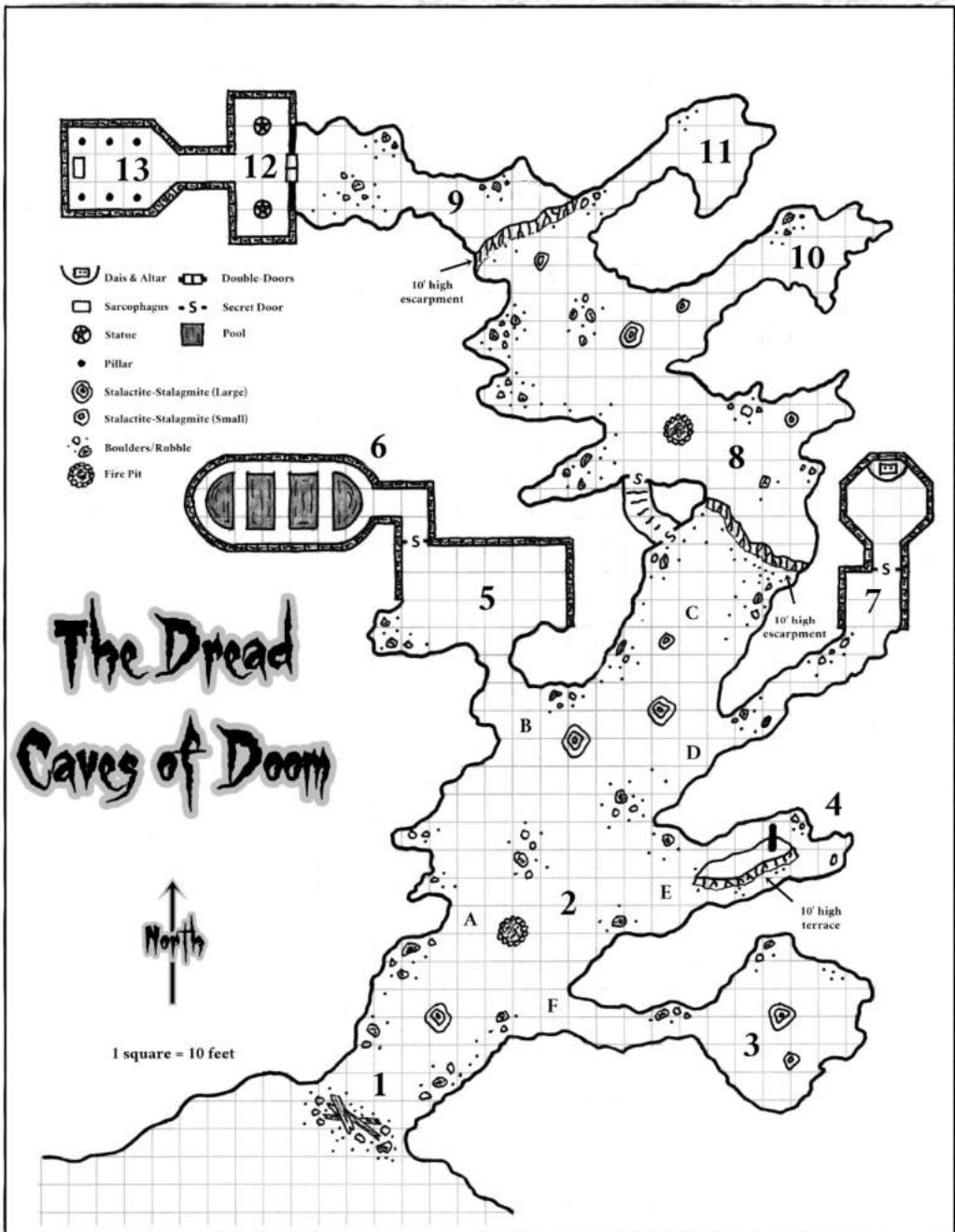
COVER: When they fight, the kobolds try to use boulders, stalagmites, and any other obstacles they can as cover. This may gain them a +1/+2 bonus to AC or impose a -1/-2 penalty on an attacker’s roll, at the Referee’s discretion.

DEBRIS: Debris litters the caves—boulders, rubble, rocks, dirt, muddy patches of kobold and savage ferret offal, shards of shattered weapons, ruined trinkets, hacked up logs, broken crates and barrels, and other such wreckage. If a PC spends 1 turn (10 minutes) sifting through a 10-foot section, there is a 1-in-6 chance to find a discarded, filthy gemstone or tarnished piece of jewelry worth 1d6 gp when cleaned. Or, if the PCs get too greedy, perhaps something like...

Kobold Flea Fest: At the Referee’s discretion, a PC searching any debris-filled area must make a saving throw. On a failure, nasty kobold fleas infest the PC, and their bites cause extreme itchiness and swelling. The PC suffers a -1 penalty to AC, attack rolls, and saving throws until the fleas are eradicated. Any *Cure*-type spell does this immediately. A good, vigorous washing also removes the fleas, but the penalties remain in effect for 1 hour afterward until the discomfiture subsides.



MAP: DREAD CAVES OF DOOM



1. BARRICADE & SENTRIES

Light: During day, first 30 feet of cave entrance lit as daylight. Otherwise dark.

Monsters: 6 kobolds.

Hazard: Kobold slug wine slurry.

A huge 40-foot wide and 30-foot high cave mouth gapes in the rock cliff. The cliff stretches another 100 feet above the cave mouth. Six kobolds stand guard behind a 3-foot high barricade of piled logs, boulders, wreckage, and dirt at the entrance. The kobolds bore easily and often get drunk on slug wine slurry while on duty, so tricking or surprising them is easy. At the Referee's discretion, the barricade might provide the kobolds cover against attacks (+1/+2 to AC or -1/-2 to hit for attackers, as noted on page 10). The sentries are most vulnerable during daytime guard duty since kobolds suffer a -1 to hit penalty in sunlight.

Kobolds (6): MV 6; AC 6 [13]; HD 1/2; BHB +0; ATK 1 short bow or short sword; DAM 1d6-1; ST 19; HDE/XP < 1/10.

HP: 3 2 2 2 1 1

Treasure: The kobolds have 2d6 gp each in shabby pouches.

Hazard: A clay jug of slug wine slurry distracts the kobolds from duty. Non-kobolds who drink it suffer 1d6-1 damage and retch painfully (no saving throw and cannot act for 1d6 minutes) as the thick, pulpy wine is made from acid-secreting slugs. See the Crypt Cave (#9) and Gurty the Large Slug in Appendix B: Monsters for more details.

2. GREAT CAVE

Light: As torchlight within 40-foot radius of fire pit, otherwise dark.

Monsters: 4 kobolds, 2 kobold warriors, 2 savage ferrets, Joopa.

Secret Wall: A holographic secret "wall" near the escarpment leads to the King's Cave (#8).

This massive cave is guarded by Joopa's Jollies—a squad of 4 kobolds, 2 savage ferrets (see Appendix B: Monsters), and 2 kobold warriors led by Joopa the kobold brute. The kobold warriors control the savage ferrets on 5-foot-long chains, releasing them only to fight. The Jollies congregate around the fire pit, but every hour they spend 1 turn (10 minutes) patrolling the cave. There is a 1-in-6 chance they are on patrol at any given time. To randomly determine the Jollies' location on patrol, roll 1d6: 1=A, 2=B, 3=C, etc. as marked on the Dread Caves of Doom Map (page 11).

Kobolds (4): MV 6; AC 6 [13]; HD 1/2; BHB +0; ATK 1 short bow or short sword; DAM 1d6-1; ST 19; HDE/XP < 1/10.

HP: 3 2 2 1

Ferret, Savage (2): MV 9; AC 8 [11]; HD 1/2; BHB +0; ATK 1 bite; DAM 1d6-1; ST 19; HDE/XP < 1/10. **Special:** Drain blood (automatic 1d6-1 hp per round—see Appendix B: Monsters, page 27).

HP: 3 2

Kobold, Warriors (2): MV 6; AC 6 [13]; HD 1; BHB +1; ATK 1 spear or spiked club; DAM 1d6; ST 18; HDE/XP 1/15.

HP: 4 3

Joopa, Kobold Brute: MV 6; AC 5 [14]; HD 2; BHB +2; ATK 1 spear or spiked club; DAM 1d6; ST 17; HDE/XP 2/30.

HP: 9

Treasure: The kobolds have 2d6 gp each in shabby pouches, the kobold warriors have 3d6 gp each in leather pouches, and in a blue silk pouch tucked suggestively in his trousers Joopa has 3d6 gp and gems worth 1d6 x 10 gp.

Secret Wall: A hologram appears to be part of the normal cave wall in the northernmost area near the 10-foot high escarpment. Beyond the holographic wall is a passageway and stairs leading to a second holographic wall and the King's Cave (#8). If one knows the location of the holographic walls, one can simply walk right through them. For game purposes, holograms are essentially illusions, and are treated as such.

Just inside both ends of the passageway, tiny pyramid-shaped obsidian devices with blinking yellow gemstones are fixed to the wall. These holomitters control the holographic walls. Touching either device causes the nearest holographic wall to turn “on” or “off” (appear or disappear).

One day by sheer blind drunken luck—or divine slug wine slurry inspiration as he purports—Greebok the Kobold King figured out where the holographic walls were when he stumbled headfirst “through” one of them.

3. BARRACKS

Monsters: 4 kobolds, 4 kobold warriors.

Hazard: Kobold slug wine slurry.

The rank-and-file kobolds and kobold warriors bunk in this cave. There are 50 filthy, clawed out sleeping pits scattered about, 7 of which have a small pile of stones and a finely-whittled kobold idol on them. These kobolds died during the last raid, and Oogurt the shaman fashioned traditional death idols for them. Only 4 kobolds and 4 kobold warriors occupy the cave at any given time, and half of each are asleep in their pits. The sleeping kobolds awaken in 1 round if any loud noise (like combat or yelling) occurs in the cave.

The other 2 kobolds and 2 kobold warriors sit on broken crates near the large stalactite-stalagmite column. These kobolds gamble on cricket races conducted on a crude wooden board, hoot and cheer, brag about drinking and screwing, or laugh dismissively at those bragging.

Kobolds (4): MV 6; AC 6 [13]; HD 1/2; BHB +0; ATK 1 short bow or short sword; DAM 1d6-1; ST 19; HDE/XP < 1/10.

HP: 3 2 2 1

Kobold, Warriors (4): MV 6; AC 6 [13]; HD 1; BHB +1; ATK 1 spear or spiked club; DAM 1d6; ST 18; HDE/XP 1/15.

HP: 4 4 3 2

Treasure: The kobolds have 2d6 gp each in shabby pouches and the kobold warriors have 3d6 gp each in leather pouches. Searching the debris in this room, truly desperate adventurers have a 1-in-6 chance of finding 1d6 days worth of dried rations (in addition to anything else discovered, see Debris under Common Cave Features, page 10).

Hazard: A jug of slug wine slurry keeps the boys happy. Non-kobolds who drink it suffer 1d6-1 damage and retch painfully (no saving throw and cannot act for 1d6 minutes) as the thick, pulpy wine is made from acid-secreting slugs.

4. IRON COLUMN

Spell Effects: Runes on iron column detect as magical but are inert.

A natural terrace rises steeply to 10 feet in this cave. Atop the northeast end a massive triangular iron column protrudes from the terrace, roughly 3 feet long per side and 30 feet tall, stretching to within a few feet of the rough ceiling. Climbing the terrace is easy. Crude magical runes cover the bottom few feet of the column, and a dead halfling in fine leathers (with a kobold arrow stuck in his face) lies chained to the column along with a sack. Scrawled in blood upon the halfling's leather jack are strange kobold symbols and two words in the common tongue script: "Meet Stick."

The Iron Column: The magical runes on the column crudely describe (quite incorrectly) a clerical summoning ritual. This is Oogurt the kobold shaman's failed work. Although the runes detect as magical, they don't actually do anything. Oogurt sometimes uses the iron column for rituals and sacrifices to the dark kobold gods. Unless called here by Oogurt, the other kobolds generally avoid the place, out of fear and respect for the "sacred" iron column.

The true origin and purpose of the iron column are mysteries left to the Referee's imagination, but could relate to the alien ghouls V'zix V'zax's ruined tomb complex. Perhaps the column symbolizes V'zix V'zax's status in his ancient alien society, or his ascent into the heavens and journey into the afterlife. Or it may simply be brobdingnagian compensation for his lack of mojo rising.

Halfling Corpse: The halfling corpse is a formerly-jovial adventurer named Rudy Sowhow. Rudy perished on a failed expedition into the caves recently—perhaps he was a rival or former ally of the PC party. The kobolds chained him up against the column during a victory ritual. The sack holds rancid meat, a corroded but serviceable dagger, and a crumpled-up slip of old parchment with hasty writing in the common tongue script: "Thanks, Pipsqueak! We'll miss you, buddy!"

Treasure: The corroded dagger is actually a **+1 Dagger of Butchering**. A good cleaning makes it nice and shiny again. See Appendix C: Magic Items for details.

5. SLAVE PEN

Monsters: 2 kobolds, 1-8 village prisoners.

Secret Door: Triangular secret door in NW corner leads to Magic Pools (#6).

Two kobolds stand aimlessly (at point “B” on the map) near the entrance to this chamber. Craven and cowardly, these kobolds do not investigate noises or the sounds of combat anywhere in the caves. Instead, they yelp fretful warnings, gasp worriedly, and take turns hiding behind one another, particularly when Joopa’s Jollies are patrolling. If PCs approach, the kobolds immediately surrender or flee to the hologram-hidden secret passage (50% chance either) in the Great Cave (#2) near the escarpment. If captured, the kobolds tell about the “not there walls,” offer to serve the PCs, squeal on the other kobolds (they don’t know anything useful), and otherwise whimper for mercy to save their lives.

Kobolds (2): MV 6; AC 6 [13]; HD 1/2; BHB +0; ATK 1 short sword; DAM 1d6-1; ST 19; HDE/XP < 1/10.

HP: 2 1

Alien Architecture: This 20-foot high chamber’s façades are constructed of randomly-sized triangular masonry blocks, lending the place a bizarre, alien aspect. To the south, the masonry has collapsed into ruin. This chamber is part of V’zix V’zax’s tomb complex, but its original purpose remains a mystery.

Village Prisoners: Chained to the north wall are human prisoners, children and adults (roll 1d8 or choose how many). Captured during the last raid, the villagers are destined to become tasty treats for Gurty the Slug in the Crypt Cave (#9). The villagers know that the kobolds fear something in the northwest corner of this chamber, as the creatures avoid and curse that area. At the Referee’s discretion, if the PC party has suffered significant losses, the villagers might serve as replacement characters. Obviously, any replacement characters need to be equipped.

Secret Door: Barely-perceptible angular runes of an alien script outline a triangular secret door in the northwest corner. The runes read as “V’zix V’zax’s Pool of the Afterlife.” Pressing a tiny triangular button hidden on the bottom lip of the door makes it slide sideways into a hollow within the wall. It closes in opposite fashion on the other side. A short corridor leads to the Magic Pools (#6). All of the kobolds fear what is behind this door, as Oogurt once came running from it screaming wildly, his left arm sizzling and smoking. He had put his arm in one of the pools after meeting Y’riz...

6. MAGIC POOLS

Light: Glowing triangular gemstones line the walls at 10-foot intervals, illuminating the entire pool chamber as torchlight.

Spell Effects: Pool bestows *Bless* and heals as *Cure Light Wounds* to lawful/neutral creatures; damages chaotic creatures as *Cause Light Wounds*.

Weird Stuff: Alien holographic servant Y'riz interacts with PCs.

Chamber & Pool: A short corridor beyond the secret door opens into a long, vaulted chamber with the same style triangular masonry as found in the Slave Pen (#5), as well as triangular flagstone flooring. Glowing triangular gemstones line the walls at 10 feet intervals. The chamber is stiflingly humid from a huge steaming bath built into the floor, divided into four smaller pools.

Y'riz, Alien Hologram: A tall, ebon-skinned humanoid stands near the pool. The person has an elongated head, flaring to a wide-ridged bony crown, but lacks facial features except two vertical eye-slits of amber hue, and below these a circular red orifice. Dressed in flowing white robes clasped at the waist by a cincture of gold triangles, the person gestures obsequiously with three-fingered hands to the lead PC and then to the pools, and speaks in an utterly alien voice of clicks, chirps, and whistles.

Without some means of comprehending unknown languages, the PCs are unlikely to understand the figure speaking to them. This is Y'riz, a holographic servant programmed to interact with the alien V'zix V'zax in the pool chamber in the afterlife. Y'riz responds in his weird language if spoken to, and uses hand gestures if he must, but he has no knowledge of the tomb other than the pools, and treats all PCs as his masters. His limited programming means he thinks that everyone who enters is V'zix V'zax. Any PC touching Y'riz sees their hand pass through him, revealing him for what he is—a hologram, or essentially an illusion. For game purposes, a hologram is treated like an illusion. Y'riz's holo-emitter is a fist-sized, pyramid-shaped obsidian unit with tiny blinking yellow gemstones. It is concealed in the very top of the chamber's ceiling. If the emitter suffers any damage, Y'riz winks out of existence.

Magic Pool: Any lawful or neutral-aligned creature resting in the water for 10 minutes (1 turn) heals 1d6+1 hit points and gains the benefit of a *Bless* spell for 1 hour. A chaotic creature touching the water suffers 1d6+1 damage as its body sizzles and burns. The water affects a lawful or neutral creature only once per day. A chaotic creature suffers damage every time it touches the water. The water loses its magic power if removed from the Dread Caves of Doom.

7. ANTECHAMBER & SHRINE

Light: None in the antechamber, see below for shrine.

Secret Door: Triangular secret door in NE corner leads to the shrine.

Antechamber: A long cave tunnel leads to a partly-crumbled 10-foot high stone antechamber constructed of randomly-sized triangular masonry blocks, the same as those in the Slave Pen (#5) and Magic Pools (#6). PCs must pass through a secret door to enter the shrine itself.

Secret Door: Barely-perceptible angular runes of an alien script outline a triangular secret door in the northeast corner. The runes read as “Shrine of the Blessed Lightbringer.” Pressing a tiny triangular button hidden on the bottom lip of the door makes it slide sideways into a hollow within the wall. It closes in opposite fashion on the other side. The kobolds know about this door, but avoid it.

Light/Spell Effect: A glowing triangular symbol above the raised altar illuminates the entire shrine with *Continual Light*.

Shrine: The short entry hallway is 10 feet high, but the ceiling within the shrine vaults to a point 25 feet overhead. The walls feature the same triangular stonework as elsewhere. The ceiling features brightly-colored triangular tile mosaics depicting ceremonial rituals involving the ebon-skinned humanoid alien race. Created for V'zix V'zax's use in the afterlife, this shrine provides a sanctuary to pray and reflect upon cosmological matters.

Dais & Altar: Opposite the entrance, a stepped dais rises 5 feet. A 6-foot tall triangular white-marble altar stands upon the dais. Emblazoned upon the wall above the altar is a triangular symbol of glowing light (*Continual Light* spell), illuminating the chamber. Set within the center of this symbol is a glowing fist-sized gemstone (**Gem of Blessed Radiance**). In the center of the altar is a wide triangular cavity, the flat bottom draped with a white silk cloth trimmed in golden thread. Numerous items rest within the altar cavity: two thin silver cylinders etched with magical symbols and seated in spherical crystal stands (**Scrolls of Light**); an ornate crystal carafe and goblet studded with tiny yellow gemstones; and a gleaming crystal book, bound with silver, featuring angular alien runes upon the cover and pages of thinly beaten silver. Titled *Paths to Blessed Radiance*, the book contains parables involving religious figures of the ancient alien race, the contexts of which are quite incomprehensible to anyone reading them, but they do seem to contain a preponderance of searing light, physical toil, and violence being inflicted upon rather nice and humble folks.

Treasure: The glowing gemstone is a **Gem of Blessed Radiance** (which unlocks the doors to V'zix V'zax's crypt, see Appendix C: Magic Items) and the two silver cylinders are cleric **Scrolls of Light**. The white silk cloth with gold thread is worth 2d6 gp, the crystal carafe and goblet set 1d6 x 10 gp, and the alien crystal book 4d6 x 10 gp (to an antiquarian).

8. KING'S CAVE

Light: As torchlight within 40-foot radius of fire pit, otherwise dark.

Monsters: 4 kobolds, 2 kobold warriors, 2 savage ferrets, Yoogi.

This cave opens atop a 10-foot high escarpment. To reach it, PCs must ascend the escarpment or find the holographic wall and passageway in the Great Cave (#2). Climbing into the cave is an easy enough task, except for the 4 kobolds, 2 kobold warriors, and Yoogi the kobold brute guarding it. Known as Yoogi's Yarbles, their job is to stop intruders at the escarpment and to support Joopa's Jollies. Yoogi commands the Yarbles using clever gesticulation and whistle codes. But the kobolds don't grok all the nose-tapping, arm-flailing, and tootling, so they just nod a lot.

Kobolds (4): MV 6; AC 6 [13]; HD 1/2; BHB +0; ATK 1 short bow or short sword; DAM 1d6-1; ST 19; HDE/XP < 1/10.

HP: 3 2 2 1

Ferret, Savage (2): MV 9; AC 8 [11]; HD 1/2; BHB +1; ATK 1 bite; DAM 1d6-1; ST 19; HDE/XP < 1/10. **Special:** Drain blood (1d6-1 hp per round).

HP: 3 2

Kobold, Warriors (2): MV 6; AC 6 [13]; HD 1; BHB +1; ATK 1 spear or spiked club; DAM 1d6; ST 18; HDE/XP 1/15.

HP: 4 3

Yoogi, Kobold Brute: MV 6; AC 5 [14]; HD 2; BHB +2; ATK 1 spear or long sword; DAM 1d6; ST 17; HDE/XP 2/30.

HP: 8

Treasure: The kobolds have 2d6 gp each in shabby pouches, the kobold warriors 3d6 gp each in leather pouches, and in a black leather flask with metal studs Yoogi stores 3d6 gp and gems worth 1d6 x 10 gp.

9. CRYPT CAVE

Monsters: 4 kobolds, Gurty the Slug.

Doors: Triangular double-doors in iron wall lead to Crypt Antechamber (#12).

Four kobolds and Gurty the Slug occupy this cave. These kobolds serve as slug wranglers, and they produce Greebok's favorite boozy beverage—slug wine slurry. The kobolds have discovered that harvesting the acidic sluglings that Gurty births not only make great hooch (to kobold tastes) when distilled, but also effective grenade-like missile weapons. The tender sluglings tend to explode when they strike a firm surface, spraying acidic goo all over foes.

Kobolds (4): MV 6; AC 6 [13]; HD 1/2; BHB +0; ATK 1 short bow or short sword; DAM 1d6-1 (or special); ST 19; HDE/XP < 1/10. **Special:** Hurl acid slugling (roll to hit, range 5 ft., grenade-like missile does 1d6-1 damage on direct hit, 1 damage to all in 5 ft. splash radius), each kobold has 3.

HP: 3 2 2 1

Gurty, Large Slug: MV 6; AC 8 [11]; HD 3; BHB +3; ATK 1 bite or spit acid; DAM 1d6; ST 16; HDE/XP 3/60. **Special:** Spit acid (roll to hit, range 10 ft., 1d6 damage), takes half-damage from blunt weapons. (See Appendix B: Monsters, page 28.)

HP: 11

Treasure: The kobolds have 2d6 gp each in shabby pouches.

Slug Wine Slurry Machine: In the eastern section of the cave (near the escarpment) a crude machine of smoking braziers, bubbling cauldrons, and twisting tubes groans and hisses as it distills slug wine slurry. Clay jugs for slug wine slurry (1d6 full, 1d6 empty) and a ramshackle holding pen (with 2d6 newly-birthing sluglings) are also stored here.

Iron Wall & Double Doors: A massive iron wall stretches across the entire western end of this 30-foot high cavern. Varyingly-sized triangular designs are etched skillfully into the wall, nearly invisible. Angular runes of an alien script outline 8-foot tall triangular double-doors set within the wall's center. Where the doors part, there is an oval slot set within a triangular light symbol—this slot will hold the **Gem of Blessed Radiance** from the Shrine (#7). Placing the gem in the slot illuminates the gem and triangular light symbol, and causes the doors to open inward. *There is no other way to open the iron double-doors.* Not even a *Knock* spell opens these doors. See the Crypt Antechamber (#12) encounter entry when the double-doors are opened. The kobolds know of this door, but avoid it.

10. SHAMAN'S LAIR

Monsters: 2 kobold warriors, Oogurt.

Oogurt's personal guards occupy the southwest end of the corridor to his lair while Oogurt remains inside. If Yoogi organizes a last stand defense in the King's Cave (#8), Oogurt and his guards join the fray. In the northernmost section of this cave, Oogurt has arranged a crude bed of dirty furs, broken bits of bone, and several empty sacks. The southernmost section has a natural rock shelf, upon which Oogurt has placed an iron box, half-a-dozen colored and oddly-shaped stones with markings on them, a humanoid skull, and a skillfully-whittled wooden idol resembling a kobold. The stones are merely innocuous spiritual talismans, and the idol is used when Oogurt conducts kobold death rituals.

Kobold, Warriors (2): MV 6; AC 6 [13]; HD 1; BHB +1; ATK 1 spear or spiked club; DAM 1d6; ST 18; HDE/XP 1/15.

HP: 4 3

Oogurt the Kobold Shaman: MV 6; AC 6 [13]; HD 3; BHB +3; ATK 1 staff; DAM 1d6; ST 16; HDE/XP 3/60. **Special:** Spells (*Cause Light Wounds*, *Protection from Law*).

HP: 10

Treasure: The kobold warriors have 3d6 gp each in leather pouches. Oogurt hides his loot in the locked iron box (iron key hangs on his bone necklace) on his shelf-altar—a **Potion of Healing** in a leather flask, 3d6 x 10 gp, and gems and jewelry worth 3d6 x 10 gp.



11. GREEBOK'S LAIR

Monsters: War ferret, Greebok.

Greebok and his war ferret mount join any last stand rally orchestrated by Yoogi in the King's Cave (#8). Otherwise, Greebok charges down the corridor on his mount and attacks any intruders he encounters. Before he enters combat, Greebok activates the *Eye of Distortion* power of his **Golden Eye** (see Appendix C: Magic Items). In the southern section of his lair, Greebok has built a sturdy bed of tree branches, broken barrels, and stretched animal skins, covered with various furs and pelts. Beside Greebok's bed are numerous clay jugs of slug wine slurry (1d6) and a nest of pelts and furs for his beloved war ferret, Gligglepuss. In the easternmost notch of the cave stands a desk of broken crates. Atop the desk rests a dusty abacus, a leather-bound book of laughably-crude poems about the drinking and womanizing exploits of a human pirate named Captain Stabbem, a dried out ink pot and unused quill, and several sheets of parchment scrawled with battle formations and tactics in faded ink.

Ferret, war: MV 9; AC 6 [13]; HD 1; BHB +1; ATK 1 bite; DAM 1d6; ST 18; HDE/XP 1/15. **Special:** Mount (trained to carry rider in combat). (See Appendix B: Monsters, page 27.)
HP: 4

Greebok the Kobold King: MV 6; AC 5 [14]; HD 3; BHB +3; ATK 1 battleaxe or lance; DAM 1d6+1; ST 16; HDE/XP 3/60. **Special:** **Golden Eye** (see Appendix C: Magic Items).
HP: 12

Treasure: **Golden Eye** (see Appendix C: Magic Items). Greebok hides his non-magical loot in a small leather sack underneath his bed furs—3d6 x 10 gp and gems and jewelry worth 3d6 x 10 gp.

12. CRYPT ANTECHAMBER

Doors: Iron double-doors in E iron wall lead to Crypt Cave (#9).

Iron Double-Doors: Once the doors open to this chamber, the **Gem of Blessed Radiance** and triangular light symbol cease glowing and the gem may be removed from the oval slot. The doors automatically close 1 minute after the gem is removed. If the PCs examine the doors from the inside, they notice thousands of rough scratches in the iron—made by V'zix V'zax clawing furiously to escape his crypt prison. There is another oval slot and triangle symbol on the inside of the doors, as well. Placing the gem in this slot opens the doors again.

Marble Column-Statues: Two massive column-statues dominate the room. Carved of lustrous white marble veined with crimson, the column-statues depict tall warriors (of the alien humanoid race) with halos battling monstrous plant creatures—saintly warrior-priests from ancient alien history.

The Antechamber: The interior walls feature the same triangular stonework as elsewhere in the tomb chambers, and the ceiling vaults to 20 feet. In the west wall, a 10-foot high corridor leads to V'zix V'zax's crypt chamber beyond. Angular alien runes above the corridor read: "V'zix V'zax— Holy Servant of the Radiant Lightbringer."

13. CRYPT OF V'ZIX V'ZAX

Monsters: 6 skeletons, V'zix V'zax the Alien Ghoul.

The Crypt: The triangular masonry continues throughout this large crypt. The vaulted ceiling soars 30 feet overhead. A white marble sarcophagus veined with crimson lays near the western wall, its lid broken in half upon the floor. Three white marble pillars run down the north and south sides of the chamber, each carved with a tall alien warrior bearing a halo. Triangular-cut platinum, gold, and silver coins, as well as numerous gems and jewelry pieces of bizarre alien design, are scattered all over the crypt.

V'zix V'zax & Skeletal Warriors: V'zix V'zax leaps out of the crypt and attacks any intruders until he is slain. He is utterly insane, "shrieking" in his bizarre language of clicks, chirps, and whistles. The alien halo warriors sparkle briefly upon the pillars and then materialize as skeletons and attack.

Skeletons (6): MV 12; AC 8 [11]; HD 1; BHB +1; ATK 1 spear; DAM 1d6; ST 18; HDE/XP 1/15. **Special:** Undead immunities.

HP: 5 4 3 3 3 2

V'zix V'zax, Alien Ghoul: MV 9; AC 6 [13]; HD 2; BHB +2; ATK 1 claw; DAM 1d6 + paralyze; ST 17; HDE/XP 3/60. **Special:** Undead immunities, paralyzing touch (save or paralyzed 3d6 turns).

HP: 9

Treasure: Coins thrown about in one of V'zix V'zax's many fits of undead madness and now forgotten—6d6 x 10 sp, 3d6 x 10 gp, 1d6 x 5 pp, gems totaling 3d6 x 10 gp, and jewelry totaling 3d6 x 10 gp.

Thus ends *Golden Eye of the Kobold King*.



APPENDIX A: COLLECTED MONSTER STATS & NPC PROFILES

COLLECTED MONSTER STATS

Monster	MV	AC	HD	BHB	ATK	DAM	ST	Special
Giant Centipedes, Small	13	9 [10]	1/3	+0	1 bite + poison	0	19	Poison
Human Bandits	12	7 [12]	1	+1	1 short bow or short sword	1d6-1	18	-
Giant Rats	12	7 [12]	1-1	+0	1 bite	1d6	19	Disease 5%
Carrion Vultures	3/18	7 [12]	1	+1	1 bite	1d6	18	Disease 10%
Rabid Jackals	15	7 [12]	1/2	+0	1 bite	1d6	19	Disease 5%
Ferret, savage	9	8 [11]	1/2	+0	1 bite	1d6-1	19	Drain blood
Ferret, war	9	6 [13]	1	+1	1 bite	1d6	18	Mount
Kobolds	6	6 [13]	1/2	+0	1 short bow or short sword	1d6-1	19	-
Kobolds, warriors	6	6 [13]	1	+1	1 spear or spiked club	1d6	18	-
Kobolds, slug hurlers	6	6 [13]	1/2	+0	1 short bow or short sword	1d6-1	19	Acid slug missile
Gurty the Slug	6	8 [11]	3	+3	1 bite or spit acid	1d6	16	Acid spit, 1/2 dmg blunt
Joopa, Kobold Brute	6	5 [14]	2	+2	1 spear or spiked club	1d6	17	-
Yoogi, Kobold Brute	6	5 [14]	2	+2	1 spear or long sword	1d6	17	-
Oogurt, Kobold Shaman	6	7 [12]	3	+3	1 staff	1d6	16	Spells
Greebok, Kobold King	6	5 [14]	3	+3	1 battleaxe or lance	1d6+1	16	Golden Eye
Skeletons	12	8 [11]	1	+1	1 spear	1d6	18	Immunities
V'zix V'zax, Alien Ghoul	9	6 [13]	2	+2	1 claw + paralyze	1d6	17	Immunities, paralyze

RANDOM KOBOLD TRAITS

2d6	Personality Trait	Physical Trait
2	Traitorous (-1 to morale checks)	Cross-eyed (-1 to attacks)
3	Craven	Albino
4	Jealous	Platypus maw
5	Calm	Short
6	Obnoxious	Floppy ears
7	Loud	Distinctive scar
8	Greedy	Long hair
9	Cruel	Skinny
10	Sober	Fat
11	Prideful	Tall
12	Brave (+1 to saving throws)	Really thick hide (+1 AC bonus)

WB1 Golden Eye of the Kobold King

MAJOR NPCS

This section details major NPCs for the Referee's inspiration. Ignore, use, abuse, riff-on, or improvise with these as desired.

GREEBOK—VAINGLORIOUS KOBOLD KING

Description: 6 feet tall, flabby, rides an armored war ferret, draped in gleaming chain, wields a garishly-festooned lance. Has elongated, dog-like snout with pale fangs and drunkenly glazed yellow eyes.

Personality: Vainglorious spoiled drunkard. Issues orders to imagined troops.

Motivation: Continue to revel in imagined grand victories until death.

Secret: Plucked magic Golden Eye from the head of a human corpse on a battlefield, not "The Greatest King of Men to Ever Walk the Sunlit Earth."

Sample Quotes:

"Huzzah! A great shot, my intrepid foe. Are you formally trained or just lucky?"

"A belly? You call that a belly? THIS is a belly!" *Points at gut.*

"Oh, I'm terribly sorry. Did I just polish my lance tip with your face?"

Greebok the Kobold King: MV 6; AC 5 [14]; HD 3; BHB +3; ATK 1 battleaxe or lance; DAM 1d6+1; ST 16; HDE/XP 3/60. **Special:** Golden Eye (see Appendix C: Magic Items).

HP: 12

OOGURT—SCHEMING KOBOLD SHAMAN

Description: 4 feet tall, aged, stooped and wrinkly, armed with totemic hides and gnarly staff. Has dog-like snout with facial tattoos and luminous white eyes and wisps of hair. Wears a bone necklace with iron key (opens iron box in lair).

Personality: Outwardly eccentric and cryptic, hides his ruthless scheming.

Motivation: Maintain his personal power and influence over Greebok's rule.

Secret: Corrupted Greebok into drunkenness and now controls him.

Sample Quotes:

"Slay the puny wretches, my brave kobolds, so we may feast upon their flesh!"

"You would not deprive a frail old kobold of his walking stick, would you?"

"He he he ... the magick is strong with this one!"

Oogurt the Kobold Shaman: MV 6; AC 6 [13]; HD 3; BHB +3; ATK 1 staff or spell; DAM 1d6; ST 16; HDE/XP 3/60. **Special:** Spells (*Cause Light Wounds*, *Protection from Law*).

HP: 10

JOOPA—VIOLENT KOBOLD BOSS

Description: 5 feet tall, steely thews, armed with shining chain mail and spiked club. Has dog-like snout with gem-studded fangs, black spiky hair, and piercing red eyes. Wears a pretty scroll tube engraved with “Fizzlewand” as a war trophy.

Personality: Loudmouthed violent boss.

Motivation: Lead the war band, outmatch weakling Yoogi.

Secret: Sole survivor of first battle because he hid under a corpse, desperately conceals shame of it. Pees himself in tough fights, blames old wounds for it.

Sample Quotes:

“Wake up you rats! You there—get off the slug wine slurry!”

“The last one with a kill eats my boot! Fight you spineless bastards!”

“Look, lean in closer. See my broken tooth here? No?” *BAM* “That’ll teach you, sucker!”

Joopa, Kobold Brute: MV 6; AC 5 [14]; HD 2; BHB +2; ATK 1 spear or spiked club; DAM 1d6; ST 17; HDE/XP 2/30.
HP: 9

YOOGI—TACTICAL KOBOLD BOSS

Description: 5 feet tall, proper posture, black and gold tunic covers well-worn chain mail armor, wields long sword. Has dog-like snout with pale fangs and cunning amber eyes. Carries copy of *The Art of War* by Sum Dood at all times.

Personality: Guileful tactician always has a plan.

Motivation: Honor and duty, protect King Greebok at all costs.

Secret: Illiterate, fakes knowing common to impress others, especially Greebok.

Sample Quotes:

Taps chest twice. “Form up on me, you louts ... No, now!”

Waves hands like a spellcaster. “Take out the wizard ... No, not the armored one ... No, with the pointy hat!”

Pats at invisible flames on limbs and body. “Mind the flaming oil, lads. Hold the line, don’t panic!”

Yoogi, Kobold Brute: MV 6; AC 5 [14]; HD 2; BHB +2; ATK 1 spear or long sword; DAM 1d6; ST 17; HDE/XP 2/30.
HP: 8

APPENDIX B: MONSTERS

FERRET, LARGE

	Savage	War
Hit Dice	1/2	1
Armor Class [AAC]	8 [11]	6 [13]
Base To-Hit Bonus	+0	+1
Attacks (Damage)	1 bite (1d6-1)	1 bite (1d6)
Saving Throw	19	18
Special (Damage)	Drain blood (1d6-1)	Combat-trained mount
Movement	9	9
Alignment	Neutral	Neutral
HDE/XP	1/15	1/15

Savage Ferret: Kobold breeding and training methods have turned this docile creature into a bloodthirsty attack beast. Stretching close to two feet long, a savage ferret possesses formidable vampire-like fangs and keen senses. Its coloring ranges from black to mottled grey to dark silver, often contrasted by a white or pale grey head and limbs, and its maw stained crimson from gorging on the blood of its prey. Once a savage ferret bites a target, its jaws clamp tight, and it continues to drain blood automatically at a rate of 1d6-1 hit points per round until removed or slain.

War Ferret: One of the great animal breeding successes of the kobold nation, the war ferret varies between three and four feet in length and weighs as much as 100 pounds. Its coloring varies widely, but a golden- or coppery-brown coat streaked with silver highlights around the head and limbs is common. A kobold commander takes great pride in training and riding his beast into battle, often barding it with glittering armor scraps. The war ferret bites with its powerful jaws in combat, although it lacks the blood draining ability of its smaller cousin.

SLUG, LARGE (“Gurty the Slug”)

Hit Dice	3
Armor Class [AAC]	8 [11]
Base To-Hit Bonus	+3
Attacks (Damage)	1 bite (1d6) or Special
Saving Throw	16
Special (Damage)	Spit acid (1d6), 1/2 damage from blunt weapons
Movement	6
Alignment	Neutral
CL/XP	3/60

Gurty resembles a giant slug, but she reaches only about 6 feet in length and height. Her thick, rubbery hide protects her from blunt weapons (half-damage only) and is dark purple, fading to brown-white on her undersides, with white-tipped eyestalks and antennae. Her yellow, dagger-like fangs provide a powerful bite attack, and she

can spit viscous, acidic saliva up to 30 feet, hitting a target for 1d6 damage on a successful attack roll.

Greebok the Kobold King ensures that the slug wranglers keep Gurty docile (toward the kobolds) by feeding her constantly. The kobolds kidnap villagers (preferably plump and tender children) or capture small livestock and animals for this purpose during their raids of the countryside. Gurty is in her reproductive phase during the adventure, so she produces 2d6 tiny sluglings each week for one month. The kobolds raise the sluglings in a pen until they are large enough to either use as acidic missiles or distill into slug wine slurry.

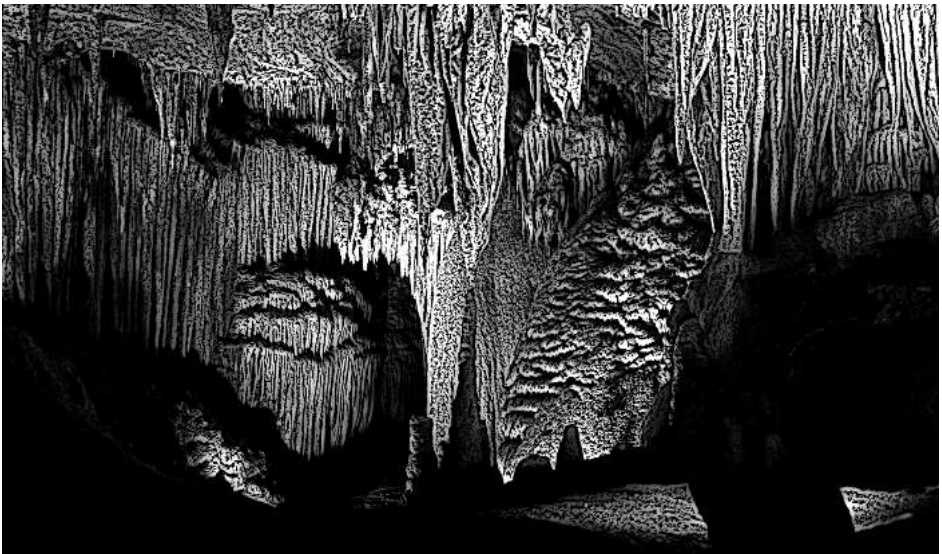
SAMPLE DISEASES

These sample diseases might be useful (in a cruel way) if the PCs encounter giant rats, carrion vultures, or rabid jackals in the Forsaken Gorge.

Yellow Pox: Within 1d6 hours of infection, yellow pox causes a victim's skin to turn pale yellow and break out in tiny but painful black boils. The severe pain imposes a -1 penalty to attacks, damage, and saving throws for 1d6 weeks or until the disease is cured.

Black Blood Death: This disease typically manifests after 1d6 days. A victim's blood turns black and he or she is overwhelmed with weakness, lethargy, and nausea. The victim permanently loses 1 point of Strength and Constitution each week until dead or the disease is cured.

Zombie Rot: This disease manifests within 24 hours and causes a victim's joints to stiffen and portions of his or her skin to rot and fall away. Each day, victims suffer a cumulative -1 penalty to Charisma and Dexterity from their hideous appearance and limited mobility, and they may only move at half rate. Zombie rot is fatal in 2d6 days if not cured. Once cured, victims regenerate their tissue over time, reducing penalties by 1 each week.



APPENDIX C: MAGIC ITEMS

DAGGER OF BUTCHERING

When placed upon an edible carcass, this +1 dagger magically animates to skin and butcher the carcass, making perfect cuts rivaling those of the world's most talented butchers.

GEM OF BLESSED RADIANCE

When held aloft, this fist-sized gemstone glows with an inner radiance, illuminating a 15-foot radius as torchlight. A lawful cleric holding aloft the gemstone and pointing it toward an undead creature causes a bolt of searing white light to hit the creature automatically, dealing 1d6+1 damage. Each use of the radiant bolt consumes 1 charge. When discovered, a gem of blessed radiance typically has 2d12 charges. The gem found in the shrine of the Dread Caves of Doom also opens the great iron doors to the antechamber of V'zix V'zax's crypt.

GOLDEN EYE OF THE KOBOLD KING

Fashioned of solid gold, the Golden Eye resembles a pupil-less humanoid eyeball. Miniscule swirling lines etched craftily into it gently catch the light, making the eye glitter majestically.

Greebok the Kobold King plucked the Golden Eye from a dead human soldier who wore an eye-patch. That human soldier obtained the eye by slaying a drunken dwarf gambler who lifted his eye-patch and offered it as collateral in a card game. The drunken dwarf acquired the Golden Eye when he was a sober adventurer and knocked the visored helm off a slain orc chieftain. And so on has the Golden Eye passed from its first owner of antiquity, Lumiz Mogrifax—Sorcerer-Priest of the God of Chance and Luck.

The Golden Eye is *cursed*. Any person looking at the eye must make a saving throw. On a failure, the looker falls under the Curse of the Golden Eye. On a success, the viewer perceives the curse and avoids it. A person who examines the eye knowing that it's cursed must still make a saving throw to resist the curse.

A victim suffering the Curse of the Golden Eye desires the eye so much that he takes it from the current owner's eye socket, plucks out one of his own eyes, and replaces it with the Golden Eye. If the current owner of the Golden Eye isn't dead, the newly cursed victim kills him (or tries to) as quickly as possible to get the eye. A victim who swaps out his own eye with the Golden Eye gets no saving throw and takes 1d6 damage. This damage will not heal by natural or magical means (until later, see below).

Rapidly casting a *Remove Curse* spell on the victim removes the compulsion to insert the Golden Eye into his own head. However, if the spell is not cast until after the Golden Eye has been inserted ... well, the curse has already done its work and the victim still has a magic golden eye stuck in his head. Such is the Curse of the Golden Eye.

Once the Golden Eye is inserted, the victim suffers a temporary -2 penalty to attack rolls, saving throws, and any other rolls (at the Referee's discretion) that require keen eyesight or depth-perception. After one week, the Golden Eye magically heals the damage and restores normal eyesight, and the new owner automatically attunes to its magic.

The owner of the eye can use its magic twice each day, but the power available is completely random. Roll 1d6 and consult the table below to see the next available power. When the owner first attunes to the eye, he automatically discovers the next available power. Whenever that power is used, the owner immediately becomes aware of the next power, and so on. The owner can use the power at any time—it doesn't "expire" if unused—but the owner never has control over what power comes up.

At the Referee's discretion, a PC attuned to the Golden Eye temporarily loses 1 point of Charisma from the strange countenance of having one normal and one solid gold eye, even if it does glitter rather handsomely. Wearing an eye-patch, or covering the eye in some fashion, is the best way to avoid the Charisma penalty and prevent attacks by those who look upon the eye. The Referee might consider an additional aspect of the Curse of the Golden Eye—the owner gradually comes to worship the Deity of Chance & Luck, and may potentially switch alignments.

GOLDEN EYE POWERS

1d6	Magic Power
1	Eye of Gloom. For 1 hour, the user is wracked by depression. The user cannot cast spells and suffers a -1 penalty to AC, attacks, and saving throws.
2	Eye of Confusion. For 1 hour, the user is easily confused and distracted. Roll 1d6 every 10 minutes: 1-2 means the user stands around utterly dazed and inactive; 3-4 means the user is apathetic and sluggish (treat as <i>Slow</i> spell); 5-6 means the user acts normally, if a bit goofy and dim-witted. When in combat, roll 1d6 every round instead.
3	Eye of Darkness. For 1 hour, the user gains <i>Darkvision</i> (as the spell).
4	Eye of Truth. For 1 hour, the user is able to see the truth of any illusions, can <i>Detect Thoughts</i> , and can <i>Detect Invisibility</i> , all within 30 feet.
5	Eye of Distortion. For 1 hour, light and shadow slightly distorts around the user, providing a +1 bonus to AC and saving throws.
6	Eye of Fear. When activated, this power causes all creatures within a 30-foot long cone (15 feet wide at the far end) to flee in fear from the user for 2d6 rounds. Creatures with 3 HD or more are entitled to a saving throw to resist. Mindless creatures are unaffected.

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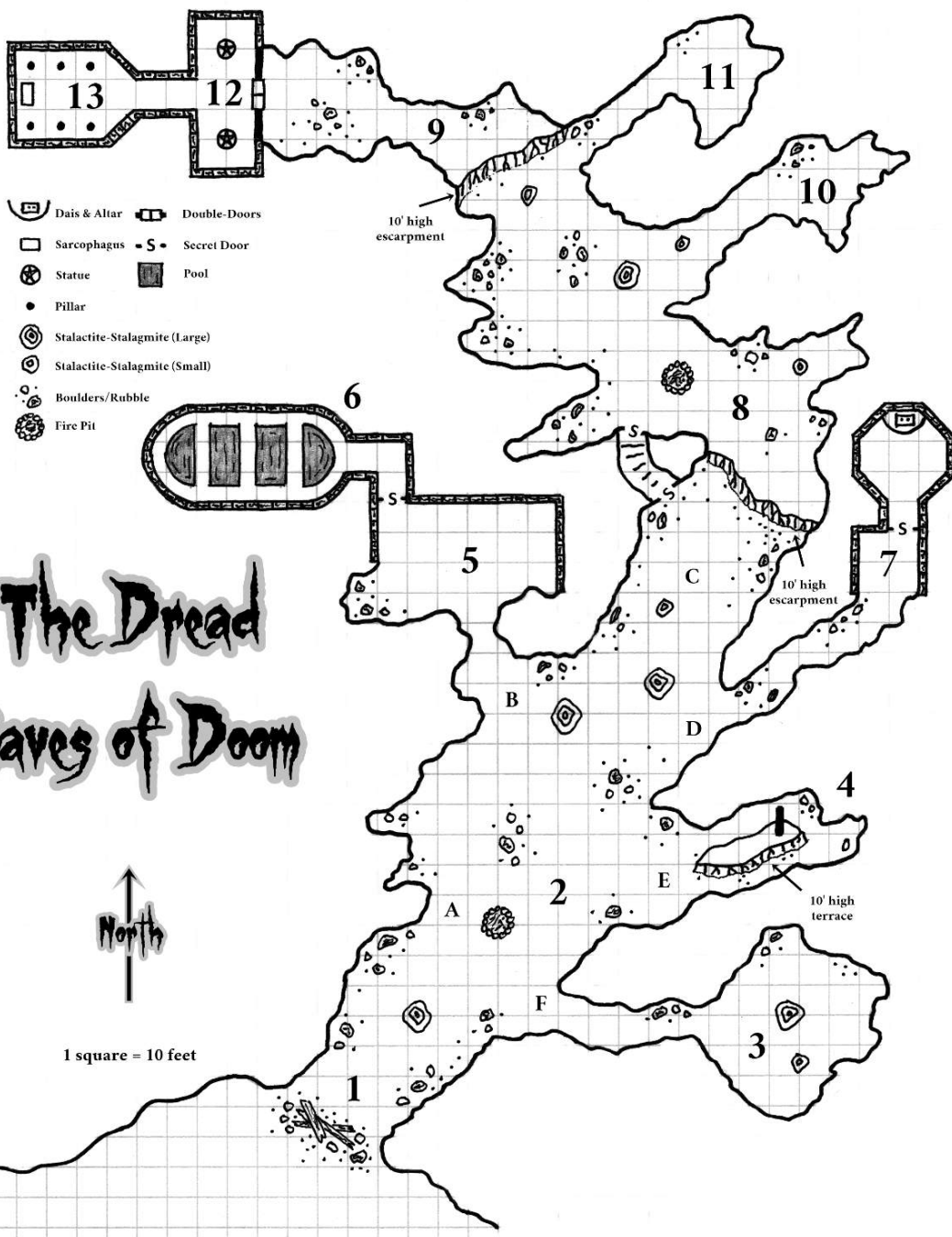
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REFEREE NOTES



Golden Eye of the Kobold King

A SWORDS & WIZARDRY WHITEBOX ADVENTURE

FOR 6-10 CHARACTERS OF LEVELS 1-2

STEVEN A. COOK

On the fringes of civilization, beneath a great dark cliff at the end of the Forsaken Gorge, loom the Dread Caves of Doom. Greebok the Kobold King occupies the Dread Caves of Doom, using them as a base to launch raids into the civilized lands. Bolstered by his war band, and the aid of a strange enchanted device known as the Golden Eye, Greebok appears unstoppable, and the frontier lands doomed to fall under his murderous rule.

Will the daring adventurers answer the call to launch a pre-emptive strike on Greebok's outpost in the Dread Caves of Doom and finally stop the merciless Kobold King? Or will they simply kill the Kobold King, loot his stuff, and ride off to the next dungeon? Are these aims mutually exclusive? Heck no!

However, Greebok and his war band are not the only threats. Hidden within the Dread Caves of Doom is an ancient alien tomb with weird technology, and the crypt of a ghoulish alien noble driven mad by endless years of undeath.

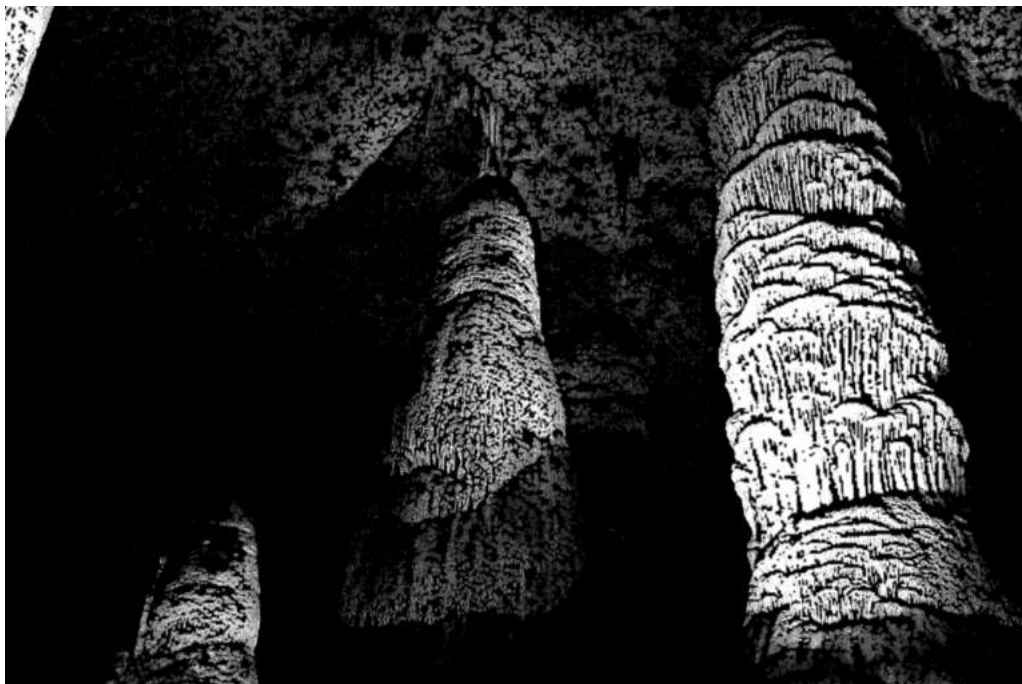
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