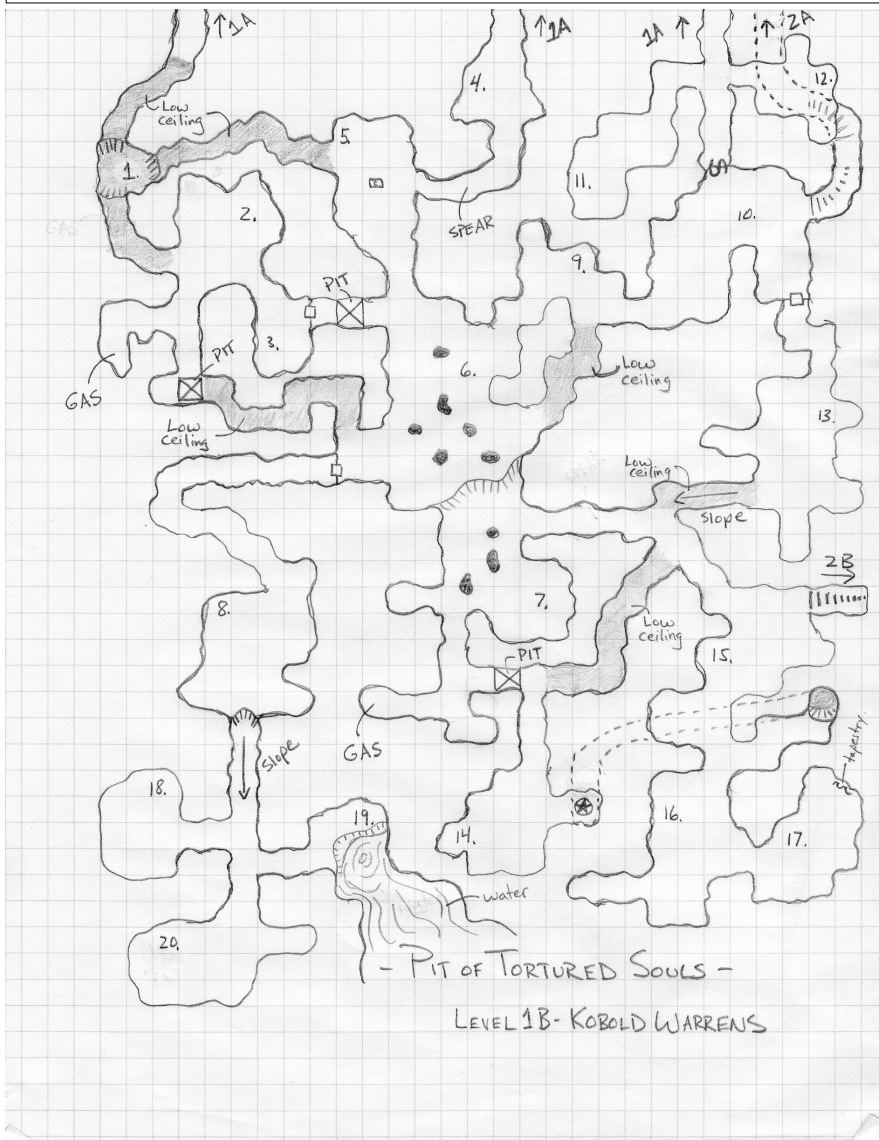


# Pit of Tortured Souls: Level 1B – Kobold Warrens



## Wandering Monsters: (2d6)

- 2 – Roll Twice
- 3 – Roll on Level 1A
- 4 – Giant Rats (1-10)
- 5 – Gnolls (1-6)
- 6 – Kobolds (2-8) and Spitting Lizards (1-4)
- 7 – Kobolds (2-12)
- 8 – Sound (see table below)
- 9 – Giant Ferrets (1-4)
- 10 – Hobgoblins (1-4) from room 8
- 11 – Roll on Level 2A
- 12 – Roll on Level 2B

## Sounds:

- 1 – High pitched whistling
- 2 – Voices (1-4 speaking kobold, 5-6 speaking gnoll)
- 3 – Wind
- 4 – Dripping water
- 5 – Rocks falling
- 6 – Squeaking

## Restock: (1d6)

- 1 - Monster
- 2 - Monster & Treasure
- 3 to 6 - Empty (1in6 chance of hidden treasure)

## Treasure:

- Silver 1d6 x 100
- Gold (50%) 1d6 x 10
- Gems/Jewelry (5%)
- Magic (5%)

## Traps:

- Low Ceiling** – passageway is only 3' high
- Pit** – 10-ft deep covered pit. 1d6 damage.
- Gas** – Poison gas trap.
- Spear** – resetting spear trap. 1d6 damage.

## New Monsters:

**Spitting Lizard (AC 5, HD 3, MV 120, #AT 1, D 1-8 or spit, Save F2, ML 7, AL N)** A 5ft-long lizard that kobolds use as guard dogs, make a high-pitched whistling sound when excited. Can spit (range 10/20/30) that causes painful itching that causes the victim to suffer a –2 penalty on attack rolls, saving throws, etc.

**Hobgoblin Escapees (AC 8, HD 1-1, MV 90, #AT 1 pickaxe, D 1-6, Save NM, ML 6, AL C)** These hobgoblins have escaped from the Gnorlock mines (see Level 2B). The reduced stats are due to the hobgoblin's poor conditions.

## Food Storage Contents (room 7):

- 1 – Vinegary wine
- 2 – Rotten meat
- 3 – Moldy grain
- 4 – Soggy bread
- 5 – Rusty nails
- 6 – Salt water
- 7 – Spent torches
- 8 – Dirty straw
- 9 – Roll again but there are also 1d6 sp
- 10 – Baby Giant Rats

## Notes:

## Pit of Tortured Souls: Level 1B – Kobold Warren

**Overview:** *These dark warrens are the home to a band of kobolds in the service of the Ghoulish Queen. They are responsible for keeping the Gnorlocks working in the mines below (see Level 2B). The kobolds would love to get rid of the Gnolls who constantly bully them but are quite aware that the Gnolls are of higher standing with the Ghoulish Queen. The kobolds take it out on the Gnorlocks by constantly tormenting the debased gnomes.*

- Slippery Slope:** The edges of this area slope sharply down into a 10-ft deep open pit. There is a 2 in 6 chance that anyone crawling through a low passageway will slip down the slope. The bottom of the open pit is covered with scattered caltrops that have poison on them. Anyone slipping into the pit will take 1d6 damage and the poison causes intense agony. Anyone failing their save will be unable to do anything other than writhe screaming for 1 turn.
  - Guardroom:** 8 Kobold guard this room. They will be alerted if anyone is poisoned in room 1 and will not be surprised. One will run and alert room 6. Each has 1d6 sp.
  - Side Cavern:** This cavern is currently empty.
  - Outpost:** The kobolds have tethered 4 Spitting Lizards to iron rings set into the south wall. The lizards will whistle if anyone approaches causing a wandering monster check. The tethers are 20-ft long.
  - Cavern:** In the middle of the cavern is an empty chest above which hangs an obvious weighted net. Tampering with the net will cause a hidden glass bottle to fall from the ceiling (2 in 6) that will release a Sleep Gas in a 15-ft radius when the glass breaks.
  - Common Chamber:** The bulk of the kobold tribe lives here. There are 24 Kobolds. Among the kobolds' items, litter and odds-and-ends is a piece of dirty but fine silk that if cleaned is worth 100 gp. Each kobold has 1d6 sp.
  - Food Storage:** This area contains various crates, boxes, sacks and barrels of various sorts of provisions. See table. There are also bits and pieces of past victims that have been casually tossed here. The kobolds often check on their stores as they have been having trouble with the Giant Ferrets in room 13 and the Giant Rats in room 14 prowling through the food.
  - Hobgoblin Hideout:** 4 Hobgoblin Escapees are hiding from the kobolds and gnolls in this room. They know that there is something scary down the slope to the south. They are trying to get out of the dungeon but don't know the way.
  - Guardroom:** 8 kobolds each armed with 2 spears and 5 Spitting Lizards. The kobolds keep a close eye on the gnolls to the east (room 10). They will investigate if they hear battle in room 6. Each kobold has 1d6 sp.
  - Gnoll Outpost:** 4 Gnolls from the Death Head pack guard the top of the stairs that lead down to the Foul Fortress (see Level 2A). They like to taunt the kobolds in room 9. Each Gnoll has 1d6 gp.
  - Secret Hideout:** An NPC Party that was adventuring in the Citadel of the Amazons was forced to flee and found their way through the secret door in the Citadel that leads to this room. They are bandaging their wounds and planning their next move. The DM should either see **Creating an NPC Party** (page B52) or use a rival party that the characters have already encountered.
  - Secret Chamber:** This room is currently empty.
  - Ferret Lair:** 4 Giant Ferrets make this chamber their lair. The room is scattered with small bones and other junk. There is a skeleton of a Halfling with a broken leg in the nook along the west wall. The skeleton has a backpack that contains a **Potion of Clairaudience**.
  - Rat Nest:** There are 18 Giant Rats amidst garbage and waste thrown here by the kobolds. They occasionally prowl through the food in room 7. The weight of a few rats is not enough to trigger the Pit to the north of the room. In the east section of the room is a statue of a roughly humanoid shape with moth-like wings made of crystal that scatter torch or lantern light in a hypnotic pattern. This will cause a person that looks at the wings to be affected by a **Confusion** spell. If the statue is tipped over or moved a passageway leading north is discovered. The wings lose their special feature if they are broken off the statue but, they may have other value to the right interested party. Discarded in the filth is a silver necklace set with 5 small gems (total value of 500 gp).
  - Barracks:** 12 Kobolds and 3 Kobold Bodyguards guard the entrance to the chieftain's room and keep a watch on the entrance to the mines. Each kobold has 1d6 sp. The few pieces of furniture in this room are of no value.
  - Chieftain's Room:** This huge Kobold Chieftain is so powerful that he fights with a battle axe. He has a large gem on a great golden chain about his neck (value of 1,200 gp). 4 Kobolds are also in the room. Scattered around the room are pieces of battered furniture heaped with rags and cloth. A locked chest holds 61 sp and 21 ep.
  - Shrine:** In this shrine hangs a small tapestry made of a parchment-like material. The tapestry pictures a large, silver man-like figure with large round eyes. The figure is wearing a number of golden necklaces and its 3-fingered hand is holding an oddly shaped, clear mug that contains a clear liquid and a green fruit. Across the top of the tapestry are large yellow and red letters in an unknown language. If **Read Languages** is used it is discovered that the words say "Futurama Bender's Big Score". On the back of the parchment tapestry is a treasure map that leads to a treasure worth 1,000-4,000 gp. The kobold chieftain often spends time in front of the tapestry contemplating matters.
- There are no wandering monsters in the area of rooms 18 to 20.**
- Lost Cavern:** This room is empty except for numerous bones scattered on the floor. There is a 2 in 6 chance per turn that the **Ocher Jelly** from room 20 will enter this room.
  - Gone Fishing:** The water in this room is a small bay of a larger underground lake. In the lake is a species of magical fish. They are quite delicious but any magic-users that eat them lose their spell casting ability until a dispel magic spell is cast on them. If the characters wait on the shore there is a 1 in 6 chance per turn of a fish swimming past. A **Giant Crab** also makes the lake its home. If the party makes a bunch of noise, splashes in the water or a fish splashes ashore the giant crab will emerge in search of food. There is a 2 in 6 chance per turn that the **Ocher Jelly** from room 20 will enter this room. The source and extent of the lake and what may be on other shores is left up to the DM.
  - Jelly in the Dark:** Unless encountered in room 18 or 19 an **Ocher Jelly** will be in this room.