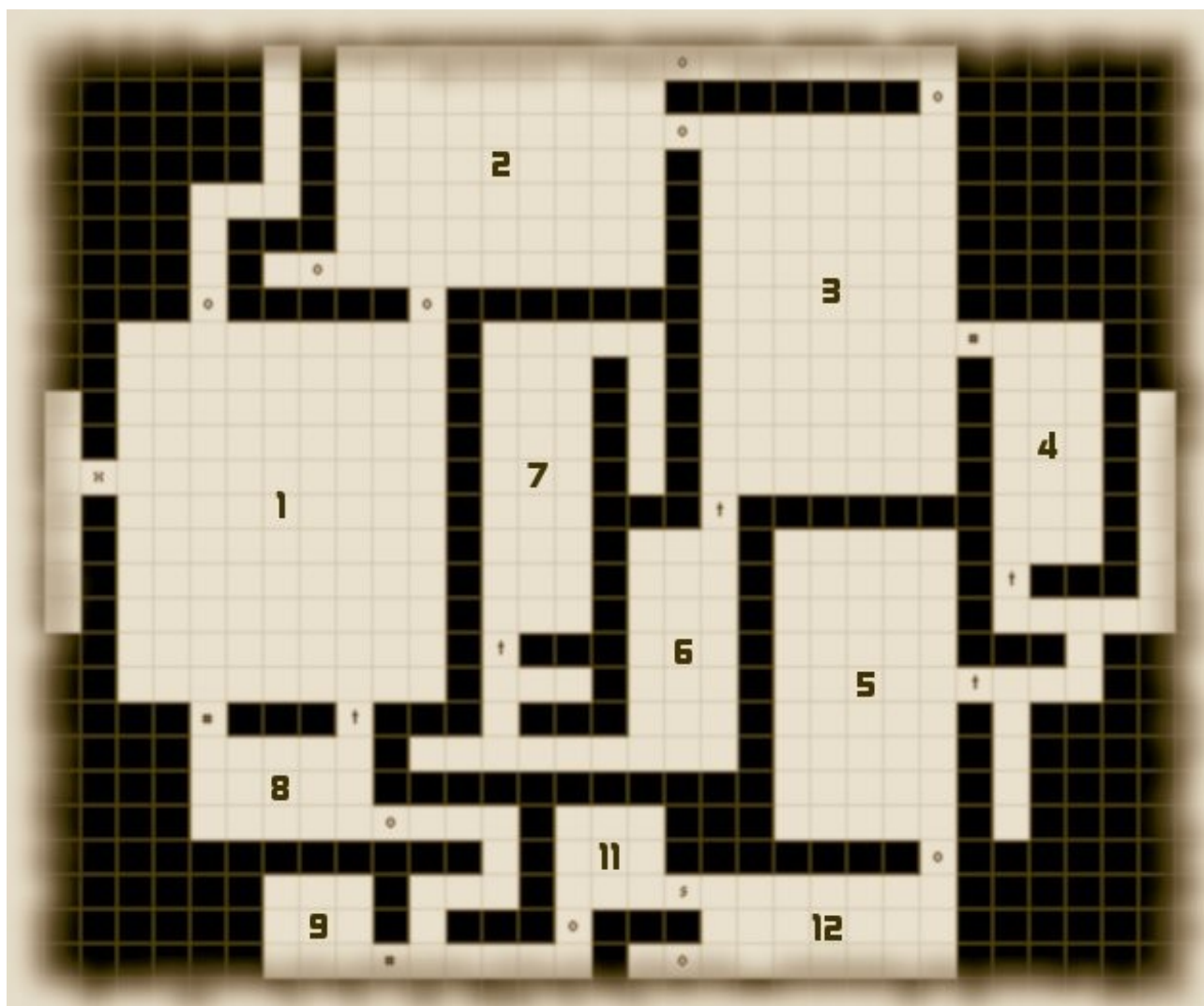


The Temple of K'thu'uk

A Microlite20 adventure suitable for four 1st level adventurers.



Not so long ago the hill and environs was home to one of the stranger Kobold tribes of the realm. The entire area was deeply forested, and the Tribe of K'thu'uk held sway. These Verdant Kobolds called the tree branches their home, worshipping the bones of their Green Dragon ancestor in their whistling, chirping language.

Then the humans came. They tore down much of the woodland to build their farms and villages. The Tribe of K'thu'uk fought back as only they knew how, erecting ingenious traps along forest paths, luring hunters into deadly swampland and planting assassin vines and slumberspores where humans were likely to tread.

The humans grew to fear the Forest, and reacted in the way all Humans respond to things they fear. They destroyed it. Much of the forest was taken by fire leaving a vast tract of ash that has only become usable farmland in recent years. What remains of the the forest nestles atop the hill surrounded by a river – a fortunate defence against the flames, and the Verdant Kobold's saviour.

Hidden in the copse is a cave mouth underneath a rock outcropping shaped like a dragon's jaw. This is the entrance to the Temple of K'thu'uk, now the Verdant Kobold's home and holiest of holies.

You have been asked by the Sheriff of Ashton (the closest Human Village) to clear the Kobolds from the area once and for all. Behemial Shoreson, one of the villagers, was killed in the Trapped Copse just a week ago. Enough is enough.

You are promised 15gp for each Kobold head returned to the village square by midnight three days' hence. In addition, any treasure found in the Copse is yours to keep. Ashton is a small village with just one tavern (The Burning Oak) and a small shop that is able to supply anything up to 20gp in value from the **Microlite20 Equipment List**.

Entering the Trapped Copse

The copse is clearly visible and easily reached in just a few hours after leaving Ashton. There are a number of hunter's trails through the copse, though these are regularly trapped by the Kobolds. Roll 1d6 three times on the following table before the Temple entrance is reached:

1. A **Small Assassin Vine** lays across the path. Search DC15, otherwise it gets a free attack on one random character. **EL2**
2. **Slumberspores** block the way. They look like small round purple heather bushes, and are quite common. Touching them induces sleep and can cause a lung infection. **EL1**
3. **Pit trap**, 10' deep (1d6 fall), Avoid DC20, Search DC24, Disable DC20. **EL1**
4. **Net trap**, +5, Avoid DC20, Search DC24, Disable DC25. **EL2**
5. **Springback branch**, +5 (1d4), Avoid DC15, Search DC20, Disable DC20. **EL1**
6. **Poison dart trap**, +8 (1d4 +poison -1STR/-1d4STR), Search DC20, Disable DC18. **EL1**

Note that Avoid checks are (phys+DEX); Search/Spot checks are (know+MIND); Disable checks are (sub+DEX). To save vs. poison roll (phys+STR) against the DC for primary then again 1 minute later against secondary effects.

In addition, the characters will hear or spot (DC20) lizardlike creatures swinging from branch to branch in the foliage. By the time they have chance to react however, the Kobolds have disappeared.

The Temple Entrance

The entrance to the Temple is easily found; a stone outcropping shears out of the ground like a lunging dragon's maw. It is covered in a luminescent moss which gives it an eerie glow in the forested gloom. Beneath the outcropping is a small cavemouth barely 5' high.

It is not trapped in any way – but do not tell the players that! Let them search. This is intentional deception designed to inflict paranoia on unwelcome visitors. A stone tunnel leads downward to a battered wooden door. There is a grill set in the wood about 3' from the ground.

All doors are made of very old, almost rotten wood (12hp) and closed but not locked unless otherwise specified. The walls of this temple are covered in patches of phosphorescent moss giving gloomy lighting to a 10' radius. This is in itself a Kobold trap – roll (phys+STR) DC12 each hour or take 1 STR damage from spore inhalation. Anyone who takes more than 3 STR damage develops a noisy dry cough making hiding or moving silently difficult (-4 penalty). The Kobolds are immune to it's effects. This damage heals when out of the Temple at a rate of 1STR/week.

Random Encounters

While in the Temple, roll 1d6 per hour. On a 6, roll 1d6 on the following table. Assume these creatures arrive through the network of small tunnels (see Room 10)

- | | |
|-----|---|
| 1-2 | 1 x Verdant Kobold - EL1 |
| 3-4 | 2 x Dire Rats - EL2 |
| 5 | 1 x Small Alligator - EL2 |
| 6 | Roll Twice |

Room 1 - EL3

Gnarled tree roots hang from the roof of this large chamber. On a

raised dais in the centre is a huge statue of a headless dragon; it appears carved from one solid lump of jade. The tree roots hang and loop around it's neck and outstretched wings. Scattered on the floor of the chamber are tree saplings in pots, and pools of water gather in the corners.

Four **Kobolds** are tending the saplings; they have advance warning of the adventurers' approach and are hiding among the sapling with their spears and slings. The DC to Spot them is 16 each.

Exits: Two south, two north, one west

Treasure: Kobold equipment, jade dragon statue (worth over 600gp if it could be moved)

Room 2 - EL2

Overturned barrels, tent canvas and chests mark this as a store room – and a very disorganised one at that. The mess from the east side of the room has been pushed aside to make room for a rough firepit and rags cover a seating area. There's a smouldering fire in the pit and the charred remains of some woodland creature.

Two **Kobolds** are fighting over the food and don't notice the PCs at all.

Exits: One north, one west (to a privy), two east

Treasure: sundry items – mainly canvas and travel goods

Room 3 - EL3

Rags adorn the floor, some covered in blood from – well, it's better not to know where the blood came from.

Four huddled **Kobolds** are sleeping off their night scouting the forest and will only notice the PCs when they're almost on top of them. Award no EL if the Kobolds are killed without a fight.

Exits: One north, one south, one east, one west

Treasure: Nothing of worth

Room 4 - EL4

Rough sketches of traps and maps of the forest cover the walls. A large table surrounded by chairs and upturned barrels is littered with parchment, lumps of charcoal and small models made of wood and twine.

Two **Kobold Elders** lurk in the shadows; these are the most

experienced trap setters in the tribe and have earned their position of leadership. Spot DC20; they are hidden behind barrels at opposite sides of the room and will fire at the backs of anyone who approaches their opposite number. Good luck smoking them out!

Exits: One west, one south

Treasure: The maps, sketches and models are worth about 200gp to cartographers, trapmakers and enemies of Kobolds everywhere

Room 5 - EL3

The floor is a morass of mud and still water. Small patches of plant life float on the foetid surface. Two **Small Alligators** twist as you enter and slide into the water and approach.

The water is only 4' deep, so can be waded with caution by anyone but the shortest halfling. If both Alligators manage to bite the same character they will try to pull their victim in – roll (phys+STR) DC20 to resist. Anyone in the water is at -2 to attack.

Exits: One south, one east

Treasure: Submerged a third of the way into the room is the skeleton of a dwarven cleric, still clutching his Masterwork Warhammer. A *Circlet of Protection* (+1 AC) adorns the skull.

Room 6 - EL3

A voice shouts as you open the door: "Stop, fiends and bow before the might of K'thu'uk , the Dragon Who Will Come Again!". A clearly crazed Kobold wielding a green spear and facepaint points to a tapestry depicting a Green Dragon being beheaded by an Elf. This is **Klaldyk**, High Priest of K'thu'uk. He begins to gesture wildly.....

Exits: One west (covered by the tapestry), one north

Room 7 – EL4

Just in front of the entrance to this room is a 15' pit trap. Avoid DC20, Search DC24, Disable DC20. Anyone falling in takes 1.5d6 damage. All the walls of the pit are covered in wooden spikes angled sharply downward; anyone trying to climb out will take 1d4 damage per round, (phys+DEX) DC20 for half.

In the centre of this room is a large raised dais, around which are six stone pillars carved in an intricate leaf pattern. Lit torches set in the walls lick patterns across the floor. Resting on the dais is a large dragon skull covered in moss.

As the players approach, the skull lifts from the ground, it's eye sockets glowing with a baleful green pulse. Words echo through the room: "You dare defile my Temple?! You shall die!". **K'thu'uk's Skull** lunges toward you, it's teeth dripping venom.....

Exits: One south, one east.

Treasure: At the end of the eastern corridor are three sacks. These contain the remains of K'thu'uk's treasure: 80gp, 600sp and three jade figurines (carved likenesses of the green dragon from Room 1) worth 120gp each. There are no traps.

Room 8

Warm mist laces the air, and plants fill the room.

Among the plantlife nestles 2 **Slumberspores** and a nearby **Assassin Vine**. Spot DC15 to notice each; (phys+DEX) DC20 to avoid contact with the Slumberspores. The Assassin Vine will attempt to constrict anyone who falls asleep.

Exits: Two north, one east

Room 9

Spilled soil and plant pots litter the ground. There is a distinct scent of plants and moisture in the air and a feeling of quiet solitude.

Exits: One east. Unlike the other rooms, this door is quite sturdy and can be latched shut from inside; stress that this room may be a safe place for the characters to rest. Roll no random encounters while they are here.

Room 10 – EL variable

There is no Room 10 displayed on the map; This is a network of tiny passageways that criss-cross around, above and underneath the other Temple rooms. These are inaccessible to any but the smallest adventurer (a halfling might *just* be able to pull themselves along on their knees and elbows). These tunnels are too small for Kobold Elders to enter, and Klaldyk (see Rooms 6 and 7) will not demean himself by using them. There are usually 1d10 Kobolds in the tunnels at any point in time.

Room 11 – EL3

The sound of scuffling alerts you to activity as you approach the room. Three **Dire Rats** are exploring the contents of this store room; most of the food and drink is spoiled though you might be able to salvage something.....

Exits: One south, one east

Treasure: 20' good rope, various gardening implements, a serviceable Leather tunic that will serve as armour (+2 AC) and, hidden in an old box (Search DC25) is a *Shortsword* +1 that has been used to make seed holes by the Kobolds.

Room 12 - EL4

Rough planting tables line the walls, stacked with pots, soil and sundry implements.

Hiding under the tables are two **Kobolds** and a **Kobold Elder**.

They will stay their until Spotted (DC20) in which case they will use their slings and small crossbow to good effect.

Plot Twists & Options

1. The Verdant Kobolds did not cause the death of Behemial Shoreson. He was killed by the Sheriff, a wealthy landowner who wishes to expand his holdings into the Copse. The Kobolds just wish to be left alone while they attempt to resurrect their Dragon God
2. The Kobolds are under the sway of Symathrae, an evil river Nymph who almost died as a result of ash infecting her river. She wishes to lure more Humans to the copse in order to exact her revenge. K'thu'uk knows nothing of this.
3. K'thu'uk was a powerful druid in life; use the Druid spell list from the SRD for the skull's magic, maximum spell level 2. K'thu'uk's preferred spells are *Guidance*, *Produce Flame* and *Summon Nature's Ally II*.
4. K'thu'uk could be negotiated with. He wishes only to be left alone while the Kobolds work toward returning him to life. He was a Neutral Mage (or Druid) in life, working for the good of the forest with his Kobold assistants. His death occurred before the first human settler set foot on this land. Though the taint of Undeath has turned his toward Evil, it is targeted at the Warped Elves to the North; he believes some of his bones remain with that tribe. Find and return them to him and he swears humans will be safe from then onward in the Trapped Copse.
5. To increase the difficulty of this adventure: add **Winged Kobolds** and more **Kobold Elders**.
6. To decrease the difficulty: remove two **Kobold Elders** and one **Small Alligator**. Roll Random Encounters once every 2 hours.

Monsters

Verdant Kobold, HD1d8 (4hp), AC15, Spear +0 (1d6-1) or Sling +2 (1d4)

STR 8 DEX 12 MIND 12, subterfuge +4, all other skills +1

Winged Kobold, HD2d8 (8hp), AC15, Spear +1 (1d6) or Sling +2 (1d4). Able to fly.

STR 8 DEX 13 MIND 12, subterfuge +5, all other skills +2

Verdant Kobold Elder, HD3d8 (12hp), AC15, Spear +2 (1d8-1) or Small Crossbow +4 (1d8)

STR 9 DEX 13 MIND 13, subterfuge +6, all other skills +3

Klaldyk (Verdant Kobold Cleric-2), HD1d8+2d6 (10hp), AC15, Spear +2 (1d6-1).

Divine magic, max level 1. Preferred spells: *Guidance* and *Shield of Faith*.

STR 8 DEX 13 MIND 14, communication +6, all other skills +3

All Verdant Kobolds have a +4 bonus to Climb (Phys+DEX) checks.

K'thu'uk's Skull, HD4d6+11 (26hp), AC16, Bite +6 (1d8+2 plus acid, 1d4/round for 1d4 rounds, (phys+STR) DC20 for half).

Arcane Magic, max level 2. Preferred spells: *Guidance*, *Prestidigitation* and *Magic Missile*. Undead traits.

STR 14 DEX 16 MIND 16, communication +7, all other skills +4

Dire Rat, HD1d8+1 (5hp), AC15, Bite +4 (1d4 plus disease)

Small Alligator, HD2d8+8 (16hp), AC16, Bite +6 (1d6+4) or Tail slap +6 (1d4+4)

Small Assassin Vine, 2d8+6 (14hp), AC15, Constrict +4 (1d4/round until Break free (phys+STR) DC=vine's current hp

Slumberspore, 1d8 (4hp), AC10. If touched in anyway, (MIND save) DC12 or fall into deep sleep 1d4 hours. Take 1d4 damage from spores infecting lungs, Resist (phys+STR) DC12.

Symathrae (River Nymph), HD3d6+3 (12hp), AC17, Dagger +3 (1d4) or Seductive Drowning (MIND save) DC15 or be drawn into the river. 1d6 damage/round from her watery kiss until Resisted (MIND save) DC15

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