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A Chaos Scar Adventure



THE LOST LIBRARY

“The Lost Library” is a short adventure for five 2nd-level characters that takes place in a remote cave near the mouth of the Chaos Scar. Through the course of the adventure, the PCs encounter a tribe of kobolds that has recently unearthed an ancient arcane library that predates the valley. The PCs have the opportunity to explore the library, uncovering a portal to a sorcerer’s abandoned inner sanctum.

For details on the Chaos Scar and its environs, read the Chaos Scar introduction and check out the map of the entire valley.

If you're not playing a Chaos Scar campaign, you can still use this adventure by integrating it into any existing campaign situated near a wilderness area that features the remains of an ancient, lost library.

BACKGROUND

Before the violent birth of the Chaos Scar, the goliath sorcerer Voran Earthmane mastered elemental magic in his isolated keep. (More information on Voran Earthmane can be found in the adventure, "Stick in the Mud.") For his most dangerous experiments, he built isolated underground chambers that could be accessed only through magical methods. He was able to experiment for several years in peace, but when the meteor struck, he lost all access to his work. After recovering what he could, Voran left, and knowledge of his work faded.

Hesskin Flamebrow, a dragonborn treasure hunter drawn to the power that lies in the valley, arrived at the Chaos Scar a few weeks ago. He and his associate met a small group of kobolds that have been abandoned by their tribe, Clan Fireclaw. In such a weakened state, these kobolds were forced to pledge their allegiance to the dragonborn. As part of the bargain to save their lives, the kobold leader Nibbik claimed he knew a powerful ritual that could detect piles of gold. While this was a lie, he did know of a dragon that recently moved into the area, and it was Nibbik's hope that by leading Hesskin to the dragon's cave, Nibbik could defeat two potential enemies at once.

Unfortunately for the kobolds, the dragon Kethendtir and the dragonborn Hesskin formed an alliance. Nibbik was forced to continue his treasure detecting ruse, and he and his tribe were forced to excavate further into Kethendtir's cave. Much to the wyrm Priest's surprise, his miners uncovered one of Voran's lost chambers. In the few hours before the PCs arrive, Hesskin has discovered the secret of a floating lantern and opened an arcane portal that leads to Voran's inner sanctum.

ADVENTURE SYNOPSIS

The adventurers make their way to the lair of the brown dragon wyrmling Kethendtir. There, they must face the dragon almost as soon as they arrive, along with a number of kobold miners serving of the dragon. Afterward, the characters can make their way deeper into the complex, eventually finding the site of the kobolds' excavation. They must face Gravash and Hesskin, the two dragonborn who initially forced these kobold outcasts into service, along with some hostile defenses Voran left to ward his library. The characters have an opportunity to negotiate with the kobolds through Nibbik, their wyrm Priest, and make an alliance with the kobolds to provide them with intelligence on future explorations of the Chaos Scar.

GETTING THE PLAYERS INVOLVED

Here are a few story hooks to draw the PCs into exploring Kethendtir's cavern and the recently uncovered library.

HOOK 1: STOLEN GEAR

Thorgrim Spinehammer is a dwarf in charge of a small mine close to the Chaos Scar. He recently suffered the theft of his mining equipment and tracked the thieves as far as the King's Wall. Not willing to risk his own life by entering the valley, he offers to pay the characters 75 gp to follow the kobolds to the cave and recover twelve stolen picks. Thorgrim will pay as much as 125 gp to avoid purchasing replacement gear, but a DC 15 Diplomacy check must be made to convince the miserly dwarf to part with his money.

Quest XP: 500 XP for bringing back Thorgrim's stolen equipment.

HOOK 2: WYRMLING RAIDER

Local farmers have been losing livestock to raids performed by a brown wyrmling dragon (Kethendtir). The farmers know that this problem will only get worse in the future, so they have banded together to solve their problem. A quiet halving farmer named Karrie Buttonquail approaches the characters with all the money the farmers could amass: 2,618 cp. If the PCs try to bargain, she'll reluctantly throw in her prize sheep worth 100 sp.

Quest XP: 500 XP for bringing back proof of Kethendtir's death.

HOOK 3: SAGE'S DEATH

Last night, Hesskin broke into a sage's study and stole several tomes dealing with the history of the valley before the crash of the meteor. The eladrin sage Emeranith was slain during the robbery. Witnesses saw Emeranith teleport into the street to escape, but he was struck in the back by a red feathered bolt fired from Hesskin's crossbow before the eladrin could flee. The village's mayor, Quinn Nanith, offers a 200 gp bounty to hunt down Hesskin and bring justice to the murderer and recovering the stolen goods for Emeranith's widow, Mirianna.

Quest XP: 100 XP for capturing or slaying Hesskin, 100 XP for the recovery of the tomes, or 500 XP for both.

TREASURE PREPARATION

"The Lost Library" uses the treasure parcel system described in the *Dungeon Master's Guide*®. The characters should gain a total of three treasure parcels in this adventure. Listed below are the most likely places to find parcels and what those treasure parcels might consist of. The magic items should come from the players' wish lists.

Parcel	Item
Parcel 1:	
The Wyrmling's Cave	One level 5 magic item
Parcel 2: The Lost Library	Two vials of alchemist's acid (Level 1, 20 gp each) and 50 gp of Alchemical Reagents
Parcel 3:	
The Inner Sanctum	220 gp and 400 sp

NEW MAGIC ITEMS

This adventure features a pair of new magic items, which are presented here. Both are simple variants of existing items from *Adventurer's Vault*.

Voran's Eternal Chalk Level 1

Vandals, scholars, and explorers alike appreciate the magical longevity of this short stick of chalk.

Wondrous Item 360 gp

Property: A stick of *eternal chalk* never breaks or wears down with normal use. Any writing or drawing made with this chalk cannot be erased for one week by anyone except the original artist or author.

Voran's eternal chalk is red.

Special: If the *eternal chalk* is used to drawn anything inside the magic circle in the inner sanctum, a portal opens to Voran's Study in his ruined keep. The portal lasts until the wielder takes an extended rest.

Voran's Floating Lantern Level 3

This silver lantern floats in midair under your control.

Wondrous Item 680 gp

Property: This lantern never needs lighting or refilling. When you let go of the lantern, it continues to hang in the air where you leave it. If weight in excess of 1 pound is applied to the lantern, it falls to the ground.

Power (At-Will): Minor Action. While you hold the floating lantern or are adjacent to it, you can set its light to be bright (10-square radius), dim (5-square radius), or off.

Power (At-Will): Move Action. The last creature to hold the lantern can mentally command it to move up to 10 squares in any direction, but not more than 10 squares from it.

Special: If *Voran's floating lantern* illuminates the magic circle in either the library or the inner sanctum, a portal appears allowing travel between the two rooms. The portal lasts until the lantern no longer illuminates either portal. The lantern can travel through the portal with no ill effect.

GETTING STARTED

Once the characters get to the cavern, read or paraphrase the following description of the wyrmling's cave entry:

Small reptilian tracks disturb the fine sand that spills out of the secluded cave before you. A nearby pile of sharp, jagged rocks has been haphazardly piled outside of the cave.

When the characters enter the cave, read:

The grass grows sparse as you approach the cave, revealing a sand-covered stone floor. A well-trodden trail leads into the darkness. The sound of metal on rock reverberates throughout the cavern.

Characters examining the tracks outside of the cavern can make a Perception Check:

DC 15 Perception: The characters find multiple kobold tracks, a couple of larger reptilian prints as wide as a dragonborn's foot, and small tracks that appear to belong to either a drake or dragon.

CONCLUDING THE ADVENTURE

If the characters decide to spare Nibbik, you have the option of introducing kobolds as companion characters to the party. (For more information on companion characters, see page 27 of *Dungeon Master Guide 2*.) Three potential kobolds can join the group, depending on what the party needs.

Nibbik, Kobold Wyrmpriest (Controller)

Minnock, Kobold Slinger (Striker)

Krunk One-Ear, Kobold Dragonshield (Defender)

These kobolds are all members of the Fireclaw tribe.

Nibbik is an opportunist—he sees potential in the characters. His loyalty is not absolute, and if the PCs ever face an opponent that seems able to defeat them, Nibbik will switch sides to save his own hide. He also seeks the power that a shard of the meteor would grant him—should he find one, he will attempt to seize it without a second thought.

The PCs might choose to use Voran's sanctum as a base of operations in the valley. No map is provided for the space below the Portal chamber, but the space should have the basic necessities for resting. If the players start using this area as a base of operations, they might be interested in outfitting the base with wondrous lair items as described on page 79 of *Adventurer's Vault 2*.



L1: THE WYRMLING'S CAVE

Encounter Level 2 (725 XP)

This encounter establishes the kobold tribe, Kethendtir's home, and the entry to the cavern.

SETUP

- 2 kobold dragonshields (D)
- 5 kobold miners (M)
- 1 kobold slinger (S)
- Kethendtir, brown dragon wyrmling (K)
- Collapsing rock pile (T)

Kethendtir doesn't enter the battle until the start of the third round of combat.

Two kobold dragonshields stand watch at the mouth of the first chamber. Any character that moves into the cavern must succeed at a DC 12 Stealth check (to beat the kobolds' passive Perception) or alert the kobolds. If the characters that enter the cave succeed, the kobolds are surprised.

If a hero succeeds at a DC 21 Perception check within 3 squares of where the wyrmling has burrowed into the sand, read the following:

The ground at the cave mouth is disturbed, as if something has recently been buried below the sand.

When Kethendtir enters the combat, roll initiative, place him at the cavern entry where indicated on the map, and read or paraphrase the following:

2 Kobold Dragonshields (D) Small natural humanoid (reptile)	Level 2 Soldier XP 125
Initiative +4 Senses Perception +2; darkvision	
HP 36; Bloodied 18	
AC 18; Fortitude 14, Reflex 13, Will 13; see also <i>trap sense</i>	
Resist 5 fire	
Speed 5	
Ⓣ Short Sword (standard; at-will) ♦ Weapon	
+7 vs. AC; 1d6 + 3 damage, and the target is marked until the end of the kobold dragonshield's next turn.	
Dragonshield Tactics (immediate reaction, when an adjacent enemy shifts away or an enemy moves adjacent; at-will)	
The kobold dragonshield shifts 1 square.	
Mob Attack	
The kobold dragonshield gains a +1 bonus to attack rolls per kobold ally adjacent to the target.	
Shifty (minor; at-will)	
The kobold shifts 1 square.	
Trap Sense	
The kobold gains a +2 bonus to all defenses against traps.	
Alignment Evil	Languages Common, Draconic
Skills Acrobatics +5, Stealth +7, Thievery +7	
Str 14 (+3)	Dex 13 (+2) Wis 12 (+2)
Con 12 (+2)	Int 9 (+0) Cha 10 (+1)
Equipment scale armor, heavy shield, short sword	

Sand scatters as a brown dragon the size of a small dog launches itself out of the ground. Bellowing, the dragon says, "A swift death comes to those that interfere with the creation of my home."

Collapsing Rock Pile	Single-Use Terrain
<i>A precariously stacked pile of rocks is ready to fall with a single strong push.</i>	

Standard Action
Requirement: You must be adjacent to the rock pile.
Check: Athletics check (DC 15) to collapse the rock pile.
Success: The pile of rocks falls, crushing nearby creatures.
Target: Each creature in a close blast 3 next to the rock pile.
Attack: +5 vs. Fortitude
Hit: 2d8 + 1 damage, and the target is knocked prone.
Effect: The area where the rocks fall becomes difficult terrain.

5 Kobold Miners (M) Small natural humanoid (reptile)	Level 1 Minion Skirmisher XP 25
Initiative +4 Senses Perception +1; darkvision	
HP 1; a missed attack never damages a minion.	
AC 15; Fortitude 11, Reflex 13, Will 11; see also <i>trap sense</i>	
Speed 6	
Ⓣ Pick (standard; at-will) ♦ Weapon	
+6 vs. AC; 4 damage (crit 6).	
Ⓣ Small Rock (standard; at-will)	
Ranged 5; +6 vs. AC; 3 damage.	
Shifty (minor; at-will)	
The kobold shifts 1 square as a minor action.	
Trap Sense	
The kobold gains a +2 bonus to all defenses against traps.	
Alignment Evil	Languages Common, Draconic
Str 8 (-1)	Dex 14 (+2) Wis 12 (+1)
Con 12 (+1)	Int 9 (-1) Cha 10 (+0)
Equipment leather armor, war pick, backpack	

TACTICS

The kobold dragonshields hold their ground while the kobold slinger fires at the PCs from a distance. Any PC with a passive Insight 12 or greater can tell that the dragonshields are surprisingly brave—they know that the wyrmling will soon come to their rescue.

The miners avoid combat, but if a target move near the rock pile trap, a miner attempts to push the rock pile on to the PCs. With an Athletics check of -1, it is likely the miner will fail the attempt—describe what the kobold is doing to give the characters the chance to do the same thing in return.

If the battle turns sour, some of the kobold miners flee by either moving deeper into the cavern or by leaping into the hole in the floor. If a character moves next to a fleeing miner, the miner shifts away as a minor action on its turn and flees. If any kobolds escape through the tunnel (which is likely), the PCs cannot gain surprise in any encounter for the rest of the adventure unless they take an extended rest.

FEATURES OF THE AREA

Illumination: Hesskin has commanded the kobolds to illuminate the entire cavern because he has no natural ability to see in the dark. Several torches are crudely bolted to the walls throughout the chamber, providing bright light.

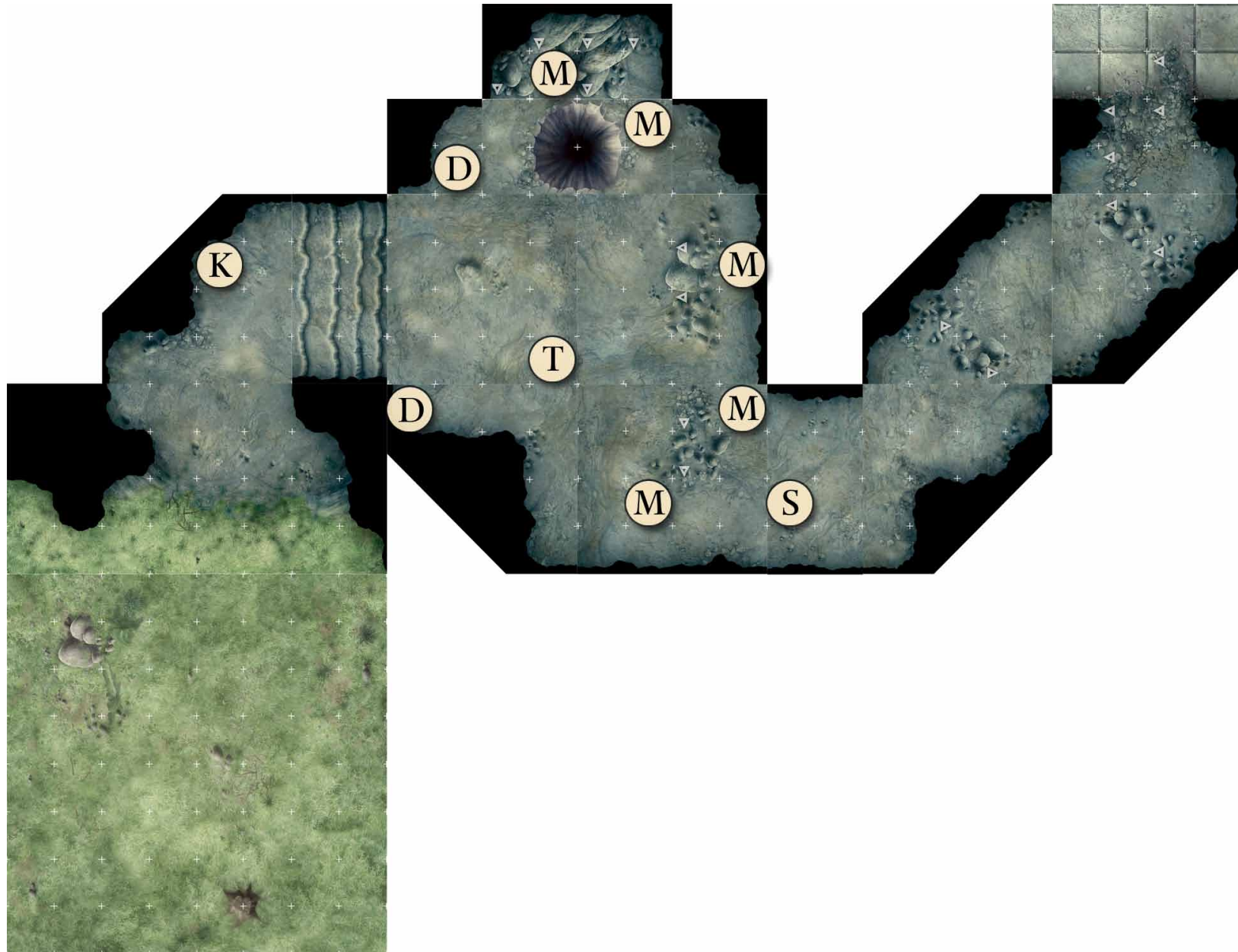
Rock Piles: The kobold's mining operations has resulted in many rock piles throughout the cavern. These piles of stone are difficult terrain. One rock pile is precariously stacked and might fall with some encouragement. The location of this single-use terrain is marked on the map (T).

Sinkhole: In the middle of the room is a sinkhole that leads to a network of tunnels below the ground. Small creatures can squeeze through the tunnels, and creatures that are Tiny or smaller have no movement penalties. A multitude of tunnels grant fleeing kobolds many opportunities to hide, but an energetic halfling or gnome could attempt to track the miners down. For each kobold that escaped down the hole that an adventurer chases, have that character attempt a DC 10 Dungeoneering check to determine if they can catch up to a miner. Success indicates the character finds a kobold and combat ensues; if the character fails, he or she manages to find a kobold as well, but loses a healing surge during the hunt. Each attempt takes 10 minutes.

Kobold Slinger (S) Small natural humanoid (reptile)	Level 1 Artillery XP 100
Initiative +3	Senses Perception +1; darkvision
HP 24; Bloodied 12	
AC 13; Fortitude 12, Reflex 14, Will 12; see also <i>trap sense</i>	
Speed 6	
⊕ Dagger (standard; at-will) ◆ Weapon +5 vs. AC; 1d4 + 3 damage.	
⊗ Sling (standard; at-will) ◆ Weapon Ranged 10/20; +6 vs. AC; 1d6 + 3 damage; see also <i>special shot</i> .	
Special Shot The kobold slinger can fire special ammunition from its sling. It typically carries 3 rounds of special shot, chosen from the types listed below. A special shot attack that hits deals normal damage and has an additional effect depending on its type: <i>Stinkpot:</i> The target takes a -2 penalty to attack rolls (save ends). <i>Firepot (Fire):</i> The target takes ongoing 2 fire damage (save ends). <i>Gluepot:</i> The target is immobilized (save ends).	
Shifty (minor; at-will) The kobold shifts 1 square.	
Trap Sense The kobold gains a +2 bonus to all defenses against traps.	
Alignment Evil	Languages Common, Draconic
Str 9 (-1)	Dex 17 (+3) Wis 12 (+1)
Con 12 (+1)	Int 9 (-1) Cha 10 (+0)
Equipment leather armor, dagger, sling	

Kethendtir has the arrogance of youth, and at the beginning of the combat he believes he is assured of victory. When he leaps out of the ground, the wyrmling engulf the party with his breath weapon and follows up with a *sand cloud* attack. If none of the characters are blinded, he tries to use his kobold allies and flanking partners as he resorts to melee attacks. Once his hit points have been reduced to 15 or below, he burrows through the sand and flees into the cave, attempting to get help from his dragonborn allies.

Kethendtir, Brown Dragon Wyrmling (K) Medium natural magical beast (dragon)	Level 2 Elite Lurker XP 250
Initiative +6	Senses Perception +3; darkvision, tremorsense 10
HP 64; Bloodied 32	
AC 19; Fortitude 19, Reflex 16, Will 16	
Resist 5 fire	
Saving Throws +2	
Speed 7, burrow 6, fly 4 (hover)	
Action Points 1	
⊕ Bite (standard, at-will) +7 vs. AC; 1d8+4 damage.	
⊕ Claw (standard, at-will) +7 vs. AC; 1d6+4 damage.	
⊕ Double Attack (standard, at-will) The dragon makes two claw attacks.	
⊗ Sand Spray (immediate reaction, when an enemy targets the dragon with a ranged attack, at-will) The wyrmling attacks the triggering enemy; ranged 10; +6 vs. Reflex; 1d6+1 damage, and the target is blinded until the end of the dragon's next turn.	
✱ Breath Weapon (standard; recharges when first bloodied, encounter) Close blast 4; +6 vs. Fortitude; 2d8+2 damage, and the target is blinded (save ends).	
Sand Cloud (move, recharge [E]) ◆ Polymorph The wyrmling transforms into a cloud of sand and shifts a number of squares up to its speed. It can move through occupied squares but must end in a legal space. Any creature whose space the dragon enters takes 1d6 + 4 damage and is blinded (save ends). The wyrmling returns to its normal form after this move.	
Combat Advantage The wyrmling deals 1d6 extra damage against any target it has combat advantage against.	
Alignment Evil	Languages Draconic
Skills Endurance +8, Stealth +7	
Str 19 (+5)	Dex 12 (+2) Wis 14 (+3)
Con 14 (+3)	Int 12 (+2) Cha 10 (+1)



L2: THE LOST LIBRARY

Encounter Level 2 (725 XP)

SETUP

- Gravash, dragonborn swiftblade (G)
- 1 kobold dragonshield (D)
- 2 kobold miners (M)
- 2 kobold slinger (S)
- Warded desk trap

The PCs continue down a recently excavated passage and discover a well-crafted room carved out of the bedrock. Piles of rock lie by the entry to the cavern where the kobolds broke into the chamber.

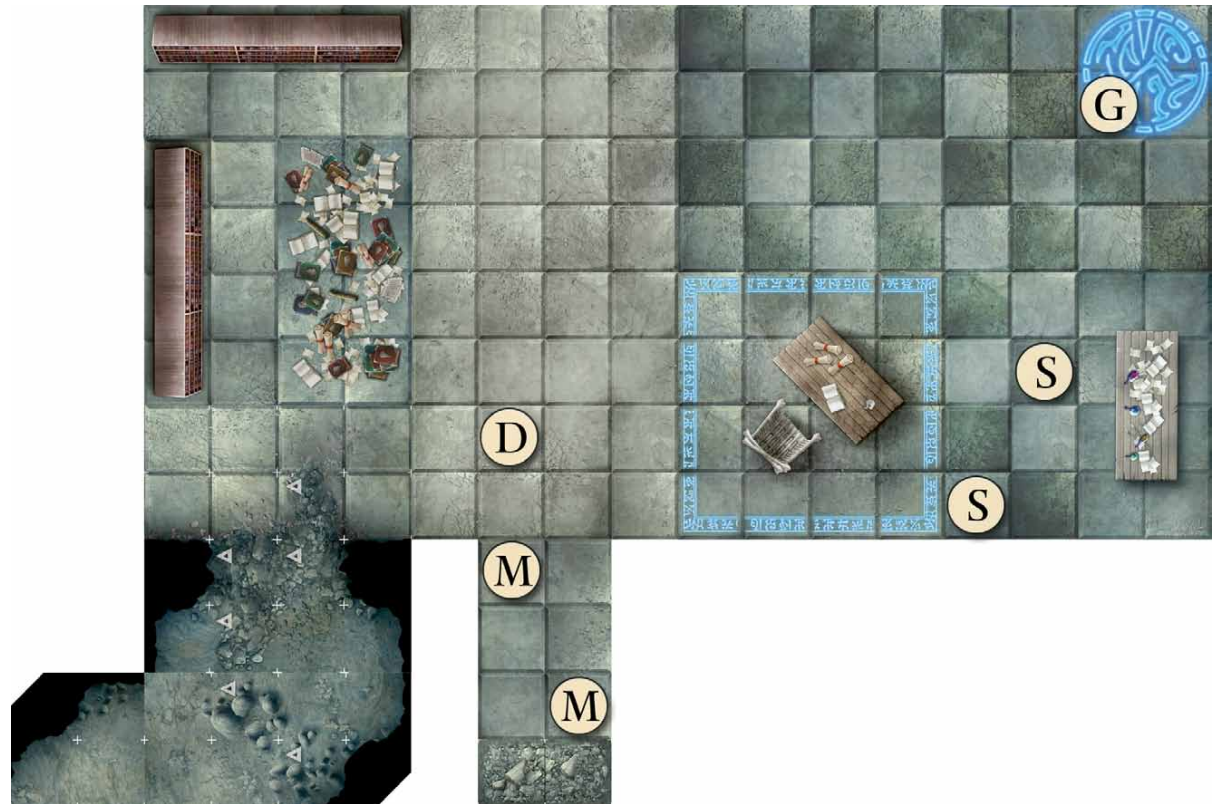
When the PCs enter the room, read:

As you turn the corner, the natural walls of the passage abruptly transition into well-crafted stonework. A rock wall that sealed off the tunnel has been pushed down and now lies scattered on the floor, allowing access to a chamber illuminated by a soft blue glow.

Two ransacked bookshelves lean against the walls of the room. The contents of the shelves have been thrown into a moldering pile on the floor.

An antique desk sits near the middle of the room, surrounded by glowing dwarven runes carved into the floor. Behind the desk is a wooden table covered in alchemical equipment. In the far corner of the room, a humming arcane portal hovers a few inches above a glowing circle carved into the floor.

As a small clutch of kobolds turn to face you, a dragonborn clad in leather armor unsheathes a longsword and nimbly advances, snarling.



TACTICS

Gravash is overconfident and does not see the PCs as a threat. He takes tactically poor decisions to show off his training: He won't concentrate on one foe, but instead leap over one foe with *end-over-end strike*, and then follow up with a *longsword* attack against a different target.

The kobold dragonshield reluctantly joins Gravash in combat, moving into a flanking position when possible. The kobold slingers attack the PCs from behind the warded desk, using it to gain cover against the characters. The miners cower in the hallway, only emerging if they can strike at an opponent without provoking an opportunity attack. Gravash and the kobolds all know about the trapped desk and won't willingly trigger it.

Gravash, Level 2 Elite Skirmisher	
Dragonborn Swiftblade (G)	
Medium natural humanoid	XP 250
Initiative +7 Senses Perception +2	
HP 74; Bloodied 37	
AC 16; Fortitude 13, Reflex 16, Will 13	
Resist 5 fire	
Saving Throws +2	
Speed 6	
Action Points 1	
⊕ Longsword (standard; at-will) ♦ Weapon	
+7 vs. AC (+8 while bloodied); 1d8 + 4 damage	
⊕ End-Over-End Strike (move; at-will)	
Gravash makes a longsword attack and then shifts up to 3 squares to a square adjacent to the target. Gravash can shift through the target's square during this movement.	
↩ Dragon Breath (minor; encounter) ♦ Fire	
Close blast 3; +5 vs. Reflex (+6 while bloodied); 1d8 + 4 fire damage	
Roll with the Blow (immediate reaction; at-will)	
<i>Trigger:</i> Gravash is hit by a melee or ranged attack. <i>Effect:</i> Gravash shifts 1 square.	
Tumble (move; encounter)	
Gravash shifts 6 squares.	
Alignment Evil	Languages Common, Draconic
Str 13 (+2)	Dex 19 (+5) Wis 13 (+2)
Con 13 (+2)	Int 7 (-1) Cha 10 (+1)
Equipment leather armor, longsword	

Kobold Dragonshield (D) Level 2 Soldier	
Small natural humanoid (reptile)	XP 125
Initiative +4 Senses Perception +2; darkvision	
HP 36; Bloodied 18	
AC 18; Fortitude 14, Reflex 13, Will 13; see also <i>trap sense</i>	
Resist 5 fire	
Speed 5	
⊕ Short Sword (standard; at-will) ♦ Weapon	
+7 vs. AC; 1d6 + 3 damage, and the target is marked until the end of the kobold dragonshield's next turn.	
Dragonshield Tactics (immediate reaction, when an adjacent enemy shifts away or an enemy moves adjacent; at-will)	
The kobold dragonshield shifts 1 square.	
Mob Attack	
The kobold dragonshield gains a +1 bonus to attack rolls per kobold ally adjacent to the target.	
Shifty (minor; at-will)	
The kobold shifts 1 square.	
Trap Sense	
The kobold gains a +2 bonus to all defenses against traps.	
Alignment Evil	Languages Common, Draconic
Skills Acrobatics +5, Stealth +7, Thievery +7	
Str 14 (+3)	Dex 13 (+2) Wis 12 (+2)
Con 12 (+2)	Int 9 (+0) Cha 10 (+1)
Equipment scale armor, heavy shield, short sword	

2 Kobold Miners (M) Level 1 Minion Skirmisher	
Small natural humanoid (reptile)	XP 25
Initiative +4 Senses Perception +1; darkvision	
HP 1; a missed attack never damages a minion.	
AC 15; Fortitude 11, Reflex 13, Will 11; see also <i>trap sense</i>	
Speed 6	
⊕ Pick (standard; at-will) ♦ Weapon	
+6 vs. AC; 4 damage (crit 6).	
⊕ Small Rock (standard; at-will)	
Ranged 5; +6 vs. AC; 3 damage.	
Shifty (minor; at-will)	
The kobold shifts 1 square as a minor action.	
Trap Sense	
The kobold gains a +2 bonus to all defenses against traps.	
Alignment Evil	Languages Common, Draconic
Str 8 (-1)	Dex 14 (+2) Wis 12 (+1)
Con 12 (+1)	Int 9 (-1) Cha 10 (+0)
Equipment leather armor, war pick, backpack	

2 Kobold Slingers (S) Level 1 Artillery	
Small natural humanoid (reptile)	XP 100
Initiative +3 Senses Perception +1; darkvision	
HP 24; Bloodied 12	
AC 13; Fortitude 12, Reflex 14, Will 12; see also <i>trap sense</i>	
Speed 6	
⊕ Dagger (standard; at-will) ♦ Weapon	
+5 vs. AC; 1d4 + 3 damage.	
⊕ Sling (standard; at-will) ♦ Weapon	
Ranged 10/20; +6 vs. AC; 1d6 + 3 damage; see also <i>special shot</i> .	
Special Shot	
The kobold slinger can fire special ammunition from its sling. It typically carries 3 rounds of special shot, chosen from the types listed below. A special shot attack that hits deals normal damage and has an additional effect depending on its type:	
<i>Stinkpot:</i> The target takes a -2 penalty to attack rolls (save ends).	
<i>Firepot (Fire):</i> The target takes ongoing 2 fire damage (save ends).	
<i>Gluepot:</i> The target is immobilized (save ends).	
Shifty (minor; at-will)	
The kobold shifts 1 square.	
Trap Sense	
The kobold gains a +2 bonus to all defenses against traps.	
Alignment Evil	Languages Common, Draconic
Str 9 (-1)	Dex 17 (+3) Wis 12 (+1)
Con 12 (+1)	Int 9 (-1) Cha 10 (+0)
Equipment leather armor, dagger, sling	

**Warded Desk
Trap****Level 1 Warder
XP 100****Trap:** A 4-by-4 section of the floor is ringed with runes.**Perception**

No check is necessary to notice the glowing runes.

Additional Skill: Arcana

◆ **DC 15:** The character notices that anyone crossing the runes is attacked by a sonic pulse that can temporarily disable them.

Trigger

The trap attacks when a creature enters one of the trap's four squares.

Attack**Immediate Reaction****Close Burst 1****Attack:** +4 vs. Fortitude**Hit:** The target takes 1d6 damage and is dazed until the end of its next turn.**Countermeasures**

- ◆ Saying the command word makes the trap ignore a character for 24 hours.
- ◆ An adjacent character can disable the trap for 5 minutes with a DC 15 Thievery check.
- ◆ An adjacent character deciphers the runes and discovers the trap's command word with a DC 20 Arcana check.

FEATURES OF THE AREA

Illumination: The glowing runes around the desk and magic circle illuminate the room with dim light.

Collapsed Wall: The wall the kobolds broke through lies in pieces on the floor and now counts as difficult terrain.

Pile of Books: The books are in very poor condition due to centuries of abuse by the elements, but with some study it can be determined that these books deal with esoteric arcane knowledge, such as the creation of magical items or the history of the Elemental Chaos. A PC could repair the books with a Make Whole ritual, but doing so would take over 3 hours to repair all twenty books. Each repaired book is worth 10 gp to a historian. (After including the cost of the ritual, the PCs gain 160 gp, approximately one

treasure parcel.) This is a good opportunity to introduce alchemical formulas or ritual books if desired for your campaign.

If hired to recover Emeranith's stolen books, they are found here. The books include information about the history of the local lands, especially the period before the meteor hit.

Desk: the desk contains *Voran's eternal chalk* and a few scraps of paper written in a goliath dialect of Dwarven. The paper is yellowed with age, but some writing can be deciphered, including a fragment from a journal:

It is fitting that the lantern's elemental flame grants access to my library; only the knowledge in these books has granted me the power to tame the elements. My mastery over earth and stone continues to grow. I excavated the Tomb in record time and the portal opens perfectly when I blow the whistle.

I wish I did not need a tomb, but I've chased off too many grave robbers over the past few months. I could not risk Locantra's body being stolen. I moved entire blocks of earth at once, but they are now safe deep underground—the dead shall lie in peace.

I have only one chamber left to build, but it will be the most difficult of all. I am almost finished with the key—just one final enchantment and the battle standard will be complete.

Caved-In Passage: The short passage collapsed when the meteor struck, isolating the library from outside. Clearing out the tunnel would be as much work as digging a new tunnel. The end of the passage counts as difficult terrain.

Alchemical Bench: Most of the ingredients on the bench are dried up and useless. PCs searching the desk find two vials of alchemist's acid (*Adventurer's Vault*, page 24) and 50 gp of alchemical reagents.

Portal: The portal in the corner leads to the final room in this portion of Voran's library, and encounter L3.

L3: THE INNER SANCTUM

Encounter Level 4 (875 XP)

SETUP

Hesskin, dragonborn hunter (H)

Nibbik, kobold wyrm Priest (N)

2 kobold slingers (S)

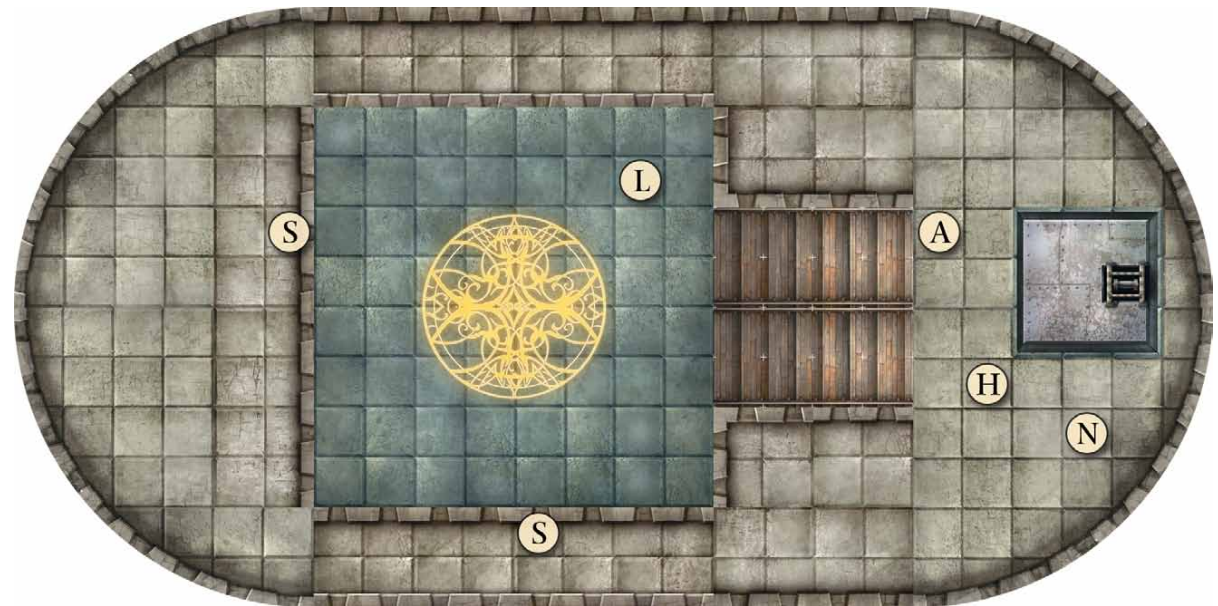
1 arbalester (A)

This is Voran's inner sanctum, the heart of his distributed laboratories buried deep underground. Hesskin and Nibbik only recently started exploring this chamber when the PCs interrupt them.

When the PCs enter this room, read:

As you step through the portal, you feel your bodies shifted through miles of rock in a moment that feels both instantaneous and endless. You feel your form coalesce in a rocky chamber standing in a glowing yellow circle. A hovering lantern stands a short distance away, illuminating the room. Before you is a wooden staircase leading up to the rest of the room. At the top of the stairs stands a dragonborn clad in scale next to a small ballista that swivels, of its volition, in your direction.

If any of the kobolds escaped from encounter L1 and the party hasn't taken an extended rest, Hesskin immediately fires a crossbow bolt at the first character that comes out of the portal, beginning combat.



Perception DC 15: The character spots the rest of the kobolds. If the adventurers are unaware of the kobolds, the creatures have combat advantage when they make their first attack.

Three kobolds skirt the perimeter of the room, getting ready to attack!

TACTICS

Hesskin prefers to start the combat by firing his crossbow from the top of the stairs, defending the arbalester from attack. Hesskin is patient—he won't rush into melee until the kobold slingers, the arbalester, or Nibbik are overwhelmed.

The arbalester's guarded area is the 4-square by 4-square magic circle in the middle of the room; if any PC is in that area at the start of the arbalester's turn, the arbalester recharges its *double shot* power. The arbalester moves only when necessary.

The kobold slingers are crafty—they use their *gluepot special shot* against enemies in the magic circle, providing the arbalester ample targets for its attacks.

Nibbik is a coward and tries to keep Hesskin between himself and the PCs. Nibbik uses *incite faith* early in the encounter to protect his slingers. Once Hesskin is defeated, Nibbik surrenders. He prefers to surrender to a dragonborn PC if possible, pledging himself and the remaining kobolds to do the heroes' will.

Hesskin, Dragonborn Hunter (H)		Level 4 Elite Brute
Medium natural humanoid		XP 350
Initiative +4	Senses Perception +3	
HP 138; Bloodied 69		
AC 16; Fortitude 18; Reflex 16; Will 15		
Saving Throws +2		
Speed 5		
Action Points 1		
⚔ Longsword (at-will; standard) ♦ Weapon +7 vs. AC; +8 while bloodied; 1d8 + 6 damage.		
🏹 Crossbow (at-will; standard) ♦ Weapon Ranged 15/30; +7 vs. AC; +8 while bloodied; 1d8 + 4 damage.		
⚔ Cleave (at-will; standard) ♦ Weapon +7 vs. AC; +8 while bloodied; 1d8 + 6 damage, and another enemy adjacent to Hesskin takes 6 damage		
⚔ Powerful Slice (standard; recharge [1]) ♦ Weapon +7 vs. AC; +8 while bloodied; 2d8 + 6 damage, and the target is pushed 1 square and knocked prone.		
⚡ Dragon Breath (encounter; minor) ♦ Cold Close blast 3; +7 vs. Reflex; +8 while bloodied; 1d8 + 3 cold damage.		
Alignment Evil	Languages Common, Draconic	
Skills Endurance +11, Intimidate +6		
Str 17 (+5)	Dex 15 (+4)	Wis 13 (+3)
Con 19 (+6)	Int 12 (+3)	Cha 9 (+1)
Equipment scale armor, longsword, crossbow, 30 crossbow bolts		

Nibbik, Kobold Wyrmpriest (N)		Level 3 Artillery (Leader)
Small natural humanoid		XP 150
Initiative +4	Senses Perception +4; darkvision	
HP 36; Bloodied 18		
AC 15; Fortitude 13; Reflex 15; Will 15; see also <i>trap sense</i>		
Speed 6		
⚔ Spear (standard; at-will) ♦ Weapon +7 vs. AC; 1d8 damage.		
🔥 Energy Orb (standard; at-will) ♦ Fire Ranged 10; +6 vs. Reflex; 1d10 + 3 fire damage.		
⚡ Incite Faith (minor; encounter) Close burst 10; kobold allies in the burst gain 5 temporary hit points and shift 1 square.		
⚡ Dragon Breath (standard; encounter) ♦ Fire Close blast 3; +6 vs. Fortitude; 1d10 + 3 fire damage. <i>Miss</i> : Half damage.		
Shifty (minor; at-will) The kobold shifts 1 square.		
Trap Sense The kobold gains a +2 bonus to all defenses against traps.		
Alignment Evil	Languages Common, Draconic	
Skills Stealth +10, Thievery +10		
Str 9 (+0)	Dex 16 (+4)	Wis 17 (+4)
Con 12 (+2)	Int 9 (+0)	Cha 12 (+2)
Equipment hide armor, spear, bone mask		

2 Kobold Slingers (S)		Level 1 Artillery
Small natural humanoid (reptile)		XP 100
Initiative +3	Senses Perception +1; darkvision	
HP 24; Bloodied 12		
AC 13; Fortitude 12, Reflex 14, Will 12; see also <i>trap sense</i>		
Speed 6		
⚔ Dagger (standard; at-will) ♦ Weapon +5 vs. AC; 1d4 + 3 damage.		
🏹 Sling (standard; at-will) ♦ Weapon Ranged 10/20; +6 vs. AC; 1d6 + 3 damage; see also <i>special shot</i> .		
Special Shot The kobold slinger can fire special ammunition from its sling. It typically carries 3 rounds of special shot, chosen from the types listed below. A special shot attack that hits deals normal damage and has an additional effect depending on its type: <i>Stinkpot</i> : The target takes a -2 penalty to attack rolls (save ends). <i>Firepot (Fire)</i> : The target takes ongoing 2 fire damage (save ends). <i>Gluepot</i> : The target is immobilized (save ends).		
Shifty (minor; at-will) The kobold shifts 1 square.		
Trap Sense The kobold gains a +2 bonus to all defenses against traps.		
Alignment Evil	Languages Common, Draconic	
Str 9 (-1)	Dex 17 (+3)	Wis 12 (+1)
Con 12 (+1)	Int 9 (-1)	Cha 10 (+0)
Equipment leather armor, dagger, sling		

Arbalester	Level 4 Artillery
Medium immortal humanoid (construct, homunculus) XP 175	
Initiative +6	Senses Perception +9; darkvision
HP 43; Bloodied 21	
AC 16; Fortitude 15, Reflex 17, Will 15	
Immune disease, poison	
Speed 6	
⊕ Slam (standard, at-will)	
+11 vs. AC; 1d6+4 damage.	
⊕ Bolt (standard, at-will)	
Ranged 20/40; +11 vs. AC; 1d10+4 damage.	
↘ Double Shot (standard, recharge ☞☞☞☞☞)	
The arbalester makes two bolt attacks, each against a different target. The targets must be within 5 squares of each other.	
Guard Area	
At the start of the arbalester's turn, if an enemy is in its guarded area, the arbalester recharges its <i>double shot</i> power.	
Alignment Unaligned	Languages –
Str 15 (+4)	Dex 18 (+6) Wis 15 (+4)
Con 13 (+3)	Int 5 (-1) Cha 8 (+1)

FEATURES OF THE AREA

Illumination: The floating lantern (L on the map) provides bright light to all squares on the lower platform and the stairs, but the rest of the chamber is dim light.

Lower Platform: The 8-square by 8-square platform with the magic circle is 2 squares below the rest of the room. The walls count as a rough surface (Athletics DC 20 to climb.)

Stairs: The stairs count as difficult terrain.

Portal Circle: This circle is a link to all of Voran's chambers. While *Voran's floating lantern* illuminates the circle, the portal to the library remains open. If a character that searches the circle succeeds at a DC 15 Perception check, they notice the ground around the circle is covered with a fine red chalk dust. Once the lantern no longer illuminates the circle, the portal closes.

If another one of Voran's item keys is used by the circle, a portal opens allowing access to another chamber. *Voran's floating lantern* creates the link to the library. If *Voran's eternal chalk* is used to draw a red line in the circle, a portal is opened to Voran's study, area A2 in the Chaos Scar adventure "Stick in the Mud". (If the keep has not been explored, describe a thick mud slowly coming through the portal if it is activated.) The portal remains open until the party takes an extended rest.

Hatch: The hatch requires a DC 20 Athletics check to open. Below the hatch is a set of circular stairs that lead to a small living area that provides enough room for the characters to take an extended rest. The hatch can be bolted from within (Thievery DC 20 to open). The living area is enchanted, providing individual resting chambers for up to ten creatures. The name of each of the PCs is written on one of these doors. Items left in the chamber will be there when the owner returns.

About the Author

Peter Lee works as a game designer for Wizards of the Coast, where he splits his time between RPG design and leading the design for *D&D Miniatures*.