

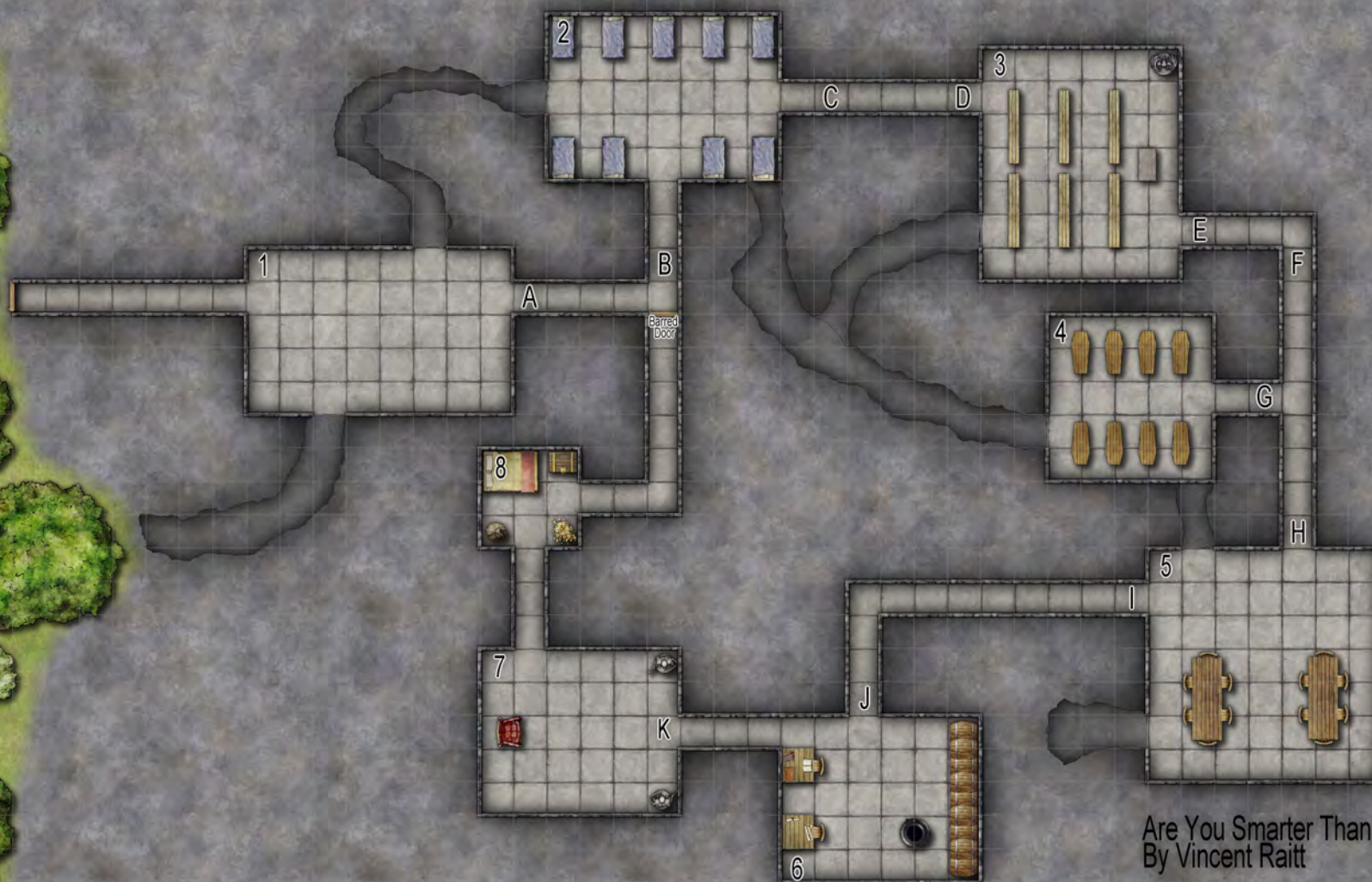
The outside has a barred door leading inside and a cave found with some searching.

Rooms

- 1: An entryway with three kobolds (MM 195) on guard duty. The door down the corridor is barred from the other side.
- 2: A Dormitory with four kobolds sitting on the floor, playing dice.
- 3: A chancel with a statue of a nothic (MM 235) in the corner, and four kobolds sitting around a fire.
- 4: A room with eight coffins, each containing 2d6 gold. If a coffin is disturbed, a specter (MM 279) appears.
- 5: A cafeteria with one kobold in the room. If still alive on it's turn, it calls for help, and three kobolds with pickaxes come out of the cave to the left.
- 6: An empty room, split into a storage and a study room. On the bottom left table is a spell scroll of the spell Find Traps (PHB 241).
- 7: A throne room with a Vhight (MM 300) sitting on the throne. If trap 'K' was triggered, the Animated Armors (MM 19) attack as well.
- 8: A master bedroom with 2400 CP, 1000 SP, and 70 GP, nine 50 GP Gemstones, and two Magic Items of appropriate power.

Traps:

- A: An already triggered spike pit with a kobold corpse in it.
B: Spike Pit|DC 12 Dex Save|1d10 Pierce on fail.
C: Poison Gas|DC 12 Con Save|1d10 Poison on fail.
D: Poison Dart|+5 to Hit|On hit, target paralyzed for 30 seconds.
E: Magic Trap|When within 5 feet, the statue in the previous room turns into a nothic.
F: Spike Pit|DC 13 Dex Save|1d12 Pierce on fail.
G: Flamethrower|DC 13 Des Save|1d12 Fire on Fail
H: A cave in occurs on the 'H' Tile|DC 15 Dex Save to land on the other side|Blocks the corridor afterwards
I: Poisoned Spears|DC 14 Dex Save|1d10 Pierce and 1d6 Poison on a fail.
J: A Bladed Axe swing|DC 15 for the initial swing, DC 13 for subsequent swings|1d12 Slash on a fail
K: Magic Trap|When stepped on, the suits of armor in room 7 animate (MM 19)



Are You Smarter Than a Kobold?
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