

Dungeon Crawl Classics Compatible Adventure for a Party of 6 to 10 Level 1 Characters

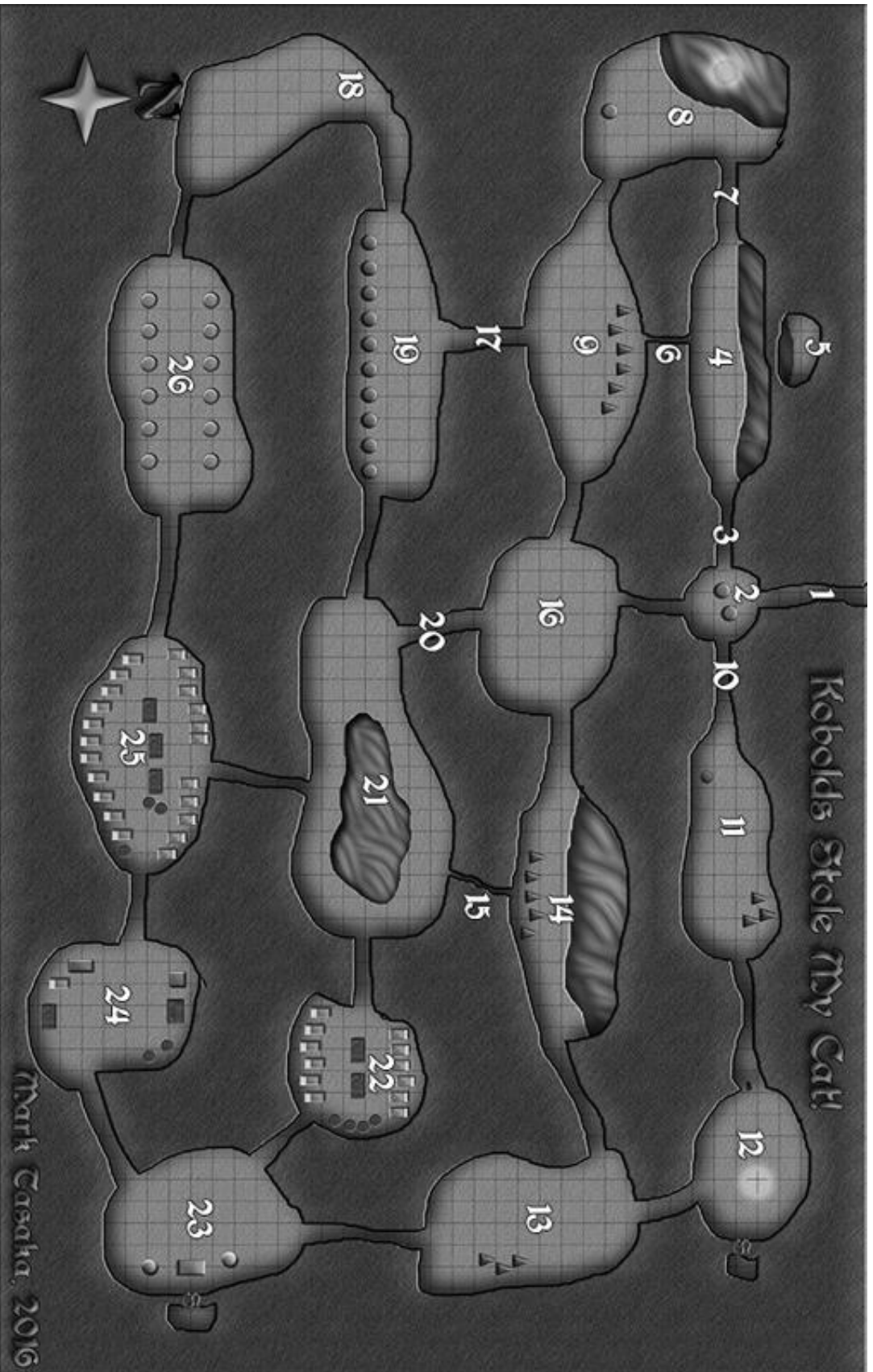
# Kobolds Stole My Cat!



Written by Mark Tasaka, 2016  
[www.oldschooladventures.org](http://www.oldschooladventures.org)

COMPATIBLE WITH  
**DCC  
RPG**

Dungeon Crawl Classics is a trademark of Goodman Games



# Table of Contents

Introduction	4
Part 1: Finding Mrs. Wynnworth	4
The Happy Halfling Tavern	4
Table 1-1: Rumours	7
Mrs. Wynnworth's Home	8
Part 2: The Search for Mr. Mu	10
Poisoned Spiked Pit Traps	11
Table 2-1: Mushroom Effects	11
Table 2-2: Kobold Random Items	11
Table 2-3: Poison Effects	12
Table 2-4: Kobold Patrols/Ambush Groups	12
The Tunnels	13
Conclusion	26
Appendix: NPC Character Sheets	28

# Kobolds Stole My Cat!

Written by Mark Tasaka, 2016

**“KOBOLDS STOLE MY CAT! *I saw them take Mr. Mu, my precious little cat. I chased after those kobolds with my broom. I chased after the kobolds downstairs to the basement, where I watched them disappear with Mr. Mu through a trap door. How dare they steal my precious Mr. Mu!***

***‘Mr. Mu is no ordinary cat, mind you. He's a clever cat, and I am sure that Mr. Mu is able to talk his way out of being eaten by those nasty little kobolds. But, Mr. Mu is only a cat, and he needs help finding his way back home.***

***‘Please help me! Please return my precious Mr. Mu to me. I'll give whoever rescues Mr. Mu my family jewels. The jewels are worth at least 500 gold pieces.’***

***~Mrs. Wynworth, Resident of Greenleaf***

## Introduction:

**Kobolds Stole My Cat!** is a Dungeon Crawl Classics Compatible Adventure designed for a party of 6 to 10 Level 1 Characters. This adventure is divided into two main parts.

**Part 1: Finding Mrs. Wynworth** consists primarily of role playing, whereby the players will gather information related to this adventure. The players will uncover rumours about the adventure: some of which are true, while others are false. As well, the players could recruit non-playing characters (NPC) to join their party and gain items of value that will come into play in the second part of the adventure.

**Part 2: Rescuing Mr. Mu** consists of exploring the tunnels under Mrs. Wynworth's basement;

there the players will battle monsters, uncover treasure and rescue Mrs. Wynworth's lost cat.

It should be noted that throughout this Adventure there are blocks of text in *italics*. These parts are intended to be read aloud to the players.

## Part 1: Finding Mrs. Wynworth:

*You find yourself walking down a dirt road to a small village in the distance. As you walk, you reflect on the events of the past few weeks. It was only a few weeks ago when you were a mere peasant living in some nameless village, destined to live a life of poverty and boredom. You think back to that day when you, along with a number of others from your village, took up the challenge to become Adventurers.*

*Many of those who had taken up that challenge with you had perished. But, through skill and luck you had survived. Now, you are an Adventurer. But, as a newly forged Adventurer you will need gold to upgrade your weapons and gear. Moreover, you will need to develop your reputation as a monster slayer and to make a name for yourself in the world.*

*This is the reason why you find yourself walking down this dirt road to the village ahead. You gained information that a lady by the name of Mrs. Wynworth has had her cat kidnapped by a gang of kobolds, and is offering her family jewels as a reward for rescuing her cat.*

*Saving a cat from a gang of kobolds may not be the most epic adventure, but you know that even the mightiest of heroes have to start somewhere.*

At this point, encourage the players to introduce their characters to each other. After the players have introduced their characters, read the following:

*As you come nearer to the village you see a sign with a painting of a green leaf and the symbol for 'village' underneath.*

*At last, you have arrived at the village of Greenleaf! Now, you have to figure out where Mrs. Wynworth lives. You see what appears to be a tavern a short distance away. There is a crudely constructed sign hanging over the door of a converted barn. The sign has a simple drawing of a mug of ale, and written underneath it are the words 'The Happy Halfling Tavern.'*

*You know that a tavern will be the best place to gather information about the whereabouts of Mrs. Wynworth's home. Moreover, judging by the size of this village this is likely the only tavern around.*

### **The Happy Halfling Tavern**

Allow the players to make their own decision to enter the tavern. When they have done so, read the following:

*You enter the tavern, and see a massive bear of a man standing behind a simple bar, made out of salvaged pieces of wood and barrels. Sitting at one end of the bar are a group of villagers engage in conversation; sitting on the opposite end of the bar is a man drinking in solitude, with what appears to be a small colony of flies circling around him.*

*There is a young barmaid servicing food to a group of dwarves in the corner of the room. The other tables are occupied by an elderly couple eating together, a young man eating his meal with a sheep and a woman dressed in a dark green cloak talking to a man wearing chainmail.*

*The man behind the bar looks up at you and smiles, revealing a mouthful of sharp crooked*

*teeth. "Welcome to the Happy Halfling Tavern," he says, "We served the finest ales in Greenleaf. One copper piece for a mug of ale. Two copper pieces for a mug of ale and a meal. We also accept trade if coin is what you are lacking."*

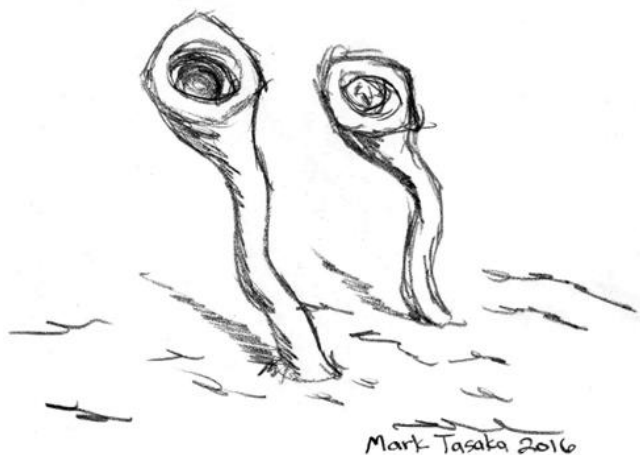
### **Drink, Food and Using the Outhouse**

The players could purchase a mug of ale, mead or beer for one copper piece. The tavern also serves smaller glasses of wine and spirits for the same price. The drinks are of an average quality. The meal consists of a bowl of stew, served with some bread and a mug of ale. The stew is tasty and filling. The meal costs 2 copper.

**The Outhouse:** after the players have started to eat and drink, mention to one of the players that they need to use the washroom. The outhouse is located outside, behind the tavern.

There is a small coin pouch, on the ground, outside of the outhouse (this should be easy for the player to find). Inside the coin pouch are 3 silver coins and a strange key with runes written on the key. The silver coins are ancient coins that are heavily tarnished and discoloured with age. The runes on the key are in kobold and say 'treasure chest'. The key will unlock a treasure chest in the second part of this adventure.

When the player is using the outhouse they will get the sensation that they are being watched and will hear strange noises coming from the bottom of the outhouse. If the player looks to the bottom of the outhouse, they will see movement coming from the waste; they will also see a series of eyes look up at them and then disappear inside the waste.



If the player ask the bartender (Roth) or the barmaid (Ruen) about what they heard (or saw) in the outhouse, they will receive the following reply: "That's Oscar. She lives down there. She's great help."

No one in the village knows exactly what Oscar is. Oscar recently had 'babies' who have migrated to the other outhouses in the village. It seems everyone in the village, with the exception of Travyer the Gong Farmer, loves Oscar and her 'babies'.

## The Tavern Occupants

In order for the players to gather information on the whereabouts of Mrs. Wynworth, they must talk to the occupants of the tavern. Below is a list and description of the tavern occupations. See the Rumours Table for the pieces of information that the players could receive.

As well, the players could gain the services of non-playing characters through their conversations with the tavern occupants.

**The Bartender:** Roth is the owner and bartender of The Happy Halfling Tavern. He is a

massive man standing nearly 7' tall, and weighs over 300 lbs. It is rumoured that Roth has an ogre, or other such monster in his ancestry. Despite his intimidating appearance, Roth is a kind and fair person, and provides excellent service to his customers.

**Villagers at the bar:** the group of villagers at the bar are life long residents of Greenleaf, and could provide the players with information (see Rumours Table) about Mrs. Wynworth and her missing cat.

**The Man sitting alone at the bar:** Trayver Lugndor (see character card in Appendix for statistics) is the local Gong Farmer, who seems to be out of work as a result of 'Oscar' having a bunch of 'babies' (see **Outhouse** for more details about Oscar). Trayver is no adventurer, but is seriously thinking about changing careers, and will offer to join the party.

Trayver is a lifelong resident of Greenleaf, and could provide the party with information (see Rumours Table) related to this adventure. Trayver possesses a small obsidian sphere, roughly the size of a human eye. Trayver came across the sphere one night, while he was transporting a wheel barrel full of 'night soil' to the outskirts of the village. That night, Travyer witnessed the sphere fall out of a kobold's pouch as it was fleeing away from Farmer Grub and his vicious dogs (the kobolds had gotten into Farmer Grub's hen house again).

The obsidian sphere is valuable to Trayver, and he will not part from it. Thus, it would be wise for the players to accept his offer to join the party, as the obsidian sphere will reveal an item of value in the second part of this adventure.

As for the reason why the flies are circling around Trayver, this is due to the large sack of 'night soil' he carries with him.

**The Barmaid:** Ruen is Roth's daughter, and is the spitting image of her father. She will serve the players their drinks and meals if they decided to sit at one of the tables.

**The Dwarves:** the dwarves are travelling artisans who are passing through Greenleaf and have arrived at the tavern a short time ago. They speak broken common, and have heavy accents. The dwarves are not interesting in engaging in a conversation with the players.

**The Elderly Couple:** Gus and Hilga are lifelong residences of Greenleaf, who could provide the players with information (see Rumours Table) about this adventure.



**The Man eating his meal with his Sheep:** Lufghar Borjin (see character card in Appendix for statistics) is a local farmer, who dreams of becoming an adventurer. Lufghar will express an interest in joining the players if a conversation should arise between the players and Lufghar. The sheep accompanying Lufghar is Larr; his pet, his source of income (wool) and

possibly his future meal. Lufghar could also provide information (see Rumours Table) about this adventure.

**The Woman in the dark green cloak:** Karra Shallank (see character card in Appendix for statistics) is a newly forged adventurer who survived her own Character Funnel a short time ago. Karra has travelled to Greenleaf seeking adventure and wealth. Karra is looking for a party of adventures to join. Karra will be up front with the players about wanting her fair share of whatever treasure the party obtains.

**The Man in chainmail:** Gregor Hornjur (see character card in Appendix for statistics) is the Constable of a collection of small villages, which includes Greenleaf. Gregor has just finished asking Karra if she has seen a pair of Halfling criminals he is tracking.

Gregor has no interest in joining the party. However, if the players engage Gregor in conversation, he will ask them if they have seen the two Halfling criminals he is tracking. For a physical description of the Halflings, Greg will say that one of the Halflings is missing part of his right ear, and has a noticeable birthmark on his left cheek.

Gregor will tell the players that he will be staying at the Happy Halfling Tavern for the next couple of days, and if the players should encounter these Halflings to let him know right away.

In the second part of this adventure, the players may encounter the Halfling Gregor is seeking. If the players return the Halfling to Gregor, he may reward the party or serve as a valuable non-playing character down the road (as a Judge, it is up to you to decide what happens).

## Rumours

As a Judge, it is up to you to decide which rumours the players are given. The players should get enough information to be able to make their own decision to leave the tavern and to travel to Mrs. Wynworth's home.

### Table 1-1: Rumours Table

1. Mrs. Wynworth lives with her "son" Thomar Wynworth, and his family in a large green house at the far end of town (**true**).
2. While Mrs. Wynworth appears to be a human woman in her late sixties, the truth is she is well over a century old. The so-called "son" (Thomar) she lives with is in fact her great grandson (**true**).
3. Mrs. Wynworth is a witch, who uses dark magic to prolong her lifespan (**false** – Mrs. Wynworth is an ordinary human, but her cat has granted her with an unnaturally long lifespan).
4. Below the village, connected to the wells, are a network of tunnels where kobolds and other such monsters dwell (**true**).
5. Often at night, kobolds have been seen wandering around the village (**true**).
6. The kobolds living in the tunnels beneath the village are led by an evil wizard (**false**).
7. There are mushrooms that grow in the tunnels underneath the village. If these mushrooms are eaten, they will grant magical healing (**false**).
8. Mrs. Wynworth is a strange lady, who keeps to herself. Whenever she is outside her home, she is always accompanied by her cat (**true**).
9. Mrs. Wynworth claims that her cat is a "talking cat", who only talks to her when they are alone (**true**).
10. Mrs. Wynworth's cat, Mr. Mu, has an unnaturally long lifespan, and has lived in the village for several decades and does not seem to age (**true**).
11. Mrs. Wynworth has had several cats which she named Mr. Mu; thus creating the perception of her cat living for so long (**false**).
12. The family jewels Mrs. Wynworth claims to be worth 500 gold pieces are only worth half this amount (**true**).
13. No one in the village of Greenleaf has the means of purchasing Mrs. Wynworth's family jewels. The characters will have to go to another town to sell these (**true**).
14. Among Mrs. Wynworth's jewellery is a magical ring (**false**).

### Mrs. Wynworth's Home

When the players leave the tavern to travel to Mrs. Wynworth's home read the following:

*Your journey to Mrs. Wynworth's home takes you to the other side of town. When you arrive at your destination, you are greeted by a middle-aged man who says, "Hello, you must be the adventures. Please come in."*



The players are greeted by Thomar Wynworth, Mrs. Wynworth's 'son'. When the players enter the home, they meet Thomar's wife Julicia. Thomar and Julicia are very hospitable and offer the players tea and cookies.

Once the players have had a chance to interact with Thomar and Julicia read the following:

*"I have to warn you about my Mother," Thomar says, "She has locked herself in her room. She has become paranoid that the kobolds are out to get her."*

Once Thomar has led the players to Mrs. Wynworth's room read the following:

*Thomar knocks on his mother's door and says, "Mother, the adventurers are here to see you."*

*"Adventures you say?" a voice from the other side of the door replies. "No, those are not adventurers. They are nasty kobolds trying to trick an old woman. I warn you kobolds, I have a broom in my hands and I am not afraid to use it!"*

Have the players engage in some role playing to convince Mrs. Wynworth they are not kobolds. Once they succeed read the following:

*The door to the room opens and you are greeted by an elderly woman who says, "So, you are the adventurers who are going to rescue my cat. Well, you are certainly not what I was expecting! I was expecting real adventurers... but, I guess you will have to do."*

Mrs. Wynworth has every intention of giving the players her family jewels upon the safe return of Mr. Mu (her cat). She will even go so far as to show the players the collection of jewels she intends to use for payment (while

Mrs. Wynworth claims the jewels are worth 500 gold pieces, they are worth 250 gold pieces).

When asked to describe Mr. Mu, Mrs. Wynworth will provide the following description of her cat:

*"Mr. Mu is an introvert, and has a quiet personality. However, at times, he could be talkative, and has a tendency to ramble on about things."*

When asked about Mr. Mu's appearance, Mrs. Wynworth will say the following:

*"Mr. Mu is a black medium sized cat, with a pair of white paws, and a patch of white fur at the base of his neck."*

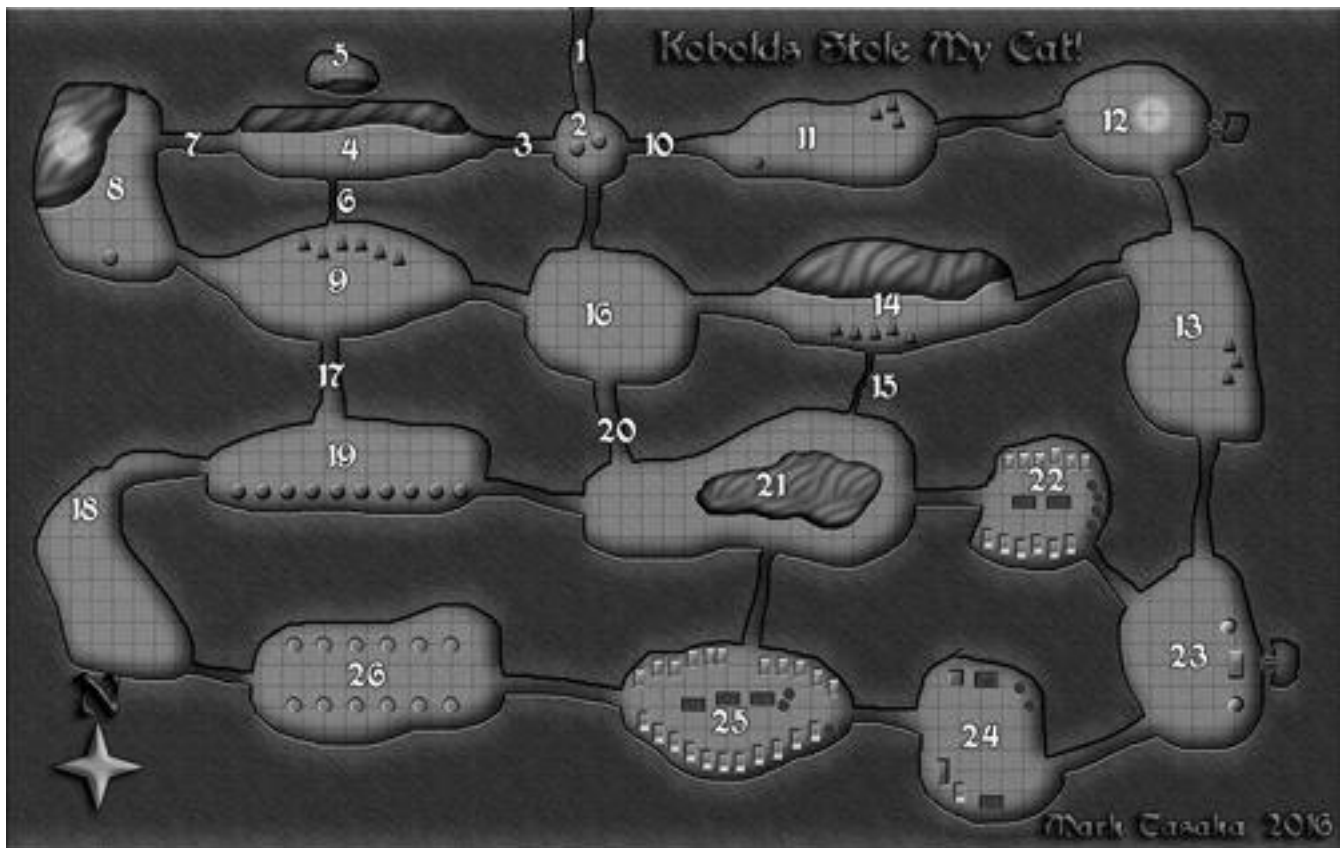
After the players have finished their interactions with Mrs. Wynworth, Thomar will take the players to the basement. When this occurs read the following:

*Thomar leads you downstairs to the basement. You see the trap door that the kobolds used. There is a heavy lock on the trap door. Thomar removes a pair of identical keys from his pocket and hands one of the keys to you.*

*"I have placed this lock on the trap door after the incident with the kobolds. This key will open the locks on either side of the door," Thomar says as he unlocks and opens the trap door with one of the keys.*

*The trap door opens; you see a crude staircase dug into the earth descending into the darkness below...*

Those characters without infravision will need a light source to see in the darkness. If the characters lack torches, lanterns, or flint and steel, Thomas will lend these items to the characters.



## Part 2: The Search for Mr. Mu

### Cavern/Tunnel Features:

The tunnels are dark, and unless the characters have infravision, they will require a light source to see. Even though the tunnels and caverns are used by the kobolds, the characters will be able to travel through the tunnels with ease (the tunnels are high enough to accommodate the height of a fully grown man). Every now and then the characters will see rats or subterranean insects scurrying around the tunnels; these are harmless, and are one of the food sources for the kobolds.

Mushrooms grow throughout the caverns. The mushrooms are poisonous for the characters,

but are edible for the kobolds. If a character eats any of the mushrooms refer to Table 2-1 (Mushroom Effects).

### Determining DCs:

There are many challenges throughout this adventure that do not have a difficulty check (DC) listed. As a Judge, it is up to you to determine if a DC is required or not, and what the DC should be. For instance, if a character is at the front of the marching order, leading the party down a tunnel with a light source (or has Infravision) and are actively scanning the tunnel, then may not be required to roll a DC to spot the Poisoned Spiked Pit Trap ahead. However, if the same character is not actively scanning the tunnel or does not have a light

source, then a DC will be required to spot the trap.

### Poisoned Spiked Pit Traps:

The kobolds have built a series of poisoned spiked pit traps throughout the tunnels. If the characters are actively scanning the tunnels and are able to see in the dark, the pit traps will be fairly easy for them to spot. The pit traps take up the width of the tunnel, and are 4' long. The pits are 6' deep, and at the bottom of the pits are a series of wooden spikes soaked in poison.

If the character fails to notice the pit trap, they must make a DC 10 Reflect Saving Throw to avoid falling into the pit. If the character fails their save, they will take 1 to 4 points of damage, and Table 2-3 will be used to determine the effects of the poison.

### Table 2-1: Mushroom Effects

The digestive systems of kobolds are very different from those of humans and demi-humans. Thus, while the mushrooms growing in the tunnels are edible for the kobolds, they are poisonous to humans and demi-humans. If one of the characters eats any of the mushrooms growing in the tunnels roll a d6 to determine the effects of the poison.



### Roll (d6) Effects:

- 1 - 3 The character must succeed a DC 12 Fortitude Saving Throw. A failed saving throw will result in the character's tongue swelling up to such an extent that they are unable to talk, consume food or drink liquids for the next 1-4 hours. As well, the character's attack rolls, initiative, saving throws and checks are reduced by -1d for the duration of the poison.
- 4 The character must succeed a DC 10 Fortitude Saving Throw. A failed saving throw will result in the character becoming blind for the next 2-6 days (2d3).
- 5 The character must succeed a DC 10 Fortitude Saving Throw. A failed saving throw will result in the character falling into a coma for the next 2-5 days (d4+1).
- 6 The character must succeed a DC 10 Fortitude Saving Throw. A failed saving throw will result in the character's death.

### Table 2-2: Kobold Random Items

If the players decide to loot the dead kobolds, they will find a crude makeshift kobold-sized sword (or another type of improvised weapon), a sling and a pouch containing rocks for the sling. In addition, the players may find some items of value or coins among the kobold's possessions. Use the below table to randomly determined what additional items may be found on the kobolds.

### Roll (d6) Kobold Random Items:

- 1 - 4** Worthless trinkets of no value. Roll a d6 to determine what the trinket are (1 = chewed up pieces of bone; 2 = chicken feathers; 3 = a small pouch containing grubs and larva; 4 = a dead rat; 5 = dried chicken feet; 6 = a living rat).
- 5** A piece of equipment stolen from the kobold's venture to the surface world. Roll a d10 to determine what the items are (1 = 1d4 candles; 2 = crowbar; 3 = flask, empty; 4 = flint & steel; 5 = grappling hook; 6 = hammer, small; 7 = 1d4 iron spikes; 8 = lantern; 9 = oil, 1 flask; 10 = coin pouch containing 3d6 copper pieces).
- 6** 1 to 6 silver coins. The coins are ancient coins that the kobolds have uncovered in the tunnels. The coins are heavily tarnished and discoloured with age. The coins have strange runes written in an unfamiliar language. Many centuries before the village of Greenleaf existed, an ancient civilization, long forgotten from the pages of history, dwelt in these lands.

### Table 2-3: Poison Effects

The kobolds living under Greenleaf have developed a degree of proficiency in the use of poisons, which they have acquired from a poisonous species of giant frogs (Mork Frogs) found in the tunnels. The Mork Frog's poison

affects its victim in different ways. Use the below table to determine the random effects of the poison.

### Roll (d6) Poison Effects:

- 1 - 3** The character must succeed a DC 13 Fortitude Save. On a failed save, the poison causes the wounded area to swell up. The swelling lasts for the next 3 to 18 (3d6) hours. As a result of the swelling, the character suffers -1d penalty to the attack rolls and saving throws and their movement is reduced by 5' for the duration of the swelling.
- 4-5** The character must succeed a DC 10 Fortitude Save. If the character fails this save, they will not notice the effects of the poison right away. However, 1 to 3 hours later, the character will become ill with a fever. At this point, the character must make another DC 10 Fortitude Save.

On a failed save, the character falls into a coma for the next 2 to 5 days (d4+1); when the character wakes up from the coma, their current hit points will be reduced to 1, and they will need healing or rest to recover their lost hit points.

Even with a successful save, the character will still feel the effects of the fever. The character's attack rolls and saving throws will be reduced by -1d for the next 6 to 36 (6d6) hours.

- 6 The character must succeed a DC 10 Fortitude Saving Throw. A failed saving throw will result in the character's death.

### Table 2-4: Kobold Patrols/Ambush Groups

Due to their small size and cowardly nature, kobolds have developed great proficiency in launching ambushes and hit-and-run attacks. The table below serves as a Wandering Monster Table for this adventure.

Kobold Tactics: The kobolds will avoid a direct assault, and favour sneaking up on unsuspecting victims, launching surprise attacks. The kobolds prefer attacking with their ranged weapons (slings and blowguns) and will only engage in melee combat when necessary. Kobolds will typically flee after a couple rounds of combat, or as soon as the battle turns against them.

Grotrat Tactics: Grotrats will fight to the end. When paired with kobolds, the grotrats will attack in melee while the kobolds will keep their distance and attack with ranged weapons.

The party may be ambushed by a kobold patrol if they are careless, make too much noise, or when they are resting. As a Judge, it's up to you to decide when to use the Kobold Patrols/Ambush Groups table.

#### Roll (d6) Kobold Patrols/Ambush Groups:

- 1-2 **3 to 18 (3d6) Kobolds.** See page 419 of the DCC RPG book for kobold statistics. Every kobold is armed with a sling [+0 missile fire (1d4)]. There is a 50 percent chance that 1

to 3 (d3) of the Kobolds will be armed with blowguns [missile fire (1d3/1d5)] in lieu of slings. The blowgun use poison soaked darts. Use Table 2-3 (Poison Effects) when a victim is hit with a poison soaked dart.

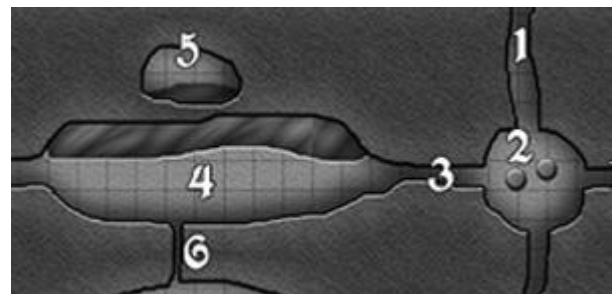
- 3-4 **3 to 9 (2d4 +1) Kobolds.** See above for details.

Plus, **2 to 12 (2d6) Grotrats** Init +0; Atk bite +0 melee (1d4-1); AC 11; HD 1d3; MV 20'; Act 1d20; SV Fort -2, Ref +2, Will -3, AL N.

Description: Grotrats are a large species of rodent that the kobolds keep as pets in the tunnels. Grotrats weigh between 15 to 20 lbs, and have long slender bodies and large mouths full of sharp teeth.

- 5-6 **3 to 12 (3d4) Kobolds and 2 to 16 (2d8) Grotrats.** See above for details.

## The Tunnels



### 1: Figures Wielding Tridents

*The stairs lead to a one way tunnel. The tunnel continues on for 30 or so feet, where it*

*opens into a small cavern. Inside the cavern you see the shadowy outlines of two human sized figures wielding tridents in your direction.*

The two figures are mannequins the kobolds put together from pieces of wood, roots, clothing and clay. The tridents that the characters see are pitchforks that the kobolds took from the village above.

## **2: The Mannequins**

The only items of value that the players could salvage from the mannequins are the pitchforks. The pitchforks count as spears when used in combat.

## **3: Poisoned Spiked Pit Trap**

See Poisoned Spiked Pit Tap description above.

## **4: The Mork Frogs and the Hidden Chamber**

*The tunnel opens up to a long and narrow cavern. A pool of dark and murky water runs down the length of the cavern. At the opposite end of the cavern the tunnel continues.*

The pool itself is 4' deep at its lowest point, and the floor of the pool consists of mud and slime. The pool is so murky that it will be difficult to gauge its depth by observation.

Hidden underneath the muddy floor of the pool are 4 Mork Frogs. The Mork Frog will not attack the party unless the characters disturb the water.

**Mork Frogs** (4) Init +1; Atk bite +0 melee (1d3 + poison\*); AC 11; HP 2, 3, 4 (x2); HD 1d4; MV 20'; Act 1d20; SV Fort +0, Ref +2, Will +0, AL N.

Description: Mork Frogs are a giant species of frog, and are the size of a medium sized dog. A fully grown Mork Frog weighs between 20 to 25 lbs.

\*Every time a character is bitten by a Mork Frog use Table 2-3 to determine the random effects of the poison. Roll on Table 2-3 each time anyone is bitten, as each bite from the Mork Frog will generate a random poison effect.

There is a small underwater tunnel connecting the pool to a hidden chamber (Area 5: Hidden Chamber). The tunnel is wide enough for the players to swim through; thus, it should be an easy task for the characters to reach the chamber on the other side of the tunnel.

## **5: Hidden Chamber**

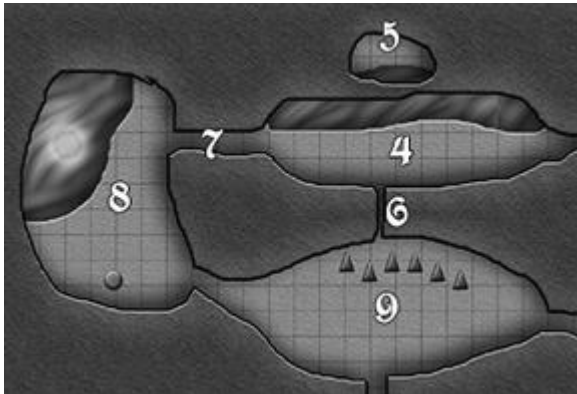
Inside the hidden chamber the players will discovered the skeletal remains of an adventurer (human male) lying on the ground. The weapons and gear of the adventurer are rusted beyond use. However, if the players take time to search the remains, they will find:

- A gold ring with 2 small emerald gemstones (worth 100 gold pieces)
- A decayed leather coin pouch containing: 33 gold pieces, 13 silver pieces and 3 sapphire gemstones of average quality (worth 40 gold pieces each).

## **6: Kobold Sneak Tunnel**

There is a small tunnel, less than 1' in diameter, connecting caverns 4 and 9 together. The tunnel is well camouflaged, and difficult to spot. The tunnel is too narrow for the players

to access, but the kobolds are able to travel through this tunnel with ease.



### 7: Poisoned Spiked Pit Trap

See Poisoned Spiked Pit Tap description above.

### 8: Underground River

*Natural light illuminates the cavern through a hole in the ceiling. The light falls upon a body of moving water. The light is coming from one of the wells on the surface, and below the well is an underground river.*

*There is a stone statue of a female angel facing the river. The statue is old; there are crack running throughout the surface of the statue. Despite this, the statue radiates a sense of beauty.*

The underground river could provide the party with fresh water, allowing the characters to refill their water skins. The deepest point in the river is 10', and the currents of the river are strong; therefore, it is not recommended for the characters to swim in the water (if any of the characters decide to jump into the water, as a Judge it up to you to come up with a creatively challenge for the characters to swim without being pulled under by the currents).

If the players investigate the statue, read the following:

*The features of the angelic statue are very unique - for the statue blends both the features of men and elves in such a manner that the two races seem as one. You look closer at the statue, and discover that while there is an obsidian sphere in one of the statue's eye sockets, the other eye socket is empty.*

If Trayver Lugndor (Gong Farmer) is with the party, he may mention, if he has not already done so, that he has an obsidian sphere in his possession (see Part 1 for the description on how he found the sphere).

If the obsidian sphere is placed in the hollow eye socket read the following:

*The statue smiles at you, and raises its hand towards you. The statue opens its palm, and reveals a silver ring with an amethyst gemstone.*

The ring contains a Soul Stone; the Soul Stone is magical, and will grant a +2 Armour Class bonus and +2 saving throw bonus to one of the wearer's saving throws (randomly determined which saving throw). The Soul Stone is linked to the forgotten civilization that created the ring. The wearer of the ring will develop the feeling that someone or something is watching over and protecting them (in games mechanics, this sense of protection translates into the Armour Class and Saving Throw bonuses).

### 9: The Ambush

*You have entered a spacious cavern. There are several stalagmites rising from the floor of the cavern.*

A group of kobolds are hiding behind the stalagmites waiting to ambush the party. When

all of the party members have entered the cavern, the kobolds will release their Grotrats, who will attack the party in melee. The kobolds will remain behind the stalagmites, where they will attack the party with their slings and blowgun.

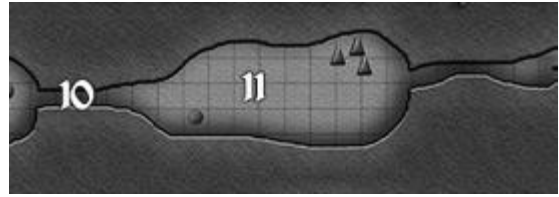


While the Grotrats will fight to the death, the kobolds will retreat through the Kobold Sneak Tunnel (Area 6) after 2 or 3 rounds of combat (or sooner, depending when the party gains the upper hand against the Grotrats).

**Kobolds** (8) HP 2 (x5), 3 (x2), 4; See page 419 of the DCC RPG book for kobold statistics. Each of the kobolds is armed with a sling [+0 missile fire (1d4)]; the kobold with 4 hit points is also armed with a blowgun [+0 missile fire (1d3/1d5)]. The blowgun uses poison soaked darts. Use Table 2-3 (Poison Effects) when a victim is hit with a poison soaked dart.

**Grotrats** (8) Init +0; Atk bite +0 melee (1d4-1); AC 11; HP 1 (x3), 2 (x2), 3 (x5); HD 1d3; MV 20'; Act 1d20; SV Fort -2, Ref +2, Will -3, AL N.

Description: see Table 2-4 for Grotrat description.



## 10: Poisoned Spiked Pit Trap

See Poisoned Spiked Pit Tap description above.

## 11: The Halfling Stew

*Upon entering the cavern you smell the aroma of cooked meat. There is a large pot resting over a small fire. Near the fire you see a large sack. The sack appears to move slightly. On the opposite corner of the cavern is a formation of stalagmites and around the stalagmites grow mushrooms.*

The kobolds, who were cooking their meal, did not have enough time to flee the cavern when they heard the party approaching; so they are hiding behind the stalagmites. The kobolds do not intend to attack the party, and will only launch an attack if they are discovered. There are 7 kobolds in total.

**Kobolds** (7) HP 1 (x3), 2 (x2), 3 (x2); See page 419 of the DCC RPG book for kobold statistics. Each of the kobolds is armed with a sling [+0 missile fire (1d4)].

Inside the large sack is a Halfling name Obermoor (see character card in Appendix for statistics). Obermoor is a murderer and criminal, who, along with his now deceased companion, is on the run from the local authorities. The two criminals needed a place to hide, and climbed down a dried up old well (Area 12: the Dried up Well). At the bottom of the well the Halflings were ambushed by a group of kobolds and knocked unconscious.

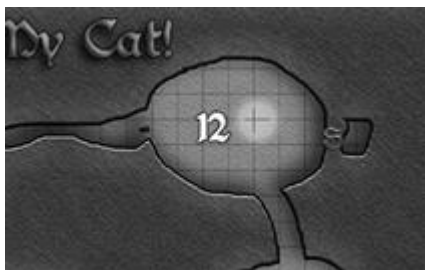


The kobolds were delighted when they caught the two Halflings, and immediately chopped up Obermoor's companion for their stew (which is now cooking in the large pot). The kobolds tied Obermoor up and placed him in the sack so they could eat him later.

When the characters open up the large sack, they will find Obermoor bound and gagged. If Gregor Hornjur (local Constable) gave the players a description of the Halfling he is tracking, it will be easy for the characters to recognize Obermoor as the wanted Halfling.

Nearby Obermoor are his possessions (see his character card for detail) and the possessions of his companion (Halfling gypsy), which includes: a sling, a hex doll, a coin pouch containing 30 copper pieces and 50' of rope (which the Halflings used to climb down the well).

The mushrooms growing at the base of the stalagmites are poisonous. Refer to Table 2-1 if the characters eat the mushrooms.



## 12: The Dried Up Well

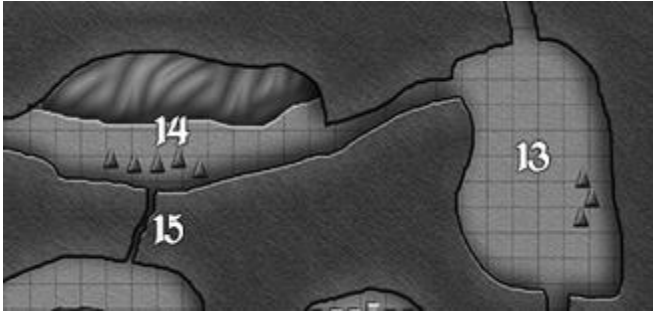
*Natural light illuminates the cavern. The light comes from an old and abandoned well that has been dry for many decades. The ground is soft, and you could see a series of footprints and tracks in the ground. In the corner of the cavern is a small crudely constructed ladder, too fragile to support the weight of a man.*

If the characters investigate the ground they will discover many sets of footprints: most of the footprints consist of small clawed paw-like feet (kobolds), while other footprints belong to small barefoot humanoids (Halflings). The characters will also see drops of dried blood on the ground, and will see evidence that small humanoid bodies have been dragged to the direction of Area 11 (The Halfling Meal). This is the area where the two Halfling criminals entered the tunnels and where they were ambushed by the kobolds.

The ladder in the corner of the cavern has been constructed by the kobolds. The ladder is only able to support the weight of creatures weighing less than 90 lbs. The ladder is 9' tall, and is able to reach the lip of the well shaft (the kobolds have dug small groves into the sides of the well shaft, which allows them to climb up the well shaft; the groves are too small for human sized creatures to use).

There is a secret door leading into a small room, which the kobolds use to store items they have stolen from the village above. The secret door is unlocked; if the characters are actively searching the wall they should be able to see the outlines of a door with ease. Behind the secret door the characters will uncover the following items of value:

- A pitchfork (as spear)
- A hatchet (as hand axe)
- A decorative walking stick (as staff)
- A butcher's cleaver (as hand axe)
- A baker's rolling pin (as club)
- A small wooden box containing 20 candles
- 10' of chain
- 9 iron spikes
- 3 bottles of cheap wine
- A small jar containing 85 copper pieces



### 13: Cavern of the Mushrooms

*The floor of the cavern is filled with hundreds, if not thousands, of mushrooms. Some areas of the ground are bare, indicating that several mushrooms have recently been harvested. You see the roots of large trees reaching into the cavern from the ceiling. Droplets of water run down the roots and falls upon the mushrooms below.*

There is nothing of value that the character will find here. If the characters eat any of the mushrooms refer to Table 2-1 Mushroom Effects.



### 14: The Water Mirrors

*On one side of the cavern is a murky pool of water and on the other side is a formation of stalagmites. Suddenly, the murky water begins to move and take shape. The water takes the form of humanoids; there is one humanoid form for each member of the party. Soon you find yourself looking at a duplicate of yourself.*

The Water Mirrors are harmless, and cannot do any damage to the party; nor are any of the party members able to injury the Water Mirrors (a strike with a sword will simply pass through the Water Mirror).

The Water Mirrors will mimic the characters' movement and actions, but will not reciprocate any attack dealt by the characters. Their purpose is to distract the characters while a group of kobolds emerges from the Sneak Tunnel (15: Kobold Sneak Tunnel) to launch a surprise attack on the party. The kobolds will launch their attack from behind the stalagmites, attacking the party with their ranged weapons. The kobolds will begin to flee through the Sneak Tunnel as soon as the tide of battle has turned against them.

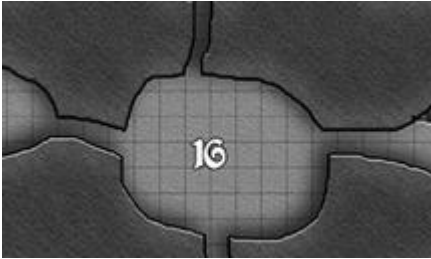
**Kobolds** (10) HP 1 (x3), 2 (x5), 3 (x2); See page 419 of the DCC RPG book for kobold statistics. 8 of the kobolds are armed with slings [+0 missile fire (1d4)]; while the remaining 2 are armed with blowguns [+0 missile fire (1d3/1d5)]. The blowgun use poison soaked darts. Use Table 2-3 (Poison Effects) when a victim is hit with a poison soaked dart.

After the combat with the kobolds is over, the Water Mirrors will merged back into the water and disappear into the pool. If the character investigate the pool at this time, all they will see dozens of large tadpoles (Mork Frog tadpoles) swimming around. The tadpoles are harmless.

### 15: Kobold Sneak Tunnel

There is a small tunnel, less than 1' in diameter, connecting caverns 14 and 21 together. The tunnel is well camouflaged, and difficult to spot. The tunnel is too narrow for the players

to access, but the kobolds are able to travel through this tunnel with ease.

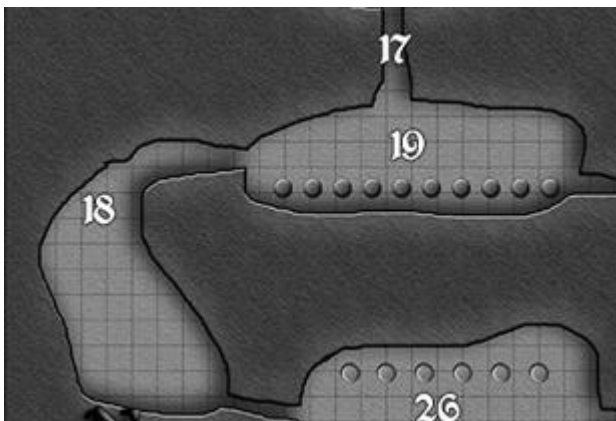


## 16: The Cavern and the Roots

*The centre of the cavern is filled with the roots of a large and ancient tree. The roots have penetrated the cavern's ceiling, making it appear as if there are trees growing from the ceiling. Some of the roots have grown through the cavern floor.*

*You see small groves cut into the roots, creating a type of ladder for the kobolds to climb. Looking up at the ceiling you see small tunnels dug along the lengths of the roots, and at the ends of each tunnel you see natural light.*

The kobolds use the roots of the ancient tree as paths to the world above. The tunnels dug by the kobolds are too narrow for any of the characters (even the Halflings, who are wider around the waist than kobolds) to travel through.



## 17: Poisoned Spiked Pit Trap

See Poisoned Spiked Pit Tap description above.

## 18: Excavation Site

*The floor of the cavern has been dug up; there are pits and piles of dig up earth everywhere. There are two small crudely constructed kobold-sized wheel barrels; resting on top of each of the wheel barrels are small mining picks, hammers and shovels.*

This is the site where the clay statues (19: Clay Statues) have been excavated. There are no items of value for the characters here.

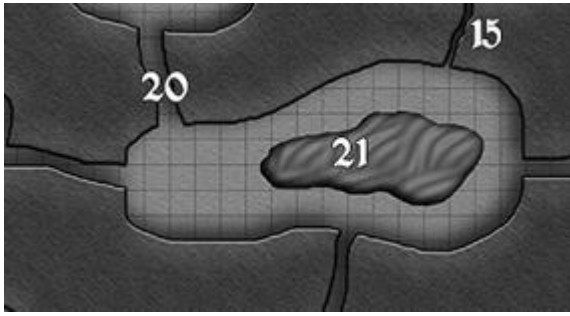
## 19: Clay Statues

*Lined along the length of this cavern are 10 clay statues; the statues represent warriors clad in ancient armour. Each statue stands around five and a half feet tall. There are crack on the surface of each statue, and a number of the statues are missing arms, hands and weapons.*

*You noticed something unique about the features of the statues: while the statues appear to be human at first glance, you could see a number of elven features. However, the statues are not elves, nor are they men; rather the statues merge the features of both elves and men together.*

The statues were created by the ancient civilization that once dwelt in these lands. Little is know about this civilization, for they have long since disappeared from the pages of history.

The kobolds excavated these statues from Area 18 (Excavation Site). There are no items of value for the characters to find in this area.



## 20: Poisoned Spiked Pit Trap

See Poisoned Spiked Pit Tap description above.

## 21: Tangle Roots

*The cavern is filled with the roots of an ancient tree. The roots are long, and many of the roots have reached the cavern's floor. In the centre of the cavern is a large pool of murky water.*

The roots are Tangle Roots; sentient roots in the service of the kobolds. The Tangle Roots will not attack at first, but will wait until all of the party members are in the cavern before launching their attack.

**Tangle Roots (15)** Init +0; Atk root +0 melee (restrain\*), AC 11; 2 (x2), 3 (x5), 5 (x5), 6 (x3); HD 1d6; MV 0' (reach 15'); Act 1d20; SV Fort +1, Ref +0, Will +0, AL N.

\*Tangle Roots do not inflict damage when they hit a target; rather, their victim is restrained. When a victim is restrained, they are unable to move; their attack rolls are reduced by -1d and their Reflect Save Throw is reduced by -2. Multiple tangle roots could restrain a single victim. For instance, if one victim is restrained by 3 tangle roots, the victim is unable to move and their attack rolls

are reduced by -3d and their Reflect Saving Throw is reduced by -6.

To break free from a Tangle Root's grip, a character must either kill the tangle root or succeed a DC 10 Reflex Saving Throw. The Tangle Roots are unable to move, but they have a reach of 15' and will have no problems reaching the characters.

The Tangle Roots are allies of the kobolds and will not attack any of the kobolds. As well, they will not attack the Mork Frogs that live in the pool.



After the Tangle Roots have attacked (a number of the character should be restrained at this point), a group of 8 kobolds will emerge from the sneak tunnel (Area 15) and attack the characters. The kobolds will use the pool to put distance between themselves and the characters and will attack with their slings and blowguns. Once the characters have destroy most of the Tangle Roots, the kobolds will retreat through the sneak tunnel.

**Kobolds (8)** HP 2 (x5), 3 (x3); See page 419 of the DCC RPG book for kobold statistics. 6 of the kobolds are armed

with slings [+0 missile fire (1d4)]; while the remaining 2 are armed with blowguns [+0 missile fire (1d3/1d5)]. The blowgun use poison soaked darts. Use Table 2-3 (Poison Effects) when a victim is hit with a poison soaked dart.

**Pool:** the pool is 5' deep at the deepest point, and the ground of the pool is made up of mud and slime. The water itself is very murky. Within the pool, hiding underneath the mud and slime are 6 Mork Frogs, and dozens of Mork Frog tadpoles (which are harmless). The Mork Frogs will not attack unless the characters disturb the water.

**Mork Frogs (6)** Init +1; Atk bite +0 melee (1d3 + poison\*); AC 11; HP 2, 3 (x3), 4 (x2); HD 1d4; MV 20'; Act 1d20; SV Fort +0, Ref +2, Will +0, AL N.

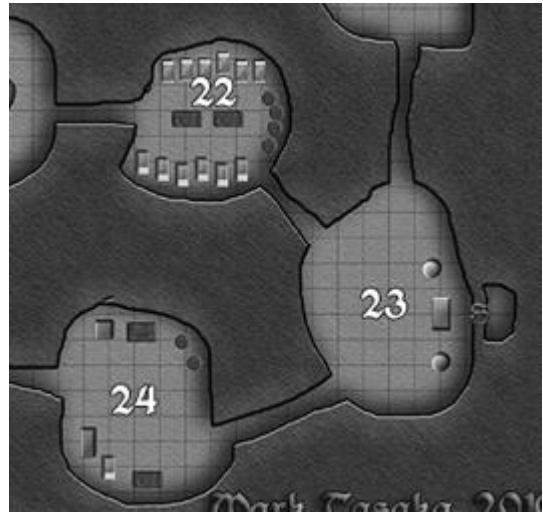
Description: Mork Frogs are a giant species of frog, and are the size of a medium sized dog. A fully grown Mork Frog weighs between 20 to 25 lbs.

\*Every time a character is bitten by a Mork Frog use Table 2-3 to determine the random effects of the poison. Roll on Table 2-3 each time anyone is bitten, as every bite from the Mork Frog will generate a random poison effect.

Hidden beneath the muddy floor of the pool are the following items of value:

- A gold ring with a medium-sized ruby gemstone (worth 180 gold pieces)
- A gold bracelet with two small diamonds (worth 150 gold pieces).

If there is a dwarf in the party, the dwarf will likely 'smell' the gold and gems hidden within the pool.



## 22: Sleeping Quarters 1

*Lined on both walls of the cavern are a series of small, crudely constructed, kobold-sized beds. The beds are little more than planks of wood, scavenged from the village above; resting on the planks are piles of hay, rags and tattered pieces of clothing. Against one of the walls are four small barrels, and at the centre of the room are two small tables with logs used as chairs.*

The kobolds have fled as soon as they heard the party approaching. Each of the barrels contains either pickled or preserved mushrooms, which are poisonous to the characters (see Table 2-1). If the characters take time to search this area, they will find the following items of value, which were stolen from the village above:

- A fancy velvet coin pouch containing 8 copper, 5 silver and 5 gold pieces.
- A wooden cane (as staff)
- A set of locksmith's tools
- A wineskin filled with cheap wine
- 50' of silk rope
- A commoner's ring (worth 2 silver pieces)

## 23: The Shrine

*You have entered a shrine; the scent of incense fills the air. There is a simple wooden altar, and upon the altar is a human-sized statue of a reptilian humanoid creature. The statue is so life-like, capturing every detail of the creature it represents. The statue holds a mace in its right hand.*

*Next to the statue is a large bronze gong, held up by a simple, yet sturdy, wooden frame. Nearby is a bronze bowl containing the burnt remains of sticks of incense.*

The statue is not a statue, but a living creature; a creature that has the ability to stand perfectly still and silent. This creature is the Kobold Chieftain; though, not a kobold himself, the Kobold Chieftain obtained his position of power by slaying and devouring the former chieftain many years ago.

The Kobold Chieftain will remain motionless for some time, and will wait until all of the characters are in the cavern before launching his attack. The first round of combat will be a surprise round, whereby the Chieftain will hit the gong with his mace, and attack the nearest party member.

1d3 rounds later 10 kobolds will emerge from one of the three tunnels connecting to the cavern, and join their Chieftain in battle. As long as the Chieftain remains alive, the kobolds will fight. But, as soon as the Chieftain is slain, the kobolds will flee.

**Kobold Chieftain** Init +1; Atk mace +1 melee (1d6+1), Atk bite +1 melee (1d4+poison\*); AC 16; HP 19; HD 4d8; MV 30'; Act 1d20; SV Fort +1, Ref +1, Will +1, AL C.

\*The Kobold Chieftain has two attacks: one weapon attack and one bite attack. If a character is bitten by the chieftain, used Table 2-3 (Poison Effects) to determine the effects of the poison.

The only item found on the Chieftain is his mace (normal mace)

**Kobolds** (10) HP 1 (x3), 2 (x3), 3 (x2), 4 (x2); See page 419 of the DCC RPG book for kobold statistics. 9 of the kobolds are armed with slings [+0 missile fire (1d4)]; while the remaining kobold is armed with a blowgun [+0 missile fire (1d3/1d5)]. The blowgun uses poison soaked darts. Use Table 2-3 (Poison Effects) when a victim is hit with a poison soaked dart.



If the characters search the altar, they will discover that the altar is hollow. Inside the altar they will find the following items:

- A holy symbol of an evil god forged from blackened steel.
- A small jar containing the severed heads of 3 hens, in various states of decay (these are Farmer Grub's hens, who were offered as sacrifices to the dark kobold gods; the kobolds ate the remaining parts of the hens).

- A dagger forged from blackened steel with the symbols of an evil god engraved upon it (this counts as a normal dagger; the character may have trouble selling this dagger, due to the unholy symbols).
- A small pine box containing 100 sticks of incense (the kobolds made the incense from pieces of wood, roots, clay and minerals, all of which were found in the caverns).
- Flint and Steel.

There is a secret door located behind the altar. The secret door is unlocked; if the characters are actively searching the walls of the cavern, they should find the door with ease.

Behind the secret door is a small room, which contains a large wooden chest. The chest is locked. On the surface of the chest are words written in the kobold language. If the characters have found the key outside of the outhouse in the first part of this adventure, they will recognize the words as belonging to the same language as written on the key.

The wooden chest is locked and trapped. The key will open the chest and deactivate the trap. If the characters do not have the key, a DC 15 Strength check will open the chest, but will set off the trap (poison gas). If there is a thief in the party, a DC 15 Pick Lock check will open the chest and deactivate the trap. If the thief rolls less than a DC 15 Pick Lock check, but rolls a Pick Lock check of 10 or more, the thief has opened the chest while triggering the trap.

Poisonous Gas: the trap releases a 5' radius of poisonous gas. All those within the radius of the poison gas must make a DC 15 Fortitude Saving Throw. If the characters fail the saving throw they will start to cough violently and foam will form around their mouths for the

next 1d4 hours. During this time the character's attack rolls and saving throws will be reduced by -1d. The character will also take 1d6 points of damage and their Strength and Stamina scores will be permanently reduced by 1d3 points.

The characters will find the following items inside the chest:

- Ancient suit of full plate armour\* (see below)
- A leather coin pouch containing 57 ancient silver coins; each of the coins are heavily tarnish and discoloured with age.
- A cloth coin pouch containing 68 copper pieces and a commoner's ring (worth 3 silver pieces).
- Wrapped in cloth is an ancient 8" bronze statue of an unknown goddess (the statue was excavated from the caverns).
- 2 bottles of spirits (highly concentrated alcoholic drinks).
- A holy symbol of an evil god.
- A pair of ceremonial daggers (the daggers function as normal daggers but are worth 10 gold pieces each).

#### \*Ancient Suit of Full Plate Armour:

If the characters examine the suit of armour read the following:

*The suit of full plate armour is complete; while the armour is tarnished from age and neglect, you could see that the armour was once an object of great beauty, forged by a Master Craftsman. The joints appear to be stiff and in need of oil. With some care and hard work the beauty and functionality of the armour could be restored.*

The kobolds found the ancient suit of plate armour in the caverns; the armour was created by the ancient civilization that once dwelt in these lands. The armour is tarnished, and is in need of oiling and repair. If any of the characters have skills in metal work (i.e. a blacksmith or armourer background) and have access to the proper tools and facility they should have the armour in serviceable condition in a week's time. Otherwise, the characters could hire the services of an armourer to make the armour serviceable.

If the character wears the armour before it has been oiled and repaired they will suffer a -1d penalty to their attack rolls. As well, due to how full plate armour fits, if the character is over 6' tall or under 5' tall, the armour will need to be adjusted to compensate for the size of the character. This will take another week of work.

## 24: The Chieftain's Room

*There is a simple wooden bed in the corner of the cavern, large enough to fit a human-sized creature with ease. Nearby the bed is a simple table, and a plain wooden chest, likely stolen from the village above. On the opposite end of the cavern are two small barrels, a crudely constructed cage containing a pair of hens and a fancy bird cage containing a black cat.*

This is the Kobold Chieftain's bedchamber.

If the character examine the chest they will see the words 'Happy Halfling Tavern' chiselled into the chest. The chest itself is 3' long, 2' wide and 2' high, and could easily be carried back to the surface.

The chest is unlocked, but a large poisonous snake is inside guarding its master's

possessions. Once the chest is opened the snake will attack.

**Poisonous Snake** Init +2; Atk bite +1 (1d4+poison\*); AC 12; HP 14; HD 3d8; MV 30'; Act 1d20; SV Fort +0, Ref +1, Will +0, AL N.

\*If any of the characters are bitten by the snake they must make a DC 10 Fortitude Saving Throw. A failed saving throw will result in the character's death.

Inside the chest are the following items:

- Wrapped in a fine sheet of black velvet is a Wizard's Spell Book\* and a silver dagger.
- 2 bottles of spirits (highly concentrated alcoholic drinks).
- A noble's signet ring
- A cloth coin pouch containing 18 copper pieces and 3 quartz gemstones of poor quality (worth 5 gold pieces each).
- A leather coin pouch containing 12 gold pieces and a jasper gemstone of average quality (worth 30 gold pieces).

\*The Wizard's Spell Book was stolen from a low level Wizard from the world above. The spell book has black leather bindings with silver runes. Inside the book are the following spells: Charm Person, Ekim's Mystical Mask, Force Manipulation, Magic Missile and Spider Climb.

The two small barrels contain a type of mead that the kobolds made from the roots found in the caverns. The mead is drinkable, but has an awful taste.



The two hens in the cage are Farmer Grub's hens, and were stolen during one of the kobold's raids on Farmer Grub's chicken coop. If the characters free the hens from the cage, they will run away from the characters, making a lot of noise in the process. A DC 12 Agility check is required to capture each of the hens.

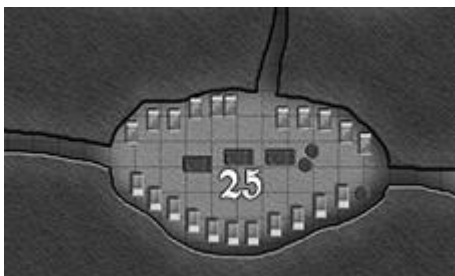
When the characters approach the fancy bird cage containing the black cat, read the following:

*"At last, you are here to save me!" the cat says, "I thought I was never going to get out of here!"*

*The cat pauses, looks at you, and then says, "What are you looking at? Have you never heard a cat talk before? Please hurry! Free me before the kobolds return!"*

The black cat is Mr. Mu, Mrs. Wynworth's beloved cat. In order for the characters to collect their reward, they must return Mr. Mu to Mrs. Wynworth alive.

**Mr. Mu** Init +0; Atk scratch +0 (1); AC 12; HP 3; HD 1d3; MV 20'; Act 1d16; SV Fort -2, Ref +2, Will +0, AL N.



## 25: Sleeping Quarters 2

*Along the walls of the cavern are a series of small kobold-sized beds. The beds consist of simple wooden planks, likely salvaged from the*

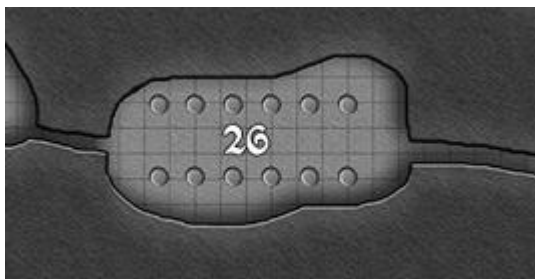
*village above. Rags, furs and salvages pieces of clothing are used as sheets. At the centre of the room are three small, crudely constructed tables, with small logs used as chairs. Resting on the tables are simple clay plates and cups, and scrapes of uneaten food.*

The kobolds have fled this area as soon as they heard the party approaching (kobolds have excellent hearing, and a knack for running away).

The scrapes of food are the remains of the kobolds' meal. These include the shells of large insects, scraps of rat meat and pieces of mushroom (use Table 2-1 if the character eat any of the pieces of mushroom). While most of the cups are empty, some of the cups contain a type of mead that the kobolds made from the roots growing in the tunnels. The mead is drinkable, but has a horrible taste. Near the tables the characters will find two small barrels containing mead (one barrel is nearly empty).

If the characters take time to search through the beds, they will discover the following items of value:

- A small jar containing 9 ancient silver coins
- A water skin filled with cheap wine
- A sling
- A small empty sack
- A small jar of honey
- A cracked hand mirror
- A decorative cane (as club)
- A cloth coin pouch containing 16 copper pieces
- A wooden bucket used to draw water from a well
- A blacksmith's hammer (as club)
- A child's rag doll
- A horse shoe



## 26: The Pillars

*There are stone pillars along each side of the cavern. The pillars are well constructed, and the quality of their workmanship is too fine to have been made by the hands of kobolds.*

*You could make out patches of tile flooring, where layers of earth and rock have been removed. You see small piles of dirt and rock through the room; you noticed marks along the walls where small picks and hammers fell.*

The kobolds are in the process of excavating this room, which was constructed by an ancient civilization. There are no items of value for the characters to find here.

## Conclusion

There are different ways in which this adventure could end:

- The characters return Mr. Mu to Mrs. Wynworth.
- The characters return from their adventure without Mr. Mu.
- The characters perish in the tunnels.

Depending on the outcome of this adventure, read the appropriate ending to the players:

## Ending 1:

### Returning with Mr. Mu

*Tears of joy run down Mrs. Wynworth's cheeks as she see her beloved cat, Mr. Mu, in your arms. Suddenly, Mr. Mu jumps out of your arms, and runs towards her. Mrs. Wynworth picks her cat up, and embraces Mr. Mu.*

*Loud purrs come from Mr. Mu, as his owner stroke his fur and kisses the top of his head.*

*"You save him! You save my precious Mr. Mu," Mrs. Wynworth says and she presents you with a jewelry box, "As I promised, here are my family jewels."*

The characters are heroes. If the characters decided to stay in Greenleaf for a few more days, Thomar will offer them free lodging in his home as gratitude for saving his mother's cat. If the characters decide to leave Greenleaf, Thomar's wife will prepare some food for the characters to take on their journey.

## Ending 2:

### Returning without Mr. Mu

*Tears run down Mrs. Wynworth's face when she realised that you have returned without her beloved cat. Her face turns bright red.*

*"You stupid adventurers!" she screams, "You stupid incompetent adventures! How dare you return without my cat!"*

*The cup Mrs. Wynworth was holding is hurled past your head, narrowly missing you.*

*Mrs. Wynworth turns around, and stormed off to her room. The door slams shut with a loud bang.*

*You feel a strong hand gripping your shoulder, and turn to see Thomar, Mrs. Wynworth's son, looking at you with an expression of concern on his face.*

*"I know you tried your best to return my mother's cat," Thomar says with a gentle smile, "Mother is in one of her moods again. I think it is best for you to be leaving."*

*Thomar walks you to the door.*

*"It will be dark soon, and the roads between the villages are unsafe during the night. The Thirsty Dwarf Tavern has rooms available for rent. It will be best if you could spend the night there, and continue your journey in the morning."*

### **Ending 3:**

#### **The Characters Perish**

*Some say that death is not the end, but a new beginning. This holds true for you. Now, it's time to roll up a new batch of Level 0 Characters and go through the Character Funnel again. Perhaps, next time, you will have more luck with this Adventure.*

#### **What Happens Next**

This adventure does not have to end here, unless you, as the Judge, decide that it should end. This adventure could lead to future adventures if you and your players so desire. For instance, the relics the characters found from the ancient civilization in the tunnels could spark the characters' interest in learning more about this lost civilization. Perhaps, some of the villagers have information about this lost civilization, or perhaps, there are more tunnels underneath the village that contains more artifacts and treasure.

The non-playing characters (NPC) the characters encountered could play a role in future adventures. Those NPCs who joined the party and survived could join the party as Level 1 characters, replacing fallen characters.

Likewise, some of the NPCs the characters met could play a key role in future adventures. For instance, if the characters return the Halfling criminal (Obermoor) to the Constable (Gregor Hornjur), the Constable may request future services from the characters.

The village of Greenleaf itself could be the setting for future adventures. Perhaps, the kobolds living in the tunnels devise a plan of revenge against the village for the intrusion of their home and the murder of their kin. Or perhaps, after learning about the characters' success, other villagers are interesting in hiring the services of the characters. For example, the local blacksmith may offer his services to repair and oil the suit of full plate armour in exchange for the retrieval of a family relic stolen by a group of orcs living in the nearby mountains.


As a Judge, it's up to you to decide if "Kobolds Stole My Cat!" is a stand-alone adventure, or if the encounters in this adventure will pave the way for future adventures down the road. It's up to you to decide what happens next!


## Appendix: NPC Statistics

NAME: <b>Trayver Lugndor</b>		OCCUPATION: <b>Gong Farmer</b>		HIT POINTS: <div>MAX <b>3</b></div>	
DCC Level 0 Character Card. Permission to Copy for Personal Use. Designed by Mark Tasaka, 2015					
STR <b>9</b>	<b>0</b>	30' SPEED	<b>+1</b> INIT	<b>d4-1</b> FUMBLE DIE	<b>Neutral</b> ALIGNMENT
AC <b>12</b>	ARMOUR:				
AGI <b>13</b>	<b>+1</b>	CRT TABLE: <b>I</b>	<b>1d4</b> CRT DIE	BIRTH AUGUR: <b>Charmed House: Luck bonus to Armour Class</b>	
STA <b>10</b>	<b>0</b>			WEAPON: trowel (as dagger)	<b>d4</b>
PER <b>7</b>	<b>-1</b>	REF <b>+1</b>	WEAPON:		
INT <b>8</b>	<b>-1</b>	FORT <b>0</b>	TRADE GOODS: sack of night soil		
LUCK <b>14</b>	<b>+1</b>	WILL <b>-1</b>	WEALTH: cp: 29		
			XP:		

EQUIPMENT:  
 lantern  
 obsidian sphere

LANGUAGES:  
 Common

NAME: <b>Lufghar Borjin</b>		OCCUPATION: <b>Farmer (Sheep)</b>		HIT POINTS: <div></div>	
Dungeon Crawl Classics is a Trademark of Goodman Games.					
STR 14 +1	30' SPEED	-1 INIT	d4 FUMBLE DIE	Lawful ALIGNMENT	AC 9 ARMOUR:
AGI 6 -1	CRIT TABLE: <b>I</b> 1d4 CRIT DIE	BIRTH AUGUR: Path of the Bear: Melee damage rolls		WEAPON: Pitchfork (as Spear) d8+3	
STA 10 0		LANGUAGES: Common		WEAPON:	
PER 7 -1	REF -1	EQUIPMENT: mirror, hand-size		TRADE GOODS: Sheep (Larr)	
INT 7 -1	FORT 0	WEALTH: cp 21		XP:	
LUCK 16 +2	WILL -1				
DCC Level 0 Character Card. Permission to Copy for Personal Use. Designed by Mark Tasaka, 2015					

NAME: <b>Obremoor</b>		OCCUPATION: <b>Halfling Vagrant</b>		HIT POINTS: <div></div>	
Dungeon Crawl Classics is a Trademark of Goodman Games.					
STR 6 -1	20' SPEED	+1 INIT	d4+1 FUMBLE DIE	Chaotic ALIGNMENT	AC 11 ARMOUR:
AGI 13 +1	CRIT TABLE: <b>I</b> 1d4 CRIT DIE	BIRTH AUGUR: Survived the Plague: magical healing		WEAPON: club d4-1	
STA 4 -2		LANGUAGES: Common, Halfling and Kobold		WEAPON:	
PER 12 0	REF +1	EQUIPMENT:		TRADE GOODS: begging bowl	
INT 8 -1	FORT -2	WEALTH: cp 25		XP:	
LUCK 6 -1	WILL 0				
DCC Level 0 Character Card. Permission to Copy for Personal Use. Designed by Mark Tasaka, 2015					

NAME: Karta Shallank		OCCUPATION: Hunter	
CLASS: Warrior	LEVEL: 1	TITLE: Wildling	
STR 10 0	30' SPEED	+3 INT	d3 ACTION DIE
AC 16 +2	1d12 CRIT DIE	III CRIT TABLE	d8 FUMBLE DIE
STA 11 0	LUCKY SIGN: Four Leaf Clover: Find Secret Doors		
PER 6 -1	LANGUAGES: Common		
INT 9 0	WEALTH: cp: 27, sp: 9, gp: 3		
LUCK 9 0	XP: 12		
AC 14		ARMOR: leather	
HIT POINTS: 11		DRAWING OR SIGIL	
WEAPON: shortbow		TO HIT: d3+2	
WEAPON: handaxe		TO HIT: d3/d3+2	
WEAPON:		TO HIT:	
DAMAGE: 1d6		DAMAGE: 1d6	
CLASS ABILITIES: Crit range 19-20		Tightly deed of arms	
EQUIPMENT & GEAR: deer pelt, rope 50', lantern, flint and steel, oil 2 flasks, rations 6 days, small sack arrows: 28			

Dungeon Crawl Classics Character Postcard

DCC is a Trademark of Goodman Games. DCC Character Postcard Designed by Mark Tasaka, 2015 (www.tasakadesign.com)

NAME: Gregor Hornjur		OCCUPATION: Locksmith	
CLASS: Warrior		LEVEL/TITLE: 2 Champion	
STR 15	+1	25' SPEED	+2 INIT
AGI 10	0	1d14 CRIT DIE	CRIT TABLE III
STA 9	0	LUCKY SIGN: Horn of the Battlefield: Damage Rolls	
PER 12	0	LANGUAGES: Common	
INT 11	0	WEALTH: gp: 28, sp: 12, cp: 15	
LUCK 13	+1	XP: 96	
AC 16		ARMOUR: Chainmail and Shield	
18 HP		HIT POINTS: 18	
DRAWING OR SIGIL		CLASS ABILITIES: +d4 Deed Die, 19-20 Threat Range, Luck mod applied to Longswords	
WEAPON: Longsword		TO HIT: +2, DAMAGE: d8+2	
WEAPON: Shortbow		TO HIT: , DAMAGE: d6+1	
WEAPON: Dagger		TO HIT: +1, DAMAGE: d4+1	
EQUIPMENT & GEAR: fine tools, constable's signet ring, letter of passage, backpack, flint and steel, lantern, oil flasks x3, rope 50', waterskin, rations 10 days, quiver: 18 arrows			

Dungeon Crawl Classics Character Postcard

DCC is a Trademark of Goodman Games. DCC Character Postcard Designed by Mark Tasaka, 2015 (www.tasakadesign.com)

# Kobolds Stole My Cat!

Written by Mark Tasaka, 2016

*You find yourself walking down a dirt road to a small village in the distance. As you walk, you reflect on the events of the past few weeks. It was only a few weeks ago when you were a mere peasant living in some nameless village, destined to live a life of poverty and boredom. You think back to that day when you, along with a number of others from your village, took up the challenge to become Adventurers.*

*Many of those who had taken up that challenge with you had perished. But, through skill and luck you had survived. Now, you are an Adventurer. But, as a newly forged Adventurer you will need gold to upgrade your weapons and gear. Moreover, you will need to develop your reputation as a monster slayer and to make a name for yourself in the world.*

*This is the reason why you find yourself walking down this dirt road to the village ahead. You gained information that a lady by the name of Mrs. Wynworth has had her cat kidnapped by a gang of kobolds, and is offering her family jewels as a reward for rescuing her cat.*

*Saving a cat from a gang of kobolds may not be the most epic adventure, but you know that even the mightiest of heroes have to start somewhere...*

An Adventure for a Party of Level 1 Characters



Dungeon Crawl Classics is a trademark of Goodman Games