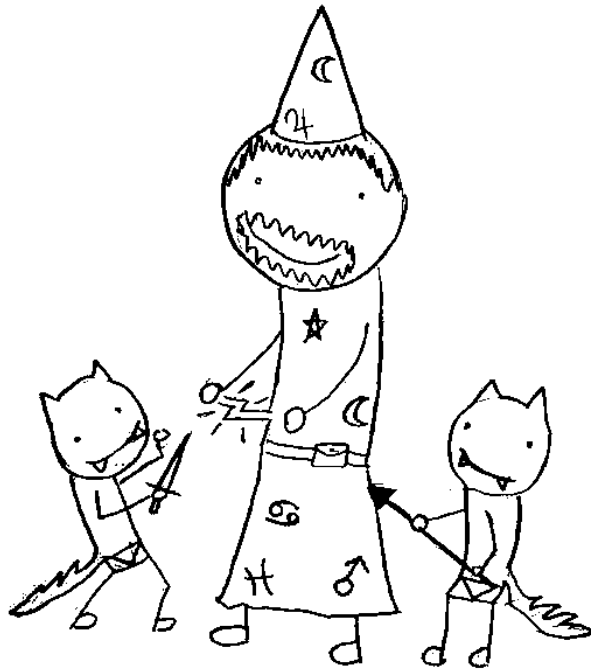


Dungeon Module I1-3

Kobold Caves of the Golden God

By Jeff Simpson
AN ADVENTURE FOR CHARACTER LEVELS 1-3



Delve deep into the Mountains of Fire to solve the mystery of torturous screams echoing across the valley. Within the depths you will find kobolds, slimes, and the dying quest of a long-lost paladin order!

This module, in its original incarnation, was originally used for the 2021 B/X Blackrazor Year of the Rat Dungeon Contest. It has been altered and expanded upon in this volume. It is free of licensing and may be shared, modified, and altered as you wish.

Introduction

Thousands of years ago, Zoray the Gangrene Prince, a demon of middling power, was sealed within a temple to the paladin-god, Glamdring the Conqueror. The paladinic order placed a series of warnings meant to keep future generations away from his ruinous powers. Today, a group of crazed priests live far beneath the earth worshipping him, as his power slowly regrows, which is inciting a group of kobolds to horrendous acts of barbarism and cruelty.

Players adventuring in these dungeons and their surrounding environs will encounter horrid beasts, given in **Appendix A** under **Wandering Monsters**. As well, they will come into contact with the **Taint of Zoray**, a demonic emanation that slowly poisons characters. Rules for this, as well as a new race-as-class, the **Oozenoid**, are given in **Appendix B**. The creatures found within these pages are given statistics in the following books: TSR's **Dungeons and Dragons Basic** and **Expert** Rulebooks, and TSR's **Advanced Dungeons and Dragons Monster Manual**, **Monster Manual II**, and **Fiend Folio**. They may require slight adjustment for use in your own home campaigns.

Dungeon maps use a 5 foot scale.

All maps are found at the end of this booklet.

The Town of Knup-Tra

Anyone in the area will notice two things; first, they will see smoke rising from the stove-fires in **Knup-Tra's** bakery. Second, they will hear a distorted, screeching wail coming from the **Mountains of Fire**. Other locations on the map shall not be detailed in this volume. All villagers have the stats of a Normal Man. Some may give rumours in their descriptions, which will be noted as True or False.

General Store Run by the bickering couple of

Silksif and her husband Granmar, much of their arguing comes from the fact that they are currently broke.

Magic Shoppe Theodora is an ex-nun who now sells potions and scrolls. Ever charitable, there is a dish containing 54cp that shoppers may help themselves to. For sale is a Sword +1 (Casts Light) for 3000gp. Quite the gossip, Theodora will say that Kazmir has a betrothed in the city but truly loves Euphemia (True).

Smithy Brand is a burly mountain-man who specializes in armour repair and will buy suits of used armour at 125% normal price. There is a highly decorated helm that he is working on worth 600gp as well as 430gp worth of raw silver that he plans to work into a future suit of armour.

Baker The pride of Knup-Tra, Theobald and his wife Katarina make their traditional Dwarven peasant-breads here. Stored in a clay urn on the stove are 49sp and 15gp. Their bread costs 5gp per loaf and heals 1 hit-point if consumed, to a maximum of 1 hit-point healed in this manner per day.

Church A small-town shrine to numerous gods, it is tended to by Almaric, an aged priest of Thomas the Younger, God of Candles. Within the alms box is 38gp. Almaric asks the players to investigate the strange screams coming from the **Mountains of Fire**, claiming that they are beginning to disturb the citizens.

Mason Storvik the stone-mason spends his evenings at the inn drinking with Ivan the thatcher. Characters with knowledge of engineering can identify a fine set of calipers in his shop worth 93gp. As someone who commonly travels, he can tell adventurers that the roads are thick with bandits and one should be wary while traveling (True).

Reeve's Office In charge of law and order is Louis the halfling who is cheerful, but takes his job very seriously. His badge of office is of finely-wrought gold and is worth 900gp. Louis wields a gnarled quarter-staff.

Seamstress The mature widow Alyona continues to mourn the loss of her husband Garak but still

deftly mends clothes. She is currently living off the last 130gp that Garak's death left her. If asked about her deceased husband or the **Mountains of Fire**, she will say that Garak once travelled there and returned quite sick (True).

Farmer's Market Each day, the farmers Sigurd, Cecilia, and Agnes come here to sell their crops, including carrots, beets, eggs, and mint.

Carpenter Hagal, a half-orc, long ago proved his loyalty to the people of Knup-Tra when he rebuilt much of the bar after a fire for free, likely because he spends so much time drinking there. Buried under a pile of sawdust in his shop is a pouch containing 65sp. Hagal will give characters a story involving a wizard who once lived in the **Mountains of Fire** who performed many strange experiments (False).

Thatcher Ivan spends his evenings drinking with Storvik the stone-mason. He has a nest-egg of 80gp under his pillow, which he hopes to use to buy Arnora the fletcher's affections. Ever the tale-spinner when he drinks, Ivan will tell the players that the mushrooms grown in the mountain are safe to eat, and that he has done so many times (False).

Fletcher Arnora is a beautiful but cold half-elf who rarely takes pleasure in interacting with the human population of Knup-Tra. She eschews money, tending to trade game that she has caught for whatever she needs.

Chandler A quiet, headstrong girl, Lucienne has recently moved here from the city to start a candle-shop. She is from a noble family and is well off. She keeps a black velvet pouch of 93gp in a hat-box in her closet. Keen to enter the politics of Knup-Tra, Lucienne attempts to play match-maker; she states that although Alyona has been lonely for a time, she thinks that she is ready to move on and find a new man (True).

Veterinarian It is a joke in town that when an animal dies at the hands of Euphemia, the town's vet, it ends up next door at Kazmir the butcher's. This is false, but the two are having a steamy love affair. Nailed to the interior doorframe is a single silver-piece, a sign of

good luck.

Butcher Wildly in love with the veterinarian Euphemia, Kazmir the butcher primarily sells poultry here. His set of butcher's knives could fetch a sale of 20gp to the right buyer.

Stable Nicola, an orphan girl, has been taken in by Sigmund the bartender and serves as a stablehand. Fresh mounts can be exchanged or purchased here.

Bar & Inn Sigmund is a wiry but spry man of 67 years, who will always find a way to make more room for travellers to stay in his inn. The bar that he runs is quite lucrative, with 41gp currently in the cash-box. A mounted elk head above the bar is worth 30gp.

The Mountains of Fire

As players travel to the Mountains of Fire, they will come to a small stone outpost dug into the mountain-face. The interior walls contain bas-relief sculptures of skulls, and a weathered monument of a sword, the symbol of Glamdring the Conqueror. Characters with a knowledge of history will be able to identify the monument as such. They will also know that the paladins of Glamdring are long extinct, defeated by a demon who they led a crusade against. Smart players may wonder why a paladin order has motifs of skulls in their art; unbeknownst to the players, these skulls are actually warnings meant to scare folk away from the horror sealed within these halls.

A heavy stone door (counts as a stuck door) is at the end of the hall, leading to a spiral stairway that descends 200 feet below into the earth. Once players have reached the bottom of the stairs, they are subject to the **Taint of Zoray** (see Appendix B).

I1: Kobold Caves of the Golden God

Kobolds within this dungeon will fight to defend their home, but there are many who would be willing to ally with the characters to overthrow the chieftain - Kurtz.

Across from the stairs leading back up is a locked door. The key to this door is located in area 16. Thieves attempting to pick this lock will roll as if they are a thief of 2 levels lower, to a minimum of the ability of a first level thief.

The staircase beyond leads to **I2: Shrine to the Faceless Lord**. Carved into the door, readable only to characters with knowledge of ancient tongues, are the following words:

This place is not a place of honour; no highly esteemed deed is commemorated here. What was here was dangerous and repulsive to us. The danger is below us. The danger is unleashed only if you disturb this place. This place is best shunned.

1. Storage There are 49 mundane bats in this storeroom who will generally leave characters alone. The equipment stored here is mostly maintenance goods, but wrapped around the handle of a butterfly-net in the corner is a scroll of *Sleep*.

2. Cells This prison has long been abandoned. In the northernmost cell is a skeleton gripping a battle-axe. Characters can notice it twitch occasionally, but it will not animate.

3. Pantry There is one kobold in this room rummaging through a barrel of cured meat. The kobold carries 15cp. The kobold has left a trail of dirt from behind some boxes which obscure the tunnels beyond.

4. Emergency Access Room This secret room has a chest labelled 'Emergency.' Within it is a pouch of 600sp, two 5gp gemstones, and a dull dagger +1 that deals an additional 1 point of fire damage. In addition, is a trapdoor to a 300 foot, laddered shaft. If more than 4800

coins of weight is applied, the ladder will retract, sending those on it down a slide into area 5 within the **Shrine to the Faceless Lord**. They will land safely in a patch of mushrooms which will affect them as if they had consumed them, detailed in the room's entry below.

5. Cave There are 7 kobolds here arguing over a large clay pot full of 8000cp. To their east is the kennel, containing 10 giant rats, kept behind a simple fence. These kobolds are supporters of Kurtz.

6. Cave Piled in the centre of this room is 300sp and 30gp. If any of the treasure is disturbed, it alerts the kobolds in area 7, who prepare an ambush by hiding in the pool, using blowguns as snorkels.

7. Cave There are 6 kobolds that may be hiding in the pool (see area 6). They are not supporters of Kurtz. A character may try and enter the pool and explore its waters. They can hold their breath long enough if they succeed on a Save vs Paralysis. The pool leads to area 10.

8. Cave This lair contains the women and children of the kobold tribe. There are 39 non-combatant kobolds here that should not be included in experience-point calculations. One is adding mushrooms to a stew. If a character eats the mushroom or stew, consult area 5 of **Shrine to the Faceless Lord** for its effects. There are three mushrooms available.

9. Well There are 3 kobolds fishing in the well here. They are not supporters of Kurtz.

10. Secret Chamber The paladins of Glamdring stored dangerous artifacts here. Included are a rod of cancellation, a sword +1, a potion of ESP, a suit of chainmaille -1 (appears as +1), and a map leading to the secret room in area 4.

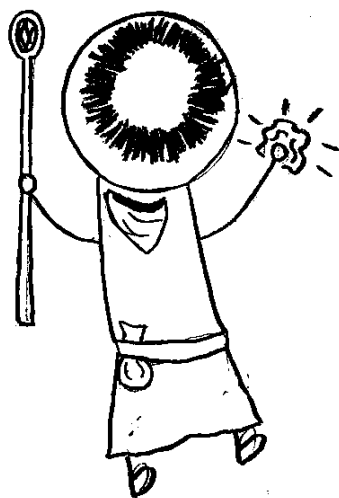
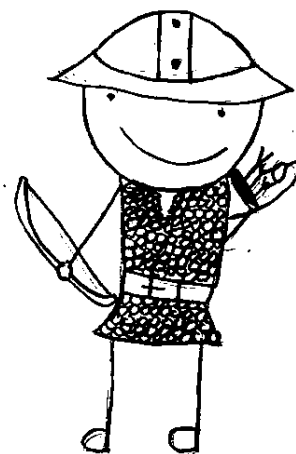
11. Central Hall There is 1 giant gecko and 10 kobolds practicing combat drills. They are supporters of Kurtz. The giant gecko is mounted with saddlebags that contain 2000cp and 1000sp.

12. Room This room is empty save for some ancient vials of a bright blue liquid. If uncorked, the sweet smell will awaken the rust monster in area 13. The liquid has no other effect.

13. A sleeping rust monster roosts here. If characters rummage through its nest, they will be pierced with rusty iron spikes which will cause 1 point of damage, and the character must make a Save vs Paralysis or contract a disease. The choice of disease is left up to the Dungeon Master, but if in a rush, you may use the following disease: Blood Lotus, also known as Jungle Guide's Disease, a form of chronic renal failure. This is a terminal disease that will deal 1 point of Strength and Constitution damage per week for 1-12 weeks. At the end of 1-12 weeks, the character will die unless magic is used to cure them.

14. Great Hall There are 18 kobolds in this room, including Kurtz (HD 3). If a character is ever adjacent to 3 kobolds, they will attempt to carry them into a hollow statue of a Golden Bull in the centre of the room. The character may attempt a Save vs Dragon Breath to escape. Otherwise, they are thrown into the bull where they are roasted alive, taking 1-8 points of fire damage per round until someone opens the bull from the outside. Heaped around the golden statue is 6000cp, 3000sp, and a key to the door leading to **The Shrine to the Faceless Lord**.

The screams of those thrown into the bull are amplified through the bull's horns, echoing through the halls and filling the area with an awful warbled wailing; the sound that can be heard from the town.



12: Shrine to the Faceless Lord

All Acolytes in this area know *Inflict Light Wounds*, *Darkness*, and *Fear*. They may each cast one of these spells per day.

- 1. Entry Hall** This room is at the bottom of a 300 foot stone path that leads to **The Kobold Caves of Golden Gods**.
- 2. Outer Parlour** There are two acolytes here discussing the worship of Zoray. They are intoxicated and receive a +1 adjustment on reaction rolls.
- 3. Great Hall** There is a statue of what was once a green dragon here. Its face has been chiselled away so it is now merely smooth stone. Its trap still exists however, and if characters approach the statue without first hailing Glamdring, it releases a breath attack as a green dragon (cloud of chlorine gas, 3-24).
- 4. Door** Carved into the door is the image of a demon being pierced by a broadsword. The door is locked and the key is carried by the guard in area 8.
- 5. Garden** There are 4 acolytes cultivating a patch of yellow mould which grows amongst patches of mushrooms. The acolytes have 8cp and 100gp between the 4 of them. Consuming a mushroom causes one of four effects; **1** gain 1 taint point **2** character is affected by a *sleep spell* **3** psychedaealic hallucinations act as a *clairvoyance* spell centred on area 15 **4** character gains a second attack in combat for 1 hour, but the second attack is always against a random target within range.
- 6. Reflecting Halls** There are two acolytes patrolling this area, deep in thought. One will try and alert the guards in area 8.
- 7. Secret Prison** To enter this secret room from area 8, characters must use one of the keys from the guard's keyring. The secret door in the hallway is not locked. Within the room are 4 troglodyte prisoners whose stench oil is being harvested by the priests of Zoray.
- 8. Dining Room** This dining room has been converted into a guard's barracks containing 7

acolytes in it. One of them has a keyring with keys to both the secret door in this room as well as the door at area 4. The payroll for these acolyte-guards is in a locked chest in this room; it contains 6000cp, 2000gp, a scroll of *Read Languages*, a mace +1, and a potion of healing.

9. Cloister A gelatinous cube keeps the area surrounding the reflecting pool clean.

10. Library A halfling thief (HD 3) has managed to dig his way into this library. He promises to give the characters a scroll-case that he looted if they let him go. The scroll-case contains a scroll of *Protection from Undead* and a cursed scroll of *Bless* that targets the caster with a *Curse* spell that lasts 1 day.

11. Kitchen In what was once a kitchen, a gold-plated mace rests on a cutting table. The gold-plating is fake and the mace is worthless. Touching the mace arms a trap on the door in the hallway north of this room. When armed, opening the door from the south causes an axe-blade to swing down, dealing 1-8 points of damage. The axe can then be recovered.

12. Dormitory There are a collection of bunkbeds here along with a cooking hearth. There is little else of importance.

13. Inner Parlour Now a sculptor's workshop, there are several blocks of unfinished stone here waiting to be turned into statues. One of the blocks is actually a grey ooze.

14. Chapter House The green slime in this room is used to help dispose of garbage.

15. Nave There are 15 acolytes who, as the characters enter the room, finish summoning an ochre jelly servant of Zoray. The ochre jelly is unaligned and will attack acolytes and characters alike. Those who take damage from the ochre jelly automatically gain 1 **taint-point**. In the western transept is the treasure of the cult, 182sp, a chalice worth 23gp, a rusty sword +1 (+3 vs undead), and a pearl-encrusted candelabra worth 1200gp. Underneath the altar is a ladder that leads below to **The Dungeons of the Bone King**.

I3: Dungeons of the Bone King

These halls were originally where knights of Glamdring were interred, but the **Taint of Zoray** has raised them as mindless undead warriors.

Skeletons in this area will reform 1-6 rounds after being destroyed, unless killed by a magic weapon, a hammer or mace, or a cleric's Turn Undead ability.

1. Entry Hall The ladder leads into an open room with 4 doors. There is a series of 4 gem-shaped indents on the northern wall. In-between these indents is the following text, in the same tongue as the warning message carved into the door leading to **The Shrine to the Faceless Prince**:

We considered ourselves powerful; this message is a warning. The danger is present in your time. There is nothing here worth your life. Do not go beyond this point.

2. Sarcophagus of the Bone King To open the door to this room, the 4 crystals from areas 8, 16, 17, and 28 must be inserted into the indents in the wall in area 1. The sarcophagus is surrounded by treasure. There is 2600sp, 2100gp, and rings, bracelets, and diadems worth a total of 22,600gp. To banish Zoray, the paladins of Glamdring offered the treasures in this room to the spirits as payment for keeping Zoray locked away. For every 1000gp worth of treasure taken from here, there is a 2% chance Zoray, a Type III Demon, will be unleashed upon the world. He may look favourably upon those who awakened him, or he may see them as easy targets to test his combat prowess on after his long hibernation.

3. Trapped Secret Door There is a secret door that leads to area 4, but it is trapped. Anyone who opens the door without disabling the trap is pricked by a pin laced with killer bee poison.

4. Secret Torture Chamber The paladins of Glamdring would interrogate heretics in this room. There are 4 thouls here. The fine torture tools are worth 500gp if sold.

5. Spider Nest This area is strewn with bones. There is a pile of skulls in the south-western corner which acts as a nest for 1 tarantella. Scattered throughout the room are 87gp.

6. Study A hooded medusa sits in this room and offers to play chess with the character with the highest Charisma. That character must roll equal to or under their Intelligence on 3d6. Failure results in losing the game, at which point the medusa will remove its hood and initiate a gaze at the character. If the character wins, the medusa will give them her treasure which consists of 4 anklets. They are golden and worth 3600gp in total.

7. Atrium There are 8 zombies in this room.

8. Vault One of the crystals to open the door to area 2 sits on a pedestal in this room.

9. Vault There are 2 ghouls guarding 3000cp, 3000gp, and 5 carnelian gems worth a total of 1450gp.

10. This room rests below the open walk-way of areas 12 and 13. There are 8 skeletons patrolling the room.

11. Mosaic Studio There are 4 worthless crystals encrusted into the eastern wall in a similar fashion to the door to area 2. In front of them, is a crystal living statue. The western wall features a mosaic that depicts a demon surrounded by gold, framed by 4 crystals.

12. Bridge This room sits above area 10. Characters can be knocked below, taking 1d6 damage. There is a green dragon wyrmling (HD 4) sleeping on the bridge.

13. Horde This is the dragon's treasure horde. It consists of 3800cp, 20,000gp, a suit of chainmaille +1, a shield +1, a sword +1, +3 vs. dragons, a scroll of detect magic, 2 potions of poison, and a potion of levitation.

14. Pit Trap There is a pit filled with spikes at the end of this hallway. Falling in will deal 3d6 points of damage.

15. Smithy Any living being who enters this room is targeted by a Sleep spell. They may resist this if they succeed on a Save vs. Spells roll. The skeletons in area 10 are not effected by this. There are 4 shadows who lurk in the corners of

this room, waiting to attack anyone affected by the Sleep spell.

16. Armoury One of the crystals to open the door to area 2 sits on a pedestal in this room.

17. One of the crystals to open the door to area 2 sits on a pedestal in this room. There is a spectre here, a Paladin of Glamdring who still retains his past memories. He warns the players that his mentor has turned into a vile wraith and is trapped in area 25. Magic binds him to that room so he is of little threat, but the spectre mentions that if the wraith was to be defeated, he would offer his sword +1 (+1d6 flaming damage vs chaotic) as thanks for cleansing the evil from this place.

18. There are 3 mongrelmen in this area. If the myconids in area 20 still live, the mongrelmen will offer to give their treasure to the characters if they kill the myconids. Their treasure consists of a +1 Axe.

19. Meditative Labyrinth There is a Carrion Crawler in the room. During combat, on rounds 2-6, blocks will shift one square; the block that shifts is marked on the map by the round number that it moves on along with an arrow directing which direction it will move. If a block traps a character between the wall, the character may make a Save vs. Dragon Breath to escape. Otherwise they are crushed.

20. Barracks There are 4 myconids in this area. If the mongrelmen in area 18 still live, the myconids will offer to give their treasure to the characters if they kill the mongrelmen. Their treasure consists of a set of Gauntlets of Ogre Power which they stole from the mongrelmen.

21. Barracks This room contains an intelligent yellow mould, a pet of the myconids.

22. Waiting Room The mongrelmen have set up a small living area in this room where 3 mongrelmen dwell. There is a trough with a foul smelling meal in it, and a table laden with cards and 5 tiger-eyes worth 50gp each.

23. Mess Hall Heavy oak tables adorn this otherwise empty room. Wise players may use them to barricade the doors for protection while resting.

24. Kitchen There is 1 ghoul (4 HD) waiting to ambush any who enter. He has no treasure other than a mundane sword which he uses instead of his claws, but in conjunction with his bite.

25. Pantry There is 1 wraith here, the former grand-master of the Paladins of Glamdring. The jangling of his spectral chains can be heard from the adjacent rooms. If killed, his chains are quite ornate and worth 2100gp. He is bound to this room and cannot leave.

26. There are 8 stirges in this room, preventing the sprites in area 27 from escaping the dungeon.

27. Office Trapped in this room are 9 sprites, if characters don't offer the sprites an escort to the ladder in area 1, they will target the strongest looking character and curse their current suit of armour to turn to rust and tatters. They collectively have 42gp.

28. Chapel One of the crystals to open the door to area 2 sits on a pedestal in this room.

29. Grand Hall This large hall is filled with mirrors. When looking in a mirror, roll 1d8 and consult the table below. The object seen in the mirror will appear in real life. There are 10 mirrors and each may only be peered into once.

1 Notes on how to open the door to area 2.

2 Scroll of fireball

3 A wolf who is loyal to the person who looked into the mirror. It will fight alongside them until its death.

4 A vision of the character's own demise. The viewer must roll a save vs Death Ray or die.

5 Agate worth 600gp

6 Dagger +1

7 Dagger, Cursed -1, appears +1

8 A ghostly version of the character manifests as a wight that tries to kill that character. This wight has HD equal to the character's.

Appendix A

Wandering Monsters

Monsters marked with an asterisk have further explanations provided below.

Surrounding Wilderness

1. 1 Normal Man (Trader)*
2. 1-8 Normal Men (Bandits)*
3. 1-3 Spiders, Giant Black Widow
4. 1 Insect Swarm
5. 1 Ogre
6. 1-6 Gnolls
7. 1-6 Boars
8. 2-8 Lizardmen

Dungeon Level 1

1. 2-8 Kobolds
2. 1 Spider, Giant Black Widow
3. 1-4 Rats, Giant & 1-6 Kobolds
4. Kobold Dart Trap*
5. 2-8 Centipedes, Giant
6. Kobold Pit Trap*
7. 1-6 Beetles, Fire
8. 1-6 Ghouls

Dungeon Level 2

1. 1 Carrion Crawler
2. 1-6 Beetle, Oil
3. 1 Hook Horror
4. 1-6 Rats, Giant
5. 1-6 Thouls
6. 2-8 Centipedes, Giant
7. 1 Black Pudding
8. 1-3 Violet Fungi

Dungeon Level 3

1. Patch of Zoray's Taint*
2. 2-12 Skeletons
3. 2-8 Thouls
4. 1 Skeleton Paladin*
5. Patch of Zoray's Taint*
6. 1 Spectre (incapable of level drain)
7. 1 Black Pudding (HD 6)
8. Patch of Zoray's Taint*

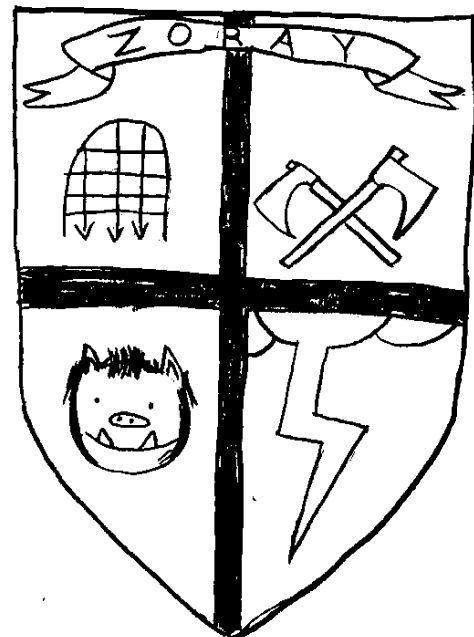
The Trader is Starkad, the Dwarven blacksmith, who exclusively sells axes and war-hammers.

The Bandits within the wilderness will pose as merchants so that they may determine the wealth (and strength) of adventurers before attempting to rob them. Every left bandit ear turned into Sheriff Louis, is worth 10gp.

If *Kobold Traps* are rolled, randomly determine a player; they trigger a hidden trap that fires a dart at them or they fall in a 10 foot pit.. This dart strikes as a 2 hit-dice monster and deals 1-4 damage.

If *Patch of Zoray's Taint* is rolled, the characters enter an area suffused with Zoray's evil spirit. They must all immediately roll a save vs Death Ray or gain a **taint-point**, as outlined in Appendix B.

If Skeleton Paladin is rolled, use a 5HD skeleton armed with a sword +1. This sword loses its magic when wielded by one other than a skeleton.



Appendix B

Zoray's Taint

While adventuring in these dungeons, characters are exposed to **Zoray's Taint**, a hellish force suffusing the entire dungeon that slowly corrupts people. For every full hour (6 turns) that a character spends within the dungeon, they must make a Save vs Death Ray; failure gives the character one **taint-point**. While in the second and third levels of the dungeons, these Saves vs Death Ray are made at a -1 and -2 penalty, respectively. When a character has a number of **taint-points** equal to their Constitution score, they are instantly turned into an Oozenoid (below) with an equal number of experience points as their current character.

New Race-as-Class: Oozenoid

Oozenoids are the result of deep subterranean magiks that distort and pervert unsuspecting spelunkers into a hideous blend between man and slime. The prime requisite for an oozenoid character is Constitution. A Constitution score of 13 or greater will give an Oozenoid a bonus on earned experience points.

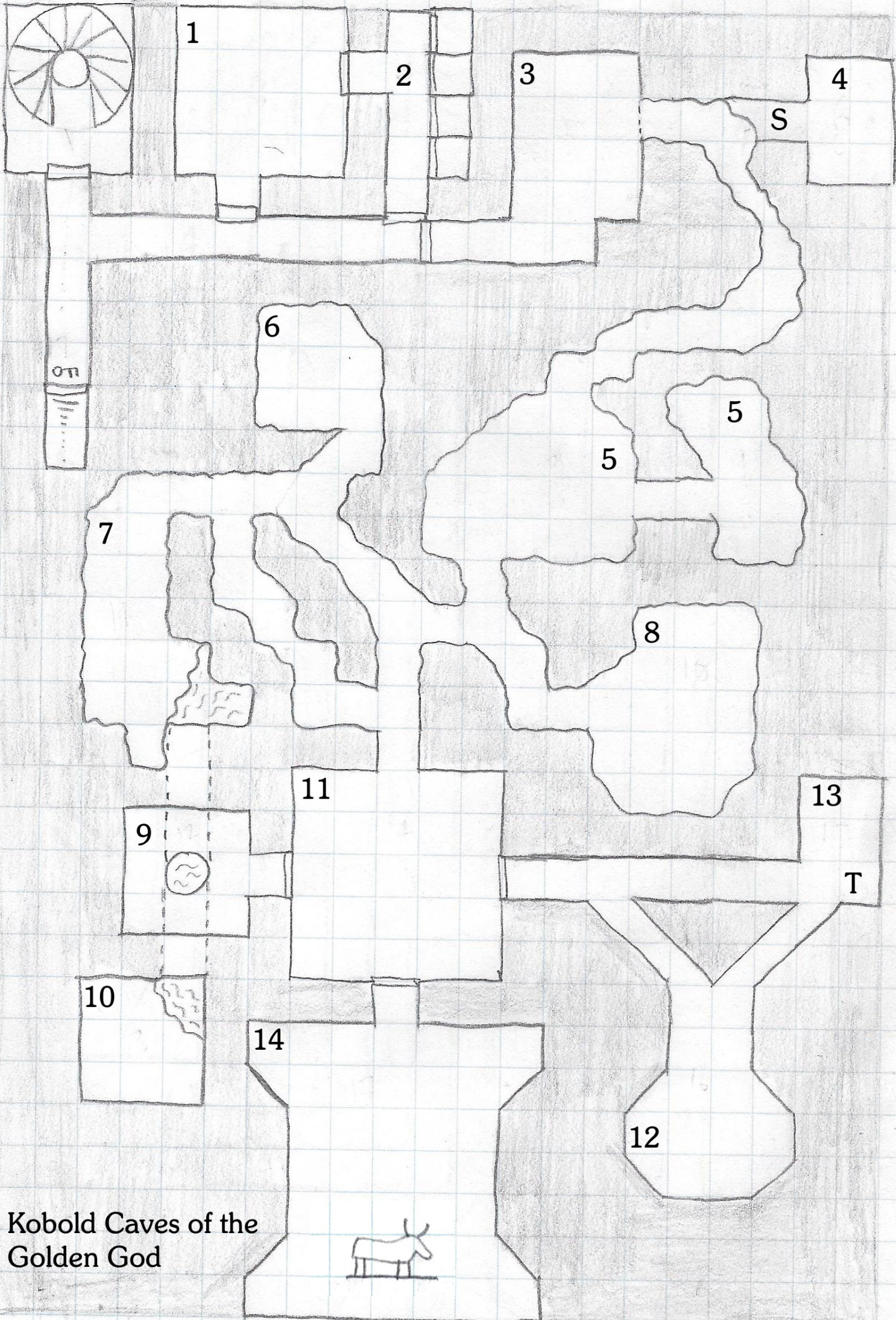
Restrictions: Oozenoids use eight-sided dice to determine their hit points. They may advance to a maximum of 8th level of experience.

Oozenoids may not use any type of armour, shield, or weapon. Oozenoids gain experience as a Magic-User.

Special Abilities: Oozenoids make saves as a Dwarf and rolls to-hit as a Cleric. They have infravision and can see 60 feet in the dark. Oozenoids cannot be paralyzed. While unable to use weapons, oozenoids may form their body into natural weapons which deal 1-8 points of damage. If a creature is struck by this attack, they must make a Save vs Paralyzation or be stunned for 1 round. Oozenoids are capable of fitting through extremely tight spaces such as cramped passageways or sewer grates. At 8th level, an Oozenoid may build a sewer complex that attracts slimes, oozes, and moulds.

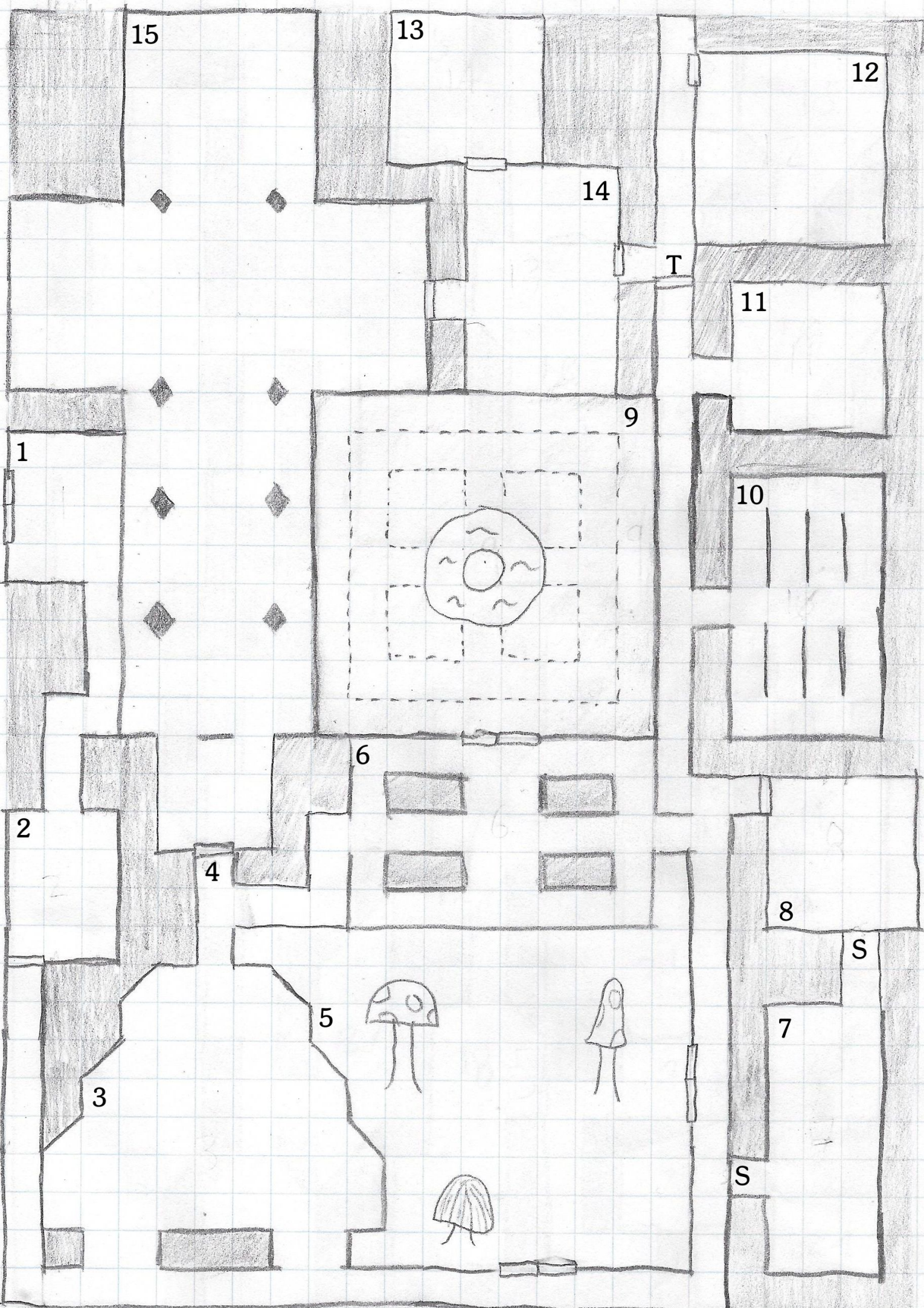
The appearance of Zoray, should he be summoned, is fearsome to behold. He has a twitching equine head, bedecked with antlers and two eyes protruding from fleshy stalks. His torso is that of a short, red-bristled primate with razor-clawed hands and feet.





Kobold Caves of the
Golden God





Shrine to the Faceless Lord

