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LITTLE TROUBLE IN BIG ABSALOM

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Little Trouble in Big Absalom is a Pathfinder Adventure designed for five 1st-level kobolds and uses the rules from the *Pathfinder Core Rulebook* and *Pathfinder Bestiary*. This adventure is designed for play in the Pathfinder campaign setting, but can easily be adapted for use with any world.



ON THE COVER

The brave kobold heroes stand their ground in a granny's basement against a sinister soulbound doll and a ratty hobby horse in this dynamic cover by Caio Maciel Monteiro. Will they make it out alive and claim the treasures of the basement, or will they fall to the strange guardians?



ADVENTURE BACKGROUND

For generations, the Hookclaw kobolds have lived beneath the city known as Absalom, scratching out a hardscrabble existence by scavenging from the earth-packed ruins of ancient, buried buildings. In all that time, the Hookclaws have never been conquered or wiped out by more powerful forces, which makes them truly prestigious by kobold standards. Unfortunately, this prestige has never resulted in wealth or comfort. For as long as the Hookclaws have existed, they have lived in relative austerity among meager warrens and have simmered with envy at more famous and well-off kobold clans such as the renowned Sewer Dragons.

Yet the smell of change is in the air. Just recently, a party of Hookclaw miners accidentally broke into an underground room that was stuffed full of treasures and luxuries, most of them in far better condition than

the time-rotted relics that the Hookclaws typically own. Firm advocates of looking gift horses in the mouth, however, the Hookclaws have rounded up their greatest heroes, most eager volunteers, and most violent misanthropes to explore the mysterious area. Once the chamber has been secured and deemed safe, the Hookclaws can cart off the treasure and live the opulent lives they have long deserved!

CHAPTER 1: THE TOMB

To get started, read or paraphrase the following.

Excitement buzzes in the air throughout the Hookclaw warren. Kobolds drop their work and peer out from the tunnels to watch as you pass. You have been chosen for a most important mission. Tunnelmaster Miknik is anticipating your arrival. As you enter the chamber, the tunnelmaster gives a cue to the nearby workers, who pry away wooden



boards and chunks of stone from the narrow mouth of a tunnel. The workers who dug this passage sealed it up as soon as they saw what was on the other side. It has remained closed—waiting for you—until now.

From where you stand, you can see rich fabric on hangers, exquisite vases, and wooden crates with unknown prizes inside. Just a fraction of this wealth could enable the Hookclaws to live in more comfort than they have in generations. But Hookclaws are smart, and they know when things are too good to be true. That's where you come in.

"Secure the chamber!" Tunnelmaster Miknik barks. Once you ensure the treasure trove is safe, the Hookclaws can claim its valuables. "Standard Hookclaw hazard pay! First pick of anything you find, up to what you can carry! Be careful!"

If the players are new to Pathfinder, take this time to allow them to introduce their characters to one another and become familiar with how their characters are supposed to work. You can also provide some light roleplaying before the PCs move on to begin their adventure. The PCs are the first kobolds to explore this mysterious chamber beyond a few cautious glances, so the other kobolds of the Hookclaw clan have no useful information to offer about what challenges might lie ahead.

A1. CRYPT ENTRANCE

MODERATE 1

The Hookclaws' mysterious "treasure vault" is actually a house's basement. The Hookclaw tunnelers who originally found the room accidentally dug into the cellar of a modestly well-off family in Absalom's residential Eastgate district. Yet to the Hookclaws, who make their living scavenging from buried ruins and who have rarely encountered surface cities beyond hearsay, this is simply another forgotten, subterranean chamber—and even if the Hookclaws knew the building was occupied, they would still want the contents of the cellar.

The familiar smell of earth and musty neglect wafts across your nostrils as you scuttle through the dirt tunnel and into the chamber. From here, you can see past the curtains of rich fabric and giant wooden crates into the rest of the room. Stacks of books and other luxury items are haphazardly crammed onto massive wooden shelves, preserved from mold despite their clear abandonment. Immense piles of furniture, rich with intricate carvings and plush cushions, have been jammed up against the walls. Chests with glittering locks lie on the floor, coated with dust. A pile of casks, sacks, and barrels forms a looming barricade across the western end of the room, which blocks the rest of the chamber from view.

The crates and chests contain old books, worn toys

and dolls, clothing and shoes (some of which are even small enough to fit a kobold), small painted portraits of dark-skinned humans, and holiday decor. A PC who succeeds at a DC 13 Perception check notices a soft glow of light concealed beneath the thick quilts of the nearby beds.

Creatures: While the cellar is relatively well-sealed from the elements, insects have crept through the walls over many decades, making their home in the dry environment. Among the more intrusive residents are a small group of flash beetles, which normally hide underneath the stored beds to conceal their luminescence. The flash beetles are not aggressive, but if they sense a creature approaching within 5 feet, they perceive it as a threat and attack out of instinct.

FLASH BEETLES (4)

CREATURE -1

Pathfinder Bestiary 41

Initiative Perception +6

The beetles are simple animals defending their territory. They don't pursue the PCs beyond 30 feet, and they flee if reduced below half of their Hit Points. A PC can also spend 2 actions and attempt a DC 15 Nature check to try to soothe a single flash beetle; on a success, the beetle ceases hostilities unless it is attacked or harmed again.

Story Award: If the PCs soothe or otherwise neutralize the flash beetles without harming the creatures, award them XP as if they had defeated the creatures in combat.

A2. NONCOMPLIANT WALL

TRIVIAL 1

A stacked wall of books, barrels, sacks of salt and sugar, crates of preserves, casks of wine, and jugs of molasses blocks the kobolds from traveling to the west. Unfortunately, this wall was haphazardly built and is highly unstable.

Hazard: Attempting to climb over the wall or remove an object from the pile risks collapse.

PRECARIOUS PILE

HAZARD 2

ENVIRONMENTAL

Stealth DC 9

Description This dangerously unsteady pile of miscellaneous goods stands 7 feet high and 10 feet wide.

Disable DC 15 Thievery to carefully excavate a path through the wall without upsetting its balance, or DC 17 Athletics to hold up any unstable portions

AC 16; **Fort** +10, **Ref** +2

Hardness 5; **HP** 25 (BT 12); **Immunities** critical hits, object immunities, precision damage

Collapse  **Trigger** A creature attempts to climb or remove an object from the wall or the wall suffers a forceful impact;

Effect The wall collapses, dealing 2d8 bludgeoning damage to creatures on it or within 10 feet of it. A creature that succeeds at a DC 18 Reflex save takes half damage and rolls out of the way in a random direction. On a critical success, they take no damage and can choose the direction.

Development: If the wall collapses for any reason, a haunting, indistinct feminine voice can be heard echoing singsong throughout the basement for a few moments after the sounds of the falling clutter dies away. The voice belongs to Camilla (see area A7), a soulbound doll who resides in the basement and who is calling out for her former playmate.

A3. CONSUMED HALLWAY

Low 1

This plain hallway is relatively clear of junk, allowing further passage into the back reaches of the tomb. Two rooms lie to the west, their doors wedged open with swells of fungus and huge clusters of mushrooms.

The fungus in this room originates from the icebox in area A5. Decades ago, the family that owned this cellar received an unfortunately terrible casserole from a family friend. Too polite to throw the casserole away but not willing to make the sacrifice of eating it, the family instead left the casserole inside the basement icebox, swearing to get around to it sometime. The casserole festered, eventually exploding into fungus that flourished and evolved to the point of gaining sentience.

Creature: This room is home to a fungus leshy, which has claimed this area for its own and doesn't appreciate trespassers. The leshy is currently hiding among the mushrooms using its change shape ability. It is canny enough not to attack the PCs directly, instead attacking from range and then skittering away to hide in the shadows. If reduced below 5 Hit Points, the leshy flees and doesn't attack again.

FUNGUS LESHY

CREATURE 2

Pathfinder Bestiary 219

Initiative Perception +6

A4. TOMB WORKSHOP

This cluttered chamber contains a towering table covered in crafter's tools and surrounded by bundled supplies.

This room was once a basement workshop, as well as a storage area for travel supplies. As the residents of the household aged, the room became increasingly unused and was eventually abandoned.

Treasure: PCs who search the room find a light hammer, a hatchet, five backpacks, four bedrolls, two fishing tackles, artisan's tools, 100 feet of rope, and a repair kit.

A5. ABANDONED ICEBOX

This icebox still contains the lingering chill from the magic that once kept the chamber cold, as well as a few slowly melting blocks of ice. It is clear at some point in the past the magic failed, however, leaving behind clusters of fungus and a rusted, holey casserole pan.

Treasure: A PC who succeeds at a DC 13 Nature check notices a patch of chanterelle mushrooms among the fungus, which can be cooked to provide a good quality meal for four PCs. Success at this check also reveals the other fungus is poisonous; eating it has the same effect as ingesting belladonna (*Pathfinder Core Rulebook* 551). PCs who wish to harvest these poisonous mushrooms can use them as 4 doses of the poison.

A6. CRYPT ANTECHAMBER

Moderate 1

This gigantic hallway opens into another chamber to the east. Crates and furniture are stacked against the walls, atop which sit dusty games and an old, ugly duck toy. An enormous taxidermic alligator is crammed beneath a gaming table.

This room contains stacks of old dish sets that are too good to be used, old games, a few scattered children's toys, and random taxidermic pieces that were too sentimental to get rid of but too patchy and tacky to be displayed in the house.

Creatures: In addition to the completely lifeless taxidermic alligator, this chamber holds three fluffy taxidermic dogs. The malign influence of the soulbound doll, Camilla (see area A7) has animated these former family pets into undeath, and the creatures attack anything living that enters the room.

TAXIDERMIC DOGS (3)

CREATURE 1

NE SMALL MINDLESS UNDEAD

Perception +7; low-light vision

Skills Acrobatics +5, Athletics +7, Survival +5

Str +2, **Dex** +2, **Con** +2, **Int** -5, **Wis** +2, **Cha** -1

AC 16; **Fort** +7, **Ref** +5, **Will** +3

HP 17; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Speed 30 feet

Melee ♦ jaws +7, **Damage** 1d6+2 piercing

Pack Attack A taxidermic dog's Strikes deal 1d4 extra damage to creatures within the reach of the taxidermic dog's two allies.



A7. CAMILLA'S LAIR

SEVERE 1

This room holds luxurious furniture, including a child-sized bed with forgotten children's toys piled upon it.

This dainty, gothic bedroom is the domain of Camilla, a 4-foot-tall soulbound doll that was formerly the playmate of generations of children who lived in this house. The doll was so beloved and so well-taken care of that a spark of consciousness began to develop within the toy. Tragically, Camilla's last playmate, a child named Ella, died young in a tragic accident. Unaware that the toy had a spark of life within it, the child's grieving family put Camilla away in the basement, along with Ella's beloved life-sized toy riding pony, Princess Sunset. Camilla was left in the dark, unable to understand why she had been abandoned, calling out for a friend who would never return and slowly going mad with loneliness and grief.

Creatures: The doll slowly recreated a child's bedroom from the contents of the basement and is mortally offended by any intruders who aren't her former playmate. As soon as she becomes aware of intruders, she says, "Play with me!" in a singsong voice. She and Princess Sunset the riding pony then attack.

PRINCESS SUNSET

CREATURE 2

N **MEDIUM** **CONSTRUCT** **MINDLESS**

Perception +6

Skills Athletics +9

Str +3, **Dex** +0, **Con** +4, **Int** -5, **Wis** +0, **Cha** -5

AC 17 (13 when broken); **Fort** +9, **Ref** +5, **Will** +3

HP 20; **Hardness** 5; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Construct Armor Like normal objects, an animated rocking horse has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once the animated rocking horse is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks and its Armor Class is reduced to 13.

Speed 25 feet

Melee ♦ headbutt +8, **Damage** 1d8+2 Bludgeoning

Trample ♦♦♦ Small or smaller, headbutt, DC 14

CAMILLA

CREATURE 2

NE soulbound doll (*Pathfinder Bestiary* 304)

Initiative Perception +8

Treasure: The dresser by Camilla's bed holds an ornate mirror worth 20 gp. The wardrobes in the room also contain five sets of fine, Small clothing worth 2 gp each.

CONCLUSION

With Camilla and the other threats in the basement gone, the Hookclaws can move in and start claiming treasures for the clan—though any dangers the PCs failed to deal with will likely cause trouble for their fellow kobolds in the future! This is a good point to conclude the adventure if the group is out of time or simply wants to play a shorter scenario. Yet the passage to the north of Camilla's lair presents a new challenge and a continuation to the Hookclaws' explorations—stairs leading upward into the unknown!



CAMILLA



CHAPTER 2: UPSTAIRS!

Though the Hookclaws have always been cautious by nature, success can be a heady drug. With the spoils of their explorations providing a life of comfort beyond what any kobold has previously imagined, the stairway upward has begun to emit a siren call, with promises of further treasures just beyond the doorway. Though the PCs should have plenty of time to rest and recuperate, the other Hookclaws' curiosity eventually gets the better of them, and they ask their heroes to sneak out to explore once more. How this plays out depends on the events of the previous adventure: if the PCs vanquished all of the dangers in the cellar, their new mission is met with a great deal of fanfare, whereas if they failed to ensure the safety of their fellow kobolds, the task is assigned as a punishment.

Whatever the case, the PCs can venture up the stairs in the passageway behind Camilla's lair when they are ready.

The PCs can see light coming into the cellar from the crack underneath the door, and a PC who succeeds at a DC 14 Perception check can hear movement in the adjoining room. Although the cellar door is locked, the lock is rusted and can be shoved out of the door frame, allowing the door to be easily opened.

THE DISGUSTINGLY CUTE LIVING ROOM

The room leading out of the basement is a cozy living space covered in pleasant amenities such as comforting furniture, crochet doilies, and little fluffy sheep dolls and filled with the tempting aroma of tea and cookies. The chamber is currently occupied by the sole resident of the house, a tiny dark-skinned old woman with white curls pulled back in a bun. A cheerful woman who is both extremely near-sighted and incredibly hard of hearing, she mistakes any kobolds approaching her for children from the neighborhood. Should a kobold come

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close to her, she smiles and turns to greet them. Read or paraphrase the following.

"Well, hello there! Have you come to pay Granny a visit on her birthday? It does get lonely here with all my own kids moved out." The old woman toddles into her kitchen to retrieve a large jar, opening it to reveal fresh-smelling cinnamon cookies. "Don't be shy, or I'll have to eat them all myself! Eat myself sick."

"Actually, would you kids like to do Granny a favor? I'll give you all some shiny coins if you do!" The woman smiles beatifically. "A little birdy told me my neighbor Jerren is out at the Grand Bazaar today and won't be back until tonight. Go into his garden two houses down and get my hedge trimmer back for me, will you? I lent it to him six months ago and he still hasn't given it back. The nerve of that man. As if he hasn't got a whole shed full of his own magic tools to use! Just be sure to watch out for the lawn crawfish, dears. I've heard they've gotten a bit persnickety."

"Granny" is actually a powerful druid, though she gave up adventuring years ago. Should the kobolds attempt to attack her, she is quite capable of subduing them and throwing them out of her house. Fortunately, should the kobolds return after being thrown out, Granny does not appear to recognize them and treats them as neighborhood children once more, allowing the PCs to restart the conversation if need be.

Granny responds to most questions with seeming non-sequiturs based on what she believes she heard rather than what was actually asked. However, the PCs can get a small amount of information out of her. Some questions that Granny will answer are listed below.

Who is Jerren? "He's a cad, is what he is. Stealing an old woman's hedge trimmer. The man is obsessed with his garden, and I should know."

What's a hedge trimmer? "Well, there's a good question. It's a long pole with a spinning blade on the end, to get those really high up spots. Powered by magic! My boys bought it for me after I tried to prune the cherry tree and broke my hip. They gave me a real mouthful about that."

Where would the hedge trimmer be? "Heavens if I know. He probably keeps it out in that little round gazebo in his garden, but I can't be sure. I haven't been over there in a long time."

What's a lawn crawfish? "You know, crawfish in your lawn. Me and my brothers would always try to catch them with bits of bacon on a string, hee hee!"

Don't crawfish live in water? "Oh. You must be from the north."

Whether the PCs intend to return the "hedge trimmer" to Granny or not, the Hookclaws would be extremely

GUARDS! GUARDS!

Although Eastgate is routinely patrolled by the city watch, the neighborhood is idyllic, and its parks and hedges hide a startling array of animals. So long as the PCs refrain from extreme actions, they can avoid any notice, but obvious criminal activity such as arson will likely see the kobolds thrown in a prison cell.

excited to examine such an interesting magical tool. Should the PCs report back to the Hookclaws before fulfilling Granny's request, the other kobolds eagerly suggest the PCs attempt to find this unusual item.

THE GARDEN

Granny's neighbor, Jerren Fenn, lives in the residence two houses to the west of Granny's abode. Granny spoke truthfully when she claimed he is obsessed with his garden—in fact, his passion has currently landed him in trouble. Jerren notoriously buys, borrows, and hoards any item that could make his garden grow better—including *Granny's hedge trimmer*. More recently, however, he bought a magic powder from Absalom's Grand Bazaar that promised to enhance plant growth. The powder worked as promised. In fact, it worked too well, as Jerren's garden was infused with fey energy from the First World, which left his plants (and other occupants of the garden) growing out of control. Jerren is away searching for a way to reverse the effects of the powder, which means he is not currently around to catch any kobolds who might sneak onto his property. That doesn't mean the garden is unguarded, however.

PCs who approach the garden immediately notice an obvious oddity—it seems to lack an entrance. The magical powder caused the bordering hedges to rocket upward and grow together, fusing into a thick wall. The first challenge is getting inside.

B1. BOUGAINVILLEA HEDGE

TRIVIAL 1

This nine-foot-tall hedge wall is absolutely covered in leaf-like magenta flowers. Three-inch-long thorns stick out from underneath the petals.

This decorative outer hedge is made of bougainvillea, a plant known for its showy flowers and long sharp thorns. Bougainvillea is a difficult plant to prune under normal circumstances, but the magical powder Jerren used on it has caused the hedge to grow even nastier spines than normal.

Hazard: The hedge wall has a DC of 15 to Climb, a Hardness of 5, 17 Hit Points, and resistance 10 to

bludgeoning and piercing damage. Any PC who wishes to climb the wall or cut a passageway through it must also succeed at a DC 16 Acrobatics check; failure results in the PC taking 1d6 piercing damage. A PC can use a reach or ranged attack to clear a hole through the hedge without needing to attempt the Acrobatics check, but cutting the hedge in this fashion is clumsy and attracts the attention of the giant badger in area **B2**.

B2. GARDEN COURTYARD

Low 1

The luscious, foot-tall grass of this garden has collapsed under its own weight, lying in flat waves across the perimeter of this carefully cultivated field. Smooth white stones form neat paths across the lawn, decorated with fallen blossoms from flowering trees.

Jerren's plants weren't the only victim of his unfortunate purchase. His pet badger, Madame Trunchsnuffle, was originally the size of a normal badger. However, the magical powder's First World energies transformed the creature into a massive beast with a proportional appetite.

Creature: The giant badger is not particularly hostile but would be perfectly happy to enjoy a kobold snack. Madame Trunchsnuffle is curious and investigates any movement she senses, examining any creature she encounters by mildly attempting to take a bite out of it. Trunchsnuffle's curiosity can be used to the PC's advantage, however—PCs who succeed at a DC 18 Deception or Nature check can distract the badger, causing her to wander off to investigate another portion of the garden. Unfortunately for the PCs, Madame Trunchsnuffle is stubborn, and she continues returning to harass them unless they manage to evade her senses or otherwise deal with her for good. If attacked, Trunchsnuffle becomes ferocious, retreating only if reduced below 5 Hit Points.

MADAME TRUNCHSNUFFLE

CREATURE 2

Giant badger (*Pathfinder Bestiary* 2 32)

Initiative Perception +8

Story Award: If the PCs evade or drive off Trunchsnuffle without killing the badger, award them XP as if they had defeated the creature in combat.

B3. ROSE LABYRINTH

Low 1

These tall hedges are trimmed into geometric shapes and sprout foot-long red roses. White paths curve between them, creating a meditative path through the garden.

The rose hedges in this area have the same statistics and provide the same danger as the bougainvillea walls in area **B1**. They also provide an ideal hiding place for small creatures, as they are 6 feet tall and effectively block any line of sight.

Creature: The infusion of power from the First World weakened the boundaries between planes, drawing a faerie dragon named Irilini into the city of Absalom. Though concerned that she cannot seem to return home, the tiny dragon is making the best of her situation by causing mischief. Irilini is hiding among the rose bushes, using her arcane spells to play pranks on anyone who comes near. Should she spot the kobolds, Irilini uses her stealth and attempts to play minor tricks without being caught, such as creating illusionary sounds of kittens, turning the PCs' equipment bright colors, or telekinetically decorating the PCs with flowers.

Should the PCs spot Irilini, they are aware that the Hookclaw clan would be ecstatic to win the favor of the dragon, tiny though she may be. With a successful DC 18 Arcana check to Recall Knowledge, a PC realizes that faerie dragons are friendlier towards those who are especially responsive to their tricks. PCs who succeed at a DC 13 Deception, Diplomacy, or Performance check to dramatically play along with Irilini's pranks can draw the dragon out into the open. Once the faerie dragon is engaged in this way, the PCs can attempt a Diplomacy check to Make an Impression; PCs trained in Perform can use Perform for this skill instead of Diplomacy. On a success, Irilini is intrigued by the kobolds and promises to visit the Hookclaw clan—which the PCs know will absolutely delight their fellow kobolds.

IRILINI

CREATURE 2

Faerie dragon (*Pathfinder Bestiary* 157)

Initiative Perception +16

Development: Irilini hates confrontation. If attacked, she uses her breath weapon and flees before returning later. If she takes 10 points of damage or more, she leaves and does not return.

Story Award: If the PCs win Irilini's favor, award them XP as if they had defeated the creature in combat. If the PCs kill or drive off the faerie dragon, do not award them XP.

B4. THE GAZEBO

This strange building lacks any walls, and has only a round, sloped roof held up by a ring of pillars around the edges. At the center of the structure is a glass-enclosed interior, with a few couches and a locked closet.



This large stone gazebo contains tables, benches, vases filled with flowers, and a conspicuous storage closet in the center of the structure. The closet is locked with a slightly rusted padlock, so a successful DC 15 trained Thievery check is required to unlock it. On a critical failure, the lock jams and becomes impossible to open. If none of the PCs are able to open the lock, they can instead bash the door down with a successful DC 17 Strength check—repeated failures do not affect the PCs' ability to try again.

Treasure: Once the PCs open the garden closet, they can help themselves to the contents inside. In addition to *Granny's hedge trimmer* (page 10), the closet also contains a +1 *hatchet*, a +1 *dagger*, two flasks of moderate alchemist's fire, an *oil of potency*, an alarm snare, a spike snare, a first aid kit containing three antidotes, and an assortment of gardening tools.

LAWN CRAWFISH!

EXTREME 1

As the PCs attempt to leave the garden after retrieving their prize, the ground beneath them begins to shake. Holes open up in the pristine grass of the lawn, rapidly filling with water. Huge, chitinous lawn crawfish have detected the intruders and emerge from their tunnels, moving to rend the kobolds limb from limb!

Creatures: These four crawfish have been warped beyond recognition by Jerren's magical powder and no longer feel pain, causing them to fight to the death. The PCs must either defeat the terrible beasts or attempt to outrun the creatures and escape the garden into safety!

LAWN CRAWFISH (4)

CREATURE 1

Variant reefclaws (*Pathfinder Bestiary* 279)

Speed 25 feet, burrow 10 feet, swim 30 feet

Initiative Perception +7

Story Award: If the PCs escape the lawn crawfish to the safety of Absalom's streets, award them XP as if they had defeated the creatures in combat.

CONCLUSION

Should the PCs choose to be honest and return *Granny's hedge trimmer* to Granny, whether intact or broken, the old woman waves them off and states, "Wouldn't you know it! While you were out, my grandson came by to give me

a new one! Said the old model was rubbish. You can have it if you want, dearies; maybe one of your parents might like it." True to her word, however, she gives each PC 5 gold coins for their trouble.

Though the PCs will likely have used up some of their spoils from the shed in their escape from the lawn crawfish, the Hookclaws are impressed so long as the heroes bring back anything from the garden; even if the PCs return empty handed, the other kobolds are still entertained by the PCs' stories, though they heckle the PCs for their partial success. If the PCs managed to kill all of the lawn crawfish, the Hookclaws are quick to send scouts to retrieve the animals' bodies—the kobolds then throw a party and roast the crawfish to feast upon, toasting the PCs in thanks for providing the incredible meal. Whatever the case, any kobolds who return alive will be given promotions and can look forward to a brighter future and more important place among the Hookclaws!



LAWN CRAWFISH

ADVENTURE TOOLBOX

Little Trouble in Big Absalom assumes the players will be playing as kobolds, an ancestry that will be available in the upcoming *Advanced Player's Guide*.

Kobolds are small reptilian humanoids with a slight resemblance to true dragons. These small humanoids even bear different colored scales like dragons do. Kobolds consider this resemblance to be proof of a connection between kobolds and dragons and take great pride in their heritage—often reacting with great hubris if challenged on their connection. Kobolds tend to be highly organized, diligent, and pragmatic, using all of their cunning to make up for their lack of physical prowess. These virtues can often be turned toward evil or selfish ends, but just as often, kobolds who are left to their own devices ignore their neighbors and focus on their own lives and work. Though kobolds can be easily swayed toward serving malevolent masters, they prefer to be efficient and careful in their efforts.



KOBOLD HERITAGES

In *Pathfinder Advanced Player's Guide* there are a number of kobold heritages that allow you to play various different types of kobolds. What follows are just two of the heritages appearing in the book.

CAVERN KOBOLD

You hatched into a kobold warren dug into stone caverns near the surface, making a home among narrow tunnels and countless kin. Your body is flexible, enabling you to contort to fit through tight spaces and clamber up cavern walls. When Climbing rock walls, stalactites, and other natural stone features, you move at half your Speed on a success and at full Speed on a critical success (and you move at full Speed on a success if you have Quick Climb). This doesn't affect you if you're using a climb Speed. If you roll a success on an Acrobatics check to Squeeze, you get a critical success instead.

DRAGONSCALED KOBOLD

Your scales are especially colorful, possessing some measure of the same resistance a dragon has to the energies of its own breath. You gain resistance equal to half your level (minimum 1) to the damage type associated with your patron dragon. Double this resistance against dragons' Breath Weapons.

KOBOLD FEATS

Pathfinder Advanced Player's Guide contains a number of kobold feats, and these are just a few examples of what can be found in that book.

CRINGE

FEAT 1

KOBOLD MENTAL

Trigger A creature you are aware of critically succeeds at a Strike against you and would deal damage to you.

With pitiful posturing, you cause your foe to pull its blow on a deadly attack. The attacking creature takes a circumstance penalty to the damage of the triggering Strike equal to your level + 2. This penalty applies after doubling the damage for a critical hit. The attacker is then immune to your Cringe for 24 hours.

KOBOLD LORE

FEAT 1

KOBOLD

You attentively learned the key kobold survival strategies and mythology from your elders. You gain the trained proficiency rank in Stealth and Thievery. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You also become trained in Kobold Lore.

SCAMPER

FEAT 1

KOBOLD

Requirements You are adjacent to at least one enemy.

You instinctively know how to flee danger. You Stride up to your Speed, with a +5-foot status bonus to your Speed, and you gain a +2 circumstance bonus to AC against reactions triggered by this movement. You must end this movement in a space that's not adjacent to any enemy.

TREASURE

After discovering the kobold heroes in her home (and mistaking them for neighborhood children) Granny requested that the kobolds retrieve her magical hedge trimmer from a nearby neighbor who borrowed it long ago and hasn't yet returned it. Upon their return, Granny claims that she already got a new one and allows the kobold heroes to keep it, which they are happy to do.

GRANNY'S HEDGE TRIMMER

LEVEL 1

RARE EVOCATION MAGICAL

Usage Two hands

Granny's hedge trimmer resembles a polearm, with whirring blades attached to the end of a pole. The item can be used as a simple weapon in the polearm group that deals 1d4 slashing damage.



GRIMMNIR

Grimmnir is a dragon mage, a scion of draconic magic who almost all kobolds respect and honor. At least, that's what Grimmnir claims. Other Hookclaws have noticed that her magic doesn't seem much like that of other kobold dragon mages. To put it simply, Grimmnir is... creepy. Where dragons pulse with arcane power and unfettered charisma, Grimmnir's sorcery has always felt foreboding and hateful, laced with a shivering chill of damnation that crawls up the spine and chews on the back of the mind. Grimmnir always gets very scary and glows her eyes whenever anyone brings it up, though, so the Hookclaws keep their mouths shut and don't argue with her.

Grimmnir pays them little mind. She knows she is a true child of dragons. Ever since she was a hatchling, Grimmnir has dreamed of them: world-ending wyrms that lurk in the deepest recesses of reality, beneath the waves and beyond the universe, who gnaw on the roots of existence and will rise up from the depths at the end of days. Yet though that destructive power is her legacy, Grimmnir has decided not to follow in those great wyrms' footsteps—not completely. The kobold has performed a careful consideration of all the pros and cons, and decided that destroying the world would be both personally inconvenient and more trouble than it's worth.

All the same, Grimmnir feels compelled to embrace her destiny to become one of the devourers of worlds, even if she never actually does any world-devouring. In her mind, this means growing much, much taller, and building her strength through any means possible. Despite cramming herself full of food and other brilliant ideas, the kobold has had no luck increasing her height, so she has been forced to turn all her efforts to self-improvement. To this end, Grimmnir has joined the kobold militia, intending to turn her acid-tipped claws and fearsome bite against whatever obstacles she encounters. The Hookclaws appreciate her prowess at protecting the tribe—and appreciate it even more when Grimmnir is out on patrol and thus nowhere to be seen!

GRIMMNIR

CN SMALL HUMANOID KOBOLD

Female kobold sorcerer 1 (*Advanced Player's Guide*)

Heritage dragonscaled

Background warrior

Bloodline demonic

Perception +4; darkvision

Languages Common, Draconic

Skills Arcana +3, Athletics +4, Deception +7, Intimidate +7, Religion +4, Stealth +5, Warfare Lore +3

Str 12, **Dex** 14, **Con** 12, **Int** 10, **Wis** 12, **Cha** 18

Items adventurer's pack, candle, dented brass crown, *scroll of ray of enfeeblement*, *scroll of mending*, silver ouroboros tail circlet, 4 gp, 2 sp, 9 cp

AC 15; **Fort** +4, **Ref** +5, **Will** +6

HP 13; **FP** 1

Speed 25 feet

Melee ✎ fist +5 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+1

Ranged ✎ acid splash +7 (cantrip), **Damage** 1d6 acid plus 1 splash

Divine Spontaneous Spells (Class DC 17) **1st** bane, fear, harm; **Cantrips** acid splash, detect magic, message, read aura, shield

Focus Spells *glutton's jaw* (*Core Rulebook* 404)

Feats Intimidating Glare, Scamper

Other Abilities blood magic



IZNI

Izni works hard to grow large and exquisite mushrooms in order to provide tasty and nourishing meals for her fellow kobolds. While she grudgingly turns over her fair share of the harvest to the tribe when its ready, Izni sells her surplus mushrooms to other underground creatures for a tidy profit. She dreams of somehow making her way into Absalom's above-ground markets and purchasing the exciting and strange mushrooms that the human citizens eat.

The only creature Izni seems to like very much is a large, fluffy cat named Precious, which Izni rescued from a burlap sack. Izni claims that Precious was once heir to a noble's fortune before the family butler disposed of her in order to steal the inheritance. The other kobolds don't quite understand Izni's affection

for a fuzzy mammal, but Izni insists that Precious is a small draconic creature just like kobolds, as evidenced by such draconic traits as arrogance, overpowering charisma, and endless spite.

IZNI

LN SMALL HUMANOID KOBOLD

Female kobold druid 1 (*Advanced Player's Guide*)

Heritage dragonscaled

Background farmhand

Order animal

Perception +6; darkvision

Languages Common, Draconic, Undercommon

Skills Athletics +4, Diplomacy +5, Farming Lore +4, Medicine +6, Nature +6, Stealth +5, Survival +6; **Armor Check Penalty** -2

Str 12, **Dex** 14, **Con** 10, **Int** 12, **Wis** 16, **Cha** 14

Items adventurer's pack, bag of mushrooms, candle, hide armor, mushroom-covered log (wooden shield), *scroll of burning hands*, sharpened trowel (dagger), sweet woodruff plant, 7 gp

AC 18; **Fort** +3, **Ref** +5, **Will** +8

HP 14; **FP** 1

➔ **Shield Block**

Speed 20 feet

Melee ♦ sharpened trowel +5 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4+1 P

Ranged ♦♦ ray of frost +6 (cantrip), **Damage** 1d4+3 cold plus -10 penalty to speeds on critical

Primal Prepared Spells (Class DC 16) **1st** *heal*, *magic fang*; **Cantrips** *guidance*, *ray of frost*, *read aura*, *stabilize*, *tanglefoot*

Focus Spells *heal animal*

Feats Animal Companion (cat), Assurance (Athletics), Scamper, Shield Block

PRECIOUS

N SMALL CAT

Perception +5; low-light vision, scent (imprecise, 30 feet)

Str +2, **Dex** +3, **Con** +1, **Int** -4, **Wis** +2, **Cha** +0

AC 16; **Fort** +4, **Ref** +6, **Will** +5

HP 11

Speed 35 feet

Melee ♦ jaws +6 (finesse), **Damage** 1d6+2 P

Melee ♦ claw +6 (agile, finesse), **Damage** 1d4+2 S

Skill Acrobatics +6, Athletics +5, Stealth +6

Special Precious deals 1d4 extra precision damage against flat-footed targets.

Support Benefit Precious throws your enemies off-balance when you create an opening. Until the start of your next turn, your Strikes that deal damage to a creature that Precious threatens make the target flat-footed until the end of your next turn.





QUIZREL

Quizrel was hatched with a cleft snout, which led her to being bullied by other kobolds when she was young. Though she originally turned to authority figures for help, Quizrel found out the hard way that a society that valued order and conformity over everything else often did little to aid its outcasts; more often than not, Quizrel would get in as much or more trouble for being victimized than her bullies would suffer for victimizing her. Eventually, Quizrel decided to try a different approach. The next time a group of kobolds surrounded her with ill intentions, she bit the ringleader right on the nose and refused to let go. Quizrel got in trouble for this too, but the bullying stopped.

Yet this hard-learned lesson never sat well with Quizrel, and she struggled to fully embrace it. After a great deal of soul-searching, she came to two conclusions: first, it wasn't fair for other outcast kobolds to suffer like she did, and second, Quizrel didn't like getting in trouble. To this end, she threw herself into the study of warren laws, regulations, and punishments. She found every loophole that she could use to force the other kobolds to rule in her favor when conflicts arose. Armed with the power of knowledge, Quizrel was able to wrangle better treatment for kobold misfits, gaining a smug satisfaction from manipulating the authorities who had abandoned her into finally acting. And when the legal approach failed, a claw hammer to the face in a dark tunnel worked wonders.

Quizrel's experiences have given her a casual disregard for rules and authority, despite having learned to wield both to her advantage. Nothing thrills Quizrel more than doing something forbidden and getting away with it. She constantly ignores curfews and no-go zones, sneaking out past warren guards and traps to explore off-limits areas of Absalom's underground and possibly pilfer a few treasures while she's there. Quizrel has ambitions of finally making it up to the surface of Absalom, walking among the people and streets and luxuries of the city, then making it back to tell the tale and fill her fellow kobolds with awe.

QUIZREL

N **SMALL** **HUMANOID** **KOBOLD**

Female kobold rogue 1 (*Advanced Player's Guide*)

Heritage dragonscaled

Background barrister

Racket thief

Perception +6; darkvision

Languages Aklo, Common, Draconic, Undercommon

Skills Acrobatics +7, Arcana +4, Athletics +4, Crafting +4, Deception +4, Diplomacy +4, Kobold Lore +4, Legal Lore +4, Medicine +4, Occultism +4, Performance +4, Religion +4, Society +4, Stealth +7, Thievery +7

Str 12, **Dex** 18, **Con** 12, **Int** 12, **Wis** 12, **Cha** 12

Items adventurer's pack, candle, crossbow plus 20 bolts, jar of honey, ladybug brooch, leather armor, meat tenderizer (light mace), medicine tools, replacement picks (thieves' tools), thieves' tools, 3 sp, 4 cp

AC 18; **Fort** +4, **Ref** +9, **Will** +6

HP 15

Speed 25 feet

Melee ♦ light mace +7 (agile, finesse, shove), **Damage** 1d4+4 B

Melee ♦ jaws +7 (finesse, unarmed); **Damage** 1d6+1 P

Ranged ♦ crossbow +7 (range 60 feet, reload 1), **Damage** 1d6 P

Feats Battle Medicine, Group Impression, Kobold Lore, Trap Finder

Other Abilities sneak attack 1d6, surprise attack



RHIN

Rhin spent his younger days as a scavenger, digging through the crumbling bricks and compacted dirt of Absalom's undercity in search of useful things. One day when excavating the buried remains of a house, Rhin managed to retrieve a mostly intact children's book. Intrigued by the colorful pictures, Rhin carefully peeled the pages apart to investigate his new find. Though the book was written in a language he didn't understand and the writing was mostly ruined, the illustrations painted a clear story: Rhin was entranced by the tale of a human boy with a magic ring who went on daring adventures and could call a dragon from the sea with a special tune.

Convinced this was some manner of history book, Rhin has done everything to emulate this mysterious hero.



He scrimped coins and collected cloth scraps to stitch together an outfit to match the boy in the tale. A copper ring, tarnished to green, graces one of his fingers. Somewhat more practically, Rhin put himself through a crash course in martial arts, emulating the poses and maneuvers the boy performed—while this was hardly the best of teachers, it also proved to be far from the worst of them. The most surprising thing to the other Hookclaw kobolds, however, was Rhin's music. Whenever Rhin plays a certain set of tunes, magic seems to answer.

Rhin firmly believes that his power comes from a sleeping dragon in Absalom's harbor that listens to his ocarina in its dreams and sends its power in return. The other Hookclaws are skeptical, but no one can hold their breath for long enough to prove Rhin wrong. His songs are clearly effective, and the ever pragmatic kobolds figure it's as likely his powers come from a sunken dragon as anything. Rhin himself is ever searching for new music and inspiration, convinced that if he can just play the right tune, his dragon will awaken and rise up to meet him.

RHIN

LN SMALL HUMANOID KOBOLD

Male kobold bard 1 (*Advanced Player's Guide*)

Heritage dragonscaled

Background martial discipline

Muse enigma (dragon)

Perception +5; darkvision

Languages Common, Draconic, Gnomish, Undercommon

Skills Arcana +4, Acrobatics +6, Bardic Lore +4, Deception +7, Kobold Lore +4, Medicine +3, Occultism +4, Performance +7, Society +4, Stealth +6, Thievery +6, Warfare Lore +4; **Armor Check Penalty** -1

Str 10, **Dex** 16, **Con** 12, **Int** 12, **Wis** 10, **Cha** 18

Items adventurer's pack, candle, damaged children's book, medicine tools, ocarina, shoddy green ring, short sword, studded leather armor, thieves' tools, trilobite fossil, 1 gp, 5 sp, 9 cp

HP 15; **FP** 1

AC 18; **Fort** +4, **Ref** +6, **Will** +5

Speed 25 feet

Melee ♦ short sword +6 (agile, finesse, versatile S), **Damage** 1d6 P

Ranged ♦ telekinetic projectile +7 (cantrip), **Damage** 1d6+4 B, P, or S

Occult Spontaneous Spells (Class DC 17) **1st** color spray, magic weapon, true strike; **cantrips** detect magic, ghost sound, inspire courage^F, mage hand, prestidigitation, telekinetic projectile

Focus Spells counter performance (*Core Rulebook* 386)

Feats Bardic Lore, Cat Fall, Kobold Lore



SIMEEK

Simeek isn't very brave. For years, the Hookclaws despaired over finding him a job within the tribe, despite his incredible strength. The militia commanders threw Simeek out after he constantly failed the most basic of instructions. Simeek's stint as a trap re-setter ended when he was too nervy to learn to work a crossbow without causing accidents. Eventually the hapless kobold wound up as a simple laborer, tasked with nothing more complex than moving heavy crates from one place to another. And yet, this simple decision would wind up drastically changing the course of the Hookclaw tribe's history. When a bloodthirsty adventurer proved too skilled for the kobolds' traps and broke into the warren, Simeek happened to be working in the area. For once, the kobold reacted boldly in his panic and hit the adventurer with a barrel until the intruder ran away.

Now Simeek is a hero to the tribe—at least, the other kobolds reason, until something inevitably eats him. The Hookclaws discovered they liked having a hero, though, and have invested a lot of work to make Simeek live up to the title. Simeek has been delighted by unexpected gifts of clothing and armor, which allow him to look like the shining knights he admired as a hatchling (having crucially misunderstood the point of knight and dragon tales, especially among kobolds). Of course, Simeek is still completely hopeless, and so the Hookclaws have made sure that several other kobolds remain with him at all times to ensure he doesn't freeze and get himself killed.

Simeek himself is simply happy that the other kobolds like him now, and cheerfully goes along with whatever he's told. He has survived his change in profession mostly through luck, but on occasion, when he panics in the right direction, he lives up to his title of hero again. He has proven too oblivious to trick and too innocent to corrupt, which drives the Hookclaws to despair, but has also sparked a certain amount of possessive pride. After all, Simeek has a heart of metaphorical gold... which is the closest thing to real gold most Hookclaws have ever encountered.

SIMEEK

LG SMALL HUMANOID KOBOLD

Male kobold fighter 1 (*Advanced Player's Guide*)

Heritage cavern kobold

Background laborer

Perception +6; darkvision

Languages Common, Draconic

Skills Athletics +7, Acrobatics +4, Crafting +3, Diplomacy +4, Labor Lore +3

Str 18, **Dex** 12, **Con** 14, **Int** 10, **Wis** 12, **Cha** 12

Items adventurer's pack, breastplate, candle, knife-on-a-stick (halberd), *minor healing potion*, whittling knife (dagger), wooden toys of a knight and dragon, 9 cp

HP 18

AC 18; **Fort** +7, **Ref** +6, **Will** +3

➤ **Attack of Opportunity**

➤ **Shield Block**

Speed 25 feet

Melee ➤ halberd +9 (reach, versatile S), **Damage** 1d10+4 P

Melee ➤➤ halberd with power attack +9 (flourish, reach, versatile S), **Damage** 2d10+4 P

Ranged ➤ dagger +6 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4+4 P

Feats Cringe, Hefty Hauler, Power Attack, Shield Block



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