

Chest of Krinnim

You spot a chest at the back of the room. As you pry open the lid you barely manage to catch a glimpse of the treasures within before a deafening blast of energy washes over you and knocks you unconscious. You wake up only to find yourselves surrounded by imposing towers of what appear to be coins. As your gaze follows these towers upwards you see a gargantuan open chest lid looming high above your heads.



1 The characters wake up in the middle of a pulsing red symbol surrounded by impassable soaring towers of coins. The symbol is a strong glyph of binding magically etched into the floor (■/●).

A slightly cracked dim green crystal lies in the distance. It is magical (■) but its power is fading little by little. It can be scaled (●) to gain a better view of the surroundings: enormous spider webs to the west and some sort of brown shapes beyond the wall of coins.

Time does not seem to pass nor do the characters feel hunger or thirst. The inside of the chest seems to exist in some kind of stasis (●).

2 The massive spider webs spanning the entire corner of the chest look abandoned but a handful of giant spiders lie in wait (●). When the characters approach either the webs or the long edge of the book the spiders attack.

3 A colossal bottle lies shattered in the corner in a pool of sickly green liquid that stretches across to the book. The liquid seems still but occasionally it moves unnaturally (●). It is possible to get around the liquid without touching it by traversing the side of the book (●) but it is very difficult.

If anything touches the liquid waves rapidly converge on the position and several elementals burst out. Strange runes ebb in and out of the elementals and lash out with magical energy. These are magical traps absorbed from the adjacent book (■/●).

4 Two tribes of kobolds live in the boots and the only way through is via a hole in the sole of the other boot; one tribe talks to the god of the chest and the other protects the word of said god. The tribes are extremely cautious towards outsiders but can be convinced to let the characters pass to meet with the other tribe (■) and even to meet their god (■), but access to the word of god will not be granted. The tribes harbor hostilities towards each other which they are not shy to express and they could be incited into a minor conflict (■).

5 A weathered scroll lies in the corner slightly unfurled. It easily identified as a powerful magical scroll (■/●) but it needs to be rolled open (●) to read the spell (■).

The spell contained within is obscure and clearly crafted for a specific purpose (■). It will dispel the spell affecting the chest. Deciphering how to cast the spell requires arcane knowledge (■), convincing Krinnim to help or a length of time.

6 Krinnim the Illusionist wanders around an imposing satchel nested in the corner. He has been trapped here for so long he has mostly lost his mind and just assumed his role as a god to the kobold tribes. When Krinnim spots the characters he quickly hides (●), summons an illusion of a great red dragon and addresses them as Chylberrem, God of the Eternal Chest.

Convincing Krinnim to drop the act is difficult (■) and if any kobolds are about it is borderline impossible. Getting him to remember how he created the chest and how to break the spell is slightly easier but still requires finesse (■).

Krinnim is a powerful conjurer and illusionist who prefers to hide and let his creatures fight for him. If things are looking dire he will retreat into the satchel cackling maniacally; the satchel contains a magical void (■/●) and Krinnim will suffocate after ten minutes.