

PARISH OF LOST SOULS

An introductory adventure for 5th Edition Dungeons and Dragons* for character levels 1-2
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Part 1: Untimely Arrival

The road south has been rough. Recent rains and constant travel have created no lack of ruts and rough grooves in this earthen road. Walking it was no treat. An offer to share a ride upon an ox-drawn wagon headed to market in Willowdale was supposed to be an improvement. So far, it's not been so. The neck jarring ride is only improved by not having to find lost boots buried in mud.

Perhaps it was the already difficult ride, or perhaps the fatigue generated by controlling a cart on this road, but the cart's owner and driver, Albus, missed what lay ahead. A massive rut with a large stone protruding from the bottom rocks the cart when the front right wheel strikes it. The impact resounds with a thunderous crack, and the wheel shatters. Albus struggles to maintain control of the cart, with the party spilling into the massive load of hay upon which they rode earlier.

Bringing the wagon to a grinding, scraping halt, you work your way out of the massive hay pile to see where you've ended up. The wagon now rests near the entrance to a path to your right, A single Halfling farmer in a floppy brown hat with massive grey sideburns and smoking an oversized pipe stands on the ground next to the cart, examining the broken wagon wheel. Your driver Albus seems engaged with him in a familiar way, as if they have met at least a few times before.

This Halfling is Arthur Bomble. Arthur is a fixture in Pumpkin Grove, and was looking for a chicken that got out of his pen when the wagon had it's mishap.

The damage is too severe to repair right here, and will extend an invitation to stay the night in Pumpkin Grove while repairs are made. He will suggest bringing the oxen into the village, and directs those interested in finding lodging in "Punkins" (the local inn.)

Arthur will assure Albus that perhaps the local Elder, Rhombus, might know whom to talk to in Pumpkin Grove to effect repairs.

Arthur himself is essentially just a Commoner, but with Stout Halfling racial abilities, as well as a Wisdom score of 14, Animal Handling +4, Nature +4, and a talent for colourful language.

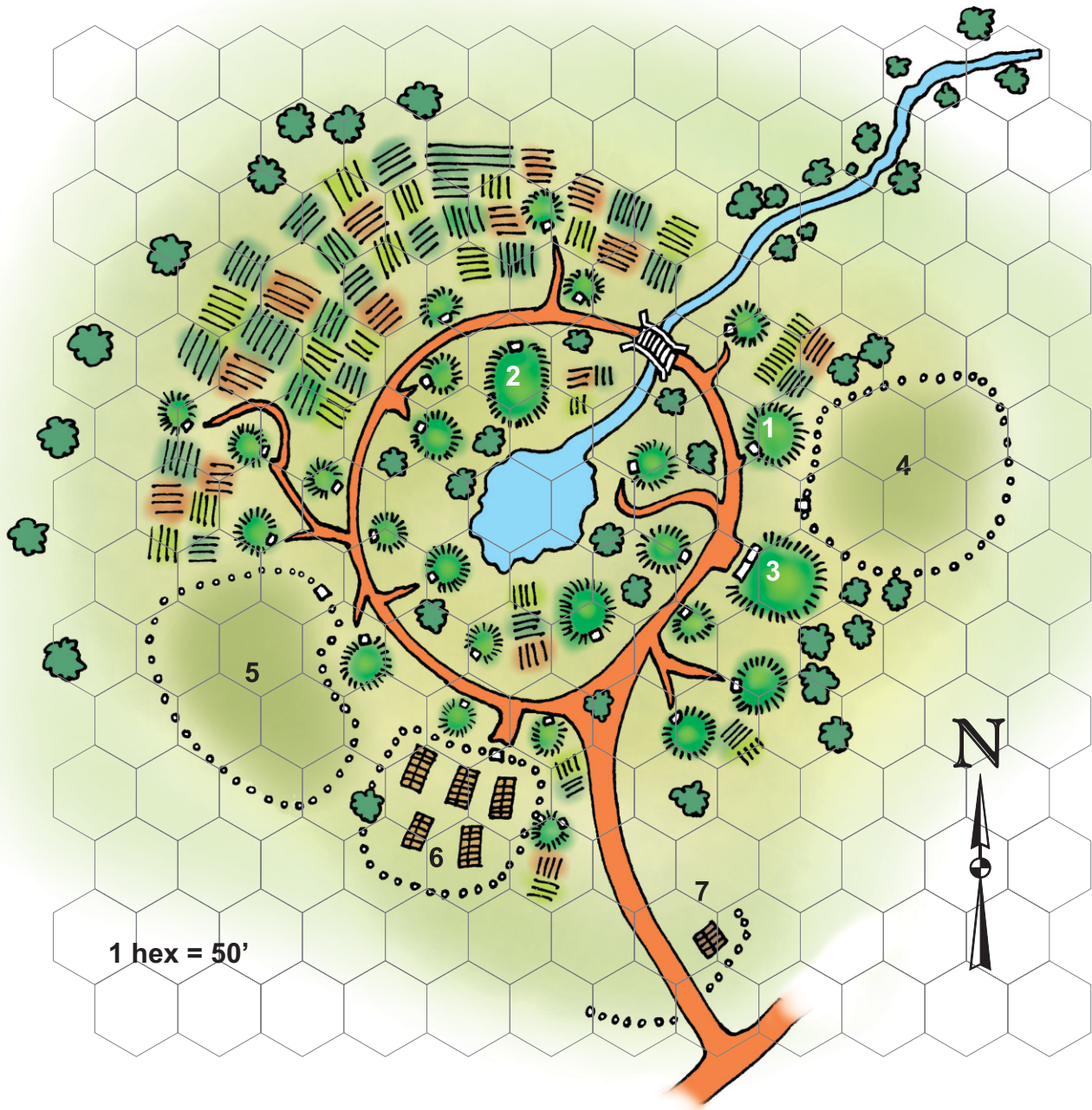
To your right a path descends into a small Halfling community. Set into a nature bowl set into the northern hill, it's a picture of Halfling agrarian life. Smoke trickles from chimneys atop earthen burrow mounds with wooden doors. The homes dot the majority of the lower bowl around a quaint pond. Here and there the small residents set to work in patchwork fields around the upper outer bowl. Echoes of sheep and goats fill the silence, along with the sound of work and the trickle of stream feeding the pond.

Your descent into the hamlet is to the accompaniment of these two old friends complaining about the road and why the youth of today can't just enjoy the promise of a decent farm.

You'd welcome any change, but at least you're not being shaken like flies trapped in a jar on the back of that wagon. You pass by an obviously unoccupied guard post overgrown with weeds and you enter the community.

Welcome to Pumpkin Grove.

Pumpkin Grove

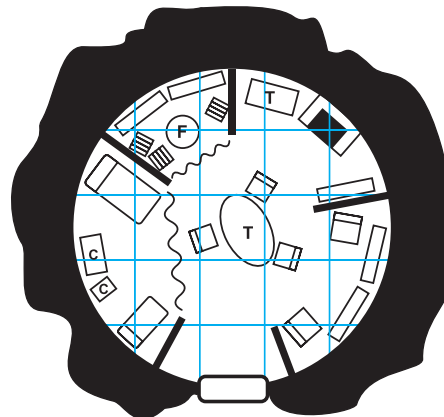











1 hex = 50'



- | | | |
|---|-----------------|----------------------------------|
|  | crops | 1 - Barnswallow homestead |
|  | Halfling burrow | 2 - "Punkins" |
|  | fencing | 3 - Granary |
|  | shed | 4 - Sheep Pen |
|  | tree or bush | 5 - Goat Pen |
|  | bridge | 6 - Chicken coops |
| | | 7 - Guard post |

Typical Pumpkin Grove home



- | | |
|---|------------------|
|  | Shelf |
|  | Curtain |
|  | Crate or box |
|  | Chair |
|  | Trapdoor (Floor) |
|  | Table |
|  | Chest |
|  | Fireplace |
|  | Door |

1 square = 5'

Pumpkin Grove is a small agrarian community of Halflings. It is a hamlet of around 100 souls including both adults and children. The hamlet is best known for its namesake. Its rich soil and great care produce some of the finest pumpkins, squash, and gourds in the region. They also raise a few sheep, goats and chickens to provide their residents with access to local wool, milk, meat, cheese and eggs. Some goods are traded with the nearby town of Willowdale some 10 miles south of Pumpkin Grove.

Pumpkin Grove is located in a slight bowl formation, with the northern wall of the "bowl" at a higher elevation. Most of the crops are grown along its elevation, taking advantage of the passing of the sun during the day. The very centre of the "bowl" is occupied by a small pond fed by a local stream, providing fresh water for the residents. The hamlet itself encircles this pond in an irregular fashion, with most homes located nearer to the centre to allow the upper "bowl" to be better used for farming. A mix of local maples and elms dot the landscape, providing shade and easy access to wood.

The southern face of this bowl has been excavated to allow for access to the main road that passes by. The hamlet has a single access path connecting the village to the main thoroughfare, and serves as both the entrance and the exit. A simple wooded guard station sits at the border of the southern face along this path.

Local defence comes from the 1st Willowdale Irregulars, a militia unit based out of the human community, but made up of both Humans and Halflings at about a 3 to 1 ratio. The militia unit posted in Pumpkin Grove currently is small in number, with the majority housed in Willowdale itself.

1. The Barnswallows - Even from the outside, this burrow looks larger. Wildflowers have been cultivated over its grassy roof, and a fired clay chimney lazily wafts smoke. Smooth stones gathered from a local stream line each side of the path to the door. Rounded wooden shutters dot the roof of the burrow home, which stand open now releasing the smell of fresh baked bread. The sound of an older lady singing issues from within.

Should the characters knock upon the door, they'll hear a matronly voice welcoming them into the home.

They will be greeted by a heavy-set halfling lady of an advanced age. Her face is warm and welcoming, and the smell of the bread from before now blends with pumpkin pastries. The inside of the burrow is warm and well lit with the open shutters. Jars of preserves, clay pots filled with growing herbs, and various hand-made knick knacks are everywhere. The burrow is surprisingly spacious, as the floor has been lowered two feet, being accessed by earthen stairs covered in smooth flagstones. This creates a six foot tall rounded peak ceiling. Cramped for larger guests, but not unuseable. Flagstones cover the floor, with sheepskins here and there as small rugs for added comfort. Shelves lined with a mix of well worn books, jars, pots, and other items sit here and there, and a well-used hearth houses a comfortable fire in the open kitchen beyond. Hand-woven wool curtains cover two rooms to the right, with a small den open to the left. In the center of the burrow is an oversized dining area with a large round table. Small-sized chairs and a few medium-sized stools surround it.

The Halfling woman barely looks at you while scurrying around the place clearing spaces for everyone to sit on tiny chairs. Patches of flour still cover some of the main table in the center of the burrow, which seems quickly forgotten as she calls you in for tea and biscuits.

This is Violet Barnswallow, Pumpkin Grove's Eldest lady and the unofficial grandmother of every soul in Pumpkin Grove. She will not be put off by odd appearances or strange clothing. For example, she is more likely to invite a Teifling to "remove their hat, dear" than to realize that the individual has horns. She's kind, nurturing, and a good soul. She's just not that observant, and she always wants to see the best in people.

Should the party bring up the wagon, or their request to see her husband Rhombus, she'll make sure that they all have refreshments first before wiping her hands on her apron and then flagging down a wandering Halfling youth to "go and fetch Rhomby for me dear"...then paying the child with a baked treat from her pocket.

Rhombus Barnswallow will arrive moments later, but not before Lydia mothers these poor adventurers like a hen who's found lost chicks.

Perhaps five minutes later, The Elder will arrive. He's a stout and stocky halfling of advanced years, wearing dirty farmer's garb. He'll quickly wipe his hands on his coveralls and extend a hand in welcome.

Rhomus is a plain-speaking no nonsense type who will not beat about the bush. He'll take Violet's lead on character judgement, and knows that the rest of the community relies on him to make the best decisions to protect and guide the Halflings of Pumpkin Grove. Therefore, if the players are generally well behaved and genuine in their need for assistance, he will set other workmen to the task of helping them in the morning.

He'll suggest "Punkins" for lodging, especially for the larger characters, and will invite them for supper in the meantime. He will ask them about their past, intentions, and the like. He'll want to get a good "feel" for the player characters. After supper, he'll point out Punkins across the pond and bid them goodnight.

2. "Punkins"(Inn) - This large burrow is taller than most and more rectangular than purely circular. It's large set of double doors is a perfect circle bisected in the middle with a large pumpkin painted on it's face. The smell of tobacco and a hearty gravy meet your nose, while the sound of loud fiddle music penetrates even these double doors.

Inside, the burrow is skilfully crafted to facilitate larger patrons. The floor is dug out even deeper, dropping a full 3' below ground level. The ceiling is supported by great wooden framework, supported by open laticework. To the left sits a 3 foot tall bar surface stained a rich brown. Behind, a wide variety of glass jar meads, ceramic decanters with wine, and a few small casks of ale rest organized on shelves.

A low stage sits in the far left corner, and a hearth warms the patrons from the far end of the building. Small circular tables are scattered about, and a few Halfling patrons partake of the hospitality within. A door leads elsewhere behind the bar, and three medium sized doors lead off the main room to the right.

The Innkeeper is an older, jaded chap named Bunsworth Chuffington. He's short even for a Halfling, so when the players show up he'll be unseen behind the bar, tapping kegs. When they approach the bar or call for him, he'll see them through clever peep holes in the walls of the bar hidden in the knotholes and stain. They'll then hear his footsteps as he walks out on to the low parapet behind the bar so he can greet larger races. He's a former member of the Irregulars and keeps a light crossbow behind the counter for "special occasions".

He's not very communicative for a Halfling or bartender, and tends to find a way to grunt responses to questions or complaints. He can certainly answer a lot about the surrounding region, but tends not to because he's basically a donkey's rear end. He can be swayed by

new information he's not heard before (DM's judgement) or standard bribery.

The door behind the bar leads to the kitchen where the stews, breads and the like are kept and prepared. Bunsworth's nephew Fredworth runs the kitchen, while his niece Janice serves patrons in the bar. Fredworth is much like his uncle and is very protecting and defensive of his kitchen, but Janice is open and friendly. She's the kind of girl who dreams of other places and people and will enjoy interacting with those who can tell her of faraway places.

The three doors to the right lead to guest rooms. They are the Halfling's attempt at lodgings for patrons larger than their diminutive race. They will be cramped, but have a full size single bed, a footlocker, a small night stand with an oil lamp, and a washbasin. Coat hooks line the back of the door to hand capes and such.

3. Grainery - This massive burrow is the largest structure in Pumpkin Grove. It bears two large, thick, wooden sliding doors, with a supporting stone framework. The rear of the large burrow also bears stone reinforcement.

One human guard in chain mail as well as one halfling guard in scale armor stand outside the door talking in a very casual manner.

This is the single most important structure in the hamlet. It contains all the grain and food stores intended to keep the village fed over the long winter, as well as any goods being exported or recently imported.

It's currently being guarded by Casius (Human Guard) and Seamus Widdle (Halfling Fighter). Both are members of the 1st Willowdale Irregulars. Seamus is a native of Pumpkin Grove and now bears the rank of Corporal. Casius is one of three human guards from Willowdale currently on rotation in Pumpkin Grove. His cohorts Septus and Flavion are on patrol around the top of the bowl at this time.

When approached by outsiders, they will change demeanor and become more serious. They will not permit entry to outsiders into the granary without authorization from Rhombus.

Inside the granary is loaded with sacks of grains brought in from other communities, as well as bins of carrots, pumpkins, squash and gourds grown in the community. There will also be a few crates of nails, finished lumber, and other goods necessary for general upkeep of the hamlet that have no other storage space. A few barrels of salted and cured fish and goat meat will be within to supplement the coldest winter months when hunting is most difficult.

The granary is also the last line of defence for Pumpkin Grove. Should it be attacked by some threat that the Irregulars cannot handle, the community will gather within the granary to wait out the attack. This tactic has been drilled into them over generations, so once a recognized alarm is sounded, the residents will drop what they're doing and make for the granary with all due speed, taking only their children and necessary items. The granary can also be locked and barred from within, allowing the doors to withstand much before giving in. Once barred, they will require a Strength check of 25 or a total of 100 points of damage to breach.

Casius, Septus, and Flavion: *Guards* (Monster Manual, page 347): AC:16 (chain shirt, shield), HP: 11, Spd. 30'. Spear +3 to hit, 1d6+1 Piercing. Skills: Perception +2

Seamus Widdle: *Halfling Fighter (2)*. AC: 16 (Scale mail), HP: 18, Spd. 25. Skills: Perception +3, Intimidation +3, Athletics +4, Insight +3. STR:14, DEX:14, CON: 14, INT: 11, WIS: 12, CHA:12. Passive Perception :13. Attacks: Warhammer - +4 to hit, wields two-handed. 1d10+2 damage - rerolls 1s and 2s for damage, or light crossbow for ranged: +4 to hit, 1d8 Piercing damage. Seamus has what it takes to be an adventurer, but has promised his dead mother to protect Pumpkin Grove with his life.

4. Goat Pens - Fenced in along the ridge of this community are it's resident goats. There are probably a dozen or so adult goats with perhaps three or four kids. The adults will graze lazily while the kids frolic about. They are being watched outside the fence by a large dog, who looks on with curiosity..

Goat - (page 330 of the Monster Manual). AC: 10, 4 hp (1 hp for kids), Spd. 40' , Ram: +3 to hit, 1d4+1 Bludgeoning damage. Charge - if Goat can move 20' in straight line to target, add 1d4 Bludgeoning damage. Target must then pass DC:10 Strength saving throw or be knocked prone.

Rory: Mastiff (page 332 of the Monster Manual) - AC:12, HP:5, Spd. 40'. Skills: Perception +3. *Keen Hearing and Smell:* Advantage on all Perception checks based on hearing and smell. Bite: +3 to hit, 1d6+1 Piercing damage. Must then succeed on DC:11 Strength save or be knocked prone. Rory is one of Rhombus's two pet Mastiffs

5. Sheep Pens - This enclosure holds Pumpkin Grove's sheep. Inside and napping on the grass, is a large Mastiff that neither seems alarming to or alarmed by the sheep within.

Sheep (use Goat, but remove Charge) - (page 330 of the Monster Manual). AC: 10, 4 hp (1 hp for kids), Spd. 40' , Ram: +3 to hit, 1d4+1 Bludgeoning damage.

Berk: Mastiff (page 332 of the Monster Manual) - AC:12, HP:5, Spd. 40'. Skills: Perception +3. *Keen Hearing and Smell:* Advantage on all Perception checks based on hearing and smell. Bite: +3 to hit, 1d6+1 Piercing damage. Must then succeed on DC:11 Strength save or be knocked prone. Berk is one of Rhombus's two pet Mastiffs

6. Chicken Coops - Five elongated sheds on low stilts house clucking chickens. A few scratch about digging for insects or worms while others fill their gizzards with small stones.

Chicken: Do we need stats for chickens? AC:10, 1 hp, Spd. 20', Fly - not so much. Taste great though. I recommend cooking them first.

The coops house the majority of Pumpkin Groves chickens which are raised mostly for their eggs.

7. Guard Post - This small wooden structure has simple unshuttered windows on three sides and a door facing the path. The door is ajar on a hinge that's seen better days.

This small structure is unoccupied. A successful Wisdom (Insight) or even Intelligence (Investigations) roll of DC:10 will reveal signs of neglect. Aside from a low bench and an empty rack designed to hold spears, there is little here of any interest.

Part 2: Uninvited Guests

During the night, the peace and tranquillity of Pumpkin Grove will be shattered. The complacency of the Halflings will be rewarded when the Kobolds of the Lost Parish will attack.

At first, there will be one alarm. A cowbell rung as loudly as possible, but distant enough to possibly not awake the players. It will require a Passive Perception of at least 15 to awaken them on the first alarm. This will indicate that there might be light sleepers in the group. The second alarm will only require a passive perception of 12 for those who still might be asleep.

The distant din of clanging cowbells awakens you from your slumber. Even through the earth walls of your room the muffled sound of shouting and screaming can be heard.

Rhombus will start trying to get citizens into the granary as of the second alarm, despite being in a nightshirt and cap. Seamus will be tasked with trying to get nearby Halflings into the granary and safety. When the Kobolds attack, he'll be in armour.

Hopefully, the players will be awake at this point. There's no guarantee that anyone will be in armour or will have set a watch. It is the DM's discretion when the Kobolds attack, or upon which watch this occurs.

Kobolds will attack in three waves.

Kobold Wave 1 - Wheel Runners.

The first wave will have four Kobolds in strange "Hamster Wheel" constructs. These vehicles require that the Kobolds continue to run, and bear a collection of knives, daggers, and other sharp bits on each side. These blades spin like ancient chariot blades, slashing all whom the vehicles pass by. The Vehicles are difficult to control, but can be devastating on the charge.

"Hamster Wheel" - Vehicle AC: 13, HP: 20 to destroy. Any remaining damage past this transfers to the pilot within.

- Attack at +4, 2d4 Slashing Damage.
- Resistant to Piercing damage. Vulnerable to Fire damage.
- Charge - If the Wheel travels more than 20' in a straight line, it can do +5 damage to a single target.
- Wonky - Requires DC:10 Dexterity check to control at the end of each turn. Failure means a crash. A crash will kill the Kobold piloting it. Otherwise the Kobold is a standard kobold in the wheel. AC:12, HP:5, Dagger back-up weapon for +4 to hit, 1d4+2 Piercing damage.

These four will rush randomly about the terrain, trying to pick off those who run and any other targets of convenience. They're primary mission is chaos. If they attract enough attention, it might allow the next two waves to set up and be more effective. They will create chaos for two rounds, and then the next wave will arrive. Their secondary mission is to harry those who might interfere or attack "Pullwagon Artillery" kobolds

Kobold Wave 2 - Pullwagon Artillery.

The next wave will be a two teams of two kobold artillerymen each. Each team will have one Kobold Inventor as the artillery commander, and one standard Kobold as a loader. They will attack from due west of Pumpkin Grove, entering a random hex along that border.

Kobold Inventor - AC: 12, HP:13. Dagger back-up weapon, +4 to hit, 1d4+2 Piercing.

Kobold loader - AC:12, HP:5, Dagger back-up weapon, +4 to hit, 1d4+2 Piercing.

Otherwise, attacks for each team are as follows:

Pullwagon Catapult - medium construct. AC: 15, HP:18. Damage Immunities: Psychic, Poison. Ranged attack +4: Damage (see below).

The catapult will attempt to hit a target in front of it. The catapult cannot hit a target in the hex immediately in front of it, but beyond that has a range of 100/400. If it does not hit its intended target, roll 1d6, and determine randomly another hex around the original hex that the target sat in. Select a new target in random hex that the missile strikes. Any targets in that hex become viable targets for that strike. Apply the attack roll to a random target in that hex. If this still misses, the missile strikes the ground (or structure) in that hex instead. The DM can apply the missile's effect to that hex as desired.

Select randomly which missile is fired. (roll 1d6)

1-2: *Clay pot containing a Wasp Nest* - Pot bursts releasing a swarm of angry wasps, affecting a 5' radius. Any target in that radius will be attacked by a Swarm of Insects (wasps) with 11 hit points. The Swarm has its own initiative. At the end of each turn, there's a 50% chance that the swarm dissipates.

3-4: *Alchemist's Fire* - Single target. Target takes 1d4 Fire, and additional 1d4 ongoing Fire at the start of each of its turns. Target can use its action to make a Dexterity check (DC:10) to extinguish the flames.

5-6: *Green Slime Pot* - Target gets covered in a patch of Green Slime. The target takes 1d10 Acid damage per turn, taking an additional 1d10 until the Slime is scraped off (Dexterity check, DC:10). The Green Slime will destroy any non-magical metal or wooden item it touches, rendering them useless.

Kobold Wave 3 - Abductors.

This is pretty cut and dried. These will be kobolds looking for captives. They will target easy prey, be it small Halflings or livestock. They may think twice if confronted with an angry Mastiff, Guards, or the Adventurers.

These kobolds are basically fodder, but are also the excuse to have captives at the end of the Lost Parish chapter.

(6) Kobolds - AC: 12, HP:5, +4 to hit, (Dagger) 1d4+2 Piercing or (Sling) 1d4+2 Bludgeoning. These Kobolds will team up, attacking soft targets 2:1 to grapple, restrain, and drag away targets.

The kobolds will recognize by at least round 3 that the Halflings are trying to get to the Granary. They will then try to nab Halflings trying to get to the Granary before they get too far.

Uninvited Guests, Epilogue

Once the dust settles, Rhombus will try to have every surviving halfling come to the central pond for a makeshift roll call. The dead will be gathered, any homes on fire will be extinguished, and the community will start to lick it's wounds.

Any help on the part of the player characters will be appreciated by the community, and will go a long way to earning trust.

Bodies of the slain will be wrapped tightly in burlap and stored in a cold room at the back of the granary.

With everyone in recovery mode, now is the time to spring the predictable hook...

A lone and seemingly confused or worried Halfling girl wanders through the community calling out to her parents. She calls again and again, and doesn't respond at first to any communication by others. The longer she calls out, the more distressed she becomes, eventually falling to her knees and sobbing into her hands. Wrinkled in her hands is a crumpled up piece of what looks like a light leather.

This is Daisy. She will sob about missing Ma and Pa, who she cannot find. If the player characters question her in a gentle manner and take their time, they will find out that Ma and Pa went missing when the little green monster men showed up. She will say that Ma and Pa asked her to run for the granary, and she never saw them after that. When she went back home to find them, she found this strange drawing on the floor, but her Ma and Pa were nowhere to be found.

Ma and Pa (William and Mary Billington) have been taken back to the Lost Parish by the Kobolds as sacrificial victims.

The strange piece of leather is the **Skin Map** (player handout)



The Skin Map

This odd piece of “artwork” is scrawled in black ink upon what looks like a light leather (Survival or Medicine, DC:15, to determine that it’s actually human skin.) Allow the players to come to the conclusion that it’s a rough map showing the relationship between the Lost Parish and Pumpkin Grove. It bears no scale as the Kobolds likely do not think in this manner. They consider time and distance differently than humans.

Travel overland from Pumpkin Grove to the Lost Parish will require a solid day through swamps, thick alder bushes, and tangled softwoods. The Kobolds travelled this terrain much faster due to their smaller size and harsh taskmasters.

Tracking these humanoids would normally be difficult, but is much easier due to the soft ground, struggling captives, and track marks from the Pullwagon Artillery. Tracking will therefore require a successful Survival DC:10 check.

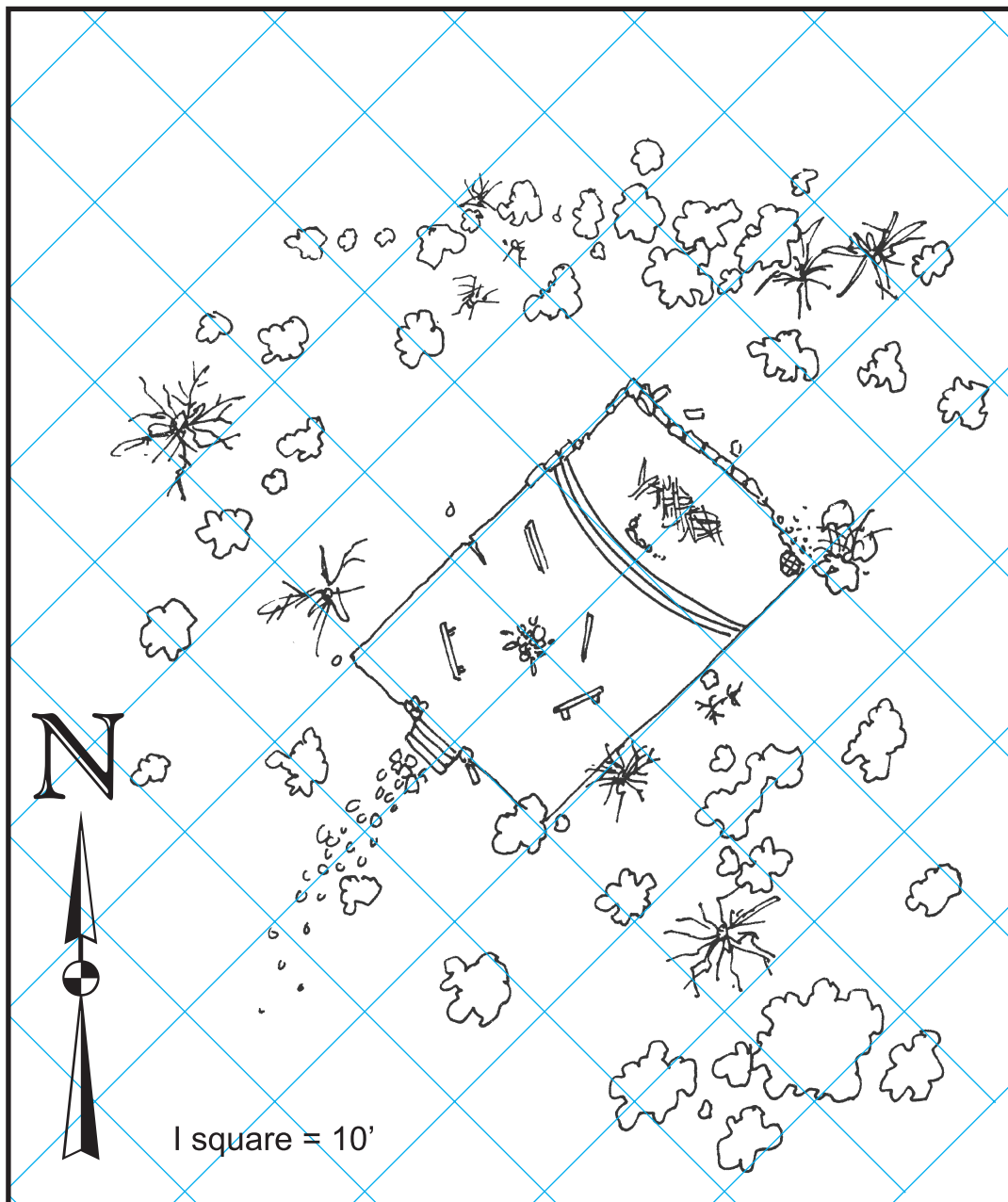


Part 3: The Lost Parish - Ground Floor

A long forgotten and broken stone walkway leads through weeds, alders, and choked and dying softwood trees to the front of a stone block platform, formerly the floor of a ruined chapel. Only the north wall at the back of the parish remains partially standing. The rear of the platform appears to be raised as if to house an altar. A pile of branches and debris lay upon it now.

Five small reptilian figures are seated on the lower section, bickering over what could be spoils or garbage. Their mottled black and green scales would blend into the underbrush were they not barking and chirping like animals and gesturing wildly. Scattered debris and a few overturned pews lay about.

One of them hovers over the group, flapping it's leather black wings. He seems to be taking great joy in the bickering of his peers.



The kobolds are so busy arguing that the players, that the kobolds will have a Passive Perception of 6 instead of 8 for the purposes of determining Surprise. They are armed with slings and daggers. The Urd has a dagger and a small sack of three stones he could drop on unsuspecting prey.

“Lekky”, “Bix”, “Noxx” and “Grinko” (kobolds) AC: 12, 5hp, +4 to hit, 1d4+2 damage

“Zenk” (winged kobold/urd) AC: 13, 7hp, + Fly 30’, +5 to hit, 1d4+3 (dagger) or 1d6+3 (dropped stone)

The kobolds will first try to escape and warn the rest below by accessing the trap door under the brush pile. If they are being defeated before they can do so, they will try to scatter into the surrounding swamp. Zenk will be the first to try and escape, as he is easily the most cowardly of the bunch. If they are killed during surprise or before they can surrender, the panel can be found via a Perception check, DC:10

Searching through the stuff they are fighting over will produce some basic supplies they stole from Pumpkin Grove, including a bag of salt, various pieces of halfling clothing, and a small silver mirror (10gp) engraved with “Paulette” on the back.

Part 4: The Lost Parish, Crypts

1.- The Crypt - Simple stone stairs descend into a dark crypt. The smell of wet earth, mould, and decay waft to your noses. Stonework walls surround you except for one massive earthen hole leading out to the northeast. Recesses are carved into three wall approximately 4’ off the floor, and are 2.5’ wide, perhaps 1 foot tall, and maybe 6’ deep. Some seem to have skeletal remains. Tiny insects scurry about the floor harmlessly. The wreckage of a humanoid statue stands in the centre of the southwest wall. It’s missing it’s left arm and head, and it’s right arm is stretched out to you, with it’s palm forward.

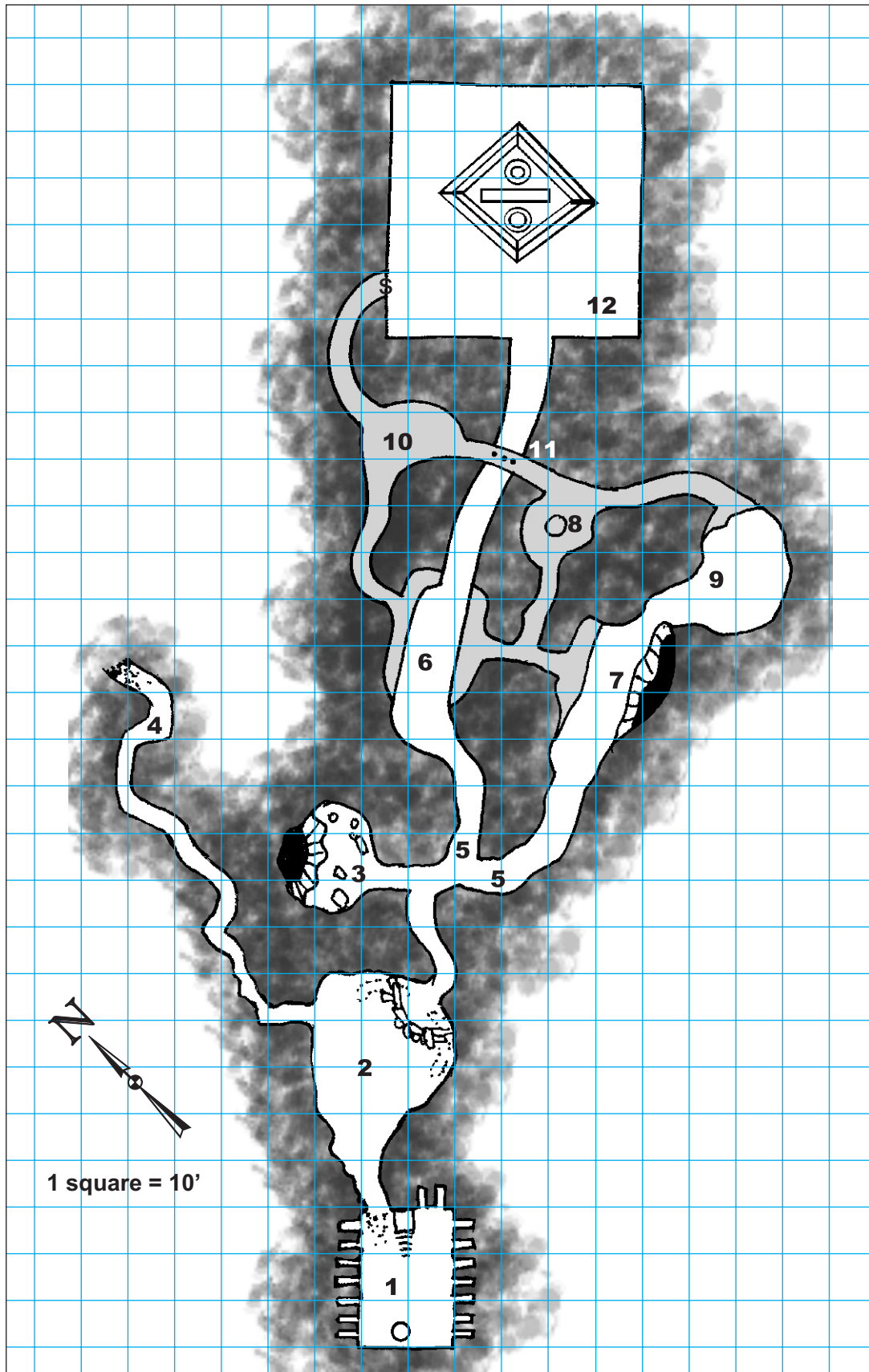
The recesses are former crypts, and only a few hold very old human remains. Many have been disturbed or vandalized (Perception DC:10). The crypts hold dust, the dead, and no treasure.

For those willing to search the statue is human (Investigation: DC: 5), Helm (Religion, DC: 12). It was destroyed many years ago, intentionally (Perception: DC:15). It has been recently vandalized.

The hole leading out was dug INTO the room (Appropriate skill/mining/stonework, DC: 10, Perception DC: 15).

The hallway leading out looks like it was dug by something with either a cross between a rake and a pick, or very sharp claws (Appropriate skill/mining/stonework, DC: 10, Perception DC: 15).

Lost Parish - Crypts



2. - The Barrier - This is a roughly 30'x30 chamber carved from the very living rock and earth. There's a small 5' wide tunnel carved into the north wall, and a larger exit to the east. The Eastern exit is blocked by a makeshift barrier of stone, wooden planks, and alder branches. A small ditch runs under each end of the barrier. Tiny horns poke up and beady eyes peer at you from behind the small wall. They attempt to shush each other as you enter the room.

The kobolds will not cross the barrier towards the players willingly, and will try to make the best of their cover while shooting arrows at them. They have enough ammo for 10 rounds of combat. If they run out or appear to be losing, they will retreat into the caverns and warn the others. The standard kobolds are armed with short bows and daggers. The Kobold inventor is armed with a dagger and sling, but also has a "Skunk in a Cage" trap that he will unleash to slow down the invaders.

The barrier grants them 75% cover. Their armor class is effected accordingly. The barrier itself can be attacked to destroy it, but has an AC of 13 and takes 50hp of damage to effectively render it useless.

Their job is to either protect or warn of incoming intruders, and will flee if reduced to 50% casualties. Kobolds may not be the brightest, but they will know to attack light sources if possible, and may single out any obvious spell casters if the sources of light are magical. If other kobolds from above need to get past the barrier, these creatures have dug a trench under either end of the barrier allowing small creatures access below the wall.

"Bleck" (kobold) AC: 12/14, 7hp, +4 to hit, 1d4+2 (dagger), 1d6+2 (bow)

"Farnf"(kobold) AC: 12/14, 7hp, +4 to hit, 1d4+2 (dagger), 1d6+2 (bow)

"Jub Jub" (kobold) AC: 12/14, 7hp, +4 to hit, 1d4+2 (dagger), 1d6+2 (bow)

"Flexi" (kobold inventor) AC: 12/14, 7hp, +4 to hit, 1d4+2 (dagger or sling), "Skunk in a Cage" (see below)

If pressed, Flexi will release a Skunk before escaping. The Skunk has a walking speed of 20', AC: 10, 1hp, and no effective attacks. However, it rolls it's own initiative, and on it's turn, it sprays it's musk at a random non-kobold within 5' of it. Musk: Constitution save (DC: 9), or lose all actions for 1 minute while retching. Target can repeat Save at end of each of it's turns. Successful save ends the effect. A creature that doesn't need to breathe or that is immune to Poison automatically succeeds on the saving throw. Musk replenishes after a short or long rest.

3. - The Garbage Pit - This is a naturally formed cave of rock and earth, dominated by a large crevasse in the floor along the northwest wall. Broken and rotten crates, barrels and sacks litter the room, peppered with tiny mushrooms. The room smells of rot, mould, and of something decaying in the hole.

The kobolds use this as their dump. There is nothing of value here. The crevasse is 20' deep, and curves under the floor. The walls of the pit are covered with wet algae. Anyone who falls in will take 2d10 damage and land on garbage. Should they survive, the climb back up will be difficult, requiring a successful Strength/Athletics DC: 15 test.

4.- Clawed out - This tiny 5' wide and 5' tall corridor has walls and floor that appear scraped in an unusual manner. It ends in a collapse and appears unpassable.

It looks like it was dug by something with either a cross between a rake and a pick, or very sharp claws (Appropriate skill/mining/stonework, DC: 10, Perception DC: 15). The direction is leading towards the collapse. Whatever clawed through here is beyond the collapse. (Appropriate skill/mining/stonework, DC: 10, Perception DC: 15).

5.- Shriekers - In each of these passages, a large 3.5' tall mushroom has been grown. It has a thick red stalk, and a large grey cap covered in black sucker-like circles. You could swear someone has drawn a happy face grin on the cap.

These Shriekers will wail the second a player either rounds a corner or comes within a 30' line of sight. They will continue to shriek until they are dead, or for 1d4 rounds after the players are outside a 30' range. One Shrieker going off will set off the other. If either Shrieker goes off, the entire complex will know they are being invaded.

(2) Shriekers - AC:5, 13hp. Zero attacks. Just loud.

These fungi possess nothing of value.

The kobolds will not attack from outside their defensive positions despite any warnings. However, they will not be surprised by anything short of invisible or ethereal attacks at this point. They will be ready and alert from this point on.

Optional Rule: Fungi of all sorts can replicate from large enough sections of a healthy host plant.

Should a player consider this, allow them to use Nature or Survival (DC:15) to harvest a healthy section from a slain plant to later plant in fertile soil (in a dark or shaded area) to grow new Shrieker fungi.

A full grown Shrieker fungi can yield 1d4 viable sections for transplantation. These viable sections need to be planted in fertile ground within 1 day to yield a Shrieker fungus. A Shrieker fungus will require a full three months to grow to a full size. Any creatures who nurture this fungus during its full growth cycle will not trigger the fungus after it matures.

To the right buyer, a viable Shrieker donation might yield as much as 100gp, with a viable full grown plant being as worth as 250gp.

The trick is gathering a viable donation. Should a player try to gather such a donation from a slain plant, try to have the specific player character make the Nature/Survival roll in secret, as they may not know its viability until it actually grows.

6. - Shooting Gallery - Upon entering this chamber, the party will see the two long walls of this 20'x30' chamber have stonework ledges along them at an 8' height.

The normally organic stone that makes up the walls of these caverns seems worked by unseen hands to make the 8' tall walls to the ledges appear smoother and more sheer. The odour of breath and sweat permeate the wet earthen dankness. Unlike many of the other chambers, there seems a lack of the normal resident fauna, like beetles and centipedes here.

Four kobolds await at the top of each of these walkways, hidden past the edge. Once they reveal themselves as an ambush or when warned by the bell, they will be chittering and screeching while raining arrows, stones, and other projectiles down upon the characters. The kobolds have a suspended string about 1" above the floor across the entrance to this cavern. That string is covered in mud and is difficult to see. It has a small brass bell hung from it at one end. This little device is difficult to see (Passive Perception DC:17, or a Wisdom/Perception check of the same DC)

These kobolds will not climb down for any reason. They have enough ammo for 10 rounds of combat, and will retreat out their respective rear entrances if they suffer two-thirds casualties. The standard kobolds are armed with shortbows and daggers. The Kobold Inventors each carry 1 "Basket of Centipedes", with a "Scorpion on a Stick" as a melee weapon.

Right ledge: "**Banx**", **Winky**, and **Grenk**" (kobold) AC: 12, 7hp, +4 to hit, 1d4+2 (dagger), 1d6+2 (bow)

"**Urk**" (kobold inventor) AC:12, 13 hp, +4 to hit (melee), "Scorpion on a Stick" ! Piercing damage, +1d8 Poison (Con. save DC:9, save versus half). "Basket of Centipedes. R:20". Swarm of Centipedes with 11hp. Own Initiative. At end of each turn, 50% chance to disperse.

Left ledge: "**Wanko**, **Doggzi**, and **Skaax**" (kobold) AC: 12, 7hp, +4 to hit, 1d4+2 (dagger), 1d6+2 (bow), "**Gurk**" (kobold inventor, as above)

Should they retreat, the four on the left will retreat to **#8 The Alert Post** and sound a drum. The four on the right will retreat to **The Sacrificial Chamber** and warn **Kazaak**.

7. - Grease Pit - The cavern has the appearance of a corridor walking along the middle of three steps. To the left, a raised stone ledge rises from the stone floor. To the right, a dark recession falls away from view. Overhead, a rounded cavern roof drips constantly with moisture, creating small stalactites. The smell of cooking oil hangs faintly in the air.

Four kobolds await atop this ledge, and will not climb down for any reason. The first action will be to push a large barrel of "cooking oil" upon the floor surface below, making it slightly slick. This will effectively cover the floor of the chamber below. Each turn characters move or fight on the slick surface, they need to make an Athletics/Acrobatics DC:10 check or fall. If they fall next to the pit, they need a similar check not to fall into the pit. Any character who falls into the pit suffers 1d10 falling damage, and can make an Athletics DC:10 check the next round to climb out. The kobolds have Advantage when firing upon prone characters due to their vantage point upon the ledge.

"**Jungo**, **Kranx**, **Gup** and **Vekki**" (kobolds) AC: 12, 5hp, +4 TH, 1d6+2 (short bows) or 1d4+2 (dagger)

8.- Alert Post - This small chamber is dominated by a large drum made from a barrel and the stretched skin of an unknown beast. Suspended by a cord from the east wall is a large stick with a padded leather end. There is also a 2' tall barrel filled with a dark, foul liquid.

This is a warning station. If the kobolds are pressed, they will retreat here and sound the drum to warn their allies within the complex. Should the drum be sounded, any surviving allies within the complex that have not been notified to the danger of invasion will now be warned. Any attempt to surprise surviving residents outside of magical means will be unlikely.

The barrel with foul liquid is filled with sheep and goat fat, and will be poured over any non-kobolds who pass under the "murder holes".

Should a character be covered in this foul oil, three effects will come into play.

The floor around them will become slick in a 10' radius, forcing Dexterity checks (DC:10) at the beginning of every turn just to remain standing in the area of effect so long as they remain in the radius.

After a character exits, they will be Vulnerable to Fire for the next hour. For those player characters that are already Resistant to Fire, their Resistance still applies to their own physical body, but their worn items are not so protected. Items like clothing, paper, leather, and other organic items possibly capable of burning will not be protected by your Resistance for an hour.

Should those characters have to deal with predators that are attracted to prey like sheep or goats, characters will suffer Disadvantage to their Stealth rolls to evade to hide from such predators. Let's face it - they smell like food.

9. - Vermin! - A raised stone ledge to the left of the room exits into darkness. In the eastern notch of the cave is a mass of rags and filth in which a group of something scurries about in the dark. The entire cavern reeks of rot, mildew and wet soil.

Hiding back from the edge of the stone parapet is a single Kobold. He has been quietly feeding and nurturing a nest of giant centipedes within the pile of filth out of curiosity. He feeds his sadistic side by throwing smaller insects, rats and other harmless vermin into the pile of garbage so he can watch the giant centipedes tear it apart.

When the party arrives, he will try to hide out of sight (Wisdom/Perception DC: 17 to notice him), but should they start fighting the centipedes, he will start giggling. This giggling will allow him to be detected much easier. The players can then know that someone is above on the ledge on a successful Wisdom/Perception check at only a DC of 10.

If his pets are losing, he will cry out in protest and start hurling stones at them. On the off chance that Feltz might survive an attack and have a chance to escape, he will do so and warn any other kobolds he can get to.

"Feltz" - (winged kobold/urd) AC: 13, 7hp, + Fly 30', +5 to hit, 1d4+3 (dagger) or 1d6+3 (dropped stone)

Giant Centipedes (4) - AC:13, HP:4, Spd:30', Climb 30'. Blindsight (30'), Passive Perception 8.

Bite: +4 to hit, 5' reach, single target. 1d4+2 Piercing + Poison (Con. save, DC:11. Save or take 3d6 Poison damage. If Poison damage reduces target to or below 0hp, target is stable but poisoned for 1 hour, and is paralyzed while poisoned this way)

10. - Barracks - Several heaps of rags, piles of straw and leaves, worthless and chewed pelts are scattered about the floor. The walls are covered in rough graffiti in a curious language, with scattered deep scratch marks. A small and poorly made 2' tall idol or statue roughly in the form of a humanoid reptilian shape sits upon the floor against the centre of the north wall. The chamber reeks of sweat, urine, and other bodily fluids.

A search (Perception DC:10) uncovers a loose rock below a pile of rags. Beneath rock they will find a locked hardwood box, inlaid with ivory. The lock has not been picked. Despite the vandalism, the box is still worth 25gp. Inside the box, wrapped in a silken cloth, is a jewelled dagger with a silvered blade. The dagger alone is worth 150gp, and counts as a "silvered weapon" in terms of combat.

For those interested in the roughly made statue, Intelligence/Investigation (DC:12) will reveal that it is made from the materials available in the room. It's made of the resident earthen clay and mud, uses stones for eyes and bears scales carved by tiny clawed hands. Optionally, you could allow the Dwarven racial ability of Stone Cunning to reveal the same information.

Intelligence/Religion could be used (DC:15) to determine that the purpose of this statue is designed for some form of dragon or dragon-related worship. Kobolds have been known to partake in dragon cult worship, but it's poor construction cannot reveal for sure if this is the intent of the idol.

11.- Murder Holes - (From below) This long hallway echoes the sounds of chanting ahead. A goat can be heard occasionally bleating.
(From above) Three holes dominate the floor. Stains rim the holes, with splash marks staining the earthen wall to either side of the holes.

When the party travels the main passage below the access tunnel above, they become available to attack from the murder holes. Any surviving kobolds that arrive in the Alert Post will pour the barrel of fat and grease through the murder holes upon the characters. Characters can see the murder holes if they make an active Perception 17 check.

For those below who miss noticing the murder holes above can try to listen to the chanting ahead. If they choose to do so, they will hear an exotic language that they will need to speak Draconic to understand.

The hallway echoes this chanting badly, making it difficult to understand what can be said. To understand it fully, a character will have to be able to speak Draconic and will need the Religion skill. Should they pass a Wisdom/Perception check (DC:15) and a Religion (DC:15), they will hear and understand "Rise and awake. Your will be done."

12.- Sacrificial Chamber - This room appears immediately out of place with the rest of the caverns. The walls are of a finished and polished stone similar to bloodstone. The walls are covered in petroglyphs. A raised diamond-shaped dais supports a large stonework ring or hoop standing on its edge, covered in the runes of a strange language. Supported in the ring is a carving of a black draconic figure with displayed wings. In front of it and behind sit low and shallow pools.

At each corner of the dais lay a small humanoid skull sporting a lit candle - their flickering light grants the whole chamber an eerie glow.

Standing at the far edge of the great stone structure is a threatening figure. A small winged reptilian figure stands over a chained and restrained goat kit at the far edge of the nearest of the pools. The reptilian bears the same black and green markings of the other reptilians, as well as the black wings seen before, but also bears white painted markings over its body. Its long face is painted a non-humanoid skull, and its wings and chest are painted to resemble the skeleton beneath. Rough tribal jewellery adorn its wrists, neck, and belts around its waist. Tiny animal skulls, small bells, claws and carved bones jingle and rattle as it moves.

Two tiny figures, bound and gagged, stand neck deep in wooden open-top barrels. They struggle haplessly to free themselves, sobbing in muffled tones. Standing by them, threatening them with a spear, is another reptilian figure. This one, too, is different. It appears more brawny than the others. Hardened leather protects its form and it carries a shield made from some sort of shell or large scale.

As the party enters, it utters a phrase in broken common...*"Circles combine. Worlds aline. My master's will be done."*

...Then cuts the goats's throat. The ring fills with a black, rippling vertical liquid surface when this happens. The two other halflings that are bound and blindfolded in the far corner will cry out in muffled anguish when they hear the death of their fellow captive.

The brawny warrior reptilian will then lift a struggling Halfling out of a barrel and begin dragging it toward the other pool...

This is “Kazaak The Black, Icon of Null and leader of this band of Blackfang Kobolds. He is a Kobold Scale Sorcerer, with one exception. He is a Winged Kobold (Urd) instead of the standard one. That will mean his Dexterity is 16, and thus his AC is also 16.

Kazaak believes that his sorcerous power stems from the Dracolich God “Null” and seeks to usher his return to the world. He is fanatic and would love nothing more than to add the players to his list of sacrifices to his dark lord. The raids, desecration of this old parish, as well as finding this lost temple, have all lead to this. He considers this “holy ground” and will not yield it to interlopers and heretics like the player characters.

His opening gambit for the player characters will be to cast Charm Person on the biggest, most muscular and obvious warrior-like member of the invading party. He may even throw in a comment like “You must know Null must be appeased. Join me.”

Kazaak wields a **Wand of The War Mage +1** he calls “*Nullash*” (Draconic for Null’s Tongue”, and will use it as much as possible.

Baaz’uk, his loyal lieutenant and strongarm of his cult, will drop the Halfling slave to defend his liege. He is cruel, cunning, and not beyond using the Halflings as hostages to buy his escape. In his belt pouch is a **Potion of Healing** that he has access to should he need it.

During combat, some special conditions might be met.

If a player character falls in combat, the ring with the dragon statue in it will activate. It will fill with a black field filled with writhing, black scaled tentacles that squirm and wriggle over each other. They will not leave the ring, cannot be damaged by any means, and simply part to allow any living creature to pass through the ring should they choose to do so.

However, any unguarded dead or unconscious creature within 10’ of the disk will be grappled by the tentacles automatically and taken before Null’s Citadel within the Shadowfell at the end of the next turn. A player character who is only unconscious can be rescued by an ally who is within 5’ of them and is not incapacitated. That ally must succeed in a Strength check (DC: 15) to pul them free of the tentacles. Note that if that unconscious character is still within 10’ of the tentacles, the tentacles will try to grasp them again. The tentacles will attempt a Grapple check again with a Strength/Athletics +4. Dead or unconscious characters can be saved by just removing them from the 10’ range of the disk.

There is one exception. Regardless of where Kazaak may be, should he fail Null in his mission, he will be automatically grappled by the tentacles and drawn into the Shadowfell. Feel free to have Kazaak return later as an undead servant of Null at a later date, perhaps with more Sorcerer levels, and change his type from “humanoid” to “undead”.

If a player character is dragged wholly into the Shadowfell, resurrection or rescue will require finding some means of getting to the Shadowfell. That may mean a sacrifice before this alter of Null by a member faithful to The Reaver, creating yet another series of tasks and adventures just to facilitate that happening.

Behind the captives and bolted to the floor is a small chest.

It has a sliding puzzle lock securing the chest, requiring an Intelligence DC:15 to open.

The chest contains:

(1) ***Potion of Climbing***

(1) ***Spell scroll - "Lesser Restoration"***.

800 sp, 150gp, and a small bag containing 7 Azurite gems worth 50gp each.

Return to Pumpkin Grove

Travel back to Pumpkin Grove will be just as difficult. However, the journey back might have very talkative Halfling captives. Will and Mary will babble on about their captives and their focused behaviour. The Halflings do not know what the kobolds were up to, but seemed very organized. These former captives will be very hungry, traumatized, and asking about their daughter.

Upon their return, Pumpkin Grove will hold a grand celebration that night. They will celebrate the heroes and the return of the hostages. Pumpkins will host a grand party, will all able souls in attendance. Those who cannot fit inside will gladly celebrate outside.

After the celebration, Rhombus will be so touched that he will bestow an old family heirloom upon the party - his beloved ***Coat of Useful Items***. (*Like the Robe, but in overcoat form*)

The Robe will resize to fit it's wearer upon attunement, and is of a finely woven material of elvish design, and resists dirt, grime, and other stains. It is decorated with several crests covered in symbols. Each represents what will be produced when the crest is removed with a spoken command word "*Caelthis*".

It contains:

2 Daggers

2 Bullseye Lanterns, filled and lit

2 Steel mirrors

2 10-foot poles

2 lengths, 50' hemp rope, coiled.

2 sacks

1 Rowboat, 12' long

2 wooden ladder, 24' long

2 10' cube pits that can be placed within 10' of the user

1 window, 2'x4', up to 2' deep, that can be placed on a reachable vertical surface.

The morning after this celebration, those who fell in the defence of Pumpkin Grove will be mourned in a pond-side ceremony, whether nor not the party are hung over. In a touching last moment, feel free to have one Halfling child emulate one of the player characters by having him or her make a pretend costume from a bucket for a hat or helm, and a stick as a weapon or wand. A fan is born! The player characters will be invited back to Pumpkin Grove for Midwinter to celebrate family, hearth, and the new year.

Monsters!

Kobold

Small humanoid (kobold), lawful evil

AC: 12 (natural armor)
Hit Points: 5(2d6-2)
Speed: 30'

STR: 7 (-2)
DEX: 15 (+2)
CON: 9 (-1)
INT: 8 (-1)
WIS: 7 (-2)
CHA: 8 (-1)

Proficiency Bonus: +2

Senses: darkvision 60', passive Perception 8

Languages: Common, Draconic

CR: 1/8(25 XP)

Sunlight Sensitivity: While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Pack Tactics: The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Dagger: Melee Weapon Attack: +4 to hit, reach 5', one target. Hit: 4 (1d4 + 2) piercing damage.

Sling: Ranged Weapon Attack: +4 to hit, range 30'/120', one target. Hit: 4 (1d4 + 2) bludgeoning damage.
(note the change to Short Bow within. +4 to hit, range 80/320', one target, Hit: 5 (1d6+2) Piercing damage.

Winged Kobold (Urd)

Small humanoid (kobold), lawful evil

AC: 13 (natural armor)
Hit Points: 7(3d6-3)
Speed: 30', Fly 30'

STR: 7 (-2)
DEX: 16 (+3)
CON: 9 (-1)
INT: 8 (-1)
WIS: 7 (-2)
CHA: 8 (-1)

Proficiency Bonus: +2

Senses: darkvision 60', passive Perception 8

Languages: Common, Draconic

CR: 1/8(25 XP)

Sunlight Sensitivity: While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Pack Tactics: The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Dagger: Melee Weapon Attack: +4 to hit, reach 5', one target. Hit: 4 (1d4 + 2) piercing damage.

Dropped rock: Ranged Weapon Attack: +5 to hit, one target directly below the kobold.. Hit: 6 (1d6 + 3) bludgeoning damage

Kobold Inventor

Small humanoid (kobold), lawful evil

AC: 12 (natural armor)

Hit Points: 13 (3d6+3)

Speed: 30'

STR: 7 (-2)

DEX: 15 (+2)

CON: 12 (+1)

INT: 8 (-1)

WIS: 7 (-2)

CHA: 8 (-1)

Proficiency Bonus: +2

Skills: Perception +0

Senses: darkvision 60', passive Perception 10

Languages: Common, Draconic

CR: 1/4(50 XP)

Sunlight Sensitivity: While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Pack Tactics: The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Dagger: Melee Weapon Attack: +4 to hit, reach 5', one target. Hit: 4 (1d4 + 2) piercing damage.

Sling: Ranged Weapon Attack: +4 to hit, range 30'/120', one target. Hit: 4 (1d4 + 2) bludgeoning damage. *(note the change to Short Bow within. +4 to hit, range 80/320', one target, Hit: 5 (1d6+2) Piercing damage.*

Weapon Invention: The specific weapon is mentioned in the encounter description. They are as follows:

Skunk in a Cage: The kobold releases a skunk into an unoccupied space within 5' of it. The skunk has a walking speed of 20', AC:10, 1 hit point, and no effective melee attacks. It rolls initiative, and on its turn, uses its action to spray musk at a random creature within 5' of it. The target must pass a Constitution save (DC:9) or retch for 1 minute. a retching target cannot take actions. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success. A creature that does not breathe of that is immune to poison automatically succeeds that saving throw. The skunk can only spray once per short or long rest.

Basket of Centipedes: The kobold throws a small basket into a 5' square within 20' of it. A **swarm of insects (centipedes)** with 11 hit points emerges from the basket and rolls initiative. At the end of each of the swarm's turns, there's a 50% chance that it disperses.

Scorpion on a Stick: The kobold makes a melee attack with a **scorpion** tied to the end of a 5' pole. Melee Weapon Attack: +4 to hit, reach 5', one target. Hit: 1 Piercing damage, + 1d8 Poison damage (Constitution saving throw, DC:9, save for half damage)

Baaz'uk

Kobold Dragonshield (Null)

Small humanoid (kobold), lawful evil

AC: 15 (natural armor)

Hit Points: 44 (8d6+16)

Speed: 30'

STR: 12 (+1)

DEX: 15 (+2)

CON: 14 (+2)

INT: 8 (-1)

WIS: 9 (-1)

CHA: 10(+0)

Proficiency Bonus: +2

Damage Resistances: Necrotic

Senses: darkvision 60', passive Perception 11

Languages: Common, Draconic

CR: 1(200 XP)

Dragon's Resistance: Necrotic

Heart of the Dragon: If the kobold is frightened or paralyzed by an effect that allows a saving throw, it can repeat the save at the start of its turn to end the effect on itself and all kobolds within 30' of it. Any kobold that benefits from this effect (including the Dragonshield) has Advantage on its next attack roll.

Sunlight Sensitivity: While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Pack Tactics: The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack: The kobold makes two melee attacks

Spear: *Melee or Ranged Weapon Attack:* +3 to hit, reach 5', or ranged 20'/60', one target. Hit 4 (1d6+1) Piercing damage, or 5 (1d8+1) Piercing damage if used with two hands to make a melee attack.

Kazaak

Kobold (Urd)Scale Sorcerer

Small humanoid (kobold), lawful evil

AC: 16 (natural armor)
Hit Points: 27 (5d6+10)
Speed: 30', Fly: 30'

STR: 7 (-2)
DEX: 16 (+3)
CON: 14 (+2)
INT: 10 (-1)
WIS: 9 (-1)
CHA: 14 (+2)

Proficiency Bonus: +2
Skills: Arcana +2, Medicine +1
Senses: darkvision 60', passive Perception 9
Languages: Common, Draconic
CR: 1 (200 XP)

Sunlight Sensitivity: While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Pack Tactics: The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Spellcasting: The kobold is a 3rd level spellcaster. It's spell casting ability is Charisma (spell save DC:12, +4 to hit with spell attacks). It has the following sorcerer spells prepared.

Cantrips (at will): *Fire Bolt, Mage Hand, Mending, Poison Spray*
1st level: (4 slots) *Charm Person, Chromatic Orb, Expeditious Retreat*
2nd level: (2 slots) *Scorching Ray*

Sorcery Points: The kobold has 3 Sorcery Points. It can spend 1 or more Sorcery Points as a bonus action to gain one of the following benefits:

Heightened Spell: When it casts a spell that forces a target to make a saving throw it can spend 3 Sorcery Points to give one target of the spell Disadvantage on it's first saving throw against that spell.

Subtle Spell: When the kobold casts a spell, it can spend 1 Sorcery Point to cast the spell without any verbal or somatic components.

Dagger: Melee Weapon Attack: +5 to hit, reach 5', one target. Hit: 4 (1d4 + 3) piercing damage.

Shrieker

Medium plant, unaligned

AC: 5
Hit Points: 13 (3d8)
Speed: 0'

STR: 1 (-5)
DEX: 1 (-5)
CON: 10 (+0)
INT: 1 (-5)
WIS: 3 (-4)
CHA: 1 (-5)

Proficiency Bonus: +2
Senses: blindsight 30'(blind beyond this radius), Passive perception 6
Languages: ---
CR: 0(10 XP)

False Appearance: While the Shrieker remains motionless, it is indistinguishable from an ordinary fungus.

Actions

Shriek: When bright light or a creature is within 30' of the shrieker, it emits a shriek audible within 300' of it. The shrieker continues to shriek until the disturbance moves out of range and for 1d4 of the shrieker's turns afterward.

Giant Centipede

Small beast, unaligned

AC: 13

Hit Points: 4(1d6+1)

Speed: 30', Climb 30'

STR: 5 (-3)

DEX: 14 (+2)

CON: 12 (+1)

INT: 1 (-5)

WIS: 7 (-2)

CHA: 3 (-4)

Proficiency Bonus: +2

Senses: blindsight 30', passive Perception 8

Languages: ---

CR: 1/4(50 XP)

Actions

Bite: Melee Weapon Attack: +4 to hit, reach 5', one creature. Hit: 4 (1d4 + 2) piercing damage, and the target must succeed on a DC:11 Constitution saving throw or take 10 (3d6) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Swarm of Centipedes

Medium swarm of Tiny beasts, unaligned

AC: 12

Hit Points: 22 (5d8)

Speed: 20', Climb 20'

STR: 3 (-4)

DEX: 13 (+1)

CON: 10 (+0)

INT: 1 (-5)

WIS: 7 (-2)

CHA: 1 (-5)

Proficiency Bonus: +2

Damage Resistances: bludgeoning, piercing, slashing

Condition Immunities: charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses: blindsight 10', passive Perception 8

Languages: ---

CR: 1/2(100 XP)

Swarm: The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points

Actions

Bite: Melee Weapon Attack: +4 to hit, reach 0', one target in the swarm's space. Hit: 10 (4d4) piercing damage, or 5 (2d4) if the swarm is below 50% of its hit points. If the swarm damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.