

KILLER KOBOLDS!

*AN ACTION PACKED 5TH EDITION ADVENTURE
FOR 8TH-12TH LEVEL CHARACTERS*

BY TONY PETRECCA



Cover Art © Dean Spencer

DEAN SPENCER

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INTRODUCTION

"They're ONLY kobolds? Ha! Said the soon dead fool!"
—Durnan.

MURDER HOBOS WANTED!

First of all - Thank you for picking up *Killer Kobolds!*

Believe it or not The Kobolds of Crag Canyon didn't start their existence as killers with targets on their backs. You see, after my heroic PCs had cleared the world of a keep full of slave trading orcs they noticed a ledger and appointment book indicating regular trades with nearby kobolds, with a delegation set to arrive that day. While the group prepared to ambush the kobolds, the wise paladin Robert the Brave thought otherwise. Robert firmly believed that mortal creatures should be judged based on their deeds regardless of their nature. If these kobolds could be parlayed with, and convinced that it was in their best interest to be done with slavery and enjoy peaceful trade with civilization, then the greater good would be served.

The kobold traders, who quite wisely were not interested in triggering a war, were amenable to just such an arrangement, and brought Robert's offer back to their leaders. Days later, the traders returned with a wagon full of slaves to be released as a show of good faith. Robert and the group invited the kobolds into the heroes' newly cleared keep to discuss details and get down to business. Alas, during those negotiations, the Goliath barbarian Eglath's fundamental beliefs that inherently evil creatures could not be rehabilitated got the better of him. Kobolds were irredeemably evil and could never be trusted, thought Eglath, so Eglath attacked. War!

It was from the ashes of that failed negotiation that this action packed adventure was born. With war now inevitable, Robert set aside his philosophical dispute with Eglath and the heroes charged headlong into kobold territory. Given that the conflict was of their creation, I felt it only reasonable that their new enemies put up a brutal

defense.

The action packed adventure that ensued provided my group with many of our most memorable gaming moments, up to and including a climactic scene involving Robert atop his summoned warhorse, pursuing a kobold sorcerer through several traps until he found himself being catapulted over the grinning kobold, smashing unconscious into a distant wall. Great times!

I've just given you the original set up for this adventure. That setup didn't involve a nefarious plot by the kobolds, but the fun of this campaign definitely comes from the wanton destruction that ensues when battling kobolds. To that end I've given the *Killer Kobolds* an unquestionably evil, nefarious plot for your heroes to thwart.

In the upcoming pages I'll share that plot and an adventure hook, give a brief overview of the format of this adventure, and then get you right into the action. I do hope your group enjoys their fight against the *Killer Kobolds* as much as mine did!

A NOTE ABOUT FORMATTING

Killer Kobolds is a high octane, action oriented thrill ride of an adventure. Role playing and careful exploration take a back seat as the PCs fight their way through kobolds, their minions, their allies and their traps. As such, the formatting of this adventure may be different than others you may have read.

You'll find that the emphasis of each section of this book is, first and foremost, on the action of the scene. After a brief overview of the section the most important questions get addressed - What are the defenses the kobolds have set up, what are the tactics they will use, and how is the combat best played for seat of the pants excitement? Detailed descriptions of the walnut flooring of Crag Kragen's grand hall, the glorious craftsmanship of the ancient dwarven throne, or the trinkets found in the bedrolls of the kobolds are admittedly glossed over so that the DM may concern herself with

what's most important here – combat with Killer Kobolds!

With that said, here's some standards you should find within the formatting. When creatures or named NPCs are mentioned for the first time in an encounter, they will be in **bold type** to catch your eye. If it's a new creature you'll find their entry in the appendix, otherwise please reference the *Monster Manual* or 5th Edition SRD. Magic items and spells will be *italicized*, and trap details and other miscellany will be in a gray text block.

Finally, ye olde traditional box section to be read or paraphrased to the players will appear just like this.

Regarding the maps, I should probably mention that one square equals five feet, and north is up.

ABOUT THE CHALLENGES WITHIN

Killer Kobolds was written with 8th to 12th level characters in mind. At the lower end of that level spectrum a larger party is recommended. In play testing a large, seven player party of 8th level characters found it notably challenging, with many near death experiences. In other words, perfect and precisely the point!

We want the PCs to find themselves breathless, brutalized, and proudly victorious scene after scene, but we don't want them slaughtered. Small tweaks can go a long way toward adjusting the difficulty as you go. **Kobold commandos** (See appendix) can be replaced by regular **kobolds**, and vice versa, as needed. The wave like nature of many of the encounters allows the DM to add or subtract to enemy numbers as the fight goes on. *Potions of healing*, *greater healing*, and *superior healing* can and should be inserted on dead kobolds, or in likely treasure stashes, as liberally as needed to keep the players going.

Finally, while nobody cares too much for the five minute workday, if the players feel the need to take a long rest let them find a way. Once cleared, the Kragen estate is a fine place to safely retreat, but they needn't be limited to just one shelter. They

might find a bear cave the kobolds are loathe to enter. The party ranger might find a large briar that could provide full concealment for the night. Don't be stingy, let them get their rest, especially before storming the castle, because they'll need it!

Traps, trap detection, and combat

Kobolds love ambushes, traps, and ambushes that involve traps. The kobolds frequently attempt to draw enemies towards a trap, pouncing when the trap snares their foe. Adventurers in the heat of combat are unable to carefully check for such traps, and frankly players setting off these traps as they charge their kobold opponents is quite a bit of the fun of this adventure.

During combat Passive Perception checks to notice traps and secret doors, if allowed at all, should be made at disadvantage.

Actively searching for traps during combat should require a full action and cautious, half speed movement. Kobolds who notice someone looking for their traps will want to make that someone their target if possible.

NEW KOBOLD WEAPON PROFICIENCIES

The kobolds of Crag Canyon long ago raided the armory of the previous, dwarven occupants of the canyon, and as such found new favorite weapons within. Any normal **kobolds** encountered use short swords and light crossbows in place of the daggers and slings suggested in the *Monster Manual*. Thus replace their actions in the *Monster Manual* with:

ACTIONS

Shortsword. *Melee Weapon Attack:* +2 to hit, reach 5 ft. one target. *Hit:* 6 (1d6+2) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +2 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8+2) piercing damage.

DYNAMIC RUN AND GUN BATTLES

Killer Kobolds contains several set pieces that should be run as fluid, dynamic battles. The kobolds in Crag Kragen's Estate, the Kobold Fortress, and the Final Dungeon should not sit idly by awaiting execution at the hands of the PCs. They are ruthless and wily, and their sorcerous leaders use their wits to draw enemies in to be swarmed. I offer viable initial tactics for the kobolds, but

should those not work the kobolds will react appropriately. These should not be cautious dungeon crawls, and if your PCs treat them so the kobolds should go on the offensive.

PHB, MONSTER MANUAL – VOLO'S?

All you need to run *Killer Kobolds* is the *Player's Handbook*, the *Monster Manual* and this PDF. However, if you happen to have *Volo's Guide to Monsters*, the excellent [Tome of Beasts](#) from Kobold Press, Jeff Ibach's [Ten Clever Kobolds](#) from the DMsGuild, or any other source of kobolds you'd like to insert to mix things up – please do!

THE NEFARIOUS PLOT

Well I promised you a nefarious plot, and here it is.

The quick summary – the formerly insular Kobolds of Crag Canyon have become frighteningly troublesome of late, kidnapping several children from nearby farmsteads. They do so to provide sacrifices for a ritual that will turn a green dragon into a dracolich! And now for the longer tale:

The people of the peaceful village of Thornyfoot have long known that kobolds inhabit Crag Canyon, but for ages those kobolds had kept to themselves, leaving the people alone. That is, until recently.

The Kobolds of Crag Canyon, who took over the long abandoned dwarven mines, have traditionally kept to themselves, peacefully mining the remaining quartz, and occasional emerald and ruby deposits, to provide as tribute to their patron, the green dragon Sarinox Recnamoracren. However, their patron developed a new ambition; Sarinox decided that she wanted to cheat death.

Sarinox met a powerful **Arch Mage**, Accertep, who had designs on immortality for himself and needed a subject for experimentation. Accertep convinced Sarinox that he could capture her soul in a grand emerald and bestow upon her everlasting undeath. The eager dragon agreed.

The pair would need a quiet site, ideally one tainted with lingering evils, from which to carry out their ritual, and the dragon's kobold worshipers had a

perfect location. Sarinox Recnamoracren paid Accertep in full with her horde – save for one grand emerald destined to be her phylactery– and the two departed from the dragon's hidden lair to impose their will on the Kobolds of Crag Canyon.

THE HISTORY OF CRAG CANYON

Three centuries ago the dwarven lord, Miitho the Mighty, founded his first kingdom at the western end of a mineral rich canyon. He built a keep and fortress into its walls with the riches his people mined, but Miitho held a wicked secret – beneath his throne he led a cult of heretic dwarves in the worship of Orcus!

This cult was wiped out two centuries ago by the Mischievous Gnome Crag Kragen, Bard of Renown, and his merry band of adventurers. Finding the canyon much to his liking, Crag Kragen built his retirement home at the canyon's eastern entrance. In the years since the canyon was given his name.

Eventually Crag Kragen mysteriously disappeared, possibly coming out of retirement for one final, ill fated, adventure, and a tribe of kobolds quietly took over the keep, the canyon, and Crag Kragen's estate. Though the earth has since swallowed the grand halls of Miitho's peoples, the keep and the wicked tunnels beneath his throne remain.

THE RISE OF THE DRACOLICH

Sarinox Recnamoracren had long enjoyed tributes from the tribe of kobolds some 50 miles to her south. The constant flow of jewels padded her bedding quite well. They sent her guards and worshipers, provided her spies, and generally treated her like the goddess she thought she should be. She came to appreciate their adulation so much that she gave them grand gifts – two green dragon eggs to raise and care for. Eventually the mines ran dry and the tributes diminished. Around that same time her greed turned its attention to twisted immortality, and she called upon her kobolds for a greater service.

Accertep needed a site of necromantic evil to carry out his ritual, and the tunnels beneath Miitho's keep provided a perfect location. Additionally,

Accertep's ritual required blood sacrifice. Lots of blood sacrifice, including the sacrifice of innocents. Sarinox knew that her worshipers would sacrifice themselves, and she knew that her kobolds would find her the innocent victims needed to complete the ritual.

The wicked ritual Accertep would use to turn Sarinox into a Dracolich involved two stages. In the first stage, the blood of the wicked was required to concoct a poison that would properly slay her mortal form and prepare a grand emerald as a phylactery. Three dozen brave kobolds sacrificed themselves to their patron dragon to begin the ritual.

But, the newly undead dracolich, the rotting corpse of Sarinox, required sustenance to strengthen it and bring to it the full physical power. For that, the ritual required the souls of the innocent. The children of nearby Thornyfoot would do nicely.

SOULS OF THE INNOCENT

Thornyfoot is a small village and farming community, population about 100, situated at a crossroads some six miles south of Crag Canyon. The Giggling Ogre Inn and General Store sits at the heart of the village, providing a watering hole for the locals and food and lodging for travelers. The Giggling Ogre is owned by the normally pleasant, talkative gnome, Compo Thornyfoot The Second. His father was an adventurer in these parts a century ago, but Compo Junior (ahem, "NOT Junior - the Second") chose a quieter life, investing his inheritance in this inn.

Compo, like any sensible gnome, has no love for kobolds, but until recently saw no need to start trouble. Thing is, there's no doubt in his mind that the kobolds started it first. Children have gone missing, and the kobolds are to blame.

THE HOOK

Have your player's find their way to the Giggling Ogre and, once they get settled in for a drink, read or paraphrase the following -

After barmaid Trinity delivers drinks to the table, the barkeep, a portly, jolly looking gnome, approaches with a stern look on his face and rather rudely interrupts your conversation.

"You look like adventuring types - sturdy adventuring types. Just the types we could use, as we've got ourselves some serious trouble. Oh, I'm Compo Thornyfoot the Second, son of THE Compo Thornyfoot. Yes, THAT Compo Thornyfoot... and under different circumstances, it'd be a pleasure to meet you. But like I said, we've got some serious trouble... trouble with kobolds."

Compo will go on to summarize the situation as best he can. Several farmers in the region have reported that their children have gone missing over the last few days, and here's his story:

"The first to report the situation was Mrs. MacGregor of MacGregor farm. Her boy Seth hadn't come back from repairing the fence line on the north forty. Next came Christoph Roller, who's daughter Sophie didn't return from tending the laundry. And then this morning in came a disheveled Carissa Flock, that lovely halfling shepherd. Seems that yesterday at dusk a group of kobolds snatched her daughter Allie right off her very front porch! She gave chase all the way to Crag Kragen's estate where she was overwhelmed, knocked out and figured for dead by the kobolds. They dumped her in the stream, and when she woke up, washed up a couple miles south, she gathered herself and came right here for help.

But we've not got much of a militia around here - this is a peaceful region, even with the kobolds nearby... least it used to be. So, you see, our kids are being kidnapped by kobolds, and we could use your help!"

Of course Compo is willing to pay the adventurers for their troubles, though he can't front much. He offers 100 platinum and his father's magic ring (a *ring of feather falling*) as reward for the return of the village's lost children.

All the villagers, including Compo, know the way to Crag Canyon and the Kragen estate; a simple hike six miles north following Kragen Creek. If the rescue mission is accepted, the only question is when will the PCs head out.

PART 1 – CRAG KRAGEN'S ESTATE



Crag Kragen's Estate

General notes - unless otherwise noted, internal doors are sturdy wooden doors and secret doors require a DC 20 Wisdom (Perception) check or DC 20 Intelligence (Investigation) check to notice. With the exception of Club Kragen (area 9), the ceilings throughout the complex are ten foot high. The club has a soaring, 20 foot high ceiling. Torches line the walls providing dim light throughout.

Concealed Spiked Pit Traps

There are four Spiked Pit traps throughout the complex. Each are effectively identical 20 foot deep pits that span the width of the hall. Each is triggered when more than 40 pounds of weight is applied to it. Note that kobolds weigh between 25 and 35 pounds. Any creature falling into a pit takes 7 (2d6) falling damage and an additional 11 (2d10) piercing damage. A successful DC 15 Wisdom (Perception) check allows anyone moving near the pit to notice a lack of foot traffic across the hidden pit, and a successful DC 15 Intelligence (Investigation) check reveals the outline of the pit. Once noticed, disarming a pit is a simple matter of wedging a spike or blade into the edge of the pit to prevent its opening.

Of course, if you're charging into battle, you're not likely to notice the pit at all.

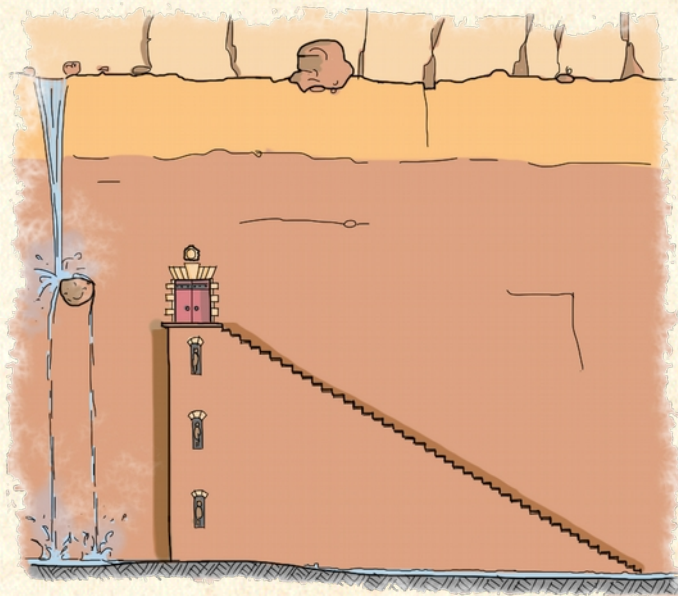
As the party approaches the estate, read the following:

The hike north to the canyon is surprisingly uneventful. Were it not for your grim purpose, the journey would be a peaceful hike through the valley of a pleasantly flowing river. As the northern trail turns westward, it follows the northern bank of Kragen Creek through a broad river valley where its slopes grow gradually steeper. Soon you find yourselves in a narrowing canyon, flanked by tall, sheer, steep cliffs that climb for a hundred feet or more.

Ahead you see a strange sight - a stone stair, quite well made, is built into the canyon and climbs the northern cliff face. The stair is broad, but the risers are short, as if built for folk of a smaller stature. At the top of this stair, some fifty feet above the canyon floor, is an ornate steel double door built into the canyon wall. The stonework around the door's frame gives an ostentatious air to the whole affair. Three small alcoves, framed in similar stonework, are cut into the wall below the door. Each contains a beheaded sculpture, possibly of the same figure.

This is the entrance to the canyon estate of the Mischievous Gnome Crag Kragen. Crag was an immodest gnome, to say the least, and the alcoves contain statutes carved in Crag's likeness.

The estate is now an outpost for the Kobolds of Crag Canyon. Thirty kobolds occupy this estate, led by the **Grish the kobold sorcerer** (see appendix).



MAGIC MOUTH ALARMS

Crag Kragen didn't like having guests unannounced, thus the stairs are enchanted with *magic mouths*. The mouths are programmed to animate when the proper stair is stepped upon. Stepping on the 10th, 23rd, and 47th stair triggers a mouth to activate, an intentionally patternless layout that Crag could avoid, but others could not. There are no visible components to the triggers and they can only be detected through use of *detect magic*. It should be presumed that the party will activate each unless they fly, climb, or count and guess correctly.

The magic mouths appear, one at a time in ascending order, on the statuary in the alcoves. Kragen could program the mouths to be welcoming when he was expecting guests, or off-putting when he wasn't. The gnome's final programming was the latter.

"Who are you and what do you want?" asks the first mouth, rather loudly, repeating itself several times regardless of any answer offered. "**The master doesn't like uninvited guests.**" proclaims the second mouth, even louder and also on repeat. "**Go away, we don't want any!**" the third mouth insists repeatedly, almost shouting.

Internally, separate mouths appear in the Grand Hall declaring "We have guests!" and thus effectively eliminating most chances of surprise. Once so alerted, the kobold occupants, who are extremely xenophobic, immediately execute their elaborate defense plan.

AREAS 1-4: THE FIRST LINE OF DEFENSE – GRISH AND THE ENTRANCE HALL

The front door is locked, and the locking mechanism is rather tricky. A successful DC 20 Dexterity check using thieves' tools is required to pick the lock. Alternatively, the sturdy door can be busted in with a successful DC 25 Strength check. While the party is attempting to gain entry, the kobolds are readying their defense.

Upon hearing the alarm, **Grish the kobold sorcerer** (see appendix) and two **kobold commandos** (see appendix) move to the southern doorway of area 4, open it, and use the doorway as three quarter's cover, granting +5 to AC and Dexterity saving throws. Grish takes a ready action to cast *gust of wind* if he sees anyone but a kobold opening the front doors, while the other two kobolds take a ready action to fire their crossbows.

AREA 1: THE STAIR TOP LANDING

The stair landing (area 1) is 50 feet above the canyon floor below, thus anyone on the landing who fails their Strength save vs *gust of wind* is pushed back 15 feet and plummets for 18 (5d6) damage. Should the entire party be blown back Grish will maintain the *Gust* while advancing to the main entry, directing the spell in a manner best suited to continued harassment of invaders.

Should intruders persist, Grish will hold the *gust* spell while casting *fireball* and cantrips until he

takes any damage. Once Grish takes damage, his next action is to close the door and retreat to the northern door of area 4, hoping to draw eager intruders in to the pit trap and ensuing ambush.

AREA 2: THE ENTRANCE HALL PORTRAITS AND TRAP

Ten impressive portraits of Crag Kragen line the walls of the fifty foot long entry hall. The portraits have been defaced by the kobolds, with crude drawings marring the works. However, the portraits serve a purpose - the third and fourth portraits on the western walls have removable eyes, allowing guards in area 3 to observe guests as they enter. Passively noticing these eyes in use requires a DC 20 Wisdom (Perception) check. Active investigation of the walls of this hall will reveal them with a DC 15 Intelligence (Investigation) check.

Forty feet into the entrance hallway is a **concealed spike pit trap**. See previous sidebar (page 8) for details.

AREA 3: THE GUARDROOM

Four **kobolds**, (Remember – normal kobolds throughout are armed with light crossbows and short swords – see New Kobold Weapon Proficiencies on page 4), and one **kobold commando**, wait in ambush in the guardroom (area 3), using the portraits to spy on the hall. As soon as intruders either trigger the pit or reach the door to area 4 the kobolds react, throwing open their secret door and engaging while shouting a signal to the guards in area 4. The four kobolds will rush out to engage in melee while the kobold commandos remain positioned behind overturned tables, giving them three quarters cover as they fire crossbows at intruders.

At the same time, four **kobold commandos** in area 4, Grish's original two and two more who've joined the front line, throw open the southern door of area 4, using the doorway and a now overturned table as cover while they harass with their crossbows.

Grish takes cover in the northern door of area 4, casting cantrips into the fray. Grish falls back into the Grand Hall (area 5), closing the door behind him, if he sustains any damage.

AREAS 5-9: THE SECOND LINE OF DEFENSE THE GRAND HALL AND CLUB KRAGEN

Grish retreats to the open northwestern double doors of Club Kragen (area 9), the bard Crag Kragen's personal tavern and performance hall, and takes the ready action to ready an offensive spell targeting any non kobold who opens the door to the south. He hopes to draw eager attackers into the Grand Hall (area 5) and its **concealed spike pit trap**. Once intruders enter the hall Grish shouts a command and the doors to areas 6, 7 and 8 and the southern double doors of area 9 are thrown open by kobold defenders.

AREAS 6-8: THE SITTING ROOMS

Three kobold squads, each consisting of two **kobolds** and one **kobold commando**, are positioned in the sitting rooms west of the hall, one squad per room. They will throw open their doors on Grish's order and engage invaders in melee and missile fire, with the commandos using overturned furniture and doorways as cover while they snipe. Ideally Grish gives this order when some or all of the party has moved into the middle of the Grand Hall, thus flanking the party.

AREA 9: CLUB KRAGEN

Two **kobold commandos** and eight **kobolds** are in the grand Club Kragen with Grish. One commando and four kobolds throw open the southern double doors on Grish's order, attacking the party in the Grand Hall, while the others are held in strategic reserve, with a commando behind the bar and four other kobolds about the room using tables as cover.

Grish uses the cover of the northern double doorway to launch spells, with enemy spell casters and healers his highest priority targets. If Grish is engaged in melee, or if Grish sustains enough damage to reduce his hit points by 50%, he retreats east to the stage and his strategic reserve squad readies crossbows to fire.

From the stage Grish uses the stage curtains as concealment, moving north and south behind the curtains to poke his head out just enough to cast hit and run spells. If he is pressed too hard he flees

east through the backstage area (area 12) and then north.

The whole effect should be a dynamic, fluid battlefield, with kobolds reacting appropriately to the party's attacks.

AREAS 13-17: THE THIRD LINE OF DEFENSE – THE REAR HALL AND BEDROOMS

Grish retreats north into the bedroom hall, throwing open the doors to areas 13 through 17 as he flees. Areas 14 through 16 are home to two **kobold riding drakes** (see appendix) and one **kobold hunting drake** (see appendix). These drakes are well aware of the pit traps and will use their powerful legs to leap over as necessary. Grish isn't heavy enough to trigger the **concealed spike pit traps**, and he certainly hopes to draw victims across them.

Grish will take up a position in a doorway as far as he can get from the party, hoping the drakes will save him. At this point Grish will give everything he's got left before turning *invisible* and attempting to flee toward the exit. Should Grish survive, he retreats, reports to Rerecross, and will join with the forces defending the Kobold Fortress in Part 3.

Bonus XP. Award each player an extra 500 experience points for clearing Crag Kragen's estate.

Changing Difficulty

In testing, a party of 7 eighth level characters had a difficult, nail biting run clearing Crag Kragen's estate.

To up the challenge, increase kobold numbers and consider releasing the drakes into the fray in the Grand Hall or Club Kragen. To reduce the challenge take the Kobold Commando's multi attacks away and consider reducing the number of regular kobolds and drakes.

Note – it's never too early to start dropping *healing potions* on kobold commando corpses, possibly after each line of defense, should your group need them.

OK THAT'S THE ACTION – GIVE US THE LOOT AND THE LAYOUT

Crag Kragen spared no expense in constructing his retirement home. Permanent, programmed *unseen servants*, equipped with *mending* spells, keep the estate in good order, despite its age and kobold occupants. Additionally, permanent enchantments routinely *create food and water*, keeping the kitchen store room stocked, and unknown elemental magics keep kitchen stoves and Club Kragen's fireplace appropriately lit. Finally, the bar is equipped with an *everlasting keg*, an impressive magic barrel that never runs out of ale. The estate, it could be argued, is a minor artifact, and these kobolds have been living in the lap of luxury.

Guests enter the estate through the portrait lined **Entry Hall (2)** and into the comfortable **Grand Foyer (3)**, whose ceiling features a ludicrously ostentatious mural depicting an adventuring party, led by a gnome bard, defeating a horde of demons.

Beyond the Grand Foyer, the **Grand Hall (5)** gives guests access to three well furnished **sitting rooms (6-8)**, who's regularly tended and mended book shelves are well stocked with works of poetry, fiction, histories and biographies... several penned, of course, by Crag Kragen.

Two sets of impressively large double doors lead from the Grand Hall to **Club Kragen (9)**, the bard's personal lounge and performance hall. In addition to the *everlasting keg*, careful explorers who succeed on a DC 15 Wisdom (Perception) or Intelligence (Investigation) check will find a secret compartment tucked under the bar. This holds a *peript of proof against poison* that Crag used to cheat at drinking games, a *wand of binding* used when guests got unruly, and four *potions of greater healing*. Four levers under the bar allow a party host to lock the four trap doors closed for the safety of the guests. The kobolds, of course, keep the traps active.

The club is served by a well stocked **kitchen (11)** and **store room (10)** to the south, and performers had access to an impressively large **backstage area**

(12) that also doubled as an extra store room. An impressive costume wardrobe and several trunks full of props and instruments can be found within. Hanging on a hook in the large dark cherry wardrobe is a *hat of disguise*, who's use in performances should be obvious.

Finally, overnight accommodations include four comfortable **guest bedrooms (13-16)** and **the master suite (17)**. The nightstand in the master bedroom contains a secret compartment, requiring a DC 20 Wisdom (Perception) or Intelligence (Investigation) check to notice. Inside is a diamond pendant on a slender gold chain worth 1000 gp.

Grish has his own locked chest under the bed in the master suite. It is trapped (DC 20 investigation, DC 15 disarm) with powerful poison needles (Three needles, +5 to hit, 2d8 poison damage). Inside is a pile of costume jewelry stage props, a slew of components for Grish's known spells, 50 platinum pieces, and an emerald worth 150 gp.

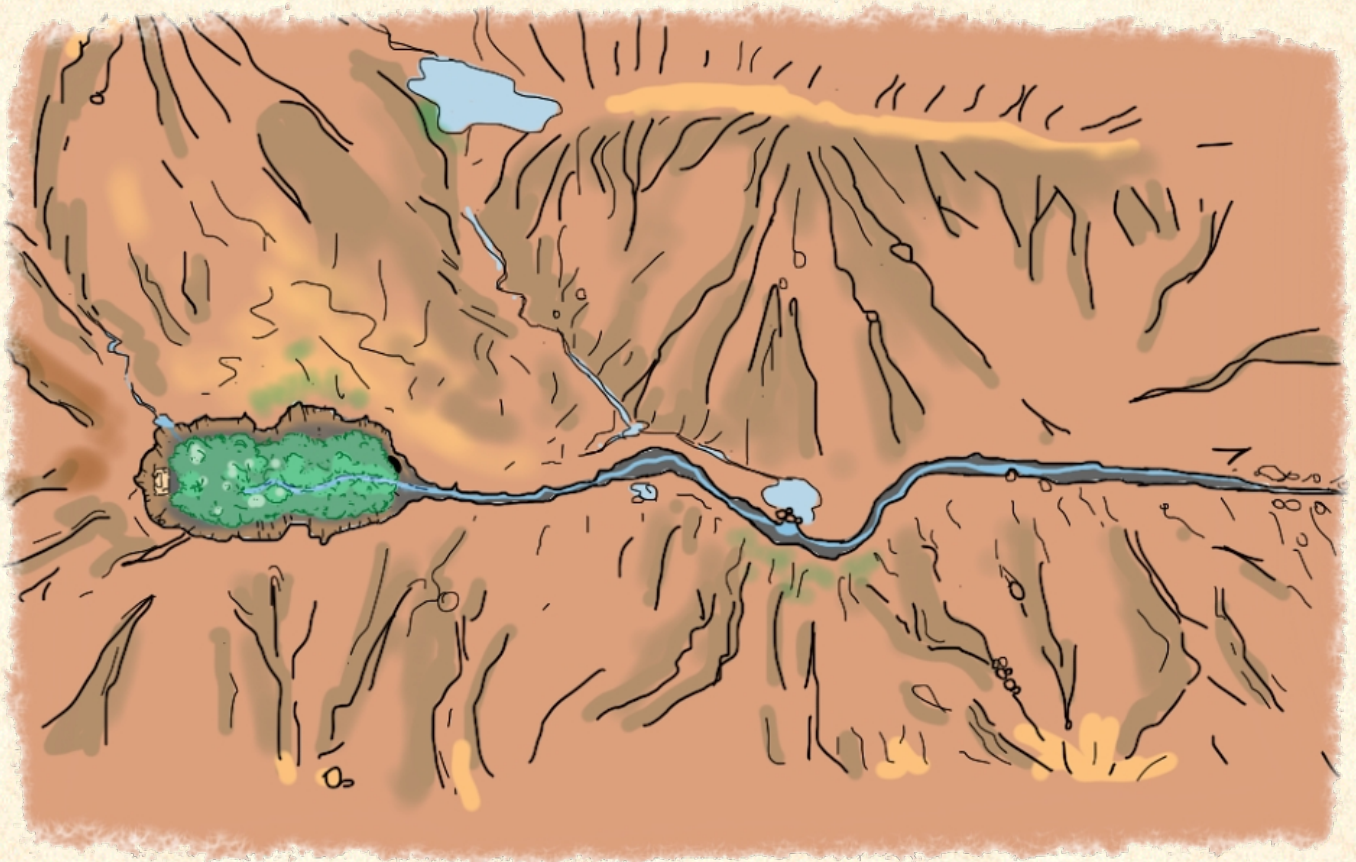
A tattered leather journal containing scrawls in draconic can be found sitting atop the writing desk in the master suite. This is Grish's diary. The latest entry includes the plans to kidnap children from nearby farms and send them west to the keep.

"The ritual demands the souls of four innocents. We will kidnap foul children from the farm fields of the tall folk and send them west to the Fortress. Beneath the fortress they will meet their doom!"

So you captured a kobold

PCs that take prisoners are likely to be disappointed in the information they are able to get. All of the kobolds are dedicated to the safety of their clan and would rather die than give up their comrades. At best, with serious intimidation, coercion or persuasion, a captured kobold might reveal the existence of the keep, confirm the capture of local children, and possibly reveal one or two minor details about the clan's defenses – just enough to seem to be co-operative, not enough to endanger the clan.

Furthermore – The only kobolds with duties in the final dungeon that are allowed to leave that dungeon are Rerecross and Levexi – and Rerecross won't be found outside. Levexi most certainly will not reveal any details of what might be found beneath the throne.



PART 2 – CRAG CANYON

THE CANYON JOURNEY

General notes – Crag canyon is roughly 2 and a half miles in length, from the Kragen estate to the Kobold Fortress. For much of its length it is a slot canyon that varies in width from as wide as 150 feet to as narrow as 30 feet. The walls of the canyon are sheer, two to three hundred foot tall cliffs of magnificent beauty. Kragen Creek, a stream with a depth typically varying from 1 to 3 feet, flows gently through the middle, and in areas where the canyon is wide enough a centuries old, poorly maintained, overgrown cobblestone road parallels the stream.

The Canyon Shade and Sunlight Sensitivity

Throughout Crag Canyon and the Kobold Valley the impressive height of the canyon walls and the canopy of the trees provide sufficient shade such that creatures within, including the kobolds, do not suffer the ill effects of sunlight sensitivity. Convenient, isn't it?

There are three primary threats for the player's to worry about while making their way from the Kragen Estate to the Valley of the Kobolds – a Kobold Drake Patrol led by the kobold sniper **Levexi**, a bombing run and return attack by **kobold air cavalry**, and The Crashing Falls.

KOBOLD DRAKE PATROL

Soon after the PCs emerge from the Kragen estate and head west up the canyon they are ambushed by a patrol of four **kobold commandos** atop **kobold riding drakes**. Watching from range are **Levexi** (see appendix) and her **kobold hunting drake**. Read or paraphrase the following -

Were the purpose not so grim, the canyon hike would be filled with beauty - cliffs two to three hundred feet or more soar above, sturdy trees offer greenery along the river bank, gorgeous granite boulders dot the river, and occasionally a waterfall gently cascades down a cliff side. It's quite easy to see why a gnome artiste would have called this canyon his home. But it is difficult to admire the scenery knowing what troubles lie ahead.

*The road which meanders alongside the river is well traveled by kobold foot and cart, and it winds its way through the snaking bends of the canyon. As you round one such bend, a small copse of five trees catches your eye 50 feet ahead. As you hear a strange echoing **CRACK** in the distance, well past the trees, you're suddenly inundated with crossbow fire from within the tree line! Roll for initiative!*

The crack is the sound of gunfire off in the distance, something the characters should be utterly unfamiliar with. The four kobold commandos had cover behind the trees 50 feet away from the party, while Levexi is 200 feet further back.

Levexi, whose Stealth skill is +7, will snipe with her rifle from the cover of a bolder while her commandos assault at closer range. Note that Levexi's **sharp shot** capability effectively cancels out disadvantage from range on turns that she does not move.

Levexi and any commandos who survive this initial encounter should set future ambushes in the canyon and valley, supporting the Air Cavalry, the dragons, the defense of the Kobold Fortress, and seizing any other opportunity to harass that arises. Levexi's aim is true, her mount is swift, and she is a survivor. With luck, she should be a frustrating, impressive hit and run opponent throughout the journey up the canyon and to the valley beyond.

KOBOLD AIR CAVALRY

As player's continue their trek beyond Crag Kragen's estate and up the canyon, read or paraphrase the following:

It appears the canyon narrows not far ahead, likely forcing a ford of the river.

A shadow overhead catches your eye as something flies across the canyon above - large birds, eagles perhaps? They pass overhead again, lower, but still some two to three hundred feet above - and something falls from the sky and explodes at your feet!

Four **kobold air cavalry** (see appendix) routinely scout the canyon looking for intruders, and they're armed with exploding bombs! They carry three alchemical bombs each, but hope to drive intruders off with two volleys at most. If intruders press on, they fly out of sight over the cliffs and retreat to the Crashing Falls for round two.

Alchemical bombs

Kobold alchemists have developed concussive explosives to assist in their mining operations. The kobold air cavalry have learned to use these volatile explosives as bombs, and can drop them with remarkable accuracy.

As an action, **kobold air cavalry** can accurately drop these bombs from a height of 120 feet. The bombs have a ten foot burst radius. Each creature in that area must make a DC 14 Reflex saving throw, taking 7 (2d6) bludgeoning damage on a failed saving throw, or half as much damage on a successful saving throw.

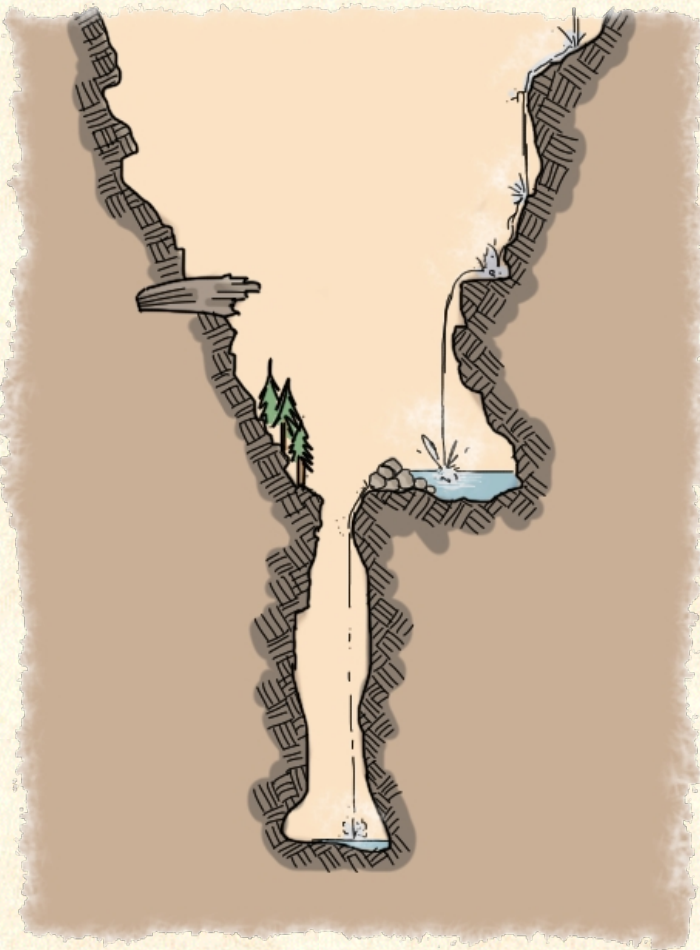
THE NARROWS AND THE CRASHING FALLS

As the party makes their way up the canyon, they approach a particularly narrow portion of the canyon, and an insidious trap. Read or paraphrase the following:

The canyon narrows to a width of roughly thirty feet. The trail vanishes as the stream, dotted by sand bars, fills the narrow slot canyon. Gorgeous sheer cliffs towering 200 feet or more flank either side of the river. The shallow stream flows gently, and though you find it slow going, it is easy to ford. Pressing several hundred feet onward, you round a bend and see another gorgeous little waterfall two hundred feet ahead. It is easy to forget your grim purpose surrounded by such beauty.

The stream is two to three feet deep as the player's approach the latest fall. Treat movement within the stream as difficult terrain.

The waterfall is 200 feet ahead and is fed by mountain runoff. A series of waterfalls cascade down to a plateau that is 150 feet above the canyon floor. The kobolds have dammed up that plateau, creating a reservoir containing hundreds of thousands of gallons of water. The singular fall that reaches the canyon floor is the overflow of that reservoir.



The kobolds, who have rigged log levers on clever fulcrums that pry the dam loose, use this reservoir as an insidious trap meant to fend off any invading force. When the players get to within 50 feet of the waterfall read the following:

As you are fording the area, you hear a crashing sound from ahead. Rocks are tumbling from above in what appears to be a rock slide! But, following the rocks is a wall of water... the gentle waterfall has gone from gentle, to rapid, to massive and the slot canyon is flooding!

The rush of water, which floods the canyon to a depth of 20 feet, is overwhelming and unavoidable without flight or other extreme measures. It sends characters and mounts tumbling possibly hundreds of yards downstream while being thrashed against boulders, the cliff face, or the bottom of the stream.

The character's have one round to take an action prior to be overwhelmed by the flood. The rushing flood lasts five rounds. Each round that creatures are caught in the flood they must succeed on a Strength (Athletics) check or tumble 100 feet downstream and take 7 (2d6) bludgeoning damage, or tumble half as far and take half as much damage on a successful save. If a creature's saving throw is successful they have secured themselves and will take no further negative effects from the flood. The DC for this save is 20 on the first round, and two less on each successive round as the flooding slows.

After the initial flood the river downstream of the waterfall is 5-6 feet deep, gradually subsiding and returning to its previous depths over the course of approximately five minutes. Characters may be widely scattered by the tumbling, and in this scattered state the Kobold Air Cavalry strikes.

Immediately after the five rounds of flooding the remaining **kobold air cavalry** from the previous bombing will dive bomb the characters, strafing with their breath weapons, dropping any remaining alchemical bombs, and peppering the characters with light crossbow fire. They have taken advantage of the distraction of the flood and are flying through the canyon fifty feet from the nearest player character when their attack run commences. They will not engage in melee intentionally and if pressed too hard they retreat westward to sound the alarm.

100 feet further up the canyon **Levexi** (See appendix), mounted on her **kobold hunting drake**, will take shots at the characters. Levexi uses a cove of trees as cover and will retreat as rapidly as possible if any characters advance on her position, or if she takes any damage.

PART 3 - THE VALLEY

THE VALLEY OF THE KOBOLDS

Roughly a mile west of the Crashing Falls the canyon widens into a heavily forested gully that's about a quarter mile wide and a half mile in length. The old road follows the river through the middle of this forest, ending at the Kobold Fortress. There are three key features in the valley – the Forest Gauntlet, the Dragon's Lair, and the Kobold Fortress.

Enemies include **kobold commandos** in trapped foxholes, **kobold hunting drakes**, two **very young green dragons**, **Kelvar**, a powerful winged kobold, and any prior enemies, including **Levexi** and the **kobold air cavalry**, who might have successfully retreated alive.

THE FOREST GAUNTLET

When the characters emerge into the valley read or paraphrase the following:

You've hiked about a mile west of the flooding, following the roughly maintained road, and ahead the steep, narrow canyon opens up. The cliff walls part as you enter a wide forested valley. Old growth trees tower over the valley floor, creating an impressive canopy. The river flows westward through the middle of this forest, with the road tracking along its southern bank.

Should the characters choose to stay on the road as they head westward they will encounter the Swinging Log Traps, the Hunting Party, the Dragon Attack, and the Forest Fox Holes. If they choose to avoid the road they can avoid the Swinging Log Traps and the Forest Fox holes.

SWINGING LOG TRAP

Roughly a hundred feet westward from the canyon entrance a tripwire extends across the road. A successful DC 15 Wisdom (Perception) check is required to spot the trip wire. The trip wire is attached to two massive 20 foot long logs that are roped to sturdy branches above. Tripping the wire causes the logs to swing together, in parallel to

each other, slamming together (lengthwise, not end to end) at the center of the trail. Any creature in a twenty foot line east of the tripwire must make a DC 15 Dexterity saving throw, taking 14 (4d6) bludgeoning damage on a failed saving throw, or half as much damage on a successful throw. Disarming the trap is a simple matter of standing out of the danger zone and tripping the wire, perhaps with *mage hand* or a lucky toss of a rock. And yes, you have seen that trick before, a long time ago, on a forest moon far far away.

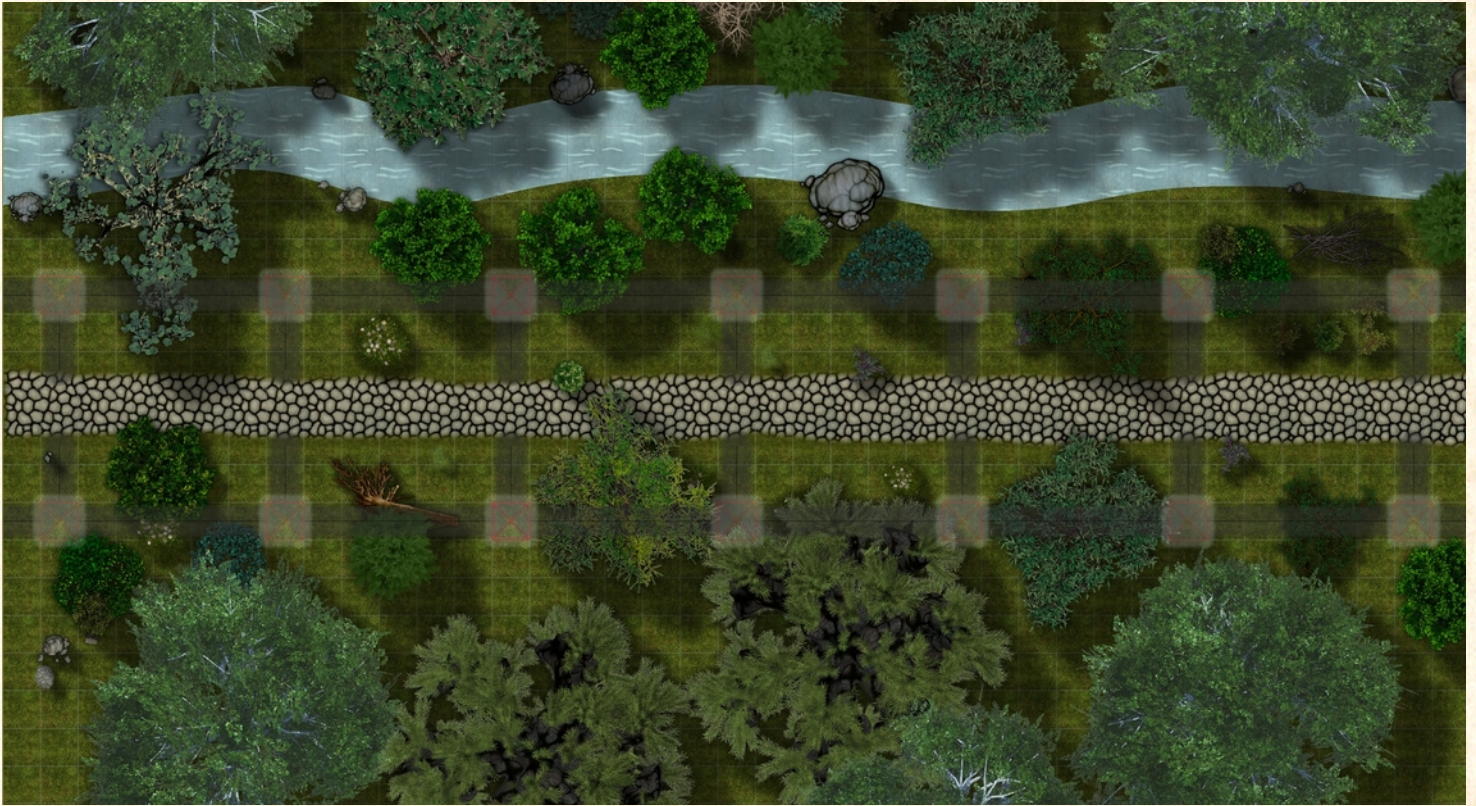
Immediately after the trap is sprung, the Hunting Party attacks.

HUNTING PARTY

High in the boughs of the magnificent trees lurk a pack of four **kobold hunting drakes** and their **kobold commando** riders. If encountered after the log trap they will pounce from well hidden ambush sites in the trees above. Allow a DC 20 Wisdom (Perception) check to be aware of their presence. If the road is avoided, the characters may encounter the Hunting Party as the DM deems appropriate, bearing in mind that the climbing speed of the drakes make them perfectly at home in the trees.

DRAGON ATTACK

The two **very young green dragon** (see appendix) brothers, Ottwar and Lyndanox, regularly patrol the skies over the valley. They prefer to fly such patrols solo, so as not to reveal their true numbers to any potential enemy. Once intruders are spotted by one dragon, he flies back to the lair, awakens his brother, and alerts their adopted father **Kelvar** (see appendix). The three then coordinate an ambush and aerial assault, recruiting **Levexi** or any **air cavalry** if they're still available. On the road or in the woods this should be an exciting, multi directional attack. The dragons are young, brash and very protective of their mother's kobold clan. They will attack from ambush when possible, fight viciously, use hit and run tactics, and ruthlessly defend the valley and their horde from intruders.



FOX HOLES

Since taking over Miitho's fortress the kobolds have been an industrious bunch. The clan dug a network of four foot tall tunnels, eight feet under the ground, that extends 200 yards out from the keep and flanks either side of the road. There are two main tunnels, one on either side of the road, that extend the full 200 yards, with tunnels connecting the two every thirty feet.

These tunnels lead to a series of covered, camouflaged foxholes, set every 30 feet on both sides of the road. Carefully camouflaged (DC 20 Wisdom (Perception) check) trap doors cover the fox holes, with ladders in each descending to the tunnel below. A group of eight **kobold commandos** man these tunnels. These commandos enjoy three-quarters cover from the comfort of their fox holes, and will pop up, fire, and retreat as intruders approach the keep.

Exasperating the situation, the approach to each foxhole is booby trapped as well. Eight classic **snapping leg bear traps** have been placed in a tight ring around each trap door, nearly guaranteeing that any brazenly charging enemy will

set one off. Finally, tunnel supports can be pulled near each foxhole, collapsing the tunnel to keep intruders out of the network.

Snapping Leg Bear Traps

These are classic spring loaded leg traps spiked deeply into the ground and well concealed by brush. A DC 15 Wisdom (Perception) check is required to notice such a trap. Creatures stepping on the traps must succeed on a DC 15 Dexterity saving throw to avoid taking 10 (2d8) points of piercing damage and to avoid being *restrained* by the trap. A creature thus restrained may spend an action on each of its rounds to attempt to escape. To escape, a creature must succeed on a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check or remain *restrained*.

When restrained a creature's speed becomes 0, and it can't benefit from any bonus to its speed. Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage. The creature has disadvantage on Dexterity saving throws while *restrained*.

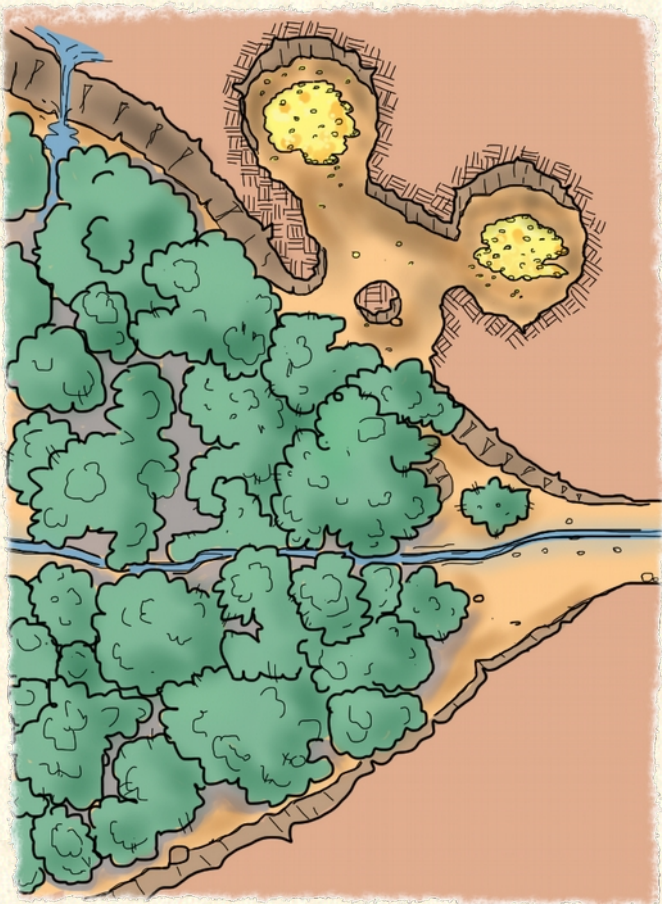
Be ruthless in the use of these tunnels. If the party is approaching directly by road, the kobolds will use hit and run tactics, popping up, firing, and dropping to retreat to another hole. If the party approaches from a flank the kobolds will pop up at the most opportune time. If you wish to extend the tunnel and fox hole network in any direction appropriate to be in the way of the party, please do!

Ultimately, if the party has somehow avoided these tunnels prior to approaching the keep, the eight commandos will defend the gates from nearby foxholes.

THE DRAGON'S LAIR

Set into the cliff walls roughly 100 feet north of the valley's eastern entrance is a dual chambered cavern, carved by kobold concussive bombs. Should the party head north from the entrance, and stay close to the cliff walls of the valley, they will in all likelihood spot the fifty foot wide entrance.

This is the lair of the two **very young green dragons**, Ottwar and Lyndanox, and their four pet **hunting drakes**.



Should the party find this cave prior to any other encounters with the dragons then they encounter one dragon, four hunting drakes, and **Kelvar**, who spends most of his time with his adopted children. Should the party discover this after defeating Kelvar

and the dragons in the valley then they're in luck – only the four drakes guard the horde.

The bulk of the kobold tributes were sent north to mom Sarinox, however these two sleep in draconic comfort atop a pile of coins. Largely copper, but an impressive pile nonetheless. Between the two hordes there are 11,248 copper pieces, 1252 silver pieces, 412 gold pieces, and an assortment of minor gems and jewelry pieces worth an additional 550 gold. In addition, buried deep within one horde is a *ring of water walking*, and buried deep within the other a *ioun stone of awareness*. There certainly may be *healing potions* as needed as well.

THE KOBOLD FORTRESS

A small ancient stone keep, long abandoned by its original dwarven creators, occupies a spot at the western end of the valley. The keep is surrounded by 12 foot high walls bolstered by twin two story, 20 foot high corner towers. The approach to the keep has been cleared of trees forty to fifty feet in all directions.

The walls, whose crenellations provide half cover (+2 to AC and +2 to Dexterity saving throws), are patrolled by a dozen **kobolds**. Four **kobold commandos** occupy each tower, firing from three-quarters cover (+5 to AC and +5 to Dexterity saving throws) provided by bolt holes in the tower.

In addition to the regular contingent, any surviving enemies encountered earlier in the canyon should join the defense of the keep, either taking a position on the walls or in a tower, or flanking from the forest.

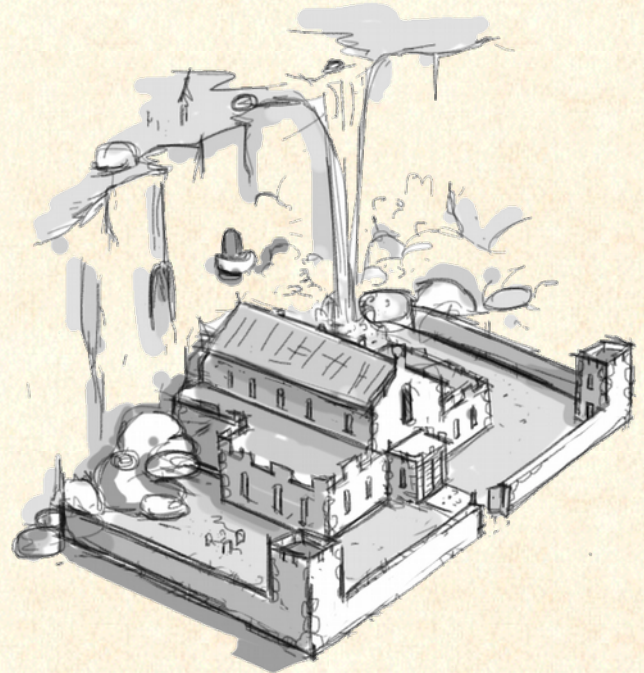
This should be a challenging encounter, and charging wildly with no plan may not go well. The kobolds are dug in and ready and should not get caught unawares however, a cautious party should get the opportunity to scout from the woods and devise an assault. For example, the alert kobolds are likely to over react to a perceived threat, so a distraction could readily draw their attention to one side of the keep, allowing a stealthy approach from the opposing side.

Considering the challenge, do remember my advice at the beginning of this book – if the group wants a long rest, allow them the opportunity to find a likely spot in the valley woods to do so!

Should the outer walls be penetrated, note the *glyph of warding* at the entrance of the keep. However, once the outer walls are breached it will be discovered that the keep is crunchy on the outside, but soft in the middle. See below for details.

THE KEEP

This grand dwarven structure was constructed as an audience, celebration and public hall for the dwarf lord Miitho the Mighty. The sturdy stone exterior structure has survived the ages intact, while Miitho's residence, dug deep into the mountainside, collapsed in a cataclysm long ago. The kobold's found the Grand Hall and its fortified walls a useful curiosity at first – until they discovered the hidden shrine beneath the throne.



grand halls, that once hosted dwarven royalty, are now used as common sleeping areas for the kobolds. Dozens of makeshift beds made of looted mattresses, bedrolls, animal skins and hay lay about haphazardly.

Glyph of Warding trap

There is an explosive *glyph of warding* set by Rerecross on the double doors of the main entrance.

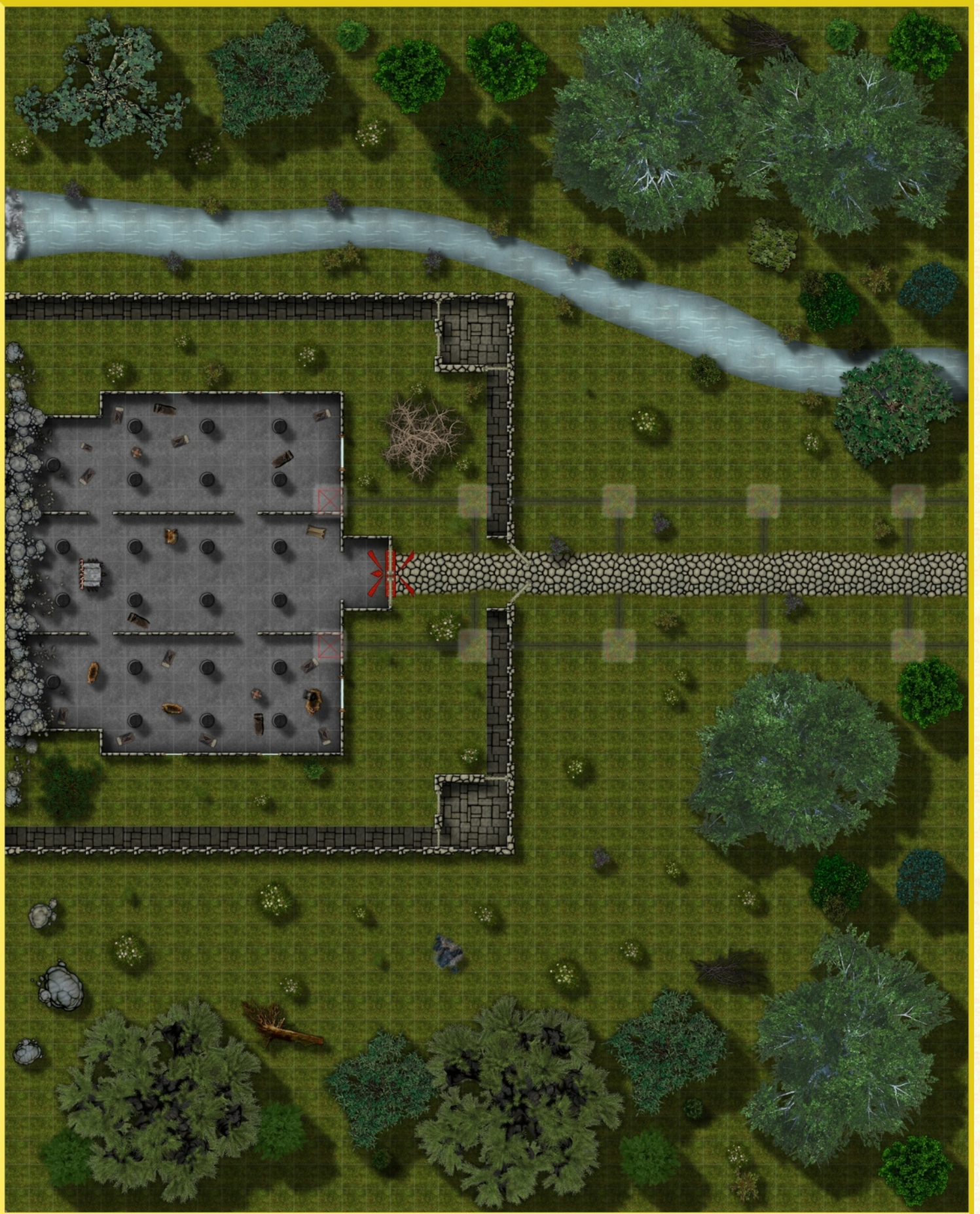
A DC 16 Intelligence (Investigation) check is required to notice the glyph. Any creature that isn't draconic or a kobold that touches the front door or passes through the open doorway will trigger the glyph. When triggered the glyph explodes in a 20 foot radius. All creatures within the blast radius must succeed on a DC 16 Dexterity saving throw or take 20 (5d8) fire damage, or half as much on a successful save.

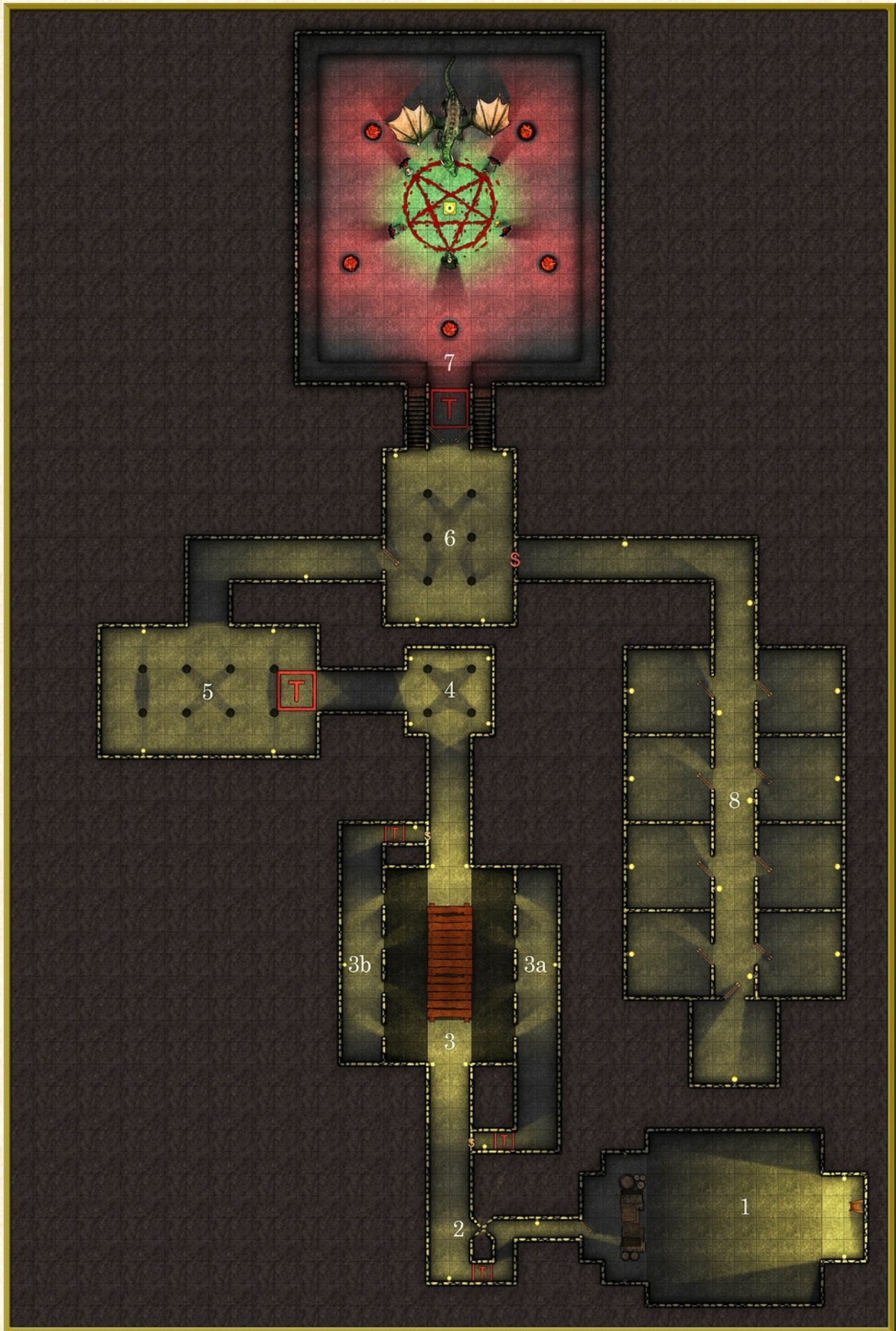
The Grand Hall is divided into three large chambers. The central chamber has a glorious, roof, thirty foot tall at its peak, supported by eight sturdy pillars and grand wood rafters. While the original furnishings have long since been looted, the back of the grand hall hosts an impressive stone throne. Its inlaid gems and precious metal filigrees were looted and marred long ago, but close inspection reveals what would have been a marvelous work. Two open archways protected by Glyph's of Warding, lead into either of the identical side halls to the north and south.

The throne is the only furnishing that the kobolds haven't looted for scrap or firewood, and the three

UNDER THE THRONE

The throne hides secret access to the dungeon passages below. A mechanism in the floor, triggered by a lever on the throne, moves the throne backward to reveal a five foot square opening in the floor underneath. An inspection of the floor around the throne, accompanied by a DC 12 Wisdom (Perception) or Intelligence (Investigation) check, will reveal two long worn grooves in the floor, indicating repeated movement of the throne. Inspecting the throne itself with a DC 20 Intelligence (Investigation) check reveals a lever built into the underside of the large, ornate right arm of the throne. Pulling this lever down moves the throne backward five feet to reveal the passage below. The same mechanism that moves the throne locks it in place, making it incredibly difficult to move the throne by any means other than pulling the appropriate lever.





PART 4 – THE DUNGEON

WELCOME TO THE DUNGEON

General features unless otherwise noted, the floors of this dungeon are smooth stone, while the walls are sturdy and austere dwarven masonry. The ceilings of the hallways are ten foot high, and rooms twenty foot high. All doors are sturdy wooden doors. Secret doors require a DC 20 Wisdom (Perception) check or DC 20 Intelligence (Investigation) check to notice. Torches line the walls providing dim light.

DOWN IN THE HOLE

As the party first peers down the opening discovered under the throne read or paraphrase the following:

Beneath the throne is a five foot square hole in the floor leading to a large, brightly lit alcove. The alcove is at the eastern end of a larger chamber whose smooth stone floor is thirty feet below. A stone wall abuts the eastern edge of your opening, while two lit torches in the alcove provide dim light across most of the bare floor. This may be a store room of some kind, as the torchlight barely illuminates a pile of pallets, crates and barrels on the far side of the room. A solid looking wooden ladder bolted into the eastern edge of the pit provides access to the floor below.



The ladder descends into ten foot by twenty foot alcove, and sixty feet across the chamber to the west are several haphazardly placed crates and barrels, presumably containing supplies. The rest of the chamber is devoid of interest.

There are four threats facing the party in this initial room – the ladder, the illusory floor, the kobolds, and **Rerecross** (see appendix).

THE LADDER

The third rung of the ladder has been carefully cut through and will snap when stepped upon. Allow a DC 20 Wisdom (Perception) check to notice the bisection of the rung. If it goes unnoticed the first character who descends must make a DC 15 Dexterity save to avoid falling thirty feet to the floor below, taking 12 (3d6) bludgeoning damage from the fall.

THE ILLUSORY FLOOR

The large 40 foot square shaded area in the center of the room denotes an illusory floor, and it's an impressive illusion indeed. The color and texture of the illusory portion of the floor matches perfectly with the smoothed stoned floor of the alcove landing – only a lack of dust and dirt hints at the illusion. Characters who actively inspect the area can be allowed a DC 20 Wisdom (Perception) check to notice the line, at the edge of the alcove, at which the dirt on the floor seems to have been swept. What they do with this information is up to them.

The real floor is twenty feet below the illusion, and any character who steps on the illusion is likely to fall through. Characters stepping on the illusory floor must succeed on a DC 15 Dexterity save or fall twenty feet to the floor below, taking 7 (2d6) bludgeoning damage from the fall. Characters actively advancing on the kobolds across the room while in combat have disadvantage on this save.

The walls of this large pit are dwarven masonry and without assistance require a DC 25 Strength (Athletics) check to climb. The kobold guards have two 20 foot portable wooden ladders on their side of the illusion that they use for access into and out of the pit.

THE KOBOLDS

On the western landing two **kobold commandos** and four **kobolds** hide in cover of darkness behind the crates, peaking out and awaiting their sign to spring to action. Once the first character falls from the ladder or successfully navigates half of the ladder the kobolds spring up, taking positions with three quarter's cover behind crates, and begin their attack.

What's in the crates? Dried food stuffs and other stolen goods from a wagon raid. Additionally there may be some *healing potions* of various potency at the DMs discretion.

RERECROSS – HIS FIRST APPEARANCE

Rerecross, prepped and ready to defend the ritual in the best kobold manner he knows how, is at the western door of area 1, using it for three-quarters cover. He will toss a *fireball* at the party and then retreat, closing the door behind him. He takes a position at the bolthole (2) and readies another *fireball* to throw into area 1 should its door be opened by anyone but a kobold.

RUNNING THE GAUNTLET – PART 1

The next section provides a wonderful opportunity for a running battle with the kobold sorcerer, Rerecross. This section features several dangers – three covered pit and glyph traps, a collapsing bridge, a gauntlet of Kobold Commandos and Kobold Air Cavalry, and the aforementioned Rerecross drawing the party in.

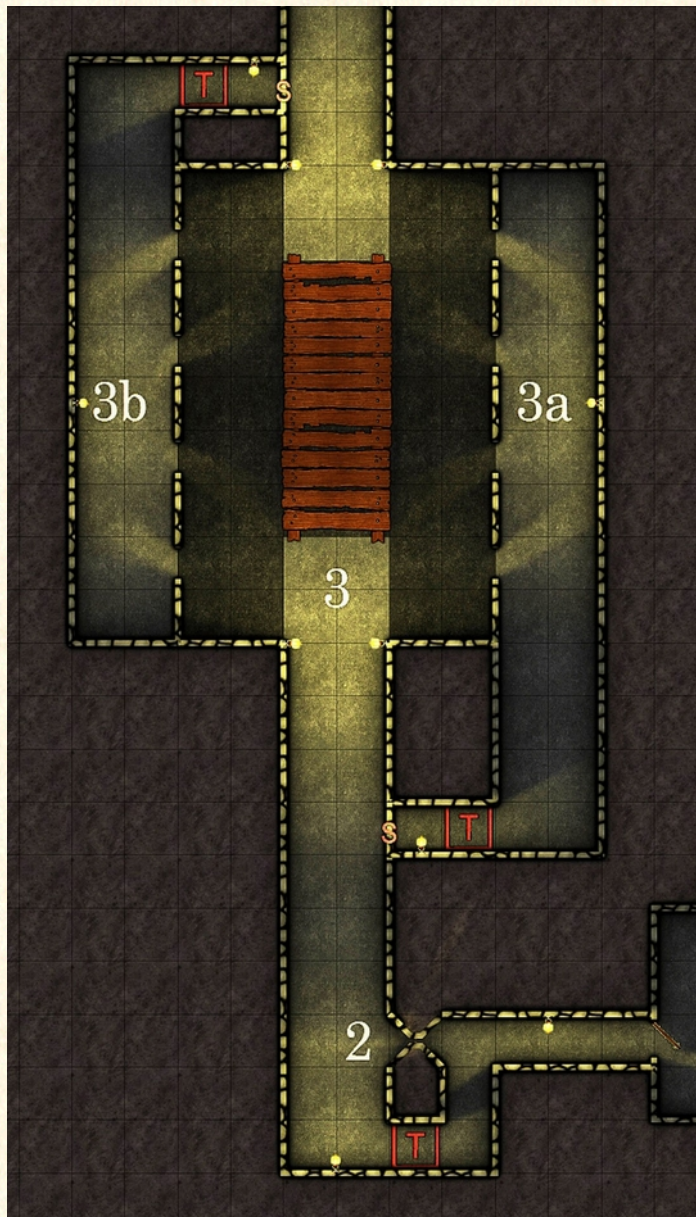
Covered Pit and Glyph Traps

There are three covered pit glyph traps in the vicinity. Each are effectively identical 10-foot-deep pits that span the five-foot-wide halls they occupy. Each is triggered when a creature weighing more than 40 pounds steps on it. Anyone falling into a pit takes 4 (1d6) falling damage and sets off a *glyph of warding* at the bottom of the pit. Any creature that isn't a kobold or draconic that approaches within a five foot radius of the bottom of the pit triggers the glyph. When triggered, the creature becomes the target of a third level *magic missile* spell, taking 18 (5d4+5) force damage.

A successful DC 15 Wisdom (Perception) check allows anyone moving near the pit to notice a lack of foot traffic across the hidden pit, and a successful DC 15 Intelligence (Investigation) check reveals the outline of the pit. Once noticed, disarming a pit is a simple matter of wedging a spike or blade into the edge

of the pit to prevent its opening. As these are all five foot wide pits, once identified they should be easy to jump over.

As usual, charging into battle means you're unlikely to notice the pit at all.



RERECROSS – HIS NEXT APPEARANCE

As noted above, Rerecross retreats to the bolt hole at 2 and uses the ready action to prepare a *fireball* to hurl if anyone but a kobold opens the door. Rerecross knows the layout well and will target the *fireball* for maximum effect – centering it on the square that is fifteen feet behind the open door. If the party pursues he'll retreat, using the dash action, a *misty step* or *dimension door* if necessary,

to get past area 3, across the bridge, and into area 4. From that vantage he'll take three quarters cover, peaking around a corner to harass with ranged spells while the kobold squads and air cavalry engage in area 3.

A BRIDGE TOO FAR – THE COLLAPSING BRIDGE AND ITS DEFENDERS

As Rerecross retreats through area 3 and into area 4 he hopes to draw attackers into the area 3 gauntlet. This large room is fifty-foot-high from floor to ceiling, with the entrance hall, exit hall, and bridge between positioned twenty feet above the floor below.

THE KOBOLDS

Areas 3a and 3b each contain one **kobold commando** and three **kobolds**, all with firing positions behind bolt holes providing three-quarters cover, while two **kobold air cavalry** are perched on narrow ledges, one each fifteen feet above either entrance to area 3. As PCs enter, the assault begins. Remember, kobold pack tactics give them advantage on attacks when an ally is within five feet of their target – thus, if air cavs engage in melee all the ranged attackers have advantage against that target.

THE BRIDGE

The rope and plank bridge is, quite predictably, rigged to collapse in two pieces as soon as any creature weighing more than 40 pounds reaches its midpoint. Creatures in the middle when it collapses must make a DC 15 Strength (Athletics) check to dive and grip a plank or fall 20 feet to the floor below, taking 7 (2d6) falling damage. Creatures within five feet of either edge may instead choose to make a DC 15 Dexterity check to get to solid flooring and avoid the fall.

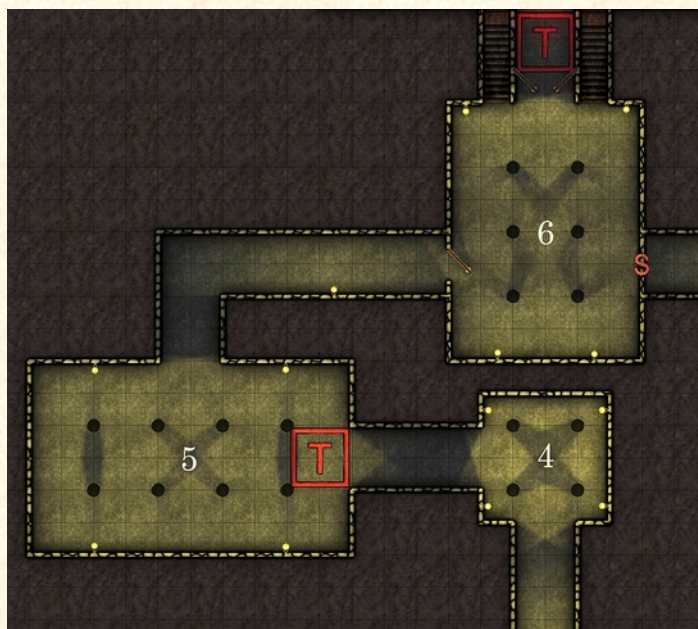
RUNNING THE GAUNTLET – PART 2

The second half of the Gauntlet has three sections, and our friend Rerecross. These include the Four Pillars of Destruction, the Catapult of Doom, and the aptly named Last Room Before the Big Bad Evil Guys. By the way – you have been dropping lots of potions of healing, greater healing, and superior healing up until now, right? They're

gonna need em.

RERECROSS – HIS FINAL APPEARANCE

Rerecross, in area 4, will continue to harass from cover until he gets somebody's attention, at which point he will retreat to the middle of area 5. He hopes an eager pursuer, split from the party, will somehow cross the collapsed bridge and come at him solo. But solo or not, once pursued he retreats to the middle of area five, behind the Catapult of Doom, hoping to draw them through two brutal trap areas. Once he's drawn victims through the traps he might stand toe to toe OR he might retreat one area further to the Last Room Before the BBEG, as the DM sees fit.



THE FOUR PILLARS OF DESTRUCTION

Area 4 is a twenty foot square room with four pillars in its midst. Each pillar has an explosive *glyph of warding* placed upon it, one fire, one cold, one lightning and one acid, that will be triggered by any non kobold or non draconic creature approaching within five feet of the pillar.

The Four Pillars Glyph of Warding Traps

There is an explosive *glyph of warding* set by Rerecross on each of the four pillars in area 4.

A DC 16 Intelligence (Investigation) check is required to notice any given glyph. Any creature that isn't draconic or a kobold that passes within five feet of a pillar triggers its glyph. When triggered the glyph explodes in a 20 foot radius. All creatures

within the blast radius must succeed on a DC 16 Dexterity saving throw or take 20 (5d8) damage of the appropriate type, or half as much on a successful save. Clockwise from left of the entrance the damage types are fire, cold, lightning and acid. And yes, a failure to tread carefully through this room could mean enduring two, three, or all four explosions, possibly all at once!

But who treads carefully when in hot pursuit of an infuriating kobold sorcerer?

Upon entering this room characters will notice Rerecross standing in the middle of the next, looking resigned to do battle. Of course, he's drawing them into yet one more trap...

THE CATAPULT OF DOOM!

This next room is long, wide, and surprisingly tall – with a pillar supported ceiling sixty feet above the floor. Rerecross beckons within, perhaps a sly grin on his face, knowing full well that the catapult awaits. The ten foot square entrance of this room was ingeniously engineered by the dwarves, and that engineering has been enhanced by the kobolds, creating a double tap trap.

The Catapult Trap

Any non kobold or non draconic creatures passing over the trapped area trigger an area affect *hold creature* spell, while any creature weighing forty pounds or more triggers the catapult. Remember, kobolds weigh 25-35 pounds. Should the *hold creature* spell be triggered all creatures in a five foot radius of the creature that triggered it must make a DC 15 Wisdom saving throw or suffer the effects of *hold creature*. Creatures on the catapult when it is triggered must succeed on a DC 20 Dexterity saving throw or be hurled, over the smiling kobold's head, and across the room to smash into the opposite wall, twenty feet off the ground, taking 21 (6d6) bludgeoning damage and 7 (2d6) falling damage.

Remember, with a wicked grin, that a creature paralyzed by the hold spell automatically fails dexterity saving throws.

At this point a particularly sadistic DM might have a **hunting drake** or a couple **kobold commandos** emerge from the corners and join Rerecross in defense of this room. In the times I've run this I've never done such a thing, but it's a thought. Muh ha ha! Otherwise, Rerecross likely retreats into the Last Room Before the BBEG to join the final defense... a straight up fight.

THE LAST ROOM BEFORE THE BIG BAD EVIL GUYS

Nothing particularly tricky here, just a fun stand up fight. This massive room, also 60 foot tall, has six pillars supporting its gorgeous arched dwarven ceiling. Using these six pillars as cover are two **kobold commandos** and four **kobolds** and, if he's still alive, Rerecross.

At the back of this room a ten foot hallway extends five feet to a set of grand double doors, with stairs flanking either side. Both enter the same room – one entrance method safer than the others. Once combat has ended in this last room the sounds of wicked chanting can be heard from the room beyond.

THE DRACOLICH, THE ARCHMAGE, AND THE PENTAGRAM

This is it – the final climactic battle scene... and of course the entrance is trapped! Beyond the trapped entrance the features of concern are the ritual victims, the glyphed pedestal, the phylactery, the kobold priests, the ArchMage and, of course, Sarinox Reclamoracren the Dracolich. But first – the trap.

THE TRAPPED ENTRANCE

There are two ways to access this final room – through the double doors or up the stairs that flank those double doors. Ascending the stairs, which leads to the wrap around viewing balcony, is the safest way in. Heading through the central doors leads straight to a pit trap and a living beast within.

Covered Pit of Insanity

The covered pit is triggered when a creature weighing more than 40 pounds steps on it.

The pit below is twenty feet deep and is occupied by a hungry **Gibbering Moulder**. Anyone falling into the pit takes 7 (2d6) falling damage and then must then contend with the moulder, likely while others contend with an angry dracolich!

A successful DC 15 Wisdom (Perception) check allows anyone moving near the pit to notice a lack of foot traffic across the hidden pit, and a successful DC 15 Intelligence (Investigation) check reveals the outline of the pit. Once noticed, disarming the pit is a simple matter of wedging a spike or blade into the edge of the pit to prevent its opening.

Of course if you're staring at an Arch Mage and an angry Dracolich, you're quite unlikely to notice the pit at all.

THE SCENE BEYOND

Regardless of how the characters get their first view of the terrifying scene beyond, read or paraphrase the following:

Entering into this dimly lit room, you are immediately gripped with HORROR! A massive two tiered temple is before you. Many kobolds form an audience around the upper tier, lost in a trance to the sights below.

A large, blood red pentagram, 20 foot in diameter, is drawn on the floor in the middle of the temple. A tall figure, cast in a robe of red, green, white, blue and black, stands at the point of the pentagram closest to you, deep in concentration on a chant. At each of the other four points stands a child, a blank stare upon its face. Near each child lurks a kobold, dressed in its own chromatic robe, fervently chanting while closely observing its child.

At the center of the pentagram stands a pedestal holding a large, glorious, gleaming green emerald. Faint flickering rays of light flow from each child into the emerald, as if something were being drawn into the gem, while a similar ray of shadow flows out of the gem, away from the ritual leader, and to the real horror in the room...

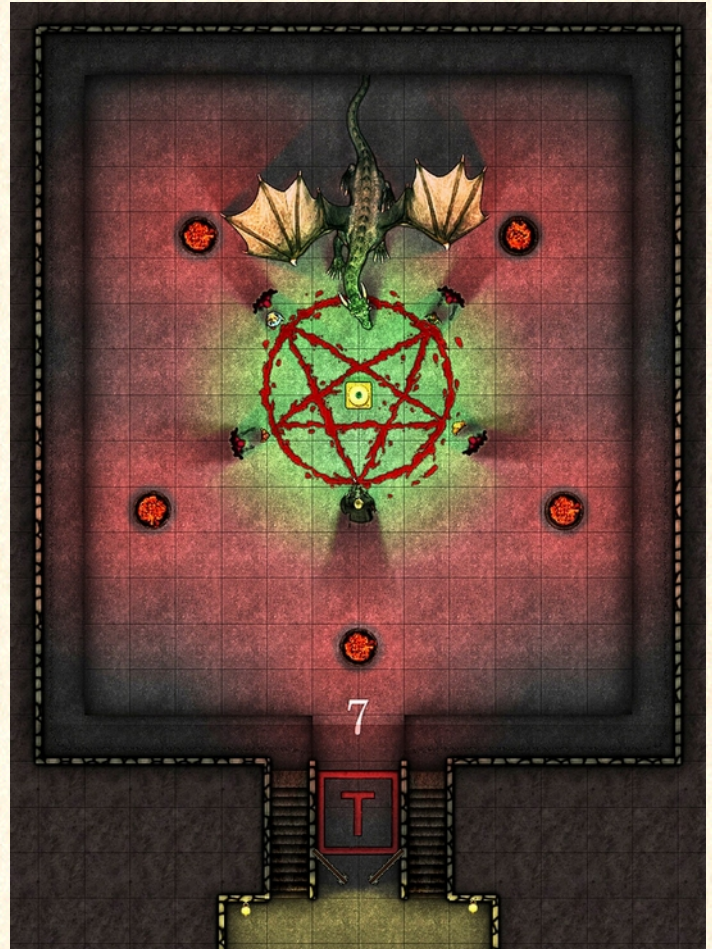
For at the back of the chamber sits an ungodly terror... a massive winged, beast, its greenish black scales sloughing off its frame, its eye sockets empty and soulless. It seems to be consuming the shadow from the gem, as if feeding on some bizarre, distilled essence of innocent souls.

You gasp in horror as its concentration breaks, its attention turns to you, and the dracolich roars!

THE RITUAL

It is a good thing the characters have arrived when they did, for the **Archmage** Accertep and four **kobold priests** (see appendix) are mere hours away from completing the ritual to turn Sarinox Recnamoracren into a fully formed, full strength dracolich. In the preceding days they prepped the phylactery, slew the dragon, and imbued the phylactery with the dragon's soul. At that point the dracolich was "born", but weak, and in need of

innocent energy to feed upon. Accertep and the priests are using the phylactery to drain the essence of the innocent children and channel that essence into revitalizing strength for the dracolich. The dracolich, though weak, is nevertheless an undead evil of enormous strength.



THE PEDESTAL AND PHYLACTERY

The glorious emerald (worth 5000 gp) is already a fully functional phylactery, perfectly preserving the soul of Sarinox Recnamoracren. Should Sarinox's old body be destroyed Accertep need only place his phylactery near the body of another dragon, and arrange the capture of some innocent souls, for Sarinox to un-live on. Thus Accertep guards the phylactery at all costs.

The emerald could be destroyed by a quick thinking group. The emerald has an AC of 15, 20 hit points, and is immune to cold, fire, lightning, piercing and poison damage. It is resistant to slashing damage, and vulnerable to bludgeoning damage. Some well placed magic missiles or war

hammer blows might just win the day. But the phylactery is well guarded – by an Archmage and two *glyphs of warding*.

Glyph of Warding pedestal traps

Two *glyphs of warding*, created by Accertep, protect the pedestal. The first, a standard explosive glyph, surrounds the pedestal. Any creature that is not a kobold, Accertep or Sarinox that approaches within five feet of the pedestal triggers this glyph. When triggered, it explodes in a 20 foot radius. All creatures within the blast radius must succeed on a DC 17 Dexterity saving throw or take 20 (5d8) fire damage.

The second is a special creation of Accertep's and is triggered if any creature besides Accertep, including the dracolich, approaches within one foot of the phylactery. Triggering this glyph instantly teleports the phylactery to a vault hidden deep within Sarinox Recnamoracren's well hidden lair.

THE ARCHMAGE

Little is known about the **Archmage** (monster manual page 342) Accertep. He is menacing in size at nearly 6 and a half feet tall, slender, with a shaved head, glowering dark eyes, and a cold, uncaring face that seems ancient yet ageless. He is also utterly disinterested in risking his life to protect these kobolds.

For Accertep's purposes the ritual is complete and successful. He has slain Sarinox and converted her essence to a state of everlasting undeath within the phylactery. The sacrifice of children is merely meant to accelerate the final stage, speeding up the restoration of the dragon's physical form. With the phylactery in Accertep's hand the dracolich will live on regardless of what happens to its current physical form.

Accertep, however, is a curious, analytical fellow, and he certainly isn't rash. A group of adventurers bursting in on his ritual, he surmises, might be defeated by the kobolds and dracolich, thus allowing the soul feeding to continue. Further, such brash adventurers might be future enemies, or allies, and observation would be wise.

So when a threat such as the party first appears in the room, Accertep will use his first turn to cast *time stop*, secure the phylactery in his possession, and use the rest of his *time stop* provided free turns to cast defensive spells including *mirror*

image, and either *globe of invulnerability* or *wall of force*, dependent upon the threats the party presents. Make sure to point out to your players all the mage got accomplished in the blink of an eye. Jaws should drop. Note that Accertep already has *mage armor* and *mind blank* active.

Once properly shielded from most harm Accertep will stand in front of the pedestal and observe the combat – perhaps casting *counterspell* on occasion, largely to surmise how powerful the intruders might be. He does not care if all the kobolds are killed. He does not care if the dracolich in its current form is destroyed. If any significant threat presents itself, Accertep will *teleport* to his home far, far away, taking the phylactery with him.

THE DRACOLICH AND KOBOLDS

Though her current form is still gaining strength, **Sarinox Recnamoracren** (see appendix) is a terrifying foe enraged by the intrusion. Confident in the long term security of her soul, she will unleash all the fury her current body has available to slay intruders, even pursuing those that retreat.

Sarinox the Weak?

As noted, Sarinox, when encountered, doesn't have her full strength. This is reflected in her low Constitution score, and, if a game mechanic is required one can think that each innocent soul she consumes grants her another point of constitution.

DMs should feel free to adjust her hit points as needed, perhaps even mid combat, to make this the climactic scene it should be. What I'm saying is fudge the hit points so that Sarinox survives until the party is on its last, desperate legs before striking the fatal blow.

The four **kobold priests** (see appendix) join the fray as well, abandoning the children to their fate while the intruders are dealt with. The kobolds that line the balcony are intended as non combatants – hypnotized in a religious furor at first, then fleeing when combat breaks out. However, the DM is free to have any of them join the fray, as normal kobolds, kobold commandos, or kobold air cavalry as they see fit. If the battle is going overwhelmingly in the PCs favor, a couple new combatants might make things interesting.

DENOUEMENT – OR THAT'S IT? WHAT ABOUT THE LOOT?

Phew that was exciting, wasn't it? With the final battle won, one presumes that the adventurer's would set about the task of seeking out their reward. A secret door on the eastern wall of the Last Room Before the BBEG leads to area 8, the quarters of the priests of the dwarven Orcus cult. Rerecross, Levexi, the kobold priests, and the kobold commandos have permanent quarters in this hall. The Archmage put one room to use as temporary quarters, and the child sacrifices were kept locked in one room.

Most of the wealth of the Kobolds of Crag Canyon has been gifted to Sarinox through the years, but the operating capital, such as it is, and some personal trinkets, including clips and ammo for Levexi's rifle, can be found within these quarters.

Feel free to insert **kobold hunting drake** guards, traps with chests, and such as you like, however it is the author's belief that doing so might be anti climactic thus this hand wave to the loot.

Coinage, mostly found in Rerecross' room, totals 2400 gold pieces. On his desk Rerecross has a silver dragon's tooth beautifully scrimshawed, and defiled, in the likeness of Tiamat that is worth 750 gold to a discerning collector. Levexi has five clips and 200 rounds of ammo for her rifle in a locked chest at her bed. Accertep packed lightly, and had his dracolich ritual book on his person, but he may have left one item of significant value in his guest room -his traveling spell book containing all the spells an Archmage has prepped per the Monster Manual.

WRAPPING UP – WHAT HAPPENS NEXT?

What happens next? With the kobolds defeated the group will no doubt escort the rescued children home to very thankful parents. Accertep probably escaped, in all likelihood with the phylactery in hand, thus Sarinox still exists. One wonders if these two might appear in further adventures some time in the future.

Meanwhile, Krag Canyon is no doubt filled with a network of old dwarven ruins and mine tunnels that are likely filled with plenty of nasty kobolds and other creatures. An enterprising DM could certainly use this canyon setting for further exploration.

UNTIL NEXT TIME

Well that about wraps it up. I certainly hope your group enjoyed this as much as mine. I'd love it if you dropped back by the Killer Kobold's entry on the DMsGuild to click a few stars and offer a review. Even better yet, I'd love to hear the war stories of how your party fared. Look me up on the Facebooks at [DMTonyPetrecca](#), the Twitter [@TonyPetrecca](#), or check out my [Best of the Dungeon Master's Guild](#) collection on the Google+.

And of course if you did enjoy this, you might also enjoy some of my other works – I'll shamelessly plug them after the appendix.

About the Author

Tony is the author of the critically acclaimed DMsGuild best sellers [Journey Through the Center of The Underdark](#), [The Darklake Strikes Back](#), and [Dragons! Volumes 1 and 2](#). Additionally he's authored five [Fifth Edition Racial Options](#) books, [Kobolds](#), [Goblins](#), [Hobgoblins](#), [Bugbears](#) and [Gnolls](#), for his friends at [Fat Goblin Games](#).

Tony has been a gamer for two centuries and counting. He was hooked the moment he set foot in Quasqueton while In Search of the Unknown.

He started DMing last millennium at the beginning of a magical age known as the 80's and has been challenging players ever since. To his astonishment and great pleasure several players have been with him since he first got behind the DM screen.

Tony's going to stop talking about himself in third person now, cuz – its weird. And one of these days he's going to re-write this about the author blurb.

But really, I sure do hope you had fun killing all these kobolds. Fun, after all, is the entire point of the game.

Thanks, and I'll be back with more adventures soon!



APPENDIX A - NPCs

GRISH – KOBOLD SORCERER LVL 8

Small humanoid (kobold), lawful evil

Armor Class 18 (Draconic Resilience, *ring of protection*)

Hit Points 50 (6+7d6+16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	12 (+1)	13 (+1)	10 (+0)	18 (+4)

Saving Throws Str +0, Dex +5, Con +5, Int +2, Wis +1, Cha +8,

Skills Arcana +4, Intimidation +7, Perception +3, Persuasion +7

Senses darkvision 60 ft., passive perception 13

Languages Common, Draconic

Challenge 5 (1800 XP)

Spellcasting. The Kobold Sorcerer is an 8th level spellcaster. His spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). He has the following sorcerer spells prepared:

Cantrips (at will): *fire bolt, mage hand, poison spray, prestidigitation, thaumaturgy, true strike*

1st level (4 slots): *magic missile, shield*

2nd level (3 slots): *gust of wind, mirror image*

3rd level (3 slots): *counter spell, fireball, haste*

4th level (2 slots): *dimension door, greater invisibility*

Draconic Bloodline. Green

Draconic Resilience. The Kobold Sorcerer's hit point maximum is increased by 1 per level. Additionally when he isn't wearing armor his AC equals 13+ his Dexterity modifier.

Elemental Affinity. When the Kobold Sorcerer casts a poison based spell he adds his Charisma modifier to damage rolled. Additionally he can

spend 1 sorcery point to gain resistance to poison for 1 hour.

Sorcery Points. The Kobold Sorcerer has 8 sorcery points to use. He regains all 8 when he finishes a long rest.

Empowered Spell. When Rerecross rolls damage for a spell, he can spend 1 sorcery point to reroll up to 4 damage dice. He must use the new rolls.

He can use Empowered Spell even if he has already used a different Metamagic option during the casting of the spell.

Quicken Spell. When the Kobold Sorcerer casts a spell that has a casting time of 1 action he can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

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

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft. one target. *Hit:* 7 (1d6+4) piercing damage.

Fire Bolt. *Ranged Spell (cantrip) Attack:* +7 to hit, range 120 ft., one target. *Hit:* 11 (2d10) fire damage.

Magic Items. *Ring of protection, 3 potions of greater healing.*

KELVAR – WINGED KOBOLD WAR PRIEST LVL 8

Small humanoid (kobold), lawful evil

Armor Class 16 (Breastplate) Note- *Cloak of displacement*. Opponents have disadvantage to most attacks.

Hit Points 48 (8+7d8+8)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	10 (+0)	16 (+3)	13 (+1)

Saving Throws Str -1, Dex +3, Con +1, Int +0, Wis +6, Cha +4,

Skills Insight +6, Medicine +6, Persuasion +4, Religion +3

Senses darkvision 60 ft., passive perception 13

Languages Common, Draconic

Challenge 5 (1800 XP)

Spellcasting. Kelvar is an 8th level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). Kelvar has the following cleric spells prepared:

Cantrips (at will): *guidance, mending, sacred flame, thaumaturgy*

1st level: *bless, command, cure wounds, divine favor, guiding bolt, shield of faith*

2nd level: *blindness/deafness, hold person, magic weapon, prayer of healing, spiritual weapon*

3rd level: *crusader's mantle, dispel magic, mass healing word, revivify, spirit guardians*

4th level: *banishment, freedom of movement, guardian of faith, stoneskin.*

War Priest. When Kelvar uses the Attack Action, he can make one weapon attack as a bonus action. He can use this 3 times per long rest.

Channel Divinity: Guided Strike. Kelvar can use his Channel Divinity to gain a +10 on an attack roll.

Channel Divinity. War God's Blessing. When a creature within 30 feet of Kelvar makes an attack roll Kelvar can use his Channel Divinity to grant that creature a +10 bonus on that roll.

Divine Strike. Once on each of his turns when he hits a creature with a weapon attack Kelvar can cause the attack to deal an extra 1d8 damage of the same type dealt by the weapon to the target. (Damage already added to weapon attacks below.)

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

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 13 (2d8+6) piercing damage.

Mace. *Melee Weapon Attack:* +6 to hit, reach 5 ft. one target. *Hit:* 12 (1d6+1d8+3) bludgeoning damage.

Sacred Flame. *Ranged Spell (cantrip) Attack:* +6 to hit, range 60 ft., one target. *Hit:* 9 (2d8) radiant damage.

Magic Items. *Cloak of Displacement, 3 potions of greater healing.*

LEVEXI – COMMANDO COMMANDER

Small humanoid (kobold), lawful evil

Armor Class 16 (leather armor)

Hit Points 65 (10d6+30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	12 (+2)	12 (+1)	12 (+1)

Skills Perception +7, Stealth +7

Senses darkvision 60 ft., passive perception 17

Languages Common, Draconic

Challenge 4 (1100 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. Levexi 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.

Cavalry Training. When Levexi hits a target with a melee attack while mounted on a Drake, the Drake can make a melee attack against the same target as a reaction.

Drake Handler. Levexi has advantage on Wisdom (Animal Handling) checks relating to Drakes. Mounting Drakes costs the kobold 5 feet of movement, rather than half its speed.

Sharp Shot. If Levexi does not move on her turn she gains advantage on her rifle attacks that turn.

ACTIONS

Multiattack. Levexi makes two attacks.

Rifle, hunting. *Ranged Weapon Attack:* +7 to hit, range 120/360 ft., one target. *Hit:* 15 (2d10+4) piercing damage. *Reload* (10 shots)

Short Sword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) piercing damage.

Magic Items. 3 potions of greater healing.

Levexi's skills were noticed early by Rerecross, and she was put in charge of the commando drake patrols. Her determined training improved her skills and the skills of her troops, making the kobolds of Krag Canyon formidable foes.

As a reward for her skills, was permitted to claim an item discovered mounted over the bar in Crag Kragen's estate – a Hunting Rifle with exceptional range. She also salvaged several ten round clips and several hundred rounds. After a significant amount of dangerous experimentation she figured out how the rifle worked and became a truly lethal threat. At any given time she has five ten round clips on her. She has five more clips and two hundred rounds in a locked chest in her quarters. It is unknown how the gnome Crag Kragen came in possession of such a wonder.

Levexi is never far from her hunting drake Xip. The two work well together and Xip enjoys pouncing on enemies from above when Levexi is drawing their attention.

Firearms Reload Property

A limited number of shots can be made with a weapon that has the reload property. A character must then reload it using an action or a bonus action (the character's choice).



RERECROSS – KOBOLD SORCERER LVL 9

Small humanoid (kobold), lawful evil

Armor Class 18 (Draconic Resilience, *ring of protection*)

Hit Points 56 (6+8d6+18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	12 (+1)	13 (+1)	10 (+0)	18 (+4)

Saving Throws Str +0, Dex +5, Con +6, Int +2, Wis +1, Cha +9,

Damage Resistanc Fire (*staff of fire*)

Skills Arcana +5, Intimidation +8, Perception +4, (Advantage on Perception due to *sentinel helm*)
Persuasion +8

Initiative +4 and Advantage on initiative due to *sentinel helm*

Senses darkvision 60 ft., passive perception 19

Languages Common, Draconic

Challenge 5 (1800 XP)

Spellcasting. Rerecross is a 9th level spellcaster. His spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). He has the following sorcerer spells prepared:

Cantrips (at will): *blade ward, fire bolt, mage hand, poison spray, prestidigitation, thaumaturgy*

1st level (4 slots): *magic missile, shield*

2nd level (3 slots): *misty step, mirror image*

3rd level (3 slots): *counter spell, fireball, glyph of warding*

4th level (2 slots): *dimension door, greater invisibility*

5th level (1 slot): *cloudkill*

Draconic Bloodline. Green

Draconic Resilience. The Kobold Sorcerer's hit point maximum is increased by 1 per level. Additionally when he isn't wearing armor his AC equals 13+ his Dexterity modifier.

Elemental Affinity. When the Kobold Sorcerer casts a poison based spell he adds his Charisma modifier to damage rolled. Additionally he can spend 1 sorcery point to gain resistance to poison for 1 hour.

Sorcery Points. The Kobold Sorcerer has 9 sorcery points to use. He regains all 9 when he finishes a long rest.

Empowered Spell. When Rerecross rolls damage for a spell, he can spend 1 sorcery point to reroll up to 4 damage dice. He must use the new rolls.

He can use Empowered Spell even if he has already used a different Metamagic option during the casting of the spell.

Quicken Spell. When the Kobold Sorcerer casts a spell that has a casting time of 1 action he can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

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

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft. one target. *Hit:* 7 (1d6+4) piercing damage.

Fire Bolt. *Ranged Spell (cantrip) Attack:* +7 to hit, range 120 ft., one target. *Hit:* 11 (2d10) fire damage.

Magic Items. *Ring of protection, bronze dragon skull crafted sentinel helm (as sentinel shield – effects in stats above), staff of fire.*

SARINOX RECNAMORACREN, ADULT

GREEN DRACOLICH

Huge undead, lawful evil

Armor Class 19 (natural armor)

Hit Points 153 (18d12+36)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+2)	18 (+4)	15 (+2)	17 (+3)

Saving Throws Dex +6, Con +7, Wis +7, Cha +8

Skills Deception +8, Insight +7, Perception +12, Persuasion +8, Stealth +6

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned.

Senses blindsight 60 ft., darkvision 120 ft., passive perception 25

Languages Common, Draconic

Challenge 10 (5900 XP)

Legendary Resistance (3/day). If the dragon fails a saving throw, it can choose to succeed instead.

Magic Resistance. The dracolich has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The dracolich can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d10+3) plus 7 (2d6) poison damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 feet., one target. *Hit:* 10 (2d6+3) slashing damage.

Tail. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target, *Hit:* 12 (2d8+3) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Poison Breath (Recharge 5-6). The dragon exhales poisonous gas in a 30 foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 42 (12d6) poison damage on a failed saving throw, or half as much damage on a successful one.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6+3) bludgeoning damage and be knocked prone. The dragon can then fly up to half its fly speed.



APPENDIX B – NEW DRAKES, KOBOLDS AND DRAGONS

KOBOLD HUNTING DRAKE

Medium dragon, unaligned

Armor Class 16 (natural armor)

Hit Points 75 (10d8+30)

Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	4 (-3)	10 (+0)	8 (-1)

Skills Athletics +7, Perception +4, Stealth +6

Senses darkvision 60 ft., passive Perception 14

Languages Understands draconic but can't speak

Challenge 3 (700 XP)

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

Pounce. If the hunting drake moves at least 20 feet straight toward a creature and then hits it with a claw attack, the target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the drake can make an additional bite attack against it as a bonus action.

Powerful Leaper. The hunting drake has advantage on Strength (Athletics) checks that involve jumping. The drake doubles its Strength score when determining long jump and high jump distances cleared.

ACTIONS

Multiattack. The drake attacks twice, once with its claws and once with its bite.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d10+5) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) piercing damage.

Equally at home in mountains, forests, or the open plain the hunting drake is a formidable foe, waiting in ambush on high to pounce down upon unsuspecting foes. Wise kobolds learned to domesticate the beasts and use them as guards and mounts, equipping them with special saddles that keep the riders secure when the drake climbs and leaps.

KOBOLD RIDING DRAKE

Medium dragon, unaligned

Armor Class 15 (natural armor)

Hit Points 33 (6d8+12)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	4 (-3)	10 (+0)	7 (-2)

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive perception 14

Languages Understands draconic but can't speak

Challenge 1 (200 XP)

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

ACTIONS

Multiattack. The drake attacks twice, once with its claws and once with its bite.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Kobolds have trained these swift drakes as guards and mounts.

KOBOLD AIR CAVALRY

Small humanoid (half green dragon winged kobold), lawful evil

Armor Class 16 (studded leather armor)

Hit Points 44 (8d6+16)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	18(+4)	14(+2)	12(+1)	10(+0)	10(+0)

Damage Resistances poison

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12

Languages Common, Draconic

Challenge 2 (450 XP)

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.

Strafing Run. When flying, the kobold can take the Dash action as a bonus action on its turn.

Quickload. The kobold ignores the loading quality of light crossbows.

ACTIONS

Multiattack. The kobold makes two attacks with its light crossbow.

Light Crossbow. Ranged Weapon Attack: +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8+4) piercing damage.

Short Sword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Poison Breath (Recharge 5-6). The dragon exhales poisonous gas in a 15 foot cone. Each creature in that area must make a DC 11 Constitution saving throw, taking 21 (6d6) poison damage on a failed saving throw, or half as much damage on a successful one.

KOBOLD COMMANDO

Small humanoid (kobold), lawful evil

Armor Class 14 (leather armor)

Hit Points 18 (4d6+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	16(+3)	12(+1)	10(+0)	10(+0)	12(+1)

Skills Stealth +5, Perception +4

Senses darkvision 60 ft., passive Perception 12

Languages Common, Draconic

Challenge 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.

Sharp Shot. If the Kobold Commando does not move on its turn it gains advantage on its crossbow attacks that turn.

Quickload. The Kobold Commando ignores the loading quality of light crossbows.

ACTIONS

Multiattack. The Kobold Commando makes two attacks with its light crossbow.

Light Crossbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

Short Sword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Inspired in part by Scott Holden's Goblin Beast-Master and Jeff Ibach's Kobold Sniper. Check out Scott's [D&D Denizens: Goblins](#) and Jeff's [Ten Clever Kobolds](#) on the DMs Guild for more gaming goodness.

KOBOLD WAR PRIEST

Small humanoid (kobold), lawful evil

Armor Class 18 (Breastplate and Shield)

Hit Points 33 (8+4d8+5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	10 (+0)	16 (+3)	13 (+1)

Saving Throws Wis +6, Cha +4

Skills Insight +6, Medicine +6, Persuasion +4, Religion +3

Senses darkvision 60 ft., passive perception 8

Languages Common, Draconic

Challenge 3 (700 XP)

Spellcasting. The Kobold War Priest is a 5th level spellcaster. Her spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). Arix has the following cleric spells prepared:

Cantrips (at will): *guidance, mending, sacred flame*

1st level (4 slots): *cure wounds, divine favor, healing word, inflict wounds, shield of faith*

2nd level (3 slots): *hold person, magic weapon, prayer of healing, spiritual weapon*

3rd level (2 slots): *bestow curse, create food and water, crusaders mantle, meld into stone, spirit guardian*

War Priest. When the kobold uses the Attack Action, she can make one weapon attack as a bonus action. She can use this 3 times per long rest.

Channel Divinity: Guided Strike. The kobold can use her Channel Divinity to gain a +10 on an 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.

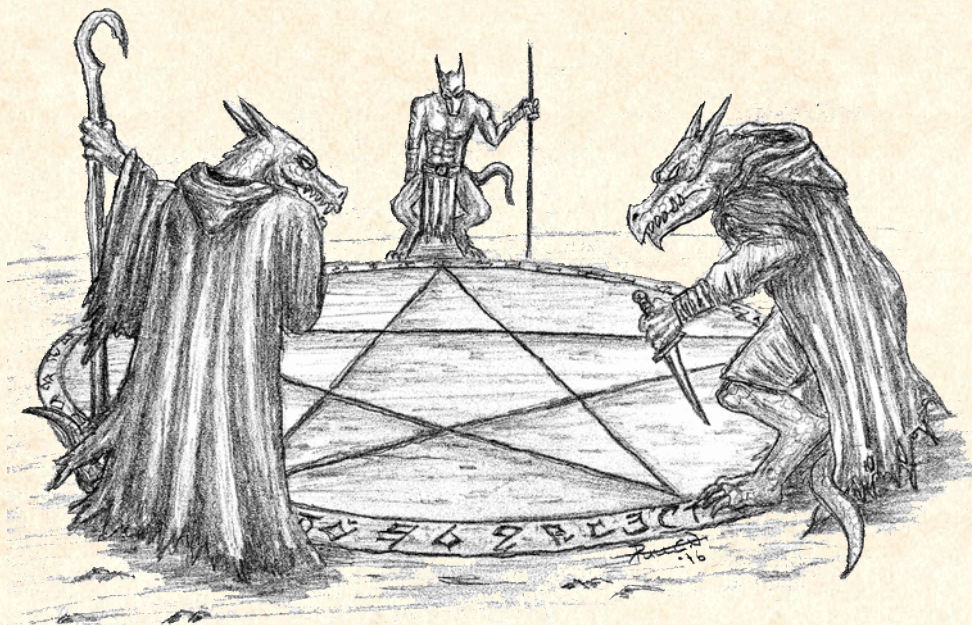
Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft. one target. *Hit:* 7 (1d6+3) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8+3) piercing damage.

Magic Items. *potion of healing*



VERY YOUNG GREEN DRAGON

Medium dragon, lawful evil

Armor Class 17 (natural armor)

Hit Points 75 (10d8+20)

Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	15 (+2)	12 (+1)	14 (+2)

Saving Throws Dex +4, Con +6, Wis +4, Cha +5

Skills Deception +5, Perception +7, Stealth +4

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 60 ft., passive perception 17

Languages Common, Draconic

Challenge 5 (1,800 XP)

Amphibious. The dragon can breathe air and water.

ACTIONS

Multiattack. The dragon makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10+3) plus 3 (1d6) poison damage.

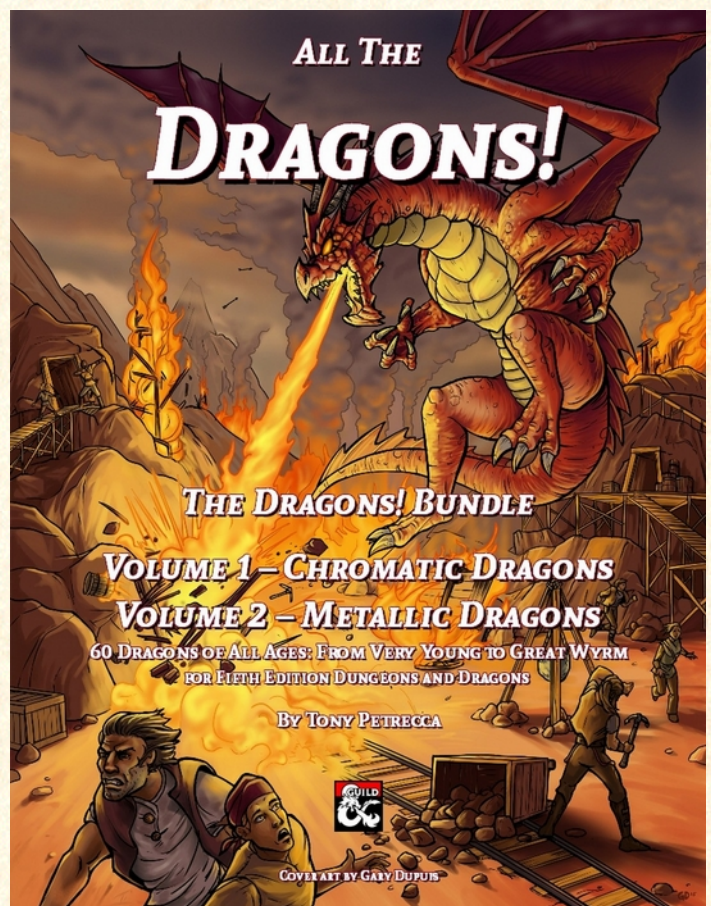
Claw. *Melee Weapon Attack:* +6 to hit, one target. *Hit:* 9 (2d6+3) slashing damage.

Poison Breath (Recharge 5-6). The dragon exhales poisonous gas in a 20 foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 28 (8d6) poison damage on a failed saving throw, or half as much damage on a successful one.

Dragons!

The Very Young Green Dragon originally appeared in *Dragons! Volume 1 – Chromatic Dragons*. *Dragons! Volume 1 – Chromatic Dragons* and *Volume 2 – Metallic Dragons* expand the age categories of 5th Edition dragons, adding six new age categories for each dragon type, up to and including a CR 30 Great Wyrms Red Dragon! The name of the game, after all, is *Dungeons and Dragons*, not *Dungeons and Tarrasques*, so a dragon should be at the top of the food chain, dontcha think?

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