

KOBOLD CAVE CONUMDRUM

ESCAPE ZANDAFRAX THE UNFORTUNATE'S CAVE

A 6 HOUR PLUG-AND-PLAY ESCAPE MODULE FOR 8TH LEVEL CHARACTERS WITH A UNIQUE
ANTAGONIST



TABLE OF CONTENTS

Introduction/Overview

The Cave

Appendicies

Appendix A: NPCs

Appendix B: Zandafrax

Appendix C: Special Treasures

Appendix D: Mushrooms

Appendix E: Kobolds

Appendix F: Austali

Appendix G: Miscellaneous Monsters and Dangers

Appendix H: Maps

Credits

Legal Stuff

INTRODUCTION

Kobold Cave Conumdrum is small module designed to be plug and play anywhere in your campaign, though made with a group of four 8th level characters in mind. That said, it is easily adaptable, even on the fly, to fit most levels by virtue of both the module's map and its unique antagonist, Zandafrax, whom posses great power, but is largely immobile. Being a gargantuan creature within a set of rather small caves, you can restrict Zandafrax's access to the players almost as you wish. Use this to your advantage. If you want to let the players choose to interact with them, then make Zandafrax a stationary threat, or push the players in a particular direction, moving the threat and literal block physical blocking ability of Zandafrax where needed. Read more about Zandafrax in Appendix B.

THE CAVE

GENERAL FEATURES

This kobold lair has many recurring features that you should use to build the atmosphere as you describe encounters and rooms.

1. **Darkness.** for the most part the only light in the cave system are small clusters of glowing mushrooms. They cast a bright light for 5 feet around them and a dim light for 30 feet more. This soft light is comparable to being out during a night with pretty thick clouds. It means that while darkvision is not a necessity, it is very helpful as the party does not need to use additional light sources.
2. **The Tunnels** The kobolds have built two types of tunnels in this lair.
 - The big ones that the players will likely spend most their time in are between 15 and 20 feet in height. They are made this way so they can fit big carcasses and such without much issue and allow Zandafrax to move about. At least before when she had not grown as bulky as she is now.
 - The second set of tunnels are the kobold tunnels, the ones they use themselves. These are about 3 feet tall and are full of collapsible tunnels. If a kobold retreats through such a tunnel, they can spend an action to collapse it. If the players are in it they must succeed a DC 13 Dexterity saving throw to not be caught in the collapse (2d6 damage, and pinned down).
3. **Mushrooms.** Mushrooms spot the tunnels, mostly in corners and along walls. Some of them glowing and most of them edible in a raw state. You can generally use whatever mushrooms you desire, but Appendix D has a list of suggestions. The glowing mushrooms and the mushrooms in room 11 are the only ones with any key features relevant to the adventure.

4. **Daily activities.**

- **Morning.** Every morning each kobold starts with a meditation session called "finding the dragon" this is a self-reflection ritual they do communally and for about 5 minutes is eerily quiet in the caves. Not long after that the caves fill with life. The sorcerers go to pay reverence and tribute to Zandafrax, hunters leave the lair and miners get to work.
- **During the day.** Kobolds can be heard mining and singing working songs in many areas of the cave system. Some are simply for improvement, others for mining. In the craft and food area there is life and bustle making food, slaughtering animals and making tools. Zandafrax is also almost always attended by at least 1d4 kobold, who carry out any order given to them.
- **Evening.** things die down toward the wee hours. The day's catch is organized for easier work tomorrow and the kobolds gather in their sleeping halls to share the day's meal.
- **All hours.** A few things are always happening. Primarily a set of 1d4 guards is always patrolling the caves, they will show up in any given room roughly once per hour. but won't pay much attention unless things seem out of ordinary.

ROOM BY ROOM

1. **Prison.** A plain cave room with a ceiling about 15 feet up. In the innermost part is a wooden cage made of bent lumber and tied together with thick vines. It reaches about 7 feet above the ground and is split in half by a thick lumber wall. It is in one of these cage cells the player characters wake up. The floor of the cage is generally dry and dusty, and in the corner is a small chamber pot. Strewn about on the floor in the cell and outside are small items with a potential as improvised tools like knuckles and bones, some rocks of various sizes and small plants and rodents. The cage door is made of the same material and method as the cage, with some 8 figure knots acting as hinges. If a PC tries to undo the knots they will find they have dried up long ago and the vines are essentially as hard as wood now. The door can however be broken down with a DC 20 Strength check, but unless the character does something to hide the noise, 1d4 guards will arrive.

Alternatively, a character may try to cut or chop their way out. If they use an improvised tool such as a sharp rock, they can cut themselves out with 4 hours of work. The characters can work simultaneously, reducing the time by 30 minutes for each PC, down to a minimum of 30 minutes. If they manage to get their hand on a proper tool like an axe, they can do it in half the time. Again if they do not do anything to hide their activities 1d4 guards will show up. They will alert more guards if they see any evidence of their activities and they will confiscate the tool and restrain the PCs. For sake of ease, you can have the PCs currently chopping, perform a stealth check every hour of work.

Guards will also walk past every hour anyways and the players should have look outs. These guards often come out of the small, kobold height tunnel that leads to K1, swing up to room 2 and 1 and then carry on to room 3 to continue their patrol path.

In the cell next to the PCs there might be other prisoners. As the kobolds mostly gather animals for meat and keep them here for freshness, it is likely to be a beast of some kind. If you have a small party however, this might be a good place to introduce an NPC. If you wish to determine randomly the occupants of the other cell roll a D8 and consult this table:

CELL OCCUPANTS

1D8 Occupant

- 1-3 The cell is unoccupied. There is a chamber pot and some chewed on bones.
- 4 1d4 goats and 1 boar.
- 5 1 mule and a giant owl. 50% chance the owl has killed and started eating the mule.
- 6 1 giant boar and 1 cow.
- 7 1 cave bear and the corpse of a riding horse, saddle still on it.
- 8 1 NPC, consult Table 1.1 in *Appendix A*.

2. Antechamber. When the player characters were first captured and brought in they were stripped of their equipment in this room and put it on the table. Over the intervening time, the kobolds have slowly been sorting through the gear, trying to figure out what is worth something and what is not. Most of the character's gear should still be here, but any coins or gems are in the Forge (room 7), and can be found there. Optionally you can also have random kobolds have taken a liking to certain parts of the equipment and be wearing it. They will primarily take amulets, rings and other jewelry-like items. If the item has magical properties the kobolds won't be able to activate it. Austali might have taken any scrolls or potions to his chamber trying to identify them, but will not be using them unless the characters enter the room while Austali is there.

3. Austali's Chamber. Austali has been given a small chamber to conduct research and generally be somewhat undisturbed whenever he stays. The room contains just a bed roll, a few tables, some potions and alcohol (see table) and a permanent teleportation circle. This teleportation circle leads to a nearby Yuan-Ti enclave, but only Austali knows the sigil sequence to get there and any inscription of the sigils disappear when the circle is used. If the character has access to a set of sigils, they can use the circle by using the teleportation circle spell. If they try to tamper with the circle, a *Glyph of Warding* will trigger (Explosive Runes, 3rd level, 5d8 thunder damage, DC 15) at the center of the circle.

See *Appendix E* to see Austali's routine, or roll a d100 to see if Austali is in the room when the players enter. During day-time, on a 70 or up they are in the room, pouring over charts of planes, relations between gods, and other books on the arcane and divine. During night-time on a 30 or up Austali is there sleeping.

Whether Austali is there or not the characters can find notes talking about Zandafrax's curse. The notes are in common, but encrypted, a DC 15 investigation check, taking some 10 minutes, will reveal that Zandafrax was cursed by Garyx the god of fire dragons, dwelling in the abyss. Also reveal that the curse causes a regeneration property that slowly is adding mass to the dragon, and of the need to speak in rhymes around Zandafrax or take damage. If the check succeeds by 5 or more, reveal the range of the rhyming curse, and that the dragon's breath weapon has a greater chance of spawning a fiend than actually working.

Roll 3 times to determine the liquids or liquors on the table:

TABLE LIQUIDS

1D8 Liquid

- 1 Alchemist's Fire (flask)
- 2 Half-empty bottle of Ice Breeze liquor, a blue and very expensive spirit. It has a sweet and cold taste, like menthol, with a burning bitter aftertaste. (25 gp a bottle).
- 3 Acid (vial).
- 4 A bottle dragon breath wine, a hot spiced wine, yellow in color. Often spiced with chilli and cumin like spices (15 sp) .
- 5 Antitoxin.
- 6 A near full bottle of Sseth's Kiss, an exceptionally strong spirit (96% alcohol), green in color with a slight shimmer. Named after the Yuan-Ti god, as it is often used to hide poisons. Like most strong alcohols it tastes mostly just of alcohol, but it has an aftertaste of warm, sweet flowers, often called "the kiss". (between 5-15 gp depending on the buyer/sellers knowledge of the drink).
- 6 Potion of Healing.
- 6 A bottle of Garag, an ale, brewed by the kobolds, primarily for trade. it has a dark brown color, and tastes of nuts and honey with a slightly bitter undertone. (3 cp).

4. The Excavation Room. This is the tribe's current expansion project. They have found veins of gold ore and at the same time are preparing this area to be a new sleeping area as they are currently overcrowded. During daytime there will be roughly 2d12+4 (16) kobolds here, mining and transporting the ore to the Forge (room 6) and otherwise assisting. There will also be 1d3-1 (2) Kobold Scale Sorcerers (see Appendix E) using magic to find new veins, to lift heavy things and so on. The PCs will know the room is occupied well before they reach the room, as the sounds of pickaxes hitting rocks and the chanting of work songs echo through the caves. These kobolds are essentially ecstatic to be mining and as such are not focused on much else.

As such these kobolds have a passive perception of 8 and unless the PCs do anything particular to attract their attention (such as standing directly in line of sight) they are very unlikely to be noticed. If the players are noticed however, any kobold will yell out in alarm. Unless their way is entirely blocked, at this point the regular kobolds will attempt to flee, only taking pot shots at the players with thrown rocks or their pickaxes (1d4 piercing damage) as they do. Some will run to warn the kobolds in the Forge (room 6) and the primary sleep chamber (K1), most of them will run to K7 to hide (mostly the younger ones) and some to K3 to protect the tribe's hoard. Through this general alarm, the remaining kobolds in the lair will know that the players are free.

The Kobold Sorcerers will cover this retreat as best they can, but will focus much more on subduing the players, and flee if they understand that is not a possibility. Within 4 rounds of the general alarm 1d4 Kobold Dragonshields will arrive in the area and back up the sorcerers, or search for the players if they have fled.

5. Auxiliary Holding Pen. This is where the kobolds keep particularly misbehaving prey or prey that does not fit in the normal holding cage. This is a good place to keep PC mounts, kobold mounts (like Giant Weasels) or even the NPCs that might otherwise be in the normal pen.

If you decide to not place anything particular here, you can put 1d4 giant weasels in the cage. They won't react in particular to the characters, but if let loose they are likely to simply wander around and eventually be discovered. They will respond to commands if incentivized somehow and with a DC 12 Animal Handling. These weasels are not rideable as they have not yet been reared.

6 First Intersection. From this intersection the players can see into room 2, 4 and 5. This is a well-used intersection as is evidenced by how flat trampled the floor is. The other notable feature here is the spear trap on the wall of one of the paths (see the DM map) to prevent anything from fleeing from room 4. This trap is a set of spears coming out from the wall when a tripwire is triggered. An Investigation check of 15 will reveal the trap. A DC 15 sleight of hand check will disarm it without triggering it. A keen-eyed PC might see that this particular path is less travelled and be alerted that something is off. If you want to roll on this roll a d20 with advantage against the PCs passive perception.

Otherwise use a DC 15 Perception. Once the trap is triggered the spears shoot forward, forcing a 18 DC dexterity saving throw. If the character fails it will be impaled and pinned to the wall by the spears, taking 2d6 damage and is potentially poisoned. Kobolds tend to coat any piercing weapon in poisons, and their traps are no exception. If the character takes damage from the trap they must succeed a DC 13 Constitution saving throw or take 1d6 poison damage every minute for the next 5 minutes.

7. The Forge. The Forge should have 1d6-1 kobolds and 1d3 Kobold Inventors in the Forge when the players first enter it. This location is active day and night, with members of the tribe working in 12 hour shifts, mainly to make sure the forge is kept in working order.

Split roughly in two, this is where the kobolds do much of their craft and cooking. On one side is a large fire with various kettles, frying pans in and around it as well as a massive cauldron in the center of it. This cauldron is likely to serve as the characters death if they do not manage to escape, becoming adventurer stew. There are also a few tables for other preparations. Over the small gap filled with lava that marks the western border of the room there are also some grills with meats, frying from the heat. On the other side is a forge and anvils where kobold smiths work diligently to create the many pieces of jewellery and weapons they use. The forge itself uses the heat of the lava to melt its materials. This is also where the characters may find parts of their gear. See Appendix C for other items in the room.

On the east side of the room is a deep pit where the stream of water pours into. The pit is roughly 80 feet deep and at the bottom of the pit is a black pudding. If the player characters watch the kobolds in this room for a time they will probably see the kobolds throwing all kinds of garbage, from food waste and ash, down the pit. They might also talk (in draconic) about making sure Gar is happy, giving the players an indication something might be down there. If the players shine a light down far enough to expose Gar, they will see a slowly pulsing mass of black slime, with pieces of food and scrap material slowly being consumed. If the players somehow manage to defeat or bypass Gar what they will find is simply a short dark cave tunnel that takes a few turns and bends, but ultimately meets a dead-end. Alternatively you can have the tunnels lead to the chasm near K2.

This room also has a kobold tunnel that leads to K1 on the east side of the room, and on the south side a kobold tunnel leads to K5 and to room 10. This tunnel has a spear trap identical to the one in room 6 (see the DM map).

8. Second Intersection. This intersection is split in three. The middle and the eastern most path are equally travelled if investigated, but the middle path has a hidden pot of oil in the ceiling. It is triggered by a pressure plate, set off by anything weighing more than 50 lb. A DC 16 investigation check will reveal the 5 square feet pressure plate, but not what it triggers. A DC 15 Sleight of Hand can disable the trap without triggering it. If it is triggered the oil will fall down upon anyone on or within 5 feet of the trigger plate. DC 17 Dexterity saving throw to dodge. If the character is coated they will have disadvantage on any Dexterity or Strength saving throws, and they can easily be lit aflame. If lit on fire they take 1d6 damage each turn up to 6 turns and must succeed a DC 17 Dexterity saving throw to put it out.

The third path is covered in water as the small underground stream that sustains the colony is located here. It flows down the gently sloping ground along the wall, eventually turning and running into a small hole in the wall on the east side of the tunnel. This water leads into K6 and from there it runs underground and pours out into the chasm in room 5. A very faint blue glow can be seen through hole that leads to K6, indicating the glow mushrooms in the room there.

The players can also find a kobold tunnel here that leads to K6.

9. Third Intersection. Split in two, the northern path has a ditch of spikes covered by a thin wood cover with dirt and rocks disguising it. It can carry weights up to 80 lbs. A DC 13 investigation or perception check will alert the players to the spike ditch. It can pretty easily be jumped over as they only cover 10 feet of width.

The area east of the spike trap is also dimly lit as a result of the lava-filled chasm between this room and room 10.

10. Zandafrax's Chamber. A magnificent, gargantuan pile of gold and treasure towers before the characters, reaching some 20 feet in height in some places with the ceiling some 20 feet more above. There is coin from pretty much every nearby civilization, gemstones, chandeliers and art pieces, staffs and crowns, and just about anything else of noble material. Even though there are no major light sources here the hoard itself glows magnificently, an enchantment put upon it by the kobolds to please Zandafrax.

Within this small hill worth of treasure rests Zandafrax the Unfortunate, a huge writhing mess of a red dragon. A massive bulbous red dragon who is a stark contrast to the fairly slender frame most reds have. Covering their entire body are faces, eyes, mouths and heads that writhe and twist. Zandafrax's feet are barely closer to the ground than their stomach and the only thing that seems free of tumorous growth is their head.

As the party approaches the dragon they will feel a cold necrotic presence about them. An arcana check can reveal some details beforehand, primarily fluff details. Drop hints about what it affects, talk about the energy emanating from the dragon itself. They will not be able to determine the actual nature of the energy, i.e they can't tell that it is a curse, unless they use detect magic. If they engage Zandafrax though, they will be able to see the curse in action and you can use the table in Appendix B to determine results of arcana checks, dialogue and combat information.

To the north-west of the room is a small gap some 5 feet deep which is filled with lava which Zandafrax uses for everything from cleaning their scales to torturing kobolds. On the north-east side there is a platform, some 10 feet up that Austali often use to speak to Zandafrax. During the daytime there is a 10% chance that the two are speaking. If they do, Zandafrax will become notably more frustrated with each passing minute of conversation. After 1d+1 minutes Zandafrax will shout angrily at Austali to go away, taking damage from the curse. They mainly speak about what Austali plans to do next to lift the curse; an expedition to one of the layers of the Abyss and need mercenaries. The players can try to use this as leverage, offering themselves as mercenaries. If the players succeed a opposed persuasion check against Zandafrax they will be allowed to live if they do so. Whether that promise will be honored after their expedition, is up to you.

Any kobolds attending to Zandafrax will be most reverent and not question any command given by Zandafrax. If the dragon is in the mood for cruelty they might be asked to jump in the lava, and they will do so. The only one that might hesitate would be any Kobold Scale Sorcerers in the room, though they speak in an equally reverent tone to the dragon. Every morning at least one sorcerer will be there to provide the tribe's daily pledge of allegiance to their draconic overlord.

Zandafrax doesn't usually leave this room any more as they can barely move. Much of their hoarding now depends on the kobolds. During daytime there is a 75% chance that they are awake, during the night there is a 25% chance. If Zandafrax is asleep, use their passive perception for any opposing check, except in cases where the characters disturb any treasure. In such a case, roll a normal roll, as if awake. If successful Zandafrax wakes up and knows someone has disturbed their treasures. If the hoard is disturbed while Zandafrax is awake, they instantly know and know which part of the room it comes from.

Given how strong Zandafrax is, players should not engage in combat, but they can win if they use the short temper, rashness, and arrogance of red dragons against them. Trying to make Zandafrax miss speaking in rhymes or trigger collapses in the roof or even trigger traps.

If the characters search the room there are obviously untold riches worth of gold and valuables. To see specific treasures in this room and room 9 and K3, see appendix C.

11. Ente Tunnel. Area 11 is another tunnel split into two. Here the southern passage has an oil trap at its narrowest point. The northern passage is protected by sleep spore mushrooms. The kobolds and Zandafrax are immune through regular concoction. When the characters get within 10 feet of one of these mushrooms it will puff out its bright orange spores. Any character that inhales it must do a DC 14 Constitution saving throw or be knocked out for 1d4 hours.

The Exit! The fresh breeze of crisp mountain air and the light of the sun (or moon) hits the characters' faces. If the characters made it away stealthily, they should be left alone from here on out. If they are being chased, you can optionally put Laxdryz the Kobold (see Appendix E) at the lair entrance ready to blow himself up.

K1. The Sleeping Chamber. This is where the most of the tribe sleeps during the night. During the night 5d6+3 kobolds are asleep here, mostly in bedrolls. During the day you will find 2d6-2 asleep here. To sneak past them requires a DC 12 stealth check. For every 10 kobolds in the room add another 2 to the DC. This is also where the kobolds keep their eggs, next to the bonfires, which are always lit. At any given point there are 2d6 kobold eggs in the room.

K2. Upper Intersection. Up to the north of this room is the kobolds escape tunnel, in case they need to flee. If they do, they will collapse as many tunnels as possible, and the hoard chamber, after saving as many as possible and as much as possible. This room is also rigged to collapse, by taking out support pillars.

K3. Altar Chamber While the kobolds worship Zandafrax as a demigod, they also have a small altar here to Kurtulmak primarily for specific religious purposes such as initiation of sorcerers. The room is big and can be accessed by a hanging bridge that stretches to K5 over the cave tunnel between room 6 and 8. The bridge hangs some 15 feet off the cave floor with roughly 4 feet between the bridge and the roof. The walls of the cave can be climbed up to the bridge with an athletics check DC 12. The bridge is easily spotted by anyone with dark vision.

There is a 30 % chance there are 1d4 Kobold Scale Sorcerers in here. This is also where the tribe stores their own treasures that do not belong to Zandafrax. It is a relatively small hoard, as Zandafrax is greedy. There is roughly 75d100 gp worth of coin in the hoard. For special items see Appendix C. It takes roughly a turn for a character to pick up 50 gp. Once the group has picked up a collective worth of 1000 gp (items included) have a guard patrol show up.

K4. The Yellow Mold Room. This room is covered in Yellow Mold (see the Dungeon Master Guide Chapter 5). As darkvision only appears in shades of grey it can be difficult to detect the presence of the mold before one is within its 10 foot range of effect (each square covered in the mold counts as its own mold patch). If a creature with darkvision has a passive perception of 14 or higher, describe the change of visual texture as if going from the normal solid rock, to becoming a mostly homogeneous blot of grey. This should be enough to alert the party something is up. If the party has some sort of dim or normal light shining on the mold, describe it as a surprisingly bright, wet looking, yellow lichen.

K5. The Mushroom Garden. This room is damp with moisture and well-lit by the light mushrooms. In three rows it is clear that the kobolds are growing mushrooms for consumption. If the characters look closely (like investigate, or have a passive perception higher than 15) they can see small kobold bones and limbs sticking slightly out of the ground. The dead are clearly being used as fertilizer. If the characters spend more than 5 minutes in this room they have advantage on identifying whether a mushroom in this cave system is one from this room or not.

In total the room contains 5d4 lb of Cerulean Waxcap, 6d10 lb of Velvet-capped Dye Funnel, 6d6 lb Green Gilled Dawn Truffle, 4d8 lb of Flax Shelf, 3d8 lb of Fleshman's Stinkhorn, 3d10 lb of Common Broth Ball and 6d4 lb of Cobalt Morel. See Appendix D for details on each mushroom. It takes about a turn to gather 1 lb of mushrooms.

K6. Secondary Sleeping Chamber. This smaller sleeping chamber houses kobolds that primarily venture out to raid and scavenge. Kobolds encountered here are much more likely to be fully armed. At night 3d6 kobolds sleep here. To sneak past this area requires a DC 12 stealth check. Add 2 to the DC if 10 or more kobolds are present. There is little of interest here, except that a Kobold Dragonshield will have the keys to the cage in K7, and the items the kobolds have on them. If you have chosen to have the kobolds take and use some of the player items, this could be a good place for one of these items.

K7. Mount Cage. This is where the kobolds keep most of their mounts. At your discretion there are 2d8 giant weasels in this cage. They are reared and used to riders, but knows only kobolds, and are scared and aggressive against other creatures unless they succeed a DC 18 Animal Handling check. If the check succeeds by 5 or more the animals are friendly as well, but only to that one character.

K8. Lower Intersection. This intersection is part of a critical support structure for the surrounding tunnels. If this is collapsed by tearing down the supports, then the three attached tunnels will collapse within the next 3 turns, pinning anyone caught in the collapse. A player character that succeeds a DC 15 Investigation check can determine this. In the middle of the intersection there is also a hidden 10x10 foot pressure-activated trap door, triggered by anything more than 100 lb. A mounted kobold weighs roughly 80 lb, and a normal kobold anything from 25-35 lb.

Beneath the trap door is a 15 feet deep pit, where an Ochre Jelly resides. The sides have been magically altered to not be climbable, even by magical means, and are unnaturally smooth. Any creature that falls down in this pit will immediately feel the Jelly start to envelop them. Ochre Jellies only consume flesh so better clothed creatures stand a better chance of getting help in time. However, once the jelly finds a spot with flesh it will quickly spread under the clothing and start devouring the creature slowly (using its action).

Inside the Jelly there is a +1 silver greatsword and the remains of at least 3 different humanoids. If a character somehow manages to get hold of the sword, they can rip it out with a DC 18 Strength check. Similarly, a character who succeeds a DC 15 Arcana or Nature check will know the basics of an Ochre Jelly, such that they have spider climb, and devour flesh only and that they reproduce by splitting in half once they become big enough. This is a fact the kobolds take advantage of and often sell the new ooze for a pretty penny, to for example the yuan-ti, including any adventurer gear they find, and don't keep.

APPENDICIES

APPENDIX A: NPCs

Roll a D6 to determine the NPC stuck in the other cell. Alternatively you can simply pick one of them or put in one of your choice. If you make one yourself it's recommended that NPC be level 2 or lower.

TABLE 1.1 CAGE OCCUPANT NPCs

1D6	NPC	Description
7	Evelyn Redstream	A young half-elf woman sits slumped against one of the walls, seemingly asleep. dressed in a simple linen shirt, cotton breeches and leather boots. She has long silver-grey hair, but otherwise has a pretty unforgettable look to her. As she opens her eyes, she reveals a bright amber color in her gaze, filled with determination.
2	Benarg	ddd
3	Anzin Bittershaper	A snake-like humanoid sits silently staring out of the cage. She is clearly a dragonborn, her creepy, intense eyes and copper scales certainly separating her from the lizardfolk. She stands at 6'4 and has muscles most would envy.
4	Xalvador Cornwallis	A tall, well muscled half orc is doing push ups in the cell. His hair is short, straight and black, glistening with sweat. As he looks up on you, you see bright cyan eyes glaring back. Standing up he towers within the cage at 6'7", nearly scraping the ceiling of it. His face is surprisingly soft and cute, unlike the rest of his body, and as you try to talk to him he taps his ears, shaking his head.
5	Merek Writingham	A small auburn-haired human sits sharpening a bone into a shiv of some kind. He has a smooth dark skin, nearly coffee-dark. His eyes are a dull green color, with weary caution behind them.
6	Justice de Bolbec	In the other cell sits a smooth skinned young human man, with shiny chocolate-colored hair and brilliantly green eyes. His face has sharp, but smooth features to it and his smile is as gentle as the first light of day. With a slender, but muscular build he stands at 6'1 and has a voice that carries well, yet sounds like velvet.

EVELYN REDSTREAM

Medium Humanoid, Chaotic Neutral

Armor Class 12

Hit Points 13 (3d6 + 4)

Speed 30 ft.

Proficiency Bonus +2

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	14 (+2)	9 (-1)	10 (+0)	14 (+2)

Skills Acrobatics +4, Deception +4, Athletics +2, Perception +2

Senses Darkvision 60 ft., Passive Perception 12

Languages Common, Elvish, and Orc

Challenge 1/2 (100 XP)

Dirty Fighting. Twice per short rest, if one of Evelyn's attacks hits the enemy, she can choose as a bonus action to trip or disarm the target.

Fey Ancestry. Evelyn has advantage on saving throws against being charmed, and magic can't put her to sleep.

Sea Prowess. Evelyn has advantage on acrobatics and athletics checks that involve movement on a ship and in swimming checks.

Background

A 38-year-old half-elf sailor caught by the kobolds on her way home to her husband, Gareth. Evelyn is not much of a talker, but she is very determined to get home to her husband and is willing to group up with the PCs. If the choice becomes between her survival and someone else's though she will choose herself. She generally has a serious tone, but loves a good joke and her serious veneer will crack if the PCs manage to land one. She has a tendency to recite love poetry during battle.

BENARG

Medium Humanoid, Lawful Good

Armor Class 10
Hit Points 16 (3d4 + 9)
Speed 30 ft.
Proficiency Bonus +2

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	17 (+3)	7 (-2)	10 (+0)	10 (+0)

Skills Athletics +7, Intimidation +2
Senses Passive Perception 12
Languages Common, and Draconic
Challenge 1/2 (100 XP)

Breath Weapon. Benarg exhales a breath of 15ft cone (Dex. Save) that deals Acid damage. The DC is 13. The Creatures take 2d6 on a failed save, half on a successful one.

Damage Resistance. You have resistance to Acid damage.

Indomitable. Benarg has advantage on saving throws against being frightened.

You're coming with me. When Benarg drops to 0 hit points she can try to make one melee weapon attack as a reaction to one enemy at 5ft of him.

Background

Benarg is an experienced dragonborn gladiator, of 90 years. She was on her way to a nearby big town to finally fight in the big league, when her caravan was attacked. She is the last one living of those captured with her some 3 months ago. Beneath her intimidating exterior is a person deep in thought, with many opinions on art and society in general. She will make snide comments about the kobold's lack of a proper society, and that this hive kind of living is really not conducive towards building nations.

ANZIN BITTERSAPER

Medium Humanoid, Neutral

Armor Class 10
Hit Points 15 (3d4 + 9)
Speed 25 ft.
Proficiency Bonus +2

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	16 (+3)	8 (-1)	12 (+1)	5 (-3)

Skills Animal Handling +3, Nature +1
Senses Darkvision 60 ft., Passive Perception 13
Languages Common, and Dwarfish
Challenge 1/2 (100 XP)

Dwarven Resilience. Anzin has advantage on saving throws against poison and resistance against poison damage.

Green Thumb. Anzin has advantage on nature and survival skills to identify/locate a specimen of the local flora and fauna.

Stonecunning. Anzin has proficiency on History checks related to stoneworks and add double proficiency on it.

Background

Anzin is a 99-year- old mountain dwarf shepard grabbed during the night from a nearby valley. While she isn't much of a fighter she does know the local landscape. She is also a worshipper of Akadi, goddess of air and movement. As a whole she tries to remain positive and keep things moving, but she is silently panicking on the inside.

XALVADOR CORNWALLIS

Medium Humanoid, Neutral Good

Armor Class 11

Hit Points 18 (3d4 + 12)

Speed 30 ft.

Proficiency Bonus +2

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	18 (+4)	12 (+1)	14 (+2)	10 (+0)

Skills Animal Handling +4, Athletics +5, Intimidation +2, Nature +3, Performance +2

Senses Darkvision 60 ft., Passive Perception 13

Languages Common, and Dwarfish

Challenge 1/2 (100 XP)

Charge. If Xalvador moves at least 15ft in a straight line while riding, his weapons, attacks deal one extra die of damage.

Horse Companion. Xalvador has a favorite horse and has advantage on any animal handling checks with him.

Relentless Endurance. When Xalvador is reduced to 0 hit points but not killed outright, he can drop to 1 hit point instead. He can't use this feature again until he finish a long rest.

Savage Attack. When Xalvador scores a critical hit with a melee weapon attack, he can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Background

Xalvador is a 29-year-old squire, half-orc who is deaf on both ears. He can however read lips and speak fairly well. He has ambitions of being a knight one day, but also knows that it will likely never happen. Still he is happy he can spend time among the knightly, even if he can never serve. He is always very happy, almost as if he is always enjoying a pint of beer at the pub, and he helps anyone he can, even to his own detriment. He had a horse, Potro, when he arrived, but if he is brought to the Forge he will see Potro has been slaughtered for meat.

MEREK WRITINGHAM

Medium Humanoid, Chaotic Evil

Armor Class 13

Hit Points 11 (3d6 + 3)

Speed 30 ft.

Proficiency Bonus +2

STR	DEX	CON	INT	WIS	CHA
7 (-2)	17 (+3)	13 (+1)	14 (+2)	12 (+1)	14 (+2)

Skills Investigation +4, Stealth +5

Senses Darkvision 60 ft., Passive Perception 13

Languages Common, and Elvish

Challenge 1/2 (100 XP)

Sneak Attack. Once per turn, Merek can deal 7 (2d6) extra damage to one creature he hits with an attack if he has advantage on the attack roll. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Cunning Action. Due to his high agility and cunning he can use a bonus action to take the Dash, Disengage or Hide action.

Background

32 years old, Merek is a veteran human bandit from a local band. He has only been captive for about a week or so, but as with many things in his life, he decided to play the long con. He is more than willing to partner with the party, though he will have no qualms about throwing them to the wolves the moment that is advantageous. He is however likely to be tempted by the treasures from the dragon if he sees an opportunity. He might do this by sneaking away while the party fights, or straight up abandoning them.

JUSTICE DE BOLBEC

Medium Humanoid, Chaotic Evil

Armor Class 12

Hit Points 13 (3d6 + 6)

Speed 30 ft.

Proficiency Bonus +2

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	14 (+2)	12 (+1)	11 (+0)	15 (+2)

Skills Deception +4, Performance +5

Senses Darkvision 60 ft., Passive Perception 13

Languages Common, and Elvish

Challenge 1/2 (100 XP)

Spellcasting. Justice is a 1st-level bard with Charisma as a spellcasting ability. (spell save DC 12, to hit with spell attacks +4)

- **Cantrips** (*at will*). Mending, Dancing Lights, Minor Illusion, Friends.
- **1st level** (2 *slots*). Unseen Servant, Tasha's Hideous Laughter, Silent Image, Feather Fall.

Background

Justice is a 26 year old human male prostitute. with a very smooth gentle appearance and voice. His natural bearing is suffused by his work: his voice filled with calming warmth, his movements convey confidence and his eyes determination. Before being captured by the kobolds, Justice belonged to an upper class brothel in a nearby city where he serviced primarily the ladies of the aristocrats. Through his work, and some of his clients he has been taught a very limited amount of magic. He has a difficult time turning off his charm, but as an actual person he is quite a knowledge seeker and loves engineering. One day he hopes to buy his freedom and become an engineer instead.

APPENDIX B: ZANDAFRAX

Zandafrax is an adult red dragon who seeks immortality. On their quest to do so Zandafrax sought out Garyx, god of fire and red dragons, in the abyss, attempting to bargain for immortality. Garyx, laughed and taunted Zandafrax and as Garyx used his magic to cast them out, he also cast the curse on Zandafrax. A curse as humiliating and taunting as his final words. It grants the red dragon regenerative abilities, but each regeneration causes more and more disfiguration, and bloating. Simultaneously the curse also affected Zandafrax's most prized capabilities, their silver tongue and their powerful breath, both now a huge hindrance and defiled instead.

Zandafrax is now merely a shadow of the red dragon they should be, but still a formidable foe. That is something many other dragons learnt when they came to take Zandafrax's hoard for themselves. Many of them made off with small portions of it, but none managed to defeat Zandafrax outright. Eventually the nearby dragons considered it not worth the hassle or risk.

In their current state Zandafrax is not really able to do much, but reside in their treasure hoard, yelling instructions at the kobold tribe that attends them. The tribe does everything from hunting and cleaning, to actually gathering more treasure for the dragon. While treasure remains important, Zandafrax's real focus is on lifting their curse. To this end they have also formed a loose alliance with a nearby Yuan-ti stronghold, represented by Austali (Appendix F). The two of them spend many hours trying to find a way to break the curse. So far the solutions they try to focus on range from ancient artifacts to somehow gain the favour of other gods. Zandafrax's current favourite plan involves finding a way to kill Garyx and absorb his powers.

At this point Zandafrax is so covered in these tumorous heads that they weigh twice that of most dragons their size and are considered gargantuan. They can no longer climb, and their walk and fly speed is reduced by half. Each of the heads also give off gurgling and wailing noises at random, never giving them a moment of peace. Their breath weapon barely works and for the most part Zandafrax tries to not speak anymore, too disgusted with their own speech.

TABLE 2.1 ZANDAFRAX'S CURSES

NEITHER RHYME NOR REASON

Arcana

DC Description

12+ This is most certainly a curse of some kind. It seems to be related to speech.

15+ It is clear that the curse requires that anyone near Zandafrax must speech in rhyme or suffer the results. It seems to affect Zandafrax the most.

18+ It is very clear this curse is the work of a powerful entity, as it is very complex and affecting a dragon.

MALIGNANT REGENERATION

Arcana

DC Description

12+ Something related to the necrotic energies surrounding you is causing the dragon to grow these semblance of faces and body parts each time it takes damage.

15+ It seems the necrotic energy regenerates the life energy to the dragon at the cost of each regeneration causing it to growing more tumorous.

18+ Much of the growth seems to be created in proportion to the injuries inflicted on the dragon and it is slowly impeding its movement.

ZANDAFRAX RHYMES

Zandafrax is forced to speak in rhymes lest they take damage from their curse. Following are some phrases Zandafrax has defaulted to as means of communicating everyday things. It's highly encouraged that you prepare your own rhymes as well based on situations you expect that Zandafrax may have to speak to.

Zandafrax always speaks in draconic, considering any other language inferior. Treat these phrases as approximate translations, to convey both the meaning and the rhyme.

RHYME DIALOGUE

Normal Phrase **Zandafrax's version**

Get out *leave me be, lest I hear your plea.*

After them *Assail!, do not fail!*

Bring me food *Sate my hunger, I am not getting younger.*

Status report *What are your news, you ooze?*

What will you do now *what a quandary, how shall you make it the contrary?*

What is your name *I will bring you ruin, truly do you in.*

I will destroy you *Sate my hunger, I am not getting younger.*

Bring me more treasure *Stop your leisure, I need more treasure.*

In cases of longer conversation pieces, such as if the characters try to negotiate for their freedom, Zandafrax is prone to sounding more like a poet than someone holding a conversation. Here is an example of how you might phrase a pondering on an offer from the player characters:

Players say they are willing to bargain.

To me Zandafrax the great,
you bring an offer,
shall i assume it is not a bait,
merely a want to fill your coffer?
what little do you bring,
a shambling wimp,
to me, a wyrm with everything?

Zandafrax accepts a deal.

An accord you seek,
perhaps one I should accept.
You are quite meek,
alas my word will be kept.

Zandafrax rejects a deal.

You attempt to bargain
yet the offer you convey
brings naught but dismay.

Zandafrax laments their situation.

A minor setback
my life has taken
for much I lack
by kin forsaken
Garyx the mad
that crazed buffoon
upon me clad

a cursed boon

ZANDAFRAX

Gargantuan dragon , chaotic evil

Armor Class 19

Hit Points 275 (19d12 +152)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	8 (-1)	27 (+8)	16 (+3)	13 (+1)	21 (+5)

Damage Immunities Fire

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 23

Languages Abyssal, Common, Draconic
Challenge 14 (11,500 XP)

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 14 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. Any creature not of the abyss makes this save with a disadvantage due to the horrendous form of Zandafrax.

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

Neither Rhyme or Reason. When Zandafrax speaks, they can only speak in rhymes. If they fail to do so they receive a writhing wave of agony, taking 6d6 necrotic damage, and unable to do anything that turn. Similarly anyone within 120 feet must suffer the same consequences if they fail, but only take 2d6 necrotic damage.

Malignant Regeneration. If Zandafrax is ever below maximum health they regenerate 3d6 health per turn, unless hit with a spell or attack that deals acid or poison in the past turn. Each time this ability is triggered a small deformed, vaguely draconic head appears somewhere on Zandafrax's body, adding another 2 lb to their weight. Should Zandafrax ever have their head cut off without losing all hp, within 1d4 days one of these heads will become the dominant head and grow to resemble their normal head.

Vicious Claws. Zandafrax's claws have the vorpal quality and count as magical weapons. Unfortunately they are not themselves immune to their claws and even a slight touch of their claws will cause damage, triggering the Malignant Regeneration trait soon after.

Actions

Bite. *Melee Weapon Attack:* +14 to hit, reach 10ft., one target. *Hit* 19 (2d10 + 8) piercing damage plus 7 (2d6) fire damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5ft., one target. *Hit* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15ft., one target. *Hit* 17 (2d8 + 8) bludgeoning damage.

Fiendish Breath (Recharge 5–6). Zendafrax's breath weapon has a 80% chance to be replaced with the spell *Summon Fiend*. The summoned fiend has to succeed a DC 18 Wisdom save. If it fails, it is under their command, if it succeeds it is aggressive to anyone it sees. If the breath attack is replaced the breath weapon is not consumed.

If the breath weapon is not replaced, Zendafrax exhales a 60-foot cone of fire. Each creature in that area must make a DC 17 Dexterity saving throw, taking 36(12d6) fire damage on a failed save, 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 17 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

APPENDIX C: SPECIAL TREASURES

ROOM 7

Equipment in kobold sizes: 10 spears, 2 maces, 1 short sword, 4 daggers, 1 mail armor, 3 leather armors, 1 shield.

Weapons in medium size: 1 longsword, 2 warhammers, 4 daggers, 1, 1 half of a plate armor, 3 helmets.

ROOM 10

Ring of Water Walking, Potion of Climbing, Boots of Striding and Springing, +1 Mace of Terror, Potion of Mind Reading, Feather Token (Tree), a quiver of ten +3 arrows, Cape of the Mountebank, Potion of Water Breathing.

ROOM K3

Potion of Clairvoyance, Spell Scroll (2nd level) - Zone of Truth, Boots of Winterland, Restorative Ointment.

APPENDIX D: MUSHROOMS

CERULEAN WAXCAP

A slightly translucent mushroom with a wide cap, this mushroom is best known for its teal color and the bioluminescent spores. Often found deep in wet warm caves it casts a dim light reaching up to 30 feet away. Alternatively also called the Scholar's Companion due to it often being used as a night lantern by rich academics, who use its 5 feet bright light to read. If removed from its growing medium the light will fade within 4 hours as it starts to shed its spores, which dim when they leave the mushroom.

Market value per pound, fresh: 3 sp. *Average weight per mushroom:* 0.25 lb.

LILAC TENDERPUFF

The Lilac Tenderpuff is the best known of the several edible mushrooms that makes up the tenderpuff family. Much of this renown comes from its strong umami/savoury taste, making it a cook's best friend. The only downside is that it tends to leave a purple tint to everything it touches.

Market value per pound, fresh: 5 cp. *Average weight per mushroom:* 0.1 lb.

GREEN GILLED DAWN TRUFFLE

While perhaps interesting to look at the Dawn Truffle is not considered much worth. Its bland taste and relative common occurrence has relegated it to being a commoner's mushroom. Poets and artists do have a fondness for it though as its dawn like color, with a seemingly green aura has inspired many metaphors. It has reached a status as a minor symbol for change being on the horizon.

Market value per pound, fresh: 3 cp. *Average weight per mushroom:* 0.01 lb.

FLAX SHELF

Known as Flax Shelf for its flax like color and very flat cap, this mushroom is pretty common in most mountain and forest regions. For most foragers it is the first mushroom they learn to avoid through experience, as it can often be mixed up with other mushrooms. The Flax Shelf however has a tendency to give stomach aches, even after cooking. In some cases even to the point of considerable illness. Any character that eats this mushroom needs to make a DC 12 Constitution saving throw. If they fail they will suffer from a stomach ache after 1d4 hours, lasting for 1d4 days. If they fail it by 5 or more they will gain the poisoned condition for the duration.

Market value per pound, fresh: - cp. Average weight per mushroom: 0.1 lb.

VELVET-CAPPED DYE FUNNEL

Unlike most mushrooms this one has what seems like fur on it. This very tiny fur is actually its spores, which helps give it the feeling of velvet when touched. While eating it will cause significant food poisoning the dye funnel has, as its name suggests, been found to be a good source of dye. It gives a strong green emerald color, and can even dye leather.

Market value per pound, fresh: 8 sp. Average weight per mushroom: 0.02 lb.*

FLESHMAN'S STINKHORN

Most easily identifiable by its range of pink to light purple colors, this mushroom is technically edible, but most creatures avoid it due to the smell. It often tastes the same as the smell it gives off, which is most commonly described as rotten flesh mixed with bile. Understandably, most humanoids at least tend to only eat this in dire situations, with little to no rations left. giant weasels are however known to love them for an unknown reason.

Market value per pound, fresh: 1 cp. Average weight per mushroom: 0.02 lb.

COMMON BROTH BALL

A sturdy mushroom found nearly everywhere this mushroom is mostly known for its use in broths. It has a slightly earthy sour taste to it, and goes for a decent enough price most places. Its dark brown cap, often with cracks of white in it, is often its most identifying feature, along with a snow-white stem.

Market value per pound, fresh: 5 cp. Average weight per mushroom: 0.01 lb.

DROWSE FURNACE

The drowse furnace is a fairly rare cave mushroom known for knocking people unconscious with its spores. It is recognizable by its very large size with a cap often reaching 3-5 feet and the same length for its stem. Its fiery red color and knock-out capability has given it its name, but only the potential for poison makes it a commodity for apocryphes and alchemists. Any creature that is within 10 feet of one will trigger the release of its spores. If the creature then fails a DC 14 Constitution throw, it is knocked out for 1d4 hours. If a character has taken steps to filter out the spores (such as to breathe through a wet towel) or does not breathe, they are immune to the effect. As the mushroom is edible, it is not uncommon to find it used to drug people through their food. It has a slightly sweet taste, but its effect is only viable for 1 week after harvest.

Market value per pound, fresh: 1 gp. Average weight per mushroom: 2 lb.

COBALT MOREL

While its cobalt color might make it seem somewhat toxic, the Cobalt Morel is actually a sought-after delicacy. It had a well-rounded nutty taste, with a bit of a peppery aftertaste. They are not usually viable as a crop as it tends to only form colonies under very specific circumstances and require intensive care. They only remain edible for about a week, but most towns and cities consider them a treat and often willing to pay full price even for sub par morels.

Market value per pound, fresh: 1 gp. Average weight per mushroom: 0.02 lb.

APPENDIX E: KOBOLDS

This adventure references several kobold monsters, three of which you can find in Volo's Guide to Monsters. The Kobold Scale Sorcerer, The Kobold Inventor and the Kobold Dragonshield (p. 165-167). These stat blocks are replicated here for reference, including a stat block for Laxdryz.

KOBOLD DRAGONSHIELD

Small humanoid (kobold), lawful evil

Armor Class 15 (Leather Shield)

Hit Points 44(8d6 + 16)

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	8 (-1)	9 (-1)	10 (+0)

Skills Perception +1

Senses Darkvision 60 ft., Passive Perception 11

Languages Common Draconic

Challenge 1 (200 XP)

Proficiency Bonus +2

Dragon's Resistance. The kobold has resistance to a type of damage based on the color of dragon that invested it with power (choose or roll a d10): 1–2, acid (black); 3–4, cold (white); 5–6, fire (red); 7–8, lightning (blue); 9–10, poison (green).

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

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.

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

Actions

Multiattack. The kobold makes two melee attacks.

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

KOBOLD INVENTOR

Small humanoid (kobold), lawful evil

Armor Class 12

Hit Points 13(3d6 + 3)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	12 (+1)	8 (-1)	7 (-2)	10 (+0)

Skills Perception +0

Senses Darkvision 60 ft., Passive Perception 10

Languages Common Draconic

Challenge 1/4 (50 XP)

Proficiency Bonus +2

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.

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

Actions

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

Sling. *Melee Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit* 4 (1d4 + 2)

Weapon Invention. The kobold uses one of the following options (roll a d8 or choose one); the kobold can use each one no more than once per day:

- **Acid.** The kobold hurls a flask of acid. Ranged Weapon Attack: +4 to hit, range 5/20 ft., one target. *Hit:* 7 (2d6) acid damage.
- **Alchemist Fire.** The kobold throws a flask of alchemist's fire. Ranged Weapon Attack: +4 to hit, range 5/20 ft., one target. *Hit:* 2 (1d4) fire damage at the start of each of the target's turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.
- **Baskets of Centipedes.** The kobold throws a small basket into a 5-foot-square space within 20 feet of it. A swarm of insects (centipedes) with 11 hit points emerges from the basket and rolls initiative. At the end of each of the swarm's turns, there's a 50 percent chance that the swarm disperses.

- **Green Slime Pot.** The kobold throws a clay pot full of green slime at the target, and it breaks open on impact. Ranged Weapon Attack: +4 to hit, range 5/20 ft., one target. Hit: The target is covered in a patch of green slime. Miss: A patch of green slime covers a randomly determined 5-foot-square section of wall or floor within 5 feet of the target.

Rot Grub Pot. The kobold throws a clay pot into a 5-foot-square space within 20 feet of it, and it breaks open on impact. A swarm of rot grubs emerges from the shattered pot and remains a hazard in that square.

Scorpion on a Stick. The kobold makes a melee attack with a scorpion tied to the end of a 5-foot-long pole. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1 piercing damage, and the target must make a DC 9 Constitution saving throw, taking 4 (1d8) poison damage on a failed save, or half as much damage on a successful one.

Skunk in a Cage. The kobold releases a skunk into an unoccupied space within 5 feet of it. The skunk has a walking speed of 20 feet, AC 10, 1 hit point, and no effective attacks. It rolls initiative and, on its turn, uses its action to spray musk at a random creature within 5 feet of it. The target must make a DC 9 Constitution saving throw. On a failed save, the target retches and can't take actions for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature that doesn't need to breathe or is immune to poison automatically succeeds on the saving throw. Once the skunk has sprayed its musk, it can't do so again until it finishes a short or long rest.

Wasp Nest in a Bag. The kobold throws a small bag into a 5-foot-square space within 20 feet of it. A swarm of insects (wasps) with 11 hit points emerges from the bag and rolls initiative. At the end of each of the swarm's turns, there's a 50 percent chance that the swarm disperses.

KOBOLD SCALE SORCERER

Small humanoid (kobold), lawful evil

Armor Class 15 (Natural Armor)

Hit Points 27(5d6 + 10)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	14 (+2)	10(+0)	9 (-1)	14 (+2)

Skills Arcana +2, Medicine +1

Senses Darkvision 60 ft., Passive Perception 9

Languages Common Draconic

Challenge 1 (200 XP)

Proficiency Bonus +2

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

- *Cantrips (at will).* fire bolt, mage hand, mending, poison spray
- *1st level (4 slots).* charm person, chromatic orb, expeditious retreat
- *2nd level (2 slots).* scorching ray

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

- *Heightened Spell.* When it casts a spell that forces a creature to make a saving throw to resist the spell's effects, the kobold can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.
- *Subtle Spell.* When the kobold casts a spell, it can spend 1 sorcery point to cast the spell without any somatic or verbal components.

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.

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

Actions

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

LAXDRYZ THE KOBOLD

Small humanoid (kobold), lawful evil

Armor Class 12 (Natural Armor)

Hit Points 5(2d6 -1)

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	8 (-1)	9 (-1)	10 (+0)	10 (+0)	8 (-1)

Skills Investigation +2, Perception +2

Senses Darkvision 60 ft., Passive Perception 10

Languages Common Draconic

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Self Sacrifice. As an action on his turn Laxdryz can light his explosive, which he carries in his lap. On the start of his next turn this explosive will blow up, causing 6d6 damage to any creature within 20 feet. Any creature Large or smaller, caught in the blast must make a DC 18 Strength save or be knocked prone. If the explosive is triggered within the lair the explosion will cause a cave-in 10 feet thick, reaching to the roof of the cave, and covering the width.

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.

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

Wheelchair Bound. Due to old age Laxdryz is confined to his wheelchair. This means he has a reduced movement speed (20ft), has disadvantage on all Dexterity and Strength related checks, and cannot climb or dash.

Laxdryz (pronounced *lak-dris*) is by far the eldest kobold in this colony, at 111 years old. He is the only kobold still alive that remembers anything from before the tribe served Zandafrax, and is proud to have been part of the scout group that made contact with them. Now he is far to infirm to really do anything, so he has relegated himself to be the lookout and a last resort for the colony. If he sees a significant threat approaching he will wheel himself in his wooden wheelchair, to the entrance of the lair and blow himself up to cause a cave-in. If he sees the party trying to escape, he will also trigger his explosive, with a grin and a hoarse cackling laugh.

APPENDIX F: AUSTALI

Austali is a yuan-ti pureblood sent by a nearby stronghold of yuan-ti under the guise of attempting to help Zandafrax in return for an alliance. To prove the yuan-ti are trustworthy Austali is attempting to lift the curse on Zandafrax. While he is putting in a real effort in lifting the curse, Austali is also slowly casting another curse of mind control on Zandafrax, hoping to eventually be able to control the dragon.

Austali's daily life consists mostly of reading and researching Zandafrax's curse. Being a divine curse directly from Garyx, it is proving very difficult. He also regularly reports back to the stronghold using a teleportation circle, who's destination glyphs he has memorized and keep no record of. While back at the stronghold they often do research in the great archives there, sometimes staying away for days at the time.

AUSTALI'S ROUTINE

Austali usually starts off their day by consuming rations he has brought from the yuan-ti stronghold. He found kobolds in general to be disgusting and wouldn't touch kobold "cuisine" even if the alternative was to die of starvation. After eating follows the day's research session; reading notes, trying spells on a scale of Zandafrax and mixing alchemical potions of various kinds. This often lasts until well into the afternoon. Afterwards follows dinner, and Austali's daily conversation with Zandafrax where he also performs a very small ritual, to further the mind control curse.

He performs the ritual during their conversation and it merely consists of landing a small drop of a potion on Zandafrax's body, but it must be done at least once a week for a decade. For every full week of applying the potion, the curse is applied faster, reducing the needed time by an additional week. So far Austali has performed the ritual for 3 years, with 5 years remaining until it is done. After this more research is often the norm, but sometimes this is when Austali chooses to leave for the yuan-ti stronghold, often under the guise of visiting the great archives they have there.

Sometimes Austali also leads expeditions for the kobolds, to appease Zandafrax when they get restless and need more valuables for their hoard. While this is rare, it does happen. In return Austali also often borrow kobolds for his own expeditions, often under the pretense of raiding places for potential cures to the curse. Again this is rare but it does happen.

FIGHTING AUSTALI

In combat Austali always tries to keep his distance, but when cornered, is not afraid to wield his simitars. When alone he will very heavily lean on Charm, and Hold Person and position themselves between their enchanted target and the rest of the party. If he fights together with others, he favours a more distanced approach, using Mind Spike and Chromatic Orb as well as Hold Person.

AUSTALI

Medium humanoid (yuan-ti) , Neutral evil

Armor Class 15 (Natural Armor)

Hit Points 90 (15d10+1)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	16 (+3)	12 (+1)	14 (+2)	12 (+1)	14 (+2)

Saving Throws DEX +5, CHA +5

Damage Immunities Poison

Condition Immunities Poisoned

Skills Acrobatics +6, Arcana +6, Deception +6, Stealth +3

Senses Darkvision 60 ft., Passive Perception 13

Languages Abyssal, Common, Draconic

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Innate Spellcasting. Austali's spellcasting ability is Charisma (spell save DC 13). The yuan-ti can innately cast the following spells, requiring no material components:

- *At will.* Animal Friendship (snakes only)
- *3/day* Poison Spray, Suggestion

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

Shapechanger. Austali can use its action to polymorph into a Medium snake, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.

Spellcasting. Austali is a 5-level spellcaster with Charisma as their spellcasting ability (spell save DC 15, +3 to hit with spell attacks). Austali has following Wizard spells prepared:

- *Cantrips (at will).* Encode Thoughts, Friends, Mage hand, Message
- *1st level (4 slots).* Charm Person, Chromatic Orb, Detect Magic, Identify, Illusory Script
- *2nd level (3 slots).* Arcane Lock, Detect Thoughts, Gust of Wind, Hold Person, Mind Spike, See Invisibility
- *3rd level (2 slots).* Counterspell, Dispel Magic, Nondetection, Remove Curse

Actions

Multiattack. Austali makes two melee attacks.

Bite (Snake Form Only). *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 5(1d4+3) piercing damage.

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 15ft., one target. *Hit* 4 (1d6+1) slashing damage.

APPENDIX G: MISCELLANEOUS MONSTERS AND DANGERS

GIANT WEASEL

Medium Beast, Unaligned

Armor Class 13 (Natural Armor)

Hit Points 9 (2d8)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	16 (+3)	10 (0)	4 (-3)	12 (+1)	5 (-3)

Skills Perception +3, Stealth +5

Senses Darkvision 60 ft., Passive Perception 13

Languages -

Challenge 1/8 (25 XP)

Keen Hearing and Smell. The weasel has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

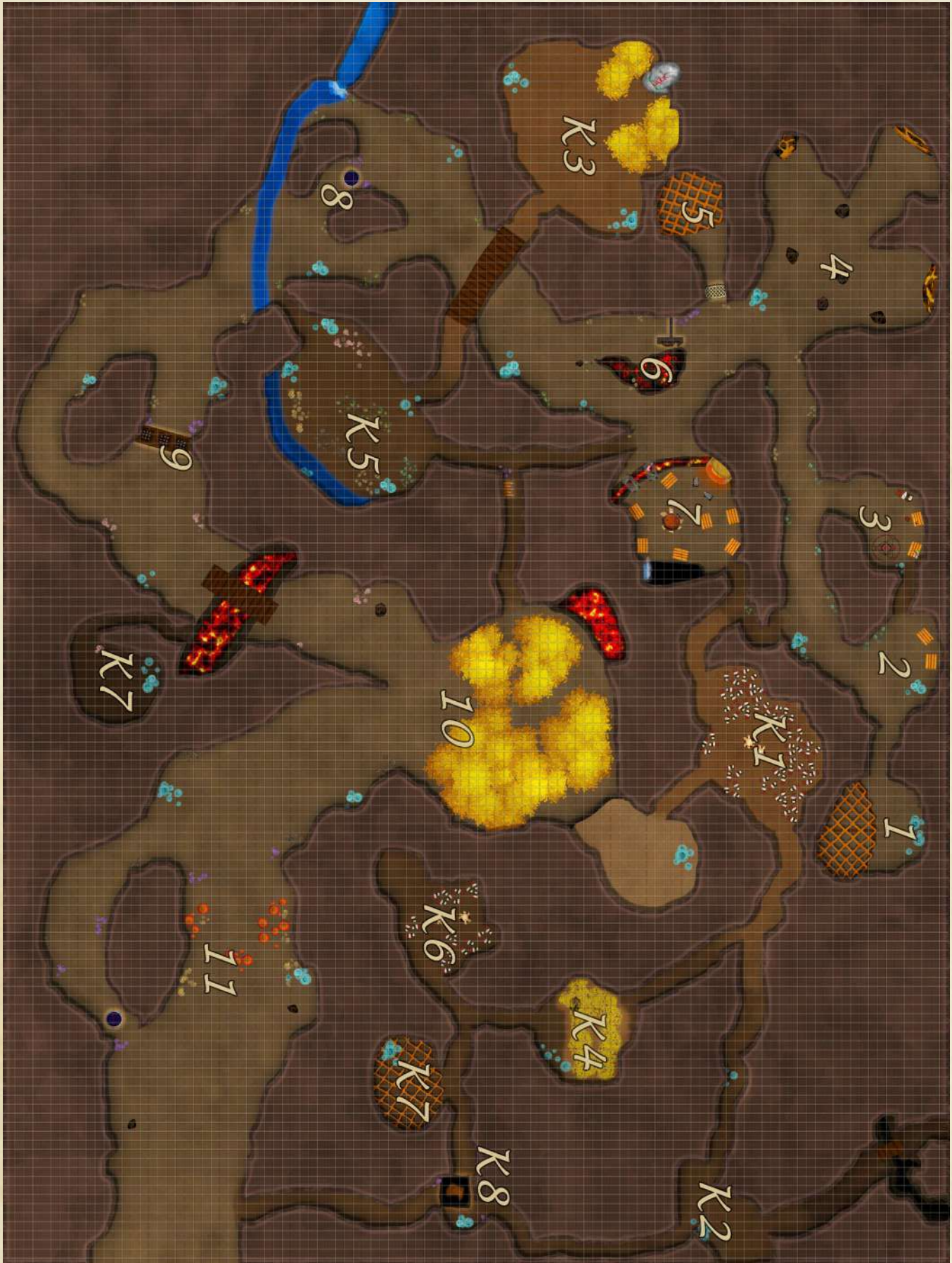
Bite (Snake Form Only). *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 5(1d4+3) piercing damage.

YELLOW MOLD

Patches of yellow mold are most commonly encountered in dark, damp locations, and grows in 5-foot square and larger patches. If disturbed, the yellow mold releases a cloud of spores in a 10-foot radius around itself. Creatures caught in the spore cloud take 11 (2d10) poison damage and must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. The creature takes an additional 5 (1d10) poison damage at the start of each of their turns and can repeat the saving throw at the end of each of their turns, ending the effect on itself on a successful save. Yellow mold is instantly destroyed by fire damage or sunlight.

APPENDIX H: MAPS

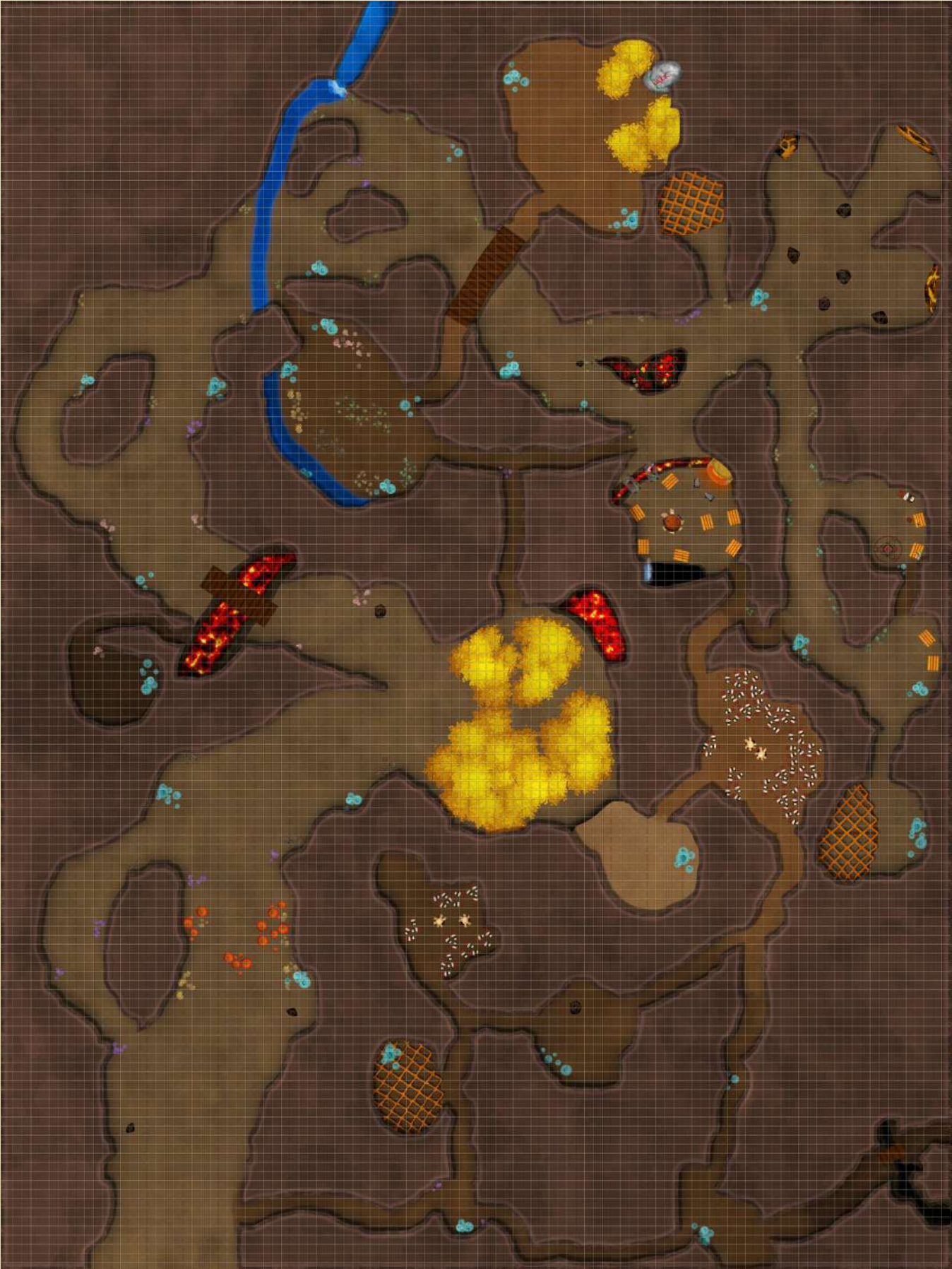
DUNGEON MASTER'S MAP



DUNGEON MASTER'S MAP GRIDLESS



PLAYER MAP



PLAYER MAP GRIDLESS



CREDITS



Thank you to homebrewery for making an awesome tool for compiling my D&D ideas in.
Design and Art by Adrian Ihle

LEGAL STUFF

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