



THE KOBOLDS' CAULDRON

If you run a distillery and you have any concern for safety, you know that one thing you definitely would not mix with high-proof alcohol is an open flame. However, if you're a kobold distiller, you don't care too much for safety. Which is why at the Kobolds' Cauldron brewery and still, situated conveniently on the side of a stately volcano, you'll not only find plenty of loose alcohol, you'll also find plenty of open flames!

KOBOLD BREWERS

The kobolds that run the Kobolds' Cauldron seemingly have

absolutely zero awareness of the hazardous conditions under which they work day in and day out. Stills filled with explosive, high-proof liquor rest on the building's dry, splintered wood floors. These ramshackle vessels then steam and rattle next to uncovered torches and open chasms of flowing magma.

The kobolds themselves are similarly cavalier with their combat tactics, rolling casks filled with unstable moonshine at attackers, and hurling flaming cocktails of booze with reckless abandon.

BOOZE SERVER KOBOLD

Small humanoid (kobold), lawful evil

Armor Class 13
Hit Points 5 (2d6 - 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	9 (-1)	7 (-2)	6 (-2)	10 (+0)

Saving Throws Dex +5
Skills Acrobatics +5
Senses darkvision 60 ft., passive Perception 8
Languages Common, Draconic
Challenge 1 (200 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.

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

Flammable Spirits. The kobold carries many bottles filled with highly-flammable alcohol. As a bonus action on

each of its turns, the kobold can stuff a rag into the opening of an alcohol bottle it is carrying and ignite it using a nearby open flame, causing its next Hurl Bottle attack to use its ignited effects.

Actions

Broken Bottle. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

Hurl Bottle. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

If the bottle was not ignited, the target is soaked in flammable alcohol. The next time a soaked target takes any fire damage, that fire damage is increased by 3 (1d6) as the alcohol burns away. If not ignited, the alcohol evaporates harmlessly after 1 minute.

If the bottle was ignited, hit or miss, it shatters in a fiery explosion. The target and each creature within 5 feet of it must make a DC 13 Dexterity saving throw. A creature takes 5 (2d4) fire damage and is ignited on a failed save, or takes half as much fire damage and is not ignited on a successful one. An ignited target takes 2 (1d4) fire damage at the start of each of its turns, and can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames. A flammable object in the area ignites if it isn't being worn or carried.



These kobolds use only minimal personal safety equipment.

CASK HAULER KOBOLD

Small humanoid (kobold), lawful evil

Armor Class 12
Hit Points 7 (2d6)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	10 (+0)	7 (-2)	6 (-2)	10 (+0)

Saving Throws Str +1
Skills Athletics +3
Senses darkvision 60 ft., passive Perception 8
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.

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

Volatile Cask. The kobold carries a cask of flammable alcohol on its back. While it does so, the kobold can't use its hands to make attacks or use actions, and fire damage the kobold takes is also taken by the cask.

When the cask takes fire damage, roll a d10. If the result is less than the fire damage dealt, the cask erupts

in a 10-foot radius explosion. Each creature in the area must make a DC 13 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much on a successful one. Flammable objects in the area not being worn or carried ignite.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Roll Cask (1/Day). The Kobold rolls its carried cask in a straight line 15 feet in a direction of its choice. The cask then continues to roll 15 feet at the start of each of the kobold's turns, accelerating, decelerating, or changing direction with the terrain at the GM's discretion.

The cask is an object with an AC of 10 and 10 hit points (immunity to poison and psychic damage, vulnerability to fire damage), and which retains the applicable portion of the Volatile Cask trait above. If the cask collides with a creature or a solid surface, both it and what it collides with take 5 (1d10) bludgeoning damage for every 10 feet it moved this turn.

If the cask is destroyed by fire damage, the Volatile Cask trait is triggered automatically. If it is destroyed by damage of a different type, it creates a 5-foot radius pool of flammable alcohol on the ground where it was destroyed. Any fire damage dealt in the pool's area ignites it, forcing each creature in the area to succeed on a DC 13 Dexterity saving throw or take 7 (2d6) fire damage as the alcohol burns up.

VARIANT: SIMPLE VERSIONS

If you find the above versions of the kobold brewers too mechanically complex for smooth use in your game, you can opt to use these simpler versions instead.

BOOZE SERVER KOBOLD

Small humanoid (kobold), lawful evil

Armor Class 13
Hit Points 5 (2d6 - 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	9 (-1)	7 (-2)	6 (-2)	10 (+0)

Saving Throws Dex +5
Skills Acrobatics +5
Senses darkvision 60 ft., passive Perception 8
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.

Actions

Broken Bottle. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

Burning Spirit (Recharge 4–6). *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage. Hit or miss, the bottle then shatters in a fiery explosion. The target and each creature within 5 feet of it must make a DC 13 Dexterity saving throw. A creature takes 5 (2d4) fire damage and is ignited on a failed save, or takes half as much fire damage and is not ignited on a successful one. An ignited target takes 2 (1d4) fire damage at the start of each of its turns, and can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames. A flammable object in the area ignites if it isn't being worn or carried.

CASK HAULER KOBOLD

Small humanoid (kobold), lawful evil

Armor Class 12
Hit Points 7 (2d6)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	10 (+0)	7 (-2)	6 (-2)	10 (+0)

Saving Throws Str +1
Skills Athletics +3
Senses darkvision 60 ft., passive Perception 8
Languages Common, Draconic
Challenge 2 (450 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.

Volatile Cask. If the kobold takes fire damage, roll a d10. If the result on the d10 is less than the fire damage dealt, the kobold's cask erupts in a 10-foot radius explosion. Each creature in the area must make a DC 13 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much on a successful one. A flammable object in the area ignites if it isn't being worn or carried.

Actions

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1 + 2) slashing damage.

Ignite Cask. The kobold ignites the cask it carries on its back, triggering its Volatile Cask trait as if it had taken 10 or more fire damage.

KOBOLD WING SORCERER

Small humanoid (kobold), lawful evil

Armor Class 15 (studded leather)

Hit Points 36 (8d6 + 8)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	12 (+1)	10 (+0)	9 (-1)	16 (+3)

Saving Throws Dex +6, Int +3, Cha +6

Skills Acrobatics +5, Arcana +2

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 5 (1,800 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.

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

Sorcery Points. The kobold has 5 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.

Spellcasting. The kobold is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at-will): *acid splash*, *fire bolt*, *mage hand*, *minor illusion*, *prestidigitation*

1st level (4 slots): *burning hands*, *expeditious retreat*

2nd level (3 slots): *misty step*, *scorching ray*

3rd level (2 slots): *counterspell*, *fireball*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

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

KOBOLD WINGED MANAGEMENT

Supervising the Cauldron's sizable brewing workforce are a handful of winged kobold sorcerers. These middle-manager kobolds use their flight to keep watch over the laborers, and use their magic to repel attackers—as well as to keep lazy or insubordinate kobolds in line.

DIRE WEASEL

As deadly as they are adorable, dire weasels are used by the kobolds at the distillery as mounts and beasts of burden. In the wild, dire weasels primarily hunt small game such as jackrabbits and wild dogs, but have also been known to kill and eat individuals of the smaller humanoid races.

DIRE WEASEL

Medium beast, unaligned

Armor Class 15 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	14 (+2)	4 (-3)	12 (+1)	5 (-3)

Skills Perception +3, Stealth +6

Senses darkvision 60 ft., passive Perception 8

Languages —

Challenge 1 (200 XP)

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

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage. If the target is a creature, it is grappled (escape DC 12).

Violent Shake. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one Small or Tiny creature grappled by the weasel. *Hit:* 14 (3d6 + 4) piercing damage.



MOLTEN OOZE

Volcanoes are not-too-seldom used as dumping grounds for all sorts of undesirable objects or materials. Their unfathomable temperatures and churning magma make them ideal for the disposal of just about anything that one doesn't want to see again.

Sometimes creatures can even be created in this extreme crucible of immeasurable heat and elemental energy. These creatures are born from the elemental heat and amorphous nature of magma, and they take the form of a writhing blob of any number of (now unidentifiable) substances melted in the volcano's caldera. A blob that wanders with intention—an intention to melt and absorb more material into its mass.

MOLTEN OOZE

Large ooze, unaligned

Armor Class 8

Hit Points 115 (11d10 + 55)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	7 (-2)	20 (+5)	1 (-5)	7 (-2)	2 (-4)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire

Condition Immunities blinded, charmed, deafened, exhausted, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 6 (2,300 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch without squeezing.

Heated Body. A creature that touches the ooze or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Molten Form. Nonmagical metal objects lost in the ooze's body melt after 1 round. If the ooze takes 10 or more cold damage in one turn, its speed is reduced to 5 feet and it loses its Amorphous trait and nonmagical damage resistances until the end of its next turn.

Spider Climb. The ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage plus 7 (2d6) fire damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one Large or smaller target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 10 (3d6) fire damage, and if the target is a creature, it is grappled (escape DC 14). Until the grapple ends, the target is restrained, the ooze can't constrict another target, and at the start of each of the ooze's turns, the target takes 21 (6d6) fire damage.