

# DUNGEONS & LAIRS: KOBOLD TUNNELS



*K*obold Tunnels is a Fifth Edition plug-in adventure for **four characters with an average party level (APL) of 3, 5, 8, or 11**. This document offers details for each level and makes adjustments accordingly.

## PLUG-IN ADVENTURE

As a plug-in adventure, the adventure content serves as plug-in material for game masters who wish to add a small dungeon to a preexisting campaign or need a side quest. If you need a hook for this adventure or already have a similar hook, the Kobold Tunnels Hooks table below offers details for introducing this adventure to your players.

## RUNNING THE ADVENTURE

To run the adventure, you need the three Fifth Edition core rulebooks. If you don't have a copy, you can access a free basic rule set from the official source.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under specific circumstances, as described in the text.

When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block as a way of saying, "Hey, game master, make sure you get this creature's stat block ready—there's going to be an encounter!" If the stat block appears in the Appendix of this adventure, the text tells you so; otherwise, you can find the stat block in the core rulebook.

*Spells* and nonmagical equipment mentioned in the adventure are described in the core manual for players. *Magic items* are described in the core manual for game masters unless the adventure's text directs you to an item's description in the Appendix.

## LEVEL SELECTION

Before play, be sure to know the level for which you wish to run the adventure. Overall, the locations and their descriptions in the adventure remain unchanged throughout the levels. However, most of the encounters, hazards, traps, and treasure scale with each level of the adventure. The keyed locations will present the differences between each level.

## KOBOLD TUNNELS

The kobold tunnels offer a single, narrow, low-ceilinged entrance at its northwestern side. The area surrounding the tunnels is overgrown with thick, thorn-laden brush, razor grass, and other natural hazards—a hint at the dangers to come. The kobold lair can be placed into any setting but fits best in a location with nearby hills or mountains where kobolds might be common. Higher level versions of this

## KOBOLD TUNNELS HOOKS

### d8 Side Quest Type Details

1	Fetch Quest	The kobolds stole a locket that belonged to a close friend of the characters. The locket is kept in the pile of other trinkets in area 23c.
2	Recover Stolen Item	Recently, the kobolds have been stealing trade goods from caravans passing near their tunnels. Local leaders want the characters to enter the tunnels and recover the stolen goods.
3	Receive Information	Supposedly, there's a passageway hidden within the kobolds' tunnels that leads deeper into the Low. Local leaders want the characters to find a path through the kobolds' tunnels to this entrance. The tunnel in question is at the southern edge of the map near area 7.
4	Rescue Mission	A scout discovered that three children who recently went missing are being held in cages within the kobolds' warrens. The characters are tasked to save the children. See area 6 and 7 for details.
5	Missing Person	A few children went missing near the kobolds' tunnels. Locals fear the worst. They want the characters to find proof that the children were captured by the kobolds. See area 6 and 7 for details.
6	Monster Hunt	Supposedly, a dangerous dragon lurks within the kobolds' tunnels. Locals want the characters to enter the tunnels and defeat the dragon. The dragon in question lairs in area 22b.
7	Supernatural Investigation	For some reason, the stench of lantern oil pours from the kobolds' tunnels. Locals want the characters to enter the tunnels to learn why. See area 11 for an explanation.
8	Secure Aid	In order to secure the help from a local lord, the characters must clear the tunnels of the kobolds and their leader.

adventure feature blue dragons, who are best known for lairing near deserts.

## GENERAL FEATURES

Unless otherwise stated, the Kobold Tunnels have the following features.

# Kobold Tunnels

1 square = 5 feet



**Architecture.** All of the tunnels throughout the complex have ceilings that are as tall as they are wide—and yes, that means there are plenty of tunnels that are only 4-5 feet high. Medium creatures wearing heavy armor move at half speed while traversing these low-ceilinged tunnels. The ceilings in chambers are marginally taller, usually 6 to 8 feet high. Fortunately, they do not impose the same penalties on Medium creatures as the narrow tunnels do.

**Illumination.** The kobolds share these tunnels with a nest of giant fire beetles. Overall, the beetles are harmless. However, they provide bright light in a 10-foot radius and dim light for an additional 10 feet. While this may seem like a boon for the characters, the kobolds—who rely on their darkvision—like to wait until targets become illuminated by the beetles, then fire from a distance outside of most creatures' darkvision range; this grants them an advantage on the attack since they are unseen. The beetles are skittish and flee whenever a combat breaks out around them. Assume that there is at least one **giant fire beetle** in each major chamber, with additional beetles in larger chambers.

**Kobold Ambushes.** The warrens are a literal maze of tunnels, chambers, and small areas within which the kobolds can flee, crawl, and ambush intruders. Each version of this adventure has a number of kobolds that aren't attached to keyed locations; this is the adventure's **kobold ambush number**. This number varies depending on the level of the adventure as shown on the Kobold Ambush table below.

#### KOBOLD AMBUSH

Adventure Level	# of Ambush Kobolds
3rd	30
5th	50
8th	80
11th	110

During combat, each character rolls a d100 at the end of their turn. If the number rolled is equal to or less than the current kobold ambush number, one **kobold** joins the combat in the next initiative order, appearing at the chamber's nearest egress. If it doesn't make sense for a kobold to appear, feel free to ignore the result.

The kobolds only ambush while the characters are in the middle of a fight.

Each time the characters kill a kobold in the tunnels, subtract 1 from the ambush kobold number. This number can never fall below 10—there's always at least a few kobolds hidden somewhere in the tunnels.

**Mob Rules.** There is no limit to the number of kobolds that can show up during a combat, so you may wish to use the optional mob rules from the Fifth Edition guide for game masters. For your convenience, the table is included below. It's recommended that the kobolds deal average damage for simplicity's sake—4 piercing damage with their daggers and 4 bludgeoning damage with their slings.

**Traps.** Needless to say, these tunnels are riddled with traps. All traps require a DC 13 Wisdom (Perception) check to detect and a DC 13 Dexterity check using proficiency in thieves' tools to disarm. The damage a trap deals and the saving throws the characters need to make to avoid its effects (if any) appear in their respective keyed location descriptions.

#### KOBOLD MOB ATTACKS

Target AC	Kobolds Needed for One to Hit
6-9	1
10-16	2
17-18	3
19-20	4
21-22	5
23	10
24+	20

**Anti-Centipede Musk.** The kobolds cover themselves in a potent chemical that deters centipedes—both mundane and giant—from attacking them. It also has the implicit benefit of making them stink to high hell.

#### KEYED LOCATIONS

The following locations are keyed to the map of the Kobold Tunnels on page 2.

##### 1 - CRAWL, DUMB HUMAN

When the characters first arrive, read the following text aloud:

Dozens of small, three-toed prints decorate the ground before this huge, overgrown hillside. A small hole—just 3 feet high—seems to be the only way inside the hill.

A successful DC 11 Wisdom (Survival) check reveals that the footprints belong to kobolds. Small or smaller creatures can enter the tunnels without any trouble. Medium creatures must crawl in order to enter the tunnels, and if they're wearing medium or heavy armor, they must also make a DC 13 Strength (Athletics) check. A character who fails this check becomes stuck and is restrained by the walls. A character can repeat the check at the end of their next turn, becoming unstuck on a success. As soon as a character becomes stuck, make a check on the Kobold Ambush table to determine if the kobolds take advantage of the situation.

##### 2 - HAHA! DUMB HUMAN SCARED OF COIN

Natural water trickles down the smooth walls of this large cavern. There is a small, round table at the center of the room, upon which a single gold coin sits.

Other than the coin, there is nothing interesting about this area. The coin exists just to make the characters (and their players) paranoid.

##### 3 - LOOK IN BOX, DUMB HUMAN!

A variety of crates and barrels stand against the northern wall.

**Encounter: Surprise!** When the characters go to investigate the boxes, a monster leaps out from the shadows and attacks. The nature of the monster depends on the level of the adventure, as shown on the Area 3 Encounter table below. Monsters marked with an asterisk are included in the appendix.

## AREA 3 ENCOUNTER

Adventure Level	Encounter
3rd	1 pseudodragon
5th	2 pseudodragons
8th	1 blue dragon wyrmling
11th	1 kobold wizard* wearing a ring of invisibility

**Treasure.** The crates and barrels are trade goods stolen from the nearby village; all together, they're worth 50 gp and weigh 50 lbs. per level of the adventure (for example, a 5th-level adventure has 250 lbs worth of trade goods worth 250 gp).

Additionally, in the 11th-level version of this adventure, the kobold wizard wears a *ring of invisibility*.

### 4 - STATUE FALL DOWN GO BOOM ON DUMB HUMAN

A 20-foot-tall statue carved to look like a human paladin—likely snatched from a nearby temple—stands at the south end of this room. Three kobolds push the statue over as soon as the characters enter this area. When the statue falls, each creature in a 15-foot-square directly in front of the statue must make a DC 13 Dexterity or Strength saving throw (target's choice). On a failed saving throw, a target is knocked prone, is restrained, and takes 10 (3d6) bludgeoning damage. A creature, including the restrained target, must make a DC 20 Strength saving throw to pull a restrained creature from under the statue. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the statue's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the statue space but isn't restrained.

**Encounter: Kobolds.** The three kobolds responsible for knocking the statue over attack.

### 5 - WATCH STEP, DUMB HUMAN!

The entirety of this room is actually a massive pool of quicksand that looks like solid ground. What happens when characters enter the area depends on the adventure's level. Treat the quicksand as an encounter for the purposes of kobold ambush checks.

There are no giant fire beetles here (a hint that something might be wrong).

**3rd Level.** If a creature weighing 50 pounds or more steps into the area, they sink 3 feet into the quicksand before they hit the bottom—conveniently, the kobolds weigh less than 50 pounds; thus, they don't sink. Medium and larger creatures treat the quicksand as difficult terrain. Small and smaller creatures who sink into the quicksand are restrained. A target restrained by the quicksand can escape by using its action and succeeding on a DC 13 Strength check. Creatures

who fall prone in the quicksand become completely submerged and can't breathe.

A creature can pull another creature within its reach out of the quicksand by using its action and succeeding on a DC 8 Strength check.

**5th Level or 8th Level.** The quicksand in this chamber is 10 feet deep. When a creature enters the area, it sinks 1d4 + 1 feet into the quicksand. A Small creature becomes restrained if it sinks 3 feet or deeper, and a Medium creature becomes restrained if it sinks 5 feet or deeper. Otherwise, it treats the area as difficult terrain. At the start of the target's turn, it sinks another 1d4 feet. As long as the creature isn't completely submerged in quicksand, it can escape by using its action and succeeding on a Strength check. The DC is 10 plus the number of feet the creature has sunk into the quicksand. A creature that is completely submerged in quicksand can't breathe.

A creature can pull another creature within its reach out of the quicksand by using its action and succeeding on a Strength check. The DC is 5 plus the number of feet the target creature has sunk into quicksand.

Kobolds who fight in this area use their slings from positions of relative safety at the egresses.

**11th Level.** The quicksand in this chamber functions exactly the same way as the quicksand described for 5th- or 8th-level adventures except a **young blue dragon** hides at the bottom of the quicksand pit. Its blindsight and burrowing feature allows it to move through the quicksand without any penalties.

### 6 - OH NO! DUMB HUMAN FALL DOWN GO SPLAT

The ceilings in this chamber soar 25 feet off the stone ground. A 20-foot-wide chasm splits the cavern in two. A narrow stone bridge lacking any sort of railing spans the chasm.

Roughly 10 feet above the chasm, three iron cages are hung on chains dangling from the ceiling.

The chasm is 250 feet deep with no exit. Creatures who fall the full depth take 70 (20d6) bludgeoning damage when they hit the bottom.

When the characters first arrive, all three cages hold a single **commoner**, captives from the nearest village.

**Encounter: Kobolds on Cages.** Standing on top of each cage is a single **kobold**. When the characters see the kobolds, the kobolds warn (in broken Common) "no come close or human fall down go splat!" Each cage has an iron handle that, when pulled down, disconnects the chain from where it connects to the cage. When a kobold standing on top of one of the cages takes damage, it can use its reaction to pull the handle. Once disconnected, the cage falls 250 feet, likely killing the cage's prisoner. If the kobold is still alive after it releases a cage, it clings to its respective chain.

The kobolds threaten to kill commoners if the characters don't exit their tunnels. They aren't bluffing.

### 7 - HAHA! DON'T FALL, DUMB HUMAN

This area is the south side of area 6.

**Encounter: Kobolds.** If the characters attempt to cross the bridge, two **kobolds**—hidden in the darkness—use a lever to rotate the bridge so that its narrow side is facing up and the wide side is facing the east/west. Any creature standing on the bridge when this happens must make a DC 13 Dexterity saving throw to grab onto the edge.

Those who fail their saving throw fall into the chasm below, taking 70 (20d6) damage from the fall.

A creature who wishes to crawl across the bridge's narrow-side must make a DC 10 Dexterity (Acrobatics) check. On a failed check, the creature can't move. Creatures clinging to the side of the bridge can shimmy across it at half their normal movement speed.

A creature standing on the narrow part of the bridge or clinging to its side that takes damage must make a Strength saving throw. The DC equals 10 or half the damage taken, whichever is greater. A creature that fails this saving throw tumbles into the chasm.

## 8 - OH NO, DUMB HUMAN CAN'T SEE

Thick fog heavily obscures this entire chamber. A wind of moderate or greater speed (at least 10 miles per hour) disperses the fog for 24 hours.

**Encounter: Monsters in the Fog.** Creatures hide in the fog. The nature of the monsters depends on the level of the adventure, as shown on the Area 8 Encounter table below. Because the kobolds can't see into the fog, ambushers wait at the exits, holding their attack for any intruder that escapes the fog.

### AREA 8 ENCOUNTER

Adventure Level	Encounter
3rd	2 <b>giant centipedes</b>
5th	3 <b>swarms of centipedes</b>
8th	1 <b>blue dragon wyrmling</b>
11th	1 <b>young blue dragon</b>

## 9 - DUMB HUMAN TRAPPED

A shallow pool of water stands near the north end of the room. From where you're standing, it looks like there's something glittering gold at its bottom.

The bottom of the clean water pool is painted gold to trick intruders.

**Trap: Block.** As soon as one or more characters enter this area, make a kobold ambush check. If the check results in an ambush, the first kobolds that show up trigger a trap which causes a block to fall from the ceiling and block the chamber's exit. Moving the block requires one or more characters with combined Strength scores of 25 to move it out of the way. The kobolds ready attacks for characters who manage to move the stone.

## 10 - NOTHING HERE, DUMB HUMAN!

This long twisting path terminates in a room filled with animal bones and (disturbingly fresh) manure. The kobolds painted a message on the wall (in Common): "HAHA NUFFIN HEER!"

**Hazard: Slippery Slope.** Although it's easy to get to the bottom of this spiral chamber, climbing up isn't so easy. First, treat the way back up as difficult terrain. Second, as a character attempts to climb up the slope, they must make a DC 13 Strength (Athletics) check. If the check fails, they cannot move. If the check fails by 5 or more, the

character falls prone and slides back 10 feet. If the sliding character would hit another creature, that creature must succeed on a DC 13 Strength (Athletics) check or also fall prone and slide back 10 feet, and so on until the sliders stop or every creature in the tunnel falls and slides back.

**5th-level or Higher Adventures.** For adventures of 5th level or higher, make kobold ambush checks as the characters try to climb out of the pit. If the check results in an ambush, instead of sending in a single kobold, the kobolds dump a **swarm of centipedes** into the twisting tunnel.

## 11 - DUMB HUMAN PROBABLY GONNA DIE HERE

This room is a hot mess—literally and figuratively. Also, it reeks of lantern oil.

Knowing the dangers this part of the dungeon presents them, the kobolds will not ambush intruders in this area.

**Puddles of Lantern Oil.** The kobolds covered the floors of this chamber with lantern oil. Any creature who falls prone in this area—or tumbles into one of the pools of oil in areas 11d and 11b—becomes covered in the oil. While covered in lantern oil, a target has disadvantage on saving throws against spells and effects that deal fire damage. If the target uses a spell or effect that deals fire damage—or does anything else dealing with fire, such as lighting or holding a torch—roll a d6. On a result of 5 or 6, the target catches fire. Until the target or another creature uses its action to extinguish the flames, a flaming target takes 2 (1d4) fire damage at the start of each of its turns.

Any spell or effect that causes fire damage in a wide area—such as the *burning hands* or *fireballs* spells—ignites the oil. Single target spells and effects—like the *fire bolt* cantrip—also have a chance to ignite the oil. After an attack is made with a single-target fire spell or effect, roll a d6. On a result of 5 or 6, the lantern oil ignites.

When the oil ignites, each creature in area 11 must make a DC 13 Dexterity saving throw, taking 21 (6d6) fire damage on a failed saving throw, or half as much damage on a successful one. Creatures standing within 10 feet of the brown pools in areas 11d and 11e make this saving throw at disadvantage. The fire automatically kills all the rats.

**11a. Rickety Ledge.** The ledge at the north side of the room rises 30 feet above the floors of this chamber. When any creature weighing 50 pounds or more comes within 5 feet of the ledge's edge, roll a d6. On a result of 5 or 6, the ledge breaks away. The target must make a DC 13 Dexterity saving throw or tumble 30 feet down into the area below, taking 10 (3d6) bludgeoning damage from the fall.

Any creature who falls disturbs the giant rats hidden throughout area 11b as well as the zombie(s) in area 11c.

**11b. Rats' Nest.** Small holes pock the floor of this large, open area. If the characters fail to move through this area stealthily, **giant rats** emerge from the holes and attack. There are four giant rats in the 3rd-level version of this fight. The number of rats doubles for each version of the dungeon beyond 3rd—eight at 5th, sixteen at 8th, and thirty-two at 11th. Additionally, the 8th and 11th-level version

of this encounter features **diseased giant rats** instead of regular giant rats.

**11c. Moldy Zombies.** If the rats weren't enough, there is a **zombie** lurking in this part of the area. The zombie is covered in toxic mold. If the zombie takes a hit, the mold's spores release from it, covering a 15-foot sphere centered on the zombie. Each creature in the spores' area must succeed on a DC 13 Constitution saving throw or become poisoned for 1 minute. A target can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success. For 5th- and 8th-level adventures, there are two zombies, and for 11th-level adventures, there are four zombies.

**11d. South Pool of Lantern Oil.** A 2-foot-deep pool of lantern oil collects in this part of the cavern. There is a small rowboat floating atop the oil. Within the boat, there is a single brass-banded treasure chest. The treasure chest is trapped. Anyone who opens the chest without disabling the trap (see General features) is targeted by a flame jet and takes 7 (2d6) fire damage on a failed DC 13 Dexterity saving throw, or half as much damage on a successful one. Naturally, the flame jet causes the lantern oil to ignite (see above).

There is 2 ep at the bottom of the chest.

**11e. North Pool of Lantern Oil.** Another reeking pool of lantern oil collects in this alcove. There is nothing else of value here.

### MAP EXIT

There is a narrow path that leads off the map near this area. Where this exit leads is up to you. It can lead further into the Low, exit the kobold tunnels, or possibly even connect to an underground ghou or dwarven stronghold. If you don't wish to use this egress, simply tell the characters it dead ends after 30 feet.

## 12 - BIG RATTLE BUTT GONNA BITE YOU, DUMB HUMAN

The first time the characters approach this area, read the following.

You can hear something rattling from within the dark recesses of this small cavern.

**Encounter: Rattle Butt.** The nature of the monster(s) lurking in this chamber depends on the level of the adventure, as shown on the Area 12 Encounter table below. The kobolds know better to enter this room, lest they wind up as snake food. However, they will attack from the exits.

### AREA 12 ENCOUNTER

#### Adventure Level Encounter

3rd	1 <b>giant poisonous snake</b>
5th	2 <b>giant poisonous snakes</b>
8th	4 <b>giant poisonous snakes</b>
11th	4 <b>giant poisonous snakes</b> plus 4 <b>zombies</b>

## 13 - ICKY BUGS DON'T LIKE DUMB HUMANS

The floors of this cavern writhe with creepy crawlers.

**Encounter: Icky Bugs.** The nature of the monster(s) lurking in this chamber depends on the level of the adventure. In 3rd-level adventures, there are three **giant centipedes** here, and there are six **giant centipedes** here in 5th-level adventures. For 8th- and 11th-level adventures, forego the encounters and treat the entire area as a hazard (see below).

**Hazard: Bug Room.** Every inch of this room literally crawls with poisonous centipedes. Treat the entire area as difficult terrain. When a creature enters or starts their turn in this area, it takes 10 (4d4) piercing damage. A creature reduced to 0 hit points from this damage is stable but poisoned for 1 hour, even after regaining hit points, and paralyzed while poisoned in this way. The characters can attack the bugs. Treat the entire area as one large **swarm of insects**, except its movement is 0 (it fills the entire room), and has 220 hit points.

## 14 - GLUE ON YOU, DUMB HUMAN!

This chamber boasts 20-foot-high ceilings. Small, child-sized tables and chairs are scattered throughout the southwestern part of the room. At the northwestern side of the room, a 1-foot-high altar stands before a 15-foot-high monolith made of rusting iron.

This is the kobolds' shrine and refectory. Feel free to add in imagery of the kobolds' patron deity, whoever that it is for your campaign.

**Trap: Ooey-Glooeey Monolith.** A creature who touches the monolith triggers a trap. The top of the monolith showers glue 15 feet in every direction. Each creature in the area must make a DC 13 Dexterity saving throw or become covered in the glue. While covered in glue, a creature moves at half speed, has disadvantage on Strength and Dexterity ability checks and saving throws, and attacks made against the creature are made with advantage. On the other hand, a target grappled by a creature covered in glue has disadvantage on checks made to escape the grapple.

The glue can be dissolved with a flask of lantern oil.

## 15 - UGH, DUMB GOBLIN LIVES HERE...

This room has 15-foot-high ceilings. A 10-foot-tall statue depicting a goblin stands against the western wall. Large, red gems comprise the statue's eyes.

This is a shrine dedicated to a goblin god—choose one that best fits your campaign.

**Encounter: Dumb Goblin.** The goblin the kobolds have dubbed "Dumb Goblin" can be found here. If the goblin is expecting the characters, it hides in the shadows of the eastern wall. Dumb Goblin's stat block is determined by the adventure, as shown on the Dumb Goblin table below. Regardless of the statblock, Dumb Goblin always has the following features:

- Dumb Goblin is a neutral evil Small humanoid (goblin).
- He has darkvision out to 60 ft.
- Dumb Goblin speaks Common and Goblin (but not Draconic).
- He has the Nimble Escape feature, allowing him to take the Disengage or Hide action as a bonus action on each of his turns.

## DUMB GOBLIN

Adventure Level	Dumb Goblin's Stat Block
3rd	<b>goblin</b>
5th	<b>thug</b>
8th	<b>priest</b>
11th	<b>mage</b>

## 16 - TRAP IN A TRAP TRICKS DUMB HUMANS

The kobolds strung a thin tripwire across the entrance to this empty cavern. Spotting it requires a successful DC 13 Wisdom (Perception) check. To disarm the tripwire, a character must deal 1 slashing damage to the wire. Unfortunately, cutting the wire triggers a second trap—a pendulum blade drops from the ceiling. The pendulum blade makes an attack against the target at +5. On a hit, the blade deals 3 (1d6) slashing damage. Additionally, the blade deals poison damage equal to 1d6 times the adventure's level. For example, the blade deals 17 (5d6) poison damage in the 5th-level version of this adventure.

The pendulum trap is hidden a little better than the other traps found throughout the complex—spotting it requires a successful DC 16 Intelligence (Investigation) check made near the tripwire. Because of its position relative to the cavern entrance, it can't be spotted with Perception checks.

A character who moves through the area with the tripwire without spotting it falls prone. Kobolds in the area laugh when this happens.

## 17 - OPE, DON'T TRIP, DUMB HUMAN

The pair of narrow tunnels that lead into the southern part of this cavern are strung with dozens of trip wires. Until the wires are cut, treat the area as difficult terrain. A creature moving through the area must make a DC 15 Dexterity (Acrobatics) check. On a failed check, the creature can't move, and if the check fails by 5 or more, the creature trips and falls prone. To make matters worse, the floors are coated with contact poison. A target that falls prone or touches the floor must make a Constitution saving throw. The DC for the saving throw equals 8 + the adventure's level. On a failed saving throw, the target is poisoned for 1 hour.

A creature can cut away the tripwires in this tunnel. A 5-foot square of tripwires has AC 13, 5 hp, and immunity to bludgeoning, poison, and psychic damage.

The kobolds can navigate through this maze of wires without any trouble.

**17a. Fish in a Barrel.** Kobolds enjoy standing at the southern end of this area where they hold their attacks for any creatures trying to move through the tripwire tunnels.

**17b. Tricky Pit.** The northernmost part of this room is dominated by a 60-foot-high cliff that overlooks area 23. Slick grease covers the ground in a 10-foot square right beside the edge of the cliff. Treat the area as difficult terrain. A creature

that enters the area or ends its turn there must succeed on a DC 13 Dexterity saving throw or fall prone. A creature that fails this check by 5 or more tumbles off the ledge, lands prone in area 23, and takes 21 (6d6) bludgeoning damage from the fall.

## 18 - BARK BARK NICE DOGGIE BITE DUMB HUMANS

This area serves as a den for the kobolds' canine friends.

**Encounter: Bark Bark Nice Doggie.** The nature of the canine in this chamber depends on the level of the adventure, as shown on the Area 18 Encounter table below.

Adventure Level	Encounter
3rd	1 wolf
5th	2 wolves
8th	2 dire wolves
11th	4 dire wolves

## 19 - LITTLE ICKY BUGS SAY "GO AWAY, DUMB HUMAN!"

This round chamber is dominated by a large, hollow-looking pillar in its center. Small holes cover the pillar's entire surface.

As soon as the characters enter, a kobold appears at one of the entrances (your choice) and throws a rock at the center pillar. Immediately, centipedes start to pour from the rock.

**Encounter: Centipede Swarms.** On initiative count 10, 1d4 **swarms of centipedes** crawl out of the pillar and attack any creature in this area that isn't a kobold. This continues until the pillar at the center of the room is destroyed. The pillar has AC 18, 100 hp, and immunity to poison and psychic damage. When the pillar is destroyed, 1d4 **swarms of centipedes** are within its space. Additionally, parts of the ceiling collapse. Each creature standing in the area when this happens must make a DC 13 Dexterity saving throw, taking 7 (2d6) bludgeoning damage on a failed saving throw, or half as much damage on a successful one. The fallen rocks turn the area's floors into difficult terrain.

## 20 - HAHA BIG HOPPY FROG FUNNY... (BUT YOU STILL DUMB HUMAN)

There is a **giant frog** here. That is all.

## 21 - SWOLBOLD SMOOSH DUMB HUMANS!

This area is decorated to look like a lavish bedchamber complete with four post bed, wardrobe, and a bookshelf packed with thick tomes.

**Encounter: Swolbold.** When the characters enter this room for the first time, they discover the kobold bruiser, Swolbold, sitting in a plush reclining chair enjoying a book. With a sigh, the larger-than-normal kobold removes its reading glasses, stands, and cracks its neck. "I suppose it's go time," it says in perfect Common.

Swolbold's stat block is determined by the level of the adventure, as shown on the Swolbold Stat Block table below. Stat blocks marked with an asterisk are detailed in the Appendix. Regardless of his stat block, Swolbold has the following features:

- Swolbold is a lawful evil humanoid (kobold).
- Swolbold's Intelligence score is 14.
- He has darkvision out to 60 ft.
- Swolbold speaks Common, Goblin, and Draconic.
- **Sunlight Sensitivity.** While in sunlight, swolbold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.
- **Pack Tactics.** Swolbold has advantage on an attack roll against a creature if at least one of swolbold's allies is within 5 feet of the creature and the ally isn't incapacitated.

### SWOLBOLD STAT BLOCK

Adventure Level	Swolbold's Stat Block
3rd	swolbold*
5th	hill giant
8th	stone giant
11th	fire giant

## 22 - DUMB HUMAN GREEDY

This large chamber is where the majority of the kobolds live. Small beds made of cotton, torn cloth, and other detritus crowd nearly every space. There are child-sized tables and chairs spread throughout the area. Additionally, various crates, barrels, and chests are visible through the complex, all crammed into small alcoves cut into the northern and southern walls.

**Rat Boxes.** Many of the boxes in this chamber are nothing more than empty boxes containing a **giant rat**. When the lid of a box is removed, the giant rat inside attacks. The boxes can be found in areas 22a, 22d, 22f, and 22j.

**More Kobolds!** When making checks for kobold ambushes in this area, add 10 to the d100 roll. The kobolds are bound and determined to protect this area.

**22b. Boss's Lair.** The kobolds' boss uses this section of the chamber as its personal lair. The nature of the boss is determined by the adventure's level, as shown on the Area 22 Boss table below.

### AREA 22 BOSS

Adventure Level	Encounter
3rd	1 pseudodragon
5th	1 blue dragon wyrmling
8th	1 young blue dragon
11th	1 adult blue dragon

**22b. Boss's Treasure.** The kobold boss sits atop a glittering treasure hoard. The nature of the treasure horde is determined by the adventure's level, as shown on the Boss Treasure table below.

## BOSS'S TREASURE

### Adventure

Level	Treasure
3rd	Seven blue gems worth 10 gp each
5th	Seven blue gems worth 50 gp each
8th	2,000 gp, fourteen gems worth 250 gp each, a <i>potion of mind reading</i> , a <i>bag of beans</i> , and a <i>potion of superior healing</i>
11th	10,000 gp, twenty-one gems worth 500 gp each, a <i>potion of supreme healing</i> , and two <i>bags of devouring</i>

**22c. Drinking Well Trap.** There is a drinking well in this portion of the chamber. A heavy stone lid hangs by ropes 5 feet above it. If a character looks inside the well, the lid falls. The character must make a DC 13 Dexterity saving throw to avoid the falling lid or become restrained by the lid as it pins them to the edge of the well. While restrained, the character has disadvantage on Wisdom (Perception) checks. A creature (including the target) can use its action to pull the restrained target free with a successful DC 15 Strength check.

**22d. Stolen Goods.** With the exception of the rat box trap described above, the stolen goods here weigh 50 lbs and are worth 50 gp per level of the adventure.

**22e. Weasel Rider.** A **kobold** riding a **giant weasel** stands guard in this chamber.

**22f. More Stolen Goods.** With the exception of the rat box trap described above, the stolen goods here weigh 50 lbs and are worth 50 gp per level of the adventure.

**22g. Even More Stolen Goods.** The stolen goods here weigh 50 lbs and are worth 150 gp per level of the adventure. They're being guarded by a **kobold** with a **diseased giant rat** on a leash.

**22h. Concealed Pit.** A single **kobold** stands against the wall, moaning that it's "terrified beyond the capacity for rational thought!" in Draconic. It's holding a golden idol worth 150 gp, that it continually begs the characters not to steal from it. In actuality, the kobold wants the characters to enter the chamber and fall into a concealed pit trap at the entrance. The pit's hole covers a 10-foot square that is 20 feet deep. A creature that falls into the pit takes 7 (2d6) falling damage. In the 5th-level and higher versions of this adventure, the pit is also decorated with poison-coated spikes, which deal an additional 7 (2d6) piercing damage and the target must make a Constitution saving throw with a DC equal to 8 + the adventure's level. On a failed save, the target is poisoned for 1 hour. Climbing out of the pit unassisted requires a successful DC 15 Strength (Athletics) check.

**22i. Lazy Kobold.** A single **kobold** sleeps in this chamber. Instead of involving itself in the fight, it periodically rolls over and tells everyone to "shut up!"

**22j. Yet Even More Stolen Goods.** The stolen goods here weigh 50 lbs and are worth 150 gp per level of the adventure. There is also one of the giant rat boxes described above here.

## 23 - DUMB HUMAN GET EATEN BY TROG (KOBOLDS WATCH AND LAUGH)

This chamber shares the Rat Boxes and More Kobolds! features described in area 22.



**23a. Trog the Smoosher.** A big, blind creature the kobolds call Trog the Smoosher—its real name is actually Louis—stands at the center of this chamber. The kobolds have dressed Trog in crude armor made from iron plates held together by rope. Trog’s AC is 17. Trog’s stat block is determined by the level of this adventure, as shown on the Trog Stat Block table below.

### TROG STAT BLOCK

Adventure Level	Trog’s Stat Block
3rd	ogre
5th	hill giant
8th	frost giant
11th	hydra, plus five kobolds, each riding one of its starting heads

**23b. Sir Oink.** A boar dens in this alcove. It attacks whenever a fight breaks out in area 23a. The nature of the boar is determined by the level of this adventure, as shown on the Sir Oink Stat Block table below. Creatures marked with an asterisk are detailed in the Appendix.

### SIR OINK STAT BLOCK

Adventure Level	Sir Oink’s Stat Block
3rd	boar
5th	giant boar
8th	giant boar
11th	stormboar*

**23c. Kobold’s Treasure Hoard.** All of the treasure not gathered by the kobolds’ boss clutters this small area. The treasure hoard consists mostly of worthless trinkets; however, there are some random coins. For every level of the adventure, there’s 1,000 ep and 10,000 cp stuffed into this alcove. Ω

## CREDITS

The following creators made this adventure possible.

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## APPENDIX: NEW CREATURES



### SWOLBOLD

Medium humanoid (kobold), chaotic neutral

**Armor Class** 14 (scale mail)

**Hit Points** 65 (10d8 + 20)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	15 (+2)	6 (-2)	12 (+2)	7 (-2)

**Skills** Athletics +6

**Damage Resistances** bludgeoning

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Draconic

**Challenge** 3 (700 XP)

**Leaping Attack.** If the swolbold uses the Dash action on its turn and stops within 5 feet of a creature, it can make one slam attack with disadvantage as a bonus action against that creature.

**Pack Tactics.** The swolbold has advantage on attack rolls against a creature if at least one of the swolbold’s allies is within 5 feet of the creature and the ally isn’t incapacitated.

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

### Actions

**Slam.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 14). Until the grapple ends, the target is restrained and the swolbold can’t make slam attacks against other targets.

**Crush.** One creature grappled by the swolbold must make a DC 14 Strength saving throw, taking 21 (5d6 + 4) bludgeoning damage on a failed save, or half as much damage on a successful one.

# KOBOLD WIZARD

Small humanoid (kobold), lawful neutral

**Armor Class** 12 (15 with *mage armor*)

**Hit Points** 58 (13d6 + 13)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	17 (+3)	10 (+0)	8 (-1)

**Saving Throws** Int + 6, Wis + 3

**Skills** Arcana +6

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Draconic, Infernal

**Challenge** 5 (1,800)

**Pack Tactics.** The kobold has advantage attack rolls 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.

**Spellcasting.** The wizard kobold is an 8th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *minor illusion*, *poison spray*, *prestidigitation*

1st level (4 slots): *burning hands*, *mage armor*, *magic missile*, *shield*

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

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

4th level (2 slots): *fire shield*

## Actions

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

**Draconic Visage (1/Day).** The wizard kobold magically creates a draconic visage in an unoccupied space it can see within 30 feet. The visage is a glowing, spectral head and neck, resembling a variety of dragon chosen by the kobold, that sheds dim light out to 10 feet. The visage lasts for 1 minute and grants the following benefits:

A creature hostile to the wizard who starts its turn within 30 feet of the visage and who is aware of the visage must succeed on a DC 14 Wisdom saving throw or be 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 this effect for the next 24 hours.

The wizard gains immunity to the damage type dealt by the chosen dragon's breath weapon.

When the wizard uses this action, and as a bonus action on it subsequent turns, it can use the following attack:

**Breath of the Visage.** *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 7 (2d6) damage of the type dealt by the chosen dragon's breath weapon.





## STORMBOAR

*Large monstrosity, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 95 (10d10 + 40)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	18 (+4)	3 (-4)	10 (+0)	7 (-2)

**Damage Immunities** lightning, thunder

**Senses** passive Perception 10

**Languages** —

**Challenge** 6 (2,300 XP)

**Iron Scent.** The boar can pinpoint, by scent, the location of ferrous metal within 60 feet of it.

**Lightning Hide.** A creature that touches the boar or hits it with a melee attack while within 5 feet of it takes 5 (2d4) lightning damage.

**Relentless (Recharges after a Short or Long Rest).** If the boar takes 15 damage or less that would reduce it to 0 hp, it is reduced to 1 hp instead.

**Thunder Charge.** If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 11 (2d10) thunder damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

## Actions

**Tusk.** *Melee Weapon Attack:* +7 to hit, reach 5 ft, one target. *Hit:* 11 (2d6 + 4) slashing damage and 11 (2d10) lightning damage. In addition, nonmagical metal armor worn by the target is partly devoured by the boar and takes a permanent and cumulative –2 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

**Lightning Run (Recharge 6).** The boar becomes a bolt of living lightning and moves up to its speed without provoking opportunity attacks. It can move through creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage and is pushed to the closest unoccupied space if it ends its turn inside an object. Each creature in the boar's path must make a DC 15 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

**Thunder Leap (Recharge 6).** The boar moves up to 20 feet, jumping over obstacles in its way. Difficult terrain doesn't cost it extra movement when it leaps. Each creature within 10 feet of the boar when it leaps and each creature within 10 feet of where it lands must make a DC 15 Constitution saving throw. On a failure, a creature takes 16 (3d10) thunder damage and is pushed up to 10 feet away from the boar. On a success, a creature takes half the damage and isn't pushed.

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