



# A THOUSAND TINY DEATHS

The promises of glory and the chance of riches draws you to Blasingdell, a small village near the infamous Stone Tooth. Within the rocky mountain lay the dwarven stronghold Khundrukar and the fabled Forge of Fury, to which a chance encounter provides you with the location of a hither-to unknown entrance. Are you brave enough to explore this mystery?

Will it lead you to wealth or to your doom?

*A Two-Hour Adventure for 1st-4th Level Characters*



**TRAVIS WOODALL**  
*Author*

Adventure Code: DDAL06-01

Optimized For: APL 3

Version: 1.0

**Development and Editing:** Claire Hoffman, Travis Woodall

**Organized Play:** Chris Lindsay

**D&D Adventurers League Wizards Team:** Adam Lee, Chris Lindsay, Mike Mearls, Matt Sernett

**D&D Adventurers League Administrators:** Robert Adducci, Bill Benham, Travis Woodall, Claire Hoffman, Greg Marks, Alan Patrick

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, *Player's Handbook*, *Monster Manual*, *Dungeon Master's Guide*, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2017 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

## INTRODUCTION

Welcome to *A Thousand Tiny Deaths*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the *Tales of the Yawning Portal*™ storyline season.

This adventure is designed for **three to seven 1st-4th level characters** and is optimized for a group of **five 3rd level characters**. Characters outside this level range cannot participate in this adventure.

This adventure takes place in a network of tunnels near the Dark Mere. The swamp lay at the foot of the Stone Tooth—a craggy mountain 30 miles north of Blasingdell that houses the dwarven stronghold of Khundrukar.

## ADJUSTING THIS ADVENTURE

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's APL. To approximate the **party strength** for the adventure, consult the following table.

### DETERMINING PARTY STRENGTH

Party Composition Party	Strength
3-4 characters, APL less than	Very weak
3-4 characters, APL equivalent	Weak
3-4 characters, APL greater than	Average
5 characters, APL less than	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
6-7 characters, APL less than	Average
6-7 characters, APL equivalent	Strong
6-7 characters, APL greater than	Very strong

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

## BEFORE PLAY AT THE TABLE

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Become familiar with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

## PLAYING THE DUNGEON MASTER

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life. To facilitate this, consider the following:

**You're Empowered.** Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

**Challenge Your Players.** Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

**Keep the Adventure Moving.** When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience.

## ADVENTURE PRIMER

*He felt that the darkness was full of unimaginable horrors—and the trouble with unimaginable horrors was that they were only too easy to imagine...*

—Terry Pratchett

## ADVENTURE BACKGROUND

Two hundred years ago, Durgeddin fled with an orc horde on his heels to the Stone Tooth—a forested mountain near the human settlement of Blasingdell. Within the mountain, Durgeddin founded Khundrukar.

The century that followed was prosperous, but eventually Durgeddin's enemies learned the secret location of his stronghold. Soon, a great army of orcs and trolls marched on Khundrukar and would eventually capture the Glitterhame. They would not remain there long, though; the orcs looted it of its wealth and then abandoned it.

Recently, a tribe of kobolds has sprung up in the tunnels beneath the stronghold. To make matters worse, they have grown bold in their raids on the surrounding roads. If they're not stopped, Blasingdell will no doubt be next.

### LOCATION AND NPC SUMMARY

The following NPCs and locations feature in this adventure:

**Blasingdell (BLAY-sing-dell).** A small town located to the northwest of Mirabar and due south of the Stone Tooth. This small mining town sustains itself on incomes generated by farmed goods sold to Mirabar.

**The Stone Tooth.** This rocky crag stands in stark contrast to the rolling, forested hills that surround it. The stronghold of Khundrukar hidden away within.

**Khundrukar (KOON-druh-car).** This dwarven stronghold was a closely-held secret until its fall about a century ago. Since then it has become home to monstrous humanoids.

**Nightscale.** A fearsome black dragon that resides in the cavernous depths of the Stone Tooth.

**Sik'garuk (SICK-guh-ROOK).** This kobold shaman is one of Nightscale's many spies. He is a cruel, cunning creature, with an over-inflated sense of ego—something that his relationship with Nightscale has made even worse.

## ADVENTURE OVERVIEW

The adventure is broken down into three parts:

**Part 1.** The characters are attacked in the night and find evidence of kobold activity in the area surrounding the Stone Tooth along with what appears to be a secret entrance into Khundrukar. They may either continue to Blasingdell or head directly to the Stone Tooth and Khundrukar, within.

**Part 2.** Having found the entrance to the kobold warren, the characters must navigate the cramped tunnels and survive deadly traps.

**Part 3.** The characters encounter Sik'garuk, the kobold scale sorcerer and upon defeating him, find a secret entrance to Khundrukar.

### KEEP IT MOVING!

Pacing is important here. This adventure's dynamic should change once the warren is alerted to the characters's presence; it should be a fast-paced flight from countless, invisible terrors. The **incessant, relentless attacks** from the kobold commoners **are the real threat here!**

Describe the whispers and shuffling footsteps in the darkness, volley after volley of blowgun darts. When retreat isn't an option, the characters must traverse cunning traps if they are to survive. **Resting isn't an option** with all these kobolds running around!

If you find that the kobold commoners aren't much of a threat, **add one or two more!** Don't go overboard though—they can quickly overwhelm the characters.

## ADVENTURE HOOKS

This adventure serves as an **expanded adventure hook** for its counterpart from *Tales from the Yawning Portal—The Forge of Fury*. The characters are on their way to Blasingdell—a small town well-known among adventurers headed east from the town of Luskan.

If you plan to proceed directly into *The Forge of Fury* at the conclusion of this adventure, the characters are headed to the town of Blasingdell to equip for their trip to the Stone Tooth, where the allure of treasure and glory is too strong to resist. Use the hooks provided in *Tales of the Yawning Portal*. Otherwise, consider the following:

**Orders are Orders.** As fledgling members of your faction, you have been instructed to venture to Blasingdell to investigate rumors of non-human bandit activity on the roads outside of the town. Find them and root them out.

**Caravan, Down.** Caravan guarding is reliable work for fledgling adventurers—until your caravan gets attacked and destroyed by filthy, nasty kobolds, that is. As the sole survivor of your expedition, it's up to you to exact your revenge and make sure it doesn't happen to others.

### THE MINING TOWN OF BLASINGDELL

Blasingdell lies about 30 miles south of the Stone Tooth, a journey of three days on foot or two days on horseback. Blasingdell hosts a diverse population of about 2,000 souls, and is useful as a place to provision before an excursion to the Stone Tooth.

## PART 1. AN UNASSUMING FIND

**Estimated Duration:** 30 minutes

The adventure begins as the characters rest along the side of the road, about two days's travel from Blasingdell.

### GENERAL FEATURES

The roadside camp has the following general features:

**Terrain.** The road cuts through rolling hills covered by thick forests and rocky crags covered with undergrowth.

**Weather.** The evening is windy, chilly, and gloomy, with heavy clouds streaked through with lightning and rain.

**Light.** The combination of the failing light and the heavy cloud cover has washed away the color and replaced it with dismal shades of grey. The area is dimly lit.

**Smells and Sounds.** Rain and fresh, mountain air. Wind whipping through boughs, rustling leaves, rolling thunder.

### NOW I LAY ME DOWN TO...EEEP!

The characters have been tracked by a group of kobolds that attacks them at the first sign of the characters settling down to rest for the evening.

Read or paraphrase:

Heavy, rain-soaked clouds move quickly across the sky—scattering fat drops of rain as they scurry by.

Crashes of thunder and flashes of lightning send eerie shadows dancing around your camp—doing little to make your stop here comfortable.

A **winged kobold (urd) spy**, and three **kobold scouts** have happened upon the characters's camp. Those characters with a passive Perception lower than 13 are surprised as the kobolds attack.

### ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Remove the **spy** and a **scout**
- **Weak:** Remove the **spy**
- **Strong:** Add a half-starved **dire wolf**
- **Very Strong:** Add two half-starved **dire wolves**

### TRICKS OF THE TRADE

Consider the following guidance:

**Winged Kobold (Urd) Spy.** This fella has two sling pots full of **diluted Malice poison** (see sidebar, below) which it uses against characters engaged in melee by its allies (so as to benefit from Pack Tactics). Any unused poison is destroyed when it dies. It carries **three** rocks of suitable size and heft for dropping on people's heads.

### DILUTED MALICE POISON

Even diluted, this poison is still dangerous. A creature hit by (+5 to hit, 30/120 ft., 1d4 + 2 bludgeoning damage) a poisoned sling pot must succeed on a DC 9 Constitution saving throw or be poisoned for 1 hour. A creature poisoned in this way is blinded.

**Kobold Scouts.** The kobolds begin combat using slings, but close into melee range once the element of surprise has been exploited.

**Dire Wolves.** The kobolds have beaten and starved these poor beasts into submission. While this has no mechanical impact on their statistics, they demonstrate little regard for their own well-being.

### TREASURE

The kobolds carry a collective total of 8 gp in coins, a *potion of healing*, and a half-eaten mouse. One of them (the spy if present) wears a silver stud earring set with a round piece of polished jet worth 25 gp and a satchel containing a journal belonging to a man named Tholm H'rek (TOLM huh-REK).

A character spending an hour reading the journal learns that Tholm was an adventurer from Neverwinter who believes he has discovered an entrance to Khundrukar (see **Player Handout 1**). Any character that succeeds on a DC 11 Intelligence (History) check knows the history of the stronghold. Dwarves and Guild Artisans make the check with advantage.

A simple, hand-drawn map (**Player Handout 2**) bearing two recognizable features—Blasingdell and the Stone Tooth—is folded inside the journal. An "X" is drawn on the Stone Tooth's eastern side near the words "Dark Mere" in the same handwriting as that of the journal. The marked location appears to be only a day's travel east, while Blasingdell is two days away at best.

### DEVELOPMENT

The characters are able to rest the remainder of the night without incident. But in the morning, they have a choice to make: do they continue to Blasingdell or head towards directly towards the Stone Tooth?

Characters choosing to continue to Blasingdell to provision may do so. Consult *the Forge of Fury* for additional hooks that will lead them to the Stone Tooth once in town.

## PART 2. CRAMPED QUARTERS

**Estimated Duration:** 60 minutes

Whether they visit Blasingdell first or head directly to the Stone Tooth, following the map leads the characters to the kobold warren. Within, they find their progress stymied by traps.

### THE SOURSCALE WARRENS

**Population:** 30+ kobolds

The Sourscale kobolds are so named for their practice of leaving creatures they've killed in the brackish waters of the Dark Mere to "pickle" for a while before eating them.

Led by Sik'garuk, a consort of Nightscale the dragon, the kobolds of the tribe all bear tell-tale signs of black dragon heritage: mottled or striped patches of black scales and small, ivory horns.

#### ROLEPLAYING A SOURSCALE KOBOLD

The kobolds of Sourscale Warren are nasty little buggers—a trait inherited from and made exacerbated by the potent draconic blood pumping through their veins.

In addition to Draconic, the Sourscale kobolds speak a smattering of Common and Orcish—enough to **insult and threaten** most of the humanoid races that have happened upon their lair. While they worship Kurtulmak like most other kobolds, they venerate Nightscale (or at least a version of her derived from the stories that Sik'garuk tells them) as a favored avatar of their deity. And like any good Kurtulmak worshipper, they hate gnomes—like, a lot.

The kobolds typically use the secondary tunnels due to the ease in which they can navigate the warrens. In times of danger, however, the kobolds abandon the large corridors altogether and take refuge and use the secondary tunnels **exclusively**—watching the chambers and tunnels for signs of intruders and attacking from holes where they run next to one another.

#### ALERT, ALERT!

No matter how hard they try to be quiet, the characters may be unable to escape notice. The warren is alerted if of the following occurs:

**Da Rattlers.** The trap at the entrance (see *Da Rattlers*, below), notifies the kobolds in Area C of an intruder. They immediately move to Area B via the secondary tunnels to investigate—**alerting the warren** while they do so.

**Spotted by Kobolds.** Even if they disabled the alarm trap, **kobold commoners** wandering around the warren might happen upon them. To determine whether or not the characters are happened upon by kobolds, roll a d4 at the end of **every 10 minutes** spent in the warren, and **subtract the number of times you've rolled the**

**die previously.** If the result equals 1 or less, a **kobold commoner** or two wanders by via the secondary tunnels adjacent to the area the characters are located in. Characters with a passive Perception of 13 or higher hear the kobolds coming with a round's warning and have enough time to seek out a place to hide and try to avoid notice. The characters can avoid notice with a successful Dexterity (Stealth) group check. If the characters are detected, the kobold flees deeper into the warren to warn the rest of its tribe. If it successfully escapes, **the warren goes on alert.**

**Da Door Sealer.** If the characters are detected in Area C or further into the warren, the kobolds move to the triggering mechanism for the Da Door Sealer (see *Da Door Sealer*, below). The trap makes a huge racket, and **alerts the warren.**

#### DA DOOR SEALER

*Complex trap (level 1-4, deadly threat)*

The Sourscale kobolds have installed a trap that—in times of emergency—allows the tribe to completely block the entrance to the warren. This is used as a measure of **last resort**—typically when they know a large number of creatures are coming, or when a **smaller group of creatures have penetrated deep into the warren (Area C or further)** and fear more with follow suit. The trigger for the trap is just inside the entrance to the secondary tunnel in Area B.

**Trigger.** A creature that pulls the rope by the secret door to Area B, below triggers the trap.

**Effect.** When triggered, the trap releases a literal ton of stone and rubble that completely fills a 15-foot stretch of the tunnel. Any creature in the area when the trap is triggered must succeed on a DC 11 Dexterity saving throw or take 11 (2d10) bludgeoning damage and be buried (escape DC 11). A buried creature is restrained until freed.

The entire area is blocked and can't be traversed without spending **1 downtime day** clearing away the rubble.

**Countermeasures.** The only clue to this trap's existence that is visible from the entrance tunnel is a large hole in the ceiling. Without climbing up to investigate, it's impossible to know that the hollow is actually the open end of a large chamber full of rubble and debris held in place by wooden poles and a net. The triggering mechanism is accessible only in the secondary tunnels that run alongside Area B. Without accessing the inner workings of the trap, disabling it isn't possible without serious, extended effort.

Once the warren is on alert, **two kobold commoners** spy on each chamber (except Sik'garuk's lair) from the secondary tunnels at all times. At the end of each round (losing ties) spent in the warren, **two random characters** are attacked by the kobolds watching the larger chambers using **blowguns**.

If attacked, the kobolds flee until the intruders leave the chamber. The kobolds of Sourscale Warren are experts in **hit-and-run** tactics; they take great pleasure in fleeing deeper into the warren, only to use the secondary tunnels to **flank invaders from behind**—especially if the intruders have taken to the tunnels to rest. **These attacks stop once five kobold commoners have been slain.** If the characters are still in the warren after **thirty minutes** have passed (especially if the characters try to recuperate with a short rest), the kobolds resume their attacks until **five more** have been slain. This continues repeats until **twenty total kobold commoners** have been slain, at which point, self-preservation kick in, and they knock it off for good.

## AREA A. WARREN ENTRANCE

This part of the adventure begins with the characters having safely navigated the Dark Mere.

### GENERAL FEATURES

The warren has the following general features:

**Terrain.** The Dark Mere, a murky, mucky, stinking swamp, surrounds the warren. The water is fetid and questionably drinkable. It is much drier inside the warren, but no less stinky. The floors and walls of the warren are relatively flat.

The corridors are typically 10-feet wide and just over 8-feet high (Nightscale demanded they be large enough to accommodate any servants that she might send).

**Chambers.** The walls of the chambers that the warren consists of are smooth, hewn stone; and the floors are level and even. Searching a chamber takes **10 minutes**.



**Temperature.** The warren’s interior is warm and humid.

**Light.** Unless otherwise specified, the interior of the warren is completely dark; the only light that is present is that which the characters brought with them.

**Smells and Sounds.** Rotting straw and vegetation, fetid water. Whispering chittering (in Draconic), rushed footsteps and scraping that seems to come from behind walls and just around corners.

**Secondary Tunnels.** This network of narrow tunnels (**the smaller, narrower tunnels on the map**) connects the chambers to one another via **secret doors**. The tunnels run alongside the chambers, and six-inch-wide openings have been cut into the stone that allow the kobolds to see—and attack—intruders within. In locations where the secondary tunnels overlap the larger tunnel, the secondary tunnels pass **overhead**, allowing the kobolds to drop rocks, feces, or other nasty surprises on the heads of intruders passing beneath them.

Small creatures are able to navigate these tunnels easily, but larger creatures must squeeze in order to do so. While **squeezing**, the creature must spend 1 extra foot for every foot it moves, and it has disadvantage on attack rolls and Dexterity saving throws.

Creatures in the smaller tunnels enjoy **half-cover** (+2 bonus to AC and Dexterity saving throws) against attacks made by creatures in the chambers that aren’t adjacent to the interposing wall. Each chamber has a secret door that is used to enter the secondary tunnels which characters that succeed on a DC 15 Wisdom (Perception) check detect.

Read or paraphrase:

The slog to where the map indicated took longer than expected due to an inconveniently-placed swamp, but you’ve finally found some reprieve from the wet and bugs.

The Stone Tooth stands tall over you, and ahead you see a cleft in the stone wall—hidden behind thick undergrowth.

In front of the undergrowth, the swollen and moldering body of what appears to be a human male lays in a heap beside the remains of its camp. A cloud of buzzing flies takes to the wing in response to your arrival.

The body is that of Tholm H’rek, who—despite his lofty aspirations—didn’t get to fulfill his dreams of exploring the warren. During the night, he was found and subsequently killed by the kobolds. Most of his clothing has been stripped away, and he carries nothing of value on his person.

## DEVELOPMENT

The entrance to the warren lay beyond the thick underbrush. There are a number of “tunnels” through the underbrush, but only Small or smaller creatures can easily traverse them. Medium or larger creatures can pass through them with a bit

of effort (emerging a **bit frayed** due to sharp thorns and snagging branches), but unharmed.

The corridor leading into the warren hosts two **traps—a simple alarm consisting of bone, metal, and wooden chimes** (see Da Rattlers, below) and a **deadfall** (see Da Door Sealer, above) that completely blocks the passage into the warren. Triggering the rattlers will no doubt make their progress through the warrens more difficult.

## DA RATTLERS

*Simple trap (level 1-4, moderate threat)*

A **tripwire** is strung across the warren’s entrance that releases a string of bone, metal, and wooden chimes.

**Trigger.** A creature that walks past the tripwire without detecting it triggers the trap.

**Effect.** When triggered, the tripwire breaks and releases a string of hollow pieces of bone, metal, and wood that fall clattering to the ground in Area C, outside of earshot of the characters. To the characters, there is no immediate effect.

**Countermeasures.** Detecting the tripwire would be relatively simple were it not for the heavy undergrowth. Characters need succeed only at a DC 9 Wisdom (Perception) check in order to detect it, but due to the **heavy undergrowth**, the check is made at disadvantage (this reduces a creature’s passive score by 5, as normal).

Detecting the trap’s presence is the true challenge here; no check is required to disable it once detected.

## XP AWARD

For detecting and disabling the alarm trap without triggering it, award each character 75 XP.

## AREA B. NESTING AREA

Most of the weaker kobolds that live in the warren reside here. Upon entering, read or paraphrase:

The ground here is covered with a number of piles of straw, cloth, and leaves—most of which are wet and smelly. The only other remarkable thing are small openings in the walls.

Crude pictures have been painted on the walls here; most depicting kobolds doing horrible things to people.

If the warren is on alert, this chamber is empty. Otherwise, three **kobold commoners** are here, play-wrestling with a **giant weasel**.

If the kobolds notice the characters, and have the opportunity to do so, they flee deeper into the warren to warn the rest of the tribe (using the secondary tunnels, if they are able to access the secret door **without being seen** by the characters). Otherwise, they shout warnings and hope for the best.

The walls are entirely covered in graffiti, most of which consists of kobolds doing unspeakably mean things to gnomes and tall, ugly humanoids—most likely the orcs of Khundrukar. The **openings** in the wall are about a foot wide and half as tall; they are large enough to see and use a blowgun through, but not much else.

The kobolds have dug a **pit trap** just inside the entrance to the tunnel leading to Area C.

### JUMP HERE!

*Simple trap (levels 1-4, dangerous threat)*

This 10-foot deep **pit** is lined with sharpened sticks immersed in a few feet of fetid, murky water. The kobolds avoid the trap by either jumping over it or by using the secondary tunnels. The 5-foot wide pit is covered with a large piece of canvas painted to resemble the floor.

**Trigger.** Stepping on the false floor triggers the trap.

**Effect.** The triggering character must succeed on a DC 13 Dexterity saving throw or fall into the pit and takes 3 (1d6) bludgeoning damage from the fall and 5 (1d10) piercing damage from the spikes at the bottom. As the spikes are submerged in water, if the creature is reduced to zero hit points, they slip beneath the surface of the opaque water.

**Countermeasures.** A DC 13 Intelligence (Investigation) check reveals the canvas. If successful, the dimensions of the pit can be discerned from the tunnel floor. It can't be disabled, but it can be easily avoided.

### XP AWARD

If the characters detect and avoid the pit trap, award each character 75 XP.

### TREASURE

If the characters thoroughly search the room, they find that the kobolds have hidden a collective treasure of 34 gp worth of coins and gems in the room. Additionally, those that succeed on a DC 13 Intelligence (Investigation) check discover that a rock in the area is actually a large sheet of rock-colored canvas. Beneath the canvas is a medium-sized rock bearing a small, poorly-written sign:

*"Nothing under here—don't look."*

Disobedient characters find a garnet worth 12 gp in a manky old sock hidden beneath the rock.

### AREA C. CRAFTING AND STORAGE

This area is used as storage for what sparse goods the kobolds possess (aside from the choicest bits claimed by Sik'garuk), as well as the materials they use for trap-making. The small table is used for trap-making by the **kobold inventors** that live in the warren. Read or paraphrase:

This room has a few ratty-looking crates as well as a small table. A handful of various tools and other items lay scattered on the table beside what appears to be a handful of improvised caltrops and a table on the northwest wall appears to contain a small alchemy set.

A hallway leads to the east and to the southwest.

A **kobold inventor** is here with three of his apprentices—a **kobold scout** and two **kobold commoners**. The commoners each throw a vial from the table at the characters before fleeing to the safety of the tunnels. If they escape, they move to trigger Da Door Sealer (see Alert, Alert!, above).

The alchemy **table** on the northwestern wall has a 1d6 **vials** of alchemical substances remaining. As an action, a creature adjacent to the table can grab a random bottle and hurl it at a creature within 30 feet. A vial **loses its potency an hour after being removed from the table**. When thrown, roll a d6 and consult the table:

### ALCHEMICAL VIAL

d6	Result
1	<b>Goo Sticka.</b> The target must succeed on a DC 11 Strength saving throw or be restrained until the end of its next turn by this sticky, green goo.
2	<b>Burnin' Snot.</b> The vial contains a viscous, yellow liquid that explodes when exposed to air. The target takes 7 (2d6) fire damage or half damage with a successful DC 11 Dexterity saving throw.
3	<b>Knockout Gas.</b> This vial contains a thin, white smoke. The target must succeed on a DC 11 Constitution saving throw or be knocked unconscious until the end of its next turn.
4	<b>Dream Smoke.</b> This vial is filled with grey smoke and twinkling motes of white light. The target must succeed on a DC 11 Intelligence saving throw or be subject to hallucinations. On its next turn, the target attacks the closest creature to it. If unable to do so, they fight off imaginary snork-flappers for the entirety of their turn.
5	<b>Dust of the Broken Heart.</b> Fine, golden powder swirls inside of this vial. The target must succeed on a DC 11 Wisdom saving throw or be charmed by the thrower until the end of their next turn. The charmed creature refuses to commit any violent acts—instead spending its turn professing its undying love for the thrower.
6	<b>Self-Pity Putty.</b> This lump of damp, pink goo bounces demoralizingly off of the target who must succeed on a DC 11 Charisma saving throw or be wracked with self-doubt. Until the end of its next turn, whenever the target makes an attack roll or a saving throw, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw. <b>See Treasure, below.</b>



## TRICKS OF THE TRADE

Consider the following guidance:

**Kobold Inventor.** The effectiveness of the kobold inventor can vary wildly—**especially** when using swarms. It is recommended that you determine the effect of the Weapon Invention **randomly**, or take into consideration the **strength of the characters** before choosing which effect to use—the inventor can make very short work of a very weak group of adventurers. Note that the stat block indicates that the rot grub swarm become a **hazard** in the square it is dropped in. This means that it **doesn't move**.

## DEVELOPMENT

A stretch of the corridor between this chamber and the nesting chamber in Area E is filled with thick, ankle-deep mud—something confirmed by a probing stick or a tentative footstep. The mud also hides a simple **trap**. If the warren is on alert, the kobolds attack the caltrops's victims from above.

### DIRTY FOOT-SPIKAS

*Simple trap (level 1-4 moderate threat)*

The entire 20-foot long patch of mud (and other, more disgusting stuff) is full of **caltrops**. The kobolds know the location of the caltrops, and can safely navigate the mud.

**Trigger.** Entering the mud triggers the trap.

**Effect.** Creatures entering the mud the trap must succeed on a DC 15 Dexterity saving throw every 5 feet or stop moving and take 1 piercing damage. Until they regain at least 1 hit point, its walking speed is reduced by 10 feet. A creature moving at half-speed through the mud automatically succeeds on this saving throw.

**Countermeasures.** The caltrops can't be detected aside from feeling around for them by hand. While doing so gets a character quite filthy, they easily locate the caltrops. Poking around the mud with a stick is ineffective as the caltrops are simply shuffled around. If located, the caltrops can be moved or picked up normally (see Treasure, below).

## XP AWARD

If the characters avoid the caltrops while moving through this corridor, award each character 75 XP.

## TREASURE

If the characters search the crates here, they find a *potion of healing* wrapped in straw as well as five battered iron trade bars worth a total of 17 gp. The inventor also has a chunk of emerald worth 25 gp in one of his pockets.

Any unused alchemical vials can be taken from the table at the end of the combat for later use (though they still fall inert after an hour has passed). If self-pity putty was used during the fight, it can be safely recovered. A character

succeeding on a DC 13 Intelligence (Investigation) check notices that it can be used to produce a mirror-image of whatever it is pressed against—including a *spell scroll*. If used in this fashion, the spell can be cast from the putty **instead of the scroll**, but because the arcane writing is backwards, the creature using the putty must succeed on an Intelligence check with a DC equal to 10 + the spell's level in order to successfully cast the spell. Once replicated "scroll" has been used (successfully or not) or once an hour passes, the putty crumbles to damp, pink dust.

If the characters spend an additional ten minutes searching the mud (see Dirty Foot Spikas, above), they find eight bags's worth of filthy caltrops—and another bag's worth on the workbench. They are worth a total of 5 gp.

## AREA D. MUSHROOM FARM

This area serves as a "farm" of sorts for the kobolds. They venture into the swamp now and then to gather vegetation and other materials with which they cultivate the mushrooms—their primary food source. The buckets are used for this and for transporting harvested mushrooms around the warren.

There is a 1-in-4 chance that a single **kobold commoner** is here collecting mushrooms.

Read or paraphrase:

This chamber is warmer and more humid than elsewhere in the warren, and the air is musty. The ground is littered with leaves and other organic material from which large, red-and-blue spotted mushrooms sprout. A pair of empty, wooden buckets lay on the ground beside the entrance.

The mushrooms are bubblegut nightcaps, **toxic** to warm-blooded creatures—something that a DC 13 Intelligence (Nature) check reveals. Warm-blooded creatures that consume a mushroom **must, ten minutes after eating it**, succeed on a DC 9 Constitution saving throw or be poisoned for one hour. A poisoned creature has intense stomach cramps and is embarrassingly gassy—any Dexterity (Stealth) check made to move quietly is made with disadvantage. Additionally, creatures with Keen Smell **automatically** detect the poisoned character.

### POISONED (CONDITION)

A poisoned creature has disadvantage on attack rolls and ability checks. They've also got gas—very, very bad gas.

## AREA E. NESTING AREA

---

Due to its proximity to Sik'garuk's lair, this nesting area is reserved for those in his favor—typically the strongest, smartest, or most handsome kobolds of the tribe. Read or paraphrase:

Much like the chamber you encountered previously, this area is littered with piles of straw, leaves, and scraps of cloth—though the pallets are fewer in number and not quite so moldy.

It would appear that the kobolds that live in this area of the warren take a little more pride in their surroundings as the area is lacking the rather rude graffiti found elsewhere in the warren.

This chamber is currently empty, but due to its size and its proximity to Sik'garuk's lair, three **kobold commoners** monitor it for intruders, instead of two (see Alert, Alert!, above).

## DEVELOPMENT

---

From here, the characters proceed to Part 3, below.

The only other (apparent) exit from this room lay to the north. The corridor winds and twists before ending in a curtain of black, scaly leather. Tendrils of acrid vapors curl and sickly, green light escapes from around the edges of the curtain.

## PART 3. ON BENDED KNEE

**Estimated Duration:** 30 minutes

In the conclusion of this adventure, the characters find the lair of Sik'garuk, the kobold scale sorcerer that leads the Sourscale tribe.

### GENERAL FEATURES

Sik'garuk's lair has the following general features.

**Terrain.** The western side of this room is approximately 3-feet higher than the rest of the room. A 4-foot wide hole in the ceiling ascends into darkness (this leads to Area 7. The Chimney, *Forge of Fury*). This tunnel serves as a "trash disposal." Though it isn't much, the kobolds see the scraps of food as **tribute from the orcs**, who are obviously jealous and terrified of the kobolds.

Sik'garuk's "throne" (really, just a pile of broken crates, wood, and miscellaneous debris covered with canvas) sits in the middle of the room's eastern wall. An alligator skull rests imposingly atop the back of the throne.

**Climate.** The air inside the warren is hot and humid, but an acidic tang hangs in the air—burning the eyes and lungs.

**Light.** Braziers of black, pitted iron rest around the room, filled with bubbling, green liquid and shedding dim, green light throughout the room. The braziers can be upset as an action, **covering a creature within 5 feet in acid**. The target must succeed on a DC 11 Dexterity saving throw or take 5 (1d10) acid damage.

**Smells and Sounds.** Bubbling and sizzling acid. Whispers.

### SIK'GARUK'S LAIR

Read or paraphrase:

Beyond the thick, black-leather curtain that hangs in the opening leading into this room, you see a wide chamber bathed in sickly, green light. Wisps of acidic mist curl around the curtain, burning your nose and throat.

Within, you can see a three-foot high dais bearing a crude, lumpy throne topped with the skull of an alligator. Behind which are stacked a number of crates. A four-foot wide opening rests in the ceiling of the northern corner.

**Sik'garuk** is here, attended by a pair of **winged kobold (urd) spies**, and a **kobold inventor**.

### ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Replace **Sik'garuk** with a **scale sorcerer** with no 2nd level spells; replace both **spies** with an **inventor**
- **Weak:** Replace **Sik'garuk** with a **scale sorcerer**; replace a **spy** with a **scout**
- **Strong:** Add two **scouts**
- **Very Strong:** Add a **spy** and two **scouts**

### TRICKS OF THE TRADE

Consider the following guidance:

**Sik'garuk.** Sik'garuk is sitting proudly on his throne when the characters arrive. He indulges the characters with small talk, but grows bored quickly if the discussion doesn't involve speaking about his greatness. Finally, he simply commands his minions to attack—casting a twinned *haste* on the spies while doing so.

**Kobold Inventor.** The inventor uses its *Weapon Inventions* to make reaching Sik'garuk as difficult and as dangerous as possible. Creatures added to the encounter in this manner don't award XP.

**Kobold Scouts/Spies.** Melee-oriented kobolds keep the attackers at bay and away from Sik'garuk.

### ROLEPLAYING SIK'GARUK

This spunky kobold is eight-feet tall in spirit, but alas, only three-feet tall in body. He's heard all these rumors about kobolds being scaredy-cats, and will have no truck with it. He's mean, headstrong, and cunning.

His ruddy scales are covered in large splotches of black and a pair of leathery wings sprout from his back—gifts from his matron, Nightscale.

**Quote:** "No! You no be here! Is hers! IS HERS!"

### DEVELOPMENT

Sik'garuk refuses to parley unless his attendants are dead, in which case he does so quite happily. In exchange for his life, he offers his "magic hat" (which is completely worthless) and the contents of his pockets. He also does whatever he can to avoid surrendering the *cloak of protection* he wears—going so far as to say that it's not magical, smelly, infested with fleas, etc., all of which are total lies (Deception +1). He would rather leave with his head than his cloak if forced to decide between the two.

### TREASURE

If slain or convinced to surrender it, the characters recover Sik'garuk's *cloak of protection*. He also carries a large chunk of onyx (another gift from Nightscale) worth 250 gp. They also find a *potion of acid resistance* and a *spell scroll of invisibility*.

### CONCLUSION

The hole in the ceiling leads to Area 7. The Chimney in *The Forge of Fury*. If the characters won't be moving on to *Tales from the Yawning Portal*, the characters can leave the tunnels and continue to Blasingdell with the satisfaction of a job well done. Everyone in the town thanks the characters who have made it safe once more for the caravans to pass through the area. Hooray.

## REWARDS

Make sure players note their rewards on their adventure log sheets. Give your name and DCI number (if applicable) so players can record who ran the session.

### EXPERIENCE (MIN: 450/MAX: 600 EACH)

---

Total up all combat experience earned for defeated foes, and divide by the number of characters present in the combat. For non-combat experience, the rewards are listed per character.

#### COMBAT AWARDS

Name of Foe	XP Per Foe
Kobold Commoner	10
Giant Weasel	25
Kobold Inventor	50
Kobold Scout	100
Winged Kobold (Urd) Spy	200
Dire Wolf	200
Kobold Dragonshield	200
Kobold Scale Sorcerer	200
Sik'garuk	700

#### NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Avoid alarm trap	75
Avoid pit trap	75
Avoid the muddy caltrops	75

## TREASURE

---

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

#### TREASURE AWARDS

Item Name	GP Value
Jet earring	25
Urd's coins	8
Kobold coins	34
Secret sock garnet	12
Iron ingots	17
Inventor's emerald	25
Muddy caltrops	5
Sik'garuk's chunk of onyx	250

**Consumable magic items** should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

**Permanent magic items** are divided according to the system provided in the *Adventurers League Dungeon Master's Guide*.

#### CLOAK OF PROTECTION

*Wondrous Item, uncommon (requires attunement)*

Made of tattered, patched canvas and stitched together with thick, coarse twine; a homelier cloak you'll likely never see. The only exceptional component of the beastly thing is the saucer-sized black dragon scale that hangs over the wearer's chest when the cloak is worn. It is glossy and bears the sigil of Nightscale herself. A description of this unforgivably hideous item can be found in the **Player Handout 3**.

#### POTION OF HEALING

*Potion, uncommon*

This item can be found in the *Player's Handbook*.

#### POTION OF ACID RESISTANCE

*Potion, uncommon*

This item can be found in the *Dungeon Master's Guide*.

#### SPELL SCROLL OF INVISIBILITY

*Scroll, uncommon*

This item can be found in the *Dungeon Master's Guide*.

## PLAYER REWARDS

---

The characters earn downtime and renown in accordance with the guidance prescribed by the *Adventurers League Dungeon Master's Guide*.

## DM REWARDS

---

In exchange for running the adventure, you earn XP, gp, and downtime days in accordance with the guidance prescribed by the *Adventurers League Dungeon Master's Guide*.

## APPENDIX. MONSTER/NPC STATISTICS

### DIRE WOLF

Large beast, unaligned

**Armor Class** 14 (natural armor)

**Hit Points** 37 (5d10 + 10)

**Speed** 50 ft.

---

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

---

**Skills** Perception +3, Stealth +4

**Senses** passive Perception 13

**Languages** —

**Challenge** 1 (200 XP)

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

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

### ACTIONS

---

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

### GIANT WEASEL

Medium beast, unaligned

**Armor Class** 13

**Hit Points** 9 (2d8)

**Speed** 40 ft.

---

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

## KOBOLD COMMONER

*Small humanoid (kobold), lawful evil*

**Armor Class** 12

**Hit Points** 3 (1d6)

**Speed** 20 ft.

---

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

---

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

**Languages** Common, Draconic

**Challenge** 0 (10 XP)

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

### ACTIONS

---

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

**Blowgun.** *Ranged Weapon Attack:* +4 to hit, range 25/100 ft., one creature. *Hit:* 3 piercing damage.

## KOBOLD DRAGONSHIELD

*Small humanoid (kobold), lawful evil*

**Armor Class** 15 (leather, shield)

**Hit Points** 44 (8d6 + 16)

**Speed** 20 ft.

---

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

---

**Skills** Perception +1

**Damage Resistances** see Dragon's Resistance below

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common, Draconic

**Challenge** 1 (200 XP)

**Dragon's Resistance.** The kobold has resistance to acid damage.

**Heart of the Dragon.** If the kobold is frightened or paralyzed by an effect that allows a saving throw, it can repeat the save at the start of its turn to end the effect on itself and all kobolds within 30 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 or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., 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** 30 ft.

---

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

---

**Skills** Perception +0

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

**Languages** Common, Draconic

**Challenge** 1/4 (50 XP)

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

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

### ACTIONS

---

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

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

**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**:

1. **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.

2. **Alchemist's 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.

3. **Basket 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.

4. **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 (see sidebar, below). *Miss:* A patch of green slime covers a randomly determined 5-foot-

square section of wall or floor within 5 feet of the target.

5. **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** (see *Volo's Guide to Monsters*, appendix A) emerges from the shattered pot and remains a hazard in that square.

6. **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.

7. **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.

8. **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.

### GREEN SLIME

This acidic slime devours flesh, organic material, and metal on contact. Bright green, wet, and sticky, it clings to walls, floors, and ceilings in patches.

A creature that comes into contact with green slime takes 5 (1d10) acid damage. The creature takes the damage again at the start of each of its turns until the slime is scraped off or destroyed. Against wood or metal, green slime deals 11 (2d10) acid damage each round, and any nonmagical wood or metal weapon or tool used to scrape off the slime is effectively destroyed. Sunlight, any effect that cures disease, and any effect that deals cold, fire, or radiant damage destroys a patch of green slime.

## KOBOLD SCOUT

*Small humanoid (kobold), lawful evil*

**Armor Class** 13

**Hit Points** 13 (3d6 +3)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	11 (+0)	13 (+1)	11 (+0)

---

**Skills** Perception +5, Stealth +7, Survival +5

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Common, Draconic

**Challenge** 1/2 (100 XP)

**Keen Hearing and Sight.** The kobold has advantage on Wisdom (Perception) checks that rely on hearing or sight.

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

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

### ACTIONS

---

**Multiattack.** The kobold makes two melee attacks or two ranged attacks.

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

**Shortbow.** *Ranged Weapon Attack:* +5 to hit, ranged 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

## KOBOLD SCALE SORCERER

*Small humanoid (kobold), lawful evil*

**Armor Class** 15 (natural armor)

**Hit Points** 27 (5d6 + 10)

**Speed** 30 ft.

---

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)

**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): *acid splash, fire bolt, light, minor illusion, poison spray*

1st level (4 slots): *chromatic orb, shield*

2nd level (2 slots): *invisibility, Melf's acid arrow*

**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.

**Twinned Spell:** When the kobold casts a spell that targets only one creature and doesn't have a range of self, it can spend a number of sorcery points equal to the spell's level to target a second creature in range with the same spell (1 spell point if a cantrip).

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



## SIK'GARUK (KOBOLD SCALE SORCERER)

*Small humanoid (kobold), lawful evil*

**Armor Class** 16 (*cloak of protection*, natural armor)

**Hit Points** 42 (6d6 + 21)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	14 (+2)	12 (+1)	11 (+0)	16 (+3)

---

**Saving Throws** Str -1, Dex +3, Con +3, Int +2, Wis +3, Cha +6

**Skills** Arcana +5, History +5, Perception +2

**Damage Resistance** fire

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

**Languages** Common, Draconic, Dwarvish, Orcish

**Challenge** 3 (700 XP)

**Draconic Resilience.** Sik'garuk's hit points are increased by 7 and his AC equals 13 + his Dexterity modifier (already included).

**Elemental Affinity (Acid).** When Sik'garuk casts a spell that deals acid damage, the spell deals an additional 3 acid damage.

**Sorcery Points.** Sik'garuk has 6 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.

**Twinned Spell:** When the kobold casts a spell that targets only one creature and doesn't have a range of self, it can spend a number of sorcery points equal to the spell's level to target a second creature in range with the same spell (1 spell point if a cantrip).

**Special Equipment.** Sik'garuk wears a cloak of protection that grants him a +1 bonus to AC and saving throws (already included).

**Spellcasting.** Sik'garuk is a 5th-level spellcaster. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *acid splash\**, *fire bolt*, *light*, *minor illusion*, *poison spray*

1st level (4 slots): *chromatic orb\**, *shield*

2nd level (3 slots): *invisibility*, *Melf's acid arrow\**, *mirror image*

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

\*Spell that deals acid damage

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

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

---

### 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.

### SWARM OF CENTIPEDES

*Medium swarm of Tiny beasts, unaligned*

**Armor Class** 12 (natural armor)

**Hit Points** 22 (5d8)

**Speed** 20 ft., climb 20 ft.

---

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

---

**Damage Resistances** bludgeoning, piercing, slashing

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

**Senses** blindsight 10 ft., passive Perception 8

**Languages** --

**Challenge** 1/2 (100 XP)

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

**Paralyzing Bites.** A creature reduced to 0 hit points by a swarm of centipedes is stable but poisoned for 1 hour, even after regaining hit points, and paralyzed while poisoned in this way.

---

### ACTIONS

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

## SWARM OF INSECTS (WASPS)

Medium swarm of Tiny beasts, unaligned

**Armor Class** 12 (natural armor)

**Hit Points** 22 (5d8)

**Speed** 20 ft., fly 20 ft.

---

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

---

**Damage Resistances** bludgeoning, piercing, slashing

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

**Senses** blindsight 10 ft., passive Perception 8

**Languages** —

**Challenge** 1/2 (100 XP)

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

### ACTIONS

---

**Bites.** *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

## SWARM OF ROT GRUBS

Medium swarm of Tiny beasts, unaligned

**Armor Class** 8

**Hit Points** 22 (5d8)

**Speed** 5 ft., climb 5 ft.

---

STR	DEX	CON	INT	WIS	CHA
2 (-4)	7 (-2)	10 (+0)	1 (-5)	2 (-4)	1 (-5)

---

**Damage Resistances** piercing, slashing

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained

**Senses** blindsight 10 ft., passive Perception 6

**Languages** —

**Challenge** 1/2 (100 XP)

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

### ACTIONS

---

**Bites.** *Melee Weapon Attack:* +0 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* The target is infested by 1d4 rot grubs. At the start of each of the target's turns, the target takes 1d6 piercing damage per rot grub infesting it. Applying fire to the bite wound before the end of the target's next turn deals 1 fire damage to the target and kills these rot grubs. After this time, these rot grubs are too far under the skin to be burned. If a target infested by rot grubs ends its turn with 0 hit points, it dies as the rot grubs burrow into its heart and kill it. Any effect that cures disease kills all rot grubs infesting the target.

## WINGED KOBOLD (URD) SPY

*Small humanoid (kobold), lawful evil*

**Armor Class** 15 (studded leather)

**Hit Points** 21 (6d6)

**Speed** 30 ft., fly 30 ft.

---

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

---

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

**Languages** Common, Draconic

**Challenge** 1 (200 XP)

**Cunning Action.** On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

**Sneak Attack (1/Turn).** The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

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

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

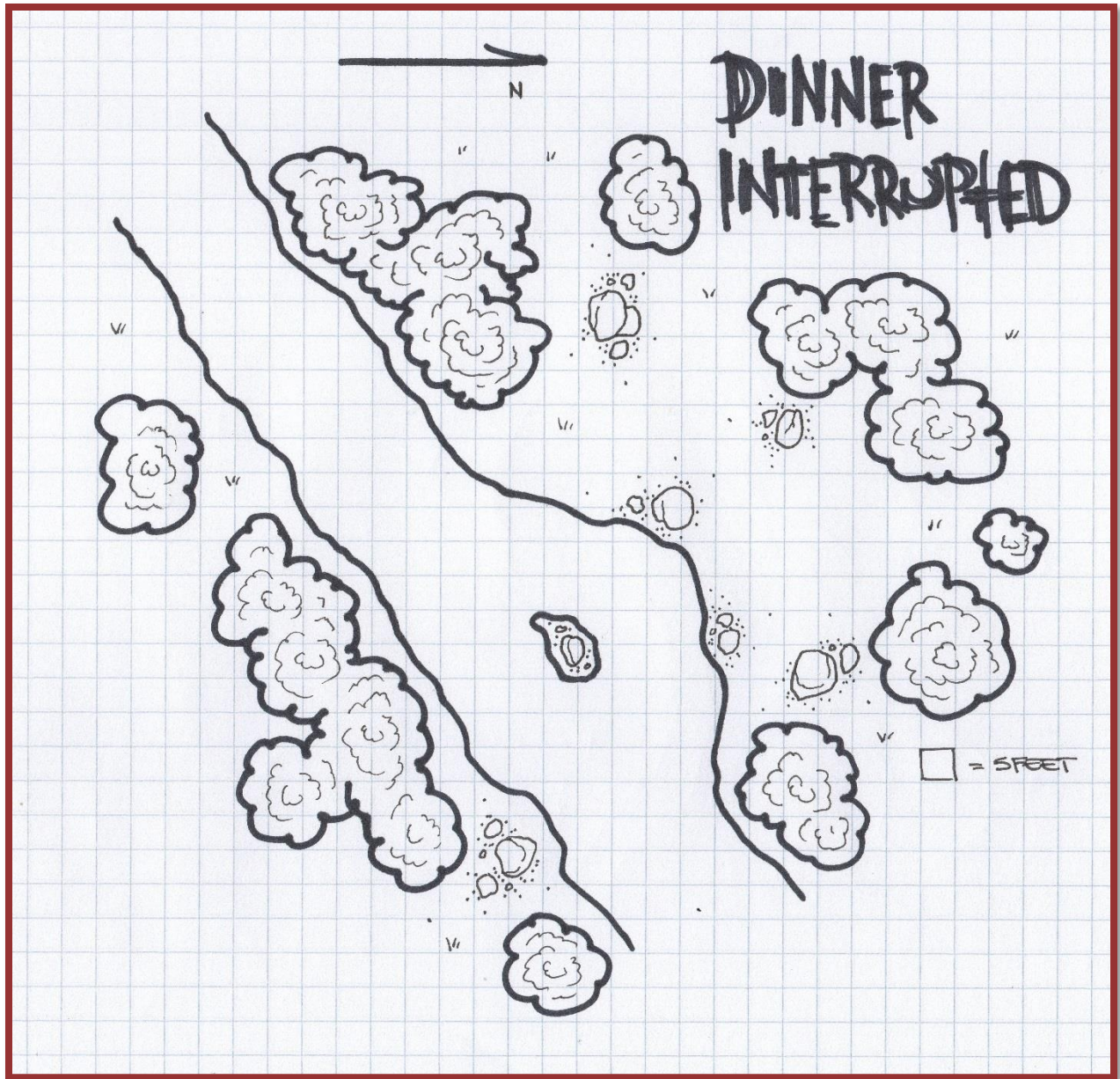
### ACTIONS

---

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

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

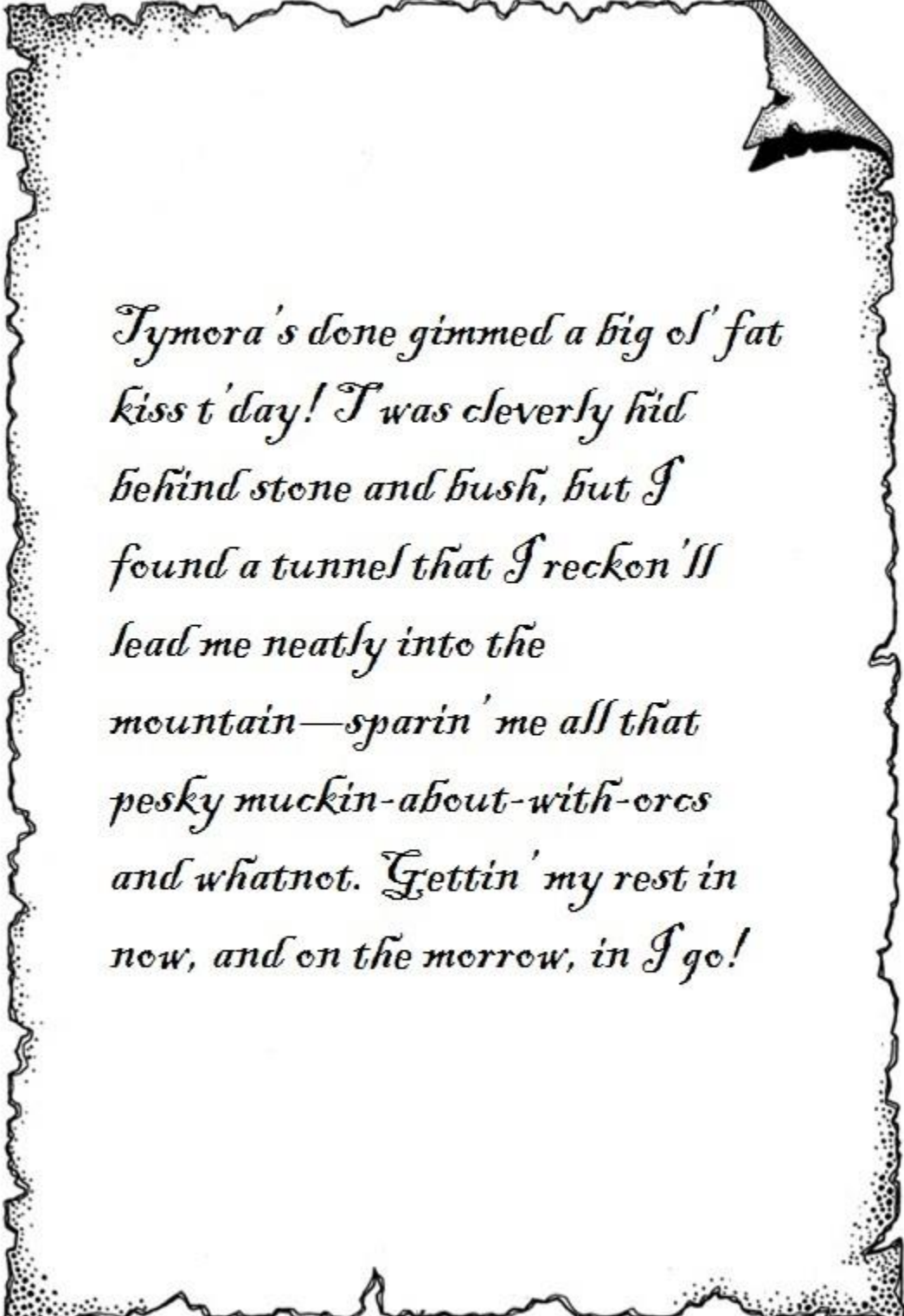
## APPENDIX. DINNER INTERRUPTED MAP



## APPENDIX. SOURSCALE WARREN MAP



## PLAYER HANDOUT 1. THOLM'S JOURNAL



*Tymora's done gimmed a big ol' fat  
kiss t'day! I was cleverly hid  
behind stone and bush, but I  
found a tunnel that I reckon'll  
lead me neatly into the  
mountain—sparin' me all that  
pesky muckin'-about-with-orcs  
and whatnot. Gettin' my rest in  
now, and on the morrow, in I go!*

## PLAYER HANDOUT 2. A HAND-DRAWN MAP



## PLAYER HANDOUT 3. MAGIC ITEM

During the course of this adventure, the characters may find the following permanent magic item:

### CLOAK OF PROTECTION

---

*Wondrous Item, uncommon (requires attunement)*

You gain a +1 bonus to AC and saving throws while you wear this cloak.

Made of tattered, patched canvas and stitched together with thick, coarse twine; a homelier cloak you'll likely never see. The only exceptional component of the beastly thing is the saucer-sized black dragon scale that hangs over the wearer's chest when the cloak is worn. It is glossy and bears the sigil of Nightscale herself.

This unforgivably hideous item can be found in the *Dungeon Master's Guide*.