# The Kobold's Hall

Kobolds have taken the lord warden's daughter! Battle through hoards the little draconic blighters to get her back!

An adventure for 1st and 2nd level characters.

# The Kobold's Hall

The hall that rests in the Shroud Wood, along the King's Road, was built centuries ago by the ancestors of Leyebridge's current lord warden. Once it stood proudly as an impenetrable fortress, the seat of power of the region. Now though it lies decrepit and forgotten, cloaked by the woods and hidden from all but those who seek it out. The only remaining indicators of its location are the ruined boulevard that ran to the main gates and waystones with tattered banners.

The historians of Leyebridge might tell you of the rich history of the region, and the battles fought at the gates of the old hall. They may speak at length of the court politics of the period, who did what and where and when, or show you dusty old maps showing its location as a strategic position in the vale.

Hunters and trappers will tell you something altogether different. Warnings to stay away, not to venture into the Shroud Wood lest you become prey to horrible monsters. Tales of rangers who journeyed into the wood in search of the old hall and the treasures it might contain, never to be seen again. Some will scoff and say that such are just fairy tales, but be warned: some tales are true.

## Running the Adventure

*The Kobold's Hall* is designed for either a group of five to six 1st-level characters or four 2nd level characters. Your players will need to keep their wits about them from the minute they venture down into the hall's catacombs, or the traps set by the kobolds could be the death of them. Be certain to communicate to the players that kobolds are well known to set devious traps, and that where there is one kobold there are usually a hundred more.

Ideally, you should be able to complete this adventure in only a few hours, at most two sessions. If you find yourself running low on time, removing an encounter or two is not out of the question. All that is really important is the beginning and end.

This adventure also uses a few unique notations and rules. The following applies throughout this document:

- ⚔ is used to indicate a value equal to the number of player characters present in any single encounter. For instance, you may see "⚔ kobolds" or "⚔ - 2 kobolds".
- A baseline **kobold** is slightly modified from that in the *Monster Manual*. Their AC is increased to 14 as each is wearing leather armour, and they have only 1 Hit Point as opposed to the usual 5. This does not change their Challenge Rating. Additionally they all wield simple martial weapons that deal 1d6 damage such as a mace, spear, handaxe or javelin in place of their default daggers.

### Adventure Start

Yesterday, the party was travelling through the farming town of Leyebridge in hopes of finding a job and making some coin. They were directed to the keep there, where the lord warden implored them to search for his missing daughter. Catching her trail, they followed it through the Shroud Wood to a long abandoned hall.

> The woods are peaceful in the noon heat. Birds twitter amongst the trees, calling to each other in song. A warm breeze drifts by, rustling the leaves and stirring your hair. It carries the scent of damp earth after summer rain, a normally comforting aroma. The scene before you is anything but comforting.
>
> Crouched in underbrush near a ruined hall, you watch a pair of small, draconic-looking creatures lounge in the shade of the entrance to their lair beneath. You've also spotted a lookout in the remnant pinnacle of the halls main tower. They haven't noticed you yet, but given enough time they're bound to raise the alarm.
>
> Presumably, the girl is being held captive below. How you get through the guards and to her is up to you.

Take a moment to introduce the players to kobolds, what they're known for and what the players can expect upon entering the dungeon. Essential knowledge includes their proficient trap making abilities, skill at tunneling and that they sometimes serve a dragon. Also allow each player to make a few retroactive preparations with that knowledge in mind, such as getting specific supplies or tools, or searching around town for more information.

What is left of the hall itself is merely rubble and old masonry. The remaining structure is 140 feet long and 100 feet wide, with the dungeon entrance on its east side. What remains of the main tower barely reaches 40 feet. Most of the surrounding woods come right up to and even over the surface ruins, but the kobolds keep the trees cleared for about 20 feet around the lair entrance. Map 1 depicts the dungeon its entirety, as well as the clearing.

### Dungeon: General Features

The walls, floors and ceilings of all corridors and rooms not kobold made are ancient granite masonry. Corridors are supported by wooden post and lintel supports every 20 feet.

**Ceilings.** All corridors and stairways in this dungeon are 10 feet high, their floors worn smooth after centuries of use. Chambers have ceilings reaching 15 feet, unless otherwise noted. Kobold-made chambers have ceilings only 5 feet high, so most humanoids will have to crouch in them.

**Kobold Structures.** Tunnels carved by the kobolds are big enough to fit small creatures, so medium creatures must squeeze into them and larger creatures cannot fit. These tunnels are rough-hewn from dirt and rock, with support beams interspersed along their lengths. Careful inspection of the tunnels shows they are rigged to collapse if the supports are removed.

**Lighting.** Because kobolds have darkvision, the dungeon will be plunged into darkness if the alarm is raised. If the alarm has not been raised yet, they leave torches enough to create dim light throughout the dungeon. Kobold tunnels are always in darkness unless someone brings a light source.

# Locations in the Dungeon

The following locations are identified on Map 1.

## 1. Clearing Entrance

A 20 foot clearing spans the distance from the treeline to the dungeon entrance. Dense underbrush and forest provides cover up to the edge of the clearing. Characters in the underbrush are lightly obscured.

A game trail used by the kobolds runs to the south east.

> The kobolds lounging in the shade of the arched entryway appear to be awful guards. You watch one snooze while the other plays with something in a small burlap sack.
>
> Up in the ruined watchtower, the lone lookout seems to only glance over the edge every ten minutes or so. They too have a little shelter to provide shade, a weather beaten tarp tied across the ruins.

***Creatures.*** Two **kobolds** stand inside the doorway down into the dungeon. One snoozes while the other is clearly distracted. Their passive Perception is only 5 unless alerted.

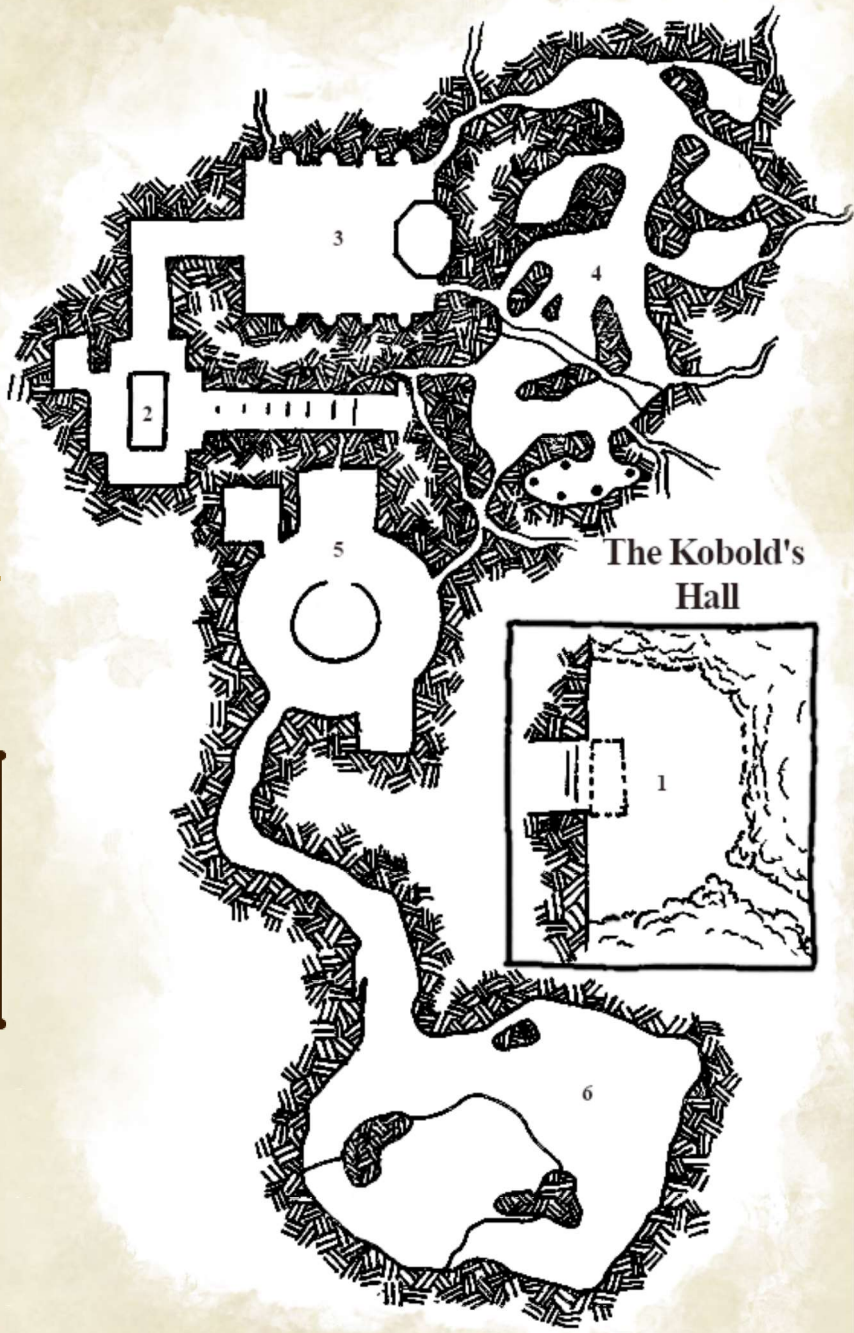
The other kobold in the tower looks out towards the dungeon entrance every ten minutes. She's actually doing her job, so make a proper Wisdom (Perception) check for her if there's a chance she might see the heroes. If she spots them, she'll pull a string in the tower which rings a bell in the dungeon below, alerting the rest of the dungeon.

***Pit Trap.*** Directly in front of the dungeon entrance is a pit covered with canvas, leaves and a light layer of soil. It is 10 feet deep, 10 feet long and 5 feet wide. With a successful DC 14 Wisdom (Perception) check, a character notices the fraudulent earth.

A character who steps onto the tarp without noticing it must succeed a DC 14 Dexterity saving throw or fall into it. Because they fall with the tarp, the character is also restrained and must use their action to disentangle themselves from it.

***Treasure.*** One of the kobolds has a little wooden doll, like a mannequin, in the sack they've been playing with. This is a voodoo doll which, as an action, can be used to cast *hold person* (DC 12) once. The tribe's sorcerer created it and leaves it for the guards to use if ever they need to.

The guards also have 22 cp between them.

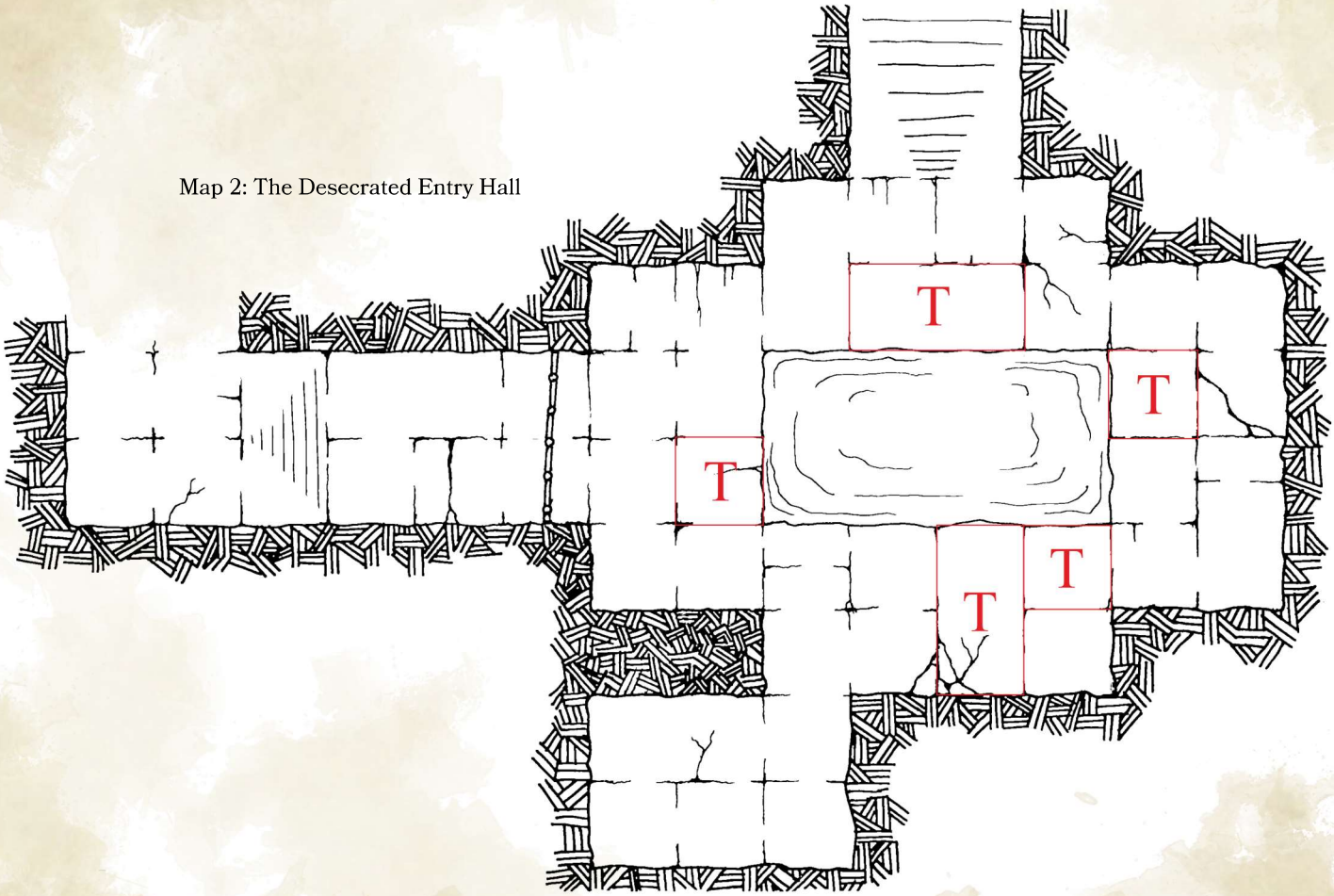



## 2. Desecrated Entry Hall

Once this would have acted as an offering hall to the dead. The previous lords that lived here left gifts for their ancestors, and asked for guidance. There was an altar at which to pray, now gone, but some evidence of it still exists. The back room was once a priest's quarters, used only sparingly since the keeps construction. Now the door has been removed and the room filled with scrap by the kobold trap master.

The tiles in the center of the room have been removed and a refuse pit dug out by the kobolds. To the right, the corridor leading to area 3 is blocked by a rusted iron portcullis, the winch controlling it lying beyond.

Map 2: The Desecrated Entry Hall




You come into an open entry hall lined with defaced frescoes. They may have once depicted gods, heroes or spirits, but now are mangled and stained with filth. The tile floors are cracked and broken, those at the centre of the chamber actually removed and the earth dug out by its current inhabitants. Across the room stands an open entryway into a darkened space beyond, and to the right is a portcullis blocking passage down a corridor.

As you enter, some kobolds take notice of you. They ready their weapons, screeching in unison, and one begins to make a hasty retreat through the gate!

***Creatures.*** ⚔-1 **kobolds** are playing a game, trying to see who can spit into the pit from the furthest away, when the players enter. If the guards in area 1 have been alerted, they are instead waiting in ambush in the back room and right-hand corridor. When combat inevitably begins, the kobolds use their knowledge of the trapped tiles to put the heroes in the pit if possible.

***Trapped Tiles.*** Five of the old tiles in this room (marked in Map 2) are rigged with tiny rollers. If a medium or larger creature steps on one, they must succeed a DC 14 Dexterity saving throw or fall into the pit. The pit is filled with refuse, and characters falling in don't take damage as a result of this fall. However the earthen walls of the pit are slick with slime, and require a DC 15 Strength (Athletics) check to climb out. Whether it does its job or not, a tile can't be activated again unless reset over the course of 10 minutes.

***Refuse Pit.*** The pit is 20 feet long, 10 feet wide and 10 feet deep. The walls are bare earth and stone, but seem to be covered with a slippery substance. The same substance fills the pit up to 2 feet, stinks and inhibits movement. Characters in the pit move at half the speed they normally would.

## 3. Tomb of Deadly Knights

Four sarcophagi lie shattered and broken in the middle of this ancient tomb, which are considered difficult terrain. Reccesses house abused suits of armour along the north and south walls. The far end of the room is dominated by a profaned depiction of some ancient being in high relief, looming over a similarly desecrated altar.

Overhead, suspended by many hooks from the rafters, is the rotting corpse of a stone giant. Its body seems to have stony protrusions shaped like mundane objects jutting from it at odd angles.

The chanting stops when you enter. At an altar at the far end of the room a kobold in a bone headdress points and screeches at you. To either side you can see kobolds, weapons now at the ready. The adorned kobold at the far end of the room screeches again and backs away, dragging a terrified young girl off the altar. The others move to cover his retreat.

***Creatures.*** The kobold conducting the ritual is a **kobold scale sorcerer**. He is the tribes ringleader, but he immediately takes the girl and makes a hasty retreat down one of the two tunnels at the far end of the room.

Near the altar is the tribes chief trapmaker, a **kobold inventor**. She stays at the back of the room using her *weapon invention* ability before also fleeing the chaos.

Also in the room are 1/2⚔ **kobolds** and a **kobold dragonshield**. They advance on the adventurers to cover their master's retreat and use their knowledge of the various traps in the room to their advantage.

***Bolt Traps.*** Four of the suits of armour in this room are rigged with decrepit crossbows. If a medium or larger creature steps on one of the pressure plates in the line of fire of a crossbow it fires. Map 3 shows which suits and tiles are trapped. A creature shot by a suit of armour must succeed a DC 14 Dexterity saving throw to dodge or take 2 (1d4) piercing damage.

***Falling Rubble Trap.*** Next to the altar is a rope fastened to a hook in the stone. If any of the heroes are standing in the center of the room (marked on Map 3) a kobold may run over the the rope on its turn and tug on it. Pulling the rope undoes the stitching holding shut the belly of the stone giant suspended above, releasing rubble and refuse.

A creature caught in the traps area must make a DC 14 Strength or Constitution saving throw. On a failure, they take 5 (1d8) bludgeoning damage and are knocked prone. On a success they take half the damage and are not knocked prone. The area then becomes difficult terrain.

***Treasure.*** The kobold dragonshield carries a *+1 shield* made of discarded dragon egg shell. On the altar are a number of ritual tools, kives, bowls, urns and embalming tools worth 10gp. There is also a component pouch. The effigy looming over the altar once depicted Death, but is covered in bones and hides. All together there is 9 square yards of hide worth 14 sp.

With a successful DC 15 Intelligence (Investigation) check, the altar at the far end of the tomb is revealed to actually be a sarcophagus, sealed shut by ancient magic. If targeted by *dispel magic* or a similar effect, the magic is released and the sarcophagus can be opened. Alternatively and successful DC 20 Strength (Athletics) check breaks the magic and opens the sarcophagus. Inside is the mummified remains of one of the lord warden's ancestors.

Among the ancestors remains are four gems worth 50 gp each , a *potion of healing*, a *scroll of mending*, *Ward* and *Sovereign* (see the Appendix for statistics).

## 4. The Kobold Nest

This space is obviously kobold made. The ceiling, nothing more than packed earth and stone, is close enough that you have to crouch, and columns of earth have been left as supports. Several tunnels lead out from here, all only big enough for kobolds.

> You enter into a low-ceilinged cavern, the floor dugout in places and filled with refuse. This look like the kobolds nesting ground. Tunnels lead out in every direction, all but one silent. Drifting through the close corridors is the sound of drums.

The nests have been abandoned, and hastily. As soon as the alarm is raised, the non-combatant kobolds take everything they can and flee down their many tunnels. 2d6 kobold eggs are all that's been left behind. All but one tunnel, leading to area 5, have been collapsed.

If the characters managed to somehow make it this far without raising the alarm at all, they find 2d20+20 **kobolds** resting here, all unarmed.

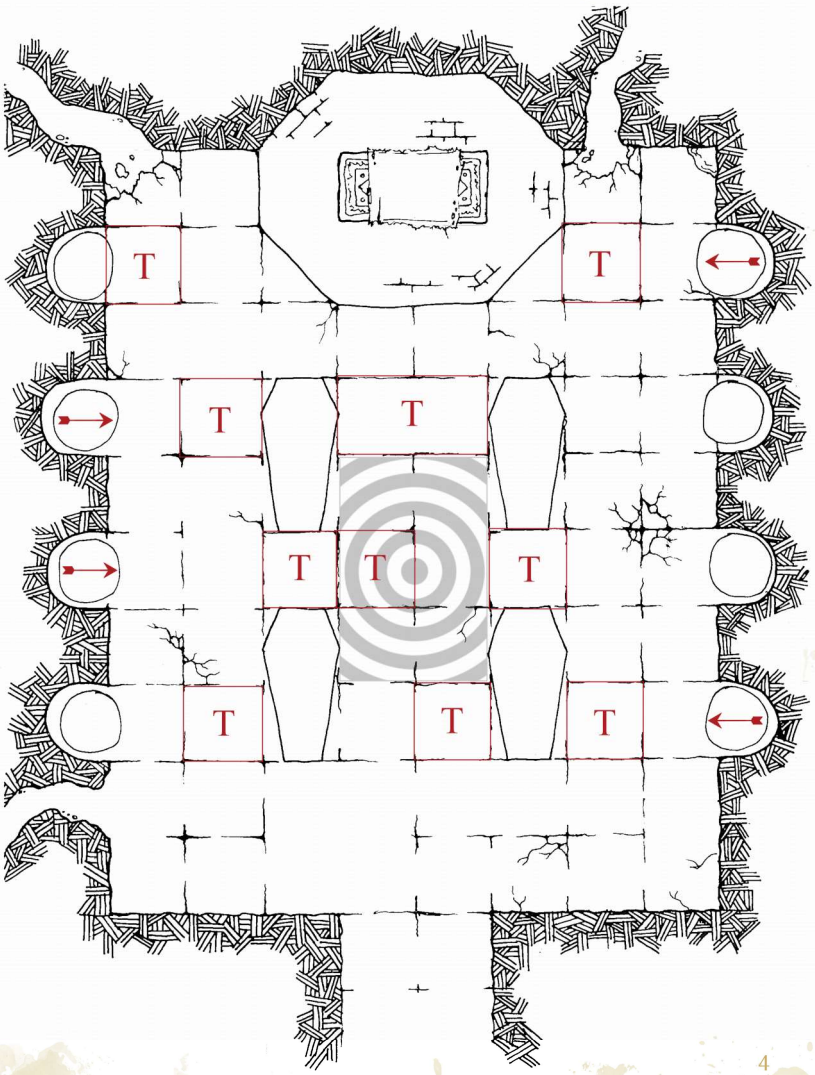
***Treasure.*** If the characters stop to search the nests and succeed a DC 10 Intelligence (Investigation) check, they find 3d8 mundane objects, 24 cp, 15 sp, and 9 gp among the nests. They also find a *potion of greater healing* and a *scale of fire breath*, which functions as a *potion of fire breath*.

## 5. The Central Cistern

This was once the cistern for the castle above, and held its stored water. The central room gave access from above, but now serves the kobolds as a mushroom farm. Access to it is blocked by a piece of iron grating the trapmaster has jammed there. The storage room to the north east is the root cellar, where the tribe keeps stores of food for winter.

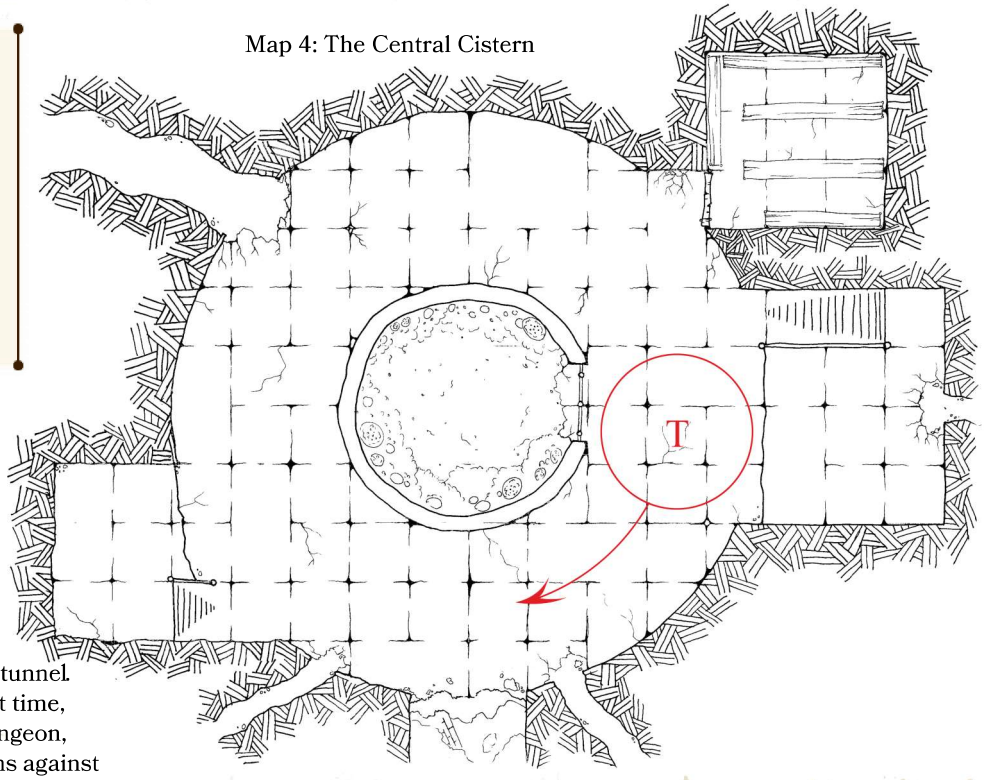
The platforms to the left and right hand are 5 feet and 10 feet elevated, respectively, from the main floor of the cistern. The large tunnel at the far end of the chamber leads to area 6.

Map 3: Tomb of Deadly Knights



You enter into a large cistern, hearing ahead of you draconic screeching accompanied by the terrified wails of the girl. As you emerge, there is a rumbling, and to your right a large dark mass crashes into the stonework, splintering tiles and scattering shards in all directions. In your torchlight the shape looks a lot like a gigantic boulder, especially as it starts creaking towards you.

Map 4: The Central Cistern




***Creatures.*** The **kobold scale sorcerer** is waiting here for the adventurers, along with another **kobold dragonshield** and two regular **kobolds**. The kobolds activate the rolling boulder trap when the adventurers enter, and the dragonshield protects the sorcerer on the right hand platform while the regular kobolds dig out the collapsed tunnel behind them.

It takes the kobolds 5 rounds to dig out the tunnel. If they manage to fend off the heroes until that time, the remaining kobolds move to escape the dungeon, leaving the girl behind. If the tide of battle turns against them, the scale sorcerer casts *expeditious retreat* and makes a break for the tunnel leading to area 6.

***Rolling Boulder.*** The circle marked on Map 4 is a massive boulder the kobolds push off of the adjacent platform when the characters enter. It moves on initiative count 20 every round, accelerating as it does. In the first round it moves only 10 feet. The next, 20 feet. It tops out on the third round moving 40 feet, and continues to move around the cistern at that speed until stopped or ten rounds have passed.

If a creature is caught in the boulders path when it moves, they must immediately succeed a DC 14 Dexterity saving throw or suffer 7 (1d12) bludgeoning damage as they are crushed by it. Success or fail, the creature is then shunted to behind the boulder.

The heroes can attempt to stop the boulder any number of ways; it is up to you to decide which ways are viable. The DC for success of any means increases as the boulder accelerates. In the first round, arresting its movement requires a successful DC 15 check. In the second round, the DC increases to 18. By round three, the DC becomes 22.

Needless to say, it is in the players best interest to either stop the boulder early or get out of its way as quickly as possible.

***Treasure.*** This dragonshield carries a *+1 shield* of moulted green dragon scales. The scale sorcerer, if caught or killed, has a shard of glowing crystal wrapped in leather straps as his focus, which acts as a *+1 wand of the war mage*.

Hidden among the mushrooms of the farm are a few caches left by greedy kobolds. A DC 15 Intelligence (Investigation) check in this area reveals two caches, containing a silver and gemstone locket with an ivory cameo worth 37gp, a brass ewer with gold trim worth 25gp, and 10sp.

## 6. Dragon's Den

The final chamber of the dungeon is where everything culminates. It is the lair of the kobold tribes master, a fledgling dragon. In its center is a steam pool created by an upwelling hot spring. It is hot, but not enough to burn characters who fall in. It is however quite deep, being the top of a very deep shaft filled with water.

Above the pool is a vertical shaft leading to the surface, which acts as the main entry and exit for the dragon. The ceilings here are studded with stalactites and hanging vegetation, but the floors are kept smooth by the dragon.

You chase the screams into the tunnel, and follow it maybe two hundred feet into the earth. The further it leads, the warmer the air gets, and you can feel moisture in the air as it impacts your skin.

Suddenly the tunnel drops away and you come out into a large, mist-filled room. The mist mingles with steam from a hot spring in the center of the cave, and rises straight through a sink hole to the surface. Above you can see sunlight filtering through, but the sky is obscured by the spray, as is much of the rest of the room. Along each wall and dangling from above you are luscious green plants, which slightly muffle the echoing screams of the lord warden's daughter.

**Creatures.** A **green dragon wyrmling** named Ajagai lurks here. She is on the cusp of being a young dragon, so is Large. She may be hidden in the mist, clinging to the ceiling, or just below the surface of the steam pool. She merely observes until the party engages the sorcerer, then she strikes, targeting the most dangerous characters.

After Ajagai takes 25 hit points of damage, she attempts to flee. She has no desire to die needlessly, and may return at a later date.

**Treasure.** Ajagai has accumulated a small hoard despite her young age. In one corner of the cavern, the characters find 2531 cp, 1454 sp, 60 gp (total 80 lbs. of loose coins), 10 gems worth 50 gp each, an *eversmoking bottle* in a purple velvet bag, and an ashwood box containing a *wand of web* and three jade spiders worth 10 gp each.

## And so it Goes...

From here, the story is yours. Assuming the heroes retrieve the lord warden's daughter unharmed, he rewards them handsomely. Perhaps though, something about her is not quite the same.

Ajagai may have already had the time needed to bend the girl to her will, brainwashing her with promises of power or threatening her, with mercy should she carry out a few simple tasks. If Ajagai escapes, she could return at a later date to wreak havoc upon the landscape. Given her desire for living treasure, she may even have put the kobolds up to kidnap in the hopes of finding some unique trophies; namely, the player's characters.

Kobolds, like cockroaches, never go away. With the leadership squashed, the tribe could split into smaller groups hidden in the Shroud Wood. They might grow over the course of a few months to become a very real threat, driving the characters once again out into the wilderness to put them down. Next time however the kobolds will be more prepared.

Maybe Ajagai wasn't at home when the characters arrived, and they took her treasure. Returning to find it gone, she would make a beeline for the nearest settlement, Leyebridge. In this scenario, give Ajagai the statistics of a **young green dragon** and let her wreak havoc on the township for the player's transgressions.

The characters receive normal experience for creatures defeated in this adventure. If they manage to disarm or trigger any traps safely, add an additional 200 xp to the pool. Finally they each receive 100 xp for rescuing the girl safely.

# Appendix

Here can be found the statistics of various things unique to this adventure.

### Sovereign

*Weapon (morningstar or flail), uncommon (requires attunement by a creature not attuned to Ward)*

Attacks made with this magic weapon ignore AC bonuses granted by non-magical shields. If you score a critical hit with this weapon against a creature weilding a non-magical shield, the shield is destroyed entirely.

While attuned to this weapon and within 30 feet of a creature attuned to *Ward*, you become the target of it's bonding effect.

### Ward

*Armor (shield), uncommon (requires attunement by a creature not attuned to Sovereign)*

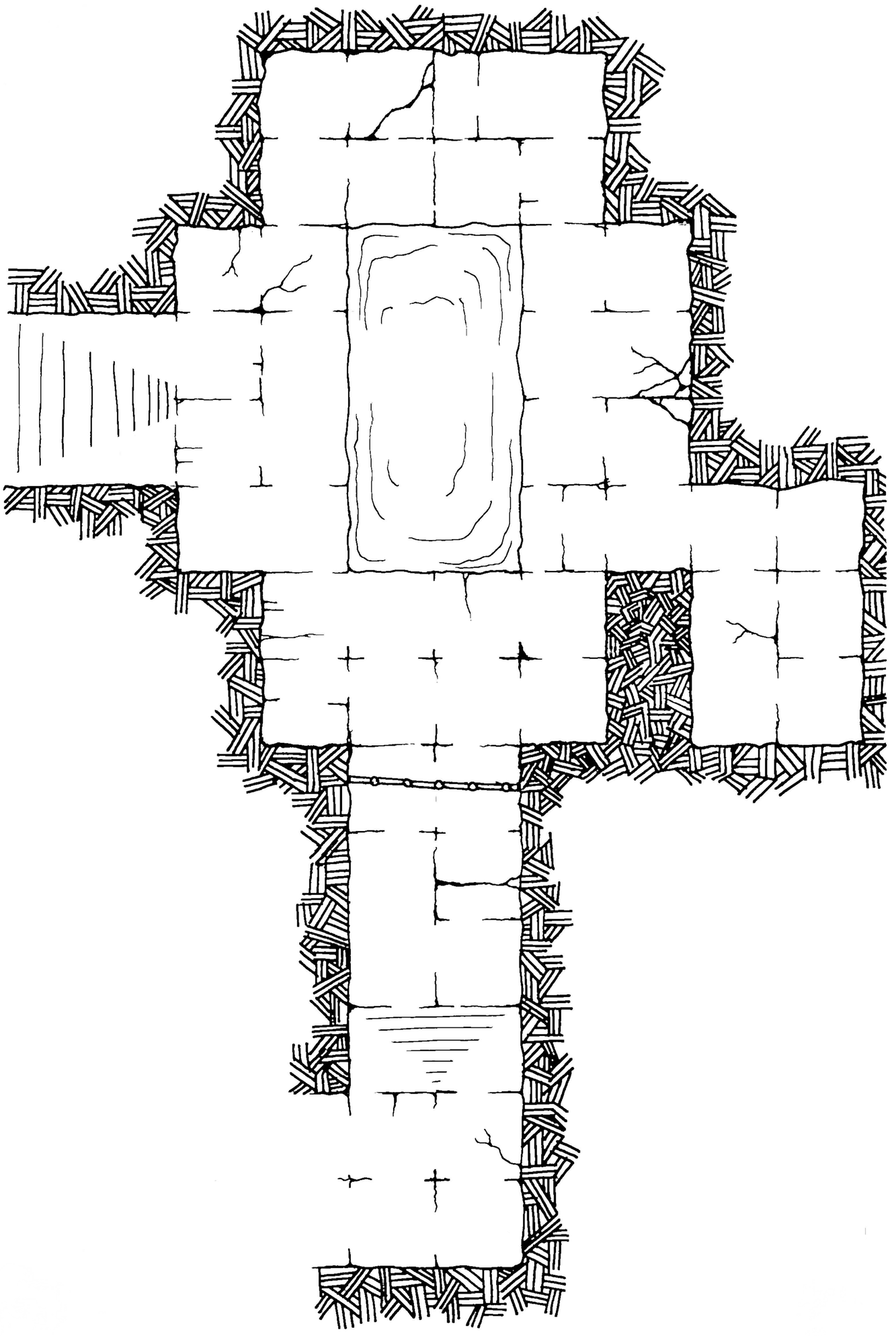
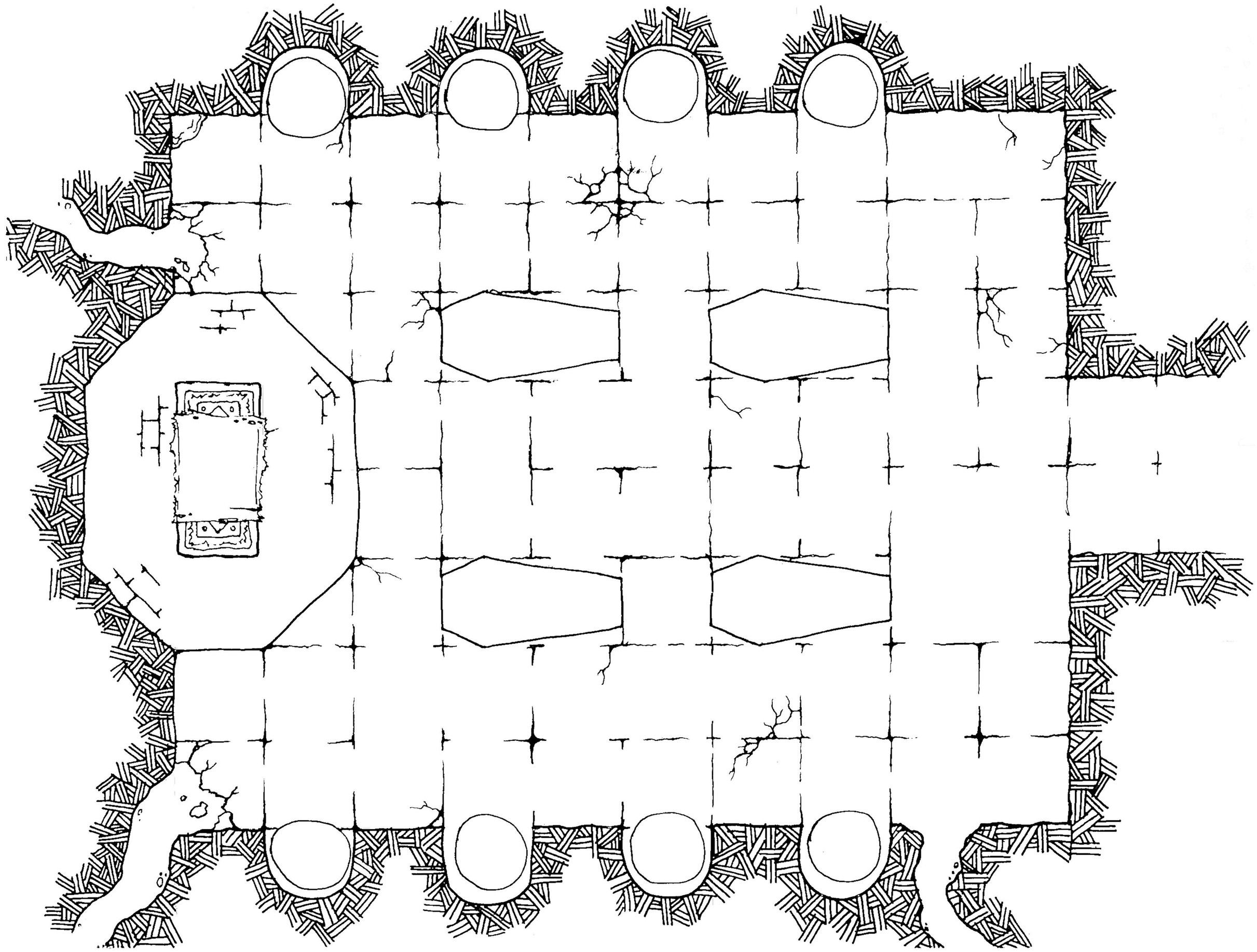
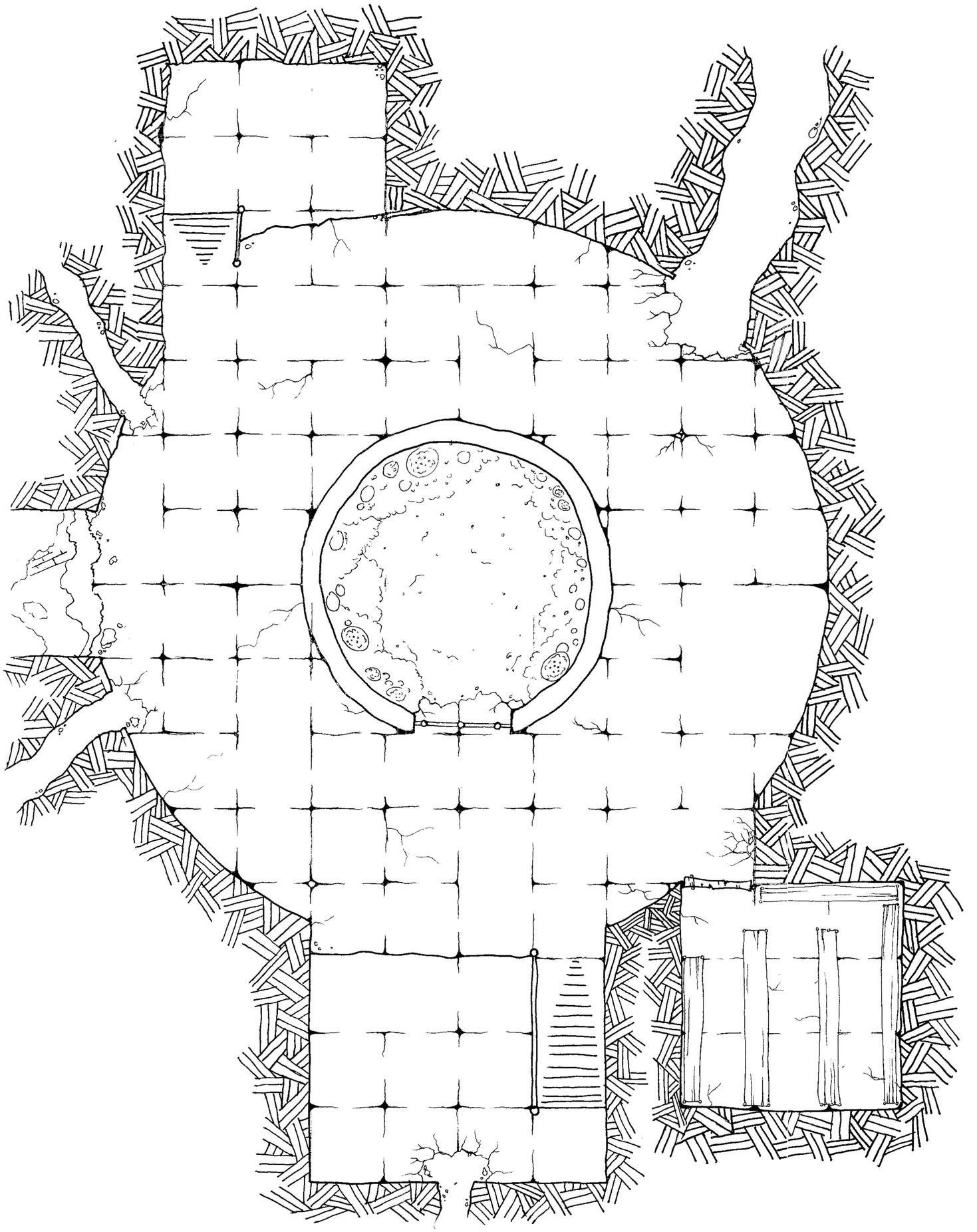
While attuned to this magical shield, you can use your action to bond yourself to a willing creature within 30 feet of you. If a creature attuned to *Sovereign* is within 30 feet of you, you automatically bond to that creature, and may do so as a bonus action.

While bonded in this way, you gain a +1 to your AC and saving throws and resistance to all damage. Additionally anytime you take damage, the creature bonded to you takes the same damage. This effect ends after one minute, if either of you drop to 0 hit points or become separated by more than 60 feet.

Once used, the shield cannot be activated again until the following dawn.

# Credits

Written and design by Cameron Boyle (/u/Dustfinger_).
Based on "Kobold Hall" from the *4th Edition Dungeons and Dragons Dungeon Master's Guide*.

This document was created on the Homebrewery, an invention of Scott Tolksdorf. Support its continued existence and development on the subreddit and website.

All artwork in this document was drawn by me, and was created for this adventure.