

Sixteen Kobolds

An Adventure for
Waterdeep: Dragon Heist,
Storm King's Thunder,
or any campaign with giants and kobolds

A 4 hour dungeon crawl for 4th-6th level characters

by PAUL METZGER



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Sixteen Kobolds

Adventure Background

Geef absolutely hated being dirty. Regular bathing sounds perfectly normal to civilized folk, but unfortunately for Geef she was not among them. Geef was a hill giant, living at Grudd Haug under the oppressive rule of the disgustingly fat and unwashed Chief Guh.

Despite sleeping piled among dozens of filthy hill giants in a dank cavern shared with numerous pigpens, Geef did her best to stay hygienic. She bathed nightly in the small pond created by the dam of earth and fallen timber that made the hill giants' home. The water was stagnant and foul smelling, but she always came out cleaner than she had started.

Geef was mocked mercilessly for it. The females berated her habits as uncouth, and no male would submit to becoming her husband.

When Chief Guh, consuming an ever growing majority of the tribe's food, decided to exile all of the females and take their husbands for herself Geef really didn't feel too bad about it.

A hill giant needs to eat, so Geef followed the small stream that flowed from the damn down to where it met the Dessarin river. There she swam happily in the cold, clear water from the spring melt. Further downstream the swollen river spilled over into a large oxbow lake where she was greeted by the welcome sight of trout flopping at the water's surface.

As Geef went about the task of collecting one delectable yet woefully inadequate morsel at a time, she came across four emaciated kobolds on a raft attempting to spear and net fish of their own.

The kobolds explained that while fish in this lake were plentiful, fishing was monopolized by men in a small village on its western shore. Whenever the kobolds dared venture out on the lake to find food, the humans would soon chase them back to their fortified home, a natural cave jutting out onto the lake along its southern shore.

The giantess and the kobolds quickly came to a mutually beneficial arrangement. Geef went to the human village, smashed their tavern to the ground, and declared that all of the fish in the lake now belonged to her and her sixteen kobolds.

Under Geef's menacing stature, the kobolds absconded with all of the men's boats, nets, and fishing gear. The kobolds now had more than enough to feed themselves and their new master.

Unlike Guh, Geef was a benevolent ruler. She doted upon her kobolds, even granting them adorable colored scarves which codified their existing social structure.

The kobolds were so grateful that they used their ingenuity to build Geef a proper bath, its water cleverly pumped and heated by their kiln.

Now Geef enjoys a hot bath at least twice a day, and she and her kobolds live a content life.

The men of the fishing village, however, do not. Now living nearly as poorly as the kobolds had previously, the humans of the fishing village have sent for the help of men in Amphail, Goldenfields, Waterdeep, and even as far as Yartar. Will they find their heroes to slay the giantess and restore their livelihood?

Overview

The adventure consists of these sections:

Adventure Hooks. In addition to the background outlined above, specific hooks are provided for tying the adventure into your *Waterdeep: Dragon Heist* or *Storm King's Thunder* campaign.

Fish Famine. The characters reach the fishing village and learn of the villagers' woes.

Kobold Caverns. The adventurers must work their way through a three story dungeon riddled with kobolds and their clever traps.

Showdown with a Giant. Geef doesn't appreciate having her bath interrupted. How will the characters face down the angry giantess?

Adventure Hooks

This adventure can easily be placed into any campaign setting, but additional hooks are provided if you are running one of these official hardcover adventures set on the Sword Coast.

Waterdeep: Dragon Heist

The lake and fishing village are located northeast of Waterdeep, and a number of the factions have reason to be interested in the villager's plight.

Location: Billafurrow Region

Billafurrow Lake is an oxbow lake that fills in when the River Dessarin floods in the spring. The kobold lair juts out into the lake from its southern shore, and Billafurrow Village is at the northwestern corner. The Village lies on a trail known as the Northfurrow, which connects Waterdeep to the temple-farm Goldenfields. A map of the region is included at the end of the adventure.

Lords' Alliance

Jalester Silvermane has gotten an earful from Tylandar Roaringhorn of Amphail that a local fishing village has been sacked by a giant and won't be able to provide for the feast he has planned in honor of his sixty-third birthday. The haughty noble will only settle for freshwater fish.

As Amphail is a member of the Lords' Alliance and Roaringhorn is due to be named Amphail's next Lord Warder, Silvermane feels that he should placate the man but doesn't want to expend the already thin resources of the City Watch to do so.

Amphail is located north of Waterdeep on the Long Road. Roaringhorn and a number of displaced fishermen, who will tell an exaggerated version of events, are easily found at the Stag-Horned Flagon tavern. Roaringhorn happily provides horses for the ride to Billaurrow Village, about 25 miles to the southeast along a dirt path that runs along the foothills of the Sword Mountains.

Emerald Enclave

Goldenfields is a stronghold of the Emerald Enclave. The huge temple-farm actively traded their crops to Billafurrow Village for not just fresh

fish, but more importantly fish byproducts which serve as a critical fertilizer.

Abbot Ellardin Darovik of Goldenfields has called upon Jeryth Phaulkon for assistance, and she agrees that this upset of balance must be addressed.

If the characters take Northfurrow towards Goldenfields, they will pass through Billafurrow Village on the way. While there, local fishermen beg the adventurers assistance with a story of woe that exactly matches the situation Phaulkon described.

Zhentarim

Zhentarim spy Yondral Horn is the dwarven proprietor of the Sleeping Dragon Inn in the town of Rassalanter, north of Waterdeep on the High Road. Rassalanter is a stronghold of Waterdeep's City Guard, which Yondral has learned the Lords' Alliance is about to dispatch to Billafurrow Village to reclaim the lake.

Prior to the gang war with the Xanathar's Guild, weakening dependence on the Lords' Alliance in the region surrounding Waterdeep was a top Zhentarim priority. Although Davil Starsong is wrapped up in Waterdeep's problems, he may know a band of adventurers up for a heroic deed.

Order of the Guantlet

There is an evil giant to slay.

Storm King's Thunder

This adventure is level appropriate for chapter 2 of Storm King's Thunder, and could also be useful for helping characters locate the lair of a giant lord in order to obtain a *conch of teleportation* after completion of chapter 4.

Rumblings

After your adventurers have rescued a settlement from the giant attack, include this adventure as a quest issued by one of the NPCs.

Tribor and Goldenfields are geographically close to Billafurrow. If your party rescued Bryn Shander, consider using the hook for Svardsborg below. As a frost giant is a considerably more formidable foe than a hill giant, you may wish to allow the party to take one or more of the powerful NPCs from Bryn Shander along on the quest, or simply portray Utstøtt as a weaker individual and use the hill giant stat block.

The Path to a Conch

Instead of the *Quest for the Giant Relics* in chapter 4 of *Storm King's Thunder*, you can use this adventure to help your players find the location of the lair of a giant lord.

As with Geef of Grudd Haug, Den of the Hill Giants, each other type of giant has an outcast who could lead the adventurers to their home lair.

Deadstone Cleft, Canyon of the Stone Giants. The outcast stone giant Tramaka longed for bright blue water reflecting a sunny sky. She found it in lake Billagrann, on the Loagrann river to the northeast of Loudwater. The kobolds here have constructed giant mirrors to form a sunbathing lounge rather than a bathtub.

Svardborg, Berg of the Frost Giants. Utstøtt hated the cold. He found respite with the kobolds on the Maer Dauldon, who use their kiln to pump and heat water from the icy lake. The now devastated fishing village of Bremen is one of the Ten Towns, along with Brynn Shander.

Ironslag, Forge of the Fire Giants. Ceniza just wanted to cool off. Icespear Lake nestled in the Cold Vale of the Silver Marches proved to be too cold, but the kobold kiln provides pleasantly temperate baths. News of the plight of the small fishing village of Valespear has spread to Deadsnow, Citadel Felbarr, and even as far west as Silverymoon.

Lyn Armaal, Castle of the Could Giants. Suolo suffers the double misfortune of motion sickness and an acute fear of heights. She settled on some of the only solid land in the Evermoors, the kobold stronghold on Lake Billuvin on the Rauvin River between Rivermoot and Zymorven Hall. Concern for the adjacent fishing village of Ravong continues along the Rauvin Road east to Silverymoon, Everlund, and beyond.

Dungeon Adjustments. If you modified the location of the adventure, be sure to note any adjustments to the dungeon that may be necessary (e.g. temperature of piped water, ground coverings, the giant's bath).

Fish Famine

Billafurrow Village wasn't much during its heyday, and when the adventurers arrive it's a sad shadow of its former self. The town's largest building lies in ruins in the center of the town. Of the dozen or so homes and businesses, half appear to be completely abandoned.

What little foot traffic there is in the village all comes and goes from a modest single story building. The remaining villagers have transformed this abandoned home into a makeshift tavern and town hall.

Speaking with the villagers can yield the following information:

- Until a few weeks ago, Billafurrow Village was a growing community with an economy based entirely around harvesting the abundance of lake fish.
- The kobolds dwelling in the cave jutting out into the lake from the south were always a minor nuisance, but never a threat.
- Suddenly a giant appeared flanked by four groups of kobolds, each wearing different colored scarves. The kobolds sacked the village under the giant's watch, absconding with most of the village's fishing supplies.
- The giant claimed the lake now belonged to it and the kobolds, and then smashed the town's inn to the ground.
- The giant threatened that if it or the kobolds were interfered with, it would return to demolish the rest of the village.
- Many of the villagers, particularly those with families, have moved on to find another way of life.
- Those that remain have been able to fish the shore well enough to sustain a meager life, but are unable to harvest enough fish to maintain trade.
- The villagers have sent word to towns in the region for help, but the adventurers are the first outsiders to come. The villagers desperately want their way of life back, but are too afraid to take on the giant themselves.

Kobold Caverns

The kobold lair consists of three stories carved out of a large rock formation which juts out into the lake from its south shore.

The interior of the caverns has been excavated to smooth rock surfaces with ceilings only around 5 feet high.

Every room in the lair contains ropes and bells connected to each other through channels in the cavern walls. When a kobold leaves or enters a room, it strategically tugs at the ropes to ring the bells in a coded fashion that indicates their status and location of any intruders.

The area descriptions below indicate where the kobolds are expected to be depending if they have been alerted to intruders. These are not hard rules however. Keep track of your kobolds and move them about the caverns in a strategic manner. They are, after all, cunning little creatures!

Kobold Squads

Geef has divided the kobolds into four squads identified by the colored scarves they wear: yellow, red, green, and blue.

Each squad consists of one **kobold**, **kobold dragonshield**, **kobold inventor**, and **kobold scale sorcerer**.

Yellow squad (with the exception of one kobold lookout goofing off in area M2) start the adventure in area U3 working the kiln. As the alarm bells ring, they move to kobold the arrow slits in area U1, and then through hallway U5 to provide backup. The yellow squad kobold inventor has a key in his pocket which opens the chest in area U4.

Red Squad (with the exception of the kobold lure goofing off in area M2) begin in area M9 and move to set up an ambush in area M7 when alerted.

Blue Squad are enjoying a dice game in area L2 until they either have to set up an ambush in the same area or join a fight up the ladder in area M7.

Green Squad are attending to Geef when the adventurers reach the caverns. Depending on how the invasion progresses Geef may either dispatch them to deal with the intruders or keep them at her side.

Main Level

M1 Narrow Path

Kobold footprints along the shore lead to a peninsula jutting out into the water. It's obvious that the fifty foot span leading to an entrance in the rock face beyond has been artificially narrowed. The ten foot wide bridge lacks the protection of a parapet, and drops 80 feet to the icy waters below. Thick black smoke rises from the top of the rock structure slightly to the west.

Alarm Tripwire. A taut rope lies across the path just before it narrows, and is connected to an alarm bell in area M2. The rope is completely covered by sand, and can only be spotted by a character who is actively looking with a successful DC 16 Wisdom (Perception) check. If the alarm is triggered, the yellow squad kobolds in area U1 rush to the arrow slits above and begin firing spears at the intruders.

Caltrops. The entirety of the narrow bridge is covered with hard, spiky shards of pottery which lie just beneath the surface of a thick layer of mud (or snow or other similar material as the specific environment you chose may warrant). Although the tracks of many kobolds are apparent in this area, their light weight allows them to pass over the surface of the mud unharmed.

Any creature of medium size or larger who enters a space in this area must succeed on a DC 15 Dexterity saving throw or take 1 piercing damage and stop moving. Until that creature regains at least 1 hit point its speed is reduced by 10 feet. A creature may move safely through the area by treating it as difficult terrain and moving at half speed.

M2 Cave Entrance

The wide entrance to the cave opens into a large area, but the ceiling quickly slopes down to the 5-6 foot height that is common throughout the structure. The floor is covered with with a thick layer of drying mud.

Two **kobolds** (one each from yellow and red squads) are supposed to be standing watch, but are instead sitting in the east end of the room playing a dice game.

Kobold Tactics. Even if the alarm bell wasn't triggered by characters in M1 and the kobolds are surprised, they still stick to their plan:

Upon being alerted to the intruders, the yellow squad kobold scurries up the escape hole at the east end of the room to join the rest of yellow squad on the level above. The red squad kobold attempts to draw the intruders into the hallway to the west.

Remember that every room in the structure is connected with a series of ropes and alarm bells, which the kobolds ring in distinctive patterns when they enter or leave an area.

Escape Hole. This narrow tunnel is barely wide enough for a kobold to scurry up to area U2. The walls of the tunnel have been carved to provide excellent handholds such that the kobold can traverse the area at full speed. A creature of medium size or larger cannot fit in the hole.

Secret Door. A well hidden door in the northeast corner of the room leads to area M3. It can only be noticed when a character who is actively looking succeeds on a DC 17 Wisdom (Perception) check.

Clay Pipe. A large clay pipe juts out of the western wall of this area. Just under the pipe is a small lever. Pulling the lever releases a torrent of scalding hot water. Each creature in a 20 foot square in front of the pipe must make a DC 14 Dexterity saving throw. On a failed save a creature takes 2d6 fire damage and is pushed 10 feet away. On a successful save the creature takes half as much damage and isn't pushed.

A small or smaller creature standing directly under the pipe when pulling the lever isn't struck by the scalding water. If a kobold isn't able to execute its planned tactics, it may attempt to unleash water from the pipe as a means of dealing with intruders.

M3 Secret Hallway

This 15 foot long hallway connects the cave entrance to a stairwell.

A successful DC 12 Wisdom (perception) check reveals that the entire floor of the area is constructed of a single large piece of lightweight ceramic tile which rests slightly above the carved rock on a series of ropes. When a creature of medium size or larger steps on the floor, special alarm bells ring throughout the structure. This alarm can be disarmed with a successful DC 16 Intelligence (sleight of hand) check (make an Intelligence check, adding the proficiency bonus for the sleight of hand skill if applicable).

M4 Stairwell

Two sets of stairs, the eastern leading up to area U5 and the western leading down to area L3, are divided by an intricately crafted ceramic railing.

M5 Trapped Hallway

Like the areas before it, the floor here is covered with mud, which decreases in depth until the hallway widens as it opens to the west.

A ten foot long section occupying the entire width of the hallway is covered by very thin boards which collapse under the weight of a medium or larger creature. The boards are obscured by the same covering of mud (or snow or other as your environment dictates) and is only noticed with a successful DC 16 Wisdom (perception) check of a character actively looking.

The area around the boards and the hole below are heavily greased. A character who triggers the trap can avoid falling to area L1 with a successful DC 24 Dexterity saving throw.

M6 Fire Defense

The long hallway leads to the kobolds' last major line of defense. Aside from a 5 foot path along the southern wall of this room, the entire area is covered a very slippery and highly flammable oil. A wooden boardwalk along the western and northwestern walls of the room allow a creature to move along it without coming in contact with the oil. A hallway to the north continues deeper into the caverns. The southern wall is draped with sheets of green, red, yellow, and blue cloth.

The boundary of the oil is difficult to discern, as it blends in with the floor surrounding it. A character can tell that the area is covered in some sort of substance with a successful DC 16 Wisdom (perception) check.

The oil is alchemical in nature, refined by the kobolds from fish oils and lantern oil among other ingredients, and is used as an additive to the fire in their kiln.

Area covered by the oil is difficult terrain. A creature that enters an area covered by the oil or ends its turn there must succeed on a DC 14 Dexterity saving throw or fall prone.

Any character that comes in contact with the oil becomes contaminated with it. Removing the oil is difficult, taking 1 minute to clean with soap or by using magic such as prestidigitation.

A creature in contact with or contaminated by the oil when it ignites, or starts their turn while the oil is ablaze, takes 1d6 fire damage. A creature can end this damage by using its action to make a DC 12 Dexterity check to extinguish the flames.

Even a small amount of oil contamination will continue to burn for at least one hour. Until the contamination is removed, it can be reignited by any spark or heat source that would be sufficient to ignite gasoline vapors.

Escape Hole. A narrow tunnel hidden behind the yellow cloth hanging on the south wall is wide enough for a kobold to scurry up to area U4. The walls of the tunnel have been carved to provide excellent handholds such that the kobold can traverse the area at full speed. A creature of medium size or larger cannot fit in the hole.

Kobold tactics. The kobolds are acutely aware of the danger the oil presents, and avoid it if at all possible.

If the oil in the room is ignited, the boardwalk catches fire. After two rounds on fire, the boardwalk is no longer sufficient to prevent a creature from coming in contact with the oil.

If pursued into the area, the kobolds will set the oil ablaze, preferring to wait until at least one pursuer has come in contact with the oil. Even from up to 30 feet away, a kobold can easily light the oil (no check required).

M7 Main Level Ladder Room

All three levels of the caverns are connected here by a 5 foot diameter shaft containing ladder rungs carved into the surrounding stone. A closed but unlocked door on the west wall is flanked by shelves containing clay dishware.

Ambush Point. The walls of the hallway from the south jut out into this room 5 feet, creating alcoves on either side for kobolds to wait in ambush. See the sidebar on kobold ambushes for details.

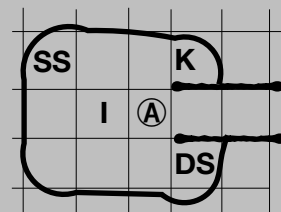
Kobold Presence - Surprised. No kobolds are present in this area. The three remaining red squad kobolds not on guard duty are busy preparing a meal in the kitchen.

Kobold Presence - Alert. The remaining red squad kobolds lay in wait in ambush formation. The **kobold inventor** is ready to light the oil in area M6 and will do so if it sees an enemy it can set ablaze.

Kobold Ambush Tactics

The rooms on each level connected by ladder are designed by the kobolds as ambush points where they can most effectively utilize their *pack tactics* feature.

The **kobold** (K) and **kobold dragonshield** (DS) position themselves in the alcoves on either side of the entrance. The **kobold inventor** (I) bravely stands in front of the entry 10 feet into the room, forcing an opponent to enter the room to engage in melee combat. The **kobold scale sorcerer** (SS) waits further back, avoiding melee combat in favor of ranged spell attacks.



If the kobolds have been alerted to danger and can establish this ambush formation, they use their actions to ready attacks. The kobold inventor and kobold scale sorcerer use their reactions to unleash their readied ranged attacks as soon as an enemy appears, while the kobold and kobold dragonshield use their reactions to unleash their readied melee attacks when an enemy reaches the ambush point (A).

M8 Mess Hall

The kobold dining area is dominated by a long but narrow wooden table with eight small sturdy chairs crafted from clay on either side. A slightly ajar wooden door at the southwestern end of the room leads into a kitchen.

M9 Kitchen

This well appointed kitchen contains all the cookery one could ever desire, all made of sturdy pottery.

A delicious smelling pot of fish based stew is simmering on an oil fueled stove in the southeast corner of the room.

A lever to the left of the clay pipe jutting out from the western wall dispenses hot water into a large wash basin.

Treasure. Cupboards along the eastern wall are filled with provisions. If searched, a successful DC 14 Wisdom (perception) check reveals the chef's secret: a *Heward's Handy Spice Pouch* (XGE 137).

Lower Level

L1 Trap Chute and Passageway

The hole in the hallway above (M5) drops 10 feet before meeting this steep 30 foot long chute which slopes to the lower level of the caverns.

The chute is heavily greased, preventing a creature from stopping their decent unless they succeed on a DC 24 Dexterity check.

False Pressure Plate. Shortly after hitting the chute, a character's weight triggers a pressure plate which does nothing beyond making a very loud, very obvious mechanical clanking sound. The kobolds designed it this way in hopes that a panicked intruder will grab the...

Collapse Lever. 10 feet below the pressure plate, a lever extends from the wall with the handle in the up position. Flipping this lever fills the chute rubble into the chute, making it inaccessible from above. Grabbing hold of the lever, which is also greased, requires a successful DC 19 Dexterity check. Each round a creature attempts to hold back the rubble above requires a successful DC 20 Strength (athletics) check. On a failure the creature is pushed into the corner of the twisting passage where the chute quickly levels out and the gravel above comes to a rest.

L2 Lower Level Ladder Room

Stair rungs carved into the wall in the northeast corner of this room continue up into a shaft that leads above to M7. A round clay table with four small clay chairs occupy the northwest corner of the room.

Ambush Point. The walls of the hallway from the south jut out into this room 5 feet, creating alcoves on either side for kobolds to wait in ambush. See the sidebar on kobold ambushes for details.

Kobold Presence - Surprised. The four green squad kobolds are sitting around the table playing a dice game. A total of 200 cp is on the table, and one kobold is clearly winning.

Kobold Presence - Alert. The table has been overturned and provides the kobold scale sorcerer behind it with half cover. 10d12 cp is scattered about; the remainder the kobold inventor greedily shoved into his belt pouch. The kobolds lay in wait in ambush formation.

L3 Stairwell

An intricately carved ceramic railing separates the landing in this area from a set of stairs leading up to area M4. An open doorway on the western wall opens into area L4. Two ten foot long spears lay against the north wall.

Pit trap escape hole. The southern wall of this room contains a hole just large enough for a kobold (or another small or smaller creature) to squeeze through connecting to area L5. If an intruder is stuck in area L5, the kobolds use the spears in this room to stab at it through the hole.

L4 Staircase to the Giant's Lair

The narrow hallway widens as it turns north, where shallow stairs lead up to the giant's lair. Daylight illuminates the area.

Net Trap. A fishing net made of silk rope covers the area directly in front of the door at the east end of the hallway. A lever on wall just north of the door triggers the trap.

When the lever is activated, the net is pulled up 5 feet, restraining any creature standing on it who fails a DC 14 Dexterity saving throw. At the same time, a stone door falls into the doorway.

A character restrained in the net can use an action to cut the net open. The stone door has AC 12, 30hp, damage threshold 5. It can be lifted with a successful DC 18 Strength (athletics) check.

Kobold Presence - Surprised. This area is empty, as the green squad kobolds are tending to their giant master in the area up the staircase.

Kobold Presence - Alert. The green squad kobolds are prepared to ambush. The kobold is waiting at the level ready to spring the trap. The kobold inventor stands in the east-west hallway ready to unleash an invention and will try to lure an intruder onto the net. The kobold dragonshield and kobold scale sorcerer lurk around the corner with ranged attacks at the ready.

L5 Pit Trap

The fall from the trapped floor in area U5 ends here, the hole now narrowed to a size barely accommodating a medium sized creature. The walls and floor are heavily greased, requiring a successful DC 22 Dexterity (acrobatics) check to climb the 30 feet to the top.

Escape hole. The north wall of this area contains a hole just large enough for a kobold (or another small or smaller creature) to squeeze through connecting to area L3. Kobolds on the other side may attempt to shove spears through the hole at an intruder. Because of the size of this area and the hole's height from the ground, a medium size character can only obtain one-half cover from these attacks.

Upper Level

U1 Overlook

This long, narrow room contains three oversized arrow slits which overlook the entrance to the kobold lair. There are doors to the east and west and on the north wall in the center of the room.

Spear launchers. Behind each of the arrow slits is a crossbow-like launcher the yellow squad kobolds are proficient at firing. A pile of 1d12+4 spears lie ready for reloading. The launchers are initially loaded and ready, but reloading takes one action. This ranged weapon attack is +6 to hit, range 60/180ft., one target. Hit: 6 (1d10) piercing damage.

Kobold Presence - Surprised. This area is empty, as the yellow squad kobolds are busy working the kiln in area U3.

Kobold Presence - Alert. The yellow squad kobolds are ready at the three spear launchers. After firing, one of the kobolds turns to reload duty. If the kobold from M2 joins, it also focuses on reload duty. If intruders have entered the caverns, the yellow squad retreats to the west to protect their kiln and store room.

U2 Barracks

This comfortable looking room contains eight small sets of bunk beds, as well as a rectangular table with six small ceramic chairs. Most of the beds are unmade, and the table is strewn with papers, dice, and tiny figures of kobolds and monsters intricately modeled from clay.

Treasure. The gaming set on the table is worth 10 gp, and a deliberate search of the room turns up 4d10+10 cp scattered throughout the otherwise worthless personal possessions of the kobolds. A successful DC 16 Wisdom (perception) check allows a character to find a *mystery key* (XGE 138) tucked between the sheet and mattress at the foot of one of the top bunks.

U3 Kiln

The kobolds' oil fueled kiln in the center of this room is responsible for thick black smoke visible from outside the caverns. Attached to the kiln are a system of large ceramic pipes which heat and distribute water drawn up from the lake below.

Doors lead to the north and east. If the door to the north is barred, it can be broken open with a successful DC 16 Strength (athletics) check.

Kobold Presence - Surprised. The three yellow squad kobolds (less the kobold standing watch below in area M2) are working at the kiln. They are unarmed and immediately retreat to the west to grab weapons, barring the door behind themselves.

Kobold Presence - Alert. The yellow squad kobolds are prepared to ambush intruders entering this area from the east. If they are overwhelmed by the intruders, they retreat to the west, barring the door behind themselves.

U4 Storage

Shelves on the western wall of this room are stuffed full of fishing gear such as nets, poles, and lures. The northern wall is stacked with all manner of ceramics. A workbench, clean except for an ornate box, rests against the eastern wall.

Workbench. The ornate box on top of the workbench requires the key from the pocket of the yellow squad kobold inventor or a successful DC 12 check with thieves tools to open. Inside is a set of *potter's tools* and a pair of *eyes of minute seeing*.

Escape Hole. This narrow tunnel in the northwest corner of the room is barely wide enough for a kobold to scurry down to area M6. The walls of the tunnel have been carved to provide excellent handholds such that the kobold can traverse the area at full speed. A creature of medium size or larger cannot fit in the hole.

Treasure. In addition to the contents of the workbench, the ceramic objects of value are: 2d4 25gp art objects, one abacus, one flute, 3d6 bells, 1d6 bags of caltrops, and 1d4 bags of ball bearings.

U5 Colorful Hallway

A long hallway connects area U1 to M4 via a stairwell before turning west and opening up into area U6.

Colorful Carpeting. The floor is upholstered with the same colored fabric covering the southern wall of area M6. Each five-foot section of the hall is covered in a different color of the cloth, alternating in color: yellow, red, blue, green, black.

The fabric is affixed to the floor using a weak adhesive and can be pulled up with a successful DC 10 Strength (athletics) check.

The kobolds have made a game of jumping over all of the black squares of carpeting, not just the one covering the trap. A character notices the lack of scuff marks on black fabric that the other colors share with a successful DC 16 Wisdom (perception) check.

Trapped Floor. The southernmost black square of fabric in hallway covers a heavily greased hole which descends 30 feet to area L5.

The fabric is pulled taut and glued around the edges. While this makes the difference of this section of carpet very difficult to spot (requiring a successful DC 24 Wisdom (perception) check), the covering isn't very sturdy. It gives way under the weight of any creature, including kobolds, or if prodded with any reasonable amount of pressure.

The hole and the area directly around it are heavily greased. Any character who passes over the carpet causing it to give way must succeed on a DC 22 Dexterity saving throw or fall down the hole, taking 3d6 bludgeoning damage as they land in area L5.

U6 Lower Level Ladder Room

The hallway to the east opens into this room which houses a shaft leading down in the northwest corner. Stair rungs carved into the shaft form a ladder down to area M7.

Ambush Point. The walls of the hallway from the east jut out into this room 5 feet, creating alcoves on either side for kobolds to wait in ambush. See the sidebar on kobold ambushes for details.

Kobold Presence - Surprised. No kobolds are present. A successful DC 14 Wisdom (perception) check yields muffled echos of animated kobold chattering coming up the shaft from the dice game two levels below in area L7.

Kobold Presence - Alert. If the kobolds are aware of intruders on the upper level, the red squad kobolds (and possibly yellow squad, depending on how events have unfolded) have set up an ambush in this room.

Showdown with a Giant

The northernmost part of the rock formation is a natural bowl where the **hill giant** Geef has taken up residence. The walls of the lair rise about 20 feet, the opposite side dropping 100 feet to the icy water below.

As Geef has plenty of fresh fish, hot baths, and doting companions, the giantess rarely leaves her abode. When the adventurers arrived at the cavern entrance she was just settling down into a bath. Depending on how the party navigated the kobold lair she may be at the ready or caught completely off guard.

Environment

Staircase. A wide, gently sloping staircase carved for kobold legs connects the southern end of the lair to the lower level of the kobold caverns.

Giant's Egress. The north wall is carved with a few handholds and footholds that Geef can use the climb over the wall. The opposite side of the wall contains the same all the way down to water level, but is of no use to any creature size large or smaller.

Diary Mural. Geef has been creating a monument to her exploits on southeast wall. A fairly accurate map shows her journey from her giant lord's lair. Four groups of scarfed kobolds look on as she smashes a building. Smiling kobolds surround her in a steaming bath.

Elevating platforms. Next to the brazier, throne, and bathtub are 5 foot by 10 foot ceramic platforms adorned with a small lever. If a creature uses its action to pull the lever, the platform swiftly rises or lowers 15 feet on a telescoping ceramic pipe. The kobolds use these steam powered elevators to better serve their master.

Bed. The northeastern corner of the area contains a natural outcropping of rock that has been covered with straw to function as Geef's bed. It doesn't look very comfortable.

Brazier. A massive ceramic brazier near the center of the room is stocked with coals soaked in kobold fuel oil and is burning brightly. Any creature that comes in contact with the brazier must succeed on a DC 16 Constitution saving throw or take 1d6 fire damage. A character who starts their turn in contact with the brazier must repeat the save.

Throne. A giant sized throne sitting against the north wall has been intricately crafted from ceramic and inlaid with 1d10+4 50 gp gemstones.

Bathtub. The giant sized bathtub is formed from a carved out natural piece of rock finished with a ceramic inlay. A clay pipe above the bathtub dispenses water drawn up from the lake and heated by the kobold kiln. The bath holds nearly 10,000 gallons and is currently full to a depth of about 6 feet with mildly soapy water. If Geef is caught without her greatclub, which lies against her bed while she is bathing, she can use the giant bath brush here in its place.

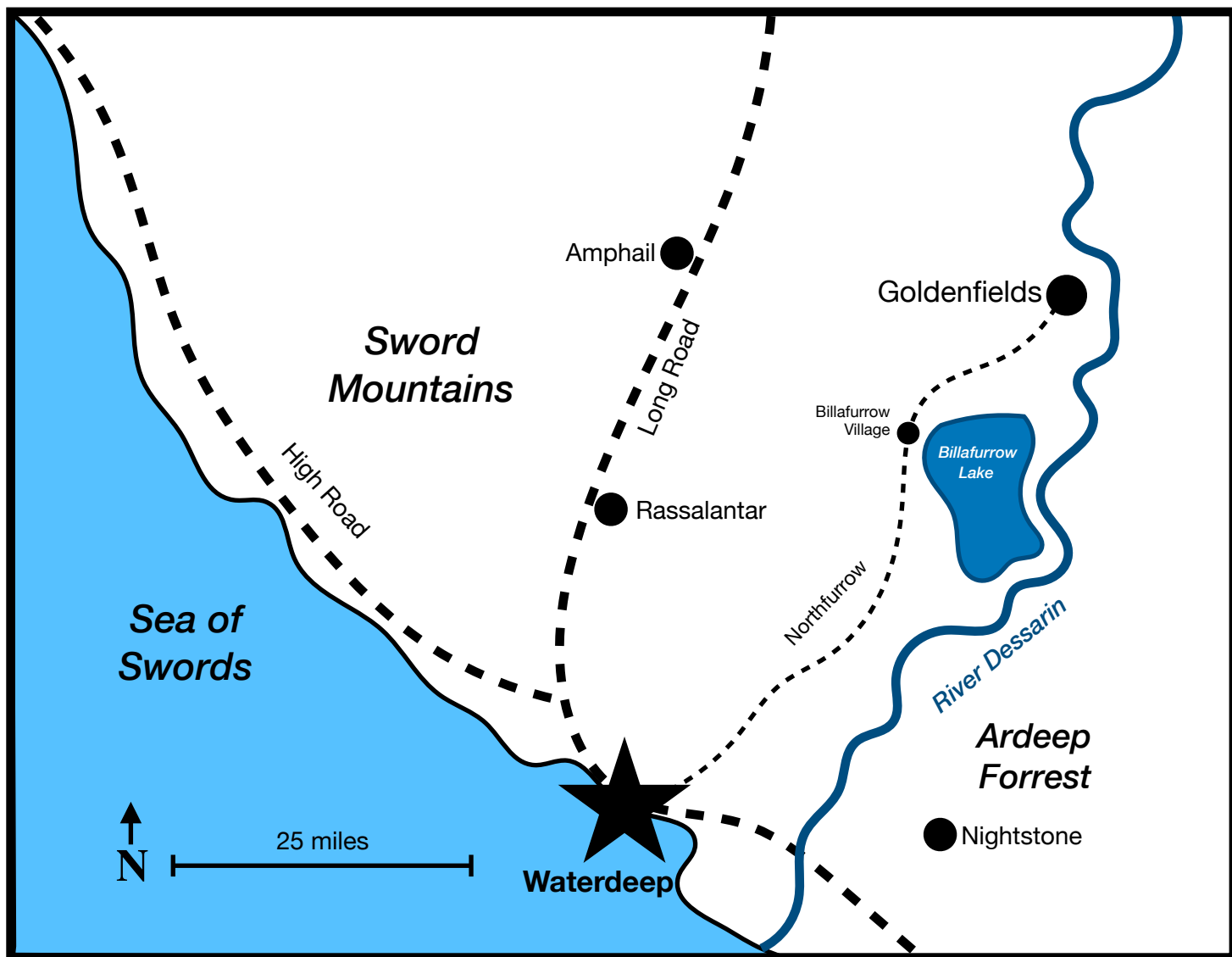
Giant Showdown

Geef is a **hill giant**, which provides a level-appropriate boss fight for a party of 5 4th level characters. If your party is of higher level or came through the kobold lair relatively unscathed and you feel they are up to a more difficult encounter, Geef's pet **giant scorpion**, Stig, is nestled in Geef's straw bed.

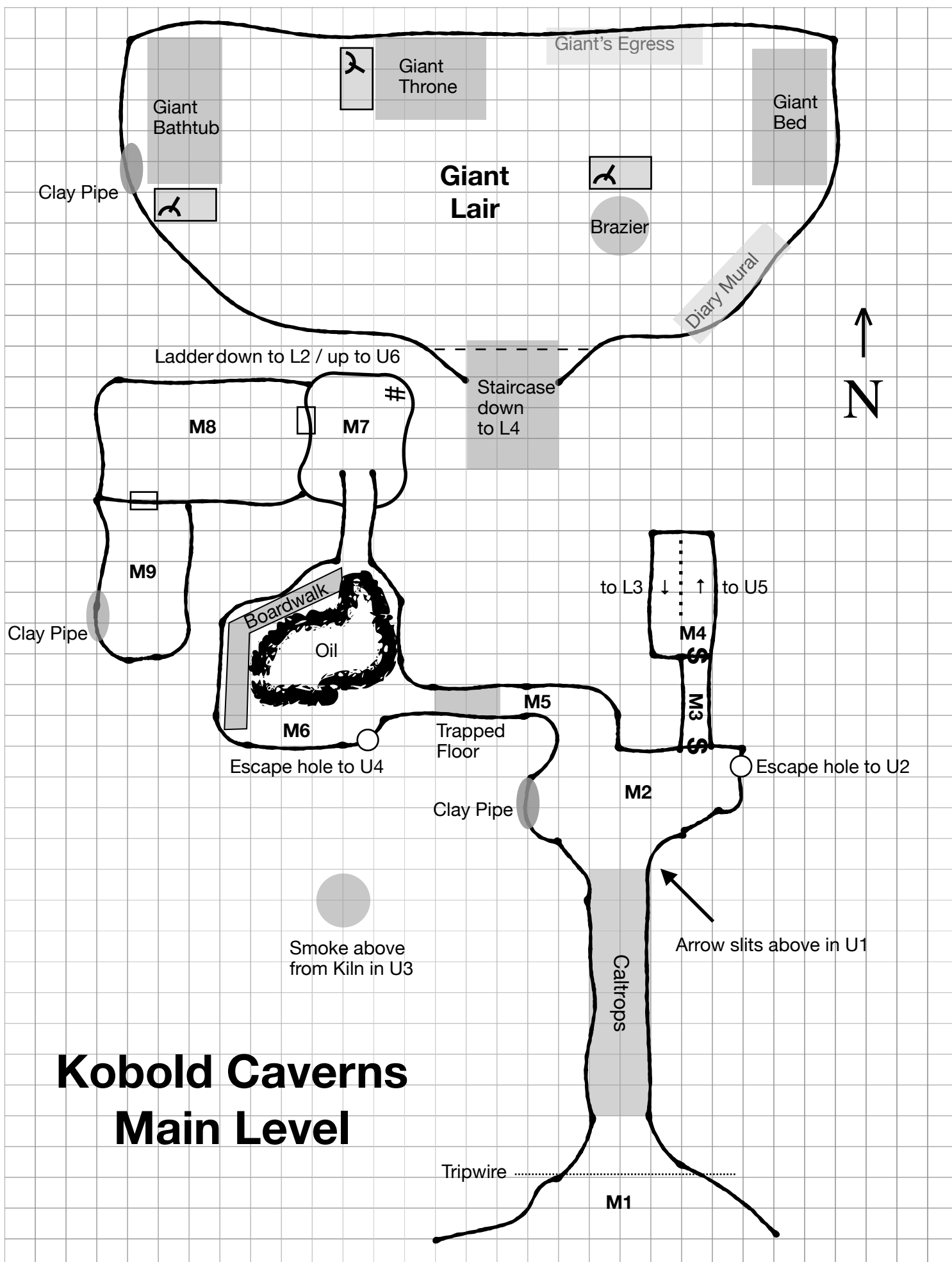
Diplomacy. If Geef doesn't see direct evidence that any of her kobolds have been harmed, she can be convinced to share the bountiful lake with the villagers in return for a promise that she and her kobolds will be left alone with a successful DC 16 Charisma (persuasion) check. A character who presents the argument that her kobolds will come to harm, such as armed men continuing to attack, makes the check at advantage.

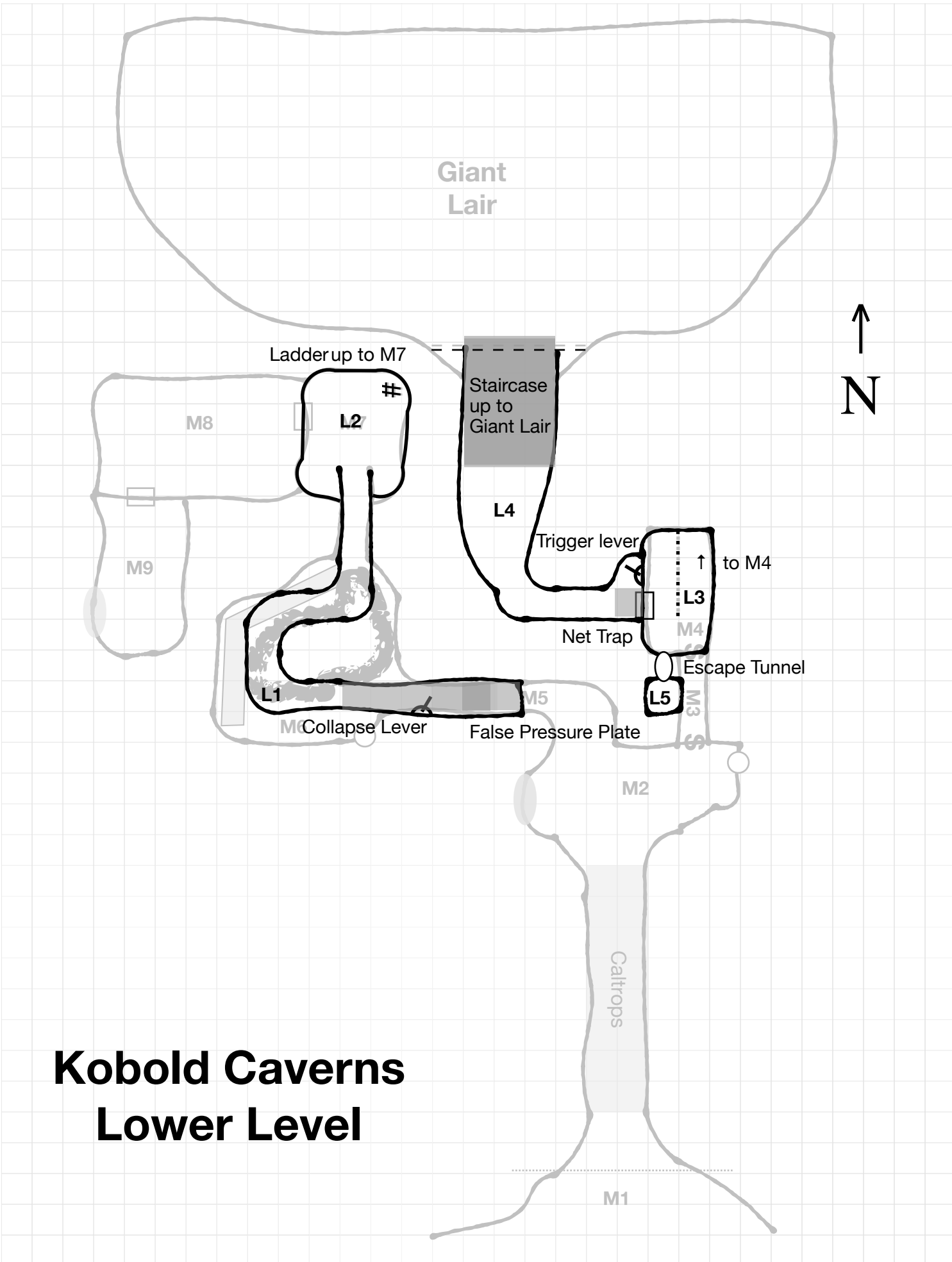
If the characters have made peace with the giant and inquire about the lair of the giant lord, she freely relates the tale of her exile. She grants the adventurers any information they desire, but has no interest in joining them in an attack on her former home.

Destruction. If Geef realizes that any of her kobolds have been harmed, she flies into a blind rage and will fight to the death. Otherwise if it becomes obvious, even to the dull witted hill giant, that she is fighting a losing battle Geef climbs the egress and dives into the lake below.

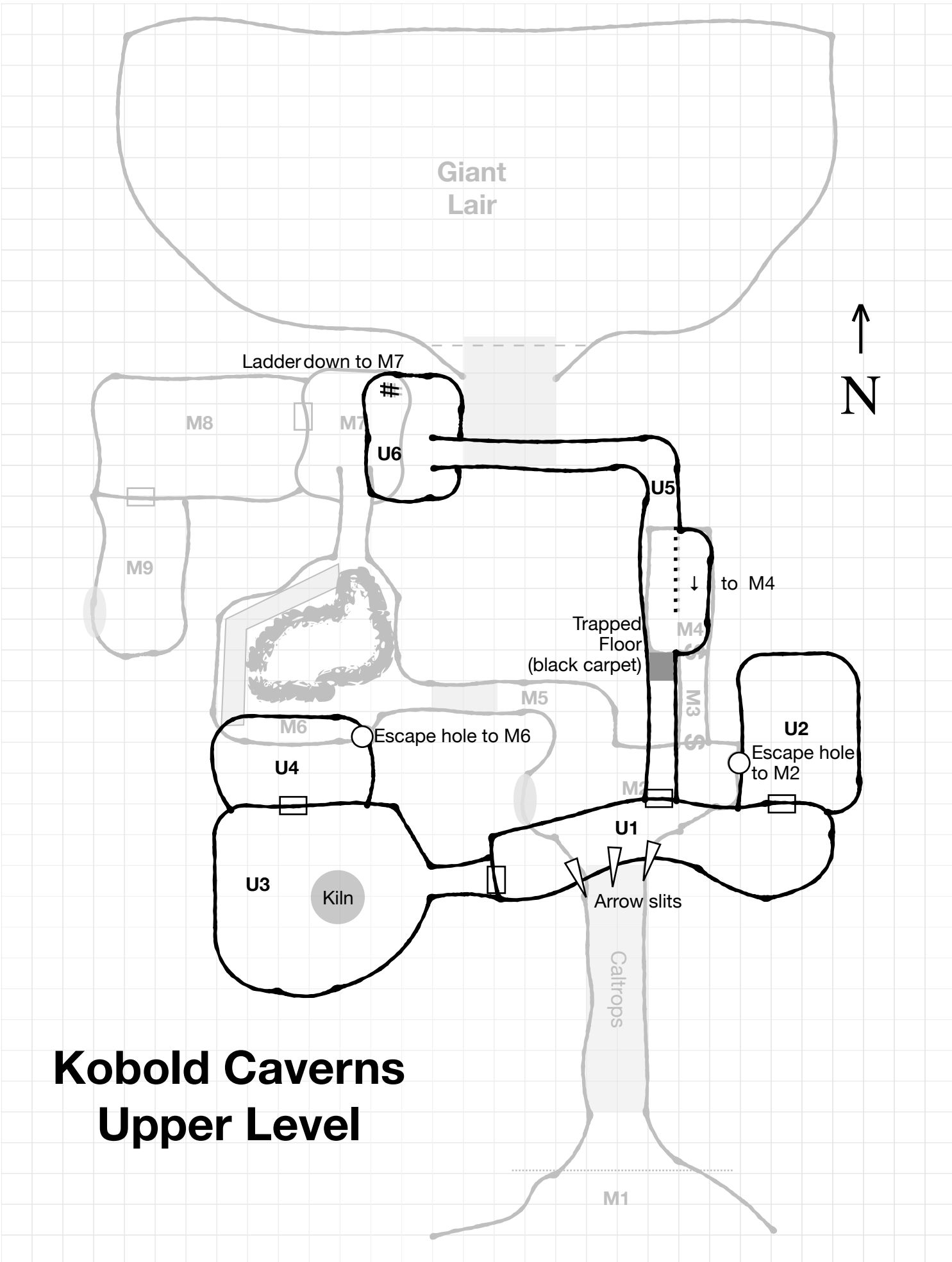


**Billafurrow
Region Map**





Kobold Caverns Lower Level



Kobold Caverns Upper Level