

MINI-DUNGEONS

CAVES C-3

THE LAIR OF FROSTINGBITE



THE LAIR
OF
FROSTINGBITE

ONE SQUARE = FIVE FEET

LOWER CAVERN

P.B. PUBLISHING PRESENTS

&



P.B.



MINI-DUNGEONS: CAVES C-3

THE LAIR OF **FROSTINGBITE**

Credits

Dungeon Design: Phil Beckwith (P.B. Publishing) & Chris Bissette (Loot The Room)

Author: Phil Beckwith (P.B. Publishing)

Editor: Ken Carcas

Cover Artist: Chris Bissette

Interior Illustrators: DMs Guild Creator Resource (Varied), Dean Spencer (Kobold Stalker), Estevez/Shutterstock (Tundra), Ohn Robin/Shutterstock (White Dragon)

Battle Map Cartographer: Chris Bissette (Loot The Room)

Tables of Contents

Introduction	3
Mini-Dungeon 2: The Cavern of One-Eye APL5 - APL8	4
Other Titles by: Loot The Room	18
Other Titles by: P.B. Publishing	19

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.

MINI-DUNGEON 3: THE LAIR OF FROSTINGBITE

The Lair of Frostingbite is a Dungeons & Dragons 5e mini-dungeon designed to be completed in about 2–3 hours of play.

The combat encounters have been calculated to present a tough challenge for four characters of 6th level—that is, APL (average party level) is 6. Information is supplied in the text explaining how to scale the encounters to APL 5 or APL 8.

Not every loose end is tied up in the following text, nor every possible reaction accounted for. Be ready to improvise, and do so with confidence! Unless stated otherwise, assume NPCs have the stats of a **Commoner** (*MM*, p345).

HOOK: MISSING SNOW-OXEN

There have been reports that the good farmers of Sleet-town, the shepherds of the snow-oxen's, have been waking to find their cattle stolen. One day it is one farmer, the next it is his rival across the way. The heroes have been asked to investigate the missing snow-oxen's by either the Mayor of Sleet-town as they travel through on their journey toward their next destination, or the city or town the heroes are currently staying in has advertised with posters offering rich reward (500 gp) for traveling to Sleet-town and solving the '**... case of the missing snow-oxen ...**' and to seek out Gumpton Wrangleford in the market square for more details.

On arrival to the town on one snowy morning, a fresh theft has happened over night. The victim, Farmer Joseph Tripplehorn, is very upset about this, as it was his last snow-oxen, and it was his last chance at some income before the winter completely sets in. He is worried that his family will not have enough gold to survive the dark months. As well as this, his last snow-oxen was wearing a gem encrusted cowbell (**Appendix B; see Cowbell of Reproduction**) which is very valuable to his family, it may be his family's last hope at an income. He shows the adventurers the paddock and the tracks left on the snow-covered field. A successful **DC 15 Wisdom (Nature) check** will deduce that these tracks were made by many kobolds. They lead into the mountains, up a steep snow-covered path and finally up to the entrance of an old abandoned mineshaft high up the side of the mountain.



1. ENTER THE MINES

As the heroes step into the mineshaft entrance, read or paraphrase the following:

As you step into the dark and dank mineshaft, you immediately notice that the wooden beams keeping the artificial tunnel entrance from falling in on itself are very old and rotten. At the end of the horizontal shaft is a large rusted metal platform with a lever, arrows next to the lever pointing down towards the floor have been etched into a wooden beam.

The metal platform with the lever is an arcane elevator. Pulling the lever activates magical crystals that line the underbelly of the platform. A bright pinkish purple light emanated from around the edges of the elevator as the crystals begin to slowly descend, lowering the platform into the floor of the cavern below (**Area 2**).

On a successful **DC 12 Wisdom (Perception) check**, a hero notices an alternative route into the mines via a cave entrance lower on the mountain side, this leads to **Area 4 – The Quaggoths**.

2. THE CORRIDOR

As the platform touches down on the floor of the cavern below, read or paraphrase the following:

The platform grunts to a stop, as the purple lights extinguish. Ahead of you to the east runs a natural cavern, not artificial like the entrance to the mines above. The corridor in front of you stretches ahead for 60 feet.

If any of the heroes have darkvision of up to 60 feet, read or paraphrase the following:

Into the gloomy distance, just on the edge of sight, those with darkvision can see two minecarts.

Just as the heroes begin to move off the elevator platform, a successful **DC 15 Wisdom (Perception) check** will notice a pile of dark dung which is camouflaged against the coloring of the

earth floor. On failure, a hero, Dungeon Master's choice, steps into it. The hero must succeed a **DC 13 Dexterity saving throw** or fall prone in amongst the dung and have disadvantage on all Dexterity (Stealth) checks until the dung is cleaned off.

Dung. On further inspection of the dung, a **DC 15 Intelligence (Nature or Investigation) check** recognizes the smell and texture to be that consistent with that of a snow-oxen's.

Kobold Murder Holes. If a hero does indeed slip prone from the dung, each hero hears a snickering of laughter coming from the roof of the cavern ahead. On further inspection of the cavern roof, the heroes find that a series of narrow shafts have been dug into the cavern roof.

What the heroes can't see is that above the shafts are an open space where **3 x Kobold Commandos** and **2 x Kobold Hunting Drakes (Appendix A)** hide ready to ambush their intruders.

If the hero did not slip prone, and therefore no snickering laughter is heard, only a **DC 15 Wisdom (Perception) check** notices the dugout shafts in the roof when traversing through the corridor.

Traps. On the floor are three obvious pit traps. These are mostly decoys, to take the adventurer's attention away from the shafts in the roof above. A **DC 5 Wisdom (Perception) check** will notice the traps, and if the heroes attempt to disarm or evade them, then the kobolds and their drakes hiding in the shafts above make their move. If a hero falls into a pit trap, they will land on sharp wooden spikes taking 6 (1d10) piercing damage.

Surprise! If the heroes slipped in the dung and heard the snickering laughter, they will be immune to being surprised in this encounter; however, if they did not and have no idea something might be up in the shafts, a failure on a **DC 15 passive Perception** results in the heroes being surprised during the first round of combat.

CREATURES

3 x **Kobold Commandos** (*Appendix A*)

2 x **Kobold Hunting Drakes** (*Appendix A*)

TACTICS

The **Kobold Commandos** will jump down at either end of the corridor and engage with a hero each in melee combat. The third will stay hidden and attack from range within its murder hole, using its **Sharp Shot** ability, with a preference of gaining pack tactics against any hero that is in melee combat with the other kobolds or drakes.

The two **Kobold Hunting Drakes** will both use their **Pounce** ability from either end of the corridor to attempt to knock the heroes prone, and gain an additional bite attack.

DEVELOPMENT

If one of the **Kobold Commandos** are taken captive, a successful **DC 13 Charisma (Intimidation)** check or **DC 16 Charisma (Persuasion)** check gets the **Kobold Commando** to explain the situation in this dungeon (see *the side bar Kobold Banquet*).

KOBOLD BANQUET

The kobolds in this abandoned natural mine serve a young white dragon, **Frostingbite**, which they only describe as **'The White Master'**. **The White Master** is having the band of kobolds steal the snow-oxen from the farmers of Sleet-town. They stealth about in the night, camouflaged by the snow, due to the white color of their scales, signifying the color of the dragon they serve. The snow-oxen are fed to **The White Master** to keep up her strength during her nesting of three dragon eggs hidden far within her cavernous lair. Her plan is to devour the people of Sleet-town once there are no snow-oxen left. The night before, the last of the snow-oxen was stolen.

ADJUSTING THIS ENCOUNTER

APL 5: Remove 1 x Kobold Hunting Drake.

APL 7: Add 1 x Kobold Hunting Drake.

APL 8: Add 2 x Kobold Hunting Drakes, & 1 x Kobold Commando.



3. A MINE-CART RIDE

At the end of the corridor are two mine-carts. A **DC 13 Intelligence (Investigation) check** finds that within each cart is more snow-oxen dung, along with some blood. A **DC 15 Intelligence (Investigation) check** deduces that the blood is likely due to the kobolds attempting to “fit” the poor snow-oxen into the small mine-carts for transportation to the **‘White Master’** for dinner.

Cart Capacity: The mine-carts will each fit 2 heroes comfortably. If the heroes decide they want to stay together in one cart, then for every additional hero squeezing into a mine-cart, **add +1 to the DC for any skill check or saving throw within this encounter.**

Ahead of the mine-carts is a long rail track. To progress to the other side, 150 feet away, the heroes must ride the mine-carts over a deep canyon filled with peril.

Once the heroes are inside the carts they begin to move, rolling down the steep initial drop to gain speed before levelling out again.

Initiative: As the carts begin their journey across the canyon, have each of the heroes roll for initiative. You, as the DM, should also roll initiative for the two Kobold Commandos on the ledge. The minecarts move on initiative 20.

Travel Speed: The mine carts travel at a speed of 50 feet per round. Move the carts forward on initiative 20.

Kobolds on a Ledge: As soon as the carts are in motion; two **Kobold Commandos (Appendix A)** begin to fire light crossbow bolts from a rocky ledge on the southern wall. They aim at any two of the heroes in any of the mine carts.

Dead End: The northern track visibly veers to the left ahead, and abruptly ends as an entire section of it has fallen into the depths below. There is a cross track and a lever (indicated on the map by a blue circle) that the heroes can attempt to pull on passing that swaps the rails over to the complete track that continues ahead to safety. One hero only, PC's choice, must succeed on a **DC 12 Strength (Athletics) check** to swap the tracks over in passing.

MINE CART OBSTACLE TABLE

d4 Track Obstacles

- 1 A cloud of bats appears from the darkness and surrounds the heroes, disrupting their vision and disorienting their balance. A hero must succeed on a **DC 11 Constitution saving throw** to keep their balance and wits about them. On failure, the hero loses balance and orientation to then fall from the edge of the mine cart. They fall to the bottom of the cavern below (Area 4), taking 60 feet of falling damage on/if impact with the ground. Allow player actions.
- 2 Bloodied stalagmites hang from the cavern roof low enough to hit oncoming mine-cart travellers. It seems others have fallen victim to these before. Each hero within the cart must succeed on a **DC 13 Dexterity saving throw** to successfully dodge the oncoming obstacle. On failure, a hero takes 7 (2d6) bludgeoning damage.
- 3 The mine cart hits a particularly slippery patch on the tracks, the mine cart speed increases to **75 feet per round**. Every ability check or saving throw the heroes in this cart make for the remainder of this encounter will have disadvantage. Any hero within this cart also has **+5 AC against ranged attacks**.
- 4 A loose wall of rubble falls onto the tracks as the mine cart passes through. A hero within the cart must succeed a **DC 15 Dexterity saving throw** or be hit by a large rock, taking 5 (1d10) bludgeoning damage.

Obstacle Checkpoints: Track the heroes progress along the track and each time that their cart gets to one of the obstacle checkpoints (indicated on the map by a 'C' within a red circle), have one of the players within that cart roll a **d4**. Cross reference the result against the mine **Cart Obstacle table**. Each hero within that cart can take 1 action, unless otherwise stated, to do something such as evade or defend against the obstacle.

Ending the Ride: The cart ride ends when each of the carts gets to the end of their respective rail track.

ADJUSTING THIS ENCOUNTER

APL 5: Decrease all DCs by 1.

APL 7: Increase all DCs by 1.

APL 8: Increase all DCs by 2.

4. THE QUAGGOths

Deep in the chasm below the rail tracks lies the lair of the **Quaggoths**. 60 feet below, this large cavern is filled with stalagmites rising from the stony floor and boulders the size of a small hut strewn about.



There are three ways that the heroes may have ended up here:

1. The mine-cart that they were on veered off onto a cross-track which dipped steeply and ended up at the bottom of the chasm.
2. The heroes at the bottom of the chasm had fallen from a mine-cart above or whilst attempting to walk across the rail-tracks.
3. Some other unforeseen way.

Begin this encounter once all the heroes who are attempting to cross the chasm on the rail-tracks have either across or have ended up in this pit.

Once this encounter begins, for those with dark-vision or torches, read or paraphrase the following:

A large area stretches before you in the chasm deep below the rail-tracks above. Stalagmites and huge boulders dot the bleak landscape. The darkness envelops the void around you, however, you can still barely make out a crudely made staircase worked into the side of the eastern wall roughly 60 feet away.

On a successful **DC 14 Wisdom (Perception) check**, read or paraphrase the following:

Suddenly there is a sound of movement to the south and then again to the east. Before long it becomes obvious, you are not alone in this chasm.

After 20 feet of movement, the heroes are attacked by some quaggoths, which are being forced into slave labor by the masses of kobolds. Quite often the kobolds call on the quaggoth to help lift and shove the large snow-oxen into the mine-carts as they themselves are much too weak to do so. The sheer numbers of the kobolds allow them over-power the few quaggoths.

How Many Quaggoths? That is dependent on how many heroes ended up in the chasm. Count the number of heroes in this encounter, and +1 to the number. This is how many quaggoths attack the party. For instance, if there are 2 heroes at the bottom of the pit, there will be 3 quaggoths in the pit with them.

CREATURES

(Number of heroes + 1) x **Quaggoths** (MM, p256)

TACTICS

The **quaggoths** will wait for the heroes to move 20 feet further into the chasm, attempting to cross it to the crude staircase on the opposite side. Once this has happened, they will rush from out of the darkness, and from behind boulders and stalagmites, from as many sides as possible to the party. If there are only two, then one will come from the north and the other from the south.

Surprise! If the heroes heard the **quaggoths** moving when starting this encounter, they will be immune to surprise, otherwise, the heroes will be surprised for the first round of combat.

DEVELOPMENT

Once the heroes make their exit up the staircase on the eastern wall or exit via other means, they will be lead up to the level where the mine-carts above had meant to stop. Move on to **Area 5**.

ADJUSTING THIS ENCOUNTER

APL 5:

Creatures = (Number of heroes) x **Quaggoths**.

APL 7:

Creatures = (Number of heroes + 2) x **Quaggoths**.

APL 8:

Creatures = (Number of heroes + 3) x **Quaggoths**.

5. VERTICAL CLIMB

As the heroes gather at the end of the mine-cart ride or the top of the staircase from deep in the pit below, they now look up at two vertical shafts. One shaft has a large bucket tied to a rope hanging down through it. Within the bucket is plenty of blood and rough white fur. A crude wooden door sits closed on the eastern wall of this platform.

A successful **DC 11 Intelligence (Nature or Investigation) check** deduces that the bucket is used to transfer parts of a snow-oxen further along the path. The blood seems to trail between the eastern door and the bucket.

The unlocked door leads into a 10-foot by 10-foot square room. A kobold hides in there, having heard the heroes approach, he abruptly stopped his work with butchering the current snow-oxen that he was preparing for the **'White Master's'** feed. He wears an old leather apron and wields a meat cleaver.

For the heroes to move up the shafts, apart from flying characters, they will need to first either climb the rope tied to the bucket or be heaved up by a fellow companion. In either case, the PC will need to succeed in a **DC 13 Strength (Athletics) check** to successfully pull themselves up the shafts.

Once the first of the heroes gets half way up the shafts, a few tiny dragon-like heads peek over the edges of openings at the top. The kobolds in the chamber above begin to drop snow-oxen offal down on the heroes. To keep moving up the shafts, a hero must succeed on a **DC 12 Dexterity saving throw** or else be struck by the offal. If a hero succeeds in dodging the offal, any hero next in line climbing the shaft must then also make that same saving throw.

If a hero fails their save, they will lose their grip and slide either back down to the floor below, or land on top of the next hero in line within the shaft, who will then be required to make a successful **DC 13 Strength saving throw**. For every compounded hero that is falling back through the shaft, **add a +2 to the Strength saving throw DC**.

Once the heroes exit the shafts the combat will start immediately, as the heroes find themselves surrounded by 10 **Kobold Commandoes**.

CREATURES

10 x *Kobold Commandos* (*Appendix A*)

TACTICS

The *Kobold Commandos* will attempt to kill the heroes with their pack tactics. Their main goal is to prevent the heroes disrupting the white dragon *Frostingbite*, who they call the ‘White Master’. Any hero that attempts to make a run for it up the stairs and reach Frostingbite’s lair will have three of the *Kobold Commandos* attempt to sharp shoot them with crossbows.

DEVELOPMENT

Once the heroes defeat the *Kobold Commandos*, they will be free to move into *Area 6* unhindered.

ADJUSTING THIS ENCOUNTER

APL 5: Remove 2 x *Kobold Commandos*.

APL 7: Add 1 x *Quaggoth*.

APL 8: Add 1 x *Kobold Hunting Drakes*.

6. AN ICY TRAIL

This area is an icy trail that winds around the outside of the mountain for some distance, and ends by going back inside the mountain again to enter *Area 7 – Frostingbite’s Lair*.

Once the heroes have conquered the vertical climb, and defeated the menacing, offal throwing kobolds, read or paraphrase the following:

You look up and can see sunlight, glaring, white and beautiful. The stairs before you lead up, and out of the side of the mountain it seems, as a frosty wind blows through. Parts of snow-oxen can be found here and there leading up the staircase.

Once the heroes turn the first bend the stair case, which has been carved into the mountain’s rock itself, opens to a natural cave opening. The path leads *outside* into the snowy whiteness ahead. Trails of blood can be seen leading through the otherwise pure white snow.

The trail leads around the mountain side and up into the cavernous lair of the white dragon, Frostingbite. The 50-foot-long trail is icy, treacherous, and very, very steep. Treat movement on the trail (unless otherwise negated via a spell, or class/racial feature) as tough terrain, and half movement speed should be in effect.

At the beginning of every turn on the icy trail, a hero must succeed on a **DC 12 Strength saving throw** to keep their feet as the icy winds and snow storm attempt to knock the heroes from the ledge. On a failed save, a hero must then succeed on a **DC 9 Dexterity saving throw**, or else slide off the edge of the slippery path, only to land on a lower ledge 30 feet below, taking falling damage in the process. A successful save will leave the fallen hero sliding to the beginning of the trail where they must start again to proceed.

The Lower Ledge: This is the ledge that the heroes fall to if they fail their strength and dexterity saving throws on the icy trail above. To return to the trail, a hero has the option to climb the frozen tree roots that sprout from the side of the mountain. Allow the hero to automatically succeed in this task, and return to the party 2 rounds later.



7. FROSTINGBITE'S LAIR

As the heroes finally make their way to the top of the icy trail (**Area 6**) they find themselves in front of a small cave entrance, big enough for only one medium sized creature to fit through at a time. Heavy breathing can be heard from within the icy depths as frost covers everything.

On approaching the cave entrance, read or paraphrase the following:

You approach a small cave entrance at the top of the icy trail. Hanging icicles adorn the cave's roof and before long heavy breathing can be heard from within. A deep rumbling snore shakes the ground causing icicles to jingle about, as a couple shake loose and shatter to the floor.

Note: The snoring is, in fact, a ruse being played by the young white dragon Frostingbite, who is a natural hunter, as she sneakily prepares to take the adventurers by surprise from one of her 60-foot high ice ledges within the lair.

This cave entrance is an environmental hazard. As each of the heroes enters the icicle hazard shaded area (**See DMs Map**), or starts their turn within it, there is a 50% (1d100) chance that the dragon will 'snore', knocking more icicles to the floor, and possibly on the heads of our adventurers. Roll a 1d20; on a 10 or below the dragon 'snores' loudly, causing some more icicles to crash down. Each hero within the area now must succeed a **DC 15 Dexterity saving throw**, on failure they will take 7 (2d6) piercing damage and 2 (1d4) cold damage.

If a player specifically states that they wish to proceed with caution through the icicle hazard zone, allow that player to have advantage of their saving throw.

Once inside the cave lair, read or paraphrase the following:

As you make it through the opening, you see a pile of treasure, and not far from it, on the eastern wall, a pile of half-eaten snow-oxen. It seems you have found the lair of the snow-oxen thief. In the pile of carcasses, you notice the gem encrusted cows-bell lying amongst the blood and bones.

A **passive DC 14 Wisdom (Perception)** check notices that the snoring has stopped.

Once at least one of the PC's move into the lair, read or paraphrase the following:

You suddenly hear a booming voice from above

"Do you think you can stop me from eating them all?! From growing in my power?! Those peasant farmers will feed my hatchlings when the time is right! Do you think you can stop me? You have another thing coming fleshed one!"

With that, a white dragon jumps from one of the three icy ledges high above on the walls of the open roofed cavern. She lands heavily as she grins with her giant razor-sharp teeth and lowers her head, just as a cat might ready itself to pounce.

"And now ... it's supper time!" she finishes, as two kobolds appear from behind some icy boulders.

Roll for initiative!

CREATURES

1 x **Young White Dragon** (*MM*, p101)

2 x **Kobold Commandoes** (*Appendix A*)

TACTICS

The two **Kobold Commandoes** will attempt to team up on the weakest looking hero. One will stay and attack at range with its **Light Crossbow** utilizing its **Pack Tactics** feature whilst the other is in melee combat with the target. If neither of the Kobold Commandoes is in melee combat, then they will attack using their **Sharp Shot** feature.

If possible, Frostingbite attempts to land between the heroes and the exit. She will then attack in the following order:

1. Attempt to use her icy **Cold Breath** attack.
2. She makes a **Multiattack**, attacking with **one Bite**, and **two Claws**.
3. Jump into the air and fly up 20 feet to one of the icy ledges, exit through a large hole in the side of the cavern wall (unseen by any party member on the cavern floor), and fly around the outside of the mountain, to enter the hole on the opposite facing ledge. If the heroes don't know about the exit holes yet, **Frostingbite** has advantage on her next attack.
4. If **Frostingbite** is secretly on the opposite ledge, she pounces out and attacks any adventurer from behind with a **Multiattack**, targeting a separate hero with each strike. If the heroes are not yet aware of the secret exit holes in the lair, the dragon will have advantage on the first attack. A successful **DC 13 Wisdom (Perception) check** spots the dragon before she pounces, negating her advantage.
5. Repeat from step 1, or use your DMs discretion.

ADJUSTING THIS ENCOUNTER

APL 5: Remove 1 x **Kobold Commandos**.

APL 7: Add 1 x **Quaggoth**.

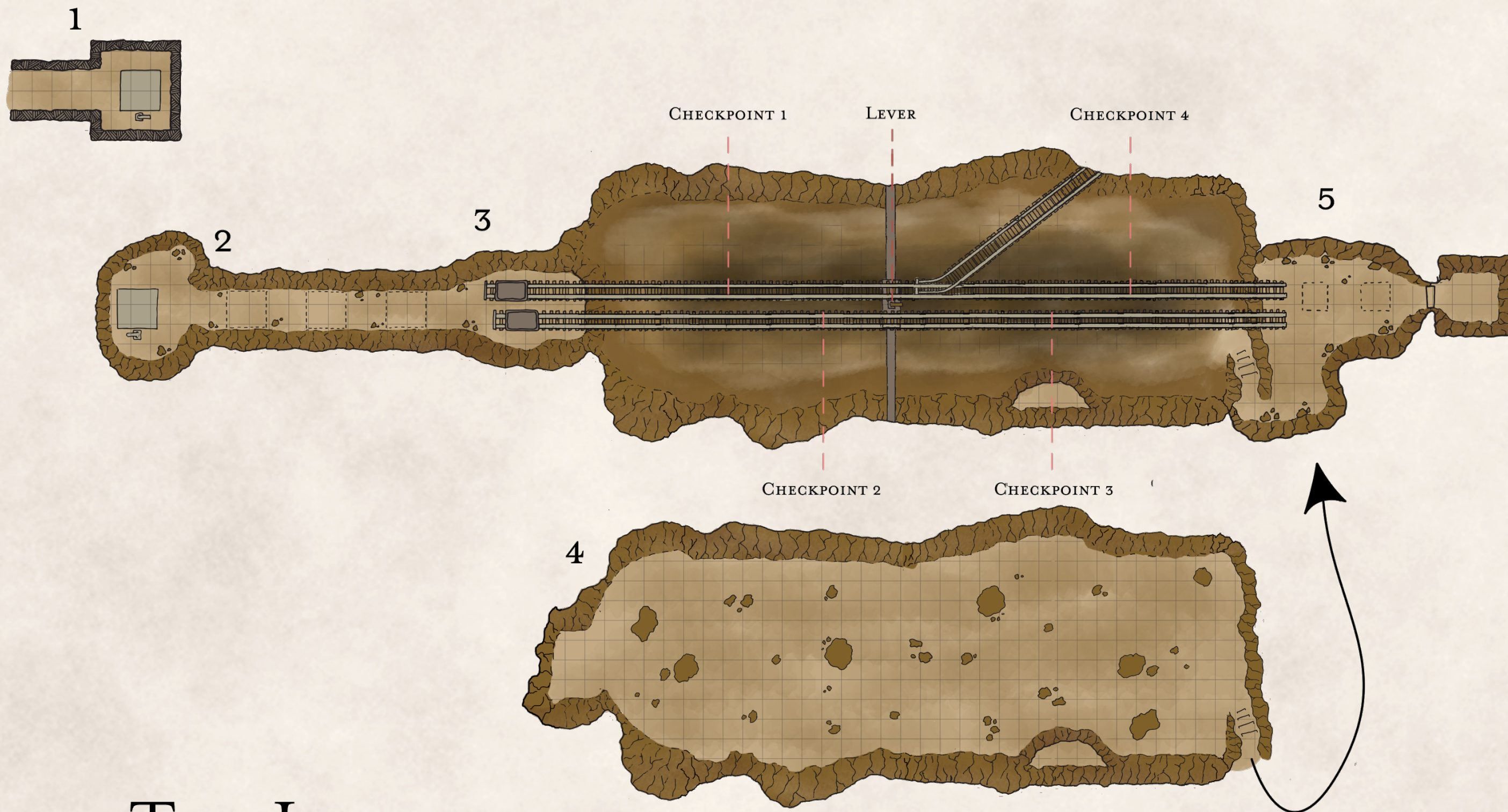
APL 8: Add 1 x **Kobold Hunting Drakes**.

LOOT THE ROOM!

Frostingbite's loot contains the following:

- 1100cp
- 9000 sp
- 2100 gp
- 140 pp
- Art (2 x 250 gp): (1) Box of turquoise animal figurines, (2) Large well-made tapestry
- Potion of Giant Strength – Frost (DMG, p187)
- Potion of Diminution (DMG, p187)
- Chime of Opening (DMG, p158)
- Cow-bell of Reproduction (unidentified) (Appendix B)



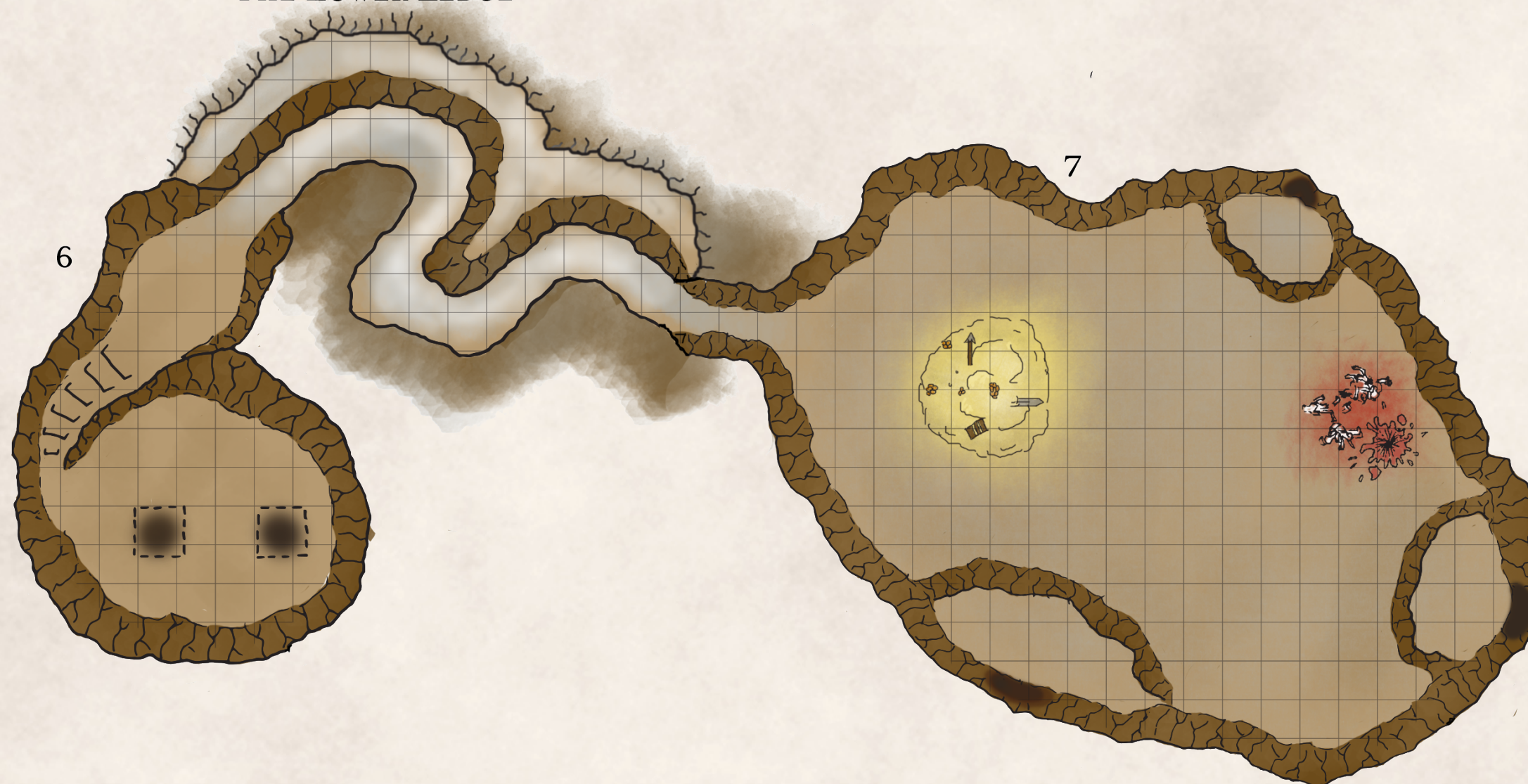


THE LAIR OF FROSTINGBITE

ONE SQUARE = FIVE FEET

LOWER CAVERN

THE LOWER LEDGE



THE LAIR OF FROSTINGBITE

ONE SQUARE = FIVE FEET



DEVELOPMENT

If the heroes defeat Frostingbite, the people of Sleet-town have been saved from imminent death. The heroes now have the option to return the cowbell to farmer Tripplehorn and receive 2000 story XP divided amongst the characters. Joseph mentions that he'll eventually sell the (magical) heirloom cowbell to a nearby merchant. The money he gains he'll use to not only restock his own cattle, but also donate some young calves to his cross-town rivals who are in a similar predicament.

If the characters offer to donate a portion of the dragon's horde to Tripplehorn, he is overcome with emotion at the offer, including the fact that he won't have to sell the family heirloom cowbell. He mentions that it will cost 15gp to replace 1 snow-oxen. He estimates that 600gp would not only replace his herd but also go a long way to helping those in the neighbouring areas. Mention to the party that anything short of the 600gp and Tripplehorn may still consider selling the bell to cover the shortfall.

Only once the party have agreed on an amount, award the party the following:

- For each 15gp they choose to donate, each character gains an additional 30 story xp (maximum 1200xp per character) as a reward, and the eternal gratitude of Tripplehorn and those they help in the surrounding area.

If the heroes ***did not defeat the young white dragon***, and either fall to her might, or simply retreat, she will grow angry and immediately leave her lair to take revenge on the people of Sleet-town. She will devour every living being and destroy every farmhouse in the small town well before the heroes arrive. They will find it in ruin and frosty devastation. Award the group only 500 story XP divided amongst the characters.

APPENDIX A: MONSTERS



KOBOLD COMMANDO

(As seen in *Killer Kobolds* by Tony Petrecca - <http://www.dmsguild.com/product/204667/Killer-Kobolds>)

Small humanoid (kobold), lawful evil

Armor Class 14 (leather armor)

Hit Points 18 (4d6+4)

Speed 30 ft.

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

Skills Stealth +5, Perception +4

Senses darkvision 60 ft., passive Perception 12

Languages Common, Draconic

Challenge 1 (200 XP)

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

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

Sharp Shot. If the Kobold Commando does not move on its turn it gains advantage on its crossbow attacks that turn.

Quickload. The Kobold Commando ignores the loading quality of light crossbows.

ACTIONS

Multiattack. The Kobold Commando makes two attacks with its light crossbow.

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

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

KOBOLD HUNTING DRAKE

(As seen in *Killer Kobolds* by Tony Petrecca - <http://www.dmsguild.com/product/204667/Killer-Kobolds>)

Medium dragon, unaligned

Armor Class 16 (natural armor)

Hit Points 75 (10d8+30)

Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	4 (-3)	10 (+0)	8 (-1)

Skills Athletics +7, Perception +4, Stealth +6

Senses darkvision 60 ft., passive Perception 14

Languages Understands draconic but can't speak

Challenge 3 (700 XP)

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

Pounce. If the hunting drake moves at least 20 feet straight toward a creature and then hits it with a claw attack, the target must succeed on a **DC 15 Strength saving throw** or be knocked prone. If the target is prone, the drake can make an additional bite attack against it as a bonus action.

Powerful Leaper. The hunting drake has advantage on Strength (Athletics) checks that involve jumping. The drake doubles its Strength score when determining long jump and high jump distances cleared.

ACTIONS

Multiattack. The drake attacks twice, once with its claws and once with its bite.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d10+5) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) piercing damage.

Equally at home in mountains, forests, or the open plain, the hunting drake is a formidable foe, waiting in ambush on high to pounce down upon unsuspecting foes. Wise kobolds learned to domesticate the beasts and use them as guards and mounts, equipping them with special saddles that keep the riders secure when the drake climbs and leaps.

APPENDIX B: MAGICAL ITEMS

PRINT AND HAND-OUT



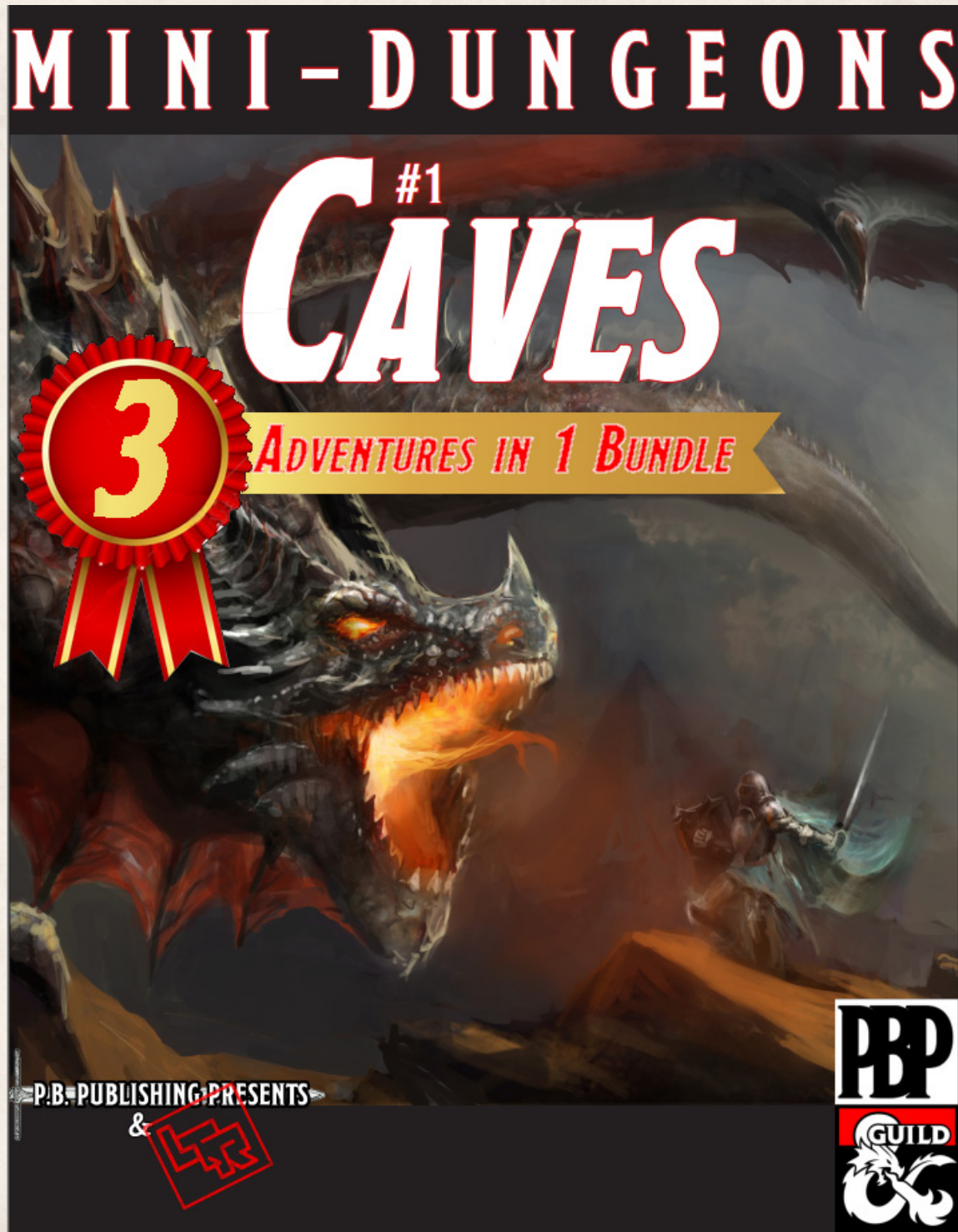
THE COWBELL OF REPRODUCTION

Wondrous Item, rare

Used by farmers during an age of wonder, and passed down through the generations. The Cowbell of Reproduction was first forged by a powerful mage as a favor owed to a local farmer, Gregor Tripplehorn. The cowbell causes the wearer to become 100% fertile 100% of the time. It was created to increase the breeding rate of cattle on the farm, however it is important to note that the Tripplehorn family has been renowned, throughout the ages, for having higher than the average birth-rate.

GET MINI-DUNGEONS : CAVES BUNDLE (1, 2, AND 3)

CLICK HERE TO DOWNLOAD: [HTTP://WWW.DMSGUILD.COM/PRODUCT/218863/MINIDUNGEONS_1.CAVES_3in1_ADVENTURE_BUNDLE](http://www.dmsguild.com/product/218863/MiniDungeons_1.CAVES_3in1_Adventure_Bundle)

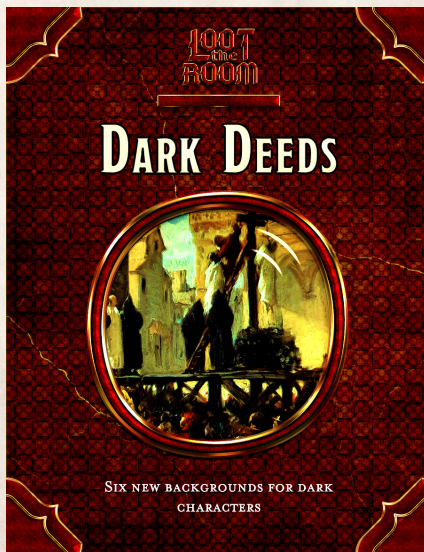


OTHER TITLES

BY

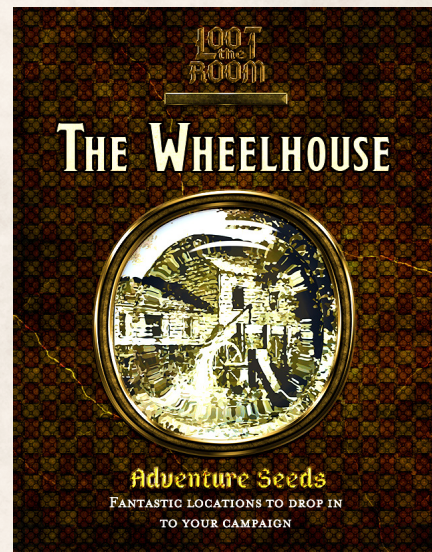
LOOT THE ROOM

<http://www.dmsguild.com/product/193373>



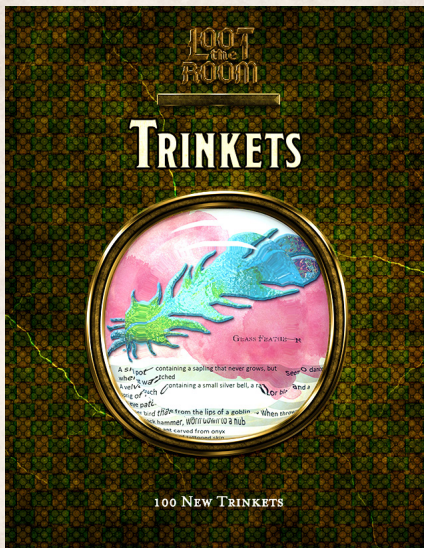
"A must for those who want to a character with a dark, or suspicious, background. Very well put together!"

<http://www.dmsguild.com/product/194516>



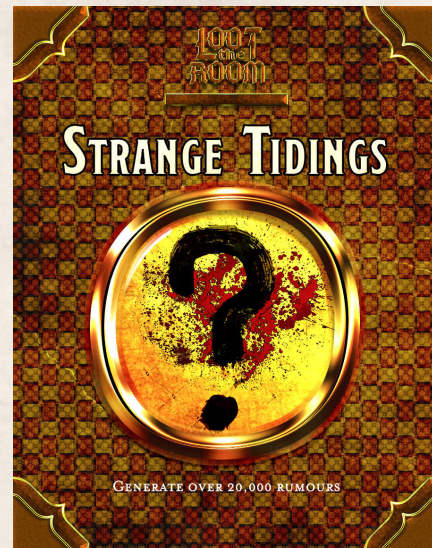
"A great resource that everyone should have in their "just in case" folder!"

<http://www.dmsguild.com/product/194390>



"One of my favorite resources for 5e! ..."

<http://www.dmsguild.com/product/204201>



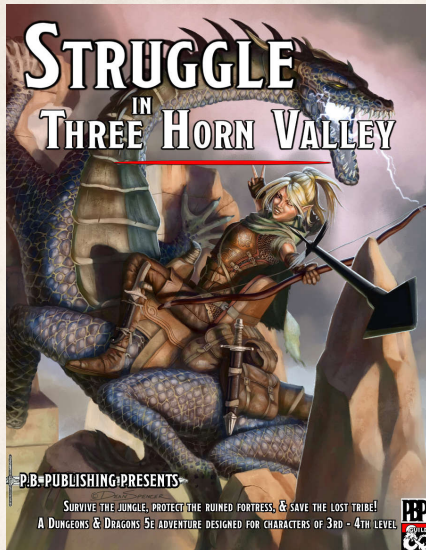
"One of the best ways to create a world that feels like it's alive..."

OTHER TITLES

BY

P.B. PUBLISHING

<http://bit.ly/2rcbo1i>



“This was the most fun I’ve had running a module...”

“This is a gem. Pirates. Shipwrecks. Dinosaurs. Amazing maps to go with it all.

<http://bit.ly/2nkORue>



“In my opinion, this is the best take of a witch class for 5e...”

<http://bit.ly/2ncOC46>



“My players were afraid to enter a room, but also excited!”

“This is truly awesome. Well Done!”

<http://www.dmsguild.com/product/216155>



“I very much loved the story – a one shot that allowed some conversing, combat and rewarded quick thinking.”