

WK3

Fantasy Renaissance Adventure Module

REVENGE OF THE OVER-KOBOLD

Written by "Weird Dave" Olson

An Adventure for Character Levels 2-4



WRATH OF THE KOBOLDS #3

For use with
the 5th Edition
of the First
Fantasy RPG

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REVENGE OF THE OVER-KOBOLD

The ground rumbles beneath the feet of hundreds of marching kobolds. A great force has been assembled by a mysterious warlord known as the Over-Kobold, and no power can stop him—or so he believes. Only a brave band of adventurers are positioned to strike back against the Over-Kobold's march of revenge against the world.

WK3 Revenge of the Over-Kobold is the third module in Cut to the Chase Games' Fantasy Renaissance Module series, **WRATH OF THE KOBOLDS**, a classic scenario reminiscent of the old adventure modules from yesteryear. **WK3** is designed for a group of 4 to 6 characters levels 2 to 4 (optimized for 4th-level). The GM should read the module thoroughly before playing to become familiar with the overall plot and pacing of the adventure.

WEIRD DAVE'S NOTEBOOK: KOBOLDS!

KOBOLDS HAVE BEEN A PEST AND THREAT FOR LOW-LEVEL CHARACTERS IN FANTASY ROLEPLAYING GAMES SINCE THE BEGINNING. OVER THE YEARS, HOWEVER, THEY HAVE BEEN CHANGED TO A MORE DRACONIC CREATURE, STILL LOWLY BUT PERHAPS A BIT MORE ON THE THREATENING SIDE. THIS SCENARIO PRESENTS KOBOLDS AS A MASH-UP BETWEEN DOG-LIKE CANIDS AND REPTILIAN DRACONIC DESCENDANTS, BUT HOW THEY APPEAR IN YOUR GAME IS ENTIRELY UP TO YOU—DESCRIBE THEM AS YOU SEE FIT, BUT REMEMBER THE YIPPING!

Appendix Contents

The combat statistics for monsters and NPCs listed in **bold** in the text can be found in **Appendix A** along with reprinted profiles of important NPCs. **Appendix B** contains tables to randomly generate kobold names and traits while **Appendix C** has tables to generate random kobold tribes.

Adventure Background

In the cold and barren Talon Hills, wild kobolds have scraped together a living for many generations. They've dug deep into the hills, creating secret tunnels to hide their numbers. They curse the sun and all who dwell beneath its light.

A great female kobold rose to power in the Talon Hills and united several of the disparate tribes into a single force. Calling herself the Kobold Queen, she saw much potential in putting aside the differences of the individual tribes. She did this through force and manipulation, key tactics to any kobold leader.

Over her time she birthed many litters of kobold pups. Two of them proved themselves greater than their brethren. Rinklo was intelligent and took to the ways of alchemy quickly and left the Talon Hills intent on

bringing kobold justice upon the heads of gnomes everywhere (his story can be found in **WK0 Night of the Mad Kobold**).

Rinklo's brother Rigaan was a strong and fierce kobold with fire in his eyes. Rigaan drank in the stories of the ancient kobolds of history, and was particularly drawn to one figure that had all but passed into myth:—Kra-Moth-Ka the great warlord. Long ago, Kra-Moth-Ka marched to war against the humans and gnomes of world, blessed by the God of Kobolds himself. He wore a suit of impenetrable armor and wielded a spear that could pierce the flesh of the most plated opponent.

Kra-Moth-Ka's meteoric rise to power was cut short by a coalition of gnome magicians from the city of Silvergaeral in the Valley of Flanheda, one of his earliest conquests. The city's illusionist-lords banded together and wove mighty spells and, with the aid of the God of Gnomes, turned Kra-Moth-Ka's weapons against him. His armor sealed around and imprisoned him, and his spear turned on its wielder and cut deep.

Kra-Moth-Ka was defeated and entombed within the deepest crypt in kobold-ravaged Silvergaeral. Ancient protective wards were placed over the tomb and the world moved on. But in the mind of Rigaan, the legend grew larger until the obsession consumed him. He needed to find the tomb of Kra-Moth-Ka, claim the warlord's famed armor for himself, and conquer all the lands, rising higher than any kobold before him.

Rigaan spent many years traveling and searching for Kra-Moth-Ka's final resting place. He moved quietly and always in the shadows, careful not to draw attention to his quest or his purpose. Eventually he tracked down the ruins of Silvergaeral and, with a host of kobolds now at his command, he broke into the tomb and stole the warlord's fabled armor—the *Armor of the Over-Kobold*. With the object of his life's obsession in hand, Rigaan gave no thought to the warlord's missing spear, the *Bane of Kobolds*.

With the symbol of kobold strength in his control and the power of the legendary armor at his disposal he moved into an abandoned dwarf stronghold that he renamed Castle Kragtooth. Kobold tribes flocked to him and soon he had a force to be reckoned with at his beck and call.

But Rigaan was cautious. He believed himself impervious within the walls of Castle Kragtooth, but he sent commanders with his marching armies to carry out all commands outside. Their first target: the town of Ormkirk where Rigaan had learned the band of heathens that killed his mother in the Talon Hills lived.

Little did he know the events this act of revenge would set in motion.

Module Synopsis

The module begins with the characters in the town of Ormkirk, which was also featured in the beginning of **WK1 Caves of the Kobold Queen**. Ormkirk has a new townmaster, one much less corrupt than Thaddeus Travail, and she has invited the characters to dine with her at her well-appointed manor.

The evening dinner is interrupted by the sounds of rocks raining down from the sky and the cries of kobolds. A large force of Rigaan's kobold army attacks Ormkirk with battle wagons, packs of wild dogs, fiery explosions, and catapults. It's up to the characters to help keep the town from falling to the invaders by assisting in a variety of encounters designed to save Ormkirk.

Once Ormkirk is safe, the townmaster calls for a meeting with the characters to discuss the problem. It seems a large force of kobolds are massing somewhere in the mountains north and east of the Talon Hills and using the wild hills as a staging area. Information gained from one of the captured kobolds reveals that they owe fealty to a powerful figure known as the Over-Kobold clad in magic golden armor.

The townmaster begs the characters to find this Over-Kobold and stop him before he rolls through Ormkirk and other towns in the area with his army. Enchantments keep captured kobolds from revealing where the Over-Kobold is located, but the townmaster thinks that the gnome librarian Markar Laan in the Lone Library can be of assistance. If Kra-Moth-Ka's armor has been reclaimed, Markar Laan likely knows of how to find and stop it.

Traveling to Liverswood (a return visit for characters who went through **WK2 Curse of the Kobold Eye**) and consulting Markar Laan reveal that finding the Over-Kobold requires locating the spear known as the *Bane of Kobolds* first. The two relics are linked, and with the spear in their possession the characters can find the armor. The gnome librarian recalls being visited by the blacksmith Wulf Skallgrimm a number of years ago about this same topic, but the reclusive blacksmith disappeared from the world some time ago. His son, Tomas Skallgrimm, is the best lead.

Tomas lives in the town of Cresthill (featured in **WK0 Night of the Mad Kobold**), and once the characters arrive they find that they are not the only ones who seek the *Bane of Kobolds*. They are attacked by agents of the Over-Kobold in Cresthill. Once these kobolds are defeated Tomas tells the characters that his father retreated to a mountain cabin years ago

to live out the rest of his years in solitude. Wulf was obsessed with a strange magical spearhead he kept with him at all times.

Wulf Skallgrimm's cabin in the mountains is the next stop, and again the characters must defeat forces of the Over-Kobold before they can learn what they need from the blacksmith. Wulf does not give up the artifact without compensation, but once the characters have it, they have a way to get to the Over-Kobold. If they wish they can also try to convince Wulf to remake it as a weapon.

The *Bane of Kobolds* leads the characters through the mountains to the magically-hidden Castle Kragtooth. A great host of kobolds from many tribes has gathered nearby, but how the characters proceed is largely up to them. Castle Kragtooth is a well-defended if small mountain stronghold and Rigaan the Over-Kobold keeps to the central vault at nearly all times.

Defeating the Over-Kobold breaks the enchantment over the area and disperses the kobold tribes, ending the threat to the land.

Future Modules

This is the third and final module in the **WRATH OF THE KOBOLDS** series, and it builds upon a lot of the NPCs and locations presented in the previous modules. Once Rigaan is defeated and the kobold army dispersed, the characters can take a relaxing break from adventuring! Or, they can hire on to a merchant company heading to the far south in the next series of modules, **MEMORIES OF THE TOAD GOD!**

Involving the Characters

Characters who have participated in the previous modules in the **WRATH OF THE KOBOLDS** series should already have a vested interest in seeing the Over-Kobold come to an end. After the events of **WK2 Curse of the Kobold Eye**, the characters should already be on their way to return to Ormkirk (to collect on the kobold bounty if nothing else).

If they haven't played in the previous module, the characters need only be in Ormkirk at the beginning to find themselves thrust into the center of adventure. They've likely made a name for themselves performing deeds across the land, and thus their invitation to dinner with the townmaster of Ormkirk would not seem out of place.

NPC Profile: Layla Havenstein, Ormkirk Townmaster

Townmaster Layla Havenstein lives with her husband, Oscar, in a small house on the northern edge of Ormkirk. Though her husband wasn't one of the captives freed from the clutches of the Kobold Queen, Layla still suspected Thaddeus Travail was up to no good. The Havenstein family has lived in Ormkirk for two generations, but recently Oscar had to sell his farmland. The small amount of gold from the sale and Layla's level-headedness made her a perfect candidate for the position of townmaster. She's a competent, straight-talking woman in her mid-50s, not afraid to speak the truth regardless of the consequences.

Generally the position of townmaster in Ormkirk is held until the appointed person is no longer fit to govern. In years past previous townmasters would appoint their successor, which generally didn't affect the populace of Ormkirk too much—taxes were still levied and collected and the people would band together to form a defense in times of trouble. Thaddeus Travail changed that inherent trust in leadership, and the people of Ormkirk took a bit more time in selecting their new townmaster. Layla was selected by the majority of the residents in a quick town meeting shortly after Thaddeus Travail “disappeared.”

Adapting the Module

This module tries to use as many generic location names as possible to make it easy to port to nearly any fantasy campaign setting. Below are the elements of the module that would need to be mapped out to an existing setting along with notes on how they fit within the adventure.

Town of Ormkirk: A settlement of about 250 people located along a trade route just south of the Talon Hills.

Talon Hills: Wild and dangerous badlands inhabited by kobolds, bandits, giant weasels, and all manner of other dangerous creatures. The Wild Mountains are assumed to flank the Talon Hills on the northeastern side.

Liverswood: An older forest with a sinister reputation that contains a retired gnome wizard running the Lone Library. About five days' journey from Ormkirk.

Town of Cresthill: A prominent settlement on a river run by a family of gnomes. About five days' journey from Ormkirk.

Wild Mountains: Mountain range away from most civilized areas that could reasonably hide a kobold army and a reclusive human blacksmith.

Castle Kragtooth: An abandoned mountain fortress built by dwarves but now occupied by a force of kobolds in the Wild Mountains.

PART ONE: BATTLE OF ORMKIRK

The characters begin in the town of Ormkirk, a small settlement along a trade route. While enjoying an evening dinner with Townmaster Layla Havenstein at her home, the characters hear the sounds of battle outside. A large force of kobolds are attacking from the north, using alchemical bombs to burn buildings and catapults to launch flaming pitch into the town. The characters have plenty of opportunities to stop the chaos and push back the invaders. How well they perform is determined by the number of Destruction Points that are accumulated against Ormkirk—too many and the town becomes a lost cause!

Read or paraphrase the following to begin the module. The read-aloud text assumes the characters participated in the events of **WK1 Caves of the Kobold Queen** and successfully returned the kidnapped menfolk to the town and ousted the previous townmaster, Thaddeus Travail. Adjust the text accordingly to match your characters' experience.

The town of Ormkirk has welcomed you with open arms since your return. The people cheered in the streets when you arrived, though there were few people during the day—the chilly northern breeze means it's time to harvest the crops that lay in the fields south of Ormkirk. But the people at the Splendid Shield raised toasts in your name and bought you drinks for a job well done. The new townmaster, a tall, thin, hawk-nosed woman named Layla Havenstein, came and greeted you personally as well, thanking you for rescuing the menfolk of Ormkirk from the clutches of the Kobold Queen in the Talon Hills. She invited you to her house for an extravagant dinner.

While no map is provided for the town of Ormkirk, the only key point of interest is the town center and the rocky Talon Hills to the north.

A Quiet Dinner

Layla Havenstein welcomes the characters into her home and is genuinely interested in hearing about their adventures since they last passed through Ormkirk. In turn she fills in the characters on the goings on in the town, which have thankfully amounted to little more than a few kobold raiders spotted in the Talon Hills.

Once she heard about that, Layla put up a standing bounty of 1 gold piece per kobold ear to any that bring them in. So far she hasn't had anyone except for an elf ranger take her up on the offer (Meriel Dawnstar, who the characters may have encountered in **WK2** in the Valley of Flanheda).

Oscar Havenstein cooks up a lovely meal of roasted rabbit with a sage and potato dressing served with glasses of a fine wine he brews himself (from winter berries, a northern substitute for grapes). The dinner goes until well past sundown.

Chaos in the Night

As the evening with the new townmaster winds down, the night is shattered by the arrival of the kobold forces from the Talon Hills. Read or paraphrase the following.

Layla Havenstein is just pouring out the last of the bottle of wine into your cup when a tremendous crash splits the night. The sound is followed closely by screams of men and women and the sound of yipping barks. Another crash stuns Layla out of her shock. "What's going on?" she manages to blurt out.

Layla is not a woman of action and asks the characters to investigate, promising whatever reward they ask for in return.

As the character step outside they find a scene of warfare playing out before them in the night-darkened streets of Ormkirk. In the north, atop a hill that marks the boundary of the Talon Hills, sit three mangonels (catapults), identifiable only by the flaming pitch that they are flinging onto the town. Several buildings are engulfed in flames and a host of kobolds and wild dogs have descended on Ormkirk. The sound of screams and kobold yipping fills the air.

At that moment one of the catapults launches its payload at the house of the townmaster. The characters must make DC 12 Dexterity saving throws as the flaming pitch-covered stone drops on the house, sending fire and debris in a wide arc; on a failure a character suffers 27 (5d10) bludgeoning damage, or half that a success. Townmaster Layla and her husband Oscar managed to get behind cover but Layla is unconscious and Oscar is hysterical.

Saving Ormkirk

The characters are now faced with a series of difficult encounters in order to save Ormkirk and break the attacking kobold force. The encounters below correspond to locations on the map, but the

characters can direct the order in which they happen. They need to deal with all six encounters in order to save Ormkirk.

WEIRD DAVE'S NOTEBOOK: FOR THE OVER-KOBOLD!
IN THIS SCENE MAKE SURE THE KOBOLDS SHOUT ADULATIONS TO THE OVER-KOBOLD AS THEY ATTACK ORMKIRK. THE SUBCHIEFS ESPECIALLY DRIVE THIS POINT, PROCLAIMING THAT EVERY BLOW THAT STRIKES IS ANOTHER NOTCH ON THE BELT OF THE OVER-KOBOLD. GET THE CHARACTERS WONDERING WHO THE OVER-KOBOLD IS SO THAT THEY HAVE A GREATER CURIOSITY FOR FIGURING IT OUT IN THE INTERVENING SECTIONS.

Each encounter lists the Destruction Points that accumulate based on the order in which the characters tackle the encounters. Note the Destruction Points for the order in which the encounters are completed. For example, if the characters go to **encounter 1** first mark 1 Destruction Point (as that is the first Destruction Point in that list). If they deal with the mangonels in **encounter 2** second, mark 6 Destruction Points (the second in that track). Tally up the Destruction Points at the end to see how successful the characters are in saving Ormkirk (refer to the **Aftermath** section for results).

If the characters split up they can tackle multiple encounters in a single segment.

The light from multiple burning buildings provides enough illumination to eliminate any darkness penalties (the fire is not bright enough to bother the kobolds).

1. Weasels in the Streets Destruction Points: 1 / 2 / 3 / 4 / 5 / 6

The kobolds have long used weasels as guard animals in the Talon Hills. At this point on the map the characters must defeat a group of **6 kobolds** and **6 giant weasels** who are rampaging through Ormkirk.

Tactics: The kobolds direct the weasels to charge forward in melee while they hang back and hurl sling bullets at the characters. This is a do-or-die moment for the kobolds so they fight until dead, screaming "For the Over-Kobold!" in their barking language.

2. Mangonels Raining Death Destruction Points: 4 / 6 / 8 / 10 / 12 / 14

On the hill just north of Ormkirk sit the three mangonels that are hurling flaming death upon the town. The mangonels are operated by **9 kobolds** (3 per mangonel) and commanded by **4 kobold subchiefs** and **6 giant goats**.

Tactics: The kobold subchiefs send the giant goats



to intercept any characters that are coming up the hill to confront the mangonels as they let loose with their shortbows. They try and keep opponents from dismantling or attacking the mangonels (50 hp each).

The incredible weight of the mangonels rests on crude wheels, pulled by the giant goats, six more of which hang back on the other side of the hill (too exhausted to fight).

3. Digging Monsters Emerge Destruction Points: 0 / 1 / 2 / 4 / 8 / 16

The Over-Kobold has used his powers to command a group of ankhegs to help provide support for the attack. However, they do not show up until the characters have dealt with at least one other encounter first. After that, at this point on the map **2 ankhegs** emerge from the earthen ground of the street and begin to use their acid attacks against all opponents (they recognize kobolds, wild dogs, and weasels as allies).

Tactics: The ankhegs are ferocious opponents that fight until death.

4. Kobold Battle Wagon Destruction Points: 1 / 2 / 4 / 5 / 7 / 9

The ingenuity of the Over-Kobold's forces has turned a regular wagon into a makeshift battle wagon. The battle wagon is pushed by **2 giant goats** and operated by **10 kobolds**. While on the battle wagon the kobolds have the following optional attack (there are 4 small ballista on the wagon).

Ranged Attack—Small Ballista: +6 to hit (range 60/200 ft., 1 creature), 13 (3d6+3) piercing damage.

The battle wagon is 15 feet wide and 20 feet long.

Tactics: All kobolds on the battle wagon have 1/2 cover (+2 AC). The battle wagon is wildly dangerous to operate because of the split in control (one kobold

in the front steers while another sits in the back and drives the goats forward). Killing either of these key figures sends the battle wagon crashing into a nearby building. All kobolds onboard are stunned for one round from the crash.

5. **Desperate Ormkirk Citizens**
Destruction Points: 2 / 2 / 6 / 6 / 10 / 10

At this point on the map a band of **8 kobolds** have dragged a family of five (father, mother, and three children) out of their home and into the street. The kobolds start howling viciously and herding the people together, prodding them with spears in a cruel game. The screams of the citizens carry across Ormkirk.

Tactics: These kobolds have decided to have a little fun and toy with their captives for a short period. Unfortunately, if the characters do not deal with this encounter quickly, the kobolds kill this family and move on to another (the jump in Destruction Points represents a family being killed and another being dragged out).

6. **Kobold Bomb Squad**
Destruction Points: 3 / 5 / 7 / 9 / 11 / 13

The kobold alchemists at Castle Kragtooth have developed explosive chemical bombs that were sent in crates with the attacking force. A group of **3 kobold alchemists** and **5 wild dogs** hurl bombs at buildings, causing destruction wherever they go.

Tactics: The kobold alchemists try to keep their distance from the characters, with the wild dogs leaping forward to melee. Wild with hatred, the kobolds fling bombs recklessly with no regard for their natural allies, the wild dogs.

WEIRD DAVE'S NOTEBOOK: NIGHT SNEAK ATTACK
THE PLAYERS MAY BE WONDERING HOW THE KOBOLDS MANAGED TO BRING SUCH A LARGE FORCE TO BEAR ON ORMKIRK WITHOUT ANYONE KNOWING ABOUT IT. THE TRUTH IS THAT THE TOWN HAS BECOME SOMEWHAT COMPLACENT SINCE THE DEATH OF THE KOBOLD QUEEN, AND THEY HAVE NOT VENTURED FAR INTO THE TALON HILLS SINCE THE CHARACTERS (OR SOME OTHER GROUP) CAME BACK IN WK1. THE FORCES OF THE OVER-KOBOLD HAVE BEEN SLOWLY MUSTERING FORCES A SHORT DISTANCE TO THE NORTH BEFORE GETTING INTO POSITION ON THIS CLIMACTIC NIGHT.

The Aftermath

Once the six encounters are dealt with, the attacking force is broken and the remaining kobolds scatter into the hills. The Battle of Ormkirk is complete, but what remains of the town is largely decided by the order in which the characters tackled the encounters.

Destruction Points	Result
10-15	The town is completely intact. No structural damages suffered. Ormkirk survives relatively unscathed and celebrates the night as a victory.
16-20	Some of the buildings collapse from damage and some people were killed. Ormkirk survives and remembers the night as a victory.
21-25	About 1/4 of the buildings in town were destroyed or are uninhabitable. Several families were killed in the night. Ormkirk survives, but the night lives on in bitter memories.
26-30	Roughly 1/3 of the town is demolished from the attack. Many people lost their lives and about half of the remaining population decides to leave. Ormkirk survives, barely, but the people in the area call the town cursed.
31-35	Half of the town is destroyed. Fires continue to burn and only ¼ of the population decide to stay on. Ormkirk withers and dies within a year, abandoned as a burnt ghost town.
36+	Most of the town no longer stands, and the majority of the people who didn't die flee for better areas within a week. Ormkirk is completely abandoned within 6 months and the whole area is avoided by merchants and travelers for years to come.

Looking Ahead

Regardless of the future of Ormkirk, Townmaster Layla recovers after the battle and finds the characters to thank them profusely for their assistance. She and a small contingent of guards were able to rally towards the end and help drive the kobolds away, but the bulk of the work was completed by the characters which she acknowledges.

As morning dawns over Ormkirk, Layla Havenstein invites the characters into what remains of the Splendid Shield to discuss next steps. They are joined by a grizzled retired ranger named Old Gorm Drakkenburg

(human male) who helped the townmaster in the last parts of the battle. Old Gorm keeps out of the way and minds his own business, though he warned the previous townmaster about sending a “gang of pups” into the Talon Hills after the kidnapped menfolk.

Old Gorm recounts tales told by the kobolds of the Talon Hills regarding a legendary figure called the Over-Kobold (the ranger has studied the kobolds of the area for a long time). The Over-Kobold was a powerful warlord who united many tribes to threaten the safety of the land long ago. Supposedly he wielded a magical spear and a suit of armor that was gifted to him by the God of Kobolds. (The characters may recognize these elements from **WK2** and can add any information about Kra-Moth-Ka, who Gorm refers to as the Over-Kobold.)

WEIRD DAVE’S NOTEBOOK: A RANGERS TIME TO SHINE
THE INFORMATION PROVIDED BY OLD GORM ESSENTIALLY COMES FROM HIS RANGER BACKGROUND AND FAVORED ENEMY, BUT IF THE PARTY ALREADY CONTAINS A RANGER WHO HAS KOBOLDS AS A FAVORED ENEMY, THESE DETAILS CAN INSTEAD BE RECALLED BY THAT CHARACTER. PERSONALIZE THE SCENARIO TO YOUR GROUP AND WORK IN THEIR CHOICES AND YOU’LL FIND THE ADVENTURE RESONATES MUCH STRONGER WITH YOUR PLAYERS!

The legends of the Over-Kobold say that in his final battle, his cursed spear pierced his own body and his armor trapped him within it. If there is some sort of new Over-Kobold, Old Gorm bets the armor was found by someone who is using it to great advantage.

Townmaster Layla asks that the characters look into the validity of these tales by visiting the Lone Library of Liverswood, a place of great learning. If the characters participated in **WK2** they remember the location and likely became friends with the librarian, a gnome illusionist-lord named Markar Laan. If the armor of the Over-Kobold has been found, then the legends say the only weapon that can hurt him is his spear, which is now referred to as the *Bane of Kobolds*. Certainly if nothing else such a weapon would be handy!

Questioning Kobolds

A great many kobolds attack Ormkirk, a character may want to interrogate one to learn more. Any captured kobold knows only that they came from “the mountains” and have been traveling for “many nights” in the Talon Hills. All the kobolds are suffering from the magical fog that hangs around Castle Kragtooth and wipes the memory of the weak-willed who leave the area. Only superior kobold chiefs know how to get to Castle Kragtooth or even its general location, and none of them accompanied the force that attacked Ormkirk (specifically because Rigaan the Over-Kobold didn’t want any adventurers tracking them back).

Following the Tracks

The kobolds brought along a battle wagon and three mangonels to attack Ormkirk, so characters may want to try and following these tracks to see where they lead. The wind and the rain over the past week have removed any hope of following them for more than two days into the hills.

PART TWO: THE BANE OF KOBOLDS

The Battle of Ormkirk is complete and now the characters have an idea of the kind of forces that are arrayed against them. The next step is to find out all that they can about the Bane of Kobolds and how it can help find and defeat the Over-Kobold. Townmaster Layla Havenstein suggests the Lone Library of Liverswood, a renowned place of great knowledge run by an aged gnome librarian named Markar Laan. From him they learn how the spear can be used to find the armor and that its handle was broken off long ago. Markar Laan points the characters to Tomas Skallgrimm, a smith and son of the famed Wulf Skallgrimm, the last person known to possess the *Bane of Kobolds*.

Finding the smith isn’t going to be easy, however, as the Over-Kobold is watching the moves of the characters. He dispatches packs of gargoyles to follow them and to attack if the characters get too close to finding something. The gargoyles wait until Cresthill to attack.

The Lone Library of Liverswood

Liverswood is not a huge swath of forest, but no cartographers have bothered to map the area and few travelers make their way to the Lone Library. Paths are quickly swallowed up by the tree and the thick moss that grows beneath the shadow of the overhanging canopy.

The journey to Liverswood from Ormkirk takes the characters five days of traveling. Though mysterious, Liverswood is not particularly dangerous at this time and the characters find the Lone Library without difficulty.

WEIRD DAVE’S NOTEBOOK: PREVIOUS VISIT
IF THE PLAYERS EXPERIENCED WK2 THEY MAY BE HAPPY TO SEE THAT THE CURSE THAT LIVERSWOOD LABORED UNDER (THE ONE THAT CREATED THE BEAST OF LIVERSWOOD FROM UNEARTHLY GRAY MOSS) HAS BEEN LIFTED. MARKAR LAAN CERTAINLY REMEMBERS THE CHARACTERS AS WELL, OFFERING THEM TEA AND TO SHARE THEIR STORIES OF WHAT HAPPENED AFTER THEY LEFT BEFORE GETTING DOWN TO BUSINESS.

Read or paraphrase the following once they arrive at the Lone Library of Liverswood.

The thick trees of the Liverswood give way to a large clearing, surrounded on all sides by tall boughs that block out the sky. In the center of the clear sits a broad two-storied wooden building. Most of the large windows are open to the autumn wind that blows between the trees and you spot a handful of torches burning inside, illuminating shelves of books. The door to the building opens as you approach and an elderly gnome with a long gray beard waves you forward.

The gnome librarian Markar Laan, last of the illusionist-lords of Silvergaeral, bids the characters welcome to the Lone Library and invites them inside.

Words with the Librarian

Inside the Lone Library, Markar Laan listens the characters tell their story. He is well past his prime but still possesses a sharp intellect—his hairy ears perk up when someone mentions the *Bane of Kobolds*. While he rushes about the halls of the library fetching books, he explains most of the background of the Over-Kobold and the events that brought him down.

He also explains that the *Armor of the Over-Kobold*, worn by Kra-Moth-Ka and cursed during the final battle is still a powerful relic. Its powers are not fully documented, but rumors say Kra-Moth-Ka was able to control a great many tribes of kobolds and create a formidable army, supplemented by beasts of the mountains. The ankhegs and giant goats that were part of the attacking force on Ormkirk give credence to this claim.

Markar Laan excitedly explains that many years ago, the famous human blacksmith Wulf Skallgrimm came to him with a curious item in his possession. Wulf carried the head of a spear, long ago broken from its handle, that radiated powerful magic. The gnome librarian was confident the item was all that was left of the *Bane of Kobolds*, the weapon that killed the Over-Kobold long ago. Markar offered to purchase the relic from Wulf but the blacksmith wouldn't sell. Shortly after that, Wulf Skallgrimm disappeared from the world.

But his son did not. Markar knows that Tomas Skallgrimm is still living (or at least was still living as of five years ago when he came visiting the Lone Library on unrelated business) and lived in the town of Cresthill about five days' travel from the Lone Library. Cresthill is a town on the Graywand River and is run by the elders of House Kelter, a respectable family of gnome merchants. Markar Laan suggests the characters head to Cresthill and find Tomas Skallgrimm—he's likely the only one who would know what happened to his father. Markar Laan can provide a reference letter to Wulf (he thinks

it would help!).

Welcome to Cresthill

Cresthill is a town (population about 3,000) on the Graywand River that does most of its business with other settlements along the river. The gnomes of House Kelter own or operate most of the most important operations in the town and are generally respected and liked. The Graywand River splits the town into northern and southern districts. The northern one is walled and protected from outside invaders, with a prominent bluff on the river's edge that holds Kelter Manor. The southern district is a disheveled tent-city filled with rogues, miscreants, and itinerant dock workers drifting from town to town.

WEIRD DAVE'S NOTEBOOK: IMPACT OF PAST DEEDS

CRESTHILL IS THE TOWN FEATURED IN THE MODULE *WKO NIGHT OF THE MAD KOBOLD*, DURING WHICH THE CHARACTERS HAD AN OPPORTUNITY TO STOP ONE OF THE KOBOLD QUEEN'S OTHER SONS IN HIS PLOT TO TERRORIZE THE GNOMES OF THE CITY. ONE OF THE MAD KOBOLD'S TARGETS WAS TOMAS SKALLGRIMM, AND THIS MODULE ASSUMES THAT THE SMITH SURVIVED THAT TERRIBLE NIGHT. IF NOT, THE CHARACTERS MAY FIND A CHARRED JOURNAL IN TOMAS' SMOLDERING HOUSE THAT LEADS THEM TO WULF'S LOCATION.

The journey from the Lone Library of Liverswood to Cresthill is five days. Read or paraphrase the following as the characters approach.

The winding road follows the curves and bends of the Graywand River as it lazily makes its way to the south. Up ahead, right along the riverbanks, a town rises into view, split in two parts by the river. The northern part contains a fifteen foot wall with several gates along its length, inside of which the tops of many buildings can be seen. A bluff rises prominently in the river, upon which squats a stout stone manor house. The southern district seems nearly the opposite. Rogues and vagabonds stumble between makeshift tents and rickety taverns. No walls encircle that section. A bridge spans the Graywand between the two.

The gates to the city are guarded but travelers are welcome in Cresthill at all hours. Any of the friendly guards (some are gnomes but most are humans) can point the characters to Tomas Skallgrimm's smith in the northwestern part of Cresthill. For a restful night the guards recommend the Curious Cod Inn.

Stone Wings

As the characters approach the forge of Tomas Skallgrimm, the band of gargoyles that has been following them takes this opportunity to attack. **5 gargoyles** wing down from nearby building perches in a surprise attack.

Tactics: The gargoyles are tasked with destroying the characters and they take every advantage they can to do just that. They are bound to serve the master of Castle Kragtooth by an ancient decree set down by the dwarves who built the castle originally. If captured they offer no information about the castle's location but do blurt out "The Over-Kobold will have his revenge."

A Chat with Tomas

Once the gargoyles are defeated, Tomas Skallgrimm comes to greet the characters and ask their business in Cresthill. When they mention his father Tomas' face grows solemn and he explains that Wulf Skallgrimm retreated from the world ten years ago in disgust after he was tricked into forging powerful weapons for a wicked despot. Tomas provides a map and directions to Wulf's retreat only if they explain that they are seeking the *Bane of Kobolds*, not his father's services. Wulf Skallgrimm lives in a remote cabin in the Wild Mountains to the east. The journey is estimated to take ten days.

Wild Mountains

With the map showing the location of Wulf Skallgrimm's home, the characters can set out for the Wild Mountains to the east. These are the mountains that form the eastern border of the Talon Hills. They hide not only the legendary blacksmith's retreat, Castle Kragtooth sits in its sheltered valleys as well.

The Wild Mountains have a reputation for being a dangerous and savage area, filled with monsters who lurk in the shadows of the craggy peaks. The journey to the Wild Mountains from Cresthill takes only five days, but navigating the narrow paths and crevasses to Wulf Skallgrimm's home takes another five days. Each day the characters travel through the Wild Mountains there is a flat 30% chance of a random encounter: roll once every day. At night the chance increases to 50%.

For a random encounter roll 1d6 and consult the following table.

1d6	Wild Mountain Encounter
1	Giant goat herd
2	Ankheg nest
3	Hill giant wanderer
4	Landslide
5	Thunderstorm
6	Lost!

Refer to the following descriptions for each random encounter.

Giant goat herd

The Wild Mountains have an unusually large number of giant goats wandering its slopes. They are normally not aggressive creatures. If a character approaches the herd of **6 giant goats**, they startle and bolt unless otherwise calmed.

Tactics: If tamed, the giant goats would make for excellent mounts in the Wild Mountains. If the characters are mounted on giant goats they can ignore the effects of the landslide encounter.

Ankheg nest

Ankhegs are a terrible problem for travelers in the Wild Mountains, and the characters have stumbled into a small nest of them. There are **2 ankhegs** guarding a sinkhole that serves as their nest. If the characters are careful they can avoid the entire area by backing away slowly and skirting around the nest.

Tactics: The ankhegs fight to protect their home with all of their abilities. They are ferocious opponents.

Treasure: Over the years these ankhegs have accumulated a small cache of treasure from travelers in the mountains. After they are defeated, a thorough search of the nest turns up the following items: 8 moss agates (each worth 12 gold pieces), a *potion of greater healing*, a *bag of holding*, and a spell scroll containing 1 2nd-level wizard spell.

NPC Profile: Wulf Skallgrimm, Recalcitrant Blacksmith

Many of the finest weapons and armor in the land were made by the skilled hands of Wulf Skallgrimm. He is a northerner and the trade of the blacksmiths runs strong in the Skallgrimm family. In the north, emotions are kept in check and people don't say more than what they need to—a lesson Wulf has taken to heart over his years. He speaks with a heavy accent but rarely strings more than three or four words together in a response. He is direct, abrasive, and callous to the worries of the world.

Though he was never a personable man, Wulf's solitary time in the mountains has deprived him of any and all social graces he might once have had. He has no patience for fancy words but has nothing but time on his hands, despite any warnings to the contrary to get them to leave. Though he hasn't seen his son in over five years (Wulf's wife died more than twenty years ago), the mention of Tomas does crack the older man's rough exterior—if only for a moment.



Hill giant wanderer

Giants are rare in the Wild Mountains, but the characters have stumbled upon a wanderer from a faraway tribe. A lone **hill giant** was banished from his tribe into the mountains (he's from the eastern slopes) and now wanders lost. He is ill-tempered and evil to the core.

Tactics: The hill giant fights tenaciously against any opponents, hoping that by killing the "small ones" he can regain membership in his tribe. He is shrewd enough to begin diplomatically if the characters approach peacefully, especially since they outnumber him but it doesn't take him long to resort to violence to get his way.

Landslide

As can happen in the Wild Mountains, a landslide suddenly overtakes the characters! Allow the characters to make DC 12 Dexterity saving throws. On a failure they are caught up in the slide and suffer 2d6 bludgeoning damage from the rocks as they are carried away down the slope of the mountain.

Thunderstorm

Terrible storms are not uncommon in the Wild Mountains this time of year, and the characters find themselves in a strong one as it rolls over the area. The driving wind, crashing thunder, and stinging rain last for 1d6x2 hours with short gaps of respite every couple of hours. The thunderstorm increases chance of a landslide; for the next day, if the characters encounter a landslide, they are at disadvantage on their saving throw to avoid it.

Lost!

The looming peaks of the Wild Mountains all begin to look the same after a while, and it doesn't take the characters long to realize that they are lost. They took too many wrong turns and find themselves heading in the wrong directions through the mountains. They lose one day of travel as they backtrack and regain their directional sense (ignore this result if one or more of the characters have a special trait that makes them incapable of being lost).

The Mountain Forge of Wulf Skallgrimm

After traveling for ten days from Cresthill, the characters finally arrive at the mountain forge of Wulf Skallgrimm. Read or paraphrase the following, adjusting as necessary for the time of day and weather.

The midday sun dazzles overhead, shining brightly upon a single cabin perched on a broad, flat mountain shelf. A great stone furnace is set a hundred or so feet away from the cabin, smoke pouring from the tall chimney, evidence of a hot fire inside. Working at the furnace, covered in soot and sweat, is a great bear of a man. His skin is wrinkled and tan like old leather, and his simple smock is black—whether by design or stain is hard to tell. A great shaggy steel gray beard hangs from his rugged face. The man swings a large mallet onto a piece of steel freshly pulled from the furnace, sending a shrill cry and a shower of sparks into the air.

This is Wulf Skallgrimm, a skilled blacksmith known for his excellently forged weapons and armor. Now, however, he only makes simple tools for his own purposes, repairing and re-forging them as necessary over the years.

Convincing Wulf

The blacksmith is busy at his forge but he spots the characters before they make it to his cabin. He stops what he's doing and stares intently at them as they approach, waiting for them to make the first move. He speaks slowly and with a thick northern accent, and rarely responds with more than one or two words.

Wulf does have the *Bane of Kobolds*, and knows that it is a powerful relic owned by a kobold warlord long ago. He's kept the item for over ten years and now feels a kind of stewardship over it. He won't give it up to just anyone asking for it.

In order to convince Wulf, the characters need to appeal to the blacksmith's sense of honor and duty to the world with a series of Charisma (Persuasion) checks—Wulf is too proud and old to respond to Intimidation attempts! The characters must make a total of 6 DC 14 checks between them. Mentioning



the following items in one way or another can grant the listed bonus on a single attribute check (but only once).

- Ormkirk was attacked by a force of kobolds: +2
- Markar Laan's introduction letter: +4
- The only way to stop the Over-Kobold is with the *Bane of Kobolds*: +2
- Tomas would be in danger if the Over-Kobold is not stopped: +4
- The people of the lowlands would be in danger if the Over-Kobold is not stopped: +1
- Mentioning Wulf's wife: -4

Adjudicate other bonuses or penalties based on the players' roleplaying skills. Wulf Skallgrimm is a proud man who gave up on the world.

Failure is a Possibility

If the characters accumulate 6 failures before 6 success, Wulf gives up on them completely and returns to his cabin. Convincing the blacksmith to give up the *Bane of Kobolds* peacefully requires a character to make one last DC 20 Charisma (Persuasion). Alternately, a new pack of **5 gargoyles** could arrive at that moment and attack the characters and Wulf. Such an event would prove that the Over-Kobold is a real threat.

The Spear Points the Way

Once convinced, Wulf Skallgrimm reaches into his pocket and produces the spearhead that is all that remains of the *Bane of Kobolds*. He mentions that it's been vibrating over the past few weeks, and when set upon a flat surface (like the ground or the palm of a hand) it shakes for a moment before pointing in a single direction—north. The spear always points north. In its current state, the *Bane of Kobolds* has this singular property.

Re-Forging the Bane of Kobolds

If the characters treated Wulf Skallgrimm with respect, he offers to re-forging the spearhead into a working weapon. He's been tempted to do it in the past but something held him back. His superstitious tendencies tell him now is the time. The re-forging takes two days but Wulf has no rooms in his cabin for them to stay in.

If the characters wait to have the *Bane of Kobolds* re-forged, they are likely to run into patrols on the way to Kragtooth Field in **PART THREE**. However, they do gain a potent magical weapon. The *Bane of Kobolds* is a +1 spear that becomes +3 against kobolds. The possessor gains advantage on Wisdom (Perception) checks made to notice kobolds or kobold traps. A person wearing the *Armor of the Over-Kobold* has vulnerability to damage from the *Bane of Kobolds*.

PART THREE: CASTLE OF THE OVER-KOBOLD

With *Bane of Kobolds* now in their possession (either just a spearhead or a fully re-forged weapon) the characters now have a compass that can lead them to the Over-Kobold (as a fully functioning spear, the wielder gets a strong sense of the direction rather than an actual moving compass). The journey through the Wild Mountains is treacherous and fraught with more danger, but eventually the characters come upon Kragtooth Field and the imposing Castle Kragtooth. Hundreds of kobolds are camped out in the field, squabbling and bickering, and the Over-Kobold rules from the mountain stronghold.

How the characters approach this part is up to them. There are many avenues to success, but ultimately their goal is to defeat the Over-Kobold to break his power over the kobold tribes in the area. Stealth may be their best ally in this endeavor.

Deeper into the Wild Mountains

The *Bane of Kobolds* points the characters north from Wulf Skallgrimm's forge, which means further into the mountains. The journey to Castle Kragtooth takes three days during which the chance for random encounters remains the same as it was before (30% chance during the day, 50% chance at night). During this trek, replace any duplicate results with the Bonegrinder patrol encounter.

If the characters decided not to wait to have the *Bane of Kobolds* re-forged, treat any duplicate results on the random encounter table as blank instead.

Bonegrinder Patrol

Rigaan the Over-Kobold is confident in his position at Castle Kragtooth but doesn't want to take any unnecessary chances. He has tasked one kobold tribe—the Bonegrinders—with maintaining patrols in the Wild Mountains in the region surrounding the castle. A patrol consists of **6 kobolds** and **2 ogres**.

Tactics: One of the ogres leads the patrol followed by the kobolds, with the other ogre bringing up the rear. There hasn't been any activity of late beyond the occasional giant goat escape so the patrol is more relaxed than normal. Stealthy parties can sneak around a patrol if desired. The Bonegrinder ogres and kobolds all wear leather armbands depicting their tribe's symbol (a trio of crossed bones).

Treasure: The ogres, as befitting their greater status in the Bonegrinder tribe, carry around a bit of treasure with them. They each carry two small rubies worth 20

gold pieces each.

Kragtooth Field

After three days and nights of travel the characters arrive at Kragtooth Field, which sits before the mountain stronghold now known as Castle Kragtooth. Read or paraphrase the following, adjusting as necessary for time of day and weather. The mist is persistent regardless of when the characters arrive, however.

You've been traveling through a thin mist for the better part of an hour, and as it thickens into a full fog, enshrouding the mountainous peaks, you begin to hear the sounds of barking, shouting, and cursing ahead. The fog becomes so thick you fear losing your footing in the rocky terrain, but suddenly you emerge out of it. On the slopes of several smaller peaks in front of you lies a broad flat area filled with makeshift tents and colorful banners of cured animal hide. Kobolds, so many kobolds, scurry about the camps, some hiding in the shade of crude canopies or shallow caves while others stoke large cooking fires. Dogs and giant goats mill about the camp as well. On the northern slope a narrow trail switches back and forth for several hundred feet until it comes to a set of iron doors. Three great towers jut from around the mountain's peak and you realize that it is a castle built directly into the rock.

Give the players the **Kragtooth Field Map** showing the layout of the area. The characters have arrived at Kragtooth Field and found the lair of the Over-Kobold, Castle Kragtooth. How they proceed at this point is up to them, but there are some important things to note that they can find out.

Kobold Tribes

There are four main kobold tribes that have the privilege of being gathered at Kragtooth Field (other tribes are situated elsewhere in the Wild Mountains). These tribes have leaders and politics of their own, but they all owe absolute fealty and loyalty to the Over-Kobold. The four tribes are outlined below.

A. Crow Killers Tribe

Chief: Gleakor of the Crow Skull (kobold chief)

Tribe Size: 50 kobolds, 10 kobold subchiefs

Symbol: A dead black crow with two arrows stuck in it

Rivalries: Dog Biters, Rock Diggers

The Crow Killers are the elite archers of the kobold tribes. They are the smallest of the gathered tribes but each of the kobolds and subchiefs wield black shortbows (the wood for the bows comes from the black oak, a tree that grows in the tribe's original

home). The leader, Gleakor of the Crow Skull, carries a magic +1 *short bow* he refers to as the Crow Killer at his side and his eponymous crow skull on a necklace. The Crow Killers have a long standing rivalry with the Dog Biters tribe (the Crow Killers hate wild dogs), and since coming to Kragtooth they have taken a strong disliking to the Rock Diggers as well (can't shoot what's underground).

B. Dog Biters Tribe

Chief: Derth the Fang (kobold chief)

Tribe Size: 75 kobolds, 12 kobold subchiefs, 50 wild dogs

Symbol: A dog head with overly long canine teeth

Rivalries: Bloody Bat, Crow Killers

The largest of the assembled tribes at Kragtooth, the Dog Biters tribe are also the masters of the wild dogs that roam the camp. Each kobold and subchief carries a bone whistle that emits a sound that is quiet to all but the wild dogs, which are trained to come running when they hear it. A kobold using the whistle summons 2d4 nearby wild dogs to his side in 1d4 rounds. The leader is a scrawny kobold chief named Derth the Fang. Derth wields a magic +1 *rapier* he calls Fang.

C. Bloody Bat Tribe

Chief: Berog the Bat-Keeper (kobold chief)

Tribe Size: 60 kobolds, 10 kobold subchiefs, 25 giant bats

Symbol: A red bat with outstretched wings

Rivalries: Dog Biters, Rock Diggers

At night, the Bloody Bat tribe's giant bats swoop around Kragtooth Field. These kobolds hail from a mountain range far away where giant bats nest in massive caves. Over the years the Bloody Bats have learned to train the creatures, using them as mounts and scouts (the kobolds also learned the language of the giant bats). Berog the Bat-Keeper, the tribe's chief, wears the *cloak of the bat*, which has become the symbol of the tribe's leadership.

D. Rock Diggers Tribe

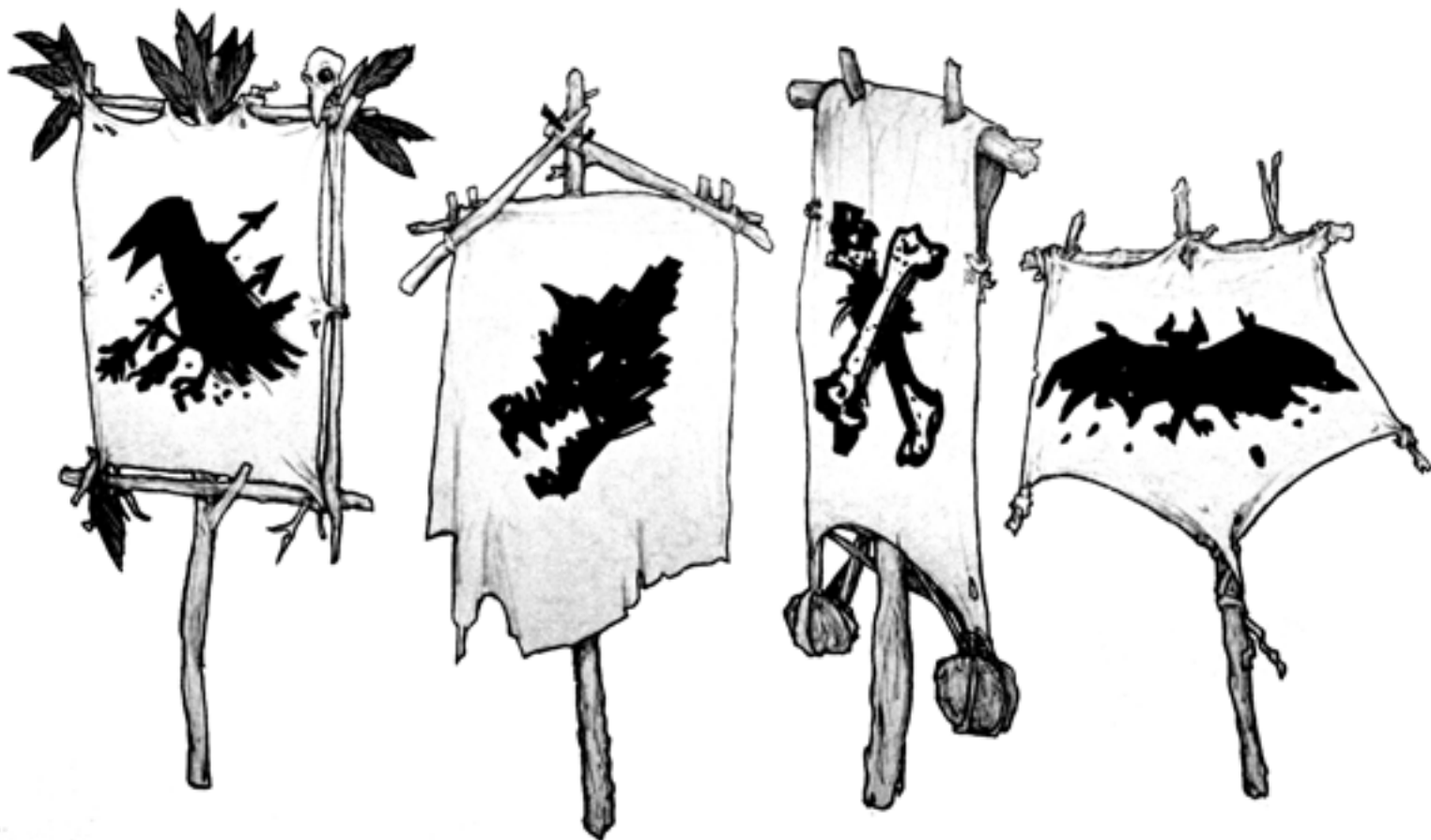
Chief: Marok the Digger (kobold chief)

Tribe Size: 70 kobolds, 12 kobold subchiefs, 20 giant badgers

Symbol: Two crossed stone bones

Rivalries: Crow Killers, Bloody Bat

The Rock Digger tribe of expert diggers was the last to join the forces of the Over-Kobold at Kragtooth Field. They bring with them trained giant badgers and utilize the creatures cruelly to dig tunnels and caves in their section of the camp. The giant badgers are cowed



and completely under the control of the Rock Digger subchiefs who carry whips to keep them in line. All of the Rock Digger kobolds are caked in dirt at all times (even more so than a regular kobold) and do their best to stay in their caves during the day. The chief is Marok the Digger, a kobold chief who wears a pair of *goggles of night* and is considered obnoxious even by kobold standards.

What the Kobolds Know

Capturing and questioning one of the kobolds from Kragtooth Field can yield some information for the characters if they choose to investigate. Listed below are the basic details that all the kobolds know, along with specific bits known by each of the individual tribes.

- The four “greatest” kobold tribes were summoned to Castle Kragtooth by the Over-Kobold—Crow Killers, Dog Biters, Bloody Bats, and Rock Diggers.
- The Over-Kobold rarely comes out of Castle Kragtooth.
- The chiefs of each tribe spend their days in the castle and their nights in the field with their tribe.
- The Over-Kobold has sent numerous forces out to attack the human settlements. The tribes that are at Kragtooth Field were picked to protect the Over-Kobold.
- Moving outside the mist that surrounds Kragtooth Field means that you won't find your way back in!
- (Crow Killers Only) The mountains surrounding the field and castle are patrolled by members of the Bonegrinder tribe.
- (Dog Biters Only) The Over-Kobold keeps a pet manticore at his side in Castle Kragtooth.
- (Bloody Bat Only) Gargoyles protect Castle Kragtooth at the behest of the Over-Kobold.
- (Rock Diggers Only) There's a hidden trail that leads around to the back of Castle Kragtooth but no one has tried using it because it is supposedly haunted.

WEIRD DAVE'S NOTEBOOK: MAKE THE TRIBES UNIQUE
THE FOUR TRIBES OF KOBOLDS AT KRAGTOOTH FIELD ARE ALL LOYAL TO THE OVER-KOBOLD, BUT THAT DOESN'T MEAN THEY LIKE EACH OTHER. RIVALRIES ARE STILL STRONG AMONG THEM, AND SINCE RIGGAN HAS ASSEMBLED THE BEST OF THE BEST (OR THE BEST OF WHAT WAS AVAILABLE!) TO PROTECT HIS CASTLE HOME, BOASTING AND PRIDE IN THEIR OWN TRIBE ARE STRONG. IF THE PLAYERS DECIDED TO MESS WITH THE TRIBES, HAVE SOME FUN PLAYING UP THE EXAGGERATED STRENGTHS OF EACH TO MAKE THEM STAND OUT.

Kragtooth Field - Day

By day the four tribes are subdued and do their best to stay out of the sunlight. The majority of the kobolds stay in the tents or hide in the shallow caves that dot

the field (especially the Rock Digger tribe). The giant bats nest in great caves set in the northern edges of the broken field. The Rock Diggers keep their giant badgers subdued in tunnels below the ground as well. Each of the kobold chiefs stays in Castle Kragtooth convening with the Over-Kobold. Dog Biter kobolds with wild dogs patrol the perimeter of the field during the day.

Kragtooth Field - Night

At night the kobolds come out and the whole field takes on a life of its own. Giant bats wing across the starlit sky and the area is filled with the shouts and yips of angry or joyous kobolds. Some kobolds place bets on giant badger or wild dog fights while others sharpen blades, fletch arrows, or enjoy meals around the many campfires. The kobold chiefs can be found milling about the camps at night as well. Kobold-mounted giant bats from the Bloody Bat tribe keep a watch on the field from the night sky.

Sneaking Around the Camp

If the characters decide to skip the kobold-filled camp altogether and move around to the backside of Castle Kragtooth they can, but they will miss opportunities to gain valuable intelligence by questioning one or more of the kobolds. The front gates of Castle Kragtooth are impossible to get into without being spotted, day or night—anyone climbing up or down the stairs is visible across the field.

There are also Bonegrinder patrols that maintain the perimeter around the field. Characters navigating through the mountains around the area have a 40% chance of running into one of these patrols (the same as described under **Deeper into the Wild Mountains**).

The Mists of Forgetfulness

The dwarves who built the castle long ago created a powerful, lasting enchantment to keep their outpost secret. The mists that border the field have a mind-affecting influence on anyone passing through them. When a creature passes through the mist they must make a DC 12 Wisdom saving throw or have their memory of the field's location fade in 1d6 hours. Flying over the mist would bypass the effect (the mist wall is roughly 30 feet high). Any kobold or kobold subchief is assumed to fail the check when they leave, but the kobold chiefs do not.

Castle Kragtooth

The mountain stronghold that the Over-Kobold has taken as his base of operations was once a remote dwarven citadel, an outpost for a long lost clan. The three towers seem impressive but upon closer examination their stone walls are crumbling and the tops are jagged and open to the sky. A winding trail leads up the slope of the mountain 200 feet to great

stone doors (**area 1**).

However, the front door is not the only way in. There is a secret entrance on the northwestern side of the castle located in the shadow of an outcropping. It is invisible to anyone above it which is why the Over-Kobold and his forces have missed it.

General Features

Doors: Unless otherwise noted, all doors in the castle are made of stone but due to dwarven engineering they open easily and noiselessly.

Secret Doors: Secret doors in Castle Kragtooth were cunningly disguised by dwarven engineers to appear as regular stone walls. A passive Perception 14 or higher or a successful DC 12 Intelligence (Investigation) uncovers them. Unless otherwise noted they push open on silent hinges.

Light: The dwarves who built this outpost cleverly put enough holes in the walls to provide dim light during the day. At night a handful of torches on the second floor provide dim light as well, but the ground floor and basement are not illuminated at night.

Sound: The castle is set inside the mountain itself which provides great sound protection. Shouting or combat from one level to the next cannot be heard anywhere but in the towers. Loud noises are muffled after 20 feet beyond the chamber in which they occur.

Smell: A musty odor fills the castle on the ground floor. The basement level hasn't been disturbed and carries a heavy aroma of dust. The second floor and the towers reek of wet dog.

Ceiling: The ceilings in the castle, unless otherwise noted, reach a height of 10 feet.

Where are the Chiefs?

If the characters infiltrate the castle at night the four chiefs of the gathered tribes are out in Kragtooth Field, spending time with their brothers and sisters. Rigaan the Over-Kobold is in his throne room (**area 26**) at night along with his manticore (from **area 5**).

During the day the chiefs are in the castle along with the Over-Kobold, strategizing or resting. You can roll 1d10 for each one (or have them all in one place if you like) and consult the following table.

1d10	Kobold Chief Location
1-4	Strategizing over maps in area 8 In their own chamber (Gleakor is in area 25 , Derth is in area 29 , Marok is in area 31 , and Berog is in area 32)
5-7	Meeting with the Over-Kobold in area 26
8-10	

GROUND FLOOR

The ground floor of Castle Kragtooth is occupied by the Over-Kobold's elite guard forces.

1. Great Doors of Kragtooth

The stairs that wind up the mountainside end at a set of great bronze double doors. The carved image of a dwarf head, resplendent with braided beard and noble bearing, stares down with hollow eye sockets from the center of each door (gemstones in the eyes were taken by the Over-Kobold). The doors pull open easily.

Just to the east of the doors stands a great statue of a bronzed griffon, its claws raised as if to strike and its beak open in anger.

2. Ruined Audience Chamber

This was once an audience chamber for the outpost where the commander would meet with leaders and troops on a regular basis. Little remains of its original purpose except for the tattered remnants of gold and silver banners on the walls. The room is now occupied by **6 kobold subchiefs** who are part of the Over-Kobold's "honor tribe."

Tactics: If non-kobolds enter the castle from the front doors, one of the subchiefs runs out of this room and makes his way to **area 7** to ascend to the second floor. The rest of the subchiefs do their best to keep up.



3. Secret Book Storeroom

This secret chamber was used as a storeroom for books deemed too heretical to keep in the library on the second floor. Many of the books, however, have fallen into rot and decay from water leakage over the years.

Treasure: Characters searching around can still find a few items of value. Beneath the mildew-riddled pile lies a copy of "A History of the Dwarven Engineers of Clan Blackthunder" (worth 100 gold). Further searching reveals a water-sealed tube containing 4 *spell scrolls* (randomly determine 2 1st-level wizard spells and 2 1st-level cleric spells).

4. Former Dining Room

This room, once a dining chamber for the lords of the stronghold, has become the residence of the Over-Kobold's strongest allies, **3 ogres**. Wooden tables and chairs have been broken and reassembled as crude beds and the entire chamber smells strongly of refuse.

Tactics: During the day the ogres take turns sleeping and playing games of chance with over-sized dice made from human skulls. At night they are more active and can often be found wandering the halls of the ground floor (50% chance of running into them in any other room at night).

Treasure: The ogres have been given a small bit of treasure to placate their simple gold lust. A sack in the corner holds 50 gold pieces and 125 silver pieces.

5. Grand Banquet Hall

The Over-Kobold has managed to befriend a dangerous **manticore**, and this room is where it makes its lair. The northwest corner contains piles of straw the creature uses as bedding. The other residents of Castle Kragtooth avoid the beast as much as possible, avoiding this chamber via corridors where possible.

Tactics: During the day the manticore can be found here, sleeping fretfully, always wary of danger. At night it can be found in **area 26** at the side of Rigaan the Over-Kobold while he looks over maps of the area.

Treasure: The manticore has claimed a few choice pieces of treasure since it came to Castle Kragtooth, all of which it has hidden away under its straw bedding. A careful search of the horrendously smelling straw turns up a *bag of tricks (rust)* and a *pearl of power*.

6. Forgotten Shrine

The remnants of a statue and altar are all that is left of this shrine's holy legacy. A former statue of a dwarf warrior god has been reduced to a pair of stone boots resting on a pedestal. The rest of the statue is in pieces around it. The altar has also been destroyed. Whatever ruined the shrine did so long ago and is completely unknown to the kobolds.

7. East Tower Ground Floor

The East Tower has become the primary means by which the Over-Kobold's chiefs move between the ground floor and the second floor. A trap door once led down to the basement but has been blocked for many years. Characters and monsters on the second floor (**area 24**) can see down into this area depending on where they are standing, and the Over-Kobold keeps four kobolds from the Crow Killers tribe in that area to keep a watch. Otherwise this room is barren.

8. South Tower Ground Floor

Since the Over-Kobold and his forces moved into Castle Kragtooth, the ground floor of the South Tower has become the strategic planning room. Tables adorned with crude maps of the Wild Mountains and Talon Hills are scattered about the area, with roughly carved figurines used to represent the Over-Kobold's forces and potential resistance. Anyone with a basic understanding of strategy can see that the Over-Kobold is being cautious and moving deliberately, attacking with enough force at each settlement to leave none alive to tell a story or warn other neighboring towns. Ormkirk is marked on the map with either a red X (indicating the town was destroyed) or a black circle (indicating the town survived) as occurred in **PART ONE**.

There is a hidden panel in the floor in the northwestern section of the room that leads down to **area 20**. Rigaan the Over-Kobold and his chiefs do not know of its existence and have moved a table over it.

Tactics: During the day this room holds **4 kobold subchiefs** tasked with some strategic initiative that they play out on the map. At night there is a 40% chance of finding Rigaan the Over-Kobold and his four chiefs here as well.

The kobold subchiefs are not expecting any problems and are oblivious to the sounds in the rest of the castle (they're used to the snores of the ogres in **area 4** and the growling of the manticore in **area 5**). At night Rigaan and his chiefs are on high alert discussing strategy.

Treasure: Despite their crude depictions, the maps are accurate and can be used to track down and eliminate any remaining kobold forces after the Over-Kobold is defeated.

9. Waterlogged Kitchen

Over many years, water leaks made ruins of the once serviceable kitchen. Rigaan the Over-Kobold and his forces have had no use for the room as they eat their food raw or with their forces in Kragtooth Field. Rotten, empty shelves line the walls and a pool of stagnant black water sits in the northeast corner. The secret door is partially blocked by a collapsed shelf.

10. Servants' Stairs

This set of stone steps was used by the servants at the outpost long ago to move down to the cellars quickly and quietly. Water from the kitchen has trickled down the steps, making them slick.

11. Forgotten Wine Cellar

The master engineer of Castle Kragtooth put in a secret wine cellar at the request of the original lord. The secret door is discoverable by feeling around the walls easily enough, but the kobolds haven't found it because they rarely travel down this corridor (the North Tower is in the worst shape of all the castle towers). Dry stone steps lead down to a landing holding three racks of wine. The ceiling is only 6 feet high in here.

Treasure: Much of the wine has been aged to the point of toxicity, but anyone with experience can find the 6 bottles of 250-year dwarven elder root wine (it only becomes drinkable after 100 years!) worth 100 gold each.

12. Elite Guard Barracks

Once the home of the outpost's elite guards, this chamber has since fallen into complete disrepair. Thick dust covers the six rotting bed frames.

13. North Tower Ground Floor

The North Tower has suffered the most over the years. Gaping holes in the main floor lead down to the basement chamber (**area 17**), and the second floor has crumbled away almost completely (**area 30**). It has become home to a roost of **6 gargoyles** that serve the master of Castle Kragtooth (currently Rigaan the Over-Kobold).

Tactics: There are a total of 12 gargoyles that live in the North Tower, but only six of them are here at any given point of the day or night. They rest, appearing as regular statues, on rough perches along the walls. If alerted to the presence of a non-kobold, one gargoyle flies out through the open top of the tower (taking 3 rounds) to the East Tower to alert the Over-Kobold.

Treasure: The gargoyles have been at Castle Kragtooth for a long time. In the eastern corner of the room, between the holes in the ground, are a handful of dwarf skeletons. One of them carries a **+1 warhammer** and another holds a **+1 shield**.

BASEMENT LEVEL

The basement level of Castle Kragtooth is completely unknown to the Over-Kobold and his forces (though the Rock Digger kobolds have noted a trail that leads around to the back of the castle, they haven't explored to find the secret entrance at **area 16**). The chambers on this level are undisturbed but carry angry memories of the forgotten dead, some of which have risen up to slay the living!

14. Abandoned Cellar

This was once the main cellar of the castle, but the years have reduced its contents to fungus-covered shelves. Mushroom patches dot the floor, growing in the dark moisture from the waterlogged kitchen (**area 9**). One patch of mushrooms grows out of a rotten sack in the southwestern corner. The stalks are pearly white and the caps are blue with green spots. There are enough full mushroom caps for each character to have one. Characters with experience in nature (especially druids and rangers) can see that the mushrooms do not appear poisonous but do not know the exact effects of eating them.

Eating one of these strange mushrooms makes the skin of the eater thick and mottled, and after a few minutes green spots appear. The effect is alarming but not life threatening and grants resistance to bludgeoning damage for 2d4 hours. If removed from their source, the mushrooms keep for 1d8 days before losing their properties.

15. Aviary

The dwarves who maintained this outpost housed messenger ravens in this chamber. Numerous cages, mostly bent and broken, lie around the floor, crusted over from decades of bird droppings. However,

the loyal ravens remain in this chamber as undead monsters, bound to attack any who are not a member of the dwarf clan that built the stronghold. There are **4 unkindness swarms** (undead ravens) that croak and come to unlife if anyone enters the room.

Tactics: The murders of undead ravens attack any intruders with reckless abandon.

16. Secret Back Entrance

Characters that search around the base of Castle Kragtooth can find a narrow path that winds around a dangerous precipice. There are **2 gargoyles** that spot the characters as they make their way on the narrow, five-foot path, and it's a 1d10x10-foot drop to the bottom if a character were to fall. The secret door can be found via the normal means.

Tactics: The 2 gargoyles that spot the characters attempt to drag them off the path and fling them down the depths of the crevasse. They are overeager and hunger for fresh meat, so they do not break off the battle until slain.

17. North Tower Basement

This chamber is filled with rubble from the collapsed ceiling above. A dozen skeletons, some animal and a few humanoid, lie broken amidst the piles of debris, their bodies stripped long ago of all possessions by Bronryn the wight in **area 22**.

18. Statue Gallery and Workshop

Dozens of statues depicting men, dwarves, elves, and other humanoids fill this gallery. Most of the statues are incomplete but show signs of a true craftsman—beautifully carved faces and intricate designs, but most only half or less complete. Chisels and hammers lay scattered about and it's clear that no one has carved anything in this room for a long time.

19. Servants' Quarters

This room housed the personal quarters of the castle's servants. Since the wight Bronryn awoke and triggered the revival of the servants into skeletons, they trashed this room in mindless rage until she gathered them up and brought them to **area 22**. Now only broken, moldering beds and cabinets litter the room.

20. South Tower Basement

The basement of the South Tower is in the best shape of all the castle's towers. Thick dust covers the floor which is otherwise barren—whatever purpose the basement originally had is unclear based on the lack of any furnishings or goods. A ladder reaches the 20 feet up to the ceiling where it ends in a trap door that opens to **area 8**. Kobold voices can be heard from beyond the trap door, but opening it requires a DC 12 Strength check. There is a 33% chance that one of the kobolds in **area 8** is looking at maps currently on the table that stands on the trap door!

21. East Tower Basement

A partial collapse of the northern wall blocks entrance to the upper levels of the East Tower. Barrels that once stored dry goods lay smashed beneath the rocks.

Treasure: Picking through the rubble turns up the body of a servant who was apparently hiding here when the wall collapsed. Clutched in the servant's hand is an emerald necklace carved with dwarven runes. What the runes say is up to the DM but the necklace is worth 150 gold pieces.

WEIRD DAVE'S NOTEBOOK: WHAT ABOUT THE NECKLACE? RECOVERING THE NECKLACE AND FINDING ITS HISTORY CAN TURN INTO A QUEST FOR A DWARF CHARACTER, ESPECIALLY ONE WHO FINDS A KINSHIP WITH THE LONG LOST DWARVES WHO BUILT THIS OUTPOST. IF ANY PLAYER SHOWS AN INTEREST IN THIS THREAD GO AHEAD AND RUN WITH IT—THEY'RE MAKING YOUR JOB EASIER!

22. Ancient Armory

This large chamber housed the weapons and armor used by the stronghold's soldiers to defend the outpost and surrounding area. A cold forge sits in the southeastern corner. A half dozen barrels are scattered about the room, each containing multiple swords, axes, spears, and polearms, most rusted beyond use.

This armory has become home to a **wight**, a female dwarf named Bronryn. She has gathered **8 dwarf skeletons** risen from the ranks of the servants in the other parts of the stronghold's basement. Bronryn was the master weaponsmith for the outpost but something happened that trapped her in this room. The hundreds of years since have filled her with hate for the living. She feels the presence of living things on the upper floors but so far has not found a way to get upstairs (she lost all memory of the secret doors when she died).

The secret door to **area 23** contains a poison gas trap (DC 13 Intelligence (Investigation) check to find, DC 12 Dexterity (thieves' tools) check to disable). The character that fails to disarm the trap while opening the secret door triggers secret vents on the floor to spew noxious gas in a 20 foot radius cube in front of the door. Those inside the gas cloud must make DC 10 Constitution saving throws, suffering 16 (3d10) points of poison damage on a failure (or half that on a success). The gas dissipates after 2 rounds and characters must make a second save if they stay in the cloud.

Tactics: Once the characters enter the room, Bronryn rages at the living. In a raspy voice from beyond the grave, she orders her skeletons to attack. She attacks as well, with savage ferocity.

If the characters recovered the emerald necklace from **area 21** and show it to Bronryn, she stops suddenly and orders the skeletons to stop. The emerald necklace, a symbol of her clan, kindles something more in her undead heart. She nods her head and collapses to dust after holding the necklace. The skeletons likewise crumble to powder. The secret door to **area 23** swings open, the poison gas trap neutralized by the last act of the wight.

Treasure: The weapons and gear in the barrels are pitted and rusted from years of neglect.

23. Treasure Vault

This secret room contains the best treasures kept by the dwarves who maintained this outpost. Though it was built for to house hordes, the craftsman clearly did not have enough time to stock it with much.

Treasure: There is a single treasure chest (unlocked and open) that contains 300 gold pieces, 300 silver pieces, and a pair of *gauntlets of ogre power*.

SECOND FLOOR

The Over-Kobold and the chiefs of the tribes dwell on this floor, which serves as their sleeping quarters and battle plan chambers.

24. East Tower Upper Level

Rigaan the Over-Kobold keeps a lookout here on the eastern ledge to watch for any intruders. The **4 kobold subchiefs** are from the Crow Killers tribe, armed with bows, and have special orders to call for the "pass phrase" to any kobold that comes up (it changes on a daily basis). Only the chiefs and Rigaan know the pass phrase.

Tactics: The well-armed kobold subchiefs do not mess around with anyone who doesn't know the pass phrase and do not hesitate to shoot, even other kobolds. They are lined up on the 5 foot ledge on the southeastern wall of the tower.

25. Crow Killers Chambers

Gleakor of the Crow Skull, **kobold chief** of the Crow Killers kobold tribes, has an honored place in this chamber (closest to the Over-Kobold's throne and personal chamber in **area 26**).

The room contains a well-clothed bed but is otherwise bare.

Tactics: If caught alone in this room Gleakor does his best to run to one of the other chiefs or the Over-Kobold for assistance (he prefers to fight with more numbers on his side and from a distance).

26. Throne of the Over-Kobold

This is where Rigaan the Over-Kobold keeps his personal chambers and rules over Castle Kragtooth and the surrounding field with a kobold fist. A young female kobold with a gift for artistry scrawls images of the Over-Kobold on canvasses that are then hung up around the chamber. Currently six of these murals hang, three on the east wall and three on the west wall, depicting the Over-Kobold as a splendid kobold warrior carrying a sword and standing triumphant over numerous foes. The art style is crude but the subject matter is recognizable. A carved throne of black rock rests towards the southern portion of the chamber.

Rigaan the Over-Kobold spends night time in this room with the manticores from **area 5**. During the day he might be in other parts of the castle (roll 1d10: 1-4 he's in **area 8**, 5-10 he's in this chamber). An honor guard of **6 kobold subchiefs** mans his side at all times, but his greatest power is his armor. The *Armor of the Over-Kobold* can never be removed by its wearer, but it grants him 24 waking hours in a day; the wearer never needs to sleep.

Tactics: Before combat breaks out, Rigaan takes the opportunity to mock the characters and their feeble attempts to break his army. He extolls upon the virtues of kobold survivability and claims that his people will be the ones to rise from the ashes when all the world is ground to dust beneath his boot heel. If the characters possess the re-forged *Bane of Kobolds* Rigaan is obviously taken aback but still fights—he does his best to stay away from anyone wielding that item.



Rigaan knows the secret door that leads to **area 27** and will use it if things go badly for him, leaving his bodyguards and chiefs to fend for themselves.

27. Secret Escape Chute

Rigaan the Over-Kobold knows of this secret chamber, which was built as an emergency escape route for the lords of the stronghold long ago. Once the passage turns north it slopes down at a steep angle with a low, 5-foot ceiling, creating a fast moving chute that carries anyone going down it through the rock of the mountain and out into a hidden crevasse on the northern side. A lever at the bottom seals the exit, and if Rigaan has 3 or more rounds' head start on any pursuer he closes it. Anyone following him slams into the sealed exit, taking 110 (20d10) points of bludgeoning damage, or half that with a DC 14 Dexterity saving throw. Opening the sealed exit from the inside requires a DC 20 Strength check.

WEIRD DAVE'S NOTEBOOK: SPLAT!

IF IT LOOKS LIKE RIGAAN IS GOING TO HAVE ENOUGH TIME TO CLOSE THE EXIT AT THE END OF THE CHUTE, YOU CAN GIVE THE CHARACTERS (ESPECIALLY DWARVES) AN INTELLIGENCE CHECK TO RECALL HOW THIS KIND OF CHUTE WORKS (AS ESCAPE ROUTES FOR DESPERATE CASTLE LORDS THAT CAN BE SEALED). THE MECHANISM IS NOT INTENDED TO KILL CHARACTERS WHO FOLLOW BUT TO SHOW THAT RIGAAN DOES KNOW SOME OF THE CASTLE'S TRICKS.

28. Secret Personal Chamber

This is where Rigaan the Over-Kobold rests, though he very rarely has the chance. A large bed rests in the southeastern corner, clothed only in a tattered blanket, and a closed chest sits on the floor in the front of the bed.

Treasure: The chest is locked with a key that Rigaan keeps on his person at all times, but it can be unlocked with a DC 13 Dexterity (thieves' tool) check. Inside is the amassed wealth of the Over-Kobold—500 gold pieces and 10 gemstones each worth 25 gold pieces.

29. Dog Biter Chambers

This is the personal chamber of Derth the Fang, **kobold chief** of the Dog Biter tribe. It smells strongly of wet dog. Derth keeps a pack of **8 wild dogs** in here at all times as well.

Tactics: Derth lets his wild dogs do most of the fighting, but if confronted he does not back down (unlike most other kobolds). Derth fights until slain.

NPC Profile: Rigaan the Over-Kobold, Power Hungry Tyrant

Rigaan was always an ambitious kobold. He respected his mother for her tenacity and ability to whip the kobold tribe into a real force, but he held nothing but contempt for her worship of the God of Destruction. The gods were crutches for the weak, he felt. The truly powerful did not rely upon them and did not place their trust in them.

The legends of Kra-Moth-Ka, the original Over-Kobold, however, caught his attention like nothing else. Rigaan felt compelled to seek out everything he could about this legendary figure, and he felt that it was his destiny to bring koboldkind to the forefront of the world as the new Over-Kobold. The recovered armor gave him the means, and he always had the will, which is why he does not view the drawbacks of the armor as a curse. Rigaan revels in it as his burden to bear for the betterment of all kobolds (and the violent detriment to all other races). He is cruel and ruthless in his goals, but also willing to cut and run if things go badly for him. As long as he has the *Armor of the Over-Kobold*, Rigaan believes he holds a chance at destiny—just perhaps another time.

30. North Tower Upper Level

The door to this chamber is barred from the hallway side with a crude note written in Kobold that says "DANGR—STON BATZ HEER" Removing the barricade takes a couple of rounds, and on the other side is a small bit of ledge that is all that remains of the upper level of the North Tower. The gargoyles in **area 13** spot anyone prying the barricade off.

31. Rock Digger Chambers

Marok the Digger, **kobold chief** of the Rock Digger tribe, has claimed this room as his own. He doesn't enjoy being this far from the earth, and he didn't manage to whip any giant badgers hard enough to get them to come up with him either.

Tactics: Marok is a coward, even by kobold standards, and flees at the first opportunity of being confronted alone. If he is with a group he fights as best as he can but hangs back, ready to run if the battle goes badly.

32. South Tower Upper Level

The upper levels of the South Tower have become the home of Berog the Bat Keeper, **kobold chief** of the Bloody Bat tribe, which he shares with **4 giant bats** (with maximum hit points). During the day the bats hang from an overhang 40 feet above the upper level, but at night they fly and dance in the air all along the tower's open top.

Tactics: Berog loves his bats. These four represent the best of the Bloody Bats tribe, and if one or more of them were to drop dead at the hands of a character, Berog flies into a reckless rage, gaining advantage on attacks but also giving advantage on any attacks against him. If a bat dies, he fights until slain.

Facing the Over-Kobold

Much of the action in Castle Kragtooth is driven by the characters' decisions, so it's difficult to pinpoint exactly where a final confrontation with Rigaan the Over-Kobold is going to take place. It will likely be in **area 26** in his throne room, but they could catch him elsewhere depending on when the party moves into the castle (day or night).

Rigaan does his best to flee (by the chute in **area 27** if he can make it) if things go badly for him. He is a smart kobold and uses tactics to the best of his ability, and any group of characters should congratulate themselves if they beat him in combat. Once driven away or slain, the magic that held the four tribes together fades within 24 hours. Long rivalries bubble to the surface, blood is spilled, and within two days Kragtooth Field is completely abandoned by the kobolds, all going their separate ways.

In addition, the strike forces that were sent out to hit settlements along the Talon Hills (like the one that hit Ormkirk in **PART ONE**) also break down into squabbling. If Rigaan escapes, he can rebuild the power of the *Armor of the Over-Kobold* but it's going to take some time.

EPILOGUE

With Rigaan either dead or fled Castle Kragtooth the characters have accomplished a mighty feat and broken a kobold menace that few even knew existed. Many people around the region owe the characters their lives without realizing it, but such is the path of a hero!

Rewards

In addition to the experience awards for defeating their foes in combat (or cleverly avoiding combat), the characters can also earn bonus experience points for accomplishing story-centered goals. The list below offers examples of some that can be used, but create your own as you see fit!

- Save the Town of Ormkirk
- Convince Wulf Skallgrimm to Help
- Sneak into Castle Kragtooth without being detected
- Retrieve the *Armor of the Over-Kobold* from Rigaan
- Break up the Kobold Tribe Alliance

Next Steps

What comes next for the characters is ultimately up to them, but they can take a short rest knowing that they've defeated a major menace to the region and finished up the **WRATH OF THE KOBOLDS** series. Perhaps a journey to the southern jungle awaits them in the next series, **MEMORIES OF THE TOAD GOD!** Adventure is always just around the corner from Cut to the Chase Games!

Appendix A: Monster and NPC Information

Giant blood-crazed weasel: Medium Beast; AC 13; HP 11; Spd 40 ft.; darkvision 60 ft., passive Perception 13; Str 13 (+1), Dex 16 (+3), Con 12 (+1), Int 4 (-3), Wis 12 (+1), Cha 5 (-3); AL CE; Challenge 1/2 (100 XP)

Blood Frenzy: The giant blood-crazed weasel has advantage on melee attack rolls against any creature that doesn't have all its hit points.

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

Lockjaw: If a giant blood-crazed weasel bites a target it locks its jaws, holding on and dealing bite damage each round until killed or removed. Removing a giant blood-crazed weasel requires an opposed Strength check.

Melee Attack – Bite: +5 to hit (reach 5 ft., one creature), 5 (1d4+3) piercing damage.

Kobold: Small Humanoid (Kobold); AC 12; HP 5; Spd 30 ft.; darkvision 60 ft., passive Perception 8; Str 7 (-2), Dex 15 (+2), Con 8 (-1), Int 8 (-1), Wis 7 (-2), Cha 8 (-1); AL NE; Challenge 1/8 (25 XP)

Light Sensitivity: When in sunlight, the kobold has disadvantage on attack rolls.

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.

Melee Attack – Dagger: +4 to hit (reach 5 ft., one creature), 4 (1d4+2) piercing damage

Ranged Attack – Sling: +4 to hit (range 30 ft./120 ft., one creature), 4 (1d4+2) bludgeoning damage.

Kobold subchief: Small Humanoid (Kobold); AC 14; HP 21; Spd 30 ft.; darkvision 60 ft., passive Perception 11; Str 10 (+0), Dex 14 (+2), Con 11 (+0), Int 10 (+0), Wis 9 (-1), Cha 10 (+0); AL NE; Challenge 1 (200 XP)

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

Light Sensitivity: When in sunlight, the kobold has disadvantage on attack rolls.

Multiattack: The kobold subchief makes two melee attacks.

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.

Sneak Attack (1/turn): The kobold subchief deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally.

Melee Attack – Short Sword: +4 to hit (reach 5 ft., one creature), 5 (1d6+2) piercing damage

Wild dog: Medium Beast; AC 12; HP 11; Spd 50 ft.; Low-light vision; Str 13 (+1), Dex 15 (+2), Con 13 (+1), Int 2 (-4), Wis 12 (+1), Cha 6 (-1); AL unaligned; Challenge 1/2 (100 XP)

Keen Senses: Wild dogs gain +2 bonus to Wisdom (Perception) checks to detect hidden creatures.

Pack Tactics: The wild dog has advantage on attack rolls against targets that are adjacent to one or more of the wild dog's allies.

Melee Attack – Bite: +3 to hit (reach 5 ft., one creature), 4 (1d6+1) piercing damage. If the wild dog deals damage, the target must succeed at a DC 10 Strength saving throw or be knocked prone.

NPC Profile: Layla Havenstein, Ormkirk Townmaster

Townmaster Layla Havenstein lives with her husband, Oscar, in a small house on the northern edge of Ormkirk. Though her husband wasn't one of the captives freed from the clutches of the Kobold Queen, Layla still suspected Thaddeus Travail was up to no good. The Havenstein family has lived in Ormkirk for two generations, but recently Oscar had to sell his farmland. The small amount of gold from the sale and Layla's level-headedness made her a perfect candidate for the position of townmaster. She's a competent, straight-talking woman in her mid-50s, not afraid to speak the truth regardless of the consequences.

Generally the position of townmaster in Ormkirk is held until the appointed person is no longer fit to govern. In years past previous townmasters would appoint their successor, which generally didn't affect the populace of Ormkirk too much—taxes were still levied and collected and the people would band together to form a defense in times of trouble. Thaddeus Travail changed that inherent trust in leadership, and the people of Ormkirk took a bit more time in selecting their new townmaster. Layla was selected by the majority of the residents in a quick town meeting shortly after Thaddeus Travail "disappeared."

Kobold alchemist: Small Humanoid (Kobold); AC 15; HP 11; Spd 30 ft.; darkvision 60 ft., passive Perception 9; Str 8 (-1), Dex 15 (+2), Con 11 (+0), Int 14 (+2), Wis 9 (-1), Cha 12 (+1); AL NE; Challenge 1 (200 XP)

Light Sensitivity: When in sunlight, the kobold has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.

Melee Attack – +1 Dagger: +5 to hit (reach 5 ft., one creature), 5 (1d4+3) piercing damage.

Alchemical Bombs: The kobold hurls a flask that creates a 20-foot-radius cloud in an area within 40 feet of it. The kobold chooses the effect from the options below, each of which can be used only once.

Fire Bomb: Each creature in the area must make a DC 11 Dexterity saving throw, suffering 7 (2d6) fire damage on a failure or half on a success.

Glue Bomb: Each creature in the area must make a DC 11 Strength saving throw. On a failure, the target is restrained. The target or another creature within reach of it can use an action to make a DC 11 Strength check; if the check succeeds, the effect on the target ends. The glue dries immediately.

Frenzy Bomb: Friendly creatures in the area gain advantage on melee attack rolls until the kobold alchemist's next turn.

NPC Profile: Wulf Skallgrimm, Recalcitrant Blacksmith

Many of the finest weapons and armor in the land were made by the skilled hands of Wulf Skallgrimm. He is a northerner and the trade of the blacksmiths runs strong in the Skallgrimm family. In the north, emotions are kept in check and people don't say more than what they need to—a lesson Wulf has taken to heart over his years. He speaks with a heavy accent but rarely strings more than three or four words together in a response. He is direct, abrasive, and callous to the worries of the world.

Though he was never a personable man, Wulf's solitary time in the mountains has deprived him of any and all social graces he might once have had. He has no patience for fancy words but has nothing but time on his hands, despite any warnings to the contrary to get them to leave. Though he hasn't seen his son in over five years (Wulf's wife died more than twenty years ago), the mention of Tomas does crack the older man's rough exterior—if only for a moment.

Ogre: Large Giant; AC 11; HP 52; Spd 40 ft.; darkvision 60 ft., passive Perception 8; Str 18 (+4), Dex 8 (-1), Con 15 (+2), Int 10 (+0), Wis 7 (-2), Cha 10 (+0); AL CE; Challenge 2 (450 XP)

Melee Attack – Greatclub: +6 to hit (reach 5 ft., one creature), 13 (2d8+4) bludgeoning damage.

Ranged Attack – Javelin: +6 to hit (range 30 ft./120 ft., one creature), 11 (2d6+4) piercing damage.

Giant goat: Large Beast; AC 11; HP 19; Spd 40 ft.; passive Perception 11; Str 17 (+3), Dex 11 (+0), Con 12 (+1), Int 3 (-4), Wis 12 (+1), Cha 6 (-2); AL U; Challenge 1/2 (100 XP)

Charge: If the giant goat moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 5 (2d4) bludgeoning damage. Additionally, creatures must succeed on a DC 13 Strength saving throw or be knocked prone.

Sure-Footed: The giant goat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Melee Attack – Ram: +5 to hit (reach 5 ft., one creature), 8 (2d4+3) bludgeoning damage.

Gargoyle: Medium Elemental; AC 15; HP 52; Spd 30 ft., fly 60 ft.; DR bludgeoning/piercing/slashing from nonmagical and non-adamantine; DI poison; CI exhaustion, petrified, poisoned; darkvision 60 ft., passive Perception 10; Str 15 (+2), Dex 11 (+0), Con 16 (+3), Int 6 (-2), Wis 11 (+0), Cha 7 (-2); AL CE; Challenge 2 (450 XP)

Multiattack: The gargoyle makes two attacks (one bite and one claw).

Melee Attack – Bite: +4 to hit (reach 5 ft., one creature), 5 (1d6+2) piercing damage.

Melee Attack – Claw: +4 to hit (reach 5 ft., one creature), 5 (1d6+2) slashing damage.

Ankheg: Large Monstrosity; AC 14 (11 while prone); HP 39; Spd 30 ft., burrow 10 ft.; darkvision 60 ft., tremorsense 60 ft., passive Perception 11; Str 17 (+3), Dex 11 (+0), Con 13 (+1), Int 1 (-5), Wis 13 (+1), Cha 6 (-2); AL U; Challenge 2 (450 XP)

Melee Attack – Bite: +5 to hit (reach 5 ft., one creature), 9 (2d6+3) slashing damage plus 3 (1d6) acid damage. If the target is a Large or smaller creature, it is crippled (escape DC 13). Until this grapple ends, the ankheg can bite only the grappled creature and has advantage on attack rolls to do so.

Acid Spray (recharge 6): As an action, the ankheg spits acid in a line that is 30 feet long and 5 feet wide, provided that it has no creature grappled. Each creature in that line must make a DC 13 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.

Hill giant: Huge Giant; AC 13; HP 105; Spd 40 ft.; passive Perception 12; Str 21 (+5), Dex 8 (-1), Con 19 (+4), Int 5 (-3), Wis 9 (-1, Perception +2), Cha 6 (-2); AL CE; Challenge 5 (1,800 XP)

Multiattack: The hill giant makes two greatclub attacks.

Melee Attack – Greatclub: +8 to hit (reach 10 ft., one creature), 18 (3d8+5) bludgeoning damage.

Ranged Attack – Rock: +8 to hit (range 60/240 ft., one creature), 21 (3d10+5) bludgeoning damage.

Manticore: Large Monstrosity; AC 14; HP 68; Spd 30 ft., fly 50 ft.; darkvision 60 ft., passive Perception 11; Str 17 (+3), Dex 16 (+3), Con 17 (+3), Int 7 (-2), Wis 12 (+1), Cha 8 (-1); AL LE; Challenge 3 (700 XP)

Tail Spike Regrowth: The manticore has twenty-four tail spikes. Used spikes regrow when the manticore finishes a long rest.

Multiattack: The manticore makes three attacks (one bite and two claws OR three tail spikes).

Melee Attack – Bite: +5 to hit (reach 5 ft., one creature), 7 (1d8+3) piercing damage.

Melee Attack – Claw: +5 to hit (reach 5 ft., one creature), 6 (1d6+3) slashing damage.

Ranged Attack – Tail Spike: +5 to hit (range 100/200 ft., one creature), 7 (1d8+3) piercing damage.

Unkindness swarm: Medium Swarm of Tiny Undead; AC 12; HP 28; Spd 10 ft., fly 50 ft.; DI poison; DR bludgeoning, piercing, slashing; CI charmed, frightened, paralyzed, petrified, poisoned, prone, restrained, stunned; passive Perception 15; Str 6 (-2), Dex 14 (+2), Con 8 (-1), Int 3 (-4), Wis 12 (+1, Perception +5), Cha 6 (-2); AL NE; Challenge 1 (200 XP)

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

Melee Attack – Beaks: +4 to hit (reach 0 ft., one creature in the swarm's space), 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

Wight: Medium Undead; AC 14; HP 45; Spd 25 ft.; DR necrotic, bludgeoning/piercing/slashing from nonmagical and nonsilver; DI poison; CI exhaustion, poisoned; darkvision 60 ft., passive Perception 13; Str 15 (+2), Dex 14 (+2, Stealth +4), Con 16 (+3), Int 10 (+0), Wis 13 (+1, Perception +3), Cha 15 (+2); AL NE; Challenge 3 (700 XP)

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

Multiattack: The wight makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

Melee Attack – Life Drain: +4 to hit (reach 5 ft., one creature), 5 (1d6+2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0, rising as a zombie 24 hours later under the wight's control.

Melee Attack – Longsword: +4 to hit (reach 5 ft., one creature), 7 (1d10+2) slashing damage.

Ranged Attack – Longbow: +4 to hit (range 150/600 ft., one creature), 6 (1d8+2) piercing damage.

Dwarf skeletons: Medium Undead; AC 13; HP 13; Spd 30 ft.; DV bludgeoning; DI poison; CI exhaustion, poisoned; darkvision 60 ft., passive Perception 9; Str 14 (+2), Dex 10 (+0), Con 15 (+2), Int 6 (-2), Wis 8 (-1), Cha 5 (-3); AL LE; Challenge ¼ (50 XP)

Melee Attack – Battleaxe: +4 to hit (reach 5 ft., one creature), 6 (1d8+2) piercing damage.

Kobold chief: Small Humanoid (Kobold); AC 17; HP 36; Spd 25 ft.; Darkvision 60 ft.; Str 10 (+0), Dex 16 (+3), Con 13 (+1), Int 12 (+1), Wis 9 (-1), Cha 10 (+0); AL NE; Challenge 3 (200 XP)

Light Sensitivity: When in sunlight, the kobold has disadvantage on attack rolls.

Pack Tactics: The kobold gains a cumulative +1 bonus to attack rolls, to a maximum of +5, for each friendly creature that is within 5 feet of its target.

Melee Attack – Short Sword: +5 to hit (reach 5 ft., one creature), 6 (1d6+3) piercing damage.

Leadership: For 1 minute, the kobold chief can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the kobold chief is incapacitated.

Giant bat: Large Beast; AC 13; HP 22; Spd 10 ft., fly 60 ft.; blindsight 60 ft., passive Perception 11; Str 15 (+2), Dex 16 (+3), Con 11 (+0), Int 2 (-4), Wis 12 (+1), Cha 6 (-2); AL U; Challenge ¼ (50 XP)

Echolocation: The giant bat can't use its blindsight when deafened.

Keen Hearing: The giant bat has advantage on Wisdom (Perception) checks that rely on hearing.

Melee Attack – Bite: +4 to hit (reach 5 ft., one creature), 5 (1d6+2) piercing damage

NPC Profile: Rigaan the Over-Kobold, Power Hungry Tyrant

Rigaan was always an ambitious kobold. He respected his mother for her tenacity and ability to whip the kobold tribe into a real force, but he held nothing but contempt for her worship of the God of Destruction. The gods were crutches for the weak, he felt. The truly powerful did not rely upon them and did not place their trust in them.

The legends of Kra-Moth-Ka, the original Over-Kobold, however, caught his attention like nothing else. Rigaan felt compelled to seek out everything he could about this legendary figure, and he felt that it was his destiny to bring koboldkind to the forefront of the world as the new Over-Kobold. The recovered armor gave him the means, and he always had the will, which is why he does not view the drawbacks of the armor as a curse. Rigaan revels in it as his burden to bear for the betterment of all kobolds (and the violent detriment to all other races). He is cruel and ruthless in his goals, but also willing to cut and run if things go badly for him. As long as he has the *Armor of the Over-Kobold*, Rigaan believes he holds a chance at destiny—just perhaps another time.

Rigaan the Over-Kobold: Small Humanoid (Kobold); AC 18; HP 97; Spd 25 ft.; passive Perception 11; Str 18 (+4, save +7, Athletics +10), Dex 15 (+2, save +5), Con 16 (+3, save +6), Int 10 (+0), Wis 12 (+1), Cha 15 (+2, Intimidation +5); AL LE; Challenge 5 (1,800 XP)

Brave: Rigaan has advantage on saving throws against being frightened.

Brute: A melee weapon deals one extra die of its damage when Rigaan hits with it (included in the attack).

Light Sensitivity: When in sunlight, the kobold has disadvantage on attack rolls.

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.

Multiattack: Rigaan makes three melee attacks.

Melee Attack – Longsword: +7 to hit (reach 5 ft., one creature), 15 (2d10+4) slashing damage.

Parry: As a reaction, Rigaan adds 3 to his AC against one melee attack would hit it. To do so, Rigaan must see the attacker and be wielding a melee weapon.

Possessions: *Armor of the Over-Kobold* (magic plate armor, if worn by a kobold provides resistance to bludgeoning, piercing, and slashing damage; kobold wearer has advantage on any Charisma check made to lead or convince other kobolds), longsword (wielded two-handed)

Appendix B: Random Kobold Tables - Names & Traits

Random Kobold Name

Kobold names are typically short and end with a vowel to emphasize their yipping syllables. You can roll on the below table 1d3+1 times to randomly determine a kobold name. Kobolds do not differentiate between male and female names.

What do these kobold names mean? They can mean whatever you want them to mean! This random name generator is not meant as a primer for the kobold language, simply as a tool to create names that have a similar sound to them. If a kobold becomes exiled from their tribe for some reason (usually it's just easier to kill such offenders), the kobold wanderer may take on a last name similar to a tribe name.

Most kobolds identify themselves as a member of their tribe after their name. For example, Peesto of the Weasel Jumpers or Kradrogu of the Dirt Killers.

d100	Name
01-02	Aga
03-04	Aka
05-06	Aro
07-08	Bra
09-10	Bro
11-12	Ba
13-14	Cra
15-16	Curo
17-18	Ca
19-20	Dra
21-22	Dro
23-24	De
25-26	Epo
27-28	Eka
29-30	Erbo
31-32	Fa
33-34	Fo
35-36	Gra
37-38	Gu
39-40	Ha
41-42	Jo
43-44	Ja
45-46	Kra
47-48	Ko
49-50	Kuro
51-52	Lo

53-54	Laka
55-56	Me
57-58	Mora
59-60	Maka
61-62	Mu
63-64	No
65-66	Nuko
67-68	Pro
69-70	Pee
71-72	Roo
73-74	Ra
75-76	Rado
77-78	Sa
79-80	Sto
81-82	Sapo
83-84	See
85-86	Tro
87-88	Ta
89-90	Vo
91-92	Vee
93-94	Wa
95-96	Wado
97-98	Ya
99-00	Zo

Random Kobold Physical Traits

Individual kobolds within a tribe, including leaders, often have one or more characteristics that cause them to stand out from their kin. It's up to you to decide if any of these features have any bearing on combat capabilities.

d100	Kobold Physical Trait
01-03	Barrel chested
04-06	Blind in both eyes
07-09	Blind in one eye
10-12	Crippled
13-15	Fat
16-18	Huge feet
19-21	Huge head
22-24	Large hands
25-27	Large teeth
28-30	Long arms
31-33	Long tail
34-36	Loud voice
37-39	Muscular
40-42	No lips
43-45	No tail
46-48	No teeth
49-51	Old
52-54	Rat-like whiskers
55-57	Sharp claws
58-60	Short
61-63	Skinny
64-66	Small head
67-69	Spinal ridges
70-72	Squeaky voice
73-75	Tall
76-78	Tattoos
79-81	Underdeveloped wings
82-84	Unusual eye color
85-87	Unusual facial scar
88-90	Unusual skin color
91-93	Unusual tongue
94-96	Whispering voice
97-99	Young
00	Roll twice

Appendix C: Random Kobold Tables - Tribes

Random Kobold Tribe Name

The name of the tribe is important to each and every kobold. It represents a strength shared by every member of that tribe and they believe wholeheartedly in the power of that belief. The name of the tribe is nearly always an adjective describing a verb-noun about something important to the life of the founding kobold. You can use the below tables to randomly generate kobold tribe names. Roll once on the adjective name table and once on the noun name table, generating names such as the Night Grabbers and the Dark Killers.

d100	Tribe Name Adjective
01-05	The Bat
06-10	The Black
11-15	The Bloody
16-20	The Brown
21-25	The Dark
26-30	The Dirt
31-35	The Dog
36-40	The Dripping
41-45	The Green
46-50	The Moon
51-55	The Mud
56-60	The Night
61-65	The Rat
66-70	The Red
71-75	The Rusty
76-80	The Shadow
81-85	The Weasel
86-90	The White
91-95	The Yellow
96-00	Roll twice, dropping "The" from the second result

d100	Tribe Name Noun
01-03	Barkers
04-06	Beaters

07-09	Biters
10-12	Chewers
13-15	Cleavers
16-18	Cursers
19-21	Cutters
22-24	Diggers
25-27	Dodgers
28-30	Eaters
31-33	Flayers
34-36	Fliers
37-39	Gnashers
40-42	Gnawers
43-45	Grabbers
46-48	Jumpers
49-51	Keepers
52-54	Kickers
55-57	Killers
58-60	Shouters
61-63	Slashers
64-66	Slingers
67-69	Spinners
70-72	Spitters
73-75	Splitters
76-78	Stabbers
79-81	Stompers
82-84	Swatters
85-87	Takers
88-90	Thrashers
91-93	Throwers
94-96	Twisters
97-99	Wingers
00	Roll twice, replacing "ers" from the first selection with "ing"

Random Kobold Tribe Specialty

Each kobold tribe prides themselves on being better at something over all other kobold tribes, even if it's not true. Often times this is related to the name of their tribe. For instance, a tribe called the Black Wingers likely specialize in training and keeping giant bats or other winged creature. Sometimes the specialty won't be as obvious, or perhaps you just want to let fate decide. You can roll on the below table to determine the tribe's specialty. The specialty helps to make each tribe unique, even if it's only cosmetic, but it can also help to flesh out the tribe's tactics and defenses.

d100	Specialty
01-03	Activity: Digging
04-06	Activity: Hiding
07-09	Activity: Running
10-12	Activity: Stealing
13-15	Activity: Swimming
16-18	Activity: Tracking
19-21	Animals: Bats
22-24	Animals: Boars
25-27	Animals: Centipede
28-30	Animals: Dogs
31-33	Animals: Unique
34-36	Animals: Weasels
37-39	Animals: Wolves
40-42	Combat: Axes
43-45	Combat: Berserk
46-48	Combat: Bows
49-51	Combat: Daggers
52-54	Combat: Slings
55-57	Combat: Spears
58-60	Combat: Swords
61-63	Enmity: Another kobold tribe
64-66	Enmity: Dwarves
67-69	Enmity: Elves
70-72	Enmity: Gnomes
73-75	Enmity: Goblins

76-78	Enmity: Halflings
79-81	Enmity: Humans
82-84	Enmity: Orcs
85-87	Magic: Arcane
88-90	Magic: Divine (kobold god)
91-93	Magic: Divine (other evil god)
94-96	Magic: Dragons
97-99	Magic: Psionic
00	Roll twice

Combat Specialty: Tribes that specialize in a combat style have attempted to hone their skills with the chosen weapon above all others. Warriors of the tribe wield their chosen weapon in combat as much as possible and the tribal leaders covets magical versions of this weapon to show their strength.

Animal Specialty: Kobolds, being small and weak, have a tendency to ally themselves with animals of the wilderness that can be trained to help protect tribal areas. Sometimes, however, a tribe becomes known for its particular ferocious or devoted animal guardians.

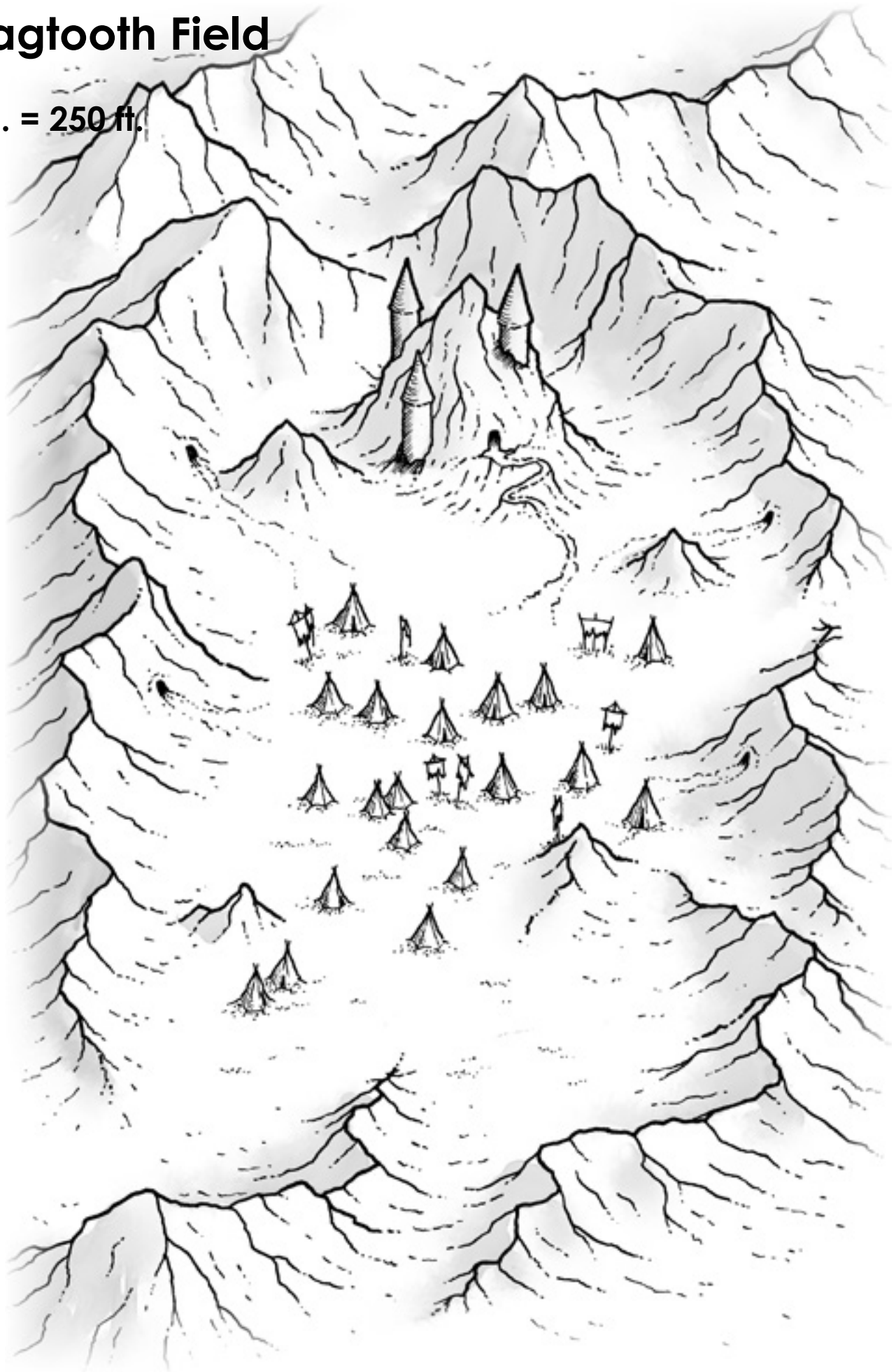
Magic Specialty: It is a rare kobold that develops a magical talent of any kind, and usually they rise to become leaders of their tribe. Sometimes the mummery and trappings of the leader's magic become the identity of the tribe, and in this case the warriors do their best to impress upon their enemies the fact that they've got magic on their side. Divine magic can inspire fanatical loyalty, arcane and psionic magic can inspire fervent awe, and dragon magic can incite brutal rage.

Activity Specialty: Kobolds are creatures of their environment, and some tribes show their dominance by performing some task related to where they dwell better than any other tribe. While not particularly athletic, kobolds are notoriously sneaky.

Enmity Specialty: Many kobold tribes identify themselves by their most hated enemy. All kobolds share a hate of gnomes and elves, but for some this hatred runs so deep as to become ingrained in their sense of duty. Other kobold tribes, along with goblins and orcs, can also create a strong enough hatred streak for a tribe to specialize their tactics towards fighting these foes.

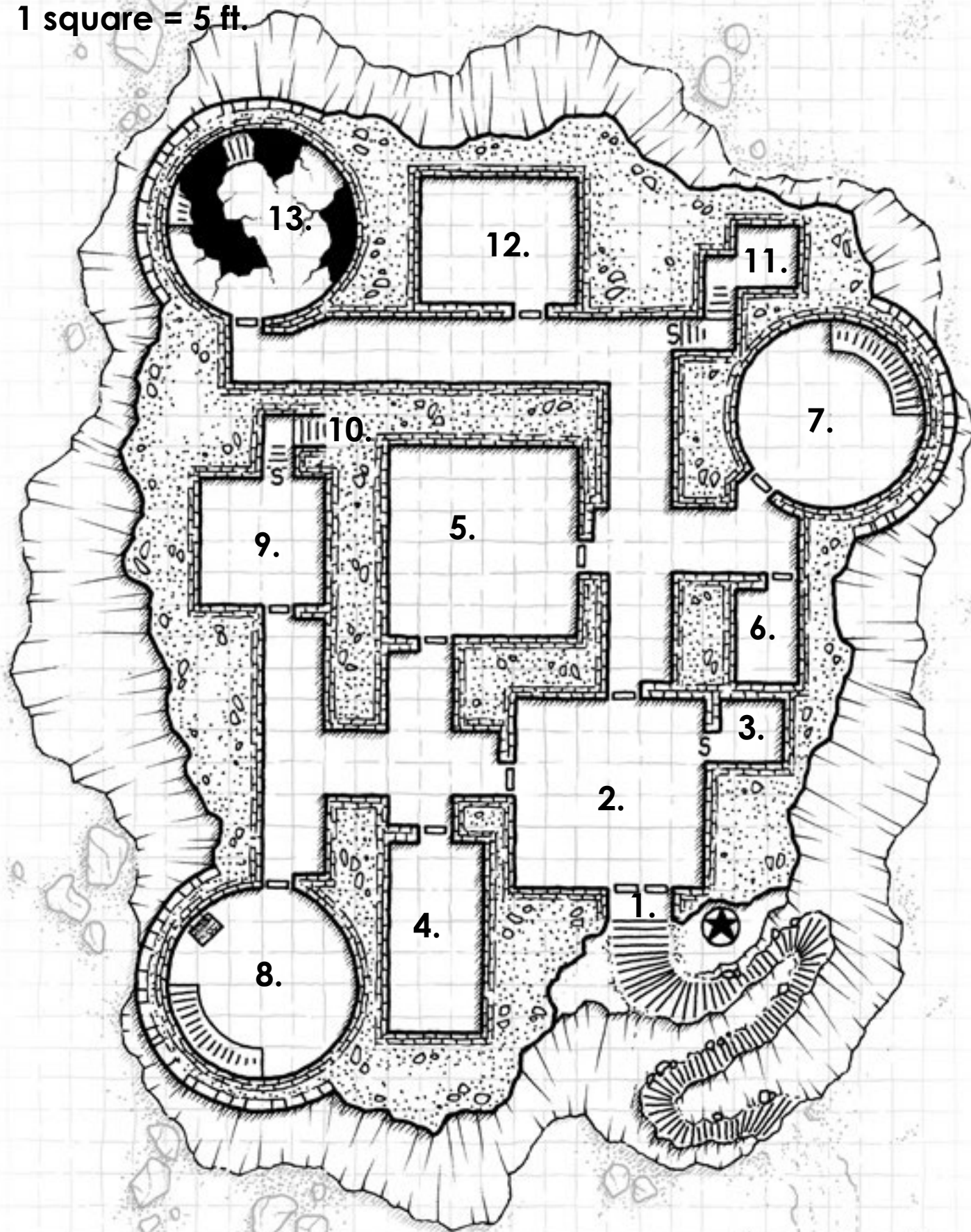
Kragtooth Field

1 in. = 250 ft.



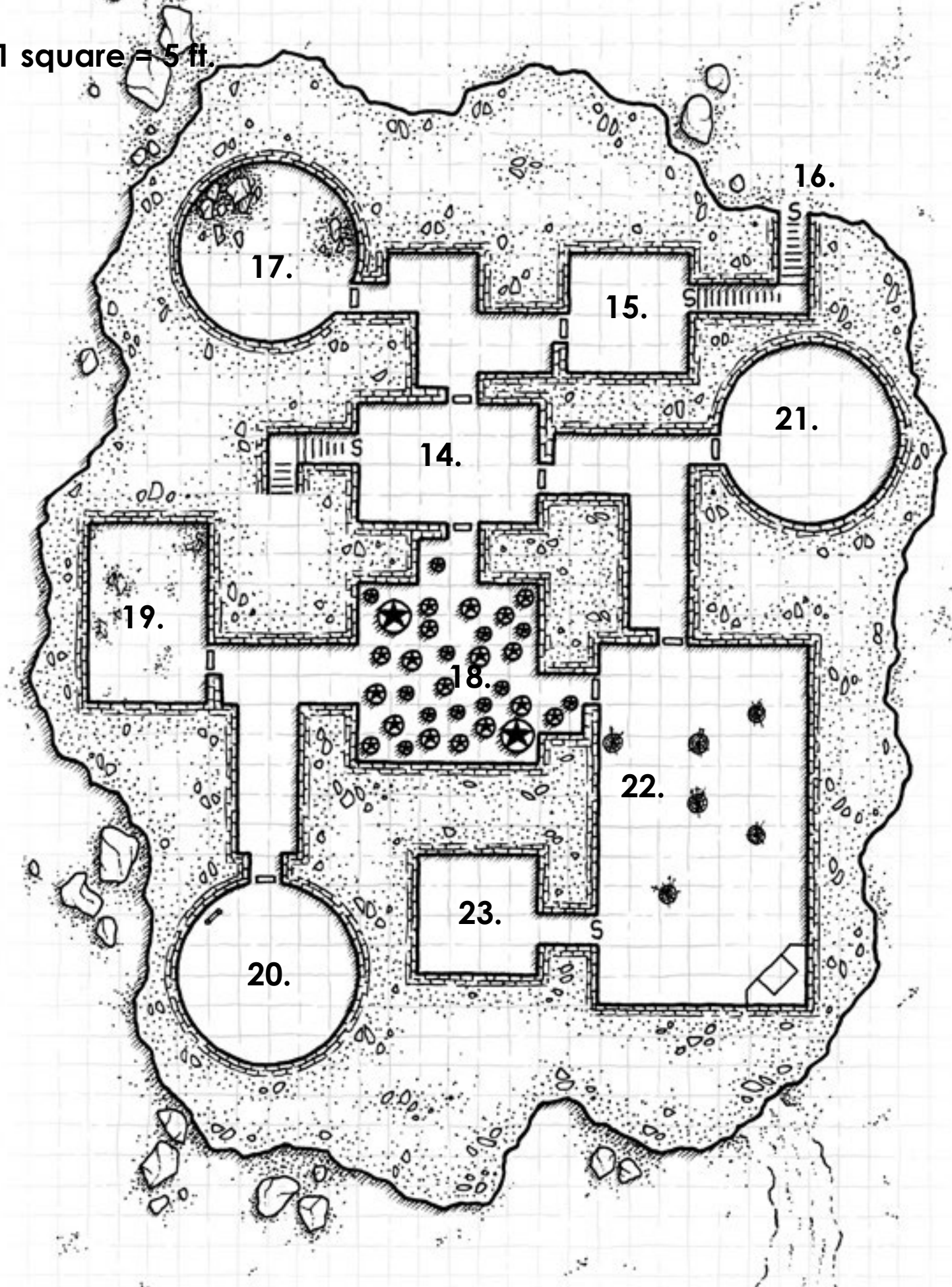
Castle Kragtooth, Ground Level

1 square = 5 ft.



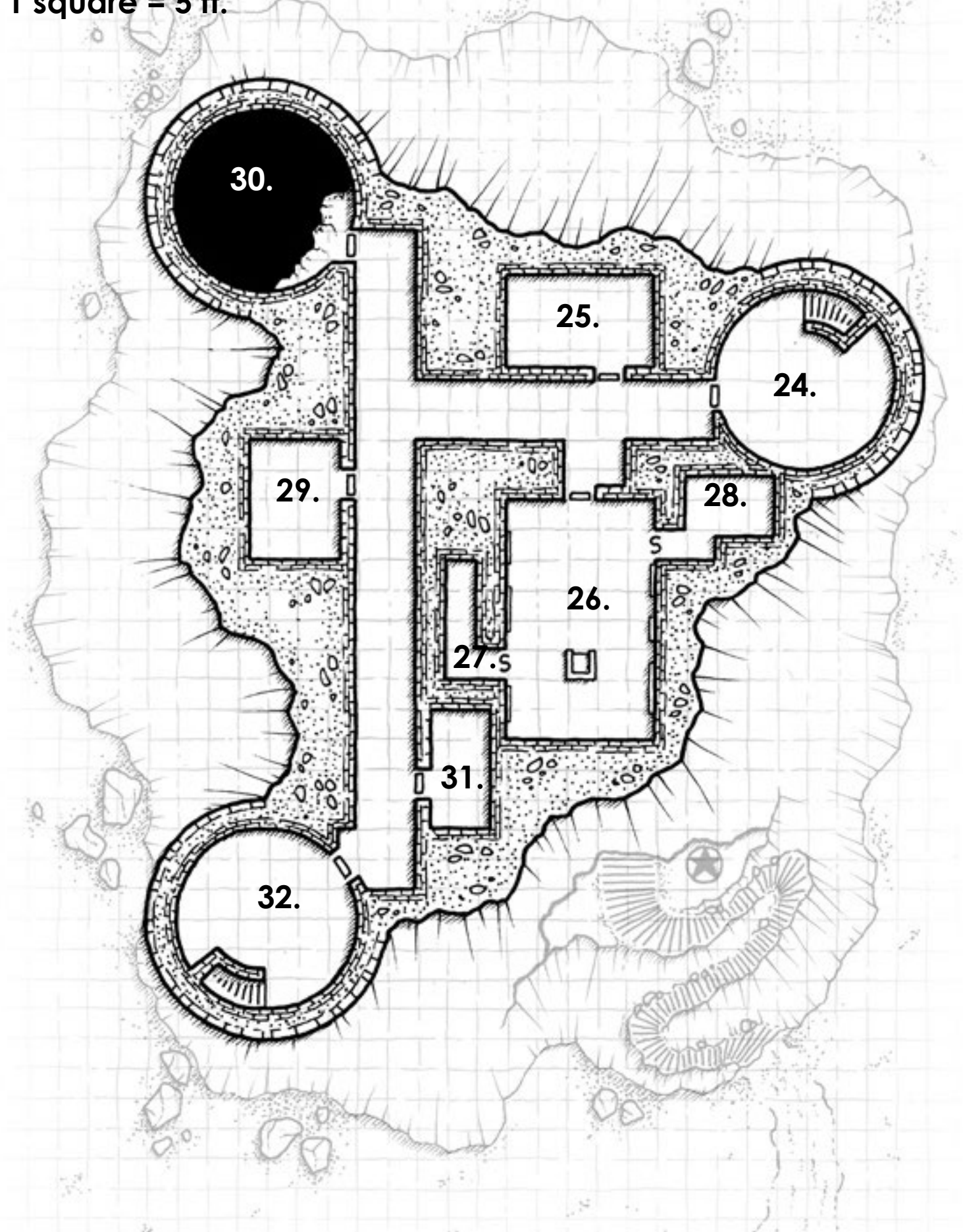
Castle Kragtooth, Lower Level

1 square = 5 ft.



Castle Kragtooth, Upper Level

1 square = 5 ft.



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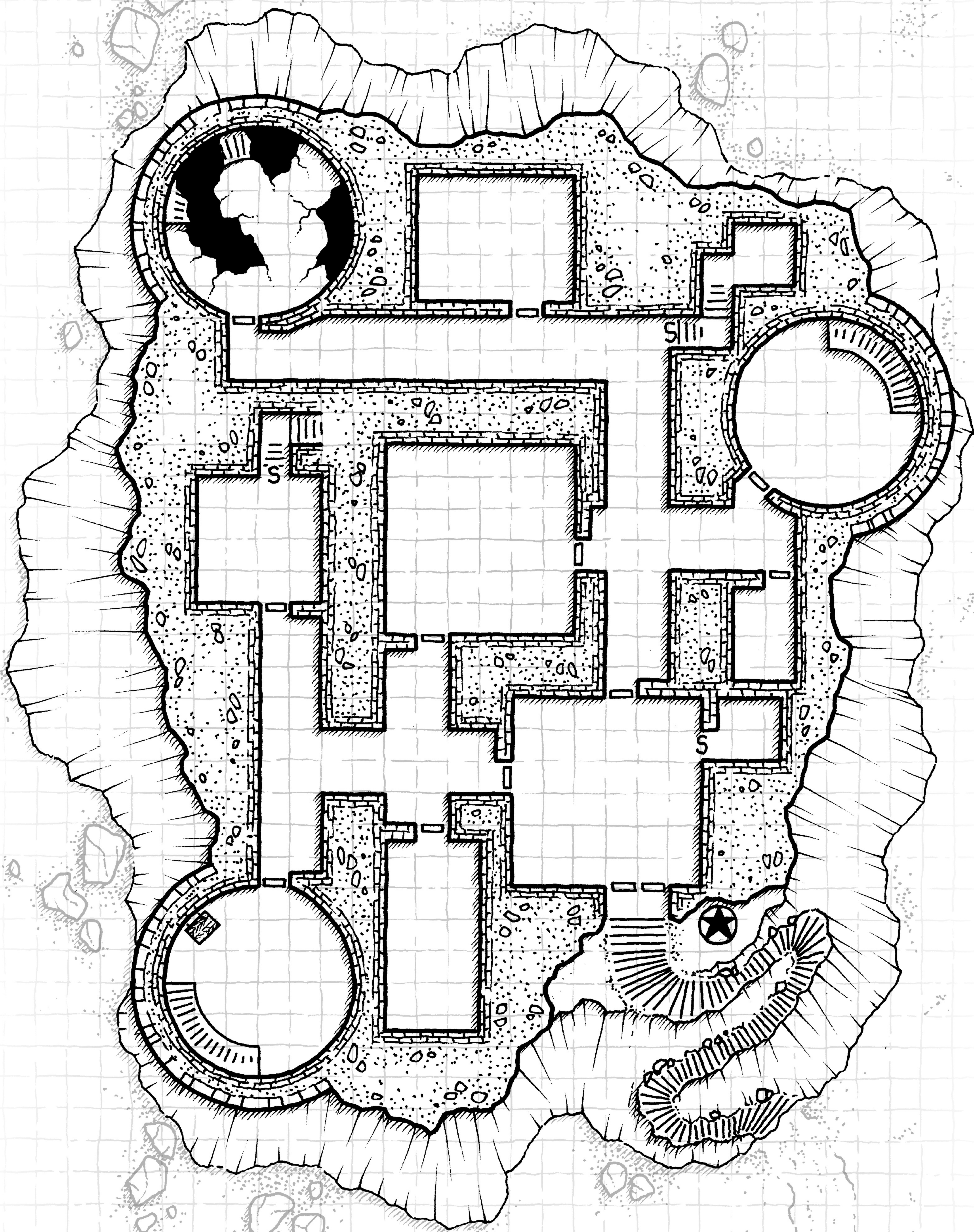
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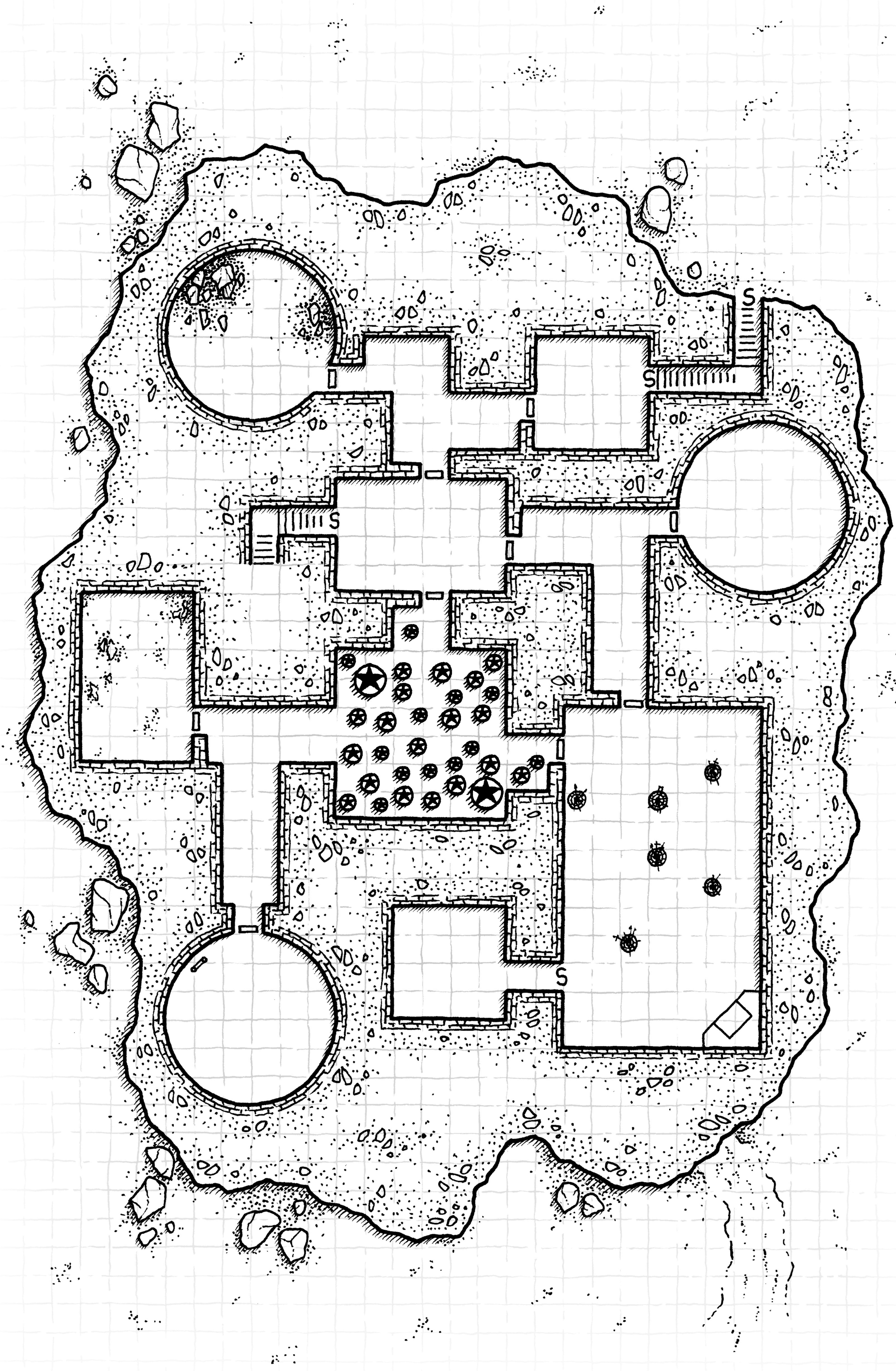
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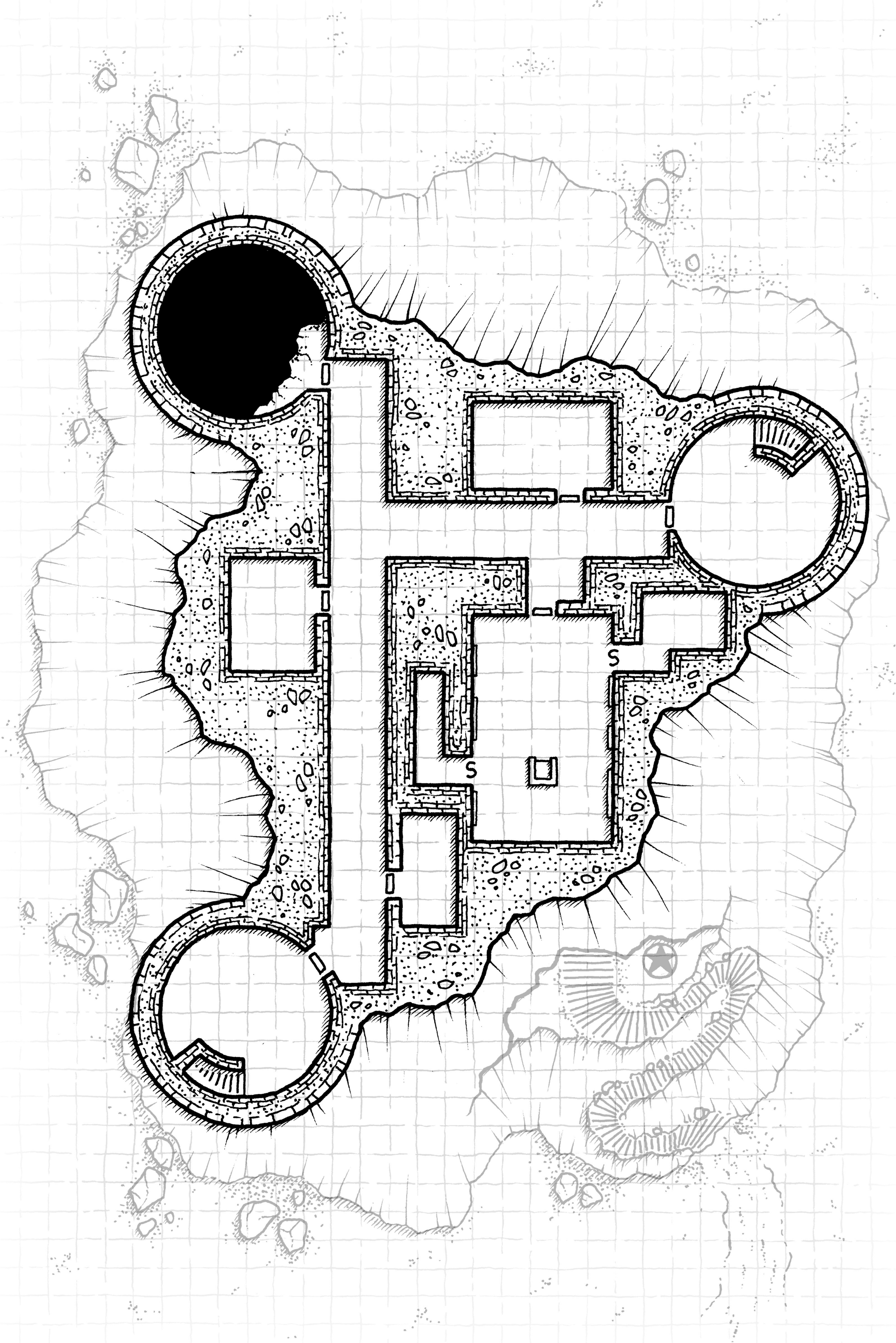
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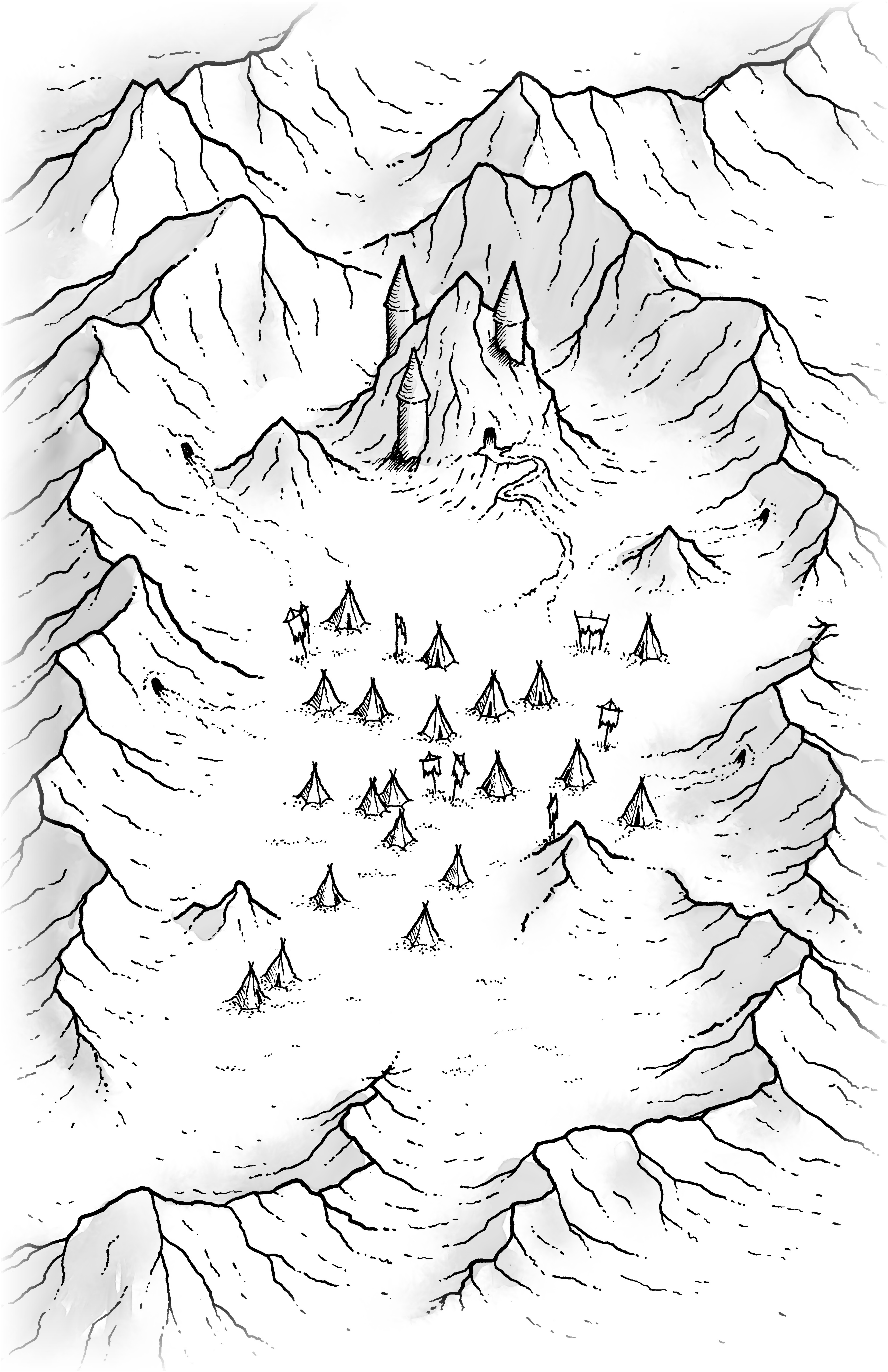
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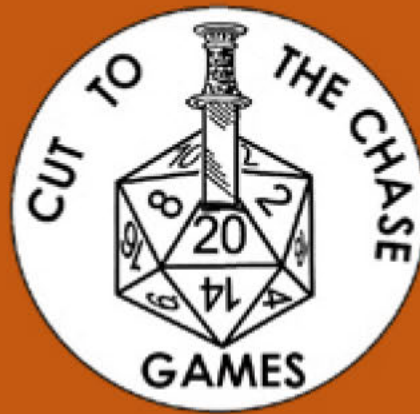
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