

THE HOLDENSHIRE CHRONICLES

ACT THREE



into the
DRAGON'S LAIR

INTRODUCTION

The Holdenshire Chronicles takes EN Publishing's classic adventure *To Slay a Dragon* and revamps it for a new generation of gamers. Using fifth edition rules, we hearken back to the 1980s and embark on an adventure which is sure to remind you of RPG modules and boxed sets long past!

This trilogy of adventures leads an adventuring party from the town of Hengistbury on a journey across the land to challenge a red dragon who dwells in a volcano lair known as Skull Mountain.

This is the third act of *The Holdenshire Chronicles*. In this section, the party will sneak into Citrothe's lair, defeat her kobold minions, and finally slay the mighty beast with the help of the artifacts they gathered on the journey (see Act II). Finally, laden down with treasure, and with the rescued Ariadne in tow, they can return home to Hengistbury and bask in glory and fame.

But first they have to kill the dragon.

This is the easiest section of the adventure to run. It's an old-fashioned dungeon-crawl; a location-based series of encounters. Unlike the previous adventures, you don't have to keep track of multiple NPCs or juggle various quests. As the GM, you can relax—you're in the home stretch!



Open Game Content

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A DRAGON KICKSTARTER BACKERS

ENTERING THE LAIR

To enter Citrothe's lair, the party must first get past the following locations, shown on the Skull Mountain map:

- ▶ Gully & Rope Bridge
- ▶ Giant's Plateau
- ▶ Cliff
- ▶ Kobold's Guardpost
- ▶ Caldera Entrance
- ▶ Fire Stirge Nest
- ▶ Landslide Kobold Trap
- ▶ The Gap
- ▶ Kobold's Guardpost
- ▶ Wyrmlings
- ▶ Lair Entrance

SKULL MOUNTAIN



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The “Holdenshire Primer” is at <https://www.patreon.com/posts/4123536>.

“Holdenshire Act One” is at <https://www.patreon.com/posts/4422056>.

“Holdenshire Act Two” is at <https://www.patreon.com/posts/4905054>.

Mountain Terrain (Optional)

As the characters climb the mountain, they will notice changes to the environment which will affect them. Individual obstacles are noted on the map, but the following effects may also take place. Don't feel obligated to use these rules—it depends on your play-style.

- ▶ Once past the Giant's Plateau, the PCs enter the higher slopes. At this point, the air is becoming thinner. The PCs must make a Constitution saving throw each hour gain one level of exhaustion. The DC for this saving throw is 10, but increases by 1 each hour; there is about 1 hour of travel time between each of the locations on the volcano's slope.
- ▶ The ground is rugged and rubble-strewn and is considered difficult terrain.
- ▶ Lava is encountered in various places throughout the lair. Total immersion in lava deals 20d6 points of fire damage.



The party must climb the side of the volcano, dealing with obstacles on the way, pass through a short tunnel to the caldera, and then descend via a spiral pathway down the inside of the volcano before reaching the lair entrance used by the kobold cultists. Read the following text to them as they prepare for the ascent:

The fiery mountain rises above you. Steam and smoke obscure its peak, and small rivulets of lava snake down the slopes. A narrow trail leads up the side of

the volcano, winding its way towards the entrance to the caldera far, far above you. The air here is hot: uncomfortably so, and already trickles of sweat are making their way down your foreheads. The air smells smoky, burnt, like cinders after a fierce fire.

GULLY & ROPE BRIDGE

Your trail comes to an abrupt halt at the edge of a deep gully. Peering over the edge, you see a nasty fall of some 50-feet onto a jagged and rocky bed. The gully, perhaps 40 feet wide, is spanned by a single rope bridge which looks almost ludicrously inadequate as it sways in the gentle winds caused by the rising of hot air. Designed, perhaps, for creatures the size of kobolds, the bridge looks like a precarious route for anything larger!

The rope bridge is rigged, set by the kobolds to ward away unwanted wanderers. It's not the most elaborate of traps, but it serves to protect the lair entrance from those very few would-be-adventurers (read: angry villagers) who are not deterred by the existence of a large, angry, man-eating dragon.

Rigged Rope Bridge Trap

Mechanical trap; Challenge 2 (450 XP)

The central board of this bridge has been rigged with razors that sever two load-bearing ropes. Only Medium or larger creatures (or Small creatures in heavy armor) trigger this trap.

The DC to spot the rigged board is 13. A successful DC 10 Dexterity (thieves' tools) check disables the trap harmlessly. A character without thieves' tools can attempt this check with disadvantage using any edged weapon or edged tool. On a failed check, the trap triggers.

When this trap is triggered, the ropes that suspend the bridge are severed, splitting the bridge into two halves. All creatures on the bridge must make a DC 11 Dexterity saving throw or fall 50 feet into the gully below. Characters who fall take 5d6 bludgeoning damage.

GIANT'S PLATEAU

The giant's plateau is home to a **fire giant** called Koroch. The path up the mountain passes within 80 feet of the plateau, so Koroch attacks by throwing heated rocks at intruders.

You hear a mighty roar, and a horrifyingly large figure emerges from the mists ahead and to your left. Upon a plateau, seemingly unreachable from your path, a 16-foot tall giant with bright orange hair and patchy plate armor of blackened steel stares at you with malevolent, fiery eyes. In his hands he holds a massive rock, glowing slightly with heat, which he hefts above his head and then flings at you! The rock smashes into the cliff-face next to you, showering you with heated shards, and kicking a large chunk of cliff from the mountain. The giant snarls as he bends to pick up another rock.

Koroch will not attempt to cross the gap between the plateau and the path, so the party can simply try to weather the attack and hurry on past. In this case, he will, of course, still be waiting for them on their way back.

Brave (or foolish) PCs might try to climb across to the plateau to do battle with the giant. The climb is 80 feet horizontally, requiring a DC 12 Strength (Athletics) check to scale. Note that a check which fails by 5 or more results in a fall of 80 feet into the chasm between the two locations.

CLIFF

The cliff presents an obstacle even to proficient climbers. It has narrow hand and footholds and is 100 feet high, requiring a DC 18 Strength (Athletics) check to scale.



KOBOLD'S GUARDPOST

Up ahead you hear some kind of excited chattering. At least two, possibly more, creatures seem to be engaged in a heated argument. The smoke and steam obscures your line of sight up the path, but the sounds seem to be coming from about 40 feet above you, just barely audible over the hissing and rumbling of the volcano beneath your feet.

A DC 15 Wisdom (Perception) check reveals that the sounds are 5 **kobold cultists** (see "Monsters and NPCs"), and that they sound like they are arguing. If anyone speaks Draconic, a DC 14 Wisdom (Perception) check reveals that they are arguing about who will venture down the mountain trail to find out what upset Koroch, the fire giant, whose bellowing could be heard from here. The kobolds are in a small hut to the side of the path. A rickety wooden barrier blocks the path itself, and a **kobold elite guard** (see below), stands behind the barrier, keeping watch.

Leading them is a dwarf called Taegan the Sunderer (see below). He has been tasked by the kobold High Priest (deep in Cirothe's lair) to seek out and sunder the *Hammer of Vengeance*. It is likely that the PCs have the hammer at this stage of the adventure, and Taegan's only focus is to destroy that weapon. Note that the *Hammer of Vengeance* can only be destroyed by a dwarf that attempts to break it. The sundering is automatically successful, and the hammer is destroyed. A DC 12 Wisdom (Insight) check reveals his not well-hidden intentions; the PCs should make sure that Taegan does not get anywhere near whoever is carrying the hammer.

Taegan is a dwarf **knight**. He wields a maul and has the following additional action, which cannot be used as part of his Multiattack action:

Sunder. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one weapon. *Hit:* If the target is a nonmagical weapon or the *Hammer of Vengeance*, it is destroyed. If the target is a magical weapon, the wielder must make a DC 14 Strength saving throw or be disarmed.

CALDERA ENTRANCE

Finally, you reach the top of the trail. The peak of the mountain is not far above you, and before you lies the entrance to a tunnel which burrows towards the volcano's great basin. The tunnel is filled with steam which blocks your vision completely. Even without entering it, the heat from the tunnel sears your skin and eyes, and bathes you with sweat. It seems to suck the very energy from your body.

The tunnel is 50 feet long, and its uneven flooring is treated as difficult terrain. The passage is blisteringly hot and heavily obscured by thick smoke. The heat forces each creature to make a DC 10 Constitution saving throw at the end of each hour they spend within any room with lava (including the entire caldera and much of Cirothe's lair), gaining 1 level of exhaustion of a failed save. Because of this, it is imperative the GM tracks time while the PCs explore Skull Mountain. Creatures with fire resistance or immunity automatically succeed on this saving throw. There is about 1 hour of travel between each keyed location inside the caldera.

The far side of the tunnel emerges into the caldera basin itself:

Finally, after groping your way through the searing steam and choking smoke, you emerge from the tunnel to be greeted by an awe-inspiring sight! You stand at the top of a deep volcanic crater which drops below you hundreds of feet. At the bottom you can see the deep range glow of molten rock lava, and steam pours up the central space almost like an inverted waterfall. The drop below you is sheer, and the rocks almost too hot to touch, but a narrow path or ledge winds its way around the outside of the caldera, spiraling down into the volcano itself. This, it seems, is your route.

The path is narrow enough that single file is required. Have the PCs make it clear what order they'll be travelling in.

Enterprising PCs might, for some reason, decide to ascend further and literally climb over

the lip of the caldera. The path goes through this tunnel, so the climb is not an easy one and has no real benefit. However, should they really wish to try, it's a 50-foot climb requiring a DC 18 Strength (Athletics) check.

FIRE STIRGE NEST

Partway down the volcano is a nest of 8 **fire stirges** (see "Monsters and NPCs"), tenacious and vicious little firebreathing creatures who do not like being disturbed. Even the kobolds are not safe from their attacks.

LANDSLIDE KOBOLD TRAP

The kobolds, notorious for being sneaky trapsetters, have created a clever **landslide trap** which is triggered by stepping on one of a selection of particular rocky sections of the path. The kobolds, of course, know not to step on those rocks. If the party is using abstract movement instead of a grid, assume that the first half of the characters in the marching order must make saving throws against the trap.

Landslide Trap

Mechanical trap; Challenge 4 (1,100 XP)

When a creature steps on a hidden pressure plate, rocks fall from the wall to the left of the path.

Some of the rocks have been clearly moved to hide the pressure plate, and a successful DC 15 Wisdom (Perception) check allows a character to deduce the location of the pressure plate from variations in the natural stone and the pattern of ash on the ground. Wedging an iron spike or other object under the pressure plate prevents the trap from activating.

The trap activates when more than 20 pounds of weight is placed on the pressure plate, causing the wall to collapse. All creatures within a 15-foot radius must make a DC 14 Dexterity saving throw. On a failed save, a creature takes 4d6 bludgeoning damage and is knocked from the path, falling 6d10 feet before landing on an isolated ledge. Climbing back up requires a DC 15 Strength (Athletics) check. On a successful save, a creature takes half damage and is not knocked from the path.



THE GAP

The gap is a section of the path which has collapsed, presenting an obstacle for the PCs to cross. The gap is 25 feet across, and falling through it is a drop of several hundred feet into lava and almost certain death. Needless to say, the PCs will want to take their time about this and exercise those climbing skills! This gap occurred recently, inconveniencing the kobolds as much as anybody else, and the kobolds will eventually build a bridge of some kind to cross it.

KOBOLD'S GUARDPOST

Six kobolds keep watch over the caldera from a wide outcropping of rock with a 60 foot radius. Two **kobold elite guards** and three **kobold cultists** are commanded by a **kobold high acolyte** charged by Cirothe with the caldera's defense.

Treasure. The kobold high acolyte recently created two *potions of superior healing*, and keeps them on her person.

WYRMLINGS

Though a little older than the wyrmlings in the sacrificial chamber far beneath the caldera, the two **red dragon wyrmlings** here still aren't old enough to leave the volcano yet. They fly around the caldera, occasionally picking off tasty looking kobolds.

A high-pitched shriek pierces the air. Turning, you see a nightmare—a pair of red dragons, clearly very young, emerging from the steam, winging towards you with predatory gleams in their eyes. They circle momentarily, then dive to attack!

LAIR ENTRANCE

Finally, you have reached the bottom of the volcano's basin. You stand on a small ledge; 20 feet below you is a seething, boiling lake of lava, hot enough to incinerate you in a single moment. The surface of the lake is covered with a dense layer of superheated steam whose tendrils occasionally reach up towards you.

You know that to allow the steam to touch you would make for a serious injury.

Before you lies a cave entrance: a dark, hot tunnel descending into the bowels of the volcano although—mercifully—away from the lake of molten death below you. The tunnel almost immediately begins to drop into a steep, steep flight of rough stone stairs, stretching downwards beyond your range of vision. Although the temperature inside is hot and uncomfortable, it seems almost a relief compared to the parched air in the caldera.

Suddenly the lava lake starts to churn and bubble. Small drops of superheated liquid spit at you. With a mighty crash and a roar, from the lake bursts a vision straight from hell—a mighty red dragon, covered in spikes and encrusted gems, fire billowing from its nostrils, its foot-long teeth bared, its eyes burning with fire! The great beast emerges from the lava lake, streaking upwards toward the sky, its long, serpentine body passing you—it seems that you have not been spotted! Lava splashes everywhere, forcing you to cower in the tunnel for shelter, as the mighty dragon disappears from sight, lava still streaming down from its wings and tail.

The lava splashes from the dragon's emergence and showers the PCs. Each PC near the lava pool must make a DC 18 Dexterity saving throw, taking 4d6 fire damage on a failed save or no damage on a successful one (success means that they managed to find shelter in the cave entrance just in time).

The stairs are steep, and descend for about 100 feet. Slightly slippery with steam, they require a DC 10 Dexterity (Acrobatics) check to safely traverse. A DC 15 Wisdom (Perception) check reveals a cunningly disguised handrail roughly carved into the stone wall, which negates the need for a Dexterity (Acrobatics) check.

Cirothe has left on one of her regular hunting runs; she will return while the PCs are exploring her lair. If they pick up the broken *orb of dragonkind* from the temple, she will be waiting in the lair for them—otherwise, she senses their presence and returns to the lair when they enter.

INSIDE THE LAIR

The lair itself forms both a base of operations for the kobold cultists, and a home for the dragon and several wyrmlings. To get to Cirothe, the party must pass through these locations, noted on the Skull Mountain Interior map.

- ▶ Temple Door
- ▶ Stone Bridge
- ▶ Ancient Temple
- ▶ Guard Post
- ▶ Cells
- ▶ Cultists' Chamber
- ▶ High Priest's Chamber
- ▶ Sacrificial Chamber
- ▶ Viewing Platform
- ▶ Island of Wyrms
- ▶ Tunnel
- ▶ Dragon's Lair

TEMPLE DOOR

One hundred feet down, you come to the bottom of the steep, narrow stairway. There's a faint glow of red far above you, illumination from that great lake of fire you just left behind. A great stone door stands before you. Fifteen feet tall and equally wide, it is carved with the leering faces of kobolds surrounding a central dragon motif. There is a large stone handle, but no lock that you can make out.

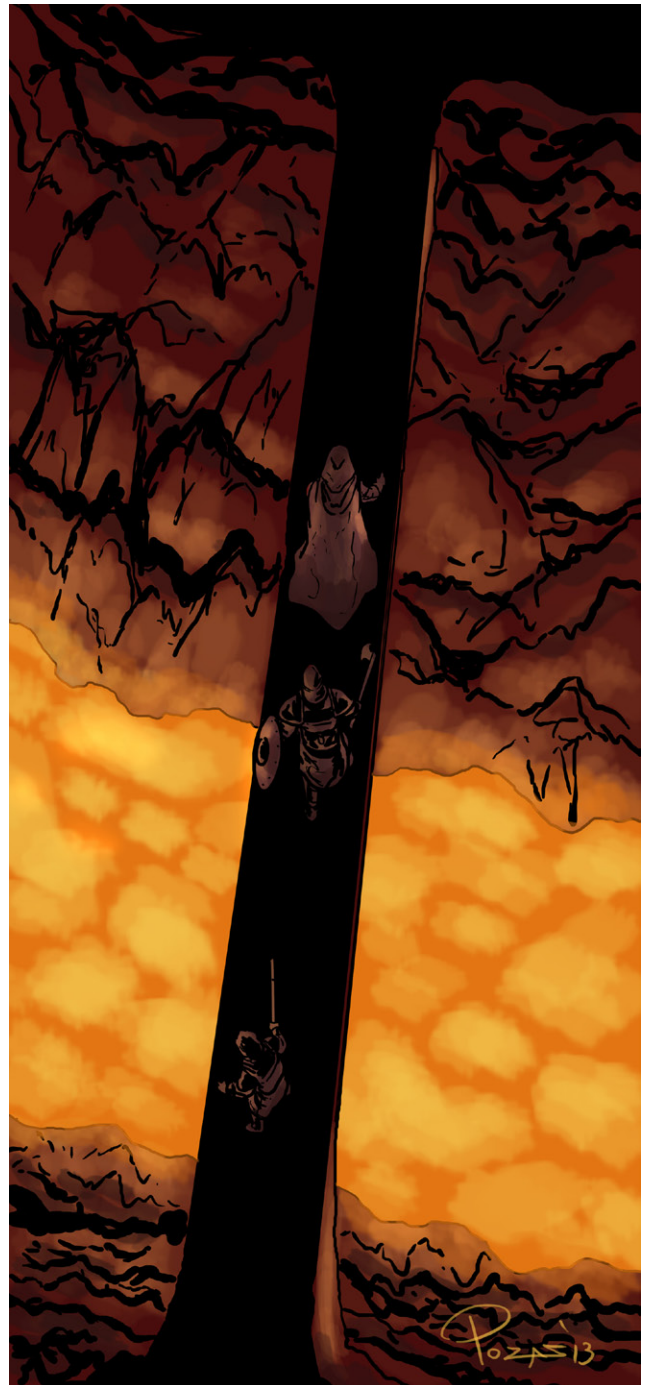
Of course the door is trapped—this is a dragon's lair populated by kobolds! In keeping with the fiery theme, the kobolds have created a *fireball-charged glyph of warding* designed to incinerate any non-kobolds who try to open the door.

Fireball Glyph

Magical trap; Challenge 4 (1,100 XP)

This trap is activated when any non-kobold creature touches the door to Cirothe's lair, causing a *fireball* to explode from the center of the door. Any creature within 20 feet of the door must make a DC 14 Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one.

A successful DC 15 Intelligence (Arcana) check allows any character studying the door to understand that these runes will activate at the touch of any creature that is not a kobold. *Dispel magic* or any other effect that negates magic destroys this trap, and *detect magic* reveals an aura of evocation magic.

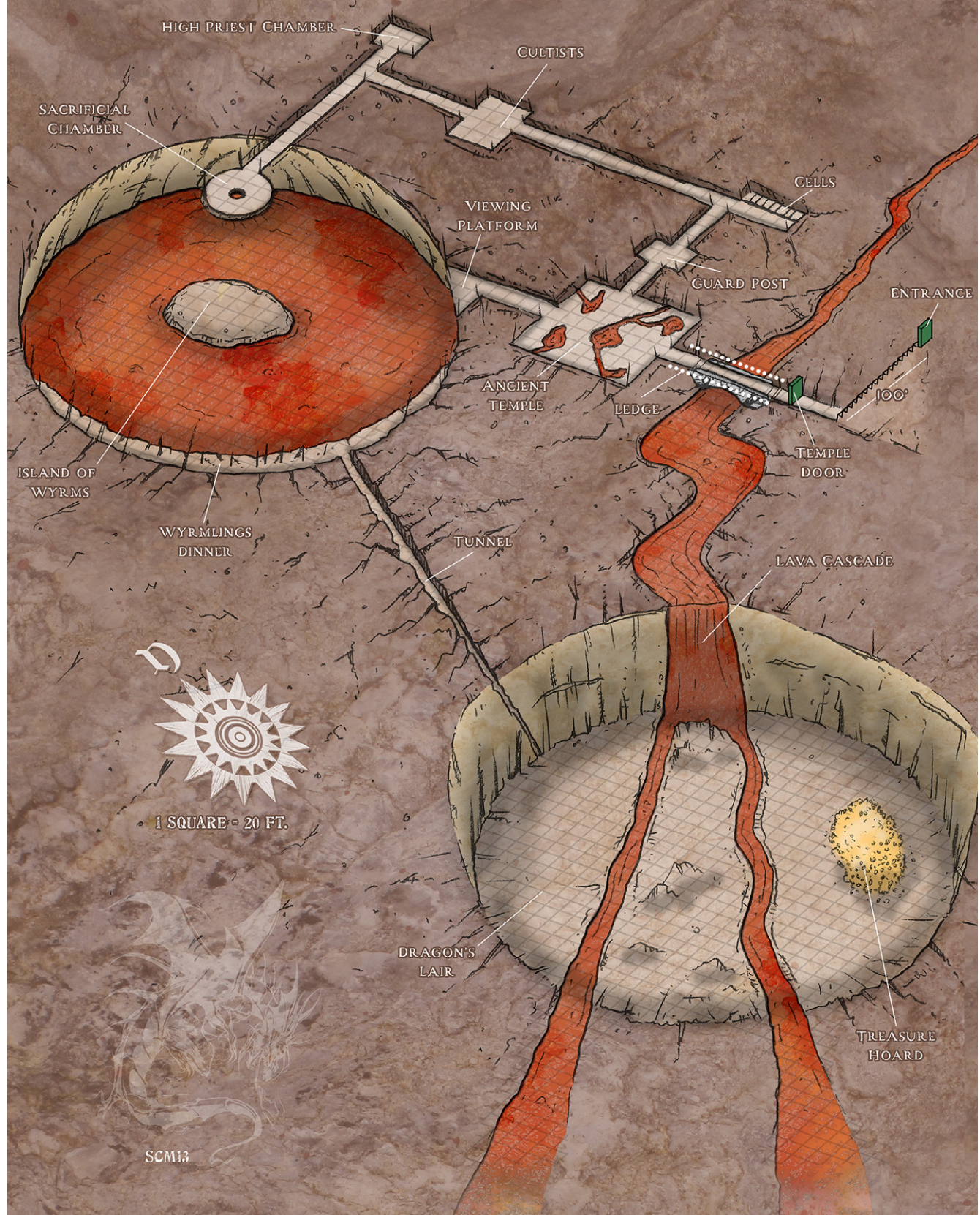


Once the door is opened, read the Stone Bridge description to the players.

STONE BRIDGE

The great stone door creaks ponderously open to reveal a narrow stone bridge which arches over a great chasm, at the bottom of which flows a river of red hot lava. To your right, the river of molten rock stretches as far as you can see, while to your left it grows wider

SKULL MOUNTAIN INTERIOR



and wider, before disappearing over a cliff in what sounds like a mighty lava-fall. The steam from that direction obscures any further view.

The bridge before you is over 100 feet long, and only 5 feet wide, leading to a wide, square opening in the far wall. There are no handholds. Above the tunnels left and right into which the lava river flows, you see two ledges upon which you're sure you briefly spot movement obscured by steam.

A DC 16 Wisdom (Perception) check will reveal that both ledges contain a number of creatures. A DC 20 check reveals that each ledge contains 5 **kobolds** (a total of 10) commanded by a zealous and evangelical **kobold high acolyte** named S'sava Bloodfire. The kobolds' minions are armed with slings, and rain basalt slingstones upon any intruders attempting to cross the bridge.

Movement across the bridge is precarious at best. Slippery with steam, the PCs can only move at half speed unless they make a DC 15 Dexterity (Acrobatics) check to move at full speed (if they fail this check by 5 or more however, they will fall from the bridge into the lava river unless they succeed on a DC 12 Dexterity saving throw).

ANCIENT TEMPLE

This large, intricately carved hall is clearly an ancient temple to some draconic god. Carvings in the walls depict great winged serpents incinerating villages and towns. Scattered around the room are the remains of various stone benches, a broken altar, and several rivulets of lava which pool here and there into tiny lakes.

There are no enemies in this room, and it might serve as a place for the PCs to rest momentarily. The room is unusually cool, despite the magma streams, as if all the heat is being siphoned away. Creatures do not need to make Constitution saving throws to resist exhaustion while in this room, and characters may make a DC 20 Wisdom (Perception) check to realize the heat seems to be flowing towards the broken altar. Beneath the altar is a secret, locked compartment guarded by a *flame strike*-charged *glyph of warding*.

Flame Strike Glyph

Magical trap; Challenge 4 (1,100 XP)

This trap is activated when any creature attempts to open the locked compartment, causing a jet of column of flame to explode upwards from the compartment. Any creature within 10 feet of the altar must make a DC 16 Dexterity saving throw. A target takes 4d6 fire damage and 4d6 radiant damage on a failed save, or half as much damage on a successful one.

A successful DC 18 Intelligence (Investigation) check allows any character studying the locked compartment to discover the runes finely inscribed on the lock. *Dispel magic* or any other effect that negates magic destroys this trap, and *detect magic* reveals an aura of evocation magic.

Treasure. Inside the secret compartment is a cache of 5 *potions of greater restoration*, a set of *dragon scale mail (red)*, and a broken *orb of dragonkind (red)*. The broken orb's dragon consciousness is dormant, so it cannot charm its user and has a severely curtailed power set:

- ▶ Immunity to red dragons' breath weapons
- ▶ The ability to sense nearby red dragons, living or dead. This includes
 - 2 wyrmlings (may be dead—they were encountered by the PCs) in the caldera;
 - 4 wyrmlings on the Island of Wyrms; and
 - Cirothe herself.

Cirothe immediately becomes aware of the PCs when they touch the orb and flies back to the lair in a rage.

GUARD POST

The guard post within Cirothe's lair is a little tougher than those on the volcano's slopes and caldera, and is staffed by 3 **elite kobold guards** and 2 **kobold high acolytes**.

Treasure. In an unlocked chest within the guard post is a rack of 5 *potions of greater healing*.



CELLS

When the PCs reach this area, read or paraphrase the following:

A dark row of cells lines the left hand side of this corridor, barred with blackened iron. The entire area smells of scorched flesh, and in the first cell you can see someone's charred corpse; there isn't enough left to identify. From the farthest cell you hear a faint whimper.

The cells are where prisoners are kept before being sacrificed to the wyrmlings. There's currently only one occupant of the cells—Brand's niece, Ariadne.

Ariadne looks at you with wide eyes filled with terror. Although bruised and dirty, she doesn't appear to have been seriously harmed—yet. She whispers, haltingly, in a cracked voice, “Is...is...is it time? Is it my t-turn now?”

Ariadne is currently incapable of recognizing the PCs, and believes them to be kobolds come to feed her to the wyrmlings. She has seen others dragged off, and has become resigned to her fate.

If the PCs manage to convince Ariadne that they're here to rescue her, award them a total of 1,800 XP. Give bonuses for good roleplaying, and allow them to use Charisma (Persuasion) or Wisdom (Medicine) checks to convince her of their good intentions. Her psyche is currently fragile, but she can be brought back to health. Award them only half XP if they rescue her by force.

Ariadne doesn't know much about the lair. She can tell the PCs that she was brought here with five other young women, and that she's the last one left. She knows that the victims are fed to the wyrmlings, although she doesn't know the details of the sacrificial chamber.

The kobolds have been rough, but have not seriously harmed her physically.



CULTISTS' CHAMBER

This chamber is where most of the cultists live and sleep. There are 12 kobolds here. Half of them are asleep, and wake once combat starts, but it takes them a full round to join in the fray.

- ▶ 8 **kobolds** (4 asleep)
- ▶ 2 **kobold cultists** (1 asleep)
- ▶ 2 **kobold elite guards** (1 asleep)

HIGH PRIESTESS'S CHAMBER

The High Priestess and two acolytes are engaged in a ritual, watched over by four loyal guards.

This chamber is dominated by a bright, fiery light. In the center of the room, a ball of flame hovers, three robed figures standing around it in a triangle. Two of them are dressed in acolytes' robes like those you've seen before, but the third is enormous, and wears more ornate garb—a golden circlet on her brow, and a red cloak seemingly alive with flame. In the corners of the room, four guard leap to defend their leaders, but it seems it's too late—the ritual, whatever it was, has been interrupted! The ball of fire flickers and spasms, and the kobold high priest snarls in rage as you realize to your horror that this high priest of the kobolds is no kobold herself—she's an ogre!

The High Priestess is an **oni**, a monstrous ogre mage. The flames emanating from the High Priestess's cloak are actually the results of a *fire shield* (chill shield) spell currently active upon her (replacing the *cone of cold* spell).

The High Priestess's **kobold** servants are little more than distractions in combat; sycophants brought along to provide more chanting voices for the ritual.

The fireball takes up a 5-foot square in the center of the room. Any creature entering that square takes 8d6 fire damage; creatures in adjacent squares take 2d6 fire damage. At the beginning of round 3, the fireball explodes, forcing every creature in the room to make a DC 13 Dexterity saving throw. Each creature caught in the explosion takes 5d6 fire damage on a failed save, or half as much on a successful one.

SACRIFICIAL CHAMBER AND ISLAND OF WYRMS

This circular chamber contains a hole in the center, 10 feet wide, above which is suspended a black iron cage on a chain attached to a winch. Below the hole is a great chasm, the bottom of which is filled with lava. An island lies in the center of this lake of fire, and four snarling, snapping **red dragon wyrmlings** wait there for the kobolds to lower their next meal down to them.

Regular prisoners from the cells are lowered through this hole inside the black-iron cage. However, there is also a ledge round the edge of the lake. The stakes set into that ledge are where some prisoners are chained, to be eaten alive by the wyrmlings. At any given time, two or three of the stakes will have the charred skeletal remains of prisoners attached to them.

The PCs can use this cage to descend safely to the island, but the wyrmlings await them there. It's much safer to use the iron ladder from the viewing platform, however.

From the island to the ledge, there's no obvious bridge. However, a DC 20 Wisdom (Perception) check reveals a stone walkway just below the surface of the lava. This can be walked across carefully (it is only 1 foot wide) and, while it will cause some damage to those crossing, are be relatively safe unless they fall into the lava lake itself. Any character on the walkway at the end of their turn takes 2d6 fire damage. Anyone who takes damage while crossing must make a DC 12 Dexterity saving throw or fall into the lava.

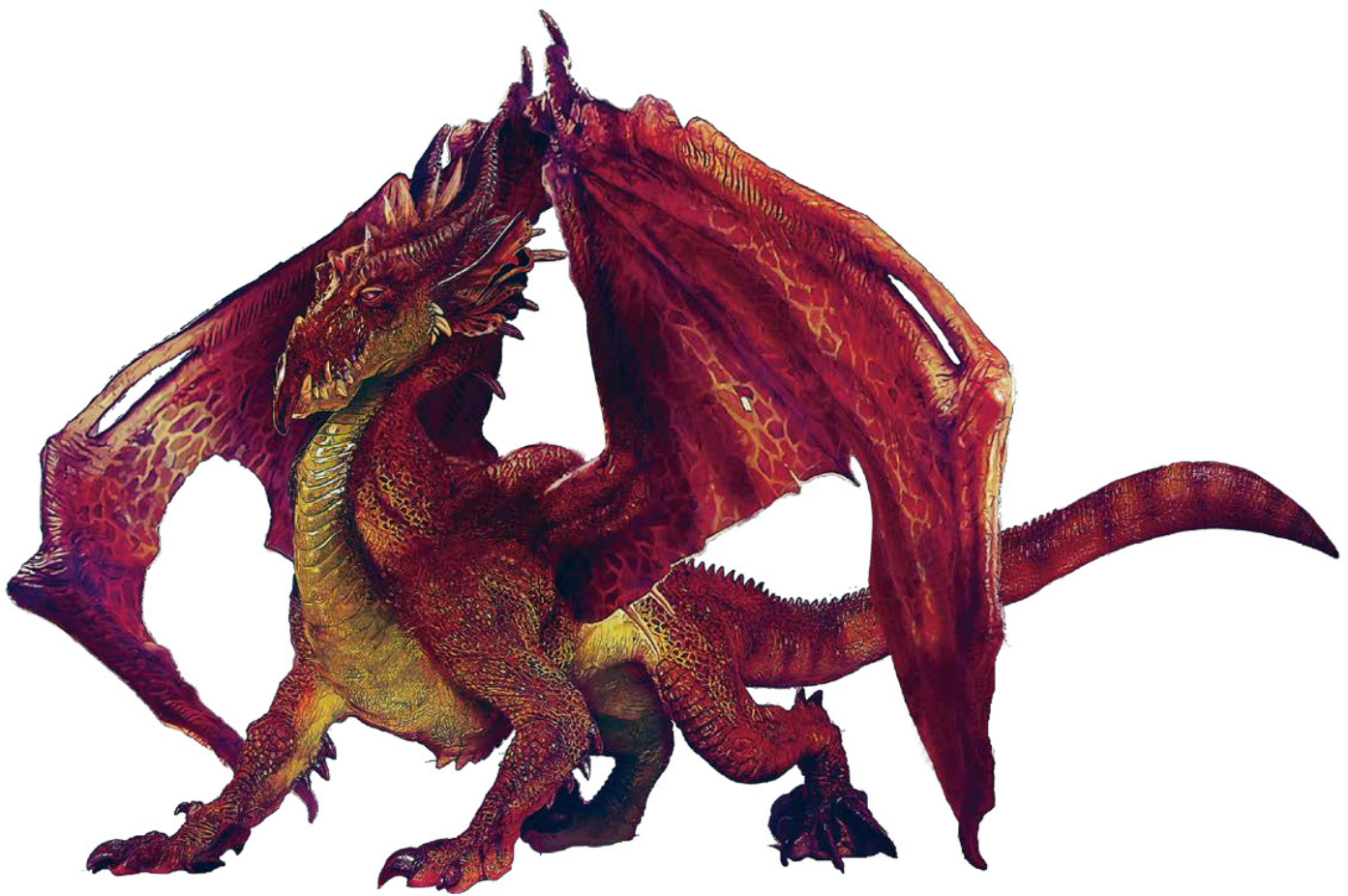
VIEWING PLATFORM

The viewing platform is used by the kobolds to watch sacrifices taking place. It provides an excellent view of the entire chamber, lava lake, and island. Directly below the platform is a black-iron ladder which leads down to the ledge circling the lake.



TUNNEL

This rough-hewn tunnel leads from the wyrmlings' lake to the dragon's lair. It's only about 10 feet wide, so Cirothe cannot fit along it—the wyrmlings, however, can.



DRAGON'S LAIR

Finally, the PCs reach the lair. Cirothe is likely waiting for them, furious at their intrusion.

Finally, your journey comes to an end. You emerge from the tunnel into the red glow of a massive cave. A mighty lava-fall crashes down the wall to your left, forming a pool of fiery liquid which spreads across the cavern in rivers of molten rock. The heat from the lava is intense, and the glow is bright enough to force you to squint.

But the spectacular fall of lava is far from the most awe-inspiring thing in this great cavern. Across the cave from you, on the other side of several rivers of fire, is heaped a treasure hoard the likes of which you have never imagined! Gold, jewels, and gems are piled 10 feet high, spread across a raised section of floor at least 30 or 40 feet across. You see bracelets and brooches, goblets and circlets, daggers and shields, gold, silver, platinum, rubies, emeralds, diamonds, and more. There's more amassed treasure here than any hundred kings ever dreamed of.

If Cirothe is waiting for them, add the following:

And atop it all, its red scales encrusted with embedded coins and gems, its eyes a pair of deep fiery pools, its mighty body poised regally, sits the beast you've traveled so far to slay. Now, it seems ridiculous that you could possibly harm this mighty creature of fire. Cirothe, the great red dragon which has plagued the lands around for so long, watches you malevolently, calmly, but with a stare of fiery fury.

If she is not, add the following instead:

You hear a loud rushing of air, as though something massive were moving toward you at incredible speed. It seems to be coming from above the lava-fall, and it gets louder by the second.

This battle would normally be woefully one-sided. Cirothe is an **adult red dragon**, and a far greater challenge than the PCs could ever hope to defeat unaided. However, the PCs do have

some advantages which help level the playing field—the artifacts they’ve hopefully gathered on the way to Skull Mountain—particularly the *Quiver of Dragon’s Bane*, the *Hammer of Vengeance*, and *Cirothe’s True Name*. Additionally, the PCs may have the broken orb of dragonkind from the ancient temple, and Lord Pemberton’s sword and scabbard.

Give the PCs one round to prepare, then read or paraphrase the following and begin the combat:

A mighty blast of hot air bursts from the tunnel above the waterfall, smashing into you, almost throwing you to the ground. Roaring like a creature from the very depths of hell, a nightmare bursts into the chamber at incredible speed, lava streaming from her body, fire burning in her jaws and eyes! She alights on her treasure hoard and fixes her malevolent gaze upon you, her eyes filled with white-hot fury.

EPILOGUE

With *Cirothe* slain, the whole region celebrates. As any remaining kobold minions flee the country, Lord Pemberton knights the PCs (who may henceforth style themselves as Sir or Lady). Brand and Ariadne are tearfully reunited, and the whole of Hengistbury arranges a pageant in the PCs’ honor. From now on, the PCs will be known by name in any of the towns and villages mentioned in this adventure—they are famous heroes, after all! Bards will write songs about them, and pubs and children will be named in their honor.



How Does the Dragon Get Out?

Cirothe flies up the waterfall and then speeds along the river of fire, under the stone bridge. Eventually, the river vanishes into the stone of the mountain, and *Cirothe* dives into the lava to continue along an underground, lava-filled passageway which curves round to finally exit in the bottom of the caldera’s lava-filled basin, whereupon the dragon bursts dramatically out of the lake and soars upwards out of the volcano.

How About All That Treasure?

Cirothe’s treasure hoard is big enough to finance an entire kingdom for centuries. It has been plundered, stolen, gathered, and collected by the dragon over a period of many, many decades, and includes within it the wealth of Deephall Point and many of the towns and villages of the area.

The right thing to do now would be to return the treasure to its rightful owners. This will still leave the PCs with a sizable sum—some 30,000 gp and a couple of choice magic items each.

WHAT NEXT?

The other parts of this adventure contain dozens of plot hooks—some attached to NPCs, others as follow-ups to existing quests. You should feel free to allow your players to explore these threads and develop further adventures within the area.

THE DRAGON’S HOARD

This appendix should be used to help you describe the dragon’s hoard to your players. You don’t have to list every single item—indeed, that would be silly: the hoard is 30 million gp in value (although note that the PCs in an ongoing campaign should only get 30,000 gp worth of that total). Use these lists to give your players some detail and a sense of the variety of objects to be found. Values and rarity are noted for the GM’s benefit only. This is by no means an exhaustive description of the hoard. Remember, the PCs should not get all of this unless you are ending the campaign here!

The Wealth Problem

One of the biggest cliches attached to dragons is the awe-inspiring treasure hoard. Most treasure hoards of that size, however, are definitely not suited to a party of mid-level adventurers—Smaug's hoard would completely derail a campaign.

Now, if you're ending the campaign at this point, that doesn't really matter. Let the PCs have as much treasure as they like; let them buy half the world if they want to. As long as you're not continuing to play with those PCs or in that world, it makes no difference. Let them have a field day and then close the book, remembering their characters as the richest in the world, lords of all they see! Or, if you want this campaign to become a game of kingdom management with fabulously wealthy PCs, have at it! If the PCs will see further adventures in typical fantasy RPG fashion however, it becomes a different story. In that case, they need to receive a somewhat level-appropriate reward—about 30,000 gp in value. There are three approaches you can take to this.

1. The treasure hoard is enormous in appearance, but it only contains about 30,000 gp worth of loot. The reality is not as exciting as the appearance—perhaps much of the gold is copper or bronze.
2. The treasure hoard is simply smaller. This is the least satisfying way to resolve the issue, but it is probably the simplest.
3. The treasure hoard contains about 30,000,000 gp worth of loot, but it belongs to the neighboring towns, villages, cities, and countries. Decades of plundering by Cirothe has resulted in a vast hoard—but it must all be returned to its rightful owners. The PCs get to keep about 30,000 gp worth of treasure as a reward.

Included is a list of treasure items to help describe the hoard to your players, should they ask. You can't realistically describe an entire hoard worth 30 million gold pieces, so your description will be a sample of the types of things to be found. If any of the PCs want a particular item (within the 30,000 gp budget) you should allow them to find it in the hoard. If you're feeling mean, you might make them make a DC 15 Wisdom (Perception) check to search for it.

COINS

There is over 10 million gp in value in coinage, including gold, silver, copper, and more.

MUNDANE OBJECTS

- ▶ a dirty red cape with purple stripes; 1,000 gp
- ▶ a dirty silver lunchbox; 6 gp
- ▶ a steel box; 400 gp
- ▶ a fine, but tattered yellow sheet; 30 gp
- ▶ a weathered chestnut flask common; 7 gp
- ▶ a small walnut carving depicting a tiny minotaur; 30 gp
- ▶ a filthy embroidery depicting Duchess Bari Ironfist; 7 gp
- ▶ a weathered silver framed eyeglasses; 1 gp
- ▶ a filthy embroidery depicting Nolin; 7 gp
- ▶ a magnificent oak coffer; 3 gp
- ▶ a beautiful plain yellow tunic; 4,000 gp
- ▶ a tiny maple salt shaker; 1,000 gp
- ▶ a tiny maple carving depicting the ship *The Moody Valant*; 7 gp
- ▶ a pristine burgundy blanket with burgundy spots; 4 gp
- ▶ a new-looking plain amber robe; 40 gp
- ▶ a filthy rosewood cup; 900 gp
- ▶ a well-preserved iron tiara with a sad eagle motif; 100 gp
- ▶ a small chest of incense; 6 gp
- ▶ a tiny teak figurine depicting a tiny manticore; 1 gp
- ▶ a miniature bronze jug; 3 gp
- ▶ a new-looking tapestry depicting the ship *The Viscount of Newhall*; 10 gp
- ▶ a flawless gold cup; 90 gp
- ▶ a tiny tan cape with amber stripes; 6 gp
- ▶ a gigantic silver backed mirror; 5 gp
- ▶ a small gold domino set; 70 gp
- ▶ a battered plain lavender robe; 7 gp
- ▶ a shabby teak handled razor; 3 gp
- ▶ a small plain yellow cloak; 8 gp
- ▶ a shabby beech tray; 5 gp
- ▶ a massive embroidery depicting Lady Thoin Stormhorn; 100 gp
- ▶ a bulky copper puzzle box; 6 gp

- ▶ a big chestnut figurine depicting Andrew White; 1,000 gp
- ▶ a little ebony holy symbol; 200 gp
- ▶ a filthy ironwood hairbrush; 7 gp
- ▶ a magnificent elm carving depicting a happy snake; 10 gp
- ▶ a bulky bronze flute; 4 gp
- ▶ a flawless adamantine tiara with a sleeping angel motif; 5 gp
- ▶ a little tan tunic with indigo spots; 60 gp
- ▶ a pristine plain crimson sheet; 3 gp
- ▶ a beautiful adamantine statue depicting the ship *The Viscount Charles*; 1,000 gp
- ▶ a pristine copper lunchbox; 30 gp
- ▶ a magnificent silver earrings with a gigantic troll motif; 9 gp
- ▶ a fancy fresco depicting a sad centaur; 6 gp
- ▶ a battered teak flute; 6 gp
- ▶ a shabby plain burgundy cushion; 4 gp
- ▶ a flawless steel statue depicting a large eagle; 600 gp
- ▶ a damaged embroidery depicting a sleeping hydra; 40 gp
- ▶ a massive bronze bookends; 70 gp
- ▶ a well-preserved walnut pitcher; 7 gp
- ▶ a huge crate of incense; 4 gp
- ▶ a well-preserved fresco depicting a large nymph; 250 gp
- ▶ a big steel bracelet with a detailed minotaur motif; 100 gp
- ▶ a dirty willow knitting needle; 2 gp
- ▶ a battered embroidery depicting a fearsome devil; 500 gp
- ▶ an adamantine brooch with a large unicorn motif; 100 gp
- ▶ a tiny steel bracelet with a cuddly mermaid motif; 500 gp
- ▶ a new-looking copper figurine depicting a large eagle; 20 gp
- ▶ a shabby tapestry depicting the ship *The Good Lady*; 10 gp
- ▶ a miniature rosewood figurine depicting a small satyr; 80 gp
- ▶ a gigantic adamantine bracelet with a gigantic eagle motif; 125 gp

POTIONS

- ▶ Contained in a damaged wineskin, this *potion of superior healing* is tan and fizzing, and smells like walnut. It has been known to cause drowsiness.
- ▶ Contained in a flimsy covered adamantine cup, this *potion of barkskin* is charcoal and sticky, and smells like walnut. It has been known to cause tinnitus.
- ▶ Contained in a small glass bottle, this *potion of enhance ability (bear's endurance)* is lavender and opaque, and smells like the sea. It has been known to cause coughing.
- ▶ Contained in a fancy adamantine phial, this *potion of lesser restoration* is red and sticky, and smells like chocolate. It has been known to cause pustules.
- ▶ Contained in a weathered steel phial, this *potion of cold resistance* is red and syrupy, and smells like vanilla. It has been known to cause fever.
- ▶ Contained in a beautiful iron phial, this *potion of lesser restoration* is brown and glowing, and smells like sage. It has been known to cause fever.
- ▶ Contained in a pristine glass vial, this *potion of lesser restoration* is crimson and opaque, and smells like smoke. It has been known to cause yellowed skin.
- ▶ Contained in a weathered skull, this *potion of greater restoration* is yellow and translucent, and smells like fish. It has been known to cause headache.
- ▶ Contained in a gigantic skull, this *potion of climbing* is black and sticky, and smells like grass. It has been known to cause depression.
- ▶ Contained in a fancy wineskin, this *potion of animal friendship* is grey and translucent, and smells like citrus. It has been known to cause convulsions.
- ▶ Contained in a weathered crockery jar, this *potion of growth* is orange and opaque, and smells like flowers. It has been known to cause palsy.

- ▶ Contained in a damaged skull, this *potion of diminution* is black and cloudy, and smells like baking bread. It has been known to cause hallucinations.
- ▶ Contained in a little skull, this *potion of cloud giant strength* is orange and opaque, and smells like sulfur. It has been known to cause hallucinations.
- ▶ Contained in a bulky glass vial, this *potion of fire breath* is lavender and bubbly, and smells like baking bread. It has been known to cause joint aches.
- ▶ Contained in a filthy covered silver cup, this *potion of gaseous form* is lavender and bubbly, and smells like chicken. It has been known to cause tenderness.
- ▶ Contained in a pristine glass vial, this *potion of acid resistance* is white and sticky, and smells like baking bread. It has been known to cause joint aches.
- ▶ Contained in a little covered copper cup, this *potion of invulnerability* is grey and bubbly, and smells like pears. It has been known to cause paranoia.
- ▶ Contained in a pristine glass vial, this *potion of supreme healing* is ivory and fizzing, and smells like brimstone. It has been known to cause yellowed skin.
- ▶ Contained in a gigantic glass vial, this *potion of mind reading* is red and cloudy, and smells like pears. It has been known to cause drowsiness.
- ▶ Contained in a tiny glass bottle, this *potion of vitality* is violet and cloudy, and smells like pepper. It has been known to cause rash.

LOOSE GEMSTONES & JEWELS

- ▶ Oriental amethyst [gem; large; 1,000 gp]
- ▶ Black sapphire [jewel; small; 5,000 gp]
- ▶ Bloodstone [semi-precious; 50 gp]
- ▶ Hematite [ornamental; tiny; 10 gp]
- ▶ Pearl [precious; small; 500 gp]
- ▶ Jasper [semi-precious; large; 50 gp]
- ▶ Star rose quartz [semi-precious; tarnished; 50 gp]
- ▶ Oriental emerald [jewel; small; 5,000 gp]
- ▶ Black opal [gem; large; 1,000 gp]
- ▶ Opal [gem; tiny; 1,000 gp]
- ▶ Garnet [precious; large; 500 gp]
- ▶ Citrine [semi-precious; small; 50 gp]
- ▶ Spinel [precious; 500 gp]
- ▶ Smoky quartz [semi-precious; large; 50 gp]
- ▶ Oriental topaz [gem; tarnished; 1,000 gp]
- ▶ Azurite [ornamental; small; 5 gp]
- ▶ Star rose quartz [semi-precious; 50 gp]
- ▶ Jasper [semi-precious; large; 50 gp]
- ▶ Moonstone [semi-precious; small; 50 gp]
- ▶ Star rose quartz [semi-precious; 1,000 gp]
- ▶ Jade [fancy; large; 100 gp]
- ▶ Chrysoprase [semi-precious; 50 gp]
- ▶ Amber [fancy; huge; 100 gp]
- ▶ Pearl [fancy; large; tarnished; 50 gp]
- ▶ Aquamarine [precious; small; 500 gp]
- ▶ Turquoise [ornamental; tiny; 10 gp]
- ▶ Coral [fancy; tiny; 100 gp]
- ▶ Topaz [precious; 500 gp]
- ▶ Tiger eye agate [ornamental; large; 10 gp]
- ▶ Azurite [ornamental; small; 10 gp]
- ▶ Peridot [precious; large; 500 gp]
- ▶ Star sapphire [jewel; tarnished; 2,000 gp]
- ▶ Alexandrite [fancy; small; 100 gp]
- ▶ Spinel [fancy; large; 100 gp]
- ▶ Amethyst [fancy; 100 gp]
- ▶ Jade [fancy; small; 100 gp]
- ▶ Banded agate [ornamental; large; 2 gp, 5 sp]
- ▶ Garnet [precious; small; 500 gp]
- ▶ Peridot [precious; large; 500 gp]
- ▶ Citrine [semi-precious; huge; 50 gp]
- ▶ Jasper [semi-precious; 50 gp]
- ▶ Zircon [semi-precious; tarnished; 50 gp]
- ▶ Malachite [ornamental; small; 10 gp]
- ▶ Amethyst [fancy; small; 100 gp]
- ▶ Smoky quartz [semi-precious; tarnished; 50 gp]
- ▶ Spinel [fancy; huge; 100 gp]
- ▶ Topaz [precious; large; 500 gp]
- ▶ Peridot [precious; tiny; 500 gp]
- ▶ Malachite [ornamental; small; 10 gp]
- ▶ Azurite [ornamental; large; 10 gp]

BOOKS

- ▶ *Divinity and Transformation: a Folio* by Countess Deepheart the Illuminated. Black ribbons are used to mark pages throughout this well-preserved book. [40 gp; 219 pages].
- ▶ *Astrology and Handicrafts: a Compilation* by Empress Nerdamoth the Awful. There are clearly pages missing from this bejeweled amber doctrine. [1 gp; 92 pages].
- ▶ *A Lexicon of Religion* by Bishop Belphin the Monstrous. There are clearly pages missing from this bejeweled red tract. [5 gp; 283 pages].
- ▶ *Light and Secrets: a Book* by Duke Gelly the Telestic. Artwork by the famous Bafur Redlock decorates the cover of this crumbling libram. [9 gp; 163 pages].
- ▶ *Enbrimbor the Insidious's Planar Encyclopedia of Demented Transformation*. A large octagon dominates the cover of this slim tan manual. [1 gp; 140 pages].
- ▶ *Journey to the Mystagogical Desert of the Unknown* by Bilin Deephammer the Enchanted. There are clearly pages missing from this slim crimson doctrine. [10 gp; 253 pages].
- ▶ *Charting the Unequalled Keep of Chaos* by Eragh the Calamitous. This recent doctrine is Volume 6 of an 8-part set. [2 gp; 21 pages].
- ▶ *Divination and Transmutation: a Libram* by Empress Kell the Shadowed. The cover of this crumbling folio indicates that it was edited by Bomrin Rockbrow. [7 gp; 60 pages].



- ▶ *A Libram of Secrets* by Edmund Summers the Demented. The cover of this slim tract indicates that it was edited by Banor Longfist. [9 gp; 243 pages].
- ▶ *The Large Handbook of Drugs and Enchantment*. A large hexagon dominates the cover of this crumbling indigo scroll. [5 gp; 121 pages].
- ▶ *Catherine Davies the Calamitous's Illuminated Vade Mecum of Unknown Alchemy*. There are clearly pages missing from this faded green tract. [1 gp; 214 pages].
- ▶ *What Became of The Enchanted Forest of Bones* by Lady Linlin the Infernal. Gold rivets punctuate the cover of this handwritten lavender doctrine. [2 gp; 121 pages].
- ▶ *Evocation and Enchantment: a Doctrine* by J'Ddan the Poisonous. Grey ribbons are used to mark pages throughout this ancient handbook. [90 gp; 91 pages].
- ▶ *The Husbandry Compilation*. The title of this illustrated yellow scroll is emblazoned in copper. [5 gp; 188 pages].
- ▶ *Necromancy and Gems: a Compilation* by Finor Bronzeforge the Terrible. You can see the words "Miopiar shirak gadurm!" inscribed on the inside cover. [10 gp; 267 pages].
- ▶ *A Scroll of Alchemy* by Bori Broadaxe the Compunctuous. The cover of this illustrated libram is dominated by an illustration of a hydra. [50 gp; 230 pages].
- ▶ *The Compilation of Shadowed Demonology* by Emperor Kevak the Reviled. The cover of this leather-bound vade mecum is dominated by an illustration of a unicorn. [3 gp; 74 pages].
- ▶ *The Fine Tome of Weapons and Exotic Animals*. The pages of this slim palimpsest are lined with indigo hexagons. [10 gp; 17 pages].
- ▶ *Journey to the Terrible Mines of Iron* by Phoebe Butler. The title of this well-preserved yellow manuscript is emblazoned in gold. [7 gp; 214 pages].
- ▶ *A Creed of Transmutation* by Maedglor the Planar. The pages of this faded folio are lined with grey squares. [7 gp; 75 pages].



WEAPONS & ARMOR

- ▶ *Arrow-catching shield* [1,300 gp]
- ▶ +2 *light crossbow* [8,400 gp]
- ▶ *Glamoured studded leather* [800 gp]
- ▶ +1 *siangham* (+1 *spear*) [1,500 gp]
- ▶ *Silvered longsword, gem-encrusted* [600 gp]
- ▶ +2 *buckler* [4,500 gp]
- ▶ +1 *kama* (+1 *sickle*) [1,600 gp]
- ▶ +1 *shortbow*, engraved with name of famous fletcher [2,375 gp]
- ▶ +1 *banded mail* [1,400 gp]
- ▶ *Mithral chain shirt* [1,100 gp]
- ▶ *Sentinel shield* [500 gp]
- ▶ +1 *leather armor* [1,175 gp]
- ▶ +2 *splint mail* [15,000 gp]
- ▶ +1 *splint mail* [2,350 gp]

WONDROUS ITEMS & WANDS

- ▶ *Dust of disappearance* [3,500 gp]
- ▶ *Feather token, bird* [300 gp]
- ▶ *Handy haversack* [2,000 gp]
- ▶ *Helm of telepathy* [750 gp]
- ▶ *Bag of holding* [2,500 gp]

- ▶ *Wand of binding* [4,500 gp]
- ▶ *Wand of fear* [3,500 gp]
- ▶ *Rope of climbing* [500 gp]
- ▶ *loun stone (reserve)* [3,500 gp]
- ▶ *Dust of dryness* [450 gp]
- ▶ *Wand of lightning bolts* [2,500 gp]

SPELL SCROLLS

- ▶ *wall of stone*
- ▶ *animate dead*
- ▶ *mage armor*
- ▶ *animal friendship*
- ▶ *transport via plants*
- ▶ *magic circle*
- ▶ *tiny hut*
- ▶ *wind wall*
- ▶ *water breathing*
- ▶ *prayer of healing*
- ▶ *vampiric touch*
- ▶ *contagion*
- ▶ *secret chest*
- ▶ *acid arrow*
- ▶ *blink*

MONSTERS & NPCs

Cirothe

A crown of cruel horns surrounds the head of this mighty dragon. Thick scales the color of molten rock cover its long body.

The dreaded Cirothe is an **adult red dragon**.

Fire Stirge

Tiny beast, unaligned

Armor Class 15 (natural armor)

Hit Points 10 (3d4 + 3)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	12 (+1)	2 (-4)	8 (-1)	6 (-2)

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 1/4 (50 XP)

Flaming Body. The stirge deals 1d6 points of fire damage whenever it hits with its Blood Drain attack (included), is hit by a melee weapon attack, or otherwise comes into close contact with another creature or object.

ACTIONS

Blood Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage and 3 (1d6) fire damage, and the stirge attaches to the target. While attached, the stirge doesn't attack. Instead, at the start of each of the stirge's turns, the target loses 5 (1d4 + 3) hit points due to blood loss and takes 3 (1d6) fire damage.

The stirge can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or when the target dies. The target or any creature adjacent to the target can use its action to detach the stirge.



Kobold Cultist

Small humanoid (kobold), lawful evil

Armor Class 13 (leather)

Hit Points 18 (4d6 + 4)

Speed 30 ft.

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

Senses darkvision 60 ft., passive Perception 9

Languages Common, Draconic

Challenge 1 (200 XP)

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

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

ACTIONS

Sacrificial Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

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

Fire Breath (Recharge 5–6). Cirothe's kobold minions have been granted a fraction of the dragon's power. The kobold exhales fire in a 10-foot cone. Each creature in that area must make a DC 10 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much on a successful one.

Kobold Elite Guard

Small humanoid (kobold), lawful evil

Armor Class 13 (studded leather)

Hit Points 58 (9d6 + 27)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	8 (–1)	10 (+0)	8 (–1)

Skills Perception +4, Stealth +4

Damage Resistance fire

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic

Challenge 2 (450 XP)

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

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

ACTIONS

Multiattack. The kobold makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage, or 7 (1d8 + 3) slashing damage if used with one hand to make an attack.

Envenomed Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage plus 7 (2d6) poison damage. The kobold has 5 poisoned arrows.

Fire Breath (Recharge 5–6). Cirothe's kobold minions have been granted a fraction of the dragon's power. The kobold exhales fire in a 10-foot cone. Each creature in that area must make a DC 10 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much on a successful one.

Kobold High Acolyte

Small humanoid (kobold), lawful evil

Armor Class 13 (leather)

Hit Points 52 (8d6 + 24)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	10 (+2)	16 (+3)	9 (–1)	8 (–1)	18 (+4)

Skills Deception +6, Stealth +4

Damage Resistance fire

Senses darkvision 60 ft., passive Perception 9

Languages Common, Draconic

Challenge 3 (700 XP)

Spellcasting. The kobold is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attack). The kobold has the following spells prepared.

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *produce flame*

1st level (4 slots): *burning hands*, *expeditious retreat*

2nd level (2 slots): *enlarge/reduce*, *hold person*

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

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

ACTIONS

Sacrificial Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Fire Breath (Recharge 5–6). Cirothe's kobold minions have been granted a fraction of the dragon's power. The kobold exhales fire in a 10-foot cone. Each creature in that area must make a DC 10 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much on a successful one.