

RISE OF THE REDSCALES

A ONE-SHOT ADVENTURE FOR AN ALL-KOBOLD PARTY OF 4TH-LEVEL CHARACTERS

Two feuding kobold tribes have been left alone in their dragon queen's lair. Without supervision, surrounded by the wealth of nations and piles of magical artifacts. How long before things devolve into utter chaos?

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RISE OF THE REDSCALES

Deep beneath the small town of Helmsfield, unbeknownst to its inhabitants, lies the world's biggest dragon's lair. This cavernous megadungeon has been growing underground for millennia. Here, the ancient Dragon Queen, Aramantelyaveraxina, lies slumbering, surrounded by the wealth of nations and the treasures of a thousand devoured adventurers. Here, her sinister plans for world domination are hatched. Here, her prized treasures are kept behind numerous arcane and mundane defenses.

But maintaining such a place is a lot of work, and every dragon, no matter how ancient, needs minions.

This is a story of two kobold tribes: the Redscapes and the Bluescales. Their duties include guarding the numerous vaults and hoards, setting traps, rearming traps, feeding the tamed monstrosities, and fighting off the occasional ooze that climbs out of the Bottomless Pit. They are the caretakers of this place.

They also hate each other and constantly compete for more power and dominance inside the Lair. The primary cause of their feud is the different color of their scales. To the kobolds, their tribe is the epitome of draconic heritage. To a casual observer, however, both tribes appear vaguely purple.

Routine at the Lair was shaken up when the Dragon Queen awoke for the first time in a decade, and without giving any instructions, departed along with her salamander servants. Most of the kobolds are too young to remember the last time this happened, and now, ten days after her departure, various rumors are circulating among the Redscapes.

Ten days is a long time. Especially for impatient kobolds.

Perhaps she's left for good.

Perhaps they've been abandoned.

Alone with mountains of gold and piles of dangerous magical artifacts.

And what if... what if the Bluescales get to them first?

ADVENTURE OVERVIEW

This is an adventure about kobolds. In it, the players take control of the best and brightest among the Redscapes. The adventure begins as the Redscapes gather to discuss an alarming piece of news: their enemies, the Bluescales, have become convinced that the Dragon Queen is dead. They have raided the very vaults they were tasked with protecting, and now, armed to the teeth with magical gear, they are coming for the Redscapes' vault and possibly for the so-called Big Pile itself, the Dragon Queen's inner sanctum! Tiamat knows what power lies there untapped.

To start, the party get tangled up in an argument between two of the Redscapes' leaders and must choose a side. Do they follow in the Bluescales' steps and loot freely, betraying the trust of the Dragon Queen? Or do they face their enemies, relying solely on their own skills?

The party will then have the opportunity to acquire many magical weapons (or resist the temptation), attempt to tame and weaponize the beasts held at their Monster Wing, and solve an ancient unsolvable riddle to get even more cool stuff.

As they travel to meet their enemies, another surprise awaits them: a party of humans, who have come down into the Lair to investigate. They hold the answers to the mystery of the Dragon Queen's whereabouts. If only they spoke draconic!

Deeper into the Lair, the characters get the chance to tinker with a dangerous portal, summon a demon, meet a literal representation of their guilty conscience, pray to (or desecrate) a shrine of Tiamat, push their enemies into the Bottomless Pit, and take vengeance upon a mad dragonborn scientist who likes to experiment on kobolds.

The adventure culminates when the party enters the inner sanctum of the Dragon Queen and confronts their Bluescale nemeses, as well as all the dangerous magic inside.

Eventually, they could learn the fate of their queen and even rescue her from a powerful adventuring party.

Or maybe, you know... set up their own kobold empire in her absence.

THE DRAGON QUEEN'S LAIR

Aramantelyaveraxina's lair is a sprawling megadungeon that contains not only the Dragon Queen's inner sanctum, but numerous other vaults, living quarters, fungus groves, monster lairs, experiments, communication stones, transportation portals and pretty much anything an ancient dragon may have acquired in her lifetime.

The areas described below are the ones known to the Redscapes. Travelling from one area to another requires the party to traverse the meandering tunnels between and may take anything from ten minutes to an hour. Those interlinking tunnels are full of traps made by the kobolds, and so they have nothing to fear.

Usually. Sometimes they forget things.

Veins of crystal grow along the walls of most caverns here and provide dim light throughout the lair. None of the Redscapes have ever been to the Surface or seen sunlight, and that's how they like it.

The different parts of the lair are also connected by obelisk-like speaking stones. The Dragon Queen uses those when she requires her servants to perform a task for her.

1. THE REDSCALES' LAIR

The Redscapes inhabit a small network of caverns. They tend to a small fungus plantation and take care of small herds of rothé and giant crickets. Fire lichen growing around the steam vents provide them with something to make liquor out of.

At the centre of their domain is a location called the Pile. This large cavern is shaped like an amphitheatre and in the middle of it rises a 10-foot-tall pile of gold, silver and copper coins, which have been entrusted to the Redscapes. At the top of it is a sturdy-looking iron-bound chest (known as the Chest), which no kobold has ever tried to open. When circumstances call for it, the Redscapes meet here and their leader sits atop the Chest to hold court.

TROUBLE AT THE PILE

The leader of the Redscales is an ancient kobold called Zigil. He is twenty-two years old and the cause of his longevity remains unexplained. Usually, he is the one sitting atop the Pile, but that's not the case today. On the tenth day of the Dragon Queen's absence, the young hot-blooded kobold, Charr, climbs atop the Pile and the tribe quickly gathers around him to hear what he has to say.

"Brothers and sisters, those FILTHY BLUESCALES have finally crossed the line. We've been expecting this to happen for a long time now. Days! We recently discovered we could use our Speaking Stone to eavesdrop on the FILTHY BLUESCALES. Ha! Those imbeciles had forgotten to switch theirs off. And I have heard with my own ears the extent of their wickedness."

"I heard them say the Queen is dead. I heard them say they were no longer minions but masters. But wait, it gets worse! They have looted Vault 9, which they were supposed to be guarding, and they have armed themselves with tons of magical stuff. They have sent out teams of their elite warriors. One is coming for our own Vault 17. The other is going for the Big Pile itself!"

The gathered kobolds erupt in outraged cries and yaps.

"We have only one choice," Charr goes on. "We must send a team of our own. To loot Vault 17. To arm themselves with magical stuff, and to crush the FILTHY BLUESCALES once and for all! Perhaps it's also time for us to... open the Chest!"

As the gathered Redscales wonder how to respond, Zigil, the tribe's elder, steps in, limping forward on his cane.

"What you're proposing is treachery against the Dragon Queen," says Zigil. "We must fight the Bluescales, I agree, but we must not touch the Queen's treasures!"

The characters witness the beginning of the argument between Charr and Zigil. The Redscales are having a hard time deciding who to support. A lot of them look to the characters for guidance, as they are among the most powerful tribe members. The party can join whichever side they prefer.

Three successful DC 13 Charisma (Persuasion) checks are enough to sway the Redscales one way or another.

As the discussion escalates, Zigil and Charr provide the following arguments:

ZIGIL'S ARGUMENTS:

- "We've guarded these treasures, as have our ancestors, as have their ancestors before them. We cannot give in to greed now."
- "We must be better than the Bluescales!"
- "It is in our blood to come up with cunning traps. The power is within us. We don't need magical aid."
- "If we touch anything that we're not supposed to, the Dragon Queen's retribution will be terrible. Have faith in her powers."

CHARR'S ARGUMENTS:

- "The FILTHY BLUESCALES will show us no mercy. We either loot and arm ourselves, or we die."
- "We must use the Dragon Queen's treasures in order to protect her treasures."
- "The Dragon Queen is probably dead anyway and it doesn't matter if we use her treasures or not."
- "I heard they've got a magical sword made of darkness!"

If the characters support Zigil's side, he tasks them with making sure Vault 17 is secure and well-protected against Bluescale incursions. Furthermore, he tells them they should then travel to the Big Pile itself, defeat any Bluescales along the way, and if possible try to figure out what has happened to the Dragon Queen.

If the party support Charr's side, he tells them they should immediately open the Chest and use the powerful weapons stashed inside. Then they should travel to Vault 17 and arm themselves with the treasures kept there. They could also visit the Monster Wing, though time is of the essence, so they shouldn't dally too long. He advises against visiting the Riddle Room, as the riddle there is beyond kobold understanding. Then he tells the party they should vanquish the Bluescales at the Big Pile and claim it as Redscale territory.

During these events, characters who succeed on a DC 13 Wisdom (Perception) check notice that the Redscales, too, have forgotten to turn off their Speaking Stone.

TREASURES OF THE PILE

The Pile contains 455gp, 1780sp and 2600cp, as well as one diamond worth 400gp, which is buried under the coins and is only discovered if a character succeeds on a DC 13 Intelligence (Investigation) check.

The Chest is locked (DC 13) and trapped (DC 15). Any creature who opens the chest is sprayed with hallucinogenic gas and must succeed on a DC 15 Constitution saving throw or become poisoned for 1 hour. While poisoned, the creature is haunted by horrible hallucinations, becomes frightened of the Chest (perceiving it as a kind of Pandora's Box), and must use its movement and action to dash away from the Chest (regardless of whether the Chest is in sight).

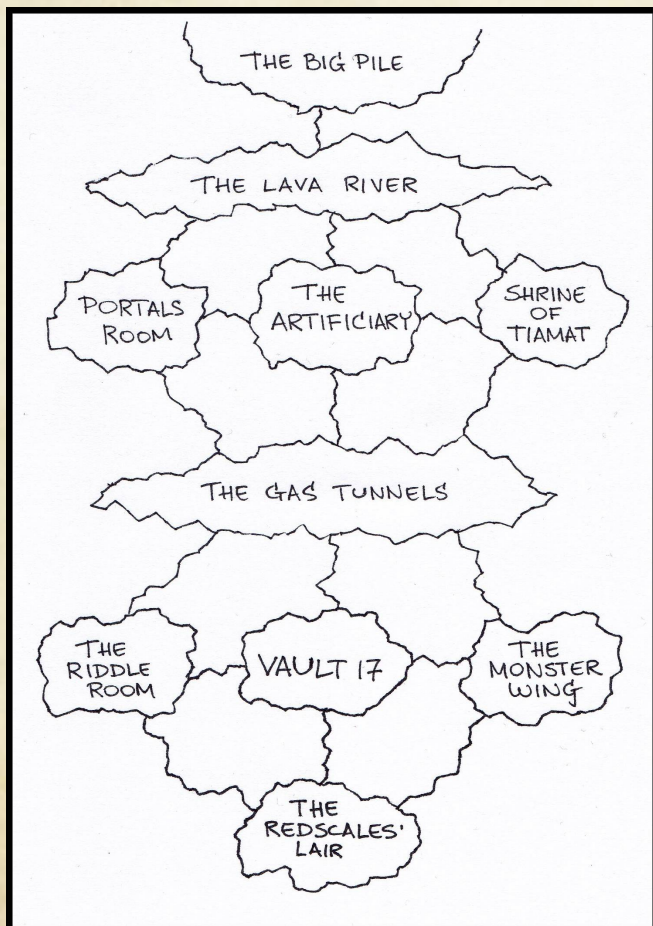
The Chest contains a *wand of wonder*, a *pearl of power*, and *two feather tokens (tree)*. The tree tokens work underground and conjure giant oaks, which are doomed to perish due to the lack of sunlight.

NEMESSES

Instead of using the given names for the Bluescales' leaders, the DM should consider asking the players to tell a little story of how their character was wronged by a certain member of the Bluescales and name them. They will then be able to carry out their own personal vendetta against the Bluescales.

MAGIC ITEMS AND ATTUNEMENT

The quick acquisition and usage of magic items is pivotal to this adventure, so in order to keep the flow of the game, the DM could consider alternative attunement rules. Some items presented in this adventure have certain conditions upon which they attune themselves to the character. If the situation calls for it, feel free to add some of your own. Those can be an activation word that needs to be discovered, a prayer that needs to be said, or an act performed.



2. THE MONSTER WING

The strong musky odour of animals hits your reptilian nostrils. The circular cavern before you contains multiple barrels filled with chunks of old meat, rotting fungi and murky water. Propped up on one of the walls are several ten-foot poles, some of which have rusty metal hooks attached to one end. Other poles end with loops of rope, thicker than a kobold's arm. In addition to the entrance, four other narrow tunnels exit this room, leading into darkness. A variety of low growls, snarls, moans and scrapes can be heard from all four.

In the middle of the chamber several dirty bedrolls are arranged around a fire. A one-armed kobold sits there, staring into the flames. Hearing your approach, he turns around and studies you with his one good eye.

"Aaah, yip," he says pensively. "Come to replace my old 'prentice?"

The four short tunnels lead into four small caves which have been converted into cells. Iron bars and doors have been installed.

About a year ago, the Dragon Queen's salamander servants captured and delivered four creatures to the Redscalers' Monster Wing. The kobolds have been feeding the creatures since then, awaiting further orders about how to incorporate the monstrosities into the Lair's defenses or set them on any intruders.

The one-eyed, one-armed kobold called Mox is the caretaker of this area. He recently lost two of his apprentices to a hail of mantichore spikes and now he is looking to replace them. If the characters make it clear to him that they intend to release the monsters, he calls them insane and warns them that certain death awaits those who attempt such foolishness. However, secretly he would like to see the outcome of this endeavor.

The main cavern contains the food allocated for the monstrosities, as well as the tools Mox uses for feeding them.

THE CELLS

The first cell contains a **mantichore**, known to shoot spikes at those who approach it. For this reason, Mox and his assistants use a curved ten-foot pole to feed the monster. The mantichore attacks on sight.

The second cell contains a **basilisk**. The Redscalers are well-aware of its petrifying gaze, and no one is admitted in the vicinity of the cage without the ceremonial blindfold. Unfortunately, one then risks the danger of stumbling a little too close to the bars. This is how Mox lost his arm. He eagerly tells the story and advises others to learn from his mistakes. The basilisk attacks on sight.

The third cell contains an **owlbear**. It, too, attacks on sight.

The fourth cell contains a miserable, emaciated **duergar** named Borb. Borb and the kobolds share no common language and though he has tried many times to convince them that he is a sentient creature, the kobolds remain unconvinced and continue to treat him as a monster. Borb is desperate and will do anything to get out of here, even wear a leash.

The party may attempt to tame each of the monstrosities. Doing so requires succeeding on a series of skill checks.

A successful DC 15 Intelligence (Nature) check reveals what food would appeal to each creature most.

A successful DC 16 Wisdom (Animal Handling) check allows the character to approach the creature without being attacked.

A successful DC 17 Charisma (Animal Handling) check allows the character to win the creature's trust for the next 1 hour.

The DM can make this skill challenge as easy or as difficult as they wish, but remember that the beasts can make a big difference in the coming battles and having even one of them is a valuable boon. The creatures are also aggressive towards one another and having more than one of them with the party could quickly result in bloodshed.

3. THE RIDDLE ROOM

Kobolds call this place the Junk Room and it is immediately obvious why. The 30-foot-wide space is filled with countless mundane objects. Lying about, scattered across the floor or cluttered in piles, are books, chairs, glasses, dice, a broken clock, two rusty daggers, a wagon wheel, a broken bottle, several cloaks, a cracked pot, a single leather boot, a silver chalice, a rug, an empty crystal vial and Tiamat knows what else. In the middle of this mess rises a white marble pedestal. The legendary riddle is inscribed into its base and it appears that the last kobold who was here attempted to solve it by placing an old sock atop the pedestal.

The Riddle remains unsolved.

The Riddle Room is essentially another small vault, but it is not protected by any traps in the traditional sense. The Riddle has proved to be a sufficiently effective deterrent. Adventurous Redscale sometimes come here to try to solve the Riddle on a dare or just for fun. No kobold in living memory has even come close to solving it.

The Riddle reads:

*My garment is shiny and silver-gray,
I am red and radiant in my rainment,
I harm the foolish and encourage them on unwise paths,
Restrain others from more useful travels.
I care not that they, robbed of reason,
Deluded in deed, praise my shadowy ways to everyone.
Woe to them who take this dearest treasure
If they do not retreat from recklessness.*

Where players might have trouble solving the Riddle, a character may attempt a DC 13 Intelligence check. On a success, they receive one the following clues:

- The riddle is probably referring to some kind of vice.
- It may require not one but two things to be placed on the pedestal.
- This room is ancient. Not all elements of this puzzle may be intact or even present.

Answer. To solve the riddle, the characters must place a silver chalice filled with wine atop the pedestal. The silver chalice is easily identifiable among the items. The wine bottle, however, was broken long ago and all that remains of the wine are some stains on the tiles below. It is up to the party to find a way to create wine through methods magical, alchemical or mundane. Also, the Alchemist's private quarters in Area 7 (The Artificiary) contain a bottle of red wine.

When this condition has been met, the pedestal separates into four parts, which slide away from each other revealing the treasures stashed within.

TREASURE

Amulet of Health
Staff of Healing
Rod of Arcane Gate (see appendix)
Scroll of Time Stop (see appendix)

4. VAULT 17

As the characters approach the vicinity of the vault, they notice several of their own traps have been triggered by something or someone. A successful DC 15 Wisdom (Survival) check reveals the signs of a battle (involving taller than average kobolds), as well as a trail of blood that leads the party to a dying Redscale called Dreadclaw.

Dreadclaw's jaw has been broken and he is bleeding from multiple stab wounds to his abdomen. A successful DC 10 Medicine checks allows him to regain a semblance of consciousness. Due to his injuries, Dreadclaw is unable to speak, but will attempt to communicate via sign language. Characters who succeed on a DC 10 Wisdom (Insight) check are able to correctly decipher the meaning behind his incoherent gestures: "Humans!". Failure means they interpret it to mean "Frogs!".

As the characters reach Vault 17, read the following text out loud:

At the intersection of three tunnels you can see a ten-foot-wide archway bearing the draconic symbol for "17". In front of it, two Redscale lie dead and a swinging ram trap has been triggered.

Beside the archway, two tall humanoid figures are crouched over another one. A young human woman lies there bleeding. Her jaw appears to be dislocated and her arm is bent at an odd angle. The older of the two men is trying to bandage her wounds, while the younger one speaks to the woman in the human tongue.

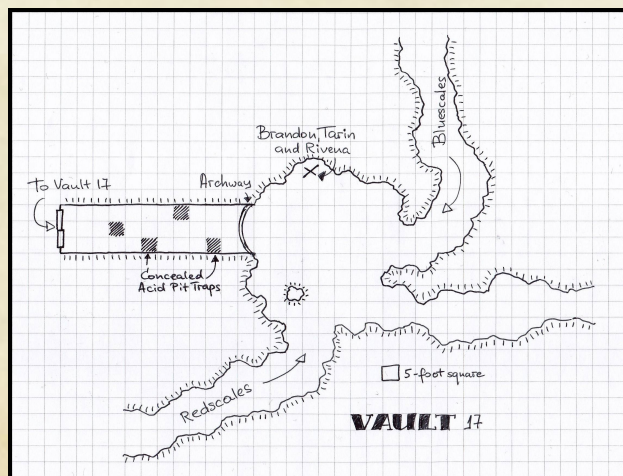
Brandon, Tarin and Rivena are a group of adventurers from the town of Helmsfield. After the events on the surface, they discovered the entrance to the Dragon Queen's Lair and went in to investigate. The fresh, inexperienced adventurers are frightened and understand that they have uncovered something big, so now they only want to escape with their lives.

Tarin and Rivena are brother and sister, and both use the statistics of a **scout**. Rivena currently has 1 hit point. Brandon, on the other hand, is an **acolyte** with 27 hit points. He speaks a little draconic and could serve as an interpreter between the two parties.

Upon seeing kobolds, Tarin immediately draws his sword and prepares for a fight. (The last group of kobolds the trio encountered attacked them on sight.) He only fights to protect his sister. All the humans want is to be allowed to leave. They know what happened to the Dragon Queen (see below), but Brandon is reluctant to share the information.

Regardless of whether the characters fight or negotiate with the humans, a party of Bluescales arrives in the next few minutes and attacks after some brief taunting. The Bluescales shoot any humans or Redscales they see, sparing little thought for anything.

The Bluescales' party consists of **Kip the Warlord**, **Xina the Huntress**, a **kobold seductress**, two **basic bluescales**, as well as **Kars the Hexblade**, who wields a sentient sword made of pure darkness called Void (see below).



THE TRAPPED CORRIDOR

Everything beyond the marked archway was made not by the Redscales, but by the Dragon Queen herself. The corridor beyond extends for 60 feet and is trapped. Spinning blades spring out of the walls and attempt to mince any intruders. A character that enters the corridor or starts their turn in it must succeed on a DC 16 Dexterity saving throw. On a failure, they suffer 4d8 slashing damage.

Each 20-foot section of the spinning blades can be disabled through a careful usage of thieves' tools (DC 16), or with a large and sturdy-enough item used to jam them and hold them in place.

If a character tries to study the blades' pattern of movement, they can attempt a DC 14 Wisdom (Insight) check, which reveals four safe spots amid the blades' area of effect. A successful DC 17 Wisdom (Insight) check, however, reveals those are also traps and lead into concealed acid pits. Characters who fall into the acid pits take 4d4 acid damage at the start of each of their turns.

At the end of the corridor is a sturdy stone door with three locks (DC 15 each), surrounded by engraved runes. The runes only trigger when a character attempts to unlock one of the locks and fails. When they do, the runes conjure an illusion of the character's deepest fear. All characters within 10 feet of the locks must succeed on a DC 15 Wisdom saving throw or be frightened. While frightened, a character must use their turn to dash away from the door.

TREASURE

The vault contains the following items:

- Ring of Telekinesis
- Marble Elephant
- Staff of Fire
- Cloak of the Bat
- Two Arrows of Dragon Slaying (locked in a secure chest)

WHAT HAPPENED TO THE DRAGON QUEEN?

Aramanthelyaveraxina finally awoke from her decade-long slumber and intended to resume waging war on the world above. She gathered her salamander servants and emerged outside, near the small town of Helmsfield. It seemed like a good-enough first target.

What the Dragon Queen couldn't have known is that a party of powerful adventurers, known as the Strongheart Sisters, were at present in Helmsfield, visiting their families. A mighty battle ensued, during which all the salamanders and all but one of the Strongheart Sisters were slain, and the fields around Helmsfield scorched. Finally, the last of the Sisters, the archmage Anluryn, managed to complete an elaborate *imprisonment* spell and captured the Dragon Queen into a sapphire gem that she wears as a necklace. In the process, however, Anluryn drew too much power and fell into a catatonic state.

The villagers of Helmsfield now feel lucky that their town was spared, but they also mourn the loss of the Strongheart Sisters. The dead adventurers have been buried in the Temple of Helm cemetery. Anluryn currently lies in a room on the second floor of the Purple Rooster Inn. She is under the constant supervision of the town's doctor and the town's wise woman. No one in Helmsfield knows about the significance of the sapphire necklace, though they have sent a messenger to a nearby city, requesting aid.

The Dragon Queen can be released if *dispel magic* is cast on the sapphire necklace. The spellcaster must make a check using their spellcasting ability modifier against a DC 19.

VOID

Void is a sentient longsword, an embodiment of the Negative Energy Plane. Its personality is suitably nihilistic. As soon as someone picks up Void and attempts to use it, the sword will ask them three or more of the following questions to determine if its wielder shares its nihilistic philosophy.

"We live in an uncaring universe, do you agree?"

"All existence is futile, meaningless, do you agree?"

"Nothing we do can change anything in the grand scheme of things, do you agree?"

"I am the gaps between things. Do you agree that we are mostly made of nothing, and therefore, we are nothing?"

"You will do well to simply try and speed up the inevitable heat death of the universe, do you agree?"

If the creature answers with "yes" to all questions, Void immediately attunes itself to it.

USING THIS ADVENTURE FOR A NON-KOBOLD PARTY?

Have your players killed your ancient dragon before it could get to its lair? Are your players intending to go inside said lair and loot it? This needs not be anticlimactic. Perhaps the kobold minions of that dragon have taken it upon themselves to defend the lair using the various powerful weapons and are armed with *helms of brilliance*. You can have your high-level party encounter the more compliant Redscapes first, before moving against the armed and militant Bluescales. If your wizard wants that *staff of power*, they'll have to fight a kobold wielding it.

5. THE GAS TUNNELS

This area is a labyrinth of passages that the kobolds are afraid to traverse alone. It is home to a lone kobold who was mutated by the magical gasses here. He is known as the Stalker, and happens to be the Dragon Queen's most fervent follower. He does not approve of any kobolds carrying items from any of the Vaults. He tries to push such sinful individuals back onto the right path.

The Stalker crawls through the cracks above the tunnels, just out of sight of the characters. He does not engage in combat, but if the party manages to track him down, he uses the stats of a **nothic**.

THE GAS

The Stalker has acquired his fearsome reputation not because of his own abilities, but thanks to the hallucinogenic gasses that permeate the tunnels he dwells in. He follows those clouds of gas and takes advantage of the paranoia they induce and the visions they bestow. Characters who inhale the gas must succeed on a DC 15 Constitution saving throw or be poisoned. While poisoned, they perceive the Stalker's voice as an omnidirectional godlike thunder and see his shadow as that of a giant eldritch monstrosity.

A CONVERSATION WITH THE STALKER

From his safe location in the cracks above, the Stalker follows the party and engages them in conversation, making the following points:

- "The Bluescales must be vanquished and whoever does it will win the Dragon Queen's favor."
- (if the party have done any looting) "It's not too late to let go of your greed. Leave behind what you have stolen."
- "Be the faithful minions the Dragon Queen needs. Learn her fate and aid her if there is need."
- "Pay your respects to the Shrine." (or "Pray for forgiveness." if they've been looting)

If the characters comply with his requests, the Stalker grants them the Boon of Dragonbreath. Each of them gains a random breath weapon, as per the dragonborn racial trait.

6. THE PORTALS ROOM

This chamber has been carved into the shape of a prism with eighteen walls. The energies that permeate it are tangible and it was clearly built to serve some magical purpose. Two huge concentric stone rings are embedded into the floor, forming a gigantic dial, ten feet across. Numerous arcane sigils have been inscribed onto both rings.

The dial is a teleportation circle that can be used by anyone who knows the correct alignment. Characters who succeed on a DC 13 Intelligence (Arcana) check know the purpose of the dial and have identified one of the symbols on the inner ring as a pointer. It can be aligned with one of three symbols on the outer ring in order to access three different locations.

Moving the inner ring requires a successful DC 20 Strength (Athletics) check.

SYMBOLS AND DESTINATIONS

Symbol 1 resembles a circle dotted with many tiny circles. If activated, it transports any creatures within the dial to the Moon. In vacuum. Next to a populated beholder hive. Luckily, another teleportation circle exists there and provides a way back for those who can survive six rounds. On the Moon. In vacuum. Next to a populated beholder hive.

Symbol 2 depicts a ziggurat and a face with squiggly lines coming out of its chin. If activated, it transports any creatures within the circle to a mind flayer city. The Dragon Queen has done business with the Elder Brain before, and it respects her. Charismatic characters could persuade the Elder Brain to scry on the Dragon Queen. This reveals the truth of her current predicament, but also allows the Elder Brain to trigger its own plans...

Symbol 3 consists of nine concentric circles. If activated, a **chain devil** immediately apparates in the middle of the circle. It is hostile. It kills or enslaves all creatures in the room before planeshifting back to the Nine Hells.

TREASURE

Characters with passive Perception of 15 or higher notice a secret door embedded into one of the walls of the chamber. Inside is a small cabinet that contains several pieces of chalk, arcane sketches of elaborate circles (which function as a *scroll of magic circle*), as well as one *scroll of dominate monster*.

7. THE ARTIFICIARY

This is where the mad dragonborn scientist known as the Alchemist dwells. He crafts various potions, explosives, components for arcane traps and more. His more recent project has been the construction of a flesh golem. For that purpose, the Alchemist has been experimenting on unlucky kobolds, adding any suitable body parts to his stitch monster.

Both Redscales and Bluescales alike hate him, but the Dragon Queen's protection has so far stayed their claws. Not any more.

7A. THE GATE AND THE BOTTOMLESS PIT

As the characters approach the Artificiary gate, read the following text:

You emerge at the southern end of a massive cavern. Twenty feet before you the ground drops off sharply into a giant pit, an endless abyss with no bottom. It takes up the centre of this cavern though there is enough room to navigate around it. The floor here is smooth and slippery wet flowstone.

At the northern end of the cavern, thirty feet away from the edge of the pit, is the gate of the Artificiary, where the Alchemist performs his sick experiments. A brilliant flash suddenly lights up that area and you see a group of FILTHY BLUESCALES who appear to be attacking the Artificiary gate. One of them has just released a powerful arcane blast from the ring he's wearing.

After the magical energies around the doorbreaker dissipate, another kobold steps forward. He wears a belt covered in intricate runes and wields a net full of humanoid skulls.

"Come out now, Alchemist," he calls out, "and we may yet have mercy and simply throw you into the Bottomless Pit. Resist us and you'll be boiled!"

This is **Grael the Barbarian**, accompanied by a **bluescale doorbreaker**, a **firedancer** and a **truestriker**, as well as **three basic bluescale kobolds**. The Bluescales will, in this case, invite the Redscales to team up against the Alchemist, but during the fight, they will attempt to inconspicuously kill as many of their enemies as they can.

The gates to the Artificiary have an AC 17 and 50 remaining hit points. They ignore any attacks or spells that deal less than 10 points of damage. The Bluescale doorbreaker has 2 charges left in his *ring of the ram* and may require assistance in breaking down the gates.

The Alchemist does not intend to surrender.

7B. LABORATORY

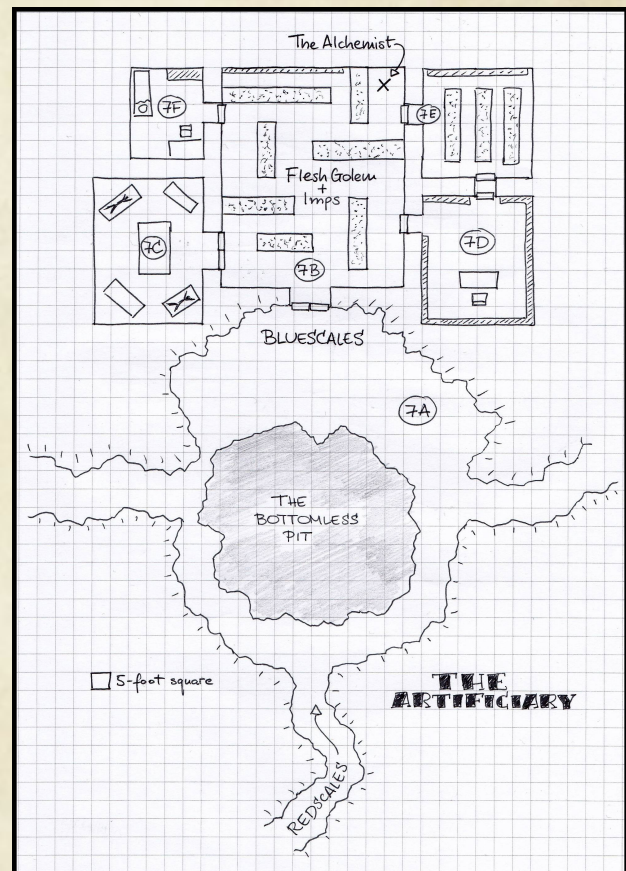
This chamber has many long tables that form a maze-like pattern. They are covered with vials, tubes, burners and other alchemical supplies. Standing in the middle of the room is a seven-foot-tall stitch monster made of the parts of many kobolds, its body a patchwork of blue and red scales. It has no eyes, but four chains connect its collar to four fluttering imps. As the gates of the Artificiary burst open, the imps shriek, point at the intruders and tug the monster in their direction.

Further back, half-hidden behind alchemical tools, stands a tall, black dragonborn with a maniacal expression on his reptilian face.

Here **the Alchemist** prepares to fight off the incursion of kobolds. He has brought his **flesh golem** who has no eyes, but instead has **four imps** attached to it (on 10-foot-long chains). The imps guide the golem towards its targets. While the imps are alive, the flesh golem makes its attacks as if it can see.

OPTION: AN EXTRA SLIPPERY ENCOUNTER

When the kobolds first break into the laboratory, one of them knocks over a vial of zero friction which erupts in a cloud of purple vapours and coats every surface in the laboratory area. From then on, whenever a creature begins its movement in a certain direction, it cannot stop until it reaches an obstacle.



THE ARTIFICIARY LAIR ACTIONS

On initiative count 20 (losing initiative ties), the Alchemist takes a lair action to throw a dangerous chemical concoction at one of the intruders. Additionally, whenever a creature rolls a natural 1 on an attack roll or a skill check, it knocks over one of the numerous vials in the laboratory and suffers its effects. In this case, determine the effect randomly.

Dangerous d6 Concoction		Effect
1	Enfeeblement Potion	The target must succeed on a DC 13 Constitution saving throw or become poisoned. While poisoned, the creature has disadvantage on Strength ability checks and only deals half damage on melee attacks that use Strength.
2	Good Ol' Poison	The target must succeed on a DC 13 Constitution saving throw or take 3d6 poison damage.
3	Dream Mist	The purple liquid in this vial evaporates on contact with air and turns into a purple mist that causes hallucinations. The target must succeed on a DC 13 Wisdom saving throw or spend its next turn screaming about pink kobolds and making a melee attack against one random creature within 5 feet of it.
4	Magic Dye	The target must succeed on a DC 13 Dexterity saving throw or have its scales painted in bright blue.
5	Feeblemind Potion	The target must succeed on a DC 13 Intelligence saving throw or suffer the effects of the <i>feeblemind</i> spell. The effects last one minute.
6	Philter of Love	The target must succeed on a DC 13 Charisma saving throw or fall in love with the next creature it sees.

Scattered around the laboratory are also the following beneficial potions:

1d6	Beneficial Potions:
1	Potion of Fire Breathing
2	Potion of Flight
3	Potion of Fire Resistance
4	Potion of Lightning Resistance
5	Potion of Superior Healing
6	Potion of Invisibility

7C. KOBOLD DISSECTION ROOM

Four surgical tables are scattered around this room. Tied to two of them are the partially dismembered remains of two kobolds. One has red scales, the other blue. Arcane runes surround a larger central table upon which lies a horrific half-finished stitch monster. Glyphs are arranged around it and a large leather-bound tome lies open nearby.

The stitch monster is a half-finished flesh golem and the tome is a *manual of golems*. Finishing the creature, however, requires more time and effort than the Redscales can probably spare at the moment.

7D. ALCHEMICAL EXPLOSIVES STORAGE

The walls of this chamber are lined with locked cabinets. High above them, outside the reach of kobold hands, are shelves filled with round vials that contain a strange green liquid.

The cabinets contain several sets of alchemist's supplies, but the real treasure here are the vials. The green liquid explodes on contact with air. All creatures within a 10-foot radius must succeed on a DC 13 Dexterity saving throw or suffer 4d6 fire damage. The area is then lit on fire and any creature that ends its turn in it takes a further 2d6 fire damage.

There are 15 vials in total. The shelves are about seven feet up, but three kobolds standing on each other's shoulders can easily reach them.

7E. EXPERIMENTAL TRAPS AREA

This workshop contains a trove of trapmaker's tools, snapjaw traps, metal spikes, fine chains, scrolls covered in glyphs, poison darts and much, much more. Everything that a trapmaker might need to craft the deadliest of mundane or magic traps is here.

The materials in this room can be used to craft a variety of cunning and deadly traps. Let your players' imagination run wild!

7F. THE ALCHEMIST'S CHAMBERS

These are the Alchemist's sleeping quarters. A large cabinet along one wall contains some of his most precious treasures.

The cabinet is trapped. Any creature that attempts to open it before disarming the trap is sprayed with a highly corrosive acid. It must succeed on a DC 14 Dexterity saving throw or take 1d6 acid damage. The acid then proceeds to burn through the creature's skin (or scales), dealing a further 1d6 acid damage every round for the next 1 minute.

The acid can be neutralized using the correct base, but identifying it requires a successful DC 13 Intelligence (Alchemist's Supplies) check. It also requires the Laboratory to not have been completely demolished.

The cabinet contains a *scrying ball*, an *alchemy jug*, a *wand of magic detection*, a *wand of dispel magic* and a bottle of fine red wine.

8. SHRINE OF TIAMAT

The walls of this large oval chamber are covered in intricate draconic runes praising the might of Tiamat. On the ceiling, an elaborate mosaic depicts a world ravaged by chromatic dragons and their armies. Stone benches are positioned in concentric semi-circles around an altar, above which hangs a giant red dragon scale. It is easily seven feet across and exudes a powerful magic aura.

This is a holy place for the worshippers of Tiamat, and while inside, visitors feel they are under her watchful gaze. If the characters spend a short rest here and pray to Tiamat, they all receive inspiration.

Characters who study the mosaic overhead and have a passive Perception score of 15 or higher spot a small creature among the armies of Tiamat and are filled with a sense of pride. The creature is tiny and angular, made up of only about 16 mosaic pieces, but it is obviously and undeniably a kobold.

The giant red dragon scale can be used to sail down the Lava River, but removing it from the shrine incurs the wrath of Tiamat (revoking any inspiration previously given). Desecrators who die in the following battles have their souls sucked into Tiamat's Lair in Avernus to suffer unspeakable and eternal torture.

9. THE LAVA RIVER

Flickering red light illuminates this cavern. Flowing through it is a fifteen-foot-wide river of molten lava. A small pier made of obsidian has been built on its shore, but the magical obsidian boat that the Dragon Queen usually provides for her visitors is nowhere to be seen, perhaps moored at the other end of the river. Next to the pier stands one of the lair's Speaking Stones. The lava exits this cavern and continues to flow through a tunnel. There are no banks to walk along.

Sailing down the Lava River is the only way to reach the Dragon Queen's inner sanctum, the Big Pile. Whenever the Dragon Queen requires the kobolds to travel there, she sends her obsidian boat sailed by two salamanders. At present, the boat is indeed moored at the inner end.

A Speaking Stone stands on the shore of the Lava River. Creatures who speak the proper command word can summon the magical boat to them (the salamanders' presence is not necessary). The Redscapes, however, have no idea what the password is. The only living creature who knows it is the Alchemist in Area 7 (The Artificary).

The Lava River twists and turns for several hundred feet and the lava, at first sluggish, soon begins to speed up. It consumes metal objects within six rounds. The only things that could withstand it are the obsidian boat and the giant red scale. Sailing down the river without experienced guides (here, the salamanders would've been helpful) also involves facing numerous perils. The journey takes about a quarter of an hour.

Alternatively, the party can attempt to move along the walls, an activity that requires some semblance of climbing gear, as well as three successful group Strength (Athletics) checks against DC 14.

Depending on the manner the characters choose to traverse the river, use any appropriate complications from the list below.

Low ceiling! Massive stalactites hang down from the ceiling, providing very little in the way of headroom. Characters sailing towards them must succeed on a DC 13 Dexterity saving throw or suffer 2d10 bludgeoning damage.

Rocks in the way! Sharp rocks jut out of the lava, standing straight in the way of the characters' boat/scale/raft. The rocks can be circumnavigated (DC 15 Strength check) or destroyed (AC 15; 27hp).

You're going the wrong way! The Lava River splits in several places and characters who don't pay attention while sailing could get lost and end up moving away from the Big Pile. A successful DC 12 Wisdom (Survival) check keeps them on track.

Lava Spray! What are the characters willing to sacrifice to protect their faces from the molten rock splashing in their direction? Armor and shields used to protect oneself from the spray suffer a -1 penalty to their armor bonus. Mundane objects are melted. Unprotected characters must make a DC 13 Dexterity saving throw or suffer 4d10 fire damage.

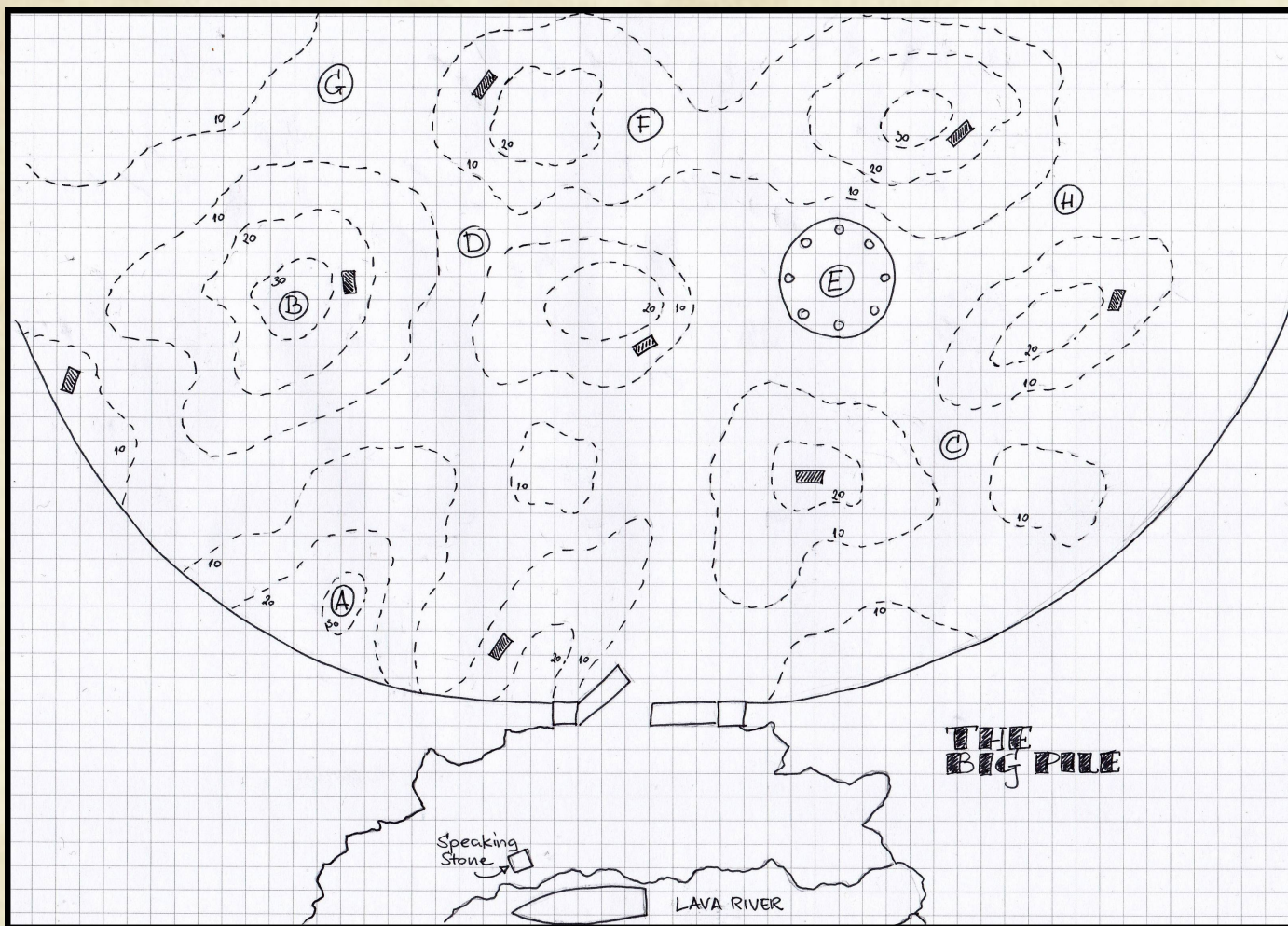
Magma Mephit! An imp-like creature composed of earth and fire swoops down and attempts to snatch one of the characters. It looks small and weak, but unfortunately so are most kobolds.

10. THE BIG PILE

Veins of glowing crystal criss-cross the walls and ceiling of this enormous cavern. Their soft light bounces off the faces of millions upon millions of coins of every kind. Gold, silver and copper pieces cover the entire floor, forming hills and mountains of treasure. Amid the coins lie glittering gems, as well as chests shimmering with magic auras. You can already hear the loud yapping of FILTHY BLUESCALES beyond the first mountain of coins.

The inner sanctum of the Dragon Queen's lair is a circular cavern with a 500-foot diameter. It contains the wealth of kingdoms and the gear of countless of devoured adventurers. By the time the characters arrive, the Bluescales have been exploring the place for a while and have already identified several objects of interest.

The following areas are all parts of the Big Pile, though some of them are obscured from sight by the hills of gold. The DM should describe them as they come into view for the players. Depending on how the party approach this encounter, they may or may not alert all of the Bluescales at once.



10A. ANIMATED SHIELD SLEDDING

You hear a small avalanche of coins and see two Bluescales sledding down a slope, riding an elaborately ornate shield, covered in strange symbols. As they reach the bottom, they pick up the shield and begin to climb back up to go for another ride.

The shield is an *animated shield* of elven origin. Creatures who can read Elvish can easily identify the command word that would trigger the shield's properties. Kobolds who don't understand the language can attempt a DC 17 Insight check. On a success, they manage to speak a phonetic approximation of the command word, activating the shield to everyone's surprise.

The two kobolds are a **basic bluescale** and a **bluescale hornblower**.

10B. ARCANE CANNON

A long wooden cannon carved into the shape of a roaring lion's head and covered in intricate glyphs stands atop a hill of gold. Two Bluescales are presently tinkering with the cannon, trying to get it to work. One of them has straddled it and appears to be pulling the lion's ears, convinced this will yield results.

The two kobolds are **Rax**, the **Elementalist** and a **bluescale snakemaster**. In order to activate the cannon, a creature must use an action and succeed on a DC 20 Intelligence (Arcana) check. Afterwards, the cannon can be fired as an action. It has a +8 to hit, 500-foot range and deals 8d10 force damage on a hit. It also requires to be secured to the ground, which it is not at present, so firing the cannon also propels it backwards.

10C. THE CLERIC OF TIAMAT

Four Bluescales are gathered here. One of them has a piece of black cloth draped over him in a semblance of a priest's cassock. The other three are kneeling before him, as the priest anoints them using some strange aromatic oil. They begin to chant an infernal prayer to Tiamat.

This is **Aram**, the **Cleric** and **three basic bluescales**.

10D. THE WISHER

Nearby, another Bluescale appears to be studying a small ornate dagger with a single brightly-glowing emerald embedded into its hilt. "This blade," he whispers. "It holds the power to give me what I want. I wish... I wish I was a real dragon!"

The dagger is a *luck blade* containing one wish. The kobold immediately transforms into a **young blue dragon**. He spends his first turn doing a celebratory flyaround, roaring with joy, before coming back down to obliterate any Redscales.

10E. STONE PAVILLION

A small stone pavillion rises amid the hills of gold. Floating under its domed roof, suspended in the air 15 feet above the floor, is a staff which emanates a mighty magic aura. Underneath, five Bluescales are trying to climb atop each other's shoulders in order to reach it.

If left uninterrupted, these **five basic bluescales** reach and retrieve the staff on the fourth round of combat.

Unbeknownst to them, the staff is a *staff of power*, which requires its wielder to prove their mental fortitude. Any creature that attempts to use the staff must succeed on a DC 17 Charisma check or else the staff refuses to serve its wielder and causes them to be electrocuted and instantly drop to 0 hit points.

All five of the Bluescales will attempt to "tame" the staff. If one of them succeeds, they have full control over the staff's properties.

10F. GENIE SUMMONERS

Two Bluescales are fighting over a large steel flask, inscribed with arcane runes.

Both of these **basic bluescales** are convinced that the flask contains a genie, who would grant them a wish, and both wish they could be real dragons. On their turn, during the second round of combat, one of them succeeds in opening the flask and releases a **spawn of Juiblex**. The spawn rolls initiative and spends its first turn devouring the two Bluescales. Afterwards, it attacks a random target.

10G. FLYING CARPET JOUSTERS

Two shapes dart swiftly back and forth in the air above the Dragon Queen's hoard. As they pass near one of the luminescent veins of crystal, you see they are Bluescales riding flying carpets and wielding lances. They appear to be trying to dismount each other.

The two **flying carpet jousters** were supposed to be lookouts, but they are currently busy practicing their lance skills and may not immediately notice any commotion on the ground beneath them.

10H. THE SCRYING WELL

A small well made of white marble stands here. It is filled with a strange silver-blue liquid that reflects the glittering of the coins around it.

A character who succeeds on a DC 15 Intelligence (Arcana) check knows that one can use the well by peering into it and speaking out the name of the creature they'd like to see. The well then functions like the *scrying* spell.

COMBAT EVENTS

If the party alerts all of the Bluescales in the Big Pile, use the following sequence of combat events.

ROUND 1:

- The kobold holding the dagger uses Wish to transform into a young blue dragon.
- The Bluescales under the *staff of power* form a tower of 2.

ROUND 2:

- The Wisher flies around triumphantly.
- The "genie summoners" succeed in opening the Flask and conjure a spawn of Juiblex.
- The Bluescales under the *staff of power* form a tower of 3.

ROUND 3:

- The Wisher descends to obliterate the Redscales.
- The Bluescales under the *staff of power* form a tower of 4.

ROUND 4:

- The Bluescales retrieve the *staff of power* and make their first attempt to attune to it.

TREASURES OF THE BIG PILE

Multiple chests are scattered around the Big Pile. Choose the contents of each chest from the table below or roll to determine them randomly.

d10

Chests

1	Scrolls of Disintegrate, Dimension Door and Major Image
2	Dancing Sword (requires a command word which is in Elvish; DC 13 Wisdom (Insight) check to pronounce; attacks its wielder on a failure)
3	Wand of Fear (3/day; doesn't require attunement)
4	Portable Hole
5	1d4 beads of force
6	Deck of Many Things or Deck of Illusions
7	Bag of Beans
8	Bag of Tricks
9	Wand of Animate Objects (1/day, doesn't require attunement)
10	Mimic

ENDINGS

WRATH OF THE DRAGON QUEEN

This ending is appropriate if the party have shown blatant disregard for the property and authority of the Dragon Queen or if the DM needs to wrap up the game in a conclusive manner. In this scenario, the Dragon Queen has managed to free herself from her bonds and returns shortly after the battle between the kobolds has concluded. Finding disorder and disobedient minions, she unleashes her full wrath upon them unless the characters come up with a really good explanation for their actions.

The Dragon Queen is an **ancient red dragon** with the capabilities of an 18th-level spellcaster. She knows all wizard spells.

UNITE THEM!

In the unlikely scenario of the party reaching a peaceful resolution with the Bluescale raiding parties, they would be faced with the difficult task of convincing the rest of their tribe that the Bluescales are perhaps not so bad. The DM can still have them face off against the few particularly extreme warmongers from either of the tribes.

If this tremendous feat of diplomacy is accomplished, the kobolds unite in order to defend the Lair from intruders, and perhaps set out on a quest to rescue the Dragon Queen (leading to the Reign of Fire ending).

RISE OF THE REDSCALES

If the party is more interested in taking the entire Lair for themselves, the DM can consider an epilogue where they are left to their own devices. The Dragon Queen remains imprisoned, the Lair remains undisturbed by humans. In this case, the party may end up subjugating the Bluescales and establishing a Redscale Empire within the cavernous halls of the Lair. The characters end up becoming the new leaders of their tribe, and as they sit atop the Big Pile, they are now the rulers of the known world.

REIGN OF FIRE

After defeating the Bluescales, the party can use the Scrying Well to locate the Dragon Queen. In order to rescue her from her magical prison in Helmsfield, they must find the exit of the Lair, overcome their fear of the Surface and the Sun, infiltrate the town of Helmsfield, retrieve the sapphire necklace and cast *dispel magic* on it.

Once the Dragon Queen is released, she is genuinely thankful to her minions and also eager to unleash a terrible vengeance on the world above. She lets the party keep their magic items, invites them to climb onto her back, and together they soar over the human kingdom, bringing fiery death and ruin to all.

For once, the kobolds truly feel like real dragons.

APPENDIX I: BESTIARY

KIP, THE "WARLORD"

Medium Humanoid (kobold)

Armor Class 18 (breastplate, haste potion)

Hit Points 49 (9d8+9)

Speed 60 feet while hasted; 30 feet otherwise

STR	DEX	CON	INT	WIS	CHA
7(-2)	15(+2)	16(+3)	8(-1)	7(-2)	12(+1)

Senses darkvision 60 ft., passive Perception 8

Languages Draconic

Challenge 1 (200 XP)

Hasted. The "warlord" has advantage on Dexterity saving throws and his speed is doubled. His AC is increased by 2.

Enlarged. The "warlord's" size is increased to medium and his attacks deal an extra 1d4 damage.

Borrowed Power. The warlord has consumed a *potion of growth* and a *potion of haste*. At the end of each of his turns, roll a d6. A result of 1 indicates that the effect of one of the potions has expired.

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.

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

Actions

Multiattack. The "warlord" makes two scimitar of speed attacks.

Scimitar of Speed. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+4) slashing damage, plus 2 (1d4) slashing damage while enlarged.

GRAEL, THE "BARBARIAN"

Small Humanoid (kobold)

Armor Class 13 (unarmored defense)

Hit Points 45 (10d6+10)

Speed 30 feet

STR	DEX	CON	INT	WIS	CHA
23* (+6)	15 (+2)	12 (+1)	8 (-1)	7 (-2)	8 (-1)

Skills Athletics +8

Senses darkvision 60 ft., passive Perception 8

Languages Draconic

Challenge 1 (200 XP)

Magic Gear. The "barbarian" wears a *belt of stone giant strength*.* Otherwise his Strength score is 7.

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.

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

Actions

Multiattack. If he can, the "barbarian" uses his Display of Strength and makes one attack with his bag of skulls.

Bag of Skulls. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d6+6) bludgeoning damage and the target must succeed on a DC 16 Strength saving throw or be pushed 10 feet away and knocked prone.

Display of Strength (Recharge 5-6). The "Barbarian" uses his giant strength to intimidate his enemies. He fixes his gaze upon one target within 30 feet and lifts a random heavy object, while maintaining eye contact. The target must succeed on a DC 14 Wisdom saving throw or be frightened of the "Barbarian" until the end of his next turn.

KARS, THE "HEXBLADE"

Small Humanoid (kobold)

Armor Class 15 (chain shirt of dampening)

Hit Points 31 (7d6+7)

Speed 30 feet

STR	DEX	CON	INT	WIS	CHA
7(-2)	15(+2)	10(0)	8(-1)	7(-2)	8(-1)

Damage Resistance bludgeoning

Senses darkvision 60 ft., passive Perception 8

Languages Draconic

Challenge 1 (200 XP)

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.

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

Actions

Void. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+4) necrotic damage

Create Void (1/day). As a bonus action, the kobold can use *Void* to cast darkness and silence simultaneously in a 15-foot-radius area centred on a point within 60 feet of the kobold. The effect lasts up to 10 minutes and requires concentration.

XINA, THE "HUNTRESS"

Small Humanoid (kobold)

Armor Class 14 (leather armor)

Hit Points 40 (9d6+9)

Speed 30 feet

STR	DEX	CON	INT	WIS	CHA
7(-2)	16(+3)	12(+1)	8(-1)	16(+3)	8(-1)

Senses darkvision 60 ft., passive Perception 8

Languages Draconic

Challenge 1 (200 XP)

Innate Spellcasting. The "huntress's" innate spellcasting ability is Wisdom (save DC 13). She can innately cast the following spells, requiring no components:

1/day: ensnaring strike, hunter's mark, entangle

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.

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

Actions

Multiattack. The "huntress" makes one attack with her Blowgun of Marking and one attack with her light crossbow.

Blowgun of Marking. *Ranged Weapon Attack:* +5 to hit, range 25/100 ft., one target. *Hit:* 1 piercing damage. The target must succeed on a DC 14 Dexterity saving throw or be affected by the faerie fire spell.

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 1d6+3 piercing damage.

BASIC BLUESCALE

Small Humanoid (kobold)

Armor Class 13
Hit Points 13 (3d6+3)
Speed 30 feet

STR	DEX	CON	INT	WIS	CHA
7(-2)	15(+2)	12(+1)	8(-1)	7(-2)	8(-1)

Senses darkvision 60 ft., passive Perception 8
Languages Draconic
Challenge 1 (200 XP)

Filthy Looters. Some of the Bluescales are equipped with magical gear and have one of the following traits:

Firedancer. Has resistance to fire damage. Wields a *flame-tongue shortsword*.
Melee Weapon Attack: +4 to hit, reach 5 ft., one target.
Hit: 5 (1d6+2) piercing damage and 7 (2d6) fire damage

Hornblower. Carries a *horn of blasting*.

Seductress. Wears *eyes of charming*.

Snakemaster. Throws snakes as a ranged attack.
Ranged Weapon Attack: +4 to hit, range 15 ft., one target. **Hit:** 1 piercing damage and 1d4 poison damage. The target must succeed on a DC 12 Constitution saving throw or be poisoned until the end of the snakemaster's next turn. While poisoned, the creature's speed is halved and it cannot take reactions.

Doorbreaker. Wears a *ring of the ram*.

Truestriker. His weapons are covered with *oil of sharpness* and have a +3 bonus to attack and damage rolls. The flask contains 2 more uses of the oil.

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.

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

Actions

Dagger. **Melee Weapon Attack:** +4 to hit, reach 5 ft., one target. **Hit:** 4 (1d4+2) piercing damage

FLYING CARPET JOUSTER

Small Humanoid (kobold)

Armor Class 14
Hit Points 31 (7d6+7)
Speed 30 feet; fly 60 feet (while on flying carpet)

STR	DEX	CON	INT	WIS	CHA
13(+1)	15(+2)	12(+1)	8(-1)	7(-2)	8(-1)

Senses darkvision 60 ft., passive Perception 8
Languages Draconic
Challenge 1 (200 XP)

Flyby Attack. The carpet jouster has been practicing for the last hour or so and doesn't provoke an opportunity attack when he flies out of an enemy's reach.

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.

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

Actions

Lance. **Melee Weapon Attack:** +3 to hit, reach 10 ft., one target. **Hit:** 8 (1d12+1) piercing damage

ARAM, THE "CLERIC"

Small Humanoid (kobold)

Armor Class 12

Hit Points 45 (10d6+10)

Speed 30 feet

STR	DEX	CON	INT	WIS	CHA
7(-2)	15(+2)	12(+1)	8(-1)	14(+2)	8(-1)

Skills Religion +4

Senses darkvision 60 ft., passive Perception 8

Languages Draconic

Challenge 1 (200 XP)

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.

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

Actions

Oil of Blessing (3 uses). The "cleric" can use this special oil to cast the *bless* spell. In order for it to take effect, the user must succeed on a DC 10 Religion saving throw. Otherwise, the targets are affected by the *bane* spell. Neither effect requires concentration.

Oil of Necrosis (3 uses). The "cleric" can use an action to attempt to apply this oil to an enemy, making a melee spell attack (+5), while also reciting a prayer to Tiamat (DC 10 Religion check). If the attack hits and the prayer is successful, the target is affected by the *inflict wounds* spell. If the prayer fails, the target is subject to a *cure wounds* spell instead.

Oil of Revivification (3 uses). The "cleric" can use an action to apply this oil to a recently deceased creature and attempt to bring it back to life (as per the *revivify* spell). In order for the oil to work, the "cleric" must say a prayer to Tiamat and succeed on a DC 10 Religion check. Otherwise, the creature's body and soul are subjected to unspeakable torment. The creature then returns transformed into an imp.

RAX, THE "ELEMENTALIST"

Small Humanoid (kobold)

Armor Class 14 (leather armor of lightning resistance)

Hit Points 38 (7d6+14)

Speed 30 feet

STR	DEX	CON	INT	WIS	CHA
7(-2)	15(+2)	14(+2)	8(-1)	7(-2)	8(-1)

Damage resistance lightning

Senses darkvision 60 ft., passive Perception 8

Languages Draconic

Challenge 1 (200 XP)

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.

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

Actions

Circlet of Blasting. The "elementalist" can cast *scorching ray* once per day.

Magic Fan. The "elementalist" can cast *gust of wind* once per day.

Whirlpool Conch. The "elementalist" can cast *watery sphere* once per day.

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage

THE ALCHEMIST

Medium Humanoid (dragonborn)

Armor Class 12

Hit Points 65 (10d8+20)

Speed 30 feet

STR	DEX	CON	INT	WIS	CHA
10(0)	14(+2)	14(+2)	18(+4)	14(+2)	12(+1)

Saving Throws Con +5, Int +7

Damage resistances acid

Senses darkvision 60 ft., passive Perception 8

Languages Draconic

Challenge 2 (450 XP)

Ring of Spell Turning. The Alchemist wears a magic ring and as a result has advantage on saving throws against spells that target only him (not an area of effect). In addition, if he rolls a 20 for the save and the spell is 7th level or lower, the spell has no effect on him and instead targets the caster.

Actions

Multiattack. The Alchemist uses gout of flame and throws one vial.

Gout of Flame. Ranged Weapon Attack: +5 to hit, range 30 ft., one target. Hit: 1d10 fire damage.

Vial of Corrosive Acid. The target must succeed on a DC 14 Dexterity saving throw or suffer 3d6 acid damage.

Vial of Sticky Goo. All creatures within a 10-foot square must succeed on a DC 14 Strength saving throw or be glued to the ground, having their speed reduced to 0.

Vial of Concussive Blast. The Alchemist chooses a point within 30 feet of himself. Each creature within 10 feet of that point must succeed on a DC 14 Constitution saving throw or be pushed 10 feet away from that point.

SPAWN OF JUIBLEX

Huge ooze

Armor Class 16 (natural armor)

Hit Points 172 (15d12+75)

Speed 15 feet

STR	DEX	CON	INT	WIS	CHA
24(+7)	10(0)	21(+5)	10(0)	14(+2)	6(-2)

Damage Resistances cold, fire, lightning

Damage Immunities poison; bludgeoning, piercing, and slashing damage from non-magical weapons

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious

Senses blindsight 120ft., passive Perception 12

Languages Abyssal, telepathy 120ft.

Challenge 8 (3,900 XP)

Amorphous. The spawn can move through a space as narrow as 1 inch wide without squeezing.

Corrosive Form. A creature that touches the spawn or hits it with a melee attack while within 5 feet of it takes 9 (2d8) acid damage.

Magic Resistance. The spawn has advantage on saving throws against spells and other magical effects.

Spider Climb. The spawn can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The spawn uses its Engulf and makes up to three pseudopod attacks against different targets.

Pseudopod. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 21 (6d6) piercing damage

Engulf. The spawn moves up to its speed. While doing so, it can enter Huge or smaller creatures' spaces. Whenever the spawn enters a creature's space, the creature must make a DC 17 Dexterity saving throw. On a successful save, the creature can choose to be pushed 5 feet back or to the side of the spawn. A creature that chooses not to be pushed suffers the consequences of a failed saving throw. On a failed save, the spawn enters the creature's space, and the creature takes 21 (6d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 42 (12d6) acid damage at the start of each of the spawn's turns. When the spawn moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 17 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the spawn.

APPENDIX II: MAGIC ITEMS

NEW MAGIC ITEMS

SCROLL OF TIME STOP

Scroll, legendary

Any creature may attempt to use this scroll, but must succeed on a DC 19 Intelligence check to do so. On a failure, one of the following mishaps occurs:

d4

Mishaps

1 The caster is shot forward through time and witnesses the outcome of the Redscales' current course of action and the potential retaliation of the Dragon Queen. The caster returns at the start of their next turn.

2 The caster creates a time paradox, producing a simulacrum of themselves. The simulacrum has the opposite alignment and hates the caster. Its actions begin with verbal abuse and may soon escalate into violence.

3 The caster ages 1d4x10 years.

4 The caster conjures a being from beyond time and space, which may or may not want to make a deal about something.

VOID

Longsword, legendary (requires attunement)

This item appears to be a longsword hilt. While grasping the hilt, you can use a bonus action to cause a blade of pure darkness to spring into existence, or make the blade disappear. While the blade exists, this magic longsword has the finesse property. If you are proficient with shortswords or longswords, you are proficient with Void.

You gain a +2 bonus to attack and damage rolls made with this weapon, which deals necrotic damage instead of slashing damage. When you hit a celestial or an elemental with it, that target takes an extra 1d8 necrotic damage.

Create Void. Once per day, you can use an action to cast darkness and silence simultaneously in a 15-foot-radius area centred on a point within 60 feet of you. The effect lasts up to 10 minutes and requires concentration.

Sentience. Void is a sentient chaotic evil weapon with an Intelligence of 11, a Wisdom of 17 and a Charisma of 16. It has hearing and darkvision out to a range of 60 feet. The sword's personality is an embodiment of nihilism and it frequently complains if its wielder is showing any trace of hope and joy in their life, or if they're not actively working towards accelerating the imminent heat death of the universe.

BLOWGUN OF MARKING

Blowgun, very rare (requires attunement)

Whenever you hit a creature with an attack made with this magical blowgun, it must succeed on a DC 14 Dexterity saving throw or be affected by the *fairy fire* spell. The effect lasts for 1 minute or until your concentration ends (as if concentrating on a spell).

ROD OF ARCANE GATE

Rod, legendary (requires attunement)

This ornate mithral rod has two gemstones, a sapphire and a topaz, embedded into its end. While holding this rod, you can use an action to cast *arcane gate* at will.

CHAIN SHIRT OF BLOW DAMPENING

Chain shirt, rare (requires attunement)

While wearing this armor, you have resistance to bludgeoning damage.

WHIRLPOOL CONCH

Wondrous Item, rare

While holding this conch, you can use an action to cast *watery sphere*. The conch cannot be use again until the next dawn.

A COMPREHENSIVE LIST OF ALL MAGIC ITEMS IN THIS ADVENTURE

1. THE REDSCALES' LAIR

Wand of Wonder
Pearl of Power
2x Feather Token (tree)

3. THE RIDDLE ROOM

Amulet of Health
Staff of Healing
Rod of Arcane Gate
Scroll of Time Stop

BLUESCALES AT VAULT 17

Void
Eyes of Charming
Blowgun of Marking
Scimitar of Speed
Chain Shirt of Blow Dampening

4. VAULT 17

Ring of Telekinesis
Marble Elephant
Staff of Fire
Cloak of the Bat
2x Arrow of Dragon Slaying

BLUESCALES AT THE ARTIFICIARY

Belt of Stone Giant Strength
Ring of the Ram
Flame-tongue shortsword
Oil of Sharpness

7. THE ARTIFICIARY

LABORATORY

Potion of Flight
Potion of Fire Resistance
Potion of Lightning Resistance
Potion of Superior Healing
Potion of Invisibility
Potion of Fire Breathing

THE ALCHEMIST'S QUARTERS

Srying Ball
Wand of Magic Detection
Wand of Dispel Magic
Alchemy Jug

THE ALCHEMIST

Ring of Spell Turning

10. THE BIG PILE

Staff of Power
Animated Shield
Arcane Cannon
Oil of Blessing
Oil of Necrosis
Oil of Revivification

BLUESCALES AT THE BIG PILE

Horn of Blasting
Circlet of Blasting
Magic Fan
Whirlpool Conch
Flying Carpet

CHESTS OF THE BIG PILE

Scrolls of Disintegrate, Dimension Door and Major Image
Dancing Sword
Wand of Fear
Portable Hole
1d4 beads of force
Deck of Many Things/ Deck of Illusions
Bag of Beans
Bag of Tricks
Wand of Animate Objects