Kobold Alone

Kobold Alone is a Fifth Edition adventure designed for **three to six characters of 1st to 4th level**. The adventure is set in a large, nameless estate or mansion that can easily be placed into any setting. It also works perfectly as a one-shot or as a side quest in a larger campaign. The adventure intentionally keeps many of the details vague so you can place your own named NPCs and hooks into the setting without too much effort.

The Set Up

The characters hear a rumor that a local villain in the area recently set out to travel for a week to a distant city. Supposedly, their home is totally empty while they're gone. And beyond a few locks on the doors and windows, there aren't a whole lot of safety precautions. No matter what their reasons are for doing so, this is the perfect opportunity for the characters to break into the mansion.

What the characters don't know, however, is that the villain left behind a band of kobolds to protect their estate—the villain promised each of them a wheel of cheese as a reward. For a kobold, that's a far greater reward than gold or gems.

These crafty Draconian buggers are more-than-prepared to face burglars, trespassers, and anyone else who dares to enter the estate. They've set deadly traps and armed themselves with all manner of mundane weapons.

After all, everyone knows that one kobold is a menace, two kobolds are a threat, and three or more kobolds are downright deadly.

Adventure Hooks

As an open-ended one-shot/side quest, there are plenty of reasons the characters might need to break into the estate. Here are a few suggestions based on the most popular Fifth Edition backgrounds:

Acolyte. The villain is a known fiend or undead creature who's been plaguing the area. You wish to break into the house to find proof of their evil ways.

Criminal. You're a criminal. Breaking into places and stealing things that aren't yours is kinda what you do.

Charlatan. As a charlatan, you can see beyond petty theft. You have your eyes on the bigger prize—*blackmail*. There's gotta be something in that manor you can use to exploit the villain for even greater reward.

Entertainer. Although the heist sounds dangerous and illegal, it's sure to make a great story to share with others—the others can count you in!

Folk Hero. Many locals have approached you sharing their common fears of the lady/lord of the manor. They won't be able to rest easy until you enter the home, find proof that the villain is, in fact, a villain, and ultimately rid the area of the foe.

Guild Artisan. Members of your guild recently performed work for the villain but weren't fairly compensated for their work. They turn to you to make matters right. Break into the house and take back what's rightfully theirs. This should also leave a clear message to the villain that the local artisans' guild is not one to be trifled with.

Hermit. Maybe if you'll help your friends break into the villain's manor, they'll finally leave you alone? Then you can go back to peace and quiet. Won't that be nice?

Outlander. You heard around the campfire—literally—that there's a big, rich, civilized jerk who recently left for a trip and left their big, fancy house unguarded. Inside, you will likely find plenty to steal and—as a bonus—smash.

Noble. An opportunity to check out how another wealthy citizen lives? You wouldn't miss it for the world. After all, they can't *possibly* be living better than you and your family does!

Sailor. While in port, you overheard that there was a villain in the area whose impressive mansion might hold great wealth. Whether or not you agree with stealing from a villain, the job sounds exciting and, frankly, you don't have much else to do until your ship sets sail.

Sage. Supposedly, an ancient book of immense value is hidden somewhere in the villain's home. That book was stolen long ago from a group of sages whom you admire. You hope to break into the villain's home and reclaim the book.

Soldier. The villain wronged an old war friend or colleague of yours in the past. You now wish to get vengeance. The first step is to break into their home and find something that you can use against them.

Urchin. For too long, this villain has put their wealth on display to the community while offering very little back. You hope to break into their home to take from them so you can give to those who need it more.

The House

The villain's house is an impressive, two-story manor house with dozens of bedrooms, plenty of bathrooms, multiple fireplaces, and luxuries and comforts of all sorts. The nameless villain in this adventure prefers to keep his security system relatively mundane. After all, they know that a few kobolds can put far more fear into the heart of adventurers than a *glyph of warding* ever could. Besides, he's insured, and if burglars *do* manage to break into his home, it's unlikely they'll ever find the secret basement and treasure vault.

General Features

Instead of exhaustively detailing every room in the house and all of its features, below is a list of the common features found throughout the home.

Architecture
The outside walls and a vast majority of the interior walls, especially on the ground floor, are made of thick stone bricks mortared into place. Wooden walls are also common throughout the house. Most of the floors throughout the house are made out of hardwood, although certain rooms, such as the kitchen and bathrooms have stone tiles instead, and the great hall's floors are made from polished marble.

Ceilings
Overall, the ceilings on the second and first floor are 12-feet high. Exceptions to this include the great hall and libraries, which have mezzanines.

Doors
There are three types of doors in the home.

Exterior Doors. The exterior doors are heavy oak-plank doors hung on iron hinges and dressed with iron hardware. These doors have AC 15, 18 hp, and immunity to poison and psychic damage. All of these doors have locking mechanisms and can also be barred. A locked door requires a DC 15 Dexterity check using thieves' tools to pick or a DC 15 Strength check to break open. A barred door can't be picked, and only a DC 20 Strength check will break the door down. The bar also adds 10 hp to the door's total hp. Assume that all of the exterior doors at the start of this adventure are both locked and barred.

Interior Doors. The interior doors are wooden, but a little lighter than the exterior doors. These doors have AC 15, 12 hp, and immunity to poison and psychic damage. Most of these doors have locking mechanisms. A locked door requires a DC 15 Dexterity check using thieves' tools to pick or a DC 15 Strength check to break open. Creatures who run through such doors can shut the door as part of their move, then lock it with an action or bonus action (creature's choice). Most of the interior doors are unlocked at the start of this

adventure.

Secret Doors. The absent villain has hidden their vault behind two secret doors. The first door is in the study (area 20b). The second door is just before the vault itself (area 43). Finding these doors requires successful DC 20 Wisdom (Perception) checks for each. The two doors have their own conditions to open, but consider both doors to be magically locked by the *arcane lock* spell. With the spell in place, they are impervious to all forms of damage. A DC 25 Dexterity check using proficiency in thieves' tools is required to pick the locks and a DC 25 Strength check is necessary to force the doors open.

Illumination
During the day, the house is well lit thanks to a bevy of large windows. Only rooms lacking windows and the basement lair are dark. At night, the house has plenty of lamps, lanterns, and other lights to keep the place lit. It's worth noting that kobolds do not require light to see, and may put out all of the lights. In areas of dim light, creatures have disadvantage on Wisdom (Perception) and Intelligence (Investigation) checks that rely on sight.

The secret basement downstairs is almost completely dark save for area 43.

Windows
Plenty of windows surround the estate. A window has AC 12 and 5 hp. They are vulnerable to bludgeoning damage and immune to poison and psychic damage. The windows can be locked using latches inside. A locked window requires a successful DC 10 Dexterity check using thieves' tools to open or a successful DC 10 Strength check to break. Assume that all of the windows are locked at the start of the adventure.

Searching for Valuables

Instead of detailing each and every little item contained in the 44+ rooms of the house, assume that the characters have a reasonable chance of finding valuable objects in each room. Below are special rules you can use to randomly determine the contents of a room based on how thoroughly a character searches a room.

Resources. A character can search a room by spending 1 minute looking through drawers, wardrobes, and under beds. Alternatively, the character may also choose to search at a slow pace or a fast pace. A character who searches at a slow pace takes 10 times as long to search the area (10 minutes), but has advantage on their check to do so. And a character who searches at a fast pace only takes 1 round (6 seconds) to search the room, but has disadvantage on the check. At the end of the duration, the character must make an Intelligence (Investigation) check. The character may add +1 to the check for each minute they spend searching beyond the original duration up to a maximum of +5.

Resolution. Use the Valuables tables below to determine what the character finds in a given room. First, use the Treasure Table by Room table to determine the type of treasure that might be present. Then compare the check total on the appropriate Treasure Table. Area 44 does not have a treasure table, and instead has its own specific treasure detailed below. For a result of coins, roll the given number of coins. For a result of art objects, roll to determine the number of art objects of the given value are found. For results of

magic items or intrigues, roll on the respective table to determine what the characters find.

Subsequent Searches. Once a room has been searched by a character and looted of its valuables, all subsequent search check results of 20 or better find additional items as shown on the Subsequent Search table below.

Complications. Burglary is a messy thing. Sometimes, something gets knocked over and causes a huge mess. Other times, the characters leave evidence that may incriminate them. When a roll of a natural 1 comes up during a search—even if the check was a success—a complication occurs. Roll on the Search Complications table below to determine what happens.

Search Complications

d6	Complication
1	The characters accidentally damage the valuables they found.
2	The characters leave evidence that may lead the villain or the local authorities to them.
3	One of the valuables that the characters discover is cursed.
4	The characters accidentally knock an item over, causing a loud crash, alerting creatures in the house to their presence.
5	The characters set off a trap—even if the room they were searching through wasn't trapped.
6	The characters discover that the house they're raiding is related to any ally of theirs, and might hurt them as well as the villain.

The Kobolds

Like a lot of the details of this adventure, the actual location of the eponymous kobolds varies from play to play. Use the How Many Kobolds? table below to determine the quantity of the kobolds the characters find in the house. Assume that half of the kobolds are upstairs and the other half are downstairs.

How Many Kobolds?

Average Party Level	Number of Kobolds
1	1d6 + 4 (7) **kobolds**
2	2d6 + 4 (11) **kobolds**
3-4	4d6 + 4 (18) **kobolds**

Kobold Tactics

Before you run this adventure, it's important to understand that kobolds are not natural born fighters. They possess poor Strength and poor Constitution. They don't have much of a mind for tactics and discipline either, as they have low Intelligence scores and Wisdom scores. And they rarely, if ever, parley, since they also have low Charisma scores.

Instead, kobolds take advantage of the three things they're best at:

Kobolds Are Nimble

With a Dexterity score of 15, they're pros when it comes to ranged weapons, finesse weapons, and even ability checks and saving throws using their Dexterity. Therefore, it's likely they will always try to keep space between themselves and their foes, ideally 30+ feet. Even though their dagger and sling attacks will have disadvantage at these ranges, they would rather suffer a poor shot then risk a close hit by a strong combatant.

Kobolds Fight in Large Numbers

A kobold will never enter a fight (especially a melee fight) unless it feels it has advantage in numbers, at least two kobolds per every foe, and three or more if they can get it. Not only does this create multiple targets for their foes, but it also allows the kobolds to use their Pack Tactics feature, granting them advantage on their attacks. Keep in mind that a kobold can also use its Pack Tactics with its ranged weapons—the only requirement is that it has an ally within 5 feet of its target.

Kobolds Love Traps

Ultimately, a kobold is not so much a foe in a fight as it is a button-pusher for the closest trap it can find. Kobold traps aren't expertly designed like a gnome's or goblin's trap would be. They're simple. Therefore, many of these traps will need an actual kobold present to trigger its effects.

As the characters move through the household, remember to always keep kobolds 35 feet or more from the characters. Remember that they can close doors behind them and use their action or bonus action to quickly lock a door behind themselves. Kobolds can see in the dark up to 60 ft., so they will prefer the cover of darkness, especially since it masks the location of their traps. They know all the best hiding spots in the manor, too. Make sure to familiarize yourself with the map so you can plot the best escape routes for the kobolds. This adventure includes maps with escape routes, too.

Kobold Traps

Finally, what would a "Home Alone" inspired adventure be without a vast assortment of traps with which you can torment your players? Like the kobolds, the number of traps you place within the manor largely depends on the strength of the party that enters the manor. Use the How Many Traps? Table below to determine the number of recommended traps to place in the manor.

How Many Traps?

Party Average Level	Number of Traps
1	1d4 + 1 (3) traps
2	2d6 (7) traps
3	3d6 (10) traps
4	4d6 (14) traps

Next, choose the traps you wish to place in the manor from the Kobold Traps list below, or if you can't decide, roll a d100 to choose.

Valuables Tables

The valuables tables for this adventure are detailed below.

Treasure Tables by Room

Area	Room Name	Treasure Type
1	Front steps	A
2	Servants' entrance	A
3	Back door	A
4	Wood shed	A
5	Northeast patio entrance	A
6	Side door	A
7	Great hall	C
8	Kitchen	B
9	Pantry	B
10	Servants' dining	B
11	Servants' quarters (each room)	B
12	Servants' bathroom	B
13	Workshop	A
14	Storage	A
15	Rear hall	B
16	Private dining room	C
17	Withdrawing room	C
18	Main dining hall	C
19	Library (lower)	D

Area	Room Name	Treasure Type
20	Study	D
21	Parlor	C
22	Mezzanine	C
23	Master suite	D
24	Master bathroom	C
25	Laundry	B
26	Servants' stairs/storage	B
27	Guest room	C
28	Guest room	C
29	Guest room	C
30	Family room	C
31	Bedroom	C
32	Balcony	A
33	Bedroom	C
34	Balcony	A
35	Library (upper)	D
36	Master suite	D
37	Master bathroom	C
38	Balcony	A

Treasure Table A

Check Total	Coins	Art Objects	Magic Items	Items of Intrigue
1–5	—	—	—	—
6–10	—	—	—	—
11–20	—	1 art object worth 25 gp	—	—
21+	—	1d4 (2) art objects worth 25 gp each	—	Roll once on the intrigue table

Treasure Table B

Check Total	Coins	Art Objects	Magic Items	Items of Intrigue
1–5	—	—	—	—
6–10	5d6 (17) cp	—	—	—
11–20	4d6 (14) sp	1 art object worth 25 gp	—	—
21+	3d6 (10) gp	1d4 (2) art objects worth 25 gp each	—	Roll once on the intrigue table

Treasure Table C

Check Total	Coins	Art Objects	Magic Items	Items of Intrigue
1–5	—	—	—	—
6–10	4d6 (14) sp	1d4 (2) art objects worth 25 gp	—	—
11–20	4d6 (14) sp	2d4 (5) art objects worth 25 gp	—	—
21+	1d6 x 100 (350) gp	1d4 (2) art objects worth 250 gp each	Roll once on the magic items table	Roll once on the intrigue table

Treasure Table D

Check Total	Coins	Art Objects	Magic Items	Items of Intrigue
1–5	3d6 (10) gp	1d4 (2) art objects worth 25 gp each		—
6–10	2d6 x 10 (70) gp	2d4 (5) art objects worth 25 gp each	—	—
11–20	4d6 x 10 (140) gp	1d4 (2) art objects worth 250 gp each	Roll once on the magic item table	Roll once on the intrigues table
21+	8d6 x 10 (280) gp	1d4 (2) art objects worth 750 gp each	Roll 1d4 times on the magic items table	Roll 1d4 times on the intrigue table

Magic Items

d20	Magic Item
1–10	*Potion of healing*
11–12	*Spell scroll (cantrip)*
13–14	*Potion of climbing*
15–16	*Spell scroll (1st level)*
17	*Spell scroll (2nd level)*
18	*Potion of greater healing*
19	*Bag of holding*
20	*Weapon, +1*

Items of Intrigue

d20	Item of Intrigue
1–10	A journal or papers with details that may incriminate the villain.
11–15	A key or secret password that grants access to a special area in the home.
16–17	A map of the manor that details all of its secrets (including the basement).
18	A bit of information that ties another important person (such as a politician or celebrated hero) to the villain.
19	A map detailing important treasures or artifacts hid somewhere off site.
20	Files or controversial images the villain uses to blackmail an important noble.

The following Kobold traps and weapons can be added to the Kobold Alone game using the rules provided. The traps are organized by trigger.

Held Weapons

Held weapons are traps wielded by the kobolds themselves. Unless noted otherwise, the weapons presented below replace the weapons normal for the kobold stat block.

Air Gun. An air gun is a simple ranged weapon with a range of 30/60 ft. that fires non-lethal pellets. A target hit by the gun's pellet must make a DC 10 Constitution saving throw, or it can't take reactions until the start of its next turn. The air gun has only 5 shots before it must be reloaded. The gun's wielder can use its action or bonus action to reload the weapon.

Bag o' Bugs. The kobold throws a bag, box, or even a nest of insects at a point that it can see within 20 feet of it. When the object hits, it breaks open, and a **swarm of insects** spills out and attacks the nearest creature.

Dumped Bucket. The kobolds dump the contents of a bucket from a great height, targeting a creature that they can see within 5 feet of the square directly below them. The target must make a DC 12 Dexterity saving throw, or have the object land on them.

- *Blood*. The kobolds drop blood on the target. On a failed saving throw, the target is completely drenched. This has no effect, but it might awaken the character's powerful telekinetic abilities (but probably not).
- *Gray ooze*. The kobolds drop a **gray ooze** on the target. On a failed saving throw, the target takes 7 (2d6) acid damage. The gray ooze then attacks.
- *Spiders*. The kobolds drop a **swarm of spiders** on the target. The spiders attack, gaining surprise against the target.

Feathers to the Face. This weapon blasts sticky feathers in a 15-foot cone. Each creature in the area becomes covered in the sticky feathers. Until the creature spends 1 hour

Kobold Traps

d00	Trap		d00	Trap
01–02	Air gun		51–52	Scroll surprise
03–04	Bag o' bugs		53–54	Trapped boots
05–06	Dumped bucket		55–56	Upside down poison vial
07–08	Feathers to the face		57–58	Zipline trap
09–10	Insult rock		59–60	Animal waste pit
11–12	Murder holes		61–62	Drop into an aquarium
13–14	Paint can on a string		63–64	Faulty steps
15–16	Rust monster antenna		65–66	Fake teleporter
17–18	Smoke trap		67–68	Fart gag
19–20	Snow shovel		69–70	Hidden cricket bat
21–22	Stinky fish		71–72	Glass wall
23–24	Stuffed kobolds		73–74	Greased log
25–26	Tarantula toss		75–76	Incline hallway
27–28	Air horn		77–78	Rakes
29–30	Blowtorch		79–80	Snare-a-pult
31–32	Collapsible furniture		81–82	Sharp floor objects
33–34	Flour drop		83–84	Slippery floor objects
35–36	Ice water bucket over door		85–86	Slippery ice
37–38	Hidden ooze		87–88	Sticky tar
39–40	Honey and bugs		89–90	Stop hitting yourself
41–42	Hot doorknob/metal object		91–92	Tripwire
43–44	Hunter's trap with prize		93–94	Tripwire/weight combination
45–46	Iron on a string		95–96	Chickens and cockatrices
47–48	Nested chests		97–98	Hot slime in a tea kettle
49–50	Purple potion		99–00	Skunk swarm

washing the feathers away or cleans themselves with a spell like *prestidigitation*, they have disadvantage on Wisdom (Perception) checks made to see as well as all Charisma ability checks made to interact with other creatures.

Insult Rock. A kobold writes an insult on a rock and throws it at a creature that it can see within 20 feet of it (+0 to hit). On a hit, the rock deals 1 bludgeoning damage.

So long as the target has a passive Perception score of 10 or better, they notice something written on the underside of the rock. The target must use its action or bonus action to pick up the rock (creature's choice). There is an insult on the bottom, probably written in bad Common. The insult has no effect other than to temporarily distract the creature.

Murder Holes. The kobolds drilled small holes in a wall, ceiling, or floor. Whenever a character moves through an area opposite murder holes, the kobolds jam sharpened sticks, javelins, or spears through the holes. The character must make a DC 12 Dexterity saving throw, taking 2 (1d4) piercing damage for each kobold present (maximum of 3) on a failed saving throw, or half as much damage on a

successful saving throw. Spotting the murder holes in advance requires a successful DC 13 Wisdom (Perception) check.

Paint Can on a String. This weapon involves attaching an object such as a metal can of paint, rock, or weight to a string or length of rope. A creature can then target another creature within 10 feet of it that is also on a surface at least 5 feet lower than itself. The attacker makes a melee weapon attack (the object counts as a finesse weapon). Kobolds have a +4 to the attack. On a hit, the target takes bludgeoning damage equal to 2 (1d4) plus the creature's Strength/Dexterity modifier and must make a DC 10 Strength check or fall prone.

Rust Monster Antenna. The kobolds tie severed rust monster antennae at the end of 10-foot-long poles. The kobold corrodes a nonmagical ferrous metal object it can see within 10 feet of it. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a DC 12 Dexterity saving throw to avoid the kobold's antennae

weapon. If the object touched is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held metal weapon, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Non-magical ammunition made of metal that the kobold touches is destroyed.

Smoke Trap. The kobolds create a smokey fire by filling a fireplace or brazier with wet leaves or other accelerants that produce thick smoke. The smoke heavily obscures a 20-foot-cube area from the point in which the fireplace burns. Small creatures (like kobolds) and Medium or larger creatures that drop prone do not have their vision obscured by the smoke. The smoke lasts for 10 minutes, until the fire is extinguished, or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

Snow Shovel. A creature arms itself with a wide-bladed shovel. A Medium snow shovel has the same statistics as a greatclub. A Small snow shovel has the same statistics as a mace.

Stinky Fish. The kobold throws a rotting fish at the characters, with a +0 to hit. On a hit, the fish doesn't deal damage, but it does require the target to make a DC 10 Constitution saving throw from the stench. On a failed saving throw, the target is poisoned until the end of its next turn.

Stuffed Kobolds. The kobolds fill a room with 11 (2d10) stuffed kobold toys. The toys look so realistic that it's hard to notice the real kobold among them. Spotting the real kobold requires a successful DC 15 Intelligence (Investigation) check.

Tarantula Toss. A creature throws a tarantula (**spider**) at a target that it can see within 10 feet of it (kobolds make this check with a +4 to hit). If the tarantula hits, the target must make a DC 10 Wisdom saving throw or become frightened until the end of its next turn. While the target is frightened, it can't move.

Interaction Traps

The traps presented below are triggered when a character opens a door or window, touches or lifts a particular object, or otherwise interacts with something on its own volition.

Air Horn. The kobolds attach a device that creates loud noise to a door, chest, or something else that the characters might open. When triggered, it creates a thunderous sound audible for 150 feet. Each creature within 30 feet of the sound that can hear it must succeed on a DC 10 Constitution saving throw, or become deafened by the blast for 1 minute. A target can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success. Spotting the trap requires a DC 10 Intelligence (Investigation) check. It takes a DC 10 Dexterity check using proficiency in thieves' tools to remove the trap.

Blowtorch. A creature who enters the same space as this trap must make a DC 10 Dexterity saving throw, taking 2 (1d4) fire damage on a failed saving throw, or half as much damage on a successful one. Spotting the trap requires a DC 10 Intelligence (Investigation) check. It takes a DC 10 Dexterity check using proficiency in thieves' tools to remove the trap.

Collapsible Furniture. The kobolds disable one or more legs of a large piece of furniture. If a creature searches the unstable piece of furniture, it topples. The target must make a DC 12 Dexterity saving throw or take 2 (1d4) bludgeoning and become pinned under the furniture. As long as the creature is pinned, it is restrained and prone. The creature can escape the object by using its action to make a DC 12 Strength check, escaping with a success. Noticing the faulty furniture requires a DC 14 Wisdom (Perception) check.

Flour Drop. The kobolds place a bag of flour over a doorway. When a creature opens the door, the flour tumbles down on them. The creature must make a DC 8 Constitution saving throw. On a failed saving throw, the creature's skin is irritated by the flour in their clothing, fur, etc. Until the creature cleans the flour away, they have disadvantage on Strength and Dexterity ability checks. Noticing the trap requires a successful DC 13 Intelligence (Investigation) check.

Hidden Ooze. While making a search through cabinets, drawers, chests, etc. the characters stumble upon a **gray ooze**. The ooze gains surprise unless one of the party members noticed it with a successful DC 12 Wisdom (Perception) check. If the ooze was hidden in an area made of stone, it can't be detected due to its false appearance feature.

Honey and Bugs. The kobolds place a bucket of honey over a door. When a creature opens the door, the honey tumbles down on them. The kobolds then release a **swarm of insects** in the area (see Bag o' Bugs above). Until the creature cleans the honey from their clothing, the insects have advantage on attack rolls against that creature. Noticing the trap requires a successful DC 13 Intelligence (Investigation) check.

Hot Doorknob/Metal Object. A creature who touches the doorknob (or similar metallic object) takes 1 fire damage. Until the damage heals, they have disadvantage on attacks made with two-handed weapons. Spotting the trap requires a DC 10 Intelligence (Investigation) check. It takes a DC 12 Dexterity check using proficiency in thieves' tools to remove the trap.

Hunter's Trap with a Prize. The kobolds place a single coin, gem, or some other valuable (maybe cheese?) in the middle of an obvious hunter's trap. A character can try to grab the coin with a successful DC 15 Dexterity (Sleight of Hand) check. On a failure, the character triggers the trap and takes the damage normal for a hunter's trap. A character may also try to disarm the trap with a successful DC 10 Strength check.

Ice Water Bucket Over Door. The kobolds place a bucket of chilly water over a door. When a creature opens the door, the cold water tumbles down on them. Until the creature dries themself and their clothing, they have disadvantage on Constitution saving throws made to avoid spells and effects that deal cold damage, including the effects of extreme cold. Noticing the trap requires a successful DC 13 Intelligence (Investigation) check.

Iron on a String. This trap involves attaching a heavy object such as a hot iron, rock, or weight to a string or rope. When a creature pulls the string or rope, the object falls. The target must make a DC 10 Dexterity saving throw, or take 2 (1d4) bludgeoning damage from the falling object. If the object is also hot, it deals an additional 1 fire damage. Spotting the trap requires a DC 10 Intelligence

(Investigation) check. It takes a DC 10 Dexterity check using proficiency in thieves' tools to remove the trap.

Nested Chests. The characters discover a chest measuring 5-feet on all sides. The chest is locked, requiring a DC 10 Dexterity check using thieves' tools to open. Inside the chest is a smaller chest, also locked (same DC). And in that chest, there's another chest. And so on for four more chests until they reach the 6th chest which fits in the palm of their hand. Of course, that chest is locked, too (same DC). Inside that chest is a single copper piece.

Purple Potion. The kobolds place a bucket filled with purple potion above a door. When a creature opens the door, the purple potion tumbles down on them and dyes their skin, hair, clothing, and anything else they are wearing or carrying purple. The purple potion's effects last for 1d6 days. Until the effects end, the character has disadvantage Charisma checks made to interact with other creatures. It can only be removed with a *remove curse* spell or similar magic. Noticing the trap requires a successful DC 13 Intelligence (Investigation) check.

Scroll Surprise. The kobolds stuff a scroll into a collection of valuable items. When unfurled, the scroll hides a piece of manure, a dead rat, or some other disgusting surprise. This trap does no damage. It's just gross.

Trapped Boots. The kobold places a mouse trap into a boot. Unless the creature uses its action or bonus action to inspect the boot before they put it on, the creature triggers the trap. The trap doesn't deal any permanent damage, but until the creature breaks free of the trap, their movement speed is reduced by 10 feet. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success.

Upside Down Poison Vial. The kobolds place a vial of stoppered poison upside down on a spot of glue on a countertop. The vial is clearly marked "POIZUN." When the character lifts the vial, they accidentally remove the stopper and spill the poison. The poison is oil of taggit, which requires the character to make a DC 13 Constitution saving throw or become poisoned for 24 hours. The poisoned creature is unconscious. It wakes up if it takes damage. Noticing the tricky stopper requires a DC 10 Intelligence (Investigation) check.

Zipline Trap. This trap requires one or more creatures to be climbing along a length of rope or zipline over a great height (10 feet or higher). The trapsetter cuts the rope, causing the creatures to fall. A falling creature can make a DC 10 Dexterity saving throw. A target takes the damage normal for a fall on a failed saving throw, or half as much damage on a successful one. The zipline has AC 13, 3 hp, and immunity to poison and psychic damage.

Falling Traps

The traps below are placed into the floor or ground and usually concealed.

Animal Waste Pit. The kobold digs a 5-foot-cubed hole and fills it with animal waste (or its own). It then conceals the pit. Any creature that moves through the area falls into the waste. A character can find the edge of the pit with a successful DC 15 Wisdom (Perception) check. Until the target washes itself and cleans its clothing, it emits a horrible odor; the target suffers disadvantage on all Charisma (Deception and Persuasion) checks, and it leaves a trail of filth behind, granting all creatures advantage on Wisdom (Survival) checks made to track the target.

Drop Into an Aquarium. The kobolds position a large tank filled with water directly below a concealed pit trap or a few faulty floor boards. A character can spot the trap with a passive Perception of 15 or better. Otherwise, the character falls into the water tank and the lid shuts and locks. Unless the character can breathe underwater, they start to drown. The aquarium has AC 12, 10 hp, and immunity to poison and psychic damage. If the aquarium is destroyed, its contents spill into the area. Any creature within 5 feet of the aquarium when this happens (including the creature inside the aquarium) must make a DC 10 Strength check, or fall prone. A character can use its action to make a DC 20 Strength check to break the aquarium lid open from within. A character outside of the aquarium can make a DC 13 Dexterity check using thieves' tools to unlock the aquarium's lid.

Faulty Steps. The kobold damages the structure of a set of steps. If 50 pounds of weight or more are placed on the steps, they collapse. The creature who triggered the steps must make a DC 12 Dexterity saving throw or fall, taking the normal damage for a fall. Noticing the faulty steps requires a DC 13 Wisdom (Perception) check. Kobolds are lightweight and can easily run past these steps without triggering the trap.

Watch-Your-Step Traps

The following traps involve the characters stepping on, or moving through a spot with a trap.

Fake Teleporter. The kobolds paint a square on the floor and write the word "TELAPORTUR" within it. If a character steps on the square, they trigger a fart gag (see Fart Gag below).

Fart Gag. The kobolds place a device under a seat cushion, floor board, or some other area a character is likely to put their weight. The device emits a loud farting noise and a horrible stench. Each creature within 5 feet of the trap must make a DC 10 Constitution saving throw. On a failed saving throw, a creature is poisoned until the end of its next turn. Also, its peers may think that it's the one responsible for the passing-of-gas.

Hidden Cricket Bat. The kobolds place a cricket bat in a strategic location and attach it to a tripwire. When a character hits the tripwire, the bat swings out and paddles the character on the bum. The character must make a DC 10 Constitution saving throw, or have its movement reduced by 10 feet for 1 minute. Noticing the tripwire requires a passive Wisdom (Perception) score of 14 or better.

Glass Wall. The kobolds place a glass wall in a high-traffic area. The glass is so clean, it's impossible to spot without a successful DC 15 Wisdom (Perception) check. A character who fails to spot the glass before walking into the area shatters the glass and takes 3 (1d6) slashing damage as a result.

Greased Log. The kobolds paint a log with grease, then use the log as a bridge between two high points. Any creature that moves across the log must make a DC 12 Dexterity (Acrobatics) check, or slip and take falling damage. Noticing the greasy surface requires a successful DC 12 Wisdom (Perception) check.

Incline Hallway. The kobolds cover the floors of a hallway with a subtle incline in grease or slippery ice. Any creature that moves through the hallway must make a DC 12 Dexterity (Athletics) check or fall prone. A creature that falls prone slides 10 feet back toward the bottom of the incline. Noticing the incline and trap requires a successful DC 12 Wisdom (Perception) check.

Rakes. The kobolds fill a room with rakes. A character that moves through the room must make a DC 10 Dexterity (Acrobatics) check. Small or smaller creatures have advantage on this check, and a creature moving through the area at half speed doesn't need to make the check. On a failed check, the character steps on a rake's teeth which causes the handle of the rake to swing upward and hit the character in the face; the character takes 1 bludgeoning damage. If this damage reduces the character to 0 hit points, they fall unconscious, but are stable.

Snare-a-pult. The kobolds pull a flexible tree such as a young pine or palm tree to the ground; then, they attach a snare to the end of it. When a creature steps into the snare, the snare grabs their leg and the bonds holding the tree in place let loose, flinging the creature away. The target lands in a spot 20 feet away from the snare and takes 7 (2d6) bludgeoning damage. Spotting the snare requires a passive Perception score of 14 or better. Removing the trap requires a successful DC 10 Dexterity check using proficiency in thieves' tools.

Sharp Floor Objects. Glass ornaments, metal spikes, and similar objects function the same way caltrops do. Any creature that enters an area with these objects must succeed on a DC 15 Dexterity saving throw or stop moving this turn and take 1 piercing damage. Taking this damage reduces the creature's walking speed by 10 feet until the creature regains at least 1 hit point. Noticing the sharp objects requires a passive Wisdom (Perception) score of 12 or better. A creature moving through the area at half speed doesn't need to make the save.

Slippery Floor Objects. Small wheeled toys, marbles, or other objects function the same way as ball bearings do. A creature moving the area must succeed on a DC 10 Dexterity saving throw or fall prone. A creature notices the small objects with a successful DC 13 Wisdom (Perception) check. Once discovered, a creature moving through the area at half speed doesn't need to make the save.

Slippery Ice. A creature that moves through an area with slippery ice must succeed on a DC 10 Dexterity saving throw or fall prone. If the slippery ice is on a staircase or other height, the target also takes 3 (1d6) bludgeoning damage from the fall. Spotting slippery ice requires a DC 13 Wisdom (Perception) check. A creature moving through the area at half speed doesn't need to make the save.

Sticky Tar. The kobolds paint sticky tar on the floor. A space covered in sticky tar is considered difficult terrain. A creature notices the sticky tar with a successful DC 12 Wisdom (Perception) check.

Stop Hitting Yourself. The kobolds place a thin wire in a corridor, doorway, or some other high-traffic point in the manor. The wire is attached to a pressure plate and a pulley. When the pressure plate is stepped on, the wire lifts up and hits the character's elbow, forcing them to punch themselves in the face. The character takes 1 bludgeoning damage from the attack. Spotting any of the components that make

up the trap requires a passive Wisdom (Perception) score of 13 or better. The trap can be removed with a successful DC 10 Dexterity check using thieves' tools.

Tripwire. A creature who moves through an area with a tripwire must make a DC 10 Dexterity saving throw or fall prone. A creature notices the tripwire with a successful DC 13 Wisdom (Perception) check. A tripwire has AC 12, 1 hp, and immunity to poison and psychic damage.

Tripwire/Weight Combination. This trap works the same as the tripwire mentioned above. However, the tripwire holds a weight overhead in place. If the wire is cut, the weight falls and lands on the creature who cut the wire. The target must make a DC 12 Dexterity saving throw, taking 2 (1d4) bludgeoning damage on a failed saving throw, or half as much damage on a successful one. Noticing the secondary trap requires the character to make a successful DC 10 Intelligence (Investigation) check.

CREEPY CRITTERS

The following animals are used by kobolds to act as obstacles, guardians, or just pests.

Chickens and Cockatrices. The kobolds spread bird seed all over the floor of a room and then fill it with chickens. The chickens use the **swarm of rats** stat block. The chickens create difficult terrain for the characters and might even act aggressive if provoked. In addition to the chickens, there is a **cockatrice** hidden among them. Spotting the cockatrice among the chickens requires a successful DC 10 Intelligence (Nature) check. As an added bonus, the kobolds may place ball bearings throughout the room. The chickens are too small to slip on the ball bearings, but the characters aren't.

Hot Slime in a Tea Kettle. The kobolds stuffed a small **ochre jelly** into a tea kettle, then turned on the burner. After 1d4 rounds, the ooze explodes out of the tea kettle, landing on a random creature within 10 feet of it. The target must make a DC 10 Dexterity saving throw. On a failed saving throw, the target takes 3 (1d6) acid damage and falls prone. The small ochre jelly then attacks the nearest creature it can sense. The ooze only has 9 hit points and it is Small.

Skunk Swarm. The kobolds release a surfeit of skunks into the area. The skunks use the **swarm of rats** stat block, except they gain the following action:

Spray Musk. The skunks spray a creature within 5 feet of it. The target must succeed on a DC 9 Constitution saving throw or become poisoned until the end of its next turn. The target also stinks. Until the target cleans the skunks' musk from itself, it has disadvantage on all Charisma checks made to interact with other creatures.

THE SECRET BASEMENT

The secret basement is the manor owner's best kept secret. However, it is just as well guarded as the upper levels of the house. And the traps and puzzles here are a little more clever than a few kobold traps. Of course, characters who successfully navigate the maze of traps will discover an incredible hoard of treasure in its secret vault.

39 – ENTERING THE VAULT

The only way into the vault is through the secret passage in area 20b. Characters who descend the stairs find themselves

in this area. Not even the kobolds know about this location. The door that leads to area 40a is locked, requiring a DC 20 Dexterity check using proficiency in thieves' tools to unlock, or a DC 20 Strength check to break down. Otherwise, the door has AC 20, 25 hp (damage threshold 10), and immunity to fire, poison, and psychic damage. The key might also be found on one of the treasure tables (see the section on "Treasure" above) as a item of intrigue. If the characters exhaustively search the house and fail to find the key, assume the manor's owner has it on their person.

40 – THE MAZE

Probably the most intimidating part of the secret basement is its labyrinthine maze. Characters will need to use plenty of smarts to navigate this section, lest they find themselves permanently trapped within this dangerous section of the basement.

DROWNING SWITCHES
To open the doors to the vault's antechamber (area 43), the characters must trigger two switches and their respective pressure plates. One of the switches is located on the wall next to the doors to area 43 (marked area 40m on the map) The other switch is hidden at one of twelve dead ends within the maze. Those dead ends are at: 40a, 40b, 40d, 40f, 40g, 40h, 40i, 40j, 40k, 40l, and 40n. There is also a switch in area 41. To determine which of the other twelve switches is the real switch, roll a d12 and consult the switch table below.

SWITCHES

d12	Switch Location
1	40a
2	40b
3	40d
4	40f
5	40g
6	40h
7	40i
8	40j
9	40k
10	40l
11	40n
12	41

The characters might learn the location of the real switch by finding an item of intrigue on one of the treasure tables (see the section on "Treasure" for details). Otherwise, the characters will have to figure out which switch is the true switch through trial and error.

Each switch is made from solid stone and weighs 12 lbs. Therefore, spells such as *mage hand* aren't strong enough to shift them upward. In addition, each switch has a subtle pressure plate directly in front of it. Unless a creature searches the floor below a switch and succeeds on a DC 15 Intelligence (Investigation) check, they won't notice the pressure plate. It takes a minimum of 75 lbs to depress a

pressure plate. Once the weight is lifted off the plate, the plate returns to its default position.

Not all of the switch/pressure plates open the door, but all of them are trapped. When a switch and its respective pressure plate is triggered, a door slides up from the floor and seals the person who triggered the trap in a cell measuring 5-feet on a side and 10-feet high. Water then starts to pour from small holes piped in through the walls at a rate of 6 inches per round. In 2 minutes (20 rounds), the cell completely fills with water, potentially suffocating the character trapped inside. Area 41's trap has a similar but different function (see below).

Stepping off the pressure plate or returning the switch to its "off" position stops the flow of water and opens its door, spilling the water out into the hallway. Drains placed at regular intervals in the hallway allow the water to escape without dealing long term damage. Additionally, triggering the correct switches opens the doors and stops the flow of water so long as the doors to area 43 remain open.

Spotting the holes in the walls requires a DC 12 Wisdom (Perception) check. A character can find a sliding door in the floor with a successful DC 15 Intelligence (Investigation) check. Although there are too many holes to plug to stop the flow of water once it occurs, jamming a piton or similar object into the door's slot and succeeding on a DC 15 Strength (Athletics) check will prevent it from rising when it is triggered.

Once the correct switches are placed into the up position and their respective pressure plates are depressed, the door to area 43 opens for 1 hour. Additionally, all of the trap doors open and the water stops pouring out.

LOCKED DOORS
The doors at areas 40c and 40e are both locked, as are the doors that lead to areas 41, 42, and 43. With the exception of the door to area 43, the doors are made from solid steel, each with AC 20, 25 hp (damage threshold 10), and immunity to fire, poison, and psychic damage. Picking a door's lock requires a successful DC 20 Dexterity check using proficiency in thieves' tools or a successful DC 20 Strength to break open.

The double doors that lead to area 43 are magically warded. Only by triggering the correct pair of switches (see Drowning Switches above) will the doors open. No amount of damage or skill will open these doors otherwise.

41 – THE SHRINE

This room appears to be a shrine covered in cobwebs and dust. A character who searches the altar against the eastern wall and succeeds on a DC 15 Intelligence (Investigation) check finds a switch in the area. This switch functions similar to the switches described in area 40, except instead of a water trap like the one previously described, the door to the room shuts and the room starts to fill with toxic gas. Each round a creature starts their turn in the room, they must make a DC 10 Constitution saving throw. On a failed saving throw, the target takes 1 poison damage. If this damage reduces the character's hit points to 0, the character is stable but unconscious for 1d4 hours. Like the water traps, the gas stops and the door opens as soon as a character steps off the pressure plate or returns the switch to its "off" position.

Spotting the nozzles that deploy the gas requires a DC 15 Intelligence (Investigation) check. Once discovered, a character can disable the nozzles by spending 10 minutes and succeeding on a DC 15 Dexterity check using proficiency in thieves' tools.

42 – The Pit

A 15-foot-wide pit stretches from the north and south ends of this area. There is nowhere to walk along the sides of the pit, thus, the characters will need to find a way over the pit to reach the far end of it. The pit is 50-feet deep.

43 – Antechamber

At all four corners of this room, large stone dragon heads face the center of the room. All of their mouths are open. Two torches hang on the north wall. A lone torch hangs on the south wall next to a gouge in the wall that looks like another torch may have once hung there.

If a character places their hand into the mouths of the northwestern, northeastern, or southwestern dragon, the dragon's mouth bites down. The character must make a DC 10 Dexterity saving throw, or they take 2 (1d4) piercing damage and become restrained by the dragon's mouth. A character who uses their action can make a DC 15 Strength check, freeing the trapped character with a success. On a failure, the character takes 1 piercing damage. On initiative count 10, the other dragon heads—with the exception of the southwestern dragon—rotate to face the trapped character. Each dragon then breathes a 15-foot cone of fire targeting the trapped character. Each creature in that area must succeed on two DC 10 Dexterity saving throws, taking 7 (2d6) fire damage for each failed saving throw, or half as much damage for each successful saving throw.

If a character places their hand into the mouth of the southwestern dragon, they feel a switch inside. If they pull on the switch, it opens a secret door in the western wall that leads to the true vault.

44 – Vault

This vault holds wealth beyond the characters' wildest dreams as detailed on the Vault Treasure table below. If these figures seem extreme—hey, this is a holiday one-shot, so it's okay to reward your players—feel free to change them to better suit your players.

Vault Treasure

Type	Quantity
Art objects worth 7,500 gp each	1d4 (2)
Gems worth 5,000 gp each	1d8 (4)
Gold pieces	12d6 x 1,000 (42,000)
Magic items, rare	1d4 (2)
Magic items, very rare	1d6 (3)
Magic items, legendary	1
Platinum pieces	8d6 x 1,000 (28,000)

Choose magic items that you feel best fit the characters. After all, it's the holidays!

Adventure Conclusion

Kobolds, traps, deadly mazes, dragon heads, and immeasurable treasure. This will likely be an adventure the characters—and their players—won't soon forget.
    Have a happy holiday! Ω

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