

LEPTIC ENCOUNTERS



Shrine of the Kobold Queen

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Welcome to Epic Encounters, designed to help you take your fantasy roleplaying games to the next level.

In this booklet, you'll find guidance on running an encounter, tips on making sure every turn builds jeopardy and excitement, and for ensuring that you'll keep your players on their toes – if they have any left after this battle, of course!

Before you play, use this handy checklist to ensure you've got everything prepared and are ready to go.

- ✓ You've read this book. Use it for inspiration as well as guidance. Choose the bits you like or use it all - the choice is up to you.
- ✓ Your players all have their dice and their character sheets and know that something big is coming.
- ✓ The battle map is laid out, ready for use, and you've familiarised yourself with its different areas and the variety of things that can happen over the course of the conflict.
- ✓ You're ready to have fun! Above everything else, remember that this is a game. If you forget certain rules as the Gamemaster (GM), don't worry. As long as you and your players are laughing and enjoying yourselves, you're doing it right.

Before starting

Epic Encounters are divided into three tiers of play, making them suitable for as many different player groups as possible. The Damage Level and the Difficulty Class (DC) of each check specified during the encounter is broken into three Tiers of Play, shown in the table below. Whenever the text calls for a 'standard DC check', or specifies that a creature suffers 'standard damage', refer to the appropriate box below. For example, if you're playing at the lower level, and you take standard damage, you suffer d4 points of damage.

This encounter is designed for lower level play. With a few tweaks, an experienced GM should be able to make it suitable for medium level play as well.

Tier of Play	Difficulty Class	Damage Level
Lower (levels 1-4)	12	d4
Middle (levels 5-10)	14	d8
Higher (levels 10+)	18	d10

Contents



adventure

Fire Brand Kobolds are strange, cowardly creatures. They attack only when in great numbers, relying on their own greater quantity and low cunning to overwhelm their foes. Recently, nearby towns have been complaining of regular, organised kobold raids. Kobolds captured and interrogated by the villagers babble stories of a messiah, a queen who offers them visions of a land they will one

day call their own. All they must do, she says, is drive off all other settlers, putting holdouts to the sword and their homes to the torch. More and more kobolds flock to hear her speak, to hear of a world made new – made, she insists, in the image of the dragon.

This kobold messiah, called Mother Krangor, is an unusually brilliant and potent shaman. Her exceptional intelligence, as well as deep empathy for her people and malice towards all others, led her to investigate the remote

corners of the earth for a means of bringing the kobolds to power. Mother Krangor ultimately discovered her sanctuary, a sizeable

network of caverns – caverns inhabited by an ancient, vicious, and deadly red dragon. She spent months in careful exploration until she found a spot from which she could whisper directly into the sleeping dragon's ear. Weaving spells of great power and gradually seeding her dreams into the dragon's mind, Mother Krangor began to bend the great beast to her purpose.

As she did so, she began to draw followers to her, filling them with the raging passion of her cause.

This cause has metastasized into a religion: the Cult of the Bloody Flame. Soon Mother Krangor intends to unleash her greatest weapon, clearing the neighbouring lands of any but kobold life and leaving it free for settlement. Unless, of course, she is stopped but that is far easier said than done.



Mother Krangor and the Cult of the Bloody Flame are the subjects of extensive rumours, discussed throughout the region as people try to discover the cause of the brutal kobold attacks. Some of these rumours are listed below.

- ✓ Mother Krangor derives much of her power from the sacrifice of humans, elves, dwarves, and other sentient races – especially dragonborn. Any unfortunate captured by the kobolds is kept in a pit lined with discarded dragon teeth to prevent escape. Kept, that is, until the auspicious moment when they are dragged out of the pit and sacrificed upon the bloody altar, their hearts hacked from their chests and their life's blood given to Mother Krangor to bolster her powers.
- ✓ The Cult of the Bloody Flame is dedicated to the idea that the Fire Brand Kobolds are the children of dragons and have been denied their true powers. As the various peoples of the world have evolved and spread, there is less room for dragonkind. As a result, kobolds have been diminished, reduced to lesser beings than the mighty winged beasts they should have been.
- ✓ An expert in poisons, Mother Krangor brews a series of strange potions she keeps in her sanctuary. These powerful concoctions are capable of rendering victims insensible, confusing the senses and deadening the wits, or inflicting slow, agonising deaths.
- ✓ Initiates into the Cult of the Bloody Flame must immerse their whole arm in lava retrieved from the deep caverns inhabited by Mother Krangor and the great dragon she has under her thrall. Only through such acts of scarification can a kobold's flesh be made 'scale pure': worthy of becoming dragonhide. Each member of the cult checks their scarred and pitted flesh daily, desperate to see evidence of fresh dragon scales growing through.
- ✓ The cult uses Ember Rage Fire Snakes as mounts, breeding and keeping them in the caverns and riding them into battle or on raids, where they are invaluable for rounding up victims for Mother Krangor's sacrificial altar.
- ✓ Mother Krangor seldom leaves her caverns, preferring to remain in the somnolent darkness planning her strategies and waiting for the time to strike. In her place, she sends out her Priests of the Bloody Flame – strange figures wreathed in grey robes and with the distinctive dragon sigil etched into their brows – to treat on her behalf. These priests are feared and respected throughout the kobold community. They are trained in magic and in the mysteries of the cult, and their very presence can drive kobolds into a frenzy of devotional violence.

the encampment

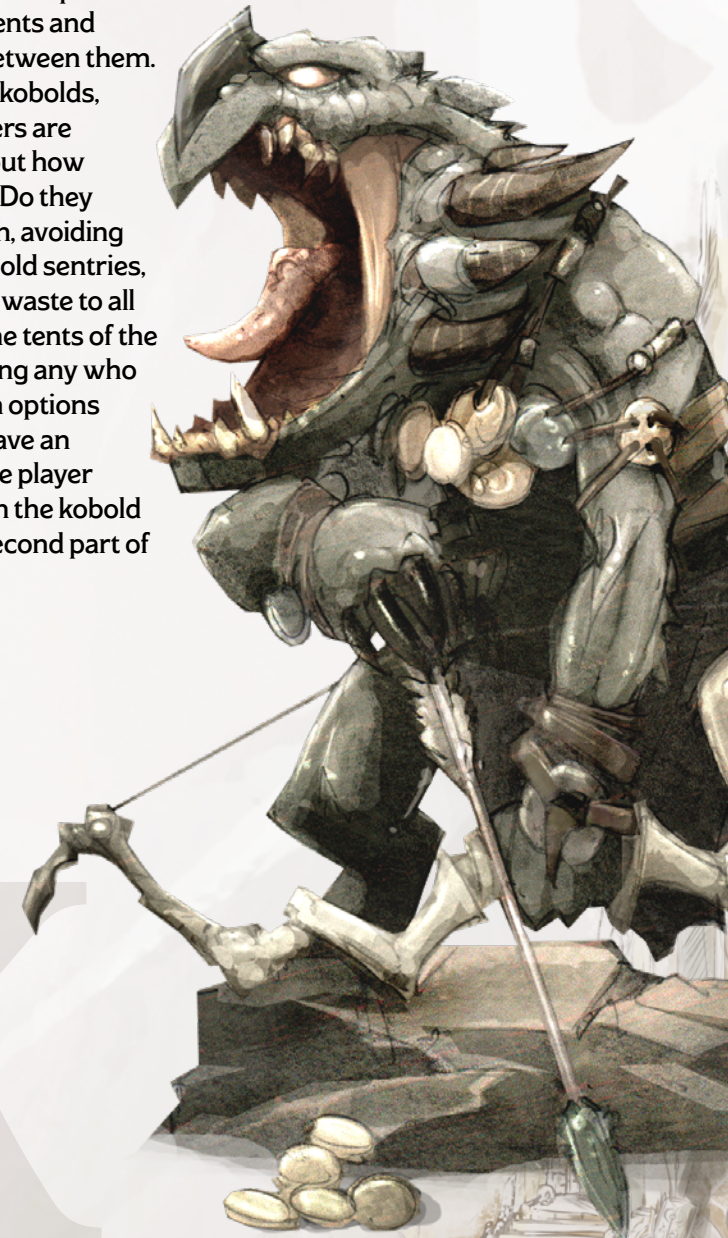
The player characters are here to stop the rise of a terrible new threat and to prevent the destruction of hundreds of lives and homes and the unleashing of a vast and horrifying draconic threat. In short, to do the things that heroes are meant to do. But what alerted them to this growing menace and finally left them no choice but to stop it?

Choose one of these adventure hooks and weave it into your story.

- ✓ The depredations of the kobolds have become too severe for the local ruler to ignore any longer. They put out a call for heroes who don't mind getting bloody, and you responded.
- ✓ A friend was abducted by a kobold raiding party. You're going to get them back and make their kidnappers pay!
- ✓ Poisoned water ruined the crops and left dozens ill or dying, and none can locate its source. You hear whispers of a kobold priestess in the hills who brews strange potions. Could she be the source of this disease – or possess a cure? You'll have to find out!
- ✓ The magical rituals of Mother Krangor are affecting the planes of reality; blood magic wears away at the fabric of the world, tearing it and leaving it gaping and ruined. You've sensed that something is wrong – something that must be stopped before any more damage is done to reality.
- ✓ Mother Krangor has amassed quite the collection of treasures and magical items in her various travels. She can't need them, hiding away in that cave. Might as well relieve her of them, really. You'd be doing her a favour.
- ✓ The caverns in which the Fire Brand Kobolds have made their home is a sacred dwarven barrow in which the remains of a great king were interred. The presence of these kobolds and the dark magic being performed there are a blasphemy that must be stopped.
- ✓ The dragon to be unleashed is amongst the most wicked and despicable examples of its species – which is saying something. No price is too high to pay to prevent it embarking upon its reign of fire.
- ✓ One of you received a vision: a world reduced to cinders, blackened trees shattered into charcoal flakes, a hell of vast teeth and unfolded wings. If Mother Krangor's plan is brought to fruition, the world will end in fire and pain. This prophecy must be averted.

The first stage of the adventure focuses on the Fire Brand Kobold camp. While trying to gain access to the caverns in which Mother Krangor shelters, the player characters begin discerning the threat that she and her cult pose.

The encampment is made up of a number of different tents and locations, with paths between them. The camp is thick with kobolds, and the player characters are faced with a choice about how they wish to approach. Do they intend to sneak through, avoiding the attention of the kobold sentries, or do they intend to lay waste to all before them, lighting the tents of the kobolds on fire and killing any who dare to approach? Both options are entirely valid and have an impact on the forces the player characters must fight in the kobold caverns, which is the second part of the adventure.



Enemies

There are large numbers of Fire Brand Kobolds in the encampment, as might be expected. There is a single Fire Brand Kobold outside each tent, one guards the shrine, and another two watch over the pit to prevent any escape for its inhabitants. The kobolds also have a pair of Fire Brand Kobolds mounted on Ember Rage Fire Snakes patrolling the edges of the camp at all times.

If they encounter the player characters, they try to keep the player characters at a distance, buying time to call for help. Once reinforcements are in place, the kobolds surround the player characters, alternating spear thrusts and ranged attacks, always trying to keep their enemies hemmed in by a network of steel. Magic-users are particular targets, as the kobolds not only are afraid of the effects of spells but also believe that wizard blood, if offered up to Mother Krangor, can substantially increase her magical potency.

Reinforcements

Mother Krangor is determined to fulfil her plan, even if she must expend the lives of every single one of her followers to do so. As a result, if the kobolds are alerted to the presence of invaders, a Priest of the Bloody Flame is dispatched

Sounding the alarm

The kobolds aren't going to let the player characters just walk through the encampment as they choose; they need to be a little smarter than that. This means keeping to the shadows, avoiding patrols, and so on. Be sneaky.

There are many places for the player characters to hide, and the kobolds aren't very organised, so their security measures are... lax. However, if the player characters are careless or complacent, they can quickly find the whole encampment descending on them. If the player characters are spotted by kobolds, or if the player characters attack a kobold and are unable to kill them within 2 turns, then the kobold shrieks for help. This draws any and all kobolds within 50 ft. of the caller.

Any such call also triggers the arrival of reinforcements (see below) within 5 combat turns, or within 2 minutes.

with reinforcements. The nature of these reinforcements is typically another pair of mounted kobolds. The priest lingers at the back of the combat, using magic to bolster the kobolds' morale and to damage the enemy however they can.



The altar

Large and clearly hewn by craftsmen far more skilled than the kobolds who now make use of it, the altar is stained with the blood of the victims who have gone beneath the Priests of the Bloody Flame's knives. A series of strange runes, clearly ancient, appear alongside more recent, cruder, carvings added by kobolds using handmade chisels or the blunted edges of weapons. These newer images depict dragons and kobolds in various attitudes of conquest or conducting strange rituals. The altar is ancient – much more ancient than its current users (apart from Mother Krangor) truly realise – and the kobolds' rituals have imbued it with a sullen, evil presence that affects anyone who draws too close.

Anyone of neutral or good alignment who draws within 5 ft. of the altar is struck by horrifying visions of death and destruction; they must make a Wisdom saving throw or be frightened for as long as they remain within 5 ft. of the altar. This does not affect magic-users.

Magic-users within 5 ft. of the altar make all checks with disadvantage, regardless of alignment. They are not, however, affected by the visions of destruction. Their magical training is too strong for the background radiation of the altar to break through.

The shrine

Made from the bones of sacrificial victims, glittering red scales, dragon's teeth, and a series of peculiarly deformed kobold skulls, the shrine is an object of worship for the kobolds within the encampment. They all revere it and visit at least once a day to genuflect. As Mother Krangor is rarely seen outside of the caverns – and even then only by her chosen guards – most of the kobolds pray to the shrine as a surrogate. The composite elements of the shrine have significance only to the Cult of the Bloody Flame (the kobold skulls, for example, are from those with deformities which the cult believed indicated they were turning back into true dragons), but there is one element which holds real power: the Sigil of the Dragon, once worn by a dragonborn knight. Mother Krangor took it from his corpse and, with the workings of her dark magic, corrupted its chivalric, noble power. What had once been a force for good now augments evil.

Whenever a kobold is within 5 ft. of the shrine, they gain a free bonus action. The sigil may be removed from the shrine with a Strength (Athletics) check. Once removed from the strange nexus of bone and blood magic, the sigil immediately loses all its power.

The pit

Mother Krangor demands blood, both for her magical rites and to offer to the dragon under her thrall. The intended sacrificial victims are kept in a pit close to the altar so that they can be quickly dragged to the site of their eventual death. The pit is 12 ft. deep, with sheer sides lined with a series of sharp objects, designed to deter potential escapees. To extricate a victim, the kobolds lasso them with the ropes surrounding the pit and pull them up. An inhabitant of the pit can either cooperate or suffer great pain as they are dragged over the protruding glass, iron nails, and dragon teeth.

If a player character is captured, the kobolds attempt to dump them in the pit before bothering to interrogate them. Falling or being thrown into the pit inflicts standard piercing damage. Climbing up the walls requires a Dexterity check, made with disadvantage to reflect the constant nicked fingers and sliced flesh which even the nimblest of climbers can scarcely avoid.

If the aim of the captured player character was to rescue a companion or kidnapped friend, that individual is here. If not, the GM might like to roll on the following table.

D10 Result

1-2 No one; the pit is empty. The latest victim has already been offered up to Mother Krangor.

3-4 A halfling thief named Glion Swiftfoot, once caught by the kobolds when he unwisely attempted to pilfer from the shrine. Once rescued, he offers no reward and bolts as soon as possible.

5-6 A half-orc barbarian named Mutter Bellow, ambushed in a nearby forest and dragged here for sacrifice. She is extremely thankful for being rescued but has nothing to offer in gratitude.

7-8 A human ranger named Vitor Vellion, who was dragged down by weight of numbers while trying to protect a local farmstead. He offers the player characters a pouch of 50 gp for aiding him.

9-10 An elf paladin named Ser Dracourt de Sylence. Their horse was killed by kobold arrows and they were struck with some form of strange paralysing toxin. They gift the player characters 100 gp in gratitude and promise to grant them a favour should the need ever arise.



The forge

Sacred to the Cult of the Bloody Flame, lava plays an important role in their rituals. While the caverns Mother Krangor claimed span a number of pyroclastic rivers, little is accessible from the surface. To address this, the kobolds converted a looted travelling blacksmith's forge and use it to maintain a supply of sacred lava taken from the cavern of Mother Krangor herself in a large iron trough. Constantly heated to ensure it remains molten, this lava is used to initiate new members of the cult and is fed in very small doses to the fire snakes to ensure they remain obedient. The rest of the forge is made up of a half-tent also looted from the blacksmith. Scattered about are various half-finished weapons which the kobolds attempted to manufacture before discarding them.

The lava has strange hallucinogenic properties, as a result of having been infused with Mother Krangor's mixtures. As they evaporate, these mixtures give off a thick, toxic fog. Any non-kobold within the forge must make a Constitution save or take standard poison damage and suffer the poison condition for d3 rounds.

Kobold huts

There are a number of huts where the many kobolds who gather in the camp sleep, eat, and generally do those things which don't involve the sinister worship of dragons and bloody sacrifice. The huts are easy to enter through an opening at the front, or the player characters can cut their way in with a Strength or Dexterity check.

The huts are 6 ft. high, roughly circular, and made from a combination of animal leather, kobold hide, and human skin.

The contents of the different huts can be determined randomly by rolling on the following table. If you roll the same result twice, reroll.

D8	Result
1-2	Two kobolds are in here, fast asleep. Their thin, rasping snores fill the tent. Around them are piles of skins as well as the chaotic detritus one expects with kobolds - half-gnawed bones, discarded hunks of metal and paper, chewed wood, and so on. Moving through the tent without detection requires a Dexterity (Stealth) check.
3-4	Faces. The walls of this tent are hung with the flensed faces of a score of victims. Each has been carefully peeled from the skull, though the skulls themselves are nowhere to be seen. The rest of the hut is austere, with two small pallet beds, a sharpening block, and a number of grotesquely keen knives carefully arrayed on two small wooden tables. These daggers each do 1d6 + 1 damage.
5-6	A kobold cowers in the corner of the tent, hiding ineptly behind a mound of rubbish. This kobold, Dreem, can be threatened into silent obedience with a Charisma (Intimidation) check. If the player characters fail to secure a promise of silence, the kobold immediately raises the alarm and tries to flee. If the player characters manage to extract a promise to keep their presence a secret, the kobold proves surprisingly talkative and amenable. The player characters can ask one question of their choice about the caverns or Mother Krangor which the GM must answer honestly.
7-8	A kobold armoury, containing racks of poorly made, and poorly maintained weaponry. Two guards, their backs to the player characters, paw through the weapon stands for the best choices they can find. These kobolds aren't easily cowed and fight back, sounding the alarm as they do so. If the player characters search through the weapon racks, they can find a +1 longsword and a +1 dagger jumbled in with the brittle, poorly forged rubbish the kobolds typically rely on.

The cavern opening

The player characters' ultimate goal, this 6 ft.-wide, 8 ft.-tall gash in the rock cliff face is the entrance to the passages heading down into the dark earth. It is always guarded by a Fire Brand Kobold Champion, a deadly defender of the faith, who won't leave their post for any reason. This is the party's only way into the lower caverns where their ultimate adversary awaits.



the caverns

Beyond the kobold encampment lie the sinister, winding passages of Mother Krangor's caverns. It is here that Mother Krangor works her will on the dragon and plots her conquest of the lands beyond the harsh rock in which she has made her home. The caverns themselves are perilous, with exposed seams of lava tracing paths through the stone, and the high priestess of the Cult of the Bloody Flame is not foolish enough to jeopardise her survival by incaution. She is protected at all times by her most formidable troops – heavily armoured Ember Rage Fire Snake cavalry; the monstrous Magma Belcher Basilisk she calls Borghus; and her two most trusted and deadly Fire Brand Assassins, Facetaker and Skullclaimer.

Reinforcements

The caverns are filled with Mother Krangor's soldiers, all dedicated to preserving her life and butchering anyone who threatens it. To this end, any combat in any chamber which lasts more than 3 rounds automatically draws reinforcements of 1d4 Fire Brand Kobolds.

Opening Passageway

This is a long, sandy tunnel which leads down into the caverns. It is unguarded. The walls are rough stone, but otherwise the hallway is almost entirely unremarkable.



Location

Cavern of torches

The passageway opens into a large cave. The roof of this cave stretches up into the darkness, well over 20 ft. A few torches gutter in improvised sconces jammed into the walls. These provide enough light to ensure that there is no penalty to vision in this cave. Strange markings have been scrawled over the walls in thickly applied paints. Some of these markings are Draconic script and decipherable to anyone fluent in the language. They consist of peculiar prophecies of the return of the dragons and the right of the great lizards to rule. The room is occupied by two Fire Brand Kobolds mounted on Ember Rage Fire Snakes and four Fire Brand Kobolds. They attack immediately upon seeing the player characters. The four spear-

wielders aim to pin the player characters in place. As they do so, the mounted kobolds use their additional speed to harry the player characters' flanks.

Searching the cave reveals 75 gp worth of discarded, slightly chewed jewellery and gems.

There is also a secret passageway concealed here, which a Wisdom (Perception) check reveals, as a player character feels the faint breeze blowing through a well-hidden crack in the apparently solid stone wall of the cavern. This secret passage can be followed to the hatchery, allowing the player characters to surprise the kobolds waiting there.

Narrow passage

The second linking passage is narrow and, again, the floor is covered in fine sand. A Wisdom (Perception) check reveals that the sand has been disturbed and then hastily swept back into place.

The passage is booby trapped. The trap can be spotted with a Wisdom (Survival/Perception) check. A tripwire stretches across the passage (the GM can choose where) and is set off by the first player character to pass through it. This triggers a rock fall from above, dealing standard bludgeoning damage to any character within 15 ft. of the tripwire in either direction. The tripwire can be disarmed with a Dexterity (Sleight of Hand) check, rendering it harmless.



Sanctuary of the statue

This cavern has a much lower roof than the first cavern, only 10 ft. above. This reduces the distance of all ranged weapons by 10 ft. A passageway leads towards the next large cave room, and there is a dark aperture which leads to the hatchery. The noises of small fire snakes can be heard through the aperture — a sound like cawing birds being slowly drowned. As in the last cavern, a few torches burn weakly in sconces, and there is no penalty to vision in this cave.

In the centre of the cave stands a large statue depicting a dragon. It is roughly made but captivating nonetheless and has the same stylised, geometric lines of the wall art in Cavern of Torches. The statue is made from the strange ambergris substance which kobolds produce after feeding, carefully shaped while still fluid and then left to harden. A Wisdom (Perception) check or an Intelligence (Nature) check reveals this fact and reminds the player character that this kobold ambergris is extremely valuable. The statue is far too large and cumbersome to carry as a whole. It can be broken down into pieces, however, with a Strength check or with a solid blow from a weapon. The statue breaks into six pieces, each of which is worth approximately 200 gp, though a particularly charismatic negotiator might be able to get more. Breaking down the statue any further risks compromising the ambergris and rendering it worthless.

The cavern is populated by four Fire Brand Kobolds mounted on Ember Rage Fire Snakes, all of whom attack immediately. As soon as the player characters enter the cavern, these mounted kobolds unleash a volley of arrows and begin to move around the cavern quickly, drawing the player characters in different directions while trying to avoid any kind of extended melee battle. The player characters can surprise these guards by accessing the secret passage in Cavern of Torches.

Approximately halfway through the fight (when two of the mounted kobolds are dead), the player characters hear a sudden and terrifying roar. It rips through the cave, leaving a rasping echo. The surviving kobolds redouble their efforts, shrieking for their 'Baby God' to help them. Two turns later, the Magma Belcher Basilisk enters the fray, urged on by its two handlers, who jab at the vile beast, lazily.

The basilisk emerges from the passageway leading to the next cave room, not from the hatchery. The beast is an unusual mutation of the species, created by Mother Krangor through sinister rituals and tinctures of her own devising. These have resulted in a basilisk capable of firing gobbets of hot lava from its throat. The kobolds use the basilisk to pin the player characters at the back of the room, hitting them with its Petrifying Gaze or a Magma Belch. The surviving kobolds give the basilisk a few turns to soften up the player characters and then charge back in to try to finish them off.

Hatchery

The room is almost entirely occupied by eggs - dozens of large, heavy fire snake eggs. Their rough, black surface is seamed with gleaming red of varying intensity, like magma. Juvenile fire snakes, each approximately the size of a small dog, slink and wriggle between the eggs, warming themselves against the fluctuating heat.

Touching a fire snake egg is a risky choice. When touching a fire egg with bare hands, roll a d6. On a 1-3, the egg is lukewarm and easy to pick up and move. On a 4-6, the egg is dangerously hot, and the player character takes half standard fire damage (to a minimum of 1).

The juvenile fire snakes immediately attack if the player characters attempt to touch or remove any of the eggs. They swarm around, biting and nipping at the characters and screeching for help. As long as the player characters do not touch the eggs, however, the fire snakes remain unconcerned by them and simply ignore them or else nuzzle against their legs.

The hatchery is accessible both from Sanctuary of the Statue and via the secret passage in Cavern of Torches. If the player characters find and use the secret passage and do not disturb the eggs, then they can make a surprise attack on the mounted kobolds in Sanctuary of the Statue. If the fire snake hatchlings raise the alarm, however, then the mounted kobolds approach the entrance of the hatchery and fire arrows at the player characters from outside, trying to lure them into the main cavern beyond.

Stone corridor

This passageway is particularly narrow and has black marks from some sticky, tarry substance smeared along the walls. The ceiling is, again, low, making it difficult to avoid the impression of being trapped.

Assassin's chamber

This smallish grotto is where Mother Krangor's two bodyguards spend much of their time. They are her final protectors and have already prepared themselves for the player characters. Like their tent of faces on the surface, this chamber is deeply unsettling. Headless and limbless torsos stand in an ugly ritual circle in the centre of the room, candles rising from the ragged necks. These provide the only light in the gloomy chamber, forcing any player without darkvision to make all attacks at disadvantage.

The room is occupied by one of Mother Krangor's specially chosen and trained Fire Brand Assassins. The creature hides itself in the shadows from where it watches the player characters, scrutinising their weaknesses and waiting for the perfect moment to strike. Detecting the assassin requires a Wisdom (Perception) check. If the player characters notice the assassin, then it leaps to attack immediately. If, however, the player characters can't see the assassin, then it spends 5 minutes carefully observing them before suddenly exploding into motion. The time spent studying the player characters grants the assassin advantage on all attacks made during the combat. It continues to move around, using its exceptional speed and deadly skill to avoid the edges of the player characters' weapons.

Searching through the room reveals a stash of gold coins, gems, and other goods stolen from the assassins' victims. This cache is worth 450 gp.



Rocky span

Stretching over a lake of seething, bubbling lava, the bridge is 25 ft. in length and 5 ft. wide, so that only one player character can cross it at a time. The second of Mother Krangor's Fire Brand Assassins guards the bridge. While the assassin in the previous room was content to conceal itself in the shadows, this one stands boldly in the centre of the bridge, idly tossing a knife into the air with its tail and catching it in a clawed hand or a wickedly toothed mouth. The assassin is cloaked in human skin.

The only way across the bridge is through the assassin. As soon as the player characters step onto the bridge, the assassin hurls two throwing knives. As these streak towards the player characters, the assassin follows up with a flurry of attacks, attempting to knock its foes into the lava. The lava lake beneath provides enough light for normal vision rules to apply.

Whenever a creature takes damage from a successful attack, they must make a Dexterity saving throw or be knocked from the bridge. Once knocked from the bridge, a creature has the chance to make a Dexterity (Acrobatics) check. A success allows them to grab the edge of the bridge and cling to it. In the next turn, the player character can pull themselves up onto the bridge as their action. If they fall into the lava below, the player character suffers standard bludgeoning damage from the fall, plus another triple standard fire damage per round until they are pulled free. If a player character is in the lava for more than 3 rounds, they are killed and cannot be resurrected - the lava carbonises and then dissolves their body.

Lair of the kobold queen

The entrance of Mother Krangor's inner sanctum is mostly covered in lengthy vines into which are woven the heads of several sacrificial victims. Dead eyes stare out as the player characters move through a narrow opening and into the small cave in which the kobold priestess lives.

The cave is roughly circular, its walls festooned with strange charms, tokens, trinkets, and bones that form odd, geometrical shapes. Large, ornate basins are placed around the room, filled with blood congealing in the heat from the lava stream which bisects the cave. Mother Krangor kneels beside that stream, bathing her scaly hands in its molten contents and whispering draconic prayers into the lava flowing off, deeper into the caverns to where the dragon waits. The lava stream running through this room provides enough light to allow normal vision rules to apply.

Mother Krangor does not immediately move when the player characters enter her room but continues her murmurings. Then she stands and turns towards them, hissing in fury. She removes an earthen pot from her robes and pours a tarry, black substance over her claws. Suddenly, wings unfurl from her back, snapping out wide. She leaps, sweeping quickly towards the player characters as she does so. Her claws drip poison that hisses dangerously when it comes into contact with any other surface.

The final battle is an extremely difficult one despite the numerical advantage the player characters possess. Mother Krangor is old for a kobold but has remained potent through the use of magic. She immediately employs a powerful spell to deliver damage to the player characters and to split them apart. She then attacks the most lightly armoured player character, scratching at them with her claws. She aims to poison the magic-users and then attack the martial characters with her most powerful magic. She uses her wings to keep out of the party's range, and she summons reinforcements when she can, bringing in 1d6 Fire Brand Kobolds and a Priest of the Bloody Flame to assist her.

When Mother Krangor has been killed, the adventure is at an end... at least, this part of it is. You can combine this adventure with the *Lair of the Red Dragon* Epic Encounter set to make a truly awe-inspiring finale to these events.

As Mother Krangor is finally defeated, and the last breaths seep from her ruined form, she utters one last ragged phrase in the draconic tongue. Somewhere, deeper in the caverns, there is an answering roar. The dragon is awake - and ravenous for vengeance.



Fire Brand Kobolds

Small humanoid (kobold), lawful evil

AC: 12

Hit Points: 5 (2d6 - 2)

Speed: 30 ft.

Senses: Darkvision 60 ft.

Passive Perception 8

Languages: Common,

Draconic

STR: 7 (-2)

DEX: 15 (+2)

CON: 9 (-1)

INT: 8 (-1)

WIS: 7 (-2)

CHA: 8 (-1)

Challenge
1/8
(25 XP)

Special Abilities

Pack Tactics

Kobolds have advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 ft. of the creature and the ally isn't incapacitated

Sunlight Sensitivity

While in sunlight, kobolds have disadvantage on attack rolls as well as on Wisdom (Perception) checks that rely on sight

Actions

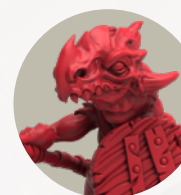
Short Bow

Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target

Hit: 5 (1d6 + 2) bludgeoning damage

Spear

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

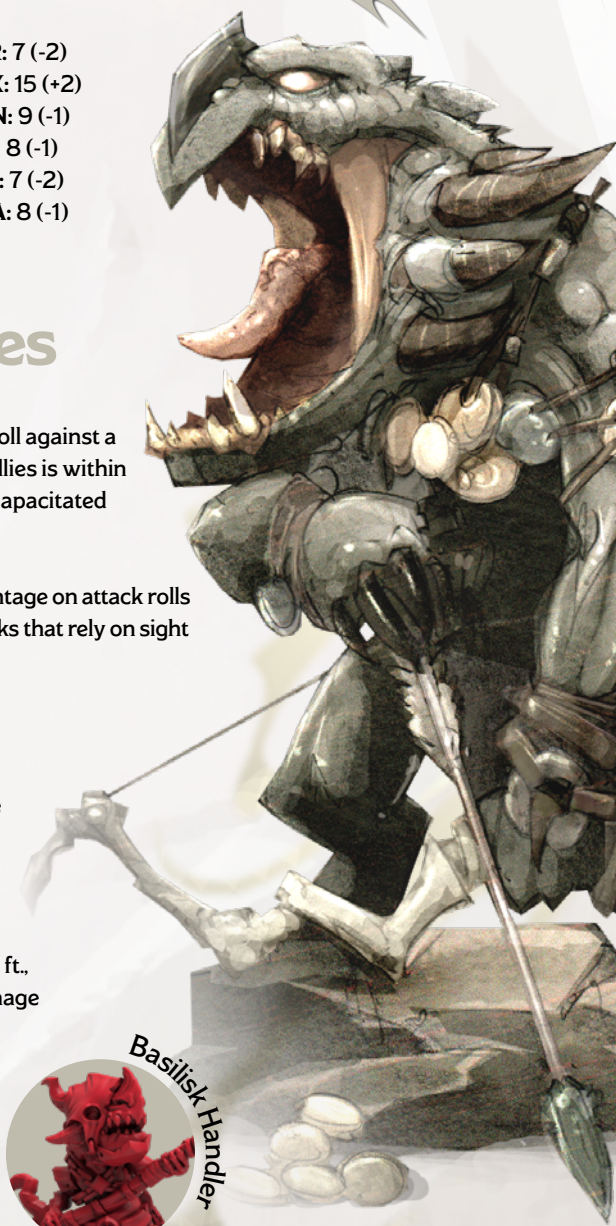


Fire Brand Kobolds



Basilisk Handler

stats



Challenge
1
(200 XP)

Ember Rage Fire Snake

Medium elemental, neutral evil

AC: 14 (natural armour)
Hit Points: 22 (5d8)

Speed: 30 ft.
Senses: Darkvision 60 ft.
Passive Perception 10
Languages: understands
Draconic but can't speak it

STR: 12 (+1)
DEX: 14 (+2)
CON: 11 (+0)
INT: 7 (-2)
WIS: 10 (+0)
CHA: 8 (-1)

Damage Vulnerabilities:
Cold
Damage Immunities:
Fire
Damage Resistances:
Bludgeoning, piercing,
and slashing from
nonmagical weapons

Special Abilities

Heated Body

A creature that touches the fire snake or hits it with a melee attack while within 5 ft. of it takes 3 (1d6) fire damage

Actions

Multiattack

The fire snake makes two attacks: one with its bite and one with its tail

Bite

Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage plus 3 (1d6) fire damage

Tail

Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) bludgeoning damage plus 3 (1d6) fire damage



Ember Rage Fire Snake

Challenge
1/2
(50 XP)

Fire Brand Kobold Champion

Small humanoid (kobold), lawful evil

AC: 14 (toughened scales)
Hit Points: 17 (5d6)

Speed: 30 ft.
Senses: Darkvision 60 ft.
Passive Perception 8
Languages: Common,
Draconic

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

Special Abilities

Sunlight Sensitivity

While in sunlight, the kobold champion has Disadvantage on attack rolls as well as on Wisdom (Perception) checks that rely on sight

Savage Slashes

The kobold champion wields its twin daggers as though they were a single weapon

Impossible Speed

The kobold champion takes one free action at the start of any combat, irrespective of initiative order

Actions

Twin Daggers

Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage

Sling

Ranged Weapon Attack: +4 to hit, reach 30/120 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage



Fire Brand Kobold Champion

Magma Belcher Basilisk

Medium monstrosity, unaligned

AC: 15 (natural armour)
Hit Points: 52 (8d8 + 16)

Speed: 20 ft.
Senses: Darkvision 60 ft.
Passive Perception 9
Languages: -

STR: 16 (+3)
DEX: 8 (-1)
CON: 15 (+2)
INT: 2 (-4)
WIS: 8 (-1)
CHA: 7 (-2)



Challenge
3
(700 XP)

Special Abilities

Petrifying Gaze

If a creature starts its turn within 30 ft. of the basilisk and the two of them can see each other, the basilisk can force the creature to make a Constitution saving throw if the basilisk isn't Incapacitated. On a failed saving throw, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic. A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the basilisk until the start of its next turn, when it can avert its eyes again. If it looks at the basilisk in the meantime, it must immediately make the saving throw. If the basilisk sees its reflection within 30 ft. of it in bright light, it mistakes itself for a rival and targets itself with its gaze

Magma Belch

The basilisk vomits forth a bulging mass of chewed rock, magma, and acidic bile. The basilisk exhales a 15-foot cone of lava. Each creature in that area must make a Dexterity saving throw, taking 23 (6d6+2) fire damage on a failed saving throw, or half as much damage on a successful one

Actions

Bite

Melee Weapon Attack: +5 to hit, reach 5 ft., one target Hit: 10 (2d6 + 3) piercing damage plus 7 (2d6) poison damage



Magma Belcher Basilisk

Challenge
1
(200 XP)

Fire Brand Assassins

Small humanoid (kobold), lawful evil

AC: 16

Hit Points: 25 (4d10 + 5)

Speed: 40 ft.

Senses: Darkvision 60ft.

Passive Perception 11

Languages: Common,

Draconic

Saving Throws:

DEX +5

STR: 10 (+0)

DEX: 17 (+3)

CON: 9 (-1)

INT: 12 (+1)

WIS: 12 (+1)

CHA: 8 (-1)

Damage Immunities:

Fire

Damage Vulnerabilities:

Cold

Special Abilities

Sudden Leap

As a bonus action, the kobold assassin can move half its speed without triggering any attack of opportunity

Sunlight Sensitivity

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

Actions

Multiattack

The kobold assassin makes two attacks a turn, one with each of its knives

Knife Slash

Melee Weapon Attack. +6 to hit, reach 5 ft., one target.

Hit: 10 (1d12 + 4) slashing damage



Fire Brand Assassin

Challenge
1
(200 XP)

Priest of the Bloody Flame

Small humanoid (kobold), lawful evil

AC: 15

Hit Points: 30 (5d10+5)

Speed: 40 ft.

Senses: Darkvision 60 ft.

Passive Perception 12

Languages: Common,

Draconic

Saving Throws:

WIS +4

STR: 10 (+0)

DEX: 15 (+2)

CON: 10 (+0)

INT: 14 (+2)

WIS: 14 (+2)

CHA: 12 (+1)

Damage Immunities:

Fire

Damage Vulnerabilities:

Cold

Special Abilities

Sunlight Sensitivity

While in sunlight, the kobold priest has Disadvantage on attack rolls as well as on Wisdom (Perception) checks that rely on sight

Spellcasting

A Priest of the Bloody Flame is a 3rd level Cleric. His casting ability is Wisdom. His spellcasting attack bonus is +4 and he knows the following spells:

- ✓ **Cantrips:** Sacred Flame, Mending, Light
- ✓ **1st Level:** Healing Word, Guiding Bolt, Inflict Wounds, Shield of Faith
- ✓ **2nd Level:** Prayer of Healing, Continual Flame

Actions

Staff Smash

Melee Weapon Attack: +2 attack. Reach 5ft.

One target. Hit: 4(1d6) bludgeoning damage



Priest of the Bloody Flame



Mother Krangor

Small humanoid (kobold), lawful evil

AC: 18

Hit Points: 62 (10d12 + 2)

Speed: 30 ft. (flying/
walking)

Senses: Darkvision 60 ft.
Passive Perception 14

Languages: Common,
Draconic

Saving Throws:

DEX +3, INT +5, WIS +6

STR: 10 (+0)

DEX: 16 (+3)

CON: 12 (+1)

INT: 16 (+3)

WIS: 18 (+4)

CHA: 16 (+3)

Damage Immunities:

Fire

Damage Vulnerabilities:

Cold

Special Abilities

Sunlight Sensitivity

While in sunlight, Mother Krangor has Disadvantage on attack rolls as well as on Wisdom (Perception) checks that rely on sight

Spellcasting

Mother Krangor is an 8th level Cleric. Her casting ability is Wisdom. Her spellcasting attack bonus is +6 and a spell save of DC18. She knows the following spells:

- ✓ **Cantrips (at will):** Light, Mending, Resistance, Sacred Flame
- ✓ **1st Level (4):** Guiding Bolt, Healing Word, Inflict Wounds, Shield of Faith
- ✓ **2nd Level (3):** Continual Flame, Hold Person, Prayer of Healing, Spiritual Weapon
- ✓ **3rd Level (3):** Bestow Curse, Dispel Magic, Revivify, Spirit Guardians
- ✓ **4th Level (2):** Death Ward, Stone Shape

Actions

Multiattack

Mother Krangor makes three attacks per turn: two with her sickle-staff and one with her wings buffet

Sickle-staff

Melee Weapon Attack: +5 attack. Reach 5ft. One target
Hit: 12 (4d6) piercing damage

Wing Buffet

Melee Weapon Attack: +5 attack. Reach 10ft. Multiple targets. Hit: 10 (2d6+4) bludgeoning damage

Challenge
4
(1,100 XP)



Mother Krangor

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Epic Encounters Names: Fire Brand Kobold; Fire Brand Assassins; Magma Belcher Basilisk; Ember Rage Fire Snake; Priest of the Bloody Flame; Mother Krangor; Fire Brand Kobold Champion.



EPIC ENCOUNTERS

Lair of The Red Dragon

Is it cunning that gleams in the red dragon's eye? Or a reflection of the gold it so jealously hoards?

With intelligence sharp as its teeth, this tyrant covets riches above all else—and will rain fire on any foolish enough to enter its glittering lair.

ACTUAL
SIZE!

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2x Fire Brand Assassin



1x Mother Krangor



4x Fire Brand Kobold mounted
on Ember Rage Fire Snake



1x Priest of the
Bloody Flame



1x Fire Brand
Kobold Champion



8x Fire Brand Kobold



2x Basilisk
Handler



1x Magma Belcher
Basilisk



A2 Double Sided
Mat