

Cleobelle's Kobolds

This adventure is balanced for players of level 1 – 4.

Dedicated to my wonderful and supportive spouse, who inspired this adventure.

A local bakery has been complaining of regular raids on their pantry. Although the culprits haven't taken any money, they have snatched up stacks of sugary sweets, including cupcakes, cookies, pies, breads, and all manner of indulgent fare. Kobold tracks lead away from the premises, disappearing between a pair of bent trees. You have been hired to track these troublemakers, and extract payment for lost product in the form of gold or hide – your choice.

The players eventually discover that the culprits behind this sugary heist are a trio of kobolds, in service to an unusually malicious Faerie Dragon. They must search the Feywild forest for her hidden lair and take their prize. Depending upon how the players choose to interact with their targets, this may take the form of a calm negotiation or a terrifying combat encounter. Along the way, they may also meet an elderly talking boar named Meego, and a small black cat named Trevor.

Even once the players think that they have succeeded, they may still find themselves made victims of a cruel fey prank. They will need to use all their wits and cunning, not just brute strength, to claim victory.

Starting the Adventure

Back-Baking Labor

Teo the Baker and his husband Rufus (both Lawful Good, he/him) live in and run a small bakery on the outskirts of Amareton, a small, isolated village with a tight-knit community. Their bakery is a humble single-story structure with a large kitchen and sales floor in the front and a bedroom in the back. Above the doorframe hangs a sign that reads *Sweet Blessings*, and which features a stylized painting of a dove. The building's front features a pair of beautifully graven wooden bay windows, and its interior walls are dressed with tasteful floral wallpaper. The floors are made of simple cobblestones. The air here smells of warmth and comfort, and is almost always permeated with the scent of freshly baked pastries.

Recently, the pair have been struck by a string of break-ins. The thieves enter in the dead of night, track mud everywhere, and make off with armfuls of pastries. Efforts to catch the criminals have failed – they are sneaky, and won't strike if they think someone is watching for them. This has been very disruptive to the proprietors' peace of mind, and both seem visibly exhausted.

Teo is a tall, portly man covered in thick, curly black hair. He has a large black beard, which he keeps encased in a hairnet, and a full mustache. Rufus is of similar height and build, if a tad shorter, but his hair is reddish brown, and he is clean-shaven. Both are friendly and welcoming to the players. Teo has a boisterous and playful personality, while Rufus is more serious and reserved.

The pair offer the players 20 gold pieces in exchange for their services, payment due upon delivery. This amount of money represents a year's worth of pay for a single working man, and is the sum of their community's generous donations. Both men are beloved figures in their small town, and their neighbors wish their ill to cease as much as they do, and so they

pooled their resources to afford this bounty. The bakers have no real enemies in Amareton and many friends – its immediately clear that none of the locals could be involved in this. The players time in this town should be kept brief. The bakers and townsfolk will direct them to the pair of bent trees at the edge of the forest clearing and the tracks that lead there, and will share with them tales of skittering claws and beating bat wings in the night, as well as local lore that identifies these particular trees as a portal to the realm of the Fey. Stepping between the trees, the players find themselves standing in the Feywild.

Cleobelle the Tiny Tyrant

Cleobelle (Young Faerie Dragon)

Tiny Dragon, Chaotic Neutral

Armor Class 15

Hit Points 14 (4d4 + 4)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	20 (+5)	13 (+1)	14 (+2)	12 (+1)	16 (+3)

Skills [Arcana](#) +4, [Perception](#) +3, [Stealth](#) +7
Senses [Darkvision](#) 60 ft., Passive Perception 13
Languages Draconic, Sylvan
Challenge 1 (200 XP)
Proficiency Bonus +2

Traits

Superior Invisibility. As a bonus action, Cleobelle can magically turn [invisible](#) until her concentration ends (as if concentrating on a spell). Any equipment she wears or carries is invisible with her.

Limited Telepathy. Using telepathy, Cleobelle can magically communicate with any other faerie dragon within 60 feet of her. She can also communicate with her band of kobolds in the same way.

Noblesse Oblige. If one of Cleobelle's kobold allies dies anywhere on the same plane as her, she knows immediately.

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

Innate Spellcasting. Cleobelle's innate spellcasting ability is Charisma (spell save DC 13). She can innately cast a number of spells, requiring no material components.

1/day each: [dancing lights](#), [mage hand](#), [minor illusion](#)

Actions

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage.

Euphoria Breath (Recharge 5–6). The dragon exhales a puff of euphoria gas at one creature within 5 feet of it. The target must succeed on a DC 11 Wisdom saving throw, or for 1 minute, the target can't take reactions and must roll a d6 at the start of each of its turns to determine its behavior during the turn:

1–4. The target takes no action or bonus action and uses all of its movement to move in a random direction.

5–6. The target doesn't move, and the only thing it can do on its turn is make a DC 11 Wisdom saving throw, ending the effect on itself on a success

The fey wyrm mastermind of this cupcake crime spree is named Cleobelle, a tiny faerie dragon no larger than a thumbnail. Her scales are a stunning crimson red, and her eyes are iridescent greenish-blue and multifaceted, like those of a dragonfly. Her wings are insect-like,

translucent and refractive, and a nearly imperceptible buzzing can be heard as she flies around. Her lizardlike head and spine are crowned with tiny feathers, of the same teal hue as her eyes.

She is pompous and overconfident, and also very clever. She is young, only a few years post-hatching, and has enlisted the help of the kobolds to protect her and bring her delicious sweets until she gets a little bigger. Using her sharp wit, she manipulates the three beleaguered beings to do her bidding, turning them against each other to keep them loyal. Her primary motivation is her enduring love of sugary treats – blueberry muffins are her favorite.

Unlike other members of her species, Cleobelle is lazy and reclusive. She prefers to stay hidden inside her lair, only leaving when absolutely necessary. She uses her telepathic abilities to command her allies to gather supplies from the outside world, and remains hidden and invisible when anyone but her visits her dilapidated home - even her kobold servants rarely see her. She has no specific reason why she's behaves this way. She was born in the typical fashion, from a tiny hummingbird egg in the rafters of a mill in the heart of town, but quickly realized her hatred of loud noise and commotion, and fled into the forest to escape it. She's different from other faerie dragons, and that's how she likes it.

Provided that she isn't killed, Cleobelle will live to be much older than her fellow fey wyrms, due in no small part to the adoration of her warband of kobolds. They may pass and be replaced, but their number will inevitably grow, and as their worship of her continues, she will begin to resemble a chromatic dragon more so than her birth species. It is unclear whether she has any genuine affection for her minions, but she will nevertheless stand in their defense if anything should threaten them. They are her tools and a part of her hoard, and she will not allow her personal property to be damaged. If you wish to continue your campaign after this one-shot, or you are incorporating this adventure into a greater story, Cleobelle will remember how the players treated her with crystal clarity, and their actions will affect future interactions with her.

We Lizards Three

Deagle the Winged

Small Humanoid (Kobold), Lawful Evil

Armor Class 13

Hit Points 7 (3d6 - 3)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	9 (-1)	8 (-1)	7 (-2)	10 (+0)

Senses [Darkvision](#) 60 ft., Passive Perception 8

Languages Common, Draconic

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Traits

Sunlight Sensitivity. While in sunlight, Deagle has disadvantage on attack rolls, as well as on Wisdom ([Perception](#)) checks that rely on sight.

Pack Tactics. Deagle has advantage on an attack roll against a creature if at least one of her allies is within 5 feet of the creature and the ally isn't [incapacitated](#).

Actions

Whip. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

Dropped Rock. *Ranged Weapon Attack:* +5 to hit, one target directly below the kobold. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Bonus Actions

Get 'em! Deagle marks one creature she can see until the start of her next turn. While the target is marked in this way, Deagle's allies with the Pack Tactics feature gain advantage on attack rolls against that creature as long as they are within 30ft of her and can see or hear her.

Clonk

Small Humanoid (Kobold), Neutral Evil

Armor Class 13

Hit Points 5 (2d6 - 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	9 (-1)	6 (-2)	7 (-2)	8 (-1)

Senses [Darkvision](#) 60 ft., Passive Perception 8

Languages Common, Draconic

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Pack Tactics. Clonk has advantage on an attack roll against a creature if at least one of his allies is within 5 feet of the creature and the ally isn't [incapacitated](#).

Actions

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

Hurl Mud. *Ranged Weapon Attack:* +2 to hit, range 15/25 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage. On a hit, the target becomes [blinded](#). The target can use a bonus action on their turn to wipe the mud away, ending this effect.

Traits

Sunlight Sensitivity. While in sunlight, Clonk has disadvantage on attack rolls, as well as on Wisdom ([Perception](#)) checks that rely on sight.

Tang

Small Humanoid (Kobold), Lawful Neutral

Armor Class 10

Hit Points 10 (2d6 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	15 (+2)	8 (-1)	7 (-2)	8 (-1)

Senses [Darkvision](#) 60 ft., Passive Perception 8

Languages Common, Draconic

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Traits

Sunlight Sensitivity. While in sunlight, Tang has disadvantage on attack rolls, as well as on Wisdom ([Perception](#)) checks that rely on sight.

Pack Tactics. Tang has advantage on an attack roll against a creature if at least one of his allies is within 5 feet of the creature and the ally isn't [incapacitated](#).

Actions

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

Ax Throw. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Bonus Actions

Rage (1/day). Tang enters a [rage](#) state. He gains resistance to Bludgeoning, Piercing, and Slashing damage, gains a +2 damage bonus to his attacks, and gains advantage on Strength checks and saving throws. This state lasts for 10 minutes, or until he is incapacitated or fails to make an attack on his turn. While he perceives Cleobelle to be in danger, he can remain enraged without restriction.

Among the ranks of Cleobelle's miniature militia are one Winged Kobold and two ordinary Kobolds, named Deagle, Clonk, and Tang respectively. She discovered these creatures after they wandered by mistake through a Feywild portal and became lost. Despite finding them somewhat irritating, she was nevertheless drawn to their subservient attitudes, and decided to adopt them. The kobolds, for their part, upon discovering Cleobelle's draconic nature, immediately swore allegiance to her, and do her bidding largely of their own free will.

Deagle the Winged (*Lawful Evil, she/her*), a skinny yet muscular creature with a small mane of rainbow feathers, has elected herself to the position of Kobold General, bossing the other two around and mocking them whenever they fail. Cleobelle tolerates this behaviour as it

makes the other members of her warband more receptive to her relative benevolence. Deagle's primary motivation is power and status – despite the fact that her group is quite small, she has aspirations of becoming a great leader of a mighty pack someday, and is constantly toadying up to Cleobelle in pursuit of this goal. When Cleobelle speaks, it is most frequently Deagle who translates for her.

When Deagle thinks no one is watching, she likes to paint, and has a stash of artworks depicting Cleobelle in various flattering poses hidden near the lair. Although she rarely gets a good look at her draconic employer, she is surprisingly imaginative, and the scenes often show Cleobelle as being much larger than she actually is. The paint is made by crushing wild berries, and a passive Perception score of at least 16 will reveal that her fingers are stained with these colors. Cleobelle occasionally visits the stash in secret to admire her work.

Clonk (*Neutral Evil, he/him*) is a diminutive being, even for a kobold, and also very dull, but he makes up for his small size and lack of intelligence with a fiery attitude and foul temper. He and Deagle take it in turns to bully Tang, who they perceive as being the weakest and stupidest due to his quiet nature – though of course, this is quite untrue.

Clonk desires shiny objects, and has collected for himself a small treasure hoard consisting of a handful of colorful rocks and 12 (2d8 + 4) gold pieces, which he has hidden inside a tree trunk near the dragon's lair. His most prized possession is an [elemental gem](#), a red corundum containing a fire elemental, and he spends most of his free time gazing into its iridescent surface, entranced by the flickering flame within. Cleobelle knows the location of his hoard, but feigns ignorance for his benefit. He has very little honor, and will do almost anything to expand his collection – except stand directly against his compatriots, for his greed is tempered by cowardice.

Tang (*Lawful Neutral, he/him*) is the largest of the group, with a fat belly and full cheeks, and is also the least combative, generally preferring to stay quiet and let others do the talking and fighting. Tang wants nothing more than to be accepted by his companions, and while he is the most amenable to negotiation, he is also the most loyal to Cleobelle, who is the only member of the crew that has ever shown him kindness. If she is threatened, he will shed his shy demeanor and fight to the death to protect her.

Tang is the owner of a small stuffed rabbit, which he adores, and which has in the past been Deagle and Clonk's favorite instrument of torment against him, stealing it and threatening to hide or destroy it. Cleobelle has forbidden this behaviour, and so the rabbit now sits safely tucked away in the straw of Tang's nest. Tang also shares Cleobelle's love of sweet things, and on the rare occasions where she deigns to make conversation with him, they most often discuss this topic. His favorite treat is chocolate chip cookies.

Entering the Feywild

After entering the Feywild through the trees, the players will find themselves in a small clearing surrounded by a ring of smooth stones. The smell of clean water and flowers fills the air around them, and the sky is vibrant with the colors of the setting sun. No matter what time of day it was when they entered the forest, here it is always twilight. Much of this part of the Feywild is lit only by [dim light](#) from the perpetually fading day, and the trees cast long shadows across the forest floor, creating patches of darkness.

Upon looking around, the players will quickly notice a set of tracks leading away from the portal and into the forest. A DC 13 Intelligence (Nature) or Wisdom (Survival) check will reveal that there are in fact three trails, left by three kobolds, one of which promptly disappears a few feet from the portal as if the creature that left them leapt into the air and flew away.

Following the tracks is somewhat difficult, requiring three successive Intelligence (Investigation) or Wisdom (Perception) checks of DC 12 to follow. If any of these checks fail, the party becomes lost. If all three succeed, they discover the location of the kobold's headquarters.

Traversing the Forest

[Needle Blight](#)

Medium Plant, Neutral Evil

Armor Class 12 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	13 (+1)	4 (-3)	8 (-1)	3 (-4)

Condition Immunities [Blinded](#), [Deafened](#)

Senses [Blindsight](#) 60 ft. (blind beyond this radius), Passive Perception 9

Languages Common understands but can't speak

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Actions

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) piercing damage.

Needles. *Ranged Weapon Attack:* +3 to hit, range 30/60 ft., one target. *Hit:* 8 (2d6 + 1) piercing damage.

In between each tracking attempt, the players have a chance to encounter one of the kobold's traps. Roll 1d6 each time, and on a roll of 2 or less, they encounter a trap. On a roll of 6, they encounter Tang instead. Finding the lair takes roughly half a day of searching.

Roll on the table below to decide which trap the players encounter. If a player has a passive Perception score higher than the one listed in a trap's description, they notice the trap before the party triggers it. If all players fail to notice the trap, they trigger it, unless otherwise specified. After a trap is triggered once, it becomes obvious to the remaining players.

Generally, the player taking point is the one who triggers the trap, but you can choose a player at random by having each roll 1d20 and choosing the lowest roll.

Kobold Trap Table

1d8	Trap
1	Needle Blight. (DC 13) An irritable needle blight, which has been bound up to a tree and concealed by magic. It is incapacitated until it is released. The nearby forest floor is covered in 7 (2d4 + 2) randomly placed glyphs, which release the needle blight from its bindings when a humanoid creature steps on them. A successful Intelligence (Investigation) check is needed to locate each glyph, allowing the players to walk around them. An unaware player may avoid triggering this trap with a successful Dexterity saving throw. When the trap is triggered, the needle blight is freed and attacks the party.
2	Pitfall Trap. (DC 12) A large square pit, 10ft. deep and 12ft. wide, filled with sharpened sticks that skewer anyone who falls in. This trap is positioned in a choke point at the bottom of a small ravine, and so the players must make a successful Dexterity (Acrobatics) or Strength (Athletics) check to avoid triggering it, or else go around and potentially encounter a new trap. If they have a Strength score of at least 12, they can easily long jump over the trap without making a check. An unaware player can avoid triggering this trap with a successful Strength or Dexterity saving throw. When the trap is triggered, the player who triggered it falls into the pit, taking 3 (1d6) falling damage. The pit also makes an attack against the player (Spikes, Melee Weapon Attack, +0 to hit, 7 (3d4) piercing damage). Climbing out of the pit requires a successful Strength (Athletics) check. Each time the player fails, the pit makes another attack against them, dealing only 2 (1d4) piercing damage on a hit. The player can easily climb out without making a check if another creature with a rope or ladder assists them.
3 - 4	Rope Trap. (DC 15) A loop of rope tied to a bent tree and hidden beneath some leaves, which can be easily subverted by walking around or cutting the rope. An unaware player may avoid triggering it with a successful Dexterity or Strength saving throw. When the trap is triggered, the target is yanked up 20ft. into the air by their ankle. Any attempt they make to free themselves is made with disadvantage, and if precautions are not taken, the target will take 7 (2d6) falling damage upon being freed, as they crash down to the forest floor.
5 - 6	Poison Dart Trap. (DC 12) A crossbow-like mechanism, tucked away in the crook of a tree, which can be easily circumvented by stepping over the trigger mechanism. Disarming this trap requires a successful Dexterity (Thieves Tools) check, awarding 5 (1d8 + 1) poisoned crossbow bolts on a success, and triggering the trap on a failure. When the trap is triggered, it makes an attack against the player that triggered it (Crossbow, Ranged Weapon Attack, Range 80/130, +0 to hit, 4 (1d8) piercing damage). On a hit, the target must make a successful Constitution saving throw or be poisoned for one hour.
7 - 8	Alarm. (DC 15) A length of twine, nearly invisible in the underbrush, which is connected to a handful of small animal bones strung up from a branch. An unaware player may avoid triggering it with a successful Dexterity saving throw. If this trap is triggered, the

	bones fall to the ground and clatter loudly against the stone floor, causing the kobolds to become aware of the party's presence.
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Encountering Tang

When the players encounter Tang in the woods, he is hiding inside the trunk of a dead tree. A passive Perception of 12 will allow a player to notice his presence. He is distraught, and has a black eye.

Before he will speak to the players, they must make a successful Charisma (Persuasion or Intimidation) check with a DC of 15. On a failure, Tang leaps out of his hiding place and attempts to flee, and the players will have to catch him to get him to talk.

Tang will reveal that he is hiding from the other members of his pack, who became abusive after he accidentally set off a trap they were building. Tang is apologetic for the thievery – he didn't want to hurt anyone, but his allegiance to Cleobelle and his fear of the other kobolds left him feeling like he had no choice.

He is reluctant to show the players where Cleobelle's lair is, and will refuse any bribes outright. He also won't be swayed by threats leveled against him. However, if the players can convince him that Cleobelle is in danger as a result of his actions with a Charisma (Persuasion) check of DC 12, he will quickly lead them there in hopes of clearing up the situation. If the players threaten Cleobelle, he will become enraged and try to fight them. If Tang personally leads the players to the lair, they encounter no more traps.

Getting Lost

Meego the Boar

Medium Beast (Fey), Neutral Good

Armor Class 11

Hit Points 13 (2d8 + 4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	14 (+2)	9 (-1)	12 (+1)	8 (-1)

Senses Passive Perception 11

Languages Common, Sylvan

Challenge 1/4 (50 XP)

Traits

Bloodied Fury. While [Bloodied](#), the boar has [Advantage](#) on attack rolls.

Actions

Gore. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 4 (1d6 + 1) Piercing damage. If the target is a Medium or smaller creature and Meego moved 20+ feet straight toward it immediately before the hit, the target takes an extra 3 (1d6) Piercing damage and has the [Prone](#) condition.

If the party becomes lost, a friendly fey creature will discover them and direct them back onto the proper path, after which they find Cleobelle's lair without further checks needed (though they will have one final chance to encounter a kobold trap). This assistance will come at a cost, of course, but the natives of this corner of the Feywild find Cleobelle's presence to be a nuisance, as she and her minions frequently steal from them and disrupt their lives, and so they will not keep the players from their goal for long.

Meego the Boar (*Neutral Good, he/him*) is one such native. Meego is an elderly boar with the ability to speak, and he has a friendly, if somewhat blunt disposition. He lives in a small den under a nearby tree, where he stores root vegetables and mushrooms for the winter. Recently, Cleobelle's kobolds stumbled upon his den, and finding it bereft of anything their mistress might want, destroyed it, stomping his food supplies into the dirt and leaving a big mess behind.

Meego will happily inform the players of their location, but being a shrewd and cunning sort, demands payment in the form of replacement vittles before offering his aid. A DC 16 Charisma (Persuasion) check or an offer of rations will extract the needed information. If the players attempt to intimidate him, he will flee into the underbrush, taking the Hide action and attempting to escape, only engaging in combat if cornered. If the players lose or kill him, they will be forced to find another way to track down their target.

Cleobelle's Lair

Trevor the Cat

Tiny Beast, Unaligned

Armor Class 12

Hit Points 2 (1d4)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	3 (-4)	12 (+1)	7 (-2)

Skills [Perception](#) +3, [Stealth](#) +4

Senses Passive Perception 13

Languages --

Challenge 0 (10 XP)

Proficiency Bonus +2

Traits

Keen Smell. Trevor has advantage on Wisdom ([Perception](#)) checks that rely on smell.

Actions

Claws. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

While the players are within one mile of Cleobelle's lair, which they achieve after making their second tracking check or getting the location another way, they begin to experience the Regional Effects of her presence. The first time a creature enters this range, they must make a DC 15 Wisdom saving throw. On a failure, they feel compelled to leave an offering worth at least 5gp stashed somewhere nearby. Cleobelle knows the location of this gift, and sends Tang to retrieve it. If the players wait nearby, they will encounter him. Time in the Material Plane passes half as quickly while the players are in this region.

The lair itself is inside a crumbling abandoned tavern, which sags and sways in the breeze as the players approach. Its wooden walls and shingles have darkened with age, leaving it a gloomy shadow of what it once was. An oaken sign above the tavern's door reads "The Dancing Dragon", and features a faded symbol of a rainbow-colored wyrm. The tavern is two stories tall, but the second story floor has collapsed, as has part of the roof, leaving a large hole exposed to the elements. While the floors of the building are clean, the ceilings and any rafters or small nooks the flightless kobolds can't reach are covered in dust and cobwebs. Clonk's treasure hoard is stashed in the crook of a dead tree at the edge of the clearing (DC 18), and Deagle's artworks are hidden at the bottom of a stone well behind the building. A feral black cat named Trevor lounges in the sun outside – he regards the players with a cool gaze, and will flee if approached.

The building is riddled with kobold traps. Cleobelle herself nests in one of the remaining second floor rooms, but will hide away in the basement if she or any of her kobolds become aware of the players presence and intentions. Each trap lists a DC value, which is used when attempting to detect the trap or make a saving throw against it. Most of the traps make a loud sound when triggered, alerting Cleobelle and the kobolds to the players' presence. If the kobolds are aware of the players, Clonk and Deagle will try to fend them off, using stealth and hit-and-run tactics to drive them away. They may also deliberately trigger their own traps, hoping to catch the players in the blast while avoiding damage themselves. Once the players have triggered one or two of the kobolds' traps, they will naturally become extra vigilant. If the players declare that they are checking in a specific place for a trap, and have successfully predicted the presence of a trap in that place, the DM may decide to grant them advantage on the check or forgo the check entirely.

The Main Floor

What was once a homely dining hall has crumbled and been left dilapidated. The remains of collapsed tables and chairs have been shoved against one of the tavern's walls, leaving the floor mostly empty. A small wooden counter still stands in one corner, behind which sits tall shelves of rusty metal beer steins and wooden bowls. No alcohol remains on this floor.

If the players check under the counter, they will find an aged book of financial records, last updated 78 years ago. In the center of the room is a small footstool surrounded by three moth-eaten pillows and several empty glass bottles. Upon the footstool sits two dirty bowls, recently used. This is clearly a makeshift table, used by the kobolds when eating.

Next to the table, around ten feet away, is a stone fire pit. A small pile of coals rest within, and a thin trail of wispy smoke trails up from them, too faint to spot from a distance. An empty metal spit, pillaged from the tavern's ruined fireplace, sits above it. Against the back wall, a set of stairs rises up to the collapsing second floor.

When the players first arrive at the lair, if they have not previously alerted the kobolds to their presence, Deagle and Clonk will be seated at the table, having a heated argument over which kind of trap is most effective. Clonk enjoys exploding mushroom traps, while Deagle prefers pitfall traps. Tang will not be present, but will return to the lair at a later time. If the players have alerted them, all three kobolds will be lying in ambush, spread out across the lair in advantageous hiding places, waiting for an opportune moment to strike.

Trapped.

On the floor in the middle of what was once the front door frame is a metal [hunting trap](#), hidden beneath a small pile of scattered rags (DC 13). If a creature steps on the trap, they must make a successful Dexterity saving throw or take 2 (1d4) piercing damage and stop moving. The trap can be easily avoided by stepping over it or by clambering over the adjacent collapsed wall.

The room is criss-crossed with a spiderweb of thin threads, each of which is attached to an alarm trap in the back corner (DC 15) composed of dangling metal pots and pans. If a creature moves through the thread, the cookware drops to the floor, producing a loud clattering sound. The threads are all positioned a few feet off the ground, so creatures of size Small or smaller can't trigger the trap unless they raise their arms or jump.

The stairs are crumbling and splintered (DC 12), and any creature of size Medium or larger who attempts to climb them must make a Strength or Dexterity saving throw or

fall through, landing prone and taking 3 (1d6) falling damage as the steps give way beneath them. Below the stairs hides a wooden spike trap, which makes an attack against any creature that falls onto it (Spikes, Melee Weapon Attack, +0 to hit, 2 (1d4) piercing damage).

The Second Floor

Swarm of Insects (Wasps)

Medium swarm of Tiny beasts, Unaligned

Armor Class 12 (natural armor)

Hit Points 22 (5d8)

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Damage Resistances Bludgeoning, Piercing, Slashing

Condition Immunities [Charmed](#), [Frightened](#), [Grappled](#), [Paralyzed](#), [Petrified](#), [Prone](#), [Restrained](#), [Stunned](#)

Senses [Blindsight](#) 10 ft., Passive Perception 8

Languages --

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Traits

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

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

Much of the second floor has collapsed, but the hallway leading to the rooms remains largely intact. Of the twelve guest rooms the tavern once hosted, only four remain standing – the others have fallen down into the main hall, or else the roof has collapsed in on them.

Trapped.

One of the floorboards in the hallway is rigged to a loose ceiling beam by a hidden rope, and causes the beam to fall when trodden upon (DC 12). Perched on the beam is a live wasp nest, which falls to the floor when the trap is triggered. The wasps contained therein explode out of the nest and attack the players as a [swarm of insects \(wasp\)](#) with half health.

Gordon Fleabottom's Room

In the first room, the players find the skeleton of a humanoid lying on the ground, with its back against the side of a moldy four-poster bed. Across the room is a large dresser and mirror, containing only two of its six drawers, and a standing wardrobe. The skeleton is suspiciously clean, but otherwise mundane. It is wearing a set of fine clothes, and a wide-brimmed hat with a feather perched upon it. In front of the skeleton sits a wooden crate decorated with a small tablecloth, along with a ceramic kettle and a pair of mismatched teacups. Cleobelle has been hosting mock tea parties with this skeleton, which it will reveal to the players if asked via a [speak with dead](#) spell or similar effect. This skeleton once belonged to the tavern's owner, a man named Gordon Fleabottom, and if asked, will reveal to the players the tavern's history.

Trapped.

The two drawers and the wardrobe are each rigged with an exploding mushroom trap (DC 12). When a creature attempts to open the drawers or wardrobe, every creature within 15ft. of the trap must make a Constitution saving throw or become [poisoned](#) for one minute. While poisoned in this way, at the start of each of your turns you must make this save again or be forced to cough uncontrollably until the start of your next turn, making stealth impossible and preventing you from speaking or fulfilling the verbal components of spells. The drawers contain a handful of pairs of men's underwear, moth-eaten and dusty. The wardrobe contains what was once a fine fur coat, which has been scratched to shreds as if by a cat's claws.

The Empty Storage Room

The second room is empty, except for a handful of wooden crates and empty chests. One of the chests in the room, positioned against the back wall, is closed and locked.

Trapped.

The locked chest is rigged with an exploding shrapnel trap (DC 15). When a creature attempts to pick the lock or otherwise disturbs the chest, every creature within 15ft. of the chest must make a Dexterity saving throw or take 5 (2d4) piercing damage. A successful Dexterity (Thieves Tools) check made by a creature aware of the trap disarms it. The chest contains only a small pile of dried kobold leavings.

The Kobold's Nest

The third room is somehow the messiest of every remaining room in the building. Straw is scattered across the floor, along with a variety of worthless knick-knacks and trinkets, including a pile of broken mug handles, a collection of miscellaneous sticks and rocks, a shred of fine fabric, a set of lightly gnawed dice, and an incomplete deck of torn playing cards. In the corners of the room, straw has been gathered up into three piles, and in the middle of each pile is a divot approximately the size of a kobold. Each also features a tattered blanket and pillow. Next to one sits a small stuffed rabbit, which has begun to disintegrate from age and regular hugs. Against the back wall, atop a small wooden crate, sits a weathered stone bust of a portly man in a wide-brimmed feather hat and sporting a fine, thick mustache and goatee – this is Gordon Fleabottom's visage. Crude drawings have been scrawled across its surface with paint and charcoal. Once cleaned, the bust becomes an art object worth 10GP.

Trapped.

Above the doorway inside the room is a spring-loaded maul trap. Stretched horizontally across the middle of the doorframe is a length of thin thread (DC 15). If a creature passes through the thread, the trap makes a weapon attack against them (Maul, Melee Weapon Attack, +0 to hit, 7 (2d6) bludgeoning damage). The trigger thread is positioned high enough above the ground that a Small or smaller creature cannot trigger it without raising their arms or jumping.

One of the nests contains an exploding mushroom trap (DC 12). If the straw is carelessly disturbed, a cloud of poisonous spores will erupt from the mushroom, and every creature within 15ft. of the nest must make a Constitution saving throw or become [poisoned](#) for one minute. While poisoned in this way, at the start of each of your turns you must make this save again or be forced to cough uncontrollably until the start of your next turn, making stealth impossible and preventing you from speaking or fulfilling the verbal components of spells.

Behind the bust is a concealed poison dart trap (DC 12). Moving the bust from its place atop the crate tugs on a small thread attached to the back of its neck, triggering the trap. Disarming this trap requires a successful Dexterity (Thieves Tools) check, awarding 5 (1d8 + 1) poisoned crossbow bolts on a success, and triggering the trap on a failure. When the trap is triggered, it makes an attack against the player that triggered it (Crossbow, Ranged Weapon Attack, Range 80/130, +0 to hit, 4 (1d8) piercing damage). On a hit, the target must make a successful Constitution saving throw or be [poisoned](#) for one hour.

The Master's Bedroom

The final room is Cleobelle's nest. This fact is immediately obvious upon entering the room, as it is lavishly appointed with clean pillows and blankets, a bowl of fresh water, and an array of glittering river stones and various coins (2d6 GP, 4d6 SP, 1d4 PP) decorating every surface. The windows are spotless, and adorned with silk curtains. Illusory motes of light dance with the subtle eddies of air that flow through the space, casting a gentle pastel glow across the furniture. This room is the only one without a leaky roof. Stray crumbs and cupcake wrappers lie on the floor. In the center of the room sits a massive cushion festooned with yellow tassels and crowned with a silk canopy, with dried wildflowers scattered across it. Next to the cushion sits a small end table, and atop this table sits a second tea set of similar style to the first. A [ring of animal influence](#), as well as two units of [individual treasure](#) (CR 0 - 4), are tucked away inside a locked jewelry box hidden behind the cushion (DC 14).

Trapped.

If anything bigger than Cleobelle sits on the cushion, a charm trap is triggered (DC 13). Every creature within 15ft. of the cushion must make a successful Charisma saving throw or be [charmed](#) by Cleobelle for one hour.

An acid trap is installed above the door frame, connected to a thread that runs across the doorway (DC 12). If a creature passes through the thread, they must make a successful Dexterity saving throw or be struck by a [vial of acid](#), taking 7 (2d6) acid damage. The thread is positioned high enough that a creature of size Small or smaller cannot trigger it without raising their arms or jumping.

The floor is covered in 7 (2d4 + 2) [glyphs of warding](#), which trigger when any creature that is hostile to Cleobelle steps on them (DC 14). The glyphs deal 4 (1d8) thunder damage when triggered, and deal no damage on a successful saving throw.

The jewelry box is protected by a glyph of warding (DC 13). This glyph triggers if anyone other than Cleobelle tries to open the box. The glyph deals 4 (1d8) thunder damage when triggered, and deals no damage on a successful saving throw. The front of the box is decorated with three removable metal plates with intricate patterns engraved into them. The glyph can be disarmed if the plates are arranged in the proper order (Puzzle 1). After a failed attempt, the box reseals itself and the glyph is restored.

If Cleobelle detects the players as they approach the room, she will turn invisible and take the Hide action. A successful Wisdom (Perception) or Intelligence (Investigation) check made with disadvantage against her Dexterity (Stealth) check will betray her presence, though the players will be unable to see her – they will only be able to detect the subtle shuffling of cloth or the quiet clicking of claws against wood. Cleobelle will try to avoid combat, observing the players quietly until she is discovered, at which point she will flee the room and make for the basement.

The Basement

Cracked stone steps lead down from behind the counter in the main hall into the aging foundations. Beyond the staircase it is pitch black, with everything further than 20ft from the stairs shrouded in total darkness. The floor here is tamped, moist earth, and a handful of rotting beams are the only thing preventing the ceiling from collapsing down. Some work has been done to reinforce these beams with new wood, but they remain fragile. The walls are composed of cool cobblestone. Several rows of massive beer kegs and shelves of wine bottles split the space into isolated corridors. Much of the wine has been spilt, evidence of its existence remaining only in the form of shattered glass littering the floor, and what beer is left is spoiled and rotten. Anything worth eating or drinking here has long since been consumed by the kobolds. The area is clean and relatively free of insects or cobwebs, and the air smells of time and dust.

A small hole has been dug into the far wall, then concealed again with stacked stones (DC 12). Within this hole sits a [treasure hoard](#) (CR 0-4). While Cleobelle cares much less for such riches than her kobolds do, she nevertheless enjoys its aesthetic beauty, and knows that her minions love to collect it for her, and so she has left them to it. She will protect the hoard if she can, but will not risk her safety to do so – Clonk and Deagle, on the other hand, will fight tooth and claw to safeguard it, and will drag Tang into the fray against his will.

Cleobelle will hide here if she or one of her kobolds detects the players presence, tucking herself away inside one of the empty beer kegs.

Trapped.

Of the three unbroken beer kegs present in this room, two are filled to the brim with rotten spirits (DC 12). You can choose which keg the players open by rolling 1d6 and checking the result. If two trapped kegs remain, on a roll of 4 or less, the keg is trapped. If only one remains, on a roll of two or less, the keg is trapped. A successful Intelligence (Investigation) check will also reveal whether or not the keg is safe. If a trapped keg is tapped or otherwise opened, it will burst dramatically and spill rancid fluid and unholy algae across the floor. For one minute afterward, whenever a creature starts their turn in the basement, they must make a Constitution saving throw or be [poisoned](#) until the start of their next turn as they violently retch. While poisoned in this way, they are [restrained](#) and cannot fulfill the verbal components of spells. The floor within 15ft of the burst keg becomes slippery, as per the [grease](#) spell.

3 (1d4 + 1) of the stone steps leading down to the basement have been removed, rigged with exploding shrapnel traps, and replaced (DC 15). When a creature steps on one of the trapped stones, every creature within 15ft. of the stone must make a Dexterity saving throw or take 5 (2d4) piercing damage.

A thin thread attached to a poison dart trap is stretched across the center most corridor between the kegs and shelves (DC 12). Disarming this trap requires a successful Dexterity (Thieves Tools) check, awarding 5 (1d8 + 1) poisoned crossbow bolts on a success, and triggering the trap on a failure. When the trap is triggered, it makes an attack against the player that triggered it (Crossbow, Ranged Weapon Attack, Range 80/130, +0 to hit, 4 (1d8) piercing damage). On a hit, the target must make a successful Constitution saving throw or be [poisoned](#) for one hour.

The false wall concealing the treasure hoard is protected by a charm trap (DC 13). Several of the stones in the wall have been marked with a glyph, and must be extracted in the proper order to remove the wall without triggering the trap (Puzzle 2).

When the trap is triggered, all creatures other than Cleobelle and her kobolds within 100ft of the trap must make a successful Charisma saving throw or be [charmed](#) by Cleobelle for one hour. While charmed in this way, a creature must use all of its movement on its turn to leave the basement and march in a random direction away from the lair. After a failed attempt, the stones magically return to the wall, and the trap is reset.

Encountering Cleobelle

The players can encounter Cleobelle in one of two moods – playful or angry.

If the players have slain any of the kobolds, or if they attack or insult her, she will be furious. She will track the players closely as they approach her lair, not engaging them directly until they reach the tavern. Remaining invisible, she will speak the following message in Sylvan after the players enter:

You have destroyed what is mine by right. I will make you suffer.

Cleobelle's preferred combat tactic is to remain hidden and avoid attacking directly. If the players manage to avoid the kobold's traps, she will trigger them herself to try and catch them in the blast while avoiding harm. If the players get into combat with her remaining kobolds, or if they approach her nest or try to enter the basement, she will use her Euphoria Breath to confuse and delay them. She will only use her bite attack as a last resort, relying on hit and run tactics while invisible.

She will attempt to aid her kobolds' attempts at stealth by creating distracting noises and disturbing images with [minor illusion](#). She may also try to knock objects down from high places onto the players' heads, making an improvised ranged weapon attack when she does so and dealing 2 (1d4) bludgeoning damage on a hit. An enraged Cleobelle will never try to negotiate with the players, and will do everything in her power to harm them and drive them away.

In most other cases, Cleobelle will be neutral to the players, and engage with them in a playful mood. She doesn't speak Common, but her kobolds do, and she can communicate with them telepathically. If the players make their intentions known to one of the kobolds, and do not otherwise present an active threat, she will passively observe them as they explore her lair, watching to see if the kobolds or one of her traps takes them out. If they show expertise in avoiding the traps, or if they get close to discovering the treasure hoard in the basement, she will reveal herself and speak to the players through Deagle.

She appears amenable to negotiation, and will display remorse for her actions, though a DC 15 Wisdom (Insight) check will reveal that this is fraud. She will offer the players her jewelry box as recompense, conveniently failing to disclose that it is trapped. If the players have already taken the box, she will offer them 10 gold pieces instead. If the players accept, the coins will transform into worthless slate when they travel more than one mile from her lair. A DC 13 Intelligence (Investigation) check will reveal immediately that the coins are fake.

If the players have discovered her treasure hoard, or if she has exhausted all other options, she will offer to let them take the hoard as compensation instead, in spite of the kobolds' protests, and on the condition that the baker make offerings of sweets in her name on a weekly basis. The players will still need to solve the Hoard Puzzle to claim their prize, though Cleobelle may offer cryptic hints to assist them.

In any case, as long as the players don't make Cleobelle angry, she will promise not to steal from the baker anymore, and she will keep that promise – she'll just steal from someone else instead. After the players travel more than one mile away from her lair, it will disappear as if it never existed.

These are our Conquering Heroes

Returning Home

Upon returning to Teo the baker, if the players offer him Cleobelle's jewelry box after successfully opening it, he will reward them with 20 gold pieces and the ring of animal influence. He will also prepare them a feast of baked sweets.

If they instead offer proof of Cleobelle's death, they will receive only the 20 gold payment. If they offer only her word that she will not rob the baker again, they will still receive this reward, for Teo knows a little of the fey, and knows that their word is their law.

If they offer Cleobelle's hoard, the baker will increase the reward to 50 gold pieces and insist that they keep any magic items the hoard contains.

If they have failed, the baker will still give them each a cupcake as a consolation prize.

If they offer the baker the jewelry box, but have not successfully opened it, the baker will try to crack the lid, triggering the glyph. The explosion will kill him, and the players will be promptly arrested.

The Jewelry Box Puzzle (Puzzle 1)

On the front of the jewelry box, three flat, removable metal plates with intricate carvings sit inside shallow divots that fit their shape. On the bottom of the box, the following message is inscribed in Sylvan:

Where the father walks, the son follows.

The plates are held in place as if by magnets when inserted. Each is the same diamond shape, but each has unique markings.

Plate A shows a man wielding a bow. A pregnant woman stands beside him. The man is firing an arrow at a deer.

Plate B shows a man wielding a bow. A child stands beside him. The man is firing an arrow at a dryad.

Plate C shows two men, one wielding a bow. The first is firing an arrow at the second. The plates must be arranged in order of A, B, C to disarm the trap. When the players find the box, the plates are arranged in order B, C, A. The plates depict the story of a child who learns violence from his father, and grows up to kill him.

The Hoard Puzzle (Puzzle 2)

Four of the stones making up the false wall that conceals Cleobelle's hoard are marked with enchanted glyphs. The first time a creature touches one of these glyphs, illusory text appears over the wall, displaying the following message in Sylvan:

In birth I am beloved. The green pastures are my bed. My smile melts snow and restores life.

In childhood I am adored. My blood runs hot. I dance among the wildflowers.

In adulthood I am beautiful. I bask in nature's plenty. My leaves shine with brilliant colors.

In old age I am revered. My glare shatters mountains. I pass gracefully into an icy tomb.

The cycle must never be broken, lest the curse of love be imposed upon thee.

The four glyphs, when examined, reveal the following phrases in Common:

Pigsrn

Mumres

Llaf

Twinre

These are the words Spring, Summer, Fall, and Winter with their letters scrambled. If the stones are removed in that order, the trap is disarmed.

Side Characters

Meego the Boar

Do not be deceived by this creature's humble appearance. Meego (Neutral Good, he/him) is ancient by the standards of wild boar, and has only survived this long thanks to his cunning wit and stubbornness. He has seen much, and met many kinds of creature both good and ill. He has been tricked and deceived before, and will not be easily taken advantage of. He is plump, and his wiry brown fur is streaked with grey.

Meego is perhaps the most knowledgeable creature in this neck of the woods, and serves as something of a minor sage to the local animal residents. He can point the players in the direction of any nearby landmark, especially Cleobelle's lair for the purposes of this module. He will not accompany them on their journey himself, however, as he is old, and aware of his failing body's weakness.

Meego is kind, but also naturally suspicious of anything new or unfamiliar to him. He is also brutally honest and forthright, and will share his opinions on local animal gossip unprompted.

Trevor the Cat

The black cat that prowls near Cleobelle's lair is named Trevor (Unaligned, he/him). He is an ordinary [cat](#), unable to speak, but if the players communicate with him using [speak with animals](#) or a similar effect, he will reveal his name and relationship to the resident wyrm and her stooges. He is calm but wary, and speaks in a bored drawl.

Cleobelle has strictly forbidden the kobolds from harming him, and occasionally offers him scraps of meat and fish. The gesture is appreciated, but he is feral and suffers allegiance to no one. If he is bribed with treats, he can be convinced to temporarily accompany the party as they explore the lair. He knows the locations of most of the kobolds' traps, and can help the players spot and avoid them. While Trevor is helping the party, they gain advantage on Perception and Investigation checks made to spot traps, and their passive Perception score increases by five under the same circumstances. If the players are ever cruel or rude to him, he will flee into the woods, and they will never see him again.

Tavern Lore

If the skeleton of Gordon Fleabottom (Neutral, he/him) in the first hallway room is questioned using the [speak with dead](#) spell or a similar effect, he will be able to reveal the history of the location.

This tavern was once a bustling tourist destination, serving humble wanderers and wealthy businessmen alike. The tavern keeper, Gordon Fleabottom himself, enjoyed a life of luxury and excitement, drinking with his patrons every night and counting his coin during the day. One night, an old beggar woman visited his tavern, asking for food and shelter. Gordon unceremoniously kicked her out into the rain. This turned out to be a mistake, as the woman revealed herself to be a hag of considerable power. With a single foul word, she transported the inn and its proprietor into the Feywild, leaving him stuck with an empty building and a stack of useless gold. Eventually, penned in by the terrifying beasts that prowled the forest outside, and after surviving for weeks on molding bread and beer, he starved to death. This was decades ago, long before Cleobelle appeared and made the building her home.

If asked about her, Gordon will reveal that she is fond of play tea parties. He shares that, in spite of appearances, she is very lonely. She visits him often while the kobolds are out

gathering supplies, sharing her thoughts and feelings with him as if he were still alive – and despite his deteriorated state, his spirit hears her, and remembers. Although she despises being seen, she frequently follows her kobold companions in secret, observing their daily activities and occasionally speaking with them in their minds. She will never admit it to anyone, not even herself, but she cares for them very deeply, and needs them just as much as they need her.