Adventure

This Den Shall Be Our Tomb





Many Isles



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Old Tookh Dragonlove was the great-great-grandmother of the tribe. Back in the good days, she gave birth to the whole happy tribe. The Sharpteeth then lived in the rich forests of Quirthwood, enjoying easy food and soft soil covered in moss to make burrows in. But then filthy lumberjacks came and cut down whole swathes of trees and human villages sprung up all across the woods. Mean soldiers and adventurers with sharp blades came after the poor Sharpteeth wherever they went, and no dragon came to save them. Instead, the whole tribe had to fall back until they reached a tall cliff in the forested foothills of the Wyrm mountains. There the tribe dug a nice little den, started a small root garden in one of the rooms, and could even sneak into a human village some ways beyond the forest to get useful tools.

But the fool Frickenick and her stupid brother made a big mistake on the last raid. They threw over a whole shelf and the owner saw them! Now the humans have rallied many soldiers from the far town, and they are coming for the poor Sharpteeth. They have nowhere to run and have made the decision: they will stand here and never leave, be it dead or alive. They have suffered enough at the hands of the humans.

References

Monsters are presented in **bold**. Kobolds can be found in the Monster Manual and in Volo's Guide to Monsters; humans are found in the Monster Manual's NPC section.

Characters

This is a one-shot designed for about 4 players. They use the standard **kobold** stat block, or at the DM's discretion may use urd (**winged kobold**) stats.

Appendix

The appendix contains a handout for your players to easily look up the many different activity options during this adventure's "Home, Sweet Home" phase. Find it at the bottom of this document.

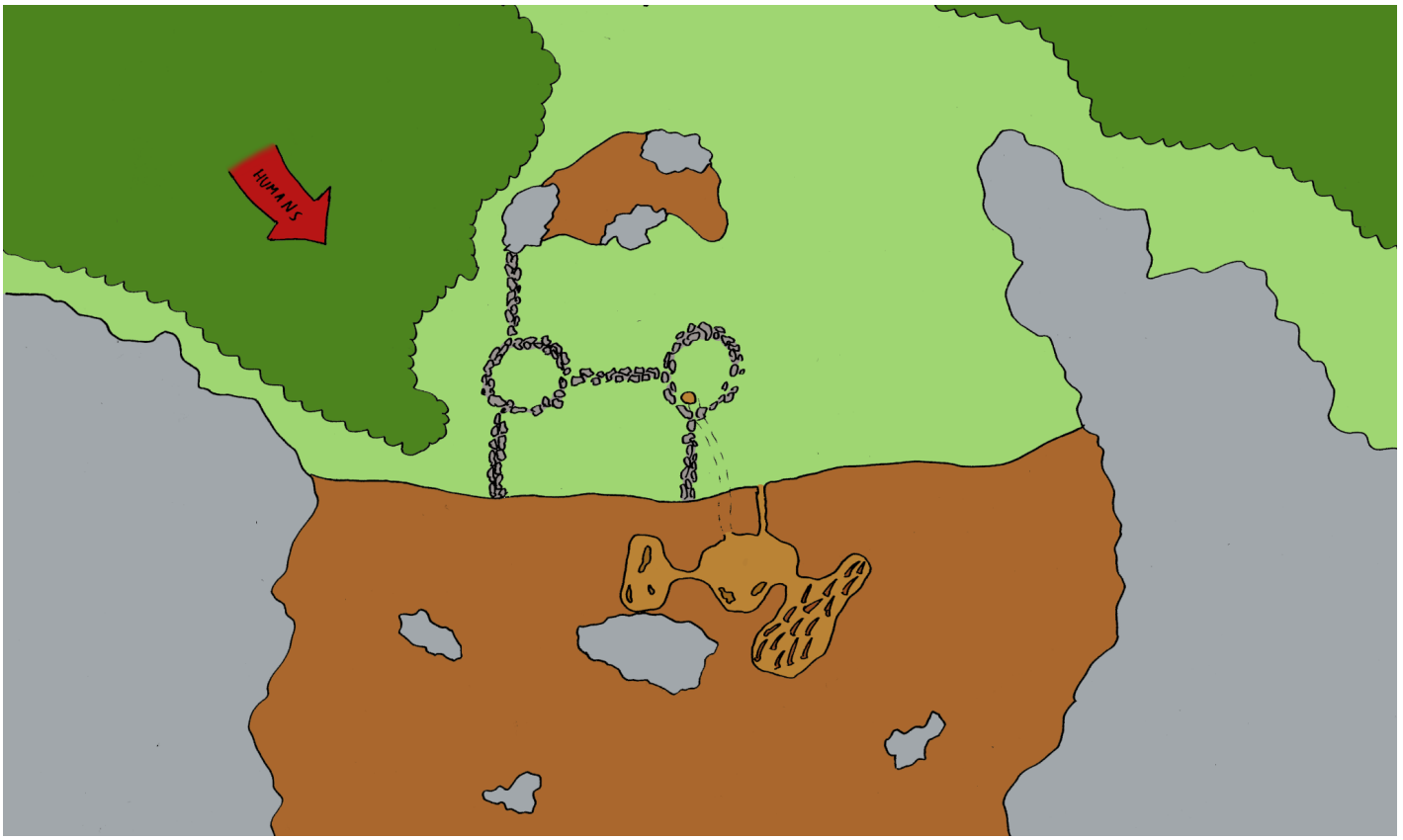
Background

This adventure plays in 470 b. OW in the Wyvern foothills, on southern Balebu. The Sharpteeth tribe recently dug a small den there and are now determined to stay.

Characters

All player characters are simple **kobolds**. They're important members of the Sharpteeth tribe and are generally seen as the most intelligent. Their Intelligence scores increase by 1, and they may increase two other ability scores by 1, or one by 2. They may also choose a simple melee or ranged weapon, which they've looted from the neighboring village.

Sharpteeth Burrow



This is a map of the general area of the Sharpteeth tribe's den. All brown areas and the soil can be dug in by kobolds; grey represents stone, which cannot be dug.

The current den consists of three chambers: in the east lies the root garden, in the middle a common/sleeping room, and in the west lies a full sleeping room.

Home, Sweet Home

The kobolds know from urd flights that an armed group is coming up to attack them, and estimate that the humans will arrive in about six sunrises, so six nights of work. The den can be built up to resist the enemy attack, which is explained below. This will be the tribe's major occupation. There will also be a need to acquire enough food and water and lead raids against the neighboring village to gain more materials.

The tribe counts **13 kobolds** and **4 urds**, without counting the characters.

Keep track of time: each day, the tribe needs a certain amount of food and water. Additionally, something might happen, as shown in the "Events" section.

This list is also available in Appendix A as a handout for the players.

Basic Needs

Food: Each tribe member requires 1 unit of food per day. The existing root cellar produces only 6 units a day.

Water: There is no accessible water around the den. A couple kobolds have to fetch water each day, as described in "Activities". The water requirement is 1 aqunit per kobold per day.

Materials

There are various materials that are useful in fortifying the den. They can be acquired by various activities, as seen below.

Bear Trap. Can be found in the woods; see "Finding Bear Traps".

Poison. Found by "Foraging" and "Raiding".

Wire. Found by "Raiding".

Wood. Found by "Logging".

Activities

There is much to do in order to make the meagre hideout into a true stronghold able to resist a group

of human fighters. Feel free to add your own options, and give suggestions to the Pantheon.

The players could draw the things they build on a sheet of paper or on your playing mat so as to keep track of their fortifications and later for easy use during the fight. During this construction period, you can treat characters as simply another worker while the players organize everything.

The "kobold" cost is measured in kobold worknights.

Build Barricade

A row of spiked wooden beams and heaped rocks.

Construction Cost: 10 kobolds, 10 wood

Benefit: This produces a 20 feet long barrier which humans will try to circumvent, or climb if necessary.

Build Cave Shelter

A small room dug into the hillside.

Construction Cost: 7 kobolds, 1 wood

Space: 10 kobolds or 100 units/aqunits or 1 latrine

Benefit: This can be used to put traps or keep troops.

Build Corridor

A hallway connecting rooms.

Construction Cost: 4 kobolds

Benefit: Medium creatures in a corridor must Squeeze. The corridor can be up to 20 feet long.

Build Embrasure Wall

A wooden wall inside a corridor that blocks the way, with a loophole built into it.

Construction Cost: 2 kobolds, 3 wood

Benefit: Blocks the way. Projectiles can be fired through it with three quarters cover.

Build Traps

There are various traps that can be built:

Bear Trap

Construction Cost: 1 bear trap

Effect: When a creature steps on the trap, the trap attacks. It has +8 and deals 1d10 piercing damage on a hit. A creature hit by the trap has a speed of 0 and must succeed on a DC 15 Strength check to break free.

Falling Ceiling

Construction Cost: 5 kobolds, 1 wire, 3 wood

Effect: When a creature trips the wire, the trap attacks. All creatures in the corridor or room make a DC 17 Acrobatics check, taking 2d12 bludgeoning damage on a failed save, or half as much on a successful one. The corridor or room is now blocked.

Pit Trap

Construction Cost: 3 kobolds, 1 wood

Effect: Whenever a creature steps on this trap's cover, it falls down 10 feet, taking 1d6 bludgeoning damage. Climbing out again requires a DC 10 Acrobatics check and an action.

Poison Needle

Construction Cost: 2 kobolds, 1 poison, 1 wire

Effect: Whenever a creature stands within 10 feet before the trap, it fires a dart: +5 to hit, 2d10 poison damage.

Tripwire

Construction Cost: 1 wire

Effect: A creature that trips is prone.

Fetching Water

Cost: 1 kobold

Effect: 10 aquints

Fletching

Making bows.

Cost: 1 kobold, 1 wood, 1 wire

Effect: Produces 2d6 shortbows and the necessary amount of arrows.

Finding Bear Traps

Sending kobolds out into the woods to maybe find bear traps.

Cost: 1 kobold

Effect: Gain 1d4-2 bear traps

Foraging

Searching the woods for various things.

Cost: 2 kobolds or 1 urd

Effect: Roll 1d4. On a 1: nothing. 2: find 6 units of food. 3: collect 2 poison. 4: find 8 units of food.

Logging

Gathering wood and cutting trees.

Cost: 2 kobolds

Effect: Gain 2d6 wood.

Lookout

Hiding in the woods and keeping an eye out.

Cost: 3 kobolds or 2 urds

They are out during the day after sleeping the previous worknight, checking for any humans.

Raiding

Getting loot from the neighboring village.

Cost: 2 kobolds, roll 1d8: on a 1 the kobolds are killed

Effect: Choose between: 2d4 wires, 1d4 poison, 2d6 food units, or 2d8 aqunits.

Rebuild Fort Tower (2)
Put up one of the ruin's towers.
Cost: 8 kobolds, 8 wood
Effect: A fortified tower is up.
Rebuild Fort Wall (4)
Put up one of the ruin's walls.
Cost: 7 kobolds, 9 wood
Effect: A wall is up. Can have a small door and up to 3 loopholes.
Stash Stones
Cost: 2 urds
Effect: Place 3d12 rocks in a location on the cliff, ready to be used.
Tinker
Play around with weird objects.
Cost: 1 kobold, 3 days, 1 poison, 1 wire
Effect: Turns that kobold into a **kobold inventor**.
Train
Fashion a nice shield and train tough arts.
Cost: 1 kobold, 2 days
Effect: Turns that kobold into a **kobold dragonshield**.

Events

These are the days before each work night.
Day 1: If there are urds on lookout, they spot a small group of human children playing some distance off from the den. They are completely unaware of the kobolds and don't know anything about the coming armed force: they've only seen Uncle Tom head out to the city to bring adventurers up.
Day 2: Nothing happens.
Day 3: That night, while working, a group of kobolds working in the woods spots a two **black bears** (Monster Manual) walking by. If the tribe doesn't go silent, they curiously approach. They don't have any intention of getting in a fight, but might be interested in food that's lying around.
Day 4: If there is a lookout, they spot three gruff villagers (**bandits**) armed with crossbows observing the den. They've likely come to map the way to it.
Day 5: Two other villagers prowl around.
Day 6: That day, about an hour before sunset, the host of humans surprisingly arrives. Continue below.

We Will Not Back Down

The human host force-marched on the last day, arriving just before nightfall a day early, taking the risk of having to fight the kobolds at night in order to save time. If there are urds on lookout, they can alert the tribe half a day before the humans' arrival. In exchange for two levels of exhaustion, kobolds can work on the den during that time to finish up any work.
Adapt the subsequent waves' timing based on how the combat is going.

Call to the Community
This module is relatively new and hasn't much been playtested. We'd love to hear how balanced this battle was and get your feedback! Write to us at pantheon@manyisles.ch.

Wave 1

The first group consists of hunter forerunners who hope to get the juiciest bit and get a larger share of the prize. They consist of **5 bandits** and their **7 mastiffs**. They come from the west and storm up the hill without much care. They will send the dogs in any openings they spot and go in after them if it looks open enough. They'll also try to shoot any kobolds they see. Most likely, however, the humans will just stay back and wait for the rest while the dogs do their work.

Wave 2

The majority of the group arrives now, just about when sunset kicks in. They've left a couple people behind but don't care much for it. They consist of **4 bandits**, **7 guards**, a **knight** and an **apprentice wizard**. They will not hesitate to try and get into the castle if it is set up, telling the wizard to use *burning hands* to make a hole in a wooden wall if necessary.
If they see a promising-looking opening or need to find cover, they will engage into a burrow, sending the guards first, followed by the knight, wizard and bandits. They'll fall back if most guards die or if the wizard is threatened.

Wave 3

Feel free to adapt the power of this group a bit judging by the previous two waves. This final group counts a **veteran**, **5 thugs** and their three hounds (**tiger** stats). They'll meet up with the remains of

the previous two groups. They'll send the hounds in first, which will run ahead, followed in by the thugs, any guards, the veteran and knight, and the soft units.

They will retreat if all the thugs and at least one of the boss units (veteran/knight) have fallen. An escort will go out with the wizard (if he remains) if he is too threatened.

Ending

The battle can turn out in one of two ways: the tribe succeeds and defeats the mean humans, or the larger creatures' pure might turned out to be unstoppable.

Success:

> Victory! The tribe cheers as the last of the humans leaves the den for good. No one will any longer trod on your feet just because they're taller; you've shown who's stronger. You look forward to a calm and happy life, one where you can bully the villagers for being weak and hopefully find a nice dragon as a master.

Failure:

> Your haggard group is backed into a corner. You stand together, firmly holding your weapons before you and taunting the mean humans to come on. You've come this far, and you won't let anyone trod on you any longer. You will never back down!

Thanks to You!!

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Thank you for all you've done for the Many Isles, even if it's just reading this and you have no idea of what the Many Isles is.

It's a whole setting and worldbuilding community, one where you can find any support you need or any gaming material you might wish, such as this very guide.

Find us on the subreddit of r/ManyIsles, or for great RPG content on the Many Isles website, or even for worldbuilding on Karte-Caedras!

Images: thanks to flaviobolla and Huy137

Appendix - Player Handout

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