MECHA KOBOLDZILLA

AN ADVENTURE FOR
7TH, 14TH, 20TH LEVEL

"BARON BODRUM'S PHILANTHROPIC FUND
MAKING YOUR TODAY: OKAY."

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CREDITS

USING THIS BOOK

Get ready to dive into a world of dangerous hunts, challenges, and monsters. This book presents all the tools you will need to run an entertaining adventure.

RULE ZERO

You are encouraged to use whichever pieces of this book you like and change the ones you don't. If there is a DC that seems off, a name that doesn't fit, or a quest hook that seems incongruous, then make it your own. Remember: if you're all having fun, you're doing it right.

RUNNING THE HUNT

The adventure in this book is referred to as a hunt. It is a type of adventure in which you find clues, prepare for the fight ahead, and then have a big battle. This hunt can be run at a variety of different average party levels (APLs), listed in the hunt's introduction. The hunt uses the following structure:

Introduction. The name and level of the hunt, as well as a brief synopsis.

Background. The information the GM needs to know about why a monster needs to be hunted! This includes:
- A summary of the monster
- Three quest hooks: curiosity, morality, and compensation
- Monetary and XP rewards
- Brief biographies of key NPCs

Location. The location where the hunt takes place, sometimes containing descriptions of unique flora and fauna or other rules.

Know Thy Enemy. Clues about the monster that, if discovered by the player characters, help them prepare for the battle.

The Battle Ahead. The creature's lair actions, any environmental effects, composition of each wave, and triggers for moving between waves.

Aftermath. This section wraps up each quest hook of the hunt and suggests ways this story can continue and shape your world. The Loot Tavern's bard, Cacophonics, has the link to the song he writes for the party here.

Treasure. Discoverable loot related to the specific boss monster, as well as information related to the optional Tracking and Crafting rules found in the *Heliana's Guide to Monster Hunting* book.

Beyond Deadly. Death is inevitable. In this book, it is a little *more* inevitable than usual, especially if your party doesn't pick up on the clues and prepare accordingly.

If you have fewer than four player characters or a lower APL than that for which the hunt is balanced, consider lowering the difficulty. This can be achieved by removing some creatures, replacing them with lower CR versions, or using the 'Helping Hand' paragraphs within each hunt to reduce the difficulty. The hunt's boss fight is designed to use a party's entire resources for a day's adventuring, which exceeds the daily XP budget at higher levels.

AVERAGE DAILY XP BUDGET PER HUNT

Level	Daily XP Budget Used per Hunt
1-4	100%
5-10	130%
11-16	160%
17-20	200%

Clues. This hunt contains at least three clues that can be conveyed to the players before combat starts. Understanding the clues is the key to your players preparing for the fight ahead and feeling empowered when their preparations pay off. Every clue has at least one example of how you can convey the information to your players. Note, these are examples! It's still up to you as the GM to make any necessary changes to the story and roleplay interactions to make sure your players understand these clues.

Be obvious when delivering clues. The more you can repeat and illustrate a clue, the more the players will understand it. In addition, prompting the adventurers to summarise what they've learnt by using an NPC to ask questions can engender a much-needed dialogue between players. Furthermore, player characters need time to prepare in a way that allows them to meaningfully act on the clues. It is often both enjoyable and less deadly for players to take a long rest to recover resources, prepare spells, and design a plan that exploits a monster's weaknesses. Be sure to give them the opportunity to prepare!

Derek Murphy

Introduction

This hunt, *Mecha Koboldzilla*, is intended for 3 to 7 characters and is optimised for a party of 4 with an average party level (APL) of **7**, **14**, or **20**. Characters who complete this hunt should earn enough experience to progress two-fifths of the way to 8th level or three-fifths of the way to 15th level. The adventurers must prepare to face a colossal, metal construct, piloted by kobolds who've been coaxed to zealous levels of battle-readiness by a campaign of misinformation.

After picking apart information about the alleged end of the world and learning about the weaknesses of Bodrum's automatons, the party are given a chance to rest before ascending Bodrum Button to face the end of the world. This battle is **deadly** and uses the party's entire daily XP budget. Equipment for an extended fight, spells and effects that deal acid or cold damage, and strategies that impose Dexterity saving throws will prove terrifically helpful in this endeavour.

Background

Aeons ago, a giant space hamster crash landed in a swampy expanse of the planet the party calls home. Long drained and cultivated, that expanse is now home to the perfectly arable town of Bodrum, a hub for agriculture, wineries, and fat mining. Preserved deep underground, the remains of this incredibly well-fed space hamster are excavated by wheelbarrow and bucket for use as fuel, fertiliser, and fine dining.

Kobolds, natives of dark spaces and narrow tunnels, excel at this lipid extraction, and they don't seem to mind the smell, either. Employed by Baron Bodrum Businesses Inc. for the past few decades, these kobolds are an integral part of life in Bodrum. Sure, pies go missing off of window sills and horses become magically unshod overnight, but without these kobolds, Bodrum would be nothing more than a boring backwater producing buckwheat and beer. While most of Bodrum's townsfolk believe the fat to come from "dinosaurs or something," kobold oral tradition teaches the hamster truth.

Branton Quark, winner of the Guild of Artificer's ignoble 'Most Likely to Accidentally End the World' award three years running, has been stirring up trouble in the kobold community. Since losing his job as chief engineer at Baron Bodrum Businesses Inc. a month ago, Quark has been seen posing as an emissary of the Many-Headed Dragon Queen (the costume for which is a very homemade dragon onesie), on Bodrum's high street. Each day, he hands out flyers detailing the end of the world on the coming equinox at the hands of a second giant space hamster in an attempt to scare off the kobolds.

Over the past month, the number of kobolds turning up for work has dwindled. Quark showed the kobolds his designs for a giant automaton with which he would fight the space hamster, which they immediately vandalised and stole. They have since excluded him from the fabrication process and bent all their resources to its construction, disappearing from the surface three days prior to the party's arrival. His plan to make the kobolds leave work has succeeded and he is vying to get his former position at the factory back.

Meanwhile, in Bodrum, stuff has been going missing. Lots of stuff. Though the populace isn't aware of the perpetrators' identity, it is the kobolds that have been busy purloining all the bits, bobs, and other apparatus they need to create Quark's world-saving machine. Much to the chagrin of the local populace, this includes the town gazebo, which disappeared one night. Baron Bodrum, occasional philanthropist (for tax reasons), has put up a bounty to have the thieves captured, and the goods returned.

Summary

Here's the main info to digest:

- *Which Monster?* An enormous, kobold-piloted, mechanical construct called the 'mecha koboldzilla'. It is held together by poor welding, rusty rivets, and belief.
- *Monster's Motivation.* The kobolds and, by extension, their koboldzilla, believe they are saving the world. Whipped up into a fervour by Branton Quark's stories about the coming apocalypse, the kobolds have built a mechanical marvel which they aim to bring to the surface to fight off the giant space hamster and its evil minions.

- *Monster's Previous Actions.* The kobolds have been an integral part of Bodrum's workforce for decades now, mining the hamster fat deposits, working the fields at night, and repairing odd bits of machinery. Small things that weren't tied down occasionally went missing, but this was seen as only a minor nuisance. Now, however, bigger and bigger things are disappearing on an almost daily basis. The theft of the town's gazebo was the last straw.
- *Where's the Monster?* The koboldzilla is several miles underneath the town of Bodrum. The koboldzilla will appear on the Bodrum Button, a hill above the town, at dawn on the equinox (the day after the party arrives). The investigation and clue-finding part of the hunt takes place in Bodrum. To avoid the characters heading underground to see the kobolds, imply that the kobolds have left, scared off by Quark's actions.

Adventure Hooks

An apocalyptic prophecy, the end of the world, and a town with a particularly robust and fruitful economy... this is a dream contract for any adventurer! You can use the following adventure hooks to pique any of your player characters' interest and get them to take the hunt contract!

Curiosity: A Prophecy. Branton Quark has been seen distributing pamphlets about "Thee End Off Da Wurld!", picturing a giant space hamster devouring the town. The townsfolk commonly believe the fat deposits to be from "a dinosaur or something", but kobold oral history teaches that the deposits came from a giant space hamster that crashed into the planet thousands of years ago. Quark claims that on the equinox*, its mate shall descend from the stars and end the world.

Morality: Peewee's Performance. The Bodrum's Young Workers Primary School is due to have its end-of-term performance at the town gazebo the evening after the equinox. It's a rite of passage for all youngsters that grow up in Bodrum and the kids are devastated now that it's disappeared. Think of the children.

Compensation: Baron Bodrum's Philanthropic Fund. Wealthy industrialist Baron Bodrum is willing to offer up a sizeable reward for the cessation of the thefts and return of the stolen property. He will need a detailed invoice, for tax purposes.

*Which specific equinox is left intentionally ambiguous so you can fit it into your game. It should just be the day after your players arrive.

V3P0 (vee-THREE-pee-oh, or VEE-po), a prototype vending automaton of Baron Bodrum Businesses Inc., acts as this hunt's quest giver. It introduces itself as soon as the party arrives in Bodrum, can deliver the adventure hooks to the players, and can be used to demonstrate several of the weaknesses that can be exploited when fighting automatons such as the koboldzilla (see 'V3P0' paragraphs in Know Thy Enemy, pages 12 - 13). Alternatively, players can discern clues themselves by using the 'Exploration' paragraphs in the same section.

Hunt Rewards per Player Character

Hunt Level	Gold	XP*
7th	1,400 gp	4,600
14th	5,750 gp	15,000
20th	12,250 gp	—

*Includes all monsters, traps, and puzzles, averaged for 4 player characters.

This One's Different. This hunt works a bit differently from the others. The fact that the party is going to have an epic boss fight isn't necessarily immediately apparent. In fact, there is some misdirection afoot to lead folks to believe a giant space hamster is going to attack. As the players investigate the disappearances, guided by V3P0, they should encounter the signs of the coming apocalypse (see Apocalypse Incoming, page 10). These portents of doom should all be really shoddy, with signs that they aren't legitimate, lest your party believe the space hamster is the real foe.

CHARACTERS

BRANTON QUARK

The unfortunate loser in the wage war for low-priced automatonic engineers is Branton Quark, Baron Bodrum Businesses Inc.'s former chief engineer (slightly mad and embittered CN male human artificer). His firing was due, in no small part, to his incompetence and propensity for cutting corners. He is quick to blame his employer for all the accidents that happened, and is proud to show off his collection of almost-working mechamagical devices in his shop (page 8).

Branton has constructed a campaign of misinformation about an incoming 'giant space hamster', tricking the kobolds into abandoning their work. They absconded with the schematics, and he now attempts to regain his employment. He expresses concern about what 'terrible automatonic construct' the kobolds might fashion using the designs without his expert guidance.

BRANTON QUARK

Human, artificer, he/him

Personality. Embittered, eccentric, angry.

Appearance. Short, plump, unkempt, scowls.

Desire. To oust the kobold mechamagicians and get his job back as chief engineer for BBB Inc.

Fear. Visits from his parents, who're especially kind and doting. They indulge his 'entrepreneurship'.

"Don't worry about the exposed arcanothermic core, I have a cardiac rejiggler around here, somewhere."

QUOBALD, KWOBALD, & COBALD

Kobolds, apprentice engineers; he, she, and they

Personality. Mischievous, clever, playful.

Appearance. Tan scales, bright eyes, dirty rags. Sometimes disguise selves in a single trenchcoat.

Desire. To make cool automatons.

Fear. Losing access to Branton's workshop.

Hands player character a fistful of live locusts. Nods sagely.

V3P0

Automaton, vending machine; it/theirs

Personality. Robotic, matter-of-fact, helpful. Lackey for BBB Inc.

Appearance. Made of walnut wood and rusty iron. Chest filled with magic items.

Desire. To help solve the mystery of the gazebo and recite BBB Inc. slogans.

Fear. Not selling enough stock and being retired.

"Baron Bodrum's Buddy Bots. Uncharmable, incorruptible, and 100% tax deductible!"

Quobald, Kwobald, & Cobald

Quark has three "arcanomechanical apprentices" around his shop: three young kobolds named Quobold, Kwobold, and Cobald. They have a penchant for mischief and are too young to have learnt more than a few words of Common yet. They have sticky fingers and try to good-naturedly relieve any bystanders (including any player characters) of a few gold coins (**+5 Dexterity (Sleight of Hand)** modifier).

Like Quark, they know nothing of what their kobold cousins are working on underground, though they have taken it upon themselves to make Quark's portents of doom (see Apocalypse Incoming, page 10) come true. They wear a partially burnt trenchcoat, are covered in iron filings, and tend to a cage full of locusts, clues that link them to the acts in Apocalypse Incoming.

Ignoble Intentions. Embittered after losing his job to the much-cheaper kobold mechamagicians, Quark has hatched a dastardly plan. Disguising himself as a herald of the Many-Headed Dragon Queen, he has fomented a zealous drive within the kobold populace to build an almighty automaton, the koboldzilla, in order to prevent the end of the world. As he sees it, the best possible outcome is that the kobolds get fired and he gets his job back. At worst, the town of Bodrum disappears and Quark has a shot of sweet, sweet revenge to enhance his morning coffee.

Foreshadowing. Quark likes to boast that he would have built the ultimate mech suit with which to fight the giant space hamster if the kobolds hadn't "stolen" his plans. He gestures to his prototype, a rusty, two-left-footed suit hanging in his chop shop (this is a good time to give Clue 3, page 13). Quark is lying (**DC 15 passive Charisma (Deception)**); the plans weren't stolen, he gave them away. Since inciting zealotry within the kobolds and delivering his plans, Branton has had no contact with the wider kobold community in the past three days.

Branton's Assistants: Quobald, Kwobold, and Cobald

V3P0

Vendor Mk.3 personality: 0, or V3P0 for short, is the latest model of vending automaton from Baron Bodrum Businesses Inc. V3P0 is a 7-foot-tall, box-like automaton made of cobbled together scrap metal and wood, with the stats of a **clay golem** (without the Acid Absorption trait). It has a glass front behind which its wares are lit up by a magical light. It is powered by an arcanomechanical engine, and has the same Constructed Weakness trait as the janky koboldzilla (see page 31).

It is keen to help, and even keener to sell its slightly overpriced wares. The wares are stored within V3P0's body, which requires a **DC 25 Dexterity (thieves' tools)** check to unlock. A creature that V3P0 detects trying to steal from it takes **Vdam** lightning damage (see Variable Lair Action Statistics, page 15). V3P0 is fond of saying company slogans, such as:

- "Bodrum Tarfat. Will get you almost warm for most of the price."

- "Baron Bodrum's Buddy Bots. Uncharmable, incorruptible, and 100% tax deductible!"

- "Let go with Lady Bodrum's Loosey Laxatives. Release your inner peace today."

- "Baron Bodrum Businesses—we cut corners so you don't have to."

- "Baron Bodrum's Buddy Bots. They don't tire and they're always for hire!"

- "Baron Bodrum's Philanthropic Fund. Making your today: okay."

- "Baron Bodrum's Buddy Bots. Their friendliness depends on your credit rating!"

- "Pensions, HR, and healthcare a bore? Well here's a solution the unions abhor. Buy a butler, a bodyguard, and a labourer today. We'll dispatch them right to you, without a delay."

Wares. The following items can be purchased from V3P0, at 120% of their normal cost (suggested, inflated prices in brackets):

- 12 Dynamite sticks (180 gp each)
- 6 *Healing potions* (60 gp each)
- 2 *Greater healing potions* (180 gp each)

- *Kobold wristbow* (60 gp)
- *Oil of slipperiness* (576 gp)
- *Potion of acid resistance* (288 gp)
- *Potion of fire resistance* (360 gp)
- *Potion of thunder resistance* (264 gp)
- *Scroll of grease* (72 gp)
- *Scroll of acid arrow* (216 gp)
- *Scroll of protection** (216 gp)
- *Scroll of acid rain** (432 gp)
- *Scroll of fly* (432 gp)
- *Scroll of fabricate* (1180 gp)
- *Scroll of mass cure wounds* (2400 gp)

*See Appendix B

V3P0

BODRUM

Bodrum is a sizeable town made up of roughly equal numbers of humans, halflings, and gnomes. Though no one knows the exact size of the kobold population, which lives underground, mark-release-recapture surveys conducted by the anthrozoologist Dr. Doolots estimates the number of kobolds to be roughly equal to the town's population. Though the kobolds are tolerated, and respected for their unique brand of mechanical ingenuity, social interactions between the above-grounders and below-grounders are limited, in part due to their differing circadian rhythms. However, the kobolds have been even more absent than usual over the past month.

Business. In addition to fat mining, kobolds are employed by Baron Bodrum Businesses Inc. as automatonic engineers. Kobolds create magical devices using rudimentary arcane rituals, harvested magical components, and belief: the harder a kobold believes, the more potent its magic and more robust its inventions. Leveraging this unique form of belief-based arcanomechanical engineering, Baron Bodrum has created a line of automatonic servants: Baron Bodrum's Buddy Bots.

The largest department in BBB Inc. is 'Kobold Resources'; making the kobolds feel good about their work is integral to their belief-based manufacture. In fact, there is a growing sense of panic amongst the townsfolk that the kobolds' disappearance could mean the end of the town's affluence; no one else can stand fat mining!

Where's Baron Bodrum?

He's not here. He's in a meeting. He's just teleported to a different continent and no one knows when he'll return. He's currently on a cruise around the Lesser Bantillies. His pet racoon is sick and he's taken it for a spa weekend in faraway Springarden. In short, he can't be reached, and makes a habit of keeping it that way. Who's really in charge? No one knows.

High Street. Bodrum high street has the normal hustle and bustle you'd expect of any town: street food vendors, market stalls, and travelling traders all hawk their wares. Shouting at the top of his lungs, Branton Quark—resplendent in a Many-Headed Dragon Queen onesie—lists off the various signs of the end times (see Apocalypse Incoming, page 10). A **DC 15 Wisdom (Perception)** check shows that his kobold helpers are picking the pockets of bystanders watching Quark's display.

KLEPTOMANIA & GUIDANCE

All sorts of things have been going missing, most notably the town gazebo. V3P0 directs the players to ask around the town for clues. This gives you a chance to drop the clues in Know Thy Enemy (page 11), and allow Branton Quark to carry out the 'precursor events of the apocalypse' (see Apocalypse Incoming, page 10). If asked what there is to see, you can use the following options:

Branton Quark's Chop Shop. A rundown, corrugated iron-panelled warehouse filled with junk, schematics of automatons like V3P0, and badly-designed mechamagical devices. Of note are:

- A rusty mech suit with two left feet that can only walk in circles.
- An illiterate, speech-to-text printing press (that he uses to make the pamphlets).
- A vending machine that doesn't give you anything when you put money in.

Quark mentions that before the kobolds disappeared, they vandalised and stole a copy of his designs for an 'Uber Awesome Mechanical Dragon'. He shows the party schematics of a huge, dragon-themed automaton, with a hammer in its right hand and a flamethrower on its left. See Clue 3 (page 13) for more details on the information that can be garnered from the schematic. Quark expresses concern about what kobolds might do with such designs.

Quark still has a 5-foot-tall rusty prototype. He proudly boasts that he plans to use it to fight off the giant space hamster. Looking at the prototype can also reveal the Constructed Traits detailed in Clue 3 (page 13).

Butcher. An austere, clinical building of stainless steel. A huge machine—Baron Bodrum's Below-Average Temperature Storage Box (BATS Box, a walk-in freezer)—hums noisily in the rear half of the shop. Elmza F'lay (a direct and unblinking N female **lizardfolk**) describes how all her meat hooks disappeared a week or so ago. All her meat was left hanging, tied by bits of sinew and string. In addition, the faulty BATS Box was fixed, leaving her wares nice and cool.

Dr. Doolots' Herpetological Sanctuary. This humid, plant-filled glasshouse is remarkably quiet. Doolots (a tenacious and intelligent NG female dragonborn **mage**) explains that at some point last night, all her frogs were stolen.

Baron Bodrum's Businesses Buildery. This huge warehouse complex on the outskirts of town houses an assembly line and testing range for Bodrum's Buddy Bots. These three types of automatons—the bodyguard, butler, and labourer—all perform their tasks badly. Bodyguards fire crossbows at archery butts, missing wildly; butlers practise laying tables, sending shards of crockery flying; and labourers swing pickaxes wildly at a pseudo fat mine, hitting each other more than the fat.

The chaotic scene looks markedly understaffed, not a kobold to be seen. The foreman, an anxious gobboc named Narn Deau (LG female **commoner**), says she thinks it's some sort of kobold religious holiday. They've been showing up less and less over the past month and she hasn't seen a single kobold in at least three days.

Hatterdashery. A well-appointed shop trimmed with pink cotton and white lace, selling all manner of knitting needles, wool, and many, many buttons. Hattie Fluffernutter (a prim and proper NG female **kobold**) says that a tall, rather unsteady-looking dragonborn came in and bought all her crowns and tiaras, including those meant for children or dolls. He wore a long coat, a broad-brimmed hat, and spoke perfect Draconic. Unbeknownst to her, this was Quark's three helpers in a trenchcoat. If asked, she doesn't deign to talk about her kobold relations, having "risen above their primitive ways".

Old Miller's Windmill. Neatly stacked sacks of grain are laid around deep stone foundations, the circular footprint of what was once a tall, imposing building. Tred Miller (down-to-earth NG male human **commoner**) says his entire windmill was stolen last night. The whole thing. Gone. All that was left was one of Branton Quark's pamphlets, with "Eye o yew" written on it. If asked, Quark doesn't know anything about this.

Baron Bodrum's Young Workers Primary School. This four-room, wooden schoolhouse is painted white, and has a small playground surrounded by a wooden picket fence. There are three classrooms, each with 20 children, and one common room, to which the teachers escape. The head teacher, Terry (docile LG male halfling **commoner**), says the kids were very upset to hear about the missing gazebo - it's their end of term performance tomorrow. It disappeared only three days ago.

Scrap Yard. In an old quarry behind the factory is a now-emptied scrap yard. Mello Sprockajunk (a surly LN male **deep gnome**) says his scrap iron pile has been shrinking over the past month. Two days ago, it all disappeared! All that was left was one of Quark's giant space hamster pamphlets.

Unique Fauna

Bodrum is home to the rare 'sawbird'. This finch-like avian has adapted its song to confuse predators; it sounds like a mechanical saw cutting through wood, and is quite unpleasant. Luckily for the birds, there is little logging in the area; sawbirds frequently confuse lumberjacks with potential mates. It is not a clever bird.

Apocalypse Incoming

Quark's apprentices have decided to play some mischief and make the precursor signs of the end times come true. They are extremely adept at using sewers, rooftops, and the *dimensional doorknob* magic item to stay out of sight. However, it can be fun to sow doubt about these occurrences' legitimacy in your players' minds by having them catch glimpses of these kobolds; a tail here, a teenage-kobold-sized footprint there. Introduce whichever of the portents you desire whenever you want to encourage the party to move to a new location.

Reign of Frogs. Frogs, toads, and even some giant specimens, all wearing crowns, come bounding down the high street.

Darkness. Thick black smoke blocks the sun, casting the town in a night-time-like darkness. A successful **DC 13 Wisdom (Survival)** check identifies the source of the smoke, a tar fat fire in the local scrap yard. **A DC 16 Intelligence (Investigation)** or **Wisdom (Perception)** check finds a mostly-burnt handkerchief with the initials BQ stitched into it. This belonged to Branton Quark and was 'borrowed' by his helpers.

Water to Blood. The fountain in the centre of town, the well, and all the horse troughs are blood red. This is just red dye (as discerned with a successful **DC 13 Intelligence (Investigation)** check, with iron powder added to give it a slightly bloody taste (as identified with a successful **DC 16 Intelligence (Investigation)** check if a creature tastes the water).

Swarm of Locusts. A **swarm of insects** (the ones the kobold helpers were rearing in Branton's chop shop) is attacking foodstuffs in the town. Luckily, the frogs eat the locusts pretty quickly.

Hailstones. Fist-sized lumps of ice come crashing down around the town. Each minute they are outdoors, each creature must make a **DC 12 Dexterity saving throw** or take 3 (**1d6**) bludgeoning damage. A successful **DC 13 Wisdom (Survival)** check finds the source of the hailstones: the butcher's new Baron Bodrum's Below-Average Temperature Storage Box (a freezer). A successful **DC 16 Intelligence (Arcana or Investigation)** check reveals that the contraption has been sabotaged. It can be fixed on a successful **DC 16 Dexterity (tinker's tools)** check, or destroyed (AC 15, 10 hit points, **resistance** to cold damage).

Know Thy Enemy

Interacting with V3P0, or exploring Bodrum and witnessing the day-to-day advertisements and events, can reveal clues about the upcoming battle. Either way, before the party has the opportunity to take a long rest and prepare for the battle ahead, they should know:

- The time and location of the koboldzilla's appearance (dawn, Bodrum Button).
- The koboldzilla is a construct.
- The koboldzilla's construction gives it a high AC, but means it can rust if exposed to acid and malfunction if it gets too cold.

Clue 1: Where & When

As detailed in Quark's pamphlets, the arrival of the giant space hamster is scheduled for the equinox, tomorrow morning. The literature calls for all hamster-fearing folks to gather at the temple on top of Bodrum Button, a local high point.

All the non-kobold locals talk about how kobold time keeping is terrible, and they can arrive hours early or late. They say things like:

- "*What do you call a kobold in the right place at the right time? A miracle.*"
- "*When I bought a year's supply of tar fat for my furnace, I didn't expect it to arrive all at once. Nor at the end of the year.*"
- "*I scheduled my drains to be cleaned three times a year. They've only gone and done it every day for the past week and charged me for two years' work!*"

Clue 2: Construct Nature

The koboldzilla is a construct, conferring it **immunity** to many conditions, as well as to poison damage. Talking with V3P0, or looking at the advertisements around the town, can reveal these mechanical details. Note: unlike other constructs, the koboldzilla is held together by belief and thus isn't immune to psychic damage.

Handout 1.
Doomsday Leaflet
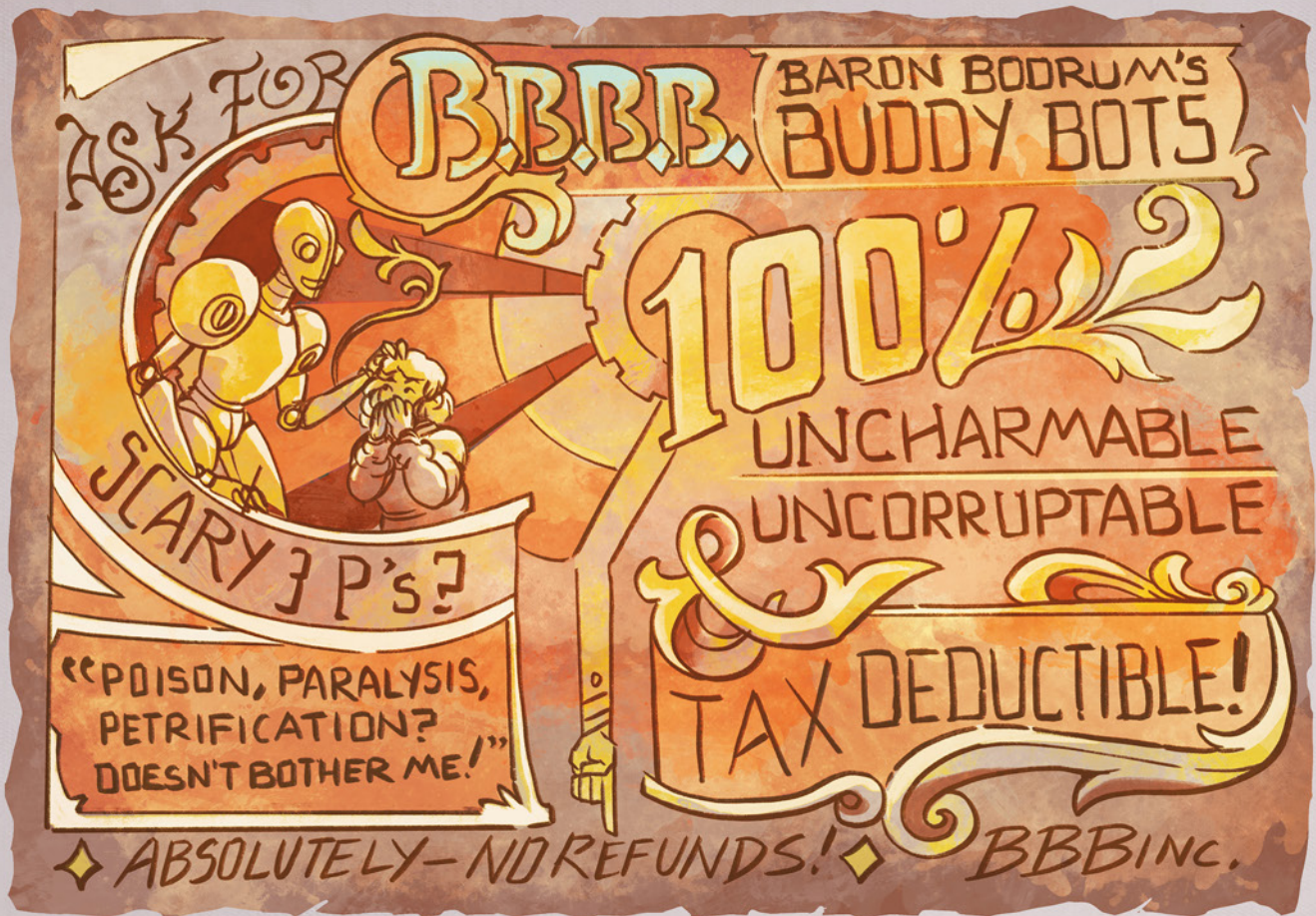
Handout 2. Bodrum Advertisement

V3P0

V3P0 boasts about how it's proud to be a completely legitimate, 100% incorruptible construct, revealing the following key info:

- It can't be charmed into giving things for free.
- Its magical senses mean it can't be blinded or deafened; it is always alert to pickpockets.
- It doesn't have a pesky nervous system so it can't be frightened, paralysed, petrified, poisoned, or stunned.
- It works day and night, sustained by its magical core.

Here are some things V3P0 might say:

- *"Uncharmable, incorruptible, and 100% tax deductible!"*
- *"Can't pick Veepo or give me a fright; I'm a clockwork automaton equipped with blindsight!"*
- *"What's that about those scary three P's? Poison and paralysis don't bother me. Petrification neither, no refunds. Hell, fleshling, I can't even be stunned!"*
- *"I'm more likely to die of boredom than exhaustion!"*

EXPLORATION

Advertisements. Posters advertising Baron Bodrum's Buddy Bots, a series of butlers, bodyguards, and labourers, can be found dotted around Bodrum. They say things like:

- *"100% trustable. Can't be coerced, frightened, or charmed by pesky fey!"*
- *"Always alert, the BBBB Bodyguard is immune to the three P's: paralysis, petrification, and poison. Can't be stunned and won't be shunned—buy yours today!"*
- *"Tired of people? Swap wages for a loan-to-own labourer. These buddies don't tire and are always for hire!"*

Clue 3: Constructed Traits

The koboldzilla's (and other automatons') biggest weaknesses are acid, which causes the machinery to rust and seize up, and cold, which causes their arcanothermic engine to conk out.

Exploration

Branton's chop shop (see page 8 for more details), has schematics for a 'mechanical tyrant queen', an automaton designed to fight the giant space hamster. The kobolds stole a copy of these schematics and Quark expresses concern that they'll use it to create "an unstable hunk of junk". The kobolds vandalised his remaining copy, annotating it with a stupendous amount of heavy armour plating.

Branton's Mech Suit (Acid). Quark's three apprentices scrape rust off of the machine, and move the articulated joints to work the oil in deeply. Quark explains that it's an oil mining mech and that some of the more exposed fat veins have turned rancid and acidic. The acid plays havoc with the machinery, causing it to seize and not work.

V3P0

Cold. If the party ever explores anywhere cold (for example, Baron Bodrum's new Below-Average Temperature Storage Box, a walk-in freezer in the butcher's shop), V3P0 will refuse to go in, stating the low temperatures play havoc with its arcanothermic engine.

Acid. During one of V3P0's boasts, it can offer the party a sample of a new fat derivative: Baron Bodum's Badacid. The vial breaks in its hand, causing the iron of its joints to rust and seize shut. You can read the following:

> Midway through V3P0's sentence, its voice breaks in a blur of static, and a robotic, female-sounding voice comes out of V3P0's mouth grill. "*Time for a randomly scheduled pop-up advertisement.*" The robotic tones switch to the southern drawl of Baron Bodrum: "*G'day pard, your best bud Baron B. here. Have I got something bad for you? Of course, I mean bad in a good way. This is Baron Bodrum's Badacid, the baddest—and by that I mean bestest—acid around. Try a free sample, courtesy of Baron Bodrum's Philanthropic Fund, making your today: okay.*"
>
> Reaching inside itself, V3P0 grasps a phial of faintly green liquid, holding it out. Before you can take it, V3P0 regains control of itself, clenching its hand and smashing the phial in the process. Faint, acidic fumes rise from the rapidly rusting hand. "Fluck," says V3P0, trying to move its hand to a chorus of metallic screeches and a shower of rust flakes. "Won't be using that again until it gets a good oiling. 100% trustable... more like 100% rustable."

Handout 3. Mechanical Schematic

MAP 1. BODRUM BUTTON

CARTOGRAPHER:
CZE & PEKU

1 SQUARE = 5 FEET

THE BATTLE AHEAD

Upon Bodrum Button, a small hillock home to the temple of a deity of commerce and agriculture, the koboldzilla emerges from its subterranean foundry shortly before dawn, ready to face the giant space hamster. The koboldzilla isn't entirely controlled, resulting in a great deal of damage to the surrounding buildings and agriculture. The pilots are blind in their zealousness, and can't be charmed, beguiled, or otherwise reasoned with. Any delay in attacking the koboldzilla results in first the temple, and then progressive swathes of the town, being destroyed.

TRACKING

You can choose to have the location of Bodrum Button be a hard-to-reach place in the hills. If you do so, have your party make **VDC Wisdom (Survival) checks** to search for it You can use the optional Tracking rules available in *Heliana's Guide to Monster Hunting*.

KOBOLDZILLA'S LAIR

The koboldzilla's lair is unique in that it is created by the concentrated belief of all its kobold pilots (or, in its mythic state, its belief in itself). For the purposes of this fight, the lair is Bodrum Button, a hill home to Turnover Temple. The hill is surrounded by farmland hosting a variety of crops. The koboldzilla's emergence brings about a great deal of destruction (as visible on the map; see the read-aloud paragraph in wave 1, page 16).

Cover. A Large or smaller creature directly behind a building has full cover against attacks originating from the other side of it. A creature peeking around the corner of a building or directly behind a tree-trunk has three-quarters cover instead. The low stone walls provide half cover against attacks originating from the other side of them.

REGIONAL EFFECTS

The region containing the koboldzilla's lair is buoyed by the abundant belief, which creates one or more of the following effects. These effects have been occurring for the past three days:

- Tapping a device and saying "she hasn't let me down yet" ensures that the apparatus in question won't fail until the very last and most inconvenient moment.
- The *mending* cantrip and *fixit* spell (see page

29) have their casting times halved within 1 mile of the lair.
- When automatons and constructs within 1 mile of the lair are healed, they regain twice as many hit points.

Helping Hand. If the party is ever in dire straits, an airborne, jetpack-powered V3P0 can drop in some healing potions, saying something like: "*Baron Bodrum's Philanthropic Fund donates these to your cause. Making your today: okay,*" or, "*These are not free samples. You, or, if you don't survive, your next of kin, will be billed for any potions you consume,*" if you're feeling less generous.

LAIR ACTIONS

The entirety of Bodrum's subterranean environment is populated by kobolds. Until the koboldzilla is destroyed, the kobolds' collective belief manifests as the following lair actions. The DCs and damage of the lair actions depend on the level at which you run the hunt.

VARIABLE LAIR ACTION STATISTICS

Hunt Level	VDC	Vdam
7th	14	7 (**2d6**)
14th	16	14 (**4d6**)
20th	18	28 (**8d6**)

GM TIP

Write down the information in this table for your hunt level so you don't have to keep flicking back and forth!

Lair Actions. On initiative count 20 (losing initiative ties), the koboldzilla takes a lair action to cause one of the following effects; the koboldzilla can't take the same lair action two rounds in a row. See the table above for the damage and **save DC**.

- *Airstrike.* A jetpack-powered kobold bursts out of the ground and proceeds to drop sticks of dynamite in a broad path before its engine backfires and it flies off into a nearby building. Each creature in a **10-foot-wide, 50-foot-long line** must make a **VDC Dexterity saving throw**. On a failed save, a creature is knocked **prone** and takes **Vdam** thunder damage. On a successful save, it takes half as much damage and isn't knocked prone.

- *Chittering Laughter.* The infectious laughter of ultra-zealous kobolds echoes up through sewer grates, drainpipes, and the kobolds' partly-collapsed tunnels. Each non-kobold creature in the lair, other than the koboldzilla, must succeed on a **VDC Wisdom saving throw** or be **frightened** of all kobolds and the koboldzilla until the start of initiative count 20 on the next round.

- *Swarm of Kobolds.* Dozens of kobolds erupt from tiny tunnels, grabbing at the adventurers' various accoutrements, before disappearing back down the holes. Each non-kobold creature in the lair, other than the koboldzilla, must make a **VDC Dexterity saving throw**. On a success, the creature loses one nonmagical item of its choice that it isn't wearing. On a failure, the creature loses one magical or nonmagical item of the DM's choice that isn't being worn.

RETURNING STOLEN ITEMS

Players really like their magic items. How hard they are to find after the fight concludes is entirely up to you! Letting them be retrievable after the fight concludes should keep everyone happy.

WAVE 1: HEAVYWEIGHT

A faint hum grows to a calamitous crescendo of falling trees, collapsing roofs, and tearing earth. The shaking of the ground sends bric-a-brac flying and the sawbirds' unpleasant dawn chorus descends into a cacophonous deluge of alarm calls. A huge mechanical marvel bursts from the ground, the pre-dawn red light rendering its patchwork metal plating in brilliant hues of sanguine rust and bright magenta.

During a brief moment of stillness, the chittering yip-yip of excited kobolds can be heard on the morning's calm air. Then, trees are ignited and buildings annihilated as the gargantuan behemoth lets forth an enormous plume of flame from the metal dragon's head on its left arm, and slashes its huge, articulated, serpentine tail across a dozen stone facades.

JESS JACKDAW

At the start of the combat, the **koboldzilla** is in its most heavily armoured state. It has an almost-un-hittable AC which compensates for its extremely low Dexterity score. This wave ends when the koboldzilla has a number of hit points equal to or lower than the amount required to trigger its Loose Plating trait (see table below; typically one-half).

Koboldzilla Hit Points to End Wave 1

Hunt Level	Koboldzilla Hit Points Remaining
7th	≤ 70
14th	≤ 165
20th	≤ 231

Enemies

The enemies in wave 1 are the **koboldzilla** (in its 'heavy' form, before its Loose Plating trait triggers), and the **kobolds** it generates using its Koboldapult legendary action. For simplicity's sake, you can treat these kobolds as minions; they have only 1 hit point but take no damage when they succeed on a saving throw to take only half damage. All kobolds wear magical, tinted glasses, removing their Sunlight Sensitivity trait.

Level 7. At 7th level, the wave 1 combatant is:

- 1 **janky koboldzilla*** (CR 10; heavy, spawning ~6 CR ⅛ **kobold** minions)

Level 14. At 14th level, the wave 1 combatant is:

- 1 **koboldzilla*** (CR 18; heavy, spawning ~9 CR ⅛ **kobold** minions)

Level 20. At 20th level, the wave 1 combatant is:

- 1 **tuned koboldzilla*** (CR 24; heavy, spawning ~12 CR ⅛ **kobold** minions)

*See Appendix C. The koboldzilla CRs given here indicate the strength of this heavy phase of the creature.

Kobolds. In the 14th- and 20th-level versions of this hunt, the kobolds' zealous yip-yipping makes it harder for a creature to keep its concentration when hit by them. A creature has **disadvantage** on saving throws made to maintain its concentration on a spell when directly hit by a kobold.

Tactics

The Airstrike and Chittering Laughter lair actions can be used to control the battlefield. As the Chittering Laughter lair action makes characters frightened of kobolds, positioning these carefully

can help control where a creature can move, while the Airstrike reduces how far they can move by knocking them prone.

Koboldzilla. Though the koboldzilla itself is neither clever nor wise, its pilots are some of the finest kobold minds around. As that isn't saying much, you can treat it as having below-average Wisdom and Intelligence score in reference to its general behaviour:

- Below-average Intelligence indicates the koboldzilla isn't particularly astute in choosing targets for its attacks. For example, it is more likely to use its Gazebo Smash on two heavily armoured adjacent enemies (whom it might not hit) than it is to move and target a lightly armoured enemy standing on its own. Targets are chosen on instinct—if someone just hit the koboldzilla hard, it'll retaliate!

- Below-average Wisdom indicates an under-developed survival strategy. Combined with the belief of its kobold minions, the koboldzilla will never retreat.

The koboldzilla's main weakness is its low speed, which adroit characters could abuse to stay out of its reach. To combat this, the koboldzilla has two tactics:

- It uses its Koboldapult legendary action to deploy kobolds next to ranged combatants behind the characters' front line. Soon after, it uses the Chittering Laughter lair action to frighten the melee warriors, preventing them from retreating (a frightened creature can't move closer to the source of its fear).

- It uses the Airstrike lair action to knock creatures prone, and can grapple a creature using its dragon head left arm. Note that while it has a creature grappled, it can't activate its Dragon Breath action.
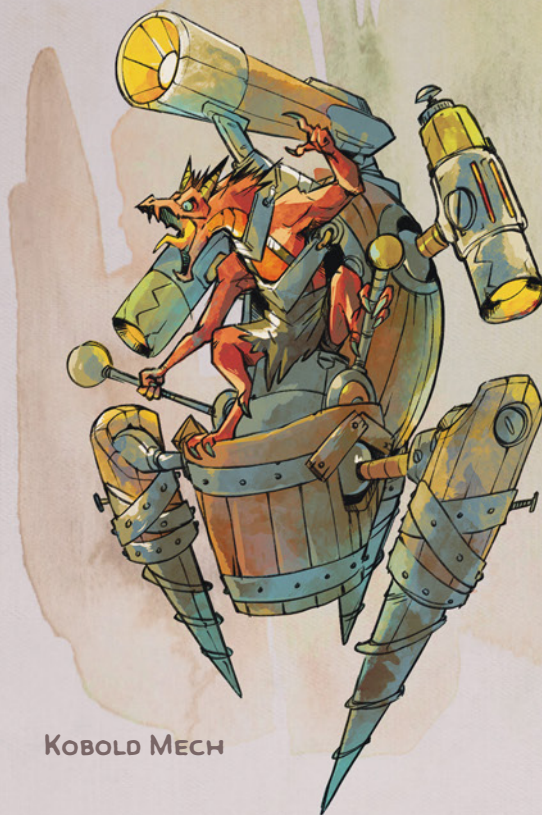
Kobolds. These kobolds attack a single target en masse. This lets them benefit from their Pack Tactics to gain **advantage** on all their melee attacks. With enough attacks, even the hardiest spellcaster will lose its concentration! The kobolds retreat and regroup if they no longer outnumber an enemy 2 to 1.

Player Characters. The koboldzilla's AC is almost unhittable during wave 1. Instead, player characters should try to target Dexterity (or Wisdom) saving throws. You can drop hints about how slow the koboldzilla moves to help get them on the right track.

Kobold Mech

WAVE 2: FEATHERWEIGHT

When the **koboldzilla's** Loose Plating trait triggers, **kobold mechs** launch from its back, and the second wave begins. You can read the following:

> With an ear-splitting screech, huge plates of iron and steel pull loose from their moorings on the koboldzilla's metal frame. Plumes of dust rise where they strike the ground, and the air is decorated by the tinkle of falling nuts, bolts, and the occasional kobold. With a roar, flying metal suits, replete with kobold pilots, detach from the back of the monstrosity, which looks lighter, more agile, and more alive.

For the 7th-level hunt, also read the following:

> One of the two flying mech suits is flying wonky; it takes an unfortunate nosedive, and crashes into the ground, exploding into pieces.

ENEMIES

In wave 2, the enemies are the 'light' **koboldzilla**, the **kobolds** it generates with its koboldapult, and the **kobold mech**.

Level 7. At 7th level, the wave 2 combatants are:
- 1 **janky koboldzilla*** (CR 8; light)
- 1 **kobold mech*** (CR 5)

Level 14. At 14th level, the wave 2 combatants are:
- 1 **koboldzilla*** (CR 15; light)
- 2 **kobold mechs*** (CR 5)

Level 20. At 20th level, the wave 2 combatants are:
- 1 **tuned koboldzilla*** (CR 20; light)
- 6 **kobold mechs*** (CR 5)

*See Appendix C. The koboldzilla CRs given here indicate the strength of this light phase of the creature.

TACTICS

Koboldzilla. With greater movement, but a lower AC, the koboldzilla is now able to avoid melee combatants that are a danger to it and focus on squishier targets.

Kobold Mech. If two or more characters are within 5 feet of one another, a kobold mech uses its Javelin Missiles to hit them both. In a melee situation, the mechs team up with allied kobolds, making use of their Pack Tactics trait. Against a creature that magically wards off attacks, such as a wizard using the *shield* spell, a mech might choose to grapple them, before flying up into the air and dropping them.

JESSE JACKDAW BURNS

Kobold mechs believe themselves to be indestructible, and will fight to the point of self-destruction without retreat. Unless, that is, the koboldzilla is destroyed.

Player Characters. The koboldzilla has a lower AC, but higher Dexterity score and walking speed compared to its 'heavy' form in wave 1. This begets a change in tactics from focussing primarily on imposing Dexterity saving throws, to targeting whatever the character is best at. Be clear in your narration about how there's less armour and it moves faster!

WAVE 3: APOTHEOSIS

When the koboldzilla reaches 0 hit points, its mythic trait (and wave 3) triggers. Kobold belief causes the mecha koboldzilla to ascend into godhood.

> Battered, dented, and broken, it beggars belief to see how the koboldzilla could still be standing. It begins to topple, gravity finally its master, before suddenly stopping. In the moment of silence that follows, all the kobolds' voices seem to be sustained in a continuous ululation.
>
> As if in response, the furnace at the koboldzilla's belly grows brighter, hotter. With a flash, the ululation ceases, the air is filled with the faint scent of cooked kobold, and the automaton rights itself. The whole structure seems to glow with an inner light; its eyes are alive with thought, curiosity… and malice.

ENEMIES

Level 7. At 7th level, the wave 3 combatant is:
- 1 **janky koboldzilla*** (CR 12 mythic form)

Level 14. At 14th level, the wave 3 combatant is:
- 1 **koboldzilla*** (CR 21 mythic form)

Level 20. At 20th level, the wave 3 combatant is:
- 1 **tuned koboldzilla*** (CR 27 mythic form)

See Appendix C

TACTICS

The koboldzilla has ascended to demigodhood and attained incredible levels of awareness, Intelligence, and Wisdom. It can see hidden weaknesses (i.e. the saving throw modifiers) of the player charac-

ters, and targets them accordingly. It has a much lower AC than its previous forms, so tries to avoid creatures that target AC (like fighters, rogues, and barbarians), or trap them underneath it by using its Takeoff mythic action.

Mythic Actions. The koboldzilla uses Takeoff to position itself over a creature it believes is a threat, and whose turn doesn't come next. At the end of the next turn, the koboldzilla lands, hopefully squishing those underneath it. It can then immediately use its Arcanothermic Overcharge to fry creatures in a large cone before it.

Player Characters. By repeating the pattern of Takeoff (liftoff), Takeoff (land), and Arcanothermic Overcharge, your players will hopefully learn that movement (and cover) is key. After the first use of the Takeoff mythic action, players should learn that they have one turn to pull whichever creatures the koboldzilla is hovering over to safety. In addition, don't be shy in letting your players know which pieces of terrain can provide cover against the koboldzilla's Dragon Breath.

OPTIONAL ENDING: DEATH OF A DEMIGOD

For oneshots, there's no need to have a corpse to harvest. Instead you can use the following rules to create an epic ending! Use with caution: player characters are extremely unlikely to escape this.

When the koboldzilla, in its mythic state, is reduced to 0 hit points, it dies over the course of three rounds. The following events happen on initiative count 20 of those rounds (losing initiative ties).

- *Round 1: Timber.* The koboldzilla collapses. Each creature within **10 feet** of it must succeed on a **VDC Dexterity saving throw** or take **Vdam** bludgeoning damage.

- *Round 2: Vox Machina.* As the koboldzilla crumples to the ground, its psyche manifests as the disembodied voices of hundreds of thousands of chittering kobolds. Each creature within **300 feet** of the koboldzilla's corpse must succeed on a **VDC Wisdom saving throw** or become **charmed** by the voices for **1 minute**. A charmed creature must use all its movement and actions to get closer to the koboldzilla's corpse. A creature charmed in this way can repeat the saving throw at the end of each of its turns, ending the effect on a success.
- *Round 3: Implosion.* The arcanothermic core at the centre of the koboldzilla's corpse implodes. Each creature within **300 feet** of the corpse must succeed on a **VDC Strength saving throw** or be pulled into the centre of the corpse, where a portal rips open to a random location on the Astral Plane. A creature **charmed** by the voices automatically fails this saving throw.

AFTERMATH

Here are some options for would could happen if the koboldzilla is defeated:

- Branton Quark disappears, leaving behind his dragon onesie and magical *dimensional doorknob*.
- The gazebo is remarkably intact, and the pupils of Baron Bodrum's Young Workers Primary School put on their show.
- Kobolds return to work as if nothing ever happened. The fact that the world is still there indicates that their mission was a success (despite some pesky adventurers destroying their machine).
- Baron Bodrum pays the party, by means of V3P0, for the defence of the town.
- Baron Bodrum detracts fees from the party's pay to repair damage caused by the characters' delay to engage the koboldzilla (if any).
- Dr. Doolots asks the party to collect all the escaped amphibians (the party can keep the crowns).
- Kobolds gather the remains of the koboldzilla, rebuilding Tred Miller's windmill and clearing the pile of wreckage within the day.

CACOPHONICS

When the party returns to the Loot Tavern, Cacophonics is waiting in the wings to transcribe the details of their most recent exploits. After garnering whatever information is forthcoming (and seeking alternative sources), he pens the following song:

Our heroes arrived in Bodrum town
No sign or evidence the kobolds are around.
It's in the air the end is nigh
Between regal frogs and hailstone fog the heroes make their way
To find the button and atop they'd bravely stave away.

The heavy armoured brute would make no escape
They found a way to circumnavigate his weight.
But as he fell he blew away another layer of his shape
And back he stood with a deep and fiery glow.

The team would stand to fight once again
As the brute would fire down explosions 'til his end.
But the construct did the heroes best
And they'll live on to find another quest.
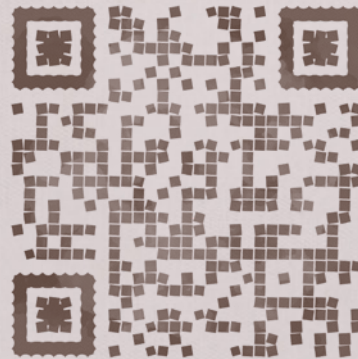
You can play the song by scanning or clicking on the QR code, or by typing in the URL below.

heliana.lt/MechaKoboldzilla

TREASURE

Either in the wreckage of the koboldzilla, or in Branton Quark's workshop, the party finds his Many-Headed Dragon Queen onesie and the *dimensional doorknob*. In addition, precious metals used in the koboldzilla's construction can be extracted from the heavy wreckage. The amount found depends on the result of a **Strength (Investigation)** check.

KOBOLDZILLA WRECKAGE

Hunt Level	Precious metals (gp equivalent)
7th	100 times result of check
14th	500 times result of check
20th	1000 times result of check

DIMENSIONAL DOORKNOB

CRAFTING

The following unique items can be crafted from the koboldzilla's components. You can use the optional Crafting rules available in *Heliana's Guide to Monster Hunting*.

HARVESTING

You can use the optional Harvesting rules available in *Heliana's Guide to Monster Hunting* to harvest the koboldzilla, which has the following unique components, in addition to the normal components for a construct. Remarkably untouched, in what must've been a utility closet within the koboldzilla, is a *tin of magik oil* (see page 27). The food component for the unique recipe is a *construct (koboldzilla) tubing* (flesh).

KOBOLDZILLA'S HARVEST TABLE

DC	Components
10	*Plating* (∞), *tubing*[E] (∞)
15	*Gearing* (∞), *instructions* (3)
20	*Arcanothermic core* (2)
25	*Lifespark*[v] (1)

[E] indicates an edible component; [v] indicates a volatile component.

MAGIK OIL

KOBOLDZILLA CRAFTABLE ITEMS

Item	Item Type	Rarity	Attunement	Magical Components	Essence	Value*
Dragonmaw Shield	Armour (shield)	Rare	Required	Construct (koboldzilla) plating	Robust	2,300 gp
Gunnspier	Weapon (any polearm**)	Rare	—	Construct (koboldzilla) gearing	Robust	1,400 gp
		Very rare			Potent	6,500 gp
Kobbold Flaymefrower	Wondrous item	Uncommon	Required	Construct (koboldzilla) arcanothermic core	Frail	750 gp
		Very rare			Potent	9,800 gp
Pneuma Blade	Weapon (longsword or greatsword)	Rare	—	Construct (koboldzilla) lifespark	Robust	1,600 gp
		Very rare			Potent	7,800 gp
*Rolly Turrit Crawly Turrit****	Wondrous item	Rare	Required	Construct (koboldzilla) instructions	Robust	2,100 gp
		Very rare			Potent	9,400 gp

*This is the 'off the shelf' purchase cost and can vary significantly from the crafting cost.
**Includes: halberd, glaive, lance, quarterstaff, spear, twinblade or pike.

***Also requires a dragon's *breath sac*.

LEFT: JELKE; RIGHT: MOHAMMED "AGGI" BELLAFQUIH

Appendix A — Magic Items

Magical Meals

A monster's components can be cooked into magical food. After spending 1 hour cooking the required components, you can succeed on a **Constitution (cook's utensils)** check against the meal's **DC** to craft the meal. *Heliana's Guide to Monster Hunting* presents more detailed rules on cooking.

When you consume a magic meal, which takes **10 minutes**, you gain its effects, which last for **8 hours** or until dispelled by the *dispel magic* spell or similar magic.

Skrapyard Sosig

Construct (koboldzilla) tubing, plus eggs; DC 16

Your power of self belief is so strong that, at the start of each of your turns, you gain a number of temporary hit points equal to your Charisma modifier (minimum 1). The number of temporary hit points gained increases with rarity, as determined by your party's average level.

Level	Rarity	Temporary Hit Points
1-4	Uncommon	Cha mod*
5-10	Rare	Cha mod* + 2
11-16	Very rare	Cha mod* + 4
17-20	Legendary	Cha mod* + 6

Skrapyard Sosig

Items

These magic items are organized alphabetically.

Crawly & Rolly Turrit

Wondrous item, rare (requires attunement)

Weighing approximately 10 pounds, this 1-foot-cubed turret is bristling with armaments. From its crudely chiselled 'bitey-bit', to the side-mounted 'kannon-boom', and the fore-mounted 'spikeys', this magically-automated turret has but one key flaw: stairs.

Deploy. As an action, you can deploy the *rolly turrit*, which magically animates for the next **10 minutes**. During this time, it is under your mental control while within 100 feet of you. In combat, the turret shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the turret can take any action of its choice, not just Dodge.

Once the turret has been activated, it can't be activated again until the following dawn.

Death & Healing. While the turret has at least 1 hit point, it regains **2d6** hit points if the *mending* spell is cast on it. If the turret is reduced to 0 hit points, it shatters and can't be activated again until a creature with proficiency in smith's tools or tinker's tools spends 1 hour to make a **DC 15 Dexterity (smith's or tinker's tools)** check. On a success, the turret regains 1 hit point and can be activated as normal.

Very rare variant: Shedding much of the mobility issues of its rolly cousin, the *crawly turrit* harnesses the hit-and-run tactics of its draconic inspiration. Recycled dragon *breath sacs* give this five-legged, brass automaton the ability to emulate a dragon's breath, the pinnacle of kobold bio-engineering. Increase the Dexterity check to **DC 16** and change the type of turret to *crawly turrit*.

Rolly Turrit

Tiny construct, unaligned

Armour Class 15 (natural armour)
Hit Points 44 (8d4 + 24)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	17 (+3)	1 (-5)	4 (-3)	1 (-5)

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralysed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 7
Languages —
Challenge 2 (450 XP)   **Proficiency Bonus** +2

Backfire. Whenever the turret is critically hit, it backfires. Each creature within **10 feet** of the turret (including the turret) must succeed on a **DC 15 Dexterity saving throw** or take 14 (**4d6**) piercing damage as shards of metal shoot outwards. The turret automatically fails this saving throw.

Spikey Charge. If the turret moves at least **15 feet** straight toward a target and then hits it with a bite attack on the same turn, the target takes an extra 3 (**1d6**) piercing damage. If the target is a Small or smaller creature, it must succeed on a **DC 15 Strength saving throw** or be knocked **prone**.

Wheels. The turret can't navigate over ledges greater than **6 inches** in height. If it tries to, it tumbles and is knocked **prone**.

Actions

Multiattack. The rolly turrit makes two attacks.

Chomp. *Melee Weapon Attack:* **+5** to hit, reach 5 ft., one target. Hit: 6 (**1d6 + 3**) piercing damage.

Cannonette. *Ranged Weapon Attack:* **+5** to hit, range 30/120 ft., one target. Hit: 6 (**1d6 + 3**) bludgeoning damage.

Crawly Turrit

Tiny construct, unaligned

Armour Class 17 (natural armour)
Hit Points 60 (8d4 + 40)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	20 (+5)	1 (-5)	7 (-2)	1 (-5)

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 7
Languages —
Challenge 3 (700 XP)   **Proficiency Bonus** +2

Draconic Infusion. The damage type that the turret's Bite, Breath Bolt, and Breath Weapon deals depends on the dragon *breath sac* with which it was infused: acid (black or copper); cold (silver or white); fire (brass, gold, or red); lightning (blue or bronze); or poison (green).

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

Actions

Bite. *Melee Weapon Attack:* **+6** to hit, reach 5ft., one target. Hit: 7 (**1d6 + 4**) piercing damage plus 3 (**1d6**) damage (see Draconic Infusion).

Breath Bolt. *Ranged Spell Attack:* **+7** to hit, range 120 ft., one target. Hit: 11 (**2d10**) damage (see Draconic Infusion).

Breath Weapon (1/Day). The turret exhales elemental energy in a **20-foot cone**. Each creature in that area must make a **DC 16 Dexterity saving throw**, taking 21 (**6d6**) damage (see Draconic Infusion) on a failed save, or half as much damage on a successful one.

DIMENSIONAL DOORKNOB

Wondrous item, rare

The *dimensional doorknob* is a must-have addition to the arsenal of any thief that lacks the necessary dexterity to pick locks themselves. In addition, the doorknob's built-in escape magic allows for a quick getaway when things go south. As a guard wanders a museum of precious relics, the bowels of a jail, or the vault of a treasury, they might find only unlocked doors and a momentary glowing purple light as a thief teleports from the scene of its crime.

Skeleton Key. As an action, you can place the doorknob over a keyhole where, for the next **minute**, it attempts to pick the lock. The *dimensional doorknob* acts as a set of thieves' tools and automatically unlocks locks with a **DC** of **15** or lower. For higher difficulty locks, the doorknob has a +**7** modifier to its **Dexterity (thieves' tools)** check.

Dortal. As an action while holding the doorknob, you can cast the *dimension door* spell. When you do so, a glowing purple portal appears in your space until the start of your next turn. Any creature up to 1 size larger than you can pass through the portal. After you activate this property, you can't do so again until the following dawn.

DRAGONMAW SHIELD

Armour (shield), rare (requires attunement)

With a hinged lower portion, this shield has the appearance of a dragon's roaring mouth, complete with fiery interior. The *dragonmaw shield's* opening is, in fact, a portal to a pocket dimension. This pocket dimension is a **10-foot cube** containing a forge that, due to the insulating properties of pocket dimensions, never cools. It's perfect for getting rid of trash, destroying incriminating evidence, or smelting down looted weapons.

Gnash. When a creature misses you with a melee weapon attack, you can use your reaction to force the creature to make a **DC 15 Dexterity saving throw** as the shield chomps at their weapon with its fiery maw. On a failed save, the creature takes **1d10** fire damage as the shield breathes a plume of scalding air at them. In addition, if the creature's weapon is nonmagical, then any flammable components, such as those made of wood, are destroyed.

Gunnspier

Weapon (any polearm), rare

"*Stab, bang, hope.*" If consulted, these are the instructions any kobold will give on using a *gunnspier*. With a lengthy reload time and complete lack of accuracy, this matchlock-augmented polearm is usable at only one range: point blank. It also comes with a lovely ribbon and a neat basket to hold all your spare shot. Cute.

You gain a **+1 bonus** to attack and damage rolls made with this magic weapon.

Point Blank Shot. When you hit a target with an attack using a loaded *gunnspier*, you can use a bonus action to pull the trigger, firing a plum-sized leaden ball at the target. The attack deals an additional **2d8** bludgeoning damage. As an action, you can reload the *gunnspier*.

Backfire. When you use Point Blank Shot and roll an **8** on both of the additional bludgeoning damage dice, the *gunnspier* backfires. Each creature within **10 feet** of you (including you) must succeed on a **DC 15 Dexterity saving throw** or take **4d6** piercing damage as shrapnel erupts from the weapon.

Very rare variant: Three-weapons-in-one, this upgraded *gunnspier* can slash, shoot, and bite. Increase the attack and damage bonus to **+2**, and the damage of Point Blank Shot to **3d8**. Remove the Backfire property and add the Chomp property.

Chomp. The pneumatic-powered dragon's maw can run along the length of the gun's barrel before biting into a target skewered by its point. When you hit a target with an attack using the *gunnspier*, you can use a bonus action to deal an additional **1d10** piercing damage to it as part of the attack.

Gunnspier

Kobbold Flaymefrower

Wondrous item, uncommon (requires attunement)

What could possibly go wrong carrying a portable furnace on your back? Great for keeping weeds in check, the *flaymefrower* can be dynamically adjusted to spray in a wide cone or a focused line. Just keep an eye on the pressure, as it looks like the rats have been chewing at the intestine hose again.

Worn like a backpack or satchel, this patchwork vessel of scrap metal can hold a maximum of **12 charges**. Over the course of an hour, you can feed one of the following fuel options into the backpack, causing it to regain expended charges depending on the fuel's quality:

- 1 sp of seasoned wood: **1d4** charges.
- 5 gp of high-quality coal or oil: **1d4 + 3** charges.
- *Core of fire*, or *breath sac* of a red, gold, or brass dragon: **all** expended charges.

Dragon's Breath. While holding the *flaymefrower's* maw, you can use an action to speak one of the *flaymefrower's* two command words, expending **1 charge** and causing it to spout a gout of flame in a **10-foot cone** or a **5-foot-wide**, **20-foot-long line** (your choice). As part of the same action, you can squeeze the maw, injecting more fuel and expending up to **3** additional charges. The size of the cone increases by **5 feet** or the length of the line increases by **20 feet**, for each additional charge expended.

Each creature in the area must make a **DC 13 Dexterity saving throw**, taking **2d10** fire damage on a failed save, or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.

Backfire. When you use Dragon's Breath and roll a total of **19** or higher on the fire damage dice, the *flaymefrower* backfires. Each creature within **10 feet** of you (including you) must succeed on a **DC 13 Dexterity saving throw** or take **4d6** fire damage as gouts of flame burst from the make-shift hose.

Very rare variant: Kobold ingenuity is excellent, but the execution can be somewhat lacking. Luckily, the original prototype of this flame-filled backpack has undergone some extensive upgrades; it now boasts a nigh-on indestructible braided brass hose and can burn much hotter.

Increase the Dragon's Breath's **DC** to **16** and the damage to **4d6**. Remove the Backfire property and add the Coldfire Flame property.

Coldfire Flame. As a bonus action, you can twist the dragon's maw 180 degrees, causing the flame to burn blue and deal cold damage instead of fire damage. This change lasts until you use a bonus action to turn it back.

KOBBOLD FLAYMEFROWER

Kobold Wristbow

Weapon (hand crossbow), common (requires attunement)

Something about this cobbled-together, wrist-mounted, bow-like contraption looks wrong. It shouldn't hold together. There's nothing even holding the string in place. It must be magic. There's no writing on it but, if there was, you feel it'd be written as: "Kobbold RystBo."

Handsfree. The *kobold wristbow* does not require a free hand to hold or fire.

Quickshot. In response to your mental command, you can release the bowstring and make a ranged weapon attack with the loaded wristbow as a bonus action. You must reload a wristbow before firing again.

Reload. You can reload the *kobold wristbow* using either a bonus action or an action. This requires at least 1 free hand.

Magik Oil

Wondrous item, common (socketable)

This *magik oil* can be socketed on any item you don't mind getting oil stains on. The slow drip of oil from its never-closing spout imbues the item to which it is attached with magic, rendering the item much more durable. Metal can't be corroded by acid and wood & clothing cease being flammable. Strong magic, such as that from a 6th-level spell or higher, can overcome this enhanced resilience. If socketed on a weapon, that weapon's damage becomes magical. If socketed on armour, the oil lubricates the joints, removing any disadvantage on Dexterity (Stealth) checks the armour normally imposes.

Magik Oil

Kobold Wristbow

Mohammed "Aggi" Bellafquih

Pneuma
Blade

PNEUMA BLADE

Weapon (longsword or greatsword), rare

This blade shouldn't work; the pneumatic seals are made of earwax and leather, the sprockets' teeth are all different sizes, and the structure itself is held together by an adhesive tape decorated with small ducks. The only explanation is that the sheer force of the kobold mechamagicians' belief is encapsulated within this magic sword, allowing it to chomp at its enemies.

Pneumatic Strike. After you make an attack roll with this weapon, but before the result of the attack is determined, you can use a bonus action to pull the blade's trigger. With a pneumatic thrust, the top of the weapon arcs forward and you gain a **+4 bonus** to the attack roll.

Tetanus Blade. When you hit a creature with an attack that uses Pneumatic Strike, the pathogens that live within the rusty blade are reinvigorated by its magic, and the attack deals an additional **1d8** poison damage.

Backfire. When you roll an **8** on Tetanus Blade's poison damage, dormant pathogens within surrounding creatures become reinvigorated. Each creature within **10 feet** of you (including you) must succeed on a **DC 15 Constitution saving throw** or take **4d6** poison damage and become **poisoned** until the end of its next turn.

Very rare variant: With a refined pneumatic mechanism, this upgraded version of the *pneuma blade* is totally, indisputably, and inarguably, 98.4385% guaranteed not to backfire. The new-fangled heating element is also almost absolutely perfect.

Increase the attack bonus of Pneumatic Strike to +5. Change the Tetanus Blade property to Heated Weapon; this property deals **2d8** fire damage instead of the 1d8 poison damage. Remove the Backfire property and add the Burnout property.

Burnout. When you use the Heated Weapon property of this weapon and roll an **8** on both of the additional fire damage dice, the heating mechanism backfires. Each creature within **10 feet** of you (including you) must succeed on a **DC 16 Dexterity saving throw** or take **4d6** fire damage as scalding pneumatic fluid bursts out.

CHAOUKI "CIAO" TITOUHI & MOHAMMED "AGGI" BELLAFQUIH

Appendix B — Spells

Acid Rain
3rd-level conjuration

Casting Time: 1 action
Range: 90 feet (20-foot-radius, 60-foot-tall cylinder)
Components: V, S, M (a drop of acid)
Duration: Concentration, up to 1 minute
Class: Druid, Sorcerer, Warlock, Wizard

With a gentle patter, corrosive raindrops build to an acidic deluge in a **20-foot-radius, 60-foot-tall cylinder**, centred on a point within range. When the rain begins, each creature in the area must make a **Dexterity saving throw**, taking **4d6** acid damage on failure or half as much damage on a success. For the duration, a creature must also make this saving throw when it enters the spell's area for the first time on its turn or ends its turn there.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the acid damage increases by **1d6** for each slot level above 3rd.

Fixit
1st-level transmutation

Casting Time: 1 minute
Range: Touch
Components: V, S, M (adhesive tape with ducks drawn on it)
Duration: 10 minutes
Class: Bard, Cleric, Sorcerer, Wizard

You imbue a broken item no larger than 20 feet in any dimension with pure belief. For the duration, the item is whole once more. In addition, if you were familiar with the item's magical function (GM's discretion) and its rarity was no higher than common, the item regains its magical properties for the duration.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the rarity of the item that can regain its magical properties increases to uncommon (3rd level), rare (5th level), very rare (7th level), or legendary (9th level).

Mechamagic
4th-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S, M (adhesive tape with gorillas drawn on it)
Duration: 1 hour
Class: Bard, Wizard

You touch one item, instilling it with levels of belief worthy of a kobold and granting it one of the following properties, based on the item type, for the duration.

- *Armour.* A creature wearing this armour gains **1d4** temporary hit points at the start of each of its turns.
- *Belt.* A creature wearing this belt gains a flying speed of **30 feet**.
- *Boots.* A creature wearing these boots has its walking speed increased by **10 feet** and its jump distance tripled.
- *Cloak.* A creature wearing this cloak has **advantage** on Stealth checks it makes to hide and can hide while only lightly obscured.
- *Gloves.* A creature wearing these gloves gains a climbing speed equal to its walking speed and can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. Additionally, it has **advantage** on any ability checks it makes related to grappling.
- *Headwear.* A creature wearing this headwear doesn't need to breathe, has **advantage** on saving throws against being poisoned, and has **resistance** to poison damage.

You can end this spell early by touching the item. The spell ends if you cast it again.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional item for each slot level above 4th.

Protection
2nd-level abjuration

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a miniature silver shield worth 10 gp, which the spell consumes)
Duration: Concentration, up to 1 hour
Class: Bard, Cleric, Druid, Paladin, Ranger, Tamer

You trace a warding sigil in the air, sending it to slowly circle a willing creature you can see for the next **hour**. Immediately before the target next takes damage, except psychic damage, the ward triggers. Until the end of the target's next turn, it has **resistance** to all damage excluding psychic, including the triggering damage. The warding sigil then disappears, and the spell ends on the target.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you may target one additional creature for each slot level above 2nd.

Appendix C — Creatures

Kobold Constructs

While some kobold are blessed with sorcery bequeathed to them by their draconic origins, others possess the ability to believe so fervently that their beliefs manifest. Baron Bodrum has seized upon this untapped form of magic to improve the profits on his 'Buddy Bots' line of automatons. Kobold belief has cut costs by over sixty percent, and designs are in the works for constructs that contain no magical components. Of course, the Kobold Resources department is under strict orders to keep this under wraps lest it make the kobolds begin to doubt their work.

Paradox of Gullibility. This brings us to a paradox. Kobolds are pretty gullible, and will believe almost anything if enough big words and shinies are used. But, if enough of them start believing a lie, the lie can come true. Who's the gullible one then!? On returning from a month in the cramped kobold caves, Dr. Doolots posited that this belief-manifest is a defence mechanism evolved in response to other creatures' desire to abuse kobold gullibility.

Kobold Mech

Barrels, pots, pans, a temperamental arcanomechanical core, and your grandma's retainer are all key ingredients of a kobold mech. Some say they've even seen one that used a kitchen sink. With legs capable of burrowing, javelin-dynamite-missiles for, presumably, mining, and fiery boosters, few things can escape this hunk of lubricated junk.
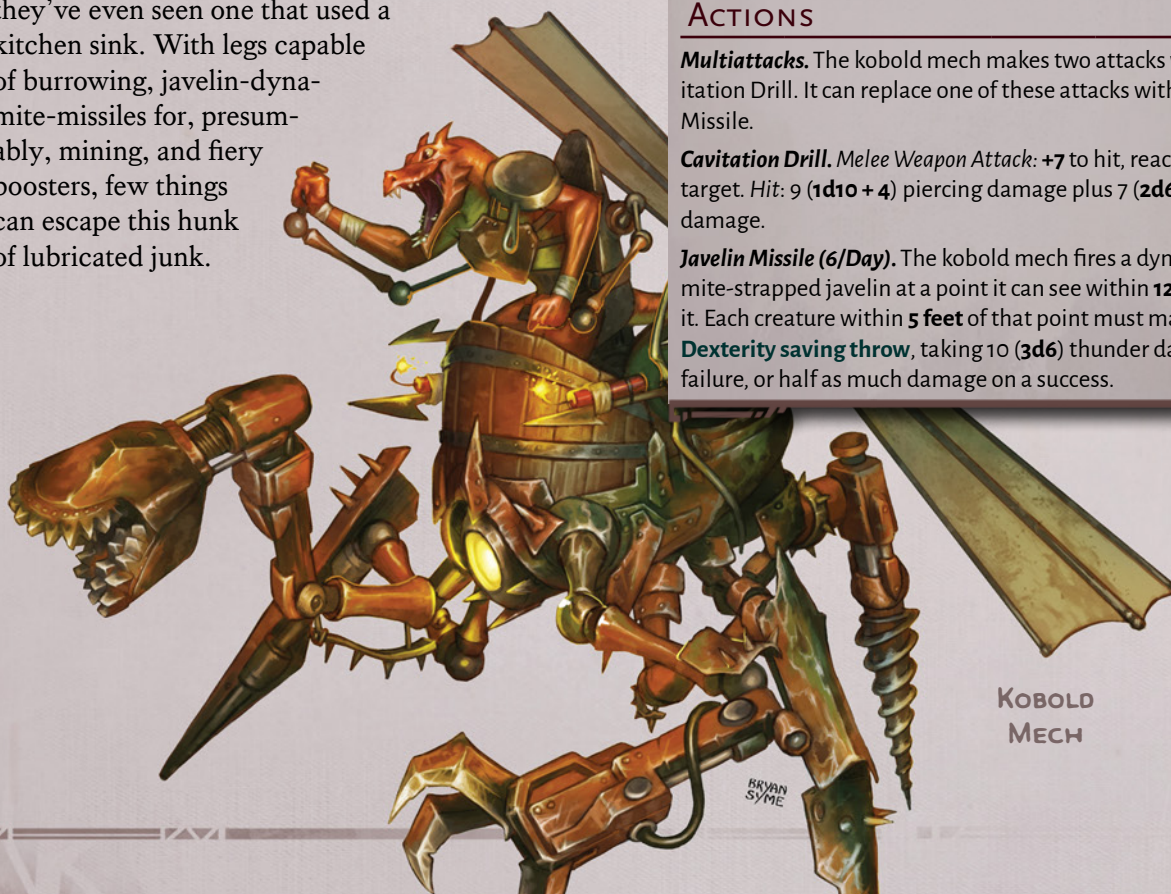
Kobold Mech

KOBOLD MECH

Medium humanoid (kobold), lawful evil

Armour Class 18 (mechsuit)
Hit Points 97 (15d8 + 30)
Speed 40 ft., burrow 20 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	8 (-1)	9 (-1)	10 (+0)

Saving Throws Dex +6
Skills Athletics +7, Perception +2
Senses darkvision 60 ft., passive Perception 12
Languages Common, Draconic
Challenge 5 (1,800 XP)   **Proficiency Bonus** +3

Constructed Weakness. The kobold mech has the following flaw:

Rustable. If the kobold mech takes **10** or more **acid** damage in a single turn, it becomes **restrained** until the end of its next turn.

Pack Tactics. The kobold mech has **advantage** on an attack roll against a creature if at least one of the kobold's allies is within **5 feet** of the creature and the ally isn't incapacitated.

Piloted. The kobold mech is piloted by a kobold. The kobold dies if the kobold mech is reduced to 0 hit points.

Self-Destruct. When the kobold mech is reduced to 0 hit points, its cache of dynamite immediately explodes. Each creature within **20 feet** of the kobold must make a **DC 14 Dexterity saving throw**, taking 21 (**6d6**) thunder damage on a failure, or half as much damage on a success.

Actions

Multiattacks. The kobold mech makes two attacks with its Cavitation Drill. It can replace one of these attacks with a Javelin Missile.

Cavitation Drill. *Melee Weapon Attack:* **+7** to hit, reach 5 ft., one target. *Hit:* 9 (**1d10 + 4**) piercing damage plus 7 (**2d6**) thunder damage.

Javelin Missile (6/Day). The kobold mech fires a dynamite-strapped javelin at a point it can see within **120 feet** of it. Each creature within **5 feet** of that point must make a **DC 12 Dexterity saving throw**, taking 10 (**3d6**) thunder damage on a failure, or half as much damage on a success.

Koboldzilla

This machine should not function. Every rivet, bolt, and staple that holds the koboldzilla together is brimming with belief. The metal ignores its maximum shearing load, the wood forgets that it should spontaneously combust, and gravity forms an anomaly around its ridiculously armoured carapace.

Burgeoning Sentience. Before it becomes godlike, the koboldzilla is aware. It causes armour plating to come loose in the nick of time to protect its kobold pilots, and its growing will causes objects for miles around to begin working again with the most rudimentary percussive maintenance. With the belief that only martyrdom can bequest, the koboldzilla is a hair's breadth from apotheososis.

Janky Koboldzilla

Gargantuan construct, unaligned

Armour Class 24* (natural armour)
Hit Points 145 (10d20 + 40)
Speed 20 ft.*, burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	5 (-3)*	19 (+4)	1 (-5)	3 (-4)	16 (+3)

Saving Throws Str +9, Con +8, Cha +7
Damage Immunities fire, poison
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralysed, petrified, poisoned, stunned
Senses blindsight 120 ft., passive Perception 6
Languages —
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Apotheosis (Recharges after a Short or Long Rest). If the koboldzilla would be reduced to 0 hit points, its current hit point total instead resets to **145** hit points, it recharges its Dragon Breath, its Dexterity increases to **27 (+8)**, and its Intelligence, Wisdom, and Charisma increase to **16 (+3)**. Additionally, all kobold pilots are incinerated in the process, it can't use its Koboldapult legendary action until it finishes a short or long rest, and the koboldzilla can use the options in the "Mythic Actions" section for **1 hour**. Award a party an additional 8,400 XP (16,800 XP total) for defeating the koboldzilla after its Apotheosis activates.

Constructed Weakness. The koboldzilla has the following flaws:

Arcanothermic Engine. If the koboldzilla takes **10** or more **cold** damage in a single turn, it can't recharge its Dragon Breath action until the end of its next turn.

Rustable. If the koboldzilla takes **10** or more **acid** damage in a single turn, it becomes **restrained** until the end of its next turn.

Immutable Form. The koboldzilla is **immune** to any spell or effect that would alter its form.

Legendary Resistance (3/Day). If the koboldzilla fails a saving throw, it can choose to succeed instead.

*Loose Plating. When the koboldzilla is reduced to **70** hit points or fewer for the first time since it last finished a long rest, it loses some of its armour plating. Its AC is reduced to **18**, its walking speed is doubled, and its Dexterity increases to **20 (+5)**. These effects last until it finishes a long rest.

Siege Monster. The koboldzilla deals double damage to objects and structures.

Actions

Multiattack. The koboldzilla makes two attacks: one with its Gazebo Smash and one with its Tail.

Gazebo Smash. *Melee Weapon Attack:* **+9** to hit, reach 10 ft., each target within a **5-foot-radius circle**. *Hit:* 12 (**3d4 + 5**) bludgeoning damage.

Tail. *Melee Weapon Attack:* **+9** to hit, reach 20 ft., one target. *Hit:* 15 (**3d6 + 5**) slashing damage.

Dragon Breath (Recharge 5–6). The koboldzilla exhales fire in a **40-foot cone**. Each creature in that area must make a **DC 16 Dexterity saving throw**, taking 24 (**7d6**) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The koboldzilla can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The koboldzilla regains spent legendary actions at the start of its turn.

Tail Attack. The koboldzilla makes one Tail attack.

Koboldapult (Costs 2 Actions). The koboldzilla fires a cluster of kobolds at a point within **120 feet** of the koboldzilla. Each creature within **20 feet** of that point must make a **DC 16 Dexterity saving throw**, taking 10 (**3d6**) piercing damage on a failure, or half as much damage on a success. Additionally, 2 (**1d4**) kobolds survive this ordeal, and land **prone** in unoccupied spaces within the area. These kobolds act on initiative count 1.

Mythic Actions

If the koboldzilla's Apotheosis trait has activated in the last hour, it can use the options below as legendary actions.

Takeoff. The koboldzilla upregulates its arcanothermic engine. Each creature within **15 feet** of the koboldzilla must succeed on a **DC 16 Dexterity saving throw** or take 11 (**2d6 + 4**) fire damage and be knocked **prone**. The koboldzilla can then fly up to **60 feet** and begin to hover.

At the end of the next turn, the koboldzilla lands. Each creature in the space where the koboldzilla lands must make a **DC 16 Strength saving throw**. On a failed save, a creature takes 18 (**4d6 + 4**) bludgeoning damage and is knocked **prone** and **restrained** until the koboldzilla moves out of the creature's space. Alternatively, the creature can use an action to make a **DC 16 Strength (Athletics)** check, exiting **prone** in the nearest unoccupied space on a success. On a successful save, a creature takes half as much damage, is not knocked prone, and moves to the nearest unoccupied space.

Arcanothermic Overcharge (Costs 2 Actions). The koboldzilla recharges and uses its Dragon Breath.

KOBOLDZILLA

Gargantuan construct, unaligned

Armour Class 27* (natural armour)
Hit Points 310 (20d20 + 100)
Speed 20 ft.*, burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	5 (-3)*	21 (+5)	1 (-5)	3 (-4)	18 (+4)

Saving Throws Str +13, Con +12, Cha +11
Damage Immunities fire, poison
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralysed, petrified, poisoned, stunned
Senses blindsight 120 ft., passive Perception 6
Languages —
Challenge 21 (33,000 XP)   **Proficiency Bonus** +7

Apotheosis (Recharges after a Short or Long Rest). If the koboldzilla would be reduced to 0 hit points, its current hit point total instead resets to **310** hit points, it recharges its Dragon Breath, its Dexterity increases to **27 (+8)**, and its Intelligence, Wisdom, and Charisma increase to **18 (+4)**. Additionally, all kobold pilots are incinerated in the process, it can't use its Koboldapult legendary action until it finishes a short or long rest, and the koboldzilla can use the options in the "Mythic Actions" section for **1 hour**. Award a party an additional 33,000 XP (66,000 XP total) for defeating the koboldzilla after its Apotheosis activates.

Constructed Weakness. The koboldzilla has the following flaws:

  Arcanothermic Engine. If the koboldzilla takes **20** or more **cold** damage in a single turn, it can't recharge its Dragon Breath action until the end of its next turn.

  Rustable. If the koboldzilla takes **20** or more **acid** damage in a single turn, it becomes **restrained** until the end of its next turn.

Immutable Form. The koboldzilla is **immune** to any spell or effect that would alter its form.

Legendary Resistance (3/Day). If the koboldzilla fails a saving throw, it can choose to succeed instead.

***Loose Plating.** When the koboldzilla is reduce to **165** hit points or fewer for the first time since it last finished a long rest, it loses some of its armour plating. Its AC is reduced to **19**, its walking speed is doubled, and its Dexterity increases to **20 (+5)**. These effects last until it finishes a long rest.

Siege Monster. The koboldzilla deals double damage to objects and structures.

Actions

Multiattack. The koboldzilla makes two attacks: one with its Gazebo Smash and one with its Tail.

Gazebo Smash. *Melee Weapon Attack:* **+13** to hit, reach 10 ft., each target within a **5-foot-radius circle**. *Hit:* 20 (**4d6 + 6**) bludgeoning damage.

Tail. *Melee Weapon Attack:* **+13** to hit, reach 20 ft., one target. *Hit:* 24 (**4d8 + 6**) slashing damage.

Dragon Breath (Recharge 5–6). The koboldzilla exhales fire in a **60-foot cone**. Each creature in that area must make a **DC 20 Dexterity saving throw**, taking 42 (**12d6**) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The koboldzilla can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The koboldzilla regains spent legendary actions at the start of its turn.

Tail Attack. The koboldzilla makes one Tail attack.

Koboldapult (Costs 2 Actions). The koboldzilla fires a cluster of kobolds at a point within **120 feet** of the koboldzilla. Each creature within **20 feet** of that point must make a **DC 20 Dexterity saving throw**, taking 14 (**4d6**) piercing damage on a failure, or half as much damage on a success. Additionally, 3 (**1d4 + 1**) kobolds survive this ordeal, and land **prone** in unoccupied spaces within the area. These kobolds act on initiative count 1.

Mythic Actions

If the koboldzilla's Apotheosis trait has activated in the last hour, it can use the options below as legendary actions.

Takeoff. The koboldzilla upregulates its arcanothermic engine. Each creature within **15 feet** of the koboldzilla must succeed on a **DC 20 Dexterity saving throw** or take 12 (**2d6 + 5**) fire damage and be knocked **prone**. The koboldzilla can then fly up to **60 feet** and begin to hover.

At the end of the next turn, the koboldzilla lands. Each creature in the space where the koboldzilla lands must make a **DC 20 Strength saving throw**. On a failed save, a creature takes 19 (**4d6 + 5**) bludgeoning damage and is knocked **prone** and **restrained** until the koboldzilla moves out of the creature's space. Alternatively, the creature can use an action to make a **DC 20 Strength (Athletics)** check, exiting **prone** in the nearest unoccupied space on a success. On a successful save, a creature takes half as much damage, is not knocked prone, and moves to the nearest unoccupied space.

Arcanothermic Overcharge (Costs 2 Actions). The koboldzilla recharges and uses its Dragon Breath.

Tuned Koboldzilla

Gargantuan construct, unaligned

Armour Class 30* (natural armour)
Hit Points 462 (28d20 + 168)
Speed 20 ft.*, burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	5 (-3)*	23 (+6)	1 (-5)	3 (-4)	20 (+5)

Saving Throws Str +16, Con +14, Cha +13
Damage Immunities fire, poison
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralysed, petrified, poisoned, stunned
Senses blindsight 120 ft., passive Perception 6
Languages —
Challenge 27 (105,000 XP)　　　　**Proficiency Bonus** +8

Apotheosis (Recharges after a Short or Long Rest). If the koboldzilla would be reduced to 0 hit points, its current hit point total instead resets to **462** hit points, it recharges its Dragon Breath, its Dexterity increases to **27 (+8)**, and its Intelligence, Wisdom, and Charisma increase to **20 (+5)**. Additionally, all kobold pilots are incinerated in the process, it can't use its Koboldapult legendary action until it finishes a short or long rest, and the koboldzilla can use the options in the "Mythic Actions" section for **1 hour**. Award a party an additional 105,000 XP (210,000 XP total) for defeating the koboldzilla after its Apotheosis activates.

Constructed Weakness. The koboldzilla has the following flaws:

Arcanothermic Engine. If the koboldzilla takes **30** or more **cold** damage in a single turn, it can't recharge its Dragon Breath action until the end of its next turn.

Rustable. If the koboldzilla takes **30** or more **acid** damage in a single turn, it becomes **restrained** until the end of its next turn.

Immutable Form. The koboldzilla is **immune** to any spell or effect that would alter its form.

Legendary Resistance (3/Day). If the koboldzilla fails a saving throw, it can choose to succeed instead.

*Loose Plating. When the koboldzilla is reduce to **231** hit points or fewer for the first time since it last finished a long rest, it loses some of its armour plating. Its AC is reduced to **20**, its walking speed is doubled, and its Dexterity increases to **20 (+5)**. These effects last until it finishes a long rest.

Siege Monster. The koboldzilla deals double damage to objects and structures.

Actions

Multiattack. The koboldzilla makes three attacks: one with its Dragon Bite, one with its Gazebo Smash, and one with its Tail. It can use Dragon Breath in place of its Dragon Bite.

Dragon Bite. *Melee Weapon Attack:* **+16** to hit, reach 10 ft., one target. *Hit:* 30 (**4d10 + 8**) piercing damage.

Gazebo Smash. *Melee Weapon Attack:* **+16** to hit, reach 10 ft., each target within a **5-foot-radius circle**. *Hit:* 26 (**4d8 + 8**) bludgeoning damage.

Tail. *Melee Weapon Attack:* **+16** to hit, reach 20 ft., one target. *Hit:* 30 (**4d10 + 8**) slashing damage.

Dragon Breath (Recharge 5–6). The koboldzilla exhales fire in a **90-foot cone**. Each creature in that area must make a **DC 22 Dexterity saving throw**, taking 63 (**18d6**) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The koboldzilla can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The koboldzilla regains spent legendary actions at the start of its turn.

Tail Attack. The koboldzilla makes one Tail attack.

Koboldapult (Costs 2 Actions). The koboldzilla fires a cluster of kobolds at a point within **120 feet** of the koboldzilla. Each creature within **20 feet** of that point must make a **DC 22 Dexterity saving throw**, taking 21 (**6d6**) piercing damage on a failure, or half as much damage on a success. Additionally, 4 (**1d4 + 2**) kobolds survive this ordeal, and land **prone** in unoccupied spaces within the area. These kobolds act on initiative count 1.

Mythic Actions

If the koboldzilla's Apotheosis trait has activated in the last hour, it can use the options below as legendary actions.

Takeoff. The koboldzilla upregulates its arcanothermic engine. Each creature within **15 feet** of the koboldzilla must succeed on a **DC 22 Dexterity saving throw** or take 13 (**2d6 + 6**) fire damage and be knocked **prone**. The koboldzilla can then fly up to **60 feet** and begin to hover.

At the end of the next turn, the koboldzilla lands. Each creature in the space where the koboldzilla lands must make a **DC 22 Strength saving throw**. On a failed save, a creature takes 20 (**4d6 + 6**) bludgeoning damage and is knocked **prone** and **restrained** until the koboldzilla moves out of the creature's space. Alternatively, the creature can use an action to make a **DC 22 Strength (Athletics)** check, exiting **prone** in the nearest unoccupied space on a success. On a successful save, a creature takes half as much damage, is not knocked prone, and moves to the nearest unoccupied space.

Arcanothermic Overcharge (Costs 2 Actions). The koboldzilla recharges and uses its Dragon Breath.

A Koboldzilla's Lair

The koboldzilla's lair is unique in that it is created by the concentrated belief of all its kobold pilots (or, in its mythic state, its belief in itself).

Regional Effects

The region containing the koboldzilla's lair is buoyed by the abundant belief, which creates one or more of the following effects:

- Tapping a device and saying "she hasn't let me down yet" ensures that the apparatus in question won't fail until the very last moment while within 6 miles of the lair.
- The *mending* cantrip and *fixit* spell (see page 29) have their casting times halved within 1 mile of the lair.
- When automatons and constructs within 1 mile of the lair are healed, they regain twice as many hit points.

Lair Actions

Until the koboldzilla is destroyed, the kobolds' collective belief manifests as the following lair actions. The DCs and damage of the lair actions depend on the level at which you run the hunt.

Variable Lair Action Statistics

Hunt Level	VDC	Vdam
7th	14	7 (**2d6**)
14th	16	14 (**4d6**)
20th	18	28 (**8d6**)

Lair Actions. On initiative count 20 (losing initiative ties), the koboldzilla takes one of the following lair actions; the koboldzilla can't take the same lair action two rounds in a row. See the table above for the damage and save DC.

- *Airstrike.* A jetpack-powered kobold bursts out of the ground and proceeds to drop sticks of dynamite in a broad path before its engine backfires and it flies off into a nearby building. Each creature in a **10-foot-wide, 50-foot-long line** must make a **VDC Dexterity saving throw**. On a failed save, a creature is knocked **prone** and takes **Vdam** thunder damage. On a successful save, it takes half as much damage and isn't knocked prone.

- *Chittering Laughter.* The infectious laughter of ultra-zealous kobolds echoes around the lair. Each non-kobold creature in the lair, other than the koboldzilla, must succeed on a **VDC Wisdom saving throw** or be **frightened** of all kobolds and the koboldzilla until the start of initiative count 20 on the next round.

- *Swarm of Kobolds.* Dozens of kobolds erupt from tiny tunnels, grabbing at the adventurers' various accoutrements, before disappearing back down the holes. Each non-kobold creature in the lair, other than the koboldzilla, must make a **VDC Dexterity saving throw**. On a success, the creature loses one nonmagical item of its choice that it isn't wearing. On a failure, the creature loses one magical or nonmagical item of the DM's choice that isn't being worn.

RETURNING STOLEN ITEMS

Players really like their magic items. How hard they are to find after the fight concludes is entirely up to you! Letting them be retrievable after the fight concludes should keep everyone happy.

APPENDIX D — FAMILIARS

If you are using the optional Tamer class in *Heliana's Guide to Monster Hunting*, this familiar can be crafted from the remains of unique monsters. The GM may also allow a character that is not a tamer to take this familiar as a companion, replacing all mentions of "tamer" with "character".

MECHAKOBOLD

Type: Construct
Creature Component: Koboldzilla
Bonus Tamer Improvement: Pack Tactics and +2 Hit Dice

From the crude blood-oil of the mecha koboldzilla can be harnessed the progenitor genetic code of the modern kobold. A combination of flesh and metal, the mechakobold retains much of the modern kobold's ingenuity and penchant for mischief. Mechakobolds' belief powers their magical inventions; the force of their personality directly augments their creations. Expect homemade explosions, picked pockets, and the pressing of any big, red buttons.

If any of the mechakobold's traits or actions require a saving throw, it is always against the mechakobold's **save DC**, as calculated below.

Save DC = 8 + the tamer's proficiency bonus + the mechakobold's Charisma modifier

TAMER LEVEL

PACK TACTICS
PREREQUISITE: BECOME COMPANION
"They're a team player."

1

PUPPY DRAGON EYES
PREREQUISITE: —
"What. A. Cutey."

3

GROWTH
PREREQUISITE: —
"They're all grown up!"

MULTIATTACK
PREREQUISITE: —
"They're getting a bit hyperactive."

DYNOBOOM I
PREREQUISITE: —
"Koby, what have you got there?..."

5

PREHENSILE TAIL
PREREQUISITE: —
"Scalpel, please."

NIMBLE ESCAPE
PREREQUISITE: —
"We'll never make it out alive..."

9

UNCANNY DODGE
PREREQUISITE: NIMBLE ESCAPE
"...Yay! We made it!"

DYNOBOOM II
PREREQUISITE: DYNOBOOM I
"... It goes boom? Give it to me."

13

PROTO-ATTUNEMENT
PREREQUISITE: —
"This magical sock is for you!"

17

Monster Trainer

If you are a tamer, you can grant the mechakobold the following improvements using your Monster Trainer feature in addition to those normally available for your companions.

Pack Tactics

Prerequisite: become a tamer's companion
Type: Passive (companion)

The mechakobold has **advantage** on an attack roll against a creature if at least one of the mechakobold's allies is within **5 feet** of the creature and the ally isn't incapacitated. The mechakobold gains this improvement when it becomes a companion; it doesn't cost an improvement.

Puppy Dragon Eyes

Prerequisite: 3rd-level tamer
Type: Active (action)

As an action, the mechakobold can stare endearingly at one creature it can see within **30 feet** of it. If the creature can see it, the creature must make a **Wisdom saving throw**. On a failed save, the creature is **charmed** by the mechakobold for **1 minute**. This effect ends early if the mechakobold harms the creature. If the creature observes the mechakobold acting contrary to the creature's goals, the creature can repeat the saving throw, ending the effect on a success.

After the mechakobold uses this action, it can't do so again until its tamer finishes a short or long rest.

Dynoboom I

Prerequisite: 5th-level tamer
Type: Active (action)

As an action, the mechakobold can throw a homemade explosive device at a point it can see within **60 feet** of it, where it explodes. Each creature in a **10-foot-radius sphere** centred on that point must make a **Dexterity saving throw**, taking 17 (**5d6**) thunder damage on a failed save, or half as much damage on a successful one.

After the mechakobold uses this action, it can't do so again until its tamer finishes a short or long rest, during which it crafts a new explosive device using bits, bobs, and pure belief.

When the mechakobold's tamer reaches 9th level in the tamer class, the damage of this action increases to 24 (**7d6**).

Growth

Prerequisite: 5th-level tamer
Type: Passive (companion)

The mechakobold's size increases to Small, its Hit Die size increases to a **d6** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage die of its Slingshot attack increases to a **d8**.

Multiattack

Prerequisite: 5th-level tamer
Type: Active (action)

As an action, the mechakobold can make two Slingshot attacks.

Mechakobold

Tiny construct, neutral good

Armour Class 12
Hit Points 2 (1d4)
Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	11 (+0)	12 (+1)	9 (-1)	15 (+2)

Skills Deception +4, Investigation +3, Sleight of Hand +4, Stealth +4
Senses darkvision 120 ft., passive Perception 11
Languages —
Challenge 1/8 (25 XP)   **Proficiency Bonus** +2

Helpful-ish. The mechakobold desires to help other creatures on their ability checks and will always try to take the Help action in non-combat situations. However, if the check on which the mechakobold helps is a failure, the consequences are always catastrophic (GM's discretion).

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

Actions

Slingshot. Ranged Weapon Attack: **+4** to hit, range 20/60 ft., one target. *Hit:* 4 (**1d4 + 2**) bludgeoning damage.

Tie Laces. The mechakobold attempts to tie together the lower limbs of a creature within **5 feet** of it using a pair of spare laces. It makes a **Dexterity (Sleight of Hand)** check contested by the target's **Dexterity (Acrobatics)** or **Strength (Athletics)** check. On a success, the target's walking and climbing speeds are halved until it unties its laces as an action, or cuts them with an attack with a slashing weapon.

PREHENSILE TAIL

Prerequisite: 9th-level tamer
Type: Passive (companion), Active (bonus action)

The mechakobold gains proficiency with thieves' tools. In addition, it can use its bonus action to make a **Dexterity (Sleight of Hand)** check (for example, to pickpocket a creature), to use a set of thieves' tools to disarm a trap or open a lock, or to take the Use an Object action.

NIMBLE ESCAPE

Prerequisite: 9th-level tamer
Type: Active (bonus action)

The mechakobold can take the Disengage or Hide action as a bonus action on each of its turns.

DYNOBOOM II

Prerequisite: 13th-level tamer, Dynoboom I
Type: Active (action)

The damage of the mechakobold's Dynoboom action increases to 31 (**9d6**), and the size of the explosion increases to a **20-foot-radius sphere**. The mechakobold gains a **+1 bonus** to the **save DC** of this action.

When the mechakobold's tamer reaches 17th level in the tamer class, the damage of this action increases to 42 (**12d6**).

UNCANNY DODGE

Prerequisite: 13th-level tamer, Nimble Escape
Type: Active (reaction)

When an attacker that the mechakobold can see hits it with an attack, the mechakobold can use its reaction to halve the attack's damage against it.

PROTO-ATTUNEMENT

Prerequisite: 17th-level tamer
Type: Passive (companion)

The mechakobold can attune to one magic item, gaining the magic item's benefits.

If you are a tamer, the mechakobold bonds to the attuned item, which doesn't count toward the number of items the mechakobold can be bonded to. If you recall your companion while it is wearing or holding this item, the item is also recalled into the tamer vessel.

Appendix E — Sounds

Did you hear that twig break? I swear I just heard a kobold chittering. Was that a vat of boiling Mut-x or are you hungry?

Fresh from the College of Ambience is the bard, Michaël Ghelfi, who's created a wonderful catalogue of ambiences for each monster hunt. Immerse your senses in these vibrant, layered soundscapes as you track, hunt, and harvest!

You can find the ambiences by scanning or clicking on the QR code, or by typing in the URL below.

heliana.lt/Ambiences

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