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INTRODUCTION

Kobolds are sometimes seen by DMs as canon fodder for their campaigns. Too often kobolds are underestimated as an ongoing force within a setting and rarely are even noticed once the player characters have achieved a level of experience where the standard kobold is no longer a threat. You'll find this supplement addresses that problem by creating a number of scenarios and individual encounters geared toward the regular appearance of a kobold as a very real threat to player characters of all levels of experience.

The villain in this supplement is built with the Elite Array of Ability Scores (15, 14, 13, 12, 10, 8) and the Challenge Rating reflects that build. Equipment has been adjusted for the Encounter Level 3. The Encounter Level is meant to reflect the level of the entire supplement, on average, as a means of gaging what might be appropriate

for a standard group of adventuring player characters. DMs are cautioned that they should consider what aspects of the supplement have actually come into play when deciding what merits being considered for awarding experience to the party. If the group hasn't purposefully bypassed a given area, perhaps only missing a portion of the supplement by accident, a DM should not treat that portion as successfully overcome.

Ways to weave the encounters into a campaign are, of course, solely at the DM discretion but some suggestions are included to make that task more fluid. It is also possible to build a mini-campaign around the material in this supplement but that would require the DM to use a good deal of ingenuity in fashioning many additional encounters to allow the player characters to more fully explore the region.

