A Chance Encounter

A 2-3 hour adventure for three to four 1st level characters

A chance encounter on the road leads to the beginning of a grand adventure.

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DM's Background

The Talbet Road

This adventure starts on the Talbet road. A small road that connects the village of Myrefall with the town of Talbet. The road lies through a hilly forest region which is rich in wildlife and vegetation.

The village of Myrefall is a small 60-man village located a short distance inside the Wolfpine forest. The occupants of the village are mostly trappers, hunters and lumberjacks, with some tradesmen and their families. Myrefall is only about a half days walk away from Talbet, which lies at the edge of the forest.

The Wolfpine forest consists mostly of pine trees with other hardwoods such as cedar and oak. It also has a rich variety of game such as squirrels, deer and rabbits.

While the immediate area is considered safe, the hunters and trappers speak of strange sounds that they sometimes hear from deep within the forest.

In this adventure, the players will encounter Chariz a moderately talented wizard that has taken up residence in Myrefall. His interests lie in gathering artifacts from before the Spellplague and his research has lead him to believe that the Wolfpine forest contains a few ancient ruins and dungeons of note.

Part 1 – A Smokey Road

The adventure starts as the players are traveling upon the Talbet road during a beautiful spring morning. The sun is out and the birds are singing their spring songs. As the morning passes they see black smoke rising from beyond a hill the road goes around.

As they pass the hill they discover that the source of the smoke is an overturned wagon, which is smoldering from an attempt to set it on fire. Around the wagon are signs of struggle and some blood, yet no bodies. The contents of the wagon, food and building material, have been scattered about the area.

Should the players search the wagon they will find nothing of value, but they will find a letter addressed to Chariz the wizard of Myrefall. If they open the letter they will only find a blank piece of paper.

If the players decide to deliver the letter to the wizard then continue with part 2. Should they decide to try to figure out what happened at the wagon site then continue with part 3.

Part 2 – Meeting the wizard.

The journey to the village is eventless and as the players enter the village the immediately spot what must be the wizards tower. Rising over the rest of the village, the tower is made

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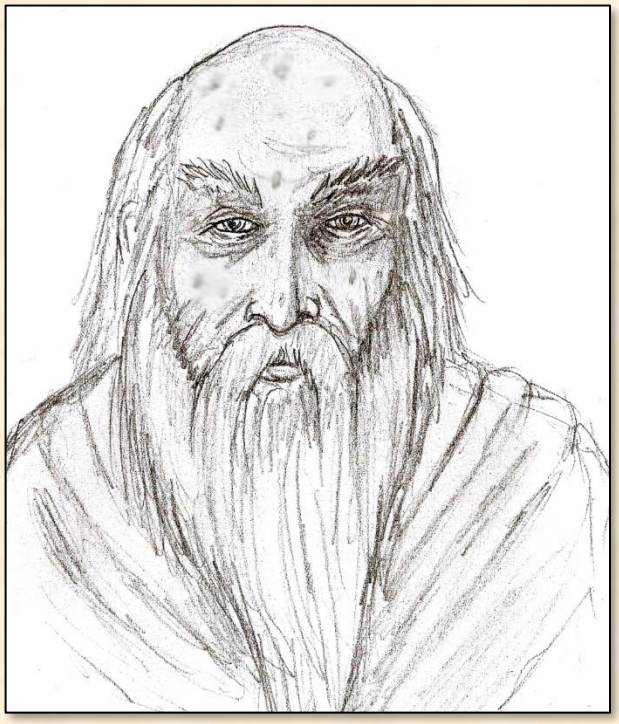
of bright red bricks opposed to the wooden buildings that form the remaining village.



As the player knock on the door it is immediately opened. In the doorway stands a middle aged man with a slight squint, a long grey beard, wearing a long blue robe.
He demands to know what the players want and when they offer him the letters he looks at them and speaks.

> *Well come on in then.*
>
> *I´ve been waiting for these for some time now. How come Fared did not bring them to me?*

Assuming the players explain about the attack on the wagon he speaks again.

> *This is not good. The road between here and Talbot has been safe for years.*
>
> *(thinks for a while)*
>
> *I can see that you have some skills between you. Would you be for hire? If you can investigate and figure out what happened to Fared I would be willing to pay you a sum of 75 gold pieces each.*

If the players haggle he will go up to 100 gold pieces but will not reward the players extra at the end of this adventure.

Should the players accept, Chariz asks them to go immediately to the site of the attack, track down the perpetrators and if possible, to eliminate them.

Should the players accept his offer go to part 3.

Part 3 – Following the Trail.

When investigating the area around the wagon a successful survival check (CR11) will reveal tracks which lead into the forest towards the north. A check roll of CR 16 will also reveal that smallish creatures made the tracks.

They will also find a necklace made of small teeth on a string, were the size of the necklace suggests it belonged to a small person. The necklace is worthless.

The players will find it easy to follow the trail after they have found it, as if whomever left it was in a hurry to get away. The trail winds

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deeper into the forest, ending at a small opening into a hillside.

The opening is only about 4 feet high and just 3 feet wide and if the players decide to enter the opening they discover a tunnel which is also just about 4 feet high and three feet wide requiring larger players to crouch.

As the players follow the tunnel they begin to hear strange whispers ahead. As the players approach the sounds they will suddenly stop.

The tunnel ends after about 500 feet in a large cavern, which has an unregular radius of about 50 feet and is about 7 feet high. With lit torches the players see it is filled with piles of junk and it kind of stinks. There is nothing else in this room and no exit is obvious.

Should the players start searching the room a group of four kobolds jump out from the piles of trash and attack them, possibly surprising the players.

Kobold

Small Humanoid, Lawful Evil

Armor class 13 (armor scraps)
Hit points 5 (2d6 - 2)
Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15(+2)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

Senses darkvision 60ft, passive perception 9
Languages Common, Draconic
Challenge 1/8 (25xp)

Sunlight sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on wisdom(perception) check that rely on sight.

Pack Tactics. The kobold 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.

Actions

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

Sling. Ranged weapon attack. +4 to hit, range 30/120 ft., one target. Hit: 4 (1d4 +2) bludgeoning damage.

If they continue to search the room after the battle they will find 12 silver coins in a small pile and another letter addressed to Chariz. As before, if it is opened it will contain a blank sheet of paper.

A successful perception check (CR 12) will reveal a small secret entrance which leads to another tunnel (the same size as before) that exits into the open forest again. However, this time there is a trap in the tunnel. The PC in the front of the group must pass a perception check (CR 15) to spot the trap. The trap cannot be disarmed, but it can be avoided.

The trap will cause an eruption of noxious fumes from underneath the tunnels. The fumes do not cause any damage, but the PC's become nauseous for half an hour unless they pass a constitution check (CR 13). They will also stink until they get a chance to change clothes and bathe.

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Part 4 – Fared Found.

No matter which side the players exit the tunnel, they will find a confused and bedraggled Fared standing outside the tunnel. As he spots the players he shouts to them and asks for help.

> Can you help me.
>
> A group of kobolds attacked me if you can believe that. Stole the letters I had as well. Never heard of the little pests attacking people unprovoked before.
>
> Tied me up and left me in a small ditch with a bunch of vegetables and sticks. Can't say why they did that, bit odd that really, but I managed to get loose.
>
> And I guess you lot gave them a scare since a few off them bolted in that direction.
>
> [Points towards the north west.]
>
> You should go after those kobolds, can't have those sorts running around these parts starting troubles. Name's Fared by the way and if you can spare a little water and point me in the right direction I can get myself to Myrehall.

Should the players want to assist Fared back to the village he will refuse their help and insist that they go after the kobolds, he will also mention that his master, the wizard Chariz, will reward them if they deal with the kobolds.

Part 5 – The Chase is On.

Should the players decide to follow the kobolds they will easily pick up the trail. They can also take a short or long rest at this point without anyone disturbing them.

As evening approaches, they will find the trail ends at another small opening into a hillside with obvious signs of occupation, such as debris scattered around the area and a foul smell coming from within.

1. The tunnel entrance.

This time the tunnel is a little bigger, reaching 5 feet in height and 4 feet wide. This tunnel runs for 300 feet before opening into a small cavern about 40x50 feet. The cavern is covered with trash and strange symbols on the walls. As the players enter a group of 4 kobolds jump out from hiding and attack.

As the players defeat them they hear a loud screech coming from the other opening in the cavern. If the players do not investigate immediately the scale sorcerer and the other two kobolds will come through the tunnel and attack them in the first cavern.

2. The second cavern.

The tunnel to this cavern is only 100 feet long and as the players enter this cavern they see that it is also roughly 40x50 feet. This time there is no trash and in the center is a small altar. Lying dead at the altar is a "finely" dressed kobold and another kobold standing over him. As the player enter the kobold shrieks at them and immediately casts a magic missile spell at the first player that enters.

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From behind the altar a couple of other kobolds also attack the players.

Kobold Scale Sorcerer

Small Humanoid, Lawful Evil

Armor class 15 (armor scraps)
Hit points 27 (5d6 + 10)
Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15(+2)	14 (+2)	10 (0)	9 (-1)	14 (+2)

Skills Arcana +2, Medicine +1
Senses darkvision 60ft, passive perception 9
Languages Common, Draconic
Challenge 1 (200xp)

Spellcasting. The kobold is a 3rd level spellcaster. Spellcasting ability is Charisma (spell save DC12, +4 to hit with spell attacks).

Spells prepared:
Cantrips: fire bolt, mage hand, mending, poison ray
1st lvl (4 slots): charm person, chromatic orb, expeditious retreat.
2nd lvl (s slots): scorching ray.

Sunlight sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on wisdom(perception) check that rely on sight.

Pack Tactics. The kobold 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.

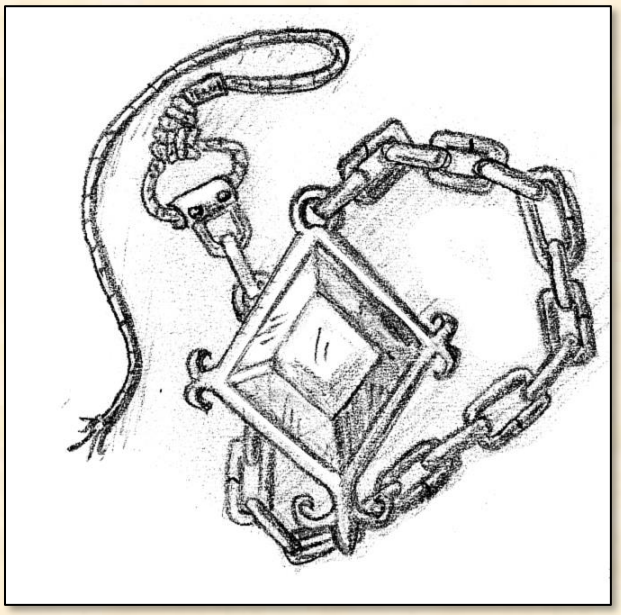
Sorcery Points. The kobold has three sorcery points which he can use on Heightened spell and Subtle spell.

Actions

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

During the battle, the kobold scale sorcerer will try to flee back though the opening the players entered if he gets the chance. If impossible he will fight will all his might to kill the players, focusing on a single player if possible. The other kobolds will fight to the death.
This cavern contains no other openings and if the players search it they will a small box. The box contains 11 gold coins and a single gemstone worth 15 gold pieces, but it is trapped. If checked for traps a successful perception check (CR 12) will reveal it. A dexterity check (CR 12) is needed to disarm the trap. If that fails or the box is opened it explodes, causing 1d6 damage to whomever is holding the box. Each player has also a 10% chance of getting hit in the head with a flying gold coin doing 1d2 damage.

The players will also find a strange amulet on the altar made of a cheap metal. It has some arcane looking engravings and runes. A successful arcana check (CR 15) will cause the player to recognize it being connected to Kurtulmak.



Part 6 - Returning to the Wizard.

Having found Fared and killed the remaining kobolds the players can return to the wizard for their reward.

The wizard will thank them for their assistance and since they found Fared alive he will also give them a very common magic item of the DM's choice, unless they haggled at the beginning.

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If the players did not complete the adventure and try to cheat the wizard he will not give them any reward, telling them he kept an eye on their activities and suggests that they should leave the village.

Should the players show him the amulet he will say:

> That is most interesting and alarming. This amulet is worn by a subsect of kobolds that are driven to discover some magical means to free their god Kurtulmak.
>
> If they are here they must be dealt with swiftly as these kobolds are fiercer and more ruthless than their common brethren.
>
> This also means that I am on the right track. Should you decide to stick around the village for a bit I might have another task for you in a few days.
>
> There are rooms available at the Wolfhead Inn, tell the innkeeper I sent you and he will give you a discount.

If they players do not show him the amulet he will merely tell them he might have another rewarding task for them in a few days and directs them to the Inn.

Experience rewards

If the players completed the adventure they will get 100 experience points each and 400 experience points divided between the players.

Should they not complete the adventure they should only get the experience points for the creatures they killed.

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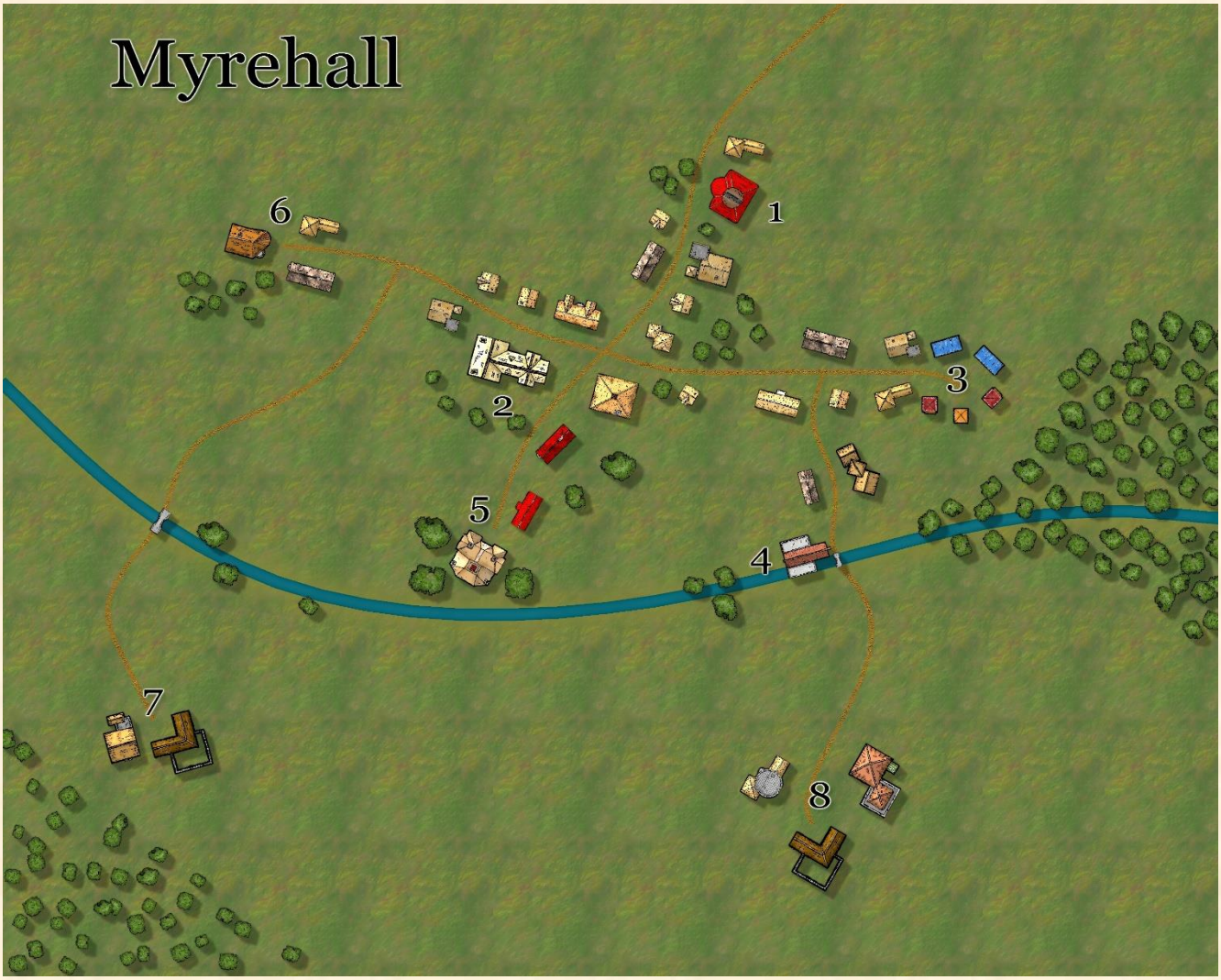
Appendix A: Maps

The village of Myrehall



1. A wizard's tower.
2. The Bullfrog Inn
3. Marketplace
4. Lumbermill
5. Temple of Chauntea.
6. The village mayor's house
7. The Holbourn farmstead.
8. The Jarmal farmstead.

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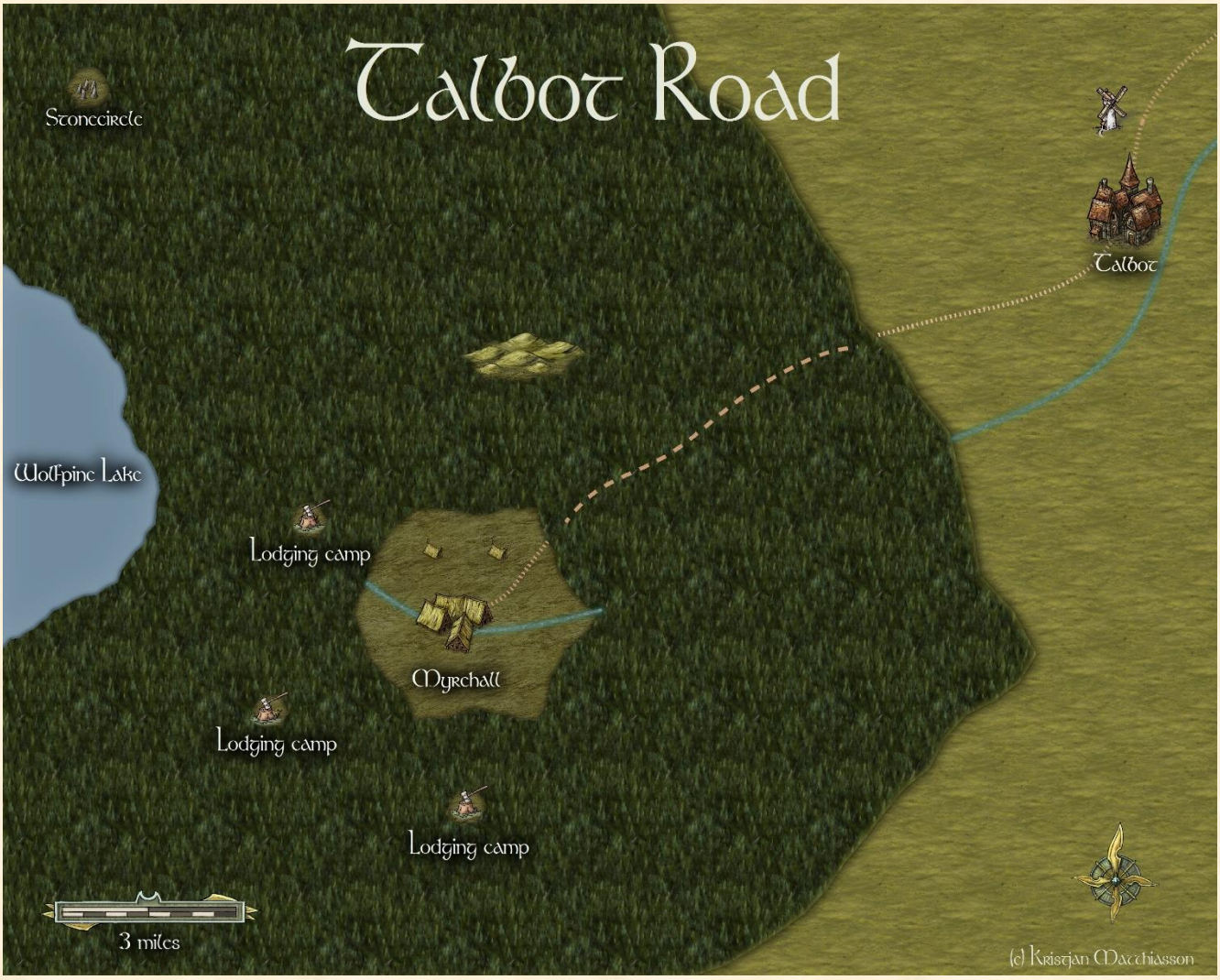
Talbot road and the surrounding area.



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