



# ADVENTURERS LEAGUE™



## NOTHING HAPPENS IN ELMWOOD

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*Adventure Designer*

**Adventure Code:** CCC-FXC01

**Optimized For:** APL 2



*All the priests in Melvaunt tell Lady Elsa Tillingwood that she needs a miracle to heal her. In the wake of Moander's rampage through Elmwood, a child is born with miraculous healing powers. Lady Elsa has tasked you with investigating this divine coincidence... are you up for the challenge?*

*A two-hour adventure for 1<sup>st</sup> - 4<sup>th</sup> level characters*

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# INTRODUCTION

Welcome to *Nothing Happens in Elmwood*, a Convention Created Content D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system.

*This adventure is designed for three to seven 1st - 4th level characters, and is optimized for five characters with an average party level (APL) of 2. Characters outside this level range cannot participate in this adventure.*

## Adjusting This Adventure

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's APL. To approximate the **party strength** for the adventure, consult the following table.

### Determining Party Strength

Party Composition	Party Strength
3-4 characters, APL less than	Very weak
3-4 characters, APL equivalent	Weak
3-4 characters, APL greater than	Average
5 characters, APL less than	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
6-7 characters, APL less than	Average
6-7 characters, APL equivalent	Strong
6-7 characters, APL greater than	Very strong

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

## Before Play at the Table

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Become familiar with the adventure's appendices and handouts.

- Gather any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

## Playing the Dungeon Master

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life. To facilitate this, keep in mind the following:

**You're Empowered.** Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

**Challenge Your Players.** Gauge the experience level of your players (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

**Keep the Adventure Moving.** When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling--play loses momentum when this happens. At the same time, make sure that players don't finish too early; provide them with a full play experience.

# Adventure Primer

## Adventure Background

In Elmwood a child has been born in the aftermath of the Moander incident, and this child is rumored to have powers of healing. Some say the child is half angelic and half human, others say it's a hoax, more say he has the power of the phoenix within him. The truth is unknown and really, it just isn't that important. What is important is the child's powers are real. Some are calling the child the phoenix, as he give life to those who were seemingly on their deathbed and his touch can even fix the common cold. Unfortunately, power like this doesn't go unnoticed and forces have started to move to discover for themselves if this child's power is real — and acquire it for their own purposes.

## The Adventure Summary

When the PCs arrive in Elmwood, the child is already missing. He's been taken by a group of sneaky kobolds who were hired by a warlock who called herself Zee. They have no idea why the warlock Zee wants the child. They didn't even know the child was magical until one

of the kobolds accidentally killed themselves on a trap they were setting, and the child resurrected the dead kobold. Since the child's healing touch looks like a fire spreading through the body, they started worshipping the child as their dragon-blooded god.

A group of Hulburg's Scarlet Fangs' thieves guild members came to see if the child could really heal with a touch and if so, planned on kidnapping him to sell to the highest bidder at auction.

Last, a dying rich noble of Melvaunt has some affliction the magic of the temples hasn't been able to cure. She's desperate to live and has sent a group of adventures to find out if the child can actually heal with a touch. If the child can she has instructed them to bring the child, and his parents, to Melvaunt so she can be healed. The noble is offering the family protection and a life in Melvaunt in a noble household.

The scenario starts with the PCs investigating the child's disappearance by talking with some of the residents of Elmwood. They'll learn that kobolds took him, follow the kobolds to their temporary warren, deal with the situation between the kobolds and the thieves at the warren, and get the child back.



# PART 1. A MISSING CHILD

**Expected Duration:** 30 minutes max

This is a hard frame because it's only a 2 hour adventure. Tell the PCs they're assumed to have taken the job already from an Elsa Tillingwood. Hand them the Elsa Tillingwood handout. She has some affliction which is causing her to waste away that no magical cure has been able to solve. In a final act of desperation she's asked a group of adventurers to her home to hire them to bring her a miracle.

## Elsa Tillingwood Handout

- Elsa Tillingwood is dying. When you met her she said she was 62 and looked like she was 100 and wasting away.
- The Tillingwoods own a large shipping company.
- She learned about a child in Elmwood who could heal with a touch and wants the PCs to offer the child and their parents a place at the Tillingwood estates if the child can heal her.
- Her contacts informed her about the child and that the other factions are moving to acquire him.
- She gave the PCs two healing potions and offered them 100 gp if they return with the child.
- Rumors are Elsa is also a Harper.

## Madelyn Bird's Home

The adventure opens in the house of Madelyn Bird, who most folks call Mattie. Her toddler son Marko is already missing. The truth is he just went missing last night while Mattie was sleeping. The kobolds crept in and took Marko right out of his bed. A few hours after that the Scarlet Fangs came to do the same and found the child was missing, managed to not wake Mattie as they looked around for Marko, discovered that someone else had beat them here, and started tracking them.

This part of the adventure has the PCs tracking down Marko through Elmwood to where the kobolds have him. On the way they may learn that it was kobolds who took him, that the Scarlet Fangs are involved, and a way to get around one of the more deadly traps the kobolds have set.

You're sitting in the home of a tear-stained Madelyn Bird just after noon. She's a young human and the mother of Marko who, after speaking with the people of Elmwood, looks like the child Elsa wanted you to bring back to her. Unfortunately, your timing is terrible as you've just heard a very worried mother tell you her son went missing during the night. Her story was she put him to bed, went to sleep an hour later, and when she woke up at daybreak he was gone. She's already told the local authorities and they're looking into the situation. She also said if you can find her son she'll be happy to come with you to see Lady Tillingwood — she's had enough of Elmwood. She now sits across from you looking on the verge of tears.

## Madelyn Bird's story

She and her husband Mikka were here when the wildfires destroyed Elmwood. Mikka didn't survive but Mattie — as the Elmwood folk call her — did and she was pregnant with her son Marko. She stayed in Elmwood and helped rebuild with the other survivors.

## Roleplaying Madelyn Bird

Mattie is a survivor but she's young, in her late teens or early 20s, lost her husband just a couple of years ago, and now her child Marko is missing. She's worried, emotional, and a little cynical. You should play her as such.

**Appearance:** Red hair, medium height, medium build, brown cotton dress.

## What Mattie knows

Mattie is more than willing to answer questions. Every time a PC asks a question she gets a little more flustered and upset. The third time she's asked a question she doesn't have an answer to she breaks down and starts to cry. Here's what Mattie knows:

- Her son Marko is special. She's seen him heal with a fiery touch.
- Marko is two years old, about knee high, has red hair like hers, and his skin is tinged a little red.
- She doesn't know who would want to take him, at least from the town. In fact, a lot of people think Marko is a gift to the people of Elmwood for all the terrible things that have happened to the town recently, from the burning of Elmwood to the troubles with the cult of Moander.
- If asked to look around the house she's more than willing to let the PCs have the run of the place. If the PCs don't ask to look around Mattie asks them to.
- If asked about anything strange going on in Elmwood recently, she does know that there have been a few robberies from the local lumber yard. Saws and timber were taken. Not a lot of timber but more than a half dozen saws.

## Investigating

As the DM you need to get the PCs on the right track to get them to part 2. The game part of this is whether they find extra information along the way that will help them during part 2, or if they're going in blind. This means you want to get them the automatic information which leads them to part 2, but make them work for the other information through die rolls or if they actually say they do a thing that would gain them the information. For instance, if someone says they check under the window sill while checking the window, just let them know there are claw marks under it — if they just say they're investigating the situation or looking around have them make the investigation roll. Keep them moving if they stall out by asking them what they're doing next or where they're having a problem, and feel free to recap the information they have for them.

## Around the House

Mattie's house is a small two bedroom space with a central room that has a table to eat at and a wood-burning stove to cook on. She has very little furniture and few possessions, and investigating around will be very swift. Her house is near the edge of Elmwood, near the forest.

- Checking Marko's Room
  - **Automatic:** The window's lock was picked from the outside.
  - **DC 10 Investigation:** It looks like someone used a thin blade to slide the lock over.
- Checking Outside
  - **Automatic:** They find signs of a number of humanoids leading up to Marko's window and then going away. It's matted down and broken grass so there's no actual tracks, but this is a good place to start tracking whoever came up to the window.
  - **DC 10 Investigation or Survival:** They find half a booted footprint in a low spot in the ground that was still a little soft, probably from a rainstorm.
  - **DC 16 Investigation or Survival:** They find some claw marks on the underside of the window sill to Marko's room.

## Following the Trail

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To follow the trail the PCs will need to make three Survival checks, not to keep following them, but to find interesting information along the way. DM's, ask the PC who's taking the lead in following the trail to make a Survival check. Ask if anyone is assisting in following the trail and how they assist, what it looks like, etc. This grants the person taking the lead advantage. Once they roll, you describe them following the trail through the woods and add in more description based on how well they rolled on their Survival check.

## Survival Check 1 - The Snare Trap

- **Automatic:** The PCs follow the trail by noticing the signs of stepped on grass, broken twigs, and other disturbances of local flora. It runs through the town and towards the hills, southwest until it enters the forest.
- **DC 10 Survival:** Along the way you find a snare trap that went off and then was cut.
  - **Investigation DC 10:** The rope was cut by an edged weapon while something as heavy as a human was hanging off it.
  - **Investigation DC 15:** You find a very nice dagger with a dragon hilt where the snare was set.
    - **Religion DC 15:** The dagger is a religious item used in rites to Kurtulmak.

## Kurtulmak

Kurtulmak is the patron deity and creator of the kobolds who also taught them to thieve and pillage. It is also said Kurtulmak stole the gift of sorcery from a dragon deity and gave magic to the kobolds.

### Survival Check 2 - The Lumber Camp

- **Automatic:** The PCs follow the trail by noticing the signs of stepped on grass, broken twigs, and other disturbances of local flora, and determine the trail goes towards a lumber camp. Read the following as they approach the lumber camp:

The sounds of sawing and wood being dragged echo in the woods as you come upon the lumber camp of Elmwood. There are piles of lumber, saws, and people moving all about, working on various tasks. One of them stops as they notice you, "Foreman, we have some visitors." A female hill dwarf with a brown braided beard, a leather apron over a pair of leather pants, and metal spiked leather boots approaches your group. "How can I help you?"

- Melinda Hillfort is the foreman who approached the PCs. She can relate that over the past two weeks things have been going missing from the camp — a saw one day, a piece of lumber off the stack the next day. It's gotten frustrating and infuriating. She's open to letting the PCs take a look around as long as they don't get in the way of her workers.
- If the PCs check out the lumber camp:
  - **DC 12 Investigation:** In one of the piles of lumber they find a coin-sized scrap of black and green colored scaled skin, and a bit of blood.
    - **Nature DC 15:** The scaled skin was ripped off a kobold as it was messing with the wood piles and saws.

**DM Note:** The kobolds stole the wood and saws and took them back to their cave.

### Survival Check 3 - A Path in the Woods

- **Automatic:** The PCs follow the trail by noticing the signs of stepped on grass, broken twigs, and other disturbances of local flora. It leaves the lumber camp and goes deeper into the forest, until it is a few miles away from any settlement.
- **DC 12 Survival:** You find long drag marks in the dirt here and there, and some tall grass that looks like it was cut.
- **DC 14 Survival:** You find more larger boot prints on the ground here and there as you walk. Looks like around 5 different medium-sized humanoids wearing boots came down this path.
  - **Investigation DC 15:** The booted prints and the drag marks don't match up. It looks like someone else was dragging whatever was dragged through the dirt.
- **DC 15 Passive Perception** for whoever is in front of the group.
  - If they don't have it they walk right into a snare trap. **DC 15 Dexterity** saving throw. Advantage on the saving throw if the PCs found the first one. Pass - Nothing happens as the PC steps out of it before it grabs their leg. Fail - the PC is ripped off their feet into the air. The jerk and shock of it deals 1 damage and if they have any gear in bags or pouches that is breakable have the PC roll a DC 12 Dexterity saving throw. Pass - Nothing happens. Fail - Pick up to 3 objects that could break to be broken.

**DM Note:** The kobolds came this way many times but were too light to leave footprints — but did at times drag the lumber they stole.

After this check you can move on to part 2



# PART 2. THUGS, KOBOLDS & TRAPS

*“What kind of magic spell to use*

*Slime and snails*

*Or puppy dogs’ tails*

*Thunder or lightning*

*Then baby said”*

*-- David Bowie*

**Expected Duration:** 45 minutes

During this part, the adventurers push through a series of trapped caves where waves of kobolds will harass and deter them (Encounter: Kobolds Ate My Baby).

When they finally enter the kobolds’ living quarters, Matron Tokni of the Pierced Snout tribe will offer an opportunity for negotiation. If the adventurers do not seize the opportunity or fail the task, a deadly combat erupts.

You’ve been following the trail through the forest for several hours when it leads you to a geological depression. It’s a circular basin about 50 feet across and 30 feet down. The end you stand at lowers smoothly to where it bottoms out, but the other end is bordered by cliffs. Massive trees, large roots, thorny bushes, and rocks litter the ground. As you approach, a cold drizzle starts falling while the sun is about to set beyond the horizon.

At the entrance to the cave is the burnt body of a woman.

Inspecting the body of the woman or any of the other bodies inside the cavern reveals them to be members of the Scarlet Fangs, a notorious thieves guild, and that their deaths were quite recent (blood has not fully dried, the burned woman still feels warm, and rigor mortis has not yet set in).

## **Encounter. Kobolds Ate My Baby**

When the characters enter the kobolds’ lair to rescue the child, the kobolds will provide a fierce resistance. Before reaching the innermost area, characters will be harassed by groups of kobolds using guerrilla tactics to deter invaders. Once the characters have pushed up to the living quarters (see area of interest 4 below), they must face the strongest defenders and the kobold matriarch — unless they negotiate.

This encounter is designed as a mini dungeon crawl with three waves of opponents:

- The first wave is a medium encounter; the kobolds try to deter invaders and have pitted their Inventors to the task.
- The second wave is an easy encounter; if the characters manage to push through the first wave, these kobolds — plus any survivors of the first wave — will keep opposing the characters to buy time for the tribe to evacuate.
- For the third wave, the kobolds will make a last stand to protect their tribe and ensure their survival at all cost. Matron Tokni will offer them an opportunity to negotiate; however, if they choose not to negotiate or fail in their negotiations, the encounter is deadly.

Keep the initiative count throughout this encounter and advise the party that time is of the essence. Should they decide to take a rest nonetheless, the kobolds will have evacuated the living quarters, and the child will be gone (see area 4 Kobolds’ Living Quarters below).

## About the Pierced Snout kobolds

The Pierced Snout tribe are not particularly aggressive or expansionist. Months ago, they lived in the mountains close to Ilinvur, surviving on crops and occasional thievery from the local settlements. The tribe had about 50 individuals, including strong warriors. However, it all changed when one group of adventurers entered their territory in search of relics, and attacked the village over several weeks. The tribe dwindled and collapsed when the chief was treacherously killed.

Matron Tokni gathered the remaining families and led the tribe to the south, where she hoped to be able to rebuild, taking great care not to cross paths with anyone. They found a natural cavern several tendays ago and settled in.

Somehow, and despite their best efforts at remaining away from civilization, one individual contacted them with a mission for which they would be well paid. All they had to do was to reclaim a child from a surrogate mother who had suddenly changed her mind despite a contract (or so they were told).

The Pierced Snout kobolds are taller and thinner than average kobolds, with black and green striped scales. Their name comes from the nose ring that they get when they reach adulthood and that warriors adorn with more rings when they are successful.

### General Features

The general features of the kobolds' lair are:

**Light:** there is no light inside the kobolds' lair except in the last area where the child is kept.

**Sounds and smell:** cackling and kobold growling can be heard echoing throughout the tunnel system, along with an occasional water drop falling from the ceiling.

*Refer to Appendix: Kobolds' Lair Map*

### Traps and barricades

The kobolds have laid numerous traps and barricades in their lair as a deterrent to intruders. Hidden pit traps are marked on the map by an X. All traps are rigged to trigger under a pressure of 50 pounds or more, i.e. more than a kobold carrying a small load.

The **hidden pit traps** require a DC 15 Wisdom (Perception) check to spot the grooves around the flipping board. They are 10 feet deep, inflicting 3 (1d6) bludgeoning damage to any character falling in.

They can be disabled by wedging an iron spike or similar between the pit's cover and the surrounding floor in such a way as to prevent the cover from

opening, thereby making it safe to cross. The cover can also be magically held shut using the *arcane lock* spell or similar magic.

The barricades stand about 3 feet high and are an assembly of stolen wood and saws from the lumber camps, bone, and other natural materials reinforced with rusted nails and chains. Kobolds and small creatures benefit from  $\frac{3}{4}$  cover behind these and can attempt to hide. Each 5 foot section has an AC of 15 and 13 HPs.

Jumping over the Barricades requires a DC 10 Strength (Athletics) check to avoid tripping and falling prone on the other side. All other jumping rules apply (Player's Handbook Page 182). They also have saw blades all along their edges so anyone who fails takes 2 (1d4) damage and they cut themselves on the blades.

### Tactics

Whereas most adventurers need a light source, kobolds do not. Consequently, they will target torch and light bearers first. Next they target lightly armored characters, for they may be dangerous spellcasters. Except for the dragonshields, the kobolds will maintain distance and shoot at their opponents, unless a singled out character can be swiftly swarmed and pack tactics put to good use. They will also try and lure PCs over the traps they've set. When groups of kobolds are about to be overcome (50% dead), the survivors try to retreat back to the next group.

Every kobold has this added to their stat block: **Shifty.** This kobold can use the disengage action as a bonus action.

### Map keys

#### 1. Lair Entrance

The lair entrance is being guarded by four **kobolds** and three **kobold inventors** who have been instructed to deter intruders. They will strike from cover, using slings and flasks, and run to the next section if the characters are about to overcome them. Have the kobolds start hidden behind pillars and barricades, ready to strike (stealth checks versus characters' passive perception).

There are two hidden pit traps inside this cave, one of which was triggered earlier in the day and is clearly visible. At the bottom of the pit is a dead Scarlet Fang with a broken neck. The pond on the east wall is two feet deep and its water is crystalline and cold. There is also another dead Scarlet Fang laying on the ground, their head cracked open from a sling stone.



Past 10 feet of natural light penetrating the cave, everything is dark in this uneven 65 by 30 foot natural cave. You do, however, still spot makeshift barricades immediately to your left, and a hole in the ground to your right side. A second set of barricades' shadows can be discerned in the distance, as well as a few natural stone pillars and a small pond 15 by 8 feet against the eastern wall. The ceiling varies between 15 and 20 feet high.

As you make your first steps inside, you hear light feet shuffling and running around — likely anticipating your movements to strike when least expected — and you crush the remains of a glass flask that most certainly contained flammable materials not so long ago.

### Adjusting the Encounter

**Very Weak:** reduce to 2 **kobolds**, reduce to 1 **kobold inventor**

**Weak:** reduce to 3 **kobolds**, reduce to 2 **kobold inventors**

**Strong:** add 2 **wolves**, add 1 **kobold dragonshield**

**Very Strong:** add 2 **dire wolves**, increase to 6 **kobolds**, add 1 **kobold dragonshield**

### 2. Intermediate Room

The intermediate room is guarded by three **kobolds** and reinforced by any kobold that may have fled from area 1. They hide behind barricades and the pillar (stealth checks versus characters' passive perception), and wait for characters to take a few steps in to start shooting at them. If they are about to be overcome, they will retreat to area 4 and reinforce the defenses there.

Two hidden pit traps are located in this room (see their descriptions above). Another of the Scarlet Fangs is in each of the pits but the kobolds reset those traps and re-covered them.

The tunnel opens up into another uneven 35 by 50 foot natural cavern with one single pillar about 10 feet in circumference on the western side. Immediately next to the pillar is another set of barricades. The ceiling slowly rises, from 15 to 20 feet by the entrance, to about 30 feet to the north of the area. You hear more kobolds in the darkness beyond.

### Adjusting the Encounter

**Weak and Very Weak:** reduce to 2 **kobolds**

**Strong:** reduce to 2 **kobolds**, add 1 **kobold dragonshield**

**Very Strong:** increase to 5 **kobolds**, add 1 **kobold dragonshield**

### 3. Kobolds' Living Quarters

The Pierced Snout tribe inhabits this cave, and at a given time about two dozen commoners normally live here. As the characters progress through defenses, the kobolds proceed with an emergency evacuation — starting with the eggs, then food, etc. It will take about one hour for the kobolds to totally leave the area, and if the party decided for a rest in an earlier area, the living quarters will be empty when they arrive.

If the characters chose to take a rest earlier, read the following then proceed to Part IV - Epilogue:

Past a t-junction blocked with another set of barricades on each side, you emerge into a 45 by 50 foot cave whose ceiling rises into a natural chimney some 60 feet above that exits on the surface, and hidden by a pillar immediately at the entrance. A shanty town of small houses made of random materials covers the west wall and sections of the north wall, bordering another tunnel leading deeper into the cold and dangerous upperdark. In the middle of the room, and underneath the chimney conduit, embers smolder, slowly turning into cold ashes.

No one seems to be around and it would appear that your decision to linger has allowed the Pierced Snout tribe to escape with the child. Needless to say, neither your employer nor the factions will be impressed, and though you manage to recover some coinage from the kobold's housings, your chances at a proper reward disappeared with the child.

Otherwise, if the characters did not linger, the child can be found in this cave; by reviving a dead kobold earlier in the day, he has become the subject of the tribe's worship and they regard him as a true avatar of their dragon god — a key piece of the tribe's future. When the characters finally break into the room, two **kobold dragonshields**, one **kobold scale sorceress** (Matron Tokni) plus any kobold that will have retreated from area 2 will be here to make one last stand.

### Adjusting the Encounter

**Very Weak:** substitute the **kobold dragonshields** with **2 kobold inventors**

**Weak:** reduce to **1 kobold dragonshield**

**Strong:** Add **2 kobold dragonshields**

**Very Strong** add **2 kobold dragonshields**, add **2 guard drakes**

When the characters emerge from the tunnel coming from area 2, read the following:

Exploring further, you face a t-junction, blocked by another set of barricades on each side. Dancing against the walls behind, you discern the flickering of a large light source, most probably a bonfire. Shouts and cries in draconic can be heard reverberating in the distance, as well as multiple hurried small footsteps and the sounds of multiple things being moved around. Then, suddenly, you hear one particular shout: "naaaaaaaa.... Want mommy! Where's me mommy? Waaaaaaa!"

Before you can attack though, two kobolds wielding spears and shields walk in, protecting one kobold draped in robes and covered with feathers and other baubles. Her scaled face manifests evident sadness. She immediately addresses you, one hand raised: "Enough! You've killed enough of my tribe today, strangers! You invaded our lair. You killed our blood. You've cost us too dearly already. Who are you and what do you want?"

You can now drop the initiative count. Matron Tokni will stay in the distance and use the protection of the dragonshields to talk with the characters. Since they expect treachery, all other kobolds have readied actions

and will shoot anyone attempting to cast a spell or use a ranged weapon while negotiations take place.

### Negotiating with the kobolds

Characters may want to negotiate with the kobolds from the beginning. If they propose to parley before forcing their way into the tunnels, a kobold named 'Deekin' will address the group and agree to lead the party up to Matron Tokni with a successful DC 17 Charisma (Persuasion) check. Otherwise, if they fight their way up to the living quarters (area of interest 4 below), Matron Tokni will address the group.

When they finally address Matron Tokni, the party will need to accumulate four successes before two failures are reached, to negotiate the rescue of the child.

### What the kobolds know:

- The Pierced Snout kobolds lived peacefully in another cave complex to the north, close to Ilinvur. A group of adventurers came, slew most of the tribe, stole their precious treasure and left the area. Survivors, led by Matron Tokni, gathered and moved to a new location, with the intent on rebuilding the tribe.
- Earlier today, one of the kobolds carrying a stolen basket of breads and cheese "borrowed" from a local farmer stepped on one of the pit traps and died — he had forgotten about the weight sensitivity of the traps. While the tribe was mourning the loss in the living quarters, the child came and merely touched the dead kobold. Seconds later, the whole tribe witnessed Garlax's (the dead kobold) wounds closing as life returned to his corpse, heatless flames running through his body. Afterwards, Garlax described the sensation as being pulled back from the dead, through a cleansing fire. The kobolds are now convinced that the child is their dragon god reborn.
- The child is a blessing for the tribe and he will help them rebuild and grow stronger. In the very short span of time the kobolds interacted the child, they have taken a liking into him.
- Though they did not see her face clearly, they were hired by a woman wearing a hooded cloak, accompanied by a flying cat to reclaim the child from its surrogate mother. She presented herself as Zee something something something. The kobolds remember her as Zee. She offered "many shiny coins" for the child. Kobolds do not like flying cats; they are too hard to catch and eat. Kobolds do not like the hooded woman now either for she wants the dragon god reborn.

- Other humanoids came to the cave earlier and verbally threatened the tribe. When the kobolds refused to surrender the dragon god reborn, they attacked and the tribe's proud warriors killed them all. Kobolds do not like big people coming to kidnap the dragon god reborn!

Each action can be taken only once; suggested actions are:

- A character showing genuine concern for the Pierced Snout tribe can attempt a DC 15 Charisma (Persuasion) check to gain their sympathy. A kobold character gets advantage on this check.
- A character trained in Religion can attempt a DC 15 Charisma (Religion) check to debunk the kobolds' belief that the child is a dragon god reborn. A dragonborn, lizardfolk or kobold character, or an acolyte or cleric of Bahamut gets advantage on this check.
- An acolyte, a cleric, or a druid can offer the kobolds' a blessing of fertility and/or protection. That character can attempt either a DC 15 Wisdom (Religion) or Wisdom (Nature) check to perform their ritual convincingly (though no mechanical benefits will be gained).
- If the characters have not killed any kobold, they get an automatic success.
- If the characters return the dagger they might have found in Part I to the kobolds, they get an automatic success.

A player may come up with another plausible approach; as DM, you are entitled to accommodate this new idea, based on the kobolds' knowledge and the above actions. Achieving the negotiation should feel like a tangible heroic success for the players, for the encounter is of deadly difficulty.

If they accumulate four successes before two failures are reached, the kobolds finally agree to let the child go after the kobolds bid him farewell. As a token of appreciation for not harming her tribe further, Matron Tokni will offer the characters her silver bracelet (see treasure below). The characters have successfully defeated this encounter and XP needs to be rewarded accordingly, along with the story award "Respect of the Pierced Snout Tribe".

If the negotiations fail, either because two failures are reached before four successes are met or because a character attempted something foolish during the negotiation, the kobolds attack the characters: trigger the readied actions then roll initiative to play out the combat normally.

When the characters eventually push through area 3, read the following box text:

Past the t-junction, you emerge into a 45 by 50 foot cave whose ceiling rises into a natural chimney some 60 feet above that exits on the surface, and hidden by a pillar immediately at the entrance. A shanty town of small houses made of random materials covers the west wall and sections of the north wall, bordering another tunnel leading deeper into the cold and dangerous upperdark. In the middle of the room, and underneath the chimney conduit, a large bonfire provides lighting and warmth to the eggs that kobold commoners try to quickly carry away through the north tunnel.

Rolling on the floor, some ten feet from the fireplace, the child is subject to a tantrum, crying and asking for his mother, while three kobold commoners look at him, puzzled and incredulous.

Here, Matron Tokni and the tribe's last defenders are about to make their last stand, while about two dozen kobold commoners evacuate.

For the purpose of this encounter and if you run this module on a grid with miniatures, do not place commoner miniatures on the map. Instead, if a character decides to go after them, describe the results of their actions with commoners fleeing and screaming. That character will gain the 'Kobold Slayer' story award at the end of the adventure; choices have consequences down the road.

### **About Marko in this section**

Marko will maintain some autonomy and try to heal adventurers, targeting those that appear the friendliest and closest first, or reluctantly helping the shady or scary ones second. The child is a small size commoner with 2 hit points, WIS 16 and innate spellcasting; he can either use *Cure Wounds* (1d8+3) or *Revivify* 4 times a day without spell components (only 3 spells left). Once the spells are used up, the child will seek shelter in a corner of the cave and cry. Pierced Snout kobolds will try to prevent PCs from approaching the child. This is an opportunity for you, DM, to support the characters through an otherwise deadly encounter.

## Treasure

Hidden amongst the kobolds' shanty town, the characters find various coinage and pieces of jewelry worth 50 gp total.

The kobold matriarch, Tokni, wears a silver bracelet worth 100 gp.

## These aren't the Alchemist's Fire you've been looking for

Though the kobold inventors make use of poisons, rot grubs, alchemist's fire, etc., they are not considered treasure and thus non-usable by characters. If any of

them complains about it, let them know that some things are better left where they are, unless they want to take a fair chance that it'll blow up right in their smiling faces.

## Developments

The characters could have negotiated the child's return, or they may have had to successfully fight the kobolds; perhaps, even, they got knocked down by the kobolds and the child is gone. In any of these three scenarios, you now need to move to Part IV - Epilogue, for a wrap up of the story.



# PART 3. EPILOGUE

**Expected Duration:** 15 minutes

If all went well, the characters are able to reunite mother and child and place them in the care of their employer. They will be rewarded the amount that was offered to them at the beginning of the adventure, and can leave towards new adventures.

There is a possibility that the kobolds were too strong and that characters got knocked down, or killed. Their employer and the factions will be somewhat disappointed, but will nonetheless raise dead characters and repay some of their expenses.

The final, and least probable scenario, is that despite the sense of urgency, the party decided to take a rest and let the child go. In this event, both their employer and the factions will be highly disappointed. They will still benefit from their factions' charity for dead characters, but no compensation will be offered; the mission was a failure

## The three possible scenarios

### **The party recovered the child**

If the party successfully recovered the child, read the following:

Mother and child are briefly reunited in the town of Elmwood, where Mattie quickly packs her sparse belongings and joins your party on a ship towards Melvaunt. The travel is quite uneventful, except maybe for Marko's sporadic tantrums or numerous questions.

After a little more than one tenday, during which you witness Marko spontaneously curing ailments and healing the wounds of the sailors, the ship arrives in Melvaunt harbor where a coach awaits you. Inside, Maurice informs your party that Lady Tillingwood's condition has deteriorated, and that he hopes everything that was heard about the child holds true. Meanwhile, as the coach drives through the streets, he briefly tries to engage conversation with Matti and Marko

to make their acquaintance, reassuring them that from now on their needs will be cared for.

When you eventually enter Tillingwood manor, you are led to the parlor that you already know and are offered tea or brandy or both. There, Lady Tillingwood sits slouched over in a comfortable armchair, a warm blanket wrapped around her, breathing with difficulty. Without saying a word, Marko approaches her and places his hand over hers, smiling. Her laborious breathing turns into a raucous whistling before clearing up. As she raises her head, looking at the child then at all of you, she finally addresses you: "You have indeed brought me a miracle, and I thank you" before turning her attention back to Marko: "As for you, young lad, I will ensure that your mother and yourself do not lack for anything in the future. You are free to go anywhere inside this manor; consider this house yours now."

Maurice will arrange payment of the character's dues. However, before they go, Marko will approach the characters and hug or touch each one of them, leaving a mark of light; they have earned the story award named "The Child Likes You" (see Rewards section). The party successfully completed this module.

## If the kobolds prevailed

Opposition proved too arduous for the characters, and they were at best knocked down, or at worst killed.

Read the following:

Bruises, pain, blood and your vision turning to black is all that you remember when you awaken at the Temple of Selûne. You have misjudged your opponent's strength, and this has cost you dearly: at best, you were knocked unconscious, at worst you pushed the daisies from under and your faction had to pull a few favors to return you from Kelemvor's care.

About one and a half tendays of sailing later, you arrive at Melvaunt where Maurice awaits you at the harbor. His face is quite grim when he opens the coach's door and while the vehicle drives through the streets, he informs you that Lady Tillingwood's condition has deteriorated.

When you eventually enter Tillingwood manor, you are led to the parlor that you already know and are offered tea or brandy or both. There, Lady Tillingwood sits slouched over in a comfortable armchair, a warm blanket wrapped around her. As you enter the room, she shakes and coughs. Though she deftly puts the handkerchief away, you can notice the blood impregnating the cloth. "I understand... you've encountered strong opposition. That is very unfortunate." She breathes laboriously before adding: "I wish that you were able to bring my miracle... <pause> but I understand you encountered your own setbacks while helping me."

She gestures at Maurice with difficulty and resumes her monologue: "As gratitude to your efforts, here is a small payment. You will understand that considering the circumstances, I cannot fully meet the agreement. Maurice will lead you outside when you are done sipping your beverages."

The characters have time to finish their beverages while Maurice helps Lady Tillingwood to her living rooms, after which he'll lead the characters outside the Manor and hand them a purse containing half the agreed final payment.

The party is awarded half of the second payment installment, but has however failed the module.

## The party willingly let the child go

Despite the sense of urgency, the adventurers decided to take a rest and give time to the kobolds to do their business. By the time they resume their adventure, Marko is gone. Read the following

Sheepishly, you exit the kobolds' lair and set to report to your employer. About one and a half tendays of sailing later, you arrive at Melvaunt where Maurice awaits you at the harbor. His face is quite grim and he informs you that Lady Tillingwood's condition has deteriorated.

However, after you relate the events and their conclusion, Maurice looks pained and embarrassed. Wetting his lips, he speaks : "Lady Tillingwood will be truly disappointed, and I am sorry but we cannot meet the agreed terms of your hiring. Though you are free to keep the advance payment, the contract has been breached. We hoped we had found seasoned adventurers for this task in the first place. I bid you farewell." Maurice then enters a coach that rides up the streets of Melvaunt, leaving you behind.

The party gets no further reward from Elsa Tillingwood and has failed the module.

## Conclusion

The characters are left in Melvaunt, either with rewards or wondering what they should do next to improve their faction standings and reputation.

## Rewards

Make sure players note their rewards on their adventure log sheets. Give your name and DCI number (if applicable) so players can record who ran the session.

### Experience (Min/Max XP: 450/600)

Total up all combat experience earned for defeated foes, and divide by the number of characters present in the combat. For non-combat experience, the rewards are listed per character.

### Combat Awards

Name of Foe	XP Per Foe
Kobold	25
Kobold inventor	50
Kobold dragonshield	200
Kobold sorcerer	200

### Non-Combat Awards

Task or Accomplishment	XP Per Char
Negotiating with the kobolds	assign XP as if the PCs defeated the kobolds
Saving Marko	100
Returning the dagger	100

## Treasure

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

### Treasure Awards

Item Name	GP Value
Bringing Marko to Elsa	100
Matron Tokni's silver bracelet	100
Kobold camp treasure	50
Kurtulmak dagger	75

**Consumable magic items** should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

**Permanent magic items** are divided according to a system detailed in the D&D Adventurers League Dungeon Master's Guide.

## Charm of Vitality- Flaming Sigil

This charm allows you to give yourself the benefit of a potion of vitality as an action. Once you do so, the charm vanishes from you.

## Player Rewards

For completing this mission, the characters earn downtime and renown as described in the D&D Adventurers League Dungeon Master's Guide (ALDMG).

## Story Awards

The characters have the opportunity to earn the following story awards during the course of play.

**The Child Likes You.** You have a mark on you where the child touched you, and it glows with a white inner light. The child will always see you as a friend and as his hero. (see Charm of Vitality- Flaming Sigil)

**Kobold Slayer.** By ruthlessly slaughtering kobold commoners, you have acquired the reputation of Kobold Slayer that is spreading throughout the Moonsea region. This reputation may serve or hinder you in the future. Kobold characters will no doubt react poorly in your presence (disadvantage on persuasion or deception checks, but advantage on intimidation checks).

**Respect of the Pierced Snout Tribe.** By defusing the situation and negotiating the return of the child, you have earned the respect of Matron Tokni and the Pierced Snout tribe. Your future endeavours may lead you to another meeting at some point, in which case this story award could have an effect.

## DM Rewards

In exchange for running this adventure, you earn DM Rewards as described in the D&D Adventurers League Dungeon Master's Guide (ALDMG).

## Appendix: NPC / Monster Statistics

### Kobold

*Small humanoid (kobold), lawful evil*

**Armor Class** 12

**Hit Points** 5 (2d6 - 2)

**Speed** 30 ft.

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

---

**Senses** darkvision 60 ft., passive Perception 8

**Languages** Common, Draconic

**Challenge** 1/8 (25 XP)

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

### Kobold Dragonshield

*Small humanoid (kobold), lawful evil*

**Armor Class** 15 (leather, shield)

**Hit Points** 44 (8d6 + 16)

**Speed** 20 ft.

---

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	8 (-1)	9 (-1)	10 (+0)

---

**Skills** Perception +1

**Damage Resistances** see Dragon's Resistance below

**Senses** darkvision 60 ft., passive Perception 8

**Languages** Common, Draconic

**Challenge** 1 (200 XP)

**Dragon's Resistance.** The kobold has resistance to a type of damage based on the color of dragon that invested it with power (choose or roll a d10): 1-2, acid (black); 3-4, cold (white); 5-6, fire (red); 7-8, lightning (blue); 9-10, poison (green).

**Heart of the Dragon.** If the kobold is frightened or paralyzed by an effect that allows a saving throw, it can repeat the save at the start of its turn to end the effect on itself and all kobolds within 30 feet of it.

Any kobold that benefits from this trait (including the dragonshield) has advantage on its next attack roll.

**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.

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

### Actions

---

**Multiattack.** The kobold makes two melee attacks.

**Spear.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used two hands to make a melee attack.



## Kobold Inventor

*Small humanoid (kobold), lawful evil*

**Armor Class** 12

**Hit Points** 13 (3d6 + 3)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15(+2)	12(+1)	8 (-1)	7 (-2)	8 (-1)

**Skills** Perception +0

**Senses** darkvision 60 ft., passive Perception 8

**Languages** Common, Draconic

**Challenge** 1/4 (50 XP)

**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.

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

### Actions

**Dagger.** *Melee Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 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.

**Weapon Invention.** The kobold uses one of the following options (roll a d8 or choose one); the kobold can use each one no more than once per day:

1. **Acid.** The kobold hurls a flask of acid. *Ranged Weapon Attack:* +4 to hit, range 5/20 ft., one target. *Hit:* 7 (2d6) acid damage.
2. **Alchemist's Fire.** The kobold throws a flask of alchemist's fire. *Ranged Weapon Attack:* +4 to hit, range 5/20 ft., one target. *Hit:* 2 (1d4) fire damage at the start of each of the target's turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.
3. **Basket of Centipedes.** The kobold throws a small basket into a 5-foot-square space within 20 feet of it. A swarm of insects (centipedes) with 11 hit points emerges from the basket and rolls initiative. At the end of each of the swarm's turns, there's a 50 percent chance that the swarm disperses.
4. **Green Slime Pot.** The kobold throws a clay pot full of green slime at the target, and it breaks open on impact. *Ranged Weapon Attack:* +4 to hit, range 5/20 ft., one target. *Hit:* The target is covered in a patch of green slime (see chapter 5 of the *Dungeon*
5. **Rot Grub Pot.** The kobold throws a clay pot into a 5-foot-square space within 20 feet of it, and it breaks open on impact. A swarm of rot grubs emerges from the shattered pot and remains a hazard in that square.
6. **Scorpion on a Stick.** The kobold makes a melee attack with a scorpion tied to the end of a 5-foot-long pole. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, and the target must make a DC 9 Constitution saving throw, taking 4 (1d8) poison damage on a failed save, or half as much damage on a successful one.
7. **Skunk in a Cage.** The kobold releases a skunk into an unoccupied space within 5 feet of it. The skunk has a walking speed of 20 feet, AC 10, 1 hit point, and no effective attacks. It rolls initiative and, on its turn, uses its action to spray musk at a random creature within 5 feet of it. The target must make a DC 9 Constitution saving throw. On a failed save, the target retches and can't take actions for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature that doesn't need to breathe or is immune to poison automatically succeeds on the saving throw. Once the skunk has sprayed its musk, it can't do so again until it finishes a short or long rest.
8. **Wasp Nest in a Bag.** The kobold throws a small bag into a 5-foot-square space within 20 feet of it. A swarm of insects (wasps) with 11 hit points emerges from the bag and rolls initiative. At the end of each of the swarm's turns, there's a 50 percent chance that the swarm disperses.

Master's Guide). *Miss:* A patch of green slime covers a randomly determined 5-foot-square section of wall or floor within 5 feet of the target.

## Kobold Scale Sorcerer

*Small humanoid (kobold), lawful evil*

**Armor Class** 15 (natural armor)

**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 60 ft., passive Perception 8

**Languages** Common, Draconic

**Challenge** 1 (200 XP)

**Spellcasting.** The kobold is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *fire bolt*, *mage hand*, *mending*, *poison spray*

1st level (4 slots): *charm person*, *chromatic orb*, *expeditious retreat*

2nd level (2 slots): *scorching ray*

**Sorcery points.** The kobold has 3 sorcery points. It can spend 1 or more sorcery points as a bonus action to gain one of the following benefits:

**Heightened Spell:** When it casts a spell that forces a creature to make a saving throw to resist to the spell's effects, the kobold can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

**Subtle Spell:** When the kobold casts a spell, it can spend 1 sorcery point to cast the spell without any somatic or verbal components.

**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.

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

### Actions

---

**Dagger.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

## Swarm of Insects

*Medium swarm of Tiny beasts, unaligned*

**Armor Class** 12 (natural armor)

**Hit Points** 22 (5d8)

**Speed** 20 ft., climb 20 ft.

---

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

---

**Damage Resistances** bludgeoning, piercing, slashing

**Condition Immunities** charmed, frightened, paralyzed, petrified, prone, restrained, stunned

**Senses** blindsight 10 ft., passive Perception 8

**Languages** —

**Challenge** 1/2 (100 XP)

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

### Actions

---

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

## Swarm of Rot Grubs

*Medium swarm of Tiny beasts, unaligned*

**Armor Class** 8

**Hit Points** 22 (5d8)

**Speed** 5 ft., climb 5 ft.

---

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
2 (-4)	7 (-2)	10 (+0)	1 (-5)	2 (-4)	1 (-5)

---

**Damage Resistances** piercing, slashing

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained

**Senses** blindsight 10 ft., passive Perception 6

**Languages** —

**Challenge** 1/2 (100 XP)

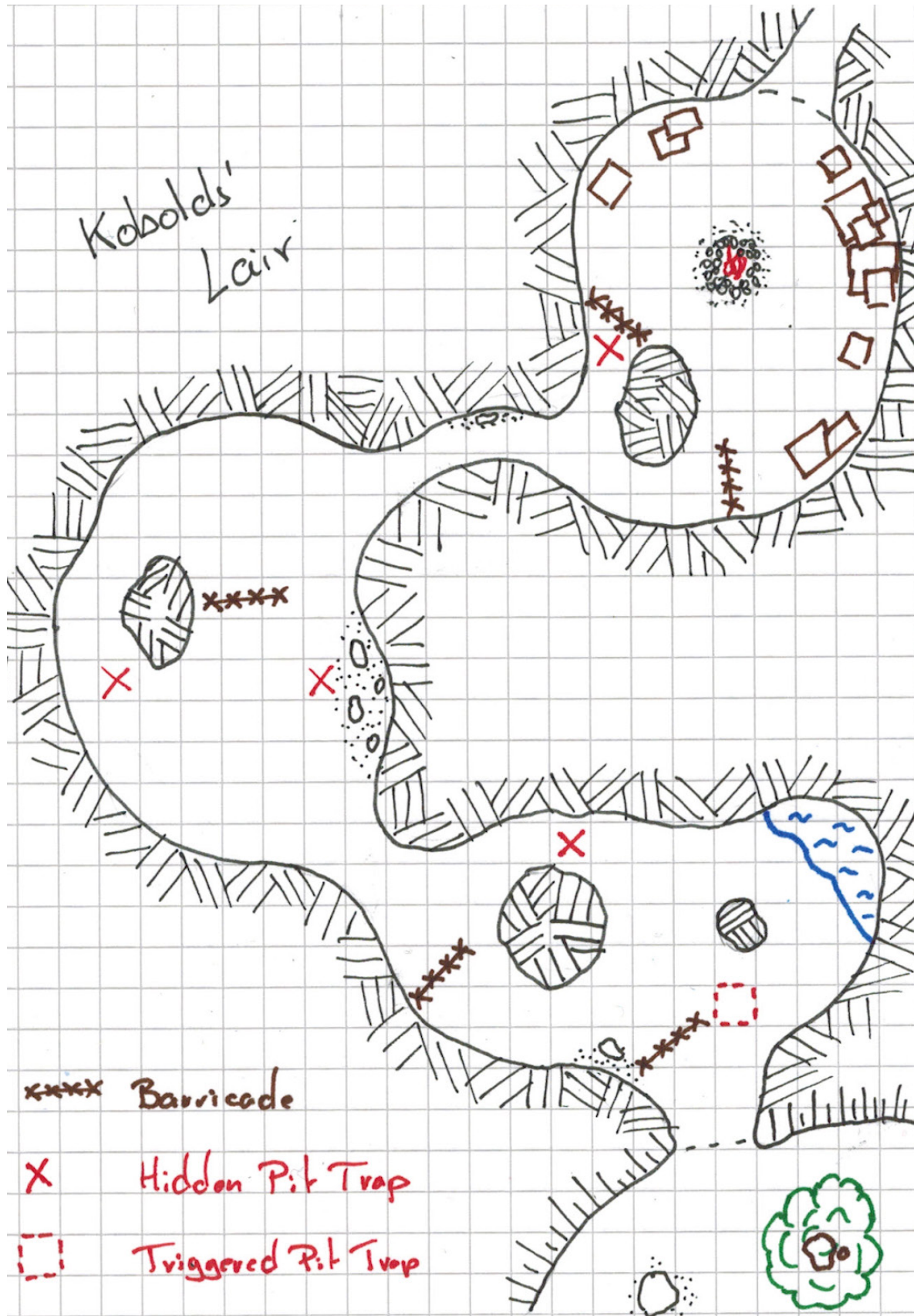
**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny maggot. The swarm can't regain hit points or gain temporary hit points.

### Actions

**Bites.** *Melee Weapon Attack:* +0 to hit, reach 0 ft., one target in the swarm's space. Hit: the target is infested by 1d4 rot grubs. At the start of each of the target's turns, the target takes 1d6 piercing damage per rot grub infesting it. Applying fire to the bite wound before the end of the target's next turn deals 1 fire damage to the target and kills these rot grubs. After this time, these rot grubs are too far under the skin to be burned.

If a target infested by rot grubs ends its turn with 0 hit points, it dies as the rot grubs burrow into its heart and kill it. Any effect that cures disease kills all rot grubs infesting the target.

# DM Appendix: Kobolds' Lair Map



## Player Handout 1: Elsa Tillingwood's offer

- Elsa Tillingwood is dying. When you met her she said she was 62 and looked like she was 100 and wasting away.
- The Tillingwoods own a large shipping company.
- She learned about a child in Elmwood who could heal with a touch and wants the PCs to offer the child and their parents a place at the Tillingwood estates if the child can heal her.
- Her contacts informed her about the child and that other factions are moving to acquire him or her.
- She gave the PCs two healing potions and offered them 100 gp if they return with the child.
- Rumors are Elsa is also a Harper.