

New Neighbors

In which newly arrived kobolds menace a peaceful village

Introduction: A tribe of kobolds has taken up residence near a rural village and is desperate for easy prey. Chickens are always good, as are babies. They taste like chicken, right? At least these kobolds think they do! Can the adventurers eliminate the threat to the village?

A 2 to 4-hour adventure for 1st - 3rd level characters

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Welcome to Dunstable

Entering a new town is like going on a blind date. It may be love at first sight, you may part as friends, or you wake up missing an eye! — Frynn One-eye, A Mercenary Life

The village of Dunstable lies on a major trading road, about a days travel from a large town or small city. It consists of a few dozen homes, a general store, blacksmith/livery, and a public house/inn. The total population is approximately 75-100, primarily human. On the crossroad at the center of the village are the “Dying Swan” inn, general store, and village hall. The main road runs east/west through the village, with a secondary road cutting across it running generally north/south. The area around the village consists of orchards and fields. A creek lies on the east side, with woods beyond. Dragonborn and Tieflings are not commonly seen in the village, but as it is on the main road, it’s not unheard of for one or two to be here.. A Half-orc would be tolerated if in a respected occupation, but they will not be treated with open friendliness, but more as a cool tolerance. **Note:** Key locations are indexed on Map 1 in the Appendices.

An Evening at the Inn

It is nearing sunset as you reach "The Dying Swan" inn and pub, in the center of the village of Dunstable. It is a two story building surrounded by a tall hedge, well kept with fresh paint and glass windows. Shutters in good repair are at each window on the upper floor. There is a wide porch running along the front with double doors midway along the porch. There is a stable for inn visitors adjacent. The main room of the inn has a half dozen tables and a long bar. Stairs in the back lead up to the rooms on the second floor, and a large stone fireplace with a pair of benches is built into the far wall..

The “Dying Swan” (1 on Map 1) is relatively busy-- the harvest is just beginning and in addition to travelers heading to the capital for the fall audiences, a number of local farmers are having their last night of fun before bearing down to work. There are about 18 people in the inn total, including Gregor Tinsbury, owner of the inn, his wife Marjo in the kitchen, his daughter Elka who is acting as server, and barkeep, Glenson Joss. All but two tables are filled, and a few people are standing at the bar, and another group is smoking near the fireplace. The mood of the room is friendly. Prices are average. The speciality of the house is Hilldale Cider, produced in a halfling village in the district.

About an hour after sunset, a villager will rush into the Swan from outside, yelling, "Trouble at the Jeffson place!". A loud alarm bell can be heard ringing from the direction of the Village Hall (2).

Optional Encounter: Bar Brawl

Triggered by a failed attempt at Picking Pockets (below) or being caught by the barkeep (Perception +3) behaving inappropriately towards Elka.

- 3 villagers will engage and will only do nonlethal damage (stats in Appendices)
- Killing an NPC will result in the arrest of the responsible PC(s).
- The encounter will end when one side surrenders or is incapacitated, or by the alarm.

The party will be fined 25(1d4x10)gp for damages at the end of the Adventure.

Optional Encounter: Picking Pockets

So many potential pockets and purses to pilfer!

- Success yields 2(1d4)sp.
- Failure results in the arrest of the PC.

If they go on to successfully complete the adventure, they will be fined 20gp. Failure or refusal to provide aid will result in a 50gp fine, a week in village jail, and being reported to the Ducal Guard.

Outside the Village Hall

The Dunstable Village Hall is a low, U-shaped building across the road to the west of the Dying Swan. It faces the Great Road on the south, and surrounded by trees on the remaining sides. A crowd has started forming out front, with more villagers rushing towards it. There is a bell mounted on a pole, and it is being vigorously rung by one of the villagers. Another bell can be heard from further west.

The situation outside the Village Hall is chaotic. People are hurrying up and others are hurrying away to check on family, farms, etc. Fragments of conversation can be heard, most of which are speculation or concern about what is going on. In the back, someone shouts, "Is it orcs?" Another voice calls out, "Invasion!" A man with a ceremonial chain is standing on the steps of the hall, waving his hands around and trying to speak, but he cannot be heard over the general hubbub. A second man steps forward and as he is noticed, the crowd begins to quiet, enough that the first man can be heard saying, "Gosh folks, if you'll just wait a moment..." He stops when he realizes that the crowd has quieted.

The second man is Hiram Jolly. He will thank Mayor Dunstable and address the crowd. There was an attack at the Jeffson Farm, which is to the east of the village center. No one appears to have been hurt, but it's important that everyone is warned and more is learned about the incident. He will call out to several in the crowd by name and direct them to various farms and locations around the village. He'll then announce that he will be heading to the Jeffsons' place himself, along with the village constable, and a few volunteers. He and the volunteers along with a large, well-armed man head out west along the road.

Note: If the party doesn't speak up, he'll point to the mostly clearly capable fighter of the group and say, "You there--you look capable. Could you come along with us?"

Significant NPCs

Mayor Roderick Dunstable

Roderick's great great great grandfather built the first homestead here. Unfortunately, Roderick is a fraction of the man his ancestor was

- Roderick is a human male in his late-middle years. He is red-faced, balding, and stout.
- He is prone to bluster and will frequently contradict himself.

Skills: Persuasion: -2, History: +2

Hiram Jolly, Head Councillor

Hiram leads the village council and in actuality is the one who runs the village. He is loyal to the people and protective.

- Hiram is a human of 60 or so years. He has steel-grey hair and sturdy build. He has a piercing gaze.
- He has a self-assurance about him that comes from ability, not position. He is attentive and unlikely to miss anything.

Skills: Insight: +3, Persuasion: +2

Silas Thistleberry, Half-Elf Ranger

Silas is in his late middle years. He has a long scar along one cheek..

- AC: 16 (studded leather, +1 Cloak of Protection)
- Speed: 30 ft.
- HP: 44
- Attacks:
Dagger(Melee): +7, Dmg 6(1d4+4) piercing;
Longbow +1(Ranged)::+9, Range 150/600, Dmg 8(1d8+4) piercing

Skills: Stealth +6, Survival +3, Perception +3
Passive Perception: 13

Trouble at Jeffson's Farm

Jeffson's Farm (3 on Map 1) is west of the village center, north of the main east/west road. A wooded area lies between it and the Village Hall. A line of fencing and row of trees stretch on both sides of the road, A gateway on the north side of the road about a tenth of a mile down from the crossroad leads to the yard of the Jeffson farmhouse. **Note:** Cutting through the wooded area is shorter, but those unfamiliar with the area are liable to tumble into a ravine that runs roughly NW/SE through it, as well as encountering the kobold raiding party (see Encounters below).

The Farmhouse

The Jeffson farmhouse is set back about 100' from the road, with a windbreak of trees shielding it from the road. The farmhouse is two stories tall, wood framed with clapboard siding. There is a lean-to on the east end of the house, and a chimney at either end of the roof. A wide porch runs along the front. All the lights in the windows are blazing, and the door is standing partly open. An man in his 40s is standing on the edge of the porch talking with several other men. He hails Hiram Jolly as he approaches.

Rickard Jeffson will explain to Jolly, and those with him, what happened:

- Jeffson was in the east side yard of the home. His son had not yet returned from a trip to a nearby town to bring back new harvesting equipment, while his wife and mother-in-law were assisting with a birth elsewhere in the village, He had put the baby down in the cradle in the cradle, and his daughter was in bed as she wasn't feeling well.
- He was walking back towards the porch after raking out brush he'd been burning in the yard when he heard a scream from the house. He rushed in through the front door and up the stairs. He found his daughter, Emily, standing in the door of he and his wife's bedroom.
- Emily was holding the baby tightly and sobbing. The bedroom window was broken. His daughter told him she'd heard noises and when she opened the bedroom door, she heard a babble of voices and then the window breaking. She doesn't know what she heard and didn't get a look as the room was dark. Jeffson then started ringing the bell in the yard to summon help.

What Really Happened Here:

Two kobolds entered the house through the kitchen door, while two others headed to the chicken coop. A fifth rummaged through the kitchen garden, while standing watch.

The two in the house knocked over the stewpot and flour canister, then headed upstairs. They went into Mr. & Mrs. Jeffson's room and were about to take the baby when the door was opened by Emily. They lept out the window. One caught ahold of the trellis, but the other fell and was badly injured.

The two from the coop met with the two from the house and dragged the injured kobold, along with the remaining kobold, across the eastern field and into the woods.

Investigating the House

The house is a "foursquare design". The door opens into an entryway with stairs leading up to the second floor straight to the side. Directly ahead is a doorway leading to a parlor, while to the right is a door leading into the dining room and, beyond that at the back of the house, the kitchen. Upstairs are 4 bedrooms, one in each corner. Jefferson, his wife, mother-in-law, daughter, and baby are all in the parlor.

Note: Unless otherwise noted, DCs are for INVESTIGATION. Tracks in the flour are not clear enough for species identification, only size.

First Floor

Kitchen: There is an overturned pot with some stew around it on the floor, and a canister of flour was spilled.

- DC5: Tracks in the flour lead toward the dining room.
- DC15: There are multiple sets of tracks.

Dining Room: There are 5 chairs at the table. 2 of the places are still set. A chest in a sideboard along the wall contains flatware.

- DC10: There are flour track leading from the kitchen and into the entryway.
- DC20: There are multiple sets of tracks and they only go in one direction.

Parlor: 4 chairs are grouped around the fireplace. A writing desk is in one corner. There are no tracks here.

Entryway: Stairs leading up to the top floor.

- DC15: The footprints lead up the stairs
- DC25: There are multiple sets of tracks and they only go in one direction.

Second Floor

NE Bedroom: This room apparently belongs to Mr. and Mrs. Jefferson. It has a large bed with a small cradle at the foot. There is a bureau against the wall facing the foot of the bed and a wardrobe on the wall adjacent to the door. The window in this room is broken.

- DC10: There is blood on the window sill. There is a small jewel box in the top drawer of the bureau. It contains a gold chain (5gp) and what appears to be costume jewelry but is in fact is valuable--gemstones worth 50gp on earrings and a matching bracelet.

- DC15: Examining the area of the window: The window was broken from the inside. The trellis below the window has broken rungs.
- DC20:
 - (Just inside the door) The tracks from downstairs can be seen leading into this room;
 - (outside the window) The vines on the trellis have been disturbed and a large patch of disturbed ground is visible below. There is a pouch hanging from a branch just below the window. The pouch contains a rough onyx, worth 50gp and 10 copper coins.

NW Bedroom: This room contains another large bed and is currently used by Mrs. Jefferson's mother. This room also has a small washbasin on a stand near the bed, and a dresser at the foot of the bed, with a small chest on it

- The chest is locked--DC10 to pick. It contains a pair of gold earrings (25gp) and a seed-pearl necklace (50gp).

SE Room: This is evidently Emily's room. It contains a bed, nightstand, hopechest, and small chest of drawers.

- The top drawer of the chest has a bundle of letters tied in ribbon. They're love letters from a boy in a neighboring village.

SW Room: This is the son's room. It has a rumpled bed, wardrobe and nightstand in it.

- DC15: At the bottom of the wardrobe is a loose board--under this is a small dagger. DC15 INT roll for anyone with knowledge of woodland dwellers IDs it as kobold-make.

The Farmyard

Looking around, you see a fairly typical farmyard. There's a chicken coop surrounded by a narrow picket fence, a small pen and outbuilding for pigs, and just beyond the house, a large barn for other livestock.

There are two large fields nearby--one behind and northwest of the house is planted with wheat, another east of the farmyard is planted with barley. Both are fenced. A small apple orchard lies west of the house.

Beyond the eastern field is a wooded area extending to the north and east.

Investigating the grounds

Note: Unless otherwise noted, DCs are for Investigation. It has been dry for the past week, so the ground is fairly hard--SURVIVAL DCs have been adjusted accordingly. Tracks are in good enough shape for species determination as appropriate.

Around the house:

- DC10 PERCEPTION: The NE window on the upper floor has been broken.
- DC10: The ground below the window has been scuffed up.
- DC15:
 - There are tracks left by several creatures leading to and away from the area under the window.
 - There are broken rungs on the trellis and something is hanging from a branch of one of the vines growing up it.
- DC 20:
 - There is broken glass and blood on the ground under the window.
 - Tracks lead from the direction of the chicken coop, and towards the yard east of the house

Farm yard:

- DC5 PERCEPTION: The chickens seem unusually loud.
- DC10: The door to the chicken coop has been damaged. Closer examination shows (use original result)
 - DC10: It is a wooden door--heavier than one would expect. The latch is at the top, about 5' above the ground.
 - DC15: There are marks along the edge, caused by some sort of

sharp object like a dagger or sword.

- DC20: There is a broken dagger blade slightly under the edge of the coop.
- DC15: Something has been digging around the vegetable garden outside the kitchen. There are clear tracks here.
- DC20: There are tracks leading from the direction of the eastern field that split off towards the chicken coop and towards the kitchen, and from the back of the house towards the eastern field.

East Field:

- DC10 PERCEPTION: There is a break in the fence between the farmyard and this field. Walking around or across the field to the eastern side finds a similar break (DC20 to determine this from the west side).
- DC10: The cabbage plants nearest the opening show signs of trampling.
- DC15: The breaks in the fence hacked open as well as pulled apart.
- DC10 SURVIVAL: There are tracks leading across the field from between the two fence breaks.
- DC15 SURVIVAL:
 - The tracks indicate the tracks across the field are in both directions, and the eastward tracks show a creature was being dragged.
 - There are tracks between the break on the eastern side of the field towards the wooded area
- DC20 SURVIVAL: The tracks are in both directions between the field and woods, and the eastward tracks show a creature was being dragged.

The Woods

The woods are moderately dense, limiting your line of sight. The trees are mostly deciduous, but there are a few pine and cedar scattered amongst them. The undergrowth is thin enough to allow for easy passage.

Combined with the ample underbrush, visibility diminishes 30' from the observer--add 5 to any sight-based PERCEPTION DC for each additional 10' distance to an object, with automatic failure at 60' or greater. No trails are evident--these woods aren't often crossed, likely because of the ravine that runs through it, roughly SE to NW, becoming more shallow near the main road, and running out of the woods to the SE.

Following the tracks

Check every 50' for the party to stay on the correct trail. The kobolds have stopped in a small clearing (4 on Map 1). The one that fell from the window has died, while his fellow jumper is injured. The remaining three are arguing over what to do next. Visual encounter distance is 15' due to trees and underbrush.

Kobolds in the Clearing

Note: If the kobolds have detected the party, they will hide, leaving their dead companion in the clearing and wait for the party to leave the area, heading out just before dawn to return to their lair. Four live kobolds and one dead kobold are in a small clearing in the woods, near the edge of a ravine.

If the Kobolds have not detected the party, they can be heard arguing in Draconic. The argument is about what to do with the body of the dead kobold. One wants to hide it under leaves and abandon it. One wants to eat it on the spot. The third wants to butcher it and take it to the lair, and claiming they had butchered the baby to make it easier to carry. Meanwhile, the fourth is trying to patch up multiple lacerations caused by broken window glass.

If confronted or surprised, they will only fight long enough to be able to flee and hide.

If any are captured, they will cower and whimper, saying how hungry they are. They will not agree to lead the party to their lair.

Kobold Raiding Party

Stealth: +2, Passive Perception: 8

- AC: 12
- Speed: 30
- HP: 7, 8, 9, 4
- Attacks:
 - Dagger(Melee): +4, Dmg 4(1d4+2) piercing;
 - Sling (ranged): +4, Range 30/120, Dmg 4(1d4+2) bludgeoning

Treasure: 109 cp, 29 sp, 1 gem (sardonyx) worth 50 gp

Neighborhood Watch

Never underestimate the resentments and feuds that can develop in a community. But remember those can also be used to your advantage! — Anonymous, Intrigue and Infiltration, a Guide

Overview: If the party mentions kobolds to any adult in the village, they will be immediately directed to Silas Thistleberry's lodge SW of town (7 on Map 1), on the edge of the forest. If they haven't identified kobolds as being to blame, there is a cumulative 10% chance for every adult talked to in the village that they will be pointed them to Silas' lodge.

Talking to the Mayor or Hiram Jolly at the Village Hall will have them directed to the lodge, accompanied by Jolly. These are the only ways for the party to advance to the next stage, short of waiting for another Kobold attack. That will happen nights from now, and will succeed, with a baby taken from a cottage along the western road. Rain earlier in the day will make tracking the kobolds to their lair easy.

The Village Hall

Going to the Village Hall, either that night or the next morning will get the party an immediate meeting with the Mayor and Hiram Jolly. The Mayor wants this situation stopped, by thunder! He is very agitated. Hiram Jolly will step up and offer to lead the party to Silas Thistleberry's lodge (in the morning if it is still nighttime). The Mayor will start to say he'll pay anything to fix it, but Hiram will gently interrupt and offer the party 150 gp to solve the problem. Oh, and proof is required--a few kobold heads will suffice.

Negotiating with Hiram Jolly

+4 on all rolls by Hiram

- Success: An additional 10gp/party member
- Failure: Take it or leave it
- Failure by 5 or more points: The original offer will be reduced by 25 gp for every 5 points under.

Further pushing gets them kicked out of the hall--the village will handle it their own way. They've heard good things about a group based out of a nearby town...

Silas Thistleberry's Lodge

Silas Thistleberry's' lodge is larger you likely expected. It is 2 stories tall, constructed of planed logs with a clapboard roof. Set on the very edge of the forest that extends south and east of the village, a large veranda overlooks the creek that runs along the eastern edge of the village proper. A half-elf of middle years is sitting in a rocker, smoking a pipe. "I've been expecting you," he says, standing up and walking to the edge of the veranda as you approach.

Note: If the DM wants to include a safety net, then have Silas follow along a good distance behind the party and jump in if things look bad for the party in the Lair encounter, intervening when half the party members are down, or on the 5th round of combat.

Silas was expecting someone from the village to come to him, as he'd seen signs of kobolds in the woods of late and expected trouble eventually. He had tried to warn the Mayor a few days earlier, but was ignored. He feels bad about the attack on the Jefferson farm, but doesn't feel responsible to solve the problem. No one was hurt, and it's the Mayor's

job to protect the village, not his, particularly after the Mayor ignored his warning. If Jolly did not arrive with the party, he will arrive at the lodge at this point and extend the offer mentioned earlier. He will apologize to Silas for the Mayor's behavior. He will provide a hand-drawn map that will lead the party to where he believes the kobold lair likely is. If asked to help, whether by the party or Jolly, he will decline and say that the Mayor has to solve his own problems. Attempts at PERSUASION will not get him to go with the party short of a Critical Success.

Let's Meet the Neighbors!

Kobold: A small, bipedal creature, combining both humanoid and draconic characteristics. Very good with their hands, and surprisingly bright. Only a menace in large numbers. Taste like chicken.

—Harand of Pendwathy, *An Adventurer's Bestiary*

The forest here is denser than the wooded sections in the village, with visibility diminishing 20' from the observer--add 5 to any sight-based PERCEPTION DC for each additional 10' distance to an object, with automatic failure at 50' or greater. There is poison ivy everywhere off the trail/path--anyone with SURVIVAL or NATURE proficiency will recognize it without a roll, otherwise it is a DC12 check.

Through the Forest

A narrow game trail starts behind the lodge and runs generally east into the forest. The forest is mixed pine and deciduous, with dense underbrush, and is much denser than the wooded area near Jefferson's farm. There are birds and squirrels in the trees, and occasionally the noise of a larger animal can be heard off in the distance probably just deer. It is a warm and sunny day, but the heavy canopy of the forest keeps it cool and dim.

The first landmark on the map is about 2 miles in and is a lightning struck pine just north of the trail. DC10 PERCEPTION or SURVIVAL to spot it.

The track leads due south from this point for half a mile. Terrain from here to the cave entrance is difficult. Each person makes a DC12 DEX check (advantage if there is a Ranger in favored terrain) to avoid tripping and falling for 1d2 bludgeoning damage. With a Critical Failure, they also end up in a clump of poison ivy. The final landmark is a hollow stump next to a small spring and requires a DC15 PERCEPTION check to find it.

From atop the stump, a rocky outcrop is visible about 300 yards to the east, visible through a gap in the trees, with low hills rising beyond that to the southeast. The cave entrance is here. DC15 SURVIVAL finds signs of foot traffic between the spring and the cave mouth.

Optional: Random Encounter

Roll for a random encounter at each of the two landmarks and the cave entrance. On an 18-20, there is a kobold scout (6hp).

The kobold will attempt to hide from the party, and then circle around to the cave to warn the rest. It will not attack unless it is confronted.

Poison Ivy

- If a creature comes into contact with Poison Ivy, they must make a DC15 CON save or else they develop a reaction in 2d6+4 hours. On failure, for 1d4+1 days, all DEX ability checks are at disadvantage due to itching and pain.
- Use of an herbalism or healing kit will neutralize symptoms for 1d6 hours. Any type of healing or poison removal potion will immediately cure the reaction, as would any spell that removes the POISONED condition.

Note: If a Critical Failure is rolled on the CON save, the DM may opt to have the affected creature begin each day with 1 point of exhaustion due poor sleep from the reaction.

Into the Lair

Visible in the outcropping is the entrance to a cave. The cave mouth is higher than it is wide, opening up further in and going back into darkness. The floor appears to be a mix of dirt and stone, with leaves and small branches that have apparently blown in from outside.

Note: All references are to Map 2 in Appendix 1

The Cave

The opening leads to a cave (1 on Map 2). The cave mouth is about 8' wide and 6' high, while the cave widens to about 15' inside, going back 25'. DC10 SURVIVAL or DC12 INVESTIGATION of the cave floor near the entrance clearly shows traffic has been going in and out of the cave. The lighting is DIM once 10' beyond the cave entrance. At the back of the cave is a tunnel opening (2) that has been partly concealed behind some loose rocks and branches, and can be discovered with a DC10 INVESTIGATION check. Clearing this away exposes a tunnel leading off into the darkness. It is 5' wide and from 5'-7' high. It appears to be natural.

The Tunnel

The lighting in the tunnel is DIM. The tunnel gently slopes downwards, with slight bends to the right and left, and occasional side passages that quickly end. The floor is rocky, and the walls have clumps of a phosphorescent fungus. The width is about 6-8 feet for the first 60', and the ceiling 6' to 7' high. At about 50' in (3), a pair of kobolds are concealed in small offshoot tunnels. 110' further in, the tunnel widens into a small chamber (4), about 20' long and 15' wide. At the far end, wooden supports are seen that support an altered section of the tunnel. There is a pit (5) in the floor.

Timbered Tunnel

This section of tunnel has been enlarged and is supported by crude timbering. It is unlit and in DARKNESS. It is narrower than the prior tunnel, only about 4-6' wide. Timbers are placed about every 10' to help support the ceiling. 190' along is a rockfall trap (6), triggered by a tripwire. After another 100', the tunnel opens into a large chamber--the lair itself. The last 20 feet are DIM LIGHT.

Kobold Sentries

Stealth: +2, Passive Perception: 8

Note: The kobold with 8 hp has a +1 dagger

- AC: 12
- Speed: 30
- HP: 8, 7
- Attacks:
 - Dagger (Melee): +4, Dmg 4(1d4+2) piercing;
 - Sling (ranged): +4, Range 30/120, Dmg 4(1d4+2) bludgeoning

Treasure: 30 cp, 5 sp, +1 dagger

Trap: Pit

A 10' deep pit has been dug in the middle of the chamber and concealed by sticks and gravel.

- Detection DC: 10
- Disarm DC: NA
- Triggered: Each creature walking over the pit must make DC12 Acrobatics check. On failure, the creature and those within 5' fall through the flimsy covering and take must make a DC12 DEX save or take 1d6 bludgeoning damage, halved with save.

Climbing out of the pit requires a DC12 ACROBATICS or ATHLETICS check. On failure, take an additional point of bludgeoning damage as you take a tumble escaping.

Trap: Rockfall

A section of tunnel has been rigged with a tripwire to collapse, dropping rocks and debris on those within 10'

- Detection DC: 12 PERCEPTION, 10 INVESTIGATION
- Disarm DC: 12, roll with DISADVANTAGE if not proficient with Thieves Tools or Survival.
- Triggered: With a creak and then a crash, a timber gives way and rocks fall into the passage in a cloud of dust. Creatures within 5' on either side must make a DC15 DEX save or take 2d10 bludgeoning damage, halved on save.

The rockfall will block the passage requiring 10 minutes to clear and alerting the Kobolds in the main cave.

The Lair

Looking past the end of the tunnel you see a large cavern, lit by firelight. It looks to be more than 100' wide and extends back at least as far--a timbered barrier about 100' in obscures the rear of the cavern. There is a bonfire about 20' into the cavern

This is a natural chamber, with a small spring-fed pool in the center (7). It appears that the tunnel leading here may have been originally a fissure eroded by runoff from the pool during wetter times. The chamber is approximately 130' long by 110' wide. It is dimly lit by torches along the wall, and a 3 small fires 8, 9, 10). Lighting overall is DIM LIGHT, except within 60' of fires where it is BRIGHT LIGHT. At the far end there is a wooden barricade with a single opening--this is the Chief's domain (11). Lair treasure is located here, with the exception of gems which are carried on 5 of the kobolds. All the coins

Monsters

Initial Kobold Placement: There are 20 kobolds in this chamber--add in kobolds from the raiding party as combatants if they were not intercepted in the woods in Dunstable. 8 are non-combatants: there are 3 females, 2 children, 2 infants, and one elderly male. The kobold combatants are placed as follows:

- A is patrolling counterclockwise and will be NE of the entrance
- B, C, D are at the north fire
- E, F, G are at the southern fire
- H is patrolling clockwise and will be SE of the entrance
- I, J are stationed on either side of the opening to the Chief's area.
- K and the Chief are behind the barricade along with the non-combatants..

Note: *If the rockfall trap was triggered or if the party is somehow detected before reaching the lair entrance, A and H will be at the cavern entrance, B-G will be arrayed in an arc 30' back, and K will have joined I and J outside the Chief's barricade.*

Tactics: The chief and his 3 guards will stay out of the battle until half of the other combatants have been defeated or neutralized. At this point, they will all enter combat.

are here--the chief does regular shakedowns for those.

There are small bones scattered around--DC10 NATURE check identifies them as typical small mammals and birds, with a few chicken bones and one identifiable only with a DC15 or better roll as a pixie. The fire nearest the entrance is untended, but there are figures visible at the other two. DC15 PERCEPTION notes one kobold is 30' from the tunnel entrance, moving south.

11 Kobolds

Stealth: +2, Passive Perception: 8

- AC: 12
- Speed: 30
- HP (in alphabetical order): 8, 7, 8, 7, 7, 6, 8, 8, 7, 7, 6
- Attacks:
 - Dagger(Melee): +4, Dmg 4(1d4+2) piercing;
 - Sling (ranged): +4, Range 30/120, Dmg 4(1d4+2) bludgeoning

Treasure: Rock Crystal (50 gp), Turquoise (10 gp), Rhodochrosite (10 gp), Star Rose Quartz (25 gp)

Kobold Chieftain

Stealth: +2, Passive Perception: 8.

- AC: 13 (shield)
- Speed: 30
- HP: 12
- Attacks: May make 2 melee attacks or 1 ranged attack
 - Shortsword (Melee): +4, Dmg 6(1d6+2) piercing;
 - Sling (ranged): +4, Range 30/120, Dmg 4(1d4+2) bludgeoning
- The chieftain is equipped with Gloves of Missile Snaring

Treasure: 15 gp, 40 sp, 190 cp, 1 diamond (250 gp), Gloves of Missile Snaring

Consequences and Resolution

They say a job well done is its own reward. I say, are you an idiot? Satisfaction doesn't buy ale!
—Corwin Fredricksen, *Musings on a Life of Adventure*

Wrapping it Up

If Silas arrives, he will prevent the party from killing the non-combatant kobolds, saying he will find them a new lair away from settlements. If they have already killed them, however, they may have just made an enemy, or at the very least, an unfriend.

Presenting the head of at least the chieftain to the Mayor and Hiram Jolly will gain the party the promised reward, after subtractions for either of the optional encounters in the Inn. Jolly will also attempt to reduce it proportionately for any party member that doesn't return--oh, didn't they understand it was a per person reward? Rolls for the full promised reward are made with ADVANTAGE in this case. They will have the thanks of the Village and be welcome to visit anytime.

Returning without a kobold head will get them nothing--a deal is a deal! Silas' word is not sufficient. Threats or actual violence towards the Mayor or Jolly will put a name on their heads with the local constabulary.

Not returning at all gets them neither reward nor legal difficulties--they will be assumed to have died in the attempt, and Jolly will attempt to hire someone else to do the job.

XP Awards:

If using Milestones for advancement, this would be 1 complete milestone for a level 1 party, and 1 of 2 for L2/L3.

Monster XP: 4725

Bonus XP: If desired, the DM may choose to award bonus experience for various accomplishments along the way. These would be added to the total before it is divided amongst player characters

Possible Bonus XP:

- Tracking the surviving Kobolds: 50xp per stage, 150xp total
- Questioning them successfully: 100xp
- Getting to the lair without getting lost or suffering a mishap: 25xp first stage, 50xp next two, 125xp total
- Detecting and getting surprise on the sentries: 50xp
- Detecting and avoiding the pit trap: 25xp
- Detecting the rock trap: 25xp; defusing it: 75xp
- Getting surprise in the final chamber: 100xp
- Defeating the chief BEFORE without the assistance of Silas: 300xp

Potential Campaign Hooks

If desired, this adventure could be used in an ongoing campaign. Potential story hooks leading from this adventure could be:

- The kobolds have only recently moved into this area. What caused them to relocate? Possibly a larger tribe, a powerful monster, or the actions of an NPC.
- Assuming the party haven't alienated the Mayor and Hiram Jolly, they may have additional work for the party, if they are interested.
- Silas has bad relations with the village. Why is he still living here? He could be watching or waiting for something.

Appendices

Appendix 1: Maps

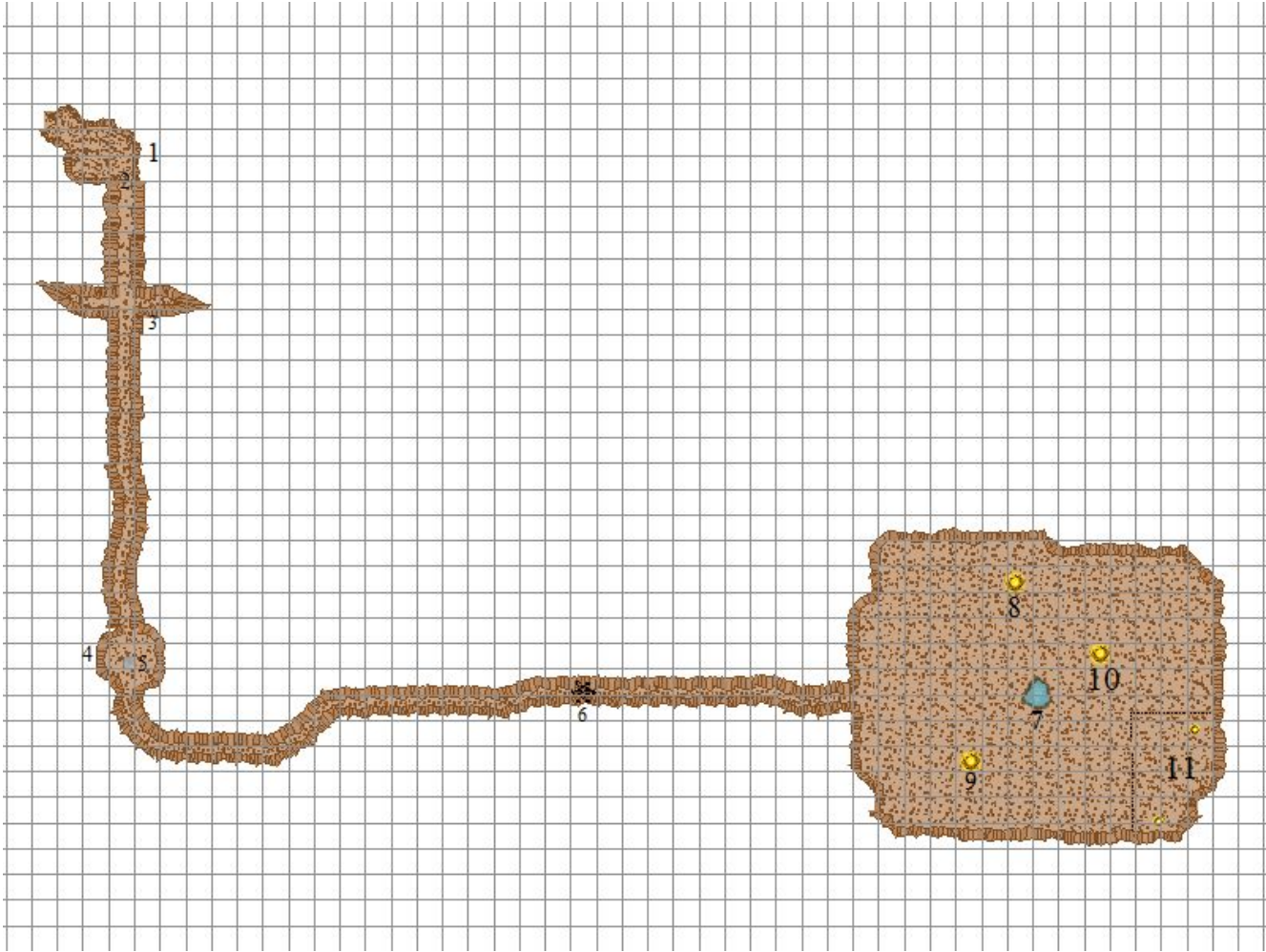
Map 1: Village of Dunstable

1 hex = 50'



Map 2: Kobold Lair

1 square = 10'



Appendix 2: Creatures

Kobold

Small humanoid (kobold), lawful evil

Armor Class: 12

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 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 Chieftain

Small humanoid (kobold), lawful evil

Armor Class: 14 (Leather)

Hit Points: 7(2d6)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(0)	15(+2)	10(0)	8(-1)	7(-2)	8(-1)

Senses: darkvision 60 ft., passive Perception 8

Languages: Common, Draconic

Challenge: 1/4 (50 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

Multiattack. The chieftain makes 2 melee attacks: one with its short sword and one with its spear, or 1 ranged attack.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 2) piercing damage..

Spear. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage OR *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. Hit: 4 (1d8) piercing damage.

Appendix 3: Magic Items

Gloves of Missile Snaring

Wondrous item, uncommon (requires attunement)

These gloves seem to almost meld into your hands when you don them. When a ranged weapon attack hits you while you're wearing them, you can use your reaction to reduce the damage by 1d10 + your

Dexterity modifier, provided that you have a free hand. If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in that hand

Dagger, +1

Weapon (dagger), uncommon

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