



Pest Extermination

A mining town in the Western Galena Mountains has had their mine taken over by kobolds. The kobolds are proving a problem to remove, so word has been sent to the nearby towns for anyone who is capable of removing these pests. Do you happen to be capable of such a task?

A 4-Hour Adventure for 1st-4th Level Characters

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appropriate for your group, you don't have to make adjustments.

Introduction

Welcome to *Pest Extermination*, a D&D Halls of Heroes adventure, part of the official D&D Halls of Heroes organized play system and the *Dark Journal Saga* storyline.

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 3**. 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

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. Familiarize yourself 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 battle maps.

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 Halls of Heroes, 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 the players don't finish too early; provide them with a full play experience.

Adventure Primer

Adventure Background

Recently a dark mist covered the surrounding areas in and around Phlan. These dark mists had blanketed the area and only after the death of Vorgansharax, the Maimed Virulence, did it lift. When the mist had vanished, a journal was left in Faerun. This journal was found by kobolds that were fleeing Phlan and took it with them to the Galena Mountains.

The kobolds although initially curious about it, found it undecipherable and indestructible. They ended up with a red dragon wyrmling in their care and with its aid took over a mine in the Western Galena Mountains. Since then the journal has been just a piece of the wyrmling's treasure trove.

Quartzwall Mine was operated by a nearby town, Mountainholm. It was one of their most productive mines so its loss has been really hard on the town. Miners have begun to move to other locations, and the town is becoming deserted.

Deriel, the local priest of Denier, is not interested in leaving the town. He has sent word to nearby cities about a job opportunity for those brave enough to rid the mines of kobolds.

Deriel, though, has a dark secret. He was born with a dark omen read at his birth. The seer predicted that Deriel will commit a dark act that will threaten the world. Deriel has lived most of his life in seclusion under watchful eyes for fear of such acts. He was married to a woman from the Ten-Town areas and they had a son. They moved to Mountainholm as it was a quiet and safe town, for the most part. He feels a dark presence that makes him worried about the kobolds in the mines. It seems to call to him.

Location and NPC Summary

The following NPCs and locations are featured prominently in this adventure.

Mountainholm. A small mining town located at the base of West Galena Mountains to the south-east of the Dragon Necropolis. It relies on the ore from its mine to be traded for food and other supplies.

Quartzwall Mine. A mine that has a bunch of rich veins of gold and other rare metals. Mountainholm relies on it for trading. Recently it was taken over by kobolds with a red dragon wyrmling.

Deriel (Day-ree-el). Priest of Denier, God of Writing. He is a very kind and passionate man who really loves his wife and child. He worries about the dark omen placed upon him at birth but keeps it to himself.

Ylva (Eel-va). Deriel's wife and the person who makes sure he is presentable every day. She loves Deriel a lot and is loved in return.

Quartzspeaker. The foreman of the miners for Mountainholm and also the acting mayor. A goliath with features of a stone giant but not the personality. He loves to talk and laugh with miners and visitors. He always has trusty Rockbreaker at his side, a maul that is a family heirloom.

Adventure Overview

The adventure is broken down into 3 parts:

Part 1. The party arrives in Mountainholm and meets Quartzspeaker, Ylva, Eric, and Deriel. Deriel gives them the job to kill kobolds in the nearby mine.

Part 2. Quartzspeaker guides the party to the mine but there is a goblin ambush on the way.

Part 3. The party clears out the mine of kobolds who seek to harass and trick the party. At the end, they face the boss, red dragon wyrmling, and a kobold scale sorcerer.

Adventure Hooks

The adventurers have been contacted by friends, family, or found a poster that has told them about the job opportunity in Mountainholm. Directions to the town are easy enough to get. Caravans pass near the town, although right now they don't stop at the town since the mine is closed.

Part 1. Welcome to Mountainholm

Estimated Duration: ## minutes

Mountainholm is pretty desolate at the moment. Most of the miners have left looking for work elsewhere but there are still around 10 miners inhabiting the village.

The players are greeted by Quartzspeaker, the leader of the town. He engages them by asking about why they have visited. When the job is mentioned, Quartzspeaker will guide them to Deriel's house. There they will meet Ylva and Eric, Deriel's wife and son. They should use this time to introduce characters and roleplay with Quartzspeaker, Ylva, and Eric.

DM Note: *Quartzspeaker, Ylva, Eric, and Deriel are all very important characters throughout the tier 1 storyline and in later tiers so the later events will have much more of an impact if you get the players to actually to get involved and know these characters. There will be choices later on that will be affected by how the players feel about these characters.*

General Features

Mountainholm has the following general features.

Terrain. Mountainholm rests at the base of the Western Galena Mountains. It is rocky, with sparse vegetation.

Weather. Although the sun is out, the air is cool and bitter.

Light. It is brightly lit.

Smells and Sounds. The area is quiet for the most part. The only sound in the area is when villagers decide to strike up a conversation but right now most are keeping to themselves.

A. Arriving at Mountainholm

As you come over the top of the hill you spot your destination. A grouping of stone buildings at the base of the Western Galena Mountains is known as the village of Mountainholm. You see a few miners loitering around. The mine's closure has put them all out of work.

As you get closer, a goliath comes out of the biggest building. Even for a goliath, this one is tall standing probably 9 or 10 feet tall. He seems to resemble a stone giant with grey skin and lanky limbs. He raises his arm and waves in your direction.

“Hail, travelers. What brings you to our small village?” he says with a smile on his face.

Mountainholm consists of 8 stone buildings. The biggest is the town hall and home to Quartzspeaker, the goliath foreman and de facto leader of the town. The second biggest is the barracks which houses all the miners who stay on a short-term basis. Any travelers are allowed to rest there. Currently, it is empty with the mine closed. The other six buildings are occupied by families who made Mountainholm their permanent home.

The goliath who greets the characters is Quartzspeaker (Goliath **commoner**). He stands nine and a half feet tall and has many physical characteristics of a stone giant. Quartzspeaker wears a white tunic with brown suspenders. On his back is a giant maul with runes carved into it. Unusual for most goliaths Quartzspeaker is very social and likes to chat with anyone who will listen.

Quartzspeaker will ask the characters what brings them to this far, out-of-the-way village. He will bring up the mine is closed, and he will talk about how most of the miners have left. Even the merchant who normally provides supplies to the town has left. He will try to get the players to tell him about their adventuring characters and their history out of innocent curiosity as he loves to hear tales from other places.

If the characters don't mention that they are here to clear out the mine initially, Quartzspeaker will invite them into the town hall, which also serves as his house. It is a two-story building and the bottom is for common use, while the smaller 2nd floor is used for Quartzspeaker's private residence. The first floor has a large rectangle table made of wood with 20 chairs around it. In the back left corner, there seems to be a kitchen of sorts. The rest of the area seems to be filled with cabinets and containers that are filled with correspondences with other towns, along with agreements made, and maps of mines that have been worked in the area. Quartzspeaker wouldn't be happy about characters going into his private residence, but if they do, they will find it pretty barren. There is a bed and wardrobe with nothing of interest up there. Quartzspeaker will offer all the characters a mug of poor quality beer, as it is all he has right now with the mine being closed.

If the characters don't mention they are here to clear out the mine after enough time Quartzspeaker will tell them that they look capable enough to do the job of clearing out the mine. Quartzspeaker will tell them that the local priest of the village is the person to talk to about it. Quartzspeaker will escort the characters to a

building a distance outside of the normal congregation of buildings.

On the way, Quartzspeaker will talk about how the priest is named Deriel, and that he worships Denier the god of writing. Deriel arrived 3 years ago with his wife Ylva and son, Eric. Since then he has been caring for the wounded in the village and dealing with most of the written work the town needed. His wife Ylva is a kind woman who often provides food to miners and travelers. Eric, their son, is super curious and talks about how he wants to be an adventurer. Quartzspeaker will warn the characters about how Eric will probably be relentless with questioning them about all sorts of stuff.

Deriel's House

Read or paraphrase the boxed text:

“Well, here we are,” Quartzspeaker says opening the door to the house. “Ylva I brought some people to see Deriel.”

The room you enter is very nicely decorated with a table in the middle and different assorted decorations seeming to come from far away locations. You see a plaque with runes on it, a brass dagger with flowery script carved on the edge, a piece of paper with script unlike any you have seen before and other oddities.

An Illuskan woman enters the room with pale skin and blonde hair braided down her back. She wears an outfit unusual for the area with a style common around the Ten-Town area in Icewind Dale. She comes in with a smile and a plate full of freshly baked bread.

“Deriel is out looking at the mine.” she says, “He should be back shortly. Here is some food while you wait.” She places the plate of bread on the table. Suddenly you hear small feet running through the corner, and a small child slams into the party.

He looks up at all of you with excited eyes. “You are all adventurers, I know it! Tell me all your adventures please,” he begs.

Eric, Ylva's and Deriel's son, is very persistent in wanting to know everything cool that the characters did or can do. If the characters seem reluctant to engage with Eric, Ylva will encourage Eric to have some bread and run along.

When Eric leaves, Ylva tells the characters that Deriel should almost be back. At this time they can talk to Ylva about her and Deriel, if they want to. She will explain:

- She lived as part of a tribe of Reghed barbarians that lived around Icewind Dale.

- The tribe often traded with a monastery of Denier, god of writing.
- They would provide furs and the monks and priests would provide food.
- Deriel was one of the priests who dealt with the tribe.
- Deriel took care of any wounds and played with the children and over time Ylva fell in love with him
- They were wed and within a year Ylva was expecting a child.
- After Eric was born they decided to move her after recommendations from other priests in the monastery.

When she finishes recounting how Deriel and she came to be here or if you need to keep the adventure moving, Deriel will show up.

The door opens and a man wearing robes with a symbol of Denier around his neck enters the building. He sees all of you sitting there and a look of surprise shows upon his face. After a second, he raises his finger into the air, “Aww yes, you must be here about the mine. Good heavens, I'm just not used to such a diverse crew of people in my house.” He sits himself down in the empty chair at the table.

“Ylva, you are such an angel for entertaining them while I was away. I don't know what I do without you,” he flatters his wife. She blushes and leaves the room. The priest turns to you. “Excuse me, let me introduce myself. I'm Deriel, the priest for this village. I want your help to save the village and in order to do that we need to get those kobolds out the mine.”

Deriel introduces himself by giving his name. He is the only priest of the village and worships Denier, god of writing. He cares for wounded both physically and spiritually. He then goes into the job offer:

- Kobolds have moved into the Quartzwall Mine.
- The village always had issues of kobolds moving into the mine and generally could be scared out of them
- This new group has proven to be really entrenched in the mine.
- Attempts to remove has resulted in people dying due to traps and ambushes set by the current group of kobolds.

He offers 20 gp per person to remove all the kobolds from the mine. He is really concerned as the village is quickly being deserted. The mine is the main source of trade goods for other cities like Glister and Phlan, in the

area. They use the ore they mined to trade for food and lumber. Without the mine, the people will starve or have to abandon the village. Deriel likes the village and does not want to see it deserted.

Other interesting points that could be brought up by dialogue with Deriel:

- It is obvious the kobolds did not come in from the entrance that the village uses. Deriel is sure they have another way in, but has not located it. Deriel actually had been out looking for it before he returned home.
- The kobolds seem very confident and Deriel knows this is because they have something powerful with them. This could be a powerful leader or monster.
- The kobolds seemed to know ahead of time that the miners were approaching when they tried to remove them. They either had a scout inform them or some other means that allowed the kobolds to detect intruders.
- Deriel also brings up that there are constantly more kobolds joining them in the mine. He stresses that constant pressure must be kept on them less they will be reinforced.

Development

If the characters agree to the job, Deriel will be very happy and will ask the characters to bring him anything unusual with the kobolds.. He has a feeling that they have gotten hold of something dangerous which worries Deriel. Quartzspeaker offers to guide the party to the mine. There is no merchant to buy any supplies from as the one merchant in the town left soon after the mine was closed. After the characters finish talking to Deriel and Quartzspeaker, Quartzspeaker will lead them to the mine.



Part 2- Galena Mountains are not a friendly place.

The path out of Mountainholm that leads to the Quartzwall mine is littered with rocks and boulders with little to no vegetation around. Ahead lies the peaks that are the Western Galena Mountains, white capped with snow all throughout the year.

The path you take was obviously used constantly although it shows only one set of footprints that are recent. The air is chill and it is very quiet, with the only noise being of you walking and sometimes sounds of rocks falling far off.

“Although we lie close to the supposed location of the Dragon Necropolis, we have never really had many problems in the area, besides monsters inhabiting one of our mines on occasion.”

Quartzspeaker says quietly to you, “Though I worry that because of our lack of activity, creatures might have moved into the area.”

Seeming to be a response to what he said, an arrow flies out. You hear words being screamed in an inhuman language behind the boulders in the area. You have walked into an ambush.

The players have walked into an ambush of a number of **goblins** equal to the number of players. Anyone with a passive perception of 13 or higher is not surprised and can act on the first turn.

Tricks of the Trade: *The area is strewn with boulders which the goblins use as full cover only jumping out to shoot at the players. They will not try to engage in melee and if forced to will use their bonus action to disengage (from their racial ability Nimble Escape). When half their numbers are killed the goblins will try to flee by jumping from boulder to boulder trying to stay out of sight.*

Quartzspeaker will stay out of combat unless he is threatened and then will try to fight with his +1 Maul. If he dies, his body can be brought back to Deriel who will back to life. This will poorly reflect on the party being unable to protect him.

Treasure

The goblins have coins and gems worth 50 gp.

Once all the goblins are dead or have fled, the party easily follow the path and can continue to the mine.

Part 3- Mine if we drop in.

The path ends at the entrance to what must be the Quartzwall Mine. All the mining equipment outside sit in a state of disuse and although you see lanterns on the side of the tunnel leading in, they are all out. The tunnel leading into the mine slopes down for about 100 feet, then becomes level, making it so you can't see into the first room.

If Quartzspeaker is still with the party, he will mention that they should be careful of the kobolds that are inhabiting the mine because they seem to be very smart and dangerous. If people want to look for the kobolds' secret way in they will need to do a **survival DC 13 party check**. This is due to the amount the ground that is needed to be covered in order to find the well-hidden entrance that the kobolds use to enter and leave. If they find the secret tunnel, small races can fit comfortably in the tunnel. Creatures of medium size must squeeze to fit in the tunnel. Large or bigger creatures can't fit in the tunnel. The path leads to room 13.

DM Note: Even if the party clears room 13 first, their job is to clear out all the kobolds so they will still need to clear all the other rooms to make sure they have killed them all. The kobolds once alerted, will try to use their traps to trap the players in room 13.

Otherwise, if the players enter from the main entrance they will enter start in area 1. Refer to Appendix A for the map of the mine. The kobolds in the mine are not going to fight to the death where they are situated. They want to harass and get the characters to fall into traps to weaken them up for their boss, a kobold scale sorcerer and red dragon wyrmling, that are in room 13. They know where traps are located and will avoid them easily when moving from room to room. Also there are tunnels in the mine that are specifically kobold sized. Small characters will find it tough to move through the tunnels and they are unpassable for medium sized characters.

Taking rests: If players decide to take any sort of rest in the mine they will find it impossible. The kobolds will make noise, throw rocks down the passage, and do whatever they to in order to aggravate the party. If the players decide to take any rest outside the mine the kobolds will reset the traps and move things around. If players take a long rest outside the mine replenish the kobolds to their original amounts. (12 kobolds, 1

*Kobold engineer, 2 kobold dragonshields)
Reinforcements don't reward xp.*

General Features

Quartzwall Mine has the following general features.

Terrain. Quartzwall Mine's entrance walls are smooth stone with a packed dirt floor. As you go deeper into the mine the walls become uneven and the dirt is replaced with gravel.

Light. The mine has no light and is in darkness.

Smells and Sounds. There is a little noise. Every now and then you can hear the sounds of yipping ever so slightly. There is a slight hint of a brimstone smell.

Area 1. Entrance Tunnel

The entrance tunnel leads 100 feet long and slopes gently downward before it becomes level and goes for another 50 feet. 20 feet before the end of the tunnel, there is a trap set to alert the kobolds of approaching hostiles. There is a 10-foot patch that has a bunch of arrow shafts covered by a tarp with dirt covering it. Any player who walks onto this patch will cause the shafts to snap alerting the kobolds in area 2 who will sound the alarm alerting all of the other kobolds in the mine. To find the trap, a player will either need to make a **DC 15 perception(wisdom) check** or have a **passive perception of 20 or higher**.

Area 2. Staging Area

The room you enter is full of mining supplies and rocks. In the middle of the room is mine cart track with a mincart sitting near the western exit. There is a winch on the east side of the room that seems to be used to bring the mine cart up the eastern shaft. There is a pile of rocks piled in front of the tunnel that leads north.

There are **2 kobolds** that are hiding behind the northern pile of rocks keeping watch for intruders. If the trap is triggered in Area 1, they will aim to ambush the characters as they enter and then run down the northern shaft (Area 4). Otherwise, they will act on the normal initiative using their action to make an attack and then going into area 4.

The mine cart can be moved and can be pushed down into Area 3 or 5. If moved into Area 3 it will set off all the traps located in that area. If pushed down Area 5, it will hit the boulder at the bottom destroying the mine cart, and hurting anyone riding inside for 3d6 damage. Because of the boulder on the tracks at the end of Area 5, the winch is inoperable.

The rest of mining gear in the room is in bad condition and is worthless.

Area 3. Western Minecart Track

This area consists of a minecart track that descends 20 feet into area 6.

This area is trapped with a very noticeable tripwire. The problem is there is so many of these trip wires that it is very tough to get through the tunnel without setting off the trap. To get through you need to make **3 consecutive DC 13 Acrobatics(Dexterity) checks**.

Any small character that crawls prone through the shaft can automatically pass through the trap.

If the trap is set off the roof collapses doing 2d6 damage to anyone inside the area. People on the edges can make a DC 10 dex save to jump into the neighboring area and take no damage. Anyone in the shaft when it collapses becomes buried, restrained, and start suffocating. An action requiring a **DC 10 Athletics(Strength) check** can clear out 5 feet of rubble. If a shovel is used, the check automatically passes. The trap also alerts kobolds throughout the mine.

Area 4. Pulley Shaft

This shaft used to have a pulley and ladder for moving stuff that was light enough along with being the path the miners took to get down to the lower level of the mine. When the kobolds moved in, they destroyed the pulley and ladder. They use ropes to go up and down the shaft and have set up a trap at the bottom of the shaft.

If the kobolds from Area 2 come into this area they will descend the shaft with the ropes then yank the rope out from under the rock (free object interaction) it was anchored to so there is no easy way to descend the shaft. Once they exit the bottom of the shaft they will pull a rope making a bunch of spears that were laid flat to raise up. This will create a spiked trap at the bottom of the shaft. Anyone who falls into the trap takes 2d10 damage. A character can descend safely down the shaft with rope and a **DC 10 Athletics(Strength) check**. The spears can be destroyed by attacking them (AC 15, 5 hp). Once 3 are destroyed, characters can safely reach the floor.

Area 5. Eastern Minecart Track

The minecart track leads down for 30 feet. The red dragon wyrmling has blocked off the entrance into Area 8 with a giant boulder. It requires people with a total strength of 30 and a **DC 15 Athletics(Strength) check** to move the boulder.

Area 6.

This area used to have a vein of precious metal in it but was mined out. It served as a storage area for the miners until the kobolds moved in. Anything of worth was taken by the dragon and is in Area 13. If the kobolds weren't alerted of the intrusion, there will be no kobolds in the room. If they were notified there will be **2 kobolds** in this room from area 8. They will try to surprise the characters and fire one shot each at the characters and then retreat into Area 7 heading to Area 10.

Area 7. Dummy Room

This room was one of the main mining rooms. The kobolds have set up a little dummy that looks like a kobold hiding behind some rocks. If kobolds were alerted of the character's presence, the trap will be ready. When the first character enters the room a **kobold** who is hiding in the tunnel to Area 10 will pull a string, making the crossbow fire (+2 to hit, 1d8 damage) at the first character.

The dummy is set up in such a way it is hard to see that it is fake requiring a **DC 13 Perception(Wisdom) check** to notice. Anyone who gets next to it will instantly notice. If a character gets next to the dummy, the kobolds in the tunnel to area 10 will pull a rope triggering a bunch of rocks to fall on anyone next to the dummy. Characters in range need to make **DC 11 Dexterity save** to avoid 2d6 damage or half on a save.

Area 8. Kobold Commons

This room was the main room for the mine. Now it is used by the kobolds as their common living area. If not alerted of intruders, there are **10 kobolds** in this room. If alerted, the kobolds spread out:

Area 6: 2 kobolds

Area 7: 2 kobolds

Area 10: 1 kobold

Area 11: 1 kobold

The rest will stay in room 8 attacking anyone they can see. If half their numbers die they will proceed to area 7 if possible, if not to area 11 heading to area 13. The kobolds in area 2 will reinforce them if they are still

alive. They have a clear shot at anyone who is coming down the shaft in area 4 and will use the opportunity to attack the character. They also have 3 alchemist fires with them (+4 to hit, 5/20 range, damage: the character hit takes 1d4 fire damage at beginning of their turn. The player can use an action to make a DC 10 dexterity check to end this damage by extinguishing the flames.)
Treasure: Any unused alchemist fires can be claimed by the characters

Area 9. Pitfalls Room

This room has 5 quicksand pit traps (marked with X on the map). It takes a **DC 13 perception(wisdom)** check to spot or a **passive perception of 17** to notice them. Anyone who moves on top of one of the hidden pit traps needs to make a **DC 13 Dexterity save** or falls into it. They become restrained (**escape check DC 13**) while in the pit. If any of the kobolds retreated back this far, between 1-2 will be waiting at the entrance to the tunnel that leads to Area 12, and will take a few shots at anyone who fell in the pit before retreating to Area 12.

Area 10. Greasy Oil Pit

There is a greasy oil slick in the middle of the room taking up a 10'x15' area. Anyone who enters it must make a **Dexterity save DC 13** or fall prone. Kobolds will be watching from around the corner in Area 9. If they see 1 or more people in the grease pit, they will throw an alchemist fire into the grease, igniting it. It burns for 2 rounds and deals 5 fire damage to anyone in the oil slick.

Area 11. The Engineer's Room

A **kobold engineer** made this room his laboratory, with tons of little gadgets and weapons in this room. Most of them are ineffective and serve no purpose but the kobold has made 5 alchemist fires which any kobold in the room will use when attacked. When the kobolds lose half their numbers they will retreat into area 13. The last kobold will collapse the stairs leading into that room, which will make a 30-foot drop into area 13.
Treasure: Any unused alchemist fire can be claimed as treasure.

Area 12 The Guardroom

This room is occupied by **2 kobold dragonshields**. They will stay in this room unless they hear combat coming from area 13 which they will then enter to defend their sorcerer and wyrmling. These kobolds will fight to the death in the guardroom, and any living kobolds that have made it this far will stay and fight

until both dragonshields die. Once both dragonshields die, any remaining kobolds will retreat to Area 13.

Area 13 The Dragon Hoard and The Sorcerer

Entering the room you find a giant pile of coins and gems lying in the back of the room. Lying on top of this small hoard sits a kobold with what looks to be fake wings crafted of wood and leather. He is petting what seems to be a giant red lizard. It raises its head alerted by your presence and you realize it is a very young red dragon.

A **red dragon wyrmling** and **Kobold Scale Sorcerer** occupy this room. Any kobolds that remain will be hiding behind boxes and wait for the sorcerer or wyrmling to issue the command to attack before doing so.

The wyrmling goes by the name of Valifurix and will congratulate the characters for making it this far. He will offer them the opportunity to leave alive if they surrender anything of worth they have to him and tell everyone that this mine is now his, forever. He is not interested in negotiating and anything other than agreeing to his terms will be met with him attacking. The sorcerer will allow the wyrmling to do all the talking.

When combat starts the sorcerer will use his **Dragon Grappler (wand of entanglement)** if all the characters are grouped up otherwise he will use scorching ray and chromatic orbs at the toughest looking character while keeping his distance. The kobolds in the room will attack once combat starts. The wyrmling will try to use his breath whenever it is up hitting the most amount of people he can with it or he will try to go for the character wearing either no armor or wearing leather if any, as he is an opportunist. At this point, all in this room will stay and fight to the death.

If players entered from the secret entrance the dragonshields from Area 12 will enter on the second round, moving to protect the wyrmling.

Treasure: The kobold scale sorcerer will have a wand of entanglement. The wyrmling's hoard is worth 500 gold.

In the hoard there is a strange journal in it, it has on its cover a mummified hand holding an eyeball. The text inside it is unreadable even to spells or class abilities that normally allow you to read any language. It radiates magic, but seems to be immune to the identify spell. Attempts to destroy it will not work and even if you leave it behind it will appear in the backpack of the last person who touched it.

Conclusion

The characters are hailed as heroes when they return from the mine after clearing out all the kobolds. With the food the village still has, the villagers put together a feast, with all who remain in the village attending.

Deriel gives the characters the reward as he promised.

At this point, the journal will fall out of the character's backpack in front of Deriel. Deriel is taken aback by it.

He senses the evil in it, but it is unknown what for. He asks the characters if he can have it, so he can find a way to translate the book. If the players refuse they find that the journal slips out of their hands and that it is unable to be picked up but by anyone besides Deriel.

Deriel says he will send the characters a request when he finds any more information about the book or ways to translate it.

Rewards

Make sure the players note their characters' rewards on the adventure log sheet. Give your name so players can record who ran the adventure.

Experience (Min/Max XP: 900/1200 EA.)

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 Rewards

Name of Foe	XP per Foe
Goblin	50
Kobold	25
Kobold Scale Sorcerer	200
Kobold Dragonshield	200
Red Dragon Wyrmling	1100

Non-combat Awards

Task or Accomplishment	XP per Character
Every room where a trap is avoided (max 2)	200

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
Goblin coins	50
Alchemist Fire	25 ea
Dragon Hoard	500
Deriel's reward	20 per a character

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 *Halls of Heroes Dungeon Master's Guide*.

Dragon Grappler (Wand of Entanglement)

Wand, Uncommon (requires attunement by a spellcaster)

This rod is covered in red scales that at the top has a dragon head with an orb in its mouth. When used instead of vines, dragon tails will appear and try to bind everyone in the area. There is a story of an evil wizard who sacrificed many baby dragons to create this wand, but there has been no confirmation if this is true or not.

Player Rewards

For completing this mission, the characters earn 10 downtime days and 1 renown for their faction.

DM Rewards

In exchange for running this adventure, you earn DM Rewards as described in the *Halls of Heroes Dungeon Master's Guide* (ALPG).

Appendix. Dramatis Personae

The following NPCs are featured prominently in this adventure:

Appendix. Monster/NPC Statistics

Goblin

Small Humanoid(goblinoid), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+)	10 (+5)	8 (-1)	8 (-1)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

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

Actions

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320., one target. *Hit:* 5(1d6+2) piercing damage.

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 attacks 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.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

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 10

Languages Common, Draconic

Challenge 1/4 (50 XP)

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attacks 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 or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

Alchemist 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.

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 Fire (see Dragon's Resistance below)

Senses darkvision 60 ft., passive Perception 11

Languages Common, Draconic

Challenge 1 (200 XP)

Dragon's Resistance The kobold has resistance to a type of damage based on the color of the dragon that invested it with power. (Fire was chosen.)

Heart of the Dragon. If the dragon 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 ft. of it. Any kobold that benefits from this trait (including the dragonshield) have advantage on its next attack roll.

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attacks 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 kobold makes two melee attacks.

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

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 9

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 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.

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attacks 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.

Red Dragon Wyrmling

Medium dragon, chaotic evil

Armor Class 17 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	12(+1)	11 (+0)	15 (+2)

Saving Throws Dex +2, Con +5, Wis +2, Cha +4

Skills Perception +4, Stealth +2

Damage Immunities Fire

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Common, Draconic

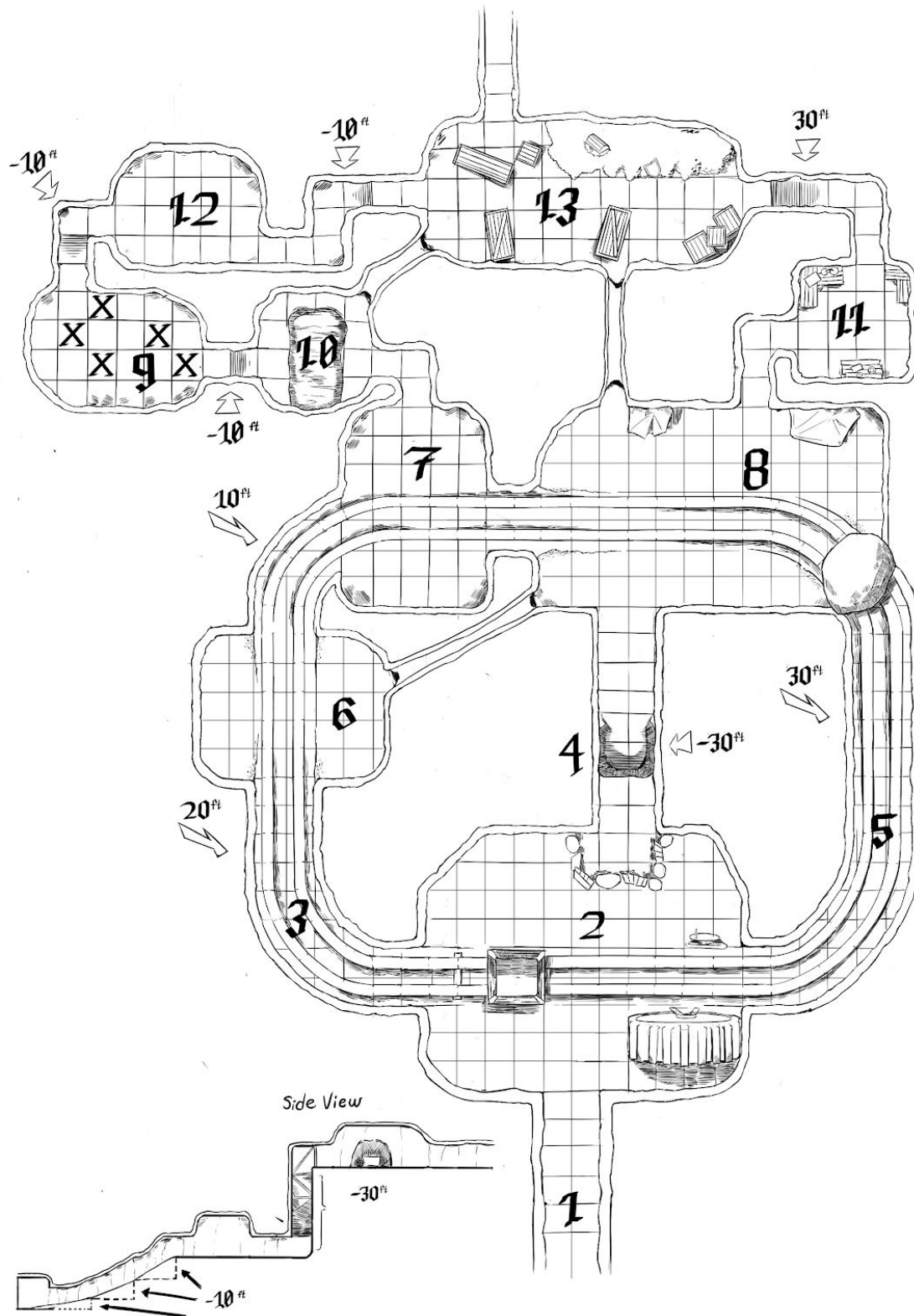
Challenge 4 (1,100 XP)

Actions

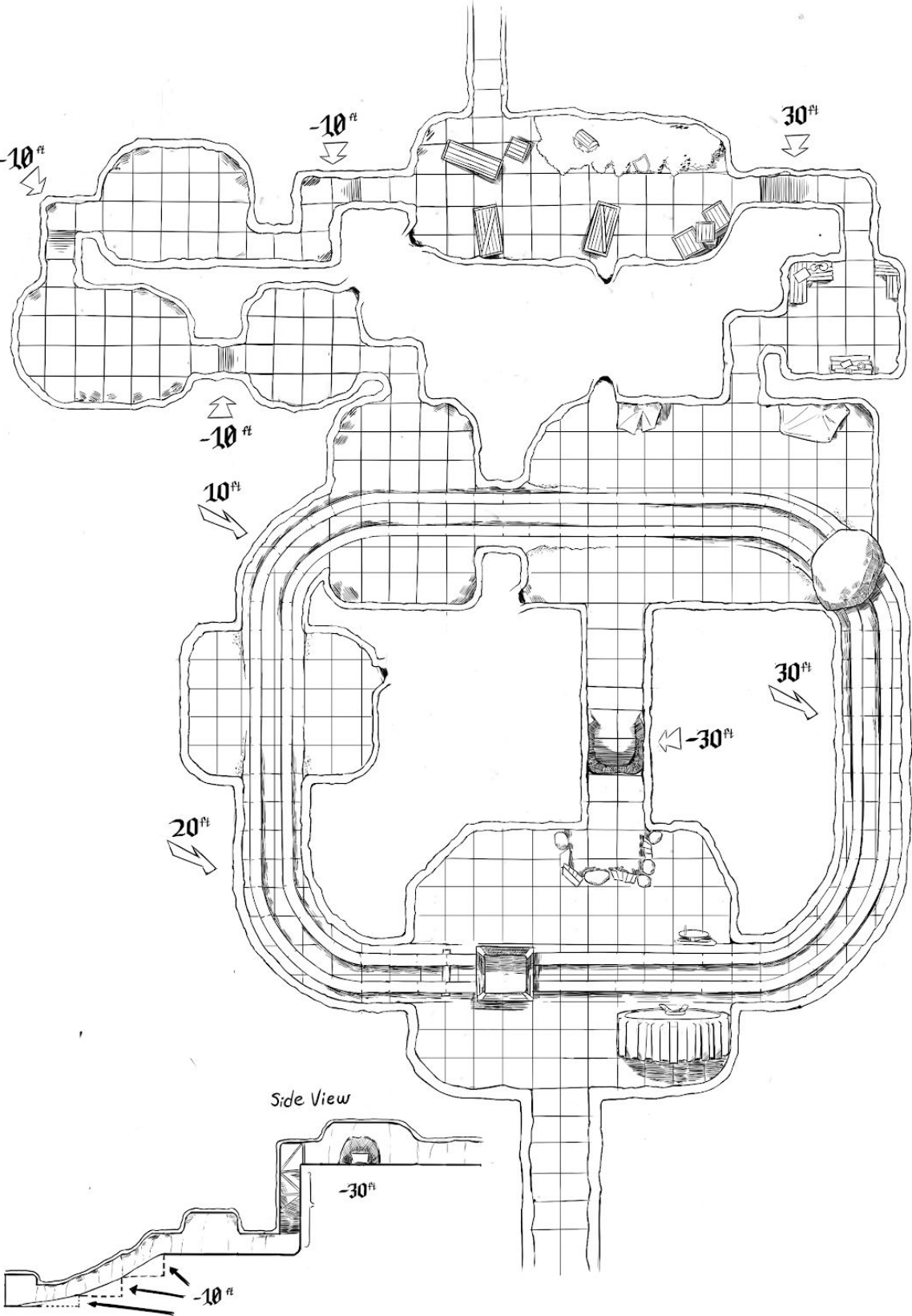
Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 3 (1d6) fire damage.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much on a successful one.

Appendix A. Mine Map (DM Perspective)



Dungeon Map (Player Perspective)



Player Handout 1. Magic Item

During the course of this adventure, the characters may find the following permanent magic item:

Dragon Grappler

Wand of Entanglement

Wand, uncommon (requires attunement by a spellcaster)

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to cast the *entangle* spell (save DC 13) from it.

The wand regains 1d6+1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

This rod is covered in red scales that at the top has a dragon head with an orb in its mouth. When used instead of vines, dragon tails will appear and try to bind everyone in the area. There is a story of an evil wizard who sacrificed many baby dragons to create this wand, but there has been no confirmation if this is true or not.

This item can be found in the *Tales of the Yawning Portal* page 229.