

An Urgent Rescue

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

A family has been abducted and the village of Myrehall needs help in getting them back.

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An Urgent Rescue.

DM's Background

This adventure is the third adventure in a mini-series which begins with "A Chance Encounter". The events of this adventure occur about a week after "The Mystic Circle".

The Village of Myrefall

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

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

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

In this adventure, the players will be called on by Chariz and the village mayor to rescue a family that appears to have been abducted.

The family was abducted by a sect of Kobolds driven by some hidden power. They are unusually bold and ruthless and do not show the typical timidity of kobolds. The adventure will lead them into a dark part of the Wolfpine forest.

The adventure takes part during late spring so harsh weather is not an issue.

Part 1 – An Urgent Summons

The adventure starts as the players are enjoying breakfast at the Bullfrog Inn. Suddenly the door bursts open and a young man comes running in and shouts.

We need help.

Something terrible has happened at the Holburn farm. The mayor and wizard sent me to get you. They are at the farmstead now.

Please hurry.

Assuming the players co-operate they will find the mayor at the Holburn farm looking worried.

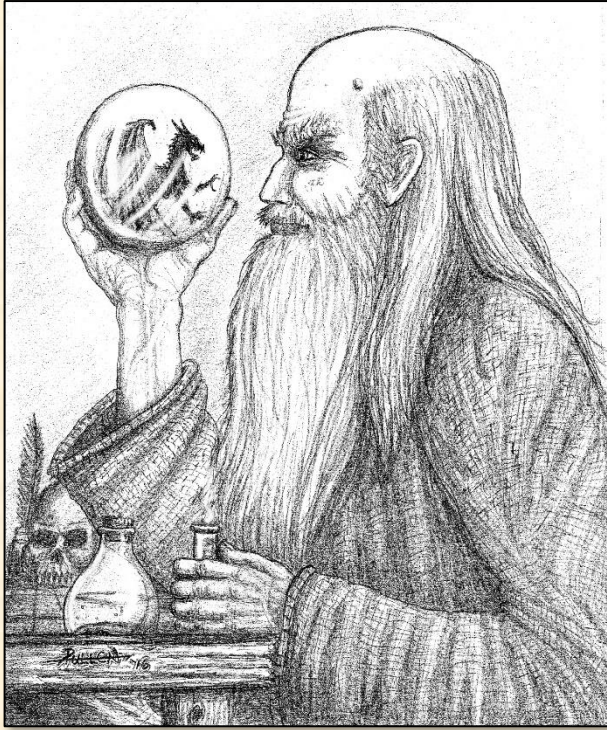
Ahh ... there you are.

Something has happened to the Holburn family. They are nowhere to be found and their house looks like it was broken into.

Chariz has gone to the tower to see if he can locate the family with his magic, as it appears they were abducted. If he is successful we will surely have need for your assistance.

Please, if you will ready yourself and meet me at the wizard's tower.

If the players ask for a reward the mayor will frown but offers them each a reward of 100 gold for the safe return of the family.



Part 2 – At the Tower.

As the player approach the tower they are meet outside by a weary looking Chariz and the mayor. Chariz speaks up.

I managed to use my magic to create a surprisingly detailed map of the area and locate the family.

This drained me completely and I will not be able to assist in the rescue operation until tomorrow.

Am I right in assuming that you are willing to help?

Should the players accept, Chariz will give the players the map and promises to follow them first thing in the morning.

Here is the map I made, the family is being held, alive thankfully, at this location.

(He points to the ruins southwest of Myrehall.)

I could not see who was holding them there, so please go quickly and free them.

He also warns them to tread carefully as the lives of the family may be at stake.

Part 3 – To the Rescue.

As the players are traveling to the ruins the notice that the light starts to dim as they enter deeper into the forest, becoming no more than that during the twilight hours.

As they are half way to the ruins, they notice around them heavy cobwebs, as if huge spiders have been spinning their webs. They also take note of the lack of birdsong. This will no doubt arouse suspicion in the players and if the players succeed a DC 12 perception check they will soon notice a couple of forest spiders preparing an ambush for them. If they fail, the spiders will drop on them with a surprise attack.

These spiders are unable to shoot their web at moving targets and rely on their agility and speed to hunt wildlife creatures and humanoids.

Forest Spider

Medium Beast, Unaligned

Armor class 13 (natural armor)

Hit points 15 (3d10)

Speed 30 ft, climb 30 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16(+3)	10 (+0)	4 (-3)	10 (+0)	4 (-3)

Senses blindsight 10 ft, darkvision 60ft, passive perception 10

Challenge 1/2 (100xp)

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to take an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

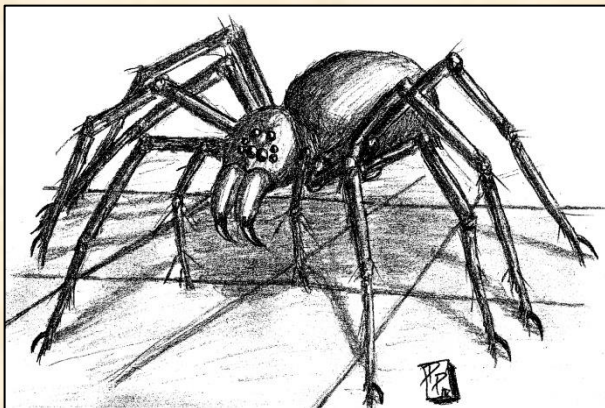
Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d6+1) piercing damage and the target must make a DC 11 constitution saving throw, taking 7 (2d6) poison damage on a failed throw, or half as much on a successful one. If the poison damage takes the target below 0 hit points the target does not die but becomes paralysed for one hour, even after regaining hit points.

Jump. The forest spider can take a bonus action to jump 10 feet.

The spiders have no sense of danger and will not flee, except from fire or bright lights.

If the players search the area after the battle they will find a spider den with some treasure. 28 copper pieces, 35 silver pieces, 15 gold pieces a necklace worth 50 gold pieces and a single Driftglobe.



Inside the den are also the desiccated remains of several wildlife creatures in addition to a couple of kobolds.

The remaining journey to the ruins is uneventful and they reach them as the sun sets in the sky, plunging the forest quickly into darkness.

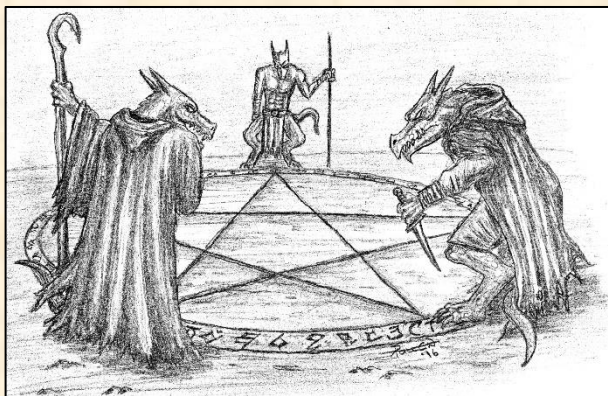
Part 4 – At the Ruins.

The ruins are that of an old settlement, with a few houses remaining mostly intact. As the player's approach, they see a large bonfire has been raised in the center of the ruins. On top of the bonfire is a huge caldron with heating water.

Around the bonfire, a group of 8 kobolds are chanting with one kobold leading the chant. The chant leader is dressed in a strange outfit that looks something like a cross between a butcher, a chef, and a waiter. Almost as if he studied the appearance of some fine restaurants staff and mixed it together.

After a few minutes of chanting the leader takes a single piece of vegetable, cuts it up with a huge cleaver and drops it into the cauldron, followed by more chanting. From the size of the vegetable pile the chanting will go on for half the night.

At another part of the ruins a kobold Scale Sorcerer and two heavily armed guards, which are Kobold Dragonshields, are preparing a ritual.



While the food preparation look somewhat comical, the actions of the kobold sorcerer seem more ominous. It is clear to the players that the Holborn family is to either be eaten or sacrificed, or both.

The kobolds are way to enthralled by the chanting and preparations to take much note of the surroundings unless the players do something to draw their notice and if attacked will be surprised for a couple of rounds.

The players have a couple of options now, they can attack, which might end badly, or they can scout around and see if they can locate the family which is being held in the shed marked A on the map.

If they attack the kobold stat blocks are in Appendix B. When recovered from their surprise they will all attack the players in a mighty frenzy and try to swarm them over as quickly as possible. Of course, a clever ambush by the players might do the trick.

Should the players defeat all the kobolds they will find on them a couple of 1st level spell scrolls (DM chooses the spell), a potion of greater healing and a total of 45 copper pieces, 54 silver pieces and 76 gold pieces.

The Scale Sorcerer also carries a finely crafted dagger which is a Dagger +1.

The Holborn family consists of parents with three children aged, 12, 8 and 4. They are terrified, bruised and battered, but physically unharmed. They are being held in a wooden cage that can easily be broken open with tools found in the shed.

If the players decided to sneak the family out go to part 5, if they attacked and won the battle go to part 6.

Part 5 – Fleeing the Scene.

The family is tired and hurt but they will do their best to escape, despite not being able to move quickly. The kobolds will not notice that the family is gone for a couple of hours at which point they will start searching.

As it is pitch dark and the family are humans they will need some source of light to move in the forest and will mention it if needed.

During the journey back to Myrehall, a group of kobolds will manage to catch up with the players and attack. They are noisy and frenzied so the players will get ample warnings of their approach and can set up an ambush.

If the players try to hide, the kobolds will be able to sniff them out unless they come up with an unusually clever plan.

The chasing group consists of four kobolds and a single kobold Dragonsshield which is leading them. See stat blocks in Appendix B. During the battle, if any kobolds make it past the players, the family father will protect his family with a wooden club he found in the house.

After the battle the family will try to move on but will only go at a very slow pace until morning.

Should the players pause to search the kobold remains they will find 25 copper pieces, 20 silver pieces and 31 gold piece.

Part 6 – Morning Dawns.

Regardless on how the event of the night turned out. As morning breaks the players will hear hoofbeats approaching from the direction of the village. Soon they will see the wizard and his two servants approaching. As he dismounts the wizard shouts.

Good grief, what a state.

Jerad, Balan, help the Holborns, get them mounted and lead them back to Myrehall, I will return with our friends.

He then approaches the players as the Holborn family is assisted onto the horses and lead away. He will also dole out a couple of healing potions to the players that are worse for wear.

I am glad to see you managed to rescue the family. So, tell me who abducted them and what transpired.

After the players tell him of the night's occurrences he becomes troubled.

What you tell me makes no sense. Kobolds don't do these things. They are for the most part small terrified creatures that prefer to be left alone.

First you meet a sorcerer and now another sorcerer accompanied by Dragonshields. This must mean a greater power is driving them from their lair, perhaps even a dragon posing as Kurtulmak

I must investigate this, but for now rest a bit and then we shall journey back to Myrehall together.

Part 6 - Returning as Heroes.

As the players return to Myrehall with the wizard they are greeted with some fanfare and many handshakes and hugs.

The mayor holds a small speech thanking them for their brave actions and offers them a permanent residence at a small house in the village if they wish. The house is conveniently located next to the wizards tower.

A great fest is then held in the evening in honor of the village heroes.

Should the players at any point return to the ruined village, they will find it empty. A careful search will reveal a small pouch containing 12 copper pieces and 34 silver pieces.

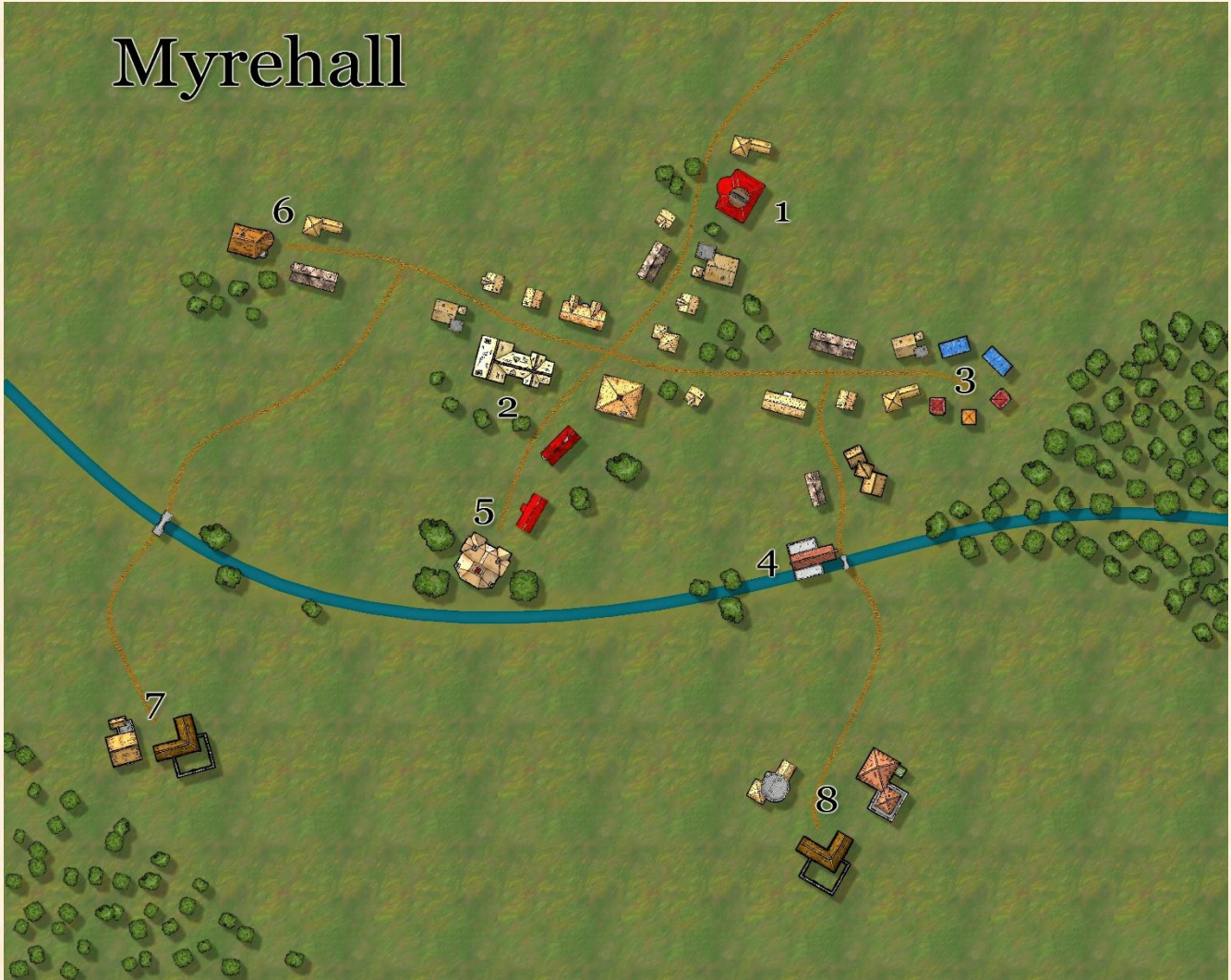
Experience Rewards

If the players completed the adventure they will get 250 experience points each and 600 experience points (500 from monsters +100 for being smart) divided between the players or 1000 experience points if they somehow killed all the kobolds at the ruins.

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

Appendix A: Maps

The village of Myrehall



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

The Wolfpine forest and surrounding area



Hamlet Ruins



Appendix B: Kobold Stat blocks

Kobold Scale Sorcerer

Small Humanoid, Lawful Evil

Armor class 15 (armor scraps)

Hit points 27 (5d6 + 10)

Speed 30 ft

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

Skills Arcana +2, Medicine +1

Senses darkvision 60ft, passive perception 9

Languages Common, Draconic

Challenge 1 (200xp)

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

Spells prepared:

Cantrips: fire bolt, mage hand, mending, poison ray

1st lvl (4 slots): charm person, chromatic orb, expeditious retreat.

2nd lvl (5 slots): scorching ray.

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

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

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

Actions

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

Kobold

Small Humanoid, Lawful Evil

Armor class 13 (armor scraps)

Hit points 5 (2d6 - 2)

Speed 30 ft

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

Senses darkvision 60ft, passive perception 9

Languages Common, Draconic

Challenge 1/8 (25xp)

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

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

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

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

Kobold Dragonshield

Small Humanoid, 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 resistances below.

Senses darkvision 60ft, passive perception 11

Languages Common, Draconic

Challenge 1 (200xp)

Dragons's Resistance. The kobold has resistance to 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 lighting (blue), 9-10 poison (green).

Heart of the Dragon:

If the kobold is frightened or paralysed by an effect that allows a saving throw, it can repeat the save at the start of his turn to end the effect on itself and all kobolds within 30 feet. Any kobold that benefits from this trait has an advantage on his next attack roll.

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 kobold makes two melee attacks.

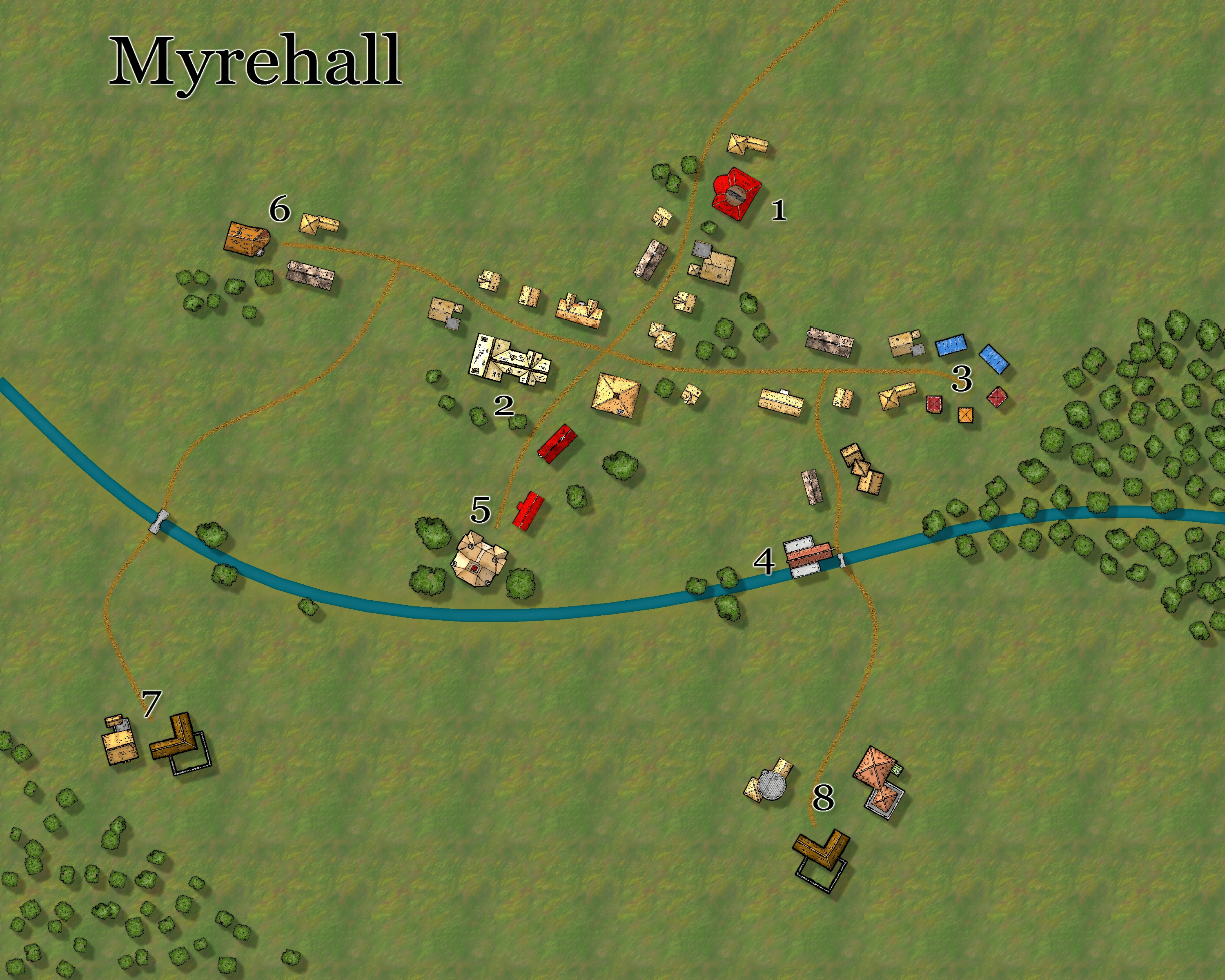
Spear. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. Or range 20/60 ft. one target. Hit: 4 (1d6+1) piercing damage.

Kobold Scale Sorcerer and Kobold Dragonshield are from Volo's Guide to monsters, pages 165 and 167.

Kobold is from Monster Manual page 195.

The Forest Spider is a homebrew.

Myrehall



Frostpeak Mountains



Talbot

Wolfpine Lake

Myrehall

Wolfpine Forest

16 miles

By Kristjan Matthiasson

Frostpeak Mountains

Talbot

Wolfpine Lake

Myrchall

Wolfpine Forest

Hamlet Ruins

