

One Man's Trash

A Living Tal'Dorei module for 1st to 4th level Players

Optimized for five 3rd level Players

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Play tested and perfected by the Critter Community

Adventure Background

Kymal is a bit of a rough and tumble city that rewards the quick and punishes the naïve. Being a city of used up mines turned Casino Vacation spot makes Kymal unique on Tal'Dorei. Gambling isn't banned but it is somewhat looked down on by most of the continent...when they aren't there. Luck goes both ways and sometimes a good halfling gets a bad deal.

Adventure Overview

- **Union Benefits:** Assume 15 minutes for time either before or at the end of the session for players to make use of James's spellcasting services. A player can purchase items either before or after the module but not both.
- **Part One: Asset Recovery (60 Minutes):** A call for adventurers has been put out by Rosie. When the party arrives at the Maiden's Wish they meet with Rosie and a down on his luck halfling merchant. His story is about a furniture deal gone awry.
- **Part Two: Outsourced (45 Minutes):** The Party makes their way to his cabin where Fineious met merchants from Ank'Harel. An investigation quickly teaches the players the place has more than they bargained for.
- **Part Three: Hostile Takeover (90 Minutes):** The Party crawls through an underground cavern that breaches into the cabin's basement.
- **Part Four: Net Gains (15-30 Minutes):** The Party makes their way back to the city of Emon after just clearing out a cave and finding Fineious' deed to his house. Now they are looking for answers or to relay information and get paid.

Adventure Hook

Rosie Wildheart is new in town and looking to hire some adventurers to help a fellow halfling who goes by Fineious who's down on his luck. He got a bad deal on some furniture and was drinking away his sorrows at a bar in her casino. Having some experience with Emon's adventurers she knows the quickest way to a group's interest is gold for a good deed. Any interested parties can inquire at the Maiden's Wish, a casino in the center of Kymal.

Union Benefits: Allow 15 minutes either at the start or the end of the adventure to allow players who have completed LT 2-1 A Real Estate to purchase items either from this list or **nonmagical** items from the Player's Handbook at list price. Only items from the Player's Handbook are purchasable with this story award.

First Level Spell Scroll (*arcane only*) 100gp

Second Level Spell Scroll (*arcane only*) 250gp

Bless Spell Scroll (*limit one per player*) 100gp

Cure Wounds Spell Scroll (*limit one per table*) 100gp

Hold Person Spell Scroll (*limit one per table*) 300gp

Speak with Dead Scroll (*limit one per player*) 100 gp

Potion of Healing (*limit one per player*) 50gp

If a character has the **Acolyte Background**, they may acquire 1 free first level non-healing spell scroll. The cost of any material component must be paid for.

Calculating APL (Average Player Level)

All our mods are balanced assuming 5 players of the level the mods are built for. If you have 4 players who are all level appropriate (in this case level 2) they would be doing the Weak versions of the combats. If you have 3 players, it would be Very Weak. If you have 6 players who are the level listed under the mod title, they would be Strong, or Very Strong if there are 7. Here's where it gets tricky though. Not all parties are created equal. Some work better together than others. Some party comps are stronger, and some players are more experienced. Some parties are loaded up on magic items where others may have people without any at all. This is where GM empowerment comes into play. If you run the first combat APL equivalent and the party stomps it feel free to bump the difficulty up or down one as you feel necessary.

RP Points and how to use them

RP Points represent the information the NPC should tell the group. They are only intended as conversation points and you are not limited to RP'ing just what's said, nor should you simply read them one at a time and move on. Use RP Points as a springboard for conversation and if any players aren't taking part in the discussion use one to engage a player who seems shy!

Awarding Inspiration

While the party is deciding what to buy with their Union Benefits take this time to check each character sheet and determine their Personality Traits, Ideals, Bonds and Flaws. Give them the chance to Roleplay at least one of these during the session and if they do award them One inspiration. Make sure to give every player the chance, but only award it once per player per module.

Part One

Asset Recovery

This adventure begins at the Wishing Well. It is a four-story building that appears to be undergoing construction. There are scaffolds on the outside, and workers all around but it is still open for business. The two guards at the door search and check all weapons (that they can find) before any of the party can enter the casino. If someone would like to hide a **small** (dagger or something of equivalent size) **weapon** they may make a **Sleight of Hand** skill check at DC 18. On a success the guards at the door are unable to find it. On a failure they find it and set it aside with the other weapons that were surrendered. Each person is given a ticket to recover their belongings on the way out. If anyone refuses to submit to a search they are not allowed into the Casino. Should that occur
Read the boxed text below.

With a resigned sigh a tower of a human gives you the same look he would give to a child.
“Look. We got people inside spending their money and we like that. There’s plenty of trouble out here and it’s my job to make sure it don’t get any closer. I’m just doin my job. There’s been a lotta crime lately and it looks like a turf war is kickin up, so this is a thing that’s happening. We’re not stealing your gear. You can pick it up on your way out. You’re adventurers, right? Rosie told us to keep a lookout for your type. Ask about her at the bar and someone will come to collect you.”
His explanation given its now on you to decide if you want to continue or not. While you’re standing there a few people walk up, get searched, give you an odd look and continue on inside.

Once inside and past the guards a grey drizzly day fades and the bright lights and loud sounds of people gaming, laughing, and enjoying themselves can be heard.
As the party takes in the scene read the boxed text below.

To your left are dice games. There are about a dozen people spread between six tables playing craps. Straight ahead there’s a section separated by a few steps and a rope ladder with more tables and what appear to be card games. To your right is a restaurant/bar. No one is sitting at the tables there but there are a few people at the bar, drinking away their winnings or their losses. As you approach the bar a Goliath woman gives you an appraising look and speaks a few whispered words to a younger looking Human woman. She puts down the glass she was cleaning and heads to a back room. Seeing her go she looks back at you and asks
“What can I get ya?”

If the party mentions they are here about work Hagga nods knowingly.

If the party asks about what drinks are available there are the following:

Ale at 1 silver per mug

Rosie's Choice at 5 silver per mug (It's an ale with a hint of cinnamon and mocha)

Whiskey at 2 silver per shot

Rum at 3 silver per shot

The Sandkeg's Hide at 35gp per shot or 350gp for a bottle

If anyone purchases The Sandkeg's Hide read them the boxed text below.

As it touches your lips they go numb in a matter of seconds. The smell translates into an acidic taste that cascades numbness down your throat as well. It is not a delightful flavor at all. Moving down into your stomach you realize the flavor never improves but it doesn't really matter as you can't feel much of anything.

While waiting for Rosie to come to the bar Hagga isn't opposed to some small talk. She's unwilling to share many details on the Casino or its operations though.

RP Points for Hagga

- So, where ya from? (Let the players describe where they came from)
- Been adventuring long?
- You all know each other? (If not give the players time to introduce themselves to each other)
- We used to be a mining town, but they dried up. Things were lookin bad till ol Calis Krishtan opened the Maiden's Wish.
- It made us a destination spot. Thanks to him our city is back and thriving two generations later. His grandson Jakur is the current Margrave, but if you ask me its really Prudence running the day to day and I'm happy for it. He's a bit of a fop.
- Any of you from Emon? **(If someone says yes read the next point, if not skip to the next one)**
- That's where Rosie is from. She got promoted to running this Casino a few weeks ago and I'm sure you noticed the changes on the way in. I guess her "natural flair" was a good fit for the Wishing Well? I can tell you she's an improvement on the last guy though. A real creep he was.
- I expect things will be busy around here soon. With the Skyport being built there's talk of Kymal becoming a trade hub for all Tal'Dorei. Kymal's a city on the rise for sure!
- Ever since the Union showed up, we've been getting more goods from far off places. (Looks at a player if they bought the drink and motions) Like the Sandkeg's Hide.

Hagga, Barmaid
A holdover from the days of previous Clasp management. She's jovial yet cautious. Her job requires a certain amount of empathy and cheer, but recent developments have put everyone on edge. A possible war between the Clasp and the Myriad has tensions high and Rosie made it clear adventurers are a resource, not a hinderance.

While enjoying drinks (if any were purchased) and taking in the sights and sounds Rosie makes her silent approach.

Read the boxed text below

A halfling woman wearing a black three-piece suit casually strolls up to the group. She has dark hair and brown eyes and is carrying a heavily bejeweled rapier at her hip.

“You lot seem like the rough and tumble type. Fancy yourselves adventurers? If so, follow me and I’ll give you a shot at proving it.”

With that she turns and starts walking towards a male halfling at the end of the bar.

“This here’s Fineous. Tell em what ya told me bud.”

At any point in this conversation a player may call for an Insight skill check on Fineous. If they make a DC 20 or higher give them the Whisper in the Boxed Text below

He seems honest...ish, but you get a sense that he’s embellishing some parts in the hopes of getting your help. For some reason he’s really overselling it.

RP Points for Fineous Shortbarrow

- I recently had an offer to purchase some furniture from Ank’Harel. Thanks to the Union showing up all sorts of new goods are available.
- I could cover the down payment but to afford it all I had to put my house up as collateral. I figured swanky stuff like what I saw would make up for the risk. Boy was I wrong.
- Not gonna lie I knew a lot of it was “knock off” antiques but the quality and craftsmanship were good enough that the price for it all was too good to pass up. I figured a few hundred gold could turn into a couple thousand.
- My contact was a guy who goes by “The Butcher”. Kinda weird for furniture I guess but Rosie perked up when I told her. She let me know he’s with the Myriad and said I should hire some adventurers. I said sure and she put out the call. Thank you for answering!
- I can offer each of you 100gp now and another 100gp each if you can return the deed to my house. There’s a bonus in it for all of you if you can bring me his head.
- We met at my house, which is two hours walk south of the city. (He gives the party directions and a basic description of the one-story house).
- The Butcher had a pretty good rep which is why I took the shot. Instead of the deal goin down though they attacked me! I barely made it out alive and wound up here. Thanks to Rosie I met all of you.

Fineous Shortbarrow

A stout halfling merchant who’s new to the city. He’s not being truthful to the party at all. In reality he’s attempting to lure them into a trap. The hope is to decrease the number of adventurers in and around Kymal. He’s secretly a Myriad agent and knows adventurers were instrumental in their defeat by Emon’s Clasp.

Part Two Outsourced

When the party is ready and heads out to Fineous's Cabin read the boxed text below

Following the Wildwood Byway south you are flanked by the Ivyheart Thicket to the south. It's a beautiful and warm spring day and the sun is shining. You aren't alone on the road as merchants and farmers are bringing goods to and from Kymal.

To follow Fineous's directions and find their way to his cabin in the woods ONE Player may make a **Survival** or **Nature** Skill Check at DC 14. Help and the Guidance cantrip may be used but only before any rolls are made.

On a success they can find the cabin without incident. On a failure they get a little lost and lose an hour circling back from some impassable forest.

Once they arrive at the Cabin read the boxed text below

While coming closer to the Cabin its hard not to notice an unnatural stillness in the immediate area. Grass gives way to fungus and rot as you close in on the building. You notice the nearby bushes and shrubs sway a tiny bit, almost as if they were aware of your presence. There are faintly humanoid forms lurking within and taking shape.

Combat

The blights understand common but cannot speak it and move to attack anyone that approaches the front door. Each different type of blights are grouped together on opposite sides of the party. They all attack as one wave.

Handle the Blights initiatives as groups. So, all the vine blights go at once, as do any twigs and so on. This will make running the combat easier overall.

Once combat has ended the party may choose to take a short rest if they need to. They aren't disturbed by anything under or around the cabin.

When the players are ready to investigate the cabin read the boxed text below

The cabin has signs of bleaching but is sturdy. It has a front and a back door and a few windows, all boarded up or blacked out. Both doors are closed and locked.

Adjusting the Encounter

Very Weak:

2 Twig, 2 Needle
Blight

Weak:

2 Twig, 4 Needle
Blight

Average:

4 Twig, 2 Needle,
2 Vine Blight

Strong:

4 Twig, 3 Needle,
3 Vine Blight

Very Strong

4 Twig, 4 Needle,
4 Vine Blight

Any single player may make an **Investigation** Skill Check at DC 13 on either of the doors. On a success they can see that the door is locked but not trapped. On a failure let them know the door is locked.

Once they are ready to enter, they have the option of 2 different Skills. They may use either **Thieves' Tools** to pick the door lock, or **Athletics** to kick it open. The DC for both skills is 13. If they succeed the door opens without incident. On a failure the door opens, but the kobolds inside become aware of the adventurer's presence and send word to the caverns below, ruining any surprise they might have had going forward.

The main room of the cabin is 30ft wide and 25ft long. If the party made their skill check, there are Kobolds in the room who move to attack. If the party failed the Kobolds hid in an adjacent room and attack the party when they enter, targeting the first people through the door.

Combat

If the Kobolds got the jump on the party give them Advantage on their Initiative roll. Depending on the strength of the party there might be Winged Kobolds. If so, have the regular Kobolds rush in first and let the Winged Kobolds hang back and use their ranged attacks until they no longer have Pack Tactics.

The last kobold standing will attempt to make a break for it to the bedroom and the hatch that leads to the lair below.

When the last blow is struck ask the player "How would you like to do this?" Let them describe their kill!

When combat ends the party may choose to search the bodies. If they do One player may make an Investigation Skill Check at DC 12. Help and Guidance may be used for this but only before any dice are rolled.

On a success they find:

5 gp per Kobold and a Potion of Healing.

On a failure they find:

5gp per kobold killed.

When the party is ready to move on read the boxed text below

The main room is empty aside from some smashed and overturned furniture. The only other room is the one the kobold made a break for. It looks like it could have been a bedroom, but there's a 3ft gaping hole, torn through the floor itself and leading into darkness below.

Adjusting the Encounter

Very Weak:
4 Kobolds

Weak:
5 Kobolds

Average:
5 Kobolds, 1 Winged
Kobold

Strong:
4 Kobolds, 3 Winged
Kobolds

Very Strong
6 Kobolds, 4 Winged
Kobolds

Part Three

Hostile Takeover

When going down into the tunnels ask the party who has darkvision, torches, or the light cantrip. There are no lights down here so players will be blind without some sort of light source. Once that is resolved and the party is ready to move into the tunnels, ask them if they are going left or right. If they go right, they will encounter rooms 1 and 3 first. If they go left, the first room they encounter will be 2. Should they forget or get a little lost let them make a Survival Skill Check at DC 10 to remember the paths not taken.

Read the boxed text below

As expected, the tunnel is completely dark. The walls and ceiling are dirt and anyone over 6ft tall must hunch over to walk forward. You can see signs of excavation, but you feel a faint breeze blowing a musty dank smell into your nostrils.

While moving through the underground lair use the room descriptions to describe the situation to the players. When they reach the traps or other colored squares refer to the key below to run those situations. It will be mentioned in order of appearance. The party enters at the square with the oval between room 1 and 2. The exit is the box with the arrow pointing up between rooms 9 and 4.

Room 1

This natural empty cavern is 15ft high and is pitch black. There are signs of excavation on the walls. The Purple Square and all future ones represent a bear trap lightly obscured on the ground. Should any player step on the square they must make a **Dexterity Saving Throw** at DC 13. On a success they pull their foot out before the trap snaps shut. On a failure they take 4 piercing damage and the trap requires an **Athletics** Skill Check or a **Strength Ability Check** at DC 14 to reopen it.

Hallway to Room 2 or 3

Brown squares represent caltrops on the ground lightly obscured by mud. If the party is moving ahead cautiously the person in the lead may make a Perception Skill Check at DC 14. On a success they see tips of the caltrops faintly reflecting light (assuming the entire party does not have darkvision) and can move them out of the way and clear a path. On a failure the player who stepped on them takes 2 Piercing damage.

Room 2

Read the boxed text below

This room is empty and has no light source. You no longer need to hunch over as this room opens to a 10ft ceiling. It is 15ft wide and 20ft long. There is a corridor 15ft ahead and to your right.

Room 3

Adjusting the Encounter

Very Weak:

3 Kobolds, 1 Kobold Dragonshield

Weak:

3 Kobolds, 2 Kobold Dragonshield

Average:

4 Kobolds, 2 Kobold Dragonshield

Strong:

5 Kobolds, 3 Kobold Dragonshield

Very Strong

5 Kobolds, 4 Kobold Dragonshield

When the players enter the room read the boxed text below

Even before entering the room you can hear the sounds of creatures at work. The rhythmic clinking noises of pickaxes against a stone wall are accentuated with high pitched squeaky voices in a language that isn't common.

Combat

This room is 25ft wide and 45ft long. Only one of the kobolds becomes aware of the party as they enter but its screeched warning alerts the others. Since there is no other exit from this room they will fight to the death.

When the killing blow is struck ask "How do you want to do this?"
Let the player describe their kill!

If the players think to check the bodies One Player may make an Investigation Skill Check at DC 12. Help and Guidance may be used but only before any dice are rolled.

On a success they find:

5gp per body, Flask of Oil, Healer's Kit

On a failure they find:

5gp per body

Hallway Between Rooms 2, 5, 7, 8

The players first encounter another Bear Trap. If they mentioned they are looking for traps whoever is in the lead may make a **Perception** Skill Check at DC 13. On a success they spot the trap and can avoid it. On a failure the lead player steps right onto it. If that happens, they must make a **Dexterity Saving Throw** at DC 13. On a success they pull their foot out before the trap snaps shut. On a failure they take 4 piercing damage and the trap requires an **Athletics** Skill Check or a **Strength Ability Check** at DC 14 to reopen it.

Room 4

This room is deeper in the lair depending on the path the players took. Its listed here in number order but it probably won't be explored until after rooms 5 through 9. If you're pressed for time this room is optional.

This room is full of mushrooms in various states of growth. The walls and floor are covered with them except for small foot paths you assume the kobolds cleared out.

Any player who is proficient in **Nature** may make a skill check at DC 12. On a success they know the mushrooms are non-toxic and edible. On a failure they know the mushrooms aren't toxic. Help and Guidance may be used but only before any rolls have been made.

Hallway Between Rooms 7 and 4

The black squares represent a pit trap dug 10ft into the ground. If the party has been searching for traps (they really should be by now) its easily spotted ahead of time and can be avoided. If not, the lead player must make a **Perception** Skill Check at DC 13. On a success they see it before walking in. On a failure they go face first right over the edge and take 6 Bludgeoning damage. Exiting the pit is easy enough if the party has rope or proper planning.

Room 5

Sleeping Quarters

Both entrances/exits to this room are guarded by Pit Traps. If the party mentions they are/have been searching for traps (If they say it once at the start of the lair you can assume they continue to do so all the way through) the player in the lead may make a **Perception** Skill Check at DC 13. Help and Guidance may be used but only before any rolls are made. On a success the pit is spotted and can be stepped around. On a failure the player falls 5ft and takes 3 Bludgeoning damage. Getting out of the pit is easily accomplished.

When the players actually enter the room read the boxed text below

This room appears to be a sleeping area. There are mats made of straw and thin blankets scattered across the room. You see 3 dented footlockers sitting near some of the mats. Dim light is filtering into the room from the next room ahead.

The players don't need a skill check to determine that the footlockers are locked but not trapped. They can be opened with a 'Thieves' Tools Skill Check at DC 12. Help and Guidance may be used but only before any dice are rolled. On a success they open without breaking. On a failure they break but it does not affect much. Two of the footlockers have trinkets and knick knacks (that can be what breaks) but the third has a 50gp Garnet.

Between Room 5 and 6 is another Pit Trap

The player in the lead may make a **Perception** Skill Check at DC 13. Help and Guidance may be used but only before any rolls are made. On a success the pit is spotted and can be stepped around. On a failure the player falls 5ft and takes 3 Bludgeoning damage. Getting out of the pit is easily accomplished.

Room 6, Nursery

When players enter the room read the boxed text below

This room has the same dimensions as the sleeping quarters. Instead of straw mats though there are two small smoldering campfires glowing dimly. Around each of them are two Kobold eggs.

If the players attempt to investigate the eggs let one player who is proficient make a **Nature** Skill Check at DC 13. On a success they realize the eggs have not yet hatched but will very soon. On a failure they can figure out the eggs haven't hatched yet but are unsure when they will. This might create a bit of an RP moral dilemma for the party. If they argue about whether to smash the eggs that's fine let them. Letting the kobold eggs survive or not is entirely up to the party.

Room 7, Compost Room

If the players entered from the hallway between rooms 2, 5 and 7 they walk into a snare trap. If they entered from the opposite side (the hallway between 4 and 7) there are no traps and the snare is visible and easily avoided.

If entering by the snare trap the lead player may make a **Perception** Skill Check at DC 14. If it has already been established that they are searching for traps they may make this check with Advantage.

Help and Guidance may be used, but if the player already has Advantage using the Help action provides no additional benefit. Guidance must be called before any rolls are made.

On a success the snare trap is spotted and can be disarmed with a **Thieves' Tools** Skill check at DC 13. On a failure it snaps as it's cut and whips into the person disarming it dealing 1 slashing damage.

When players enter the room read the boxed text below

This pungent room is a natural cavern with a 15ft high ceiling. You can see some faint light filtering in through cracks in the ceiling, but any fresh air is overpowered by the garbage smell. In the back corner is a massive pile of bones and waste.

Room 8

This room is guarded by 3 bear traps and the remainder of the Kobolds.

In the back of the room sits a makeshift altar. When you enter one of them gives all of you a sour look and speaks to the others. They all pull out ranged weapons.

When they enter read the boxed text below

If anyone in the party speaks Draconic, they understand what was said.

“Let them walk over the traps to get to us.”

Combat

The Kobolds are towards the back of the room. They let the Scale Sorcerer cast spells at the party trying to draw them into the bear traps. When the killing blow is struck as the player “How do you want to do this?” Let the player describe their kill!

No investigation roll is necessary to loot this room.

Adjusting the Encounter

Very Weak:

3 Kobolds, 1 Kobold
Scale Sorcerer

Weak:

3 Kobolds, 2 Kobold
Scale Sorcerer

Average:

4 Kobolds, 2 Kobold
Scale Sorcerer

Strong:

5 Kobolds, 3 Kobold
Scale Sorcerer

Very Strong

5 Kobolds, 4 Kobold
Scale Sorcerer

The party finds the following:
75gp in non-diamond gemstones
625gp
Periapt of Wound Closure
Potion of Healing, Potion of Gaseous Form, and a Potion of Mind Reading
A deed to a house in Kymal signed by Fineous Shortbarrow

Room 9, Dining Room

When players enter the room read the boxed text below

This room is a long natural cavern, 10ft high. With 4 piles of food on the floor. It is easy to tell they have been picked at over time. The largest of the piles has a swarm of insects surrounding it. When you enter the room, they move from the now obvious corpse and begin coming towards you.

Combat

The swarm/swarms have nearly stripped all the edible bits from the corpse and are ready to move on to the meal that just arrived.

When the killing blow is struck ask that player “How do you want to do this?” Let them describe their victory!

When combat has ended any player who is proficient may make an **Investigation** Skill Check at DC 13. Help and Guidance may be used but only before any rolls are made.

On a success they find the following:

50gp
1 suit of Studded Leather Armor
1 rapier, 1 dagger, and a weeks’ worth of spoiled hard rations

If the roll succeeded with a 20 or higher read them the boxed text below as a whisper.

On the body there’s a patch sewed into the clothes that’s hard to spot. Tucked into the underside is a symbol. It looks like a stylized rapier with a C drawn through the blade.

Anyone who is with the Clasp recognizes this symbol.

At this point everywhere has been explored and the party is clear to exit the cavern and return to the Wishing Well

Adjusting the Encounter

Very Weak:
1 Swarm of Insects

Weak:
1 Swarm of Insects

Average:
2 Swarms of Insects

Strong:
2 Swarms of Insects

Very Strong
3 Swarms of Insects

Part Four Net Gains

This part picks back up with the players returning to the Wishing Well.
When they are ready to begin read the boxed text below

Upon returning to the Wishing Well you see the same two guards standing at the door. They recognize you and let you pass without a search. When you walk through the door, they point you towards the bar. Standing there waiting for all of you is Rosie, rapier on her hip and frown on her face.

RP Points for Rosie

- So, it's a bit of a good news/bad news situation. Good news is you made it back and that proves you got what it takes.
- Bad news is that I heard you walked into a trap and gotta be honest I feel bad about that. Since I'm the one who put out the call, I'll cover the 100 each you're owed. Think of it as an apology and a down payment towards future jobs.
- That schmuck Fineous is apparently with the Myriad.
- After you left, I talked to one of my associates and they let me in on the thing. Seems like that house is a trap they lure people to from time to time.
- Speaks well you came back! I see great things for all of us on the horizon. We'll kick em right where it hurts, I promise ya! Sooner or later the right plan will come along, always does.
- (If the party mentions the symbol found on the body read this point. Otherwise disregard it) Can't say for sure who it was you found; we suffered a buncha losses that first month. I'll chalk it up to those Myriad turds for sure though.

When the party is done talking to her and have been paid read the boxed text below.

She thanks all of you and starts walking away from the bar. With surprising sound, she calls out towards a Goliath and an Elf. "Johnny, Dan! Over by me we got stuff to plan". The elf has just enough time to spit out "My name isn't" before Rosie cuts a finger at him saying "Doesn't matter. Time to call some meetins, let's see if you're just talk." Anything else she's saying gets lost in the sounds of the casino.

Spireling Rosie
A veteran of the Vecna conflict in Emon. Her rallying of the Clasp to other factions and adventurers kept them above water. Running Kymal's faction is her next step up and she knows the secret trick. If you need someone or a group destroyed send adventurers at them. She's jovial but crass and is always ready for a fight.

Experience Summary

- **Social:** If the party roleplayed with each other and had a good time award them each 300XP
- **Exploration:** If the party found the deed and took it with them give them each 300XP
- **Combat:** If the party cleared out all Kobolds in the lair award each player 300XP

In addition, each player earns 1 Honor and 10 Off Hours

GM Rewards: XP 450, 1 Honor, 10 Off Hours, 250gp

Magic Item Rewards

Potion of Gaseous Form

Potion, Rare

When you drink this potion, you gain the effects of the *gaseous form* spell for 1 hour (no concentration required) or until you end the effect as a bonus action. This potion's container seems to hold fog that moves and pours like liquid.

Potion of Mind Reading

Potion, Rare

When you drink this potion, you gain the effects of the detect thoughts spell (save DC13). The potion's dense, purple liquid has an ovoid cloud of pink floating in it.

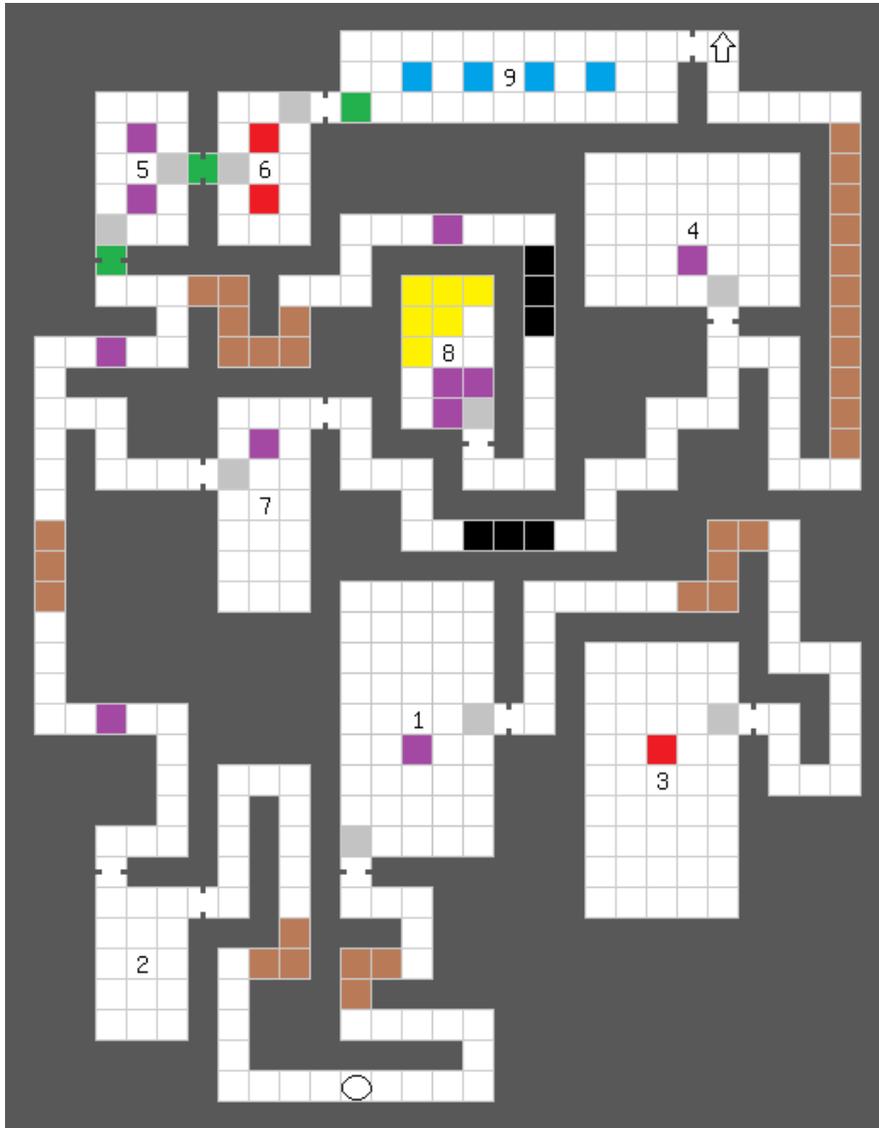
Periapt of Wound Closure

Wondrous Item, Uncommon (requires attunement)

While you wear this pendant, you stabilize whenever you are dying at the start of your turn. In addition, whenever you roll a Hit Die to regain hit points, double the number of hit points it restores.

Handing out magic items: If the players can decide between themselves and no one has any objections, this method of handing out items is allowed. If not, the first step is to ask players for their item counts. If multiple people have the same count you may check their logs to confirm. The person with the lowest item count gets the item. If 2 or more people are tied, they roll a d20 and the highest roll gets the item. The person receiving the magic item can determine the type of weapon and it must be logged immediately.

The Kobold's Lair: Each box is a 5ft square



Enemy Stat Blocks

Needle Blight

Medium plant, Neutral Evil

AC 12, HP 11, Speed 30ft

Str 12 (+1), Dex 12 (+1), Con 13(+1), Int 4(-3), Wis 8(-1), Cha 3(-4)

Condition Immunities: blinded, deafened

Senses: blindsight 60ft (blind beyond this radius), passive Perception 9

Languages: understands common but cannot speak

Actions

Claws. Melee Weapon Attack: +3 to hit, reach 5ft. Hit: 6 piercing damage (Critical 9)

Needles. Ranged Weapon Attack: +3 to hit, range 30/60ft. Hit: 8 piercing damage (Critical 12)

Vine Blight

Medium plant, Neutral Evil

AC 12, HP 26, Speed 10ft

Str 15 (+2), Dex 8 (-1), Con 14(+2), Int 5(-3), Wis 10(+0), Cha 3(-4)

Condition Immunities: blinded, deafened

Senses: blindsight 60ft (blind beyond this radius), passive Perception 9

Languages: understands common but cannot speak

False Appearance. While the blight remains motionless, it is indistinguishable from a tangle of vines

Actions

Constrict. Melee Weapon Attack: +4 to hit, reach 10ft. Hit: 9 bludgeoning damage (Critical 12), and a Large or smaller target is grappled (escape DC 12). Until this grapple ends the target is restrained, and the blight cannot constrict another target.

Entangling Plants (Recharge 5-6) Grasping roots and vines sprout in a 15-foot radius centered on the blight, withering away after 1 minute. For the duration that area is difficult terrain for nonplant creatures. In addition, each creature of the blight's choice in that area when the plants appear must succeed on a DC 12 **Strength Saving Throw** or become restrained. A creature may use its action to make a DC 12 Strength Check, freeing itself or another entangled creature within reach on a success.

Twig Blight

Small plant, Neutral Evil

AC 13, HP 4, Speed 20ft

Str 6 (-2), Dex 13 (+1), Con 12(+1), Int 4(-3), Wis 8(-1), Cha 3(-4)

Skills: Stealth +3

Damage Vulnerabilities: Fire

Condition Immunities: blinded, deafened

Senses: blindsight 60ft (blind beyond this radius), passive Perception 9

Languages: understands common but cannot speak

False Appearance. While the blight remains motionless, it is indistinguishable from a tangle of vines

Actions

Claws. Melee Weapon Attack: +3 to hit, reach 5ft. Hit: 3 piercing damage (Critical 5)

Kobold

Small Humanoid, Lawful Evil

AC 12 (Natural Armor) HP 5, Speed 30ft

Str 7(-2), Dex 15(+2), Con 9(-1), Int 8(-1), Wis 7(-2), Cha 8(-1)

Senses: passive Perception 8

Languages: Common, Draconic

Sunlight Sensitivity: While in sunlight Kobolds have disadvantage on attack rolls and Perception based on sight.

Pack Tactics: The Kobold has advantage on an attack roll against a creature if at least one of the kobold's allies are within 5 feet of the target and is not incapacitated.

Actions: The Kobold makes 1 Dagger attack or one ranged.

Dagger. Melee Weapon Attack: +4 to hit, range 5ft. Hit: 4 piercing damage (Critical 6).

Sling. Ranged Weapon Attack: +4 to hit, range 30/120 one target. Damage 4 Bludgeoning (Critical 6)

Winged Kobold

Small Humanoid, Lawful Evil

AC 13 (Natural Armor) HP 7, Speed 30 ft, fly 30ft

Str 7(-2), Dex 15(+2), Con 9(-1), Int 8(-1), Wis 7(-2), Cha 8(-1)

Senses: passive Perception 8

Languages: Common, Draconic

Sunlight Sensitivity: While in sunlight Kobolds have disadvantage on attack rolls and Perception based on sight.

Pack Tactics: The Kobold has advantage on an attack roll against a creature if at least one of the kobold's allies are within 5 feet of the target and is not incapacitated.

Actions: The Kobold makes 1 Dagger attack or one ranged.

Dagger. Melee Weapon Attack: +4 to hit, range 5ft. Damage 4 Piercing (Critical 6)

Sling. Ranged Weapon Attack: +4 to hit, range 30/120 one target. Damage 4 Bludgeoning (Critical 6)

Kobold Dragonshield

Small Humanoid, Lawful Evil

AC 15 (Leather Armor, Shield) HP 44, Speed 20 ft

Str 12(+1), Dex 15(+2), Con 14(+2), Int 8(-1), Wis 9(-1), Cha 10(+0)

Skills: Perception +1

Damage Resistance: see Dragon's Resistance below

Senses: darkvision 60ft, passive Perception 8

Languages: Common, Draconic

Dragon's Resistance: The kobold is resistant to Fire damage

Heart of the Dragon: If the kobold is frightened or paralyzed by an effect that allows a Saving Throw, it can repeat the save at the start of its turn to end the effect on itself and all kobolds within 30ft of it. Any kobold that benefits from this trait has advantage on its next attack roll.

Sunlight Sensitivity: While in sunlight Kobolds have disadvantage on attack rolls and Perception based on sight.

Pack Tactics: The Kobold has advantage on an attack roll against a creature if at least one of the kobold's allies are within 5 feet of the target and is not incapacitated.

Actions: The Kobold Dragonshield makes two melee attacks

Spear. Melee or Ranged Weapon Attack: +3 to hit, reach 5ft or range 20/60ft. Damage 4 Piercing (Critical 6) or 5 (Critical 7) if used to make a melee attack

Kobold Scale Sorcerer

Small Humanoid, Lawful Evil

AC 15 (Natural Armor) HP 27, Speed 30ft

Str 7(-2), Dex 15(+2), Con 14(+2), Int 10(+0), Wis 9(-1), Cha 14(+2)

Skills: Arcana +2, Medicine +1

Senses: passive Perception 8

Languages: Common, Draconic

Sunlight Sensitivity: While in sunlight Kobolds have disadvantage on attack rolls and Perception based on sight.

Pack Tactics: The Kobold has advantage on an attack roll against a creature if at least one of the kobold's allies are within 5 feet of the target and is not incapacitated.

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 includes a Saving Throw it can spend 3 sorcery points to give one target of the spell disadvantage on the saving throw.

Subtle Spell: When the kobold casts a spell, it can spend 1 sorcery point to cast the spell without any verbal or somatic components. (This makes the spell immune to counterspell)

Spellcasting. The kobold is a 3rd level spellcaster, its spellcasting ability is Charisma (spell save DC, +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

Actions: The Kobold makes 1 Dagger attack or one ranged.

Dagger. Melee Weapon Attack: +4 to hit, range 5ft. Hit: 4 piercing damage (Critical 6).

Swarm of Insects

Medium swarm of Tiny beasts

AC 12, HP 22, Speed 20ft, climb 20ft

Str 3(-4), Dex 13(+1), Con 10(+0), Int 1(-5), Wis 7(-2), Cha 1(-5)

Damage Resistances: bludgeoning, piercing, slashing

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

Senses: blindsight 10ft, passive Perception 8

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

Actions

Bites. Melee Weapon Attack: +3 to hit, range 0ft, one target in the swarm's space. Hit: 10 Piercing Damage (Critical 15) OR 5 Piercing (Critical 7) if the swarm has half or less of its hit points.

We value the feedback of our players and GM's. Your input is intended to have an impact on the story moving forward. While this part is not required, we do encourage it. Send responses to contact@livingtaldorei.com

Questionnaire

- 1) Did the players try to push back at their weapons being confiscated yes/no?
- 2) Did anyone purchase the Sandkeg's Hide?
- 3) Did the players think to check the bodies yes/no?
- 4) Did the players smash the kobold eggs yes/no?
- 5) Did any cool stories happen? Please keep them to 500 words or less.