

Verona Village

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Designed for **Cast World**
(short for “**C**an’t **A**nyone **S**ave **T**he **W**orld?”)

Credits

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Sequence of Acts:

Act 1: Characters meet a group of kobolds and rescue a young child

Act 2: Characters venture to the kobold camp, confront a baby dragon and rescue the hostages

Act 3: After returning to town, the characters must defend the town against a revengeful kobold attack

Background

The small village of Verona sits on the border of the Phell woodlands. As such, it is often subjected to incursions by various forest monsters and angered woodfolk. Despite this, the villagers manage to live peaceful lives in the shadow of the kingdom of Phell. Recently, however, tragedy struck when several of the village's children disappeared. Believing monsters are to blame and lacking any trained soldiers, they've sent word to the towns and cities, begging for help to find the missing children.

Scenario Outline

The following is a list of how the adventure should play out at your table but be prepared to adjust 'on-the-fly' based on what your players choose to do:

- **Combat.** The party finds a band of kobolds dragging a tied up human boy behind them, and are immediately attacked.
- **Roleplay.** The party learns that the boy's name is Atrius. He was sneaking around the kobolds main camp, searching for his friends who had been kidnapped. He asks the party for help in freeing them.
- **Combat/Stealth.** Atrius leads the party to the kobolds main camp, complete with a captured baby dragon, where the other children are being held in cages. How the party frees them is up to them, but several methods are implicitly offered.
- **Roleplay.** The party arrives in Verona Village with the children in tow, and are welcomed as heroes. The leader of the village asks the party to stay the night in case the kobolds attack again.
- **Combat.** The kobolds attack again. This time, they've brought the captured baby dragon with them. If this group is defeated, then the remnants of the kobolds should leave the village in peace.

Act 1

Read or paraphrase the following to the players:

You're traveling to a small village called Verona, situated on the edge of the Phell woodlands. You've heard that children have gone missing from there recently, and so the villagers are offering a reward for anyone who can save them. You're currently traveling along a dirt road lined with thick trees on either side.

As you round a corner, you're faced with a band of kobolds, who are dragging a tied-up boy behind them. The lead kobold screams "Attack!"

Create a number of normal kobolds equal to the number of players, plus two. The rescued human boy's name is **Atrius**. The kobolds are carrying among them Atrius's possessions (a wooden sword with "ATRIUS" etched on its blade, and an onion helmet), as well as one **Scroll of Torchlight Eyes** (Appendix A) (this scroll doesn't belong to Atrius).

Once the kobolds are defeated, and the players release the boy, he will immediately begin searching the dead kobolds for his belongings. Once he has retrieved the sword and helmet, he will formally introduce himself and thank the party.

Hi, I'm Atrius. Thanks, I guess I owe you one for saving me. I found the camp of kobolds that stole my friends! But then they stole me. I think they're going to sell us as slaves. Can you help me save them?

Atrius is a 10-year-old Onion Knight, who was attempting to find the kobolds who kidnapped his friends. Unfortunately, he succeeded. He will be greatly disheartened if the party refuses to help (This is why the party is here, after all).

He is willing to truthfully answer any questions the party has, to the best of his ability (his father gave him his sword, and an old oxkin from his village gave him the helmet).

Act 2

The time taken to reach the camp counts as a rest. Read or paraphrase the following to the players:

After half a day's journey, with Atrius eagerly in the lead, you reach the edges of the kobold camp. You see a number of kobolds scattered about, doing everyday things like sharpening weapons or squabbling over food.

The camp is deep inside the woodlands, about half a day's journey. There are twice as many kobolds in the camp as there are players, many of which are drinking some kind of alcohol. A successful ability challenge (**WIS +2**) to locate the children will reveal that they're being held in a cage on the far side of the camp.

The party can sneak there (**DEX +3**), or they can try to fight their way through the camp's center. The cages are being guarded by two kobolds, which must be subdued, otherwise, they will alert the rest of the camp; the guards are drinking like the rest. Within the camp is also a caged red dragon hatchling, which can be released as a distraction. There are three kids in the cage: two humans and an oxkin, all about the same age as Atrius (A human boy **Marcus**, a human girl **Sura**, and an oxkin boy **Aksel**).

Exactly what happens at this point falls to the players' actions. Assuming the players manage to save the kids, the party can lead them back to their village (**Verona**). The party will be welcomed as heroes, and the town leader (**Titus**, Atrius's father) will invite the party to stay the night.

Now then, welcome heroes! Thank you so much for saving my boy Atrius! And the other kids too, of course! You don't know what this means to our village! You really don't! Now then, why don't you stay the night in our inn? Free of charge, of course! It's the least I could do. In the morning, we'll have your payment ready to go!

Titus is worried that the kobolds may attack in retribution but doesn't relay this concern to the party.

Act 3

The time spent at the village counts as a rest. The party may purchase small items such as supplies, healing items and small tools.

Read or paraphrase the following to the players:

Verona is a small village, consisting of about a dozen buildings, ringed by a chest-high stone wall with two entrances at opposite ends. The inhabitants are mostly human, except for the oxkin child (Aksel) and his grandfather (Bjorn). The buildings include the Benbow Inn (which has just two rooms), five residential cottages, several tool sheds, and a town hall that doubles as a tavern called “The Wooden Leg” when not in use. There is also a well in the village square.

As Titus predicted, the kobolds begin their attack near midnight as the festivities begin to wind down. Not surprisingly, they’ve brought literal firepower – the dragon hatchling (if it was not somehow killed earlier). Create twice as many kobolds as there are players, and place them at the village’s main entrance. One of the kobolds is a **Kobold Jockey** and is riding the baby dragon.

If the players manage to unseat the Kobold Jockey, the baby dragon will run wild (possibly attacking kobolds), and try to escape from combat.

If any kobolds enter the village, they will begin to torch the nearest buildings and attack any villagers entering combat or attempting to put the fires out.

Assuming these kobolds are defeated, Titus will inform the party that any remaining kobolds are not likely to attack again. In the morning, he rewards the party with 100gp, with the adventure ending as the party leaves on good terms.

Appendix A: New Items and Spells

Item Name	Details	Cost
Scroll of Torchlight Eyes	Single Use – Crumbles to Dust After Use Teaches the spell “ Torchlight Eyes ”	10gp
Onion Helmet <i>(Note: This strange looking helmet is sized for a child, while also having notches which would allow an oxkin’s horns to poke through. It is emblazoned with the holy symbol of the god of the forge.)</i>	Special: Onion Equipment Elemental Affinity: Fire Armour Type: Helmet HP: +3 Damage from fire is halved, rounded up.	<i>Priceless</i>

Spell Name	Cost	Details	Effects
Torchlight Eyes <i>(Skill: 1 XP)</i>	3 MP	Magic Type: Common Spell Restriction: Human OR Hollow Duration: 1 Hour	The user’s eyes begin to glow, illuminating everything 10ft in front of them.

Appendix B: New Monsters

Red Dragon Hatchling

STR	DEX	CON	INT	WIS	CHA	PIT	BIR
14	8	14	10	9	13	11	18
HP	AP		MP		WS		
40	17		20		30ft		

Attributes

Elemental Attributes: Fire (relation: nullified)
Immune to damage from fire.
When it flies as an action, it's WS is doubled.

Attacks

Bite: DMG: 2d6+6
Fire Breath: DMG 3d6 fire damage (reach 30ft; cooldown 3 turns)

Description

A red-scaled baby dragon. Dragons are normally lords of the sky, and nearly godlike themselves, but this one is just a baby.

Extra: The Caged Baby Dragon

The baby dragon in this adventure was somehow captured and bound by the kobolds. The kobolds, being draconic in nature themselves, worship the dragon, but they haven't treated it well. As such, this dragon is hurt, hungry and angry.

The baby dragon is covered in chains designed to control it, topped with a saddle from which a kobold can force the dragon to move and attack. Worst of all is a nasty spiked collar around its neck.

If the kobold rider is knocked from his perch, the dragon will take the opportunity to try and attack the kobolds, or escape entirely. It can't fly in it's current state.

Kobold Jockey

STR	DEX	CON	INT	WIS	CHA	PIT	BIR
7	15	9	8	7	8	11	5
HP	AP		MP		WS		
5	8		0		30ft		

Attributes

Kobolds Jockeys are sensitive to sunlight. They gain -2 to ATK and ability challenges that rely on sight while in sunlight.
Kobold Jockeys "tame" and ride large animals of various types. They can control any animal they are riding if it's been equipped with the correct saddle.

Attacks

Sling: DMG: 1d6-2 (projectile 80/120. They may spend 1 action aiming. If they do, they succeed their next ATK and gain +1d6 to DMG).

Description

Sometimes, kobolds manage to capture large creatures for use as mounts. This specialized kobold can equip those mounts with saddles, and subsequently ride them into battle.

Appendix C: Non-Player Characters

Commoner

STR	DEX	CON	INT	WIS	CHA	PIT	BIR
10	10	10	10	10	10	10	10
HP	AP		MP	WS			
10	10		10	30ft			

Attributes

A common adult, either human, oxkin, woodfolk or hollow.

No specific class designation.

Attacks

Unarmed Attack: DMG: 1d6-3

Description

An average person, trying to live their lives in peace.

Commoner Child

STR	DEX	CON	INT	WIS	CHA	PIT	BIR
8	8	8	8	8	8	8	10
HP	AP		MP	WS			
8	8		8	30ft			

Attributes

A common child, either human, oxkin, woodfolk or hollow.

No specific class designation.

Attacks

Unarmed Attack: DMG: 1d6-3

Description

An average child; tends to be a brat.

Atrius

STR	DEX	CON	INT	WIS	CHA	PIT	BIR
12	10	13	10	8	10	8	12
HP	AP		MP	WS			
14	10		10	30ft			

Attributes

A 10-year-old human boy.

An onion knight, capable of using onion equipment.

Owens an onion helmet given to him by a village elder (the helmet was apparently made for an oxkin child).

Attacks

Wooden Sword: DMG: 1d6-1 (weapon type: shortsword; reach: 5ft; has "ATRIUS" carved into the blade)

Description

Atrius is an adventurous boy, proud to be the only onion knight in his village. Thus, he wears his rare helmet just about everywhere.

His father often worries about him getting into danger, thus tries to keep a tight reign on him.