# Beginning

### Setting

[Village Name] is located on the outskirts of the Kingdom, neighboring [Forest]. Several other small villages neighbor this forest, and almost all have recently been raided by kobolds. This village is relatively small, boasting a population of only 30. The town exports mostly meat that has been acquired from the forest. But since the risk of a kobold attack has grown too high, the hunters have not been able to make a living and so the town is struggling.

### Read-Aloud

You all find yourselves seated at a corner booth in a disturbingly quiet tavern. The mood is dark, and not just because of all the unlit sconces and boarded up windows. The people in the tavern also feel dark, they’re quiet, withdrawn. You’ve been waiting for the Sergeant to show for about 15 minutes now and there’s no sign that she’ll get there any time soon.

### The Situation

The players have been brought to this village in order to watch for kobold scouts. It’s believed that the kobolds have scouted every village before attacking it, a strange behavior for them. The military is stretched thin currently because of the war with the Empire and waited until several villages had already been destroyed before sending a liaison to check out the situation. Because of this [Village] has been unable to hunt for fear of running into the kobolds for several months now. They’ve been sending people to the capital, to beg for someone to be sent out to deal with the problem. Even now, after the military finally sent someone, they decided they didn’t have the manpower to spare on the problem. Instead they sent a contract to the Adventure’s Guild, requesting for a party of low-level (cheap) adventurers to watch for kobold scouts, and then report when they see some. The sergeant has all of this information and will give it to the players, without making the military look bad obviously.

### The Sergeant Enters

After about another 15 minutes of waiting, the Sergeant enters the tavern. If the players have left their table then the sergeant will shut down whatever situation they’ve found themselves in and tell them to get back to the table. If they players stayed then the sergeant simply walks over a sits down. The sergeant gives the players her version of events. Telling them what their job is and omitting any “unnecessary” details. The adventurers are to stay in the village and watch for kobold scouts until they spot them, or a month has gone by. If the players spot kobold scouts they are to immediately send word to the sergeant in the capital, at which point their contract is over. If the players stay in the village for a month with nothing happening, then at that point their contract is also over. The players are paid 1 gold per day spent in the village, plus 1 extra gold a piece upon spotting kobold scouts and sending word. They are not being paid for room and board.

### Follow up Questions

The players can choose to ask follow up questions, in which case the sergeant will answer any that she feels are relevant, and refuse to answer any she doesn’t. The players can choose to ask for more payment. The sergeant is averse to this and a DC 15 Persuasion check is required to convince her to either pay them 1 gold EACH per day, or to pay them room and board on top, she will not do both. After the players are done asking questions or have irritated the sergeant enough, she leaves, leaving the players to their own devices.

### Silence Speaks

After the sergeant has left, should the players not choose to immediately leave, one of the locals at the bar will stand up and walk over to them.

“So y’all are the adventurers they brought in to ‘protect us’ huh?” The man spits in disdain. “We haven’t been able to hunt for months, our kids are going hungry, and what does the army do!” The man has now raised his voice and is gesturing wildly. “They send in this bunch of mooks to WATCH while we starve! Hell, I bet-“

“*Enough Clint*.” Another man, an older man, has just entered the tavern and speaks to the aggravated man calmly but firmly. Clint stops immediately, without a word of complaint and steps aside.

“These folks are not to blame for our troubles.” The older man says with conviction. “They’re just the poor sods that took the contract, I doubt they know anything about what’s going on here, other than what the sergeant told them. I understand your anger Clint, but right now it’s misplaced.”

Clint seems much calmer now and looks back over at your table. “Mayor is right.” He sighs. “I apologize for causing you all trouble.” Clint moves back to the bar and goes back to nursing his drink.

“Sorry for that y’all, people are pretty tense at the moment, I’m sure you understand.” Mayor walks over and sits down at the table. “But it isn’t your fault that things are bad, and it’s not fair to blame you. Only people to blame are the military and the kobolds.” Mayor nods after speaking, as if to signal that he’s done and it’s your turn.

### Questions

The floor is now open for the players to ask any questions or make any comments that they want. When asked Mayor will tell the players about the real situation in the village, that the military has left them to perish. If the players seem genuinely concerned about the situation and express and interest in helping then Mayor will react with relief. He expresses that he was planning on asking them for their help all along, and is even willing to pay them. Mayor tells the players that should they take care of the kobold problem he will pay them 10 gold a piece. There are some protests from village people, but Mayor will hear none of it and ultimately the villagers will relent and follow his judgement. Once the conversation has reached it’s natural end, Mayor will leave and tell the players to enjoy their stay in the village.

### Free

The players are now free to do whatever they wish, it is the afternoon and many of the villagers are getting ready to head home for the night. The tavern has rooms that the players can rent. They are priced by bed at 2 silver, per bed, per night. Just before the players choose to head to bed, or as they’re leaving to go patrol, Clint will burst back into the tavern.

### Spotted

“I saw them!” Clint bursts into the tavern, shouting and gasping. “I saw them! I saw the kobolds!”

The players can ask Clint questions. He will tell them that he was walking back to his home on the edge of the forest, when he saw something moving in the trees, heading away from him. Clint was able to grab his bow and decided to follow it, hoping that it might be a deer that had strayed near his house. He followed it for a few minutes before getting close enough to see that it was actually multiple creatures, bipedal creatures with long snouts. If the players rush out they will find the kobolds sneaking around the North side of the village.

### The Kobolds

If the players go out to where Clint said the kobolds were and search for them, then they must pass a DC 10 perception check in order to spot them. Upon spotting the kobolds the players can choose to either sneakily follow them, or attack them. If the players decide to follow them, then a DC 10 stealth check is necessary to avoid detection, otherwise the kobolds spot them and initiate combat. In the case that the players decided not to attempt to find the kobolds, or simply didn’t spot them, then that night the kobolds do their scouting and then head back to their nest. The following night there will be a massive attack, see **Disaster**.

### Combat

Should the players enter combat with the kobold scouts then combat will occur as follows. One kobold, the second combat starts and it gets a turn, will run into the woods, leaving three for the players to face. The three remaining kobolds will do everything in their power to prevent you from following the other. The players enter combat with three kobolds, use the **Forest Combat** Map found later to run the battle.

### Tracking

If the players decide to track all four kobolds, then a DC 5 survival check is required in order to follow them. If they are tracking only one, then a DC 10 survival check is required instead. If the players are able to successfully track the kobolds, then read the following passage.

### Into the Unknown

As you follow the tracks, you find yourself going deeper and deeper into the forest, until the sun starts to set, and darkness overtakes you. You might lose your way without light, but luckily it looks as though there is torch light up ahead. You continue forward, all too aware of the eerie silence that tells every instinct you have that something is wrong in these woods. After another minute of walking you find yourselves looking into a small clearing with a hill in the center. Standing at the base of the hill, in front of a cave entrance, stands your kobold(s). But they’re not alone. Standing with them are what look to be 3(2) taller humanoids in dark-green scale patterned cloaks. The torches in front of the cave flicker unnaturally bright, casting deep shadows upon these figures. You hear the humanoids and kobold(s) speaking to each other in a guttural, hissing speech. It is clear that whatever is going with the kobold attacks, these people have something to do with it.

### Choices

The players can now either choose to continue watching the exchange, or attack immediately. If they choose to attack immediately then they enter combat with either one kobold and three cultists, or four kobolds and two cultists. If the players decide to wait and watch, then after another minute or two of talking one of the cultists will gesture emphatically towards the hill and the kobold(s) will trot off around the side of the hill, leaving the players sight. The players can now choose to attack the cultists, in which case they will face either two or three. Alternatively they can choose to follow the kobold(s), moving through the trees around the hill. If the players let the kobolds leave their sight then a DC 15 perception check is necessary in order to spot them again. If the players do find them then they also discover the hidden entrance that the kobolds are now guarding. If the players choose to attack the kobolds then they fight either one or four of them. Choose one of the combats laid out below using either the **Cave Entrance** map or the **Hidden Entrance** map.

### Into the Dragon’s Den

After winning the combat against either the cultists or the kobold(s), they can choose to enter the cave. The structure of the cave is shown in the **Dragon’s Den** Map, but no matter which entrance they use they will end up in the central chamber. Read the following passage:

### Uh Oh

Before you lies a large, round, cavernous chamber. The only light comes from the few torches that surround a central mound. Like the ones outside they are unnaturally bright and the edges of the chamber are pitch black, with long, dark shadows flickering among the rocks. But that’s not what catches your eye. No, what catches your eye is the large, glittering pile of gold and other goods and trinkets. It’s not the sort of pile you imagine from the stories, filled with gems and goblets and such. Instead this pile is made up of old jewelry, well-kept tools, and hunting trophies. It’s a strange parody of a hoard, one consisting of object that look like they could come from backwater villages, where such things might be considered valuable. Atop this pile lies a giant lizard, one whose scales are such a deep, dark, glimmering green that you would think it itself was made of gemstones. Standing a respectful distance away from the pile is(are) one(two) of the robed figured. They stand with their arms raised towards the lizard, chanting in that strange, rumbling snake tongue. All of a sudden, before your very eyes you see flowing green lights circle the lizard, and then, without warning, you see the lizard grow.

### The Finale

The players have just entered the central chamber of the Dragon Cult. This chamber exists as a rudimentary lair for the Green Dragon Hatchling that the cultists are aiding. If the players try to discover the nature of the spell being cast then a DC 15 Arcana check is required, unless the character speaks Draconic, in which case it only requires a DC 10 check. If they players succeed they learn that this is a growth acceleration spell, and that if they don’t act fast the cultists will succeed in growing the Dragon to a point where it will be much harder to deal with. At the moment the Dragon looks very small and listless, missing much of the fabled intellect that its kind is famous for. It is expected that the players will initiate combat at this point, if they do so then use the **Central Chamber** Combat Map, along with the Green Dragon Hatchling stat block.

### The End

After the combat is over this module is done, the players have won, they’ve beaten the dragon and protected the village. They can now choose to do whatever they want. If they return to the village with proof of their conquest the Mayor will reward them as promised and the villagers will thank them profusely. If they send word to the sergeant then in a few days time the agreed upon amount will arrive for them to collect, a whopping 1 gold a piece since they didn’t even spend a full day in the village.