

THE ARTEFACT



Adventure on a single page #2

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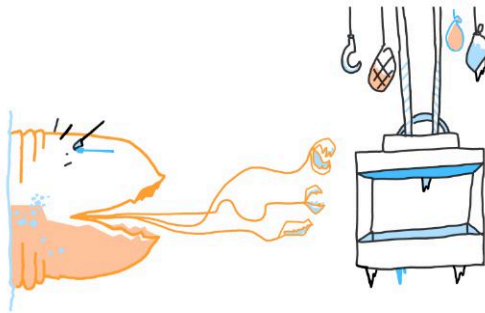
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Introduction

One of the Glacier Guild's magical coolers is dying. The artifact is dangerous and very fragile. **If it undergoes a shock it could explode**, freezing everything for miles around (in case of shock, roll **1D6**; the artifact explodes on a **6**). The adventurers are instructed by the guild to get rid of the item by throwing it into a portal to another dimension. The portal is located in an ancient elven temple surrounded by a kobold settlement.



Some kobolds

Garz the White, expert climber

Gaz the Green, ibex hunter

Gil the Red, witch and sorbet taster

Gurk the Blue, chief grass gatherer

Gyk the Black, temple guard

The secret of the deliciously creamy kobold sorbets

Big crushed white maggots.

STARTING THE ADVENTURE ↓

The steps

- The temple is located on a small snowy mountain where ibexes and kobolds live.
- The adventurers start on the steps leading to the village, behind an old deaf goblin threatening a kobold patrol. This is **Korkan**, the greatest warrior the world has ever known, but also the oldest. He has a 1-in-2 chance of locking his back after an attack.
- **Korkan is searching for his father's spear**, which he lost in his distant youth.

The kobold village

- The village is settled around a gigantic statue of the Winter Goddess and her temple.
- It is led by **Gex**, a hot-tempered red kobold assisted by **Gix**, his coward twin brother.
- **The winter festival is in full swing in the village.** The kobolds take advantage of this to make deliciously creamy sorbets with whatever they can find.
Ingredients (1D6): 1 Sulphur 2 Pepper 3 Ibex meat 4 Berry 5 Mould 6 Clay
- **The kobolds face each other in challenges:** placing a garland as high as possible, imitating a dragon's cry, eating as much sorbet as possible, taming a ferocious ibex...
- The temple, covered in ice, serves as a pantry and is guarded at all times. Only festival winners and master sorbet makers are allowed in.



The temple

- In the center of the food-filled temple is a **deep and wide shaft of ice**, which is intermittently illuminated by a cold light.
- **An elevator, obviously rarely used**, goes down into the shaft. A piece of light music accompanies its operation.
- During the descent, the adventurers risk being attacked by the **tentacles of the Big White**, a carnivorous worm whose mouth is as big as the elevator. It is blind and stuck in the wall, but its senses of smell and hearing are developed.
- Its long tentacles can capture an adventurer and block the elevator.
- **Korkan father's lost spear** is stuck in the Great White.

The bottom of the well

- The bottom of the well is a large cave littered with garbage thrown by the kobolds.
- **A stone gate** can be seen a hundred meters away. Every couple minutes, a blue light and a strong icy wind come out of it.
- The area is teeming with **aggressive grubs**, descendants of the Big White, just as starving and blind as their ancestor.
- The portal leads into a huge, completely frozen forest, in the middle of a frozen elf army. An adventurer only has a few seconds to return to their world if they don't want to end up frozen as well.