

Designed for use
with the **Basic Fantasy**
Role-Playing Game

FLIGHT OF THE KOBOLDS



AN ADVENTURE FOR
ODYSSEYS & OVERLORDS



SUITABLE FOR 4-6 CHARACTERS OF 2ND TO 3RD LEVEL

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FOR ODYSSEYS & OVERLORDS

SUITABLE FOR 4-6 CHARACTERS OF 2ND – 3RD LEVEL

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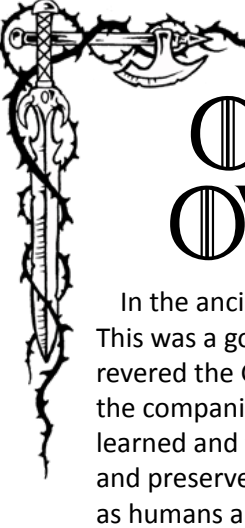
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ODYSSEYS & OVERLORDS was created through the support of my Patrons, whom I would like to thank:

arcadia666, Alejandro Rodriguez, Andy Foster, Ben, Mx. Corey Frang, Chris Walz, Collegium Arcanum, Denis J Mc Carthy, Hiten Dave, Howard Jabroni, Jen Douglas, Kobayashi, Lewis L Harris II, Larry Scharnweber, Matt, Rhel, Richard Watkins, Ryan Davis, Sarah Stewart, Sean Holman & Thomas L. Vaultonburg

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ODYSSEYS & OVERLORDS

In the ancient times, the Gods watched over humankind. This was a golden age of learning and peace. Humans revered the Gods, living in harmony with the divine and the companion beasts. Magic flowed freely allowing the learned and the faithful to alter their forms, prevent aging, and preserve health. The wild folk were born of this time as humans and companion beasts united in love. While most of the Gods rejoiced at this development, Ragnar, the God of Conquest was jealous and appalled by the humans choosing the animal companions as mates instead of the Gods. This caused a divine war during which the Gods who agreed with Ragnar tried to kill the other Gods. The first casualty of this war was Ember, the Goddess of knowledge. When Ember died, her scholar-priests, the Keepers of the Arcane were caught in a magical backlash creating the spellscorched. This war of Gods, called the Schism, raged for 1000 years, during which time the followers of Ragnar courted the worship and love of as many humans as they could. From these unions, the Abyss-kissed were born. After a long and bloody conflict, Ragnar and his followers were defeated. The Gods who fought them dragged Ragnar's followers into the Abyss where they are believed to still be fighting to this day. Only Ragnar and Chandra, the Goddess of the moon and nature remained among mortals. Declaring a cease fire, Ragnar retreated with a small retinue of cultists to the Tower of Wretched Wroth. Chandra and her highest clerics went to the Crystal Library on the surface of the northern Moon. Mortals were left to determine their own fates. The magic that had bound the souls of humans and the companion beasts shattered, though wild folk were already numerous enough to persevere. The spellscorched taught the ways of arcane magic sparingly, protecting the art nearly to extinction. Clerics of Chandra and Ragnar spoke of worship, but most mortal kingdoms rejected all gods and magic, relying on steel and blood to determine righteousness and rulership.

Now, the mortal lands are divided. A dozen kingdoms lie scattered across the world, separated by dangerous wilds filled with bandits and monsters. The bravest mortals act as adventurers, guiding travelers between the kingdoms, killing monsters to thin their numbers, and plundering ruins in search of the lost treasures of the golden age. This is the world of **Odysseys & Overlords**!

INTRODUCTION

This is an adventure for use with the **Odysseys & Overlords Role Playing Game**. In order to make the best of the materials herein, you will need a copy of the **Odysseys & Overlords Game Master's Guide** and a copy of the **Odysseys & Overlords Player's Guide**. The information within this book is intended for Game Master (GM) use only. This adventure is designed for 4-6 characters between level 2-3 set in an unspecified area of the Untamed Gauntlet of Odysseys & Overlords' world setting.

ABBREVIATIONS

During this adventure abbreviations may be noted for game play and reference.

GM: Game Master

GMG: Odysseys & Overlords Game Master's Guide

PG: Odysseys & Overlords Player's Guide

BOXED TEXT

Text blocked in the adventure should be read to the players assuming that they can see and/or their actions deem it appropriate.

BACKSTORY

Folk lore and old wives' tales tell to varying degrees of believability that a dragon nearby will grab up small children when they wander too close to the abandoned silver mines. Normally a tale such as this would hold no interest to a group of adventures, however a traveling merchant has a much different story to tell.

The merchant swears the tales are true, but that the Kobolds weren't interested in stealing children away, but rather his precious gems and jewelry. When the merchant and his bodyguard tried to stop these "pesky little creatures" one swooped in from the trees and lit his wagon ablaze, and during the confusion some were able to make off with goods before they put the wagon out.

The merchant has offered to reward you well if you bring back the wings of the Kobold that robbed him.

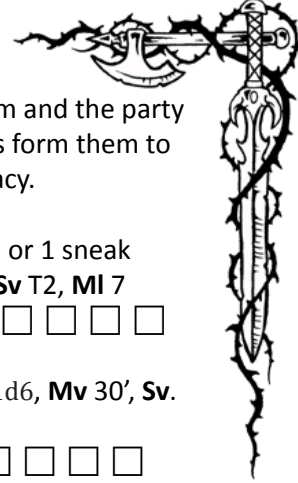
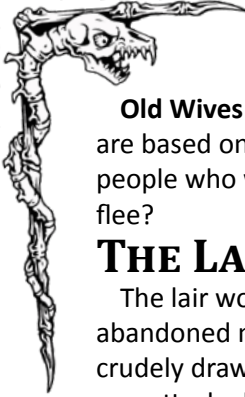
HOOKS

There are any number of reasons the party might become involved in this quest. You can choose from the hooks below or simply create your own.

Simple Curiosity: The party might simply be interested in how a Kobold is flying and breathing fire. This could be tricks by the Kobolds or perhaps a small dragon is in the area...

The Rewards: The potential to take whatever the Kobolds already have found in their mining along with the rewards from the merchant might be more than enough to sway the adventures.

The Merchant: The party could use the good relations of a merchant in a town they have just visited, perhaps getting a bit better of a reputation where they are located could help them in another quest?



Old Wives Tale or Warning: What if the old wives' tales are based on truth? Perhaps these Kobolds have abducted people who were unfortunate enough to not be able to flee?

THE LAIR

The lair would be located within some previously abandoned mine shafts. The party has been given a crudely drawn map as to where about the merchant was attacked. The party would venture through 3 distinct landscapes while looking for the lair - roll on the Wilderness Encounter table once per area.

Town Outskirts. Old run down slums, abandoned buildings, and weaving corridor like pathways often leading to dead ends make up this neglected and defunct portion of the town. Through missing parts of roofs and broken windows the party can see a thick forest just out of reach, until out of nowhere one correct turn has them headed forward instead of seemingly in circles.

The Forest. An old forest filled with winding paths within paths, downed trees, and thick overgrowth of hedges. Through its relentless turns and twists the party is able to catch glimpses of a mountain range through the rare break in growth of the forest's merciless marquee.

The Hills. More a collection of sharp cliff faces than hills make an unwelcoming greeting for the party, accompanied by uncertain footing along several carved-out paths. Daunting and perilous with every step, the occasional glance towards the crest of the hill is sometimes seen something flying in the air, too large to be a bird.

1D4 ENCOUNTER TABLE(S)

URBAN

d4	Day	Night
1	Merchant	Merchant
2	Town Watch	Thief
3	Thief	Mercenary
4	Mercenary	NPC Party: Adventurer

FOREST

1	Centaur
2	Treant
3	Bear, Black
4	Spider

HILLS

1	Wolf
2	Mountain Lion
3	Harpy
4	Stone Giant

URBAN

Merchant. A traveling merchant and one bodyguard. If the party seems non-aggressive, they would happily show

their wares, if the party tries to attack them and the party seems stronger, they will offer some goods form them to go away or resolve things through diplomacy.

Encounter: 2 NPCs

1 Merchant AC 12, HD 2, #At 1 Weapon, or 1 sneak attack, Dam 1d4, or sneak attack, Mv 40', Sv T2, MI 7

Merchant: HP 15: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

1 Guard AC 13, HD 3, # At 1 spear Dam 1d6, Mv 30', Sv. F3, MI 9, XP 145

Guard 1: HP 13: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Town watch. If the party has any Abyss-Kissed/Wild Folk the town watch will harass and insult the party, hoping for a reason to attack the players and take their goods. If the party does not have the aforementioned, they will try to assist in the party finding where they need to go.

Encounter: 1d4+1 Human Guards

5 Guards AC 13, HD 3, # At 1 spear Dam 1d6, Mv 30', Sv. F3, MI 9, XP 145

Guard 1: HP 21: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Guard 2: HP 15: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Guard 3: HP 14: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Guard 4: HP 21: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Guard 5: HP 19: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Thief. A thief couple has setup a scam for passersby. A destitute NPC gains the attention of the party, they are in a cramped alleyway surrounded by broken windows and doors. While the NPC tells their story, another thief will try and pickpocket the player furthest in the back of the party. If they are caught, they drop whatever they took and try to flee if the party looks stronger.

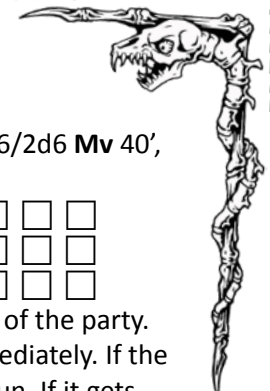
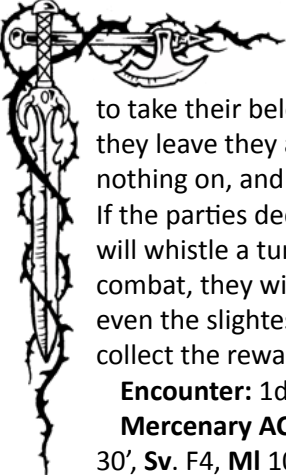
Encounter: 2 Thieves

2 Thieves AC 12, HD 2, #At 1 Weapon, or 1 sneak attack, Dam 1d4, or sneak attack, Mv 40', Sv T2, MI 7

Thief 1: HP 5 ☐ ☐ ☐ ☐

Thief 2: HP 7 ☐ ☐ ☐ ☐ ☐

Mercenary. A Mercenary standing near the exit of the town outskirts stops the party and addresses the player that is the "strongest". The order in which they will address someone is as follows: Fighter, Thief, Bard. If there is more than one fighter, the player group decides who answers back, if they do at all. The mercenary will then offer to duel to the death for anything the other carries, if the player agrees they will have a duel, if/when the mercenary goes below 1/3rd of their HP they will attempt to flee or concede. The player then can make the choice to let them go with everything they have, take all their belongings and let them go, or continue to fight. If the party decides



to take their belongings and let them flee, just before they leave they are stopped by the NPC, presumably with nothing on, and are ambushed by them and their friends. If the parties decide to continue combat the mercenary will whistle a tune and several more mercenaries will join combat, they will not flee or listen to diplomacy if there is even the slightest chance that 1 mercenary will survive to collect the rewards.

Encounter: 1d4+1 Mercenaries

Mercenary AC 14, HD 4, # At 1 shortsword Dam 1d6, Mv 30', Sv. F4, MI 10, XP 240

Guard 1: HP 13: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

☐ ☐ ☐ ☐ ☐ ☐

Guard 2: HP 12: ☐ ☐ ☐ ☐ ☐ ☐

☐ ☐ ☐ ☐ ☐

Guard 3: HP 16: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

☐ ☐ ☐ ☐ ☐ ☐

Guard 4: HP 13: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

☐ ☐ ☐

Guard 5: HP 14: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

☐ ☐ ☐ ☐ ☐ ☐

FOREST:

Centaur. A band of highwaymen Centaurs. They will block the (seemingly) only path forward and demand payment from the party in order form the to proceed. If a fight breaks out, the centaurs flee when one is killed, or they are half HP.

Encounter: 3 centaurs.

3 Centaurs: AC 15 (13), HD 4, # At 2 hooves/1 weapon, Dam 1d6/1d6/1d6 or by weapon, Mv 50' Unarmored 60' (10'), Sv. F4, MI 8, XP 240

Centaur 1: HP 20: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

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Centaur 2: HP 22: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

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Centaur 1: HP 23: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

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Treant. The party hits a clearing in the forest with 4d4 paths leading out of it. While the party is trying to figure out what way to go a treant appears and offers to help them find where they are going if they can solve its riddle. If the party refuses the treant will attack the party for having bad manners. If the party is unsuccessful, he will insult the party and tell them "all paths lead to where you ultimately need to be", if the party argues with them, they will attack for having bad manners. On success the treant will tell them that all paths converge to one point up ahead and ask maybe for a riddle of their own.

The riddle is as follows (feel free to make your own!)

"What has roots nobody sees. Is taller than myself or the trees, up and up it goes, and yet never grows?"

Answer: Mountain

Encounter: 1 Treant.

1 Treant AC 19, HD 8*, #At 2 fists, Dam 2d6/2d6 Mv 40', Sv F9, MI 9, XP 1150

Treant: HP 30: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

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Bear: A hungry black bear appears in front of the party. It is desiccated and will attack the party immediately. If the party gives it honey/meat it will take it and run. If it gets below 50% hp it will flee.

Encounter: 1 Black Bear

1 Black Bear AC 14, HD 4, #At 2 claws/1 bite + hug, Dam 1d4/1d4/1d6 + 2d6 hug, Mv 40', Sv F4, MI 7

Black Bear: HP 15: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

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Giant Spider: A wrong turn has landed the party in a deep part of the forest that seems almost entirely untraveled. No light shines through the canopy of the forest anymore. The party is ambushed by a group of spiders looking to make them their meal.

Encounter: 3 giant spiders

3 Giant Spiders AC 13, HD 2*, #At 1 bite, Dam 1d8 + poison, Mv 40', Sv F2, MI 7, XP 100

Giant Spider 1: HP 7: ☐ ☐ ☐ ☐ ☐ ☐ ☐

Giant Spider 2: HP 9: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Giant Spider 3: HP 14: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

☐ ☐ ☐ ☐ ☐

HILLS

Wolf: A pack of wolves will attack if a party member is lagging behind. If the party is in a group with no obvious signs of weakness, they will leave the party alone.

Encounter: 1d4+1 wolves

5 wolves AC 13, HD 2, #At 1 bite, Dam 1d6, Mv 60', Sv F2, MI 8, XP 75

Wolf 1: HP 10: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Wolf 2: HP 16: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

☐ ☐ ☐ ☐ ☐

Wolf 3: HP 15: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

☐ ☐ ☐ ☐

Wolf 4: HP 13: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

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Wolf 5: HP 14: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

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Mountain Lion: A mother mountain lion will attack the party for being to close to her den to protect her cubs. A perceptive party can offer food or back track to avoid the encounter, as she will not attack until attacked herself. If a fight ensues, she flees at below 50% hp into her den.

Encounter: 1 Mountain Lion

1 Mountain Lion AC 14, HD 3+2, #At 2 claws/1 bite, Dam 1d4/1d4/1d6, Mv 50', Sv F3, MI 8, XP 145

Mountain Lion 1: HP 18: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐



THE LAIR

Outside, the path over the hills leads to an abandoned silver mine shaft. From outside the party can hear the clink of someone mining and plenty of evidence that travel from this point is common. There is 1 Kobold guarding the entrance, they appear to be asleep underneath an awning they have made to block out the sun. They will not notice the party if they aren't very loud. The entrance way will be interlaced with traps that produce noise. If the party wakes the sleeping guard, they will run inside and alert the lair about the intruders. If the party triggers a trap the noise will echo through the mineshafts and alert the lair to intruders.

Note: If the lair is on alert, all patrols and guards are on the lookout for intruders and harder to ambush.

Encounter: 1 Kobold Warrior (flees as soon as he wakes)

1 Kobold AC 13 (11), HD 1d4, #At 1 weapon, Dam 1d4 or by weapon, Mv 20', Sv normal folk, MI 6), XP 10

Kobold 1: HP 2: ☐ ☐

1. HALLWAY OF NOISE TRAPS

Small pathway that has noise traps hanging from the ceilings. These traps are hung by string and looped through them are hollowed out metallic tubes. This room is always empty, regardless of whether the lair has been alerted.

2. AMBUSH POINT

This room is empty if the party has not alerted the lair. The room has openings to the west (where the party entered from), north and east, and 4 columns of stone supported by wooden support beams. The room will have a crude locker that has been locked shut in the room. On successful opening of the locker they will find the following based on a locker table, after successfully finding something from the locker don't use that group again.

Roaming Patrols

There are two groups of roaming patrols in the lair. If the lair was alerted before the party enters the lair, they will set up an ambush (2). To determine what patrol group the party encounter, roll on the roaming patrol table. After the encounter is resolved, don't use that group again.

ROAMING PATROL TABLE

1-2	1 Kobold Warriors 1 Kobold Trap Makers
3-4	2 Kobold Trap Makers
5-6	None

Note: 1 of the Kobolds will always flee trying to alert the lair, and the other will flee at 50% hp.

3 Kobold Trap Makers AC 14 (11), HD 2d4, #At 1 weapon, Dam 1d4 or by weapon +1, Mv 20', Sv normal folk, MI 6) XP 25

Kobold Trap Maker 1: HP 5: ☐ ☐ ☐ ☐ ☐

Kobold Trap Maker 2: HP 6: ☐ ☐ ☐ ☐ ☐ ☐

Kobold Trap Maker 3: HP 4: ☐ ☐ ☐ ☐

Harpies: A group of Bone-Breaker Harpies are encountered. They will swarm the smallest party member. The harpies will try to pick up and drop party members off the cliff edge in order to break/expose bones for them to eat. They will flee if there is no party member they can pick up or if there are no longer enough to pick anyone up.

Encounter: 6 Harpies

6 Harpies: AC 13, HD 2*, # At 2 claws/1 weapon + special, Dam 1d4/1d4/1d6 or by weapon + special, Mv 20' Fly 50' (10)', Sv. F2, MI 7, XP 100

Harpy 1: HP 10: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Harpy 2: HP 9: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Harpy 3: HP 9: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Harpy 4: HP 15: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

☐ ☐ ☐ ☐ ☐

Harpy 5: HP 8: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Harpy 6: HP 10: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Stone Giant: The party is walking over a extra difficult section of terrain, when it begins to rumble and move. The stone giant is agitated at being walked on and will go to push any players off of it to move to a better spot. If the players attack it will attack them out of self-defense, otherwise it will just leave.

Encounter: 1 Stone Giant



1 Kobold AC 13 (11), HD 1d4, #At 1 weapon, Dam 1d4 or by weapon, Mv 20', Sv normal folk, MI 6) XP 10

Kobold 1: HP 3: ☐ ☐ ☐

LOCKER TABLE

1-2	Regular Weapons and Ammunition Stores
3-4	Small circular rocks with string sticking out (Grenades, requires a wisdom/int roll to figure out what these are)
5-6	An oily hollowed out metallic rod, with some sort of container on the end of it (limited use flamethrower, misuse of it will likely result in an explosion, requires a wisdom/int roll to figure out what it is)

3. GUARD CHAMBERS

This room has only one entrance/exit to the south, there is a slight stair case leading up a few steps into what looks like to be a collapsed mineshaft. This is where the guards will take rests between shifts, so there is a crude locker in this room. Refer to the Roaming Patrol Table for what is in this room when the party enters.

4. COLLAPSED MINE SHAFT

Wooden support beams follow the walls along this room and the hallways leading to it. This room will have 4 Kobold Miners unless the lair has been alerted. If the party has not alerted the lair, they will not notice the players unless they are noisy or fully enter the room. If the party has alerted the lair they are not here, and the room is empty.

Encounter: 4 Kobold Miners

4 Kobolds AC 13 (11), HD 1d4, #At 1 weapon, Dam 1d4 or by weapon, Mv 20', Sv normal folk, MI 6)

Kobold 1: HP 2: ☐ ☐

Kobold 2: HP 3: ☐ ☐ ☐

Kobold 3: HP 2: ☐ ☐

Kobold 4: HP 1: ☐

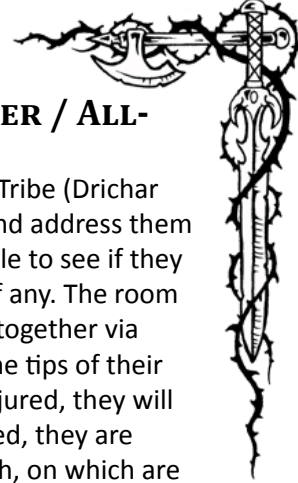
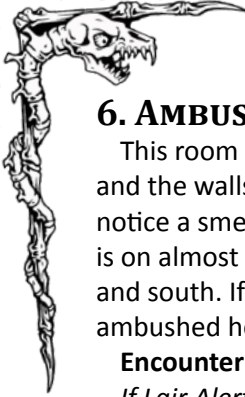
5. NEW MINE SHAFT

Only 1 wooden support at the entrance of this new shaft. There will be one Kobold miner working the mine digging deeper unless the lair has been alerted, they will not notice the party unless they are noisy. If the lair has been alerted, they will not be here, and the room is empty.

Encounter: 1 Kobold Miner

1 Kobolds AC 13 (11), HD 1d4, #At 1 weapon, Dam 1d4 or by weapon, Mv 20', Sv normal folk, MI 6)

Kobold 1: HP 2: ☐ ☐



6. AMBUSH POINT

This room is lined with wooden supports down the walls and the walls have been smoothed, the party will start to notice a smell once they enter this room and black dust is on almost everything. There are openings north, east, and south. If the party has alerted the lair, they will be ambushed here. If not refer to the Roaming Patrol Table.

Encounter:

If Lair Alerted: Remaining Roaming Patrol Table Encounters & Encounters from Rooms (4,5, & 7)

If Lair Not Alerted: Roaming Patrol Table, if there is a fight, the noise from it will pull the remaining Kobolds from rooms (4,5, & 7)

7. NESTING CHAMBER

This room has an oily slick floor on the entrance to the north and south, seemingly bubbling up from underneath the walls. Up a small incline is Kobold Caretakers tending to eggs. They will immediately notice the party entering the room. With at least 1 Kobold Caretaker fleeing out whatever entrance the party is not at, if the party is at both, they will make as much noise as possible. Alerting any remaining Kobolds to enter the room in 2 rounds. All Kobolds will defend the nesting chamber with their lives.

Encounter: 6 Kobold Caretakers & Remaining Kobolds from all rooms, for Drichar.

6 Kobolds AC 13 (11), **HD** 1d4, **#At** 1 weapon, **Dam** 1d4 or by weapon, **Mv** 20', **Sv** normal folk, **MI** 6) **XP** 10

Kobold 1: HP 2: ☐ ☐
Kobold 2: HP 3: ☐ ☐ ☐
Kobold 3: HP 2: ☐ ☐
Kobold 4: HP 1: ☐
Kobold 5: HP 2: ☐ ☐
Kobold 6: HP 1: ☐

Note: Drichar will only attack with no dialogue if the party harms the eggs, otherwise he will address the party, usually shouting for everyone to stop.

8. TOOL ROOM

This room has oily slick floors all along the wall to the South, East and West, seemingly bubbling up from underneath the walls. There will be several work tables and common tools laying underneath the tables. There is a staircase leading up into a room with a door on the west, and a small path leading to the East that has been covered in oil. There are no patrols here and no Kobolds would be idling here, so the room is empty. If the adventures are loud, it will have Drichar come to inspect the room in 1 round or more depending on the Kobold Injury Table.

Note: Drichar will not attack the party and will address them as long as he has not received any information of the eggs in the nesting chamber being harmed.

9. KOBOLD SORCERER / ENGINEER / ALL-WATCHER ROOM

In this room is the leader of this Kobold Tribe (Drichar Leedlef) who will instantly see the party and address them in common. Refer to the Kobold Injury Table to see if they have any injuries from their experiments if any. The room is filled with clumps of black dust clinging together via oil. Their scales are covered in soot, and the tips of their fingers are stained black. If they are not injured, they will be wearing copper wings. If they are injured, they are laying in a makeshift bed near a workbench, on which are damaged copper wings. There will always be a makeshift flamethrower nearby and a small stockpile of grenades. All the tools that would be required to work on these things would be strewn haphazardly about the room, in one far corner there is a smelting forge, near this will be some of the merchant's belongings (jewelry and jewels).

Drichar will attempt to negotiate with the players to not kill them or anyone else (if they have) and instead insist that all he wants to do is become as close to a dragon as possible, in the hopes of having his tribe move up in importance. They will offer the merchants things back for the players to go away, and if that doesn't work, will attempt to give away the schematics of the copper wings and/or flamethrower they are working on, but they will not part with the copper wings willingly. The schematics for the copper wings will be entirely in Draconic with a few images drawn to help illustrate if the players are able to convince them to hand them over.

Encounter: Drichar Leedlef

1 Kobold King AC 15 (10), **HD** 2, **#At** 1 weapon, **Dam** 1d4 or by weapon +1, **Mv** 10', **Sv** normal folk, **MI** 6), **XP** 75

Kobold King: HP 8: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

KOBOLD INJURY TABLE

1	Sprained Wrist (-2 on attack)
2	Missing Teeth (Flavor)
3	Broken Arm (-4 on attack)
4	Broken Leg (prone, +1 round to get to Nesting Chamber)
5	Concussion (-2 on Morale)
6	No Injury

CONCLUSION

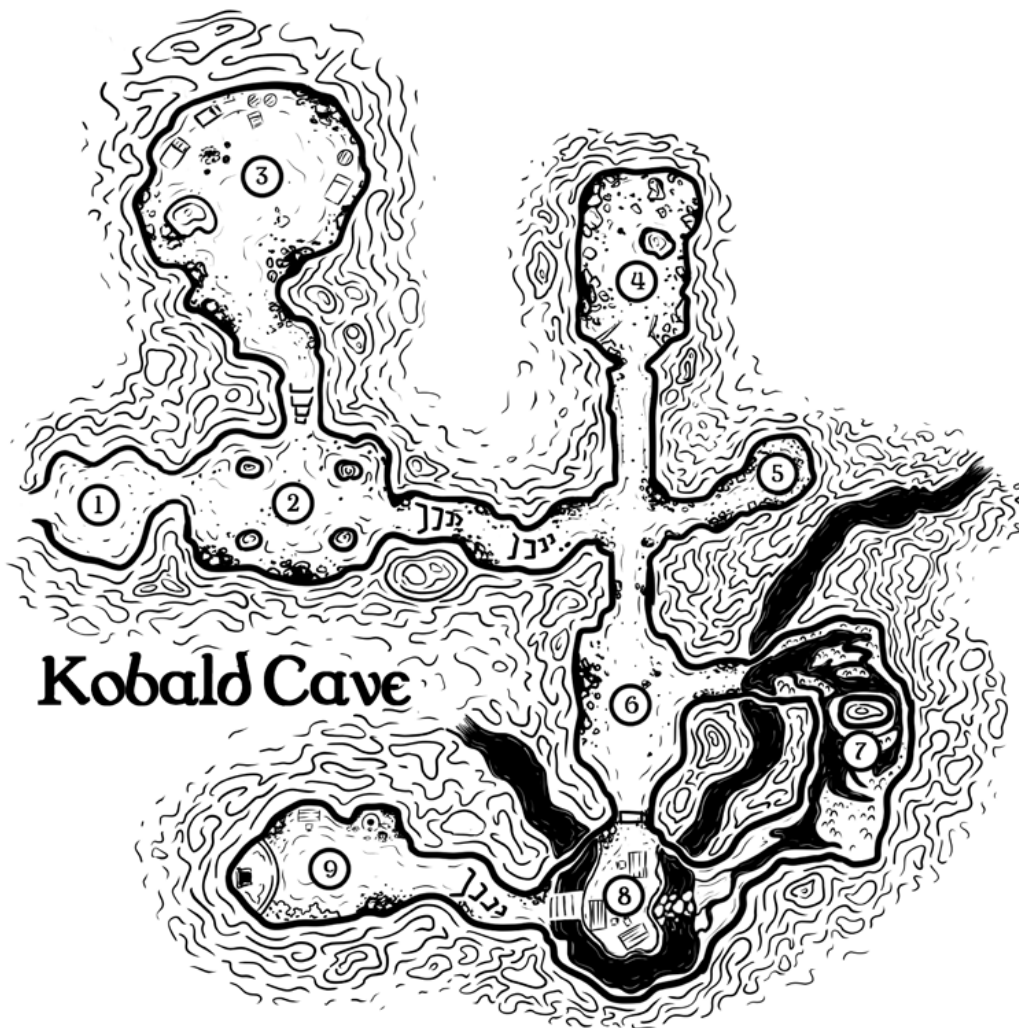
The party has cleared out the Kobold lair and retrieved the copper-wings, schematics, and/or merchants' goods, depending on what they decided to do. They may have snuck all the way through or slaughtered everyone. They could take the things they have gathered back to the town or keep it for themselves.

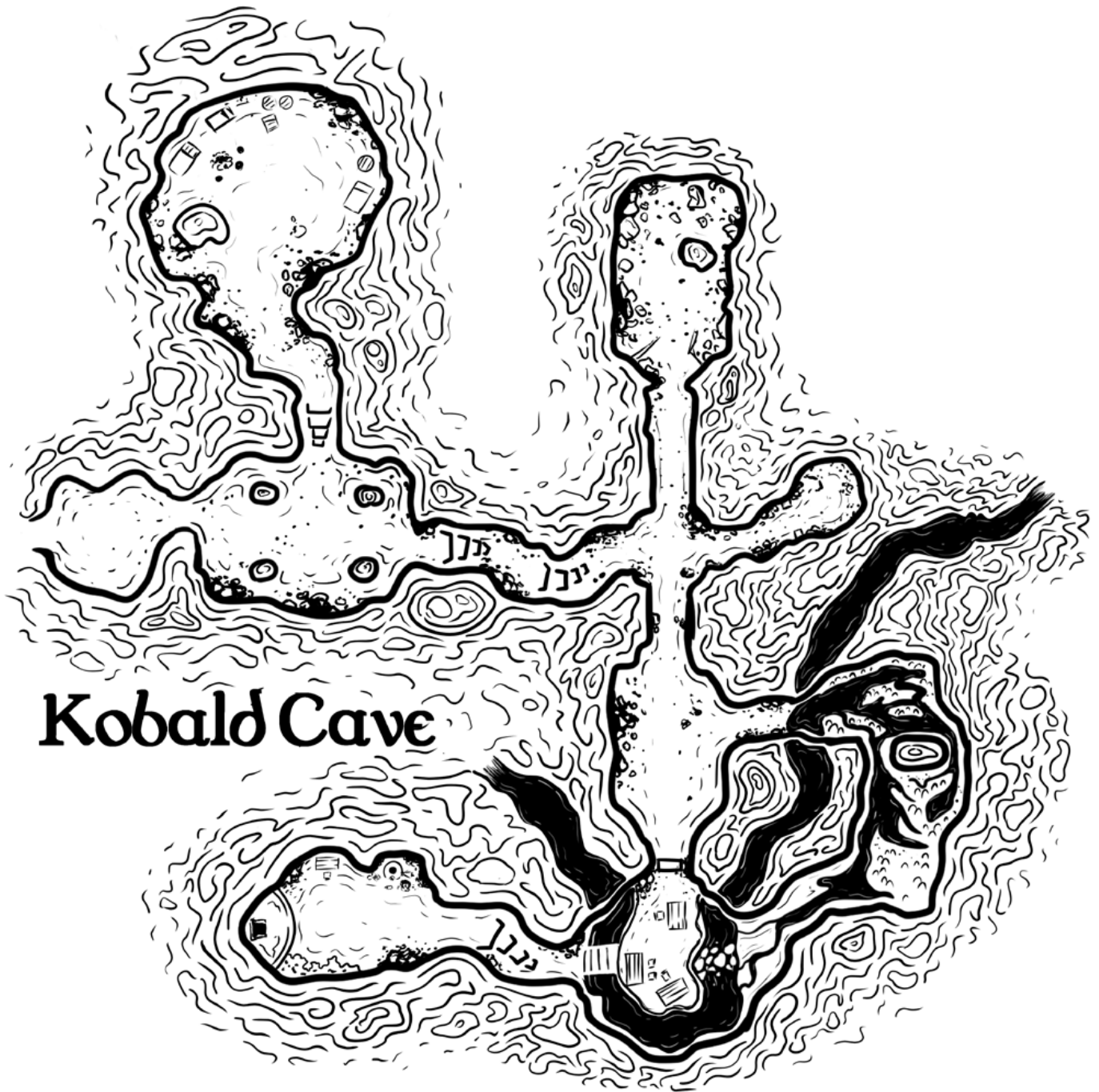
If the party killed all the Kobolds, they will have a -4 penalty on any roll trying to understand anything they have found inside the lair. The story will eventually spread

to other Kobold tribes and all Kobolds will attack them on sight, hoping to avenge their kin.

If the party allowed Drichar to live, they will tell other Kobolds of how the adventurers treated them kindly, in a time when kindness is rare, especially for a Kobold. Perhaps one day when the group needs it the most, a group of Kobolds will assist them in their adventure.

If the party take the things they have found back to town, they will gather some information on how the things work or be pointed in the direction of someone that might be able to help them. Ultimately it will be up to the party to decide what to do with what they have gathered and where to go.





Kobald Cave



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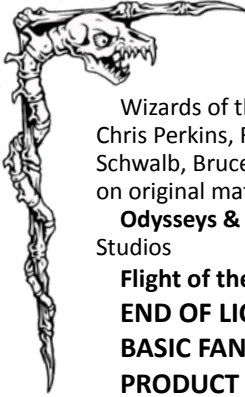
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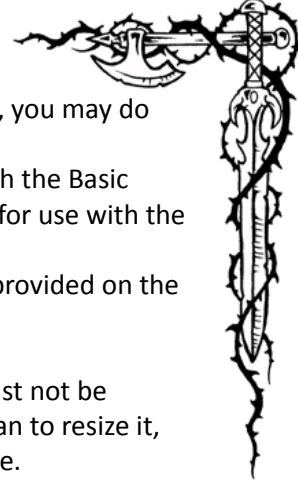
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