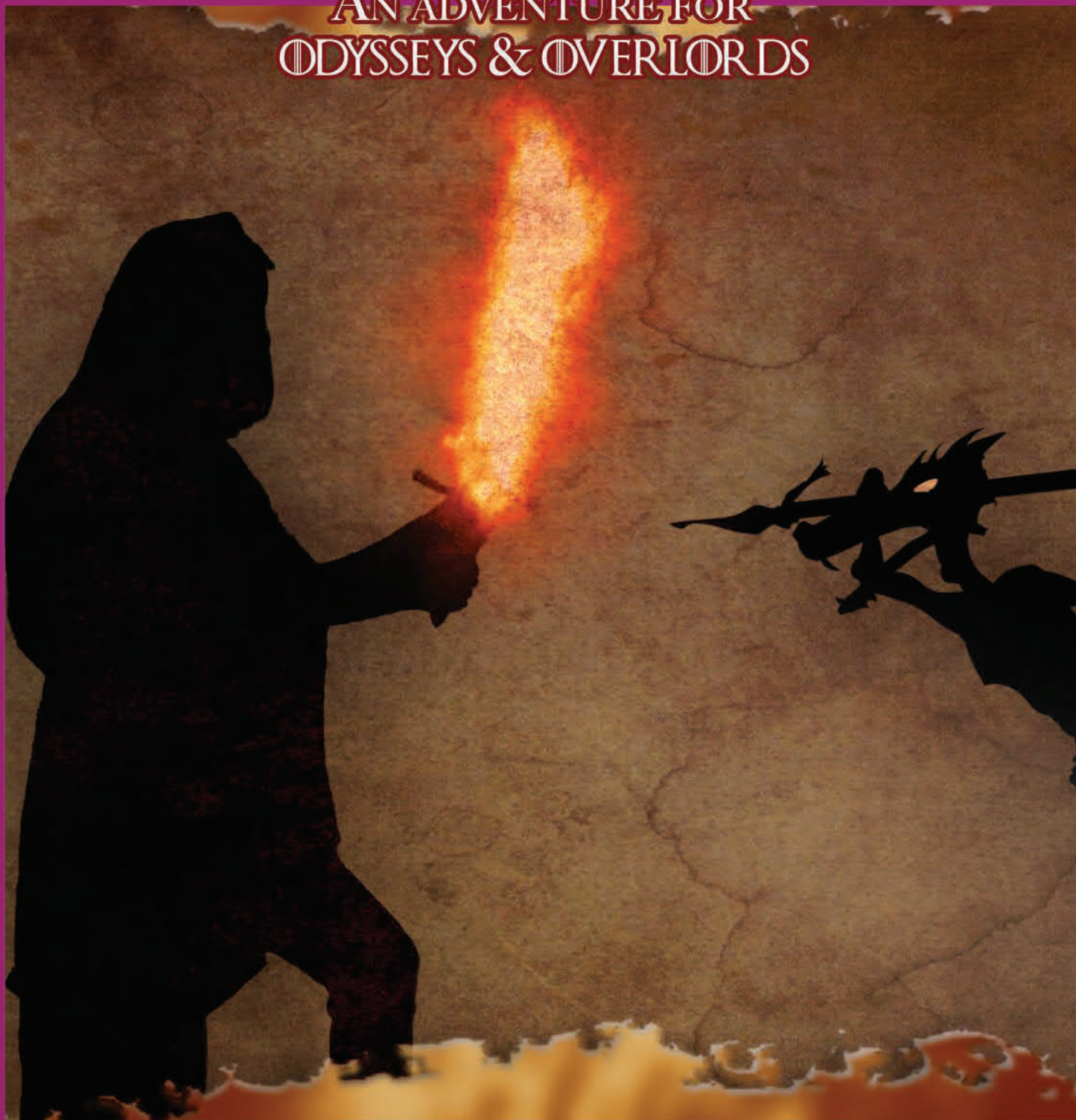


Designed for use
with the **Basic Fantasy**
Role-Playing Game

SPIRE OF THE KOBOLDS



AN ADVENTURE FOR
ODYSSEYS & OVERLORDS



SUITABLE FOR 4-6 CHARACTERS OF 1ST OR 2ND LEVEL

SPIRE OF THE KOBOLDS

AN ADVENTURE
FOR ODYSSEYS & OVERLORDS

SUITABLE FOR 4-6 CHARACTERS OF 1ST – 2ND LEVEL

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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 a short adventure for use with the **Odysseys & Overlords** Role Playing Game. This introductory story allows you to jump right into the action of **Odysseys & Overlords** by pitting the adventuring party against a nest of kobolds who have taken up residence within the wild lands of the Untamed Gauntlet.

BACKSTORY

The Untamed Gauntlet has many mysteries. The Spire is one of them: a huge tower of gleaming rock pointing towards the heavens, with a winding dungeon carved beneath it. Currently, a clan of Kobolds have found it empty (or empty-ish), and are using it as their base. Fearful of invaders, they have thoroughly trapped the upper levels, hiding their best treasures at the very bottom.

APPROACHING THE SPIRE

The party has been issued a writ of salvage for a simple task in the Gauntlet (perhaps a location or goal detailed in another **Odysseys & Overlords** adventure module.) On the way to their destination, the adventurers see movement near the Spire. They know that monsters periodically move into the Spire, and might have treasures worth pursuing.

ENCOUNTER: KOBOLD HUNTING PARTY

Between the adventurers and the Spire is a **kobold** hunting party. The adventurers may be able to ambush the kobolds or avoid them completely. However, if the party avoids them, the kobolds may end up returning to the Spire and fighting them later. If the party fights them, the kobolds try to escape as soon as they're injured but run away from the Spire, as they're concerned that the adventurers might have been there too.

3 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 2: ☐ ☐

Kobold 3: HP 3: ☐ ☐ ☐

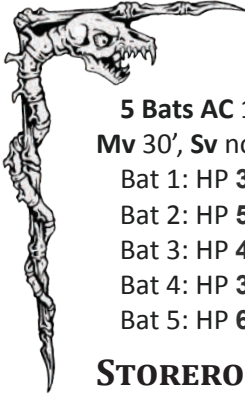
THE SPIRE

Once the party has made their way past, or eliminated the kobold hunting party, they find themselves at the entrance to the spire.

LEVEL 1

ENTRANCE HALL (1)

An imposing hall, with arcane carvings on the walls and four pillars reaching up into endless darkness. The room is huge, echoing, and seemingly empty. When the party first makes noise in here, a swarm of screeching bats drops down from the darkness above to attack. After they confuse at least one adventurer, they fly out the door.



5 Bats AC 14 (11), HD 1, #At 1 special, **Dam** confusion, **Mv** 30', **Sv** normal folk, **MI** 6)

Bat 1: HP 3: ☐ ☐ ☐

Bat 2: HP 5: ☐ ☐ ☐ ☐ ☐

Bat 3: HP 4: ☐ ☐ ☐ ☐

Bat 4: HP 3: ☐ ☐ ☐

Bat 5: HP 6: ☐ ☐ ☐ ☐ ☐ ☐

STOREROOMS

Two side-by-side doorways in the entrance hall lead to two small antechambers being used as storage. There are tripwires strung across both doorways - when triggered, blades hung precariously above the door fall onto the poor soul who opened the door. These tripwires can be spotted with a successful Remove Traps check. Once a character is aware of the tripwires they can easily be stepped over to avoid triggering them. Both rooms are full of mostly junk, with a bag of copper coins on a shelf in the first room the party investigates.

Tripwire: The victim must save vs Death Ray (with Dexterity bonus added) or trigger the trap.

Hidden Blades: A blade or spear drops down from the ceiling or pops out of the wall and attacks at AB +1 for 1d8 points of damage.

Treasure: a bag with 24 Copper coins

FIRST RAMP

A long stone ramp leads down into the darkness at a steep angle. Strange skittering and echoing noises can be heard from below. There are torches on the walls, but they aren't lit. A tripwire is strung across the entrance at the top. This tripwire can be spotted with a successful Remove Traps check. Characters who are aware of the tripwires in the entrance hall antechambers receive a +20% bonus to this check. Once a character is aware of the tripwires they can easily be stepped over to avoid triggering them, however the caltrops on the floor wait just beyond the tripwire. These must be detected separately with a successful Remove Traps check. There are also caltrops scattered across the bottom of the ramp so that the kobolds in the next room can get the jump on unwanted visitors.

Tripwire: The victim must save vs Death Ray (with Dexterity bonus added) or fall down the steep ramp, taking 1d6 falling damage.

Caltrops: Anyone trying to walk across the caltrops must save vs Death Ray (with Dexterity bonus added) or fall prone.

SECRET LABORATORY (2)

Partway down the slope is a secret door. The door is concealed to look like the walls of the tunnel, but screams can be clearly heard from behind it, so the party can easily find it if they're paying attention. Inside the secret room is a **kobold shaman** performing experiments on an unwilling victim - a **kobold** from a different clan. If freed, the victim

will escape the Spire at the first opportunity. He has no information about the Spire that can help the party and no interest in helping them. If they attack him, he will fight to the death.

1 Kobold Shaman AC 13 (11), HD 1d4, #At 1 weapon, **Dam** 1d4 or by weapon, **Mv** 20', **Sv** normal folk, **MI** 6, Abilities: Clerical lv 1d4+1)

Kobold Shaman: HP 4: ☐ ☐ ☐ ☐

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

Kobold: HP 1: ☐

LEVEL 2

HALL OF JUNK (3)

A large room piled with junk gathered from all over the dungeon. A closed door partially hidden by the junk pile leads to a small room with some treasure, and the walls are carved with more arcane symbols. The kobolds are using this room as their main "front door" area as they are able to easily climb over and through the piles, as well as use it as cover. Unless the party has been unusually stealthy and managed to avoid all traps, the kobolds are already aware of their presence. A **kobold chief** and two regular **kobolds** are in this room, either prepared to attack or just keeping an eye on the entrance.

1 Kobold Chief AC 14 (11), HD 2d4, #At 1 weapon, **Dam** 1d4 or by weapon +1, **Mv** 20', **Sv** normal folk, **MI** 6)

Kobold Chief: HP 5: ☐ ☐ ☐ ☐ ☐

2 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 2: ☐ ☐

Treasure: 19 Copper coins, silver locket worth 15 gold pieces.

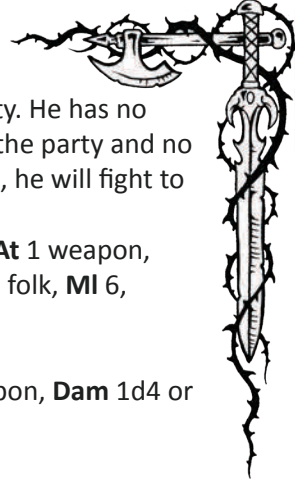
SECOND RAMP

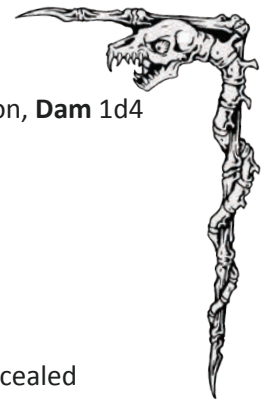
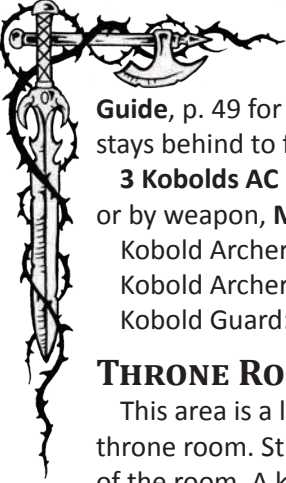
This area is another ramp spiralling down into the dark, with unlit torches on the walls. A puddle of oil is at the bottom of the ramp, and it extends partly into the next room. With proper lighting, the oil slick can be spotted with a successful Remove Traps check.

Oil Slick: Anyone trying to walk through the oil must save vs Death Ray (with Dexterity bonus added) or fall prone. Oil is highly flammable and may be ignited by torches or other flame sources held by characters who slip and fall into it.

HALL OF FIRE (4)

An identical room to the one above it, but with smaller piles of junk and a huge mural of interlocking diagrams on one wall. When the party reaches the oil in the doorway, two kobold archers attempt to light it with flaming arrows then retreat to the throne room. Have these kobolds make an attack against AC 14. If either kobold is successful, the oil catches fire. See the **Odysseys & Overlords Player's**





Guide, p. 49 for rules regarding burning oil. A third kobold stays behind to fight.

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

Kobold Archer 1: HP 2: ☐ ☐ crossbow

Kobold Archer 2: HP 2: ☐ ☐ crossbow

Kobold Guard: HP 3: ☐ ☐ ☐

THRONE ROOM (5)

This area is a larger hall that has been converted into a throne room. Strange abstract statues stand in the corners of the room. A kobold in a dented crown sits atop a single enormous pile of junk in the center of the room. The pile is flanked by the two archers who fled from the previous room. Both are ready to fight to the death. A third archer stands behind the king. The king will plead for his life if he is the last kobold alive, and tell the party about the loot and traps downstairs - but not the secret crossbow trap that's hidden in his junk pile.

1 Kobold King AC 15 (10), HD 3d4, #At 1 weapon, Dam 1d4 or by weapon +1, Mv 10', Sv normal folk, MI 6)

Kobold King: HP 8: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

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

Kobold Archer 1: HP 2: ☐ ☐ crossbow

Kobold Archer 2: HP 2: ☐ ☐ crossbow

Kobold Archer 3: HP 3: ☐ ☐ ☐ crossbow

THIRD RAMP

This is another stone ramp leading downstairs. The torches down this ramp are lit. There's a loose tripwire is lying on the ground as though it was forgotten to be set up. The party can hear scrambling noises from below. A successful Remove Traps check reveals that the tripwire is attached to a hidden crossbow, which the kobolds seem to have failed to reset. If you prefer to have the trap active, the following activates if the tripwire is triggered.

Tripwire: The victim must save vs Death Ray (with Dexterity bonus added) or trigger another trap.

Hidden crossbow: A hidden, mounted crossbow attacks at AB +1, doing 1d6+1 points of damage on a successful hit.

LEVEL 3

LIVING QUARTERS (6)

The ramp pours out into a big room, with evidence that the kobolds have been living here - bedrolls, food scraps, weapons, dice games, etc. A handful of kobolds are scrambling around trying to gather weapons or set up small traps with caltrops and molotov cocktails. If they're told that the king is dead, they plead for their lives and try to escape. If they're allowed to escape, they leave, but not before setting up the tripwire at the top of the third ramp. When tripped, a crossbow hidden inside the king's junk pile shoots towards the ramp.

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 1: ☐

Kobold 3: HP 2: ☐ ☐

Kobold 4: HP 3: ☐ ☐ ☐

STOREROOMS

Both doors to the south storeroom are concealed but can be easily found if either area is thoroughly investigated. The north storeroom's door is ajar. Both storerooms contain mostly junk, as well as a closed wooden box on a shelf. The box in the south storeroom has a scroll of trap detection. The box in the north storeroom has a trap - when opened, a plume of poisonous noxious gas is released.

Poison gas: All within the affected area must save vs. Poison or die.

Treasure: 20 Copper coins, scroll of trap detection

Scroll of Trap Detection: A Spell Scroll with the clerical spell Find Traps inscribed upon it twice.

VAULT (7)

A large vault that's mostly empty. A long time ago, it must have been full of real treasures, but today it has rusted daggers and ruined leather wares. There are also some small bags of silver coins on the shelf, a health potion tucked in a corner, and a single shining sword on a display rack. This is a Flaming Sword - if a character speaks the command word, it will be wreathed in flame.

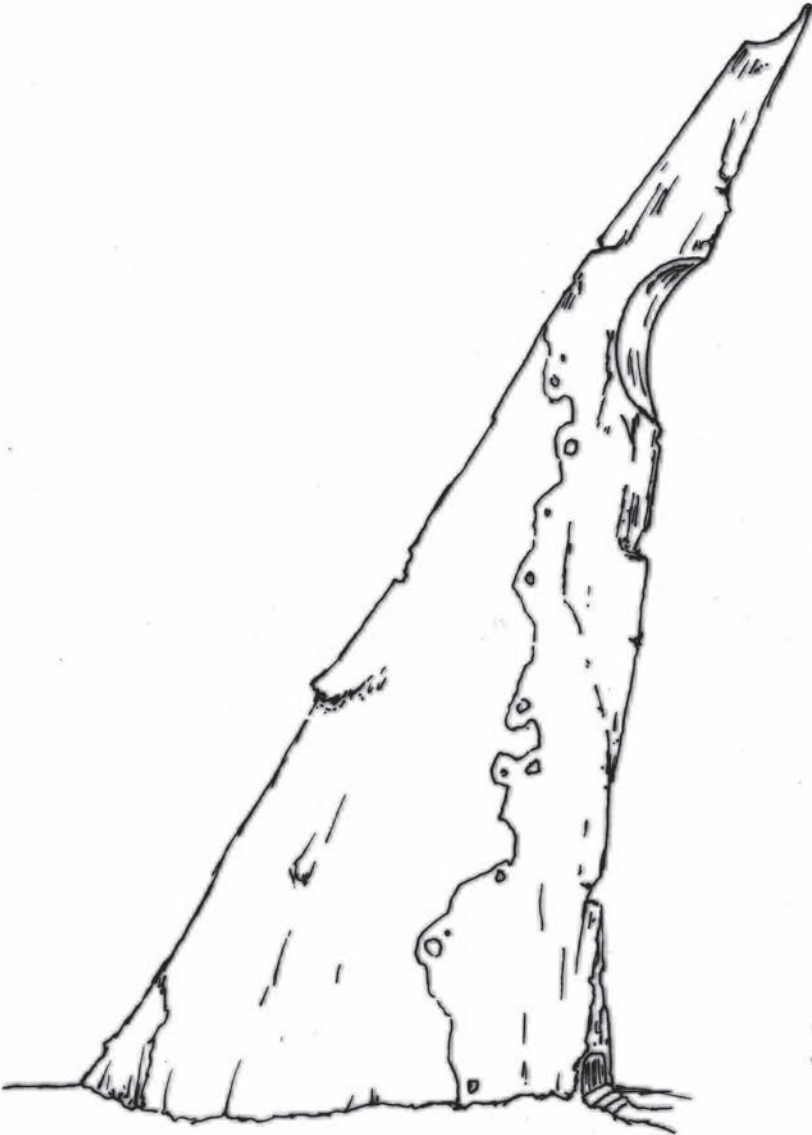
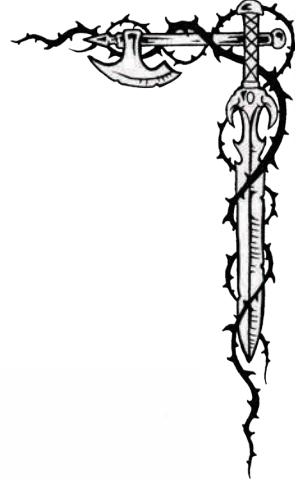
Treasure: 22 silver coins, flaming sword, health potion

Health Potion: the imbiber of this potion receives 1d6+1 hit points of healing

Flaming Sword: upon command, the weapon will be sheathed in fire. The fire does not harm the wielder. The effect remains until the command is given again, or until the weapon is dropped or sheathed. While it flames, all damage done by the weapon is treated as fire damage, and an additional +1 bonus (in addition to the weapon's normal bonus) is added to damage when fighting trolls, treants, and other creatures especially vulnerable to fire. It casts light and burns just as if it were a torch.

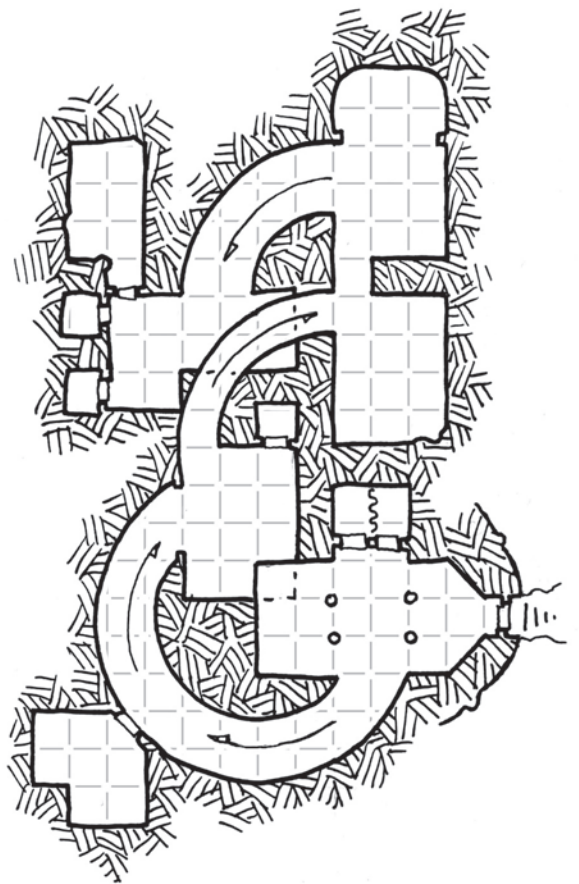
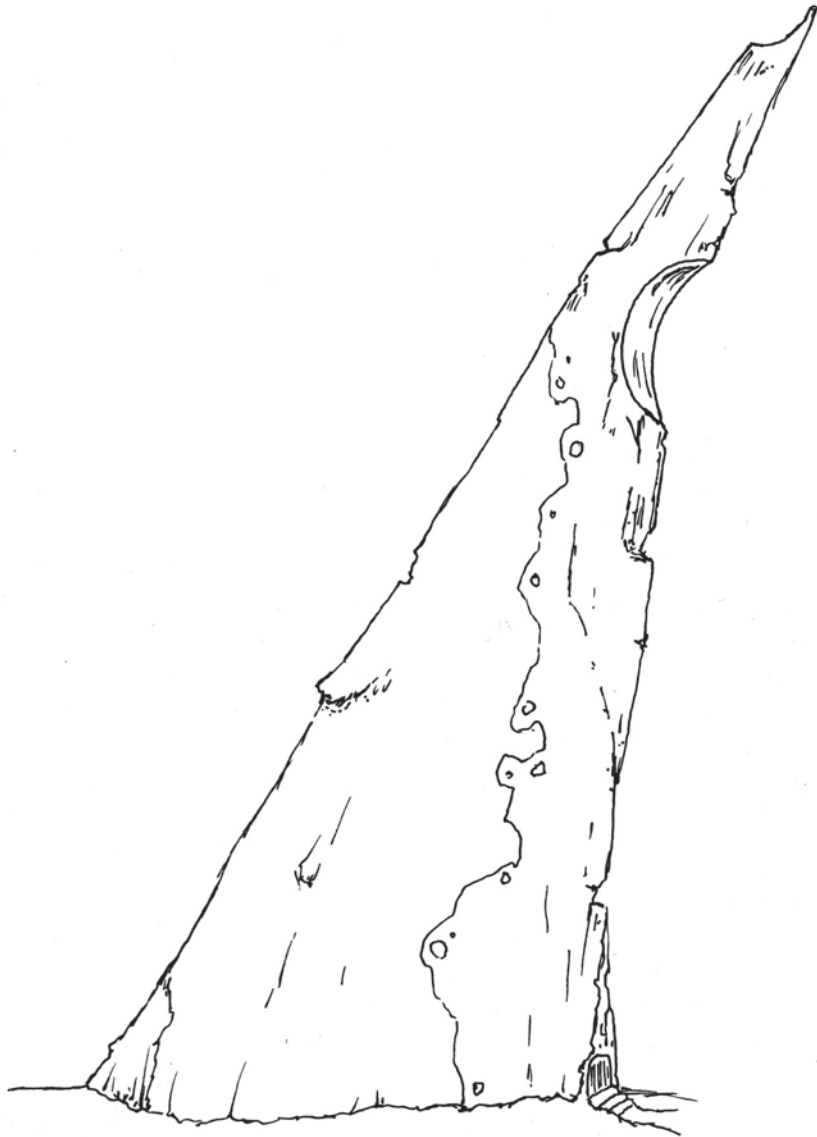
CONCLUSION

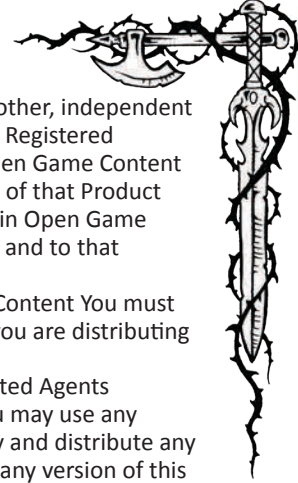
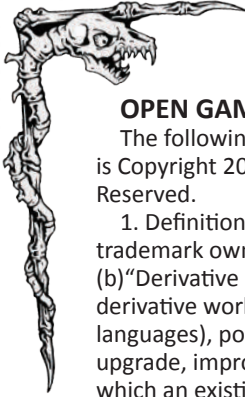
The party has cleared out the Spire - for now. They know that one day more monsters will use it as a home and fill it with more treasure, and on that day they, or other adventurers, can return. If the party still has an adventure in the Gauntlet to get to, they can be on their way. Or they can return directly to Chandra's Haven with their loot. If they allowed any kobolds to escape, they may one day encounter them again as friends or foes.





MAP-PLAYER VERSION





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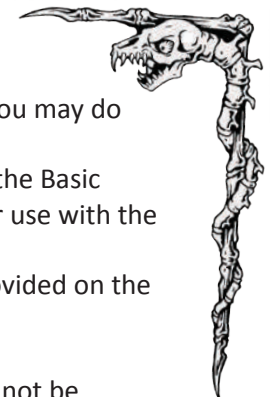
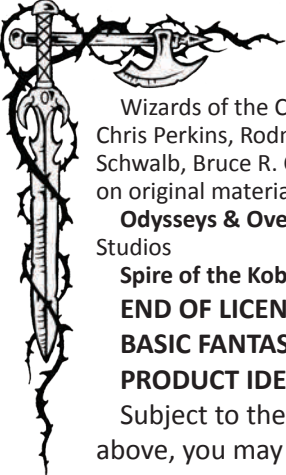
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