

HERO KIDS CREATOR'S GUILD



REQUIRES HERO KIDS FROM HERO FORGE GAMES. DISTRIBUTED
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101 Koboldz

Encounters: Fifteen

Difficulty: Normal-Hard

Duration: 90-180 Minutes

Requires Hero Kids and the Monster Compendium from Hero Forge Games. Distributed through the Hero Kids Creator's Guild at DriveThruRPG.

Adventure Background

Rivenshore—a home to young heroes and a village perpetually struck with disasters and strange occurrences. This time around, the culprit is a traveling merchant named Boris who arrives with a cart smack full of kobold hatchlings. They are to be sold off in the big city, destined to expand the sewers and work in the ill-famed salt mines. Costumed as a dragon, the merchant's stooge Wilfried lured the young kobolds out of their homes and into the cart where the evil Boris trapped them.

One way or another, the kobolds escape from their prison-cart and swarm Rivenshore. Before the village folk know what hit them, the kobolds hide in every nook and cranny...

"Where have my little salt miners gone? Curses! Wilfried, attend me! Find them, round them up, and throw them back into prison. I will teach them a lesson they won't ever forget..." — Boris, the Evil Merchant

Adventure Overview

In *101 Koboldz*, the kids encounter a strange cart in the town square and quickly realize that there's something trapped inside. The kobolds escape and hide all over village, forcing the kids to seek them out. Some mischievous kobolds try to steal shiny objects, while others get themselves into big trouble!

After the kids finally find all the kobolds and round them up, they must escort them to whence they came: Krarkrond—home—endless tunnels, rich and earthy smell, shiny things, tasty moss porridge. How they miss it!

The kobolds' parents are overjoyed when the little heroes return their children and reward them with the greatest gift of all: friendship! Also, a few trinkets for their troubles.

Running this Adventure

Duration

This adventure has many optional encounters so can be played shorter or longer, depending on how long you want to play. If the players are still having fun and you have limited time, you might consider splitting play into two sessions or playing the adventure a second time, running the optional encounters you skipped the first time.

Role-Playing

The story of 101 Koboldz includes a rescue where those being rescued, the kobold hatchlings, simply won't cooperate with their rescuers, our heroes. Whether these turns of events are fun or frustrating depends on knowing when to move on with the story and role-playing with a combination of humor and suspense. Although the young kobolds face a dire fate at the outset of the adventure, once they are freed, rounding them up can be played with alternating moments of slapstick, "Where did they get off to now?!" and light suspense as you describe counting out the kobolds, "You finally get the kobolds to settle down long enough to be counted; ninety-six, ninety-seven. Oh, no. There are still four missing?!"

One of the kobolds, Kriki, is obviously smarter than the others and provides the primary interaction for the heroes. Kriki is helpful but is still a kobold; a little ornery and a little too smart for her britches; she can be snarky throughout the adventure, but she should reward your heroes with a genuine "thanks" at the end.

Difficulty and Failure

Most of the encounters include ways of adjusting the difficulty of the ability tests to account for fewer heroes and to reward ingenuity. Feel free to adjust in other ways to make the most fun experience for your players.

Some of the encounters have potential failure that could ruin the rescue. "Second chance" encounters are included that you can optionally run so the heroes' efforts are rewarded with a positive final outcome.

Adventure Structure

This adventure begins in Rivenshore and follows the kids' journey through the forest and mountains to the cave home of kobolds, high in the Druinhowe Mountains. The structure provides twelve optional encounters that you can select based on what will be most interesting to your heroes or providing a mix of skill tests, puzzles, and combat encounters, or you can leave to the fates to decide with a roll of a die.

Combat in Rivenshore

When the heroes are posed with the problem of a couple, relatively weak bad guys (Boris and Wilfried), they may want to solve the problem with combat. Remind the heroes that the sheriff frowns upon fighting in the streets of Rivenshore. Also, the best solution is to free the kobolds without Boris knowing who did it. Otherwise, Rivenshore may later feel the wrath of his company for stealing their property. A combat encounter is included (**Encounter 3g: So, It's a Fight You Want**) in case the heroes, by choice or circumstance, fight Boris and Wilfried.

Minor Equipment

This adventure introduces minor equipment. It includes unique magic items that the heroes can wear or wield. A hero can only use two pieces of minor equipment in addition to their equipment at a time. Heroes can own multiple pieces of minor equipment, but can only switch between them when not in combat.

Adventure Introduction

The sun dawns, the roosters cock-a-doodle-doo, and you all jump out of your beds. Today is the day! Yesterday, you promised to meet up at the well first thing in the morning to go fishing at the old pond. Grabbing your fishing rods and nets, you run outside and scream to your sleepy parents, "Goodbye." Everybody arrives on time, and you are just ready to set out, when a strange cart rumbles into the village. It has wood all around, and its small windows are barred with heavy iron bars. The wagon stops smack in the town square, a big man jumps down from the driver's seat, and barrels into the tavern. Meanwhile, a goofy man remains sitting on the wagon and looks around the village, confused and tired...



Encounter 1: Strange Arrivals

This encounter is a role-playing scene where the heroes first discover the wagon of kobolds and investigate.

Encounter Intro

The first encounter begins in the town square, where the kids witness a big man, the evil merchant Boris, storming into the Block & Tackle Inn. They now have the chance to investigate the strange wagon. Give the kids time to decide what to do, maybe they take the hook-line and sinker. Hopefully, they don't decide to go fishing like originally planned! To garner their attention, continue as follows:

The lanky fellow who remained on the cart scratches his chin and yawns so loud that he drowns out the roosters... That's strange! Suddenly you hear scratches from the back of the wagon.

Role-Playing

Wilfried. The heroes have the chance to interact with Wilfried, Boris's stooge. He is very afraid of his master, Boris, and won't tell the kids anything unless he's pressed for information. When the heroes approach him, he tries to shoo them away. Wilfried tells the heroes that he'll fetch his master if they bug him and don't skedaddle.

The Kobolds. The kids have the chance to talk to the kobolds, either after freeing them or through the metal bars. The kobolds are very young and most cannot talk at all.

There's only one among them named Kriki who speaks a few words of the common tongue. She tells the kids that the kobolds were abducted and that the evil man wants to take them to the salt mines.

Ability Tests

Golden Tongue. Wilfried is quite the coward but more afraid of Boris than anything else. Nevertheless, he spills the beans when the heroes succeed on a Strength or Intelligence test (Talking) at difficulty 6. They can either intimidate him, promise to help Wilfried, or whatever else they might come up with. He might let the information slip with something like:

"Dose babies we're takin' ta work in the salt mines is none yer business."

After that, he tells the kids everything, beginning from where he lured a bunch of small kobolds from their home to their flight through the night and arrival in Rivenshore. Additionally, Wilfried tells the kids that the kobolds are to be sold off in the big city far to the north east.

Underhanded Tactics. To open the door at the back of the cart, the kids must succeed on a Dexterity test at difficulty 5 to pick the lock or a Strength test at difficulty 6 to break the padlock. Boris carries the only key with him. Wilfried won't notice the kids fiddling with the lock since he drifts in and out of consciousness due to a lack of sleep. Breaking the padlock will wake him, however.

Conclusion

Should the heroes free the kobolds, continue with **Encounter 2: Hide and Seek**. Should the kids decide to steal the key from Boris, continue with **Encounter 1a: Getting the Key**. On the off chance that the heroes ignore the cart and go off fishing, continue with **Encounter 1b: Roger's Plea**.



This is an optional map of **Rivenshore** you may use during the adventure. If you have used a different map for Rivenshore, you may use this one for another settlement. The large, red building is the Block and Tackle Inn!

Encounter 1a: Getting the Key

The heroes try to get the key to the padlock.

Encounter Intro

Should the kids fail to open the padlock, they can seek out Boris who carries the only key with him. They can steal the key or defeat Boris in combat, if necessary.

The big man you saw before sits at a table and wolfs down a gigantic serving of bread and stew. Your friend Roger, the son of the tavern owners, stands next to him and looks afraid. Every time the big man drains his drink with one large gulp, Roger refills the tankard from a large pitcher. You see a coin purse and a large key dangling on the big man's belt... Roger slowly shakes his head when he sees where your eyes wander!

Role-Playing

A Man of Large Appetites. Boris is a rude and impatient fellow who barks at Roger when he's too slow to fill his mug. Should the kids attempt to talk to him, he ignores them for a while. Once his nerves are frayed, he barks at them to leave him alone or he'll take them to the salt mines.

Ability Tests

The Theft. Stealing the key is not difficult since Boris is occupied with his meal. The kids manage to snatch it by succeeding on a Dexterity test at difficulty 4.



Wilfried

Boris

Getting the coin purse requires a successful Dexterity test at difficulty 5. If they are successful, the heroes can add a sack of gold to their inventory.

Golden Tongue. By no means can Boris be persuaded or intimidated into giving up the key.

Monsters

This encounter features Boris, the evil merchant.

1 Hero:	1 x Boris
2 Heroes:	1 x Boris
3 Heroes:	1 x Boris
4 Heroes:	1 x Boris

Conclusion

With the key in hand, the kids manage to open the cart and succeed in freeing the kobolds. Read the following:

Once the lock is off, you pull on the heavy doors. Before they are even fully open, kobold hatchlings by the dozens pour out through the gap onto the ground, spreading out all over the town square with, "whees" and "yips." The flow of kobolds stops just long enough for you to look in, then more pour out and start to wander around like the others. It's a wonder that they all fit inside the wagon—it must possess some magic that makes it bigger on the inside than on the outside.

You need to get them rounded up and to a safe place fast! There's no way they are going unnoticed by your neighbors or the guards. When you talk to them, they are either ignoring you or don't understand you. Until one tugs on your leg, "Hey. What me to tell 'em?"

You have met Kriki who is happy to help since it gives her a chance to boss the others around.

When you ask how many there are, she answers, "One hundred and one! I count good!"

Continue with **Encounter 2: Hide and Seek.**

Encounter 1b: Roger's Plea

Encounter Intro

Roger, the son of the tavern owners Maeve and Yarrik seeks out the kids to get help.

Roger says, "Oh boy, there's trouble in the village! Kobolds are everywhere and I need help finding them all! They were all hiding in a cart it seems, and now they eat up all our food! This one here can even talk and follows me around!"

The kobold hatchling introduces herself as Kriki. She is happy to help since it gives her a chance to boss the others around. When you ask how many there are, she answers, "One hundred and one! I count good!"

Role-Playing

Roger tries his best to convince the kids to help. Kriki follows Roger and explains to the kids what they have to do: Find all the kobolds and bring them somewhere safe. If they decline, you have to find a different adventure and the salt mines will be thankful for the additional hands...

Conclusion

Continue with **Encounter 2: Hide and Seek** if the kids decide to help.



Encounter 2: Hide and Seek

These young kobolds are tired, curious, and scared. The heroes struggle to get them to the safe place as they run off and get into trouble.

Role-Playing

The kobolds on the loose are having a great time until they get into trouble. They quickly shift from sounds of joy, "Wheeee!" to cries of fear, "Whaaaa!"

Encounter Intro

The heroes rush the kobolds to a safe place in the woods where they can make sure the kobolds are all there and where they can plan their escape. Read this introduction first:

You remember the place in the woods where you like to play hide and seek. This will be the perfect place to hide the kobolds while you plan their escape back to their home.

When the heroes have rustled the kobolds to the safe place, read the following:

You finally get the kobolds to settle down long enough to be counted; eighty-seven, eighty-eight... eighty-eight!? Oh, no! Where are the other thirteen?!

The heroes may want to leave Kriki with the other kobolds to keep them from running off, but have her tag along or conveniently show up if the heroes get into trouble.

This series of encounters will be most fun if you maintain a sense of urgency—the heroes need to get the kobolds rounded up and out of town quickly before something really bad happens to them. Introduce each encounter with a variation of counting the kobolds as above, gradually getting closer to all of them.

Instructions

Roll 1d6 to determine how many kobolds have run off. Then roll 1d6 to determine where they have gone and what kind of trouble they found there. Alternatively, choose the encounters you think will be the most fun or play into the strengths of your heroes. Play two or more of these encounters in any order, as long as you are still having fun.

If the heroes are having trouble thinking of how to approach the problem or succeeding on the ability tests, have Kriki help them with advice or another pair of hands.

Note: When trying to rescue the kobolds, the heroes can only carry two at a time. Similarly, Boris and Wilfried can carry two at a time when they are trying to capture them.

Conclusion

The conclusion to each of these encounters is a return to the safe place for a recount of the kobolds.

Once all the kobolds have been gathered:

Finally, one hundred and one kobolds! Now how are you going to get them home?

Proceed to **Encounter 3: Back in the Wagon.**

Rivenshore Encounters

1d6	Encounter	Where	Why	Type
1	2a: Sleepy Time	Block and Tackle Inn	Sleepy	Stealth
2	2b: Gone Fishin'	Pier	Bored	Water Rescue
3	2c: A Long Way Down	Bell Tower	Curious	Tower Rescue
4	2d: Mmmm Pies	Bakery	Hungry	Trap
5	2e: Something Shiny	Clothing Shop	Greedy	Disguise
6	2f: Cuts Both Ways	Blacksmith's, Armory	Fight Back	Healing
Special	2g: So, It's a Fight You Want	—	Failure	Combat



The Block and Tackle Inn

Encounter 2a: Sleepy Time

Some of the kobolds were tired and went looking for beds to sleep in. They were last seen entering the back door to The Block and Tackle.

Encounter Intro

Read this introduction first:

Where did they go?

The kobolds stare at you, then one pipes up, "Sleepy. Went to bed."

From this, you figure they went to the inn. Of all the places, they could go... Right into the arms of that mean guy Boris.

When the heroes get to the Block and Tackle Inn, read the following, depending on what has happened to this point. If the heroes did not steal the key from Boris earlier, read the following first:

The big man you saw before sits at a table and wolfs down a gigantic serving of bread and stew. Your friend Roger, the son of the tavern owners, stands next to him and looks afraid. Every time the big man drains his drink with one large gulp, Roger refills the tankard from a large pitcher.

In any case, pick up with the following:

Roger tips his head toward the stairs, indicating that the kobolds are upstairs. Somehow, the little buggers got past Boris and to the rooms upstairs. You need to find out which room without causing too much of a stir then sneak them out.

Ability Tests

Finding the room where the kobolds are sleeping is quite easy. Role-play the search through the rooms and what the heroes find in each to suit your players' fun.

Little Kobold, Big Snore. With a successful Intelligence test (Perception) at difficulty 4, the heroes hear a loud snore coming from behind one of the doors.

Leave the rescue ideas to the heroes and reward creativity. Some possible solutions are described here and can be used as examples for other methods they may try.

- **Be Very Quiet.** Just trying to sneak out requires a Strength or Dexterity test (Dash) at difficulty 6 for each hero carrying a kobold.

- **Oops!** Signal to Roger to spill the drink in Boris's lap. Running out during the raucous is easy, with a Strength or Dexterity test (Dash) at difficulty 4.

- **Over There!** Trick Boris into looking for them elsewhere or create a distraction with an Intelligence test (Persuasion) at difficulty 5. If the heroes are unable to distract Boris, they may try something else.

- **Nap Time.** Sneak up behind Boris and crack him over the head with a pan. Since he is only interested in his meal, it is easy to sneak up on him. A hero can knock him out with a Strength test (Tools) at difficulty 5. If the heroes fail to knock him out proceed to Failure.

- **Rapunzel.** Climb down a rope or bedsheets hung out the window with a Strength or Dexterity test (Climbing) at difficulty 5. If the heroes fail the test, Wilfried catches them hanging out the window; proceed to Failure.

Failure

Kobolds? What Kobolds? If the hero fails, they have some explaining to do to either Boris or Wilfried and must pass an Intelligence test (Persuasion) at difficulty 6. If they fail this, they might come up with a creative solution or can fight. Proceed to **Encounter 2g: So, It's a Fight You Want** to see what happens.

Conclusion

Once the heroes get out of the inn, they can return to the safe place with the kobolds.

Return to **Encounter 2: Hide and Seek**.

Encounter 2b: Gone Fishin'

Some of the kobolds found the fishing poles leaning against the well and thought fishing would be more fun than being crammed in a wagon. They were last seen running toward the pier. Success in this encounter brings a special prize at the conclusion of the adventure.

Encounter Intro

Read this introduction first:

As you are running back and forth through the town square, you notice that your fishing rods are gone.

If the heroes ask Kriki or one of the other kobolds about it, they say:

"We love to fish. More fun than crammed in a stinkin' wagon. Wagon smell like fish."

Otherwise one will volunteer:

"Running that way. With sticks to catch fish," pointing in the direction of the pier.

When the heroes run to the pier:

You reach the pier just as one of the fishing kobolds falls into the swift waters of the Camarva. You need to be quick to save the little guy.

Encounter Features

The kobold has just fallen into the water and there is a moment before he is swept into the current and downstream. He doesn't know how to swim, so won't be able to help himself.

Ability Tests

The longer it takes to rescue the kobold, the harder it will be. Reward quick thinking by lowering the difficulty of the test.

Nice Catch! On the first turn only, the heroes might try to reach out with a fishing pole or a rope, if they have one in their inventory, for the kobold to grab with a Dexterity test (Tools) at difficulty 5. After one try, the kobold is swept too far away from the pier. If successful, read:

The little guy bobs in the water below as you reach out as far as you can. He reaches up to grab the tip as his head ducks down into the water. But he manages to get his little claws on the end and pull his head back out of the water. You carefully direct him to the shore.
You caught a big one!

If unsuccessful, read:

Just as you reach out to him with something to grab, the current slowly, but surely, pulls him away from the pier. You see the frightened look on his face as he is dragged farther into the river.

Synchronized Swimming. Otherwise, they might jump in to swim him to shore with a Strength or Dexterity test (Swimming) at difficulty 5. The hero can keep trying as the difficulty increases each attempt (max 6). When successful, read:

You have swum in the Camarva before, but not with a squirming, slippery little kobold under your arm. It is hard work, but you finally swim him to shore where you both spit out mouthfuls of fishy water.



Failure

There is no concern for failure in this encounter. The drowning kobold will eventually be rescued.

Conclusion

The longer it takes to rescue the kobold should be expressed in the role-playing once he is onshore.

He swallowed a lot of water... Look! He's turned blue and doesn't seem to be breathing. But with a sudden cough, water streams out of his mouth and he starts breathing—still coughing a lot, but that's better than not breathing.

Once the kobold is done spitting out water, the heroes can return to the safe place with him and the others.

Return to **Encounter 2: Hide and Seek.**

Encounter 2c: A Long Way Down

Some of the kobolds wanted to see if there were any dragons in this strange place, so they went looking for a high place. They were last seen entering the bell tower.

Encounter Intro

As you dash about looking for the missing kobolds, you hear the sound of the bells in the tower. This is strange in two ways; it isn't time for them to ring, and the sound is not the clear, rhythmic ringing you normally hear. You see the kobolds at the top of the tower, pounding on the bells with scraps of wood. You also see that Wilfried has spotted them too, and is running toward the tower entrance.

Encounter Features

Wilfried will cut-off the heroes who try to enter the tower through the door; they will have to climb up the outside, but they climb the tower for training, so it isn't very difficult. If the hero doesn't have a rope in their inventory, there is plenty of rope at the top for their training sessions.

Ability Tests

Just Like in Training. The heroes have three turns to rescue the kobolds in the bell tower. If one of them attempts to distract Wilfried with Strength or Intelligence tests (Talking), the rescuers get an extra turn for each turn that they are successful. If there is only one hero, they might similarly use Kriki as a decoy with a, "Hey! Buster! Over here." The rescue requires passing three successive tests, each taking a turn:

1. A Strength or Dexterity test (Climbing) at difficulty 4.
2. Another Strength or Dexterity test (Climbing) at difficulty 4. This is a tall tower.

With a success, you might say:

As the highest point in town, you often climb the bell tower for training, so you know all the great handholds.

On a failure, you might say:

You've climbed this tower a bazillion times. You must be too excited. Calm down and think about your climbing, not about the evil man who is racing you to the top.

3. A Strength or Dexterity test (Rope) at difficulty 4 to tie the kobolds in a bundle and lower them to the ground.

Failure

If Wilfried gets to the top before the heroes, they might come up with a creative solution or can fight him for control of the kobolds. Proceed to **Encounter 2g: So, It's a Fight You Want** to see what happens.

Conclusion

Once they all get on the ground, the heroes can return to the safe place with the kobolds.

Return to **Encounter 2: Hide and Seek**.

Encounter 2d: Mmmm Pies

Some of the kobolds were hungry. They were last seen following the smell of pies to the bakery.

Encounter Intro

Expecting that the kobolds were hungry and would look for food, Wilfried set some snares along the back of the bakery where the pies are set to cool. The kobolds who went there to steal pies got caught in the snares. Read this introduction first:

Searching about the town square, you hear the now familiar cries of kobold hatchlings. These are coming from behind the bakery. What now!? You run over to investigate. As you round the corner of the building, you see the kobolds. The first thing you notice is their greedy little faces are smeared with pie. The second thing is that their legs are caught in snares and they can't get away. Looking around, you don't see Wilfried, but he can't be far behind you with all this crying going on.

Indeed, Wilfried is not far behind. He will get to the back of the bakery after three rounds.

Ability Tests

Let Me Try. The heroes can free the kobolds from the snares with a Strength, Dexterity, or Intelligence test (Tools) at difficulty 5. On success with Strength read:

The snares are too hard for a little kobold to pry open, but they're not tough for a young hero.



On success with Dexterity or Intelligence read:

These aren't so bad, if you know how they work.

Encounter Features

Obstacle Course. Wilfried will come around the other side of the building on turn four, but you might have him show up earlier if you think the chase will be fun for your players. If he catches the heroes, they will need to make a mad dash to the woods, being creative in ways to slow him down, or they may fight. Some tests they might make to slow him down are:

- Throw a pie in his face with a Dexterity test (Throwing) at difficulty 5.

- Lose him by splitting up or weaving in and out of the buildings with an Intelligence test (Navigation) at difficulty 5.

- Topple a bunch of barrels in his way with a Strength test at difficulty 5.

Failure

If Wilfried gets to the kobolds before the heroes have set them free of catches them on the run, proceed to Encounter 2g: So, It's a Fight You Want to see what happens.

Conclusion

The heroes return to the safe place with the kobolds while Wilfried stumbles about trying to find them.

Return to **Encounter 2: Hide and Seek.**



Encounter 2e: Something Shiny

Kobolds love shiny things and some went looking for trinkets to steal. They were seen gawking at the jewelry in the clothing shop window.

Encounter Intro

Read this introduction first:

Kriki tells you that some of the kobolds were gawking at the pretty, shiny things in the window. You know right away she must mean the jewelry display at the clothing shop. Your hopes that they are still in the shop are confirmed when you hear a girl's frightened scream from inside the building. That sounded like Liana. Her mother owns the shop.

Encounter Features

If the heroes wait to catch the kobolds when they come out of the shop, the little guys will get off with some jewelry, which will make it hard to gain sympathy for them from some of the townsfolk. If the heroes enter the dress shop read the following:

When you enter the shop, Liana is backed into a corner, holding a broom up to strike at the kobolds. The shop is a mess. One of the kobolds is wearing a bonnet and a dress that is three times too big. You can't even tell it is a kobold under there. The others are picking through the jewelry. It is obvious they are looking for the shiniest pieces. Liana says, "Thank goodness you're here. Help me! What are they anyway?"

The heroes must convince Liana that the kobolds mean no harm and will return the jewelry. Then they must convince the kobolds to do exactly that. Once that is sorted out, they need to sneak the kobolds into the woods past a suspicious Wilfried, who is outside listening for where the screams are coming from.

Ability Tests

Everyone Calm Down. The heroes might convince Liana that they have everything in hand with an Intelligence test (Persuasion) at difficulty 5. They must also convince the kobolds to put the jewelry back with a Strength test (Intimidation) at difficulty 5, an Intelligence test (Persuasion) of 6, or bribing them with the bag of gold from their inventory. The difficulty of either of the tests is reduced by 1 if the players sound convincing in their portrayal.

Be Very Quiet. If the heroes are unsuccessful at either of these, Liana cries for help again, which draws the attention of Wilfried outside. If they are successful, they must then sneak the kobolds past Wilfried who is outside on the hunt. With a successful Dexterity test (Stealth) at difficulty 6, they can sneak past him.

Come With Me, Grandma. If the heroes figure out to disguise the kobolds under a dress or other clothes, the test is performed at difficulty 5 or even 4 if the players are creative in describing the scene.

Failure

Proceed to **Encounter 2g: So, It's a Fight You Want** to see what happens.

Conclusion

The heroes return to the safe place with the kobolds without Wilfried suspecting them.

Return to **Encounter 2: Hide and Seek.**

Encounter 2f: Cuts Both Ways

Some of the kobolds are really mad at Boris and Wilfried and want to fight back. They went looking for a place to get weapons. Success in this encounter brings a special prize at the conclusion to the adventure.

Encounter Intro

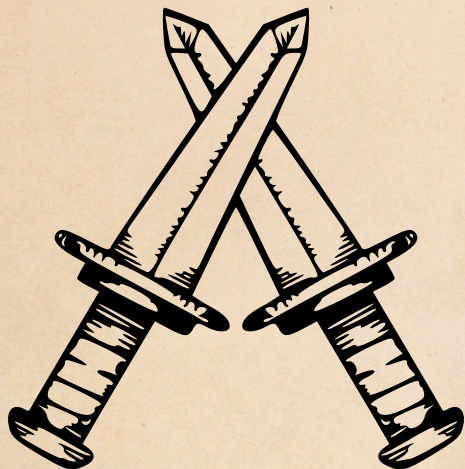
Read this introduction first:

When you ask Kriki about the missing kobolds, she turns and asks the others something you don't understand. The response from the crowd is jumbled, but several clearly say, "Zeek." Kriki looks back at you, obviously worried, "Uh, oh."

Give the heroes a chance to ask for more. When they do, continue with:

"Zeek is leader's son. Zeek is very mad. Wants to fight. Wants sword... to fight." You think, where is Zeek going to get a sword?

Zeek and his close buddies have found the armory or the blacksmith's shop and snuck some swords—really daggers, but they look like swords to these little guys.



Ability Tests

Gotta Be Sharp. If the heroes think of a plausible location to find swords, they will find Zeek there. Otherwise, if they don't know right off where to look, they can get some help with an Intelligence test (Insight) at difficulty 5 to figure it out. If that didn't help, with an Intelligence test (Perception) at difficulty 5 they hear clanking metal and kobold cheers from behind the Blacksmith's shop. Otherwise, they continue their search, hoping to find Zeek before he gets into too much trouble.

They can retry the test until they succeed.

Encounter Features

When the heroes figure out where to look, or they follow the kobold cheers, they find Zeek and his buddies behind the building having fun playing at sword fighting. Apparently, they forgot they were getting the swords to fight the bad guys. Read the following:

You round the corner at the back of the building where you see several kobolds laughing and cheering as they play, swiping and stabbing daggers at each other; real... sharp... daggers.

If the heroes took longer than one ability test to find Zeek, proceed with Failure.

If the heroes found Zeek on their own or with only one test, also read the following and proceed with Another Ability Test.

If you don't stop them, one of those little guys is going to get seriously hurt.

Another Ability Test

Step Away from the Swords. The heroes must convince the kobolds to stop fighting and put the daggers down. This is hard since they don't know many words yet. On a successful Strength test (Intimidation) or Intelligence test (Persuasion) at difficulty 6, Zeek and his buddies will grudgingly drop the daggers.

Failure

If the heroes took more than 1 test to locate Zeek or cannot convince him to immediately stop play fighting, read the following:

Just as it enters your mind that one of them will get seriously hurt, one of the kobolds accidentally slices another on the arm. The injured one lets out a wail and falls to the ground grasping where he got cut. This poor little guy needs healing right quick!

Conclusion

The heroes can return to the safe place with Zeek and his buddies.

Return to **Encounter 2: Hide and Seek.**

Encounter 2g: So, It's a Fight You Want

Use this encounter if the heroes want to fight Boris and/or Wilfried or if they must fight due to failing an encounter.

Encounter Intro

When the encounter has come to a fight, read this:

The sheriff isn't going to be happy when he hears this, but it looks like you have no choice, but to fight.

If Boris is in the fight, read:

Boris says, "You rotten kids, get out of my way! I have a job to do... Oh! So, it's a fight you want."

Combat Intro

Boris and Wilfried are not interested in fighting the kids, but if they have no choice they will. If they do not have a kobold, they will first try to catch one. The kobolds are frozen with fear, so catching one is as simple as moving to an adjacent square.

If Boris or Wilfried are trying to carry off a kobold, he will try to dash past the heroes, but if a hero engages him, he will have to stop and fight.

Map

Since there's no knowing where the combat could take place, use theater of mind or employ the empty grid and quickly draw up the scene!

Encounter Features

Use whatever features make sense for the area where this encounter has happened.

Monsters

This encounter features Boris and Wilfried. Based on the scenario that initiated this combat, the heroes may only be facing one of them, but if there are two or more heroes, the other will catch them and join the combat.

1 Hero:	Boris or Wilfried (not both)
2 Heroes:	Boris and Wilfried
3 Heroes:	Boris and Wilfried
4 Heroes:	Boris and Wilfried

Tactics

Boris and Wilfried will work together to capture at least one kobold; one engaging the heroes while the other runs away. Boris will use his Belly Bump and Thump to get away from a hero. If both Boris and Wilfried are engaged with one hero, one of them can run off.

Conclusion

If Boris and Wilfried have been knocked out, they will recover after a short rest. Now that Boris knows the heroes are working against him, it might be time to get the kobolds out of town before he and Wilfried recover.

Return to **Encounter 2: Hide and Seek.**



Encounter 3: Back in the Wagon

Encounter Intro

If Boris and Wilfried are knocked out, read:

With Boris and Wilfried knocked out, it's time to skedaddle. You gather the kobolds and tell them the plan, with Kriki translating.

If either Boris or Wilfried is still on the prowl, read:

The sheriff has a remarkable sense of timing. He has just, ever so politely, asked Boris and Wilfried to join him in his office. His eyes drift in your direction as he shows them the way. Was that a wink?

Give the players a chance to offer a suggestion on how to get the kobolds home, but there is no easy way other than to put them back in the wagon. They will not want, and probably are scared, to climb back in, so the heroes must convince them. If the heroes explain this to Kriki:

Kriki says, "Not gonna like that."

Ability Tests

It'll Be Fine. Even with Kriki's help, convincing the kobolds to climb back in the wagon requires an Intelligence (Persuasion) test at difficulty 6 from each of the heroes. If any of the heroes fail, the kobolds will offer some concession to try again:

- Some of the kobolds get to ride in the driver seat, trading off (difficulty -1)
- Some of the kobolds get to ride on top of the wagon, trading off (difficulty -1)
- One of the heroes must stay in the wagon with them (difficulty -2)

When the heroes get the kobolds into the wagon paraphrase the following with added description for any concession that had to be made.

At last, you have convinced the kobolds to get into the wagon. Just as Kriki predicted, it wasn't easy, but you are ready to roll.

Failure

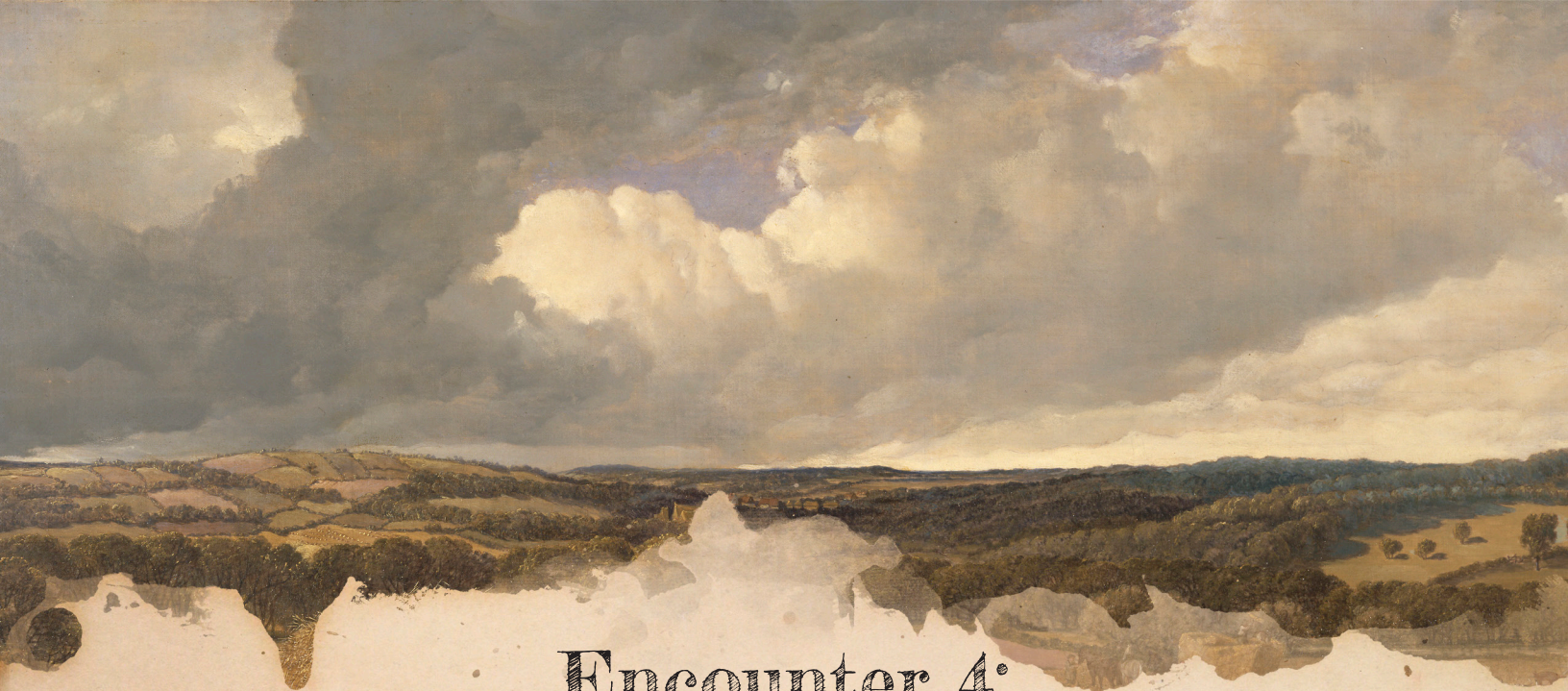
Failure at this presents the worst of all possible outcomes, the heroes will have to ask for help.

The sheriff coaxes the kobolds into the wagon. He noticed how hard you tried to avoid fighting in town and is proud that you rounded the kobolds up by yourselves. He sends you off with a heart-felt and hearty, "Farewell."

Conclusion

The heroes and their charges are on the road to Krarkrond, if Kriki can remember the way.

Proceed to **Encounter 4: The Long and Winding Road Home.**



Encounter 4:

The Long and Winding Road Home

Instructions

The road home is long and fraught with peril! These encounters progress from the forest to the mountains. If you are playing them randomly, roll as many d6s as encounters you want to play, re-rolling any duplicates. Play encounters in the forest before the mountains. The time spent traveling can allow for resting if necessary, but you can keep the tension higher by stretching the kids' resources. If you run more than three encounters, the characters should stop for the night at a safe place to rest and continue in the morning.

Alternatively, choose the encounters you think will be the most fun or that play to the strengths of your heroes. Play two or more of these encounters or as long as you are still having fun.

Forest & Mountain Encounters

1d6	Encounter	Location	Event	Type
1	4a: What Goes Up	Forest	Winged Kobolds in Trees	Ability Test
2	4b: We've Been Looking for You	Forest	Salt Mine Guards	Ability Contest, Combat
3	4c: Kobolds are Nice... and Tasty	Forest or Mountain	Deceitful Crone	Combat or Ability Test
4	4d: Lunch Break	Forest or Mountain	Hungry Wolves	Combat
5	4e: The Wheels Go 'Round	Mountain	Wheel Came Off	Ability Tests
6	4f: Ho There!	Mountain	Highwaymen	Combat

Note: As before, when trying to rescue the kobolds, the heroes can only carry two at a time. Similarly, any person trying to capture them can also carry two, and a beast can only carry one.

Conclusion

Once the heroes have completed the last encounter, read:

Finally, you are on the last stretch of road to Krarkrond. The sun is setting over the mountain, but it can't be long now. You press on.

Proceed to **Encounter 5: Family Reunion.**



Encounter 4a: What Goes Up

Some of the winged kobolds are testing their flying ability. They manage to get up into a tree and can't get back down. Success in this encounter brings a special prize at the conclusion of the adventure.

Encounter Intro

This encounter is more than a rescue from a height; this is a chance to help the young kobolds learn to fly. Read this introduction first:

After stopping for a break, you are short a few kobolds when counting them as they jump back in the wagon. Kriki points up to the top of a big tree. Some of the winged kobolds have managed to fly to the top of the tree, but now they are scared and crying. They don't know how to fly back down. You can take some time to help them learn to fly or just get them down and get back on the road.

Ability Tests

Watch Me. If one of the heroes has the Flyer ability or has a pet that does, they can take some time to teach the little guys to fly. This is an automatic success.

Otherwise, the heroes will need to talk them through it or climb up and get them down.

- **Don't Worry. I'll Catch you.** With a successful Intelligence test (Talking) at difficulty 6 the hero can help the kobolds gain the confidence to fly down. Reward good role-playing by reducing the difficulty. They get two attempts before they must resort to climbing up.

- **Hang On.** The tree is an easy climb for a hero and the kobolds can be reached with a Strength or Dexterity test (Climbing) at difficulty 4, with as many attempts as necessary.

Failure

How 'Bout Here? If the heroes were unsuccessful at talking the kobolds into flying down, they can try again if they think to give the kobolds another attempt at flying when they are lower in the tree. This will succeed since they can climb down as far as necessary for the kobold to become comfortable, which is another opportunity for role-playing.

Conclusion

When all the kobolds are safely back on the ground, the heroes can get the wagon loaded and back on the road.

Return to **Encounter 4: The Long and Winding Road Home.**

Encounter 4b:

We've Been Looking for You

When Boris and Wilfried didn't show up with the wagon as expected, some of the guards went looking for them. This encounter introduces the option to use a new concept, contested ability tests; these may be too difficult for young players, so you may want to play it as a straight combat.

Encounter Intro

Read this introduction first:

This section of the forest is heavily wooded. A man dressed like a guard and carrying a crossbow is standing in the road ahead of you. You have to whoa the horses to a stop so you don't run him over. He hails you, "We've been looking for you. Where's Boris?" As he walks closer to the wagon he says, "Wait a minute. You're just kids. Get down from there."

If the heroes don't get down, read:

He points the crossbow at you, "I said, get... down..." He is deadly serious. Looks like this will be a fight.

If the heroes try to drive off with the wagon, read:

With a, "Heeyaw!" you get the horses moving, but it takes a moment for them to get the wagon rolling. The guard has time to jump on his horse and give chase.

Ability Tests

More advanced heroes might try to drive off, but the guards have horses and can move much faster and more nimbly through the forest than the wagon. The Guard Sharpshooter can also shoot from horseback.

Contested Ability Tests

On each turn, the heroes and the Guard Sharpshooter make ability tests. (If there are two Guard Sharpshooters, roll once; they both do the same thing, one on each side of the wagon). Use a blank battle map with the hero who is driving and the Guard Sharpshooter side-by-side at one end of the map.

- **Hee Yaw!** The heroes make a Strength, Dexterity, or Intelligence test (Driving) at difficulty 5 to just drive, or at difficulty 6 to drive and do a ranged attack. On a success, move the heroes forward 1 square. On a failure, leave them where they are.

- **Not So Fast.** The Guard Sharpshooter makes a Dexterity test (Riding) at difficulty 4 to just ride, or at difficulty 5 to ride and do a ranged attack. On a success, move the Guard Sharpshooter(s) forward 1 square. On a failure, leave them where they are.

After both the heroes and the Guard Sharpshooter move, resolve the ranged attacks for anyone who was successful at the higher difficulty test. If one is ahead of the other or they are side-by-side, they can make a ranged attack.

If the wagon is two squares ahead of the Guard Sharpshooter, the heroes manage to escape. Read the following:

Against great odds, you skillfully maneuver the wagon down the road and finally escape when the guard's horse tuckers out.

If the Guard Sharpshooter is two squares ahead of the heroes, the wagon must stop, and regular combat ensues. Read the following:

The crossbowman gets ahead and blocks the road. The horses pulling the wagon were off into the woods and stop just before running the wagon into a big tree.

Combat Intro

If the heroes don't try to drive off or the guard stops the wagon, place the heroes and the guards on the map as indicated. Any guards in addition to the Guard Sharpshooter(s) are placed as well.

Driving the Wagon. At any time during the combat, if all of the heroes or all of the guards and no combatants are in the wagon, one of them can use their action to drive the wagon forward 4 spaces. (Just move the characters). If the characters with the wagon move off the map, they have escaped.

Encounter Features

The trees are obstacles that require two squares movement. It takes 2 squares movement to get on the wagon, but only 1 to get down.

Monsters

This encounter features Guard Sharpshooters and Guard Recruits. It is tough for 1 hero.

1 Hero:	1 x Guard Sharpshooter
2 Heroes:	1 x Guard Sharpshooter 1 x Guard Recruit

3 Heroes:	1 x Guard Sharpshooter 2 x Guard Recruits
4 Heroes:	2 x Guard Sharpshooters 2 x Guard Recruits

Tactics

The Guard Recruits will try to take control of the wagon while the Guard Sharpshooters will attack at a distance.

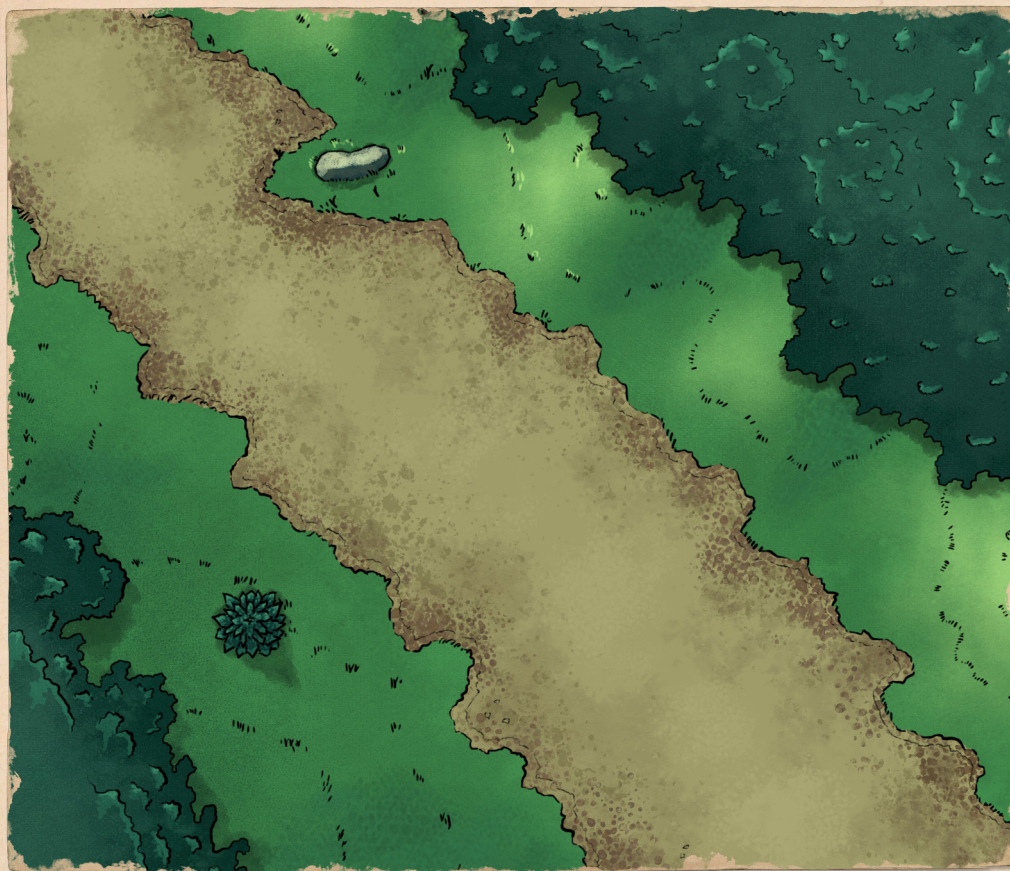
Failure

If the guards take control of the wagon, they leave the heroes in the dust. You might let the heroes catch up to them the next day when the wagon loses a wheel. If you do, run the combat again.

Conclusion

If the heroes were unsuccessful at first but beat the guards later when they had a broken wheel, proceed to **Encounter 4e: The Wheels Go 'Round**.

If the heroes were successful, return to **Encounter 4: The Long and Winding Road Home**.



Encounter 4c:

Kobolds are Nice... and Tasty

The heroes come upon an elderly woman who appears to need help. She seems nice enough, but turns out to be a hateful crone who wants to get at the kobolds. Success in this encounter brings a special prize at the conclusion of the adventure.

Encounter Intro

Read this introduction first:

As the wagon rolls along, you finally start feeling like this is all going to work out. Ahead, you notice an old woman resting on a large rock, so you slow the wagon. As you approach, she hails you, "Good people. Can you spare a moment for an old woman in need?"

If the heroes don't stop the wagon, proceed to the Combat Intro, otherwise read the following:

"Thank you for stopping. Have you any water? I went for a walk and somehow got turned around in these woods. Now I have been out all day and brought no water. I am so thirsty."

She will thank them for the water and ask their names, introducing herself as Margret. If there aren't any kobolds riding outside the wagon, read the following:

The woman cranes her neck, trying to see in the wagon and asks, "What do you have in the wagon?"

If there are kobolds on the outside of the wagon, read this instead:

So, who are your little friends?

Ability Tests

What Big Eyes You Have. The heroes have one chance to figure out that Margret is not nice before she attacks. On passing an Intelligence test (Knowledge/Lore) at difficulty 5, the heroes realize that she is a crone and everyone rolls for initiative normally. Read the following:

You have heard of an evil crone in these parts named Margret. This is surely she, and you are in trouble. She says, "Kobolds are nice... and tasty," as she tries to pull you from the wagon.

If the heroes fail, she surprises them and pulls the driver off the wagon. Read the following:

That frail old woman isn't so frail after all. She says, "Kobolds are nice... and tasty," as she pulls you from the wagon.

Combat Intro

If there are any Brigand Bandits, they immediately emerge from the rocks and trees to block the road ahead of the wagon. At any time, if all the heroes are in the wagon and there are no Brigand Bandits in the road ahead, they may drive off.

Encounter Features

The trees are obstacles that require two squares movement. It takes 2 squares movement to get on the wagon, but only 1 to get down.

Monsters

This encounter features a Crone. It is tough for 1 hero.

1 Hero:	1 x Crone
2 Heroes:	1 x Crone
3 Heroes:	1 x Crone
	1 x Brigand Bandit
4 Heroes:	1 x Crone
	2 x Brigand Bandits

Tactics

Margret will use her Drawing Attack to yank the heroes off the wagon. Any Brigand Bandits will try to get on the wagon and steal it, but they won't leave without the crone.

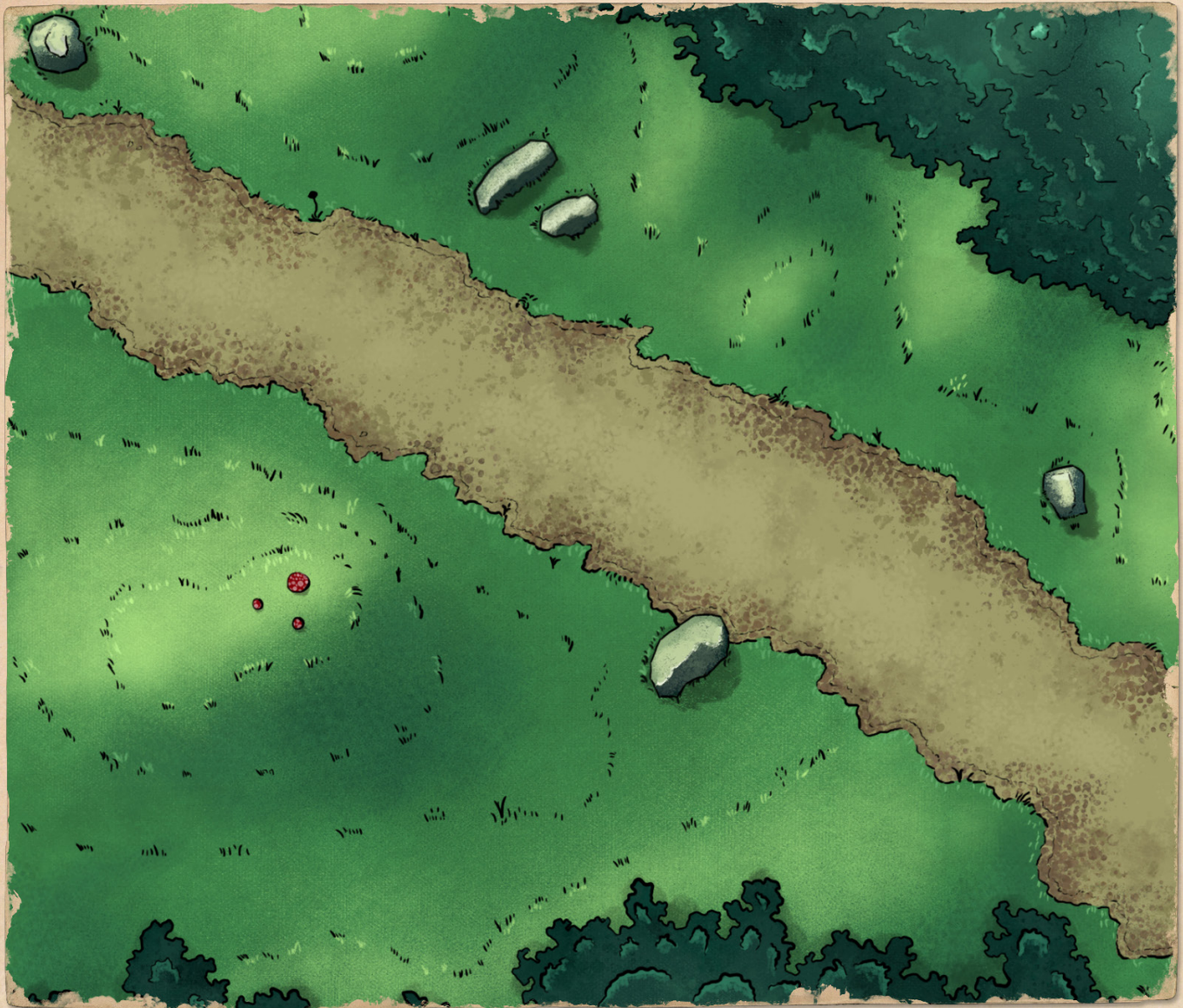
Failure

If Margret and her minions knock out the heroes, she will leave with the wagon. You might let the heroes catch up to her the next day when the wagon loses a wheel. If you do, run the combat again.

Conclusion

If the heroes were unsuccessful at first but beat the crone later when she had a broken wheel, proceed to **Encounter 4e: The Wheels Go 'Round**.

If the heroes were successful, return to **Encounter 4: The Long and Winding Road Home**.



Encounter 4d: Lunch Break

When the party stops for a meal, they aren't the only ones hungry; wolves crash the picnic.

Encounter Intro

Read this introduction first:

As the wagon rolls along the path, the cries and noise from inside the wagon become louder. Even the kobolds who didn't know any words when you set out from Rivenshore have learned to say, "We're hungry," as they bang on the sides of the wagon for attention. The kobolds want out to stretch their legs and to eat some food. Fortunately, you already found a big picnic basket Wilfried had packed and hid under the driver's seat.

If the heroes decide to let the kobolds out of the wagon to eat, read the following:

You come upon a secluded area with edible berries, big trees, and boulders where you think it is safe to have a picnic. It has to be safer than traveling with all that racket from the wagon.

You let the kobolds out of the wagon, warning them to stay close or they won't get any food.

The noise and smell of food has attracted a wolf pack in the area.

Ability Tests

Did We Invite Guests? Despite needing to keep their eyes on the kobolds, if the heroes pass an Intelligence test (Perception) at difficulty 6, they are alert enough to notice the wolves approaching and automatically win the initiative. If they have asked Kriki to help watch over the kobolds or look out for trouble, they can use her Smarty Pants ability for the test.

Combat Intro

Wolves have been drawn to the noise and smell of food, looking for a kobold snack. Most of the kobolds run back into the wagon in fear and slam the door shut, but a few of the smallest ones are stuck outside in the woods, frozen with fear. If you get the kobolds into the wagon safely, the wolves might leave you alone.

Combat Map

You can use the map from **Encounter 4c: Kobolds are Nice... and Tasty.**

Encounter Features

The trees and small boulders are obstacles that require two squares movement. Boulders larger than one square must be traveled around or require an ability test to climb over.

Monsters

This encounter features one more wolf than the number of heroes.

1 Hero:	2 x Wolves
2 Heroes:	3 x Wolves
3 Heroes:	4 x Wolves
4 Heroes:	5 x Wolves

Tactics

One of the wolves will try to catch a kobold and drag it off while the others keep the heroes at bay. If a wolf has a kobold in its jaws and is attacked, it lets go and attacks the hero on its next turn. After that, it tries to grab the kobold again.

Failure

If a wolf gets away with a kobold, the heroes must hope that the wolves decide to raise it as one of their cubs.

Conclusion

If all the wolves are KO'd, read this:

Quick! While all the wolves are knocked out, you have a chance to get the last of the kobolds in the wagon and get back on the road.

If the kobolds are safely moved to the wagon, read this:

Whew! The last of the kobolds are safely in the wagon. Those wolves don't look so fierce now. Realizing that there is no more easy prey, they slink off into the woods.

Return to **Encounter 4: The Long and Winding Road Home.**

Encounter 4e: The Wheels Go 'Round

The wagon loses a wheel and the kids must get it back on before they can continue on their journey.

Encounter Intro

If the heroes have failed another encounter and have come upon the wagon in this state, read this introduction first:

It was good fortune that the wagon broke down so you can catch up, but now you need to get the wheel back on the wagon so you can get the wagon back on the road.

If you are running this encounter without having failed a previous encounter, then read this introduction first:

The road is very rocky in this area and the wagon is bouncing all over the place. The kobolds are screeching and crying in the back. Just as you think you need to slow down, the wagon lurches over a big rock and a wheel falls off. The wagon tilts over onto the corner missing the wheel. Shucks, now you need to get the wheel back on the wagon so you can get the wagon back on the road.

In either case, continue with the following:

Thank goodness, the wheel doesn't seem to be damaged. If you can get the wagon tipped back upright, you can probably get the wheel back on. Then it's a simple matter of driving a new peg to hold it in place. But first, getting the wagon upright is no simple matter.

Ability Tests

Heave! Getting the wagon tipped back upright requires real strength or some ingenuity. There is no way to lift it with all the kobolds in the back. To lift the wagon with nothing to help requires a raw Strength test at difficulty 6. Reward ideas for making the job easier by lowering the difficulty by 1 for each idea. Some tricks that might help are:

- Getting more than one hero to lift together.
- Having Kriki help lift.
- Tie a rope to the corner of the wagon and throw the other end over a big tree limb. Then use a horse or everyone's weight to help lift it.
- Using a pry bar.

Failure


There is no failure in this encounter; there are just different degrees of success.

Conclusion

Read the following:

There! That should fix it long enough to get to Krarkrond. Once you get everyone back in or on the wagon, you're back on the road.

Return to **Encounter 4: The Long and Winding Road Home.**



Encounter 4f: Ho There!

As the wagon goes up a narrow path with a rock face on one side and a cliff on the other, they are trapped by bandits who think there is something valuable in the wagon.

Encounter Intro

Read this introduction first:

The road narrows as you climb the mountain; a rock face rises on one side and a sheer cliff drops off on the other. You are moving slowly to keep the wagon from bouncing toward the edge. The horses slow to a stop as you approach some rocks that have apparently fallen into the road.

Ability Tests

You Hear Something? The bandits are hiding out, waiting for the heroes to get off the wagon to move the rocks. Since it seems natural for rocks to fall from the rock face onto the road and the bandits have done this trick many times, this test is hard. On passing an Intelligence test (Perception) at difficulty 6 the heroes hear the bandits whispering behind some rocks ahead and know they are in trouble. Otherwise, they don't know the bandits are there.

This Will Be a Little Rough. If at any time, the heroes try to drive off, they have to safely navigate the rocks ahead. On passing a Strength, Dexterity, or Intelligence test (Driving) at difficulty 6, they run past the bandits. Read the following:

The wagon bounces over the rocks, leaning over the edge of the cliff. Just as you think it might tip over and fall off, it bounces the other way crashing the top of the wagon into the rock face. With a crunnch and a scraaaaaape, the wagon drags the rock face, dirt and small rocks raining down on the roof, but the horses pull it free. The kobolds are all screaming and crying, but it doesn't sound like anyone is actually hurt. Once the wagon is free of the rocks, the horses dig in and you're off! Careening up the narrow path.

Otherwise, proceed with the combat.

Combat Intro

Once the heroes get off the wagon, try to back away, or call out to the bandits, the combat ensues. Read the following:

Some bandits slip out of a crevasse in the rock face ahead, blocking the road. The one that looks like she's in charge says, "Ho there! What's in the wagon, kids?" It is obvious that she wants it for herself, whatever it is.

Driving the Wagon. At any time during the combat, if all of the heroes or all of the guards and no combatants are in the wagon, one of them can use their action to drive the wagon forward 2 spaces. (Just move the characters). If the characters with the wagon move off the map, they have escaped.

Encounter Features

It takes 2 squares movement to get on the wagon, but only 1 to get down.

Monsters

This encounter features a Brigand Leader, Archers, and Bandits. It is a tough encounter, but the kobolds can save the day if it gets too tough for the heroes.

1 Hero:	1 x Brigand Archer 1 x Brigand Bandit
2 Heroes:	1 x Brigand Archer 1 x Brigand Leader
3 Heroes:	1 x Brigand Archer 1 x Brigand Leader 1 x Brigand Bandit
4 Heroes:	1 x Brigand Archer 1 x Brigand Leader 2 x Brigand Bandits

Tactics

There is little room to move, so a Brigand Archer will try to knock out the heroes at range while a Brigand Leader and Bandits try to climb aboard the wagon and take control of it.

Failure

Note: If failure looks imminent for the heroes, but they are all in the wagon, you might advise them to try taking off with the wagon, or let the kobolds have their fun swarming the brigands. The kobolds will overwhelm the brigands without rolling for combat, causing them to run away in fear.


Conclusion

Once the wagon is free of the brigands, read the following:

Kriki says, "Whew! That was close!" And she is right.

Return to **Encounter 4: The Long and Winding Road Home.**





Encounter 5: Family Reunion

The kids finally reach the home of the kobolds: Krarkrond. They meet the leader Lorx and can tell the kobolds about their journey!

Encounter Intro

Read this introduction first:

Suddenly, Kriki yells “Halt!” and everybody has a look around. A small path leads away from the beaten track and Kriki excitedly runs towards it. “This is it! Come, fast!”

You jump from the wagon and follow Kriki through the narrow divide, deeper and deeper until the sun vanishes. The kobolds squeal and quack with joy. Finally, you reach a large cave, when Kriki turns around and says: “Didn’t think you could get us home. Here we are. Thanks!”

Role-Playing

Thankful Parents. Once the characters follow the young kobolds into the outskirts of Krarkrond, the adult kobolds appear from the tunnels. They are cautious at first, but soon approach the heroes to thank them. They offer them treats like cave-moss pudding and beetle-juice and invite them into their home. The kobolds ask the heroes to accompany them to their leader Lorx.

Read the following when the kids meet the leader:

Humans who help kobolds in need? Never has this happened in the history of Krarkrond. You are true friends! Let us feast in your honor. You will always be welcome in our halls but do not tell the other humans where to find us!

The Leader’s Rewards. Lorx asks the characters about their journey and what they experienced along the way. After the kids finish, Lorx thanks them, declares that they are always welcome in Krarkrond and brings them rewards from the kobolds’ treasure pile.

Rewards


The heroes receive the following items from Lorx, depending on their actions. If the kids, for whatever reason, did not follow the kobolds, Kriki will deliver the items to them.

If the heroes rescued the kobold from the stream in **Encounter 2b: Gone Fishin’**, they are rewarded with a *wondrous lure*.


If the heroes saved Zeek’s friend from the dagger wound in **Encounter 2f: Cuts Both Ways**, they are rewarded with three jars of *cave fungus ointment*.

If the heroes helped some of the kobolds learn to fly in **Encounter 4a: What Goes Up**, they are rewarded with a *winged pendant*.



If the heroes saved the kobolds from the crone in **Encounter 4c: Kobolds are Nice... and Tasty**, they are rewarded with a *ring of discernment*.







HERO KIDS






Boris







KO


Hurt





Normal Attack: Belly Bump
Melee attack at an adjacent target.

Special Action: Bump and Thump
Melee attack at an adjacent target with 1 fewer dice; if the attack hits, the target is also knocked prone.


Bonus Ability: Interference
If an ally is adjacent to you, their movement cannot be stopped.













HERO KIDS






Wilfried







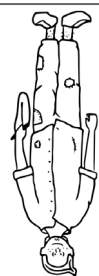
KO




Normal Attack: Whip Crack
Melee attack at an adjacent target.

Special Action: Grappling Strike
Melee attack at an adjacent target. If the attack hits, it does no damage, but you grapple the target. The grappled target cannot move, and their armor pool and attacks have 1 fewer dice. If you are damaged, the target breaks free of the grapple.

Bonus Ability: Interference
If an ally is adjacent to you, their movement cannot be stopped.





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Wondrous Lure

Minor Equipment



Magical Attraction

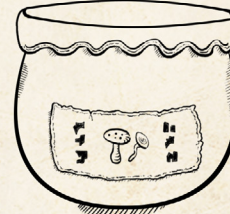
When you go fishing, you always catch enough fish to feed your party for one day.

You can only use two pieces of minor equipment at a time.

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Cave Fungus Ointment

Item



Healing

Removes two levels of damage from one target, including from KO'd to Bruised.

*Items can be used on your turn as an action.
Discard this item when it's used.*

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Winged Pendant

Minor Equipment



Kobold Flight

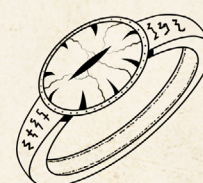
Once per encounter, you have the Flying ability. When you move, you can fly over allies, enemies, and obstacles.

You can only use two pieces of minor equipment at a time.

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Ring of Discernment

Minor Equipment



Detect Evil

Once per encounter, when you concentrate on someone, the ring will become warm and the eye will glow red if that person is bad.

You can only use two pieces of minor equipment at a time.

