



THE DAY THE
KOBOLDS
RULED THE
WORLD



The Day the Kobolds Ruled the World

(Or, How to avoid getting stoned)

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A Basic Fantasy Adventure

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Introduction

This adventure was created with the Basic Fantasy Rules (by Chris Gonnerman) but could be used for most retro-clone versions of Dungeons & Dragons, or any version of Dungeons & Dragons with which you may be more familiar. The adventure is designed for beginning level characters, preferably levels 1 - 3, and was written with lots of silly little things meant to keep your gaming experience fun.

Brattleburg is the central city of the GagMen's in house fantasy world, and usually serves as the starting point for our fantasy adventures. While definitely tailored to our needs, Brattleburg is adaptable with most other fantasy settings. The main philosophy behind the World of Brattleburg is that not all members of the "monster" species are thoughtless killers to be used by the game master; rather, every race has a diversity of personalities and culture that makes them worthwhile. Parties exploring Brattleburg and the surrounding region may find themselves helping ogres, traveling with goblins, or rationalizing with a Minotaur. The GagMen love to add comedic twists and plenty of fun to every adventure, and we encourage you to be a creative and enthusiastic GM; create new content, throw in your own twist or flair, and polish up any parts of the game where you think we took a wrong step. As the GM, YOU are a co-writer, so make it your own!

Summary

Tasked with ending a conflict between neighboring Orcs and Dwarves, The party finds themselves stonewalled when a dozen Kobolds seemingly conquer the Dwarven city of Dun Boldar! Accompanied by a mysterious demon and an oddly pale little Girl, the Kobolds seem happy to rule over their new kingdom and its odd collection of Dwarf-shaped statues. With the lives of ten thousand Dwarves at stake, the Party must solve the mystery of the Kobolds and their mysterious guests, while fending off mad fairies, running odd errands, all while trying to stay on their feet as the city is rocked by earthquakes! Who is Staxx the Demon? Is Hena more than the cute girl she appears to be? And why does that statue look so much like the Dwarven Leader? Find the answers on "The Day the Kobolds ruled the world!"



Setting

Dun Boldar

The Dwarven fortress city of Dun Boldar covers the side of the Resting Mountains, and serves as home to over ten thousand dwarves and a few hundred welcomed outsiders (humans and Halflings mostly). The town-fortress was carved out of limestone and granite, giving it a ghostly grey hue. The walls of Dun Boldar extend almost a mile from the base of the mountains, connected by strategically placed towers. Several farms outside of the town's walls supply the community with much needed food, and those farms are supplied with water from Anvil Creek, a large flowing water source that branches out in different directions. Dun Boldar has several ground wells that supply the fortress with water, even during a siege.



after an old Dwarven silver mine that was abandoned hundreds of years before. Because of the mine, however, the Dwarves claim that the Orcs are trespassing on their Land. The Orcs were displaced hundreds of years ago following a war, and found shelter and sanctuary in the Silver Hills.

Plot

Dun Boldar or Bust

Tensions between the Dwarves of Dun Boldar and the Silver Hill Orcs have begun to cause a disruption in trade between the area and Brattleburg. A group of adventurers have been sent to liaison between the orcs and dwarves, and to protect them from each other. If the conflict cannot reach a peaceful resolution, the two factions will be cut off from normal trade in Brattleburg.

The adventure opens with the group approaching Dun Boldar to meet with High Grand Emperor Thrum. Thrum is hardly in charge of an empire (at best he controls a small barony), but he insists on being called High Grand Emperor and no one debates him about it. The party will enter through the mighty stone gates towering over them by over fifteen feet, and be escorted by a guard through the town to a central building. Along the way, the party will



Village of Burfan in the Silver Hills

Three days travel east of the Resting Mountains, the rocky range transforms into loamy hills, known as the Silver Hills. The hills rise and fall gracefully and have a thick moist soil, perfect for potato and beet farming. The local Orcs have optimized the space and farmed directly up the sides of the hills, while also raising goats and sheep.

The Silver Hills have been home to the Orc Village Burfan for generations. The hills were named

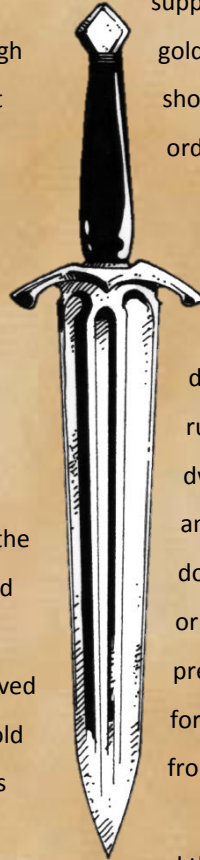


notice the central street is busy with different merchants selling their wares, many of whom are not dwarves but humans, Halflings, and even a goblin or two. Certainly the majority of the population is Dwarven, but there should be enough diversity in the streets to convey to the party that Dun Boldar is not completely shut off from the world.

The central building is a sturdy five story keep with six towers; the party will notice a Dwarven guard at each post in full battle regalia. Upon entering the keep, the party will discover the first three floors contain one large throne room, spanning over one-hundred feet square. Even with the fifty (or more) dwarves in the chamber, it still fills empty. The throne on the end of the chamber is raised over six feet on several layers of polished marble. The throne itself is carved in stone, with steel inlaid filigree trimmed with gold and jewels. Sitting on the throne is Thrum, who is arguing with one of his advisors about how much they can trust the orcs.

Once the party is announced to the High Grand Emperor as the envoys from Brattleburg, Thrum will begrudgingly accept the group and advise that the need to go to the orcs and bring their diplomat, Xulak, back to Dun Boldar for

negotiations. Thrum clearly does not like or trust the orcs, and will often pass an angry glance to his advisors, standing at his left. The party will be given supplies, fresh horses, and a small, palm-sized golden hammer, which is the seal of Thrum showing that the group is acting by his direct orders.



The Long and Winding Road

Travel by horseback will take three days to Burfan. Along the road the party may run into small adolescent gangs of orcs or dwarves. These gangs are young and filled with anger against the other side for reasons they don't understand. They are not terribly effective or organized, and will be quickly disperse if presented with any resistance. The gangs are out for quick loot from weak travelers, and will run from any threat the party will present.

An optional encounter between the group and the kobolds they will meet later should be considered, unless your group is a little too blood thirsty. Pooka is leading his tired and starving kobold troop toward Dun Boldar. The group is no

threat to the party and will run away if attacked. The kobolds are a small family group that has been suffering since the loss of their home and are hoping to find a safe haven with the dwarves. If help is offered they will accept food or

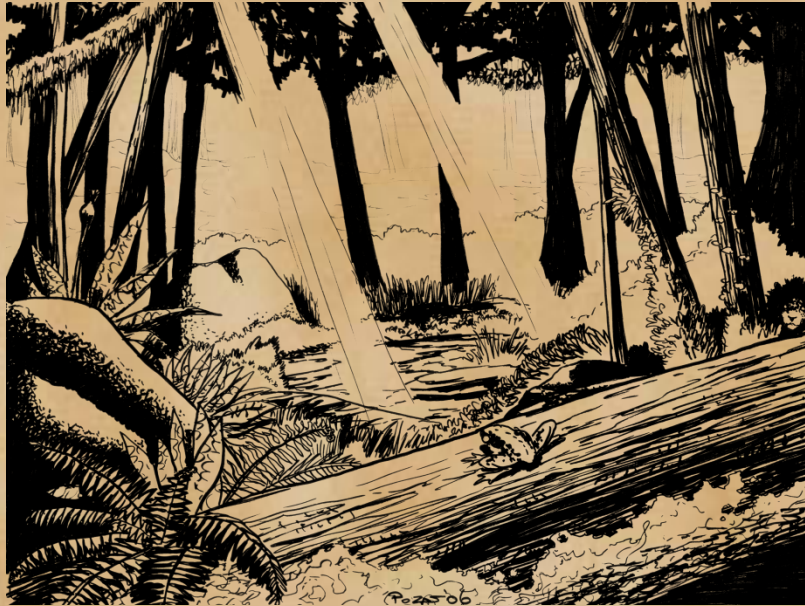




blankets from the party, but will refuse to travel with them, since the party is heading to the orcs village and the Kobolds are determined to go to the dwarves for help.

Give Peace a Chance

When the party arrives at the Silver Hills they will be greeted by an unfriendly scouting party of orcs. The



orcs, all clad in leather armor and brandishing spears, will demand to know of their intentions in the area. If there is a dwarf in the party, the orcs will be exceptionally suspicious of the group. Once the party reveals the Seal of Thrum, the guards will escort the group to Burfan.

Xulak, the diplomat, will meet with the party at the outer edge of Burfan. The cobblestone streets will clear quickly with the arrival of the party,

leaving only small children peering out of cracked windows to watch the party's arrival in town. The orc diplomat will recognize that his people are nervous about the party and will make loud statements, grand gestures, and encourage the group to say the orcish words for friend ("Berat") and peace ("Baek"). With a few minutes Xulak's people will sheepishly return to the streets and



slowly surround the adventuring party.

Xulak will invite the group to a party to

celebrate the upcoming peace talks. The Orcs are clearly tired of dealing with both the petty attacks by Dwarven gangs and unfair taxes. Xulak is very serious about the talks, but is not afraid

to share his real opinions about the dwarves. The celebrations that night cover the bulk of the town, with orcs congregating on every corner. The smell of roast pig lingers in the streets, and every orc near the party members will individually offer some small trinket that they swear is good luck.

When dawn comes, Xulak will wake the player characters and prepare for a week's worth of travelling. Xulak will ride in his two-wheeled cart, pulled by two mules and filled with the expected traveling supplies and an abundance of parchment, bottles of ink, and enough quills to stuff a pillow. Because his cart is slower, the travel time back to Dun Boldar should take an extra day.

Mine! Mine! Mine! (Kobolds at the Gate)

When the party arrives at the Dwarven fortress of Dun Boldar, the city is completely silent. From a distance, figures can be seen along the ramparts of the outer wall. Arriving at the gates the



party will find two stone dwarf statues standing where there once were two guards. The main gate is closed and no amount of force can to open



sovereignty over the abandoned Dwarven city, and scurry away to get permission from the king to open

the gates to their first visitors. After a few minutes the group will hear a loud clank as the giant gates slowly open to the city.

them. After a few minutes of calling out to the guards on the ramparts, the group will eventually hear a squeaky voice call down, "Who goes there?"

Two young kobolds will lean out of the ramparts while a third kobold looks through the machicolation, straining to hold a six-pound shot over the group. The kobolds will insist that the Dun Boldar is actually called Pooka-town, in honor of their beloved leader King Pooka. If the group met the kobolds along the road earlier in the adventure then they should remember Pooka. If the kobolds are questioned about what happened to the dwarves, they will deny any wrongdoing and insist that they found the city this way. The kobolds declare that they "found it" so the city is theirs now.

Diplomatic Complications

With the dwarves out of the way and only a handful of kobolds to deal with, Xulak immediately switches his position and endorses the sovereignty of the kobolds, insisting that the party treat them as such. The kobolds will proudly accept their



Fairies and Demons

With the heavy sounds of gears turning and wood pulling across stone, the adventurers will be unable to hear the approaching fairy swarm behind them. The swarm of fairies will swipe and stab at the party with ferocious determination, acting nothing like sweet gentle creatures of stories and legend. These fairies are very aggressive and will slash, stab, and bite anything near them.

From inside the gates, a strikingly tall man will charge out dual-wielding scimitars, striking at the fairy creatures to help drive them away. While slashing

at the creatures the man will call out, "I am Staxxs," and make a quick gesture to the gate, "we must get inside to safety!" The swarming fairy creatures should be driven away with a few rounds of combat, but if the party reaches the gates, once the doors close the fairies will stop their attack.



Once inside, Staxxs will properly introduce himself as the liaison for the new empire of King Pooka. Staxxs will address the party with full diplomatic courtesy and respect, thanking them for their help and apologizing for the actions of such “brutish” creatures. Staxxs and one of the kobold guards will escort the group to the central tower where King Pooka awaits.



arise, Staxxs will assure the group that neither he nor the kobolds would have power enough to do something of this magnitude.

The throne room is just as it was except for the stone dwarves, and a stony Thrum sets as he was before, only now with King Pooka setting upon his lap. Pooka will address the orc ambassador and begin negotiations to establish a peace between the kobolds and the orcs. The new king will explain that fearing starvation, his small group of kobolds decided to surrender to the Dwarves in hopes that becoming Dwarven slaves would be better than letting his people die. They met Staxxs and his young ward Hena along the road to Dun Boldar. When the kobolds arrived, they found the gates open and no living creature in the town. Eventually, they decided that with no one to challenge them, they claimed the city as their own. Pooka has no idea what turned the inhabitants to stone, and will assure Xulak that he has no hostile intentions against the orcs.

Conflict

King Pooka Plays his Cards

The walk to the central keep is eerie due to the stark quiet and the stone dwarf statues scattered all over the city. By now the party should be able to guess that the townsfolk have been transformed into stone, but whatever happened must have happened quickly, as the people are in normal day-to-day poses. The real question should be how the kobolds accomplished this. If questions



...and what about the Little Girl?

Staxxs and Hena had been travelling for several days and were quite hungry when they met the kobolds. Staxxs claims to be a demon sent to cause chaos and disrupt this plane, but has decided to stay here at the cost of being hunted by demonic creatures for the rest of eternity. Hena was an orphaned human girl that he met in his travels, and is the one that suggested the two groups should travel together. Hena’s kindness has been inspirational for the kobolds, and they treat her as if she were family.



Staxxs will take the party aside and confess that while everything they just heard is true, what wasn't said is that Hena is an adolescent gorgon. Her powers are just starting to form, and it is obvious that she will become much more dangerous very soon. Staxxs will explain that having fled from his realm, his special powers are all but gone, but he still has the needed arcane knowledge to help the group stop her. He will advise against an outright attack, as there is a possibility they may be joining the townsfolk of Dun Boldar.

Staxxs will propose that they banish Hena from this realm, keeping them safe, and avoiding the dangers of confronting a gorgon. He will present the group with a list of herbs, materials, and magical items that need to be retrieved to banish Hena from this realm.



Keeping the Party Busy

Staxxs will present the shopping list for the party. Each item is located in various places inside and out of the city. This list should get the group started. Unknown to the party, what Staxxs really wants is the Wand of Torments, which is held in the

Dwarven vaults, which are currently sealed. Staxxs keeps sending the group out on these mini-quests as a diversion while he works on breaking into the vault.

1. Feathers from a hammer-beak sparrow - There are some found in the woods to the north of Dun Boldar.
2. A clear crystal glass - There should be some in the stores somewhere in the city.
3. A tooth from a dire-beaver - there is a river to the south with a very large beaver dam.
4. A potion of portals - found in a wizard's tower high on top of the Resting Mountains.
5. The Wand of Torments - located in the sealed Dwarven vaults in the city.
6. Dire-python venom - dire-pythons can be found in the swamps to the east.

Don't make me angry...

In addition to these "busy-work" quests, Staxxs is using his magic to anger simple creatures into a barbaric state to make them attack the adventuring party. He is trying to slow them down while he works on opening the vaults. The party may meet some other dangers while they are exploring the areas around the city, which may provide clues that an outside force is affecting these creatures.

The fairy creatures that attacked the party earlier will eventually return to warn the party that Hena and Staxxs are very dangerous; the fairies will urge the party to bring the pair out of the city so that they can return them. The fairies claim Hena is a fractured earth spirit that fell to our plane. When

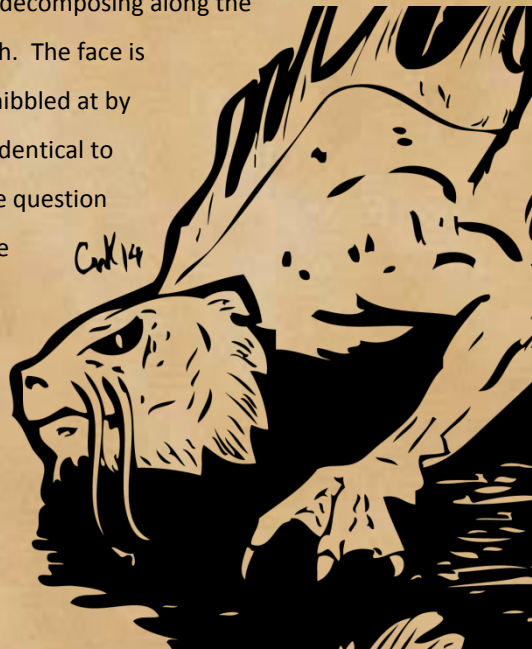


Staxxs escaped his realm, he created a hole that pulled her through. The fairies will tell the party that they are in great danger with her in the city, and if they don't return her it could mean the end of the world.

If the party tells Staxxs what the fairies said, he will remind them that he is being hunted by demons that can disguise themselves as anything. Staxxs is uncertain why the demons can't enter the city, but he is certain that they are planning on using Hena against him. "Demons can't be trusted," Staxxs says pointing to his horns, "trust me, I know."

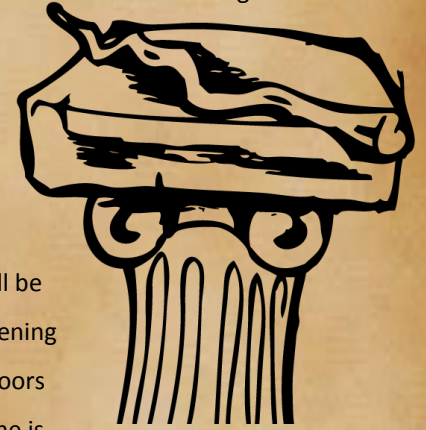
The body of Staxxs

Amongst the many trips out and about looking for items for Staxxs banishment spell, the party finds the long dead body of the demon Staxxs. The body has been decomposing along the side of the river to the south. The face is partially decomposed and nibbled at by wildlife, but the cloths are identical to Staxxs. Which brings up the question "Who is the demon we have been dealing with?" If the party confronts the Staxxs back at Dun Boldar, he will dismiss this as a trick of the demons that are hunting him, to shake the confidence of his compatriots. Staxxs will lie in every way possible to get the group back on his side, so he can get them into the vault and bring him the wand.



The Dragon Ward

The dwarves put a special locks and magical wards on the entrance to their vaults that will keep others and especially dragons out. The outer locks are very complicated geared mechanisms that will take an exceptional amount of time to unlock. Staxxs will be constantly working on opening the locks, but when the doors are open he will say that he is unable to enter because of a ward against demons.



Any character that can read magic can understand that the ruins are used against dragons. Presuming the party has discovered the original Staxxs dead, they should start putting together the clues that lead to a dragon masquerading as Staxxs. If the party has previously run G1401.1 The Pride of Brattleburg then they should have already had a run in with Vinsant, the mud dragon. Indeed, Staxx is in fact the Dragon Vinsant, collecting yet another artifact needed for his master plan. The Dragon ward is halting his progress, and he is using every trick in his arsenal to delay the party from discovering him.

The Real Deal

Hena will generally be timid around the adventuring group and can be prone to fits of anger

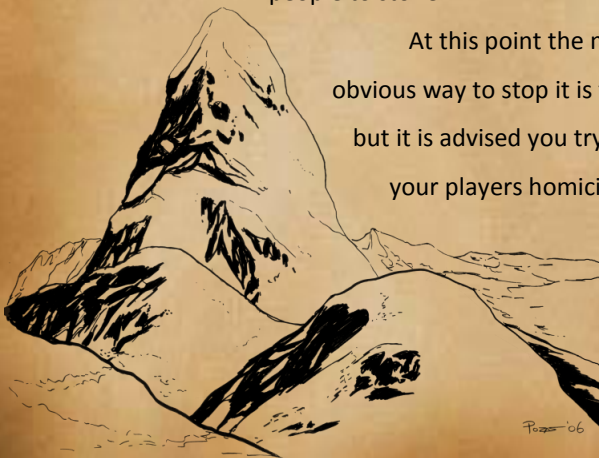


or excitement. These moments will usually be accompanied by people turning to stone or earthquakes. Hena is actually not a gorgon, but a spirit from the prime earth plane; however her spirit is fractured and unstable. Her power is growing, but her ability to control that power is not proceeding at the same rate. Staxxs has a scroll of banishment, but he is using her, just as he is using the kobold and the party, to get to the wand in the Dwarven vault. If the party can convince Hena to return the dwarves back to normal, then there should be a magic user in the city powerful enough to open a dimensional portal to send her home.

Convincing King Pooka

Aside from Staxxs, Hena is very close to the kobolds, partly because they are smaller than her but mostly because they have welcomed her without judging her. King Pooka is one of Hena's closest friends, so she will obey Pooka first and Staxxs next. If any party member confronts Hena as the cause of problem directly she will deny it and blame the dwarves for not liking her. "They think I am a monster," she will declare, and if pressed further she will view them as threats, turning the aggressor to stone. If this happens she will begin to panic, causing earthquakes and changing other random people to stone.

At this point the most obvious way to stop it is to kill her, but it is advised you try to curb your players homicidal



tendencies as best you can.

The best solution is to have the party convince the kobold king to release his power urge Hena to change the dwarves to normal. Pooka has power for the first time and he will not release it very easily. Xulak will defend Pooka if the party acts aggressively against him, plus Xulak will want to keep things as they are because of kobolds are easier to negotiate with compared to dwarves. The best chance the party has to so explain to Xulak and Pooka that Hena will become a danger to the entire world if she doesn't return to her home plane.



Super Happy Fun Ending

First off, happy ending almost never include the party butchering a little girl. If you can convince the party to resolve the issue will minimal violence, that then there is some hope for your game. Getting the kobolds to release their power over the Dwarven city and Hena to return the dwarves to normal would be a fantastic follow up. Xulak and Pooka would have spent the last few days getting to know one another, so the orcs can offer a home to the kobolds. The orcs can start the long road to peace with Thrum, and saving the dwarves from eternity as statues should put them on the right foot. The fairies, a Dwarven wizard, or the scroll from Staxxs will return Hena to her home. When Hena leaves she will give a small stone to Pooka, to remember her. Staxxs will eventually get discovered or get the wand (he should really get the wand), and transform back into a dragon and fly off.



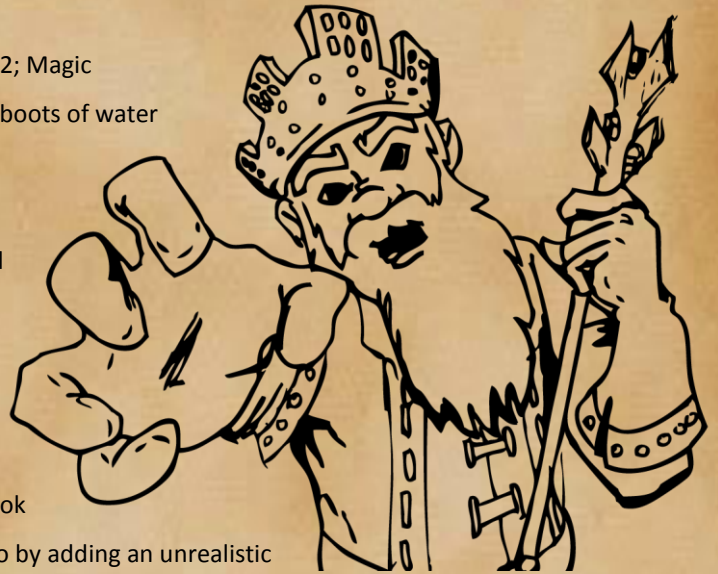
Characters

High Grand Emperor Thrum

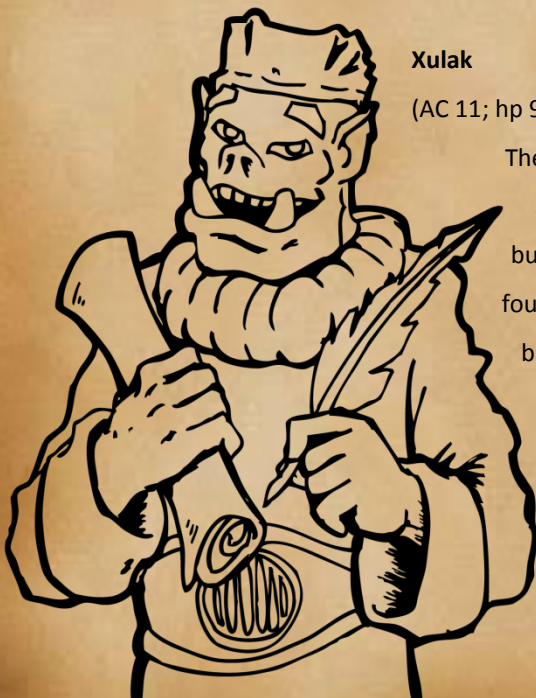
(AC 15; hp 28; #AT: 1; save as Fighter lvl 4; DMG saber 1d8+2; Magic

Items: Saber+2(counts as longsword), potion of invisibility, boots of water walking)

Thrum is the epitome of the classic dwarf: short, stout, hairy, curmudgeonly, easily angered, and often found drunk. He, like his father, controlled the barony of Dun Boldar for centuries. Unlike his father, Thrum has more ambition, and has always sought to expand his borders. Since most of the neighboring countries borders were already well defined and on friendly terms, Thrum had to look elsewhere for conquests. He is constantly appeasing his ego by adding an unrealistic title to his moniker, though his satisfaction is often short lived.



Thrum was annoyed when the orc refugees moved into the Silver Hill area, but he took no immediate actions as the silver deposits were mined clean. But what was originally just a few families of orcs quickly grew into hundreds of orcs, and Thrum started to impose his lordly authority and put pressure on the orcs with mandatory taxes and rent. While the orcs appeased the dwarves at first, they soon bristled under the financial weight and began to push back, much to Thrum's delight.



Xulak

(AC 11; hp 9; #AT: 1; save as Thief lvl 2; DMG dagger 1d4)

The diplomat for the orcs. Puny for an orc, Xulak stands five feet six inches tall, and is a little thin compared to other orcs. Xulak was never a natural warrior, but found different ways of helping his people. Through negotiation, Xulak found far more success than the leaders of past, who led by fear and brutality. He is not a fan of making "nice" with the dwarves, but after years of aggression he is ready for it to be over.



Pooka

(AC 13; hp 6; #AT: 1; save as Fighter lvl 2; DMG short sword 1d6)

The unquestioned leader of a small band of kobolds, Pooka is the patriarch of his family group, and most other kobolds turn to him in times of need. He has constantly led his pack away from danger for over a year, since their original village was destroyed. The surviving kobolds are beaten and tired, so when they discovered a mostly abandoned Dwarven town, Pooka was quite happy to claim it. Because of his elevated position he has decided to call himself "King Pooka". His new found position might be going to his head, and with the orc backing, the support of his fellow kobolds and the girl Hena, he puts up a much stronger front.



Kobold Guards

(AC 12; hp 4; #AT: 1; save as Fighter lvl 1; DMG short spear 1d6)

Hena

(AC 10; hp 32; #AT: 1; save as Fighter lvl 6; DMG fist 1d1 or special (DM discretion))

Hena resembles a human female child, about eight years old, with brown/grey hair and eyes the color of slate. Her skin has a chalky white coloring. She escaped the earth material plane through an accident, but lost most of her memories when she left. She is the embodiment of an earth spirit, with powers beyond creatures of this realm. The dungeon master should use her powers and abilities with discretion, and only to keep the players on their toes. As far as Hena is concerned, she is a lost orphan and will not believe that she is some kind of monster. She was pulled from her home when the real Staxxs originally severed his ties to the underworld, causing him to lose his powers and ripping a temporary hole in reality. Staxxs was murdered and replaced by Vinsant the mud dragon, who has been manipulating Hena to achieve his own goals. She has no idea that Vinsant has replaced Staxxs, but she does feel like he is different from when she first met him.





Staxxs/Vinsant

(AC 17; hd 5; hp 37; save as Fighter lvl 5; #AT: 3; DMG claw/claw/bite
1d4/1d4/2d6 + breath weapon)

Staxxs presents himself as the demon with a heart of gold, with all the physical callings of any demon (wings, hooves, horns, etc...). Staxxs is the one that found Hena when she first appeared on this plane, but was murdered and replaced by Vinsant. The mud dragon is a master of disguise and has spent his time to positioning Hera within Dwarven stronghold. He is completely focused on getting into the Dwarven vaults to retrieve the Wand of Torments.

In "The Pride of Brattleburg" (GagMen adventure G1401.1) the mud dragon was polymorphed as a Dwarven promoter named Moauf. If your party has met Vinsant in a previous adventure, they should notice small quirks that may help expose his disguise for the sake of added drama.



Mud Dragon

These dragons are roughly akin to black dragons, though much smaller than its cousin, favoring swampy areas or rivers to live in. With a sleek body and snouted, cat like face these long lived creatures are one of the few dragons without a damaging breath attack. The beast's breath is a noxious cloud, save vs. breath weapon to avoid character regurgitation. This stinking sulfurous smell, even when polymorphed, their breath is unmistakable.



Armor Class: 17
Hit Dice: 5
Move: 70' (210' flying; 30' burrowing)
Attacks: claw/claw/bite
Damage: 1-4/1-4/2-12
No. Appearing: 1-3
Save As: Fighter: 5
Morale 8
Treasure Type: H
Alignment: Neutral
XP Value: 655

THE DAY THE KOBOLDS RULED THE WORLD

Tasked with ending a conflict between neighboring Orcs and Dwarves, The party finds themselves stonewalled when a dozen Kobolds seemingly conquer the Dwarven city of Dun Boldar! Accompanied by a mysterious demon and an oddly pale little Girl, the Kobolds seem happy to rule over their new kingdom and its odd collection of Dwarf-shaped statues. With the lives of ten thousand Dwarves at stake, the Party must solve the mystery of the Kobolds and their mysterious guests, while fending off mad fairies, running odd errands, all while trying to stay on their feet as the city is rocked by earthquakes! Who is Staxx the Demon? Is Hena more than the cute girl she appears to be? And why does that statue look so much like the Dwarven Leader? Find the answers on "The Day the Kobolds ruled the world!"

