

# One Too Many Kobolds



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Written by Mark Reed

Art by: Tommi Salama (City Map), Luigi Castellani, Some artwork from Big Finger Games' Stock Art Maps, copyright Michael Todd, used with permission., Ryan Sumo (Kobolds), Eric Quigly (Goblins)

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# Preparing for Adventure

Game Masters are encouraged to read through *Too Many Kobolds* to prepare for it. While the adventure is straightforward, it is always best to have a good understanding of what is about to happen in case the players do something sneaky. *Too Many Kobolds* draws on material from *Swords and Wizardry White Box*. Any new monsters or items will be listed in the appendix on page XX.

*Too Many Kobolds* is a stand alone adventure and can be set in any small hamlet or town, however, there is some information about Coventon if the GM wants to use it. In this adventure there is information on The Mayor, Taran, the Tavern Short Stack and its Halfling owner Midas, as well as the local Priestess Nivina. A few sites of the town are also named but much is left open for the GM to define as he wishes.

There are also two cavern maps. One for the Kobolds and one for the Goblin dens. Each map is detailed for each location both by a shaded box description as well as any encounter or notes the GM may need for each room.



## Introduction

*Too Many Kobolds* is an introductory adventure for 4-6 *Swords & Wizardry White Box* characters who are between levels 1st and 3rd level. In part one of this adventure, the player characters have been hired first by the town of Coventon to clear out a pesky Kobold nest that has been harassing the town. The Kobolds in question are a small clan numbering 6 warriors, 2 shamans, and their leader. There are also approximately 20-25 non-combatant and young kobolds in the cave. The Kobolds will not fight to the death. They are a small clan and will run away through a back tunnel if the Players over power them. Once the player characters clean out the cave they return to Coventon to a hero's welcome.

A few days pass and the PCs are approached by a Halfling, Daviar Hasselfoot in the local tavern. He is dressed in finery and tells the PCs that he wishes to hire them. It seems the survivors of the Kobold den have set up shop on some personal land that the Hasselfoot owns. What the player characters will not know is that the Halfling is sending the PCs to a Goblin den. He was paid by the Kobold survivors for revenge. The Goblin den is located 2 days' journey north of Coventon and won't be hard for the PCs to find because the map the Halfling provides will lead them to the site. This Den consists of 15 goblin warriors, 3 shaman and the goblin leaders plus 3d10 worth of goblin non-combatants. The goblins will defend their home fiercely but will not fight completely to the death. Again if the PCs overwhelm the Goblins they will retreat.

By the time the PCs return to Coventon, assuming they survived the Halfling is long gone. After recovering you can optionally have the PCs approached by a Kobold wishing to hire them as experts to help his clan defend against potential future attacks. This clan has heard of the PCs' prowess at invading both Kobold and Goblin Dens and wishes to be prepared against like adventurers. This is a separate clan of Kobolds who had been at war with the previous Kobolds the PCs ran off earlier. A good twist is to let the PCs design the defenses and get caught by a band of "Heros" attacking the Kobold den. If the PCs accept the Kobold, he is on the up and up and will lead them to a Kobold den 3 days east of Coventon. They will agree to not attack city caravans as part of the service.



## The Hamlet of Coventon

Coventon is a small Hamlet located in the southern Valleys. It is surrounded immediately by lush prairies and forests which quickly fade away to the foothills of the Kanarack Mountains. A couple small farms dot the area around Coventon but most of its resources come from the passing wagon trains. Coventon falls just before the Great Pass to cross the Kanarack mountains and, as such, many who travel the road stop in Coventon prior to the five day trek west to the pass. Even with this traffic, the Hamlet is not very big. It has only one major Tavern and several small shops. Not many demihumans live in Coventon

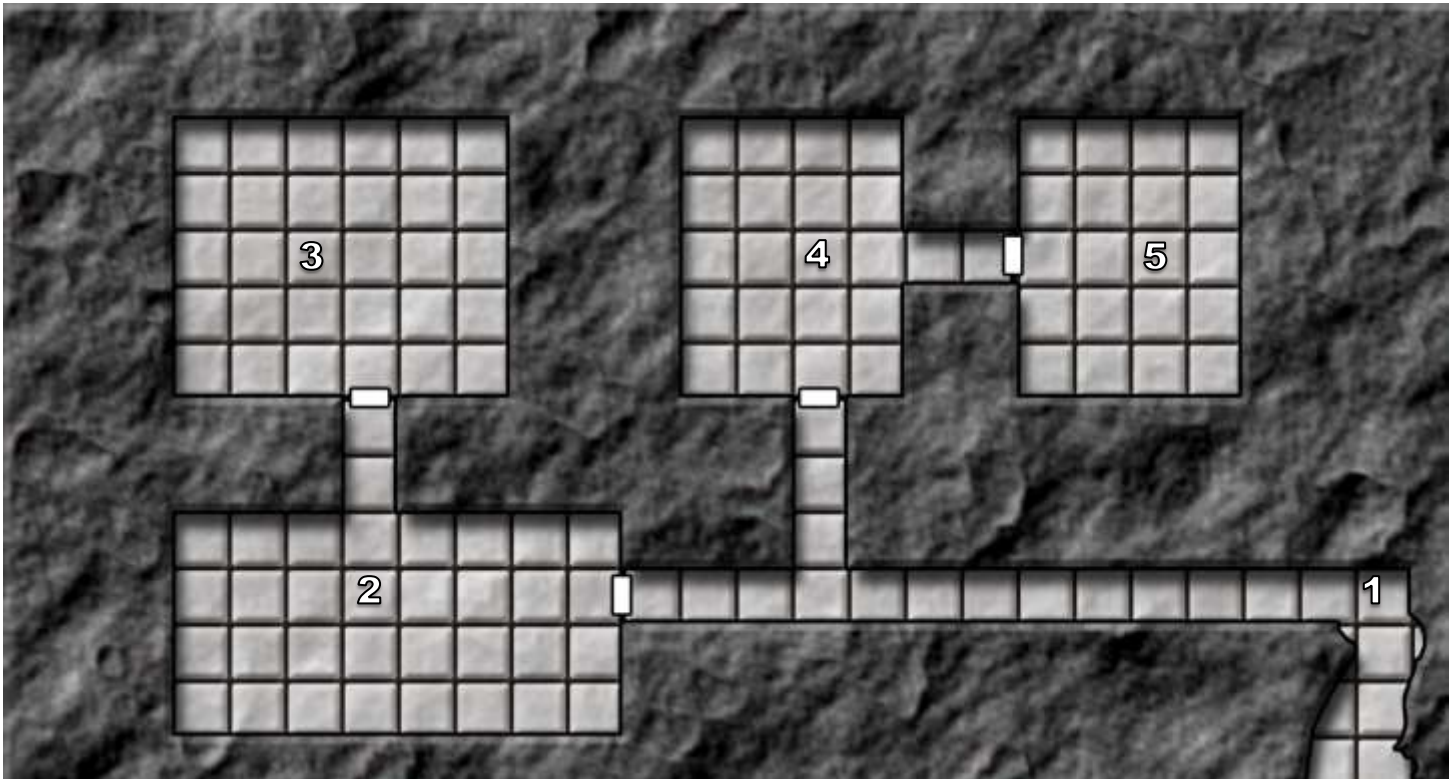
The Mayor Taran, runs the city fairly efficiently, but does very little to rock the boat. Taran is a squirrely man who holds the office of Mayor mostly because he keeps the supply trains coming through. Couple that with most citizens being too busy to worry about him makes being the mayor a nice cushy job. Fortunately for the PCs, kobolds attacking supply trains has ruffled him and he has offered a 30 gold piece reward per adventurer. (The Merchants sponsored 50 gold per adventurer but Taran is claiming a finder's fee. If pressed or threatened he will increase it to 40 first, then the full amount)

The Tavern is run by Midas, who also heads up the Halfling contingent in local matters. Midas is a humourous older Halfling and runs his Tavern with fun and music. Midas himself is a 2nd level thief, but has found running the tavern much more to his liking. He requires all patrons to peace tie their weapons and does not put up with bar brawls, even though they occasionally happen. He employs only Halflings.

His bar is also somewhat unique. The tables are an invention of his own and specially built. They are circular and there is a small standing stool built into the center post. Also the center of the table may be removed and is usually used as the serving tray. This allows the halflings to serve food from the center without having to reach. Typical meal costs 3 to 5 copper. Drinks vary from 1-5 coppers. A Room costs 10 silver, a common room bed is 4 silver and the stables cost 6 copper for the night. Midas has several "upgrades" players can choose if they would like and the GM is encouraged to offer anything as an upgrade. "for just a few coppers more..."



Nineva is a local Priestess and runs the local chapter of the Church of Light. She is a middle-aged priestess and considers serving Coventon as her retirement. She is nice and inviting and treats her flock well. She can and will provide healing if the party needs or asks for it. She is knowledgeable about most religious things as well as undead, however she has seen her fill and Coventon is a quiet little Hamlet where she is planning to rest until called home.



## Map Key

1. The entrance to the Kobolds Den narrows before making a sharp turn to the left. It is dry and dusty. There are 2 Kobold guards and one will run to alert the other Kobold Warriors
2. The Kobolds main Room. The majority of the warriors are located here eating or training.
3. The Shamans Temple to their gods is located in this large room off to the side. It is decorated to venerate the god this band follows.
4. Primary living quarters. 1
5. Store Room – The Kobolds keep their stored treasure and food in here.

### **Kobold**

Armor Class: 6 [13]

Hit Dice: ½

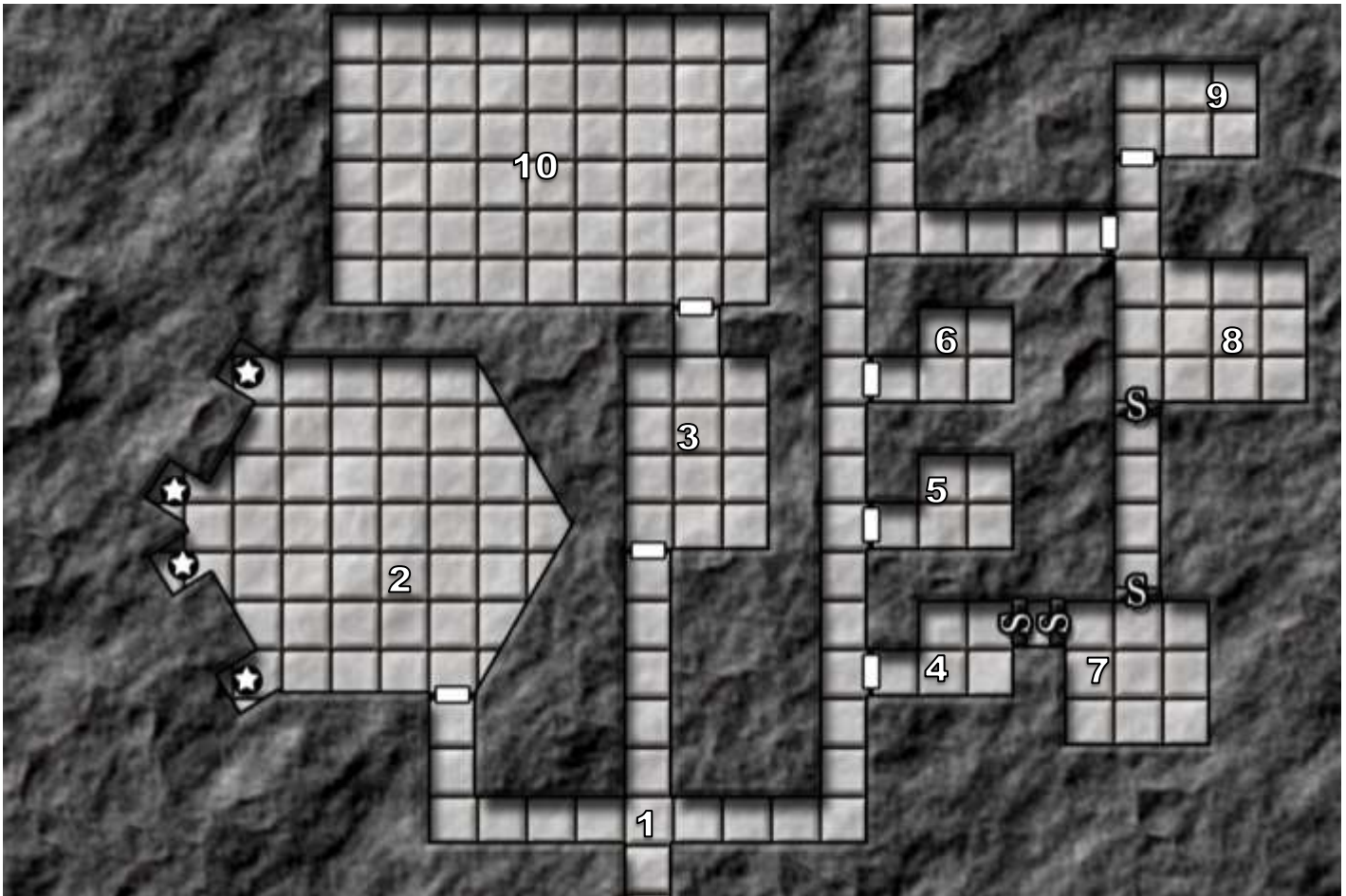
Attacks: Weapon

Special: None

Move: 6

HDE/XP: < 1/10

Kobolds are subterranean, vaguely goblin-like humanoids. They have a -1 "to-hit" penalty when fighting above ground. Many use slings or short bows, and they fight with short swords or spiked clubs in melee combat.



## Map Key

1. The entrance is usually guarded by 2 Goblins one to delay intruders the second to sound the alarm.
2. This area is the primary meeting and social area of the Goblins. The room is kept dry and warm by the fires in the corners that are kept running almost daily. The natural caverns allow the smoke to leave the room easily. There are 1d4 warriors in here at all times
3. The main Barracks of the Goblin warriors. Stationed right in front of the main living quarters (10.) the Goblin warriors will defend this area until the rest of the clan can escape in a secret tunnel that leads to the back tunnel (Not marked on Map) Typically there are between 5-10 warriors in here.
4. The personal quarters of the Goblin Shaman. There is usually the Shaman and 1-3 attendants He has a secret room marked by are 7 which holds his Holy relics.
5. Goblin Clan leader's personal quarters in areas 5 and 6.
8. The Goblins meet for religious ceremonies in this area.
9. The Goblins food store room.
10. The main living quarters of the Goblins. There are 3d10 non combatants within the Den at any given time.

**Goblin**

Armor Class: 6 [13]

Hit Dice: 1-1

Attacks: Weapon

Special: -1 "to-hit" in sunlight

Move: 9

HDE/XP: < 1/10

Goblins are small creatures (4 feet tall or so) that inhabit dark woods, underground caverns, and (possibly) the otherworldly realms of the fey. They attack with a -1 "to-hit" in the full sunlight.