

Kobold Village

Kobolds have set up a village in the middle of the road. The path must be cleared so your village can travel through. They are fiercely defending their village borders. They capture you and plan to eat you for dinner that night.

They built their village like a maze to simulate a cave system so it feels like their natural habitat. To get the intended effect, the whole village is roofed by tent canvas on sticks (and therefore easily moved).

Evil: fight your way out then set it on fire. Zarris doesn't mind, Azira says you shouldn't since Kobolds are citizens of the land that he protects.

Good: Negotiate and agree to go and free their caves that they moved from, from a young Troll and his nest of dire rats. You fight your way to the troll through the cave and talk to him.

He's mad you killed some of his rats, but you find out he's just an adolescent troll who ran away from home because his pack leader doesn't like that he's raising the rats.

*Azira: "fighting with your parents is no good reason to displace an entire town of Kobolds." *slowly knocks an arrow**

Troll: "My rats needed a home, where was I supposed to go?"

You can kill him, or talk him into leaving and going back to his home and leaving the Kobolds be. If that fails you can always tell him the Kobolds hired you to kill him.

Chaotic: *"The Kobolds told me to come up here to kill you!"*

*"Those rot scaled...!" *charges off in the direction of the cave entrance**

Zarris "Haha, what a fool, and our problem seems to have solved itself, brilliant! Hopefully he destroys the village and they beat him up enough for him to go running home."

Once the village is destroyed he decides to set up shop and guards the road in case they come back and because he's mad he lost his remaining rats in the battle.

Zarris: "Go home kid, it's over."

Agree, he'll go home with a low check

Or

Kill him now that he looks vulnerable

*Zarris: *Sigh* "He should have listened."*