

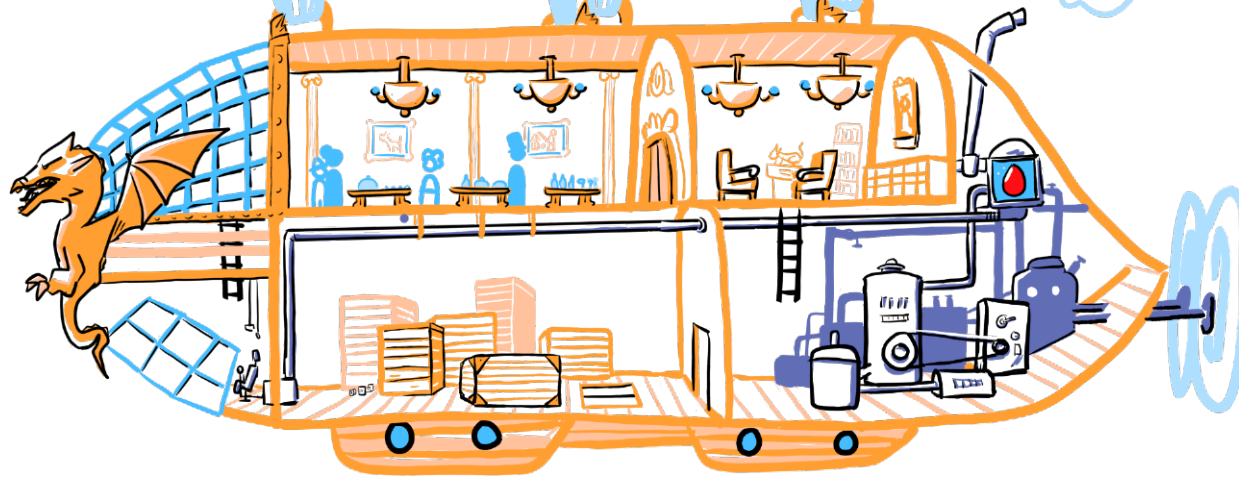
## Introduction

The *Kaiserliche*, a showpiece of imperial technology, is a luxurious flying ship powered by the newly invented steam engine. Diplomats and their families have been invited for the inaugural flight to the Imperial capital. The Empire intends to use the event to display its technological advances and greatness. But a few days before the flight, the ambassador received a letter from the notorious Boldok (the world's second-best thief) announcing that he would be stealing the *Kaiserliche*. Concerned, she has asked the adventurers to ensure the safety of the trip.

## The *Kaiserliche*

- The **open areas** are decorated with hundreds of gilded statues and mirrors... It is luxurious but not necessarily of the best taste.
- The reception is excellent. The ship is mostly **staffed with many kobolds** in uniform: thanks to their small size and weight, they are able to sneak in everywhere to take care of machines or serve snacks (delicious but all cabbage-based).
- The **technical areas** are much more dull. A tangle of pipes and noisy machines leads to a dragon egg.
- The *Kaiserliche* is powered by this **dragon egg**, which heats the water and creates steam.
- The ship's **hold** is filled with crates, mainly canned octopus that Mr. Dupoulay hopes to sell in the imperial capital.
- Under the ship hang **4 lifeboats**, small crafts enchanted to glide peacefully to the ground.

# THE INAUGURAL FLIGHT OF THE *Kaiserliche*



### A few passengers

- **Rouletabosse**, a very curious young journalist
- **Ambassador Maillard**, a refined forty-something in charge of relations with the Empire
- **Master Gurl**, a moustachioed and grumpy kobold butler
- **Monsieur Dupoulay**, a very unlucky merchant
- **Baron Jungdorf**, a young father overwhelmed by his restless and noisy triplets

### Captain Eberitch

This proud imperial is not convinced by the adventurers' competence. Her main concern is to protect the passengers.

**If three threats are active at the same time**, the captain will trigger the evacuation. The pods are accessible through hatches under the hold and ladders along the hull of the ship. The vessels will not wait for the adventurers for very long.



### Boldok's plan

Boldok plans to have the ship evacuated in order to take control of it more easily. Thanks to a powerful **potion of multiplicity** and his expertise in **make-up and disguise**, he gradually replaces all the kobolds working on the ship (a dozen are already locked in a box in the hold). Each copy is convinced to be the original, but disappears in a "poof" when injured. The real Boldok can be recognized by the **powerful "fall-like-a-feather" ring** he wears in case he needs to escape hastily. This worn ring has a 1-in-2 chance of being depleted after each use.

Adventure on a single page # 13

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### THREATS

At the very beginning of the adventure, the referee rolls 1D6 or chooses an initial Boldok shenanigan, then adds one every 10 minutes.

- 1 Snakes** released into the air ducts invade the reception area.
- 2 A sleeping pill** is dropped in the drink of Stein, the pilot.
- 3 Ash**, a discreet and corrupt meteorologist mage, creates a **fog** and then a **storm** around the ship. To sustain his spell, he must constantly whisper incantations.
- 4** The engine's dragon egg container has been opened. Technical parts are **flooded with hot steam** and the *Kaiserliche* gets out of **control**.
- 5** A powerful rune-covered artifact attached to the underside of the hull greatly increases the **weight of the ship**.
- 6 Sky pirates** on improvised hot air balloons attack the ship.

### CLUES ABOUT THE PLAN

- Kobold-colored makeup
- Kobold-sized hair piece
- Traces of fights
- Kobolds tied up in a box
- Boldok's empty potion

