

GEO5-01

The Mantle of Heroes

A One-Round D&D[®] LIVING GREYHAWK[™] Grand Duchy of Geoff Regional Adventure

Version Draft 1.1

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Once again the legendary Ashwood Avengers are called upon to serve the gnomish crown in its time of dire need. A Grand Duchy of Geoff regional adventure for APLs 2 - 8, and Verse Two of the Song of the Ashwood Avengers.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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Visit the LIVING GREYHAWK website at www.rpga.com.

For rules questions specific to this document and the LIVING GREYHAWK campaign email rpgahq@wizards.com.

Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and record-keeping after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Keep in mind that you must have at least four players (not counting the judge), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Playing the Game

Instruct the players either to prepare their characters to participate in the adventure before the session begins, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the judge) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the judge can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in bold italics. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials discussed in the Preparation section above that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the *LIVING GREYHAWK Gazetteer*.

LIVING GREYHAWK Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc.) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character will receive only one-half of the experience points for the adventure. Further, if the

PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may

find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are two things that the group can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Grand Duchy of Geoff. Characters native to Grand Duchy of Geoff pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

Adventure Background

Many years ago, the gnomes assisted the dwarves in dealing with a problem involving goblin raiders. In thanks, the dwarves gave the gnomes nine of the most beautifully crafted pickaxe heads ever made. King Garnet had handles made and then ordered the pickaxes to be enchanted for use by the crown. Eight of the pickaxes were enchanted without a problem; the ninth did not fare so well and disappeared. The module *GEO2-03 The Last of Nine* addressed the fate of the ninth pickaxe.

When the Storm King of the Sakhut first invaded the Sheldomar Valley in 583 CY, Grand Duke Owen sent out a call to his gnome, dwarf, and elf allies for assistance. Unknown to the Grand Duke, the dwarves and elves had their own problems and could not send assistance. The gnome King Garnet, confident that his forces could keep the giants at bay in the Stark Mounds, sent the eight enchanted pickaxes to the Grand Duke. Even with the assistance of the gnomish weapons, the giant army overwhelmed the Grand Duke's forces and drove them from the Grand Duchy. Once the situation stabilized, King Garnet sent units into the areas where the pickaxes were last seen to try and locate them. None were found; it was assumed at the time that all eight pickaxes were lost.

In *GEO4-07 Return to the Barrier Peaks*, adventurers recovered one of the pickaxes from the laboratory of the Frost Giant Archmage

Arbrozzar. King Garnet has this pickaxe in secure storage deep beneath the Stark Mounds in the capital city of Moundgnomery. The Archmage remains furious at the loss of such a treasure and has been seeking another like it ever since.

The situation in the Stark Mountains has been changing recently. The stalemate between the Sakhut and the gnomes has ended. The giants are sending in wave after wave of goblinoid thralls, trying to wear down the gnomes in a battle of attrition.

The gnomes, unsettled by this recent course of events, began to investigate why the giants have suddenly taken such a great interest in their territory. In particular, the Ambassador's Stepchildren, a group of gnomes who serve the gnomish crown by gathering intelligence about the gnome's enemies and allies, have begun raising the alarm.

The growing concern is that the giants are aware of a secret, a secret the gnomes have been attempting to keep for some time. One that could, at the proper moment, change the tide of the war between the people of the Grand Duchy of Geoff and the hordes of giants.

This secret is that one of the eight magical pickaxes that were carried by the heroes of Gyruff was not lost, but rather was returned to the gnomish lands sometime after the Battle of Gorna. Hidden away within a gnome illusionist's stronghold, dubbed the "Maze of Insanity," this pick has remained a secret for a little over a decade. Recently, however, this changed.

Two years ago, a gnome by the name of Seebo Blackberry began delving too deeply into the dark magics. He had been studying to be an Illuminator, but he was ruled too dangerous to continue teaching and was expelled from the academy of bards and wizards. Seebo then went to the giants and offered them everything he knew about the gnomes in exchange for arcane power. A traitor to his race, he has changed his name to Mauglor, the self-styled Magnificent One, and is now an apprentice of the Archmage Arbrozzar.

While studying as an Illuminator, Seebo, now the a-cursed Mauglor, learned the secret that the gnomes held so dear: the gnomes hold one of the nine pickaxes that could turn the tide of the war with the giants. Mauglor did not know exactly where the pick was hidden, but knowledge of its existence was enough to turn the Storm King's eye towards the Stark Mounds.

Although the new offensive by the giants could spell the destruction of the Mounds if it continues at its current pace, it has not been purely destructive. The giants want to learn the whereabouts of the pick, and if possible they want to secure it before the gnomes are able to recover it. To this end, Mauglor and a large force of goblins were sent to the outskirts of the occupied town of Oytmeet. They were given several objectives, the most important being to locate and claim the pick.

Much of this information is unknown to the Ambassador's Stepchildren. However, their intelligence does indicate that the giants are aware of the last pick's existence. They also know that the pick is part of the reason the giants launched their new offensive and that the giants have been capturing and interrogating gnomes about the pick.

One of the higher ups in the Stepchildren, Rollasnipe "The Possum" Aveckbaren, was tasked with discovering how the giants learned about the last pick and exactly how much they know about it. Using his operatives, Rollasnipe called upon a number of mercenaries using an old gnomish trick: he had his recruiters "mistake" the mercenaries for a legendary adventuring group known as "The Ashwood Avengers," who have a long history of working for the gnomish crown.

Rollasnipe has learned that a new town, called the Goblin Warrens, has been erected outside of Oytmeet. He recently received information that a gnomish traitor is quite likely working in this town, feeding the giants information. Rollasnipe sent his best man (Darrel "The Mole" Consum) to identify the traitor, but he has not heard from Darrel in over a month.

Growing concerned and desperate, Rollasnipe has decided once again to "call upon" the Ashwood Avengers. He hopes they will heroically infiltrate the Warrens, find the gnome traitor, and locate "the Mole."

Adventure Summary

Introduction

The gnomes of the Stark Mounds, still up to their old tricks, call upon the PCs as the Ashwood Avengers, and ask them to go into the Goblin Warrens outside of Oytmeet and find out what's going on.

Encounter One

Since the group is disguised as goblins, a group who has been in the service of the gnomes as the Ashwood Avengers unfortunately mistakes the group for real goblins and a melee ensues.

Encounter Two

The group gets a general feel for life in the Warrens, and has a chance to gather a little information from the populace. An unsettling event occurs when a goblin blackguard rides by.

Encounter Three

The best bar in town, Grak's is the only establishment that is actually indoors. The party heads over there, perhaps for a couple of drinks, or perhaps to try to find their contact.

Encounter Four

One of the finest dealers in all of the Goblin Warrens, Gobo Grub, has quite a few interesting wares to peruse. He may also have some information...for a price.

Encounter Five

The party finally makes contact with the Mole after searching around the city. He has some very interesting information.

Encounter Six

Having detected the party as being good earlier, the evil goblin blackguard Menshnar sends Meglubiyet's faithful to cull the herd of the unbelievers.

Encounter Seven

If the party was not detected as good, Snert's brother Nert, the leader of a powerful gang of goblins known as the Blades, takes exception to his brother's death and decides to do something about it.

Conclusion

The party has either made contact with the Mole within the city, or they have failed at some point along the way.

Preparation for Play

Collect the following information from each PC before play begins.

- Spot Bonus
- Bluff Bonus
- Initiative Bonus

- PC Alignment
- 9 – d20 rolls

Next, the DM should use a d8 and randomly pick three of the d20 rolls provided by the player. Add the player's Initiative Bonus to these rolls and use them for the PC's initiative for the three combat encounters in this module. Randomly pick from the remaining five rolls and add the PC's Bluff bonus. Use these values as the Bluff check to trigger the Mole meeting in Encounter Five. Add the PC's Spot Bonus to the remaining d20 roll to determine if the PC notices the attacking party in Encounter One.

The DM should roll 3d6 (re-rolling any duplicates) and use the table below to select which three sub encounters in Encounter Two the PCs experience.

Die (d6) Roll	Sub Encounter
1	Goblin Pickpockets
2	Hobgoblin Press Gang
3	Goblin Preacher
4	Goblin Meat Merchant
5	Goblin War Wagon
6	"Wanna Play a Game?"

The party should only go through three of these six encounters.

Note that the PCs will not be allowed to bring animals into the goblin city. Riding animals should be boarded in the stables. Other animals (unless hidden on the PC's person or in their gear) must remain outside the city. This includes familiars. The teleport effect used by the gnomes moves the PCs well beyond the ability of the animal companion or familiar to locate them. It would be hard to explain bringing an animal into the goblin warren; more than likely, the other goblins would end up eating the poor creature.

Introduction

There are two introductions for this module. If the players previously played *GEO5-IS2: Heroes Never Die* and received the "Of the Ashwood Avengers..." favor, then they receive a letter from Rollasnipe "The Possum" Aveckbaren asking to meet him at Burrowing Badger, in room "B4" on the second floor. Skip down to Entering The Room if this is the case. If not, begin the module with the following:

Seeking solace from recent events in the Gyrlic towns, you and your companions travel to the center of the Stark Mounds, to the gnomish capital city of Moundgnomery for a bit of a rest. To this end, you find yourself relaxing on a nice evening in a local pub, the Burrowing Badger, enjoying the peace and quiet.

Give the characters the opportunity to introduce themselves and allow some roleplaying. After introductions are done, continue on.

A few tables over you notice a bright-eyed, well-dressed gnome staring at you and your table.

Glim Waywocket: Male gnome Brd7; Bluff +45, Diplomacy +18, Sense Motive +11.

A successful Bluff check vs. the gnome's Sense Motive (DC 21) allows the PC to conceal the fact they noticed the gnome. The gnome is Glim Zonkleberry Waywocket, and he is looking for adventures to rope into a job for the Ambassador's Stepchildren.

If the PCs fail their bluff check or do not attempt to conceal the fact they notice the gnome:

The gnome notices that you're watching him as well, and seems to waver for a second. After a moment, he starts to walk in your direction.

If the PCs beat Glim's Sense Motive check:

The gnome does not notice you watching him, as he continues looking towards your table for a few more moments. He glances at a number of other tables, but eventually resolves something and walks over towards you.

Glim pre-cast *glibness* before the encounter. His Bluff check bonus is included in the stat block above.

Glim is an agent of a secret organization known as the Ambassador's Stepchildren. He was ordered by his superiors to "recruit" an adventuring party. The Stepchildren want to send a group into the nearby Goblin Warrens to extract an agent of theirs. The Stepchildren authorized Glim to use an old gnomish trick in order to recruit adventurers.

Using something of a gnomish joke, Glim is going to recruit the party by convincing them that they are in fact the Ashwood Avengers, a legendary group of heroes famous for their work in helping the gnomish crown. With his high bluff score, Glim is quite convincing.

“My friends, my friends, allow this humble gnome to introduce himself! I am Glim Tinkertockle Waywocket, and if I may be so bold might I ask the legendary Ashwood Avengers if I might buy them a round of drinks?”

The party may have several reactions to this. Certain party members may encourage his mistake, while others may deny they are the Ashwood Avengers. Party members with Bardic Knowledge, Knowledge: History, and Knowledge: Local (Sheldomar Valley) may make a check to see what they have heard of the Ashwood Avengers.

DC 5

The Ashwood Avengers are an adventuring party, based out of the Ashwood, which came into the employ of the gnomish crown many years ago. Many tales recant their various heroic acts on behalf of the gnomish people, and they are a beloved legend of the Stark Mounds.

DC 10

There have been many different members of the Ashwood Avengers over the years, and the leadership of the group has changed hands a number of times. It is believed that most of the original membership has retired, and that the current members are all newer recruits.

DC 15

The Ashwood Avengers were believed to have fought during the original battle of Gorna, and many thought they had sacrificed themselves in the street-to-street combat that allowed so many to escape. They later resurfaced, however, still in the employ of the gnomes.

DC 20

Actually, come to think of it, the Ashwood Avengers were thought to have all been wiped out in a good number of stories you can recall about them. They always resurfaced some months later, however, as strong as ever.

If any party members claim to be members of the Ashwood Avengers, Glim plays this up to the full, agreeing with them and embellishing their past accomplishments. He goes on and on about how great they are, ad-libbing nicknames to make his stories more plausible. Keep in mind that Glim does not know the party's names yet, so have him apologize for being unfamiliar with their exact

names. He eventually asks for their names and he may attach such monikers as “The Goblin Slayer” or “The Valiant” to the characters as they introduce themselves.

If the party denies they are in fact the Ashwood Avengers he goes on about how humble they are, and apologizes for calling attention to them while they were having a quiet meal to themselves. After he has sufficiently convinced them (or when the PCs tire of objecting to being referred to as the Avengers) continue on below.

Pulling closer to you all at the table, Glim begins to talk in a much quieter voice, just above a whisper.

“My friends, I’m afraid I have bad news. I realize you all have probably been enjoying your time off, but the King requires your skills once more in a quest of the utmost importance to our people. Can I trust the Ashwood Avengers to once again come to the aid of the gnomish people?”

If the party rejects Glim’s offer then he dejectedly mutters that he guesses he was mistaken, and then slowly walks off, effectively ending the adventure for the party. If they agree then continue on.

“I knew I could count on the legendary heroes of old to save us once again! May Garl bless the undoubtedly large hearts that beat within your chests!”

After a moment, Glim becomes pointedly more serious and leans closer to you, speaking in a hushed tone. “Upstairs we’ve a room set aside where we can talk more freely. Meet me at room B4 in five minutes so we can continue this conversation.” With that Glim winks at you all and then walks away, heading up the stairs to the second floor of the inn.

At this point, both the introductions come together, as waiting in B4 is Rollasnipe “The Possum” Aveckbaren.

Entering The Room

Upon reaching the second floor of the Burrowing Badger you make your way over to the door clearly marked “B4” in brass letters upon its surface.

Assuming the party knocks, hollers, or makes some attempt to gather the attention of those on the other side, continue.

“Who is it?” you hear come from the other side of the door.

After the party announces themselves, the voice on the other side of the door says:

“What’s the password?”

Give the party some time to deliberate this, as they were not given a password. Rollasnipe is just messing with them. After a moment, he’ll let them in.

“Gotcha!” says the voice coming from the other side of the door. You hear an unlatching sound and the door is slowly opened, revealing a small room dimly lit by candlelight. At one end of the room is a long wooden table surrounded by chairs, medium sized as well as small sized. Seated at the table are two gnomes, one being Glim Waywocket, whom you met previously, and the other dressed in a tattered old robe with a chain shirt overtop. Bulging from his belt are a variety of pouches and notches holding herbs, scrolls, and wands. Also of note is his beard, which reaches the floor from where he is seated.

Those who played *GE05-IS2: Heroes Never Die* recognize the second gnome as Zubert Gronklesnithe. Otherwise, Glim makes the introduction:

Glim turns from the door and makes a grand gesture to introduce the old gnome to the group, “Ashwood Avengers let me introduce the Zubert Gronklesnithe. Zubert this is...”

Use the names that Glim used earlier to introduce each member of the Ashwood Avengers to Zubert.

Standing behind the door is a cloaked gnome dressed in dark brown studded leather armor with a rapier at his side.

Those that played *GE05-IS2: Heroes Never Die* also recognize this gnome: Rollasnipe “The Possum” Aveckbaren. Otherwise, Glim makes the introductions:

Turning back around to face the door and executing a flourish, Glim introduces the reserved gnome, “Ashwood Avengers the charming gnome by the door is known as ‘The Possum.’”

Once introductions are complete, continue with the following.

Rollasnipe walks over to the table and picks up a small goblet. After taking several sips, he

briefly savors the flavor of the liquid, and then turns to the party. “Let me get directly to the point. The giants are raiding gnome areas with frightening regularity. They have been using specially trained goblinoid thralls to capture gnomes and interrogate them. They seek the location of any of the magical pickaxes used during the giants’ initial invasion of the Sheldomar Valley.

Without going into a lot of detail, let me just say that we developed an information source within the recently established goblin warrens near Oytmeet. He signaled that he has important information to reveal, but it is too risky for one of our number to go into the warren to collect this information. If one of us were caught and interrogated, the results could be catastrophic. We need individuals that have no knowledge of our operations, but are trusted by the crown. The Ashwood Avengers fit the bill nicely. Can I count on you to venture into the goblin warren and retrieve this information for us?

If the PCs agree to help.

Rollasnipe nods to Glim who grins widely and smacks his hand on the table. “Excellent!” he says, “We can help you overcome two basic problems. First, we can get you into the warrens and second we can help you identify yourselves to our agent. You’ll have to address any other problems that come up on your own. Are there any questions?”

The DM should be very vague with answers because the gnomes do not know much other than what Glim said above.

Glim reaches into his pocket and hands each of you a red rose pin. “Here, you must wear and actively display these in a way such as not to attract attention, but visible enough that our agent can notice them. Eventually, our agent will make contact with you. Once he is convinced you are the ones he seeks, he will reveal a similar pin to you.”

As to the other problem, Glim looks to Zubert. After a moment, the old gnome slowly stands and walks over to each PC, chanting. He picks some minor personal item from you, holds it in his closed fist for a moment, then puts it back. After he finishes with everyone, his chanting dies off and he says, “Others will see you differently now. If you forego my spell’s protection, others will see you as you truly are.

There is no going back. The truth will reveal itself on the 4th day. Good luck Avengers." With that, he gestures at the party and a flash of white light fills the room. As the flash fades, the party finds itself outside, somewhere in the mounds, but the perspective is different, as everything is larger than normal.

The entire party has been transformed into goblins, and a *detect magic* would detect transmutation magic. Despite the transformation, the PCs stats remain the same. Their equipment is sized accordingly for a small creature (i.e. weapon damage is reduced). Any holy symbols remain as they were. If the PCs willing dispel the effect, they return to normal. However, they cannot reestablish the disguise. Although they may not realize it immediately, the PCs can speak and understand the goblin language as long as the disguise is in effect.

A successful Survival check (DC 15) gets the PCs started in the right direction towards Oytmeet. If the PCs need to see a map, provide them with **Player's Handout #1**.

It is approximately 3 days travel from where the PCs appear outside Moundgnomery to the Goblin Warrens.

The transformation spell lasts until the sunrise of the 4th day.

Once the PCs are on the way, go to **Encounter One**.

If the PCs do not help.

All three gnomes grimace at your response and look between each other. Rollasnipe says, "Very well, thank you for your time. Please keep what we have discussed in confidence. Allow me to show you to the surface." The module is over for the party.

Encounter One: When Adventurers Attack

The PCs are on their way to the Goblin Warrens disguised as goblins. Ask the players to establish a marching order. The lead PC's Spot check determines if the attacking NPCs get surprise on the party or if the PCs get the drop on the NPCs.

Your journey through the Stark Mounds has been uneventful thus far. However, the mounds around you look different from those closer to Pregmere. The mounds here look blighted. Few plants remain and those that do

are wilted and brown. Many patches on the mounds are completely stripped of vegetation, showing bleached, wind-swept rock that reminds you of aged bone.

The closer you get to the warrens, the more blighted the land becomes. Dark billowing clouds obscure the sun.

Use the predetermined Spot roll for the lead PC (DC 10+APL).

If the PC's check was unsuccessful.

From a vantage point on top of the mound just thirty feet away comes a loud deep voice, "We will paint the road green with your blood! Ashwood Avengers attack!"

The source of the voice is a tall half-orc in glistening breastplate armor. A large golden symbol of a sun (Pelor) hangs from a chain around his thick neck. Wielded in both of his meaty hands is a vicious looking maul.

The attacking party gets a surprise attack on the PCs. Continue with the Ashwood Avengers Attack.

If the PC's check was successful.

At some point, your attention is suddenly drawn to a small party of well-equipped individuals (obviously Gyric) swiftly moving in your direction. They will notice your group in mere moments.

The PC party can take one round to prepare before the Avengers spot and attack the party. Continue with the Ashwood Avengers Attack.

The Ashwood Avengers Attack

Unless the PCs come up with a very creative way to convince the Ashwood Avengers that they are not the goblins they seek with a Diplomacy check (DC 15+APL) (assign bonuses for good roleplaying), use one of the predetermined rolls (determine which one randomly) for initiative.

APL 2 (EL 3)

Marek the Mauler: Male half-orc Ftr1; hp 7; see *Appendix One*.

Narwin merch Dilwyin: Female human Sor1; hp 3; see *Appendix One*.

APL 4 (EL 5)

Marek the Mauler: Male half-orc Ftr1; hp 7; see *Appendix Two*.

Havrid Thistletoe: Male halfling Rgr1; hp 7; see *Appendix Two*.

Narwen merch Dilwen: Female human Sor3; hp 9; see *Appendix Two*.

APL 6 (EL 7)

Marek the Mauler: Male half-orc Ftr3; hp 24; see *Appendix Three*.

Havrid Thistletoe: Male halfling Rgr3; hp 22; see *Appendix Three*.

Narwen merch Dilwen: Female human Sor5; hp 15; see *Appendix Three*.

APL 8 (EL 9)

Marek the Mauler: Male half-orc Ftr5; hp 41; see *Appendix Four*.

Havrid Thistletoe: Male halfling Rgr5; hp37; see *Appendix Four*.

Havrid's Wolf Companion: Female wolf; hp 15; see *Monster Manual* page 283.

Narwen merch Dilwen: Female human Sor7; hp 21; see *Appendix Four*.

Development: Once the PCs have either avoided the fight or defeated the adventurers, continue with **Encounter Two**.

Keep track of whether the PCs subdue the attacking NPCs or kill them outright. It is important in the Conclusion.

Tactics: Marek and Havrid (if present) believe that their ability and equipment give them the upper hand against mere goblins. They seek to destroy the PCs' party by overpowering them quickly with brute force. Narwen uses a scroll of *shield* on herself and then uses her spells and scrolls to augment her party. She starts by enlarging her friends. At APL 6, her *ring of counterspells* is loaded with a fireball spell.

The team leader Marek rants and raves during combat, saying things like:

"Marek the Mauler will squash you!"

"With Pelor's blessing you will be crushed by my maul!"

If the PCs are creative, give them the opportunity to use Diplomacy or other such skills (DC 15+APL) to avoid completing the combat and persuade the "misguided" Ashwood avengers that they are not really goblins. Give the PCs a +2 circumstance bonus for good roleplaying. They receive a –2 penalty for any item or holy symbol they intentionally show as proof, as the NPCs think the PCs most likely stole it.

If the PCs fail to resolve the combat by diplomacy, then the NPCs fight to the death. They do not want to be taken alive and used as slave labor or food for the giants or their thralls.

If the PCs do not kill the attacking avengers, they do not get the GP value for the items they were carrying. If the PCs successfully talk their way out of the encounter, the other Ashwood Avengers offer to meet up with the party in the future. Although they do not get the GP value of the NPCs' equipment, they do get the item access.

Treasure:

APL 2: L: 162 gp, C: 20 gp, M: *potion of cure light wounds* (x4) (4 gp), *scroll of enlarge person* (x2) (2 gp), *scroll of shield* (x2) (2gp), *scroll of true strike* (x2) (2 gp), *ring of sustenance* (208 gp).

APL 4: L: 195 gp, C: 45 gp, M: *potion of cure light wounds* (x4) (4 gp), *scroll of enlarge person* (x2) (2 gp), *scroll of shield* (x2) (2gp), *scroll of true strike* (x2) (2 gp), *ring of climbing* (208 gp), +1 *breastplate* (112 gp).

APL 6: L: 148 gp, C: 60 gp, M: *potion of cure moderate wounds* (x6) (25 gp), *scroll of enlarge person* (x2) (2 gp), *scroll of shield* (x2) (2gp), *scroll of true strike* (x2) (2 gp), *ring of counterspells* (333 gp), +1 *breastplate* (112 gp), +1 *chain shirt* (104 gp), +1 *heavy mace* (192 gp), +1 *light crossbow* (194 gp).

APL 8: L: 104 gp, C: 75 gp, M: *potion of cure moderate wounds* (x6) (25 gp), *scroll of enlarge person* (x2) (2 gp), *scroll of shield* (x2) (2gp), *scroll of true strike* (x2) (2 gp), *ring of protection* +2 (666 gp), +1 *breastplate* (112 gp), +1 *chain shirt* (104 gp), +1 *heavy wooden shield* (96 gp), +1 *composite shortbow* (+0) (197 gp), +1 *heavy mace* (192 gp), +1 *light crossbow* (194 gp).

Encounter Two: Entering the Warrens

At this point, the PCs reach the most dangerous part of their mission: they willingly enter the home of the enemy. Give the PCs the impression that they are in a very precarious situation; they are surrounded by hundreds of goblins and other goblinoids. Any highly ungoblinoid-like activity could blow their cover. If the PCs forget their mission of "displaying" the pin, remind them once to encourage them to roleplay and get better modifiers.

The horrific sight of the Goblin Warrens before you takes your breath away. Dark black smoke belches forth from the makeshift chimneys and open fires scattered about the area. A four-foot tall wooden wall encloses the Warrens.

At least there are no giants nearby; there is no place in the warrens big enough to hide one.

From behind you comes the low rumbling of what sounds like wagon wheels. Barreling down the road towards the Warrens is a goblin war wagon pulled by dire boars and followed by a rag tag mob of goblins.

Pause for a moment to let the PCs decide how they want to enter the Warrens. They can mix in with the goblins behind the war wagon. Once the PCs get in, continue with the following.

Walking through the streets reveals that an unimaginable number of goblins, hobgoblins, and bugbears live here. Most of the warren is filled with makeshift earth and wood houses with large yards. Tents or small earthen mounds fill most of the yards. The stench of unwashed goblin bodies nearly topples you over as you pass by a large building with a sign of an ale mug hanging loosely over top the door. Further on, you come across a relatively well-constructed building, and standing outside the main entrance are two well-armed goblin guards. The goblin war wagon comes to a stop in front of the building and the goblin war gang starts to disperse. The building sits on the edge of an open-air bazaar. All around you, goblins are chattering back and forth arguing over wares and goods while a few hobgoblins keep an eye out for any disturbance.

Give the party a chance to react to the scene and decide what to do next. Then continue with the following.

A few minutes later, a hush falls over the goblin crowd as a goblin in blackened full plate riding a worg enters the square. The goblin, not more than thirty feet from you, scans over the crowd stopping to look at you and your party. His greedy dark eyes seem to peer directly at you. After only a moment of staring, the goblin continues his survey of the bazaar. Other goblins are quick to get out of his way. With a grunt, the goblin spurs his mount and rides off towards the southern end of the warrens.

Development: Gerbonar the Bloodied Tooth scans the crowd with *detect good*. If he detects any of the PCs as good, he does not react. Instead he goes off to gather followers to attack the party in Encounter Six. Using the information gathered before play began, the DM should note secretly if Gerbonar detected any good PCs.

During this encounter, the PCs are faced with many challenges, mostly trying to meld into goblin society without their true identity being discovered. They face many hazards as they try to navigate through the Warrens. Be reasonable with the PCs attempts to hide their true persona—while goblins are devious and deceitful, they do not expect a group of illusion-masked invaders in their midst. However, you should set the mood so that the PCs feel under constant threat of being discovered and captured by the enemy.

The PCs mission in the Warrens is to show the Red Rose pin subtly, so as to attract the attention of the Mole. The mechanics of attracting the Mole's attention is as follows:

Four successful displays of the Red Rose pin triggers the encounter with the Mole. The party has five opportunities to succeed: the three sub-encounters below (Encounter Two), Gobo Grak (Encounter Three), and Gobo Grub (Encounter Four). Before the game in the Preparation section, the DM should determine five Bluff rolls based on the information provided. Feel free to go back and assign bonuses (or penalties) as necessary for roleplaying. For each check, use the Bluff check from the party member with the highest Bluff roll. The target number for the Bluff check is 10+APL.

The party can experience the sub-encounters, Encounter Three, and Encounter Four in any order. The party cannot go into **Encounter Five** unless they are successful in showing the pin four times. If they go through the five opportunities to show the pin and fail, go to **Encounter Six** or **Encounter Seven** depending on whether Gerbonar the Bloodied Tooth detected one or more of the party members as good.

Sub-encounters

As described in the Preparation section, the party should only go through three of these six encounters, and the GM should roll randomly to determine which encounters the PCs face. All these sub-encounters give the flavor of the Goblin Warren. If time allows, the PCs could experience brief versions of the other encounters as they

wander through town, but only three of the sub-encounters count for showing the rose pin.

#1 - Goblin Pickpockets

While the PCs are distracted by the events in the box text below, three PCs are targeted at random by a group of goblin thieves. Each thief attempts to steal gold from his target with a Pickpocket check of (APL+6). If the goblin's check exceeds the target PC's Spot check, the goblin successfully steals APL*d10 gold pieces without the PC knowing. The DM should secretly write down the missing gold and record the missing gold on the AR at the end of the adventure. If the PC does not have enough gold pieces, then the goblin takes a minor item of equivalent value. If the PC has nothing of value to steal, then they attempt to steal from another PC.

If the PCs discover the pickpockets, all of the thieves drop what they were stealing and make a mad dash to run away (using tumble score of APL+6).

You walk by a small group of goblins having an argument. Two goblins stand face to face shouting at each other. One of the goblins shouts, "You little halfling lover, your nose is not greener than mine. It's clear as the warts on my chest, I have the greenest nose!"

The other goblin yells in response, "Your nose is as green as a tall lovers, you half-elf love child! Who thinks my nose is greener?"

About half the goblin group responds to the one goblin's question with "Yah!" as the other half answers with cajoling and funny faces. The first goblin looks over to you and your companions and shouts inquisitively, "What are you looking at? So what do you think, is mine greener or not?"

Give the PCs an opportunity to answer. During this time, the pickpockets make their attempts. Adjust the following box text as necessary based on the outcome.

Half of the goblins are satisfied with your answer and taunt the other half of the goblin group. Almost as if sensing trouble, a pair of well-armed hobgoblins starts walking over in your direction. Definitely sensing trouble, the group of goblins quickly disperses, running in all directions.

#2 - Hobgoblin Press Gang

Occasionally, the hobgoblins use forceful persuasion to round up enough goblins for some distasteful (even for a goblin) chores. The PCs happen to be at the wrong place at the wrong time, and they need to find an avenue of escape or convince the hobgoblins to pick another "volunteer."

Any PC who is taken into service gets a +1 to their bluff check for displaying the red rose pin as they are forced into service with many other goblins.

Have each PC make a Spot check (DC 12+APL). Any PC who succeeds notices the oncoming hobgoblin press gang and can react accordingly. If the PCs hide, the hobgoblin press gang has a Spot of (APL+14) to notice cowering goblins.

Anyone who fails the Spot check or fails to hide is noticed by the hobgoblins and will be "pressed" into service.

An unnerving chill runs down your spine as you realize that the crowd of goblins all around you has suddenly thinned out. Ahead of you at the end of a broken, debris cluttered alley waits a large contingent of hobgoblins carrying offal covered shovels.

Any PCs that successfully made the Spot roll now get to choose act. Continue with the next box text once the actions have been resolved.

Looking behind you, another contingent of hobgoblins close off the alley along the other side. Both groups proceed to close down the alley, capturing any goblin visible in the path. Pandemonium breaks out around you as the few remaining goblins try to make a break for it and are caught by the press gang. A hobgoblin pushes a shovel into your hand. "Move now, we go clean da pits!" shouts one of the larger hobgoblins.

Any PCs pressed into service have one last chance to get free; make a successful Intimidate, Bluff, or Diplomacy check (DC APL+14). Otherwise, they are assigned to clean the refuse pits.

If any PC remains in service, the other PCs should follow after them at a safe distance and spend the next 30 minutes watching their friends shovel out the piles of built up offal. Once finished, the PCs are free to continue on their way.

If no PC was captured, then continue with the next section of the encounter.

#3 - The Goblin Preacher

Many goblin shamans roam the streets of the Goblin Warrens preaching the green word of Maglubiyet. This encounter is only meant to show more of the goblins' daily life.

Sitting on a log is an old gnarled goblin in armor that must have fit him when he was much younger but now is loose and sagging. Slung around his neck is a chain of great size with a large symbol of a bloody axe.

A successful Knowledge (religion) check (DC 10+APL) identifies the bloody axe as the holy symbol of Maglubiyet, Greater Deity of goblins, hobgoblins, and other goblinoids.

He is surrounded by a group of various young goblinoid children and seems to be telling them a story.

"List'n up young-uns. Ya know why yer here? Yer here cuz yer strong! An' ya gotta stay strong! Cuz if'n yer weak the High Chieftain won't take ya."

"We're Strong! We're Strong" chant the children.

"I 'member my old battle commander during a raid into 'elfen territory. He fell to 'n elf. 'N ELF! 'nd not one of them archer elfens either, but one that had a point rod thing."

"Add'n to the insult my battle commander didn't kill himself that elfin before he done did died. So The Mighty wouldn't take 'em. And who could blame him."

There are various "OOOOOs" and "Ahhhs" from the children.

"But that be not then end of it. The next morn, our patrols be bringing in some elfen that they find and one of them says he be a battle commander. My battle commander. 'nd he KNOWS THINGS that no elfen should be known. It just proved that The Mighty didn't take 'im. Him be reborn as an ELFEN and die once again never to be brought back and never to know the true fury of The High Chieftain."

A big cheer comes from the children when the story is over. The old goblin then sends the children on their way. He sees the party of goblins standing and watching him. He then struggles to stand up and greets the party.

"One of my favorite stories to tell the children. Did you hear a version of it when you were young-uns?"

He talks cordially with the party about everyday life in the warren. He does not talk long and seems to get short of breath and needs to sit down back on his log to rest.

"Well you young-uns run along and get into trouble. I will just rest me weary bones here for a bit."

#4 - The Goblin "Meat" Merchant

The PCs can pick up a little snack at this meat market, although they most likely will not like the selection. For the right price, they can get anything they want. The most expensive meat is halfling, the cheapest, dwarf.

For each PC that samples "meat," give them a +1 bonus to their Bluff check to display the red rose pin.

The fragrant smell of roasting meats draws your party to the Meat Market.

The initial grouping of stalls offers either prepared meats roasting over an open fire, or dried jerky hanging in strips. The stall owners literally bark slogans to entice buyers. The loudest and best smelling of them is Grumps Rumps.

Grump is a large, aged ogre whose large hands cut very deftly with his carving knife. Spying you, he tries to tempt you with his fare.

"Elo dere. 'Ave ye tried Grumps Rumps? Deys very good. I gots Picket o' Pooch, Dirty Knees, Whole Roasted Grub, Mount Stew, an' my favorite, Tittalee Wiggles.

What'll ye 'ave?"

Grumps selections are going from cheapest to most expensive:

- Picket o' Pooch (dog on a stick)
- Dirty Knees (leg of dwarf)
- Mount Stew (horse stew)
- Tittalee Wiggles (a mixed selection of gnome toes, fingers and eyeballs)
- Whole Roasted Grub (roast halfling).

Grumps only tells the adventurers what the meat is in ogre, not common. A successful Knowledge (nature) check (DC 10+APL) on each type of meat tells the adventures what they are eating.

Grumps provides each goblin with their requested order only after getting his payment.

Once finished serving he goes on to the next paying customer.

Should any member of the party eat the provided meat they must make a Fortitude Save (DC 10+APL) or be sickened as described in the DMG on page 301.

#5 - Runaway Goblin War Wagon

The PCs have to think fast as they are in the direct path of an out-of-control war wagon. Read the beginning text and then ask the PCs what they are doing. Any PC that does not leave the rutted street must make the Reflex save or get trampled by the war wagon.

The road is hard-packed earth with the occasional stone adding bumps. Ahead about twenty feet or so, on a hilltop, you see a group of at least fifteen goblins running in different directions. Some of them are staring at a loud rumbling crashing sound on the other side of the hill.

Give the PCs the opportunity to respond.

Barreling over the hill at breakneck speed comes an out-of-control war wagon. A crazed-looking goblin sits in the driver seat hooting and hollering at the top of his lungs.

Give the PCs a Reflex save (DC 10+APL) to avoid being hit by the out-of-control wagon; those that fail take APL*d4 subdual damage.

#6 - "Wanna Play A Game?"

The goblins of the warrens have a lot of free time to kill, so they play a lot of goblin games. Many goblins play dice and simple card games, but their favorite game is called goblin finger.

Being the goblin finger champion brings more prestige and draws the attention of many goblins. For each challenger a player defeats award that player gains +1 bonus to the Bluff check to display the red rose pin.

While passing a large alley way between two shanty buildings, you hear loud, boisterous laughing and hooting. One of the laughing goblins breaks away from the group to come up behind <the chosen player character> and gives him (or her) a big slap on the back while saying:

"BLOG!!! My Old Gug!!! How have you been? You have been much missed back being away but you are just in time to join a good game of goblin finger." Turning back to the group

currently playing goblin finger, the goblin bellows, "Yo gugs, this here is Blog, one of the best goblin finger players this side of the warren! I am sure that he and his gugs will join us and take on all challengers." This announcement fires up the group of gamers even more as they all turn to look you over before presenting challenges.

In the midst of the group of goblins there are two goblins with their fingers in their mouths who look very uncomfortable. There are a number of containers around the area that look disgusting and smell even worse. Suddenly one of the goblins removes his finger and gets very sick. The winner is exalted and the loser is shunned from the group.

Provide suitable names for the challenging goblins (i.e., Chug, Rugal, Ungk, Blatz, Kewker). The first challenger will be the winner of the previous match. The challenges go like this:

<NPC Goblin name> walks up and looks directly into the eyes of who he is going to challenge and says, "What's your name?"

The PC should respond with a name. If need be, strongly suggest that the character use a goblin name and not their own when challenged.

The PC has the chance to make an Intimidate, Bluff, or Diplomacy check (DC 15+APL) to talk his way out of being challenged. If the PC fails the check or wants to play, then the following happens:

<NPC goblin name> slugs the <PC goblin name> in the arm hard while saying, "<NPC goblin Name> challenge <PC goblin name> to see who's best! Now put your finger to the test! Choose the snop, <PC goblin name>."

The punch in the arm causes 1d4 subdual damage because these boys just play rough.

There are 8 variously sized and shaped containers to choose from, each more disgusting then the last:

- 1. A thick black mash**
- 2. A viscous bright green slime**
- 3. A viscous dark orange ooze**
- 4. A stew-like dark green lump**
- 5. A thick dark red liquid**
- 6. A watery dark amber liquid**
- 7. A slimy light brown ooze**

8. A brown meaty lump with bone splinters

A successful Survival check (DC 15+APL) tells what one container contains. To identify each one requires 8 rolls, but the goblins will only allow 2 identifies before insisting on a selection, so the game can begin.

1. Black (raw manure from the animal pens)
2. Bright Green (slime from stagnate liquids around the warren)
3. Dark Orange (snot gathered from 12 ogre noses)
4. Dark Green (a fresh sample brought from clean'n da pits)
5. Dark Red (a mixer of bloods from the meat market)
6. Dark Amber (a sample in a small cup provided by a drunk in a bar)
7. Light Brown (a slimy ooze off of some creature)
8. Brown (sewage from the midden pile)

Following the lead of the Challenging Goblin, both parties insert a finger into the chosen container at about the same time. The Challenger looks delighted to be getting to play such a renowned Champion. The fingers are removed from the container and inserted into each owner's mouth. The player that is able to keep the filthy finger in his mouth the longest wins.

Both parties make Fortitude checks. If the PC beats the NPC Goblin (DC 14), then the PC keeps his (or her) finger in longer. Each PC that plays goblin finger must make another Fortitude save (DC10+APL) or contract Blinding Sickness, see DMG page 292.

NPC Goblin Wins:

There is much rejoicing by the <NPC Goblin name> and his gugs. <PC Goblin name> may take this time to go off and be sick, since being the loser means that no challenges will be coming your way for a while because only the strong are challenged.

PC Goblin Wins:

There is much rejoicing by <NPC Goblin name>'s gugs, who now want to be your gug, and <PC Goblin name> is challenged again by two or three of the other goblins.

An Intimidate check, Bluff check, or Diplomacy check of 5+APL will intimidate the other goblins out of challenging the PC again. If the PC fails the check or wants to play, then the process starts all over with the challenge.

Encounter Three: Gobo Grak's Snot and Ale

By this time, the party should be interested in tracking down the Mole. One place they might try is the local goblin bar, Gobo Grak's Snot and Ale. They can attempt to gather information; all attempts end with the PCs talking to Snert the Blade, a leader of a local thieves guild. Snert is ruthless and attempts to extort cash or other valuables from the characters. He does not stop there, however, as his greed always gets the better of him. He attacks the party to reap in ALL their money and equipment.

The only real bar you can find is Gobo Grak's Snot and Ale. It is a hole in the wall on the east side of town. The "establishment" sits by a large goblin cesspool. Smelling as bad as this would suggest, it seems to be a favorite hang out place for the rougher goblins in town.

Once inside, you're pretty sure that this establishment must have been an inn or tavern for the townsfolk who lived here before the goblin invasion. It literally does have a hole in the front of the building, presumably where a window once stood.

The clientele of the bar is what you've come to expect of the Goblin Warrens. It's full of dirt-encrusted goblins sitting around drinking from filthy cups and mugs being served by skimpily dressed goblin waitresses. Over in one corner is a particularly large table where everyone there is seated with their backs to the wall. The occupants of this table are given a wide berth by the rest of the tavern's patrons.

Seated at the center of this table is a goblin clad in black studded leather armor, fiddling with a jewel-handled dagger. To his right is an exceptionally large bugbear.

If the party asks around, gets a table, and orders some drinks (a very brave venture in this establishment), then give them time to settle in and roleplay a bit. If the party is mainly male, the goblin waitress, Gerbina, flirts with them a bit as she takes their orders. If there are any females in the party, a random goblin named Brakk wanders

over and tries a few pick up lines on them. It does not take much to chase Brakk off, but he considers himself somewhat of a lady-killer and so feels obligated to try.

Eventually Snert become curious as to who has the gall to come into HIS bar so heavily equipped. He sends one of his people over to invite the party to his table.

Snert is a brash gang leader who is not used to getting pushed around, especially on his own turf. If the party approaches him in an intimidating manner, he attacks them right off for insulting him in his own bar. If they are civil, and treat him with respect, he sits down and chats with them for a while.

This is all formality, however, as eventually the conversation will be steered to how much the group is willing to pay for information. He accepts (APL*2 gp) for his information. He suggests that the PCs talk to Gobo the Merchant.

Realizing that the group probably has more gold than they are offering, even if they are willing to pay him, he is so greedy that he attacks them to procure ALL their gold and possessions. To this end, Snert and his enforcer Obbo attack. At higher APLs, Snert signals his girlfriend, a goblin waitress to attack as well.

Use one of the predetermined rolls (determine which one randomly) for initiative.

APL 2 (EL 4)

Snert the Blade: Male goblin Rog2; hp 9; see *Appendix One*.

Obbo: Male bugbear; hp 20; see MM page 29.

APL 4 (EL 6)

Snert the Blade: Male goblin Rog4; hp 18; see *Appendix Two*.

Obbo: Male bugbear; hp 20; see MM page 29.

Gerbina: Female goblin Rog2; hp 9; see *Appendix Two*.

APL 6 (EL 8)

Snert the Blade: Male goblin Rog6; hp 27; see *Appendix Three*.

Obbo: Male bugbear Brb2; hp 45; see *Appendix Three*.

Gerbina: Female goblin Rog4; hp 18; see *Appendix Three*.

APL 8 (EL 10)

Snert the Blade: Male goblin Rog8; hp 39; see *Appendix Four*.

Obbo: Male bugbear Brb2/Ftr2; hp 66; see *Appendix Four*.

Gerbina: Female goblin Rog6; hp 27; see *Appendix Four*.

Tactics: These are bloodthirsty killers pure and simple. However, a life of hard living has taught them the value of tactics. Where possible, the rogues maneuver themselves into flanking positions to take advantage of their sneak attack damage. If they have a problem hitting a player, one fights defensively and attempts to aid the other. These brutes fight to the death.

Treasure:

APL 2: L: 68 gp, C: 8 gp, M: *potion of cure light wounds* (x2) (2 gp).

APL 4: L: 105 gp, C: 20 gp, M: *potion of cure light wounds* (x4) (2 gp), +1 *studded leather* (x2) (97 gp).

APL 6: L: 75 gp, C: 35 gp, M: *potion of cure moderate wounds* (x6) (25 gp), +1 *studded leather* (x3) (97 gp), +1 *rapier* (x3) (193 gp).

APL 8: L: 0 gp, C: 40 gp, M: *potion of cure moderate wounds* (x6) (25 gp), +1 *studded leather* (x3) (97 gp), +1 *rapier* (x3) (193 gp), +1 *dagger* (x3) (191 gp).

Development: If the PCs were not detected as good in Encounter Two or Encounter Four, Snert's brother attacks the party in Encounter Seven.

Once Snert's gang is dealt with, the PCs should vacate the premises as several hobgoblin guards can be seen approaching the place. Go to **Encounter Four**.

Encounter Four: A Grubby Goblin

One of the few self-standing buildings in town has a wooden sign hanging above its door. Etched neatly and carefully into the wooden sign is "Nathan's Goods and Sundries." However, Nathan's name was crossed out

some time ago and scrawled above it like chicken scratch is Gobo Grub.

The current lead seller in the black market, Gobo Grub sells everything disreputable this side of the Realstream, from poisons and wicked edged weapons to lock picks. In addition, if the price is right, Grub might also impart some information.

When the characters enter his storefront, Grub scans them with his Amulet of Detect Good as a precautionary measure. He does this with all his customers to make sure everything is on the up and up. If any of the characters radiate good, he will attempt to extort some money from the party, but not until after they are done shopping. He hates to lose potential business that way.

Pushing open the door to the store causes a small bell above the door to jingle. One main room showcases a large collection of poor-quality weapons and armor. Despite this, a number of patrons are browsing his wares.

Flanking either side of the door are two goblin guards, each standing at attention. Two more are standing at a door on the west wall. Standing in front of the counter is a rather large goblin, almost as tall as a hobgoblin. He leans slightly against the counter, watching the goblins mill about the store. The proprietor sits across from you behind a rotting wooden store counter. He scrawls notes into a log book of some sort with his left hand while picking his nose with his right. Seeing you enter he stops writing in his book and looks up, giving you at first a cautionary look, which quickly turns to a tight lipped smile.

"My friendsss, my friendsss, COME IN, please, do come in. I must say, I haven't seen gobos of such fine stock as you in some time. Please, PLEASE, let me introduce myself. I am Gobo Grub, proprietor of this fine establishment," He walks around the counter towards you, wiping his right hand on his filthy black cloak before extending it to you.

If the characters ask about disreputable goods, Grub begins to showcase his wares, which while overpriced are usually the real deal. If asked if he has anything of higher quality, Grub goes into a sales pitch:

"Well, just because you are gobos of such fine quality I SUPPOSE I could show you my own personal stock, but..." Grub looks around to see if anyone is listening and pulls in closer to you, "...you'll have to keep it hush-hush, you

understand. Here come over to my counter, Gobo Grub will show you, my friendsss."

Grub showcases what items he has available at each APL. He will go into a sales pitch for each item, time permitting. The characters must buy anything they want from Gobo Grub now, while they are in the city, as they will not be able to return and purchase anything after they leave. At the end of the module, ask the PC if they are going to purchase any of the following items; if not, cross them off on the access list on the AR. Grub has the following available.

APL 2: +1 Small Studded Leather of Shadow (Adventure, DMG) – 4,925 gp.

APL 4: +1 Small Human Bane Dagger (Adventure, DMG) – 8,302 gp.

APL 6: +1 Small Gnome Bane Morningstar (Adventure, DMG) – 8,308 gp.

APL 8: +1 Small Wounding Shortsword (Adventure, DMG) – 18,310 gp.

If the subject of information is brought up, Grub replies:

Grinning widely, revealing several missing and rotting teeth in his wide maw, Gobo Grub seems to perk up at your request for information. "Why, now, that's very interesting," he says, rubbing his chin. "I'm a reasonable gobo, and might be willing to impart a few of the juicier bits of info I've come across as of late, but only if the price were right. You understand, the kind of things that I may know are quite valuable in certain circles."

He haggles with the characters for a bit, starting high, (100 x APL) gp, but settles for less depending on circumstances and arguments. He does not accept anything less than (25 x APL) gp. If the characters refuse to pay, he says, ***"Well, obviously my information is not as valuable to you as it is to me, my friendsss,"*** and refuses to discuss this topic any longer, continually changing the topic to his various goods and wares unless the party is willing to pay his fee. If paid, Grub tells the party a little of what he knows.

Pulling closer to you, Grub begins speaking in almost a whisper, as serious a look crossing his face as you've seen him put on. "Well, and you didn't hear this from me, but word round the camp fire is this...recently a lot has been going on around here. Apparently, a GNOME, yes that's right my friendsss, a GNOME, has

taken command of our fight against the Mounds. This gnome, he's not like the goody goodies in the Stark Mounds, though. This gnome has a heart as black as the ones that beat proudly in our chests, I tell you! This gnome, he hates all he sees, outcast by the pale skins for dealing with us, and unaccepted by us for his own pale skin. His hatred is such that it is said he can kill with a look. A MERE LOOK, my friendsss!

He now walks amongst us, serving a higher up master, stalking the city in a black cloak, his face hidden in shadow. He does not eat, my friendsss, he does not sleep, he does not rest. He is obsessed with the destruction of his own race, and will stop at nothing to see this come about." Grub pulls back, his toothy grin slowly returning. "At any rate, my friendsss, is there anything else I can help you with while you're here?"

If there is nothing else then he pleasantly says goodbye as they leave. However, if he has detected good, or the party has acted in an extremely suspicious manner, he attempts to extort a last bit of gold from them.

"Before you go, my friendsss, there is one last piece of business I need to discuss with you..." Grub says, stopping you as you turn to leave, "...it has come to my attention that you, well, may not be exactly be who you appear to be. Now, I have no problem with this. Business is business is business, however, my friendsss, you must understand that there are certain individuals in this town that would love to know this, who would pay a lot to know this..."

"Now, I'm not saying this has to get ugly, my friendsss, I'm just saying that if you were to perhaps to make it worth my while to keep my mouth shut perhaps it would stay closed? Hmm?"

Grub is reasonable, and haggles a bit. If they have been polite, and make a successful Diplomacy check (DC 10+APL), he only charges them (10 x APL) gp to keep his mouth shut. If they have been rude, or have refused to buy anything then it is (100 x APL) gp. The party can attempt to intimidate the goblin with an Intimidate check (DC 15+APL). Grub keeps his mouth shut on a successful check. If unsuccessful...

If the party threatens him, have them make an Intimidate check, DC 15+APL. If they fail, he will

threaten them back, and he is not shy about getting into a fight in his own establishment. If the Intimidate is successful, he will promise to keep his mouth shut, along with most anything else.

If the party leaves after paying him, he says goodbye pleasantly. Read the following.

As you are leaving Grub waves to you. "Goodbye, my friendsss, and please do come back anytime! Your gold is always welcome here!"

If the party intimidated him then go to this goodbye.

Grub sort of sulks behind his count and goes back to his ledger, jamming his right finger right up his nose as he had it before.

All APLs (EL 11)

Gobo Grub's Protectors (APL x 2): Male bugbear; hp 20; see *Monster Manual* page 29.

Once the party leaves the store, go to **Encounter Five**.

Encounter Five: The Contact

Just as the party is about to give up hope of finding the gnome the Possum sent them to find, they hear a "Psst" come from a dark alleyway in a dark part of town. Perhaps expecting the worst, the party sees a smallish goblin come out of the shadows and beckon them to follow him. Leading them through the Warrens into the burnt out remains of an old cottage, Darrel reveals himself as the Mole.

Leaving Gobo's Grub puts you back out on the muddy track loosely referred to as a street. There's still no sign of your contact. Weaving your way through the tents, goblinoids, and various forms of transportation you find yourselves in a dark part of town, if that is possible considering all that you have been through. The only contacts you have met to this point are pan handlers, thieves, and shamans touting the word of Meglubiyet. You are on the verge of resigning yourselves to spending a night in this warren.

Have the PCs make a Listen Check (DC 7+APL) and those that make it hear a "Psst" sound coming out of a dark alley way to their right.

A smallish goblin peeks out of the shadows of the alley once he sees that you heard him. He looks both ways to see if anyone else notices

him, quickly signals for your group to follow him, and then disappears back into the alley.

Does the group choose to follow him? If the PCs choose to follow him, continue with Encounter Five. If the PCs do not, he makes one more attempt to signal them before leaving them without making contact. If no contact is made, continue on to **Encounter Six** if Gerbonar the Blooded Tooth or Gobo Grub detected the PCs as good, otherwise go to **Encounter Seven**.

Darrel “The Mole”: Male gnome (hiding as a goblin) Brd10; HP 42; Bluff +10, Concentration +10; Disguise +17; Escape Artist +8; Hide +21; Listen +14; Move Silent +17; Perform +14; Sense Motive +12; Spot +12.

Following the goblin requires 3 successful Spot checks (DC 5+APL).

Leading your group swiftly through the Warrens to what must be the poorest portion of town, you reach the burnt out shell of a cottage. The goblin draws his weapon and carefully circles out of reach around the party as if looking for something.

If the rose provided by Glim is not visible on each PC and the PCs make no effort to show the pin to Darrel, Darrel disappears and does not come back. No contact is made, so continue on to **Encounter Six** if Gerbonar the Blooded Tooth or Gobo Grub detected the PCs as good, otherwise go to **Encounter Seven**.

Finding a rose pin on each of you, the small goblin identifies himself by showing you a rose pin. “Greeting Ashwood Avengers. I am your contact, The Mole. I have little time and much to tell you. What would you like to know first?”

A question and answer session begins. Some answers to possible questions are below:

- He has now worked his way even closer to the traitor.
- He has been working as an underling but he is watched almost constantly. Thus getting out of the Warren to warn the gnomes has not been safe and will jeopardize any further missions to gather information.
- The traitor is a gnome calling himself Mauglor the Magnificent, but he will be better known to the gnomes back home as Seebo Blackberry. He was once an Illuminator’s apprentice.

- He is still an apprentice, but he now serves a giant archmage.
- Seebo has attracted the notice of the Storm King, and he is major reason for the giants’ interest in the Stark Mounds.
- One of the traitor’s prime objectives is to learn the whereabouts of the nine pickaxes.
- There is no need then to emphasize to you that if the giants get one or more of the nine pickaxes, it could turn the tide of the war with the giants—and not in a good way.

Suddenly, the Mole signals for silence and runs out the door. Moments later, he returns but seems much more cautious now. He hands over a packet of papers and whispers, “In these stolen letters Mauglor informs the Frost Giant Archmage that he has finally located the hiding place of the remaining pick. He will be personally going to the Maze of Insanity with an elite guard of hobgoblins to retrieve the pick for his masters.”

The Mole once again seems to crane his neck to hear something and then returns his attention back to the matter at hand. “Now go and get these back to the gnomish people so that all of this land might not know the complete and absolute tyranny that is giant rule.” Once again he looks all around and then says, “Go for this place is no longer safe.” Then he scurries out the door and is not seen again.

If Gerbonar the Blooded Tooth detected the PCs as good or if Gobo Grub detected the PCs as good in Encounter Four and they intimidated him instead of paying him off, he reports them to Gerbonar the Blooded Tooth. Go to **Encounter Six**.

Otherwise, go to **Encounter Seven**.

Encounter Six: The Faithful of Maglubiyet

Since there is no longer a need to look for your contact, upon exiting the burnt out cottage the safest way to go seems to be through more of this rundown and possibly abandoned portion of the Warren. Without all of the goblinoids conducting day-to-day activities around, covering distance seems much easier.

Or it seemed, until you see a cloud of dust and dirt being kicked up by a band of Meglubiyet's most faithful servants led by a goblin in full black plate riding a worg. The goblin on the worg looks down at you with contempt and loathing. He is wild-eyed and frothing at the mouth. He draws his flail, gestures towards your group and proclaims in a booming voice, "LIGHT LOVING FILTH! You have been found guilty of betraying your roots! The very essence that makes you goblin! Perhaps The High Chieftain will pity you and find it within himself to show mercy upon your souls. But I think not! Ha, Ha, Ha! It is our duty to send you to him so that your foul ideas do not poison our brethren!"

Turning to the faithful in a calm, level voice, he commands, "Destroy them in the name of The Battle Lord, my brothers. Do not allow their goodness to go unpunished. Kill in his name and glory!"

If it is APL 8 Gerbonar enters the fray himself. At every other APL, however, he leaves the fighting to the faithful so that they might show their worthiness to himself and Maglubiyet.

Use one of the predetermined rolls (determine which one randomly) for initiative.

APL 2 (EL 5)

Goblin Defender of the Faith: Male goblin Ftr2; hp 18; see *Appendix One*.

Jubiliyek: Male goblin Clr2; hp 13; see *Appendix One*.

Goblins Faithful (6): Male goblin War1; hp 6; see *Monster Manual* page 133.

APL 4 (EL 7)

Goblin Defender of the Faith: Male goblin Ftr5; hp 45; see *Appendix Two*.

Jubiliyek: Male goblin Clr3; hp 20; see *Appendix Two*.

Goblin Faithful (6): Male goblin War1; hp 6; see *Monster Manual* page 133.

APL 6 (EL 9)

Goblin Defender of the Faith: Male goblin Ftr7; hp 63; see *Appendix Three*.

Jubiliyek: Male goblin Clr5; hp 33; see *Appendix Three*.

Goblin Faithful (3): Male bugbear; hp 20; see *Monster Manual* page 29.

APL 8 (EL 11)

Gerbonar the Bloodied Tooth: Male goblin Ftr7/Blk2; hp 81; see *Appendix Four*.

Gerbonar's Mount: Male worg; hp 36; see *Monster Manual* page 256.

Jubiliyek: Male goblin Clr7; hp 61; see *Appendix Four*.

Goblin Faithful (6): Male bugbear; hp 20; see *Monster Manual* page 29.

Tactics: They use the tactics propagated by their faith, namely they will attempt to attack and eliminate those they perceive as the weakest first and then move their way onto the strongest.

Treasure:

APL 2: L: 158 gp, C: 16 gp, M: *potion of cure light wounds (x4) (2 gp)*.

APL 4: L: 96 gp, C: 20 gp, M: *potion of cure light wounds (x4) (2 gp)*, +1 *breastplate (112 gp)*, +1 *banded mail (116 gp)*.

APL 6: L: 38 gp, C: 23 gp, M: *potion of cure moderate wounds (x4) (25 gp)*, +1 *breastplate (112 gp)*, +1 *banded mail (116 gp)*, +1 *heavy flail (x2) (192 gp)*.

APL 8: L: 17 gp, C: 28 gp, M: *potion of cure moderate wounds (x4) (25 gp)*, +1 *breastplate (112 gp)*, +1 *banded mail (116 gp)*, +1 *heavy flail (x2) (192 gp)*, +1 *heavy wooden shield (x2) (96 gp)*.

If the Faithful are able to capture the party, go to **Conclusion-Captured**.

Once the Faithful have been dealt with and the party successfully made contact with the Mole, go to the **Conclusion-Successful Contact**.

Once the Faithful have been dealt with and the party did not successfully make contact with the Mole, go to the **Conclusion-Bravely Got Away**.

Encounter Seven: Your GP or your HP?

Nert the Knife is the brother of Snert the Blade, former leader of the Goblin Blades, one of the largest thieves guilds in the Warrens. While not overly attached to his brother, he enjoyed quite a bit of power and prestige because of his sibling,

and he is a bit angry over losing much of this power due to some upstarts showing up on their turf and offing Snert. He has gathered up some handpicked soldiers and gone out into the ruined section of town to lay an ambush for his brother's killers.

Since there is no longer a need to look for your contact, upon exiting the burnt out cottage the safest way to go seems to be through more of this rundown and possibly abandoned portion of the Warren. Without all of the goblinoids conducting day-to-day activities around covering distance seems much easier.

While moving in and around the ruins, have the PCs make any Spot, Listen, Track checks that they might like to do. On the second or third check, a successful Spot check (DC 15+APL) or a successful Listen check (DC 20+APL) means the PCs spot or hear one of the hiding goblin thieves, allowing them to act on the surprise round.

Otherwise the goblin gang is able to ambush the PCs.

Use one of the predetermined rolls (determine which one randomly) for initiative.

APL 2 (EL 5)

Nert the Knife: Male goblin Rog2; hp 9; see *Appendix One*.

Knife Blade (2): Male bugbear; hp 20; see *Monster Manual* page 29.

APL 4 (EL 7)

Nert the Knife: Male goblin Rog4; hp 18; see *Appendix Two*.

Knife Blade (4): Male bugbear; hp 20; see *Monster Manual* page 29.

APL 6 (EL 9)

Nert the Knife: Male goblin Rog6; hp 27; see *Appendix Three*.

Knife Blade (2): Male bugbear Brb2/Ftr2; hp 66; see *Appendix Three*.

APL 8 (EL 11)

Nert the Knife: Male goblin Rog8; hp 39; see *Appendix Four*.

Knife Blade (3): Male bugbear Brb2/Ftr2; hp 66; see *Appendix Four*.

Tactics: The goblin gang comes out of hiding and attacks as a whole. They attempt to put themselves in good flanking positions. However,

Nert remains in hiding for one round to pick the most effective place for him to strike. At higher APLs he waits three rounds to set up a character with his Assassin Death Attack.

Treasure:

APL 2: L: 93 gp, C: 8 gp, M: *potion of cure light wounds* (x2) (2 gp), *potion of barkskin* +3 (50 gp).

APL 4: L: 58 gp, C: 10 gp, M: *potion of cure light wounds* (x2) (2 gp), +1 *chain shirt* (120 gp), *potion of fly* (62 gp).

APL 6: L: 51 gp, C: 23 gp, M: *potion of cure moderate wounds* (x4) (25 gp), +1 *chain shirt* (x2) (120 gp), +1 *rapier* (193 gp), +1 *greataxe* (193 gp), *potion of resist energy* (fire) (30) (91 gp).

APL 8: L: 0 gp, C: 26 gp, M: *potion of cure moderate wounds* (x4) (25 gp), +1 *chain shirt* (x2) (120 gp), +1 *rapier* (193 gp), +1 *greataxe* (193 gp), +1 *heavy flail* (192 gp), +1 *dagger* (191 gp), *potion of barkskin* +5 (100 gp).

If Nert and his cronies are able to capture the party, go to **Conclusion-Captured**.

Once Nert and his cronies have been dealt with and the party successfully made contact with the Mole, go to the **Conclusion-Successful Contact**.

Once Nert and his cronies have been dealt with and the party did not successfully make contact with the Mole, go to the **Conclusion-Bravely Got Away**.

Conclusion

Captured

The PCs have been captured and their characters should be sent to the Geoff Triad until such time as they are freed.

PCs do not gain the Favor of Rollasnipe "The Possum" Aveckbaren.

Chained and collared like animals, you are dragged deeper and deeper into the Warren...

What will become of you? Will you be auctioned off? Eaten? Or kept prisoner deep in the Warren mixing the concoctions used in Goblin Finger?

The End

Successful Contact

The PCs have contacted the Mole and have made it out of the Goblin Warrens alive. The gnomes are not nearly as happy with the PCs if they killed the hapless adventurers that mistakenly attacked them in Encounter One, but they are happy nonetheless for the news. If the PCs subdued the adventurers, the gnomes are overjoyed with the PCs' success.

PCs gain the Favor of Rollasnipe "The Possum" Aveckbaren in either case.

Killed adventurers in Encounter One:

The gnomes are deeply saddened by the news of the death of one (or more) of the Legendary Ashwood Avengers. While they are upset with your group, they are grateful for the service you have performed.

So saddened are they by the apparent split within the Ashwood Avengers that a day of mourning is declared, honoring any of the Ashwood Avengers (PC or NPC) that passed.

The End

Did not kill the adventurers in Encounter One:

They gnomes are overjoyed at the news of your success! Gnomish bards and scribes spend the next several hours going over and embellishing every detail of your adventure. A day of celebration is declared in your honor, and another heroic deed is added to the legend of The Ashwood Avengers!

The End

Bravely Got Away

The PCs did not have a chance to make contact with the Mole or lost the papers that he gave them.

PCs do not gain the Favor of Rollasnipe "The Possum" Aveckbaren.

Returning to the gnomes, you are met with reactions that leave you puzzled. While your hosts seem genuinely pleased that you have returned safely from the dangers of the Goblin Warrens with all your limbs intact, there seems to be a sense of disbelief from those you speak with.

You hear rumblings from the gnomes. Fragments really...Things like, "Ashwood Avengers never failed before..." and "Time to retire?" and "...perfect record...tarnished?!?"

Perhaps there was something more you could have done?

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter One

Defeat the attacking Avengers

APL 2: 90 xp.

APL 4: 150 xp.

APL 6: 210 xp.

APL 8: 270 xp.

Encounter Three

Defeat Snert and his Gang.

APL 2: 120 xp.

APL 4: 180 xp.

APL 6: 240 xp.

APL 8: 300 xp.

Encounter Six or Seven

Defeat the Attackers.

APL 2: 150 xp.

APL 4: 210 xp.

APL 6: 270 xp.

APL 8: 330 xp.

Story Award

Made contact with the mole.

APL 2: 45 xp.

APL 4: 70 xp.

APL 6: 90 xp.

APL 8: 115 xp.

Discretionary roleplaying award

APL 2: 45 xp.

APL 4: 65 xp.

APL 6: 90 xp.

APL 8: 110 xp.

Total possible experience

APL 2: 450 xp.

APL 4: 675 xp.

APL 6: 900 xp.

APL 8: 1125 xp.

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time

Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Encounter One:

APL 2: L: 162 gp, C: 20 gp, M: *potion of cure light wounds (x4) (4 gp), scroll of enlarge person (x2) (2 gp), scroll of shield (x2) (2gp), scroll of true strike (x2) (2 gp), ring of sustenance (208 gp).*

APL 4: L: 195 gp, C: 45 gp, M: *potion of cure light wounds (x4) (4 gp), scroll of enlarge person (x2) (2 gp), scroll of shield (x2) (2gp), scroll of true strike (x2) (2 gp), ring of climbing (208 gp), +1 breastplate (112 gp).*

APL 6: L: 148 gp, C: 60 gp, M: *potion of cure moderate wounds (x6) (25 gp), scroll of enlarge person (x2) (2 gp), scroll of shield (x2) (2gp), scroll of true strike (x2) (2 gp), ring of counterspells (333 gp), +1 breastplate (112 gp), +1 chain shirt (104 gp), +1 heavy mace (192 gp), +1 light crossbow (194 gp).*

APL 8: L: 104 gp, C: 75 gp, M: *potion of cure moderate wounds (x6) (25 gp), scroll of enlarge person (x2) (2 gp), scroll of shield (x2) (2gp), scroll of true strike (x2) (2 gp), ring of protection +2 (666 gp), +1 breastplate (112 gp), +1 chain shirt (104 gp), +1 heavy wooden shield (96 gp), +1 composite shortbow (+0) (197 gp), +1 heavy mace (192 gp), +1 light crossbow (194 gp).*

Encounter Three:

APL 2: L: 68 gp, C: 8 gp, M: *potion of cure light wounds (x2) (2 gp).*

APL 4: L: 105 gp, C: 20 gp, M: *potion of cure light wounds (x4) (2 gp), +1 studded leather (x2) (97 gp).*

APL 6: L: 75 gp, C: 35 gp, M: *potion of cure moderate wounds (x6) (25 gp), +1 studded leather (x3) (97 gp), +1 rapier (x3) (193 gp).*

APL 8: L: 0 gp, C: 40 gp, M: *potion of cure moderate wounds (x6) (25 gp), +1 studded leather (x3) (97 gp), +1 rapier (x3) (193 gp), +1 dagger (x3) (191 gp).*

Encounter Six:

APL 2: L: 158 gp, C: 16 gp, M: *potion of cure light wounds (x4) (2 gp).*

APL 4: L: 96 gp, C: 20 gp, M: *potion of cure light wounds (x4) (2 gp)*, +1 *breastplate (112 gp)*, +1 *banded mail (116 gp)*.

APL 6: L: 38 gp, C: 23 gp, M: *potion of cure moderate wounds (x4) (25 gp)*, +1 *breastplate (112 gp)*, +1 *banded mail (116 gp)*, +1 *heavy flail (x2) (192 gp)*.

APL 8: L: 17 gp, C: 28 gp, M: *potion of cure moderate wounds (x4) (25 gp)*, +1 *breastplate (112 gp)*, +1 *banded mail (116 gp)*, +1 *heavy flail (x2) (192 gp)*, +1 *heavy wooden shield (x2) (96 gp)*.

Encounter Seven:

APL 2: L: 93 gp, C: 8 gp, M: *potion of cure light wounds (x2) (2 gp)*, *potion of barkskin +3 (50 gp)*.

APL 4: L: 58 gp, C: 10 gp, M: *potion of cure light wounds (x2) (2 gp)*, +1 *chain shirt (120 gp)*, *potion of fly (62 gp)*.

APL 6: L: 51 gp, C: 23 gp, M: *potion of cure moderate wounds (x4) (25 gp)*, +1 *chain shirt (x2) (120 gp)*, +1 *rapier (193 gp)*, +1 *greataxe (193 gp)*, *potion of resist energy (fire) (30) (91 gp)*.

APL 8: L: 0 gp, C: 26 gp, M: *potion of cure moderate wounds (x4) (25 gp)*, +1 *chain shirt (x2) (120 gp)*, +1 *rapier (193 gp)*, +1 *greataxe (193 gp)*, +1 *heavy flail (192 gp)*, +1 *dagger (191 gp)*, *potion of barkskin +5 (100 gp)*.

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 388 gp, C: 41 gp, M: 261 gp – Total: 693 gp (450 gp).

APL 4: L: 396 gp, C: 85 gp, M: 1009 gp – Total: 1490 gp (650 gp).

APL 6: L: 274 gp, C: 118 gp, M: 2897 gp – Total: 3289 gp (900 gp).

APL 8: L: 106 gp, C: 143 gp, M: 4539 gp – Total: 4788 gp (1300 gp).

Items for the Adventure Record

Special

Favor of Rollasnipe “The Possum” Aveckbaren: You provided valuable information to the gnomes and the Possum does not forget. When the PC exercises this favor, Rollasnipe

Aveckbaren arranges for an upgrade to any one magical armor/shield item that the PC owns to add one of the following special abilities: glamoured, shadow, or silent moves. This favor counts only as access and the PC must pay the difference in market value for the upgrade. (Favor Level D).

Item Access

APL 2:

- *ring of sustenance (Adventure; DMG)*
- ^A*adamantine bolts (Adventure; DMG)*
- *gnome swordcatcher (Adventure, RS)*
- *potion of barkskin +3 (Adventure, DMG)*
- ^B+1 *Small Studded Leather of Shadow (Adventure, DMG)*

APL 4 (all of APL 2 plus the following):

- ^A*ring of climbing (Adventure; DMG)*
- *gnome quickrazor (Adventure, RS)*
- *potion of fly (Adventure, DMG)*
- ^B+1 *Small Human Bane Dagger (Adventure, DMG)*

APL 6 (all of APL 2, 4 plus the following):

- ^A*ring of counterspells (Adventure; DMG)*
- *gnome twistcloth (Adventure, RS)*
- *potion of resist energy (fire) 30 (Adventure, DMG)*
- ^B+1 *Small Gnome Bane Morningstar (Adventure, DMG)*

APL 8 (all of APLs 2, 4, 6 plus the following):

- ^A*ring of protection +2 (Adventure; DMG)*
- *tumbler's breastplate (Adventure, RS)*
- *potion of barkskin +5 (Adventure, DMG)*
- ^B+1 *Small Wounding Shortsword (Adventure, DMG)*

A – Item available only if the PCs befriended or killed the NPC Ashwood Avengers.

B – Item available if the PC purchases it on this AR and Gobo Grub makes it available. Otherwise, the PC must spend 4 TU to figure out how to get back into the warren to purchase the item on a future AR.

Appendix One – APL2

Encounter One

Marek the Mauler: Male half-orc Ftr1; CR 1; Medium humanoid (half-orc); HD 1d10+1; hp 8; Init +0; Spd 20 ft.; AC 17, touch 10, flat-footed 17 (+5 mw breastplate, +2 heavy wooden shield); BAB/Grp: +1/+4; Atk/Full Atk: +4 melee (1d8+3/x2, mw heavy mace), +3 melee (1d6+3/x2, light mace), or +1 ranged (1d8/19-20/x2, light crossbow); Space/Reach 5 ft./5 ft.; SA none; SQ darkvision 60'; AL NG; SV Fort +3, Ref +0, Will +4; Str 16, Dex 10, Con 12, Int 8, Wis 14, Cha 11.

Skills and Feats: Climb +0, Handle Animal +1, Intimidate +1, Ride +1; Combat Reflexes, Iron Will.

Possessions: mw breastplate, heavy wooden shield, mw heavy mace, light mace, light crossbow, 20 bolts, potion of *cure light wounds* (x2), 60 gp.

Physical Description: A half-orc wearing a symbol of Pelor around his neck. He has long black hair and his tusks are polished and well cared for.

Narwen merch Dilwen: Female human Sor1; CR 1; Medium humanoid (human-flan); HD 1d4; hp 3; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10 (+2 Dex); BAB/Grp: +0/+0; Atk/Full Atk: +0 melee (1d4/19-20/x2, dagger) or +2 ranged (1d8/19-20/x2, light crossbow); Space/Reach 5 ft./5 ft.; SA none; SQ none; AL CG; SV Fort +0, Ref +2, Will +2; Str 10, Dex 15, Con 10, Int 10, Wis 11, Cha 15.

Skills and Feats: Concentration +4, Knowledge (arcana) +4, Spellcraft +4; Combat Casting, Spell Focus (Evocation).

Sorcerer Spells Known (5/4; base DC = 12 [13 evocation] + spell level): 0—*daze*, *detect magic*, *ray of frost*, *read magic*; 1st—*mage armor*, *magic missile*.

Possessions: dagger, light crossbow, 20 adamantine bolts, potion of *cure light wounds* (x2), scroll of *enlarge person* (x2), scroll of *shield* (x2), scroll of *true strike* (x2), *ring of sustenance*, 60 gp.

Physical Description: She is a very attractive human female. Her long brown hair reaches her waist, and she is very thin. While presenting a confident air, she looks quite fragile.

Encounter Three

Snert the Blade: Male goblin Rog2; CR 2; Small goblinoid (goblin); HD 2d6; hp 9; Init +4; Spd 30 ft.; AC 18, touch 15, flat-footed 15 (+1 size, +4 Dex, +3 mw studded leather); BAB/Grp: +2/+3; Atk/Full Atk: +7 melee (1d4+1/18-20/x2, mw rapier) or +7 melee (1d3+1/19-20/x2, mw dagger); Space/Reach 5 ft./5 ft.; SA sneak attack +1d6; SQ evasion, trapfinding; CE; SV Fort +0, Ref +7, Will +0; Str 12, Dex 18, Con 10, Int 10, Wis 11, Cha 8.

Skills and Feats: Escape Artist +6, Hide +11, Intimidate +0, Knowledge (local) +4, Move Silently +11, Open Lock +6, Sense Motive +2, Sleight of Hand +7, Tumble +7, Use Magic Device +4, Use Rope +6; Weapon Finesse.

Evasion (Ex): See page 50 of the PHB.

Trap Finding (Ex): See page 50 of the PHB.

Possessions: mw studded leather, mw rapier, mw dagger, *potion of cure light wounds* (x2), 50 gp.

Physical Description: A dirty goblin with missing teeth and greasy, stringy hair.

Encounter Six

Goblin Defender of the Faith: Male goblin Ftr2 (Maglubiyet); CR 2; Small goblinoid (goblin); HD 2d10+4; hp 18; Init +2; Spd 20 ft.; AC 20, touch 13, flat-footed 18 (+1 size, +2 Dex, +5 mw breastplate, +2 heavy wooden shield); BAB/Grp: +2/+3; Atk/Full Atk: +6 melee (1d8+1, 19-20/x2, mw heavy flail), +4 melee (1d6+1, 20/x2, flail), or +5 ranged (1d8, 19-20/x2, light crossbow); Space/Reach 5 ft./5 ft.; SA none; SQ none; AL CE; SV Fort +5, Ref +2, Will +1; Str 12, Dex 14, Con 14, Int 10, Wis 13, Cha 8.

Skills and Feats: Handle Animal +4, Ride +13; Combat Reflexes, Dodge, Weapon Focus (Heavy Flail).

Possessions: mw breastplate, mw heavy wooden shield, mw heavy flail, light flail, light crossbow, 20 bolts, *potion cure light wounds* (x2), gnome swordcatcher, 50 gp.

Physical Description: A crazy-eyed goblin frothing at the mouth. This creature is totally dedicated to his cause.

Jubiliyek: Male goblin Clr2 (Maglubiyet); CR 2; Small goblinoid (goblin); HD 2d8+2; hp 13; Init +1; Spd 20 ft.; AC 19, touch 12, flat-footed 19

(+1 size, +1 Dex, +6 mw banded mail, +2 mw heavy wooden shield); BAB/Grp: +1/+1; Atk/Full Atk: +2 melee (1d8,19-20/x2, mw heavy flail) or +2 ranged (1d8,19-20/x2, light crossbow); Space/Reach 5 ft./5 ft.; SA rebuke undead 2/day; SQ none; AL CE; SV Fort +4, Ref +1, Will +6; Str 10, Dex 13, Con 12, Int 10, Wis 16, Cha 8.

Skills and Feats: Concentration +6, Spellcraft +5; Combat Casting.

Cleric Spells Prepared (4/4; base DC = 13 + spell level): 0—*detect magic* (x2), *light*, *mending*; 1st—*cause fear*, *doom*, *protection from good**, *shield of faith*.

*Domain spell. *Domains:* Evil (case evil spells at +1 caster level); War (see PHB page 189).

Possessions: mw banded mail, mw heavy wooden shield, mw heavy flail, light crossbow, 20 bolts, *potion of cure light wounds* (x2), 50 gp.

Physical Description: A gore-covered goblin whose armor and weapons are well maintained.

Encounter Seven

Nert the Knife: Male goblin Rog2; CR 2; Small goblinoid (goblin); HD 2d6; hp 9; Init +4; Spd 30 ft.; AC 19, touch 15, flat-footed 15 (+1 size, +4 Dex, +4 mw chain shirt); BAB/Grp: +2/+3; Atk/Full Atk: +7 melee (1d4+1/18-20/x2, mw rapier) or +7 melee (1d3+1/19-20/x2, mw dagger); Space/Reach 5 ft./5 ft.; SA sneak attack +1d6; SQ evasion, trapfinding; CE; SV Fort +0, Ref +7, Will +0; Str 12, Dex 18, Con 10, Int 10, Wis 11, Cha 8.

Skills and Feats: Escape Artist +6, Hide +11, Intimidate +0, Knowledge (local) +4, Move Silently +11, Open Lock +6, Sense Motive +2, Sleight of Hand +7, Tumble +7, Use Magic Device +4, Use Rope +6; Weapon Finesse.

Evasion (Ex): See page 50 of the PHB.

Trap Finding (Ex): See page 50 of the PHB.

Possessions: mw chain shirt, mw rapier, mw dagger, *potion of cure light wounds* (x2), *potion of barkskin* +3, 50 gp.

Physical Description: A dirty goblin with missing teeth and greasy, stringy hair.

Appendix Two – APL 4

Encounter One

Marek the Mauler: Male half-orc Ftr1; CR 1; Medium humanoid (orc); HD 1d10+1; hp 8; Init +0; Spd 20 ft.; AC 18, touch 10, flat-footed 18 (+6 +1 *breastplate*, +2 heavy wooden shield); BAB/Grp: +1/+4; Atk/Full Atk: +4 melee (1d8+3/x2, mw heavy mace), +3 melee (1d6+3/x2, light mace), or +1 ranged (1d8/19-20/x2, light crossbow); Space/Reach 5 ft./5 ft.; SA none; SQ darkvision 60'; AL NG; SV Fort +3, Ref +0, Will +4; Str 16, Dex 10, Con 12, Int 8, Wis 14, Cha 11.

Skills and Feats: Climb +0, Handle Animal +1, Intimidate +1, Ride +1; Combat Reflexes, Iron Will.

Possessions: +1 *breastplate*, mw heavy wooden shield, mw heavy mace, light mace, light crossbow, 20 bolts, potion of *cure light wounds* (x2), 90 gp.

Physical Description: A half-orc wearing a symbol of Pelor around his neck. He has long black hair, brown eyes, and his tusks are polished and well cared for.

Havrid Thistletoe: Male Halfling Rgr1; CR 1; Small humanoid (halfling); HD 1d8+2; hp 7; Init 3; Spd 20 ft.; AC 21, touch 13, flat-footed 18 (+3 Dex, +4 size, +4 chain shirt); BAB/Grp: +1/+1; Atk/Full Atk: +1 melee (1d4/19-20/x2, short sword) or +5 ranged (1d4/x3, mw composite shortbow); Space/Reach 5 ft./5 ft.; SA none; SQ Wild Empathy (Ex), Favored Enemy (goblinoid); AL LG; SV Fort +5, Ref +6, Will +1; Str 10, Dex 16, Con 14, Int 12, Wis 11, Cha 10.

Skills and Feats: Climb +2, Concentration +6, Handle Animal +2, Heal +2, Hide +7, Jump -5, Knowledge (nature) +3, Listen +4, Move Silently +4, Spot +4, Survival +4, Swim -3, Use Rope +4; Dodge.

Favored Enemy (Ex): This ranger gains the indicated bonus on his Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against this type of creature. He gets the same bonus on weapon damage rolls against creatures of this type.

Wild Empathy (Ex): This ranger can improve the attitude of an animal in the same way a Diplomacy check can improve the attitude of a sentient being. He rolls 1d20+3, or 1d20-1 if attempting to influence a magical beast with an Intelligence score of 1 or 2.

Possessions: mw chain shirt, short sword, mw composite shortbow, 20 arrows, potion of *cure light wounds* (x2), 90 gp.

Physical Description: When moving through terrain, this ranger takes the time to move branches out of his way instead of risking breaking them off. He is reserved and well mannered when not in combat. In combat, he does not indulge in overt displays of emotion. He has blond hair, blue eyes and is lean and fit.

Narwen merch Dilwen: Female human Sor3; CR 3; Medium humanoid (human-flan); HD 3d4; hp 9; Init +2; Spd 30 ft.; AC 13, touch 13, flat-footed 10 (+2 Dex, +1 *ring of protection*); BAB/Grp: +1/+1; Atk/Full Atk: +1 melee (1d4/19-20/x2, dagger), +4 ranged (varies, ray), or +4 ranged (1d8+1/19-20/x2, +1 *light crossbow*); Space/Reach 5 ft./5 ft.; SA none; SQ none; AL CG; SV Fort +0, Ref +2, Will +2; Str 10, Dex 15, Con 10, Int 10, Wis 11, Cha 15.

Skills and Feats: Concentration +6, Knowledge (arcana) +6, Spellcraft +6; Combat Casting, Spell Focus (Evocation), Weapon Focus (Ray).

Sorcerer Spells Known (6/6; base DC = 12 [13 evocation] + spell level): 0—*daze*, *detect magic*, *flare*, *ray of frost*, *read magic*; 1st—*burning hands*, *mage armor*, *magic missile*.

Possessions: dagger, +1 *light crossbow*, 20 adamantine bolts, potion of *cure light wounds* (x2), scroll of *enlarge person* (x2), scroll of *shield* (x2), scroll of *true strike* (x2), *ring of climbing*, 90 gp.

Physical Description: She is a very attractive human female. Her long brown hair reaches her waist, and she is very thin. While presenting a confident air, she looks quite fragile.

Encounter Three

Snert the Blade: Male goblin Rog4; CR 4; Small goblinoid (goblin); HD 4d6; hp 18; Init +4; Spd 30 ft.; AC 19, touch 15, flat-footed 15 (+1 size, +4 Dex, +4 +1 *studded leather*); BAB/Grp: +4/+5; Atk/Full Atk: +9 melee (1d4+1/18-20/x2, mw rapier) or +9 melee (1d3+1/19-20/x2, mw dagger); Space/Reach 5 ft./5 ft.; SA sneak attack +2d6; SQ evasion, trapfinding, trap sense +1, uncanny dodge; CE; SV Fort +1, Ref +8, Will +2; Str 12, Dex 18, Con 10, Int 10, Wis 12, Cha 8.

Skills and Feats: Escape Artist +9, Hide +13, Intimidate +3, Knowledge (local) +4, Move Silently +13, Open Lock +8, Sense Motive +3, Sleight of Hand +7, Tumble +9, Use Magic Device +6, Use Rope +6; Dodge, Weapon Finesse.

Evasion (Ex): See page 50 of the PHB.

Trap Finding (Ex): See page 50 of the PHB.

Trap Sense +1: See page 50 of the PHB.

Uncanny Dodge (Ex): See page 50 of the PHB.

Possessions: +1 *studded leather*, mw rapier, mw dagger, *potion of cure light wounds* (x2), 60 gp.

Physical Description: A dirty goblin with missing teeth and greasy, stringy hair.

Gerbina: Female goblin Rog2; CR 2; Small goblinoid (goblin); HD 2d6; hp 9; Init +4; Spd 30 ft.; AC 19, touch 15, flat-footed 15 (+1 size, +4 Dex, +4 +1 *studded leather*); BAB/Grp: +2/+3; Atk/Full Atk: +7 melee (1d4+1/18-20/x2, mw rapier) or +7 melee (1d3+1/19-20/x2, mw dagger); Space/Reach 5 ft./5 ft.; SA sneak attack +1d6; SQ evasion, trapfinding; CE; SV Fort +0, Ref +7, Will +0; Str 12, Dex 18, Con 10, Int 10, Wis 11, Cha 8.

Skills and Feats: Escape Artist +6, Hide +11, Intimidate +0, Knowledge (local) +4, Move Silently +11, Open Lock +6, Sense Motive +2, Sleight of Hand +7, Tumble +7, Use Magic Device +4, Use Rope +6; Weapon Finesse.

Evasion (Ex): See page 50 of the PHB.

Trap Finding (Ex): See page 50 of the PHB.

Possessions: +1 *studded leather*, mw rapier, mw dagger, *potion of cure light wounds* (x2), 60 gp.

Physical Description: A dirt-smeared goblin wearing revealing, suggestive clothing.

Encounter Six

Goblin Defender of the Faith: Male goblin Ftr5 (Maglubiyet); CR 5; Small goblinoid (goblin); HD 5d10+10; hp 45; Init +2; Spd 20 ft.; AC 21, touch 13, flat-footed 19 (+1 size, +2 Dex, +6 +1 *breastplate*, +2 heavy wooden shield); BAB/Grp: +5/+6; Atk/Full Atk: +9 melee (1d8+3, 19-20/x2, mw heavy flail), +7 melee (1d6+1, 20/x2, flail), or +8 ranged (1d8, 19-20/x2, light crossbow); Space/Reach 5 ft./5 ft.; SA none; SQ none; AL CE; SV Fort +6, Ref +3, Will +3; Str 12, Dex 14, Con 14, Int 10, Wis 14, Cha 8.

Skills and Feats: Handle Animal +7, Ride +16; Combat Reflexes, Dodge, Weapon Focus (heavy flail), Weapon Specialization (heavy flail).

Possessions: +1 *breastplate*, mw heavy wooden shield, mw heavy flail, light flail, light crossbow, 20 bolts, *potion of cure light wounds* (x2), gnome quickrazor, 60 gp.

Physical Description: A crazy-eyed goblin frothing at the mouth. This creature is totally dedicated to his cause.

Jubiliyek: Male goblin Clr3 (Maglubiyet); CR 3; Small goblinoid (goblin); HD 3d8+3; hp 20; Init +1; Spd 20 ft.; AC 21, touch 12, flat-footed 20 (+1 size, +1 Dex, +7 +1 *banded mail*, +2 mw heavy wooden shield); BAB/Grp: +2/+2; Atk/Full Atk: +3 melee (1d8, 19-20/x2, mw heavy flail) or +3 ranged (1d8, 19-20/x2, light crossbow); Space/Reach 5 ft./5 ft.; SA rebuke undead 2/day; SQ none; AL CE; SV Fort +4, Ref +2, Will +6; Str 10, Dex 13, Con 12, Int 10, Wis 16, Cha 8.

Skills and Feats: Concentration +7, Spellcraft +6; Combat Casting, Spell Focus (necromancy).

Cleric Spells Prepared (4/4/3; base DC = 13 [14 necromancy] + spell level): 0—*detect magic* (x2), *light*, *mending*; 1st—*cause fear*, *command*, *doom*, *protection from good**; 2nd—*aid*, *desecrate**, *shatter*.

*Domain spell. *Domains:* Evil (case evil spells at +1 caster level); War (see PHB page 189).

Possessions: +1 *banded mail*, mw heavy wooden shield, mw heavy flail, light crossbow, 20 bolts, *potion of cure light wounds* (x2), 60 gp.

Physical Description: A gore-covered goblin whose armor and weapons are well maintained.

Encounter Seven

Nert the Knife: Male goblin Rog4; CR 4; Small goblinoid (goblin); HD 4d6; hp 18; Init +4; Spd 30 ft.; AC 20, touch 15, flat-footed 14 (+1 size, +4 Dex, +5 +1 *chain shirt*); BAB/Grp: +4/+5; Atk/Full Atk: +9 melee (1d4+1/18-20/x2, mw rapier) or +9 melee (1d3+1/19-20/x2, mw dagger); Space/Reach 5 ft./5 ft.; SA sneak attack +2d6; SQ evasion, trapfinding, trap sense +1, uncanny dodge; CE; SV Fort +1, Ref +8, Will +2; Str 12, Dex 18, Con 10, Int 10, Wis 12, Cha 8.

Skills and Feats: Escape Artist +9, Hide +13, Intimidate +3, Knowledge (local) +4, Move Silently +13, Open Lock +8, Sense Motive +3, Sleight of Hand +7, Tumble +9, Use Magic

Device +6, Use Rope +6; Dodge, Weapon Finesse.

Evasion (Ex): See page 50 of the PHB.

Trap Finding (Ex): See page 50 of the PHB.

Trap Sense +1: See page 50 of the PHB.

Uncanny Dodge (Ex): See page 50 of the PHB.

Possessions: +1 chain shirt, mw rapier, mw dagger, potion of cure light wounds (x2), potion of fly, 60 gp.

Physical Description: A dirty goblin with missing teeth and greasy, stringy hair.

Appendix Three – APL 6

Encounter One

Marek the Mauler: Male half-orc Ftr3; CR 3; Medium humanoid (orc); HD 3d10+3; hp 24; Init +0; Spd 20 ft.; AC 18, touch 10, flat-footed 19 (+6 +1 *breastplate*, +2 mw heavy wooden shield); BAB/Grp: +3/+7; Atk/Full Atk: +9 melee (1d8+4/x2, +1 *heavy mace*), +6 melee (1d6+3/x2, light mace), or +4 ranged (1d8/19-20/x2, light crossbow); Space/Reach 5 ft./5 ft.; SA none; SQ darkvision 60'; AL NG; SV Fort +4, Ref +1, Will +5; Str 16, Dex 10, Con 12, Int 8, Wis 14, Cha 11.

Skills and Feats: Climb +0, Handle Animal +2, Intimidate +2, Ride +1; Combat Reflexes, Iron Will, Power Attack, Weapon Focus (Heavy mace).

Possessions: +1 *breastplate*, mw heavy wooden shield, +1 *heavy mace*, light mace, light crossbow, 20 bolts, potion of *cure light wounds* (x2), 120 gp.

Physical Description: A half-orc wearing a symbol of Pelor around his neck. Eventually, he wants to be a cleric of Pelor. He has long black hair and his tusks are polished and well cared for.

Havrid Thistletoe: Male Halfling Rgr3; CR 3; Small humanoid (halfling); HD 3d8+6; hp 22; Init 3; Spd 20 ft.; AC 22, touch 17, flat-footed 19 (+3 Dex, +4 size, +5 +1 *chain shirt*); BAB/Grp: +3/+3; Atk/Full Atk: +3 melee (1d4/19-20/x2, short sword), +8 ranged (1d4/x3, mw composite shortbow), or +9 ranged (1d4/x3, mw composite shortbow within 30'); Space/Reach 5 ft./5 ft.; SA none; SQ Wild Empathy (Ex), Favored Enemy (goblinoid) (Ex); AL LG; SV Fort +6, Ref +7, Will +2; Str 10, Dex 16, Con 14, Int 12, Wis 11, Cha 10.

Skills and Feats: Climb +2, Concentration +6, Handle Animal +2, Heal +2, Hide +9, Jump -3, Knowledge (nature) +7, Listen +5, Move Silently +5, Spot +6, Survival +6, Swim -2, Use Rope +5; Dodge, Endurance, Rapid Shot, Point Blank Shot, Track.

Combat Style (Ex): This ranger has selected archery. He gains the Rapid Shot feat without the normal prerequisites.

Favored Enemy (Ex): This ranger gains the indicated bonus on his Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against this type of creature. He gets

the same bonus on weapon damage rolls against creatures of this type.

Wild Empathy (Ex): This ranger can improve the attitude of an animal in the same way a Diplomacy check can improve the attitude of a sentient being. He rolls 1d20+3, or 1d20-1 if attempting to influence a magical beast with an Intelligence score of 1 or 2.

Possessions: +1 *chain shirt*, short sword, mw composite shortbow (+0), 20 arrows, potion of *cure moderate wounds* (x2), 120 gp.

Physical Description: When moving through terrain, this ranger takes the time to move branches out of his way instead of risking breaking them off. He is reserved and well mannered when not in combat. In combat, he does not indulge in overt displays of emotion. He has blond hair, blue eyes and is lean and fit.

Narwen merch Dilwen: Female human Sor5; CR 5; Medium humanoid (human-flan); HD 5d4; hp 15; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10 (+2 Dex); BAB/Grp: +2/+2; Atk/Full Atk: +2 melee (1d4/19-20/x2, dagger), +5 ranged (varies, ray), +6 ranged (varies, ray within 30'), +5 ranged (1d8+1/19-20/x2, +1 *light crossbow*), or +6 ranged (1d8+1/19-20/x2, +1 *light crossbow* within 30'); Space/Reach 5 ft./5 ft.; SA none; SQ none; AL CG; SV Fort +1, Ref +3, Will +4; Str 10, Dex 15, Con 10, Int 10, Wis 11, Cha 16.

Skills and Feats: Concentration +8, Knowledge (arcana) +8, Spellcraft +8; Point Blank Shot, Spell Focus (Evocation), Weapon Focus (Ray).

Sorcerer Spells Known (6/7/5; base DC = 13 [14 evocation] + spell level): 0—*acid splash*, *daze*, *detect magic*, *flare*, *ray of frost*, *read magic*; 1st—*burning hands*, *mage armor*, *magic missile*, *ray of enfeeblement*; 2nd—*rope trick*, *scorching ray*.

Possessions: dagger, +1 *light crossbow*, 20 adamantine bolts, potion of *cure moderate wounds* (x2), scroll of *enlarge person* (x2), scroll of *shield* (x2), scroll of *true strike* (x2), *ring of counterspells*, 120 gp.

Physical Description: She is a very attractive human female. Her long brown hair reaches her waist, and she is very thin. While presenting a confident air, she looks quite fragile.

Encounter Three

Snert the Blade: Male goblin Rog6; CR 6; Small goblinoid (goblin); HD 6d6; hp 27; Init +4; Spd 30 ft.; AC 19, touch 15, flat-footed 15 (+1 size, +4 Dex, +4 +1 *studded leather*); BAB/Grp: +6/+7; Atk/Full Atk: +12 melee (1d4+2/18-20/x2, +1 *rapier*) or +11 melee (1d3+1/19-20/x2, mw dagger); Space/Reach 5 ft./5 ft.; SA sneak attack +3d6; SQ evasion, trapfinding, trap sense +2, uncanny dodge; CE; SV Fort +2, Ref +9, Will +3; Str 12, Dex 18, Con 10, Int 10, Wis 12, Cha 8.

Skills and Feats: Escape Artist +11, Hide +15, Intimidate +5, Knowledge (local) +4, Move Silently +15, Open Lock +10, Sense Motive +3, Sleight of Hand +7, Tumble +11, Use Magic Device +8, Use Rope +6; Dodge, Weapon Finesse, Weapon Focus (rapier).

Evasion (Ex): See page 50 of the PHB.

Trap Finding (Ex): See page 50 of the PHB.

Trap Sense +2: See page 50 of the PHB.

Uncanny Dodge (Ex): See page 50 of the PHB.

Possessions: +1 *studded leather*, +1 *rapier*, mw dagger, *potion of cure light wounds* (x2), 70 gp.

Physical Description: A dirty goblin with missing teeth and greasy, stringy hair.

Obbo: Male bugbear Brb2; CR 4; Medium goblinoid (bugbear); HD 3d8+1d10+1d12+15; hp 45; Init +2; Spd 30 ft.; AC 19, touch 12, flat-footed 16 (+3 natural, +2 Dex, +4 +1 *studded leather*); BAB/Grp: +4/+6; Atk/Full Atk: +11 melee (1d12+4/20/x3, +1 *rapier*); Space/Reach 5 ft./5 ft.; SA none; SQ Rage; AL CE; SV Fort +8, Ref +5, Will +2; Str 19, Dex 14, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +1, Handle Animal +1, Hide -1, Listen +2, Move Silently +3, Ride +4, Search +1, Spot +8, Survival +3; Combat Reflexes, Dodge, Weapon Focus (rapier).

Rage (Ex): see page 25 of the PHB.

Possessions: +1 *studded leather*, +1 *rapier*, mw dagger, *potion of cure light wounds* (x2), 70 gp.

Physical Description: A goblin with a cleaner appearance than most other goblins. His armor and weapons are in good repair.

Gerbina: Female goblin Rog4; CR 4; Small goblinoid (goblin); HD 4d6; hp 18; Init +4; Spd 30 ft.; AC 19, touch 15, flat-footed 15 (+1 size, +4 Dex, +4 +1 *studded leather*); BAB/Grp: +4/+5; Atk/Full Atk: +9 melee (1d4+2/18-20/x2,

+1 *rapier*) or +9 melee (1d3+1/19-20/x2, mw dagger); Space/Reach 5 ft./5 ft.; SA sneak attack +2d6; SQ evasion, trapfinding, trap sense +1, uncanny dodge; CE; SV Fort +1, Ref +8, Will +2; Str 12, Dex 18, Con 10, Int 10, Wis 12, Cha 8.

Skills and Feats: Escape Artist +9, Hide +13, Intimidate +3, Knowledge (local) +4, Move Silently +13, Open Lock +8, Sense Motive +3, Sleight of Hand +7, Tumble +9, Use Magic Device +6, Use Rope +6; Dodge, Weapon Finesse.

Evasion (Ex): See page 50 of the PHB.

Trap Finding (Ex): See page 50 of the PHB.

Trap Sense +1: See page 50 of the PHB.

Uncanny Dodge (Ex): See page 50 of the PHB.

Possessions: +1 *studded leather*, +1 *rapier*, mw dagger, *potion of cure light wounds* (x2), 70 gp.

Physical Description: A dirt-smeared goblin wearing revealing, suggestive clothing.

Encounter Six

Goblin Defender of the Faith: Male goblin Ftr7 (Maglubiyet); CR 7; Small goblinoid (goblin); HD 7d10+14; hp 63; Init +2; Spd 20 ft.; AC 20, touch 13, flat-footed 20 (+1 size, +2 Dex, +5 mw breastplate, +2 heavy wooden shield); BAB/Grp: +7/+2/+8; Atk: +11 melee (1d8+2, 19-20/x2, +1 *heavy flail*), +9 melee (1d6+1, 20/x2, flail), or +10 ranged (1d8, 19-20/x2, light crossbow); Full Atk: +11/+6 melee (1d8+2, 19-20/x2, +1 *heavy flail*), +9/+4 melee (1d6+1, 20/x2, flail), or +10/+5 ranged (1d8, 19-20/x2, light crossbow); Space/Reach 5 ft./5 ft.; SA none; SQ none; AL CE; SV Fort +7, Ref +4, Will +4; Str 12, Dex 14, Con 14, Int 10, Wis 14, Cha 8.

Skills and Feats: Handle Animal +4, Ride +13; Combat Reflexes, Dodge, Improved Initiative, Spring Attack, Weapon Focus (heavy flail), Weapon Specialization (heavy flail).

Possessions: +1 *breastplate*, mw heavy wooden shield, +1 *heavy flail*, light flail, light crossbow, 20 bolts, *potion cure moderate wounds* (x2), gnome twistcloth, 70 gp.

Physical Description: A crazy-eyed goblin frothing at the mouth. This creature is totally dedicated to his cause.

Jubiliyek: Male goblin Clr5 (Maglubiyet); CR 5; Small goblinoid (goblin); HD 5d8+5; hp 33; Init +1; Spd 20 ft.; AC 21, touch 12, flat-footed 20 (+1 size, +1 Dex, +7 +1 *banded mail*, +2 mw

heavy wooden shield); BAB/Grp: +3/+3; Atk/Full Atk: +5 melee (1d8+1, 19-20/x2, +1 *heavy flail*) or +4 ranged (1d8, 19-20/x2, light crossbow); Space/Reach 5 ft./5 ft.; SA rebuke undead 2/day; SQ none; AL CE; SV Fort +5, Ref +2, Will +7; Str 10, Dex 13, Con 12, Int 10, Wis 16, Cha 8.

Skills and Feats: Concentration +9, Spellcraft +8; Combat Casting, Spell Focus (necromancy).

Cleric Spells Prepared (5/5/4/3; base DC = 13 [14 necromancy] + spell level): 0—*detect magic* (x3), *light*, *mending*; 1st—*bane*, *cause fear*, *command*, *doom*, *protection from good**; 2nd—*aid*, *bull strength*, *desecrate**, *shatter*; 3rd—*bestow curse*, *magic circle against good**, *searing light*.

*Domain spell. **Domains:** Evil (case evil spells at +1 caster level); War (see PHB page 189).

Possessions: +1 *banded mail*, mw heavy wooden shield, +1 *heavy flail*, light crossbow, 20 bolts, *potion of cure moderate wounds* (x2), 70 gp.

Physical Description: A gore-covered goblin whose armor and weapons are well maintained.

Encounter Seven

Nert the Knife: Male goblin Rog6; CR 6; Small goblinoid (goblin); HD 6d6; hp 27; Init +4; Spd 30 ft.; AC 20, touch 15, flat-footed 16 (+1 size, +4 Dex, +5 +1 *chain shirt*); BAB/Grp: +6/+7; Atk/Full Atk: +12 melee (1d4+2/18-20/x2, +1 *rapier*) or +11 melee (1d3+1/19-20/x2, mw dagger); Space/Reach 5 ft./5 ft.; SA sneak attack +3d6; SQ evasion, trapfinding, trap sense +2, uncanny dodge; CE; SV Fort +2, Ref +9, Will +3; Str 12, Dex 18, Con 10, Int 10, Wis 12, Cha 8.

Skills and Feats: Escape Artist +11, Hide +15, Intimidate +5, Knowledge (local) +4, Move Silently +15, Open Lock +10, Sense Motive +3, Sleight of Hand +7, Tumble +11, Use Magic Device +8, Use Rope +6; Dodge, Weapon Finesse, Weapon Focus (rapier).

Evasion (Ex): See page 50 of the PHB.

Trap Finding (Ex): See page 50 of the PHB.

Trap Sense +2: See page 50 of the PHB.

Uncanny Dodge (Ex): See page 50 of the PHB.

Possessions: +1 *chain shirt*, +1 *rapier*, mw dagger, *potion of cure light wounds* (x2), *potion of resist energy (fire)* 30, 70 gp.

Physical Description: A dirty goblin with missing teeth and greasy, stringy hair.

Knife Blade: Male bugbear Brb2/Ftr2; CR 4; Medium goblinoid (bugbear); HD 3d8+2d10+2d12+21; hp 66; Init +6; Spd 30 ft.; AC 20, touch 12, flat-footed 17 (+3 natural, +2 Dex, +5 +1 *chain shirt*); BAB/Grp: +6/+1/+6; Atk: +12 melee (1d12+7/20/x3, +1 *greataxe*) or +11 melee (1d10+4/19-20/x2, mw heavy flail); Full Atk: +12/+7 melee (1d12+7/20/x3, +1 *greataxe*) or +11/+6 melee (1d10+4/19-20/x2, mw heavy flail); Space/Reach 5 ft./5 ft.; SA none; SQ Rage; AL CE; SV Fort +10, Ref +5, Will +2; Str 19, Dex 14, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +2, Handle Animal +3, Hide +0, Jump +4, Listen +3, Move Silently +4, Ride +4, Search +1, Spot +8, Survival +3; Blind Fight, Combat Reflexes, Dodge, Improved Initiative, Weapon Focus (greataxe).

Rage (Ex): see page 25 of the PHB.

Possessions: +1 *chain shirt*, +1 *greataxe*, mw heavy flail, *potion of cure moderate wounds* (x2), 70 gp.

Physical Description: A goblin with a cleaner appearance than most other goblins. His armor and weapons are in good repair.

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Encounter One

Marek the Mauler: Male half-orc Ftr5; CR 5; Medium humanoid (orc); HD 5d10+5; hp 41; Init +0; Spd 20 ft.; AC 19, touch 10, flat-footed 19 (+6 +1 *breastplate*, +3 +1 *heavy wooden shield*); BAB/Grp: +5/+9; Atk/Full Atk: +10 melee (1d8+4/x2, +1 *heavy mace*), +8 melee (1d6+3/x2, light mace), or +6 ranged (1d8/19-20/x2, light crossbow); Space/Reach 5 ft./5 ft.; SA none; SQ darkvision 60'; AL NG; SV Fort +5, Ref +1, Will +5; Str 16, Dex 10, Con 13, Int 8, Wis 14, Cha 11.

Skills and Feats: Climb +0, Handle Animal +3, Intimidate +3, Ride +1; Cleave, Combat Reflexes, Iron Will, Power Attack, Weapon Focus (Heavy mace).

Possessions: +1 *breastplate*, +1 *heavy wooden shield*, +1 *heavy mace*, light mace, light crossbow, 20 bolts, potion of *cure moderate wounds* (x2), 150 gp.

Physical Description: A half-orc wearing a symbol of Pelor around his neck. Eventually, he wants to be a cleric of Pelor. He has long black hair and his tusks are polished and well cared for.

Havrid Thistletoe: Male Halfling Rgr3; CR 3; Small humanoid (halfling); HD 5d8+10; hp 37; Init +3; Spd 20 ft.; AC 22, touch 17, flat-footed 19 (+3 Dex, +4 size, +5 +1 *chain shirt*); BAB/Grp: +3/+3; Atk/Full Atk: +3 melee (1d4/19-20/x2, short sword), +8 ranged (1d4+1/x3, +1 *composite shortbow*), or +9 ranged (1d4+1/x3, +1 *composite shortbow* within 30'); Space/Reach 5 ft./5 ft.; SA none; SQ Wild Empathy (Ex), Favored Enemy (goblinoid) (+4) (Ex), Favored Enemy (giant) (+2) (Ex); AL LG; SV Fort +7, Ref +8, Will +3; Str 10, Dex 16, Con 14, Int 12, Wis 12, Cha 10.

Skills and Feats: Climb +2, Concentration +6, Handle Animal +2, Heal +3, Hide +11, Jump -3, Knowledge (nature) +9, Listen +7, Move Silently +6, Spot +9, Survival +9, Swim +0, Use Rope +7; Dodge, Endurance, Rapid Shot, Point Blank Shot, Track.

Animal Companion (Ex): This ranger has a wolf as an animal companion. This creature is a loyal companion that accompanies the ranger on adventures as appropriate for its kind. Use the Wolf statistics from page 293 of the *Monster Manual* except it has 15 hp instead of the value listed.

Combat Style (Ex): This ranger has selected archery. He gains the Rapid Shot feat without the normal prerequisites.

Favored Enemy (Ex): This ranger gains the indicated bonus on his Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against this type of creature. He gets the same bonus on weapon damage rolls against creatures of this type.

Wild Empathy (Ex): This ranger can improve the attitude of an animal in the same way a Diplomacy check can improve the attitude of a sentient being. He rolls 1d20+3, or 1d20-1 if attempting to influence a magical beast with an Intelligence score of 1 or 2.

Possessions: +1 *chain shirt*, short sword, +1 *composite shortbow* (+0), 20 arrows, potion of *cure moderate wounds* (x2), 150 gp.

Physical Description: When moving through terrain, this ranger takes the time to move branches out of his way instead of risking breaking them off. He is reserved and well mannered when not in combat. In combat, he does not indulge in overt displays of emotion. He has blond hair, blue eyes and is lean and fit.

Narwen merch Dilwen: Female human Sor7; CR 7; Medium humanoid (human-flan); HD 7d4; hp 21; Init +2; Spd 30 ft.; AC 14, touch 14, flat-footed 10 (+2 Dex, +2 *ring of protection*); BAB/Grp: +3/+3; Atk/Full Atk: +3 melee (1d4/19-20/x2, dagger), +5 ranged (varies, ray), +6 ranged (varies, ray within 30'), +5 ranged (1d8+1/19-20/x2, +1 *light crossbow*), or +6 ranged (1d8+1/19-20/x2, +1 *light crossbow* within 30'); Space/Reach 5 ft./5 ft.; SA none; SQ none; AL CG; SV Fort +2, Ref +4, Will +5; Str 10, Dex 15, Con 10, Int 10, Wis 11, Cha 16.

Skills and Feats: Concentration +10, Knowledge (arcana) +10, Spellcraft +12; Point Blank Shot, Precise Shot, Spell Focus (Evocation), Weapon Focus (Ray).

Sorcerer Spells Known (6/7/7/5; base DC = 13 [14 evocation] + spell level): 0—*acid splash*, *daze*, *detect magic*, *flare*, *message*, *ray of frost*, *read magic*; 1st—*burning hands*, *mage armor*, *magic missile*, *ray of enfeeblement*, *shield*; 2nd—*flaming sphere*, *rope trick*, *scorching ray*; 3rd—*fireball*, *ray of exhaustion*.

Possessions: dagger, +1 *light crossbow*, 20 adamantine bolts, potion of *cure moderate wounds* (x2), scroll of *enlarge person* (x2), scroll

of *shield* (x2), scroll of *true strike* (x1), *ring of protection* +2.

Physical Description: She is a very attractive human female. Her long brown hair reaches her waist, and she is very thin. While presenting a confident air, she looks quite fragile.

Encounter Three

Snert the Blade: Male goblin Rog8; CR 8; Small goblinoid (goblin); HD 8d6; hp 36; Init +4; Spd 30 ft.; AC 19, touch 15, flat-footed 15 (+1 size, +4 Dex, +4 chain shirt); BAB/Grp: +6/+1/+7; Atk: +13 melee (1d4+2/18-20/x2, +1 rapier) or +12 melee (1d3+2/19-20/x2, +1 dagger); Full Atk: +13/+8 melee (1d4+2/18-20/x2, +1 rapier) or +12/+7 melee (1d3+2/19-20/x2, +1 dagger); Space/Reach 5 ft./5 ft.; SA sneak attack +4d6; SQ evasion, trapfinding, trap sense +2, improved uncanny dodge; CE; SV Fort +2, Ref +10, Will +3; Str 12, Dex 19, Con 10, Int 10, Wis 12, Cha 8.

Skills and Feats: Escape Artist +13, Hide +17, Intimidate +7, Knowledge (local) +4, Move Silently +17, Open Lock +12, Sense Motive +3, Sleight of Hand +7, Spot +5, Tumble +13, Use Magic Device +10, Use Rope +6; Dodge, Weapon Finesse, Weapon Focus (rapier).

Evasion (Ex): See page 50 of the PHB.

Trap Finding (Ex): See page 50 of the PHB.

Trap Sense +2: See page 50 of the PHB.

Improved Uncanny Dodge (Ex): See page 50 of the PHB.

Possessions: +1 studded leather, +1 rapier, +1 dagger, *potion of cure light wounds* (x2), 70 gp.

Physical Description: A dirty goblin with missing teeth and greasy, stringy hair.

Obbo: Male bugbear Brb2/Ftr2; CR 4; Medium goblinoid (bugbear); HD 3d8+2d10+2d12+21; hp 66; Init +6; Spd 30 ft.; AC 20, touch 12, flat-footed 17 (+3 natural, +2 Dex, +5 +1 chain shirt); BAB/Grp: +6/+1/+6; Atk: +12 melee (1d12+7/20/x3, +1 greataxe) or +11 melee (1d10+4/19-20/x2, mw heavy flail); Full Atk: +12/+7 melee (1d12+7/20/x3, +1 greataxe) or +11/+6 melee (1d10+4/19-20/x2, mw heavy flail); Space/Reach 5 ft./5 ft.; SA none; SQ Rage; AL CE; SV Fort +10, Ref +5, Will +2; Str 19, Dex 14, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +2, Handle Animal +3, Hide +0, Jump +4, Listen +3, Move Silently +4, Ride +4, Search +1, Spot +8, Survival +3;

Blind Fight, Combat Reflexes, Dodge, Improved Initiative, Weapon Focus (greataxe).

Rage (Ex): see page 25 of the PHB.

Possessions: +1 chain shirt, +1 greataxe, mw heavy flail, *potion of cure moderate wounds* (x2), 70 gp.

Physical Description: A goblin with a cleaner appearance than most other goblins. His armor and weapons are in good repair.

Gerbina: Female goblin Rog6; CR 6; Small goblinoid (goblin); HD 6d6; hp 27; Init +4; Spd 30 ft.; AC 19, touch 15, flat-footed 15 (+1 size, +4 Dex, +4 +1 studded leather); BAB/Grp: +6/+7; Atk/Full Atk: +12 melee (1d4+2/18-20/x2, +1 rapier) or +11 melee (1d3+2/19-20/x2, +1 dagger); Space/Reach 5 ft./5 ft.; SA sneak attack +3d6; SQ evasion, trapfinding, trap sense +2, uncanny dodge; CE; SV Fort +2, Ref +9, Will +3; Str 12, Dex 18, Con 10, Int 10, Wis 12, Cha 8.

Skills and Feats: Escape Artist +11, Hide +15, Intimidate +5, Knowledge (local) +4, Move Silently +15, Open Lock +10, Sense Motive +3, Sleight of Hand +7, Tumble +11, Use Magic Device +8, Use Rope +6; Dodge, Weapon Finesse, Weapon Focus (rapier).

Evasion (Ex): See page 50 of the PHB.

Trap Finding (Ex): See page 50 of the PHB.

Trap Sense +2: See page 50 of the PHB.

Uncanny Dodge (Ex): See page 50 of the PHB.

Possessions: +1 studded leather, +1 rapier, +1 dagger, *potion of cure light wounds* (x2), 70 gp.

Physical Description: A dirt-smeared goblin wearing revealing, suggestive clothing.

Encounter Six

Gerbonar the Bloodied Tooth: Male goblin Ftr7/Blk2 (Maglubiyet); CR 2; Small goblinoid (goblin); HD 9d10+18; hp 81; Init +6; Spd 20 ft.; AC 21, touch 13, flat-footed 19 (+1 size, +2 Dex, +5 mw breastplate, +3 +1 heavy wooden shield); BAB/Grp: +9/+4/+10; Atk: +13 melee (1d8+2, 19-20/x2, +1 heavy flail), +11 melee (1d6+1, 20/x2, flail), or +12 ranged (1d8, 19-20/x2, light crossbow); Full Atk: +13/+8 melee (1d8+2, 19-20/x2, +1 heavy flail), +11/+6 melee (1d6+1, 20/x2, flail), or +12/+7 ranged (1d8, 19-20/x2, light crossbow); Space/Reach 5 ft./5 ft.; SA none; SQ aura of evil, detect good, smite good 1/day; AL CE; SV Fort +10, Ref +4, Will

+4; Str 12, Dex 14, Con 14, Int 10, Wis 14, Cha 8.

Skills and Feats: Handle Animal +11, Ride +20; Combat Reflexes, Dodge, Mobility, Improved Initiative, Spring Attack, Weapon Focus (heavy flail), Mounted Combat, Weapon Specialization (heavy flail).

Possessions: +1 *breastplate*, +1 *heavy wooden shield*, +1 *heavy flail*, light flail, light crossbow, 20 bolts, *potion cure moderate wounds* (x2), tumbler's breastplate, 80 gp.

Physical Description: A crazy-eyed goblin frothing at the mouth. This creature is totally dedicated to his cause.

Jubiliyek: Male goblin Clr7 (Maglubiyet); CR 7; Small goblinoid (goblin); HD 7d8+7; hp 61; Init +1; Spd 20 ft.; AC 22, touch 12, flat-footed 21 (+1 size, +1 Dex, +7 +1 *banded mail*, +2 +1 *heavy wooden shield*); BAB/Grp: +5/+5; Atk/Full Atk: +6 melee (1d8+1, 19-20/x2, +1 *heavy flail*) or +6 ranged (1d8, 19-20/x2, light crossbow); Space/Reach 5 ft./5 ft.; SA rebuke undead 2/day; SQ none; AL CE; SV Fort +6, Ref +3, Will +8; Str 10, Dex 13, Con 12, Int 10, Wis 16, Cha 8.

Skills and Feats: Concentration +11, Spellcraft +10; Combat Casting, Spell Focus (necromancy), Greater Spell Focus (necromancy).

Cleric Spells Prepared (6/6/5/4/2; base DC = 13 [15 necromancy] + spell level): 0—*detect magic* (x3), *light*, *mending*, *read magic*; 1st—*bane*, *cause fear* (x2), *command*, *doom*, *protection from good**, 2nd—*aid*, *bull strength*, *desecrate**, *shatter* (x2); 3rd—*bestow curse*, *blindness*, *magic circle against good**, *searing light*; 4th—*poison*, *unholy blight**.

*Domain spell. **Domains:** Evil (case evil spells at +1 caster level); War (see PHB page 189).

Possessions: +1 *banded mail*, +1 *heavy wooden shield*, +1 *heavy flail*, light crossbow, 20 bolts, *potion of cure moderate wounds* (x2), 80 gp.

Physical Description: A gore-covered goblin whose armor and weapons are well maintained.

Encounter Seven

Nert the Knife: Male goblin Rog8; CR 8; Small goblinoid (goblin); HD 8d6; hp 36; Init +4; Spd 30 ft.; AC 20, touch 15, flat-footed 16 (+1 size, +4 Dex, +5 +1 *chain shirt*); BAB/Grp: +6/+1/+7; Atk: +14 melee (1d4+2/18-20/x2, +1 *rapier*) or +12 melee (1d3+2/19-20/x2, +1 *dagger*); Full

Atk: +14/+9 melee (1d4+2/18-20/x2, +1 *rapier*), +12/+7 melee (1d3+2/19-20/x2, +1 *dagger*); Space/Reach 5 ft./5 ft.; SA sneak attack +4d6; SQ evasion, trapfinding, trap sense +2, improved uncanny dodge; CE; SV Fort +2, Ref +10, Will +3; Str 12, Dex 19, Con 10, Int 10, Wis 12, Cha 8.

Skills and Feats: Escape Artist +13, Hide +17, Intimidate +7, Knowledge (local) +4, Move Silently +17, Open Lock +12, Sense Motive +3, Sleight of Hand +7, Spot +5, Tumble +13, Use Magic Device +10, Use Rope +6; Dodge, Weapon Finesse, Weapon Focus (rapier).

Evasion (Ex): See page 50 of the PHB.

Trap Finding (Ex): See page 50 of the PHB.

Trap Sense +2: See page 50 of the PHB.

Improved Uncanny Dodge (Ex): See page 50 of the PHB.

Possessions: +1 *chain shirt*, +1 *rapier*, +1 *dagger*, *potion of cure light wounds* (x2), *potion of barkskin* +5, 80 gp.

Physical Description: A dirty goblin with missing teeth and greasy, stringy hair.

Knife Blade: Male bugbear Brb2/Ftr2; CR 4; Medium goblinoid (bugbear); HD 3d8+2d10+2d12+21; hp 66; Init +6; Spd 30 ft.; AC 20, touch 12, flat-footed 17 (+3 natural, +2 Dex, +5 +1 *chain shirt*); BAB/Grp: +6/+1/+6; Atk: +12 melee (1d12+7/20/x3, +1 *greataxe*) or +11 melee (1d10+5/19-20/x2, +1 *heavy flail*); Full Atk: +12/+7 melee (1d12+7/20/x3, +1 *greataxe*) or +11/+6 melee (1d10+5/19-20/x2, +1 *heavy flail*); Space/Reach 5 ft./5 ft.; SA none; SQ Rage; AL CE; SV Fort +10, Ref +5, Will +2; Str 19, Dex 14, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +2, Handle Animal +3, Hide +0, Jump +4, Listen +3, Move Silently +4, Ride +4, Search +1, Spot +8, Survival +3; Blind Fight, Combat Reflexes, Dodge, Improved Initiative, Weapon Focus (greataxe).

Rage (Ex): see page 25 of the PHB.

Possessions: +1 *chain shirt*, +1 *greataxe*, +1 *heavy flail*, *potion of cure moderate wounds* (x2), 70 gp.

Physical Description: A goblin with a cleaner appearance than most other goblins. His armor and weapons are in good repair.

Player's Handout #1

