

BNM4-02

# Run Like Hell!

A two-Round D&D LIVING GREYHAWK<sup>®</sup>  
A Bone March Regional Adventure

Version 2.0

Round 1 and 2

by Spyridon D. Giannoutsos

Circle Reviewer: Creighton Broadhurst

The PCs are hired to protect a wagon which is carrying important documents, from the village of Nlul to the town of Nivlek. However things will soon get out of control... An adventure for APL's 2-6.

Based on the original DUNGEONS & DRAGONS<sup>®</sup> 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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of the author. To learn more about the Open Gaming License and the d20 system license, please visit [www.wizards.com/d20](http://www.wizards.com/d20)

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

## Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A five-hour time block has been allocated for each round of this scenario. The rest of the time is spent in preparation before game play, and scoring 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.

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 Website, 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 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*.

### 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.

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

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

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 DM) 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 DM 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 gray boxes. 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.

### Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator along with any event tickets.

## 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.

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- 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 you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four, or sometimes even five 1<sup>st</sup>-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two things that you can do to help even the score.

- Attempt to create a table of six 1<sup>st</sup>-level characters, or try to enlist higher-level characters to play at that table.
- 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

	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

to attack must succeed at a DC 10 Handle Animal or

Charisma check. Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

## Time Units and Upkeep

This is a standard two-round Regional adventure, set in Bone March. Characters native to Bone March pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit.

## Adventure Background

Adventurers have discovered and neutralized several enemy scout camps, around the village of Nlul. After this successful defense plan, there is the need for the town of Nivlek to be informed about the threat. Land Lord Lynette decides to send several wagons with important documents to various parts of the County of Knurl, so that the local authorities can take precautions to prepare against a possible invasion, by an unusual tactical non-human army.

The local garrison of the village of Nlul puts out a call for men who are brave enough to support and defend the wagons against possible threats along the way.

The adventure starts at the village of Nlul, a small village that is the home of a population of around 500 souls, mostly human, of Oeridian, Flan and Suel origins.

There are four buildings that seem important in this small village. The Inn named Sunny Stone, the general store, the smith and a small temple of Pelor.

The inn is owned by Avenal Astra, a tall Oeridian man with an impressive beard.

The general store is owned by Elizar Gwydre, a sweet Oeridian woman. A player can buy anything except weapons, allowed by *Living Greyhawk Campaign Setting* rules; that has a price up to 200 gp.

The smith of the village is Kae. Either the PCs know it or not, Kae is a member of the SHIELD organization watching over the village of Nlul. If they want weapons or armors this is the place to be. A player can buy any weapon or armor up to 200 gp. If he is a member of the SHIELD of Knurl, however this restriction doesn't apply.

The temple is owned by Darian Mara a Suel man, which can perform healing services up to a 3<sup>rd</sup> caster level, with the appropriate costs described in *Living Greyhawk Campaign Setting* rules.

There is of course the garrison building for the PCs to visit. There is where their mission starts.

Apart from these important buildings, there are several peasant homes and Land Lord Lynette's Family estate.

## Adventure Summary

The PCs of course are brave enough to answer the call of the garrison. They head to the garrison building and are assigned to the protection of a single wagon.

**Introduction:** In this encounter the PCs must be informed about the nature of their mission.

**Encounter 1 Worg Attack:** As the wagon goes its way, a number of worgs attack! The PCs must defend the driver's life and the wagon's integrity.

**Encounter 2 Protect The Wagon:** As the wagon's left wheel brakes, the PCs must defend the pinned down wagon against a number of orc warriors.

**Encounter 3 Goblin Raid:** As the PCs walk to the Druidic Enclave in search of a carpenter, a goblin raid takes place. Innocent PCs lives are threatened. PCs must guarantee the safety of the carpenter's family.

**Encounter 4 Join the Militia:** The PC join the local militia and help local warriors defeat another goblin raiding party that attacks the home of the blacksmith.

**Encounter 5 Goblin Guards:** The PCs are after the Goblin to find the blacksmith's little girl. Upon reaching their cave however they encounter a number of guards.

**Encounter 6 Wolf Riders:** In another section of the cave, the PCs must neutralize the terrible wolf riders, if they want to proceed further into the cave.

**Encounter 7 Bugbear Captain:** The leader of the goblins has in his possession the little girl. Upon seeing the PCs he throws the little girl in a Garbage pit, and comes to engage the PCs. This is a battle not only against the bugbear, but against time as well.

**Encounter 8 Garbage Eater:** The PCs must follow the girl into the garbage pit, so that they can neutralize the scavenger that lives there. The girl's life and the success of their mission lie in their ability to bring quick and successful strategy against the beast.

## Introduction

The adventure starts in a sunny Starday morning inside the garrison building of the small village of Nlul. During the last three days, the people of the garrison were calling for able men and women who were capable for protecting a number of wagons going from the village of Nlul to the town of Nivlek.

The PCs have answered the call and are waiting inside the Garrison building. You can read the following text to the players:

It is a very beautiful morning today. The village of Nlul is bursting with activity. People are going on about their business in various places of the village. You on the other hand, are walking straight into the garrison building. Once again the village of Nlul has made a call for adventurers.

As you enter the building a young man in his late teens, guides you to the hall, invites you to sit and asks you if you would like to drink or eat something. After that, he says that he is going to call for his superior and vanishes.

After a while, a short but well built man makes his appearance. He wears a pair of orange pants and wears a black sleeveless shirt. He holds a small chest in his hands! He sees you, smiles and speaks:

*"Good morning! My name is Harkin Gevies. I am a sergeant in the village of Nlul. I see that you are already served food and drink! Please! Help yourself!"*

*"You have been summoned here, because we have a special task for you. As you may already know, during the last three months we went on the attack and raided a large number of enemy scout camps around our village. Our rangers sat down and collected all the pieces of information together."*

*"They completed a report concerning all enemy activity around our village, their leading lieutenants and their defenses. This report has been closed inside, among other things, this small chest that I have in my hands right now!"*

*"This chest must reach the safety of the town of Nivlek. By all means necessary! A wagon is waiting outside to take it there. Of course the enemy might attempt to claim it, so I have to make sure that the wagon will be protected!"*

*"This is where you come in lads! I want you to get on that wagon, along with the driver and secure the safety of the wagon and the driver. If you travel safely, you will need approximately 3 days to cross 48 miles to reach the town of Nivlek with your wagon!"*

*"I am not sure about the kind of opposition that you are going to encounter. Except of course of the local wildlife, scout reports from our village and long range reports from the city of Knurl, indicate that several small task forces of orcish and goblinoid nature are scouting our County, so be in the look out for them."*

*"As for your reward, you will be paid 100 gold pieces each upon the delivery of the chest to the Garrison building of the town of Nivlek. The man you will want to see there is Captain Danel Cadwyr"*

*"So now that you have finished your meal and unless you have any questions, let's go to meet your driver!"*

Here the DM should allow the players to make questions. Harkin should do their best to answer them. If the PCs request more money, Harkin will point out that the economy of the state doesn't allow more money to be given. However he will clearly point out that every single piece of loot that comes the PCs way, it's for the PCs to keep.

If questioned about weapons or horses, Harkin will loan a pair of horses to the PCs; with the promises of course that they will deliver the horses to the garrison of Nivlek, upon fulfilling their objective. Harkin will also loan any kind of simple, or martial weapon to the PCs along with scale armor for the ones in need. However he will again point out that this equipment should be returned in the garrison of Nivlek.

He also points out that if any of this equipment is lost or destroyed, the PCs must pay compensation to the garrison's captain, equal to the normal market price of the item.

He also informs the PCs that the chest must not be opened in any way. If the chest is tampered with that will be considered treason and the characters will be trialed and most probably exiled. If the PCs during the adventure at any point decide to open the chest, please refer to troubleshooting section of encounter 1.

Finally the PCs could turn down the assignment. In this case the adventure ends here.

When the PCs finish their questions read aloud the following text:

*"Well lads! It's time to go and meet your driver. Let's go!"*

With these words spoken Harkin rises, grabs the chest and rests it on shoulder. He goes out of the garrison building, outside to the road.

You can clearly see now that the sun is shining. The air is cool and fresh, which is a good thing when some one like you is about to travel. A couple of kids stop at the sight of the driver and play fake war with him. He smiles and fights falsely back. Then he prompts them to return to their homes. The driver is a young man, around 25. He is brown haired, with green eyes, a goatee beard and a mustache. He wears black leather armor from head to toe. He also wears a black cape with a hood resting at the back of his back. You can see that two swords are resting at the side of each of his legs. Also on his left shoulder sits a hawk. Harkin speaks:

*"Good morning, Huber! Here are the members of the garrison that they are going to accompany you to the town of Nivlek! They are going to take good care of you and your cargo. Don't worry!"*

Huber eyes each and every one of you as he is judging your abilities, then he smiles and says:

*"Good morning dear lads! My name is Huber, Huber Jacasin. I am one of the best drivers around these parts. I think that we will reach our destinations without many problems. However we have to get starting immediately. Two of you will sit beside me at the driver's seat of the wagon, while the others will sit in the back of the wagon, so that they can keep an eye on our chest, which is our precious cargo."*

After that, the PCs should decide, who will sit beside Huber and who should sit at the back of the wagon. However if the group is made from more than four characters, the extra men have the option to ride beside the wagon with two horses, or sit behind, watching the chest.

When these decisions are made the wagons starts its long journey and leaves Nlul.

♣Harkin Gevies: Male human Ftr 2, see DM Aid 1

♣Huber Jacasin: Male human Rgr 4, see DM Aid 1

♣Seela male hawk, see DM Aid 1

## Encounter 1: Worg Attack

The journey should start without problems. However around evening time of the first day of the journey you should read the following text to the players:

As the sun begins his descent to the earth's face, you find yourself about 10 miles away from the village of Nlul to the west. The trip is going smoothly and the air is nice and rejuvenating. Seela is flying in the air scouting for enemies. From the left side of the wagon one can see a small cliff, which the road licks around it, while on the right side of the wagon, there is only wasteland.

However at this time the wagon has been spotted by a number of worgs. The evil beasts have decided to stalk the wagon and attack suddenly the driver and the characters that sit beside him. The DM should allow the PCs to make spot checks against the hide checks of the worgs. Please remember that the Worg gets a +4 to its Hide check. You should allow each character a spot check. Don't forget to roll for Seela too. Read aloud the text below depending on the results of the check:

A) Every PC missed the check:

The trip continues peacefully until a huge wolf like creature leaps on to the drivers sit and attacks!

Give the worgs of the encounter below a free surprise round for them to act. PCs are flat-footed and cannot act during this round.

**B) At least one PC won the check, read the following text to that character:**

**Suddenly you notice a wolf-like creature at the top of the cliff. The creature stares at you, as you draw your weapon, you try to warn the others but you don't react quickly enough to the creature's leap.**

Give the worgs their surprise round, but the PCs that won the check, act normally during it.

**C) All the PCs won the check. You should read the players the following text:**

**Suddenly you notice that you are not alone. At the west side of the wagon, a number of worgs are stalking your wagons. There is danger in the wasteland after all!**

Don't give a surprise round to the worgs. Roll for Initiative normally and proceed to the encounter. Also give the Player's Handout 1: Worg Attack.

#### **APL 2 (EL 3)**

➤ **Worgs (2):** hp 30, 30; see *Monster Manual* page 256 and Appendix 1.

#### **APL 4 (EL 4)**

➤ **Worgs (2):** hp 48, 48; see *Monster Manual* page 256 and Appendix 2.

#### **APL 6 (EL 6)**

➤ **Worgs (4):** hp 48, 48, 48, 48; see *Monster Manual* page 256 and Appendix 3.

**Tactics:** The Worgs will attack the driver and the PCs that are beside him. They are intelligent enough to know that the men at the front of the wagon command the horses. If they can take them out, then the horses can be played silly and eaten easily. They also know by scent that they are men at the rear of the wagon and sooner or later they will come out to engage them, so they cannot be surprised.

Remember that if the worgs outnumber their opponents two to one, they will try to pin them down, and then bite them to death.

If one Worg is reduced to half (or less) of its hit points, it will make a DC 13 Will Save or rout. If more than half of the number of Worgs are killed or routed, the worgs require a DC 18 Will save. Huber fights along the PCs

normally. He tends to protect wounded PCs or characters that look that won't make it through the fight. Seela will remain in the air acting as a scout.

**Treasure:** The bodies of the worgs can be looted for their pelt. Below is the profit for each APL:

**APL 2:** Loot (10 gp)

**APL 4:** Loot (10 gp)

**APL 6:** Loot (20 gp)

**Development:** The death of a PC will not affect the rest of the mission. The death of a horse or the damage of the wagon can seriously stall the duration of the mission. The death of Huber must prompt you into the troubleshooting section, while the chest cannot be captured by the worgs.

**Troubleshooting:** If Huber is killed, the PCs will definitely have a problem. One of their mission directives was the safety of the driver. Give the PCs a moment here. If they decide to continue on their own, eventually they will reach the town of Nivlek, but they will have to make the trip in twice the time. Also there must be a PC with the Profession (driver) into the group, or the wagon will not be able to be driven. So the PCs must carry the chest along them and ride the horses.

If the PCs deliver the chest to the garrison of Nivlek the mission can be treated only as a partial success.

One other development would be for the PCs to get the chest and head back to Nlul, reporting a failed mission. In that case they lose their reward, and the adventure ends here as a failed mission.

If the PCs have means of bringing Huber back to life, the above situation is resolved.

Finally if the PCs decide to open the chest, Huber will disagree with great persistence. If however they do open it, they will find a map of the village of Nlul, along in a report written in a code. A character succeeding at a DC 40 Decipher Script can make an effort to read it. In that case read aloud the following text:

**As we thought the wolf has grey south hair. Its fangs surround our village until the previous coin. Please regard to necessary party and be sure to bring your purple girlfriend along for the ride.**

If the character reads the document he is automatically considered a traitor, and the mission a failure.

## **Encounter 2: Protect The Wagon**

After the defeat of the Worgs, the PCs continue their journey and eventually they rest when night comes. Three PCs along with Huber (if he is still alive) stand guard

during the night hours in four two-hour shifts, so that the spell casting PCs can get an eight hour rest, so that they can regain spells.

After that the PCs can gear up have breakfast and meditate to get spells. When that is taken care of the journey goes onward. Read the following text to the players:

*As the wagon starts its morning journey, the sun starts to rise up and take his rightful place in the clear blue sky. Today is a very hot summer day and everything seems to be just fine. Huber seems however a bit anxious today.*

*"This is orc territory", he explains. "We must keep our guard up and ready. Things have been strange around these lands, later days. As it seems, someone is organizing the orcs and teaches them the art of warfare. We must keep our guard up". After that he falls silent, scouting the horizon for trouble all the time. Some times he looks up at Seela. The hawk seems to be flying around elegantly, but until now no sign of trouble is spotted.*

*During noon however, a Seela's cry tears up the silence of the Midday sun. The hawk starts to dive as quickly as possible. Huber seems completely focused on the bird. He opens up his eyes and suddenly screams! "Trap mates! Prepare to jump as soon as possible or hold on to whatever you can".*

*Before however he is able to finish his sentence a loud bang is heard along with the sound of breaking wood. Then the wagon stops unexpectedly.*

The PCs who jumped must make a DC 20 Jump check or fall badly from the wagon injuring themselves for 1d2 hit points and they are considered prone. If the roll is successful, no damage is taken and the characters are on their feet. In either case the character finishes up 1d4x10 feet away from the wagon.

The PCs who tried to grab something must make a DC 10 Strength check or fall of the wagon injuring themselves for 1d2 hit points and they are considered laid down for the encounter that follows. These characters also land 1d4x10 feet away from the wagon. If the roll is successful they stay on the wagon with no damage taken.

Finally Huber too, jumps off the wagon. He always succeeds in landing on his feet, 1d2x10 feet away from the wagon.

When the rolls are over and every one has an idea, of where his character is, you should read the following text to the players:

*Your head is still spinning and hurting, your ears make funny noises and you just cannot comprehend what went wrong. Just as you start to understand where your body is*

*after the crash, you realize that you hear orcish voices coming towards you!*

#### **APL 2 (EL 3)**

➤Orcs (6): hp 5, 4, 5, 4, 5, 4; see *Monster Manual* page 203 and Appendix 1.

#### **APL 4 (EL 4)**

➤Orcs (9): hp 5, 5, 5, 5, 5, 5, 5, 5, 5; see *Monster Manual* page 203 and Appendix 2.

#### **APL 6 (EL 6)**

➤Orcs (12): hp 9, 9, 9, 9, 9, 9, 9, 9, 9, 9, 9, 9; see *Monster Manual* page 203 and Appendix 3.

**Tactics:** There is no surprise round here. Both parties are aware of each other. The orcs will attempt to attack and kill every character that is left standing on his feet, using their javelins. After that they will draw their falchions and attack the closest left standing PC. The orcs don't wish to fight the PCs onboard the wagon's rear part. They are waiting for the PC to get off the wagon. With this tactic they help the hidden Orc.

While most of the orcs will follow the above tactics, one lone hidden orc (requiring a DC 25 Spot check to notice) will remain hidden in the grass. When the guards of the chest come out of the wagon to engage the orcs, he will try to move silently from the grass of the north section and try to sneak up the PCs and get the chest. The orc requires a DC 10 Move Silently check to manage this quietly. Of course if one PC stays inside the wagon, he will automatically spot the orc the moment he sets a foot on it.

These orcs belong to the coalition of Hector. They are after the chest that the wagon is carrying and they want it at all costs. However they want to kill some of the best men of Nlul as well, so they will try to accomplish both goals.

However these Orcs have learned the value of a tactical retreat and if one is wounded at or above his half hit points, he may as well run away, if he fails a DC 13 Will save. Also if their numbers are reduced to more than half, a DC 18 Will save should be used instead, for the same check.

However if the orcs are cornered and are denied their retreat, they will fight on until they die. They will not surrender at any cost.

**Treasure:** The bodies of the orcs can be looted for their equipment for a total worth, depending on their equipment:

**APL 2:** Loot (51 gp)

**APL 4:** Loot (76 gp)

**APL 6:** Loot (101 gp)

**Development:** Again the survival of Huber and the integrity of the box are of top importance. If Huber is killed, refer to the troubleshooting section.

If the PCs lose the chest then refer again to the troubleshooting section

**Troubleshooting:** If Huber is killed, the PCs will definitely have a problem. One of their mission directives was the safety of the driver. Give the PCs a moment here. If they decide to continue on their own, eventually they will reach the town of Nivlek, but they will have to make the trip in twice the time. Also there must be a PC with the Profession (driver) into the group, or the wagon will not be able to be driven. So the PCs must carry the chest along them and ride the horses.

If the PCs deliver the chest to the garrison of Nivlek the mission can be treated only as a partial success.

If the PCs lose the chest, they must follow the orc that got it. If they did not see the orc, give them a track to follow. Depending on the time of the day the DC of the Survival check, should range from a 12 during daylight to 20 during the night.

If the PCs are not able to get the chest back then they should head back in Nlul and report their failure. The adventure ends here, and the mission is considered a failure.

If the PCs have means of bringing Huber back to life, the above situation is resolved.

## Encounter 3: Goblin Raid

After the end of the last battle you may read the following text to the players:

*With the orc threat gone, you focus your attention to the wagon. Huber swears and says "By Pelor! The wheel is completely broken. The orcs set up a log trap. There was nothing that I could do to avoid it. But I think that I will be able to fix this if I will get to work until nightfall."*

After that Huber starts working continuously. PCs can help them if the players want. Actually any PC with a building type of Profession or Craft skill can help Huber. About nightfall Huber work is over, but the wheel is not repaired completely. Huber says:

*"I have the wheel fixed but only temporary. It won't stand the long journey that we still have in front of us. So I have decided that we will steer this wagon as we can to the Druidic enclave outskirts. There, lives a very skilled carpenter that I know of, and I am sure that he will fix our wagon up."*

After that, the PCs and Huber will have to divide the watches shifts again. They are four two-hours shifts of standing guard. The PCs that don't stand guard have an 8 hour rest and then meditate for spells. When they are ready you can proceed to reading the following text:

*The wagon starts again its journey one more time. The day today is as hot as the previous one, perhaps a bit hotter too. Today the wagon moves south with great caution, because the wheel cannot withstand much punishment. Seela also is up in the sky scouting for trouble. Little by little, at last the outskirts begin to creep up on the horizon, along with smoke however! Seela also looks alarmed and starts to loose altitude so that he can take a better look of the whole area. "Something is wrong" Huber says, "I think that someone is attacking the outskirts". Soon you arrive at the carpenter's house. Outside you see the body of a human ranger penetrated by five arrows along with five goblin bodies. The goblins seem that they had been killed in melee combat, probably from pikes and longswords. "Goblin attack!" says Huber. "Let's go into the house as quickly as possible and find my friend".*

*He crosses the house garden with elegant moves then looks up in the sky so that he can see that Seela is heading to the barn. He points you to follow him to the barn. As you approach the small building however you encounter a sight that makes your blood burn with fury! You see a man laid down wounded lightly and a number of goblins chasing around a middle aged woman and four kids. The man is screaming: "Huber!!! Save my children! Please!!!"*

Huber enters the battle; the DM should ask if the PCs are going to enter the battle too. The PCs can decide if they want to sneak up on the goblins. The goblins will have to roll a Listen check against the Move Silent check of the characters. Huber attempts to sneak up the goblins too.

If the goblins win the roll, roll for initiative normally. If the goblins lose all the rolls, roll initiative, but play a first surprise round in favor of the characters.

Give the players Player's Handout 3.

☞ **Kuzma Kataric, carpenter:** Male human Com 5

☞ **Magda Kataric, wife:** Female human Com 3

☞ **Kataric children (4):** 2 males and 2 female human Com 1

### APL 2 (EL 3)

☞ **Goblins (9):** hp 5, 4, 5, 4, 5, 4, 5, 4, 5; see *Monster Manual* page 133 and Appendix 1.



#### **APL 4 (EL 5)**

➤ **Goblins (12):** hp 5, 5, 5, 5, 5, 5, 5, 5, 5, 5, 5, 5; see *Monster Manual* page 133 and Appendix 2.

➤ **Hobgoblins (2):** hp 10, 10; see *Monster Manual* page 153 and Appendix 2.

#### **APL 6 (EL 6)**

➤ **Goblins (12):** hp 9, 9, 9, 9, 9, 9, 9, 9, 9, 9, 9, 9; see *Monster Manual* page 203 and Appendix 3.

➤ **Hobgoblins (4):** hp 10, 10, 10, 10; see *Monster Manual* page 153 and Appendix 3.

**Tactics:** Unless the goblins spot the PCs they seem to chase the children and deal non lethal damage. When they spot the PCs however, they ignore the children and attack the PCs. The goblins don't seem very prepared for the intrusion of the PCs. They did not expect to find any resistance and the PC look tough and the goblins are skittish. They will try to attack the PCs but any injury (even a single hp) will result a DC 13 Will save. Failure indicates that that goblin will flee. If their numbers are depleted below half however, the DC becomes 18.

If they are hobgoblins present things are a bit different. Every one of the raiding party makes a DC 13 Will save, only when reduced to half or less hp. If their humanoid numbers are downed below half, however, they will make this save against DC 18. Failure indicates that that goblin will flee.

The goblins will try to attack as soon as possible the PCs that wear no armor at all. When a PC who wears heavy armor comes, they gather numbers and try all together to grapple him and pin him down, for continuously damage.

The hobgoblins will try to engage warrior looking PCs and bring them down with melee combat.

None of the raiding party is aware of the chest, and they are not interested in the wagon in any way.

**Treasure:** The bodies of the goblins can be looted for the following treasure:

**APL 2:** Loot (16 gp)

**APL 4:** Loot (29 gp)

**APL 6:** Loot (38 gp)

**Development:** Again if Huber dies refer to the troubleshooting section. Another sad development would be the denial of the retreat to a routing Goblin. The creature will panic even more and try to grab one of the children as a human shield. If the child dies, then the Carpenter will surely deny his help to the PCs making the journey to the town of Nivlek, quite difficult if not impossible!

**Troubleshooting:** If Huber is killed, the PCs will definitely have a problem. One of their mission directives was the safety of the driver. Give the PCs a moment here. If

they decide to continue on their own, eventually they will reach the town of Nivlek, but they will have to make the trip in twice the time. Also there must be a PC with the Profession (driver) into the group, or the wagon will not be able to be driven. So the PCs must carry the chest along them and ride the horses.

If the PCs deliver the chest to the garrison of Nivlek the mission can be treated only as a partial success.

If a child of Kataric is killed then this is a sad development. Kuzma will fall in a deep depression and refuse to help the PCs. In this case Huber will propose to go to the blacksmith house and try to repair the wagon themselves. With a DC 20 eventually Huber will succeed in the check, and the journey will be able to continue, but the DM should consider the mission only partial success.

If the PCs have means to raise the child (or Huber), that was killed, this situation is resolved.

## **Encounter 4: Join The Garrison**

After the encounter ends you should read the following information to the players:

*The wounded man gets up on his feet and approaches Huber. Then Huber while sheathing his sword says: "My friend Kuzma I have brought you this wagon to repair. It holds an important cargo for the survival of the village of Nlul. Can you repair the wagon and take good care of the cargo for me?"*

*The carpenter smiles and replies: "My friend Huber! You saved my family! Of course I will do whatever in my power to help you! Don't you worry! Your wagon and its cargo are safe here with me!"*

*"However I suggest that you make haste to the smith's house about 1 mile to the east of here", "He has my trusty tools to repair, and I cannot work without them. However I think that you better get there quickly, because I saw a group of goblins heading that way."*

*Huber replies promptly: "Don't worry Kuzma! I will head quickly there and see if I can to anything to help them". He then turns to you and says: "My friends we must make haste one more time to the smith shop", "Are you willing to tag along with me?"*

Here the DM should give the PCs a chance to report their opinions among themselves. They could deny risking of course, but most probably they will want to follow Huber. After riding to the smith's house, please read the following text:

*Once more you follow Seela flying lead, while going to the east. Soon enough you can see by far a small house with a tall chimney. You can understand that you are approaching the smith's house. Upon reaching the edges of the garden of the smith's house you can see three members of the garrison, being surrounded by a number of goblins. You also spot a bigger goblin, holding an impressive bow, firing arrows surrounded by red magic light!*

Give the players Player's Handout 4a.

☛ **Garrison Members (3):** Male human War 1  
☛ **Borissasa Wilcov, Smith:** Male human com 4

#### APL 2 (EL 3)

☛ **Goblins (3):** hp 5, 4, 5; see *Monster Manual* page 133 and Appendix 1.

☛ **Gerhiz Kaz:** male goblin Rgr3; hp 28; see Appendix 1

#### APL 4 (EL 5)

☛ **Goblins (3):** hp 5, 5, 5; see *Monster Manual* page 133 and Appendix 2.

☛ **Gerhiz Kaz:** male goblin Rgr4; hp 34; see Appendix 2

#### APL 6 (EL 6)

☛ **Goblins (3):** hp 9, 9, 9; see *Monster Manual* page 133 and Appendix 3.

☛ **Gerhiz Kaz:** male goblin Rgr5; hp 40; see Appendix 3

**Tactics:** The goblins must make a Listen check against the Move Silently check of every PC or be surprised for one round. Huber will try to move silently too. The goblins will attack the garrison troops, and then will try to stall the PCs so that Gerhiz Kaz can take them out using his bow. The goblins won't attack the smith, because they want him to produce weapons for them. They have already taken his daughter hostage instead.

Gerhiz Kaz, will try to attack light armored PCs that use missile weapons or wear robes. If forced into melee combat, Gerhiz will draw his sword.

Gerhiz Kaz will not rout at any cost. Diplomacy checks even in Goblin tongue won't make the difference here, because Gerhiz is a fanatical enemy of humans and their allied tribes. He can be befriended with magical means. When charmed he could guide the PCs to his hide out. Even then however he will not share information about his tribe or his employer. However if Gerhiz is killed all remaining Goblins must make a DC 18 Will save or flee! No goblin will flee while Gerhiz is still alive, no matter how wounded it is.

**Treasure:** The PCs find a guide to the goblins hide out in Gerhiz Kaz body (give the players handout 4b). If they loot their opponents for their equipment they can get:

**APL 2:** Loot (10 gp); Magic: +1 shortbow (194 gp)

**APL 4:** Loot (10 gp); Magic: +1 shortbow (194 gp)

**APL 6:** Loot (20 gp); Magic: +1 shortbow (194 gp)

**Detect Magic Results:** *Shortbow+1 (Faint Enchantment)*

**Development:** As always Huber death will have to lead you in the troubleshooting section of the encounter.

If Gerhiz Kaz is captured he will only speak Goblin. If someone talks to him in his own tongue, he will say that he is not afraid to die, even if he is tortured brutally before that moment. He also reports that his clan master will avenge him. However he will offer no more information than that.

After that, the smith approaches Huber. Read the PCs the following text:

*The smith approaches and starts shouting in agony, "Huber, please! You must assist! My daughter Katrinal She has been taken by these monsters! I think that they are planning to eat her alive!"*

*"Don't worry Borissa, my good friend; we are going to get her back! Do you know where they headed?"*

*The smith says: "The goblins that took her were wolf riders that headed north of here."*

*Huber replies: "Don't worry Borissa; I will bring her back to you. In the meantime, can use speed up with the repair of the carpenter's tools? I know that this is out of place, but I need those tools dearly."*

*The smith nods in agreement. After that Huber turns to you and says: "Okay so we have to go and rescue a poor little girl from being eaten", "Do you wish to follow me?"*

At this point the PCs should make up their mind. Of course any of this is not part of their mission, and they don't have to take any unnecessary risks. However is they agree they can start their journey immediately.

It will take them until nightfall to reach the goblin's lair and they can rest for spells and hp.

**Troubleshooting:** If Huber is killed, the PCs will definitely have a problem. One of their mission directives was the safety of the driver. Give the PCs a moment here. If they decide to continue on their own, eventually they will reach the town of Nivlek, but they will have to make the trip in twice the time. Also there must be a PC with the Profession (driver) into the group, or the wagon will not be able to be driven. So the PCs must carry the chest along them and ride the horses.

If the PCs deliver the chest to the garrison of Nivlek the mission can be treated only as a partial success.

If the PCs have means of bringing Huber back to life, the above situation is resolved.

## Encounter 5: Goblin Guards

You should read and study the map of the encounter very well. When the PCs are about 80 feet away from the lair's entrance, give them Player's Handout 5 and read the following text:

*As you follow the muddy road uphill, the sun begins to set for one more time. The beautiful smell of the afternoon flower perfume, reminds you that it is still a summer afternoon. You notice that Seela now is not flying any more to the north but prefers to follow a circular course. Now you realize that soon you will reach your objective; the goblin lair. On the horizon you can spot the cave entrance.*

*However the entrance of the case is closed, by what seems to be a wooden drawbridge.*

*You also can see that there is a gap between the cave's entrance and the road. This gap is a huge ditch. And aside from that you can see that the ditch is not a natural one, but goblin made.*

*The ditch is fortified with various pieces of wooded spears that are sharpened in the outer edge, so that no one can come through the ditches. The only part that has no logs is the middle one.*

*From the distance you can spot a number of pinned down goblins. They seem to be armed with missile weapons and they scout the horizon for opposition. They seem to be really focused on their task, and they do not sleep on the job.*

The PCs could either try to sneak on the goblins or just charge at them. The goblins will make Listen checks and Spot checks, against the PCs. Each PC must roll Move Silently and Hide check against the Listen and the Spot checks of the goblins. If the PCs reach at 30 feet distance, you can give the PCs a surprise round. If the PCs are discovered, roll for initiatives normally.

Give the goblins a -1 penalty if those checks are going to be made during daytime.

There are a lot of things the PCs could do here. They can jump across (DC 20 Jump check), they can burn the goblins out of the ditches, or they could pick out their targets with missile weapons (do not forget that goblins have cover).

A PC that will attempt to jump, he must do it only from the central part of the ditch. If he attempts to jump from the edges, he will run into the wooden pikes.

➤ **Wooden Spear Trap:** CR 1; mechanical; location trigger; repair; +10 melee 1d6+x, where x equals 1 point of damage per 10 feet the character moves to jump. However it cannot be higher than +5; Disable Device (DC 20).

### APL 2 (EL 3)

➤ **Goblins (9):** hp 5, 4, 5, 4, 5, 4, 5, 4, 5; see *Monster Manual* page 133 and Appendix 1.

### APL 4 (EL 4)

➤ **Goblins (12):** hp 5, 5, 5, 5, 5, 5, 5, 5, 5, 5, 5, 5; see *Monster Manual* page 133 and Appendix 2.

### APL 6 (EL 6)

➤ **Goblins (12):** hp 5, 5, 5, 5, 5, 5, 5, 5, 5, 5, 5, 5; see *Monster Manual* page 133 and Appendix 3.

➤ **Hobgoblins (4):** hp 10, 10, 10, 10; see *Monster Manual* page 153 and Appendix 3.

**Tactics:** As you can see in the map the Goblins are developed inside the fortifications (ditches) and are firing intensively with crossbows. If however are depleted of ammunition, they will draw their melee weapons, go to room A of Encounter six, lower the drawbridge and charge the characters. However one of them will go to inform the population of the cave (see encounters six and seven). However this goblin will go to warn the others only if he runs out of ammo

If any Hobgoblin is present, he will try to engage any jump able PC so that he will deny him a jump to the drawbridge.

There is no way for the PCs to go across than jump around 20 feet and land behind the goblins (DC 20 Jump check). In such a case the goblins (or the hobgoblins if present) will start firing the person that landed behind their fortifications. Of course in the case of the humanoid lowering the drawbridge, this changes, because they will engage in melee the intruders.

If the PCs set the ditch on fire, the humanoid use the trapdoors and abandon their post, via the tunnels. They wait until the fire is vanquish and then they return to their defending position

The only way to cross the fortifications without jumping across it is to lower the wooden bridge. However someone must jump across and cut the ropes to bring her down.

**Treasure:** If the PCs loot the bodies of their opponents, they can find the following loot:

**APL 2:** Loot (43 gp)

**APL 4:** Loot (57 gp)

**APL 6:** Loot (86 gp)

**Development:** As always Huber's death will result you going to the troubleshooting section.

The PCs can gain access to room A of the Encounter 6 from the bridge or the trapdoors of the ditches. It makes no difference to the flow of the adventure.

If one of the goblins escapes from the battle, it goes to warn the others inhabitants of the cave located in room C, the wolf riders from encounter 6 arrive from Room A after 8 rounds of combat.

**Troubleshooting:** If Huber is killed, the PCs will definitely have a problem. One of their mission directives was the safety of the driver. Give the PCs a moment here. If they decide to continue on their own, eventually they will reach the town of Nivlek, but they will have to make the trip in twice the time. Also there must be a PC with the Profession (driver) into the group, or the wagon will not be able to be driven. So the PCs must carry the chest along them and ride the horses.

If the PCs deliver the chest to the garrison of Nivlek the mission can be treated only as a partial success.

If the PCs have means of bringing Huber back to life, the above situation is resolved.

## Encounter 6: Wolf Riders

When the PCs cross the drawbridge or if they go through the ditches doors, consider that the PCs are inside cave's room A. Read them the following text:

*You find yourself inside the goblin's cave entrance. There is only dim light here coming from the cave's entrance. The air is fresh and cool; however you can also spot the stench of its non human inhabitants. The walls of the room are natural cave walls, with stalactites and stalagmites all over. You can see the following exits outside from this area: To the south there is the cave entrance, to the north there is the next area of the cave, while to the south east and to the south west corner of the cave, there are on the floor of the cave two trapdoors that lead to the two ditches outside the cave.*

### Room A

Room A can be either completely empty or it can have a number of goblins from the encounter 5 depending on how that battle went (see development and tactics of encounter 5).

If the PCs search the room for treasure or traps they won't find anything.

If the PCs continue north, eventually the cave gets darker and darker. When they have walked for 160 ft. the

entrance light is not able to reach them. They must use a light source. That could be a torch, or a magic spell. Of course if they have Darkvision, they do not need any of these devices. Players with low light vision won't be able to see anything either, after 200 ft.

Eventually the characters will reach, or stumble upon a large pond. There are three exits from there. One to the west, leading to rooms B and C (encounter 6), one to the east, leading to room D (encounter 7 and 8), while the last one leads south, back to room A.

When the PCs get over the pond read the following text to them:

*You can see vaguely the bottom of the pond from here. Among the rock bottom, you see something small shining on the bottom of the pond.*

The characters can search the area around the pond; they can even get in the pond and look for this shiny object. If someone catches it, it's a useless piece of scrap metal cut like a coin.

The PCs will have two choices. If they continue west, then stick to this encounter and read them the paragraphs below. If they head to the east, please proceed to encounter 8 data.

If the PCs head west and of course have dark vision or other available light sources, you should read the following text:

*As you follow the cave's west path you can feel the air getting hotter. You can also pick a bad odor in the atmosphere. After a while you arrive at another crossroad which has three exits. One to the northwest another one to the southwest and one back to the pond where you came from.*

If the PCs do not have any light sources, then the DM should discourage them from continue to examining the cave. The characters most likely are sure to get lost, unless they do something really clever, like tying a rope in the cave's entrance, or if they do not have the appropriate skills.

If they do see however, eventually they will meet the new cross road. Here they must make another choice. If they decide to move south west you should read aloud the text below for room b. If they head northwest, you should head to room 3 encounter with the wolf riders.

### Room B

Please read the following text to the players:

*This room appears to be empty. All that you can see are rocks, stalagmites and stalactites all over the ceiling and*

*the floor of the room. The air has a foul odor like that of rotting flesh.*

The room is completely empty and has no traps. The PCs could hang around here for a couple of hours, without being noticed. After that there is a chance (50%) that the wolf riders of room c, will come to this room for a routine check.

If the players search the room for treasure or anything unusual, with a successful DC 13 Search check, the PCs could discover some stains of blood in the rock of the floor, leading to Room C.

### Room C

If the PCs decide to continue to the northwest, you can read them the text below if of course they have access to any light source or have darkvision. If they do not have access to such devices or abilities, you should read the next text:

*Entering the northwest room you notice that the path leads to the wide room. The room is dark and thanks to your light devices you can observe its surroundings. However soon you understand that you are not alone. A number of wolf rider goblins are here. They seem to be really focused and determine. They are ready for a fight too, because they must have heard you coming.*

If they cannot see in the dark:

*As you enter the room you hear growls like the one wolves make. However you can hear goblins too. You understand that you are ambushed.*

If the PCs can see the goblins and the wolves, please give them Player's Handout 6 and roll for initiative normally.

If however the PCs cannot see the goblins, do not give them a handout, roll for initiative normally, but consider that during the combat they will have penalties due to not being able to see their opponents. Also remember that the PCs and Huber are automatically surprised in the first round of combat.

### APL 2 (EL 3)

👉 **Goblin (1):** hp 5; see *Monster Manual* page 133 and Appendix 1

👉 **Wolf Riders (2):** hp 9, 9; see Appendix 1

👉 **Wolves (2):** hp 13, 13; see *Monster Manual* page 283 and Appendix 1.

### APL 4 (EL 4)

👉 **Wolf Riders (3):** hp 9, 9, 9; see Appendix 2

👉 **Wolves (3):** hp 13, 13, 13; see *Monster Manual* page 283 and Appendix 2.

### APL 6 (EL 6)

👉 **Goblins (2):** hp 9, 9; see *Monster Manual* page 133 and Appendix 3

👉 **Wolf Riders (4):** hp 9, 9, 9, 9; see Appendix 3

👉 **Wolves (4):** hp 20, 20, 20, 20; see *Monster Manual* page 283 and Appendix 3.

**Tactics:** Wolf riders will attempt to engage the fighters, or the PCs that seem to react well to darkness. Goblins will try to attack the unarmored PCs or the ones that seem to be blinded by the lack of light. Wolves will attack the target that their rider is attacking.

When in battle wolf riders are fanatics. They won't retreat at any cost, no matter how the battle goes and they won't be bargained either. The other goblins won't flee if they are wounded as long as the wolf riders are alive, but if all the riders are dead, then they must make a DC 18 Will save or try to flee the battle scene. The wolves won't retreat as long as their riders are alive. If the rider is killed though, they will make a DC 13 Will save when reduced to half of their hit points.

**Treasure:** If the PCs search the bodies of their opponents they can loot them for:

**APL 2:** Loot (5 gp)

**APL 4:** Loot (5 gp)

**APL 6:** Loot (11 gp)

**Development:** If Huber is killed in this battle, please check with the troubleshooting section.

**Troubleshooting:** If Huber is killed, the PCs will definitely have a problem. One of their mission directives was the safety of the driver. Give the PCs a moment here. If they decide to continue on their own, eventually they will reach the town of Nivlek, but they will have to make the trip in twice the time. Also there must be a PC with the Profession (driver) into the group, or the wagon will not be able to be driven. So the PCs must carry the chest along them and ride the horses.

If the PCs deliver the chest to the garrison of Nivlek the mission can be treated only as a partial success.

If the PCs have means of bringing Huber back to life, the above situation is resolved.

## Encounter 7: Bugbear Captain

When the PCs proceed east from the area of the pond, they proceed through another empty corridor. At the end of the corridor however, there is a wooden door. When the PCs

enter this area and if they are able to see in any way, read them the following text:

*As you enter this part of the cave you can see that it is empty. However in the north part of it, you can clearly see a wooden door that has engraved upon it a crude banner that you haven't seen before. However it must be of humanoid origin, because it hasn't any known insignia or aristocrat protocol upon it.*

Anyone that speaks Goblinoid can read the insignia. It reads "Garbage"

The PCs could search the room or the door for traps but they will find nothing. The door is not closed but it makes a loud noise when opened, so every living humanoid still alive in the cave complex will rush here immediately.

Before opening the door however the DM should ask the players if they wish to rest in Room B of the cave complex, because they might not get a chance to do so afterwards.

When the PCs open the door, read them the following text:

*You enter yet another part of the cave. However this small room has a pit on its northern part. Also inside here is a huge red haired bugbear holding a little girl.*

*"So..." he speaks in common tongue, "You came for this child didn't you? Well you have to run like hell to catch her alive. She will make an excellent meal for our garbage disposal pet". With that he tosses her into the pit, pauses and draws his weapons, "However, I think that this is just the beginning of your troubles".*

*The Bugbear begins to move at the position of your group in a menacing way. However you notice that he wields a shield that bears the County of Knurl Insignia.*

The Bugbear of course isn't a citizen of the County of Knurl. He just got this shield from a dead captain from Knurl's garrison during the siege of the city in 591CY. The name of the captain is written in the back surface of the shield.

After the bugbear's statements you should roll for initiative normally and start the battle.

#### APL 2 (EL 3)

➤ **Gilr Jarthrep:** male Bugbear Ftr 3; hp 25; see *Monster Manual* page 29 and Appendix 1

#### APL 4 (EL 5)

➤ **Gilr Jarthrep:** male Bugbear Ftr 5; hp 50; see *Monster Manual* page 29 and Appendix 2

#### APL 6 (EL 6)

➤ **Gilr Jarthrep:** male Bugbear Ftr 6; hp 66; see *Monster Manual* page 29 and Appendix 3

**Tactics:** Gilr will use his morningstar to attack any fighter looking character. When the fighter is dead, he will concentrate on cleric looking characters and finally he will take on the rogues and wizards types.

Gilr will not retreat, nor make rout checks. He is a fanatic and believes that he is more than enough to kill the whole party by himself.

Once he spots the PCs he will chase them anywhere inside the cave, but he will not chase them out side of it. Also he will not follow any character that ventures into the garbage pit.

**Treasure:** If the PCs loot the body of the Bugbear chieftain they will find the following, depending on their APL:

**APL 2:** Loot (2 gp); Magic: +2 *heavy steel shield* (348 gp).

**APL 4:** Loot (2 gp); Magic: +3 *heavy steel shield* (766 gp).

**APL 6:** Loot (2 gp); Magic: +3 *heavy steel shield* (766 gp).

**Detect Magic Results:** *heavy steel shield*+2 (Moderate Enchantment); *heavy steel shield*+3 (Moderate Enchantment)

**Development:** If Huber dies during this encounter, please refer to the troubleshooting section of the adventure.

While the PCs fight, they can hear the cries of the little girl. However the cries cease after 20 rounds of combat, because the little child has met its fate. Also in this case, please refer to the troubleshooting section.

**Troubleshooting:** If Huber is killed, the PCs will definitely have a problem. One of their mission directives was the safety of the driver. Give the PCs a moment here. If they decide to continue on their own, eventually they will reach the town of Nivlek, but they will have to make the trip in twice the time. Also there must be a PC with the Profession (driver) into the group, or the wagon will not be able to be driven. So the PCs must carry the chest along them and ride the horses.

If the PCs deliver the chest to the garrison of Nivlek the mission can be treated only as a partial success.

If the child dies before the PCs can rush to its rescue, then the mission can be completed, but it can only be a partial success. Please refer to the conclusion for more details.

However, if the PCs have means to raise the child from the dead, then the above problem is resolved.

## Encounter 8: Garbage Eater

If any of the PCs falls inside the garbage pit, while the girl is still crying, or drops himself in his own will please read him the following text, if the character has means for seeing through the dark.

*You find yourself sliding smoothly through a 5 feet tunnel. After that you end up in a dark circular room. You can see the little girl crying, but you can also see the large beast, that the nonhumans use as a disposal bin. You understand that the life of this little girl is in your hands.*

*The monsters scream in a very ferocious way and charges at you!*

In the case that the PC doesn't see, read the following text:

*You bravely throw yourself into absolute darkness with your only guide a child's crying. When you reach the bottom of the pit though, you hear another growl. The garbage eater must be near you as well.*

If the child has stopped crying then the child is dead. You should read the following text in this occasion, when the character is able to see:

*You find yourself sliding smoothly through a 5 feet tunnel. After that you end up in a dark circular room. You can see the little girl lying on the floor, fatally wounded, but you can also see the large murderous beast, that the nonhumans use as a disposal bin. You understand that vengeance must be taken for the little girl.*

*The monsters scream in a very ferocious way and charges at you!*

In the case that the crying has stopped and the character is not able to see in the dark, read the following text:

*You bravely throw yourself into absolute darkness with your only guide your bravery. When you reach the bottom of the pit though, you hear another growl. The garbage eater must be near you.*

This is a good time to roll for initiative. Remember that if PCs cannot see in the dark, give the monster a surprise action round. The opponent of the PCs depends to the group's APL:

### APL 2 (EL 3)

🔥Hell Hound (1): hp 22; see *Monster Manual* page 152 and Appendix 1

### APL 4 (EL 5)

🔥Otyugh (1): hp 36; see *Monster Manual* page 204 and Appendix 2

### APL 6 (EL 6)

🔥Otyugh (2): hp 57, 57; see *Monster Manual* page 204 and Appendix 2

**Tactics:** The monsters will ignore the little girl completely if the PCs appear into the room. They will attack the PC with the most hit points. When this PC dies, then they will turn their attention to the PC with the higher hit points, and so on. Because the room has no exits, the monsters will fight to defend their lair to the end.

**Treasure:** If the PCs loot their opponents bodies they can find a single gem inside a monster's belly. This gem can be according to the group's APL an emerald of 726 gp value (APL 2), a amber worth 312 gp (APL 4) and finally a fire opal worth 2778 (APL 6)

**APL 2:** Coin (121 gp)

**APL4:** Coin (52 gp)

**APL6:** Coin (463 gp)

**Development:** Again, if Huber or the girl dies please refer to the troubleshooting section.

**Troubleshooting:** If Huber is killed, the PCs will definitely have a problem. One of their mission directives was the safety of the driver. Give the PCs a moment here. If they decide to continue on their own, eventually they will reach the town of Nivlek, but they will have to make the trip in twice the time. Also there must be a PC with the Profession (driver) into the group, or the wagon will not be able to be driven. So the PCs must carry the chest along them and ride the horses.

If the PCs deliver the chest to the garrison of Nivlek the mission can be treated only as a partial success.

If the child dies before the PCs can rush to its rescue, then the mission can be completed, but it can only be a partial success. Please refer to the conclusion for more details.

However, if the PCs have means to raise the child from the dead, then the above problem is resolved.

## Conclusion:

When the PCs defeat the garbage disposal beast, they take the little girl with them and return her to her father.

The Blacksmith will have the tools prepared and sent to the carpenter.

## Campaign Consequences

After returning the little girl, Huber and the PCs will get to their wagon and continue their trip back to Nivlek without problems.

There they will go to the garrison room and report along with the chest. There will be Captain Danel Cadwyr, waiting for the PCs. Upon delivery of the chest read the following text to the players:

*"Dear lads! Thank you for delivering these important documents here in Nivlek. I am sure that our military officers will make the best of them. But please be allowed to rest here and buy what you want. Here is also your reward 100 gold pieces as promised and I will make sure that the Count Joachim Dunstan himself will hear about your exploits!"*

After that the PCs leave the garrison building and Huber begins to talk to them:

*"My friends! We spent a lot of time together and I must say that it was a pleasure fighting side by side with men like you. Please if you ever again visit the Druidic Enclave please be sure to pay me a visit, also if anyone of you is interested in joining our enclave and having the prerequisites, I will speak a good word or two in your behalf."*

*"You must know that you performed a great service here today. Tides of war are upon the small village of Nlul, and perhaps today we made a very long step in securing this lovely village"*

*"Well farewell then and god's speed!"*

Here the adventure ends. The DM should now determine if the mission was a total success, a partial success, or a failure:

Total success will be achieved if Huber stays alive through the adventure, none of the carpenter's kids are killed and the little girl of the blacksmith must be returned safely to her father.

If one PC has an adventure record of First Blood in his possession and completed a total successful mission, he is awarded 4 Influence points with Count Joachim.

Partial success will be achieved if the chest is delivered to the town of Nivlek but one of the above terms is not met.

A PC with partial success is awarded 1 Influence point or 3 if he has an AR of First Blood in his possession.

Failure will be achieved if the chest is unable to reach the town of Nivlek, either because it was misplaced, stolen or destroyed, or because all of the PCs were killed during their mission.

A failed mission does not give influence points even if the character has a First Blood AR with him.

You must contact Spyridon D. Giannoutsos at [cman@cman.gr](mailto:cman@cman.gr) and report to the following questions:

- 1) Did the chest arrive in the town of Nivlek?
- 2) Did Huber survive?
- 3) Was the mission a total success?

Thank you very much for your reply

**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 1: Worg Attack

Experience objective	
APL2	90 XP
APL4	120 XP
APL6	180 XP

### Encounter 2: Defend The Wagon

APL2	90 XP
APL4	120 XP
APL6	180 XP

### Encounter 3: Goblin Raid

APL2	90 XP
APL4	150 XP
APL6	180 XP

### Encounter 4: Join The Garrison

APL2	90 XP
APL4	150 XP
APL6	180 XP

### Encounter 5: Goblin Guards

APL2	90 XP
APL4	120 XP
APL6	180 XP

### Encounter 6: Wolf Riders

APL2	90 XP
APL4	120 XP
APL6	180 XP

### Encounter 7: Bugbear Captain

APL2	90 XP
APL4	150 XP
APL6	180 XP

### Encounter 8: Garbage Eater

APL2	90 XP
APL4	150 XP
APL6	180 XP

### Discretionary Role-playing Award

APL2	180 XP
APL4	270 XP
APL6	360 XP

### Total Possible Experience:

APL2	900 XP
APL4	1,350 XP
APL6	1,800 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.

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

### Encounter 1: Worg Attack

APL 2: Loot: 10 gp; Coin: 0 gp; Magic: 0 gp

APL 4: Loot: 10 gp; Coin: 0 gp; Magic: 0 gp  
APL 6: Loot: 20 gp; Coin: 0 gp; Magic: 0 gp

### Encounter 2: Defend The Wagon

APL 2: Loot: 51 gp; Coin: 0 gp; Magic: 0 gp  
APL 4: Loot: 76 gp; Coin: 0 gp; Magic: 0 gp  
APL 6: Loot: 101 gp; Coin: 0 gp; Magic: 0 gp

### Encounter 3: Goblin Raid

APL 2: Loot: 16 gp; Coin: 0 gp; Magic: 0 gp  
APL 4: Loot: 29 gp; Coin: 0 gp; Magic: 0 gp  
APL 6: Loot: 38 gp; Coin: 0 gp; Magic: 0 gp

### Encounter 4: Join The Garrison

APL 2: Loot: 10 gp; Coin: 0 gp; Magic: 194 gp  
APL 4: Loot: 10 gp; Coin: 0 gp; Magic: 194 gp  
APL 6: Loot: 20 gp; Coin: 0 gp; Magic: 194 gp

### Encounter 5: Goblin Guards

APL 2: Loot: 43 gp; Coin: 0 gp; Magic: 0 gp  
APL 4: Loot: 57 gp; Coin: 0 gp; Magic: 0 gp  
APL 6: Loot: 86 gp; Coin: 0 gp; Magic: 0 gp

### Encounter 6: Wolf Riders

APL 2: Loot: 5 gp; Coin: 0 gp; Magic: 0 gp  
APL 4: Loot: 5 gp; Coin: 0 gp; Magic: 0 gp  
APL 6: Loot: 11 gp; Coin: 0 gp; Magic: 0 gp

### Encounter 7: Bugbear Captain

APL 2: Loot: 2 gp; Coin: 0 gp; Magic: 348 gp  
APL 4: Loot: 2 gp; Coin: 0 gp; Magic: 765 gp  
APL 6: Loot: 2 gp; Coin: 0 gp; Magic: 765 gp

### Encounter 8: Garbage Eater

APL 2: Loot: 0 gp; Coin: 121 gp; Magic: 0 gp  
APL 4: Loot: 0 gp; Coin: 52 gp; Magic: 0 gp  
APL 6: Loot: 0 gp; Coin: 463 gp; Magic: 0 gp

### Conclusion:

APL2: Loot 0 gp; Coin: 100 gp; Magic: 0 gp  
APL4: Loot 0 gp; Coin: 100 gp; Magic: 0 gp  
APL6: Loot 0 gp; Coin: 100 gp; Magic: 0 gp

### Total Possible Treasure

APL 2: Loot: 137 gp; Coin: 221 gp; Magic: 542 gp -  
Total: 900 gp  
APL 4: Loot: 189 gp; Coin: 152 gp; Magic: 959 gp -  
Total: 1350 gp  
APL 6: Loot: 278 gp; Coin: 563 gp; Magic: 959 gp -  
Total: 1800 gp

### Special

**+1 shortbow.** This is a magical enchanted shortbow that fires arrows engulfed in a magical red light. The bow was retrieved from a goblin ranger named Gerhiz Kaz.

Caster Level: 5<sup>th</sup>; prerequisites: Craft Magic Arms and Armor, shortbow weapon proficiency.

**+2 heavy steel shield.** This is the shield that was used by the bugbear leader of the goblin raiders. It used to belong to a noble captain of the garrison of the city of Knurl. Unfortunately, the captain was killed during the siege of the 591CY, and the shield fell to non-human hands.

Caster Level: 6<sup>th</sup>; prerequisites: Craft Magic Arms and Armor, heavy armor proficiency.

**+3 Heavy steel shield.** This is the shield that was used by the bugbear leader of the goblin raiders. It used to belong to a noble captain of the garrison of the city of Knurl. Unfortunately, the captain was killed during the siege of the 591CY, and the shield fell to non-human hands.

Caster Level: 9<sup>th</sup>; prerequisites: Craft Magic Arms and Armor, heavy armor proficiency.

**One Influence Point with Count Joachim:** This influence point is awarded to any character that succeeded in completing the adventure as a partial success, without having participated in the Red Blood adventure operations.

**Two Influence Points with Count Joachim:** These influence points are awarded to any character that succeeded in completing the adventure as a total success, without having participated in the Red Blood adventure operations.

**Three Influence Points with Count Joachim:** These influence points are awarded to any character that succeeded in completing the adventure as a partial success, and has participated in the Red Blood adventure operations.

**Four Influence Points with Count Joachim:** These influence point are awarded to any character that succeeded in completing the adventure as a total success, and at the same time has participated in the Red Blood adventure operations.

**Traitor:** If the PC opened the chest, or killed Huber, he is automatically considered a traitor of the state of Knurl. His face will be on wanted ads and the garrison will arrest him upon site, on his first visit to the city of Knurl, the town of Nivlek, or the village of Nlul. The most probable scenario in this occasion is that the character is going to be tried and

then exiled from the county (influence score= -10). Refer to Knurl's Gazetteer for more information

## Items for the Adventure Record

### Item Access

APL 2 (delete the ones not found)

+1 *shortbow* (Frequency: Regional; 5<sup>th</sup>, *Dungeon Master's Guide*)

+2 *heavy steel shield* (Frequency: Regional; 6<sup>th</sup>, *Dungeon Master's Guide*)

APL 4 (All of APL 2 plus the following)

+3 *heavy steel shield* (Frequency: Regional; 9<sup>th</sup>, *Dungeon Master's Guide*)

APL 6 (All of APLs 2-4 plus the following)

## Appendix 1: APL 2

➤ **Worg:** CR 5; Medium Magical Beast; HD 4d10+8; hp 30; Init +2; Spd 50 ft; AC 14 [touch 12, flat-footed 12]; Base Atk: +4; Grp: +7; Atk +7 melee (1d6+4/[x2], bite); Full Atk +7 melee (1d6+4/[x2], bite); SA Trip; SQ Darkvision 60 ft., low-light vision, scent; AL NE; SV Fort +6, Ref +6, Will +3; Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10.

*Skills and Feats:* Hide +4, Listen +6, Move Silently +6, Spot +6, Survival+2 (+4 when tracking by scent).

**Trip (Ex):** A Worg that hits with a bite attack can attempt to trip his opponent as a free action, without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to the trip of the wolf.

**Scent (Ex):** The ability allows the creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights. The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range is increased to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents like the skunk musk or the troglodyte stench can be detected at triple normal range.

When a creature with the scent ability can follow tracks by smell, making Wisdom check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface and poor visibility.

➤ **Orc:** Male Orc Warrior 1; CR 1/2; medium humanoid; HD 1d8+1; hp 5; Init +0; Spd 30 ft; AC 13 [touch 10, flat-footed 13]; Base Atk: +1; Grp +4; Atk +4 melee (2d4+4 / 18-20[x2], falchion) or +1 ranged (1d6+3 / 20 [x2], javelin); SQ Darkvision 60 ft., light sensitivity; AL often CE; SV Fort +3, Ref +0, Will -2; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

*Skills and Feats:* Listen +1, Spot +1; Alertness.

**Alertness:** +2 to Listen and Spot checks.

**Light Sensitivity (Ex):** Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

**Darkvision 60 ft. (Ex):** Goblins see in absolute darkness, for 60 ft. Darkvision is black and white only but works like normal sight otherwise.

*Possessions:* Falchion, javelin and studded leather armor.

➤ **Goblin Raider:** Male goblin warrior 1; CR 1/3; small humanoid goblinoid; HD 1d8+1; hp 5; Init +1; Spd 30 ft.; AC 15 (touch 12, flat-footed 14); Base Atk +1; Grp -3; Atk +2 melee (1d6/[x2], morningstar) or +3 ranged (1d4/[x2], javelin); Full Atk +2 melee (1d6/[x2], morningstar) or +3 ranged (1d4/[x2], javelin); SQ Darkvision 60 ft.; AL usually NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

*Skills and Feats:* Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness.

**Darkvision 60 ft. (Ex):** Goblins see in absolute darkness, for 60 ft. Darkvision is black and white only but works like normal sight otherwise.

*Possessions:* Morningstar, javelin, leather armor, light wooden shield.

*Physical Description:* This little humanoid has a flat face, broad nose, pointed ears, wide mouth, and small, sharp fangs. It walks upright, but its arms hang down almost to its knees.

➤ **Hobgoblin Raider:** Male hobgoblin warrior 1; CR 1/2; medium humanoid goblinoid; HD 1d8+2; hp 6; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 15); Base Atk +1; Grp +2; Atk +2 melee (1d8+1/19-20[x2], longsword) or +2 ranged [(1d6+1/[x2], javelin)]; Full Atk +2 melee (1d8+1/19-20[x2], longsword) or +2 ranged [(1d6+1/[x2], javelin)]; SQ Darkvision 60 ft.; AL usually LE; SV Fort +4, Ref +1, Will -1; Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8.

*Skills and Feats:* Hide +3, Listen +2, Move Silently +3, Spot +2; Alertness.

**Darkvision 60 ft. (Ex):** Bugbears see in absolute darkness, for 60 ft. Darkvision is black and white only but works like normal sight otherwise.

*Possessions:* Longsword, javelin, studded leather armor, large wooden shield.

*Physical Description:* This burly humanoid stands about 6-1/2 feet tall. It has hairy skin, feral eyes, and a flat nose and chin.

➤ **Gerhiz Kaz:** Male goblin ranger 3; CR 3; small humanoid goblinoid; HD 1d8+1 plus 3d8+3; hp 28; Init +5; Spd 30 ft.; AC 18 (touch 15, flat-footed 13); Base Atk

+5; Grp -1; Atk +11 ranged (1d6/[x3], +1 *shortbow*) or +4 melee (1d4-1, short sword); Full Atk +11 ranged (1d6/[x3], +1 *shortbow*) or +4 melee (1d4-1, short sword); SQ Combat style archery, darkvision 60 ft., endurance, favored enemy dwarf, racial bonus +4 to move silently and ride skills, track, wild empathy; AL NE; SV Fort +4, Ref +8, Will +1; Str 8, Dex 20, Con 12, Int 10, Wis 10, Cha 8.

*Skills and Feats:* Climb+6, Concentration +6, Craft Weapon +6, Handle Animal +6, Heal +6, Hide +10; Alertness, Animal Empathy, Athletic.

*Possessions:* Leather armor, +1 *shortbow*, short sword.

*Physical Description:* Gerhiz Kaz is a small but well built goblin that has a very athletic look. He uses an impressive shortbow that fires arrows embraced in red light.

➤ **Goblin Defender:** Male goblin warrior 1; CR 1/3; small humanoid goblinoid; HD 1d8+1; hp 5; Init +1; Spd 30 ft.; AC 15 (touch 12, flat-footed 14); Base Atk +1; Grp -3; Atk +2 melee (1d6/[x2], morningstar) or +3 ranged (1d4/[x3], light crossbow); Full Atk +2 melee (1d6/[x2], morningstar) or +3 ranged (1d4/[x3], crossbow); SQ Darkvision 60 ft.; AL usually NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

*Skills and Feats:* Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness.

**Darkvision 60 ft. (Ex):** Goblins see in absolute darkness, for 60 ft. Darkvision is black and white only but works like normal sight otherwise.

*Possessions:* Morningstar, crossbow, leather armor, 20 bolts.

*Physical Description:* This little humanoid has a flat face, broad nose, pointed ears, wide mouth, and small, sharp fangs. It walks upright, but its arms hang down almost to its knees.

➤ **Wolf:** Male wolf; CR 1; medium animal wolf; HD 2d8+4; hp 13; Init +2; Spd 50 ft.; AC 14 (touch 12, flat-footed 12); Base Atk +1; Grp +2; Atk +3 melee (1d6+1/[x2], bite); Full Atk +3 melee (1d6+1/[x2], bite); SA Trip; SQ Low-light vision, scent; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

*Skills and Feats:* Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1 (+4 when in scent); Track, Weapon Focus (bite).

**Trip (Ex):** A Worg that hits with a bite attack can attempt to trip his opponent as a free action, without making a touch attack or provoking an attack of

opportunity. If the attempt fails, the opponent cannot react to the trip of the wolf.

**Scent (Ex):** The ability allows the creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights. The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range is increased to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents like the skunk musk or the troglodyte stench can be detected at triple normal range.

When a creature with the scent ability can follow tracks by smell, making Wisdom check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface and poor visibility.

*Physical Description:* Wolves are pack hunters known for their persistence and cunning.

➤ **Goblin wolf rider:** Male goblin warrior 1; CR 1/3; small humanoid goblinoid; HD 1d8+1; hp 9; Init +1; Spd 30 ft.; AC 15 (touch 12, flat-footed 14); Base Atk +1; Grp -3; Atk +2 melee (1d6/[x2], morningstar) or +3 ranged (1d4/[x2], javelin); Full Atk +2 melee (1d6/[x2], morningstar) or +3 ranged (1d4/[x2], javelin); SQ Darkvision 60 ft.; AL usually NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

*Skills and Feats:* Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness.

**Darkvision 60 ft. (Ex):** Goblins see in absolute darkness, for 60 ft. Darkvision is black and white only but works like normal sight otherwise.

*Possessions:* Morningstar, javelin, leather armor, light wooden shield.

*Physical Description:* This little humanoid has a flat face, broad nose, pointed ears, wide mouth, and small, sharp fangs. It walks upright, but its arms hang down almost to its knees.

➤ **Girl Jarthrep:** Male bugbear fighter 3; CR 3; medium humanoid goblinoid; HD 3d10+3; hp 25; Init +1; Spd 30 ft.; AC 20 (touch 11, flat-footed 19); Base Atk +3; Grp +6; Atk +6 melee (1d8+2/[x2], morningstar); Full Atk +6 melee (1d8+2/[x2], morningstar); SA Power attack,

cleave; SQ Darkvision 60 ft., scent; AL NE; SV Fort +4, Ref +2, Will +0; Str 15, Dex 12, Con 13, Int 10, Wis 9, Cha 9.

*Skills and Feats:* Listen +6, Spot+6; Power Attack, Cleave, Weapon Focus (morningstar).

**Darkvision 60 ft. (Ex):** Bugbears see in absolute darkness, for 60 ft. Darkvision is black and white only but works like normal sight otherwise.

**Scent (Ex):** The ability allows the creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights. The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range is increased to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents like the skunk musk or the troglodyte stench can be detected at triple normal range.

When a creature with the scent ability can follow tracks by smell, making Wisdom check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface and poor visibility.

*Possessions:* Morning star, leather armor, +2 heavy steel shield.

*Physical Description:* Girl is a large bugbear with striking red hair. He is the leader of this small goblin gang that tried to raid the Druid's Enclave. He has in his possession a magic shield of the garrison of knurl. He took it from a dead captain's hand, during the siege of the city in 591CY.

🐾**Hell Hound:** Male hellhound; CR 3; medium outsider lawful evil fire extraplanar; HD 4d8+4; hp 22; Init +5; Spd 40 ft.; AC 16 (touch 11, flat-footed 15); Base Atk +4; Grp +5; Atk +5 melee (1d8+1/[x2] plus 1d6 fire, bite); Full Atk +5 melee (1d8+1/[x2] plus 1d6 fire, bite); SA Breath weapon, fiery bite; SQ Darkvision 60 ft., immunity to fire, scent, vulnerability to cold; AL LE; SV Fort +13, Ref +13, Will +4; Str 13, Dex 13, Con 13, Int 6, Wis 10, Cha 6.

*Skills and Feats:* Hide +13, Jump +12, Listen +7, Move Silently +13, Spot +7, Survival +7; Improved Initiative, Run, Track.

**Breath weapon (Su):** 10-foot cone, once every 2d4 rounds, damage 2d6 fire, reflex DC 13 half. The save DC is constitution based.

**Fire Bite (Su):** A hell hound deals an extra 1d6 points of fire damage every time it bites an opponent, as if its bite were a flaming weapon.

**Skills:** Hell hounds have a +5 racial bonus on hide and move silently checks.

*Possessions:* A gem inside the monster's belly.

*Physical Description:* The creature resembles a big, powerfully built dog, with short rust red fur; its markings, teeth and tongue are sooty black. It has red, glowing eyes.

## Appendix 2: APL 4

➤ **Worg:** CR 5; Medium Magical Beast; HD 4d10+8; hp 30; Init +2; Spd 50 ft; AC 14 [touch 12, flat-footed 12]; Base Atk: +4; Grp: +7; Atk +7 melee (1d6+4/[x2], bite); Full Atk +7 melee (1d6+4/[x2], bite); SA Trip; SQ Darkvision 60 ft., low-light vision, scent; AL usually NE; SV Fort +6, Ref +6, Will +3; Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10.

*Skills and Feats:* Hide +4, Listen +6, Move Silently +6, Spot +6, Survival+2 (+4 when tracking by scent).

**Trip (Ex):** A Worg that hits with a bite attack can attempt to trip his opponent as a free action, without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to the trip of the wolf.

**Scent (Ex):** The ability allows the creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights. The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range is increased to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents like the skunk musk or the troglodyte stench can be detected at triple normal range.

When a creature with the scent ability can follow tracks by smell, making Wisdom check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface and poor visibility.

➤ **Orc:** Male Orc Warrior 1; CR 1/2; Medium Humanoid; HD 1d8+1; hp 5; Init +0; Spd 30 ft; AC 13 [touch 10, flat-footed 13]; Base Atk: +1; Grp +4; Atk +4 melee (2d4+4 / 18-20[x2], falchion) or +1 ranged (1d6+3 / 20 [x2], javelin); SQ Dark vision 60ft., light sensitivity; AL often CE; SV Fort +3, Ref +0, Will -2; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

*Skills and Feats:* Listen +1, Spot +1; Alertness.

**Alertness:** +2 to Listen and Spot checks.

**Light Sensitivity (Ex):** Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

**Darkvision 60 ft. (Ex):** Goblins see in absolute darkness, for 60 ft. Darkvision is black and white only but works like normal sight otherwise.

*Possessions:* one Falchion, one javelin and sunned leather armor.

➤ **Goblin Raider:** Male goblin warrior 1; CR 1/3; small humanoid goblinoid; HD 1d8+1; hp 5; Init +1; Spd 30 ft.; AC 15 (touch 12, flat-footed 14); Base Atk +1; Grp -3; Atk +2 melee (1d6/[x2], morningstar) or +3 ranged (1d4/[x2], javelin); Full Atk +2 melee (1d6/[x2], morningstar) or +3 ranged (1d4/[x2], javelin); SQ Darkvision 60 ft.; AL usually NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

*Skills and Feats:* Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness.

**Darkvision 60 ft. (Ex):** Goblins see in absolute darkness, for 60 ft. Darkvision is black and white only but works like normal sight otherwise.

*Possessions:* Morningstar, javelin, leather armor, light wooden shield.

*Physical Description:* This little humanoid has a flat face, broad nose, pointed ears, wide mouth, and small, sharp fangs. It walks upright, but its arms hang down almost to its knees.

➤ **Hobgoblin Raider:** Male hobgoblin warrior 1; CR 1/2; medium humanoid goblinoid; HD 1d8+2; hp 6; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 15); Base Atk +1; Grp +2; Atk +2 melee (1d8+1/19-20[x2], longsword) or +2 ranged [(1d6+1/[x2], javelin)]; Full Atk +2 melee (1d8+1/19-20[x2], longsword) or +2 ranged [(1d6+1/[x2], javelin)]; SQ Darkvision 60 ft.; AL usually LE; SV Fort +4, Ref +1, Will -1; Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8.

*Skills and Feats:* Hide +3, Listen +2, Move Silently +3, Spot +2; Alertness.

**Darkvision 60 ft. (Ex):** Bugbears see in absolute darkness, for 60 ft. Darkvision is black and white only but works like normal sight otherwise.

*Possessions:* Longsword, javelin, stunned leather armor, large wooden shield.

*Physical Description:* This burly humanoid stands about 6-1/2 feet tall. It has hairy skin, feral eyes, and a flat nose and chin.

➤ **Gerhiz Kaz:** Male goblin ranger 4; CR 4; small humanoid goblinoid; HD 1d8+1 plus 4d8+4; hp 34; Init +5; Spd 30 ft.; AC 18 (touch 15, flat-footed 13); Base Atk

+6; Grp +0; Atk +12 ranged (1d6/[x3], +1 *shortbow*) or +5 melee (1d4-1, shortsword); Full Atk +12 ranged (1d6/[x3], +1 *shortbow*) or +5 melee (1d4-1, shortsword); SQ Animal companion, combat style archery, darkvision 60 ft., endurance, favored enemy dwarf, track, animal empathy; AL NE; SV Fort +5, Ref +9, Will +1; Str 9, Dex 20, Con 12, Int 10, Wis 10, Cha 8.

*Skills and Feats:* Climb+7, Concentration +7, Craft Weapon +7, Handle Animal +7, Heal +7, Hide +11; Alertness, Athletic, Racial Bonus +4 to Move Silently and Ride skills.

*Possessions:* Leather armor, +1 *shortbow*, shortsword.

*Physical Description:* Gerhiz Kaz is a small but well built goblin that has a very athletic look. He uses an impressive shortbow that fires arrows embraced in red light. His animal companion is a wolf, that doesn't travel with him today though.

➤ **Goblin Defender:** Male goblin warrior 1; CR 1/3; small humanoid goblinoid; HD 1d8+1; hp 5; Init +1; Spd 30 ft.; AC 15 (touch 12, flat-footed 14); Base Atk +1; Grp -3; Atk +2 melee (1d6/[x2], morningstar) or +3 ranged (1d4/[x3], light crossbow); Full Atk +2 melee (1d6/[x2], morningstar) or +3 ranged (1d4/[x3], light crossbow); SQ Darkvision 60 ft.; AL usually NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

*Skills and Feats:* Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness.

**Darkvision 60 ft. (Ex):** Goblins see in absolute darkness, for 60 ft. Darkvision is black and white only but works like normal sight otherwise.

*Possessions:* Morningstar, crossbow, leather armor, 20 bolts.

*Physical Description:* This little humanoid has a flat face, broad nose, pointed ears, wide mouth, and small, sharp fangs. It walks upright, but its arms hang down almost to its knees.

➤ **Wolf:** Male wolf; CR 1; medium animal wolf; HD 2d8+4; hp 13; Init +2; Spd 50 ft.; AC 14 (touch 12, flat-footed 12); Base Atk +1; Grp +2; Atk +3 melee (1d6+1/[x2], bite); Full Atk +3 melee (1d6+1/[x2], bite); SA Trip; SQ Low-light Vision, scent; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

*Skills and Feats:* Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1 (+4 when in Scent); track, Weapon Focus (bite).

**Trip (Ex):** A Worg that hits with a bite attack can attempt to trip his opponent as a free action, without

making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to the trip of the wolf.

**Scent (Ex):** The ability allows the creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights. The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range is increased to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents like the skunk musk or the troglodyte stench can be detected at triple normal range.

When a creature with the scent ability can follow tracks by smell, making Wisdom check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface and poor visibility.

*Physical Description:* Wolves are pack hunters known for their persistence and cunning.

➤ **Goblin wolf rider:** Male goblin warrior 1; CR 1/3; small humanoid goblinoid; HD 1d8+1; hp 9; Init +1; Spd 30 ft.; AC 15 (touch 12, flat-footed 14); Base Atk +1; Grp -3; Atk +2 melee (1d6/[x2], morningstar) or +3 ranged (1d4/[x2], javelin); Full Atk +2 melee (1d6/[x2], morningstar) or +3 ranged (1d4/[x2], javelin); SQ Darkvision 60 ft.; AL usually NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

*Skills and Feats:* Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness.

**Darkvision 60 ft. (Ex):** Goblins see in absolute darkness, for 60 ft. Darkvision is black and white only but works like normal sight otherwise.

*Possessions:* Morningstar, javelin, leather armor, light wooden shield.

*Physical Description:* This little humanoid has a flat face, broad nose, pointed ears, wide mouth, and small, sharp fangs. It walks upright, but its arms hang down almost to its knees.

➤ **Girl Jarthrep:** Male bugbear fighter 5; CR 5; medium humanoid goblinoid; HD 5d10+5; hp 50; Init +1; Spd 30 ft.; AC 21 (touch 11, flat-footed 20); Base Atk +5; Grp +8; Atk +8 melee (1d8+2/[x2], morningstar); Full Atk



+8 melee (1d8+2/[x2], morningstar); SA Power attack, cleave, dodge; SQ Darkvision 60 ft., scent; AL NE; SV Fort +5, Ref +2, Will +0; Str 15, Dex 13, Con 13, Int 10, Wis 9, Cha 9.

*Skills and Feats:* Listen +8, Spot+8; Power Attack, Cleave, Weapon Focus (morningstar), Dodge.

**Darkvision 60 ft. (Ex):** Bugbears see in absolute darkness, for 60 ft. Darkvision is black and white only but works like normal sight otherwise.

**Scent (Ex):** The ability allows the creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights. The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range is increased to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents like the skunk musk or the troglodyte stench can be detected at triple normal range.

When a creature with the scent ability can follow tracks by smell, making Wisdom check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface and poor visibility.

*Possessions:* Morning star, leather armor, +3 heavy steel shield.

*Physical Description:* Girl is a large bugbear with striking red hair. He is the leader of this small goblin gang that tried to raid the Druid's Enclave. He has in his possession a magic shield of the garrison of knurl. He took it from a dead captain's hand, during the siege of the city in 591CY.

➤ **Otyugh:** Male otyugh; CR 4; large aberration; HD 6d8+9; hp 36; Init +0; Spd 20 ft.; AC 17 (touch 9, flat-footed 17); Base Atk +4; Grp +8; Atk +4 melee (1d6/[x2], tentacle); Full Atk +4 melee (1d6/[x2], tentacle), Atk +4 melee (1d6/[x2], tentacle), -2 melee (1d4/[x2], bite); Space/Reach 10 ft./10 ft.; SA Constricts 1d6, disease, [improved grab]; SQ Darkvision 60 ft., scent; AL N; SV Fort +3, Ref +2, Will +6; Str 11, Dex 10, Con 13, Int 5, Wis 12, Cha 6.

*Skills and Feats:* Hide -1, Listen +6, Spot +6; Alertness, Toughness, Weapon focus (tentacle).

**Constrict (Ex):** An Otyugh deals automatic damage with a successful grapple check.

**Disease (Ex):** Filth fever – bite, fortitude DC 14, incubation period 1d3 days; damage 1d3 dex and 1d3 con. The save DC is constitution based.

**Improved Grab (EX):** To use this ability, an Otyugh must hit with a tentacle attack. It can then attempt to start a grapple as if a free action without provoking attacks of opportunity, if it wins the grapple check, it establishes a hold and can constrict.

**Skills:** An Otyugh has a racial +8 bonus on hide checks when in its lair, due to its natural coloration.

*Possessions:* A gem inside the monster's belly.

*Physical Description:* This creature looks like a bloated avoid covered with a rocklike skin. A vine like stalk about 2 feet long rises from the top of the disgusting body and bears two eyes. Its mouth – little more than a wide gash filled with razor sharp teeth- is in the centre of the mass. The creature shuffles about on three thick, sturdy legs and has two long tentacles covered in rough, thorny protrusions. The tentacles end in a leaf like appendages covered in more thorny growths.

## Appendix 3: APL 6

➤ **Worg:** CR 5; Medium Magical Beast; HD 4d10+8; hp 30; Init +2; Spd 50 ft; AC 14 [touch 12, flat-footed 12]; Base Atk: +4; Grp: +7; Atk +7 melee (1d6+4/[x2], bite); Full Atk +7 melee (1d6+4/[x2], bite); SA Trip; SQ Darkvision 60 ft., low-light vision, scent; AL usually NE; SV Fort +6, Ref +6, Will +3; Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10.

*Skills and Feats:* Hide +4, Listen +6, Move Silently +6, Spot +6, Survival+2 (+4 when tracking by Scent).

**Trip (Ex):** A Worg that hits with a bite attack can attempt to trip his opponent as a free action, without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to the trip of the wolf.

**Scent (Ex):** The ability allows the creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights. The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range is increased to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents like the skunk musk or the troglodyte stench can be detected at triple normal range.

When a creature with the scent ability can follow tracks by smell, making Wisdom check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface and poor visibility.

➤ **Orc:** Male Orc Warrior 1; CR 1/2; Medium Humanoid; HD 1d8+1; hp 5; Init +0; Spd 30 ft; AC 13 [touch 10, flat-footed 13]; Base Atk: +1; Grp +4; Atk +4 melee (2d4+4 / 18-20[x2], falchion) or +1 ranged (1d6+3 / 20 [x2], javelin); SQ Dark vision 60ft., light sensitivity; AL often CE; SV Fort +3, Ref +0, Will -2; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

*Skills and Feats:* Listen +1, Spot +1; Alertness.

**Alertness:** +2 to Listen and Spot checks.

**Light Sensitivity (Ex):** Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

**Darkvision 60 ft. (Ex):** Goblins see in absolute darkness, for 60 ft. Darkvision is black and white only but works like normal sight otherwise.

*Possessions:* one Falchion, one javelin and sunned leather armor.

➤ **Goblin Raider:** Male goblin warrior 1; CR 1/3; small humanoid goblinoid; HD 1d8+1; hp 5; Init +1; Spd 30 ft.; AC 15 (touch 12, flat-footed 14); Base Atk +1; Grp -3; Atk +2 melee (1d6/[x2], morningstar) or +3 ranged (1d4/[x2], javelin); Full Atk +2 melee (1d6/[x2], morningstar) or +3 ranged (1d4/[x2], javelin); SQ Darkvision 60 ft.; AL usually NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

*Skills and Feats:* Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness.

**Darkvision 60 ft. (Ex):** Goblins see in absolute darkness, for 60 ft. Darkvision is black and white only but works like normal sight otherwise.

*Possessions:* Morningstar, javelin, leather armor, light wooden shield.

*Physical Description:* This little humanoid has a flat face, broad nose, pointed ears, wide mouth, and small, sharp fangs. It walks upright, but its arms hang down almost to its knees.

➤ **Hobgoblin Raider:** Male hobgoblin warrior 1; CR 1/2; medium humanoid goblinoid; HD 1d8+2; hp 6; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 14); Base Atk +1; Grp +2; Atk +2 melee (1d8+1/19-20[x2], longsword) or +2 ranged [(1d6+1/[x2], javelin)]; Full Atk +2 melee (1d8+1/19-20[x2], longsword) or +2 ranged [(1d6+1/[x2], javelin)]; SQ Darkvision 60 ft.; AL usually LE; SV Fort +4, Ref +1, Will -1; Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8.

*Skills and Feats:* Hide +3, Listen +2, Move Silently +3, Spot +2; Alertness.

**Darkvision 60 ft. (Ex):** Goblins see in absolute darkness, for 60 ft. Darkvision is black and white only but works like normal sight otherwise.

*Possessions:* Longsword, javelin, stunned leather armor, large wooden shield.

*Physical Description:* This burly humanoid stands about 6-1/2 feet tall. It has hairy skin, feral eyes, and a flat nose and chin.

➤ **Gerhiz Kaz:** Male goblin ranger 5; CR 5; small humanoid goblinoid; HD 1d8+1 plus 5d8+5; hp 40; Init +5; Spd 30 ft.; AC 18 (touch 15, flat-footed 13); Base Atk

+7; Grp +1; Atk +13 ranged (1d6/[x3], +1 *shortbow*) or +6 melee (1d4-1, shortsword); Full Atk +13 ranged (1d6/[x3], +1 *shortbow*) or +6 melee (1d4-1, shortsword); SQ Animal Companion, combat style archery, darkvision 60 ft., endurance, favored enemy dwarf, favored enemy human, track, wild empathy; AL NE; SV Fort +5, Ref +9, Will +1; Str 9, Dex 20, Con 12, Int 10, Wis 10, Cha 8.

*Skills and Feats:* Climb+7, Concentration +7, Craft Weapon +7, Handle Animal +7, Heal +7, Hide +11; Alertness, Athletic, Racial Bonus +4 to Move Silently and Ride skills.

*Possessions:* Leather armor, +1 *shortbow*, short sword.

*Physical Description:* Gerhiz Kaz is a small but well built goblin that has a very athletic look. He uses an impressive shortbow that fires arrows embraced in red light. His animal companion is a wolf, that doesn't travel with him today though.

➤ **Goblin Defender:** Male goblin warrior 1; CR 1/3; small humanoid goblinoid; HD 1d8+1; hp 5; Init +1; Spd 30 ft.; AC 15 (touch 12, flat-footed 14); Base Atk +1; Grp -3; Atk +2 melee (1d6/[x2], morningstar) or +3 ranged (1d4/[x3], light crossbow); Full Atk +2 melee (1d6/[x2], morningstar) or +3 ranged (1d4/[x3], light crossbow); SQ Darkvision 60 ft.; AL usually NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

*Skills and Feats:* Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness.

**Darkvision 60 ft. (Ex):** Goblins see in absolute darkness, for 60 ft. Darkvision is black and white only but works like normal sight otherwise.

*Possessions:* Morningstar, crossbow, leather armor, 20 bolts.

*Physical Description:* This little humanoid has a flat face, broad nose, pointed ears, wide mouth, and small, sharp fangs. It walks upright, but its arms hang down almost to its knees.

➤ **Wolf:** Male wolf; CR 1; medium animal wolf; HD 2d8+4; hp 13; Init +2; Spd 50 ft.; AC 14 (touch 12, flat-footed 12); Base Atk +1; Grp +2; Atk +3 melee (1d6+1/[x2], bite); Full Atk +3 melee (1d6+1/[x2], bite); SA Trip; SQ Low-light vision, scent; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

*Skills and Feats:* Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1 (+4 when in Scent); Track, Weapon Focus (bite).

**Trip (Ex):** A Worg that hits with a bite attack can attempt to trip his opponent as a free action, without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to the trip of the wolf.

**Scent (Ex):** The ability allows the creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights. The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range is increased to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents like the skunk musk or the troglodyte stench can be detected at triple normal range.

When a creature with the scent ability can follow tracks by smell, making Wisdom check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface and poor visibility.

*Physical Description:* Wolves are pack hunters known for their persistence and cunning.

➤ **Goblin wolf rider:** Male goblin warrior 1; CR 1/3; small humanoid goblinoid; HD 1d8+1; hp 9; Init +1; Spd 30 ft.; AC 15 (touch 12, flat-footed 14); Base Atk +1; Grp -3; Atk +2 melee (1d6/[x2], morningstar) or +3 ranged (1d4/[x2], javelin); Full Atk +2 melee (1d6/[x2], morningstar) or +3 ranged (1d4/[x2], javelin); SQ Darkvision 60 ft.; AL usually NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

*Skills and Feats:* Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness.

**Darkvision 60 ft. (Ex):** Goblins see in absolute darkness, for 60 ft. Darkvision is black and white only but works like normal sight otherwise.

*Possessions:* Morningstar, javelin, leather armor, light wooden shield.

*Physical Description:* This little humanoid has a flat face, broad nose, pointed ears, wide mouth, and small, sharp fangs. It walks upright, but its arms hang down almost to its knees.

➤ **Girl Jarthrep:** Male bugbear fighter 6; CR 6; medium humanoid goblinoid; HD 6d10+6; hp 66; Init +1; Spd

30 ft.; AC 21 (touch 11, flat-footed 20); Base Atk +6; Grp +9; Atk +9 melee (1d8+2/[x2], morningstar); Full Atk +9 melee (1d8+2/[x2], morningstar), +4 melee (1d8+2/[x2], morningstar); SA Power attack, cleave; SQ Darkvision 60 ft., scent; AL NE; SV Fort +6, Ref +3, Will +1; Str 15, Dex 13, Con 13, Int 10, Wis 9, Cha 9.

*Skills and Feats:* Listen +8, Spot+8; Power Attack, Cleave, Weapon Focus (morningstar), Dodge, Endurance.

**Darkvision 60 ft. (Ex):** Bugbears see in absolute darkness, for 60 ft. Darkvision is black and white only but works like normal sight otherwise.

**Scent (Ex):** The ability allows the creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights. The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range is increased to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents like the skunk musk or the troglodyte stench can be detected at triple normal range.

When a creature with the scent ability can follow tracks by smell, making Wisdom check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface and poor visibility.

*Possessions:* Morning star, leather armor, +3 heavy steel shield.

*Physical Description:* Girl is a large bugbear with striking red hair. He is the leader of this small goblin gang that tried to raid the Druid's Enclave. He has in his possession a magic shield of the garrison of knurl. He took it from a dead captain's hand, during the siege of the city in 591CY.

➤ **Otyugh:** Male otyugh; CR 4; large aberration; HD 6d8+9; hp 57; Init +0; Spd 20 ft.; AC 17 (touch 9, flat-footed 17); Base Atk +4; Grp +8; Atk+4 melee (1d6/[x2], tentacle); Full Atk +4 melee (1d6/[x2], tentacle), Atk +4 melee (1d6/[x2], tentacle), -2 melee (1d4/[x2], bite); Space/Reach 10 ft./10 ft.; SA Constricts 1d6, disease, [improved grab]; SQ Darkvision 60 ft., scent; AL N; SV Fort +3, Ref +2, Will +6; Str 11, Dex 10, Con 13, Int 5, Wis 12, Cha 6.

*Skills and Feats:* Hide -1, Listen +6, Spot +6; Alertness, Toughness, Weapon Focus (tentacle).

**Constrict (Ex):** An Otyugh deals automatic damage with a successful grapple check.

**Disease (Ex):** Filth fever – bite, fortitude DC 14, incubation period 1d3 days; damage 1d3 dex and 1d3 con. The save DC is constitution based.

**Improved Grab (EX):** To use this ability, an Otyugh must hit with a tentacle attack. It can then attempt to start a grapple as if a free action without provoking attacks of opportunity, if it wins the grapple check, it establishes a hold and can constrict.

**Skills:** An Otyugh has a racial +8 bonus on hide checks when in its lair, due to its natural coloration.

*Possessions:* A gem inside the monster's belly.

*Physical Description:* This creature looks like a bloated avoid covered with a rocklike skin. A vine like stalk about 2 feet long rises from the top of the disgusting body and bears two eyes. Its mouth – little more than a wide gash filled with razor sharp teeth- is in the centre of the mass. The creature shuffles about on three thick, sturdy legs and has two long tentacles covered in rough, thorny protrusions. The tentacles end in a leaf like appendages covered in more thorny growths.

## DM Aid 1

Below are given various important NPCs that can be found during the adventure, along with a general map of the goblin cave:

☛ **Huber Jacasin:** Male human ranger level 4; CR 4; medium humanoid; HD 4d8+1; hp 27; Init +2; Spd 30 ft.; AC 17 (touch 12, flat-footed 15); Base Atk +4; Atk longsword +8 melee (1d8+3/19-20 [x2]), slashing; Full Atk longsword +6 melee (1d8+3/19-20 [x2], slashing) shortsword +6 melee (1d6+3/19-20 [x2], piercing); SA animal companion, wild empathy; AL NG; SV Fort +5, Ref +6, Will +2; Str 14, Dex 15, Con 12, Int 12, Wis 12, Cha 12.

*Skills and Feats:* climb+9, craft (weaponsmithing)+8, handle animal+8, heal+8, hide+9, profession (driver)+8, ride+9; animal companion hawk, combat style two weapon fighting, endurance, favored enemy Orc, track, two weapon defense, two weapon fighting, weapon focus longsword, weapon focus shortsword, wild empathy.

**Animal Companion (Ex):** At 4<sup>th</sup> level, a ranger gains an animal companion selected from a specific list. Huber chose the hawk. Seela is his animal familiar. Check below for his stats.

**Wild Empathy (Ex):** A ranger can use body language, vocalizations, and demeanor to improve the attitude of an animal (such as a bear or a monitor lizard). This ability functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls 1d20 and adds his ranger level and his Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

*Possessions:* leather armor+2, longsword+1, shortsword+1, black cloak with hood.

*Physical Description:* A young man of Oeridian origin, around 25. He is brown haired, with green eyes, a goat beard and a mustache. He wears black leather armor from head to tows. He also wears a black cape with a hood resting at the back of his back. You can see that two swords are resting at the side of each of his legs.

On his left shoulder, usually sits Seela his trusty hawk animal companion. Seela will only take a scouting part in the adventure no matter if Huber is in a very difficult position.

*Spells Prepared* (#; base DC = 11 + spell level): 1st—*Animal Messenger*.

☛ **Seela:** Male hawk; CR 1/3; Tiny Animal; HD 1d8; hp 8; Init +3; Spd 10 ft., fly 60 ft (average); AC 17 (touch

15, flat-footed 14); Base Atk +5; Atk talons +5 melee (1d4-2/[x2]), slashing; Full Atk talons +5 melee (1d4-2/[x2], slashing); SA link, share spells; SQ low light-vision; AL NG; SV Fort +2, Ref +5, Will +2; Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 6.

*Skills and Feats:* +8 to spot checks.

**Link (EX):** A ranger can handle her animal companion as a free action, or push it as a move action, even if he doesn't have any ranks in the handle animal skill. The ranger gains a +4 circumstance bonus on a wild empathy checks and handle animal checks made regarding the animal companion.

**Share Spells (Ex):** At the ranger option, he may have any spell (but not a spell-like ability) he casts upon herself also affect her animal companion. The animal companion must be within 5 feet of the ranger at the time of the casting to receive the benefit. If the spell or effect has duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the ranger before the duration expires. Additionally, the ranger may cast a spell with a target of 'You' on her animal companion (as a touch range spell, instead of on herself. A ranger and her animal companion can share spells even if the spells normally do not affect creatures of the companion's type (animal).

☛ **Garrison Member:** Male human warrior 1; CR 1/2; medium humanoid human; HD 1d8+2; hp 10; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 15); Base Atk +3; Grp +3; Atk longsword +3 melee (1d8+2/19-20[x2], slashing); Full Atk longsword +3 melee (1d8+2/19-20[x2], slashing); AL N; SV Fort +4, Ref +1, Will +1; Str 14, Dex 12, Con 14, Int 12, Wis 12, Cha 12.

*Skills and Feats:* climb+4, handle animal+4, jump+4; alertness, acrobatics.

*Possessions:* Stunned leather armor, longsword, large wooden shield.

*Physical Description:* These men are the backbone of the Druidic enclave defenses.

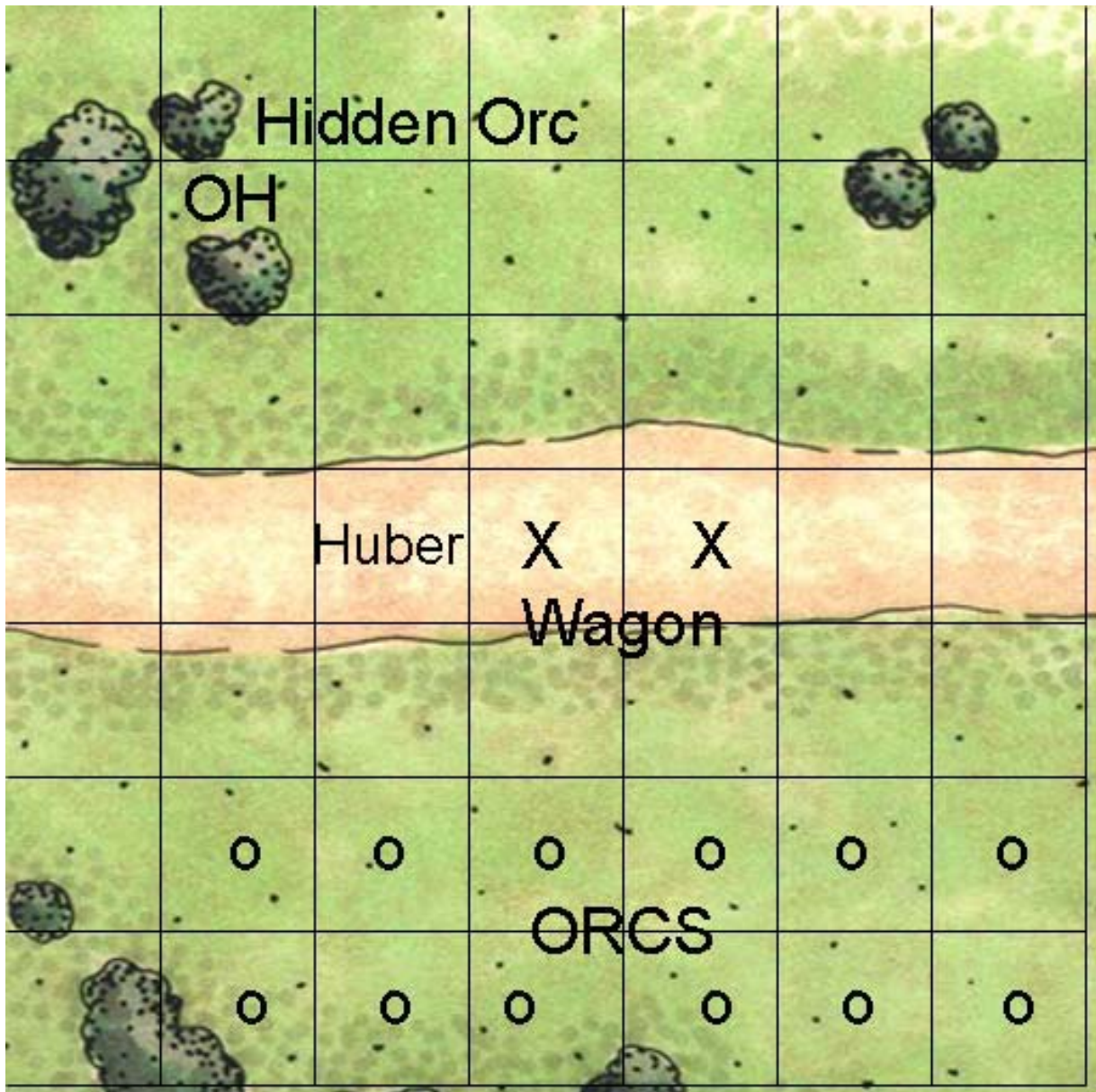
Goblin Lair:  
Reference Map for the DM



Player's Handout 1:  
Worg Attack

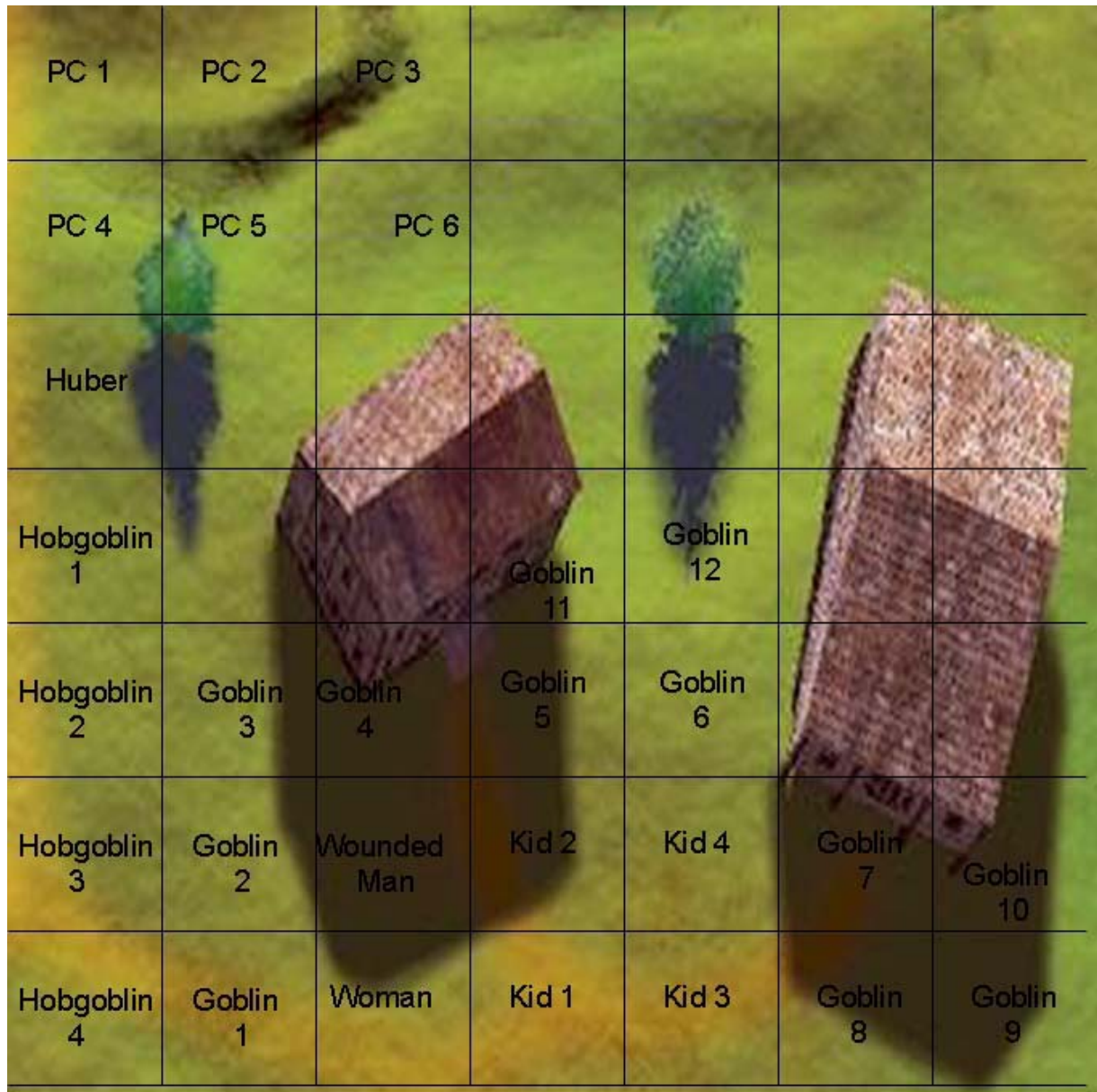


Player's Handout 2:  
Defend The Wagon

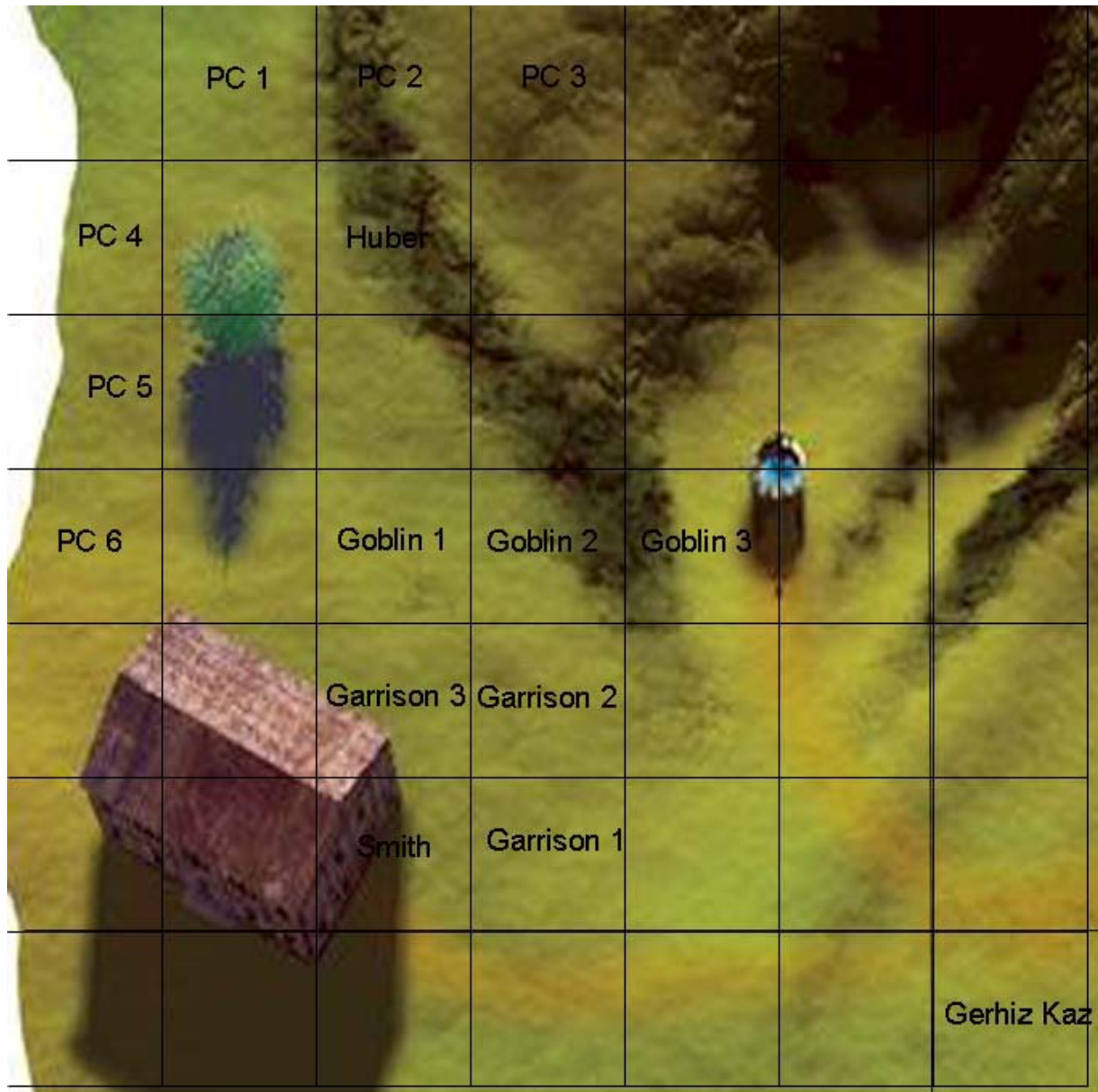




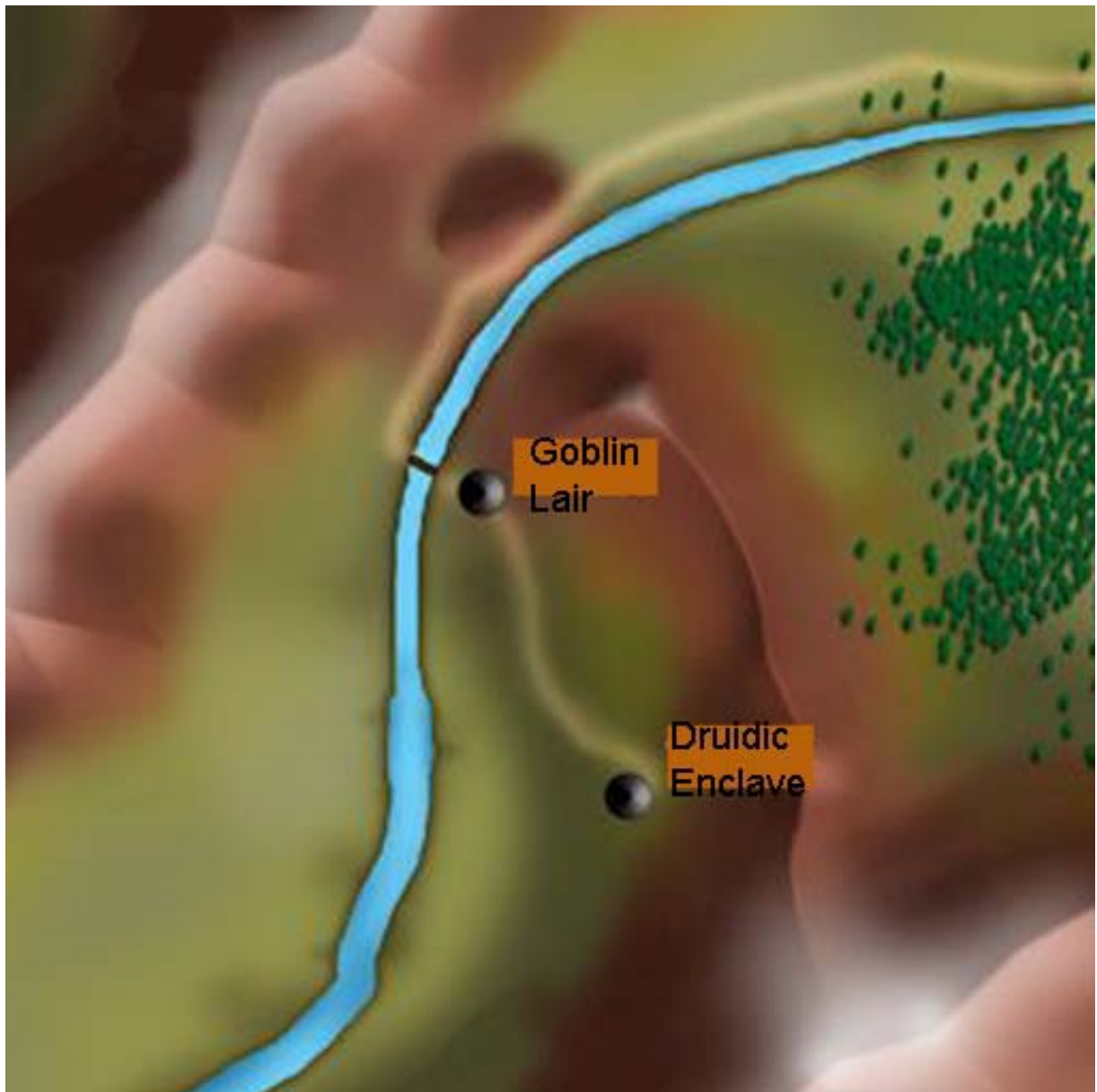
## Player's Handout 3: Goblin Raid



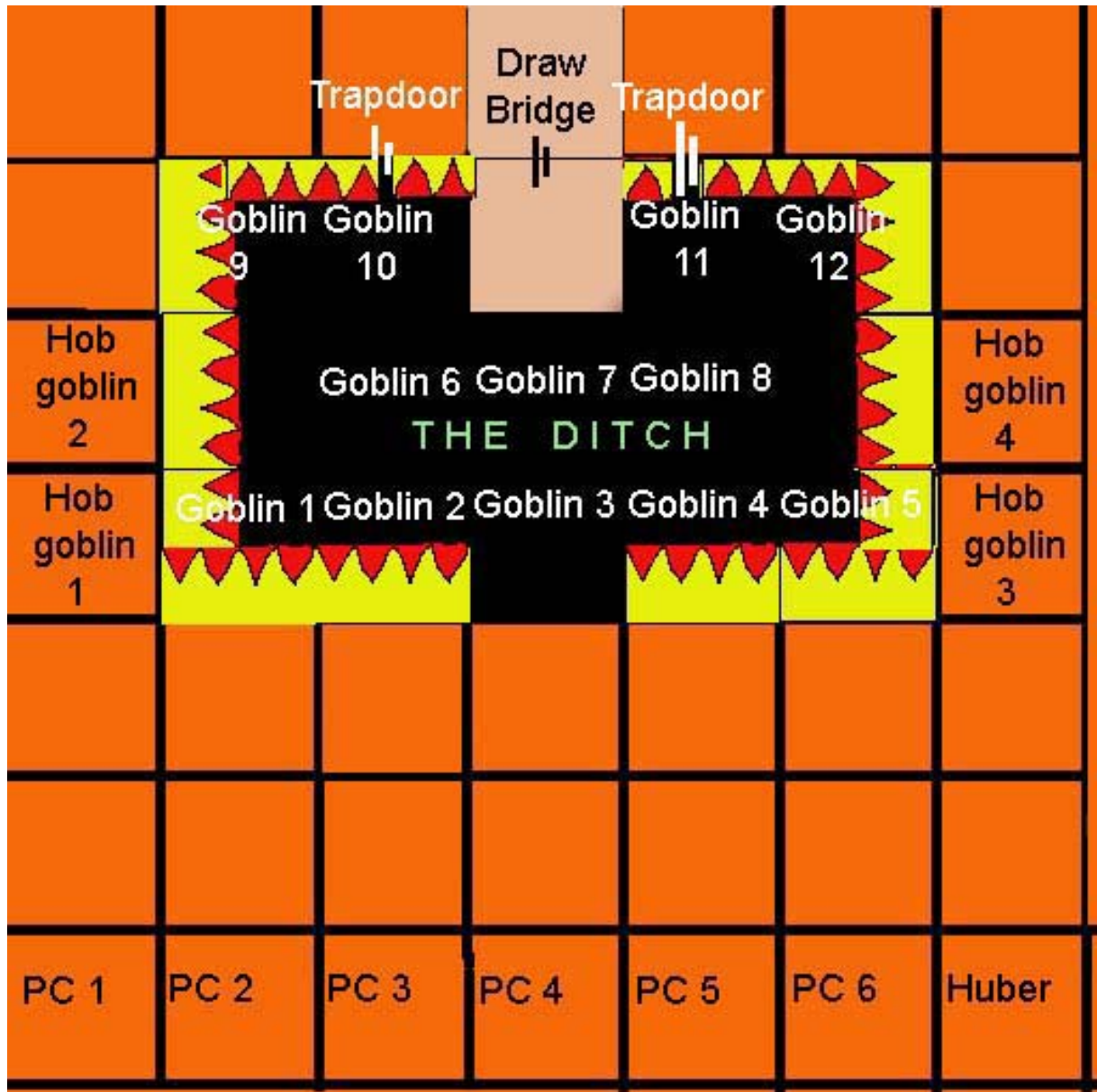
## Player's Handout 4a: Join The Garrison



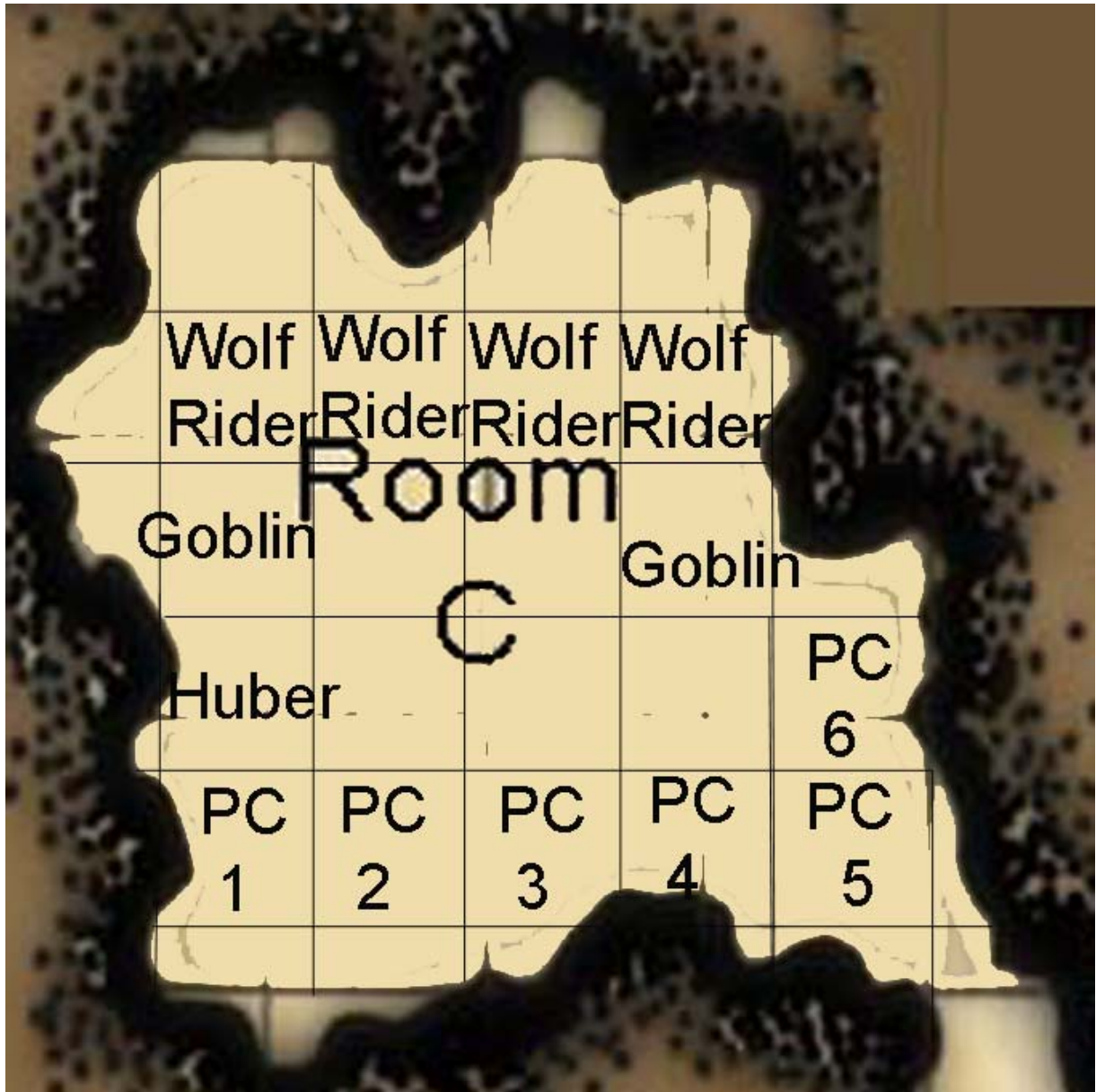
Player's Handout 4b:  
Map To The Goblins Lair



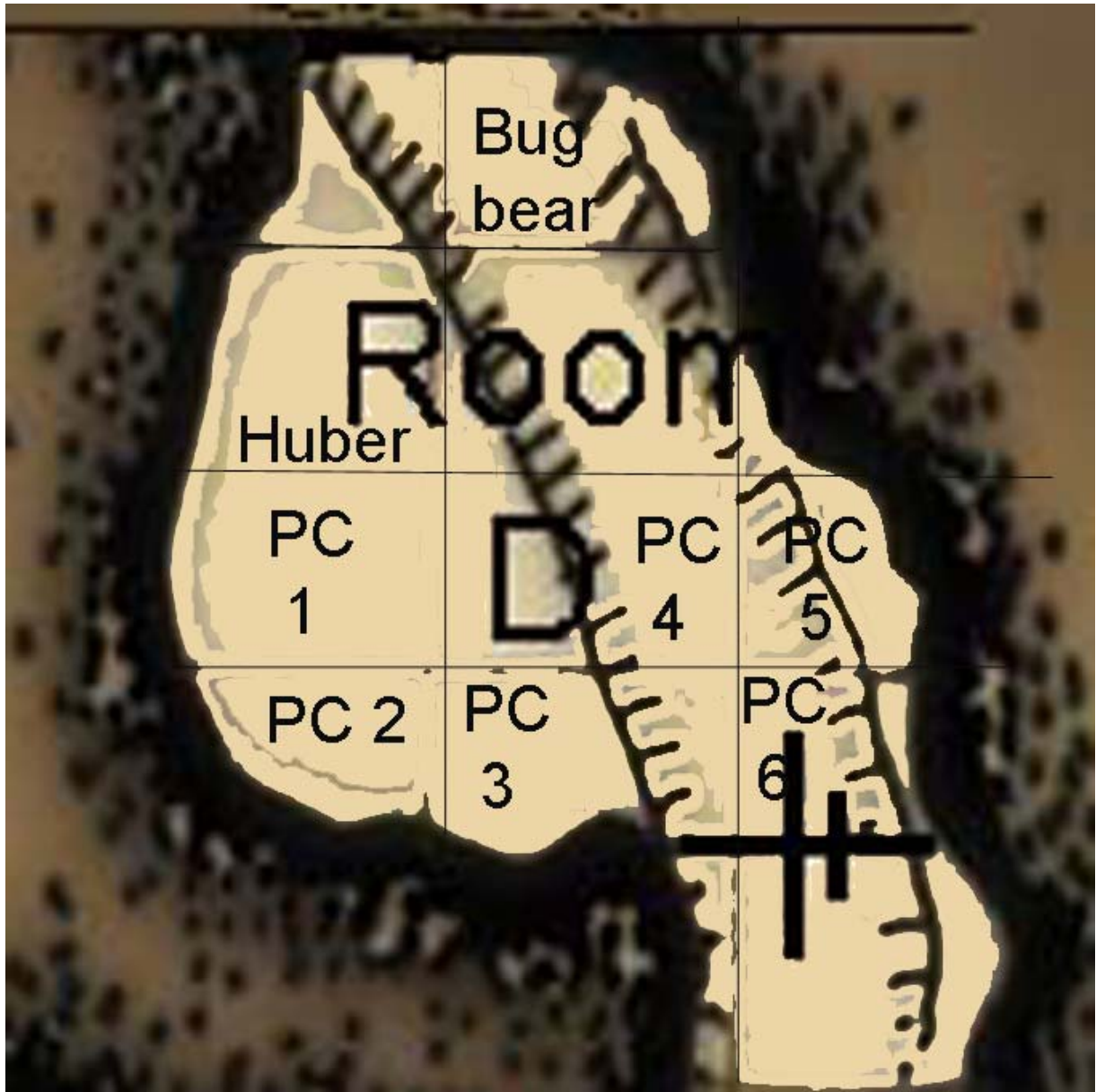
Player's Handout 5:  
Goblin Guards



Player's Handout 6:  
Wolf Riders



Player's Handout 7:  
Bugbear Captain



Player's Handout 8:  
Garbage Eater

