

# A Phoenix Barony™ Adventure

## Lost Daughter



**By David Bezio**

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### Introduction

Lost Daughter is a short adventure designed to introduce your players to the Phoenix Barony. Lost Daughter is designed for 3-5 1<sup>st</sup> Level PCs. If you have more or less simply modify the number of Monsters in the combat encounters in proportion to the number of players. The adventure should easily fit into a single game session of 2-4 hours.

### GM Notes

A few weeks ago a Werewolf attacked the small farm of William Ricket, just to the north of Fenwood. While only cattle were killed, his daughter Iris was bitten in the attack. As the full moon approached her father saw his daughter's willpower weakening. He has heard of Lycanthropy and knows it is only a matter of time before

the dreaded disease takes over his beloved daughter's soul.

Unable to help, the local healer told William of a shrine to the God Irnoch in the town of Tathor a days travel to the south. There the Cleric, Friar Fergus, has the power to cure such diseases. With time running short, the desperate father decided to brave the dreaded Fenwood Forest to reach Tathor.

They were in the wood when the sun began to set and Goblins ambushed them. After a short fight half the Goblins took Iris, kicking and screaming, back to their caves. Their Chief has a fondness for the taste of young human women flesh and they will be well rewarded. The remaining Goblin Outriders have set up camp, and are enjoying their victory. William Ricket lies in their camp barely holding onto life.

### Adventure Outline

- Player introduction where the players find out they must rescue Iris.
- An uneventful journey to the Goblin Caves.
- PCs sneak and fight their way through the Goblin Caves including a face off with the Goblin Chief.
- PCs find Iris in the caves just as she turns into a Werewolf. Iris turns on them! Do they kill her or try to take her alive?
- Conclusion.

### Players Introduction

Read or paraphrase the boxed text to the right to the players to introduce them to the adventure.

You all have met at a small trading post in the northern border of the Phoenix Barony. Each of you had decided to leave your former life to pursue a career as an adventurer and hero.

You have been traveling south to Tathor, a small town, nestled between the Troll Mountains and the Gloomwood. There you plan to seek adventure and make a name for yourselves.

Your journey has taken you into the heart of the notorious Fenwood. Traveling the dreaded pass through the wood has saved you days of travel time but the going has been unpleasant. Bugs are constantly biting, thorns rip at your flesh, and the constant stink of marsh and rot is nauseating. To make matters worse the wood is so damp you haven't even been able to make a decent fire to cook food and dry your damp clothes.

It is with a mix of surprise, excitement, and dread when you see the glow of a campfire lighting the trees about 200 ft. off to your right.

At this point the PCs can determine how they are going to approach the fire. The Goblins there are preoccupied and aren't trying to be particularly quiet so sneaking up on them is simple enough. Any Dwarf in the group, or anyone that speaks Goblin, will instantly recognize the voices as Goblins. When the PCs get close enough to peek into the clearing, read the following:

You see 4 particularly filthy Goblins sitting by a small fire laughing and joking. They are roasting a human leg on a spit. To one side of them a Wolf is feasting on the rest of an unfortunate man who tries desperately to crawl away through a pool of his own blood.

At this point we can only hope our heroes will intervene. Below are the statistics for the Goblins and the Wolf.

#### 4 Goblin Outriders

**AL** C; **MV** 60' (20'); **AC** 6; **HD** 1-1 (hp 5, 4, 3, 2); **#AT** 1; **DG** dagger (1d4); **SV** 0; **ML** 7

#### 1 Wolf

**AL** N; **MV** 180' (60'); **AC** 7; **HD** 2+2 (hp 10); **#AT** 1; **DG** bite (1d6); **SV** F1; **ML** 8

If the PCs win the battle they find the man has lost too much blood, is very near death, and beyond help. With his last breath he points to a narrow path leading deeper into the wood and whispers, "My...my...daughter...Iris...you must rescue her. Before...before..." and with that he passes away.

The man is dressed as a simple farmer, and has nothing of value. The Goblins wear only dirty loin clothes and have daggers and pouches containing a few trinkets, such as a set of dice, some bones, and a small package of rancid meat of unknown origin. One of the Goblins has a crudely forged silver dagger (only worth 10 GP) shoved in his belt. This dagger was constructed by William Ricket shortly before beginning his journey...just in case.

The path leads directly to Tathor, but a rough side path leads to the Goblin

Caves about 1 hour away. The trip is relatively uneventful save for the glowing animal eyes and disturbing sounds all around. The PCs should decide if they are going to set up camp (and possibly heal and recover Spells) before proceeding in the morning or if they are going directly to the Goblin Caves. If they travel directly to the caves they should arrive about 11:00 PM.

## Outside The Goblin Caves

As the PCs approach the Goblin Caves they will notice that the trees clear up ahead. They can investigate any way they like but can observe the caves easily from the safety of the dense forest. Despite the time of day, the clearing is misty and dark as the trees block out the sun high above.

Below is a description of what the PCs see, however, the scene will be a little different depending on the time of day the PCs arrive (as detailed after the boxed description). Read the following to the players:

Eventually the path leads you to a swampy clearing, about 200' x 200', with a large fire pit in the center. The clearing is at the base of a low rocky cliff about 50' tall. At ground level in the cliff face are 4 roughly dug cave entrances, about 4' tall. Around these entrances are piles of Goblin droppings and assorted bones. 10' Above the 4 cave entrances a narrow ledge forms a path to a single higher cave entrance. This entrance is approximately 6' high, and 5' wide. Posted 2 at each side of the entrance are 4 Goblin guard.

### Approaching at night

If the PCs approach the area at night the Goblins will be active. The fire pit will be lit and the community's 8 women and 16 children will be in the clearing. The kids will be playing and fighting while the women are cooking, sewing furs, and smacking the kids (mostly smacking the kids!). They are not fighters and will run screaming into the woods if they see the PCs. The higher cave entrance

will have torches lit on either side of the door and the Goblin guards will be attentive. If they see anything suspicious they will get reinforcements from the Goblins inside the guard room (see *Area 1: Guard Barracks* on the *Map of the Goblin Cave*).

#### 4 Goblin Guards

**AL** C; **MV** 60' (20'); **AC** 6; **HD** 1-1 (hp 5, 4, 3, 3); **#AT** 1; **DG** Spears (1d6); **SV** 0; **ML** 7



### Approaching during the Day

During the day the fire pit will be smoldering and the women and children will be snoring loudly in the 4 lower caves. The Goblin guards posted outside the cave will also be sleeping soundly and the torches will be out. Attempting to sneak past them will wake them on a roll of 1-5 on 1D6. Thieves can use their Move Silently ability to sneak past them instead.

### The 4 Lower Caves

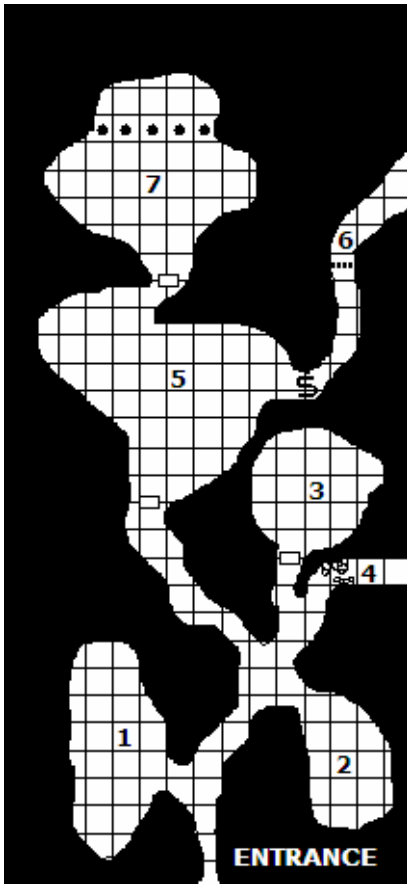
The 4 lower caves are crudely dug circular chambers about 20' x 20'. They are living quarters for the women and children (2 women and 4 kids per cave). They are littered with droppings, bones, furs, and dried grass. There are a few toys (such as dried rats), pots, and wooden utensils, but contain nothing of real value. If confronted the women and children will scream and cower against the wall. If told to "shut up" or any other commands they will obey. The screaming will not attract any attention since the kids pretty much scream and fight all the time

anyway. If attacked they will attempt to escape by running away and throwing dung, as they are not fighters and unarmed (shame on the PCs!). Attacking the Women and Children will attract the 2 guards from the cave above in one combat round.

**Goblin Women & Children**

**AL** C; **MV** 60' (20'); **AC** 9; **HD** ½ (2 hp); **#AT** 1; **DG** 1d3; **SV** 0; **ML** 5

Map of the Goblin Cave



This section details the upper cave. The cave is damp and cool, and stinks much like the fen below. There is no lighting so PCs will need some form of light source to see. Dwarves have a 2 in 6 chance to notice the cave is a natural formation crudely expanded by Goblin craftsmanship (or lack thereof). To the left is a map of the entire cave. Following the map is the key detailing the areas. Area 1, 5, and 7 are the locations where combat is likely to take place so you may want to map those out on scale graph paper for use with miniatures. The details of the key will be the

same despite the time of day the PCs enter the Cave.

While there are no random encounters detailed the GM should use common sense. If the PCs decide to camp out or dawdle in a room for hours they will undoubtedly be discovered and attacked by the remaining Goblins.

Key to the Goblin Caves

**Area 1  
Guard Barracks**

This is the living quarters of the 10 Goblin Warriors that inhabit the cave. There are currently 4 Goblins here. They are playing a dice game at a small table and making a lot of noise laughing and yelling. It will be almost impossible to sneak past the room's entrance. However, they will be surprised if immediately attacked. The room contains 10 straw filled mattresses. The Goblins carry all their personal belongings on them so there is nothing but rubble and garbage laying about the room. Stuffed in one mattress is a pouch with 5 GP.

**4 Goblin Warriors**  
**AL** C; **MV** 60' (20'); **AC** 6; **HD** 1-1 (hp 4, 4, 3, 2); **#AT** 1; **DG** dagger (1d4); **SV** 0; **ML** 7

**Area 2  
Storage**

This area is filled with rough crocks and barrels. Some barrels are filled with dry meats and the crocks are filled with foul wine (while unappetizing they are edible and PCs can find up to 1 weeks worth of rations among the pickings). There are a 5 low quality, but serviceable, spears leaning in one corner.

**Area 3  
Shaman's Chambers**

This is the living chambers of the tribe's shaman. The door is locked and is carved with evil looking ruins and symbols warning against unauthorized entry. PCs that make a Notice test will also see a peep hole in the door. Inside the room there are various worthless trinkets hanging from the ceiling by strings such as voodoo dolls, sticks, and pieces of metal and glass. The floor

is covered with bear skins and a pile of bear skins along the north wall serve as a bed. Next to the bed is a well crafted chest (obviously stolen) and in the center of the room is a squat table and chair. On the table rests some bottles and vials filled with various gross items (spider eyes, troll warts, pig gonads, a sprig of *Wolfsbane* (which the PCs will find handy later if they take it) and a piston and mortar.

The Shaman is here working on some charms at his table. He is a coward and will only fight until he has cast his spell (most likely in the first round) and then try to surrender. He has been in his room for some time and isn't aware that Iris was brought to the cave. If given the opportunity he will grab his chest and flee the cave altogether.

In his chest, the Shaman has 20 gp, a ruby worth 25 gp, a vial of pink liquid (A healing potion with 2 doses), and a scroll containing the 1<sup>st</sup> level Magic User spell *Sleep*.

**Goblin Shaman**  
**AL** C; **MV** 60' (20'); **AC** 9; **HD** 1-1 (hp 3); **#AT** 1; **DG** dagger (1d4); **SV** MU1; **ML** 7

**Area 4  
The Web Filled Passage**

At this point the entire hall is blocked by huge thick spider webs. What's worse, dozens of big glowing pinprick eyes can be seen peering out of cracks in the webs. Several bats and a few Goblin skeletons are wrapped up in the webs. The hall just before the webs is very dirty and debris and dust on the floor makes it obvious this tunnel isn't used by the Goblins. Any Dwarf will instantly see that this hall is Dwarven construction and very ancient, anyone else will notice that the hall is remarkably different than the rest of the tunnels. The surrounding rubble suggests that this hall was accidentally discovered (probably from a cave in). The area beyond this point is not described. The damp webs and dozens of Giant Spiders will prevent smart PCs from attempting to enter this area...yet. This is simply a point where the GM can expand the caverns for a further adventure later. If you wish you can

delete this area from the adventure altogether.

## Area 5 The Great Hall

This is the great hall of the Goblin Chief *Grokkus*. Here he sits upon his rickety throne of bones and wood feasting on some swamp frog in front of a large fire pit that burns continuously in the center of the room. Three large natural stone pillars extend from the floor to the ceiling, casting eerie shadows about the room. Also in the room is his personal bodyguard a Hobgoblin and his 2 most loyal Goblin Warriors who will fight to the death to protect their Chief.

It will be impossible to enter this room without attracting the attention of the occupants. As soon as the door is opened the Hobgoblin will step in front of the Chief. The 2 Goblin Warriors are armed with Bows and will each take a position behind a pillar.

Grokkus will be more than happy to exchange verbal banter with the PCs as long as he thinks he has the upper hand. He will offer the PCs the chance to surrender but will not give up Iris under any circumstances. If it becomes obvious that a fight is about to break out Grokkus will run immediately for the secret door on the eastern wall and into *Area 6: The Escape Tunnel*. The Bodyguards will hold off the PCs while the Grokkus escapes.

Hidden under the Chief's throne is a chest containing 50 Silver Pieces, 2 emeralds worth 10 GP each, and a silver Necklace worth 10 GP. Grokkus carries a Short Sword +1.

### Grokkus, the Goblin Chief

**AL** C; **MV** 60' (20'); **AC** 5; **HD** 2 (hp 8); **#AT** 1; **DG** Short Sword +1 (1d6+1); **SV** F2; **ML** 8

### Hobgoblin Bodyguard

**AL** C; **MV** 90' (30'); **AC** 6; **HD** 1+1 (hp 5); **#AT** 1; **DG** sword (1d8); **SV** F1; **ML** 8

### 2 Goblin Warriors

**AL** C; **MV** 60' (20'); **AC** 6; **HD** 1-1 (hp 4, 3); **#AT** 1; **DG** dagger (1d4); **SV** 0; **ML** 7



## Area 6 Escape Tunnel

In typical Goblin fashion the leader has a quick escape route to abandon his subjects in time of peril. Just inside the secret door is the Chief's mount, a Wolf (not as large as a Dire Wolf, but suitable for riding).

### Wolf Mount

**AL** N; **MV** 180' (60'); **AC** 7; **HD** 2+2 (hp 10); **#AT** 1; **DG** bite (1d6); **SV** F1; **ML** 8

About 15 feet down the tunnel is an open portcullis. Once past this, Grokkus will hit the release lever thus closing it. The lever is 10 ft. down the hall. Forcing the portcullis open requires a combined Strength of 40 and takes 1 minute. This tunnel goes on for about 2000 feet where it ends at another secret door. This door leads to the outside and is further concealed by thick shrubberies of various levels and sizes. Most likely Grokkus will be long gone by the time the PCs reach the end of the tunnel. Grokkus is a particularly crafty Goblin and will start another tribe elsewhere. Perhaps the PCs will run into him again and this time he will want revenge!

## Area 7 The Prison

As the PCs approach the stair leading down to the prison door they hear a loud female scream coming from the room beyond. Then there is a lot of ruckus, banging, yelling, and screaming. The door to the prison is sturdy and locked. The lock will require a Thief to pick the lock to open it, or the door can be broken

down on a roll of 1 on 1D6 (taking Strength adjustments into account).

When the door is opened the PCs are in for a surprise! The bars to the prison on the northern wall have been bent open and in the room is a huge Werewolf! The Werewolf wears the tattered remains of a dress and stands over the bloody remains of 2 Goblin guards.

As the PCs enter the Werewolf looks up at them and lets out a vicious snarl. As you have probably guessed the Werewolf is in fact Iris. She has finally given into her affliction on the night (or day) of the full moon. She has broken out of her cage and killed her 2 guards. She is quite mindless with rage right now and will instantly turn on the PCs when they enter the room.

This should be a little bit of a challenge for the PCs. They may just fight and kill Iris without thinking, in which case she will return to her regular form when dead. Hopefully the PCs will try to take her alive. There are a number of ways to do this. The first is by attacking to subdue (using blunt weapons or the flats of sharp weapons) or using magic to knock her out. A second option would be simply shutting the prison door and waiting (It is quite sturdy, and will relock when shut, if it hasn't been broken down.). After 10 minutes to calm down Iris will return to her normal self and start crying. Another option is the *Sleep Spell* scroll from the Shaman's room if the PCs acquired it. She will also turn back to her normal form if presented with a sprig of *Wolfsbane*.

In any case, once Iris is calmed down or unconscious she will return to her normal form. She will tell the PCs of her plight and ask for their help in getting to the Shrine of Irnoch (as described in the GM notes section).

### Iris the Werewolf

**AL** C; **MV** 180' (60'); **AC** 5; **HD** 4 (hp 14); **#AT** 1; **DG** bite (2d4); **SV** F4; **ML** 8 (See LL rule book page 84)

### Iris the Human

**AL** L; **MV** 90' (30'); **AC** 9; **HD** 1/2 (hp 2); **#AT** 1; **DG** fists 1d2; **SV** 0; **ML** 5

## Conclusion

If the PCs have killed Iris the adventure is pretty much over. They can explore the caves further if they like or you can bring the adventure to an end for the evening.

If you want you can expand *Area 4: the Web Filled Passage* and let the PCs explore that area now or the next session. This area leads into an ancient Dwarf mine and hall. It is overrun with monsters now but also retains much treasure. Why was the mine abandoned? This is up to you to determine.

If Iris is alive she will beg the PCs to help her get to the shrine of Irnoch. If you want you can make this journey through the rest of the Fenwood into an entire adventure. Otherwise, you can just read the following and wrap up the adventure if they agree to accompany her:

You travel half a day through the muck of Fenwood until it finally gives way to the grassy plains to the south. After a days journey you see the town of Tathor in the distance. You reach the shrine of Irnoch where you are greeted by the Holy Cleric Friar Fergus. He offers you a safe haven to rest and recover. That night he performs a ritual and cures Iris of the disease of Lycanthropy. Her father dead, Iris decides to remain at the shrine and become a servant of Irnoch. Fergus lets you know that you will always be welcomed in the shrine.

The town of Tathor and the surrounding area is described in the *Tathor Gazetteer supplement* as a possible base town. If you like, you can read up on the Town and let the PCs role play their grand entrance and finding the shrine.

### Where to go from Here?

Now that the PCs are in Tathor you can create your own adventures

from there. If you like, you can continue playing this series of adventures with the other adventures in the area: *The Dragon's Head Peak*, *The Legend of Jub Jub Lake*, *Vermin of Tathor*, or *Nindoo*.

THE END



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