

DUNGEONS OF DAZEGONEBY

A Swords & Wizardry™ Compatible Adventure

Against the Goblins

by Matthew E Kline



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AN ADVENTURE FOR CHARACTER LEVELS 1-3

By Matthew E Kline



Writing, design, layout: Matthew E Kline

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Table of Contents

Introduction	1
Gamemaster Background	2
Part 1: Burning Premonition	3
History of Sooner's Field	4
Map of Sooner's Field	5
The Village of Sooner's Field	5
The Plow and Sickle	11
Events at Sooner's Field	13
The Goblins Attack	17
Part 2: The Scorched Tower	18
Map of the Scorched Tower	20
The Scorched Tower	21
Part 3: The Blackring Raiders	29
Map of the Bandit Caves	30
The Bandit Caves	30
Part 4: The Corpse Raisers	41
Map of the Necromancer's Lair	42
The Necromancer's Lair	43
Wrapping Up	57
Map of the Eastern Reaches	58
Continuing the Adventure	59
New Monsters	61
New Magic	63
Art Credits	64
Open Game License	65

Dungeons of Dazegony

Adventure Module A1 Against the Goblins

A foreboding dream of impossible foes; goblins with control over fire, disease, and death, leads to a tiny village on the edge of the wilderness threatened by three goblin tribes united by chaos and a legacy of hate.

Introduction

Against the Goblins is designed for 4-6 adventurers of level 1-3, although it can be scaled by the Gamemaster for groups of other sizes.

Gamemasters should feel free to adjust this adventure as they see fit to suit their group's style of game-play or level of difficulty.

It's recommended that the Gamemaster read through this product at least twice in order to familiarize themselves with the adventure prior to playing. They should also take note of any new monsters or magic listed at the end of the document.

While *Against the Goblins* is a standalone adventure it can be combined with Mini-Dungeon Module D1: *Sorrowblight Fields* to form a longer adventure (suggestions for tying in the mini-dungeon are included at the end of the adventure.)

This product requires the use of the *Swords & Wizardry* rules. More information can be found online at www.swordsandwizadry.com

On the pages that follow you'll find boxes like the one surrounding this text. These boxes hold suggested descriptions of the encounters that can be read out loud to the players.

In some cases symbols will appear after a description of an encounter. If you're familiar with our line of Mini-Adventures you'll recognize the first three symbols. A couple more have been added to allow for quicker reference:



This symbol indicates that there's monsters present. The symbol is also used to indicate the presence of NPCs with stats.



This symbol indicates that there's something of value in the area. It could be a dungeon treasure horde or something of value possessed by an NPC.



This symbol indicates that there's a dangerous obstacle present. It could be a trick, a trap, or a variety of any other hazards.



This symbol indicates that there's an opportunity for a secondary goal or side quest.



This symbol indicates that there's a boss monster or an important encounter present.



This symbol indicates the presence of a key event or bit of information designed to drive the adventure forward. It may require an action from the players to trigger it.

A detailed description will follow after each symbol.

Gamemaster Background

This adventure deals with three tribes of goblins, the Broketooths, Crooktooths, and Rot-tooths. Years ago these tribes were once united as the Sharptooths.

These three tribes view a battle in their distant past as a turning point in their fate. In the battle's aftermath the survivors split up into three tribes. Years passed and the tribe's descendants eventually found themselves in the reluctant service of humans; the Broketooths became minions of a bandit chief, the Crooktooths were enslaved by a powerful warlock, and the Rot-Tooths found themselves servants to a necromancer.

The goblin's never forgot their defeat and harbored an ever growing hatred for their human masters. Eventually one of the goblins discovered a way of contacting a being from the plane of Chaos. The being, eager to sow disorder, gifted the goblin tribes with three Chaos Stones, fragments of pure chaos that when exposed to certain energies could grant them extraordinary powers.

The stones were distributed among the three tribes with a common goal in mind. The goblins would use their stones to usurp their masters then seek to right the wrong they suffered all those years ago as Shaptooths at the Battle of Sooner Field.

The goblins would have their revenge against the humans along the Dragon Tail River. They'll have their revenge against the elves of Woods-Without-End. And they'll have their revenge against the dwarves of White Run Mountain (even though in that particular case there's nothing really to revenge. They just hate dwarves.)

This adventure takes place in four parts:

Part 1: A Burning Premonition

Part 2: The Scorched Tower

Part 3: The Blackring Raiders

Part 4: The Corpse Raisers

In part 1 a party member has a dream of a village beset by goblins and wakes with an irresistible urge to seek it out.

In part 2 the party's called upon to protect the village of Sooner's Field from fire wielding goblins.

In part 3 the party must deal with a band of goblin raiders who ride bizarre wolf-rat hybrids that carry a dangerous disease.

In part 4 the party discovers a tribe of goblins who have apparently mastered the art of necromancy.

While Part 1 precedes all the others the sequence in which the remaining parts of the adventure unfolds depends upon the order of certain events and how the party chooses to proceed.

The adventure starts with a dream that's more than a dream. Someone's trying to get the adventurers' attention, stir them to action. This 'summons' comes in the form of a nightmare involving a group of goblins, a town on fire, and the glimpse of a minor artifact of chaos.

If the group has already adventured together, one or more of its members could experience the same dream.

If this is the first time the group is playing together the Gamemaster could use this dream as the catalyst which brings them together. The heroes each individually have the same dream. They journey to the village of Sooner's Field, were they meet, reveal the fact the vision was shared and work together to unravel it's meaning.

Part 1: A Burning Premonition

The Gamemaster should read or paraphrase the following:

You're racing down a dirt road as the village around you burns. You swore you were sleeping just a moment ago but now you feel the terrible heat of the flames and hear the cackling horde closing in from behind. A collection of green, and teeth, and claws, and yellow eyes pursue you; goblins. You look down and suddenly realize that you're carrying something they want; a large glowing stone. Fire dances across its surface and it seems somehow realer to you than everything else around you. You scramble past a sign that reads "Sooner's Field" just as the creatures catch up to you and rip and tear and bite and burn and- you wake with a start. It was just a dream. Or was it? You have the strangest feeling; like someone just walked over your grave. And your bedding is smoldering...

The village of Sooner's Field can be located easy enough on a map or by asking around. It's a little more than a dot on the edge of human civilization, but something wants the player's to go there.

The dream will reoccur each night if this summons to Sooner's Field is ignored; the fire burning hotter, the goblin's claws cutting deeper. The hero or heroes will wake with bruises cuts and burns. Eventually the characters will start taking actual damage from the dream. Hopefully they'll decide to visit the village before their vision becomes fatal.

The journey to Sooner's Field is uneventful.

The Village of Sooner's Field

Name: Sooner's Field
Size: Small Village
Population: 54
Alignment: Good
Focus: Agriculture
Government: Council
Law/Defense: Militia

Sooner's Field is a small farming village with a population of around 50 people (mostly human.)

Traditionally the eldest Sooner takes the role of "Mayor" (currently Jacob Sooner.) The Mayor takes advice from a five member council made up of prominent village figures: Miram Oddly, Anna Forgeflame, Lars Karton, Bumbo Stoutfellow, and Rose Sooner.

The town is defended by a militia run by Miram Oddly (a 3rd level fighter), owner of the *Plow and Sickle*. Miram has trained eight villagers to the point where they function as 1st level fighters. Zural (a 3rd level ranger) at *The Wooden Wheel* lends a hand at times.

Spiritual needs are fulfilled by Evianna (7th level cleric), in a grove sacred to X'Andar (an elven god of nature and harvest.) She has sworn an oath to X'Andar to be the grove's protector and will not leave it under any circumstances. In return X'Andar provides her with everything she needs.

The village square plays host at times to traveling merchants. There's often a tent or wagon there offering exotic goods or services. The square also plays a prominent role in the annual Harvest Festival where human and elven vendors offer games and refreshments.

A History of Sooner's Field

Durlan Sooner and Mia Jandal met at work and fell in love at first sight. This first sight unfortunately was over the body of a recently killed corpse, due to the fact that 'work' was in the employ of the city of Ten Falls' thieves guild.

Thinking about their future further than the next job for the first time in their lives, Durlan and Mia envisioned a life together far from the city, far from the guild, and far from their past; possibly something involving not killing things (or at least not other people.)

Taking what they could from the guild (and ensuring their eternal positions as number 1 and 3 on the guild's "If-you-see-these-guys-do-something-bad-to-them" list) they headed to the far edge of human civilization, pausing only briefly in their flight at an out of the way church to become Mr. and Mrs. Sooner.

They eventually settled a place that would ultimately become the Sooner Farm. Their knack for survival served them out on the edge of everything just as well as it did in the heart of Ten Falls. They became farmers, learning to live off the land. Their crops thrived, their livestock was healthy, and Mia soon became pregnant with their first child. Then the goblins came.

A war band lead by Rixik Sharptooth was razing budding human settlements along the Dragon Tail River when they came across the Sooner Farm. The goblins burned the fields and were about to do the same to the house and barn when they were met by an angry pair of Sooners. Durlan, armed with sickle, and Mia, armed with the ferocity of an expectant mother, were all that stood between thirty goblins and the almost assured end of their future together.

Just then fate intervened in the form of a group of elves who were tracking the goblins. What otherwise would have been known as the Massacre of Sooner Field

became known as the Battle of Sooner Field. Rixik was slain, the goblins were routed, and the farm for the most part was saved.

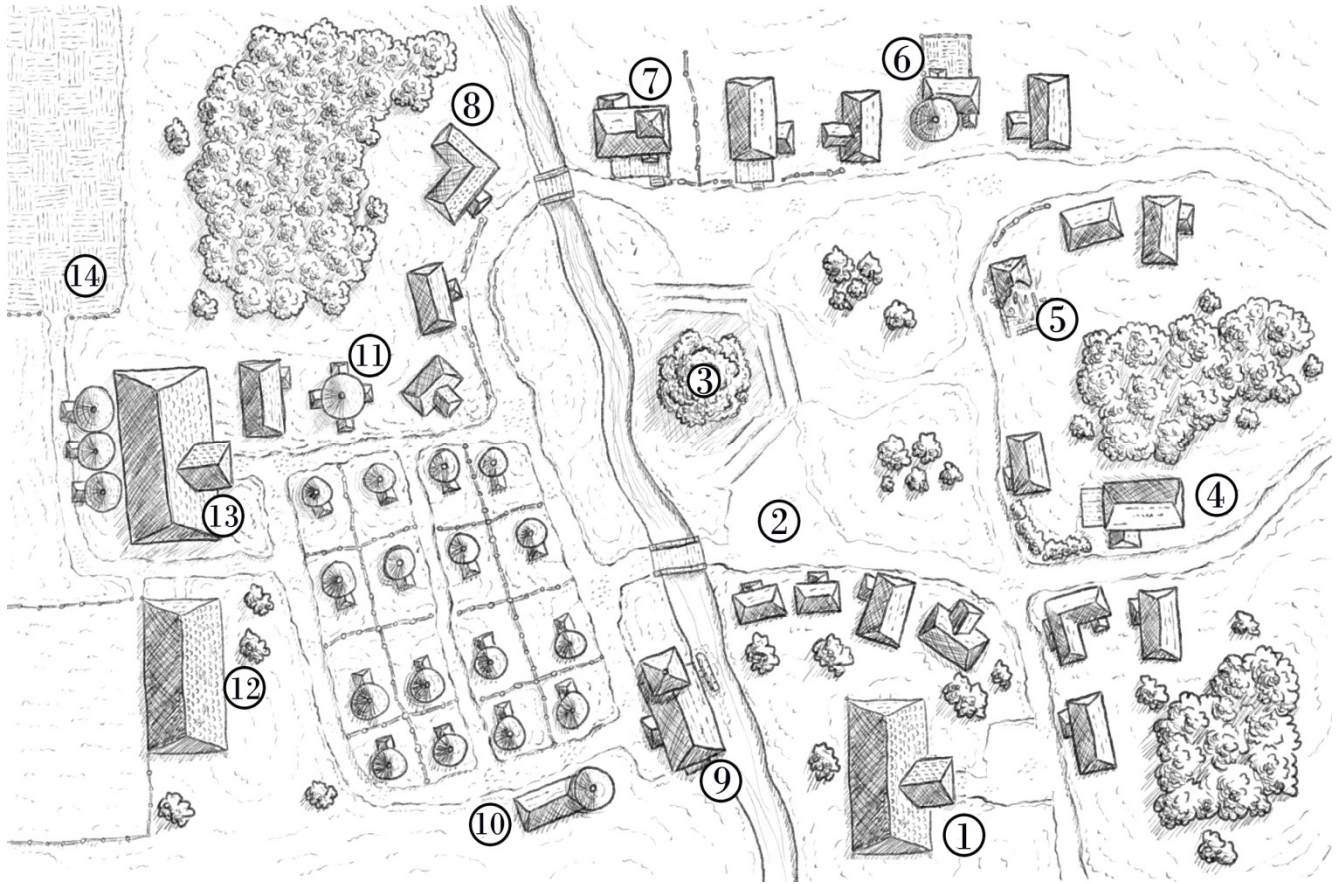
Word of this battle crept slowly back to civilization, encouraging others to journey to this 'foothold' and stake a claim at the far edge of the human world.

The area was named Sooner's Field after the battle and soon grew into a small settlement with Durlan serving as its unofficial (and at times, reluctant) mayor.

This adventure takes place several decades after the founding of Sooner Field. Durlan and Mia have recently passed, leaving the farm in the hands of their first son Jacob, and his wife Willow. Sooner Field has grown into a small village. Several merchant caravans pass through it yearly on their way further east to do business with the elves of the Woods-Without-End or the dwarves up on White Run Mountains.

Now goblins rally their forces on all sides of the village, fueled by chaos and hate, seeking to accomplish that which they failed at all those years ago, the elimination of human settlements along the Dragon's Tail and the razing of Sooner's Field.





The Village of Sooner's Field

1. The Plow and Sickle

A large two-story inn sits just to the west of the road here. A wooden sign hangs over the door bearing the image of a plow and sickle.

The Plow and Sickle is run by Miram Oddly a 3rd level fighter who ran into his fortune early on in his career. He retired from a life of danger after losing an eye and moved to Sooner's Field where he now plays the role of innkeeper, council member, and captain of the militia.

See **page 11** for an interior map and additional details on the Plow and Sickle.

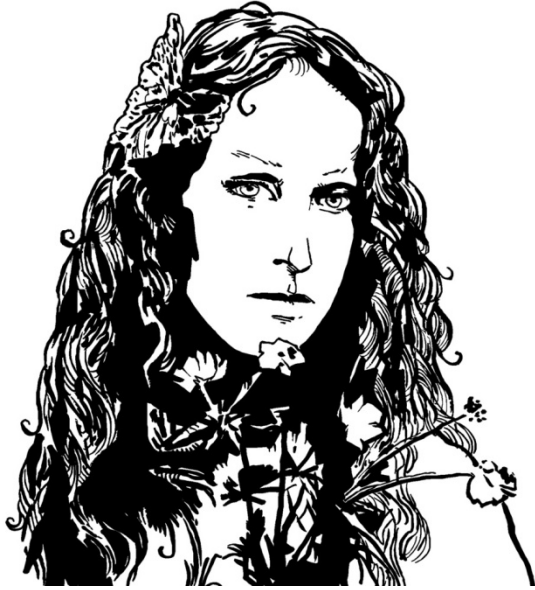
2. Village Square

There's a wide open patch of dirt here. The ground is riddled with small holes and marked with wagon tracks. A small wooden platform sits near its center.

This area's used for small village fairs and markets. It's also a place for traveling merchants to temporarily set up shop. At times it's a place for the village to assemble to hear news, announcements, proclamations, and the like. The platform bears a relatively fresh splattering of blood and there are signs of a recent struggle.



Asking any villager about the blood and signs of struggle triggers Event A1 described at the end of this section.



3. X'Ander's Grove

A small shrine sits within a ring of trees. The ring is bordered by the river to the west and on its three remaining sides by a series of wide tiers formed by paving stones.

A shrine to X'Ander, an elven god of nature and harvest, has been build here within a small grove of trees. When the Sooners began their farm they were attacked by a band of goblins that burned their fields. A group of elves who were pursuing the goblins came to the family's rescue. They slew the goblins and prayed to their god X'Ander to save the fields. Whether the rain that followed was sent by X'Ander or just a coincidence is unknown however it was enough to turn the Sooner family into believers. They designated this grove as sacred, building a shrine here to X'Ander in honor of their elven rescuers.

Evianna Everwood, a 7th level half-elf cleric, heard of this shrine and made a pilgrimage to Sooner's Field. She holds

weekly ceremonies here in X'Ander's name (with the Sooner's blessings.) Evianna's made the grove her home. She sleeps here at night, under a leafy canopy set aglow by hundreds of fireflies that gather among the trees.

Evianna enjoys telling the tale of how the grove came to be and offers to cast the following spells for a donation to X'Ander: *Cure Light Wounds* 50gp, *Cure Disease* 50gp, *Remove Curse* 300gp, *Cure Serious Wounds* 100gp, *Raise Dead* 500gp.



Evianna (half elf cleric) HD 7; HP 37; AC 5[14]; Atk 1 weapon (1d8); Move 12; Save 15; CL/XP 7/600; Special: Cleric spells.



Telling Evianna of the "Burning Premonition" a hero or heroes experienced triggers Event 1B described at the end of this section.

4. The Warlock's Anvil

A small covered porch sits to the left of this building. Beneath its slanted roof sits the anvil, forge and tools of the village blacksmith. A wooden sign depicting an anvil with demonic eyes and a wide fang-toothed grin is propped up against a porch post.

This building is home to Barton Forgeflame and his wife Anna. Barton is the village blacksmith. One of Sooner's sons saw him hammering away at his forge one day and thought he was a warlock due to the smoke, flames and sparks his work was producing and the name for his shop was born. He mostly crafts and maintains tools for the Sooner farm however he's been known to craft the odd weapon or two for Karton at

Riverside Supply (**Area 7.**) He also offers some items for sale here.

WARLOCK'S ANVIL PRICE LIST		
ITEM	STOCK	COST
Dagger	8	4 gp
Sword, bastard	2	40 gp
Sword, long	4	30 gp
Sword, short	8	16 gp
Sword, two-handed	2	60 gp
Ring (armor)	3	60 gp
Chain (armor)	2	150 gp
Plate (armor)	1	200 gp

5. Half Burnt House

A burnt building sits just to the east of the road. Half the structure's still standing but not for long by the looks of things.

There's evidence that the fire was recent. Some of the structure's still smoldering and glimpses of glowing embers can still be seen among the charred wood and ashes. The section still standing is very unstable. No trespassing signs have been posted and the area's been roped off. Extensive poking around in the ruins could cause the rest of the house to collapse. The body of a dead goblin is hidden beneath some rubble in the part of the house that's still standing.



If the party decides to search the burnt ruins consult the following table and roll the die for each action that's taken. If the result is equal to or higher than the number listed the portion of the structure still standing collapses. Players in this section when it falls take 3d4 damage (a successful save vs. dragon's breath results in half damage.)

Action Taken	Collapse
A character enters the ruins.	19
A character searches the ruins.	14
A character enters the still standing section of the house.	17
A character searches the still standing section of house.	12

Monk and thief characters subtract 5 from their rolls.



The goblin holds an *emberbow* with 3 charges (see New Magic) If a character successfully searches the still standing section of the building without causing a collapse they find the body and can retrieve the emberbow.



Asking a villager about the burnt house triggers Event 1A.

Finding the goblin body triggers Event 1C.

6. Tiny Farm

The scale of this building is smaller than those around it. It looks like someone started a small farm here. A very small farm...

A halfling named Bumbo Stoutfellow planted a small field of barley and hops here for the sole purpose of making his own ale. A large circular addition to the front of the house holds a kiln, several copper kettles, and other equipment used in the process. He's excavated a small cellar beneath the property for storing small casks of his product. He's working at perfecting his own recipe. Once he's crafted the perfect brew he plans on taking it around and selling it to local inns and taverns, starting with *The Plow and Sickle*. He's quick to offer passersby a

Adventure A1: Against the Goblins

mug of his latest creation and eager to get their opinions on it (provided they're all positive.)

In truth he's close to a great tasting recipe however the locals have become jaded by previous failed attempts at Stoutfellow's Ale. The villagers of Sooner's Field are reluctant to try the latest versions.

7. Riverside Supply

This building has seen better days. The wide wooden porch has several broken boards, the walls need some paint and the roof needs patching.

A scarecrow stands near the entrance to this building. It wears a set of leather armor and holds a wooden sign with the words 'Riverside Supply' on it. The word 'Adventurer' has been painted overtop of 'Riverside'. A man named Lars Karton moved into Sooner Field and opened a supply shop with the intent on supplying the Sooner Farm and some of the other locals with farming supplies realizing too late that the Sooners purchased all their requirements direct from merchants who visited the farmstead on a regular basis. Only the occasional purchase made by Bumbo and a few of the other locals kept him going. Recently he decided to expand on his stock of general goods and began to carry 'adventuring' supplies as well. He's finished paying off the debt he accumulated and he's starting to show a profit again thanks to supplying the bodyguards of visiting merchants, and the occasional adventuring party with the tools of their trade.

Karton tends to fawn over adventurers, realizing that there's a chance of making a good deal of coin off of them. His sales

'tactic' is to attempt to sell them one of everything, creating elaborate 'life or death' scenarios in which a signal whistle, mirror, or 10' ladder are sorely needed.

His shop offers the following items:

RIVERSIDE SUPPLIES PRICE LIST		
ITEM	STOCK	COST
Backpack (30lb cap.)	4	10 gp
Bedroll	6	6 sp
Bell	3	2 gp
Candle	24	2 cp
Case (map or scroll)	3	2 gp
Chain (10 ft)	3	60 gp
Chalk, 1 piece	8	1 sp
Chest	2	4 gp
Crowbar	3	5 sp
Flask (leather)	6	6 cp
Flint & Steel	5	2 gp
Grappling Hook	2	2 gp
Hammer	3	1 gp
Ink (1 oz bottle)	4	2 gp
Ladder (10 ft)	1	1 sp
Lamp (bronze)	6	2 sp
Lantern, bullseye	2	24 gp
Lantern, hooded	4	14 gp
Leather Armor	3	10 gp
Lock	3	40+ gp
Manacles	1	30 gp
Mirror (small steel)	3	40 gp
Musical Instrument	3	10 gp
Oil (lamp), 1 pint	12	2 sp
Parchment (sheet)	12	4 sp
Pole, 10 ft.	3	4 sp
Pot, iron	2	1 gp
Rations, dried (1 day)	50	1 gp
Rations, trail (1 day)	50	2 gp
Rope, hemp (50 ft)	6	2 gp
Rope, silk (50 ft)	3	20 gp
Sack (15lb cap.)	8	2 gp
Sack (30lb cap.)	4	4 gp
Shovel	2	4 gp
Signal Whistle	4	1 gp
Spellbook, blank	1	50gp
Spike, iron	12	1 sp
Tent	6	20 gp
Torch	24	2 cp
Waterskin	6	2 gp

8. The Wooden Wheel

This house sports an addition that looks like a small barn. A half-elf stands in the barn section working on fabricating a large wagon wheel.

This is a small carpentry shop owned by a retired half-elf ranger named Zural Havermill. Zural heard tales of the Battle of Sooner's Field in his youth and decided to visit the site. After seeing the village that had grown near the farm he decided to settle here. He has some woodworking skill, enough to repair the wagons of traveling merchants and help out with various carpentry jobs around the farm and village. Zural's also skilled at crafting arrows and bows and offers some for sale. He still goes on the occasional adventure but mostly just hunts in the small stand of trees behind his shop when he's looking for excitement. He's infatuated with Evianna but prefers the company of Jinx Sooner since he doesn't feel as self-conscious around her. Jinx is a bit of a tomboy who enjoys accompanying Zural on his little hunting trips into the woods.

Zural's store offers the following goods for sale:

THE WOODEN WHEEL PRICE LIST		
ITEM	STOCK	COST
Arrow (20)	6	4gp
Arrow, Silver (1)	6	2gp
Bolts, light (20)	1	4gp
Bow, Long	3	120gp
Bow, Short	3	30gp
Crossbow, Light	1	24gp
Handcart	1	20gp
Quiver (cap. 12 arrows)	2	2gp
Quiver (cap. 12 bolts)	1	2gp
Rowboat	1	20gp
Sling	2	4sp
Spear	3	2gp
Staff (two-handed)	3	1sp
Stones, sling (20)	2	1sp
Wagon	1	100gp



Zural (half-elf ranger) HD 3+1; HP 13; AC 5[14]; Atk 1 sword (1d8) or 2 arrows (1d6+1); Move 12; Save 17; CL 3; XP 60; Special: Racial abilities, ranger abilities.



A crate full of supplies for making arrows was recently stolen from Zural. He'll inform the party of the theft, asking them to keep an eye out for it. The crate is currently in the Sorting Room (**Area 12**) in the necromancer's lair. He'll pay 25gp if it's returned to him.



9. Sooner's Mill

The large waterwheel behind this building emits a constant low rumble occasionally punctuated by a high-pitched squeal.

The mill features a pair of large millstones for grinding grain into flour. Two or three villagers work here through the day.



A few large river rats come scrounging around the mill at night. If one of the workers here catches sight of the adventurers they'll offer to pay them 25sp for each rat killed (Jacob Sooner offered the workers 5gp for each rat killed. They plan on turning over any rats killed to Jacob and doubling their money.) The rats only appear here as the result of a roll on the wandering monster chart.

10. Chicken Farm

A wide hen house sits to the south of a large field that's been divided up into sixteen pens. A small chicken coop sits in each pen.

Jacob Sooner set his eldest son Logan up with a large plot of land on which to raise chickens. The sixteen pens house chickens he raises for food, sending them by wagon to markets at neighboring towns or selling them locally to the inn or villagers. He houses hens in the hen house for the purpose of producing eggs which are consumed locally for the most part.



Something's been disturbing Logan's chickens at night. He fears there may be a wolf after them. He's offering a reward of 50gp to whoever slays the wolf (or whatever it is.)

11. Corn Crib

A large circular corn crib, presumably holding food for the chickens...

12. Sooner's Barn

There's a large red barn here. The occasional moo or neigh can be heard emanating from within. A large fenced in field sits behind it.

The barn contains a hay loft, a covered wagon, and multiple stalls holding a half dozen dairy cows and a team of horses.

13. Large Farmhouse

A large two-story farmhouse sits here. A nearby sign bears the words "Sooner's Farm", no doubt where the village got its name from.

This farmhouse houses the latest generation of the Sooner family. Jacob Sooner, the son of Durlan Sooner, now runs the farm, and by extension, the village. He lives here with his wife Willow, 4 sons (Logan, Liam, Lupo, and Lono), 2 daughters (Jinx and Julie), and two live-in farmhands. In addition to the farmhands Jacob pays a good wage to several local villagers who help him out at the mill and around the farm.

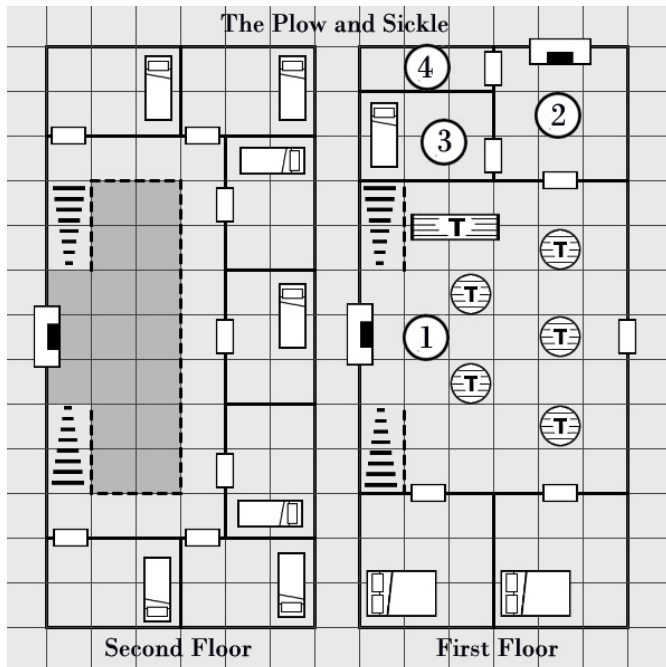


Inquiring at the farm triggers Event 1D described at the end of this section.

14. Fields

A series of large fields stretch off to the northwest from here.

The majority of the fields have been allocated for wheat and corn production. The Sooners also set aside a portion of the field to grow a variety of vegetables for their private consumption.



The Plow & Sickle

First Floor

This inn has all the rustic charm a quaint little farming community has to offer. The menu isn't extensive but what there is in the way of dishes are fresh and filling. Miram employs a handful of villagers here as cooks and barmaids.

PLOW AND SICKLE LODGINGS	
ITEM	COST
Common room (average quality)	3 sp
Private room (average quality)	2 gp
Private room (high quality)	4 gp
Care and stabling for horse	5 sp

There are two private rooms (high quality) on the first floor.

There's a hitching rail outside the inn to accommodate horses, however in cases of inclement weather or extended stays Miram made a deal with the Sooners to use their barn. He pays Lupo and Lono to tend to the guest's horses. One of the

boys will usually show up at night to see if any horses need to be taken to the barn.

1. Common Room / Bar

Through the day there often a couple of villagers or the odd merchant with escort here, grabbing a bite to eat. There's usually only one barmaid, who takes dual roles as bartender and serving girl. As the evening approaches the Plow and Sickle starts to fill up. Miram often can be found here tending bar himself while a couple of serving girls wait on customers. There's a selection of ales and meads available as well as a local wine (Dragon Tail, bottled by monks living in an abbey far to the north.) A couple of wooden bowls on the bar offer an assortment of nuts while a wooden plate holds some hard bread. At night the tables can be moved and cots produced to offer cheap sleeping space to those who need it.

PLOW AND SICKLE MENU	
ITEM	COST
Breakfast, commoner's	1 sp
Breakfast, merchant's	3 sp
Dinner, commoner's	3 sp
Dinner, merchant's	1 gp
Supper, commoner's	4 sp
Supper, merchant's	8 sp
Bread & cheese plate	1 sp
Various Ales & Meads	5cp-1sp
Wine, Dragon Tail white/red	5sp glass
Wine, Dragon Tail white/red	2gp bottle

The 'merchant' version of meals usually just means a greater quantity of what's being offered in the 'commoner' meal. Breakfast consists of a couple of fresh eggs, bread, fruit and occasionally ham or sausage, with choice of fresh milk or honey mead to wash it down.

Dinner and supper dishes are heavy on chicken. Zural sells other meats to Miram after successful hunts so deer, boar,

pheasant, grouse, rabbit, and other wild game will grace the menu at times. The majority however is purchased from the Sooner's chicken farm.



Miram keeps a lock box under the bar. It holds 50cp, 100sp, and 10gp in separate compartments.

There's a finely crafted sickle hanging above the hearth on the west wall. Miram claims it's the very sickle wielded by Durlan Sooner in the Battle of Sooner Field. In truth he found it on one of his adventures. He's oblivious to the fact that it's enchanted (it functions as a +1 *hand axe*.)

2. Kitchen

A large hearth along the wall has a couple of pots and kettles simmering within. A collection of wooden bowls and plates sit at the ready. Through the day Miram's usually here playing the role of cook, while at night he employs a cook and an assistant or two from the village.



3. Innkeeper's Quarters

This is Miram's room. It features a large desk to which he retires when dealing with the inn's finances and supply orders.

Miram lost an eye during the same adventure that netted him enough gold to start his inn. He's a bit rusty but he's retrained himself with a sword to the point that he only suffers a -1 penalty to his attacks.



Miram (human fighter): HD 3; HP:20 AC 5[14]; Atk 1 weapon (1d8); Move 12; Save 15; CL/XP 3/60; Special: -1 to hit.



Asking Miram if he's heard any rumors triggers Event 1E described at the end of this section.



A section of floorboards beneath the desk can be lifted to reveal a secret niche. The niche contains a locked iron box which holds 1,000 cp, 500sp, 100gp, and 3 gems worth 50gp each. The niche also contains enough space to store the lock box from the bar at night.

4. Pantry

This room holds a collection of foodstuff stocked by the inn. Mostly cheeses, fruits and vegetables fill the shelves. Meats, eggs, bread, etc. are provided fresh daily by the Sooners.

Second Floor

An open balcony affords guest a view of the fireplace on the first floor. There are 7 private rooms (average quality) on the second floor.

Events at Sooner's Field

Random Encounters

Being that Sooner's Field is located deep within the wilderness there's a good chance of encountering wildlife. Through the day sounds of activity keep most of the unwanted visitors away. At night however the chance of running into something dangerous increases. Members of the city militia usually patrol the village in shifts from dusk to dawn. They use whistles to signal for help if there's trouble.

Roll 1d3 to determine how many encounters occur each night. These encounters can be spaced hours apart, happen all at once, or any variation in between. Roll 1d10 and consult the chart below:

Die Roll	Random Encounter
1	Giant Rats (12): HD 1d4hp; HP 4,4,3,3,3,2,2,2, 2,1,1,1; AC 7[12]; Atk 1 bite (1d3); Move 12; Save 18; CL/XP A/5; Special: 5% are diseased.
2	Giant Badger: HD 3; HP 15; AC 4[15]; Atk 2 Claws (1d3), bite (1d6); Move 6; Save 14; CL/XP 3/60; Special: None.
3	Wild Boar: HD 3+3; HP 23; AC 7[12]; Atk 1 gore (3d4); Move 15; Save 14; CL/XP 4/120; Special: continue attacks 2 rounds after death.
4	Elves (6): HD 1+1; HP 9,7,7,6,5,5; AC 5[14]; Atk 1 sword (1d8) or 2 arrows (1d6); Move 12; Save 17; CL/XP 1/15; Special: None.
5	Wolves (3): HD 2+2; HP 10,8,8 AC 7[12]; Atk 1 bite (1d4+1); Move 18; Save 16; CL/XP 2/30; Special: None.
6	Plague Rats* (10): HD 1d6; HP 5,4,4,4,3,3, 3,2,2 AC 7[12]; Atk 1 bite (1d3); Move 12; Save 18; CL/XP 1/15; Special: continues to attack 1 round after death, disease (blackring)
7	Zombies (6): HD 2; HP 12,11,9,8,7,7; AC 8[11] or with shield 7[12]; Atk 1 weapon or strike (1d8); Move 6; Save 16; CL/XP 2/30; Special: Immune to sleep and charm.
8	Bear: HD 4+1; HP 22; AC 7[12]; Atk 2 claws (1d3), 1 bite (1d6); Move 9; Save 13; CL/XP 4/120; Special: Hug.
9	Goblins (6): HD 1d6hp; HP 5,3,3,3,2,2; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP B/10; Special: -1 to hit in sunlight.
10	False alarm.

* See Appendix I: New Monsters.

Giant Rats: These emerge from tunnels to the south along the Dragon Tail River. They head along the shore to the mill, going after bags of grain stored there. They've also fed on mice that go after the grain as well as the occasional cat.

Giant Badger: The badger will make its way down through the woods behind The Wooden Wheel (**Area 8**) and head for the hen house (**Area 10.**) If the badger isn't spotted before it reaches the hen house, the commotion it causes among the hens once it arrives should alert everyone within earshot.

Wild Boar: This creature stalks through the small wooded area behind The Wooden Wheel (**Area 8**), hunting pretty much the same game as Zural and Jinx. The two suspect its presence however Zural is reluctant to go after it with Jinx knowing how dangerous a wounded boar can be. The first time it's encountered there's a 50% chance that the militia (and/or players) will be alerted to its presence due to a female scream. Jinx decided to go after it on her own to prove to Zural how good a hunter she is...

Elves: A collection of elves skirting the edge of the fields at **Area 14**. They've traveled to the site of the Battle of Sooner's Field as tourists more or less. The tale is popular among the elves and many make side trips when passing through the area to view the site.

Wolves: A small pack of wolves going after the chicken coops in (**Area 10.**) There's a 30% chance that one of them will be sporting a goblin sized saddle.

Plague Rats: These come up from the south and head for the hen house at (**Area 10.**) Characters staking out the mill in anticipation of collecting a bounty on

giant rats could spot them heading for the hen house. Otherwise as with the badger encounter, they'll certainly know about them once they arrive.

Zombies: These shamble in from the east along the roads heading into town, either wandering away from, or intentionally sent by, the corpse raiser goblins. The militia will almost defiantly see them as they approach and sound the alarm.

Bear: This will go after food scraps in wooden bins behind the *Plow and Sickle*. Miram's been accumulating trash to send over to Sooner's farm to feed a trio of pigs they're currently raising. Miram will most likely be alerted to its presence first. The militia will be alerted to its presence by the sounds of Miram attempting to chase it away.

Goblins: Much like the elf encounter the goblins are here to view the site of the battle, although with contempt instead of reverence. They'll skirt along the end of the fields, carving vulgarities into trees along their edge. They're not affiliated with any of the nearby tribes.

False Alarm: Younger members of the militia get a little skittish during their nightly patrols. A sinister looking shadow, the presence of a non-threatening woodland creature, or even the howl of the wind could cause them to sound their alarm whistles.

Rumors

While there are a few inquires that the players can make that will trigger events as described in the next section the simple act of asking any villager for information (especially Miram or his patrons) could result in the relaying of a rumor (possibly true [T], possibly false [F].) Roll 1d20 and consult the following table:

Die Roll	Rumor Heard
1	The dragon responsible for the creation of the Dragon Tail River has returned and taken up residence in an abandoned mine high in the White Run Mountains. [F]
2	An evil warlock lives in a tower in the woods to the north of town. [T]
3	The fire that consumed half of the Half Burnt House was caused by a spell cast by a little boy that was living there. [F]
4	A bandit chief and a tribe of wolf riding goblins prey on merchants traveling the road to the south. [T]
5	One of the chickens in the Sooner's hen house laid a golden egg last month. [F]
6	A necromancer practices his dark magic in a series of caves located to the west. [T]
7	The ghost of an elf slain in the Battle of Sooner's Field wanders the fields at night. [F]
8	A villager contracted a disease that left him marked with dark circles. Evianna managed to cure him but just barely. [T]
9	There's treasure buried beneath Sooner's Field. It's what the goblins were truly after all those years ago. [F]
10	A fisherman killed a rat that looked as if it had already been killed once. [T]
11	Barton Forgeflame the blacksmith really <i>is</i> a warlock. He'll make you magic weapons if you ask. [F]
12	Legend says the Dragon Tail River was formed when a dragon was chased out of a dwarven stronghold to the north and it left, dragging its tail behind it. [T] (The legend does say this...)
13	Don't drink anything Bumbo Stoutfellow offers you. He's trying to poison the unsuspecting. [F]
14	Kids from the village borrow Zural's rowboat to go fishing. They swear they saw goblins along the river to the north. [T]
15	Miram slew the former owner of the <i>Plow and Sickle</i> . His ghost haunts the inn's basement. [F] (Miram started this rumor himself. He gets a kick out of watching people try to find the basement...)
16	There was a loud explosion to the north of the village a few weeks ago. [T]
17	A group of kids fishing along the river say they saw a dragon fly overhead heading north. [F]
18	No one's ever seen Evianna leave the grove. Not for food, supplies, nothing. [T]
19	One of the Sooner Children is a werewolf and preys on the chickens at night. [F]
20	The fire that consumed Half Burnt House was caused by a fire wielding goblin. [T]



Triggered Events

Event 1A: A Shared Vision

Asking about the blood and signs of struggle or about the burnt house will result in the following information being relayed: A man by the name of Shadis came into town a week or so ago. He started preaching doom and gloom daily in the village square, claiming he had visions of the village coming under attack by fire creatures and the whole place going up in flames. Most of the village thought he was a little touched in the head but he wasn't hurting anyone so they either humored him or ignored him.

Then one night the Mason's house went up in flames. When Shadis began his rants again the next day the villagers blamed him for the fire, attacked him and ran him out of town.

Once tempers cooled a bit the villagers felt ashamed of what they did. Jarda Mason himself went off towards the north in search of Shadis. He's been gone for a number of days now.

The Sooner's have put the Mason's up in a couple of spare rooms at their farm until their house can be repaired.

Event 1B: Champions of Law

Telling anyone in the village about the "Burning Premonition" will result in gasps or nervously signed gestures of protection. The party will be advised to seek out Evianna at the grove.

Telling Evianna of a player's "Burning Premonition" will result in the following information being relayed: Evianna heard of the ravings of Shadis and dismissed his

vision thinking that if anyone in the village was to be warned of impending danger it would have been her. The player's vision seems clearer than the one experienced by Shadis and Evianna now believes that forces of Chaos are aligning against the village and that she wasn't gifted by the vision because she was a servant of X'Ander a god of nature and nature is comprised of equal parts Law and Chaos.

She believes the group to be champions chosen by Law and offers her assistance to help maintain the natural balance of Law and Chaos.

She'll cast *Speak with Animals* and send creatures out into the woods to ask their brethren for any information they have on goblins, flaming or otherwise, or a stone as described by the heroes (if the stone was described by the heroes.) If she does this Evianna will be warned of the goblins approach at the start of **Part 2** by a singed and frantic squirrel that she'll send on to find and alert the party.

Evianna will also fill vials with water from a glowing pool at the center of the glade. With a gesture she blesses them transforming the waters into *X'Ander's Elixir* (see New Magic.) She hands one to each member of the party.

Event 1C: The Enemy Revealed

Finding the goblin body among the rubble of the house triggers the following events: Unless the party goes to great lengths to keep their find a secret, word of their discovery will quickly spread throughout the village. An emergency meeting of the village council will be called, held at The Plow and Sickle (after Miram kicks any non-council members out, party not included.) The general consensus of the

council is that the house was burnt during a trial run of a greater planned goblin raid, as foretold by Shadis (and echoed by the "burning premonition" if that information's been shared) and that something must be done about it. The council recommends stepping up militia patrols and running them through the day as well as at night. Miram speaks of giving a crash course in combat to a few other villagers to increase their forces. All will be reluctant however to leave the village and search out these goblins before they make their attack. None of them want to risk returning home to a burnt house, shop, or inn.

The council will offer the party 500gp if they can find the goblins and prevent this "burning premonition" from ever coming true.

If this event occurs Evianna casts *Speak with Animals* on several birds at the council's request. It isn't long before a lark returns with word of "burning" goblins camped in a tower a few miles northeast of town. Evianna asks the lark to escort the party to the site. The events at the start of **Part 2** don't occur, rather the band of goblins that attack the village are still at the tower. The twelve goblins are in **Area 4** on the first floor of the tower and Chard Crooktooth is encountered in **Area 2** in the tower's basement.

Event 1D: Helping Farmer Sooner

Jacob Sooner's always looking to hire competent workers. Anyone looking to make a bit of coin will be directed to Jacob. Anyone asking to speak to the town's authority figure will also be directed to speak with Jacob.

If Jacob's told of the player's "burning

premonition" he'll roll his eyes and mutter something along the lines of "oh great, another one." He's not entirely convinced that Shadis didn't start the fire and was secretly relieved when he was chased out of the village. Still, he'll suggest the group speak to Evianna at the grove.

Inquiring about work's a different story. He'll suggest they see his son Logan about his wolf problem. He'll also inform the party that he's paying 5gp for every rat killed at the mill (which may clue the party in to the scam the villagers at the mill are trying to run.) There's also the matter of bandits. Some of the merchants he deals with have reported passing the remains of wagons along the road to the south that had obviously come under bandit attack. The merchants are raising their prices since they're traveling with more guards for added safety. He'd appreciate it if something could be done about the bandits (to the tune of a 500gp reward.)

Event 1E: The Missing Coffin

Asking Miram if he's heard any rumors results in at least one roll on the rumor table. He also offers the following; one of his current guests is asking everyone in the village if they've seen someone transporting a coffin through town. Seems someone dug up his deceased wife and made off with her, coffin and all. There's a necromancer that's got a lair somewhere to the east of town. Some think that he's taken her but no one wants to say anything to the man. He's pretty shaken up so as it is and that bit of information might send him over the edge. The man is offering 1000gp for her safe return (relatively speaking of course.) For that much gold it may be worth paying the necromancer a visit...

The Goblins Attack!

Unless the body of the goblin was recovered from the half burnt house the following encounter occurs either the first or second night the players are in the village.

A group of twelve fire bringer goblins led by Chard Crooktooth attack the village in the middle of the night. They attack from the north coming down along the east side of the Dragon Tail River. Four will head towards the Half Burnt House (**Area 5**) in an attempt to retrieve the *emberbow* from the dead goblin. If they find that the building has collapsed entirely or they discover the *emberbow* missing they'll attempt to set fire to the neighboring houses. If they successfully retrieve the *emberbow* they'll attempt to rejoin the rest of the group. Chard will lead the remaining eight goblins towards the Sooner's barn. Two will break from the



group and set fire to the corn crib (which results in a shower of popcorn, much to their delight.) Two more will be chasing chickens in the chicken coops trying to set them on fire while yelling "Roast Chicken! Roast Chicken!" Once Chard and the remaining four arrive at the barn they'll attempt to set it on fire by igniting the hay loft.

If Chard is defeated there's a chance that any goblins witnessing it will attempt to flee back the way they came. If the party's quick enough they can follow any fleeing goblins right back to their lair.



Goblins, Fire Bringer (8): HD 1d6hp; HP 6,5,5,4,4,3,3,3; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP 1/15; Special: -1 to hit in sunlight, fire resistance. Gear: *Emberbows*, 3 have 2 flasks of oil each.

Goblins, Fire Bringer (4): HD 1d6hp; HP 5,4,4,3; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP 1/15; Special: -1 to hit in sunlight, fire resistance, project flame. Gear: Heavy mace.



Chard Crooktooth (fire bringer goblin): HD 4; HP 20; AC 5[14]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP 4/120; Special: -1 to hit in sunlight, fire resistance, project flame.

After the Attack

After the goblins have been dealt with the militia joins with the villagers and form bucket brigades, pulling water from the Dragon Tail to deal with any burning structures. They'll of course welcome they party's assistance if offered.

This was hardly the premonition come true; fewer goblins, a lot less fire, and no sign of the odd stone?

Part 2: The Scorched Tower

The fire bringer goblins operate out of the ruins of a warlock's tower about a mile and a half to the northeast of Sooner's Field.

There's a semi-worn trail which leads into a section of woods about a mile north along the Dragons Tail River. A ranger or an elf would have an easy time finding it. A party lacking their guidance may have to rely on other abilities or attributes to locate it (The players may also have followed fleeing goblins, a lark, or a singed squirrel depending upon how events unfolded.)

The trail cuts northeast through a heavily wooded area for roughly a half mile, then ends in a small clearing featuring a wide squat tower. A terrible explosion has reduced a quarter section of the tower to rubble and left the remaining portion badly singed. Ruins of an entranceway and sections of the first floor wall still stand while large chunks of stone are scattered across the clearing. The entire quarter section's second floor is missing.

Gamemaster Background

The last remaining members of the Crooktooth tribe fell in with a human warlock named Illik Grimskull. Grimskull specialized in fire magic, going as far as to summon and capture a fire elemental in order to augment his powers. Through arcane methods the warlock managed to siphon off a portion of the elemental's living flame, using it to amplify his spells and feed his enchanted forge.

Urgent business pulled Grimskull away from his tower for several days, forcing him to leave its care in the hands of his

goblin lackey Chard and the warlock's blacksmith Vara Showerspark. This was his first mistake.

Chard was actually the leader of the Crooktooth tribe, ingratiating himself to the warlock under the guise of a faithful servant, all the while harboring a deep resentment towards the warlock and all humans in general.

Using methods learned by spying on the warlock Chard managed to summon up a (very) minor Prince of Chaos. After listening to the goblin's lengthy 'sob story' (or rather half-listening, due in part to the Prince's loose grasp of goblin-speak. Also in part to a general lack of empathy) the Prince gifted Chard with three Chaos Stones. The Prince instructed Chard to distribute these stones among the three tribes and that they would grant the goblins the power necessary to gain their revenge. The being then vanished with a tiny "poof" and wisp of smoke befitting the departure of a (very) minor Prince of Chaos.

Illik Grimskull returned to his tower, exhausted from his journeys only to find Chard and a band of armed goblins waiting to greet him, with extreme prejudice. Grimskull, enraged at this betrayal, lashed out with a fireball spell. This was his second and last mistake. He realized, to his great dismay, what Chard was holding as the first wisps of the fireball erupted from his hands.

The Chaos Stone sucked in the flames of the spell and fed on the captured fire elemental through the arcane bond it shared with the warlock. There was a backlash of energy that fried the warlock where he stood, freed the elemental in a fiery explosion that took out a quarter of the tower, and left the goblins imbued

with powers. They immediately started plotting ways of using these new powers against the village of Sooner's Field.

Approaching the Tower

The woods you were traveling through open up into a large clearing dotted by pieces of rubble ranging from tiny bits to whole sections of wall. A wide, squat tower sits in the center of the clearing a quarter section of it missing, destroyed in a fiery explosion, no doubt the origin of all this rubble. Entrances to rooms on the upper level are visible thanks to the missing section. All that's left of the lower quarter section are a few sections of wall and the remains of a stone archway marking the original entry point to the tower.

Crossing the short distance between the edge of the clearing and the scorched remains of the tower could result in a random encounter.

Roll 1d10 and consult the chart.

Die Roll	Random Encounter
1-4	No encounter.
5	Giant Rats (5): HD 1d4hp; HP 4,3,3,3,2; AC 7[12]; Atk 1 bite (1d3); Move 12; Save 18; CL/XP A/5; Special: 5% are diseased.
6	Wolves (3): HD 2+2; HP 10,8,8; AC 7[12]; Atk 1 bite (1d4+1); Move 18; Save 16; CL/XP 2/30; Special: None.
7-9	Hell Books* (3): HD 1; HP 7,6,6; AC 7[12]; Atk 1 slam (1d4); Move 3 (Fly 5); Save 17; CL/XP 1/15; Special: Spells.
10	Weakened Fire Elemental (4HD): HD 4; HP 14; AC 4[15]; Atk 1 strike (1d6); Move 12; Save 14; CL/XP 4/120; Special: Ignite materials.

* See New Monsters.

Giant Rats: The goblins found a small group of rats picking through the tower's rubble. They burnt 3 of them to a crisp. These five are feeding on their former kin.

Wolves: A small pack of wolves suddenly bolt through the clearing. They pause briefly to growl menacingly at the party. They'll run off after a moment, continuing across the clearing, unless attacked. One of them bears a goblin-size saddle.

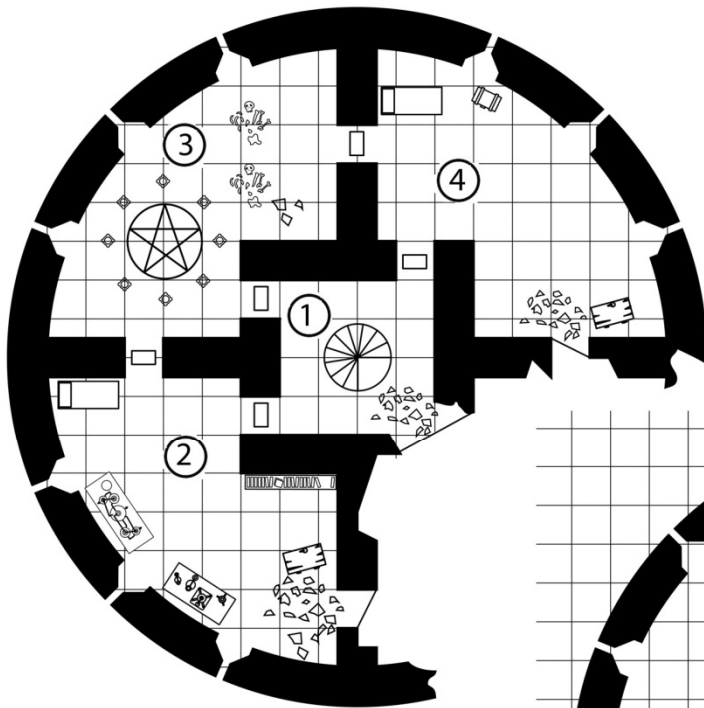
Hell Books: A number of tomes lie scattered across the clearing. A few animated ones will rise up and attack the characters if they draw near.

Weakened Fire Elemental: The warlock's fire elemental was freed in the explosion that took out part of the tower. It's weakened due to the fact that the warlock's power fed off of it. It wanders the clearing in a daze. It will not attack the characters unless provoked.

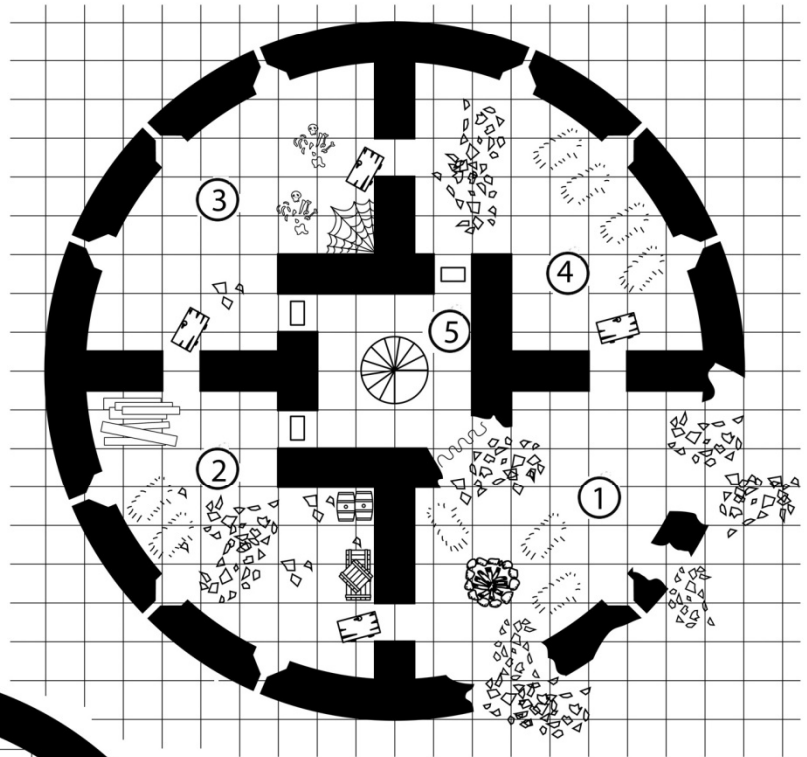


The Scorched Tower

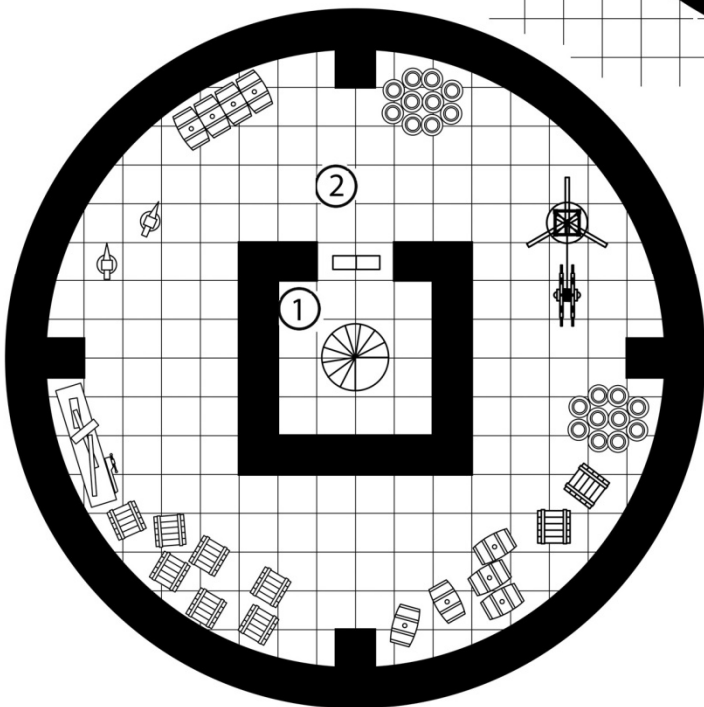
< Second Floor



First Floor >



< Basement Floor



The Scorched Tower

First Floor

1. Entrance

The area is badly scorched. This quarter of the tower opens to the sky, its roof and the entire second story above it is gone. There's remnants of a camp here, three bedrolls lay near a still smoldering campfire. The splintered and burnt remains of doorways lead to the west and north. An odd looking vertical section of tower debris rises the entire height of the wall running diagonal across the northwest corner of the room.

There are three goblins standing guard here. If the party employs some stealth and catches them by surprise they'll be here lounging around the campfire. The sound of battle from a random encounter will put them on alert. Once alerted the goblins will either move to **Area 5** where they'll wait and attempt to ambush the group or, depending on how the battle goes, attack immediately after the group finishes their random encounter, hoping to fight a surprised and weakened party.



The goblins have created a "secret" door here, leading to **Area 5** through the northwest corner. They took a bed sheet, glued a layer of rubble to it, and hung it in the corner. This isn't fooling anyone. The goblins can push a section aside and move through it with ease, larger creatures may have some trouble. Applying more force to the rubble curtain than what it's used to will cause the whole thing to collapse, causing in the very least the creature employing the force to become trapped under a curtain of sticky debris (essentially immobilized) for 1d4 rounds.



Goblins, Fire Bringer (3): HD 1d6hp; HP 5,4,4; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP 1/15; Special: -1 to hit in sunlight, fire resistance, project flame. Gear: Heavy mace.

2. Store Room

The door to this room lies on the ground a foot in from its frame. It bears a large scorch mark, testament to the fiery force that put it there.

This was the tower's storeroom. Some of the items that were stored here were destroyed in the explosion. Only a couple of kegs and a few crates of goods remain. The goblins pulled a bunch of wooden shelves from **Area 3** and have them piled near the north wall. They plan on using these to barricade the holes in the remains of the tower wall at **Area 1**.

There are two goblins here drinking ale and waving their hands over a lit torch, still amazed at their new powers.

Characters entering this room will surprise the goblins causing them to simultaneously fumble their ale and the torch, setting one of them on fire.

The lit goblin will burn for 3 rounds during which time creatures that engage it in melee combat (either hitting it or being hit by it) take 1 point damage from the fire.



Goblins, Fire Bringer (2): HD 1d6hp; HP 5,5; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP 1/15; Special: -1 to hit in sunlight, fire resistance. Gear: Heavy mace.



There are two barrels and three crates here. One barrel is half full of ale, the other is half full of oil.

Crate #1 contains two dozen candles, a dozen torches and 2 flint & steel. **Crate #2** contains 20 glass flasks packed in straw. **Crate #3** contains clay bowls (6), clay plates (6), clay mugs (6), and a gem studded copper statue of a fire elemental (worth 250gp) packed in straw.

3. Sitting Room

This was once a well furnished sitting room. A couple of formerly comfortable looking chairs have been partially destroyed while the ground is littered with sticky glass from countless broken bottles.

The straight sections of wall here once held a grand collection of wine and spirits. The majority of the collection has been drunk, the empty bottles shattered, and the shelves which contained it salvaged.

At one point shortly after the tower's breach a giant spider managed to make its home in this room. It attacked two goblins; their cocooned husks still lie near the web. The spider's burnt corpse now hangs in half torn webbing.



The goblins stay out of this room, mostly due to its floor being covered in jagged glass. Its assumed characters wearing armor have their feet protected by a similarly durable material. Care must be taken when moving through this room to avoid stepping on the glass. A character wearing no armor risks taking 1d4 damage each turn they spend in this room provided they've taken an action during that turn (-1 damage if the character's wearing leather, -2 for ring, -3 for chain and thief or monk characters, no damage for plate.)



If the cocooned corpses of the goblins are searched a considerable amount of cutting results in the recovery of two bottles of wine. One bears a label written in elven which translates into "Tears of the Goddess" (worth 50gp.) The other is a very old, and very rare, bottle of Dragonscale Black. It could be worth anywhere from 100gp to 500gp if the right buyer is found.

4. Guest Room

This room appears to have once contained a bed, a couple of chairs, a dresser, and a few small tables. Now they've all been reduced to rubble and serve as bedding for the room's absent occupants.

This room was home to the twelve goblins that attacked Sooner's Field (if the attack at the end of Part 1 was skipped the twelve goblins will be found here.) Four have relatively comfortable sleeping mounds while the rest make due on the uncomfortable rubble.



Searching the rubble will produce nothing of value. Roll 1d8 and consult the table below for each sleeping mound searched:

Roll 1d8	Object found
1	Nothing
2	Three silver arrowheads. (Worth 6gp total)
3	A small pouch containing 10gp.
4	A silver flame pendant. (Worth 20gp)
5	A single gem. (Worth 25gp)
6	A treasure map (fake) in an ivory scroll case (Worth 30 gp)
7	A silver goblet. (Worth 50gp)
8	A <i>potion of healing</i> .

5. Spiral Stair (First Floor)

An iron spiral staircase runs up through the center of this 20' x 20' square room.

The spiral staircase allows access to the upper level and the tower's basement.

If the goblins in **Area 1** weren't taken by surprise they're here waiting to ambush the party. Otherwise there's no encounter here.

Second Floor

1. Spiral Stair (Second Floor)

Climbing the spiral stair you arrive in another 20' x 20' room. The southeast corner is missing and allows you a view of the clearing below. There's a door on the north wall in the northeast corner of the room and two on the west wall, one near the northwest corner and one near the southwest corner. The one to the northwest is boarded and barricaded.

There are a total of five goblins on this level. There's evidence of them spending time near the ledge in the southwest corner (discarded animal bones, empty bottles, and half eaten bits of things.) They've been positioned here to serve as lookouts and to keep tabs on the occupant of **Area 3**; however, most of the time they're lounging about in **Area 4**. They've learned to keep out of **Area 2** after being attacked by the hell books.

If the goblins are alerted to the presence of intruders by the sound of combat they'll either take positions at the openings in **Area 1** and **Area 4** to support the goblins bellow with missile fire or move to **Area 1** to attack the party as they come up the stairs.



Goblins, Fire Bringer (5): HD 1d6hp; HP 5,4,4,3,3; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP 1/15; Special: -1 to hit in sunlight, fire resistance. Gear: *Emberbow*, heavy mace.



2. Workshop

Two tables containing an assortment of tools, vials, and spell components line the curved southern wall. An unmade bed sits against the north wall beside a boarded up door. There's a bookshelf here as well, its contents scattered across the floor.

Latent energies unleashed by the Chaos Stone latched on to the various arcane tomes which reside in this room. This resulted in the creation of several hell books (see New Monsters.)

The hell books lie dormant in this room, mixed in with several normal books. Only after a character starts searching the room will the books animate and attack. The goblins were attacked once before by the hell books here. They now stay out of this room fearing that all the books will animate and attack if they venture to far in.



Hell Books (8): HD 1; HP 7,6,6,5, 4,4,4,3; AC 7[12]; Atk 1 slam (1d4); Move 3 (Fly 5); Save 17; CL/XP 1/15; Special: Spells.



The warlock experimented with fire magic at these worktables. If they're searched the following items can be found: 6 *embersticks* (see New Magic.), 2 *fire bags* (see New Magic.), 3 *vials of flameblade oil* (see New Magic.) and 2 *potions of flaming aura* (see New Magic.)



3. Summoning Room

A magic circle has been etched into the floor of this room. A ring of candles circle it, their dancing flames burning unnaturally high and bright. An enormous mound of flesh sits at the circle's center. It takes a moment for you to realize that this mound's alive.

The doors to this room have been boarded up and nailed shut. It will take some time and effort to pull the boards loose and gain entry.

The blob of flesh is a dretch. Chard managed to summon it with the help of the Chaos Stone. In truth Chard never would have been able to summon the (very) minor Prince of Chaos if he didn't *want* to come. Successfully bringing the dretch here was a combination of luck and chaos.

Chard summoned the dretch in a bid to

gain more power however the demon has no real power to give. Chard keeps it imprisoned here with the help of the Chaos Stone. He's not sure how to get rid of it.

The dretch is embarrassed at its current predicament and will attempt to appeal to the character's sense of justice to win its freedom, telling an elaborate tale of wrongful imprisonment at the hands of the goblins. It will relay the fact that the "lil' 'oblines" were given their powers by a magic stone they keep hidden in the basement and that they'd lose their powers if the stone were destroyed. It doesn't tell them that its prison is fortified by the stone's magic and that destroying the stone would free the dretch as well. Chances are, once freed it will return to its home plane (chances are.)

The dretch is easily angered. If it becomes clear that the players won't assist it (or if it's attacked), it will use its rat summoning power (the stats for the

rats are given below just in case), or worse yet, release its stinking cloud. The cloud normally just causes nausea, however in this case it will interact with the chaos charged candle flames and erupt in a fiery explosion. This explosion is similar to a *fireball* spell, dealing 3d6 damage to everyone in the room, including the dretch. Succeeding at a saving throw will halve the damage. There's a chance that this fiery explosion will disrupt the circle's magic enough for the dretch to teleport away. This will require some effort however, leaving it weakened afterwards. In this state the dretch is more likely to attempt to return to its home plane than it is to stick around and fight.



Demon, Dretch: HD 4; HP 30; AC 2[17]; Atk 2 claws (1d4), 1 bite (1d6); Move 9; Save 13; CL/XP 6/400; Special: Stinking cloud, summon Rats, magical abilities.

Giant Rat: HD 1d4hp; AC 7[12]; Atk 1 bite (1d3); Move 12; Save 18; CL/XP A/5; Special: 5% are diseased.

4. Warlock's Room

All that remains of this room's former furnishings is an expensive looking bed and a sturdy wooden chest. The rest has been reduced to several piles of expensive looking shredded cloth and formerly sturdy splinted wood.

Chard kept this area as his until the dretch arrived. He now prefers to sleep downstairs as far away as possible from the thing.

The goblins don't bother with the chest. Chard knows that the warlock trapped it and has instructed the goblins to stay away from it until the key can be found

(Grimskull had it on him when he was immolated.)

In addition to the items listed below, the chest contains two leather-bound books. The first is protected by a red velvet slipcover. The inside cover reads *The Fury of Grimskull* and reads as a first person account of a warlock's rise to power. Chapter one deals with bringing a goblin tribe under his control, chapter two deals with summoning a fire elemental and siphoning off a portion of its living flame to augment the warlock's powers, chapter three deals with hiring an evil dwarven blacksmith, chapter four deals with forming an alliance with a bandit chief and a necromancer, supplying them with *emberbows*, and chapter five deals with the three of them raising an army and marching across the realm. There's no chapter six but plenty of blank pages.

The second book bears a scorch mark on its cover and appears to be a more pedestrian account of the warlock's activities, including an entry concerning how one goblin, named Chard Crooktooth, always seems to be watching and is particularly eager to assist him in any way. There's also an entry concerning the production of *emberbows* and how Vara Showerspark can't seem to make their enchantment last for more than six shots. The last entry contains a few lines about needing to attend to urgent business in a distant town and leaving Chard and Vara in charge.



The sturdy looking chest is locked and trapped with a poison needle (save vs. death.)



In addition to the two books noted above the chest contains three red robes with a fire emblem on its back, a sack containing 1,000cp, a sack containing 1,000sp, a heavy mace with a silver head crafted to resemble a ball of fire (worth 270gp), and a +1 *dagger*.

Basement

1. Spiral Stair (Basement)

The stairs end in a 20' x 20' room. A pair of double doors are set in the north wall. The charred remains of what may have been a dwarf are propped up against the northeast corner.

The charred remains belong to Vara Showerspark. The goblins killed Vara before they acquired their power. If the party has a way of determining it they'll discover that the dwarf was stabbed to death then burned at a later date (just for spite.)



Vara still clutches his blacksmith hammer. It was enchanted by the warlock at one time in the past to function as a +1 *war hammer* in combat.

1. Magic Forge

The double doors open up into a large circular room with the room you're leaving in its center. Various tools and devices normally associated with a forge line the wall. To the east sits an odd looking device; a short iron obelisk perched atop a square base. The top of the obelisk sports a chain attached to a small crane.

If Chard wasn't already encountered during the attack on Sooner's Field he'll be here in the forge, reading Vara's notes on magic weapon development (or at least trying to.)

Vara toiled here experimenting with bits of the elemental's living flame in an

effort to make enchanted weapons. He recently had a breakthrough and started producing *emberbows* (see New Magic.) Grimskull envisioned arming his goblin minions with these weapons (when he still thought them to be loyal to him) and using them to coerce the necromancer and bandit chief into joining him in his efforts to seize control of the area. The enchantment on the bows however wasn't permanent, which put a crimp in the warlock's plan.

There are 20 casks, 9 crates, and 9 barrels throughout this room. Roll on the appropriate table below each time one is searched.

Roll 1d8	Cask Contents
1	Nothing
2	Spring water
3	Dried meat or fish
4	Apple cider
5	Iron ore
6	Sulfur
7	12 iron short sword blanks.
8	60 light crossbow bolts in bundles of 20 each.

Roll 1d6	Crate Contents
1	Woodchips
2	Four leather aprons. A bag of 20 iron nails. 12 iron spikes wrapped in a rag. Two hammers.
3	Spare forge tools packed in hay (tongs, pliers, hammers, and an extra anvil.)
4	Six hooded lanterns packed in hay.
5	Parts to assemble 6 light crossbows and a small sack containing an assortment of spare crossbow, short bow, and longbow strings.
6	20 wheels of wax encased cheese and a sack of hardtack.

Roll 1d6	Barrel Contents
1	Empty
2	River water
3	lamp oil (around 100 pints left)
4	Weak ale (Worth 4gp)
5	Mead (Worth 20gp)
6	Strong dwarven ale (Worth 35gp)

The iron obelisk covers an enchanted forge that once contained a piece of living flame severed from the fire elemental. It now contains something much different.

The goblins have stored their Chaos Stone here. The stone has merged with the bit of living flame in the forge to create a body of elemental fire for itself, roughly the same size as a goblin with the stone serving as the head.

Working a winch on the side of the crane will raise the obelisk. The winch locks into place as its turned keeping the obelisk raised. Working a lever beside the winch will cause it to release and slowly lower the obelisk. Once the forge has been opened to a height of about a foot the "fire goblin" will jump out. The fire body is about the height of a goblin with the stone comprising its head.

If the fire goblin takes enough damage to destroy it the chaos stone will shatter and the powers it granted the fire bringer goblins will cease to function.



Fire Goblin: HD 4; HP 14; AC 4[15]; Atk 1 strike (1d6); Move 12; Save 14; CL/XP 4/120; Special: Ignite materials, flare up (1 point damage to all creatures within 5' each time it takes more than 4 points damage from an attack.)



Vara's journal is on the workbench against the southwest wall. It contains drawings and notes (mostly mad ramblings.) It may be worth something to a blacksmith (or someone entertained by mad ramblings.)

When the Chaos Stone is destroyed read or paraphrase the following:

For a moment you think the room is filling with smoke, but then you realize it's your vision that's becoming hazy. The contents of the room are replaced by an image of a warlock standing in the summoning room above, summoning up a fire elemental as a curious goblin watches from the doorway. You see the same goblin smiling and waving good bye to the warlock as the warlock walks away from the tower, equipped for a few day's journey. The goblin's smile quickly fades. The next image is of a dark humanoid figure standing in the summoning circle in the room above. The figure hands the goblin three of the odd stones then vanishes. Next the goblin meets with two other goblins in a wooded area. He hands one of the stones to a goblin mounted on a wolf and the other to a goblin carrying a shovel. Next, three visions come in rapid succession: A goblin uses his stone to transform a wolf into a bizarre half wolf half rat creature, the goblin with the shovel uses his stone to raise a zombie, and the warlock's goblin stands in the tower's doorway holding up his stone as the returning warlock casts a fireball spell. The tower explodes then your vision snaps back to normal.

Journeying On

It should be clear to the heroes that this new vision warns of additional threats to Sooner's Field, created by two additional Chaos Stones.

Discussing this new vision with anyone in Sooner's Field results in the following rumors being repeated:

A bandit chief and a tribe of wolf riding goblins prey on merchants traveling the road to the south. More recently there have been sightings of rider-less wolves wearing saddles running with wolf packs in the area. It's believed that something may have happened to the bandits, ideally some heroic folks have put an end to their operation. The vision suggests that maybe the bandit chief met the same fate as the warlock, taken out by goblin betrayal and monstrous wolf rats.

A necromancer practices his dark magic in a series of caves located to the west. To the west of the village along the edge of Woods-Without-End is an area known as the Valley of Skulls. It's believed that a necromancer made his lair there. There have been sightings of goblins traveling in and out of the valley, some say lugging or carting coffins along with them. No one's sure where they're getting the coffins from; there's a small graveyard behind the Sooner's barn but that's been left untouched. Of course if any coffins went missing from there the villagers would know where to look and that's probably exactly what the necromancer was hoping to avoid. The vision suggests that the goblins may have somehow usurped the necromancer's powers.

If Evianna's consulted she'll be found in her glade talking to a sprite. The sprite's brought her information regarding the location of the bandit's lair. She offers to lead the party there if they're willing to go. She also knows of the location of the necromancer's lair in the Valley of Skulls. She's unwilling to accompany the group into either lair and will immediately fly back to the sacred grove after showing the party to their locations.

The next two parts of the adventure can be done in any order. It's up to the party to decide if they want to go after the wolf rat riders next or the corpse raisers.

There's a possibility that the party will want to spend some time in the village to restock, heal and rest. If this is the case remember to check for any random encounters throughout the night.



Part 3: The Blackring Raiders

After an hour's travel you come across the remains of a burnt and broken wagon. The body of a human traveler lies on the ground next to a slain horse. The attack appears recent.

Investigating the wagon leads to the discovery of a collection of goblin and animal tracks, possibly wolf, in the dirt around the wagon. The tracks lead to a trail which runs into the woods alongside the road. The trail continues through the woods, begins a gradual climb at the base of a mountain, and ends at the edge the tree line. Here the sheltering forest gives way to an open expanse of hard, rocky ground. The mountain continues its gradual accent from here. About 30' from the forest's edge sits the entrance to a cave.

The Gamemaster could choose to make discovering the goblin's trail a little more difficult, requiring the use of a character's attributes in some form or another (unless they're being led by the sprite.)

Gamemaster Background

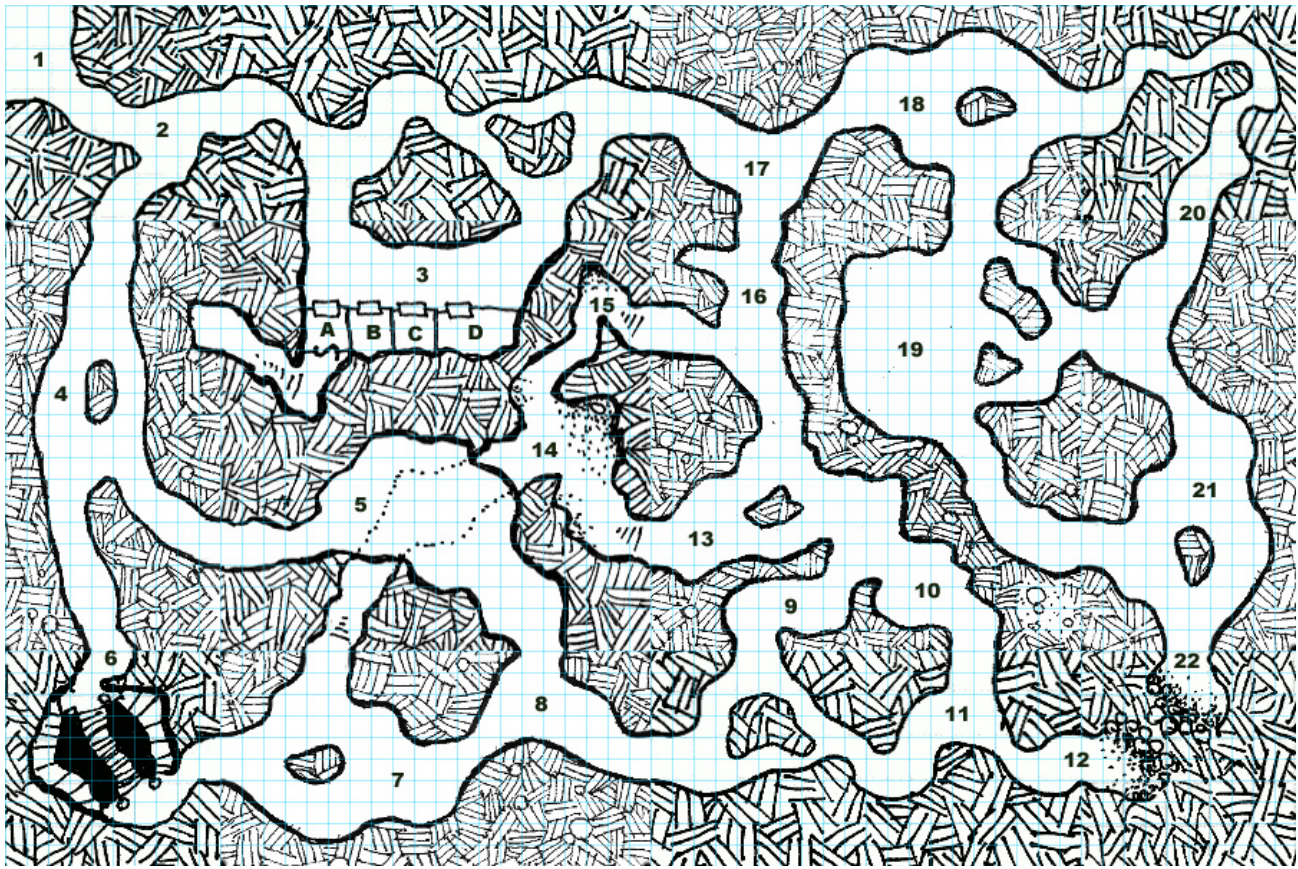
The remnants of the Broketooth tribe joined forces with a human druid turned bandit chief named Morrow Bleakwind. The druid had befriended a pack of wolves and had several other human bandits among his ranks before the goblins came along. The Broketooths were treated poorly both by the humans and the wolves they were trained to ride. The goblin wolf riders, led by their former leader Stig made many successful raids against caravans along the road to Sooner's Field however they were getting tired of turning all the spoils over to Bleakwind.

Then Stig received a chaos stone, and with it the promise of power. Shortly after returning to the cave Stig was bit by a rat (unwittingly provoked by the stone.) Stig contacted a disease from the bite, one whose symptoms included the appearance of dark rings upon his skin. After three days the disease subsided, absorbed by the chaos stone still in Stig's possession. The stone became empowered by the disease and granted Stig the ability to transform rats into bearers of this new malady (plague rats), turn the majority of the wolves into mutants (wolf rats), and transformed some of his goblins into carriers of the illness (blackring goblins.)

Stig's goblins ran Bleakwind, his human allies and the remaining wolves loyal to him, out of the caves and away from the area. Now Stig plans on raiding merchants heading for Sooner's Field in an effort to weaken the village and make it ripe for attack (although this may take some time since the village is pretty much self sufficient, and goblins aren't exactly the most patient of creatures; so chances are they'll just start making raids against Sooner's Field in a couple of days.)

A Word About Blackring

The "disease" special ability in this next section causes blackring. Exposed heroes must save vs. poison or else suffer a -1 penalty to their attack rolls until cured. Unlike other diseases this one is boosted by chaos and cannot be cured (save for Evianna casting *cure disease* while in her grove or by drinking *X'Ander's elixir*.) Destroying the chaos stone will remove the disease's resilience, allowing it to be removed normally. Once the stone's been destroyed, diseased players can attempt to save vs. poison at the start of each day. A successful save means the player is cured.



The Bandit Caves

1. Guard?

As you approach the cave entrance a single goblin guard is visible, sitting atop a large black wolf.

The wolf rider is a convincing looking decoy (from a distance) made out of wolf's hide, old clothes, rotted leather armor, a rusted short sword, and a dried-out hollow gourd. While the decoy could fool adventurers relying on ranged combat its true nature becomes obvious to anyone who moves into melee range before attacking.



The wolf decoy is stuffed with straw while the goblin's stuffed with a collection of pots, pans and utensils stolen from raided

caravans. Dealing 2 or more points of damage to the wolf or goblin will cause the goblin to tip over. Its contents will spill to the ground, creating enough noise to alert the guards in **Area 2**. For combat purposes the "wolf" and "goblin" are both AC 9[10].

2. Guard Room

The walls of this cavern are covered with crude images of small stick-figure goblins attacking and killing larger stick-figures, dancing around stick-figure corpses, and playing some sort of game involving kicking a head labeled 'HUMIN' around. Apparently the goblins here have a lot of free time on their hands.

There are a total of eight goblins here posted as guards. If the decoy/alarm trap in **Area 1** is sprung six goblins will respond in 1 round while the other two will hang back and watch for signs of trouble. If the party engages in melee combat outside the entrance with the responding guards the two remaining goblins will join in as well. If the party remains at missile combat range or retreats into the tree line to hide the six responding guards will signal the two remaining goblins to "mount up". The two goblins will run to **Area 3**, jump on to a couple of wolf rats (see New Monsters) and return in 1 round to either close and engage with distant heroes or search the edge of the woods.

If the decoy/alarm trap isn't sprung the goblins will be here adding to their art.



Goblins (6): HD 1d6hp; HP 5,4,4,3,3,3; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP B/10; Special: -1 to hit in sunlight. Gear: Short Sword

Goblins, Blackring (2): HD 1d6hp; HP 5,4; AC 6[13]; Atk 1 weapon (1d6) or claw (1d4 + disease); Move 9; Save 18; CL/XP 1/15; Special: -1 to hit in sunlight, disease (blackring). Gear: Short sword.

3. Kennels

This area is littered with straw, animal bones, and dung. Two goblins are here tending for a number of ugly looking wolf-like creatures. A sturdy looking wooden barricade forms the south wall to the cave. Four equally sturdy doors line the wall.

The two goblins here are looking after four wolf rats (unless two of them were taken by the guards in **Area 1**.) The 'looking after' mostly involves one goblin chasing the other goblin around the cavern while waving a stick with a piece of wolf rat dung on the end of it.



Goblins, Blackring (2): HD 1d6hp; HP 5,4; AC 6[13]; Atk 1 weapon (1d6) or claw (1d4 + disease); Move 9; Save 18; CL/XP 1/15; Special: -1 to hit in sunlight, disease (blackring). Gear: Short sword.

Wolf Rats (4): HD 2+1; HP 10,8,7,7; AC 7[12]; Atk 1 bite (1d4); Move 18; Save 16; CL/XP 2/30; Special: Disease (blackring).

Key to the Kennels

The floors of these small cells, like the main cavern are covered in straw, bones, and dung, only in a greater concentration than what was encountered in the main room. Each wooden door is held shut with a makeshift latch which can be easily opened from the outside. The doors also have a 1' x 1' window in each covered with "bars" comprised of broken spear handles and sword blades. The windows allow the contents of each cell to be viewed.

Kennel A

A large dark furred wolf lies sleeping in this kennel.



This is another fake wolf, comprised of a hide, assorted rags, rocks, and a large gas filled bladder. Attacking the "wolf" with a piercing weapon (such as an arrow or blade) will

cause the gas to release. Characters in the cell and those within 5' of the door must make a save vs. poison or else take 1d4+1 damage.



The secret door at the back of the kennel leads to a hidden treasure room. There are three chests at the bottom of the slope.

Chest #1- This chest looks as though it were thrown down the slope, it's split open and half the 5,000cp it contained is scattered across the ground.

Chest #2- The second chest contains 4,000sp and a *potion of healing* wrapped in padded cloth.

Chest #3- This chest belongs the halfling gem trader held at **Area 9** and bears his initials stamped on the lid "F.C." It contains 1,000gp and an assortment of gems worth another 1,000gp.



Kennel B

This cell contains a wolf rat that's taken ill. The strain of blackring that it carries is particularly potent. As a result a character bit by it suffer a -1 penalty to their save against the disease.



Wolf Rat: HD 2+1; HP 8; AC 7[12]; Atk 1 bite (1d4); Move 18; Save 16; CL/XP 2/30; Special: Disease (blackring).

Kennel C

This cell appears to be empty.



A search of this cell will turn up a gnawed upon bone scroll case containing a magic user scroll with one spell (*magic missile*.)

Kennel D

This cell contains a larger, uglier, nastier wolf rat that neither works nor plays well with others. Trying to attack it through the bars of the door will just make it angry (causing it to crash through the wooden wall, taking 1d4 damage in the process.)



Wolf Rat: HD 2+1; HP 17; AC 7[12]; Atk 1 bite (1d4); Move 18; Save 16; CL/XP 2/30; Special: Disease (blackring).

4. Piercers!

A vertical formation here separates the cavern to the south into two passages; a wide passage lies to the right while a narrower passage lies to the left.

A group of piercers have made their home among the stalactites that litter the ceiling above the wider passage. The goblins have learned to take the narrower passage in order to avoid them.



Piercers (1HD) (5): HD 1; HP 5,4,4,3,2; AC 3[16]; Atk 1 drop and pierce (1d6); Move 1; Save 17; CL/XP 1/15; Special: None.

5. Common Room, North

Makeshift sleeping pallets comprised of rags, straw, and scraps of leather dot the floor of this large cavern. A collection of goblins are here, some dozing, some eating, and some fighting with each other.

This is one of the main goblin living areas within the cave complex. There are a total of 12 goblins here, passing the time until their next raid in various ways.



Goblins (8): HD 1d6hp; HP 5,5,4,4,4,3,3,2; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP B/10; Special: -1 to hit in sunlight. Gear: Short Sword

Goblins, Blackring (4): HD 1d6hp; HP 5,4,4,3; AC 6[13]; Atk 1 weapon (1d6) or claw (1d4 + disease); Move 9; Save 18; CL/XP 1/15; Special: -1 to hit in sunlight, disease (blackring). Gear: Short sword.

6. Rotted Bridge

The wood and rope bridge spanning a deep pit dividing this cavern looks perfectly safe... by goblin standards.

The bridge is a collection of rotting

wooden planks and frayed, moldy, rope. The goblins know better than to try to cross more than 2 at a time.



The bridge here will support one moderately encumbered human size creature... but just barely. Each time an adventurer of significant weight crosses it there is a 1 in 6 chance that it will snap, causing the character or characters on it to fall into the pit. A falling character has a 40% chance of grabbing onto a still relatively secure section of bridge, swinging with it and slamming into either the north or south wall of the pit (taking 1d4 points damage) after which they'll be able to climb out. Failing to grab a section of bridge means falling 30 feet to the bottom of the pit and taking 3d6 damage. The sound of the bridge snapping will bring the goblins from **Area 7** to investigate in 1 round.

7. Common Room, South

A wide stone pillar rises to the ceiling of this cave. The pillar is ringed by several piles of foul smelling rags and sacks stuffed with dead vegetation that the goblins here use as beds.

A total of ten "beds" circle the pillar, accommodating the 10 goblins that live here. Four goblins are armed with short bows for dealing with intruders attempting to cross the bridge.

If the goblins hear the bridge snap, four with bows and two with swords will investigate in 1 round, the remaining four will run through **Area 8** to **Area 5** and alert the goblins there, pausing briefly to try to convince the ogre to help. Roll 1d6 for the ogre who will either ignore them (1,2), head to **Area 6** to investigate (3,4), or get annoyed and attack the four goblins (5,6).



Goblins, Blackring (6): HD 1d6hp; HP 5,4,4,3,3,2; AC 6[13]; Atk 1 weapon (1d6) or claw (1d4 + disease); Move 9; Save 18; CL/XP 1/15; Special: -1 to hit in sunlight, disease (blackring). Gear: Short sword.

Goblins (4): HD 1d6hp; HP 4,3,3,3; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP B/10; Special: -1 to hit in sunlight. Gear: Short bow, quiver (12 arrows)



The goblins here have taken to stashing trinkets stolen from travelers within the sacks that comprise their beds instead of turning everything over to the chief. Roll 1d12 on the chart below for each bed searched.

Roll 1d12	Object found
1	Nothing of value
2	A small piece of wood crudely carved to resemble a rat (2cp)
3	A few loose coins. (5sp)
4	A collection of drawings: one of a human covered in black circles being bitten by a rat, one of a goblin setting a human on fire, and one of a human being eaten by zombies. They're actually not too bad. (1gp)
5	A sack of 100 silver coins. (10gp)
6	A moonstone pendant. (Worth 20gp)
7	Loose coins. (25gp)
8	1d4+1 gems. (Worth 10gp each)
9	A piece of jade skillfully carved to resemble a rat. (worth 30gp)
10	A silver hand mirror. (worth 75gp)
11	A gold snake ring. The snake has two tiny gem stones for its eyes. (Worth 100 gp)
12	A random potion*.

* see **Table 85: Potions** in the Swords & Wizardry core rulebook.

8. Ogre Cave

While comprised of the same material, the sleeping pallet against the north wall of this cave is bigger than the ones previously encountered, much bigger.

This cave is home to an ogre who befriended the goblin chief sometime in the past. While he values the friendship of the chief he barely tolerates the other goblins and will lash out at them if provoked, annoyed, or just bored. He's not too keen on strangers either.



Ogre: HD 4+1; HP 17; AC 5[14]; Atk 1 weapon (1d10+1); Move 9; Save 13; CL/XP 4/120; Special: None.



Hidden within the ogre's bed is a sack containing 600sp and 300gp.

9. Prisoner

A halfling lies here, bound and gagged on the cave floor. His expensive looking clothes are soiled and torn. Three bowls of a foul smelling stew along with two discarded piles of rope lie nearby.

The halfling's a gem trader named Farson Copperfoot. He was traveling to Rockholm, a dwarven stronghold in the White Run Mountains, with a pair of dwarven bodyguards when he was captured by a goblin ambush. He won't be of much use in a fight if freed; however he'll tell his rescuers about his traveling companions, a pair of dwarven fighters, who would be of use in a fight. Farson believes the goblins have them digging at the cave-in nearby (**Area 12.**) He also alerts the party to the presence of the guards posted around the corner (**Area 10.**)

Farson's main concern is getting out of the goblin caves alive. His second concern is of his chest of gems which was stolen from him and placed in the secret treasure room at **Area 3**. The halfling will try to convince the party to make it their priority to find it, after freeing his bodyguards of course (He overheard the goblins saying something about stashing the chest in the kennels.)

If the halfling discovers that his chest in the party's possession he'll politely ask for it back, offering to let the party keep half the gold (500gp) as a "finder's fee." If the party decides not to hand over the chest the halfling won't argue with his liberators, however he may feel obligated to report them to the authorities once he's back safe at the nearest town (This could cause an awkward situation between the heroes and the militia at Sooner's Field.) He might also be able to convince his dwarven bodyguards to re-acquire his chest at an opportune moment, however the dwarves will probably be reluctant to turn on their rescuers.



10. Guard Post

A group of four goblins are here, sitting at a cobbled together table, playing some sort of card game.

The goblins posted here are supposed to be keeping an eye on the prisoners at **Area 9** however, since the dwarves are being watched by the goblins at **Area 11** their vigilance is a little lax. They play a game which involves slamming card sized scraps of parchment down on the table which results in a collection of whoops, sobs, titters, and snarls. The "cards" bear crude images of goblins, dwarves, and humans. The game seems to be a variation of rock, paper, scissor however in this game, goblins trump all.



Goblins, Blackring (4): HD 1d6hp; HP 5,4,4,3; AC 6[13]; Atk 1 weapon (1d6) or claw (1d4 + disease); Move 9; Save 18; CL/XP 1/15; Special: -1 to hit in sunlight, disease (blackring). Gear: Short sword.



A collector or dealer who specializes in goblin art may be interested in purchasing the cards (their value to be determined by the Gamemaster.)

11. Distracted Goblins

A group of three goblins stand at the opposite side of this cave, yelling and throwing stones down a passageway to the southeast. A rhythmic "tinking" of metal against stone can be heard coming from that direction.

The goblins are harassing a pair of dwarves they're forcing to dig through the cave-in at **Area 12**. They're throwing stones and insults in goblin down the

passage, oblivious to any who may be approaching them.



Goblins, Blackring (3): HD 1d6hp; HP 6,4,3; AC 6[13]; Atk 1 weapon (1d6) or claw (1d4 + disease); Move 9; Save 18; CL/XP 1/15; Special: -1 to hit in sunlight, disease (blackring). Gear: Short sword.

12. Cave-in

A pair of dwarves are here digging at a pile of rubble with a couple of rusty pickaxes.

It's possible that if the goblins in **Area 11** are attacked the dwarves will realize what's happening and join in battle against their captors in 1 round. It's also possible that the dwarves might mistake the sounds of battle for normal goblin roughhousing and continue their digging...

Sometime in the recent past the ceiling in this section of cave collapsed. The goblins think that some of their kin are trapped on the other side, unaware that the cavern wraps around. They enlisted the aid of a couple of dwarves that fell into their hands to dig them out.

The dwarves realized that the two of them weren't going to get anywhere with this amount of rubble using the lousy digging tools they were provided, so they've resolved themselves to banging their picks off of random rocks until their goblin guards get tired of throwing stones at them, take them back to **Area 9**, and tie them up next to the halfling again.

The dwarves are more than happy to help their liberators for as long as they're in these caves, eager to take revenge on their goblin captors. They'll fight with their rusty pickaxes (preferring them over goblin short swords) unless they're offered better weapons by the party.

If the halfling gem trader at **Area 9** hasn't already been freed the dwarves will make rescuing him a priority.



Dwarves (2): HD 1; HP: AC 4[15]; Atk 1 weapon (1d4); Move 6; Save 17; CL/XP 1/15; Special: Detect attributes of stonework. Gear: Rusty pickaxe.

13. Web of Chaos

A thick web has been built across the western opening to this cave. A giant spider is perched at the web's center. Its abdomen replaced by an odd glowing stone.

Stig's chaos stone thinks it's a spider. It's built a web out of pure chaos and sits at its center waiting. Unlike normal webs this one is immune to fire. It takes 4 turns to cut through and will start to repair itself once a character ceases cutting it. If a character comes in contact with the web roll 1d6 and consult the following chart.

Roll 1d6	Chaos Effect
1	Character hallucinates (50% chance of attacking ally for 1d4 turns.)
2	Character becomes dazed and takes no action for 1 turn.
3	Character falls asleep for 10 minutes.
4	Character is dealt 1d4 points damage.
5	Character is healed for 1d4 points.
6	Character vomits 1d4 gems worth 10gp each.

Defeating the spider will cause the stone to shatter and the web to disintegrate. After the stone shatters blackring becomes curable by normal means and the blackring goblins lose their ability to infect their targets with the disease (the wolf rats and plague rats however keep the ability.)



Chaos Stone Spider (1ft diameter): HD 1+1; HP: 8; AC 8[11]; Atk 1 bite (1hp + disease); Move 9; Save 17; CL/XP 3/60; Special: disease (blackring)

14. Chief's Cave

This cave is furnished with an actual bed and wooden dresser, no doubt liberated from a traveler in the middle of relocating.

This cave is home to Stig Broketooth, a goblin shaman and leader of this group of goblins. Stig can cast spells as a 4th level chaotic evil cleric. If he's alerted to the presence of intruders by the sound of combat either with the bats or the spider he'll be prepared for battle (possibly casting *protection from good* and/or *silence*, 15-foot radius.)



Stig Broketooth (goblin): HD 4; HP 25; AC 5[14]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP 4/120; Special: Spells, -1 to hit in sunlight. Gear: *Staff of Infection*.



The chief is armed with a *staff of infection* (see New Magic.)

The drawers of the wooden dresser contain the following: **Drawer 1-** mixed in with dirty clothes and assorted animal bones is a sack containing 800sp. **Drawer 2-** beneath a collection of wooden bowls containing bits of leftover stew is a quiver containing six +1 arrows. **Drawer 3-** holds a small sack containing 100gp. It also holds a scroll containing a map indicating the positions of the necromancer's dungeon/cave complex and the warlock's tower.

15. Bats!

This passageway makes a sharp bend. A trio of bats have made their home in the upper corner of the bend. They don't much care for light...

The corner of the passage is home to 3 vampire bats. The bats use the natural chimney at **Area 16** as a means of getting outside to hunt at night. At one time in the past Stig used *speak with animals* to negotiate a treaty with the bats; they don't attack the goblins and the goblins won't attack them. Now they serve as a living alarm for the goblin chief. The bats will attack anyone approaching them with a light source.



Giant Bats (Vampire) (3): HD 1; HP: 7,6, 5; AC 8 [11]; Atk bite (2d6); Move 4 (Fly 18); Save 6; AL N; CL/XP 3/60; Special: Sucks blood.

16. Kitchen?

Something in this cave smells foul, but not as foul as other smells you've encountered within these caves. It's as if someone were attempting to make something that smelled good and failed. It's an almost-not-foul smell...

This cavern serves as the kitchen for the cave complex, mostly due to the fact that there's an alcove in the west wall at the bottom of a naturally formed chimney. There's a fire pit in the alcove with a large black kettle over it. The kettle contains a stew, the source of the almost-not-foul smell.

A goblin chef is dumping a collection of expensive spices into the kettle in an effort to tip the smell over the edge of "foul" and into "tolerable" however the spice can't cover up the fact that the meat that was used in the stew was from a wolf rat who just wasn't working out.

A group of hungry goblins are waiting patiently, but not too patiently. They're making enough noise to make the party aware of their presence. The goblins are more concerned about food than intruders right now so they're easier to surprise than normal.



Goblins (7): HD 1d6hp; HP 6,5,4,3,3,3,2; AC 6[13]; Atk 1 weapon (1d4); Move 9; Save 18; CL/XP B/10; Special: -1 to hit in sunlight. Gear: 6 forks, 6 knives, 1 ladle



The goblin chef is using a set of expensive spices retrieved from the pile of goods at **Area 18**. A full set's worth 30gp. He's used about 10gp worth in his efforts to properly season the stew.

17. Archery Range

A group of goblin archers are lined up along the north west entrance to this cave. They're firing at straw targets lined up along the south east wall.

There are six goblin archers here. They're taking turns firing at a series of straw men targets. The "men" are crude representations of an adventuring party, comprised of a couple of human sized targets, and a couple dwarf sized targets.



Goblins (6): HD 1d6hp; HP 6,5,4,3,3,2; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP B/10; Special: -1 to hit in sunlight. Gear: Short sword, short bow, quiver (12 arrows)



One of the human sized target dummies wears a set of leather armor with a considerable number of puncture holes. The suit will appear to be *+1 leather armor* in actuality it is cursed to attract missiles, granting a +1 bonus to missile attacks that target the wearer (which is why the goblin archers are so good at hitting it.) Once donned it cannot be removed without the casting of a *remove curse*.

One of the dwarf sized dummies holds a *+1 hand axe*.

18. Storage

The goblins store some of the goods here that they've stolen from travelers and caravans. A pile consisting of chests, casks, crates, and sacks is stacked against the northern wall.

The majority of the containers here are full of trade tools or goods of little value to the party. Some of the crates and sacks contain perishables that are rotted, spoiled, or leaking. The resulting mess makes searching the pile a difficult task.



An extended search of the pile will turn up the following: one small chest containing 3 vials of holy water packed in straw, 2 small chests containing an assortment of spice filled jars (worth 30gp per chest.), and 4 wine casks (worth 50gp each.)

19. Wolf Rat Training

A particularly large goblin is instructing a small group in the art of wolf rat riding. Well, not so much "instructing" as hitting them with a stick...

The large goblin is a blackring goblin named Feng, Stig's second in command. He's overseeing the goblin rider training. The training mostly involves the wolf rats racing in and out of the corridors along the eastern wall of the cave at breakneck speeds while the goblins hold on for dear life. There are 3 wolf rats and 5 goblins, so only 3 goblins will be mounted up. Only 1 wolf rat rider will be racing through the corridors at a time. Surprising a wolf rat rider as they careen through the passages will cause them to stumble, sending mount and rider crashing into a cave wall (dealing 1d4+2 damage to each)



Feng (Goblin, Blackring): HD 1; HP: 7 AC 5[14]; Atk 1 weapon (1d6+1) or claw (1d4 + disease); Move 9; Save 18; CL/XP 1/15; Special: -1 to hit in sunlight, disease (blackring). Gear: Training Stick (+1 *staff*)

Goblins, Blackring (5): HD 1d6hp; HP 4,4,3,3,3; AC 6[13]; Atk 1 weapon (1d6) or claw (1d4 + disease); Move 9; Save 18; CL/XP 1/15; Special: -1 to hit in sunlight, disease (blackring). Gear: Short sword.

Wolf Rats (3): HD 2+1; HP: 8,7,6; AC 7[12]; Atk 1 bite (1d4); Move 18; Save 16; CL/XP 2/30; Special: Disease (blackring).



As noted above, Feng carries a +1 *staff*.

20. Danger Run

The words "DANGR RUN" have been painted on the wall near the entrance to this passage. It's hard to tell if it's the name of the passageway or a suggestion.

This passageway is home to a colony of piercers. The goblins normally avoid this area however they've incorporated the "run" into their wolf rat rider training. The object is to race through the passage as quickly as possible, and of course not to get pierced.



Piercers (1HD) (13): HD 1; HP 6,6,6,5,5,4,4,4,4,3,3,2; AC 3[16]; Atk 1 drop and pierce (1d6); Move 1; Save 17; CL/XP 1/15; Special: None.

21. A Grisly End

A collection of sickly looking bloated rats swarm at the base of a natural pillar.

The rats here are plague rats feasting on the corpse of a goblin. The goblin was

fortunate enough to survive the cave-in to the south, however the plague rat corrals there were damaged releasing the blackring infested vermin. They chased the goblin here where they overwhelmed him.



Plague Rats (6): HD 1d6; HP 4,4,3,3,3,3 AC 7[12]; Atk 1 bite (1d3); Move 12; Save 18; CL/XP 1/15; Special: continues to attack 1 round after death, disease (blackring)

22. Plague Rat Corral

The south west portion of this cave is filled with rubble from a recent cave-in. The bodies of three goblins lay among the debris along with remnants of a makeshift fence. More of the horrid vermin are here gnawing at the goblins.

This area was used as a holding pen for the plague rats. Stig had planned to turn them loose on Sooner's Field once he had amassed a decent quantity (and figured out a way of transporting them all.)

The rats were contained in a fenced in area within the cavern. While attempting to create more room for fences the goblins accidently knocked down a natural pillar supporting a section of the ceiling which resulted in a cave-in. The cave-in broke down the fences and killed most of the goblins that were working here. Many of the rats were also killed but there's enough still here to cause a problem for the party.



Plague Rats (10): HD 1d6; HP 5,5,4,4,3,3,3,2,2,2 AC 7[12]; Atk 1 bite (1d3); Move 12; Save 18; CL/XP 1/15; Special: continues to attack 1 round after death, disease (blackring)



Journeying On

If they players opted to take on Stig and his wolf rat riders before going after Wex and his corpse raisers their next move should be to head for the Valley of Skulls.

Chances are they'll want to stop back at Sooner's Field to resupply and heal up. Any lingering cases of blackring can be cured by Evianna at the sacred grove. The sprite will be there as well waiting to lead the party to the necromancer's lair if they need to be shown the way.

Remember to check for any random encounters if the group stays in the village overnight.

If the group already took out Wex and his minions jump to the Wrapping Up section.

Part 4: The Corpse Raisers

Following up on rumors of a necromancer (and possibly corpse raising goblins) operating out of the Valley of Skulls leads the group to the edge of the valley, a short distance east of the village.

An old trade route cuts through the valley, following the path of a dried riverbed. The woods rise gradually on either side running along a mountain bisected by a once mighty river. At the eastern end the mountain closes in forming a relatively narrow gap where the road passes into the woods. A pair of large stone skulls have been carved into the mountain on either side of the gap. Near this gap along the valley's northern edge lies an unassuming cave entrance. It's here that the necromancer made his lair.

If the sprite's with the group she'll tell of a war fought long ago between the elves and the demi-humans in the area. The skulls were put here as a warning then, marking the edge of elven territory, the beginning of the Woods-Without-End. The elves prefer traveling the northern road running along the edge of the White Run Mountains over traveling the valley road considering it to be haunted by warriors fallen in battle.

Gamemaster Background

The goblins from the Rot-tooth clan became servants to a necromancer named Radik Shadowveil. Radik made deals with thieves guilds and grave robbers to supply him with fresh corpses which the goblins were sent to collect them for him. The goblins would also make occasional side trips to dig up a few on their own. They were instructed to only travel at night and not to take corpses from any nearby

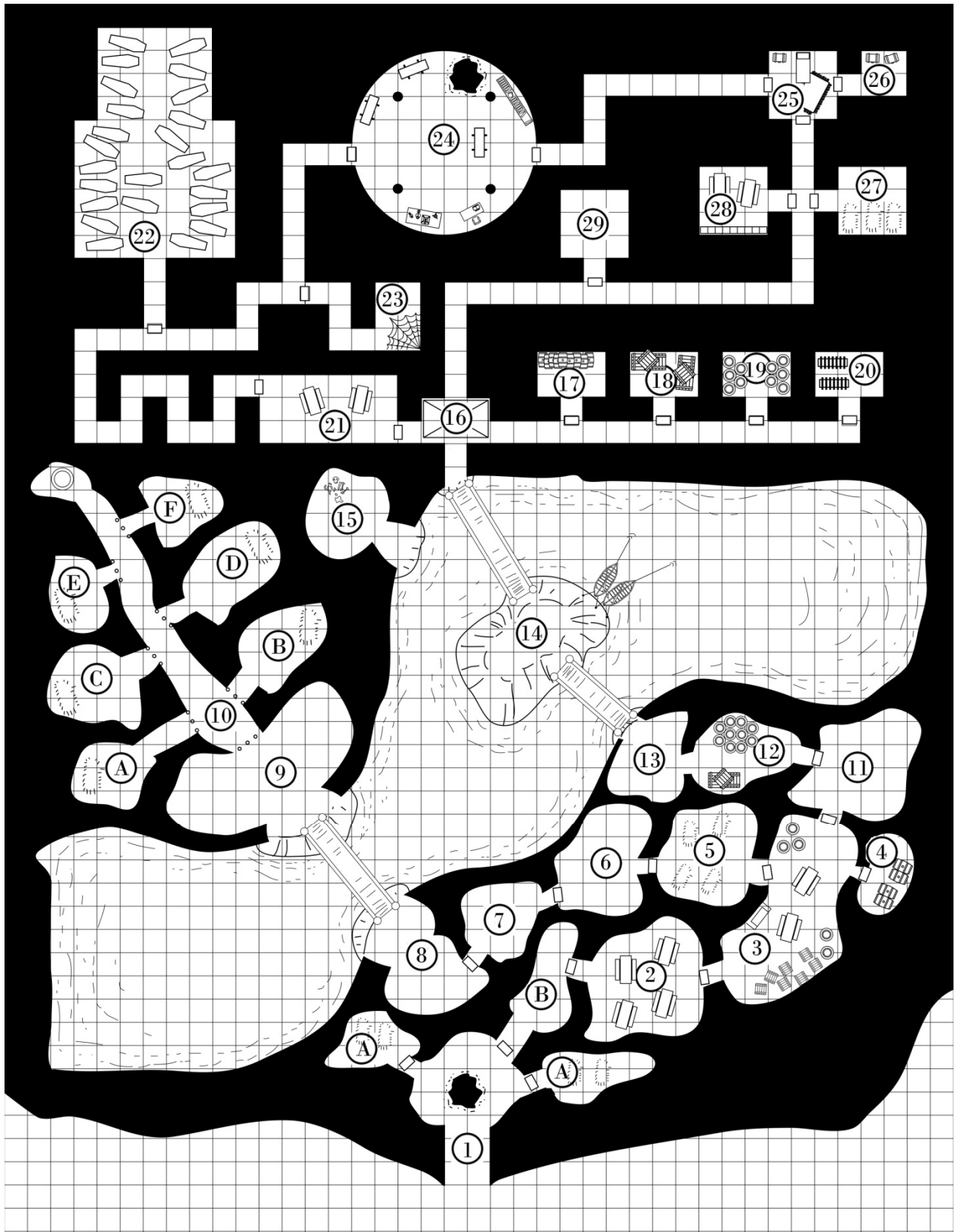
settlements in order to avoid drawing the attention of the locals.

Wex Rot-tooth, former leader of the Rot-tooth tribe was among the goblins tasked with retrieving bodies. He had long grown tired of this task and started scheming to kill Radik and claim the lair as his own. Problem was a group of human soldiers had throw in with Radik, deserters from some distant battle. The soldiers were keen to join up with a "general" looking to use the undead as grunts in his battles instead of them. These soldiers serve Radik as guards, keeping the goblins in line and separate from the necromancer. If Wex had any hope of taking out Radik he had to figure out a way of getting past the deserters first.

Then Wex was summoned to a meeting between the leaders of the three goblin tribes and given a magic stone. There was brief talk of an alliance and a combined attack on Sooner's Field, with goblins amassed and augmented by the power of the stones, but an argument quickly broke out over who would be best suited to lead the recombined tribe. Wex decided he'd take out Sooner's Field on his own and show them who the best leader was.

Returning to the necromancer's lair Wex soon discovered that the stone gave him control over Radik's zombies. The goblins and zombies overran the guards and killed the necromancer. During the battle additional powers were discovered; some of the goblins who were killed didn't stay dead, and it seemed some of the other goblins could raise the dead as well. Wex plans to raise an undead army. He also plans on waiting until after the other tribes make their move against Sooner's Field before unleashing his zombies on the weakened village. He considers himself very smart.

Adventure A1: Against the Goblins



The Necromancer's Lair

1. The Pit

The wide cave entrance leads to a small cavern featuring a large pit in the middle of the floor. Three closed doors line the cave wall, one to the left and two to the right.

The doors, throughout this complex, were liberated from other structures and brought here. Their frames are fastened securely to the cave wall with a series of iron brackets hammered into the stone.

There are two goblins posted as guards here. Unless they are surprised they will pull a rope that releases catches on the doors to the two caves marked A then retreat to the cave marked B, slamming the door behind them.

Engaging in combat in this room has the added danger of falling into the pit. When a player takes melee damage there's a 30% chance of slipping and falling into the pit (10% for monks and thieves.) If a character states that they are making an effort to avoid the pit while fighting the Gamemaster can modify the chance of falling into the pit or eliminate it completely. A character that falls into the pit suffers 1d6 damage. The pit is roughly 15' deep with smooth walls. A character in the pit will most likely require some help getting out.



Goblins, Corpse Raiser (2): HD 1d6hp; HP 5,4; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP 1/15; Special: -1 to hit in sunlight, 40% chance of raising as zombie, 30% animate dead. Gear: Short sword.

Cave A

The door to these caves is held shut by a wooden peg attached to a rope that runs through a series of iron loops hammered

into the cave wall and ends near the door to cave B. If the pegs haven't already been pulled free by the fleeing goblins they can be easily removed at the doors one at a time.

Both of these caves hold 2 goblin zombies each. When their cave's door is opened they will attempt to move out into **Area 1**



Zombies (goblin) (4): HD 2d6hp; HP 10,8,8,6; AC 8[11]; Atk 1 strike (1d6); Move 6; Save 16; CL/XP 1/15; Special: Immune to sleep and charm.

Cave B

If the goblins fled from **Area 1** they will be encountered in this room. They will have barred the door behind them requiring characters to force it open. The goblins gain a +2 bonus to their initiative since they were lying here in wait for the adventurers. They may join the battle in **Area 1** if the zombies are winning.

There's a half broken crate here serving as a table with two empty casks serving as stools. An empty plate and two near empty mugs of mead sit on the table.

2. Dining Hall

A collection of goblins fill this room, sitting or standing on benches which line four wooden tables. They're greedily attacking bowls of stew and mugs of mead. It's hard to tell which side is winning. Food, bowls and mugs are flying everywhere.

The goblins in the complex eat in shifts. Currently goblins from **Area 6** and **Area 7** are here. A particularly wide goblin (6 HP) moves about the tables, filling unbroken bowls from a large kettle of stew he carries. He ducks and dodges as he goes, avoiding various projectiles.



Goblins, Corpse Raiser (22): HD 1d6hp; HP 6,4,4,4,4,4,3,3,3,3,3,3,3,3,3,3,3,2,2; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP 1/15; Special: -1 to hit in sunlight, 40% chance of raising as zombie, 30% animate dead. Gear: Short sword.

3. Kitchen

A small hearth sits against one wall packed full with kettles, pots, and crocks. They're smoking, bubbling, burning or doing all at three once. An exhausted halfling wearing a tattered chef's hat is arguing with two goblins about how "it's impossible to make rat taste like anything other than rat!"

This is the area where meals are prepared. A number of empty crates and wooden casks are scattered along the walls. Seven small cages sit along the southern wall. Each holds a giant rat. A variety half rotted fruits and vegetables are scattered across two large preparation tables.



The halfling's name is Cad Candlewick. He was a cook travelling with a caravan of merchants heading for Woods-Without-End to trade with the elves. His caravan was ambushed by the goblins. Only he and two others survived. The goblins quickly ran through the finer foods that Cad was transporting. Now he's forced to deal with what they have available, which is mostly rat and cave fish they pull from the lake.

Cad will appreciate being rescued from this culinary nightmare and offer to cook a feast for his liberators, listing the menu at length and stressing that it doesn't include any rat. If the players escort him safety to Sooner's Field he'll make good on his offer, creating some extraordinary tasting dishes in their honor.



Goblins, Corpse Raiser (2): HD 1d6hp; HP 5,4; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP 1/15; Special: -1 to hit in sunlight, 40% chance of raising as zombie, 30% animate dead. Gear: Short sword.

Giant Rats (7): HD 1d4hp; HP 4,3,3,3,2,2,2; AC 7[12]; Atk 1 bite (1d3); Move 12; Save 18; CL/XP A/5; Special: 5% are diseased.

4. Pantry

This room is crisscrossed with a series of strings holding a couple of skinned rabbits, a dozen dead birds of various species, and a variety of relatively fresh vegetables. Four large wooden kegs line the rear wall.

The kegs contained honey mead that the merchant caravan Cad was traveling with was transporting.



Three of the four kegs are empty, the last remains untapped. It could be worth around 50gp to the right

buyer although it may be difficult to explain how the goblin claw marks and the drawing of the dwarf with 'stink-lines' got on it...

5. Zombie Room

Four human zombies stand in this room, armed with swords and shields. They look like they may have been guards at one time. Maybe they still are...

The necromancer stationed some of his guards here to keep the goblins in the neighboring warrens in line. When the goblins rebelled they killed the guards then reanimated them as zombies.

There were four beds here at one time however they've been destroyed and scavenged for material for goblin sleeping mounds; all that's left is bits of wood, fabric, and straw.



Zombies (4): HD 2; HP 12,11,9,8; AC 7[12]; Atk 1 weapon (1d8); Move 6; Save 16; CL/XP 2/30; Special: Immune to sleep and charm. Gear: Long sword, shield

6. Stinking Warrens

A terrible smell hits you as this door swings open. You know goblins aren't exactly the most hygienic creatures but this? This is bad...

There are a total of thirteen 'beds' in this room, comprised mostly of rags, straw, canvas, parchment, leaves, and anything else relatively soft that the goblins can get their hands on.

The goblins that normally occupy this room should already have been encountered in **Area 3** so this room should be empty save for one 'straggler'.

It seems the occupant of bed thirteen died some time ago, which is the reason for the smell. They're reluctant to bury him, and keep waiting for him to rise as a zombie. So far he hasn't and attempts made to reanimate him have failed so they're not sure what to do with him.



If the 13 beds are searched there's a chance that something of value can be found. Roll 1d20 on the chart below for each bed searched.

Roll 1d20	Object found
1	Nothing.
2	A few loose coins. (5gp)
3	A sack containing 2d6 walnuts.
4	A sack of 100 silver coins.
5	The skull of a giant rat.
6	A small gem. (Worth 20gp)
7	A small pouch containing a bit of stale bread and 6 strips of jerky.
8	A silver holy symbol. (25gp)
9	An obviously fake 'diamond' ring.
10	A torn sack containing 2d4 gems. (Worth 10gp each)
11	A crude drawing of a goblin slaying a bunch of humans.
12	A book on agriculture written in elven. (Worth 50gp to the Sooners)
13	Several ruined paged torn from a book written in elven.
14	A dirty glass jar containing 75gp.
15	A glass jar containing... well you're not sure what it is. But it's not good.
16	Two sticky gems stuck together. (Worth 50gp each once cleaned)
17	A near empty jar of glue.
18	A random scroll*. (25% chance of being covered in filth and illegible)
19	Bits of glass glued together to make something that looks almost like a large gem.
20	Roll twice on the table, ignoring results of '1' or '20'.

* roll 1d6 on **Table 86: Scrolls (General)** in the Swords & Wizardry core rulebook.

7. Dank Warrens

A single flicking torch barely lights this small damp cave.

Nine additional goblin beds are here. They can be searched like the ones encountered in **Area 6**. If excessive noise is made during the search however it may attract the attention of the goblins in **Area 8** (They're waiting for their turn to eat. They'll check to see if their neighbors have returned from the dining hall if they hear something.)



If the 9 beds are searched there's a chance that something of value can be found. Roll 1d10 on the chart below for each bed searched.

Roll 1d10	Object found
1	Nothing.
2	A few loose coins. (3gp)
3	A cowbell*.
4	A tiny golden pickaxe. (Worth 10gp)
5	An armed mousetrap*.
6	A silver ring. (Worth 20gp)
7	A bag of marbles with a large tear in its side*.
8	A gold ring. (Worth 50gp)
9	Three cowbells tied together*.
10	A +1 <i>dagger</i> (1st result of 10. After that a normal dagger is found.)

*Items have a chance of making noise, alerting the goblins in **Area 8** if not handled carefully.

8. Musty Warrens

This cave is damp and musty smelling. Maybe it has something to do with the fact that the northern edge slopes down to a large underground lake.

There are twelve goblins here, waiting impatiently for their turn to eat. In between hitting each other and lively

debates over which of them hates humans the most they're listening for signs that the neighboring goblins are back from eating. If they hear a noise from next door at least one of them will open the door to **Area 7** and investigate.

Like the other warrens this cave contains goblin beds; twelve in all.

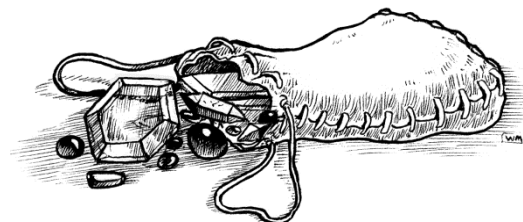


Goblins, Corpse Raiser (12): HD 1d6hp; HP 4,4,4,3,3,3,3,3,3,3,2; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP 1/15; Special: -1 to hit in sunlight, 40% chance of raising as zombie, 30% animate dead. Gear: Short sword.



If the 12 beds are searched there's a chance that something of value can be found. Roll 1d12 on the chart below for each bed searched.

Roll 1d12	Object found
1	Nothing.
2	A bowl containing 50 silver coins.
3	A collection of fish skulls.
4	A copper deer statue. (10gp)
5	A hilt from a broken dagger.
6	A silver hairbrush. (worth 15gp)
7	A glass eye.
8	A pewter mug with a small gem atop its handle. (worth 25gp)
9	A scrap of cloth bearing the image of a skeletal fist.
10	An old book on archery written in elven. (Worth 30gp to Zural)
11	A clay mug.
12	A sack containing 4d4 gems. (Worth 25gp each)



9. Guard Post

A large underground lake is spanned by a bridge of damp and moldy planks with handrails of coarse rope. On the far shore a collection of skeletons stand at attention.

Eight skeletons are stationed here, created by goblins in the skeleton workshop at **Area 24**. They positioned them here and gave them orders to guard the prisoners, unfortunately they never specified from whom. Two dead goblins lie just off the far end of the bridge a bucket of stale bread and a collection of wooden cups lie nearby (an unsuccessful attempt to feed the prisoners.) The skeletons will attack anyone who sets foot off the bridge. They'll also move onto the bridge to engage enemies who use range attacks against them.

A sturdy iron gate with an equally sturdy padlock is set in the center of the rear wall of the cave. Sounds of combat will cause the prisoners in **Area 10** to call out for food and water.



Skeleton (8): HD 1; HP 8,8,7,6,4,3,3,3; AC 8[11]; Atk 1 weapon (1d6); Move 12; Save 17; CL/XP 1/15; Special: None. Gear: Short sword



One of the goblins holds an ornate silver key (worth 10gp) It opens the gate to **Area 10**.

10. Prisoners

This corridor is lined with six prison cells. A stone cistern is visible at its far end.

The prisoners here are dying of thirst and half starved. Once one of them catches sight of the heroes they'll plead

weakly yet frantically for food, water, and release, though not necessary in that order. The silver key recovered from the goblin in **Area 9** opens these cells as well. The prisoners will immediately require food and water. Those able to will move to get it themselves; water from a stone cistern at the north end of the cave (a wide man made bowl-like indentation collects fresh water that trickles down through an opening in the cave's ceiling) food from the bucket the goblins were carrying.

Out of them all, only the orc is in any condition to aid the group in combat, and he doesn't really want to.

Cell A

Jarda Mason's here. He went looking for Shadis and wound up captured by the goblins. He informs the group that he heard the goblins order the skeletons to attack anyone who approached them not bothering to exclude themselves from the order. They haven't had any food or water for days, not since the first attempt to feed them after the skeletons were posted failed.

Jarda's been trained by Miram to serve in Sooner Field's militia. As a result he acts like a fighter.



Jarda (human fighter): HD 1; AC 7[12]; Atk 1 by weapon; Move 12; Save 17; CL/XP 1/15; Special: None.

Cell B

This cell contains Daxo, a halfling merchant from Cad's caravan. He's weak from lack of sustenance and will need assistance getting food and water. He'll probably have to be carried out of the caverns as well.

Cell C

This cell contains Paxo, a halfling merchant from Cad's caravan. He's not as bad off as his brother. He'll recover quick after getting some food and water. He'll be able to walk on his own but that's about it.

Cell D

This cell contains Snarr, an angry orc warrior, still formidable despite going for days without food and water. He asks for release, but he won't beg, and he'll curse at the group if they refuse adding the standard "hunt you down" threats. If freed he'll dash towards the bucket of stew at **Area 9** (or attempt to make a grab for it if it's in the party's possession) and greedily gulp it down. If he can't be persuaded to share he may need to be forced to do so...

Snarr will state he'll help the party fight the goblins if given a weapon (if not he deals 1 point damage with his fists) however he'll attempt to sneak away from the group the first chance he gets.



Snarr (orc): HD 1; HP 6; AC 6[13]; Atk 1 by weapon; Move 9; Save 17; CL/XP 1/15; Special: None.

Cell E

This cell is home to a female half elf named Sonia. She's a wandering minstrel who wandered into trouble. She promises to write ballads with her valiant rescuers as their subject once she gets her strength and her voice back. Her horse is in **Area 11**, about to become dinner.

Cell F

This cell contains the body of an elderly human. He was captured while fishing along the Dragon's Tail. The lack of water took its toll on him.

11. Larder

Now here's an odd sight, three goblins hold a spooked horse by its reins barely controlling it. The dead and crumpled body of a fourth goblin lies against the rear wall in a mangled mess (presumably where it was kicked.) The horse itself is marked with a series of dotted lines resembling the way a butcher would mark up a cow. It seems happy to see you.

When the goblins catch site of the party two of the three will release the reins and move to attack. The third goblin, still holding onto the reins, will get flung against the far wall by the horse, taking 1d4 damage. If Sonia's with the group she'll rush forward and throw her arms around the horse wailing "Oh Gertie-girl! What have they done to you!?!"

The dotted lines will eventually wear off. The goblin smell will linger for a bit longer.



Goblins, Corpse Raiser (3): HD 1d6hp; HP 5,4,4; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP 1/15; Special: -1 to hit in sunlight, 40% chance of raising as zombie, 30% animate dead. Gear: Short sword.

12. Sorting Room

Three large crates sit against the south wall while a collection of wooden barrels are stacked against the north wall.

The goblins have made secret raids against caravans, camps, and local settlements, even managing to swipe some items from the Sooners. They bring the items to this room, sort through them, and distribute them to the necromancer's

former storerooms on the other side of the lake. The items they're not sure what to do with remain here.

There's a total of ten wooden barrels against the north wall. Roll 1d8 on the following chart to determine their contents if opened:

Roll 1d8	Barrel Contents
1	Beans
2	Blocks of wax
3	Grain
4	Empty wine bottles
5	Dead Beetles
6	Rope, twine, bits of string
7	Red paint
8	Empty. False bottom contains a Remarkable Magic Item* (1st result of 10. After that, no false bottom.)

* roll 1d20 on **Table 98: Remarkable Magic Items** in the Swords & Wizardry core rulebook.

A giant centipede has crawled in from the cave containing the lake and curled up behind the crates. Anyone rummaging around in them (especially crate three) will provoke it to the point of attacking.



Giant Centipede (small, lethal): HD 1d2hp; HP 2; AC 9[10]; Atk 1 bite (0 + poison); Move 13; Save 18; CL/XP 2/30; Special: poison bite (+4 save or die).



There are three crates against the south wall. They contain the following: **Crate 1-** arrowheads, shafts and feathers. **Crate 2-** contains two dozen torches. **Crate 3-** A sack containing 12 sticks of incense (worth 12gp total), 3 flasks of holy water (25gp each), 3 silver holy symbols (25gp each), 2 cases containing 12 candles each, a finely crafted prayer book (worth 25gp), and a jewel encrusted statue of a goddess (worth 100gp) all packed in straw.

13. Zombie Training

Six goblin-size zombies are here, pummeling the stuffing out of a human-size dummy while two goblins watch, laughing with glee.

The goblins use this room for zombie training (although it's more about the goblins learning how to control the zombies.) The zombies are ripping apart a very unflattering human-shaped dummy. There's evidence of bits of other dummies lying about from past training sessions.

If the goblins see the adventures before they attack, one will say "More dummies!" in broken common while wiping a tear from its eye.



Goblins, Corpse Raiser (2): HD 1d6hp; HP 5,4; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP 1/15; Special: -1 to hit in sunlight, 40% chance of raising as zombie, 30% animate dead. Gear: Short sword.

Zombies (goblin) (6): HD 2d6hp; HP 11,10,8,8,6,5; AC 8[11]; Atk 1 strike (1d6); Move 6; Save 16; CL/XP 1/15; Special: Immune to sleep and charm.

14. Island

A wide bridge of wooden planks with rope handrails leads to a small island in the center of a large subterranean lake. The boards of the bridge are marked with tracks left behind by a small wagon or cart which looks to have passed over it many times.

The tracks were made by hand carts which were used to stock **Area 22** and take goods to the barrel, crate, cask, and

weapon storerooms. They continue across the island and over the other bridge.

There are two row boats anchored beside the island. One contains a fishing net while the other contains two makeshift fishing poles and a spear. The goblins use these boats to catch cave fish and ferry unlucky captives to **Area 15**.

The edge of the island slopes down so the bridges offer enough clearance for a goblin sitting in a boat to pass beneath it. Larger characters will have to duck.

15. Isolation

The shore here has an opening that leads back into darkness.

A few of the corpse raiser goblins came back as ghouls instead of zombies. The goblins found the ghouls more difficult to control than the zombies. They were also afraid that the presence of the ghouls would corrupt other goblins, causing them to return as ghouls as well so they placed them here, separated from the rest of the tribe.

The goblins were bringing the ghouls prisoners to feed upon however they've stopped due to problems with the skeleton guards at **Area 9**. There's evidence of past meals in the form of trails of blood that lead from the shore into the cave, where its victims were dragged.

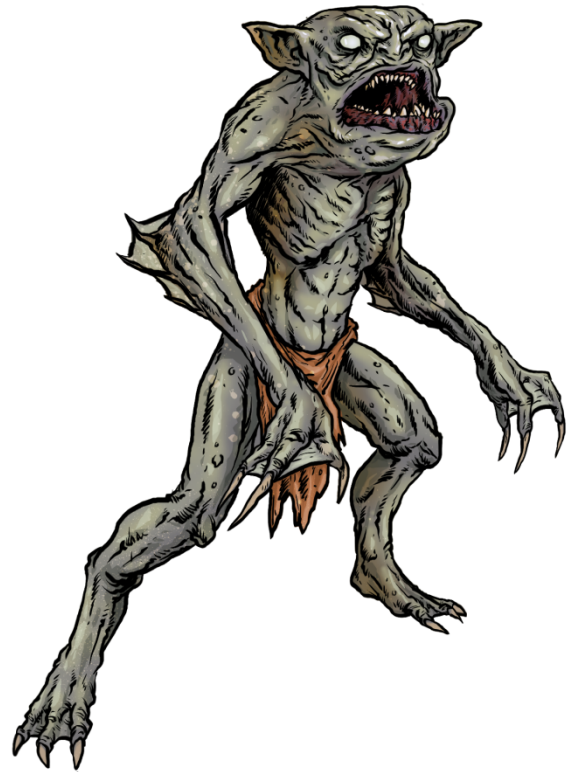
If the ghouls hear a boat approaching they will appear on the shore, eager to receive their next meal. Once the ghouls realize that it's not goblins bringing them dinner they'll retreat back into their lair.



Ghouls (goblin) (3): HD 2d6; HP 11,9,7 AC 6[13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; CL/XP 3/60; Special: Immunities, paralyzing touch.



Searching the lair will turn up a half eaten arm in among the bones and leftover bits of previous victims. A finger on the arm's hand sports a *ring of poison resistance*.



16. Trap!

The island's other bridge leads to a squared-off hallway, excavated into the cave wall. A short distance in a single skeleton stands in a small room where several corridors intersect.

The skeleton stands in the center of a large trap door. Unlike the guards at **Area 9** a more intelligent goblin (relatively speaking) gave it an order just to stand there. It serves as bait to lure the unsuspecting to the trap. It will not move from the area even if it's targeted by ranged attacks.

The goblins carefully gauged the weight required to spring the trap (through trial and error.) The trap door will swing open if more than two human-size adventurers venture into the center of the room, depending upon their equipment, encumbrance, etc. (triggered by a weight of around 400lbs.)

The tracks from the bridge continue through this room turning both to the left and right. The goblins know they need to keep at least one side of the cart off the trap to prevent it from triggering so the trail passes very close to the south wall.

The trap drops characters standing on it into a 20' deep pit. They'll take 2d6 damage from the fall which ends on top a jagged pile of bones left behind from past attempts at baiting the trap with skeletons. The skeleton will also take 2d6 damage from the fall if it's still kicking. Trapped characters may require assistance from above to climb back out.



Skeleton: HD 1; HP 8; AC 8[11]; Atk 1 weapon (1d6); Move 12; Save 17; CL/XP 1/15; Special: None. Gear: Short sword

17. Barrel Storeroom

The lock on this sturdy iron door's still intact, despite obvious efforts to bash, stab, and claw it open.

The rooms along this corridor are storeroom used by the necromancer to amass goods for his envisioned human, goblin, undead army. While he trusted the goblins with the keys to the other rooms this one he kept to himself. It was destroyed in battle between Radik and the goblins.

If the lock is successfully picked the door will swing open to reveal a room full of barrels. There are a total of fifteen

barrels here stacked on their side against the rear wall. They form a pyramid five rows high with a base of five barrels.

The barrels contain alcohol of varying quality. There will be 1d4 barrels marked with a small red 'X' indicating that they contain mead (worth 20gp each), 1d4 will be marked with a black 'X' and contain ale (worth 12gp each), the rest are unmarked and contain weak ale (worth 4gp each.)

18. Crate Storeroom

This room contains several wooden crates. Two of them have been broken open.

The iron door to this room is unlocked. The goblins broke open two of the crates stored here. One is now empty but contained two dozen cloaks. The cloaks were ripped to shreds and used as bedding in the warrens. The other open crate is filled with hardtack, an emergency ration for the necromancer's troops. There's evidence that the goblins took a bite out of one or two of the hard crackers and decided they wanted nothing to do with them so they're all still here. There are four crates here that are still sealed. If investigated they contain the following. Crate one holds six human size sets of leather armor. Crate two holds 100 days worth of dried rations. Crate three holds six lanterns and six flasks of oil packed in straw. Crate four holds a collection of clay mugs, bowls and dishes also packed in straw along with a small sack containing wooden spoons, forks, and six spare taps for the barrels in **Area 17**.

19. Cask Storeroom

This room contains ten wooden casks, five standing upright against the west wall and five standing upright against the east wall.

The iron door to this room is unlocked. One of the casks against the west wall has been opened. It contains a supply of fresh water, more "emergency rations". The goblins thought all the casks contained water so left the rest go. The remaining casks against the west wall do contain water. Two of the casks against the east wall contain dried meat, two contain rice, and 1 is filled with wine of exceptional quality (worth 75gp)

20. Weapons Storeroom

Two wooden racks stand in this room, filled with swords. An assortment of additional weapons and items lie scattered across the room, looking as though they were just tossed there.

The iron door to this room is unlocked. One wooden rack holds twelve long swords while the other holds eight short swords with four empty slots (the goblin found the long swords to be a bit unwieldy.) Items belonging to Jarda, Snarr, and Sonia lie on the floor (Jarda and Snarr have standard adventuring equipment while Sonia travels with a lyre and a backpack containing, trail rations, quills, ink, sheet music, and 25gp in a coin pouch.) Jarda's weapon of choice is a bastard sword while Snarr uses a +1 *battle axe* of orcish design.

21. Guard Room

Two goblins are here perched on the edge of a long table. They watch a group of six zombies fight.

The necromancer posted eight guards here to protect the dungeon side of the complex. When the goblins rose up they slew the eight guards and raised them as zombies. The two goblins are supposed to be on alert and watching the trap at **Area 16**. Becoming bored with that they've

commanded the zombies here to fight. Two lie "re-killed" on the floor. Roll 1d6 for each remaining zombie to determine how much damage was inflicted upon them prior to the heroes showing up.

There's a lever on the wall beside the east door that resets the trap at **Area 16** when pulled.



Goblins, Corpse Raiser (2): HD 1d6hp; HP 5,4; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP 1/15; Special: -1 to hit in sunlight, 40% chance of raising as zombie, 30% animate dead. Gear: Short sword.

Zombies (6): HD 2; HP 12,11,10, 10,9,8; AC 7[12]; Atk 1 weapon (1d8); Move 6; Save 16; CL/XP 2/30; Special: Immune to sleep and charm. Gear: Long sword, shield



22. Human Resources

Opening this door reveals a long hall going back to a room filled with flickering torchlight. The smell of death hits you immediately.

While the necromancer was in control of this complex he put word out through a network of thieves guilds that he was looking to accumulate corpses. Slowly he amassed a collection of twenty-four filled coffins, liberated from crypts, cemeteries, church yards, etc.

He planned on reanimating the corpses here to serve as the first soldiers in his undead army. Fourteen of the corpses have been transformed into skeletons in **Area 24** by the goblins. They were used as guards at **Area 9** and trap bait at **Area 16**.

Six corpses have been reanimated by goblins and now shuffle aimlessly about the room. They will not attack unless they're attacked first.



Zombies (6): HD 2; HP 11,11,10, 10,9,7; AC 8[11]; Atk 1 strike (1d8); Move 6; Save 16; CL/XP 2/30; Special: Immune to sleep and charm.



If the party decides to open the four remaining coffins they'll find them to contain the following: **Coffin 1** holds the body of a thief buried with his lock picks, a sack containing 200sp and his suit of *+1 leather armor*. **Coffin 2** holds the body of a man who sports an eye patch. The eye socket beneath it contains a gem worth 50gp. **Coffin 3** holds a corpse wearing a ring. The ring is cursed. Once worn it cannot be removed unless a caster of 6th level or higher casts *remove curse* upon it. Until the ring is removed the wearer will smell extremely unpleasant. People will

not be willing to interact with the wearer while they're producing this odor. **Coffin 4** contains the remains of a woman buried in what once was an expensive dress. She wears a diadem with matching necklace and bracelet (worth 450gp total.)

23. Spider-Zombie

Bits of a large shredded spider web hang from the rear corner of the room. The spider's nowhere to be seen. No wait, there it is. It appears to be stuck to a zombie that's shambling towards you...

The necromancer kept clear of this room finding that it was home to a giant spider that had somehow made its way in through a series of fissures in the ceiling above. It slept in its web through the day then climbed up through the cracks to hunt in the woods surrounding the cave at night.

The goblins found out about its existence the hard way. One was captured by it while exploring the dungeon side of the complex. They recently sent a zombie into the room and shut the door, hoping it would deal with the spider. In the awkward battle that ensued, the zombie became trapped in the web, got entangled with the spider, and then broke free.

The goblins checked on their minion only to find they created some sort of spider-zombie monster. They slammed the door and never went back again.

The spider's stats have been modified to reflect the fact that it's bound to the zombie. Roll initiative for the spider as normal however it can only attack targets adjacent to the zombie.

Heroes struck by the zombie's strike attack have a 40% chance of becoming

stuck to the zombie (its half covered in webbing.) Heroes with 16 strength or higher may need a round to break free while (weaker heroes may require some assistance.)



Zombie: HD 2; HP 10; AC 8[11]; Atk 1 strike (1d8); Move 6; Save 16; CL/XP 2/30; Special: Immune to sleep and charm.

Giant Spider (4ft diameter): HD 2+2; HP 11; AC 8[11]; Atk 1 bite (1d6 + poison); Move -; Save 16; CL/XP 3/60; Special: Poison (+1 save or die), modified stats.

24. Skeleton Factory

This large circular room looks like the workshop of a mad man. Three iron coffin-like troughs are scattered throughout the room, each covered by a rectangular grid. The grid has manacles attached to it, presumably to hold arms and legs in place. To the north a 10' wide pit holds a foul bubbling liquid. A table, workbench, and desk hold a collection of nasty looking implements.

There's a 50% chance of encountering Wex Rot-tooth here. If he's not here he'll be in **Area 25**.

The pit contains a mild acid that is used to fill the iron troughs. Once filled, a corpse could be strapped to the grid like lid and lowered into the acid by turning a wheel on the side of the trough. The acid would eventually dissolve most of the flesh while a collection of embalming tools on the long table on the northeast wall would be employed to remove the rest.

The necromancer used this area to strip the flesh from corpses. He was using this area to accumulate crafting material

before beginning on experimenting with new skeleton designs; adding another set of arms for extra attacks or an additional skull facing towards the rear so that an enemy couldn't sneak up on it, etc. The goblin's coup put an abrupt end to his plans.

The worktable against the south wall holds an assortment of reagents used in the art of necromancy while the desk holds a collection of notes and diagrams of a variety of dreamt up skeleton configurations.

Four zombies are in this room, three are the remains of human guards while the fourth is the reanimated corpse of the necromancer himself. He'll lead the attack against any intruders.



Zombie: HD 2; HP 12; AC 7[12]; Atk 1 strike (1d8); Move 6; Save 16; CL/XP 2/30; Special: Immune to sleep and charm. Gear: +1 *cloak of protection*.

Zombies (3): HD 2; HP 11,10,9; AC 7[12]; Atk 1 weapon (1d8); Move 6; Save 16; CL/XP 2/30; Special: Immune to sleep and charm. Gear: Long sword, shield



The necromancer still wears a +1 *cloak of protection* as noted above. It bears the image of a skeletal hand closed in a fist. There maybe those who recognize the symbol as the necromancer's and treat the wearer differently because of it.

The worktable contains assorted reagents used in spells (worth 100gp to the right buyer) as well as two *potions of healing*.

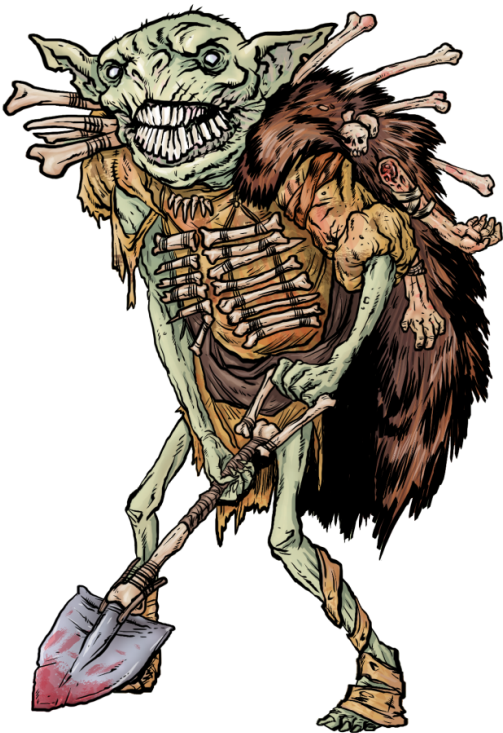
The notes on the necromancer's desk could also be worth 100gp to the right buyer, however it may be more prudent to destroy them.

25. Necromancer's Chamber

This room is pretty well furnished considering it's in a dungeon behind a series of caverns. A finely crafted rug covers half the floor while a sturdy looking chest and comfortable looking bed sits against the north wall. A full length mirror stands in the northeast corner.

This was the necromancer's bedroom. If the players listen at the door and Wex is present they may hear him preening "Me am Wex Rot-tooth. Me am famous necromancer. Me bestest goblin ever." etc. If the party enters the room they'll find Wex standing before the mirror.

Wex will attempt to summon the zombie he has standing guard in **Area 26** if attacked. The zombie will respond in 1d4 rounds.



Wex Rot-tooth (goblin, corpse raiser): HD 4; HP 25; AC 5[14]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP 4/120; Special: Spells, -1 to hit in sunlight. Gear: +1 *shovel* (functions as a spear.)



The chest holds a cloak that's been ripped down to goblin size with the image of a crudely painted skeletal fist, the skull of a goblin with gems for eyes (50gp each), a small sack containing 40gp, a scroll case containing a 2nd level magic user spell (*detect invisibility*), and a set of dirty linens for the bed (they were swapped out for the clean ones that were in here.) The full length mirror is free standing in a finely crafted wooden frame. It could be worth anywhere from 50gp-100gp to the right buyer.

26. Treasure Room

This room is empty save for two small treasure chests against the rear wall.

...and maybe a zombie. If Wex's guard isn't encountered in **Area 25** it will be here guarding the treasure.



Zombie: HD 2; HP 11; AC 7[12]; Atk 1 weapon (1d8); Move 6; Save 16; CL/XP 2/30; Special: Immune to sleep and charm. Gear: Long sword, shield



Chest number one is locked and trapped with a poison needle (save vs. death +1.) It contains a *helm of reading magic and languages* a small wooden case with a padded interior which holds a *potion of healing* and a *potion of slipperiness*, and a small sack containing 10 gems (worth 25gp each) and a *ring of shields* (see New Magic.) Chest number two is

locked (no trap) and contains a sack of 1,000cp a sack of 1,000sp, and a sack of 1,000gp. There's also a collection of finely crafted tomes concerning the burial rituals of different races: *From the Ground We Come to the Ground We Go* (written in dwarven), *Beyond the Mist Filled Glades* (written in elven), and *One Last Meal Before I Go* (written in halfling.) These books could be worth 50-100gp a piece to a collector.

27. Elite Guard Quarters

The floor of this room is completely covered in feathers. Lots and lots of feathers.

This room once belonged to the necromancer's bodyguards. They were killed and subsequently reanimated (they're now part of the group in **Area 24.**) There were three comfortable beds here, similar to the necromancer's, however they've since been destroyed and scavenged for material to build beds in the goblin warrens. The feather layer's about an inch deep. There's nothing of value here however if the players dig they'll find bits of splintered wood, strips of fabric, pieces of bed posts, etc.

28. Meeting Room

This room is furnished with two long tables. A map of the area is fastened to the south wall.

This was the necromancer's war room, where he dreamt up his plans of attack for the army he never assembled.

The map shows human settlements along the Dragon Tail River, elven outposts throughout the Woods-Without-End and dwarven strongholds along the White Run Mountains. Several arrows

have been meticulously drawn to indicate directions of attacks against these locations.

A goblin has scrawled "Gobin atak planz agnst smellys" along the lower edge of the map.



If Jarda's with the group he'll take great interest in the map. He believes Miram as head of the village militia would be interested in seeing possible attack routes an enemy would take against Sooner's Field. The map shows the locations of dwarf and elf settlements in the area which could be useful. He thinks Miram would be willing to pay a 50gp reward for the map (of course the dwarves and elves may also find the information useful. And they may be willing to pay more...)

29. The Chaos Stone

This room is bathed in a swirling and flickering scarlet light emanating from a strange red stone sitting on a pedestal of bone at its center. Two zombies stand guard near the stone.

The chaos stone attuned itself to the necromancer's magic, giving the goblins here power over the dead. It sits on a pedestal made of lashed together leg bones, the skeletal feet serving as the pedestal's feet.

The swirling, flickering light makes those who view it for any length of time nauseous. Living creatures will suffer a -1 penalty to attack while exposed to it.

The zombies will attack anyone who enters this room. Once combat begins the stone will animate the pillar it rests upon. When this happens it will crouch down like a spider, attempt to leave the room, and scurry off. The skeletal pillar will not leave

the dungeon/cavern complex and it cannot open doors. If enough damage is dealt to the pillar to 'kill' it the chaos stone will shatter.

Once the chaos stone's destroyed the goblins will lose the ability to animate the dead and/or rise as a zombie.



Zombies (2): HD 2; HP 10,10; AC 7[12]; Atk 1 weapon (1d8); Move 6; Save 16; CL/XP 2/30; Special: Immune to sleep and charm. Gear: Long sword, shield



Skeletal Pillar: HD 1; HP 8; AC 7[12]; Atk -; Move 12; Save 17; CL/XP 2/30; Special: Induce nausea (attacks suffer -1 penalty to hit.)

Journeying On

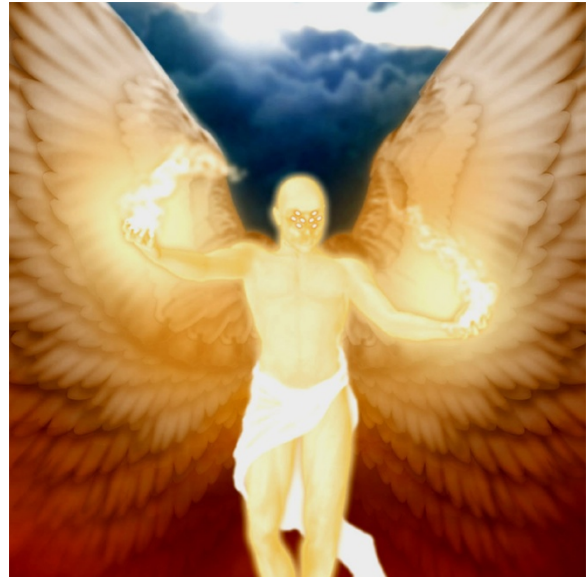
If the players opted to take on Wex Rot-tooth and his corpse raisers before going after Stig Broketooth and his blackring raiders, their next move should be to head for the bandit caves.

The group may want to return to Sooner's Field first to heal, rest, and restock (especially if they're in the process of escorting any former prisoners back to safety.)

If the party needs help finding Stig's base of operations the sprite at the sacred grove could show them the location of the bandit caves.

Remember to check for any random encounters if the group stays in the village overnight.

If the group already took out Stig and his blackring raiders jump to the Wrapping Up section.



Wrapping Up

If the players return to Sooner's Field after the goblin threat and the three chaos stones have been dealt with they'll be greeted by an excited Evianna who quickly bids the group to follow her. The site of Evianna outside of her sacred grove causes quite a stir among the villagers since they've never seen her leave it before. Evianna rushes back to her grove where an angelic looking (minor) prince of Law awaits the heroes (the being behind the group's visions.)

Once the group arrives, the prince will raise its hands summoning up a collection of fragments which the group recognizes as shards of the chaos stones. They arrange themselves in an orderly pattern then merge in a blinding flash of light, becoming a Law Stone (see New Magic.) The prince will offer the stone to the party, then vanish once it's been accepted.

News of this event quickly spreads throughout the village. Jacob Sooner interprets this as the threat being over. He announces a feast to be held in the party's honor with a barn dance to follow. If Cad's around he'll insist on helping out with the cooking, preparing special dishes for the heroes.



The Eastern Reaches

This adventure takes place in an area known as the Eastern Reaches at the edge of human civilization. The Gamemaster could alternately have it take place in another location if it better suits their campaign.

Areas of Note

- 1- The Village of Sooner's Field
- 2- The Scorched Tower
- 3- The Bandit Caves
- 4- The Necromancer's Lair

Continuing the Adventure

Here are some suggestions for further adventures:

✘ As stated earlier the Gamemaster has the option of tying in the events at Sooner's Field with Mini-Dungeon Module D1: *Sorrowblight Fields*, using that short adventure as either a prequel or postscript to this one. To use it as a prequel have the player or players who stepped into the pentagram or handed any of the chaotic "knick-knacks" Klaw brought back from the plane of Chaos found in **Area 12** of that adventure be the one, or ones, who experience the "buring preminition." To use it as a postscript- a band of goblins who survived the events in *Against the Goblins* led by Klaw manage to get in contact with the (very) minor Prince of Chaos who gives them the blight beetles to use against the Sooner's Farm as a method of revenge.

✘ A strange tent shows up in the Sooner's Field village square over night. Within a strange little man sells mundane magic items at greatly discounted prices; animated comb and brush sets which automatically groom their owners each morning, mechanical cats that keep homes free of pests, chimes which automatically sound when a visitor approaches the door, etc. The next day the items are all found to be cursed and the tent (along with the odd little man) is gone. The players must deal with the cursed items, possibly to the point of hunting down the man responsible for them and forcing him to undo his enchantments.

✘ The fiery explosion at the Scorched Tower which freed the fire elemental also

caused the warlock Grimskull's spirit to become fused with the creature. The elemental, guided by Grimskull's intelligence begins terrorizing Sooner's Field. What's worse the creature seems to be able to absorb fire, growing larger and stronger with each instance.

✘ Blackring returns with a vengeance, spreading through the village like a plague. All efforts to cure it have failed and even Evianna has fallen ill to the disease. The players must escort Evianna to a magic pool located in a ruined temple to X'Ander miles away from the village so that she can create enough elixirs to cure the entire village. Outside her sacred grove and suffering from the effects of blackring Evianna stats are reduced to that of a 2nd level cleric's.

✘ If the party recovered the halfling gem trader Farson Copperfoot's chest of gems from the secret treasure room in the Bandit Caves and decided to keep it for themselves Farson and his dwarven guards slip away from the group once they reach Sooner's Field. Farson realizes that he'll have difficulty convincing the village that their saviors should return the gems to him so he heads off to a dwarven enclave in the White Run Mountains to plead his case. He returns several days later with a group of armed dwarves looking to convince the party to return his gems. If the party's already moved on the dwarves may decide to give chase.

✘ A goblin surfaces several days after all three Chaos Stones have been dealt with. He seems to have control over a swarm of flaming zombie rats whose bites cause blackring. The source behind this goblin's power will have to be discovered and dealt with.

Adventure A1: Against the Goblins

✘ The halfling the party rescued from the goblin kitchen in the Necromancer's Lair, Cad Candlewick asks the party to escort him back to his home village. He's a bit of a celebrity back home and informs the party that there are some hungry fans there that will pay for his safe return. Cad has an ulterior motive in mind however. Once underway he'll attempt to convince the party of the necessity for several side trips on the journey for the purpose of picking up exotic or obscure ingredients, ingredients which he'd have a hard time acquiring without a fully armed retinue at his disposal.

✘ A bite from a wolf rat inflicts a rare form of lycanthropy upon a player. When the moon is full they transform into part werewolf part wererat. Finding a cure for this unique condition may prove to be difficult.

✘ After examining Vara Showerspark's notes retrieved from the basement of the Scorched Tower the players learn that the blacksmith copied the design for the *emberbows* from what he refers to as a "true emberbow." This emberbow holds unlimited charges and is rumored to be stored in a forgotten treasure vault deep within an abandoned and haunted mine somewhere in the White Run Mountains.

✘ The (very) minor Prince of Law communicates to the party by way of a series of visions experienced by the player in possession of the Law Stone. He tasks them with seeking out and destroying other Chaos Stones scattered throughout the kingdom.

✘ The adventurers are asked to return to Sooner's Field weeks later in order to defend it against a band of goblin ghouls.



New Monsters

GOBLIN

Goblins are small creatures (4ft tall or so) that inhabit dark woods, underground caverns, and (possibly) the otherworldly realms of the fey. They attack at -1 in the full sunlight.

Interactions with powerful beings of the fey or creatures from the plane of Chaos have been known in rare instances to create "mutant goblins" with powers that set them apart from their kin. Three examples of these goblins follow:

Blackring Goblin

Blackring goblins take their name from the disease that they carry. They have an appearance similar to their counterparts, however they can appear weak and sickly at times. These goblins have a claw attack that has a chance of infecting its target with blackring. The target must save vs. poison or else become infected. The disease manifests itself 1 hour after exposure (unless boosted by magical means) at which point the subject develops a fever, breaks out in a rash that covers the skin in dark circles, and suffer a -1 penalty to their attack rolls. This condition lasts until the disease runs its course (making a save at the start of each day until successful at which point the subject is cured) or a *cure disease* spell negates it. Blackring boosted by magical means may be more difficult to cure and may even have different symptoms.

Goblin, Blackring: HD 1d6hp; AC 6[13]; Atk 1 weapon (1d6) or claw (1d4 + disease); Move 9; Save 18; CL/XP 1/15;

Special: -1 to hit in sunlight, disease (blackring).

Corpse Raiser Goblin

Corpse raiser goblins often have grayish skin and the faint smell of the crypts about them. This is due to the fact that they've been charged by necromantic magic. When a corpse raiser is killed there is a 40% after it's killed that it will rise up as a zombie (or on rare occasions, a ghoul) in 1d4 rounds. There's also a 30% chance a corpse will have the ability to animate dead. The goblin will be able to raise 2 skeletons or 1 zombie each week. Each time a goblin uses this power its hit points are permanently reduced by one.

Goblin, Corpse Raiser: HD 1d6hp; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP 1/15; Special: -1 to hit in sunlight, 40% chance of rising as zombie, 30% animate dead.



A corpse raiser goblin riding a wolf rat

Fire Bringer Goblin

Each time a fire bringer is encountered there is a 50% chance that it will have fire resistance (immune to normal fires and +5 bonus to saving throws vs. magical fire.) There is also a 20% chance that it will have the ability to project flame 3 times per day (a spout of fire shoots from the hands to a range of 25'. It deals 1d6+1 damage and has a chance of igniting flammable materials.) Some fire bringers have dark red skin, these are usually the ones who have both fire resistance and the ability to project flame. Some fire bringers also are badly scarred. This occurs either when goblins with flame projection don't have fire resistance or they start experimenting with fire before their resistance has fully "kicked in

Goblin, Fire Bringer: HD 1d6hp; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP 1/15; Special: -1 to hit in sunlight, 50% chance of having fire resistance, 20% chance to project flame.

PLAGUE RATS

A rat that carries a particularly nasty disease (especially those created through magical means) can become a plague rat. These rats almost always bear some sign of the disease's corruption, rashes, scabs, sores, etc. At many times plague rats look half dead, kept alive only by an unnatural urge to spread the disease they carry. A plague rat spreads its disease through its bite. It's bite has also been known to transform normal rats into plague rats as well. A bit target is allowed to save vs. poison. The effects of the disease can be determined by the Gamemaster unless otherwise specified.

Plague Rat: HD 1d6; AC 7[12]; Atk 1 bite (1d3 + disease); Move 12; Save 18; CL/XP 1/15; Special: continues to attack 1 round after death, disease.

HELL BOOKS

Spell books are often exposed to chaotic magic since they're usually present while new item enchantments or new spells are being researched. In some cases, especially those where a great deal of magic is unleashed at once, spell books can take on a mind of their own. Hell books are spell books animated by magic and charged with spells. Hell books fly (though not very well) by flapping their covers. They can also hop short distances. A hell book has the ability to cast a magic user spell once per day. The level of the spell is based on the hit dice the book possesses; 1HD=1st level spell (usually *magic missile, shield, or sleep*), 3HD=2nd level spell (usually *darkness, 15-foot radius, invisibility, mirror image, or web*), and 5HD=3rd level spells (usually *fireball, haste, invisibility, 10-foot radius, lightning bolt, monster summoning, or slow.*)

Hell Books (1HD): HD 1; AC 7[12]; Atk 1 slam (1d4); Move 3 (Fly 5); Save 17; CL/XP 1/15; Special: Spells.

Hell Books (3HD): HD 3; AC 7[12]; Atk 1 slam (1d4); Move 3 (Fly 5); Save 17; CL/XP 1/15; Special: Spells.

Hell Books (5HD): HD 5; AC 7[12]; Atk 1 slam (1d4); Move 3 (Fly 5); Save 17; CL/XP 1/15; Special: Spells.

WOLF RAT

Hideous looking hybrids with the cunning and speed of a wolf and the bite and ugly of a giant rat. When encountered normally 30% will carry a disease transmittable through their bite attack. A bit target is allowed to save vs. poison. The effects of the disease can be determined by the Gamemaster unless otherwise specified. Like their wolf kin some wolf rats can be trained to use as mounts.

Wolf Rat: HD 2+1; AC 7[12]; Atk 1 bite (1d4); Move 18; Save 16; CL/XP 2/30; Special: 30% are diseased.

New Magic

EMBERBOW

A standard light crossbow charged with a fiery enchantment. Once the bow is loaded with a bolt the user may spend a charge to give the bolt a fire attribute. The bolt deals an additional 1d4 damage to its target and has a chance of igniting flammable material. When first created an emberbow holds 6 charges (if found roll 1d6 to determine how many charges are left.) There's no known way to recharge an emberbow. It's believed a bow with unlimited charges, a "true emberbow" exists but this is only a rumor...

EMBERSTICK

An emberstick is a cylindrical wooded rod, about the same length as a torch but thinner in diameter. Each emberstick bears a copper cap at its end. Pulling the cap off will cause the end to ignite and burn with the same brightness as a torch, however unlike a torch it cannot be blown out by wind or extinguish when dropped. An emberstick will burn for 3 hours. The copper cap can be placed back on the end to snuff its light out until it's needed again. Thus an emberstick that's burned for 2 hours can be recapped and uncapped at a later time to burn the remaining hour.

FIRE BAG

This small sachet is filled with sulfur and a variety of exotic components. If a magic user holds one in their hand while casting fireball, the spell deals its maximum damage. The sachet burns up during the casting of the spell.

FLAMEBLADE OIL

This small glass vial containing a swirling yellow, orange, and red concoction

resembling liquid flame. Coating a bladed weapon with the entire contents of the vial will cause the weapon to function as a flaming weapon for 24 hours.

FLAMING AURA, POTION OF

When a character drinks this potion they become surrounded by an aura of flames for 1d6+6 turns. The flames are magical in nature and will only harm those who attempt to hurt the character. When the character struck by a melee attack the aura will flare up dealing 1d4 damage to all creatures within 5' of them.

LAW STONE

When held in the hand this fist-size, minor artifact of Law provides two benefits to its wielder. First if the character holding it makes a successful attack against a target as the result of a die roll which resulted in an even number the attack deals an additional 1d4 damage to the target. Second if this additional damage causes the target to drop below one hit point the wielder of the stone regains 1d4 hit points.

SHIELDS, RING OF

The wearer of this simple silver band can activate it at will to summon up a disk of protective force. This disk functions identical to a shield granting a -1 [+1] modifier to AC. Due to its unobtrusive nature, and the fact that it can be summoned and dismissed at will, the ring can be used by classes that normally couldn't use a shield. Spell casters will probably still have to dismiss the shield before casting intricate spells. Once per day while the shield is active the wearer of the ring can fire the shield at a target up to 30' away. If it hits the shield deals 1d6+1 damage to the target. After this the shield cannot be summoned for 24

hours. The ring cannot be used in conjunction with an actual shield. The disk forms on the arm which bears the ring at roughly the same location a standard shield would be readied in.

STAFF OF INFECTION

This short staff can be used in combat, dealing 1d6 to its target and bestowing upon them a -1 penalty to their saves against disease. If the wielder is within 100' of a creature carrying a disease each time the staff strikes a target the target has a 40% chance of becoming infected by that disease (the target can make a save vs. poison. If successful the disease doesn't take hold.) The staff deals an additional 1d4 damage against diseased targets.

X'ANDER'S ELIXIR

In times of need X'ander, an elven god of nature and harvest, allows his clerics to create an elixir which contains a number of beneficial properties. When consumed the elixir heals 1d8+1 hit points, bestows a +2 bonus to the imbiber's saving throws for 1d6+6 turns, a grants a further boon to characters wearing leather armor or cloth (no armor.) The elixir calls up the spirits of the animals that gave their hide to protect the leather clad adventurer. Each time the adventurer is struck by a melee attack there is a 50% chance that a phantom arm will lash out, slashing the target for 1d4 points damage. The elixir also reinforces the plant fibers in the clothing worn by armor-less adventurers, thickening the clothing and causing it to sprout leaves. This thickening modifies the character's AC by -1 [+1] and grants the wearer the ability to regenerate 1 hit point per turn. These armor enchantments remain for the elixir's duration.

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