



That's a Goblin!?

by Mark L. Chance



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Introduction

Most everyone knows that goblins are small creatures, about four feet tall or so, who inhabit dim woods, lightless caverns, and possibly the otherworldly realms of the fey. Beyond this rudimentary description, scholars have trouble pinning down the specifics of goblin appearance.

For, you see, these horrible humanoids eat very nearly anything, including bizarre mushrooms and subterranean insects that would sicken (or worse) most other creatures. Goblins society, such as it is, also lacks civilized restrictions against interbreeding with close relatives.

*"Goblins? Yah, I know all I need to know 'bout goblins. No two goblins are alike 'cept for one thing, that bein' that the only good goblin is a dead goblin."
-- Ulf Halfane*

The goblins' strange dietary choices and unsavory mating habits, perhaps combined with sinister influences from chaotic powers revered by goblins, mean that goblins often exhibit bizarre mutations.

That's a Goblin!? is compatible with the *Swords & Wizardry* game, which means it's probably at least mostly compatible with almost any old-school game.

If you have any comments or criticisms about this PDF, please [e-mail me](#). Enjoy!

Mark L. Chance
Spes Magna Games

Random Goblin Traits

The Random Goblin Traits table to the right includes 23 different mutations. To randomly generate a goblin trait, roll 1d24. If you don't happen to have a 24-sided die, don't fret. You just go old school and roll 1d12 and 1d6. If the 1d6 comes up 4-6, then you add 12 to whatever you rolled on the 1d12. Otherwise, the 1d12 result stands unmodified.

Beer Gut: The goblin proudly sports an amazingly protuberant abdomen. If the goblin spends a round chugging a beer, it gains the ability to unleash a potent belch 1d3 rounds later. The belch counts as the goblin's melee attack. The target must make a saving throw to avoid being (1-2) blinded for 1d4 rounds, (3-4) deafened for 1d4 rounds, or (5-6) stunned for 1d4 rounds (roll 1d6 to determine exact effect). The goblin can use this disgusting ability two times per hour without ill effects. Each additional beer chugged within an hour forces the goblin to make a saving throw to

Random Goblin Traits

1d24	Result
1	Beer gut
2	Big muscles
3	Blood sucker
4	Bloodshot eyes
5	Caterwaul
6	Chameleon eyes
7	Dander
8	Excessive salivation
9	Fanged maw
10	Frenzied
11	Huge ears
12	Huge feet
13	Long legs
14	Loose skin
15	Moist nose
16	Nearly transparent
17	Pustules
18	Quills
19	Rasping tongue
20	Rubbery
21	Slippery
22	Suctiony fingers and toes
23	Thick skull
24	Referee's choice

avoid becoming violently ill.

Big Muscles:

The goblin swaggers around with improbably huge muscles bulging on its arms, shoulders, neck, and chest. All of that upper body strength means the goblin enjoys a +1 bonus both attack and damage rolls, just like it was a fighter with a 16 Strength.

Bloodsucker: Ye gods! That goblin's mouth looks like a sucker ringed with dozens of close-set, tiny fangs! The goblin bites for 1 point of damage with a successful attack. It then drains blood at a rate of 3 hit points per round. A bloodsucker goblin can be forced off a victim by fire, a successful open doors check, or by simply killing the horrid thing.



Always look up.

Bloodshot Eyes: The goblin glares at the world with eyes so swollen and irritated that they appear completely red and watery. By squinting, the goblin squirts tears and blood as a melee attack. The target must make a saving throw to avoid getting this noxious mix of liquids in his eyes. A failed saving throw causes the victim to suffer a -2 penalty on attack rolls and Dexterity checks for 1d4 rounds.

Caterwaul: It's difficult to see what sets this goblin apart from others until it shrieks. The goblin's painfully loud screech affects every creature (except the goblin itself) in a 10-foot radius around the goblin.¹ Creatures within the radius must make a saving throw or be stunned by the horrible pain for as long as either the goblin shrieks or the victim remains in the radius. The goblin can shriek for up to 2 rounds without ill effect on itself. Each round after that, it must make a saving throw and, if it fails, the goblin

¹ I was asked via e-mail, "Is the area of effect stuff supposed to effect other goblins? I'm thinking of things like Caterwaul and Dander, and the like." My answer is, "Yes. Yes, it is."

suffers 1 point of damage and cannot shriek again until healed.

Chameleon Eyes: The goblin's eyes stick out from the sides of its head in scaly turrets. Its eyes move independently of each other, granting the goblin a much wider and varied field of vision. The goblin is surprised only on a 1.

Dander: This goblin has some sort of terrible skin condition. Its flesh flakes away, and its hair has fallen out in clumps. If it does nothing else for the round, the goblin can vigorously rub itself in a variety of places. Doing so kicks up a swirling cloud of dander in a 5-foot radius around the goblin. Other than the goblin itself, creatures caught in the radius must make a saving throw to avoid inhaling the dander, getting it in their eyes, and so forth. A failed saving throw imposes a -2 attack roll penalty for 1d4 rounds due to watery eyes, coughing, sneezing. The dander cloud lasts for 1 round.

Excessive Salivation: The goblin drools without ceasing. Spit glistens on its chin, neck, and front. This ability is of little use in combat, but the goblin has learned to smear its saliva all over its body in order to wriggle through narrow spaces, slip out of bonds, discourage fastidious creatures from touching it, et cetera.

Fanged Maw: A wide, fang-filled maw splits this goblin's face. It has a bite attack that inflicts 1d6 points of damage.

Frenzied: In combat, the goblin fights with astounding ferocity. A bonus of +2 is added to its attack rolls.

Huge Ears: The ears growing from the goblin's head are easily five or six times larger than normal. The goblin possesses keen hearing and is surprised only a 1.

Huge Feet: The feet on this goblin belong on an ogre. They're easily four times larger than they should be. The goblin's huge feet act like snowshoes.

Long Legs: The goblin stands a good two feet taller than most of its kind, and the extra height is all in its legs. The goblin has a move of 12.

Loose Skin: Grotesque folds of skin hang in saggy wrinkles all over the goblin's body. It takes 1 fewer points of damage per damage die from slashing weapons (minimum 0 points of damage per damage die). In unarmed combat, the goblin is difficult to grapple. Treat the loose-skin goblin as a 2 Hit Dice monster when defending against a grapple.

Moist Nose: This goblin's flat nose quivers and glistens. It has a remarkable sense of smell, and it is able to track like a bloodhound. The goblin is surprised only on a 1 if downwind of the would-be ambushers.

Nearly Transparent: At first glance, this goblin might not be seen. Its flesh, bones, and organs are nearly transparent. The goblin has a 25% chance to hide in shadows while moving and a 50% chance if it remains still.

Pustules: Swollen, blackened boils and seeping sores cover the goblin. The goblin's unarmed attacks cause normal damage but the victim risks being exposed to contagion with every successful attack. A saving throw prevents infection. The disease's effects are left to the Referee's discretion.

Quills: A crown of barbed quills grows from the goblin's head. It can flick its head and hurl up to 3 quills per round with a maximum range of 30 feet. A quill inflicts 1 point of damage, and the goblin has 1d8+4 quills when encountered. A quill that strikes its target has a 20% chance to lodge in the victim's flesh. A lodged quill automatically inflicts 1 point of damage on the victim should he move or attack. A quill can be safely extracted in one round if that is all the victim does.

Rasping Tongue: The goblin's long, broad tongue could sand wood. The goblin uses its tongue to scrape wounds into helpless victims, relishing the taste of shredded skin and blood. The tongue inflicts 0-3 points of damage per round (1d4-1).

Rubbery: The goblin's soft tissues and bones yield to pressure without any extra harm to the goblin. Blunt weapons and falls inflict 1 fewer points of damage per die of damage to the goblin, which may reduce damage to 0 points.

About Challenge Levels

Some of the goblin options you've read probably deserve a challenge level modification. A few certainly do. Others don't.

For example, I can't see why a rasping tongue goblin needs to be worth more XP. The same is true for a loose skin or a fanged maw goblin.

On the other hand, a dander goblin or a quill-headed goblin have special attacks that make them more effective (rather than just different or slightly better). In these cases, it's likely best to treat the goblin as CL/XP 1/15.

When dealing the likes of a shaman, a witchdoctor, or a fey goblin, a CL/XP adjustment is a must. These sorts of goblins not only have additional abilities, but they also may have multiple Hit Dice.

Of course, you're the Referee, and you in a much better position to judge how to use these rules with your game. Be fair and fun, and everything should work out just fine.

Slippery: The goblin's oily skin excretes a runny mucous. The goblin is treated as a monster with 4 Hit Dice when it resolves a grapple attack as the defender.

Suctiony Fingers and Toes: The pads of this goblin's fingers and toes resemble the digits of an over-sized tree frog. It can climb with remarkable speed and agility.

Thick Skull: The goblin's head appears unusually massive with jutting brows and strange lumps under the skin. It can head butt a foe in melee, inflicting 1d6 points of damage with a successful attack. Up to four other goblins can pick up the thick-skulled goblin and use it as a battering ram, causing 2 points of structural damage per turn (but also inflicting 2 hit points of damage on the thick-skulled goblin per turn in the process).

Goblin Types, Tactics & Weapons

It comes as no surprise that a race as variable as goblins also prove highly adaptive to different environments. Likewise, a race as small and weak as goblins must be more than physically adaptive

in order to survive. Goblins also possess a terrible viciousness and a talent for inflicting pain.

Types

Presented below are three subspecies of goblins, each adapted to a specific environment.

Deep Crawlers: Some goblins completely shun the surface world. They are born and raised in the endless caverns of subterranea. Deep crawlers have spindly limbs and long, hyper-articulated fingers and toes. They have a move of 6, but they can climb along the rough walls and even the ceilings of their cavernous environs with ease. Deep crawlers echolocate like bats.

Leaf Lurkers: In trackless rain forests and marshes, it can be difficult to find dry ground to build on. Goblins living in such areas have adapted to life in the treetops. They move clumsily on the ground (move 6) but with speed and grace through the trees (move 9 and capable of impressive leaps). Leaf lurkers have long, flexible tails that they can use to carry objects. They cannot wield weapons with their tails, but the tails do allow them to retrieve and to hold small objects.

Sewer Creepers: Some goblins infest the fringes of civilization, living in sewers and garbage dumps. They scavenge the detritus of city life, infrequently gathering sufficient courage and numbers to stage night raids against stray animals, drunks, et cetera. Sewer creepers surprise opponents on a 1-3. Their filthy weapons have a 5% chance to cause disease.

Tactics

Goblins aren't tacticians. They're too cowardly, chaotic, and feckless to stick to a plan for long, especially after that plan comes into contact with the enemy. This doesn't mean, however, that some goblins haven't developed certain specialties that aid the tribe's survival.

Arsonist: Goblins love burning stuff. They burn buildings, people, animals, crops. If it's flammable, odds are good a goblin would like to set it ablaze. An arsonist goblin has developed a special talent for using fire as a weapon. The arsonist enjoys a +1 bonus to attack rolls with weapons that inflict fire damage.

Battle Singer: Goblins often sing when killing, maiming, or looting. Their songs tend toward the terrible, full of off-key gusto and repetitive, simplistic lyrics about blood, death, and terror. A battle singer is a goblin with a special talent for song. As long as a battle singer belts out its horrid lyrics, all allied goblins within 30 feet who can hear the battle singer fight with inspired savagery, enjoying a +1 bonus to weapon damage rolls.

Hidden Sergeant: Goblin leaders seldom lead from the front. Instead, they prefer to lurk in the shadows and the relative safety behind the lines of their lackeys, hissing orders and avoiding the fight. A hidden sergeant has developed this lead-from-behind tactic into an art. As long as the hidden sergeant is not engaged in melee and remains behind cover, he can call out orders to 1d6 goblins per round. These goblins gain a +1 bonus to either attack rolls or to saving throws for the round (use which ever bonus seems most applicable to the hidden sergeant's orders).

Pet Killer: Goblins hate common domestic animals, especially those kept by humans. Goblins won't even eat these animals unless hard-pressed for food. A pet killer excels in the slaughter of domestic animals. It has a +1 bonus to both attack and damage rolls against such.

Shaman: Goblins worship the powers of chaos: forbidden deities, demons and devils, and so forth. A shaman goblin always has at least 2 Hit Dice, and it has a special connection with the chaos powers it worships. A shaman casts spells as a Cleric of a level equal to its Hit Dice.

Witchdoctor: A goblin witchdoctor, rare and much feared, taps into magic by means of its collection of totem items and its knowledge of obscene prayers, bizarre screams, and dances. All goblin witchdoctors have at least 4 Hit Dice. They cast spells as both Clerics and Magic-Users. Divide the witchdoctor's Hit Dice between these two classes. If the goblin has an odd number of Hit Dice, its ability as a Magic-User is always greater than its ability as a Cleric. For example, a goblin witchdoctor with 5 Hit Dice casts spells a 3rd-level Magic-User and a 2nd-level Cleric.

Weapons

Goblins aren't known for the skills as weaponsmiths. Most of what they fight with has been scavenged or looted from others. The



unfortunate victims of goblin attacks know of at least three exceptions to this general observation.

Child-Catcher: A child-catcher is a haft topped with metal crafted into two prongs. Each prong curves to form spiked hooks. A successful melee attack with a child-catcher inflicts a mere 1d2 points of damage, but the device has a 50% to snare a small creature, such as a halfling or a human child. An ensnared victim loses his Dexterity and shield bonuses to Armor Class. He can also be pushed and pulled by the wielder (resulting in a 25% chance of the victim being pulled off his feet). An ensnared victim can attempt to pull free with an open doors check, but failure inflicts 1d2 points of damage. Goblins use these weapons to capture small humanoids for use as slaves, ransom, and food.

Club-Torch: Goblins, especially arsonist goblins, sometimes wield club-torches. This weapon is quite simply a hardwood club whose business end has been riddled with holes that can be stuffed with cloth soaked in some sort of flammable resin. A club-torch inflicts 1d4 points of damage plus another 1 point of fire damage. It can be used to start fires like a torch. Unfortunately, a club-torch tends to destroy itself with use. Each successful hit has a 5% chance per point of damage inflicted to crack or shatter the hole-riddled end.

Tainted Thurible: This vessel for burning incense isn't a weapon *per se*. Sure, a goblin could whack someone with it, but that's not what it's designed for. Instead, the goblin thurifer loads the tainted thurible with a special combination of noxious substances and, after taking a deep breath, sets the contents to smolder. The goblin then rushes into battle, swinging the thurible and spreading an oily cloud of poison in a 5-foot radius along the path of its charge. Each round after the first, the goblin thurifer must make a saving throw to continue to hold its breath to avoid inhaling the poison. The exact effects of the poisonous gas are left to the Referee's discretion.

Goblins of the Fey Realms

The introduction mentioned that goblins might inhabit the otherworldly realms of the fey. What a wonderful idea! Fey goblins are probably a species apart from ordinary goblins. Most possess magical powers. The fey origins of these goblins don't change their disposition and habits much. If anything, in most cases, fey goblins enjoy inflicting pain and misery even more than their mundane cousins.

Exceptions to this generalization do exist, however.² This seems especially true of miner goblins, known by various regional names such as knocker, wichtlein, or coblynau. Still, at best, these more benign goblins tend toward Neutrality and, while not malicious, they can be annoyingly mischievous.

The Random Fey Goblin table to the right includes 15 different abilities. To randomly generate a fey ability, roll 1d16. If you don't

Random Fey Goblin

1d16	Result
1	Dimension door
2	Druidic fey
3	Fey dance
4	Fey music
5	Greenteeth
6	Invisibility
7	Miner
8	Misleader
9	Morganic fey
10	Paralysis
11	Polymorph
12	Size change
13	Sleep
14	Tempter
15	Wild shape
16	Referee's choice

2 All generalizations, including this one, are ultimately false.

happen to have a 16-sided die, don't fret. You just go old school and roll 1d8 and 1d6. If the 1d6 comes up 4-6, then you add 8 to whatever you rolled on the 1d8. Otherwise, the 1d8 result stands unmodified.

Dimension Door: Once per day per Hit Die, the goblin may use *dimension door*. This ability often has other limitations, such as that the goblin only being able to use it when not being observed or that this ability's use requires some sort of medium, such as only between door frames or between shadows.

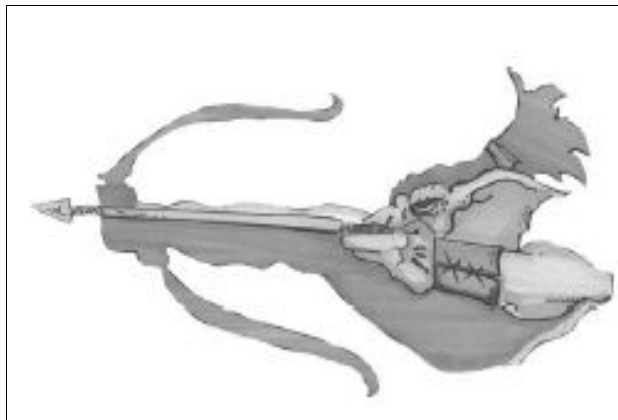
Druidic Fey: This goblin has a special connection to the powers of nature. It casts spells as a Druid whose level is equal to the goblin's Hit Dice.

Fey Dance: By performing a dance for at least 1 round, be it a sprightly jig or a stately waltz, the goblin weaves a powerful enchantment. All creatures who see the dance must make a saving throw or be compelled to join, refraining from all other activities except conversation for as long as the goblin dances. A fey dance goblin has no need for food, drink, or rest as long as it dances. The same probably isn't true of its partners.

Fey Music: This goblin's powers of song and musicianship exert an effect over the will of those who hear the music. As long as the goblin plays and/or sings, it can select one target who hears the music per round. The target must make a saving throw or become charmed. Most fey music works as *charm person*, but more potent types may duplicate the effects of *charm monster* or *charm plants*.

Greenteeth: This monstrous goblin lurks in shallows along river banks and lake shores, waiting for some victim to wonder too close. Then, the greenteeth strikes, pulling the victim into the water and drowning him. Greenteeth breathe water and air, and swim at move 6. They surprise others on a 1-4. A surprised foe in melee range can automatically be grabbed and pulled into the water. Greenteeth are dangerous grapplers when underwater. When grappling, a greenteeth rolls 1d8 per Hit Die rather than 1d6.

Invisibility: The goblin becomes invisible at will (as the spell). Some fey goblins remain invisible even after they attack.



Miner: A miner easily takes note of certain features of stonework, such as sloping corridors, moving walls, and traps made of stone, especially falling blocks, rigged ceilings, and tiny arrow slits designed to release poison gas or darts. It can also identify whether stonework is recent or not. There is no established die roll or rule for using these abilities; exactly what a miner does or does not perceive is up to the Referee.

Misleader: A misleader typically claims a territory around its lair with a radius of at least 1 mile per Hit Die. The wilderness thus claimed becomes inimical to trespassers. Add 15% to the chance of getting lost in the misleader's territory.

Morganic Fey: This goblin studies and practices the arcane arts. It casts spells as a Magic-User whose level is equal to the goblin's Hit Dice.

Paralysis: Many fey have some sort of attack that induces paralysis. Often, arrows or darts transmit the paralysis in addition to the weapon's normal damage. Regardless of the method of delivery, a successful saving throw avoid paralysis, which lasts for 1d6 turns per goblin Hit Die.

Polymorph: This goblin is a shapeshifter, able to use *polymorph self* once per day per Hit Die. Fey goblins able to use *polymorph other* or even *polymorph object* might exist outside folktales.

Size Change: Some fey goblins alter their size with ease, becoming giants or the size of bugs. Once per day per Hit Die, this goblin may change size. When enlarged, it fights as if it were an ogre. When shrunk, it likely has no effective attacks, but can enter many places not secure against creatures such as flies or beetles.

Sleep: A fey goblin with this ability has some means to cause creatures to fall asleep. Often, this is some sort of ranged attack, such as arrows or darts, that don't cause damage but force a saving throw to avoid an enchanted slumber that lasts up to 1d6 turns per goblin Hit Die. Other sleep-causing goblins may induce slumber by touch, by lullaby, or by an effect to duplicates the *sleep* spell.

Tempter: This type of fey goblin speaks honeyed words intended to lure the listener into harm or to commit some evil action. Anyone who foolishly bandies words with a tempter goblin for at least 1 turn must make a saving throw with a -4 penalty or be subjected to a *suggestion* (as the spell).

Wild Shape: A wild shape goblin can change into the form of an animal. The animal's size can range from that of a crow to that of a black bear. The goblin can change into as many as three different animal forms per day, one from each category of reptile, mammal, and bird, but only once for each form within a single day. When the goblin shapeshifts, 1d6 x10% of any lost hit points are cured in the transformation.

The Goblinarium

Here're a few special goblins for you to inflict upon your player's characters.

Burn Squad

Hit Dice: 1d6 hit points
Armor Class: 6 [13]
Attacks: Weapon (1d6), or club-torch (1d4 plus 1 point of fire)
Saving Throw: 18
Special: -1 to hit in sunlight, arsonist goblin
Move: 9
Alignment: Chaos
Number Encountered: 1d3+2
Challenge Level/XP: B/10

A burn squad enjoys special status in a goblin tribe. Squad members are admired for their devotion to killing and destroying by fire. Each goblin in the squad fights either with a normal weapon or, better yet, a club-torch. Arsonist goblins enjoy a +1 bonus on attack rolls with weapons that inflict fire damage.

Gurk Wound-Licker

Hit Dice: 2
Armor Class: 6 [13]
Attacks: Weapon (1d6)
Saving Throw: 16
Special: -1 to hit in sunlight, rasping tongue
Move: 9
Alignment: Chaos
Number Encountered: Unique
Challenge Level/XP: 2/30

Gurk Wound-Licker rose to legendary status among goblins when it allegedly defeated a bugbear in single combat. In truth, Gurk drugged the creature and bound it hand and foot before beating it within an inch of its life and then removing the fetters. Gurk presented this trophy to the clan, and then entertained everyone for next several hours by licking the bugbear to death.



Quiet Kwangi

Hit Dice: 3
Armor Class: 6 [13]
Attacks: Weapon (1d6), or three darts (1d3)
Saving Throw: 14
Special: -1 to hit in sunlight, hidden sergeant, sewer creeper
Move: 9
Alignment: Chaos
Number Encountered: Unique
Challenge Level/XP: 4/120

Quiet Kwangi leads a band of sewer creepers that live in the drains and storm tunnels under the cobbles of Old Landinium. Rumor has it Kwangi and company even use the ghoul warrens beneath the town's necropolis. As a sewer creeper, Kwangi surprises foes on a 1-3, and its filthy weapons have a 5% chance to cause disease. Due to his status as a hidden sergeant,

Kwangi can call out orders to 1d6 orders per round so long as he is not engaged in melee and remains behind cover. These goblins gain a +1 bonus to either attack rolls or saving throws for the round.

Scumpus

Hit Dice: 1+1
Armor Class: 5 [14]
Attacks: Weapon (1d6)
Saving Throw: 17
Special: -1 to hit in sunlight, beer gut
Move: 9
Alignment: Chaos
Number Encountered: Unique
Challenge Level/XP: 2/30

Scumpus waddles about obesely, barely fitting into his piecemeal armor. It fights with a notched and rusted broadsword and wooden shield. It does its best to keep two pint bottles of ale hanging from its belt at all times. Before lumbering into battle, Scumpus chugs a pint in order to prime his belch attack.

Trackspawn Pack

Hit Dice: 1d4 hit points
Armor Class: 8 [12]
Attacks: Weapon (1d4)
Saving Throw: 18
Special: -1 to hit in sunlight, moist nose
Move: 9

Alignment: Chaos
Number Encountered: 1d4+1
Challenge Level/XP: A/5

Trackspawns are runty even for goblins. Many goblin bands keep a pack of trackspawns in a kennel, feeding them garbage and beating them for fun. When somethings need to be tracked, pack handlers leash the trackspawn and put them on the trail. Trackspawn follow trails like bloodhounds, and they are surprised only on a 1 if downwind of the would-be ambusher.

Urorotuldur

Hit Dice: 5+5
Armor Class: 7 [13]
Attacks: Weapon (1d6)
Saving Throw: 12
Special: -1 to hit in sunlight, witchdoctor
Move: 9
Alignment: Chaos
Number Encountered: Unique
Challenge Level/XP: 6/400

Urorotuldur demands and receives the terrified obedience of the goblins who follow this witchdoctor's wicked orders. Urorotuldur casts spells as a 3rd-level Magic-User (3/1) and a 2nd-level Cleric (1). Its typical spells might be Magic-User spells level 1: *magic missile*, *protection from good* (as *protection from evil* but effective against good creatures), *shield*; Magic-User spells level 2: *strength*; Cleric spells level 1: *cure light wounds*.



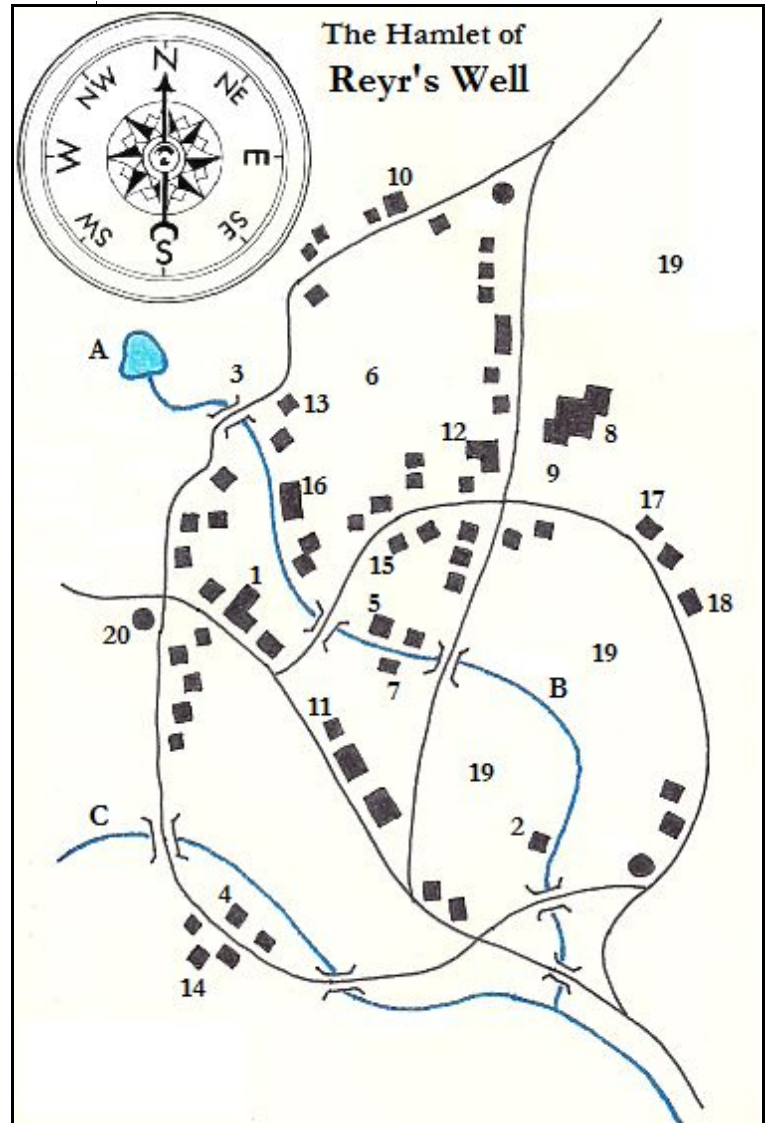
Tributary of Terror

A Mini-Adventure using *That's a Goblin!?* Rules for 2nd-4th level PCs

Welcome to Reyr's Well!

Reyr's Well sits in rolling, forested hill country. Established four decades ago on a gently sloping large hill as a refuge for debtors, this young hamlet remains populated largely by first and second generation settlers. The Well's residents take pride in their community, and they generally welcome opportunities to impress visitors with their hospitality. Today, about 240 adults with 60 children call Reyr's Well home. An appreciable number of travelers pass through Reyr's Well each year. The hamlet is located at the intersection of High Road, leading to northern districts, and King's Road, which connects the hill country with the coast to the southeast.

The forest around Reyr's Well has been cleared back to a several dozen yards, creating a rough oval of arable land with the hamlet in the middle. On west-northwest side, the Well (A) bubbles up from the ground, giving rise to Reyr's Brook (B), the hamlet's main source of fresh water. The Well is a perennial karstic spring³ that overflows a basin, forming a pond which then drains into the brook. Reyr's Brook runs a brisk, bubbling way in winding, steep-banked defile that cuts through the hamlet. At Reyr's Well's southeastern edge, the brook joins Lost Bell River⁴ (C), a wider and deeper waterway flowing from the more rugged highlands farther to the west.



Reyr's Well enjoys fertile farmland, albeit not a large amount of it. The hamlet's freemen farmers lease strips of field, and work their leases throughout the year. The farmers keep most of their produce, but lease payments in the form of flour, dried grain, et cetera are expected. Zuzen Patxi (area 12) bears the responsibility of ensuring lease payments are collected. Several families also make their living on Lost Bell River, which teems with fish and crustaceans. Amaia Maite and her sons (area 4) also craft small, durable boats that command good prices both up and downstream from Reyr's Well. The Silent Brothers of the Shining Countenance established a small monastery in Reyr's Well several years ago. The kindly monks brew some fine ale and

- 3 About 120 gallons of water per second gush from the cave.
- 4 A few years after Reyr's Well's founding, the faithful collected funds and sent to the coastal capital to have a bronze bell cast for the community's chapel. Near the southeastern-most bridge, a large viper spooked the team of oxen pulling the bell. Before the beasts could be calmed, they'd left the road. The wagon fell, broke apart, and the 1.4 ton bell rolled into the water and muck at the river's edge. It's remained there ever since.

make excellent cheeses. They also open their doors to travelers who would not otherwise have a place to sleep.

All in all, Reyr's Well is a small, prosperous community.

Who's in Charge?

According to official documents kept in the capital, with copies duly filed at the Chapel of Saint Reyr (area 8), Zuzen Patxi⁵ is lord of Reyr's Well. Patxi keeps lease records, collects lease payments and taxes, acts as chief magistrate, and owns the hamlet's mill.

Who's Really in Charge?

In practice, however, locals tend to view Patxi's authority with mild disdain. The real leader of Reyr's Well is Zorion Iker, the hamlet's vicar and oldest surviving signatory to the charter that gave the original debtor-settlers authority to establish Reyr's Well in exchange for a period of indentured servitude and eventual clemency. Iker was instrumental to the settlers surviving those first harsh years carving out a new home in what was then frontier wilderness. No one who lives in Reyr's Well doesn't know the story of how Iker lost his eyesight, and that heroic injury counts for more in people's minds than any number of official documents ever will. Patxi's authority carries weight in direct proportion to how little Iker opposes that authority, a fact that Patxi resents but Iker seldom takes advantage of.

Defending Reyr's Well

Three watchtowers overlook the roads into Reyr's Well. These sturdy stone structures include a ground floor, a second floor armory, and a roof protected by crenelated battlements. Each tower has an attached bunkhouse. The several bridges across Reyr's Brook and Lost Bell River can serve as choke points, helping defenders channel raiders (or else force those raiders to move through more rugged terrain to get around the bridges).

⁵ I generated most of these names using [Behind the Name](#). Human names were randomly determined with the "Basque" box checked. Some other details were randomly determined using the plethora of nifty generators at the [Chaotic Shiny](#) site.

Patxi and Iker employ thirteen full-time militia members and Alesander Erramum, the watch captain. Erramum keeps two militia members on duty in each tower at all times. Another two are on-call in the bunkhouse (see area 20).

Rumors

It's pretty much standard procedure for player characters to wander around town asking about rumors. In addition to lots of fear about whatever's been snatching animals and why the fish have been scared away, the nearby table offers a few more bits of gossip.

d8	True?	Rumor
1	?	Rumor has that Bikendi Xabi is being groomed to replace Zorion Iker, which seems an odd task for a paladin.
2	No	Innkeeper Vidar Víðarr hears more than he lets on.
3	?	Amaia Maite's husband Antton was captured and killed by goblins.
4	Yes	A relic of Saint Reyr rests under the chapel's altar.
5	Yes	A murderous doppelganger blinded Zorion Iker.
6	No	The monks of the Silent Brotherhood are spies.
6	?	There is a lost dungeon full of fabulous treasure to the northeast.
7	?	There is an old outpost housing bandits somewhere in the woods not too far from the King's Road to the west.



Map Key

1. The Feisty Unicorn

The shingle hanging outside this building depicts a unicorn rampant against a red background. The structure itself rises two stories with a sharply peaked roof. The ground floor has stone-and-mortar walls whereas the second floor is wood that appears freshly white-washed.

The innkeeper, Vidar Víðarr, runs a clean, professional establishment. The menu is carved on a sign behind the bar. The food is fresh, and most of it consists of breads, vegetables, cheeses, and fish bought from local vendors. Goat milk, eggs, and wild game, mostly rabbit and venison, show up for dinner meals at least a few times a week. Víðarr imports his mead, brandy, and Selenic Silver, a robust white wine with hints of vanilla.

The Feisty Unicorn's Menu

Bread & Cheese...5 copper
Breakfast...2 silver
Dinner...5 silver
Supper...2 silver
Small beer...5 copper
Stout ale...2 silver
Mead...15 silver
Selenic Silver...2 gold
Brandy...1 gold

Brandy by the gill. Others by the pint.

Common room...free with meal
Private room...1 gold per night
Dorm cot...3 silver per night

The common room, where one can stay for “free” for a night with the purchase of a meal, is situated above the horse stalls in the stable. No frills describes the common room. Customers get a chamber pot, a pitcher of water, a heavy woolen blanket, and a straw tick to sleep on. Víðarr has two dorm rooms on the second floor the main building. Each dorm room sleeps six. For the highfalutin', the inn offers four private rooms, each just big enough to hold a comfortable bed and a footlocker.

Víðarr is the only dwarf living in Reyr's Well. He is squat, burly, hairy, and very nearly deaf. The sight

of regulars shouting drink orders right in Víðarr's face often surprises first-time visitors. The dwarf innkeeper employs, Amaya and Eguzkiñe, two locals women to help with cooking and serving.

Vidar Víðarr (Ftr 3): *HD* 3d8; *hp* 14; *AC* 9 [10] (Víðarr seldom wears armor); *Atk* 1 battle axe (1d8); *Move* 6; *Save* 12; *AL* N; *CL/XP* 3/60; *Special* 3 attacks vs. foes with 1 HD or less.

Nota Bene: Amaya and Eguzkiñe are normal humans. Throughout this text, if no stat block is given for an NPC, assume he or she is a normal human. Also, otherwise noted, residents are either Neutral (65%) or Lawful (35%).



2. The Mill

You hear this building before you see it. The modest waterwheel splashes and creaks in the surging current of the adjacent brook. Atop the building spread the vanes of a windmill, the motion of which adds to the noise.

Zuzen Patxi owns the hamlet's mill, which also doubles as a tax office. Patxi splits his time between the mill, his home (area 12), and strolling about town, paying his respects to people and gossiping. Patxi dresses well, ordering the latest fashions from the capital once or twice a year. He

is a middle-aged human, balding and flush-faced, with thin arms and legs framing a respectable paunch.

Despite his pretensions, Patxi has a clever mind and is a skilled engineer. He designed his “double mill” to include a system by which he harnesses wind and water power to drive separate parts of the mill. It isn't really that much more efficient, but it's neat to watch for a few minutes.

3. Bridges

The bridge ahead of you arches slightly and appears solidly constructed of stone and mortar.

Reyr's Well has seven bridges, five spanning the brook and two longer, wider bridges spanning Lost Bell River. Reyr's Brook rushes along through a steep-sided defile. Without those bridges, getting from one side of the defile to the other would be difficult, even hazardous, especially when heavy rains swell the waterways. Crossing the river doesn't pose the same risks, but the Lost Bell is wide and deep. Also, the river bottom is mostly slick limestone riddled with holes, many of them large enough to suck a grown man into uncharted and airless caves.

4. Boatwright/Fish Market

Between two bridges on the south side of the hamlet, the road curves gently between five buildings, two on one side, three on the other. The smell of fish hangs in the air. Closer to the river bank, tarps have been stretched between posts to provide shade. Several flat-bottomed fishing boats can be seen.

Amaia Maite and her sons and their families occupy four of the five houses here (all but area 14). They also run the fish market, and Maite is a master boatwright. The extended family handle all of the business: fishing, marketing, cleaning and salting fish, et cetera.

Word around Reyr's Well is that Maite is a widow, but she strenuously objects to this label. Her husband, Antton, went downriver several weeks ago after too much to drink and a heated religious argument with his oldest son, Endika. Neither Antton nor his boat have been found, and Antton is presumed dead, but Maite won't believe that

until she sees the body. In the meanwhile, business continues.

Endika Maite (Drd 1): *HD* 1d6+1; *hp* 5; *AC* 8 [11]; *Atk* 1 spear (1d6); *Move* 12; *Save* 15; *AL* N; *CL/XP* 1/15; *Special* one 1st-level druid spell (usually *predict weather*), +2 saves vs. fire.

5. Genovefa's Aviary

Dozens of bird cages hang from hooks under the eaves of this home. Within the cages, scores of birds sing, hop, and flutter.

Genovefa, the hamlet's only elfish resident, lives here with Tweety, her pet eagle, and she captures, trains, and sells birds. Business isn't good, but Genovefa also receives a monthly stipend for sheltering and caring for a half dozen carrier pigeons used to quickly relay short messages to the communities closest to Reyr's Well.

Genovefa spent her formative years as a thief. Indeed, years ago, she was caught trying to burgle the chapel. Locals wanted to lop her hands off and send her adrift down the Lost Bell, but Zorion Iker advocated mercy. Genovefa was put in irons and into Iker's custody. After the course of several weeks, Iker converted Genovefa to a new faith and new way of life. Today, she is a respected member of the community.

Genovefa (Thf 4): *HD* 4d4; *hp* 10; *AC* 8 [11]; *Atk* 1 dagger (1d4); *Move* 12; *Save* 12; *AL* L; *CL/XP* 4/120; *Special* Genovefa retains her thief abilities, although she is now loath to use them.

Tweety: *HD* 1d8; *hp* 4; *AC* 6 [13]; *Atk* 2 claws (1d2) and 1 beak (1d2); *Move* 3 (24 flying); *Save* 17; *AL* N; *CL/XP* 1/15; *Special* +2 attack rolls and double claw damage with a dive attack.

6. The Commons

A somewhat oblong expanse of green grass stretches between the roads here. Several structures have been built around the field. A few dozen goats wander about, munching and occasionally butting each other.

Residents use this field for their livestock.



7. Bakery

The warm smell of baked bread wafts through the air around this wood-and-thatch building. Two folding doors, open to display shelves of baked good, comprise most of the facade. A large stone oven sits near the building.

Two halfling families call Reyr's Well home. The matrons of those families are Malina and Lindsay, twin sisters. The former manages the bakery; the latter is the hamlet's healer (area 13). Malina and her husband, Ainsley, enjoy their craft, and they proudly display their products.

8. Chapel of Saint Reyr

Larger than any other building in the hamlet, this hardy stone-and-mortar structure bears the clear signs of being a holy site dedicated to Renceth. Looming over the walkway up to the front double doors stand three archways, each holding an open door. A statue depicting a robed and armored woman with a large key resting across

her outstretched palms rests in a niche adjacent to the entrance.

Renceth

God of Prophecy, Friendship, and Keys

Renceth knows the future, but he does not freely share that knowledge. Instead, he puts into the paths of his faithful the people and the resources necessary to open the doors that will be encountered. Those who ignore Renceth's gifts find their paths full of obstacles whereas the observant find their paths full of opportunities.

The statue depicts Saint Reyr, a legendary cleric of Renceth whose purity and devotion were reputed to be such that all closed portals would swing open wide at her slightest touch.⁶

Most Reyr's Well residents follow the cult of Renceth, and the blind, aged Zorion Iker ministers to their spiritual needs with kindness and wisdom. Everyone in the hamlet either admires and respects Iker, or else they pretend to, and the pretenders cannot boast large numbers.

Iker is the oldest surviving signatory to the charter that gave the original debtor-settlers authority to establish Reyr's Well. Back then, he was young and vigorous, almost without fear. It was Iker who discovered that a doppelganger had infiltrated the community and was responsible for a series of crimes, including two murders. In the fight against this foe, Iker suffered a serious head injury, but he still struck the mortal blow against the monster.

Several members of the community regularly assist Iker with day-to-day tasks. Reyr's Well's newest arrival, the paladin Bikendi Xabi, arrived in the hamlet, having been sent by Iker's hierarchical superiors in the capital.

Rumor has that Xabi is being groomed to replace Iker, which seems an odd task for a paladin. Neither Iker nor Xabi will either confirm or deny these rumors.

⁶ In her most famous deed, Saint Reyr descended to the gates of the underworld and opened them despite the hordes of demons holding them fast, thus freeing the Sixteen Child Martyrs to ascend to their heavenly reward.

Zorion Iker (Clr 6): *HD* 6d6-6; *hp* 18; *AC* 9 [10]; *Atk* 1 staff (1d6); *Move* 9; *Save* 10; *AL* L; *CL/XP* 6/400; *Special* +2 saving throws vs. poison and paralysis, turn undead; *Disability* blind and in poor health.

Typical Spells: 1st-level (*cure light wounds* x2, *detect evil*); 2nd-level (*bless*, *speak with animals*); 3rd-level (*cure disease*, *prayer*, *speak with dead*); 4th-level (*neutralize poison*).

Bikendi Xabi (Pal 2): *HD* 2d8; *hp* 9; *AC* 4 [15] (chain & shield); *Atk* 1 long sword (1d8) or 2 arrows (1d6); *Move* 12; *Save* 11; *AL* L; *CL/XP* 2/30; *Special* lay on hands, immune to disease, warhorse.

9. Graveyard

South of the chapel near the crossroads rests a cemetery surrounded by a simple stone wall.

About 70 former residents are buried in this hallowed ground.

10. Sea Shell House

The walls of this home have been covered with plaster. Hundreds, maybe thousands, of sea shells of all shapes and sizes were affixed in the plaster before it hardened.

The half-elf Erlea Itsaso, Reyr's Well's resident Magic-User, lives her with pets, five cats and three dogs, including a tame wolf named Shokufeh, which means blossom in an obscure dialect. Itsaso approaches middle-age. She is still strikingly beautiful, but that she has outlived three husbands doesn't encourage suitors. Itsaso says this suits her just fine, but, in truth and in secret, she is painfully lonely and in love with Kerman Sendoa, the hamlet's scribe (area 15). Itsaso helps tend goats and the crops, but more as an avocation than a job. She doesn't need to work as she is rather wealthy, although her humble home and lifestyle belies this fact.

Erlea Itsaso (MU 3): *HD* 3d4; *hp* 8; *AC* 9 [10]; *Atk* 1 staff (1d6); *Move* 12; *Save* 13; *AL* L; *CL/XP* 3/60; *Special* +2 saving throws vs. spells.

Typical Spells: 1st-level (*detect magic*, *shield*, *sleep*); 2nd-level (*web*).

Shokufeh: *HD* 2d8+2; *hp* 11; *AC* 7 [12]; *Atk* 1 bite (1d4+1); *Move* 18; *Save* 16; *AL* N; *CL/XP* 2/30.

11. Roadside Shrine

This building consists of three walls and a roof. Shelves on the interior walls hold a variety of small statues.

Zorion Iker ordered the construction of this simple building for use as a roadside shrine for travelers devoted to Lawful deities other than Renceth.

12. Zuzen Patxi's Home

Across the street from the chapel, this impressive home must belong to a wealthy, important owner. It stands two stories high with lower and upper porches. A stone wall surrounds the property's well-maintained lawns and flower gardens.

Patxi lives her with his wife, Aintzane, a pleasant lady several years younger than her husband. They have three children, all girls, over whom Patxi dotes with enormous pleasure. Aintzane and her girls often spend the harsher winter months away from Reyr's Well in the warmer coastal capital.

13. Healer

This modest wood-and-thatch home sports a short, brightly painted picket fence and an adjacent herb garden. There is a small shed near the garden.

Lindsay, twin sister of baker Malina (area 7), lives here with her husband, Micheal, and their children. Lindsay has "the touch" according to the locals. Her homemade poultices, ointments, broths, and purgatives aren't magical, but when applied under her supervision, many common illnesses and injuries pass more quickly and easily than would likely otherwise be the case.

14. Apothecary

Across the street from the boatwright and fish market stands this modest abode. Racks of hanging herbs dry in the sun to the side of the building.

Estebe Eneko runs this apothecary shop. His *materia medica* tends to be made and dispensed more for the care of livestock than of people. Eneko also serves as spiritual leader for a minority of residents who worship and serve the powers of nature.

Eneko finds himself in a strange situation. He cannot help but respect Zorion Iker while at the same he finds the cult of Renceth sadly misguided. For a time, Eneko privately figured on biding his time until Iker passed away. Then, he could step in and fill the void, so to speak, but the arrival of Bikendi Xabi casts the viability of this plan into doubt.

When not involved in apothecary duties, Estebe often helps with the fishing. He and Amaia Maite's eldest son have become fast friends.

Estebe Eneko (Drd 4): *HD* 4d6; *hp* 14; *AC* 7 [12] (leather); *Atk* 1 spear (1d6); *Move* 12; *Save* 11; *AL* N; *CL/XP* 4/120; *Special* +2 saving throws vs. fire, First Mysteries abilities.

Typical Spells: 1st-level (*faerie fire*, *locate animals*, *predict weather*); 2nd-level (*speak with animals*); 3rd-level (*water breathing*).

15. Scribe

The sign outside this dwelling reads "Kerman Sendoa, Scriptorological Services".

Perpetually ink-stained Kerman Sendoa, scribe and poet and man-of-letters, never uses one word when two will suffice and never uses monosyllables when polysyllables roll off the tongue with so much more style. He is easily the most well-educated resident in Reyr's Well. This easy-going, loquacious scholar is liked by most, and he receives correspondence from places as distant as the capital asking for his skills with quill and poetry.

His outgoing nature and way with words cannot prevent Sendoa from becoming tongue-tied around one person: Erlea Itsaso, Reyr's Well's resident Magic-User. It seems as if everyone in the hamlet knows about the unspoken, unrequited love between Sendoa and Itsaso, except for Sendoa and Itsaso themselves.

16. General Store/Blacksmith

This long building has two obvious parts: a forge and smithy mostly open to the air and an adjacent general store.

Three brothers, Unai, Jakes, Aitor, run the smithy and general store with the help of Unai's and Aitor's wives, Kattalin and Itxaro, and their gaggle of children. The brothers typically man the forge while the ladies handle the store, but both Kattalin and Itxaro wield the hammer and tongs as well as most. Just about everything the people of Reyr's Well could want that they can't get from someone else in the hamlet can be made or bought here.

The entire extended family are devoted members of Renceth's cult, and they boisterously embrace that deity's aspect of god of friendship. Most goods sold are priced 90% of book standard, except for weapons and metal armor, which sell for 110% normal price and are in small supply.

17. Musician

The house before you features a large box window facing the street. In the window are displayed a modest assortment of musical instruments: a lyre, a violin, and a wooden flute.

Cro

God of Truth, Chaos, and Opposites

Cro always speaks the truth. Cro always lies. Cro stands firm against what is evil. Cro revels in evil, his hands stained with innocent blood. Cro is all things, and all things are Cro.

Haizea Ochoa carves and sells flutes. She also plays some nights at the Feisty Unicorn, working for meals and tips, and she receives a small stipend for playing liturgical music for special festivals at the chapel. Locals often hire her for parties and special occasions. Ochoa plays well, and she has a strong, pure contralto singing voice.

Ochoa is also a dangerously insane but cunning follower of Cro (see sidebar). She was born and raised in Reyr's Well, but moved away with her family before she came of age. In one of the coastal cities, she fell under the sway of a charismatic follower of Cro, and was lured into the

dark, contradictory mysteries of the god of opposites. She returned to Reyr's Well a few years ago, and she keeps tabs on the region for her chaotic masters. By virtue of a special blessing, Ochoa's alignment cannot be revealed via magic.

Haizea Ochoa (Asn 6): *HD* 6d6; *hp* 21; *AC* 8 [11]; *Atk* 1 dagger (1d4); *Move* 12; *Save* 10; *AL* C; *CL/XP* 6/400; *Special* backstab x3, disguise, poison, thieving skills, undetectable alignment.

18. The Silent Brothers of the Shining Countenance

On the eastern edge of the hamlet stands a sturdy stone-and-mortar building with a tiled roof. A sign out front depicts a face with a hand across its mouth.

The Silent Brothers of the Shining Countenance are an order of monks who take vows of perpetual silence, although they do communicate with other via a simple system of hand and finger signs. The three monks brew beer, make cheeses, and use part of their property as a hostel for travelers at times. The Silent Brothers have been in Reyr's Well for just a couple of years, and most of the locals still aren't quite sure what to make of them.

Gurutz (Mnk 3): *HD* 3d4; *hp* 11; *AC* 7 [12]; *Atk* 1 staff (1d6+1) or weaponless (1d6); *Move* 14; *Save* 13; *AL* L; *CL/XP* 3/60; *Special* +1 damage with weapons, +2 saves vs. paralysis and poison, alertness, deadly strike, deflect missiles, thief-type skills.

Igon and Ekain (Mnk 1): *HD* 1d4; *hp* 3, 4; *AC* 9 [10]; *Atk* 1 staff (1d6) or weaponless (1d4); *Move* 12; *Save* 15; *AL* L; *CL/XP* 1/15; *Special* +2 saves vs. paralysis and poison, alertness, deadly strike, deflect missiles, thief-type skills.

19. The Fields

The hamlet's freemen farmers lease strips of field, and work their leases throughout the year. The farmers grow wheat, barley, and peas. Most farmers also maintain small vegetable gardens near their homes.

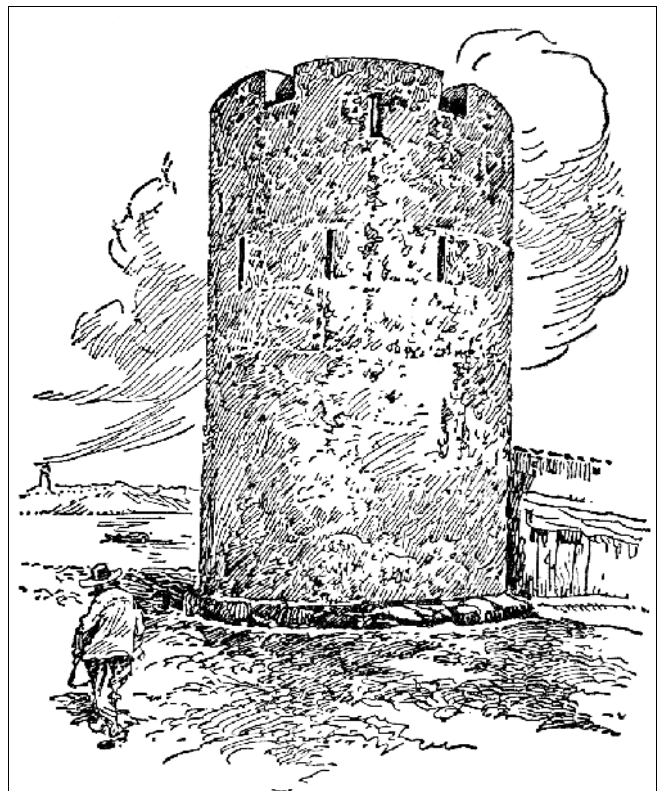
20. Watchtowers

This sturdy stone structures include a ground floor, a second floor pierced by arrow slits, and a roof protected by crenelated battlements. The tower has an attached bunkhouse.

Reyr's Well employs thirteen full-time militia members and Alesander Erramum, the watch captain. Erramum keeps two militia members on duty in each tower at all times. Another two are on-call in the bunkhouse.

Alesander Erramum (Rgr 3): *HD* 4d8; *hp* 18; *AC* 4 [15] (chain and shield); *Atk* 1 longsword (1d8) or 2 arrows (1d6); *Move* 12; *Save* 12; *AL* L; *CL/XP* 3/60; *Special* +3 damage vs. giants and goblin types, alertness, tracking.

Militia Member (x13): *HD* 1d8; *hp* 2, 2, 4, 4, 4, 5, 5, 6, 6, 7, 7, 7, 8; *AC* 5 [14] (chainmail); *Atk* 1 longsword (1d8) or 2 arrows (1d6); *Move* 12; *Save* 17; *AL* L or N; *CL/XP* 1/15.



The Monster in the Well

Reyr's Well has faced and defeated a number of dangers since its founding. In recent days, a new danger has bobbed to the surface. A fey greenteeth goblin found its way into the Well from the flooded caves beneath the hamlet. From the Well during the night, it swims along Reyr's Brook and Lost Bell River.

So far, the only casualties are a couple of goats, a stray chicken, and the fish market. The savaged remains of the animals were found on different bridges, and the greenteeth has spooked the fish so much that most fled the area. The first night the player characters stay in the hamlet, a tipsy farmer named Jokin Solo bids good evening to his drinking companions and never makes it home. The greenteeth ambushed him near the bridge closest to the Well and tore his throat out before dragging him into the brook.

In the morning, a great quantity of blood is found at the attack site, and later scraps of clothing and pieces of Solo are discovered farther downstream.

Why Don't the Locals Handle It?

They likely lack the resources. The most experienced members of the community, Zorion Iker and Haizea Ochoa, are either too blind and frail or else pretending to be a mere musician. Estebe Eneko could use *water breathing* to investigate, but he'd likely not be a match for the greenteeth alone, assuming he could even find it. What the locals need are some professional adventurers. Fortunately, some just happen to be in town.

Why Should the PCs Handle It?

Well, the best reason is because they're the ones who can, and wouldn't helping out the people of Reyr's Well be the decent thing to do? If being decent isn't enough motivation, Zorion Iker calls a meeting. The people of Reyr's Well, after some discussion, offer 700 gold pieces worth of coins.⁷ If the PCs express concern about drowning, Genovefa offers the loan of her *gauntlets of swimming and climbing* with the promise to give

⁷ The money and items offered were randomly generated at [this site](#) based on 2.5 the XP value of the greenteeth goblin.

Greenteeth Goblin

Hit Dice: 4+4

Armor Class: 8 [11]

Attacks: Bite (1d6)

Saving Throw: 13

Special: -1 to hit in sunlight, grappling, surprise foes on a 1-4

Move: 9/6 (swimming)

Alignment: Chaos

Challenge Level/XP: 6/400

Smooth-skinned, dark and mottled green, and adapted for aquatic life, this fey goblin lurks in the shallows of watery places, waiting for a hapless creature to stray too close. Then, the greenteeth strikes, usually by surprise.

A surprised foe in melee range can automatically be grabbed and pulled into the water. Greenteeth are dangerous grapplers when underwater. When grappling underwater, a greenteeth rolls 1d8 per Hit Die rather than 1d6.

them to the PCs if they defeat whatever menaces the hamlet. If that still isn't enough, the good folk can offer another 110 gold pieces worth of trinkets, small gems, and pieces of jewelry. Of course, the residents also offer what goods and services they have that could be helpful, but few are willing to risk their lives or be taken advantage of.

Handling It

Even though there is only one greenteeth active in the hamlet, the PCs still face a dangerous challenge. Unless the PCs manage to gather some information about the monster (*Speak with Animals* perhaps?), they may not realize they're dealing with an intelligent creature. Tactics such

"But I'm surprised only on a 1!"

The PCs may have an alert party member, such as a ranger or a monk. These PCs are surprised 50% as often as other PCs. On the other hand, the greenteeth surprises foes twice as often as most other monsters would. What to do?

I recommend splitting the difference, so to speak. The greenteeth surprises even an alert PC on a 1-2.

as staking out bait aren't going to work. The greenteeth may not be the sharpest knife in the drawer, but it knows enough to realize that a goat, for example, tied up near the water's edge is bait for a trap. It'll ignore such obvious ploys.

The PCs sticking together has the advantage of safety in numbers, but the disadvantage of limiting how much riverbank can be watched at any given time. Patrolling separately or in pairs lets the PCs cover more ground, but also makes them more vulnerable to the greenteeth's ambushes, which prove especially deadly if they occur within striking distance of water.

What's more, the greenteeth hunts only at night, and it's dark in Reyr's Well once the sun goes down. The hamlet doesn't have much in the way of streetlights, and armed figures patrolling with torches and lanterns can be seen more easily and a greater distance than a lone greenteeth skulking about.

Finally, if the PCs confront the greenteeth too close to water, the monster has a good chance of retreating into either the brook or river, diving out of sight, and swimming away to safety.

All of this considered, the contest between the PCs and the greenteeth may end up a deadly game of cat-and-mouse played out over the course of a few tense nights. Play up the

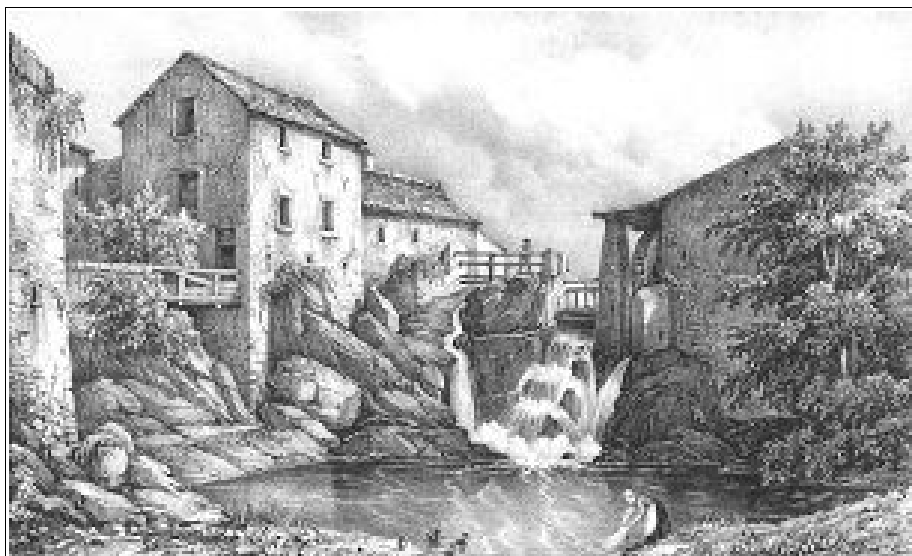
darkness, the shadows, the quiet noises (*Was that a snapping twig!?*), the fatigue that sets in after staying on-guard for hours, et cetera. During the day, the PCs must eat, rest, and endure the questions, advice, and criticisms of the hamlet's residents.

Concluding the Adventure

With a combination of luck and skill, the PCs should defeat the greenteeth, even if they only make themselves such a nuisance that the monster decides to swim away searching for less bothersome hunting grounds. Two or three days after the greenteeth's defeat, the fish return, and life goes back to normal in Reyr's Well. Assuming the PCs performed well and nobly, they'll be the toast of the hamlet, at least for a while. They'll also have earned the gratitude of Zorion Iker and the Maite family (at a minimum).

Haizea Ochoa reports to her cult superiors about the success of the adventurers. Foes of Chaos bear watching. Alesander Erramum feels a bit slighted, thinking that the PCs have enjoyed a victory that should've been his and the militia's.

The PCs may decide to stay in Reyr's Well for a time. Rumors of dungeon treasure and bandits promise further adventure. Amaia Maite would like to know what happened to her husband. Surely other opportunities for fame and fortune can be dreamed up by a clever Referee such as yourself.



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