

WD1 - The Goblins March

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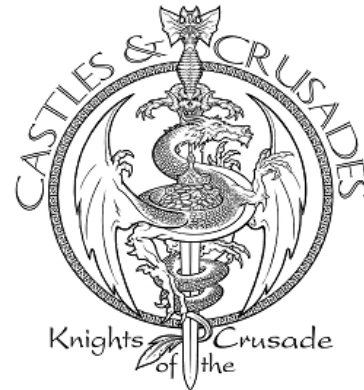
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This module is designed for 5-8 characters of 1st-2nd level.



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WD1 - The Goblins March

This module is designed for low level play, with adventurers just beginning their adventuring careers. It is suitable for 5 – 8 characters of 1st – 2nd level.

The characters have escorted a merchant by the name of Ularin Delsgoth to the village of Greenbriar, this should not be the end of their journey as they learn of dangers to the west. This will bring the party to the town of Ends Meet where they learn more of the incursions of the Goblins into their town.

Introduction

Little has changed in this portion of the Darkenfold since the Winter Dark. Close to The Wilds, and the Rhodope Mountains, many foul creatures still roam the forest. This is shown in the troubles of Ends Meet. At the juncture of the Southern Way and the Old Post Road, the once prosperous village has fallen on hard times. The town walls having been ruined over time, offering little protection against the bandits and humanoids that have taken to raiding. The village elders have sent out calls for help lest their town be ultimately overrun, their people slain or worse, taken for slaves.

For the Castle Keeper

The Druidic Council has recently recognized a conclave of Rangers known as The Rangers of the Knot. However, this group is still growing, and can spare little in the way of aid for this small community. The Druids themselves are busy elsewhere still working to repair the damage from the Winters Dark, and wars that followed.

The folk of Ends Meet are generally friendly, some might say to friendly, once they overcome their initial suspicions of newcomers to town. There are a few people in town that are not quite whom they seem. Relative newcomers themselves, they have taken up a small farm on the western side of the Southern Way. Jared and Amelia have not been very successful in their attempts at farming and have instead begun selling information to a group of goblins that have recently moved into a small cave complex in the area.

One of the town elders, Havrin, also farms to the west of the Southern Way. The title is an honorific as Havrin appears to be perhaps 28 years old. His farm has been much more profitable than that of Jared. The day before the players arrive in Greenbriar, his barn was burned

down in a raid on the town. During this raid his wife Ialla and two children, Rog and Cenna, were captured and taken. Havrin is frantic and beseeches everyone he sees to help bring them back.

Involving the Player Characters

While in Greenbriar the merchant finds them at the Long House while they are eating breakfast and states –
My friends, I thank you for your escorting me back home here to Greenbriar, but I fear I have heard dire tidings from Ends Meet.

My cousin Alix, a Druid of the wood came to my home and told me of a number of raids on Ends Meet by various bandits, the last a group of goblins, pillaged the farm of Havrin, one of the village elders. The goblins wrangled the cow, bull, and horse from the barn before setting it alit. Worse, the elder's wife and two of their children were tending to the livestock when the raid came. They were also taken, while Ornil, his eldest son, was found slain, the black shafts of goblin arrows in his back.

Alix is looking for someone to help, the Rangers are too few, and all but one are too far afield to be able to help in time. I told him of the stalwarts that lead me through the forest, you my friends, and he asked if I would approach you to ask your aid. The Druids have little with which they could repay your time, but he has sent for what treasure they may have. For your help in securing the town, he offers a ruby of a size that would fit a pommel socket, clear and with no blemish. Further, if you are able to set out and find where these goblins are based and can eliminate the threat, and additional sum of 5,000 silver coins will be provided. Saving Ialla and the children is the ultimate goal, and if you can accomplish this, an additional 5,000 silver coins will be yours.

Alix had to leave before the sun rose this morning, yet he left a pigeon with me, and has instructed me to send it on its way with your response. What may I tell him?

The characters may jump at the opportunity, some though may hold out to see what more they can receive. Sadly for them, this is the extent of the reward; however, Ularin has been given a **Potion of Healing** and **Wand of Magic Missiles** (it has a small crack in it, it cannot be recharged and functions as follows: 7 charges, each

charge generates 1 missile, a maximum of 2 missiles may be launched each round).

These are available to the party if they need additional enticement. On foot, Ends Meet is 4 to 5 days travel to the west along the Old Post Road. If mounted, it will take 3 or 4 days to complete the trip.

If asked about the Ranger of the Knot, his name is Seldoc, a male elf will be arriving in Ends Meet in about 6 days. Considering it will take the characters 3-5 days to arrive from Greenbriar, they might delay in the hopes of finding the elf. If they do, he will join the party, demanding a full share of treasure be donated to the Rangers.

If the party accepts, Ularin will be extremely pleased, he will offer a mule with rations and water for the party, enough to last 5 days on the road. He has also packed a tent and blankets enough for each character, along with a pot and pan, wooden plates, and basic utensils. Finally, there are 2 spears, and 20 arrows carefully stored on the beast.

Ends Meet

The village of Ends Meet is a poor town. It numbers approximately 300 townsfolk, most finding their way as farmers, hunters, and woodsmen. The village wall is in ruins, rotting stone scattered about, and except for some few spots stands less than 3' tall.

The buildings of the town proper are of wood and wattle construction. The largest building, and the one in best repair, is the Cockleburr Inn and Tavern. This serves as both an Inn and a Trading Post. Prices are inflated, most double or more than that listed in the PHB. What is available is listed in the entry for the Cockleburr.

The people will be suspicious of the party when they first arrive, but once it is learned that they are here to aid the village, and seek out the goblin raiders, they will be overjoyed. The innkeeper Otto Wagner will offer the PCs rooms and meals so that they can rest and investigate. Others will want to talk with these heroes to be, though Otto and tNelag keeps them at bay. That is until Havrin enters the inn.

Cockleburr Inn and Tavern

This inn shows the least wear of any building in town. Obviously the proprietor takes pride in keeping the building in repair, probably in hopes of the town

rebounding and again becoming a prosperous hub in the trade routes.

The tavern is well lit, and only rarely has any brawling take place. Partly because of Otto's hired hand tNelag. tNelag is a brutish looking man, almost 7' tall, his face has an almost bestial cast to it, his eyes seemingly vacant, most think he is simple-minded. In truth tNelag is a half-orc, and is above average in intelligence, though only Otto knows this truth. tNelag is Lawful/Neutral, having little of the brutish ways of his orc parentage evident. tNelag is the cousin of Otto's deceased wife, Karlia. Karlia's mother took tNelag in and raised him in her home after his mother died in childbirth, keeping his parentage a closely guarded secret. tNelag often adventured with Otto's cousin Alinas. When Alanis was slain by the Paladins in Gelderland, Otto sought out tNelag, fearful that his wife's cousin could fall to the same fate she had, and convinced the half-orc to join him in retirement.

Staff -

- Otto - M, Proprietor and Innkeeper, NG,
- Cora - F, Cook, NG
- tNelag - M, Bar back and Bouncer, LN, see Appendix E for statistics, tNelag is willing to join the party for 2 shares of treasure
- Sheila - F, Wench, TN, follower of the druids
- Wanise - F, Wench, CN, Rogue 1
- Bilar - F, Wench, LN
- Xerol - M, Assistant Cook, CG
- Hanse - M, Bartender, TN
- Ethan - M, Trader, LN

Costs for Tavern and Inn -

- Private Room 5gp/night (10 rooms)
- Common Room 1gp/night (Cap 40)
- Each animal 1gp/night
- Meals 1sp - 1gp
- Drinks
 - Mead - 1sp
 - Ale - 7cp
 - Beer - 3cp
 - Wine - 1sp, 4cp

Goods in the Trading Post -

- Short Bow (3) - 50gp
- Arrows (180) - 20/5gp
- Spear, Boar (2) - 10gp (Long spear with cross member)
- Dagger (6) - 5gp
- Backpack (2) - 3gp

- Barrel, Large (10) - 4gp
- Bedroll (2) - 1gp
- Belt Pouch, Large (8) - 1gp
- Belt Pouch, Small (19) - 5sp
- Cord, 50' (2) - 7gp
- Fishing Gear (4) - 4sp
- Hammer, Sledge (1) - 10gp
- Ink, 1 ounce (3) - 20gp
- Kettle, Iron (8) - 1gp
- Nails, Iron (200) - 50/8sp
- Razor (19) - 7sp
- Sack, Large (33) - 3sp
- Sewing Kit (4) - 1gp
- Torch (43) - 1cp
- Whetstone (11) - 1gp, 5sp
- Belt (4) - 8sp
- Boots, Heavy (14) - 1gp, 5sp
- Cloak (12) - 6sp
- Gloves, Leather (7) - 2gp
- Robe (2) - 1gp, 5sp
- Trousers (6) - 2sp
- Rations, Preserved (31) - day/5sp
- Tobacco, 1lb - 2gp

The townspeople are kept at bay unless the party wishes to engage them. If they wish to look for adherents (hirelings) here, they will find some that are willing to join for a price. Most will be menials, they can perform most menial labor type jobs such as carrying gear or lights. There are a few animal handlers of different types. And even a retired tools smith that knows the care of weapons. None will act as men-at-arms, though they will all want something with which to protect themselves if it comes down to it. They will fight only as a last resort.

- Menials - 3d4 available, 1gp up front, 1sp/day (Humans, Prime Attributes - Str, Con)
- Dog Trainer - 2 available, 1gp up front, 3sp/day (Human, Prime Attributes - Dex, Cha)
- Horse Trainer - 1 available, 2gp up front, 5sp/day (Human, Prime Attributes - Int, Cha)
- Tool Smith - 1 available, 5gp up front, 2sp/day (he will bring his tools, including a hammer that is equal to a light hammer, his Str is 13. Dwarf - Prime Attributes - Str, Con)
- Each will want a dagger or spear to defend themselves with

After being in the Inn for about an hour, Havrin arrives. Havrin looks haggard, like he has had little sleep over the last week, which is the truth. He will tell the party the following -

I was out in the fields to the south when it happened. The sun was going down, and I was returning with the ox and cart when I saw a glow coming from the north. I rushed up only to find my barn fully aflame. I did not hear any of the livestock or anyone from my family as I had expected. I quickly began running around and I saw some small footprints in the damp soil near the barn. Then I saw some of those damned black arrows and my heart sank. I checked the house, the storm cellar, and ran around the barn, and that is when I found Ornil lying face down in the dirt, two of the goblins shafts in his back. <Havrin chokes up> I... I am sorry, it is till so raw. Others had shown up thinking to help with the fire, but instead they had to restrain me as I had slipped into madness and was trying to follow the tracks. I cursed them all, but still they held me, for my own good. It is my shame, what I called the good people, my friends.

My wife and two other children are gone. I do not know if they live, or if... if... No I can't think like that, they must be alive. Can you? Will you? <he breaks down again> I can't pay you, most everything of value was in that barn. I would give you the deed to my farm if you could only bring Ialla and the little ones back to me.

The party can talk with Havrin, but he has little more to tell. If they wish to track the goblins, they can follow him to his farm.

Havrin's Farm

The homestead has a small cabin on it, the barn is in ruins, completely burnt out. An ox is tied to a post, nearby is a cart.

Investigating the grounds is a simple affair, and the goblin tracks, what remains of them, are easily pointed out to the party. The goblin arrows remain in the ground where they had fallen. The tracks head off to the West, South-West, but wind and rain have made them impossible to follow. While there, word is brought back of a small caravan heading up from the south. This caravan was attacked about 15 miles down the road the night before. A single guard had escaped and told of the attack by a force of goblins. Not long after he told his story, the guard succumbed to his wounds.

From here, the party should figure out that they should find the ambush location. The tracks there should be fresh and able to be followed.

Ambush Location

Four ruined wagons, three dead horses, and 17 bodies, all stripped of anything of value block the road to the south. Knowing what they are looking for, and the tracks being so fresh, they are easy to find. They head towards the North West.

Following the Trail

The tracks are not hard to follow for the first couple of miles, but as you draw deeper into the wood, you find a wagon, stripped of anything valuable. The trail becomes more difficult to follow in the underbrush. Tracking checks must be made every 5 hours at CL0, and it will take 4 successful checks to be made to find the goblins enclave. A failed check will result in the need to backtrack to the last point where the tracks were seen, roll a d2, this is how many hours are lost on the wrong trail, requiring the same amount of time to return to the good trail. Picking up the trail again requires a check with the CL equal to the number rolled. Once the trail is picked up again, the CL returns to CL0.

Wandering Monsters

Check for Wandering Monsters once every 5 hours moving through the woods. During daytime hours the chance for a wandering monster to appear is 1 in 10, at night it is 2 in 10. Roll a d12 to determine the type of encounter.

1	Fairy	9	1d4 Wolves
2	1d6 Hobgoblins	10	Mad Hermit
3	1d6 Orcs	11	2d6 Giant Rats
4 - 8	2d4 Goblins	12	Owlbear

The Fairy is a kind creature, she will gladly help the characters by guiding them to the goblins lair. The remainder of the trip takes half as long and no additional tracking checks are required.

The Mad Hermit begs the party for food or shiny things. He will not desist until he gets some of each. 2 days rations and 10 silver and/or gold coins will buy him off. He will make such a ruckus that every hour a wandering monster check should be made, increasing the chance of an encounter by 2. Check one more time after he is paid off. If the party instead slays him, they will be cursed for 2d4 days, suffering -1 on any roll to hit and ability checks.

Goblin Enclave

As the characters following the tracks, the ground slopes down at a fairly steep angle until they come to an area where there is a cliff about 20' high, and down below a small stream cuts from the NE to the SW. To see if the

characters smell some smoke, make a Wisdom check at CL3, CL0 if they are being particularly wary, and have indicated that they are sniffing the air. The exact source is difficult to pin point, unless the underbrush is cleared, the characters will only find the general area of the smell. If they do clear the underbrush they will find a small natural chimney, basically just a few cracks in the ground that the smoke seeps up from.

Cavern Entrance

If the party comes upon the enclave during the day, the two guards here will be lounging, drowsy in the sunlight. A small cavern can be seen along the cliff wall beside the stream bed. It is approximately 10' wide and 7' high. The cliff face here is 20' high, and rough, easily climbed. Flanking the cave are two goblins.

If approaching by stealth from above, the characters can make a CL0 Move Silently check, if successful, they may take one CL0 Climb test and drop onto the ground with the goblins automatically losing surprise. The PC's will get one round of combat where the goblins are unable to respond. If any Move Silently tests are failed, the PCs are detected and the goblins call out to their fellows within the cavern. These goblins will then exit the cave and join the fight. If any of the Climb tests are failed, the character will fall at the last 10' taking 1d6 damage and be unable to act on the surprise round. If the PC's are successful in approaching with stealth, but cannot dispatch the goblins in the surprise round, the goblins from the cavern entrance will join their companions in the fight, arriving at the start of the third round of combat.

Goblins x2 (AL L/E, AC15, HD 1d6, HP 4,3, Primary Attributes: Physical, Short Sword that causes 1d6, Treasure 3sp, 2sp, XP: 9, 8)

Goblin Caves

The cave complex inhabited by the goblins is relatively small, and compact. The entire system is damp and a musty smell pervades the air. The average width of the corridors is approximately 10' with the average height 8-10'. The corridors slope imperceptibly towards the cavern entrance.

A number of the goblins are not present, they are either taking spoils to their village or hunting.

Wandering Monsters

Check for Wandering Monsters once every 15 minutes while in the caves. A result of 1 on a d8 results in an encounter Roll a d12 to determine the type of encounter.

1-3	2d6 Giant Rats	9	1d4 Elite Goblins (F1)
4-8	2d4+1 Goblins	10	1 Eldritch Goblin

1. Cavern Guards

The goblins in this cavern will join the fight outside the cave entrance if those goblins are not dispatched with stealth.

The cavern is dimly lit by the sunlight from outside. You notice a musty smell and a dampness in the air as soon as you enter the cave. Blankets are scattered about the place on the floor, and a crude table with four chairs sits in the far side of the cave. Directly ahead a small passageway opens into another area, though the light quickly fades. {There are five goblins lounging in the area, they spring to their feet when the first of you enters the cave!}

Goblins x4 (AL L/E, AC15, HD 1d6, HP 5; 5; 4; 3, Primary Attributes: Physical, Short Sword that causes 1d6, Treasure 6sp; 4sp; 3sp; 2sp, XP: 10; 10; 9; 8)

Goblin Shaman (AL L/E, AC15, HD 1d6, HP 4, Primary Attributes: Physical, Staff that causes 1d6, Treasure 13sp, XP: 11, Spells – 0 – Ghost Sound x2, Dancing Lights, 1st – Burning Hands)

The goblins in this cave are automatically surprised if they haven't exited the cave to fight. Four of the goblins are Goblin Guards, while the remaining goblin is a Goblin Shaman.

Behind the table is a small chest. The chest contains moldering food, a human hand (obviously male) with a bite out of it is the only recognizable item. Beside the chest is a small lantern, it has no wick, but is full of oil.

2. Skeletons

This ceiling in the passage leading to this cavern slopes away from you, growing ever higher, it must be 20' above you. The cavern itself is empty, save for a large pile of bones.

The pile of bones in reality is a small group of skeletons. They remain in a pile until the party is within 5' of them.

Skeletons x5 (AL N/N, AC 13 HD 1d12, HP 10; 9; 7; 5; 5, Primary Attributes: Physical, [Rusty weapons that cause 1d6], Treasure None, XP 20; 19; 17; 15; 15)

3. War Dogs Chambers

The creatures penned in this area are war dogs, trained by the goblins to be ridden.

The smell of animal waste is overpowering as you reach this cavern. A crude wooden fence and gate have been erected across the narrow bend in the passage. Behind it you see five large, vicious looking dogs. Lying in front of the gate are five leather saddles and bridles.

War Dogs (Wolf) x5 (AL N/N, AC 13, HD 2d8, HP 14; 12; 9; 8; 8, Primary Attributes: Physical, [Bite that causes 1d8], Treasure None, XP 38; 34; 28; 26; 26, Special Trip, Scent, Twilight Vision, Track)

These dogs have been trained for war. They make little commotion when the characters arise. These are normally vicious animals, but have recently been fed; thus satisfied after their meal, they are fairly docile. A character may attempt to approach and befriend the animals using Charisma. A druid, ranger, or Halfling will face a CL3 while all others will have CL5. If the dog trainer is with the party, and he approaches, he have +4 to his roll, testing at CL0. If befriended, the animals will follow the characters. If confronted with goblins, check for each dog, 1-3 in 6 will see them slip their new found loyalties and join with the goblins, this is reduced to 1-2 in 6 if the dog trainer is with the PCs.

4. T Junction

At this junction there is greenish slime covering the walls. This is a benign growth of slime, not the monster. Torches will burn it at a rate of 1d4/round, it will take 5 rounds to clear the passage.

At the edge of your light something glistens a greenish hue from the walls.

5. Spiders Lair

Webbing can be seen if the party is looking up, if no one specifies that they are looking up, each will have a 1-2 in 6 chance of seeing the webs. If they do see the webs and set them on fire, the spider will have only 10hp. If they do not see the webs the spider will drop on a random character, gaining surprise.

This short passage dead end's after about 30'. A form that appears to be human lies on the ground at the far end. You don't see any real movement, but it appears to be breathing.

Spider, Medium (AL N/N, AC 15, HD 3d8, HP 18 (10 if the web was torched), Primary Attributes: Physical, [Bite that causes 1d6 + Poison (M&T Page 76), Web, XP 86)

This is a human that tried to escape shortly after the goblins took the area. The goblins left the corpse instead of trying to get it for food because of the spider. The corpse has nothing of value, and is partially desiccated. It appears to have been a woman. A slight breeze wafts from a crack in the wall causing the cloth to slightly flutter giving the illusion of breathing. Hidden in the spider's web (or fallen from it if burned) is another corpse, this one leathery, having been dead for quite some time. By the shape of its ears, it can be identified as an elf. It wears a Ring of Protection +1.

6. Deep Hole

This is one of the few springs that has not collapsed.

The floor of this area is covered in hard dried mud. In the floor slopes towards center of the area where a small hole can be seen in the floor. The air feels damper than in other regions.

This is one of the few active springs left in the complex, the spring is about 4" in diameter. It has been dry for quite some time, the characters will be unable to plumb its depths. If the characters take over this cave complex, the spring will bubble up twice a year, once in spring, once in autumn. When it fills, the area will flood to approximately 1' from the main passageway, and will remain steady at this level for 16+1d4 days. On rare occasions, about 5% of the time, the spring will flood this area and spill out to the cave entrance. This will cause the floor to become exceedingly slick, requiring a CL0 Dex check to move at ½ speed or greater, on a failed check, the character will fall.

7. Empty Bed Chamber

This is the chamber of the goblin lieutenant that led the attack on Havrin's farm. He was slain during the attack on the caravan.

This cavern contains a crude bed, table, and three chairs. Beside the bed is a small chest, its lid closed. On the table is a cracked mug, and a bottle turned on its side. A wooden platter has the moldy remains of a meal.

This chamber has not been reoccupied as yet, but it has been plundered. The chest lock is broken, and its contents are gone.

8. Runes

As you walk down this passageway, you note crude runes drawn on the floor and walls. Close examination depicts

a strange glyph, one that looks like a bloodied two-handed sword.

Determining what the glyph is, is a daunting task for the uninitiated, it requires a Wis check at CL5, though Clerics will be at a CL3, and Dwarves at CL0.

The glyph is the symbol of Thorax Bull-Hound, the god of the goblins. This indicates that the shaman's quarters lie ahead. The rest of the runes are in goblin and are random words such as fight, die, plunder, birth, etc.

9. Shamans Quarters

There is only a 30% chance of the goblin shaman and apprentice being in his quarters. If not here, they are in area 11 (75%) or 16 (25%). You will want to determine their location before the party enters the complex.

This chamber is obviously the lair of a priest of a hideously evil deity. Blood is smeared across most of the chamber, two crude beds on opposite walls, a table with two chairs and settings stand in the middle. Each bed has a sack next to it, and a peg slammed into the wall hold robes with the same bloodied two-handed sword symbol you saw in the passage, their sleeves caked with dried blood. The smell of decay is thick in this room, and on the far side you see why... a half-eaten corpse of a human rots away. A brazier stands near it, blood encrusted, obviously for some sort of burnt sacrifice.

The goblin shaman Wag-Siuk and his apprentice Wag-Tas live in this chamber. If present, they will immediately attack anyone that enters.

Wag-Siuk Goblin Shaman (AL L/E, AC 15, HD 3d6, HP 14, Primary Attributes: Both, [Mace that causes 1d6], Treasure Silver Bracelet w/Emerald (100gp), Gold Ring (2gp), XP 77, Spells 0 – Ghost Sound, Mage Hand x2, Detect Good, 1st – Cause Fear, Command, Burning Hands, 2nd – Scare)

Wag-Tas Goblin Shaman (AL L/E, AC 15, HD 1d6, HP 6, Primary Attributes: Both, [Mace that causes 1d6], Treasure Silver Ring (1gp), XP 53, Spells 0 – Ghost Sound x 2, Mage Hand, 1st – Cure Light Wounds)

Wag-Siuk will start by attempting to cast Cause Fear on the largest character. While Wag-Tas will use Ghost Sound to try and fool the party into thinking that goblins are marching behind them. Following that, Wag-Siuk will cast Burning Hands, Wag-Tas will cast CLW or Mage Hand to try and spread a bag of ball bearings at the feet of the PCs. Ball bearings – Dex save CL0 or slip and fall, the character may attack from the ground at -4 or can

spend their action to stand back up. To determine which direction the character falls, roll a d4 - 1 - Right, 2 - Left, 3 - Forward, 4 - Backwards

The sacks contain various pieces of clothing, tucked behind of the sacks is a smaller sack full of 37 ball bearings.

10. Temple

The temple is often empty, but the priest and apprentice may be here (see area 9).

A rough stone block stands at the far end of this cavern. The block is covered in dried blood. The makeshift altar, as well as the walls, are covered in the same runes you saw in the passageway. Atop the altar is an two-handed sword, the blade is black and sparkles with light coming from below, it has dried blood and gore hanging from it.

A large fire pit has been dug out of the mud of the floor, the smoldering embers of a recent fire remain within it. A blackened skeleton, roughly human sized, lies partially covered in the pit.

If the priest and apprentice are here, they will fight, as above, but on the third round, the priest will grab the two-handed sword from the altar to use for a weapon. When the priest grabs the two-handed sword from the altar, he shouts a command, two skeletons from the pit will animate and join the fight. The second was completely buried under the embers and ash. If the priest is not present, the skeletons will animate if the party comes within 10' of them.

Skeletons x2 (AL N/N, AC 13 HD 1d12, HP 10; 9, Primary Attributes: Physical, [Rusty weapons that cause 1d6], Treasure None, XP 20; 19)

The two-handed sword is an evil weapon, **The Vengeance of Thorax**, see Appendix C for detailed information.

11. Sorcerers Quarters

This cavern is the quarters of the sorcerer Ev-Luis and his mate Ev-Osila. Ev-Luis is not in the chamber. At this time, he is speaking with the war chief.

This living area contains one large crude bed, a small chest stands beside it. Sitting mats are on the floor next to the chest. Sitting with its back to you is a female goblin.

Hidden from the party's view on the other side of the bed is Ev-Osila. She heard the party moving down the

corridor and hid, casting Silent Image to project an image of herself. She hope to be able to flee the party and find Ev-Luis, if he is dead, she will flee the caves.

Ev-Osila Goblin Sorceress (AL L/E, AC 14, HD 3d6, HP 10, Primary Attributes: Both, Silvered Dagger that causes 1d4 or Spell, Treasure Earring w/Ruby (10gp), XP 62, Spells 0 - Ghost Sound x2, Influence x2, 1st - Silent Image x2(only 1 remaining), Obscuring Mist, 2nd - Minor Image)

In the chest are extra clothes, a false bottom hides the pair's treasure, 5gp, 3ep, 24sp, a scroll of Summon Monster), and a small leather bound tome written in goblin, containing what passes for poetry. It might fetch 5gp in a larger city.

12. Captives

The captives of the goblins are penned in here.

A wooden barricade and gate has been erected at the opening to this cavern. Beyond it smells of urine and feces waft from beyond it. Looking through the fencing, you see, huddling against the walls, five humans (two females and three children), a male half-elf, and a female halfling.

The hapless souls are at first afraid of the characters, but when they are assured that they will be freed, they are overjoyed.

The halfling (Yolla) is near death, she cannot be moved, ribs cracked and still has some internal bleeding. The half-elf (Cris) is a merchant from "far to the south" (he will not say exactly where he is from until he trusts the characters then he will tell them that he is from Brindsium relocating to Gaxmoor), one of the human women is his wife (Shala), and one child is his (Dillin). Yolla and her husband were travelling with the caravan, heading to Kayomar, seeking to see more of the world as they had recently gotten married. (More information on Cris and Yolla can be found in Appendix D: The Families) Their caravan was ambushed by the goblins, and they are the only survivors, though Yolla's husband was with them, but was taken from the cell two days earlier. Cris, Yolla and her husband were severely wounded in the struggle. There was a human male that was here when they came in, he was taken at the same time as Yolla's husband, and they don't know their fate. If the entire complex is cleaned of goblins they will be able to rest and heal, if someone can bring them food, and offer some protection in case other goblins appear.

The other woman is Ialla, and the children are Rog and Cenna. They are a bit bruised and weary, but well enough to return home.

The injured will not be able to leave under their own power until each is healed 3hp, this can be via magic or rest. They can be carried out on stretchers, though this is a risky proposition at this point. For every 4 hours of travel, roll a d20 for each, on a 1-5 each will take a turn for the worse, if they fail three of these tests they will die.

If the characters are careful, they can make the cage appear secure, while those inside will be able to make an escape if the characters do not return. They will need to tend the wound of Cris and Yolla or they will not last the night. For each of these captives they rescue, the characters will each receive 50xp. Yolla's husband has been slain and eaten by the goblins.

13. Goblins Quarters

The goblins in this chamber keep guard over the captives to the north.

This cavern has a large number of bed mats, with a sack next to each. On the far side is a wooden barricade. A dozen pair of goblin eyes look towards you, astonishment lasting only a moment, they raise their short swords and charge.

These goblins are common of their kind. They have come with the war-chief as workers and infantry. They are fiercely loyal to him, and if an alarm is raised will race to area 15 to protect him.

Goblins x12 (AL L/E, AC15, HD 1d6, HP 6; 6; 5; 5; 4; 4; 4; 3; 3; 3; 2; 2, *Primary Attributes: Physical, Short Sword that causes 1d6, Treasure 6sp; 4sp; 3sp; 2sp; 3sp; 1gp; 1sp; 3sp; 3gp; 1sp; 5cp, XP: 11; 11; 10; 10; 9; 9; 9; 8; 8; 8; 7; 7*)

These goblins are common of their kind. They have come with the war-chief as workers and infantry. They are fiercely loyal to him, and if an alarm is raised will race to area 15 to protect him.

There are a total of 62 bed mats here. If they are searched the characters may find 1d4-1sp in each. There is also a 5% chance of finding one randomly determined piece of jewelry. (See M&T page 95)

14. War-Chief Quarters

The war-chief of the goblins, Qi-Zok, rules from this room. Ev-Luis is here, and the shamans may be as well (see area 9).

This is the most "richly" appointed room, if any of the rooms can be considered such. A large wooden table, with eight chairs takes up the center of the cavern. Each place at the table is set with crude goblets and platters. A small stone holds down a few papers near the head of the table. Behind the table are a lockbox, two barrels, and three crates. A bed stands on the far wall, an iron bound chest at its feet.

Qi-Zok Goblin War Chief (AL L/E, AC 17, HD 2d10, HP 18, *Primary Attributes: Physical (Str 15), [Two-handed sword that causes 2d6+2], Treasure Gold Ring w/Ruby (650gp), Coin Purse 5gp, 3sp, 13cp, XP 51*)
Ev-Luis Goblin Sorcerer (AL L/E, AC 14, HD 4d6, HP 16, *Primary Attributes: Both, Dagger +1 that causes 1d4+1 or Spell, Treasure Coin Purse 3gp, 14sp, 5cp, Ring of Disappearance XP 108, Spells 0 – Ghost Sound x2, Influence x2, 1st – Silent Image, Understanding, Dragon Image, 2nd – Alter Self, Minor Image*)

The denizens of this chamber will rush to area 15 on hearing sounds of combat, though Ev-Luis will lag behind. If the creatures from that area are dispatched without a sound, or if the sounds are somehow masked (i.e. a silence spell), the chief and his companions will be sitting at the table; unaware of the party's presence, they will gain one round of surprise automatically.

If trying to join the fight, Ev-Luis will stay far enough back to judge the battle. Recognizing the party, he will use his ring to become invisible (improved invisibility) and use his spells to aid in the battle, making it appear as if the Qi-Zok is casting the spells on the move. He will stop casting to see how the battle is going once the war-chief closes to combat range.

If the battle goes badly, he will retreat to Qi-Zok's bed chamber and cancel the invisibility. Using Alter Self, he makes himself appear as a human child, battered and bruised with deep lacerations around its throat. He casts Understanding so he can be sure to understand the intruders when they reach him. Then he ties a gag across his mouth, and ties his legs. Using another segment of rope, he loops it around his hands and nimbly ties it, he flops against the bed and awaits the party. When they arrive he pretends to be unconscious. He will only grunt and groan as if unable to speak when directly questioned. He will watch for a time to make his escape, when the CK

deems it is a safe moment, he will use a charge in the ring to become invisible and flee the party.

The chest is locked (CL0), and contains clothes, a small silk bag containing an amethyst (50gp). A few coins are scattered on the floor of the chest (3gp, 20sp, 15cp). Three potions of healing are within, if the chest is smashed open, the vials must roll against being smashed (CL5). If smashed, the clothes may be made into bandages (if the glass is carefully picked out) that will cure 1 hp, 2 bandages can be made per vial smashed.

The following is the war chiefs take from the caravan recently raided. One of the crates and the lock box are the property of Cris, and he will claim them. If the PC's return the goods to him, they each will receive 150gp, and the corresponding 150xp (even if you do not normally award XP for treasure taken), if they refuse to, they will not receive any XP for the treasure, and will have made a dangerous enemy. The other crates and barrels are the property of a deceased merchant.

The lockbox is locked (CL5) and trapped (CL3) with a poison gas (CL2) that will cause anyone within 10' radius to take 3d4 damage, half on a successful save. It contains 25 gems (8xDiamonds [15,000gp total value], 2 rubies [3,000gp, 2,500gp], 9 Emeralds [12,000gp total value], 6 Tourmaline [1,000gp total value]), 1,500pp, 300gp, and 200sp. There is a hidden compartment at the bottom that holds 4 bars of Mithril, each valued at 50,000gp.

The barrels have a stout ale in them, each is valued at 100gp.

The crates have various trade goods in them, household items mostly, and each is worth 150gp.

The papers on the table are written in goblin, they read as follows:

**Qi-Zok, you are prime but not do they see this!
Come, you must, to help, to make your clan
raise. Me you help, do my want for the now.
The then help I you to up your clan! They see
you prime later, you rule all.**

**But come, help you I, we crush here. After
there then!**

**It is signed, by a symbol that none can
recognize. The papers have been marked and
written on, obviously by Qi-Zok.**

Human lie most.

I go see, if he help I be prime!

**Ugonset want take female human, give pretty
rock.**

Must open box, how cross lake?

15. Goblin Guard Quarters

This is the quarters of the guards.

This chamber is well appointed, five large beds sit with partitions between them, and at the foot of each bed is a leather bag. Sitting at a table in the center of the room are five large goblins.

Goblin Elite Guards x5 (AL L/E, AC 16, HD 1d10, HP 10; 8; 7; 7; 5, Primary Attributes: Physical, [Two-handed Sword that causes 2d6], Treasure 1d2gp, 1d4sp, XP 15; 13; 12; 12; 10)

The guard have little of value, the sacks contain extra clothes, and all totaled 38sp are found.

16. Spring Waters

This cavern is dominated by a spring fed pond.

This walls of this cavern are covered in slime, glistening in the light from the party's (torches/lantern/light spell). The ceiling is some 30' above, and bats can be seen hanging from it. Reaching across almost the entire width of cavern is a deep blue pool. Across this pool in the far corner, a slime-covered wall raises about 25', a small platform is there, and you can see a chest sitting upon it.

For each person that enters the water, there is a 1-3 in 4 chance of disturbing the Aqua Animus that resides in this pool. Note that the Animus has no treasure since it has passed down into the spring.

Aqua Animus x1 (AL N/E, AC 16, HD 3d8, HP 18, Primary Attributes: Both, [Grab that causes **Drowning**], Treasure None, XP 64)

Climbing the walls in this cavern is a treacherous affair (CL7). The walls are fairly smooth and covered with a slick slime. If pitons are used, the CL is reduced to CL2.

The pool is fairly deep in the center, where it is fed from springs below. The water is cool and refreshing, occasionally blind cave fish can be seen swimming about. These fish are not always present, often diving down or swimming up the spring.

17. Elevated Shelf

Ascending to this platform is a difficult task (see area 16).

Bats scurry away as soon as you climb to this platform. It is cramped, being only about 4' high. A chest sits near the edge.

The chest is locked, and the lock has long since rusted, the chest will have to be cut or smashed open. The wood is rotting near the bottom.

It contains 15pp, 3gp, 45sp, 83cp, and a large bone case. Water has seeped into the case rotting the wooden wand within. The two silver rings that circled it are salvageable. If worn as rings, a bit of the magic of the wand remains and the rings act as **Rings of Shielding**. The wand was a wand of force wall, and if a wizard tries to craft a new wand of force, each of these rings reduces the cost and time required by 25%.

Conclusion

When the PC's return to Ends Meet, with news that the goblin threat has been eliminated (the war chief is slain), they will be hailed as heroes. Word of their prowess will be spread to the druids and the Rangers of the Knot. Eventually songs will be created in their honor, and they may hear these later in their careers. Remember to provide XP for any of the captives that were successfully brought out of the caves.

If the war chief is slain, and Havrin's family is saved, Havrin is at first overjoyed, but his heart breaks anew as he tells Ialla about their eldest son. Havrin thanks the PC's profusely and he promises to help them in any way he can in the future. Returning to Greenbriar, they can meet with Ularin and receive their reward, the Ruby (150gp), the 5,000sp for eliminating the threat, and the 5,000sp for saving Ialla and the children.

If the party succeeds at eliminating the threat, but any of Havrin's family is slain, they will still be hailed as heroes. Havrin will thank for what they party was able to accomplish. The PCs will receive the Ruby (150gp) and 5,000sp for dealing with the goblins.

If the party succeeds at saving Havrin's family, but they do not eliminate the threat, they will not receive the Ruby (150gp) and 5,000sp for eliminating the goblins.

If they neither save the family, nor defeat the war chief, they only receive the Ruby (150gp).

If the war chief is not defeated, the goblins raid another farm, then leave the area. The druids fear that the goblins will try to gain reinforcements and come in force to overrun the town. They will organize the rangers, and seek additional help to guard the town. If the players decide to stay and help, the druids offer 1gp/day, payed out at the end of the month. They will keep this heightened awareness for 3 months. After that they believe they will have enough patrols to alert on the goblins returning. By the end of the week, 15 men-at-arms will arrive, 10 - Studded Leather, Short sword, shield, 5 - Leather, Crossbow, dagger. Each week that passes will see 1d4 men-at-arms arrive. These will all be wearing studded leather armor, check for the weapon type for each group, roll a d4-

1. Short sword, shield
2. Spear, shield
3. Crossbow, dagger
4. Longsword, shield

Check once each week, there is a 1 in 6 chance of a higher level NPC joining, roll a d4 for the type -

1. Fighter/2, Chain Mail, Battle Axe, shield
2. Ranger/3, Studded Leather, Short Sword, dagger
3. Druid/2, Leather, Scimitar
4. Paladin/2, Chainmail, Broadsword +1, shield

Check at the beginning of each month, on a 1 in 12 a small band of dwarves appear, once they show up do not check anymore -

- Dwarf F/3 - Plate mail, war hammer +1, shield
- Dwarf F/1 - Chain mail, war hammer, shield
- Dwarf C/2 - Chainmail, war hammer, shield
- 2d4 Dwarves - Chainmail, war hammer, shield

Check each week on a 1 in 10 the goblins return, any of the goblins not slain will be present, along with 15d4 additional goblins, 20% will have bows.

See Appendix D: The Families for additional information and possible follow up adventure threads.

Appendix A: New Monsters

Aqua Animus

No. Appearing: 1 - 2

Size: Varies

HD: 3 (Small), 6 (Medium), 10 (Large) (d8)

Move: 40 ft.

AC: 16

Attacks: Grab

Special: Drowning, See below

Saves: Mental & Physical

Int: High to Genius

Alignment: Neutral/Evil

Treasure Type: 2 (Small), 4 (Medium), 6 (Large)

XP: 30+3/hp; 270+6/hp; 1,350+10/hp

The Aqua Animus is a creature from the elemental plane of water. Its name literally means hateful water, which is evident in that it will attack any living creature that does not dwell within the water, though even these creatures may become prey if it becomes hungry enough. They reside in pools of water any type, from a basin or fountain, to pools, ponds, lakes, rivers, and even oceans. They will attack those that disturb the waters in which they reside, and may, 50% chance, attack any creature that comes within their reach but has not touched the water.

Piercing and slashing/cutting weapons deal only 1 point of damage, plus any magical adjustments but no strength bonus gained. Blunt weapons will deal full damage, plus magic and strength bonuses. Spells that deal cold damage will slow the creature, so it can only attack every other round, it also has a chance to completely freeze the creature solid if the damage dealt from the spell or less is rolled on a d100. While frozen the creature may be shattered, this has the effect of immediately reducing it to 0hp, however, it will not reform (as shown below) until all of the ice chunks have then melted. Heat/fire based spells do no damage if saved, or half damage is the save is failed. If a cold or heat/fire spell does not normally allow a save, the Aqua Animus will be granted a save. Electrical spell effects have no effect on the creature itself, but any creature(s) it has dragged into the water will take damage as normal. Spells such as Magic Missile will deal normal damage, any spell that purifies water will deal 1d8 damage per level of the caster. Raise/lower water spells will change the size category of the creature by 1. If cast on a small Animus, it will be destroyed. If cast on a large Animus, it will split into two medium creatures. The CK has full discretion on how other spells will affect the creature

The reach of the creature, and number of creatures it can drag into the water, is dependent on its size -

- Small - Reach: 5', Victims: 1
- Medium - Reach: 10', Victims: 2
- Large - Reach: 20', Victims: 4

Once reduced to 0hp the creature dissipates and begins to regenerate a number of HP/round equal to the number of HD. Once it reaches 50% of its HP it will return as the next size smaller creature and regeneration stops. If reduced to 0hp as a small size creature, it will return to the elemental plane of water. XP is gained for each time the creature is reduced to 0hp, thus if a medium creature is taken down, 270+6/hp is awarded, and if the PC's then take it down again as a size small creature another 30+3/hp is given to them.

Combat: The creature will attack with a bonus of +3, and if successful, it will attempt to drag its victims into the water in which it resides. Any creature being dragged may make a save vs. Constriction (Strength) with a CL equal to the HD of the creature, if successful the Animus cannot pull it into the water, and will need to make a new attack the next round. If the pool of water is not large enough to submerge the creature, it will pull the victims face into the water to drown it.

Drown - Any creature that is dragged into the water will begin to drown. The victim will take 1d2 damage each round while held under water. For each round after the first, increase the damage by +2, thus on the third round the creature will take 1d2+4 damage. Those creatures that can breathe underwater will take 1d2 damage each round. The victim may try to break free by making a save vs. Constriction with a CL equal to the HD of the creature, further increasing the CL by 1 for each round of drowning after the first. So a character being drowned by a medium Animus will have a CL8 on the third round when trying to break free. Up to two other characters may assist, adding their Strength bonus to the save roll to break free.

Appendix B: New Spells

Understanding (Ill 1, Wiz 0, Cl 2)

CT 1 SV n/a R Self
SR n/a D 5 min/level Comp V, S

The character will be able to understand the spoken words of a language that they do not know. This does not impart the ability to speak, read, or write the language, nor does it provide any meaning beyond the literal translation of the speech.

Appendix C: New Magic Items

The Vengeance of Thorax: This is a unique two-handed sword made of obsidian -

Magical Bonus: +1

AL: L/E

Language: Goblin

Will: 20

Communication: Speech

Sense: Sight, Hearing (as a goblin)

Purpose: Slay dwarves

Lesser Powers -

- In the hands of a goblin, it is nearly weightless
- When it deals damage it also causes fear as per the spell CL4
- +3 vs. Dwarves

Greater Power -

Thorax Vengeance

- Any non-goblin attempting to wield the sword suffers 1d4 damage
- If a dwarf attempts to wield the weapon it will also be struck blind for 3d6 hours, half on a successful save vs. Divine Magic CL4
- If the weapon is ever destroyed, those responsible will be cursed
 - Goblins and Hobgoblins gain +2 to hit and damage against the character(s)
 - The curse may only be lifted by a dwarven cleric of at least 15th level, Limited Wish, Wish, or Distort Reality spell

GP: 20,000 (Note, finding a buyer for this weapon in non-humanoid

society will be nigh on impossible.)

XP: 7,000 (Note that the XP value is only gained if the weapon is destroyed)

The sword may be destroyed by placing it in a dwarven forge, then quenching it in a pure mountain stream. Placed on an anvil and struck with a hammer where the head is covered in Mithral, the blade shatters into thousands of pieces. 5d10 of these are large enough to be used as the point of an arrow or bolt/quarrel. If these are crafted, they can then be blessed by a dwarven cleric of 10th level or higher, and when shot, the missiles will unerringly strike a goblinoid creature dealing +1d4 damage.

Ring of Disappearance: This ring can be used to cause the wearer to become invisible. This can be either Invisibility (1 charge) or Improved Invisibility (2 charges). The ring may have up to 5 charges, it can be recharged by an Illusionist capable of casting Improved Invisibility. Each charge requires a 500GP diamond to be set in the ring, and the spell to be cast onto the items. The diamond will be destroyed in the process. GP: 6,000 XP: 1,000

Ring of Shielding: These rings appear as plain silver rings, and will detect as magical, but it will appear to be very weak. Once per day these rings may be used to create the same effect as a Shield Spell. The Shield will last for 30 minutes.

Rings of Shielding are a key ingredient to the making of a Wand of Force Wall, and if the wand should ever run out of charges and be dismantled, or if the wood rots away, these will remain behind. When crafting a Wand of Force Wall, up to two of these may be used during creation, reducing the cost and time by 25% each. GP: 5,000 XP: 1,000

Appendix D: The Families

Yolla Tanfoot: Yolla and her now deceased husband Brandel are from Brindsium. The pair have recently gotten married, they were gifted an estate on the southern coast in the small hamlet of Hemelsville. This village is located about 150 miles to the east of the mountains, and is a key stop on the route between the mine and Brindsium. The Senate has commissioned a keep to be built in the town to protect the road, and expand their sphere of influence. The region is still quite dangerous, and the mine has been fairly well fortified to protect against the denizens of the mountains.

Yolla, distraught over the loss of her husband, has lost the desire to travel and wishes to return home. She will look to the PC's to request aid in returning home when she is well enough to travel. She offers a rich reward, starting at 2,500gp, but will go as high as 5,000gp for their escort. She also offers to allow the characters to stay at the estate for as long as they wish.

Cris Olvenher: Cris, Shala, and their son Dillin are actually from Brindsium, relocating to Gaxmoor to open a new branch of their family business. They had a chest of gems, gold, and mithril that was payment for the house and business district building they purchasing. Cris will lament that the best of his goods are missing (see the notes in area 14). He will be staying in Ends Meet for a couple of weeks, and will be hiring a messenger to send word to his brother in Brindsium, and will also seek guards to get through the Darkenfold.

If the PC's want to deliver the message to his brother, he is offering 500gp up front, and 1,000gp when delivered to his brother. Now quite paranoid of the dangers of the road, he is looking for a larger group of guards to join him on the remainder of the journey to Gaxmoor, so unless the PC's want to go looking for men-at-arms to join them, he will look to the village, finding few there willing, he will hire a messenger to head east looking for help.

Appendix E: NPCs

tNelag: Male, Half-Orc, Move: 23, F3, HP 29, Prime: Str, Con, AC 16 (Mail Hauberk, Shield Med. Wood), Long Spear (1d8+4), War Hammer +1 (1d8+5), Dirk (1d4+5), Str 19, Dex 10, Con 16, Int 12, Wis 8, Cha 8, 25HP, Backpack (Bed roll, 5 days rations, 2 waterskins, 3 torches, 2 flasks oil, tinderbox, 2 large sacks, fishing gear, 50' Silk Rope, Soap) EV: 33 ER: 17 Encumbrance Level: Light (1/4 move, +1 CL to Dex Checks), Darkvision (60'), Enhanced Smell, Resist Disease (+2 save), Languages: Common, Goblin, Orc

Seldoc: Male, Elf, Move: 30, R3, HP 24, Prime: Str, Wis, AC 16 (Studded Leather +1, Shield Med. Wood), Long sword (1d8+2 +5 to hit), Longbow (20 arrows, 1d6, +3 to hit), Dirk (1d4+2, +4 to hit), Str 16, Dex 14, Con 13, Int 12, Wis 13, Cha 12, 25HP, Backpack (Blanket, 1 water skin, 2 torches, 2 flasks oil, tinderbox, 50' Silk Rope, Soap) EV: 18 ER: 12 Encumbrance Level: Light (1/4 move, +1 CL to Dex Checks), Darkvision (60'), Enhanced Sight, Enhanced Hearing (+2 to listening), Twilight Vision, Move Silently (Dex, wilderness areas), Spell Resistance (+10 vs charm/sleep magic), Spot Hidden Doors (Automatically check when passing in 10', +2 if actively searching), Languages: Common, Goblin, Orc

Knights of the Crusade

Organized Play

Original Play Date:

Original Play Location:

The Wandering Dragon
15032 S. Des Plaines Street
Plainfield, IL 60544
(815)267-6245

info@wanderingdragon.com

CK: Scott Westberg

Players:

