

Kelwyn's Keys

A One-Round Dungeons & Dragons® Living Greyhawk™ Regional Adventure set in Nyrond

Version 1.0

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Border tensions along the Franz River between the County of Urnst and the Kingdom of Nyrond may be stoked into conflict by roving bandits and unorganized thieves. Guild protected caravans are being waylaid and local commoners are kidnapped. Who is behind these events? More importantly, who will stop them? A one-round Regional adventure set in Nyrond for characters level 1-8 (APLs 2-6).

Resources LG Deities v2.0 [Steven Conforti], Living Greyhawk Gazetteer [Erik Mona, et al], The Marklands 1983 TSR [Carl Sargent], and Nyrond.org [various contributors].

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

Preparing for Play

To get the most out of this adventure, you need copies of the following D&D rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1. For your convenience, that appendix is split by APL.

Along with this adventure you'll find a RPGA Session Tracking sheet. If you're playing this adventure

as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

Living Greyhawk LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in the Kingdom of Nyrond. Characters from the Kingdom of Nyrond pay one (1) Time Unit per round, while all other characters pay two (2) Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

Kelwyn grew up in the local area, moving often between Mowbrenn and several of the nearby smaller towns. His father was an adventurer and part-time mercenary during the Greyhawk Wars, so money to support his mother and siblings wasn't consistent. By the time he was 10, his father failed to return home. His mother arranged for his schooling at the Zilchus Temple in Curtulenn, which later led to his eventual occupation as merchant.

The stories his father used to tell him have developed into a side passion. He's obsessed with hidden lore and mysterious places. Kelwyn is an armchair adventurer of sorts. His merchant house sells mundane items – grain, wine, wood and other supplies – but he fancies himself an antiquities dealer.

Over the last few months, he was researching information about a strange, nearly forgotten temple. This temple required special keys to open, magic keys. Through informants and other documents, Kelwyn was able to locate two keys, which he paid for through a courier. However, bandits attacked the caravan with his keys last week.

All the contents of the caravan are valuable, but the keys are very important to Kelwyn. He is willing to spend more money to secure his new artifacts. Kelwyn hopes that these keys will unlock the sealed temple and allow him to claim untold riches. Then Kelwyn would be just like his father during his adventuring days.

Mowbrenn's Thieves' Guild is trying to extend their reach to the outlying towns and villages. Faced with brutal reprisals, most of the petty thieves and burglars have complied with the guild's rules and accepted their obligations with forced smiles. In Curtulenn, there seems to be a more organized group of robbers taking up activities locally. In order to bring these rogue bandits under control, the Guild needs to send a messenger to tell the bandit leader, "Pay a tribute, swear loyalty, and we'll let you live."

Caravan guards from the Iron Fist Guild have been killed during their runs from Trigol to Mowbrenn. The Guild has a reputation to maintain and losing men and jobs to bandits will not do. To avenge their losses, the Guild will form a small strike team to take care of the problem – and help the local constables in the process.

The Warriors' Brotherhood also receives some disturbing news. Bandits and goblins are accosting farmers and simple travelers along the County of Urnst border. Many of the local villagers are requesting someone to do something to protect the innocent. Hopefully a hero from the Brotherhood will take care of these ruffians and protect the common folk.

A professor from the County of Urnst was traveling in the safety of a merchant caravan from Trigol to Rel Mord. Sadly, goblin worg riders and bandits attacked the caravan. Most of the guards and merchants were killed, but Professor Muskegum speaks goblin and convinced them to hold him for ransom. A small Nyrondese escort party was waiting for him in Mowbrenn but the Professor never showed up. The escorts' search led them to Curtulenn. They are now looking to hire adventurers to find and return the good professor to them before they must leave for Rel Mord.

The Nyrond Army received several reports of unusual activity along the County of Urnst and Kingdom of Nyrond border. There are fears that the County may be encroaching upon Nyrond territory. Many already consider Curtulenn a suburb of Trigol and that isn't in the Kingdom's best interest.

Last year adventurers disrupted a goblin tribe in northwestern Nyrond resulting in several small bands of goblin worg-riders dispersed into the outlying areas. The Wilderness Alliance wants to determine if these goblins are from Worjjus' group and locate their lair for future monitoring. They may be a threat to the local wildlands.

ADVENTURE SUMMARY

The party confronts several burglars breaking into a merchant office. They stop the intruders and the owner arrives. Kelwyn, the owner of the office and a merchant, offers the party members a job to find his missing shipment.

The party proceeds through various methods to find the location of the bandit camp. Once the location is determined, the party will go there and recover the goods. Upon approach, they encounter a goblin patrol of worg riders.

At the farmstead lair of the bandits, the party must find the stolen keys, rescue the hostage and deal with any guards. They may fight or talk with the bandit leader, Penjo Fen.

If they recover the keys, they are successful. The method is left up to the party since Kelwyn doesn't care how they accomplish the recovery. The PCs can use combat prowess, stealth or diplomacy to recover the keys.

PREPARATION FOR PLAY

If any of the characters are from the Nyrond region, determine what meta-organizations they are from. They will be provided with an alternate mission based on their membership.

Hooks for Nyrond Meta-org Members:

- The Mowbrenn Thieves' Guild has a mission for you. There's a new bandit group settling in the nearby area with occasional forays into Mowbrenn. Unauthorized illegal activities are not tolerated, so you are requested to seek out the bandit leader and offer him membership in the guild. If he or she refuses, you must terminate their bandit activities. The guild wants to put an end to "un-authorized" activity, even if they don't have a strong presence in Curtulenn.
- The Iron Fist Guild has a mission for you. Caravan guards from the Guild have been killed during their runs from Trigol to Curtulenn. The Guild avenges their losses. You must find the bandits responsible, let them know that the Guild is taking action and destroy their operation. Bring the bandits to justice if you can.
- The Warrior's Brotherhood has some disturbing news. Bandits and goblins are accosting farmers and simple travelers along the County of Urnst border. Many of the local villagers are requesting someone

to do something to protect the innocent. Do you have the skill to take care of these ruffians since the militia isn't doing their job?

- Rel Mord University: A visiting professor from the County of Urnst is missing. A small escort party is waiting for him in Mowbrenn but he never showed up. They ask that you locate him and return the good professor to the escorts before they must leave for Rel Mord.
- The Nyrond Army has a mission for you. There are fears that the County may be encroaching upon Nyrond territory. You must investigate several missing caravans along the County of Urnst and Kingdom of Nyrond border. Report your findings to the nearest military outpost.
- Nyrond Wilderness Alliance: adventurers disrupted a goblin menace in northwestern Nyrond last year resulting in several small bands of goblin worg-riders dispersed into the outlying areas. You need to determine if these goblins are from Worjjus' group and locate their lair for future monitoring. They may be a threat to the local woodlands.

This adventure has loose ties with NYR5-Mo2 Release the Dogs of War. If any character has played that adventure, they may recognize the name Worjjus and be aware of his goblin riders.

One last note, there are a number of places where the module suggests that you make Spot and Listen checks for the PCs so as to not give away that there are hidden foes. To facilitate this, you should record each PC's Spot and Listen skill before play begins.

INTRODUCTION

In Curtulenn along the main trade route between Trigol and Mowbrenn, the party stops off for a trip through the local marketplace.

Curtulenn is like most border towns, full of diverse people from two nations selling their wares to whoever will buy it. The main road from Trigol winds down the center of this town.

The mud caked walls along the main road open up to the main market in the Town Square. Plump, dirty pigeons are shooed away by children swinging sticks while the haggling of nearby merchants drowns out the beating of wings.

You find yourself on the far side of the central water fountain from the city's main gate. There's a quiet fellow selling wonderfully spiced meats on a stick and sweet tea. The sign above his cart reads "Palin's Spiced Meats" in bold letters. The merchant has set out several benches for his customers to sit on while they eat.

All the meats are clearly labeled or identified. There is also another sign, which reads, "We do not serve mystery meat items. Please don't ask."

If anyone obviously reads this sign, Palin will eye them warily and become defensive if asked about its meaning.

Several glass pitchers full of sweet tea warm in the sun atop his cart. Palin pours himself a glass while he waits for his next customer.

A small girl dressed in plain-looking farming clothes chews the last of her spiced meat. Looking up, she sees a number of strangers, clearly interesting to her eye.

She stares at you for several minutes. Finally, she walks up to the first of you, smiles, and taps the person on the arm. The young girl, Gerta, then says to each person in turn, "I'm Gerta, what's your name?"

This is a good time for the characters to introduce themselves and describe how they look. Once everyone has introduced himself or herself, Gerta continues.

"My daddy says I shouldn't talk to strangers who look scary." She looks down the street and points. "What are those things? They don't look like halflings or gnomes to me."

Gerta has noticed the goblins breaking a window and crawling in through the opening. This is obviously an illegal activity.

Development: As with most Nyrond adventures, this one too is targeted toward PCs with a heroic heart. Gerta is clearly expecting the PCs to behave as heroes and charge into the fray. If the PCs hesitate or choose not to go, Gerta will prompt them once, *"Aren't ya gonna go look? My daddy says heroes always run into danger."*

If they are still reluctant, Palin will try one more time to move them to action, *"Please, you look like adventurers. Go at least slow them down while I call for the watch!"*

If the PCs still do nothing, the adventure is over for them as the goblins will quickly loot the store and be gone. Kelwyn will have no interest in hiring them.

However, if at any point they move to investigate, proceed to Encounter 1: Breaking and Entering.

ENCOUNTER 1: BREAKING AND ENTERING

Just off the main square, three men break the window of an office with their clubs.

Apparently your quest to find just the right bauble or trinket in the markets of Curtulenn has brought

you to just the right place at just the right time. Glancing in the direction indicated by Gerta you find yourself looking down a small side street. There you spot goblinoid thugs smashing a window to a merchant's office.


As you watch, possibly stunned at their daylight audacity, one of the goblins begins to crawl into the window. Another attempts to clear the windowpane of broken glass.

This two-story building is built with bricks and has wooden doors. The bottom floor serves as a merchant office. The second story is the owner's apartment and living quarters. A door to the side leads to the courtyard and outhouse.

Wooden Doors: 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18.


Creatures: There are three goblins breaking into the window and crawling through.

APL 2-6 (EL 2)

 **Advanced Goblin Warriors (3):** male goblin warrior 2; hp 14, 14, 14; See Appendix 1.

Tactics: The goblins will try to flank anyone who looks lightly armored so they can take them out quickly. Their leader Penjo drills them on combat tactics, so that they focus their damage on one opponent at a time.

Treasure:

 **APL 2-6:** Loot – 122 gp, Coin – 0 gp, Magic – 0 gp

Development: The town watch will arrive in 2d4 minutes to investigate the break-in. Any goblin survivors will be brought to jail for detention. If they want to question the goblins, they will have to do it before the watch arrives. Kelwyn however, will arrive 2 rounds after the fight is over. Proceed to Encounter 2.

ENCOUNTER 2: KELWYN AND HIS UNUSUAL KEYS

Less than a minute after the fight winds down, a well-dressed, tall fellow approaches the office. His steps are hurried at the sight of strangers in his office. As he approaches, he yells at you, "Who are you people? And what is going on here?"

His arms are akimbo as he stands there waiting for an answer. He looks stern and impatient.

This is Kelwyn, the owner of the office. He's a moderately successful merchant based out of Curtulenn.

☛ **Kelwyn:** N male human expert 5; hp 18; Bluff +5, Sense Motive +8; See Appendix 1.

He listens with interest to the PCs as they tell the story of the burglars. Though upset about the property damage, observant PCs will notice a twinkle in his eyes. After the burglars are taken care of, either by the town watch or trussed up by the PCs, he beckons the PCs to his office.

Oh, very good. Please then, do all join me inside. This is fortuitous. The gods' blessings shine upon me this day. You seem like a tough, professional lot. I'd like to hire you for a small mission.

About a week ago, one of my caravans went missing. It was last seen in Trigol, across the Franz River, heading here to Curtulenn. I lost a lot of money, but more importantly, I lost a set of very expensive and very important keys. They're magical keys. I'd like you all to find these bandits and recover my keys. I'd like to recover all my goods, too, but the keys are very important to me.

Kelwyn will answer most questions to the best of his abilities without giving out too much information. Suspicious PCs can make a Sense Motive check against Kelwyn's Bluff of 15 to know that he is holding something back. This check should only be initiated if the PCs request it.

If the PCs do succeed and call him out for holding back information, he will simply and truthfully state that the information he is withholding pertains to the location of the lock that the keys are designed to open. While they are simply clues uncovered in his research, they are valuable and he does not wish to share them as yet.

Where were you?

"I was held up at the Temple of Zilchus with an old friend. Lucky for me, as had I been back on time, those thugs would surely have beaten me up."

Tell us more about the keys?

"Over the last few months, I researched information about a strange, nearly forgotten temple. This temple requires special keys to open, magic keys. Through informants and other research, I was able to locate two keys and paid for them through a courier. One of my men took possession of the keys in Brotton and was heading back to deliver them to me. However, the caravan carrying the keys was attacked by bandits."

How do you know bandits attacked the caravan?

"Another caravan coming through the area later found signs of the attack, but no survivors."

What do the keys do?

"All I know is you put them in the door in a special order to unseal the entrance to the temple."

What do these keys look like?

"Well, they're not like other keys. They're long, hexagonal stone pieces with a symbol on the top. They insert into a magic lock. I need all the keys to unlock the door. The strange symbols on the front face determine which key goes to which lock."

Where is the temple?

"I don't know yet. I'm still researching it."

Do you know these goblins?

"No. I've never seen them before."

Have other caravans been hit?

"Bandits have waylaid several caravans and travelers over the last few weeks. I hired the Iron Fist Guild to provide caravan guards."

How much does the job pay?

"Since you're an experienced bunch, I can pay you 50gp each up front and 100 gp each more upon the return of the keys."

Treasure:

👑 APL 2-6: Loot – 0 gp, Coin – 50 gp, Magic – 0 gp

Development: Assuming that the PCs accept the job, they will need to somehow find the bandits. Various ways of doing this, including interrogation of the goblins, are discussed in Encounter 3.

ENCOUNTER 3: HOW TO FIND THE BANDIT LAIR

There are several ways the PCs can discover the location of the bandit lair. Each of these will be discussed in detail.

- A. The party could talk to local villagers around the town and learn about strange nighttime activity at an old farm. Investigation will uncover a farm taken over by bandits. Gather Information or Diplomacy checks.
- B. Track the bandits either by their trail via the Track feat or by speaking with the plants and animals (via magic spells).
- C. They could interrogate the "office" thugs from encounter 1 and get a rough map to the farmstead.
- D. Gossip in the tavern. Several farmers know someone killed a cow near the old Telshin farmhouse.
- E. A small-time merchant (and fence) points the party in the right direction. He (**Gringle Menk**, Com-3, See Appendix 1) wants to make money but doesn't want any trouble from the merchants' guild. The bandits have been bringing their loot to him and he's buying it at low prices. Throw him a little coin and he'll talk.

A. Talking to the Villagers

After talking with several villagers, you get the impression that the attacks on travelers, caravans and livestock are increasing in frequency. "If only Sir Lellend DeFreiden would commission someone to investigate. He defied King Archbold you know. But that was a long time ago."

Most of the villagers start out Indifferent to strangers, or Friendly to those they recognize as Warrior Brotherhood members, militia, priests of common deities, or local heroes. The PCs can make a Diplomacy check to improve the villager's attitudes. See the *Player's Handbook*, page 71, for more information on the Diplomacy skill.

- Friendly (or a Gather Information check, DC 10): There's been a lot of missing folk along the Franz River, especially on the road. I bet some sort of bandits, or worse, County soldiers, is causing trouble.
- Helpful (or a Gather Information check, DC 15): I remember seeing something strange near the old Telshin place. A little farm just outside of town. Old Man Telshin left to fight with the King but hasn't returned. There seems to be a lot of wolves in the area, too.

B. Woodland Skills

Most hunters and trackers will start looking for tracks on game trails near the place where the caravan was attacked. That is where they'll have a chance to locate day-old goblin tracks (DC 13). At night, it becomes DC 16. The goblins aren't making much effort to hide their tracks. The tracks lead to the Telshin Farmstead.

Druids or anyone else who can speak with animals or plants via spells or special abilities can learn the following:

- There are many goblins and wolves in the area. The goblins are bad, hurting many squirrels and rabbits.
- They attack other two-legged man creatures on their big rumbling things. The goblins eat the horses.
- The goblins lair at the human place near here. The plants or animals provide rough directions.

C. Interrogation

If the PCs didn't kill the burglars, they can interrogate them. The goblins start out as Unfriendly. If the PCs can make the goblins Friendly, they can get the following information. They can try both Diplomacy and Intimidate, but give the PCs a -5 circumstance penalty on whichever they try second. See the *Player's Handbook*, pages 71 and 76, for more information on the Diplomacy and Intimidate skills.

"We were just looking for some fast cash. Saw the guy just leave and we thought it would be a good

time to hit the joint. We would have gotten away with it if it wasn't for you guys.

"Our leader, Penjo Fen, wants the cash. If we don't come back with money or goods, he'll beat us. We're staying at this farm down the road. There're nearly ten of us there, and worgs too.

"We were ordered here by Worjjus to drum up some money, weapons and armor – maybe even setup a nice base or something. He's a tough bastard, so don't be messing with him."

They provide enough details about the trail back to draw a fairly good map.

D. Tavern of Information

Oddly enough, hitting the taverns and bars in town will also provide a great deal of information. Use the information provided in Section A: Talking to the Villagers, except the PCs get a +1 circumstance bonus for each gold piece given or drink bought. Due to the nature of alcohol and gossipy drunks, the limit to this bonus is +8. It takes 1d4+1 hours to gather this information.

If the PCs can get a DC 20, they also find a tracker for hire, Dorn (Com1, Track +5). He'll lead them to the farmhouse using game trails but he won't engage in combat.

E. Find the Fence

Most people know Gringle Menk (Com3, see Appendix 1) is a small time fence for the local gangs. His pawnshop is on the other side of town.

A small, square, wood building sports a sign that reads "Gringle Menk's Pawnshop." The door opens easily into a shallow, empty room. There's a closed door on the right and a long, barred counter that extends to the left. A line forms at the window, where Gringle processes the order or negotiates prices. Obviously, he doesn't allow touching the merchandise since everything is behind the bars. A sign reads, "Please do not touch the merchandise. A salesman will be with you shortly."

As long as a few coins (2d4 sp or better) are offered, he'll start talking. Or the PCs can use Diplomacy to win him over. He starts out as Indifferent. If he's brought to Friendly, he says, "I need to feed my poor family. Can't you spare a few coins?" (He's lying.) When he gets money or becomes Helpful, he relates the following:

"Yeah, they've been coming here to sell some of their stuff. I give them a fair cut and they're happy. From my dealings with them, I think they're living near the old Telshin Farmstead – abandoned earlier this year when the older Telshin joined the King's Army to fight the Dark Brother. No one's been there in months. It'd make a fine spot to hold up for a while. Eh?"

If needed, he helps the PCs by drawing a map to the Telshin farm.

Development: One way or another, the PCs should eventually find themselves on the road to the Telshin Farmstead. Allow them time to gather their things and pick up any last minute supplies (equipment the PCs would normally have access to from the *Player's Handbook*, Table 7-8, or non-masterwork weapons from Table 7-5). Once they have been on the road for about an hour and a half, continue on to Encounter 4.

ENCOUNTER 4: GOBLIN RIDERS ON PATROL

The ride so far through the Nyrond countryside has been pleasant at least. The fresh air and wonderful weather have made the trip seem more like a comfortable afternoon outing. Eventually though, as expected, the path forks ahead.

One path bends to the right, leading into a dense patch of forest. Eerie noises emanate from those dark sylvan depths. The other path leads to the left into an overgrown farm field.

Sadly, you know from the information you gathered that your destination lies to the right. Oh well, where's the adventure in bright sunny days anyway?

The PCs will most likely suspect trouble at this point. And, they'll be right. The PCs are currently being spied upon by a patrol of goblin riders working for Penjo Fen. You should make Spot checks (DC 27-APL 2, 29-APL 4, 30-APL 6) for the PCs (so as to avoid letting them know there is something to be seen). The DC assumes the goblins are taking 10 and also includes a distance modifier for being 100 ft. from the PCs and a +2 circumstance bonus for their environment.

If a PC makes the Spot check, the goblins will mount up and attack (assume the wolves are 20 ft behind each goblin). The goblins are spread out and 20 ft. deep into the forest, while the PCs are approximately 80 ft. away from the edge of the forest.

If no PC makes the Spot check the goblins will retreat to set up an ambush as soon as they have determined the PCs direction. At this point, you should make Listen checks for each of the PCs using the same DCs as the Spot checks above. However, even if a PC makes the Listen check, all they should be told is that they hear yet more movement in the woods.

It is expected that the PCs will follow the path through the forest. In this case, the goblins have an ambush spot picked out already where the road dips through a shallow valley and is nearly clear of trees (see DM Map: Ambush).

However, the forest is not that large and it is reasonable for the PCs to choose to skirt the forest instead. In this case, the goblins will simply lie in wait just inside the forest and spring their ambush from the edge of the forest as the PCs pass by (make up your own map in this case).

In either event, the goblins will wait until the PCs are just starting to pass them and are 50 ft away to spring their ambush. Allow the PCs a Spot check (DC 22-APL 2, 24-APL 4, 25-APL 6) to see the goblins just as they are about to charge. The wolves are trained to work closely with the goblins and so are using the goblins' hide checks. Also, there is no Listen check, as the goblins are not moving.

Any PC who makes the Spot check, or that chooses to use a Feign Surprise card, may act normally in the surprise round. If all of the PCs make the Spot check or use a card, then there is no surprise round, simply roll normally for initiative and begin the combat.

Additionally, the goblins will be initially charging downhill and should be given a +1 Circumstance bonus to their attack roll for the surprise round only.

Creatures: Three to four goblin wolf riders depending on the APL. These goblins are all part of Penjo's group of bandits.

APL 2 (EL 4)

👤 **Goblin Warriors (3):** hp 5, 5, 5; *Monster Manual* 133.

🐺 **Wolves (3):** hp 15 each; *Monster Manual* 283.

APL 4 (EL 6)

👤 **Goblin Raiders (4):** male goblin fighter 1; hp 8, 8, 8, 8; *See Appendix 1*.

🐺 **Wolves (4):** hp 15 each; *Monster Manual* 283.

APL 6 (EL 8)

👤 **Goblin Veterans (4):** male goblin fighter 3; hp 25, 25, 25, 25; *See Appendix 1*.

🐺 **Wolves (4):** hp 15 each; *Monster Manual* 283.

Tactics: The goblin raiders will attempt to lay in ambush for the PCs and mount a surprise attack. They will do their best to be spread out when attacking so as to avoid area effect spells. Still, their leader Penjo drills them on combat tactics, so they will focus their damage on one opponent at a time. The goblins also try to maximize the effectiveness of their mounts' trip attacks.

Treasure:

👑 **APL 2:** Loot – 6 gp, Coin – 0 gp, Magic – 0 gp

👑 **APL 4:** Loot – 118 gp, Coin – 0 gp, Magic – 0 gp

👑 **APL 6:** Loot – 110 gp, Coin – 0 gp, Magic – *cloak of resistance +1* (x4) (83 gp each), *small chain shirt +1* (x4) (104 gp each)

Development: If any of the goblin warriors survive, they will attempt to return to Penjo to report the presence of

intruders. If only wolves survive, then they will flee into the woods.

Any goblins captured alive can eventually be coerced into talking (see Encounter 3, C), but these goblins should be treated as hostile. If successful, the PCs will basically only learn the same information as they could have gotten from the other goblins. The only difference being these goblins were on patrol, tasked with raiding anyone they believed was worth it.

Otherwise, the road is now clear to the farmstead, continue on to Encounter 5 whenever the PCs are ready.

ENCOUNTER 5: THE FARMSTEAD

Just off the road, short ride beyond the forest, is the Telshin Farmstead. A small hill obstructs most of the view of the farm from the road. As the PCs approach the farmstead denoted by a small path up and over the hill, read the following.

A low fence surrounds a traditional farmstead. The sturdy farmhouse and large barn dominate the enclosure. There's a shed, smokehouse, well and outhouse on the property. Unlike the farm fields, weeds and overgrowth don't choke this area.

As the PCs approach the farmstead (day or night), they will notice with a successful Spot Check (DC 10), a lone guard bringing a bowl of food from the barn to the shed and the hostage. This should alert them to the presence of something interesting.

As you look onto the farm, you see a lone goblin carrying a bowl of food. He trots off from the barn to the storage shed. After a few minutes, he exits empty handed.

If they attack the lone goblin, he will immediately flee to the barn where he has backup. While rousing Gak to action, he will quickly mount up and then turn his attention to the PCs. Gak will of course stop whatever he is doing and assist his fellow guard as best he can (see Encounter 6).

Alternately, the PCs may wish to sneak in and investigate. No matter how they choose to approach, use the DM Map: Telshin Farmstead and the map key below to respond appropriately.

Farmhouse

This squat, simple building is painted white with green trim. The front doors are missing and so is the back door. The farmhouse is one story with a single chimney along the sidewall. Go to Encounter 8 for more details.

Large Barn

This barn needs a fresh coat of paint and someone to lightly weed the perimeter. The two doors are open. Go to Encounter 6 for more details.

Shed

A small 10 ft. by 10 ft. wooden building, it has a simple wood latch and lock. Inside the shed are several piles of farm equipment and a tied up human. Go to Encounter 7 for more details.

Smokehouse

Another small wooden building, this one 10 ft. by 15 ft., it is currently empty and not used. With a little cleaning, it'll smoke meats quite nicely.

Well

A small, stone well with fresh water, it has a bucket attached to a rope and a crank. Using the crank to fill the bucket takes five rounds to lower and five rounds to raise.

Outhouse

A small, 5 ft. by 5 ft. wooden building with a single door, inside is a bench with a hole. The goblins started using this outhouse when they arrived, so it reeks now more than ever.

ENCOUNTER 6: ON GUARD

Assuming the PCs have not already defeated the guards before looking in, read the following text aloud when the PCs are able to see inside the building.

The barn doors are open, allowing the cool breeze to blow through the stalls. Two goblins sit around a makeshift table playing a dice game. A large wolf lies near the feet of the more warrior looking of the goblins.

Off to one side is a large wagon with a few boxes. Painted on the side of the wagon is the seal of Kelwyn's Merchant Company.

If the PCs have already defeated the guards, simply describe the typical interior of a barn and the painted wagon.

Creatures: Two goblins, a warrior-type and a wizard are theoretically on guard in the barn and are responsible for the prisoner. In reality, they are playing at dice.

If the PCs have not previously engaged the guards, then the goblins will attack the PCs as soon as they become aware of their presence. This may require opposed skill checks or may be as simple as rolling initiative as soon as the PCs announce themselves.

The goblins are not interested in parlaying.

APL 2 (EL 2)

- 👤 **Goblin Warrior:** hp 5; *Monster Manual* 133.
- 👤 **Gak:** male goblin wizard 1; hp 4; *See Appendix 1.*
- 👤 **Wolf:** hp 15; *Monster Manual* 283.

APL 4 (EL 4)

👉 **Goblin Raider:** male goblin fighter 1; hp 8; See Appendix 1.

👉 **Gak:** male goblin wizard 2; hp 8; See Appendix 1.

👉 **Wolf:** hp 15; *Monster Manual* 283.

APL 6 (EL 6)

👉 **Goblin Veteran:** male goblin fighter 3; hp 21; See Appendix 1.

👉 **Gak:** male goblin wizard 5; hp 20; See Appendix 1.

👉 **Wolf:** hp 15; *Monster Manual* 283.

Tactics: The wizard will soften up the opponents with magic so his fighter buddy can easily dispatch the intruders. Their leader Penjo drills them on combat tactics, so they will focus their damage on one opponent at a time.

Treasure:

👑 **APL 2:** Loot – 22 gp, Coin – 0 gp, Magic – scroll of magic missile (CL1) (x2) (2 gp each)

👑 **APL 4:** Loot – 52 gp, Coin – 0 gp, Magic – scroll of magic missile (CL1) (x4) (2 gp each)

👑 **APL 6:** Loot – 74 gp, Coin – 0 gp, Magic – small chain shirt +1 (104 gp each), brooch of shielding (125 gp each), bracers of armor +1 (83 gp each), cloak of resistance +1 (x2) (83 gp each), scroll of fireball (CL5) (31 gp each), scroll of fly (CL5) (31 gp each), scroll of magic missile (CL5) (x4) (10 gp each), wand of magic missile (CL5) (20 charges) (125 gp each)

Development: When only one combatant is left and is at half of his hit points or less, he will try to flee to Penjo and alert him. This will trigger the final encounter should they successfully reach Penjo. They will remain with Penjo during the final fight (see Encounter 8).

If the PCs manage to stop the last goblin, then they will have up to ten minutes to search the barn and the rest of the grounds before Penjo and Meshtik come looking for a report from the guards, thus also triggering the final encounter if the PCs are still on the farm (see Encounter 8). The PCs will find most of Kelwyn's Goods still nicely on his wagon, but the keys are in Penjo's possession.

ENCOUNTER 7: THE PROFESSOR

If the PCs decide to investigate what's in the shed, they find a human male tied up. He ate the soup and bread without the aid of his arms, creating quite a mess.

As the door opens, a tied-up human gazes widely at you. In a frantic whisper he speaks, "You there, untie me. Get me out of here, please. They'll be back any minute. Pelor have mercy. Please save me."

Tall and rather heavy set, this simply dressed man introduces himself as Professor Tol

Muskegum. "I'm a history professor for Rel Mord University. I was just returning from studies over in the County – Cygnet University in Radigast City. They have a splendid collection of old Tenha scrolls and such."

"Anyway, these goblins were about to kill me but I convinced them to stop. Luckily, I'm fluent in three dialects of goblin and convinced them I'd make a better hostage than a dead body. Greed is a very strong trait in this line of goblin. Why, my research shows..."

If not stopped, he'll continue rambling on about the intricacies of goblin culture and how their social structure mirrors that of wolves, hence their fondness for wolves and worgs.

👉 **Professor Muskegum:** Male Human Expert-7; 12 hp; See Appendix 1.

Developments: Professor Muskegum will also inform the PCs that the leader is Penjo Fen, who is accompanied by a cleric. They interrogated him a few days ago and are now looking for someone to send the ransom note to. Unfortunately, they don't know where to look for the escorts from the University.

The good professor won't venture into the wilds without some help. He knows that goblin worg-riders will run him down. They would most likely kill him before he can talk them down again. Therefore, he will either remain in the shed (where it's safe) or he will stay with the PCs (assuming the PCs will keep him alive).

ENCOUNTER 8: PENJO AND COMPANY

The big boss of this small tribe of goblins is Penjo Fen. He has a nasty disposition and doesn't take kindly to losing any of his resources or assets. However, Penjo is a calculating opponent, and when push comes to shove he is willing to sacrifice his men to win in the end.

The PCs may reach this encounter by one of three ways. They may have been led to the encounter or had the encounter brought to them by one of the goblins fleeing from Encounter 7 to warn Penjo. In this case, and in this case only, use the power up suite for Meshtik Nol. Read the following:

The goblin that successfully eluded you has garnered reinforcements. An additional two goblins, both well armored, have joined the fray. They appear ready for combat and eye you menacingly. The larger of the two <astride his mount – APL 4 & 6> says in surprisingly clear common, "How dare you disrupt the lair of Penjo Fen the Mighty? Say your prayers interlopers for today you die!"

The second method is that they PCs have penetrated Penjo's lair in the Farmhouse and have been noticed one way or another. Read the following:

Two more goblins, both well armored, have noticed you. They appear ready for combat and eye you menacingly. The larger of the two <astride his mount – APL 4 & 6> says in surprisingly clear common, “How dare you disrupt the lair of Penjo Fen the Mighty? Say your prayers interlopers for today you die!”

The last method is for time to have passed and for Penjo to have sought out the PCs. Having just found them, read the following:

Two more goblins, both well armored, have just arrived. They appear ready for combat and eye you menacingly. The larger of the two <astride his mount – APL 4 & 6> says in surprisingly clear common, “How dare you disrupt the lair of Penjo Fen the Mighty? Say your prayers interlopers for today you die!”

Creatures: Hired by Worjjus, Penjo Fen gathered together a small group of goblin riders to attack merchant caravans. Penjo hopes to gather enough money and supplies to gain a position of power in Worjjus' gang. He's also a talented warrior and promising leader. Unfortunately, he leads a rabble of malcontent goblins.

At APL4 and 6, Penjo is already mounted on his wolf or worg. Known in the goblin community as an accomplished worg raider, he rarely leaves the safety of his saddle. It also helps him to intimidate his troops by leaning over them from his elevated height.

APL 2 (EL 4)

☛ **Penjo Fen:** male goblin fighter 3; hp 28; see Appendix 1.

☛ **Meshtik Nol:** male goblin cleric 1; hp 8; see Appendix 1.

APL 4 (EL 6)

☛ **Penjo Fen:** male goblin fighter 5; hp 47; see Appendix 1.

☛ **Meshtik Nol:** male goblin cleric 2; hp 16; see Appendix 1.

☛ **Wolf:** hp 15; see *Monster Manual* 283.

APL 6 (EL 8)

☛ **Penjo Fen:** male goblin fighter 7; hp 66; see Appendix 1.

☛ **Meshtik Nol:** male goblin cleric 4; hp 32; see Appendix 1.

☛ **Worg:** hp 36; See *Monster Manual* 256.

Tactics: Penjo Fen will use his mounted combat feats to maximize his damage whenever possible. If there's no room to maneuver in the farmhouse, he'll retreat to the

outside. Penjo Fen removed all the doors and cleared the rooms of the farmhouse to help his maneuverability while mounted.

Penjo's pride will not allow him to yield the field. He does have a reputation to keep and goblins are notorious for being gossips.

Meshtik's goal is to keep Penjo alive and in fighting form. He will aid to attack after Penjo designates a target. Otherwise, he will perform his duties as cleric and field medic to the best of his abilities.

Treasure:

☞ **APL 2:** Loot – 158 gp, Coin – 0 gp, Magic – cloak of resistance +1 (83 gp each)

☞ **APL 4:** Loot – 132 gp, Coin – 0 gp, Magic – cloak of resistance +1 (x2) (83 gp each), +1 small lance (197 gp each)

☞ **APL 6:** Loot – 73 gp, Coin – 0 gp, Magic – +1 small lance (197 gp each), +1 small breastplate (x2) (113 gp each), +1 small heavy steel shield (98 gp each), cloak of resistance +1 (x2) (83 gp each), gauntlets of ogre power (333 gp each)

Development: Penjo has Kelwyn's keys on his person. Should he get away, he will take the keys with him. Fortunately for the PCs, Penjo is not a coward and does not wish to run. He will only run if Meshtik is dead, he is reduced to less than 10% of his hit points, and at least half of the PCs are still standing. Assuming he does not flee and is defeated, a search of Penjo after the fight will easily reveal the keys.

It is also possible that members of the Mowbrenn Thieves' Guild among the party may wish to negotiate an arrangement with Penjo rather than fight him. In this case, the PC doing the talking will have to make a rushed Diplomacy check that moves Penjo from his current state of Hostile to Indifferent to get Penjo to listen. They can then make a non-rushed Diplomacy check to attempt to move him from Indifferent to Friendly in order to seal the deal. Other PCs may assist and a Circumstance bonus of up -5 to +5 may be given to the main PC based on how well he role-plays the Diplomacy check. If both checks are successful, then Penjo will turn over the keys on go on his way. In this case, also skip Encounter 9: The Last Chance and go directly to the conclusion. But, if either check is failed, begin the combat normally.

ENCOUNTER 9: THE LAST CHANCE

If the PCs avoided the first group of goblin raiders, a small unit of raiders runs them down while returning with Kelwyn's keys and potentially the Professor.

Behind you, you hear the heavy breaths of canines and snapping of branches. The low murmur of goblin war chanting echoes in the air. Suddenly,

several wolves with goblin riders burst through the brush. They're itching for a fight.

These goblins are riding hard to catch up with the PCs. Therefore they're making a racket running through the woods. The PCs should have no difficulties hearing them arrive. There is no surprise round. See Encounter 4 for goblin raider stats.

CONCLUSION

The conclusion assumes that the PCs were successful. If they were not, an air of disappointment should be portrayed at each step along the way, from Kelwyn as well as from any of the meta-orgs that the PCs may be involved with.

If they were successful, the professor is ecstatic at his rescue and with the information he has gathered. And is quite ebullient in his praise of the PCs. When the PCs finally bring Kelwyn the keys, he too is elated with their success.

In either case though, there are no other problems returning to Curtulenn.

The trip back to Curtulenn proves uneventful, but perhaps a bit longer than the trip out. Or, at least it seems a bit longer, as Professor Muskegum rattles on at length about how much he has learned of the local goblin tribes in between repeated thanks for rescuing him. Is it any wonder that he was easily able to convince you to drop him off first with an associate before continuing on to report to Kelwyn?

When you do finally deliver the keys, Kelwyn's eyes are lit with excitement. "Blessed of Zilchus, you have found the keys! Thank you so very much! There is so much more to do. I need to find the location of that sealed temple. There are some things I need to research, tablets to translate, and people to talk to. Maybe one day, you can help me find this temple and bring me the untold riches that lie within? Please do keep in touch."

Kelwyn will exchange niceties with the PCs for a short while before making it clear that he is anxious to return to his research and studying the keys.

For any PCs that are members of a meta-org below, continue the conclusion for them. If they failed in the mission, their organizations will simply express disappointment, but no ill effects will follow. If they succeeded, they will be given a warm welcome as described below and will also find bonus access on the AR.

Results for Meta-org members.

- Assuming the bandits have been defeated or negotiated with, Mowbrenn's Thieves' Guild is pleased. Either they have a new source of income in

Curtulenn or the competitors have been eliminated. The guild enforcer is pleased with your work.

- The Iron Fist Guild is pleased with your efforts if you defeated the bandits. Hopefully, their reputation in the area as excellent caravan guards will now be restored.
- The Warrior's Brotherhood has served the people once again. The locals tell tall tales of how a small band of Brotherhood warriors stormed into the woods to dispatch the Bandit Prince and his army, thus saving the farmers of Curtulenn.
- The Rel Mord University is very happy to recover the professor. He is glad to be alive and gives a small lecture on the social behaviors of the goblins he observed while held hostage. Professor Muskegum is working on a new paper on goblin culture based on these events.
- The Nyrond Army is glad to hear the County wasn't sending forces across the Franz into Nyrond. They are also happy to hear you defeated the bandits thereby pacifying the area and bringing criminals to justice. However, they are not convinced that the County of Urnst is not still a threat and they have asked you to be transferred to Curtulenn. However, it is a voluntary move. Ask the PC if he or she is willing to be stationed in Curtulenn. If so, they will receive a special favor, but do not tell them this before they make their decision.
- The Nyrond Wilderness Alliance is happy with your report on the goblin menace. They will assign a small band of observers to scout for more of Worjjus' tribe in the area.

Members of meta-org that have received a positive result as described above will gain access to special favors on the AR. To be eligible, the PC must have been a member of the meta-org at the beginning of the module.

Please cross off any favors not gained.

Treasure:

👑 APL 2-6: Loot – 0 gp, Coin – 100 gp, Magic – 0 gp

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter 1

Defeat the goblin burglars

APL 2	60 XP
APL 4	60 XP
APL 6	60 XP

Encounter 4 (or 9)

Defeat the goblin riders

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP

Encounter 6

Defeat or bypass the goblin guards

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP

Encounter 8

Defeat or parlay with Penjo

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP

Story Award

Return Kelwyn's keys to him:

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP

Story Award

Rescue Professor Muskegum:

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP

Discretionary roleplaying award

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP

Total possible experience:

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every

encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast identify, analyze dweomer or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

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

Encounter 1: Breaking and Entering

APL 2: Loot – 122 gp, Coin – 0 gp, Magic – 0 gp

APL 4: Loot – 122 gp, Coin – 0 gp, Magic – 0 gp

APL 6: Loot – 122 gp, Coin – 0 gp, Magic – 0 gp

Encounter 2: Kelwyn and His Unusual Keys

APL 2: Loot – 0 gp, Coin – 50 gp, Magic – 0 gp

APL 4: Loot – 0 gp, Coin – 50 gp, Magic – 0 gp

APL 6: Loot – 0 gp, Coin – 50 gp, Magic – 0 gp

Encounter 4: Goblin Riders on Patrol

APL 2: Loot – 6 gp, Coin – 0 gp, Magic – 0 gp

APL 4: Loot – 118 gp, Coin – 0 gp, Magic – 0 gp

APL 6: Loot – 110 gp, Coin – 0 gp, Magic – *cloak of resistance +1* (x4) (83 gp each), *small chain shirt +1* (x4) (104 gp each)

Encounter 6: On Guard

APL 2: Loot – 22 gp, Coin – 0 gp, Magic – *scroll of magic missile* (CL1) (x2) (2 gp each)

APL 4: Loot – 52 gp, Coin – 0 gp, Magic – *scroll of magic missile* (CL1) (x4) (2 gp each)

APL 6: Loot – 74 gp, Coin – 0 gp, Magic – *small chain shirt* +1 (104 gp each), *brooch of shielding* (125 gp each), *bracers of armor* +1 (83 gp each), *cloak of resistance* +1 (x2) (83 gp each), *scroll of fireball* (CL5) (31 gp each), *scroll of fly* (CL5) (31 gp each), *scroll of magic missile* (CL5) (x4) (10 gp each), *wand of magic missile* (CL5) (20 charges) (125 gp each)

Encounter 8: Penjo Fen and Company

APL 2: Loot – 158 gp, Coin – 0 gp, Magic – *cloak of resistance* +1 (83 gp each)

APL 4: Loot – 132 gp, Coin – 0 gp, Magic – *cloak of resistance* +1 (x2) (83 gp each), +1 *small lance* (197 gp each)

APL 6: Loot – 73 gp, Coin – 0 gp, Magic – +1 *small lance* (197 gp each), +1 *small breastplate* (x2) (113 gp each), +1 *small heavy steel shield* (98 gp each), *cloak of resistance* +1 (x2) (83 gp each), *gauntlets of ogre power* (333 gp each)

Conclusion

APL 2: Loot – 0 gp, Coin – 100 gp, Magic – 0 gp

APL 4: Loot – 0 gp, Coin – 100 gp, Magic – 0 gp

APL 6: Loot – 0 gp, Coin – 100 gp, Magic – 0 gp

Total Possible Treasure

APL 2: Loot: 308 gp; Coin: 150 gp; Magic: 87 gp;
Total: 545 gp

APL 4: Loot: 424 gp; Coin: 150 gp; Magic: 371 gp;
Total: 945 gp

APL 6: Loot: 379 gp; Coin: 150 gp; Magic: 2,472 gp;
Total: 3,001 gp

Special

- **The Mowbrenn Thieves' Guild:** For successfully eliminating or negotiating with the competition, the Guild has made a special arrangement for you. You now have access to a Belt of Hidden Pouches (Regional; Races of the Wild; 5,000 gp).
- **The Iron Fist Guild:** For successfully bringing the bandits to justice and restoring the good name of the guild, the IFG has arranged to grant you access to upgrade any weapon you already own (of at least masterwork quality) to a +2 Enhancement bonus. This access is regional and the PC is responsible for paying the normal costs for the upgrade.
- **The Warrior's Brotherhood:** For successfully protecting the innocents in and around Curtulenn, the Brotherhood has arranged to grant you access to upgrade any magical weapon you already own with the Defending (DMG) special ability. This access is regional and the PC is responsible for paying the normal costs for the upgrade.
- **The Rel Mord University:** For safely recovering Professor Muskegum, the University has made a

special arrangement for you. You now have access to a Helm of Comprehend Languages and Read Magic (Regional; DMG; 5,200 gp).

- **The Nyronnd Army:** For successfully investigating the disturbances on the border and for bringing the bandits to justice, the Army has arranged to grant you access to upgrade any armor or shield you already own (of at least masterwork quality) to a +2 Enhancement bonus. This access is regional and the PC is responsible for paying the normal costs for the upgrade.
- **Stationed in Curtulenn:** For voluntarily transferring to Curtulenn, where you have been assigned to watch for hostile activities by the County of Urnst, the Army has made a special arrangement for you. You now have access to Healing Salve (Regional; Heroes of Battle; 2,250 gp).
- **The Nyronnd Wilderness Alliance:** For the information you have provided about the goblin riders in and around Curtulenn, the Alliance has made a special arrangement for you. You now have access to a Survival Pouch (Regional; Races of the Wild; 5,000 gp).

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 2:

- None

APL 4 (all of APL 2 plus the following):

- None

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

- *Brooch of shielding* (Adventure; DMG; 1,500 gp)
- *Scroll of magic missile* (CL5) (Adventure; DMG; 125 gp),
- *Wand of magic missile* (CL5) (20 charges) (Adventure; DMG; 1,500 gp)

Several of the non-player characters in this adventure have untiered stats. They are provided below for your use should the PCs attempt some action that requires a skill check. Kelwyn, Gringle and Prof. Muskegum will not engage in combat.

Kelwyn: male human expert 5; CR 4; Medium humanoid (human); HD 5d6; hp 22; Init +0; Spd 30; AC 10, touch 10, flatfooted 10; Base Atk +3; Grp +3;

Atk +3 (1d6, club);

Full Atk +3 (1d6, club);

AL N; SV Fort +1, Ref +1, Will +4; Str 10, Dex 10, Con 10, Int 11, Wis 10, Cha 12.

Skills and Feats: Appraise +8, Bluff +5, Diplomacy +11, Disguise +1, Gather Information +1, Intimidate +1, Knowledge (Arcana) +10, Perform +1, Profession (Merchant) +10, Sense Motive +8, Spellcraft +3, Use Magic Device +11; Skill Focus (use magic device) (3rd), Skill Focus (knowledge [arcana]) (1st), Skill Focus (profession [merchant])^B.

Languages: Common

Possessions: Merchant outfit, dagger, money pouch, fine hat, walking stick (club).

Kelwyn is obsessed with hidden lore and mysterious places. Kelwyn is an armchair adventurer of sorts. His merchant house sells mundane items, grain, wine, wood and other supplies, but he fancies himself an antiquities dealer. His father was an adventurer during the war and so his mother exerted a lot of pressure on Kelwyn to take on a respectable job.

Gringle Menk: male human commoner 3; CR 2; Medium humanoid (human); HD 3d4-3; hp 6; Init +0; Spd 30; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +1;

Atk +1 (1d4/19-20, dagger);

Full Atk +1 (1d4/19-20, dagger);

AL N; SV Fort +0, Ref +1, Will +1; Str 10, Dex 10, Con 8, Int 12, Wis 11, Cha 12.

Skills and Feats: Appraise +6, Bluff +6, Concentration -1, Crafts +1, Diplomacy +1, Disguise +1, Forgery +1, Gather Information +2, Intimidate +3, Perform +1, Search +1, Sense Motive +2, Spot +2; Run^B, Skill Focus (bluff) (1st), Skill Focus (appraise) (3rd).

Languages: Common, Halfling

Possessions: Commoner outfit, dagger, money pouch, skullcap, sap.

Gringle Menk is an oily, crooked, unscrupulous shopkeeper and fence. He'll buy and sell darn near anything, including selling out anyone if he can get away with it. Most people don't trust him, but he pays for things with real silver and gold, so he maintains a steady business.

APPENDIX 1: APL ALL

Prof. Muskegum: male human expert 7; CR 6; Medium humanoid (human); HD 7d6; hp 31 (currently 12); Init +0; Spd 30; AC 10, touch 10, flat-footed 10; Base Atk +5; Grp +5;

Atk +5 (1d6/X2, club);

AL N; SV Fort +2, Ref +2, Will +5; Str 10, Dex 10, Con 10, Int 14, Wis 10, Cha 10.

Skills and Feats: Appraise +2, Crafts +2, Decipher Script +14, Forgery +2, Gather Information +10, Knowledge (history) +14, Knowledge (goblinoids) +14, Knowledge (local - NMR) +14, Knowledge (religion) +7, Knowledge (nobility) +7, Profession (sage) +10, Search +7, Sense Motive +3, Speak Language (goblin); Skill Focus (knowledge [history]), Skill Focus (knowledge [goblinoids]), Skill Focus (decipher script), Skill Focus (knowledge [local - NMR]).

Languages: Common, Goblin, Flan, Old Oeridian

Possessions: Courtier's outfit, dagger, money pouch, fine hat, walking stick (club), lots of books and scrolls, signet ring.

Professor Muskegum is a scholar of History and Goblinoids traveling from the County of Urnst to Rel Mord University to present papers and lecture. Unfortunately, while on the road, he was taken prisoner by bandits.

Worjjus: A mysterious figure that doesn't make an appearance in this story. Worjjus hopes to extend his power and breeding program in the region. He hired Penjo Fen to set up a profitable, illicit operation to fund his ongoing plans.

ENCOUNTER 1: BREAKING AND ENTERING

Advanced Goblin Warrior: male goblin warrior 2; CR 1/2; Small humanoid (goblinoid); HD 2d8+2; hp 14; Init +1; Spd 30 ft.; AC 16 (+1 size, +1 Dex, +3 leather armor, +1 light wooden shield), touch 12, flat-footed 15; Base Atk +2; Grp -2.

Atk +4 melee (1d6, small masterwork morningstar) or +4 ranged (1d4, small javelin);

Full Atk +4 melee (1d6, small masterwork morningstar) or +4 ranged (1d4, small javelin);

SQ Darkvision 60 ft.;

AL NE; SV Fort +4, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +6, Spot +2; Alertness (1st).

Languages: Goblin.

Possessions: Small masterwork morningstar, small masterwork studded leather armor, small javelins (x6).

ENCOUNTER 6: ON GUARD

Gak: male goblin wizard 1; CR 1; Small humanoid (goblinoid); HD 1d4+1; hp 4; Init +7 (+3 Dex, +4 Feat); Spd 30 ft.; AC 14 (+1 size, +3 Dex), touch 14, flat-footed 11; Base Atk +0; Grp -4;

Atk +0 melee (1d4-1, small quarterstaff) or +4 ranged (1d4, small javelin);

Full Atk +0 melee (1d4-1, small quarterstaff) or +4 ranged (1d4, small javelin);

SA Familiar (weasel), spells; SQ Darkvision 60ft;

AL NE; SV Fort +1, Ref +5, Will +3; Str 8, Dex 16, Con 13, Int 15, Wis 12, Cha 6.

Skills and Feats: Concentration +5, Hide +7, Knowledge (arcana) +6, Move Silent +7, Ride +9, Speak Language (draconic, infernal), Spellcraft +6; Improved Initiative (1st), Scribe Scroll^B.

Languages: Common, Draconic, Gnoll, Goblin, Infernal.

Specialist Wizard: Evocation; Banned schools (enchantment, illusion).

Spells Prepared (4/3; base DC = 12 + spell level): 0—[acid splash, detect magic, ray of frost (2)]; 1st—[burning hands (2), magic missile].

Spellbook: 0—[all non-enchantment, non-illusion PHB cantrips]; 1st—[burning hands, cause fear, chill touch, magic missile].

Possessions: Small dagger, small javelin (6), small quarterstaff, alchemist's fire (2), antitoxin, backpack, crowbar, ink, ink pen, parchment (20 sheets), piton, silk rope (50 ft), spell component pouch (2), tanglefoot bag (2), thunderstone, scroll of magic missile (CL1) (2).

ENCOUNTER 8: PENJO AND COMPANY

Penjo Fen: male goblin fighter 3; CR 3; Small humanoid (goblinoid); HD 3d10+6; hp 28; Init +0; Spd 20 ft.; AC 18 (+1 size, +5 breastplate, +2 shield), touch 11, flat-footed 18; Base Atk +3; Grp +1;

Atk +8 melee (1d6+2/x3, small masterwork lance) or +7 melee (1d6+2, small masterwork morningstar) or +4 ranged (1d4+2, small javelin);

Full Atk +8 melee (1d6+2/x3, small masterwork lance) or +7 melee (1d6+2, small masterwork morningstar) or +4 ranged (1d4+2, small javelin);

SQ Darkvision 60ft;

AL NE; SV Fort +6, Ref +2, Will +2; Str 14, Dex 10, Con 14, Int 13, Wis 10, Cha 10.

Skills and Feats: Handle Animal +6, Hide +1, Move Silent +1, Ride +12, Sense Motive +3; Cleave^B, Mounted Combat^B, Power Attack (1st), Weapon Focus (Lance) (3rd).

Languages: Common, Goblin.

Possessions: Small masterwork lance, small masterwork morningstar, small javelin (6), small masterwork breastplate, small masterwork heavy steel shield, military saddle, bit and bridle, saddle blanket, saddle bags, cloak of resistance +1.

Meshtik Nol: male goblin cleric 1; CR 1; Small humanoid (goblinoid); HD 1d8+2; hp 8; Init +0; Spd 20 ft.; AC 18 (+1 size, +5 breastplate, +2 shield), touch 11, flat-footed 18; Base Atk +0; Grp -4;

Atk +3 melee (1d6/x3, small masterwork battleaxe) or +1 ranged (1d4, small javelin);

Full Atk +3 melee (1d6/x3, small masterwork battleaxe) or +1 ranged (1d4, small javelin);

SA Spells, spontaneous casting; SQ Darkvision 60 ft.;

AL LE; SV Fort +4, Ref +0, Will +5; Str 11, Dex 10, Con 14, Int 10, Wis 16, Cha 10.

Skills and Feats: Concentration +9, Hide +0, Knowledge (Religion) +2, Move Silent +0, Spellcraft +2; Skill Focus (concentration) (1st), Weapon Focus (battleaxe)^B, Weapon Proficiency (battleaxe)^B.

Languages: Goblin.

Spells Prepared (3/3; base DC = 13 + spell level): 0—[cure minor wound (2), detect magic]; 1st—[magic weapon, protection from good*, shield of faith].

*Domain spell. Deity [Maglubiyet]; Domains: Evil (Evil spells +1 caster level); War (Weapon Focus (battleaxe) and Weapon Proficiency (battleaxe)).

Possessions: Small javelin (6), small masterwork battleaxe, small masterwork breastplate, small heavy steel shield, wooden holy symbol (2), sack, spell component pouch (2).

Power-Up Suite: (Status – magic weapon, shield of faith); AC 20 (+1 size, +2 deflection, +5 breastplate, +2 shield), touch 13, flat-footed 20;

Atk +3 melee (1d6+1/x3, +1 *small battleaxe*) or +1
ranged (1d4, small javelin);

Full Atk +3 melee (1d6+1/x3, +1 *small battleaxe*) or
+1 ranged (1d4, small javelin);

ENCOUNTER 1: BREAKING AND ENTERING

Advanced Goblin Warrior: male goblin warrior 2; CR 1/2; Small humanoid (goblinoid); HD 2d8+2; hp 14; Init +1; Spd 30 ft.; AC 16 (+1 size, +1 Dex, +3 leather armor, +1 light wooden shield), touch 12, flat-footed 15; Base Atk +2; Grp -2.

Atk +4 melee (1d6, small masterwork morningstar) or +4 ranged (1d4, small javelin);

Full Atk +4 melee (1d6, small masterwork morningstar) or +4 ranged (1d4, small javelin);

SQ Darkvision 60 ft.;

AL NE; SV Fort +4, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +6, Spot +2; Alertness (1st).

Languages: Goblin.

Possessions: Small masterwork morningstar, small masterwork studded leather armor, small javelins (x6).

ENCOUNTER 4: GOBLIN RIDERS ON PATROL

Goblin Raider: male goblin fighter 1; CR 1; Small humanoid (goblinoid); HD 1d10+1; hp 8; Init +3; Spd 30 ft.; AC 17 (+1 size, +3 Dex, +2 leather armor, +1 buckler), touch 14, flat-footed 14; Base Atk +1; Grp -2;

Atk +4 melee (1d6+1, small masterwork morningstar) or +5 ranged (1d4+1, small javelin);

Full Atk +4 melee (1d6+1, small masterwork morningstar) or +5 ranged (1d4+1, small javelin);

SQ Darkvision 60 ft.;

AL NE; SV Fort +3, Ref +3, Will +1; Str 13, Dex 16, Con 13, Int 10, Wis 12, Cha 6.

Skills and Feats: Hide +7, Move Silent +7, Ride +11; Mounted Combat (1st), Ride-By Attack^B.

Languages: Goblin.

Possessions: Small masterwork morningstar, small javelin (6), small studded leather armor, small buckler, goodberry (2).

ENCOUNTER 6: ON GUARD

Goblin Raider: male goblin fighter 1; CR 1; Small humanoid (goblinoid); HD 1d10+1; hp 8; Init +3; Spd 30 ft.; AC 17 (+1 size, +3 Dex, +2 leather armor, +1 buckler), touch 14, flat-footed 14; Base Atk +1; Grp -2;

Atk +4 melee (1d6+1, small masterwork morningstar) or +5 ranged (1d4+1, small javelin);

Full Atk +4 melee (1d6+1, small masterwork morningstar) or +5 ranged (1d4+1, small javelin);

SQ Darkvision 60 ft.;

AL NE; SV Fort +3, Ref +3, Will +1; Str 13, Dex 16, Con 13, Int 10, Wis 12, Cha 6.

Skills and Feats: Hide +7, Move Silent +7, Ride +11; Mounted Combat (1st), Ride-By Attack^B.

Languages: Goblin.

Possessions: Small masterwork morningstar, small javelin (6), small studded leather armor, small buckler, goodberry (2).

Gak: male goblin wizard 2; CR 2; Small humanoid (goblinoid); HD 2d4+2; hp 8; Init +7 (+3 Dex, +4 Feat); Spd 30 ft.; AC 14 (+1 size, +3 Dex), touch 14, flat-footed 11; Base Atk +1; Grp -3;

Atk +1 melee (1d4-1, small quarterstaff) or +5 ranged (1d4, small javelin);

Full Atk +1 melee (1d4-1, small quarterstaff) or +5 ranged (1d4, small javelin);

SA Familiar (weasel), spells; SQ Darkvision 60ft;

AL NE; SV Fort +1, Ref +5, Will +4; Str 8, Dex 16, Con 13, Int 15, Wis 12, Cha 6.

Skills and Feats: Concentration +6, Hide +7, Knowledge (arcana) +7, Move Silent +7, Ride +10, Speak Language (draconic, infernal), Spellcraft +9; Improved Initiative (1st), Scribe Scroll^B.

Languages: Common, Draconic, Gnoll, Goblin, Infernal.

Specialist Wizard: Evocation; Banned schools (enchantment, illusion).

Spells Prepared (5/4; base DC = 12 + spell level): 0—[acid splash, detect magic, prestidigitation, ray of frost (2)]; 1st—[burning hands (2), magic missile, ray of enfeeblement].

Spellbook: 0—[all non-enchantment, non-illusion PHB cantrips]; 1st—[burning hands, cause fear, chill touch, magic missile, ray of enfeeblement, Tenser's floating disk].

Possessions: Small dagger, small javelin (6), small quarterstaff, alchemist's fire (2), antitoxin, backpack, crowbar, ink, ink pen, parchment (20 sheets), piton, silk rope (50 ft), spell component pouch (2), tanglefoot bag (2), thunderstone, scroll of magic missile (CL1) (4).

ENCOUNTER 8: PENJO AND COMPANY

Penjo Fen: male goblin fighter 5; CR 5; Small humanoid (goblinoid); HD 5d10+10; hp 47; Init +0; Spd 20 ft.; AC 18 (+1 size, +5 breastplate, +2 shield), touch 11, flat-footed 18; Base Atk +5; Grp +2;

Atk +10 melee (1d6+3/x3, +1 small lance) or +9 melee (1d6+2, small masterwork morningstar) or +6 ranged (1d4+2, small javelin);

Full Atk +10 melee (1d6+3/x3, +1 small lance) or +9 melee (1d6+2, small masterwork morningstar) or +6 ranged (1d4+2, small javelin);

SQ Darkvision 60ft;

AL NE; SV Fort +7, Ref +2, Will +2; Str 15, Dex 10, Con 14, Int 13, Wis 10, Cha 10.

Skills and Feats: Handle Animal +8, Hide +1, Move Silent +1, Ride +14, Sense Motive +4; Cleave^B, Mounted Combat^B, Power Attack (1st), Spirited Charge^B, Weapon Focus (Lance) (3rd).

Languages: Common, Goblin.

Possessions: Small masterwork morningstar, small javelin (6), small masterwork breastplate, small masterwork heavy steel shield, military saddle, bit and bridle, saddle blanket, saddle bags, *cloak of resistance* +1, +1 *small lance*.

Meshtik Nol: male goblin cleric 2; CR 2; Small humanoid (goblinoid); HD 2d8+4; hp 16; Init +0; Spd 20 ft.; AC 18 (+1 size, +5 breastplate, +2 shield), touch 11, flat-footed 18; Base Atk +1; Grp -3;

Atk +4 melee (1d6/x3, small masterwork battleaxe) or +2 ranged (1d4, small javelin);

Full Atk +4 melee (1d6/x3, small masterwork battleaxe) or +2 ranged (1d4, small javelin);

SA Spells, spontaneous casting; SQ Darkvision 60 ft.;

AL LE; SV Fort +6, Ref +1, Will +7; Str 11, Dex 10, Con 14, Int 10, Wis 16, Cha 10.

Skills and Feats: Concentration +10, Hide +0, Knowledge (Religion) +3, Move Silent +0, Spellcraft +2; Skill Focus (concentration) (1st), Weapon Focus (battleaxe)^B, Weapon Proficiency (battleaxe)^B.

Languages: Goblin.

Spells Prepared (4/4; base DC = 13 + spell level): 0—[*cure minor wound* (3), *detect magic*]; 1st—[*cure light wounds*, *magic weapon*, *protection from good*^{*}, *shield of faith*].

^{*}Domain spell. Deity [Maglubiyet]; **Domains:** Evil (Evil spells +1 caster level); War (Weapon Focus (battleaxe) and Weapon Proficiency (battleaxe)).

Possessions: Small javelin (6), small masterwork battleaxe, small masterwork breastplate, small heavy steel shield, wooden holy symbol (2), sack, spell component pouch (2), *cloak of resistance* +1.

Power-Up Suite: (Status — *magic weapon*, *shield of faith*); AC 20 (+1 size, +2 deflection, +5 breastplate, +2 shield), touch 13, flat-footed 20;

Atk +4 melee (1d6+1/x3, +1 *small battleaxe*) or +2 ranged (1d4, small javelin);

Full Atk +4 melee (1d6+1/x3, +1 *small battleaxe*) or +2 ranged (1d4, small javelin);

ENCOUNTER 1: BREAKING AND ENTERING

Advanced Goblin Warrior: male goblin warrior 2; CR 1/2; Small humanoid (goblinoid); HD 2d8+2; hp 14; Init +1; Spd 30 ft.; AC 16 (+1 size, +1 Dex, +3 leather armor, +1 light wooden shield), touch 12, flat-footed 15; Base Atk +2; Grp -2.

Atk +4 melee (1d6, masterwork morningstar) or +4 ranged (1d4, small javelin);

Full Atk +4 melee (1d6, masterwork morningstar) or +4 ranged (1d4, small javelin);

SQ Darkvision 60 ft.;

AL NE; SV Fort +4, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +6, Spot +2; Alertness (1st).

Languages: Goblin.

Possessions: Small masterwork morningstar, small masterwork studded leather armor, small javelins (x6).

ENCOUNTER 4: GOBLIN RIDERS ON PATROL

Goblin Veteran: male goblin fighter 3; CR 3; Small humanoid (goblinoid); HD 3d10+3; hp 25; Init +3; Spd 30 ft.; AC 20 (+1 size, +3 Dex, +5 *chain shirt*, +1 buckler), touch 14, flat-footed 17; Base Atk +3; Grp +0;

Atk +6 melee (1d6+1, small masterwork morningstar) or +7 ranged (1d4+1, small javelin);

Full Atk +6 melee (1d6+1, small masterwork morningstar) or +7 ranged (1d4+1, small javelin);

SQ Darkvision 60 ft.;

AL NE; SV Fort +5, Ref +5, Will +3; Str 13, Dex 16, Con 13, Int 10, Wis 12, Cha 6.

Skills and Feats: Hide +8, Move Silent +8, Ride +13; Mounted Combat (1st), Power Attack (3rd), Ride-By Attack^B, Spirited Charge^B.

Languages: Goblin.

Possessions: Small masterwork morningstar, small javelin (6), small buckler, *cloak of resistance* +1, *goodberry* (2), *small chain shirt* +1.

ENCOUNTER 6: ON GUARD

Goblin Veteran: male goblin fighter 3; CR 3; Small humanoid (goblinoid); HD 3d10+3; hp 25; Init +3; Spd 30 ft.; AC 20 (+1 size, +3 Dex, +5 *chain shirt*, +1 buckler), touch 14, flat-footed 17; Base Atk +3; Grp +0;

Atk +6 melee (1d6+1, small masterwork morningstar) or +7 ranged (1d4+1, small javelin);

Full Atk +6 melee (1d6+1, small masterwork morningstar) or +7 ranged (1d4+1, small javelin);

SQ Darkvision 60 ft.;

AL NE; SV Fort +5, Ref +5, Will +3; Str 13, Dex 16, Con 13, Int 10, Wis 12, Cha 6.

Skills and Feats: Hide +8, Move Silent +8, Ride +13; Mounted Combat (1st), Power Attack (3rd), Ride-By Attack^B, Spirited Charge^B.

Languages: Goblin.

Possessions: Small masterwork morningstar, small javelin (6), small buckler, *cloak of resistance* +1, *goodberry* (2), *small chain shirt* +1.

Gak: male goblin wizard 5; CR 5; Small humanoid (goblinoid); HD 5d4+5; hp 20; Init +7 (+3 Dex, +4 Feat); Spd 30 ft.; AC 15 (+1 size, +3 Dex, +1 bracers), touch 14, flat-footed 12; Base Atk +2; Grp -2;

Atk +3 melee (1d4-1, small masterwork quarterstaff) or +6 ranged (1d4, small javelin);

Full Atk +3 melee (1d4-1, small masterwork quarterstaff) or +6 ranged (1d4, small javelin);

SA Familiar (weasel), spells; SQ Darkvision 60ft;

AL NE; SV Fort +3, Ref +7, Will +6; Str 8, Dex 16, Con 13, Int 16, Wis 12, Cha 6.

Skills and Feats: Concentration +9, Hide +7, Knowledge (arcana) +11, Move Silent +7, Ride +15, Speak Language (draconic, infernal), Spellcraft +13; Craft Wand^B, Improved Initiative (1st), Scribe Scroll^B, Spell Focus (evocation) (3rd).

Languages: Common, Draconic, Gnoll, Goblin, Infernal.

Specialist Wizard: Evocation; Banned schools (enchantment, illusion).

Spells Prepared (5/5/4/3; base DC = 13 + spell level; *Evocation base DC = 14 + spell level): 0—[*acid splash*, *detect magic*, *prestidigitation*, **ray of frost* (2)]; 1st—[**burning hands* (2), **magic missile*, *ray of enfeeblement*]; 2nd—[**flaming sphere*, *glitterdust*, *resist energy*, **scorching ray*]; 3rd—[**fireball* (2)].

Spellbook: 0—[all non-enchantment, non-illusion PHB cantrips]; 1st—[**burning hands*, *cause fear*, *chill touch*, *magic missile*, *ray of enfeeblement*, *Tenser's floating disk*]; 2nd—[*flaming sphere*, *glitterdust*, *resist energy*, *scorching ray*]; 3rd—[*fireball*, *fly*].

Possessions: Small dagger, small javelin (6), small masterwork quarterstaff, alchemist's fire (2), antitoxin, backpack, crowbar, ink, ink pen, parchment (20 sheets), piton, silk rope (50 ft), spell component pouch (2), tanglefoot bag (2), thunderstone, *brooch of shielding*, *bracers of armor* +1, *cloak of resistance* +1, *scroll of fireball* (CL5), *scroll of fly* (CL5), *scroll of magic missile* (CL5) (4), *wand of magic missile* (CL5) (20 charges).

ENCOUNTER 8: PENJO AND COMPANY

Penjo Fen: male goblin fighter 7; CR 7; Small humanoid (goblinoid); HD 7d10+14; hp 66; Init +0; Spd 20 ft.; AC 19 (+1 size, +6 breastplate, +2 shield), touch 11, flat-footed 19; Base Atk +7; Grp +5;

Atk +13 melee (1d6+6/x3, +1 *small lance*) or +12 melee (1d6+3, *small masterwork morningstar*) or +8 ranged (1d4+3, *small javelin*);

Full Atk +13/+8 melee (1d6+6/x3, +1 *small lance*) or +12/+7 melee (1d6+3, *small masterwork morningstar*) or +8 ranged (1d4+3, *small javelin*);

SQ Darkvision 60ft;

AL NE; SV Fort +8, Ref +3, Will +3; Str 17, Dex 10, Con 14, Int 13, Wis 10, Cha 10.

Skills and Feats: Handle Animal +10, Hide +1, Move Silent +1, Ride +16, Sense Motive +5; Cleave^B, Combat Expertise (6th), Mounted Combat^B, Power Attack (1st), Spirited Charge^B, Weapon Focus (Lance) (3rd), Weapon Specialization (lance)^B.

Languages: Common, Goblin.

Possessions: *Small masterwork morningstar*, *small javelin* (6), *small masterwork heavy steel shield*, *military saddle*, *bit and bridle*, *saddle blanket*, *saddle bags*, +1 *small lance*, +1 *small breastplate*, *cloak of resistance* +1, *gauntlets of ogre power*.

Meshtik Nol: male goblin cleric 4; CR 4; Small humanoid (goblinoid); HD 4d8+8; hp 32; Init +0; Spd 20 ft.; AC 20 (+1 size, +6 breastplate, +3 shield), touch 11, flat-footed 20; Base Atk +3; Grp +0;

Atk +7 melee (1d6+1/x3, *small masterwork battleaxe*) or +4 ranged (1d4+1, *small javelin*);

Full Atk +7 melee (1d6+1/x3, *small masterwork battleaxe*) or +4 ranged (1d4+1, *small javelin*);

SA Spells, spontaneous casting; SQ Darkvision 60 ft.;

AL LE; SV Fort +7, Ref +4, Will +8; Str 12, Dex 10, Con 14, Int 10, Wis 16, Cha 10.

Skills and Feats: Concentration +12, Hide +1, Knowledge (Religion) +5, Move Silent +1, Spellcraft +2; Lightning Reflexes (3rd), Skill Focus (concentration) (1st), Weapon Focus (battleaxe)^B, Weapon Proficiency (battleaxe)^B.

Languages: Goblin.

Spells Prepared (5/4/4; base DC = 13 + spell level): 0—[*cure minor wound* (3), *detect magic*, *read magic*]; 1st—[*bane*, *cure light wounds*, *magic weapon*, *protection from good**, *shield of faith*]; 2nd—[*bear's endurance*, *bull's strength*, *sound burst*, *spiritual weapon**].

*Domain spell. Deity [Maglubiyet]; *Domains*: Evil (Evil spells +1 caster level); War (Weapon Focus (battleaxe) and Weapon Proficiency (battleaxe)).

Possessions: *Small javelin* (6), *small masterwork battleaxe*, *wooden holy symbol* (2), *sack*, *spell component pouch* (2), +1 *small breastplate*, +1 *small heavy steel shield*, *cloak of resistance* +1.

Power-Up Suite: (Status – *bear's endurance*, *bull's strength*, *magic weapon*, *shield of faith*); HD 4d8+16; hp 40; AC 20 (+1 size, +2 deflection, +5 breastplate, +2 shield), touch 13, flat-footed 20;

Atk +9 melee (1d6+4/x3, +1 *small battleaxe*) or +4 ranged (1d4, *small javelin*);

Full Atk +9 melee (1d6+4/x3, +1 *small battleaxe*) or +4 ranged (1d4, *small javelin*);

SV Fort +9, Ref +4, Will +8;

Skills and Feats: Concentration +14

DM'S AID: CURTULENN

Curtulenn

A serious problem to deal with is Curtulenn, a town of 6,800 on the trade route from Mowbrenn to Trigol, where it crosses the upper Franz. Almost a suburb of Trigol on the other side of the river, it's great ferry boats are constantly busy. Its people are described as determined, self-reliant, defiant, and individualistic. So when its popular leader and chief landholder, Sir Lellend DeFreiden, defied King Archbold over higher taxes and jailed his bailiff, they vigorously supported him. The king did not want to disrupt the nations prime trade route and so settled for the old tax rate. This in turn led to vigorous growth in the area. The strong growth, and its attitude towards the law, has in turn led to a vigorous growth in crime. Rogues, thieves, bandits are common. Some merc companies claiming to be hunting the bandits and guarding caravans are believed to be bandits. Cunal, with his own background as a "bandit", is hesitant to put these down. While few of the bandits want to benefit any but themselves, there are some out to help others, and a great many willing to claim they are. The locals are not enthused with the idea of his troops, or any of the Kings troops, in the area anyway.

(From Nyrond Gazetteer: County of Mowbrenn, www.nyrond.org)

DM'S AID: TRIGOL

Trigol

Ruler: Baron Karsten Hershold Gellor

Seat of power: Trigol (pop 13,982)

Notable settlements:

- Caer Amianora (pop 1,400),
- Dragon's Folly (pop 1,400),
- Ezrak's Keep (pop 1,400),
- Knight's Hold (pop 1,600),
- Silver Keep (pop 1,400),
- Tessera Keep (pop 1,400)
- Natural Sites: Belissica's Run

Appears in:

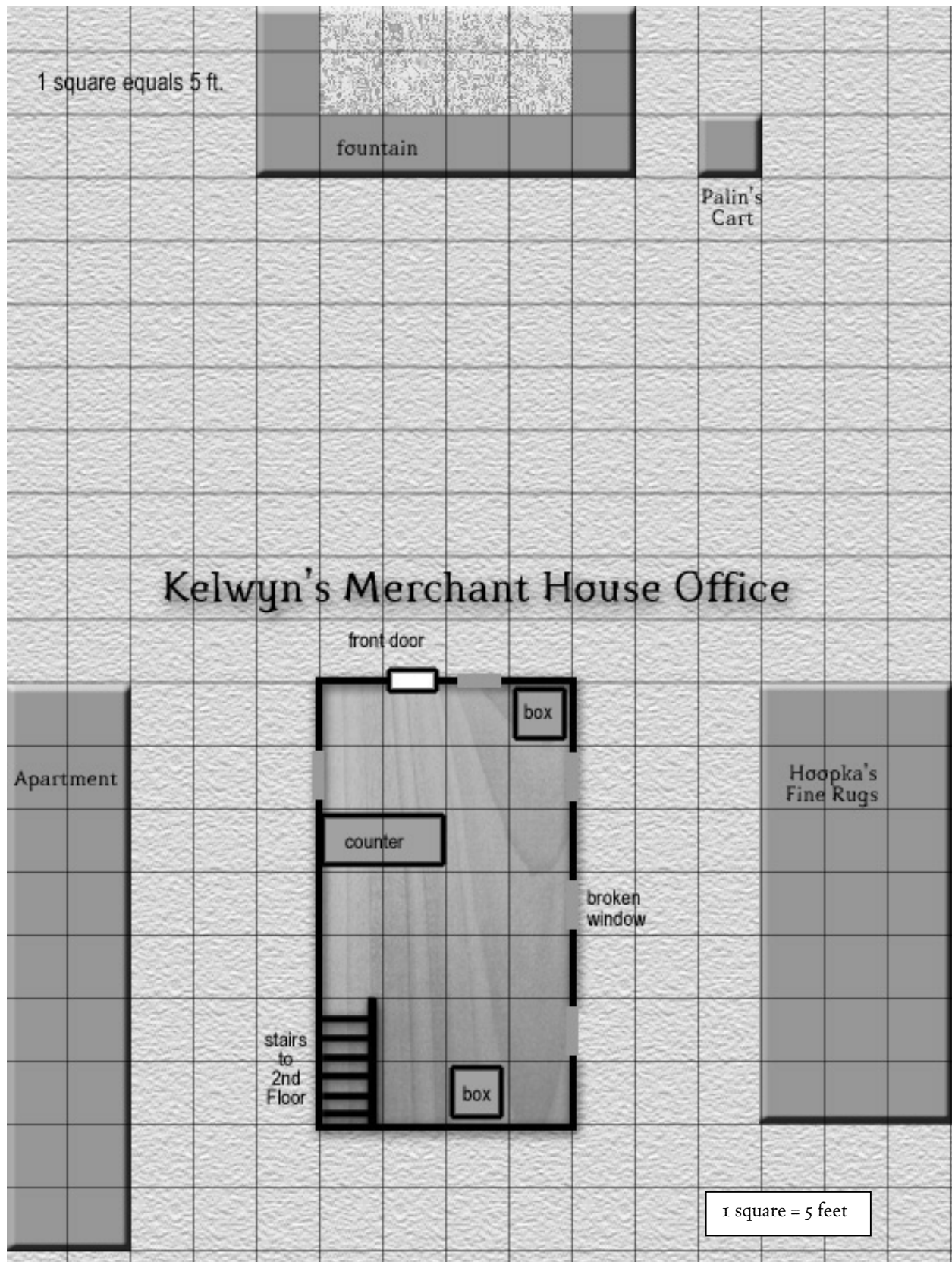
URC3-03 THE TRUTH LIES IN TRIGOL

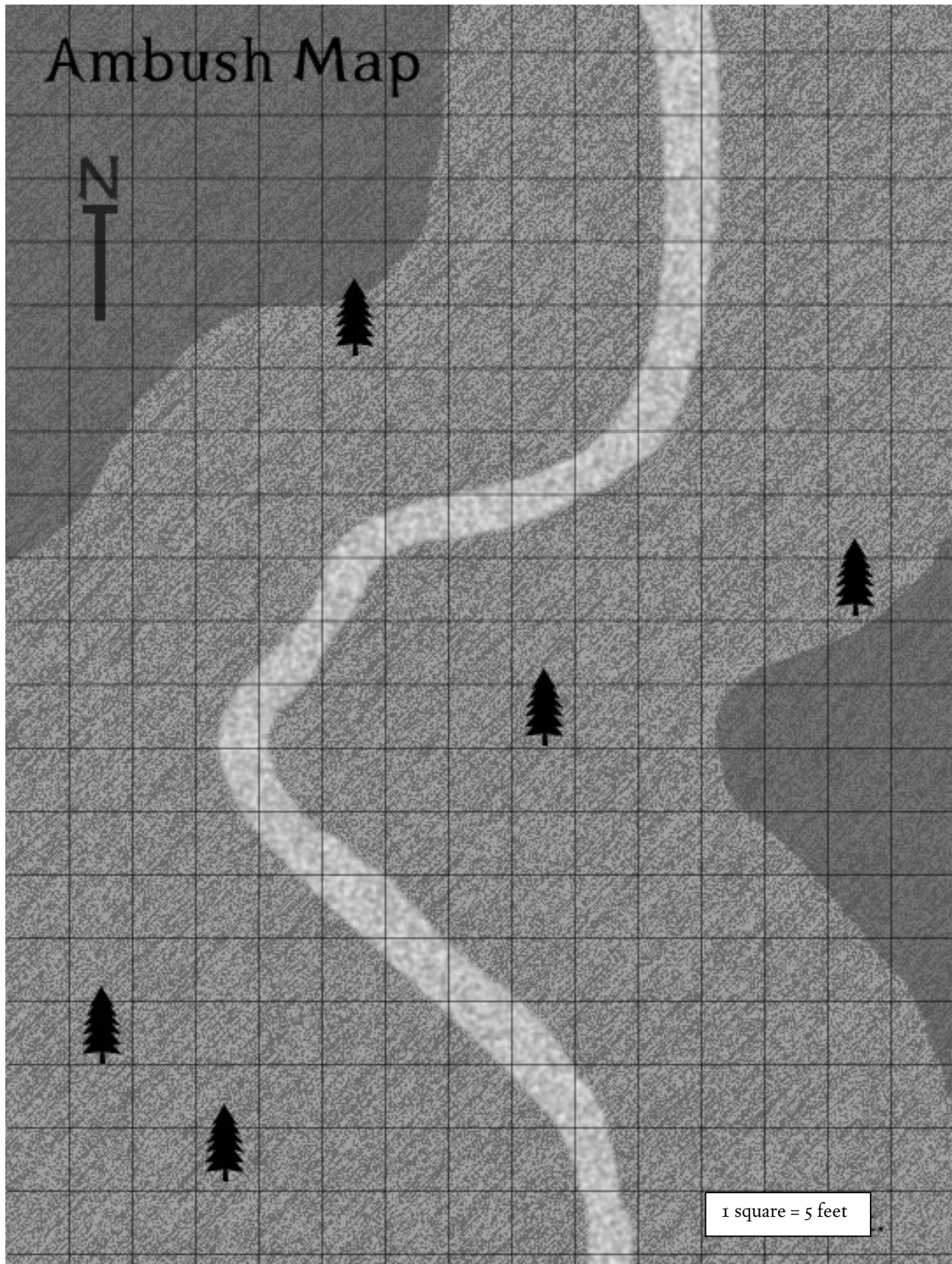
URC6-01 DEATH OF A BIRD

Trigol is located on the Franz River and is the base for the Southern Strike Force (large force of medium cavalry) and Franz River Flotilla. Trigol is an old, important city and a relay for trade to Nyrond and the Duchy. In recent years, it has been overrun with refugees from many lands (Tenh and Nyrond mostly).

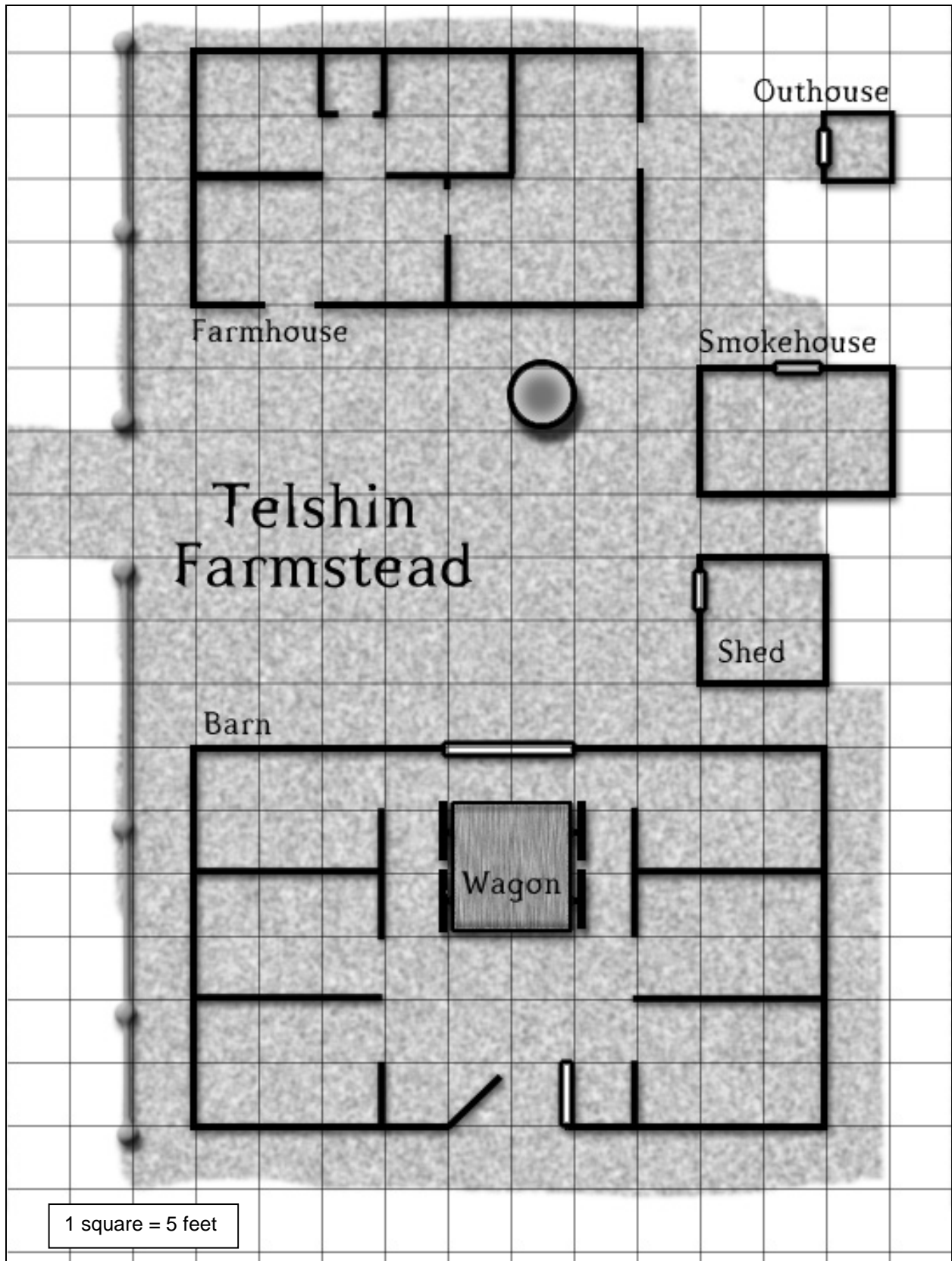
Caer Amianora is also known as Keep 18. Dragon's Folly is also known as Keep 13. Ezrak's Keep is also known as Keep 16. Knight's Hold is also known as Keep 15 and serves as the HQ of the Knights of the Swan. Silver Keep is also known as Keep 14. Tessera Keep is also known as Keep 19. Belissica's Run is the name of the forest around Silver Keep. Trigol is the home of the College of the Divine, which houses all the legal religions in the County (anything player-legal in LG).

DM MAP: KELWYN'S OFFICE





DM MAP: TELSHIN FARMSTEAD



PLAYER HANDOUT 1A: THE MOWBRENN THIEVES' GUILD

The Mowbrenn Thieves' Guild has a mission for you. There's a new bandit group settling in the nearby area with occasional forays into Mowbrenn. Unauthorized illegal activities are not tolerated, so you are requested to seek out the bandit leader and offer him membership in the guild. If he or she refuses, you must terminate their bandit activities. The guild wants to put an end to "un-authorized" activity, even if they don't have a strong presence in Curtulenn.

PLAYER HANDOUT 1B: THE IRON FIST GUILD

The Iron Fist Guild has a mission for you. Caravan guards from the Guild have been killed during their runs from Trigol to Curtulenn. The Guild avenges their losses. You must find the bandits responsible, let them know that the Guild is taking action and destroy their operation. Bring the bandits to justice if you can.

PLAYER HANDOUT 1C: THE WARRIOR'S BROTHERHOOD

The Warrior's Brotherhood has some disturbing news. Bandits and goblins are accosting farmers and simple travelers along the County of Urnst border. Many of the local villagers are requesting someone to do something to protect the innocent. Do you have the skill to take care of these ruffians since the militia isn't doing their job?

PLAYER HANDOUT 1D: THE REL MORD UNIVERSITY

A visiting professor from the County of Urnst is missing. A small escort party is waiting for him in Mowbrenn but he never showed up. They ask that you locate him and return the good professor to the escorts before they must leave for Rel Mord.

PLAYER HANDOUT 1E: THE NYROND ARMY

The Nyronnd Army has a mission for you. There are fears that the County may be encroaching upon Nyronnd territory. You must investigate several missing caravans along the County of Urnst and Kingdom of Nyronnd border. Report your findings to the nearest military outpost.

PLAYER HANDOUT 1F: THE NYROND WILDERNESS ALLIANCE

Adventurers disrupted a goblin menace in northwestern Nyronnd last year resulting in several small bands of goblin worg-riders dispersed into the outlying areas. You need to determine if these goblins are from Worjjus' group and locate their lair for future monitoring. They may be a threat to the local woodlands.

PLAYER HANDOUT 2

