

Requiem to Maglubiyet

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

Version 1.0

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Curtulenn, a town along the County of Urnst and the Kingdom of Nyrond, is boiling over with gossip and tall tales. You can scarcely eat Palin's fine spiced meats without hearing fantastic stories of evil goblins, wandering ghosts and missing villagers. The recent trouble caused by a band of goblins uncovered a dark secret near Curtulenn. And your old friend Kelwyn may have a clue to the mystery. Part Two of the Kelwyn Series. A one-round Regional adventure set in Nyrond for characters level 1-10 (APLs 2-8).

Resources for this adventure include *Dragon Magazine* #63, TSR's *Deities and Demigods*, NYR5-M02 *Releash the Dogs of War* [David Howard], NYR6-04 *Kelwyn's Keys* [Bryan Bagnas], and NYR5-S03 *Swans of the Duntide* [David Howard].

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Players Read No Farther

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 normally 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

Prince Sewardt acquired, through his various agents, the services of Waerlan Ghel, who was tasked with organizing a small goblin army and bringing fiends into the Prince's service. Waerlan Ghel died shortly after the failed coup against King Archbold of Nyrond in 585 CY. The Devilslayers, a band of highly skilled adventurers and war veterans, learned of Ghel's research into fiend summoning. In the confusion of the Regicide Coup, the Devilslayers were able to track Waerlan Ghel's small army

of goblins and worgs into the Gamboge Forest and confront them. They slew Waerlan Ghel and many of his troopers. During the fight, they were repelled by the surprising arrival of a half-green-dragon-led patrol of gnolls.

By the time the Devilslayers eluded the gnolls and reacquired the goblin army, Waerlan's body was gone. The Devilslayers never did locate the goblin lord's body. The goblins they fought didn't know either. Waerlan Ghel's body was given over to a Maglubiyet high priest for burial during the surprise attack by the gnolls. That high priest, Lagoch, took his lord's body into a hidden tomb. Interred with honors, Waerlan Ghel's name is still spoken with respect among the Nyrondal goblin tribes.

Once Waerlan Ghel's body was interred, inter-tribal bickering divided his small army. They broke into smaller tribes and fled into the surrounding hills. During the next few years, they survived as independent tribes through pillaging travelers and unprotected farms. Overall, their numbers dwindled. By the mid-590s, several tribes united under a new goblin lord, Lagoch, in his bid to develop half-fiend troops and worgs. Lagoch hoped to restart his dead lord's mission.

The murals on the walls of Waerlan Ghel's tomb are unusual. Not only do they depict his victories and his work with Prince Sewardt; they also tell a tale of the high priest's interest in a remote Temple called Shumhanrhu. Both the high priest Lagoch and goblin lord Waerlan Ghel hoped to free a devil trapped in the temple and use him in their army. The mural unwittingly provides an overland map to this hidden temple. Of course, only those lucky enough to survive the tomb's deadly traps will ever see it.

Prior to Sewardt's return to Rel Mord in 595, a member of his entourage, named Flandrynt, was encouraging the breeding of fiendish lines of animals that could be useful in war. (NYR5-M02: *Release the Dogs of War*) Lagoch is an associate of Worjjus, who also worked with Flandrynt. Lagoch and Worjjus extended the breeding program years ago to introduce fiend bloodlines into goblins, dire wolves and worgs. They have run this program in parallel to that of the Breeders' Guild of Small Knob. Now that the Dark Brother is gone and his entourage is in hiding, Lagoch is looking for fresh fiendish breeding stock to build his own army. He has set his sights on a trapped devil in the dark temple.

The villagers around Curtulenn tell horror stories about the Haunted Pond deep in the local forest. The stories are often told to children to keep them from wandering off into the woods. As these children grow to adolescence, they venture off to this mysterious pond on a dare. Anyone swimming in the pond has a tendency to disappear. Now most villagers avoid the pond and the area surrounding it.

What really happens is the swimmer spots a strange light beneath the water. The light leads to a short tunnel. In the tunnel, undead goblins slay the interloper and keep the body. Youthful curiosity leads to death and no recoverable body returns to the pond's surface.

Recently, Kelwyn hired Professor Muskegum to translate some documents from his collection and discuss Goblin culture and history. A clue found in a funeral requiem in the goblin tongue may lead to a hidden treasure. The Requiem to Maglubiyet is a recent goblin favorite, first used in 585 CY for a goblin-lord Waerlan Ghel. It says the honored dead should be buried beneath the Tears of Bargrivyek. At first, the Professor wrote it off as poetic language but recent interrogation of goblins by the Nyrond's army turned up an interesting name. "Tears of Bargrivyek" is the goblin name for a local pond in the woods near Curtulenn – the Haunted Pond.

Now Kelwyn wants to hire someone to investigate this Haunted Pond and find out what lies beneath the Tears of Bargrivyek.

ADVENTURE SUMMARY

Encounter 1: The Office – The PCs get a message to meet with Kelwyn. He tells them of new information gathered by Prof. Muskegum during his return trip from Rel Mord. Kelwyn believes it is nearby and hires the party to investigate.

Encounter 2: Gathering Information – The PCs wander around Curtulenn looking for more information about the pond and directions to it.

Encounter 3: Tears of Bargrivyek – The PCs arrive at the infamous Haunted Pond. Here they must decide how to enter into the crypt. At the bottom of the pond are several undead zombies that attack any living being who enters the tunnel.

Encounter 4: A broken mechanical trap protects the door to Waerlan Ghel's crypt. The PCs must still overcome the door itself to proceed further.

Encounter 5: The Moldy, Slimy Hallway – the damp crypt has attracted mold or slimes, which present a hazard to PCs.

Encounter 6: Water Weirdness – The second guardian is a water elemental who protects his bridge from all interlopers.

Encounter 7: Writing on the Wall – Here the PCs learn more about Waerlan Ghel and how he was part of the failed coup against King Archbold.

Encounter 8: His Lordship's Guards – The third set of guardians are undead warriors.

Encounter 9: Treasure Room – While the adventurers may very well suspect a mimic, the treasure room lies unprotected.

Encounter 10: Main Crypt – Another section where the PCs can learn about a lost Temple and where it's located.

Encounter 11: Secret Room Oozing with Evil – If the PCs unlock the puzzle door to this room, they are faced with the final guardian of the crypt – ooze. They also find the very dead remains of Waerlan Ghel.

PREPARATION FOR PLAY

Meta-Org or Related Module Hooks:

- Corvus (female half-elf rogue 11) is friendly, confident, and seeking information. At the same time, she is checking to see if the party can be trusted to carry out an assignment for her. If one of the party members has the 'Favor of Corvus' from NYR5-M02 *Release the Dogs of War*, then she approaches them with the mission: *"Those breeders in Little Knob weren't the only ones breeding animals with outsiders. I've come into information regarding a band of goblins doing the same thing. There's a man in town called Kelwyn who knows the location of someone involved with their nefarious breeding program."*
- Kelwyn: male human expert 3. If Kelwyn knows the party from NYR6-04 *Kelwyn's Keys* then he sends a messenger to deliver an invitation to them personally -- at the Inn, at Palin's, at a temple or at the tavern of their choice.
- There will be a public posting for the job at the Dancing Dog Tavern posting wall. The Warrior Brotherhood is investigating the disappearance of several youths recently, Turok, Alea and Junyo. Their parents have contacted the Brotherhood for their help. The Brotherhood needs one of their members to investigate.
- A minor official from the Royal Annals and Rel Mord University wishes to hire a band of adventurers to find and secure a rare goblin tomb. The Library and University value the potential for extended study of this tomb. If the PCs provide a map to the hidden tomb, hazard notes and maps of the complex, they will be handsomely rewarded.
- Wilderness Alliance's spies have learned about Kelwyn's mysterious crypt.
- Local church official believes that monsters are killing villagers, especially children. She pleads with the PCs to find and kill this monster and recover the children's remains.

Make a note regarding PCs that have played NYR6-04 *Kelwyn's Keys*. They will know several of the personalities on sight such as Gerta, Kelwyn, Gringle Menk and potentially Prof. Muskegum.

Also, you should be familiar with the underwater combat rules in the DMG, pp. 92-93.

INTRODUCTION

In Curtulenn along the main trade route between Trigol and Mowbrenn, the party stops off for 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 opens up to the main market in the Town Square. Plumb,

dirty pigeons are shooed away by children swinging sticks. The beating of their wings is drowned out by the haggling of nearby merchants.

As you stroll past the vegetable stand you hear distant cries for help. Looking over at the apartment building near the town's square, you see a dark cloud of smoke rising from the third story window.

Have the PCs roll a Spot check, (DC 7; 0+distance+cover) or Listen check (DC 13; 10+distance). For those who made the Spot and/or Listen check, read or paraphrase the following:

You spot something in the window. It's a small girl. She's coughing from the intense smoke. Tears stream down her cheeks as she cries for help.

If anyone played NYR6-04 *Kelwyn's Keys*, they will recognize the small girl as Gerta who they met at the spiced meat stand.

Through bleary, tear-filled eyes, Gerta looks over at you. Her face lights up with hope and recognition. She calls out to you for help. "Over here! Please, help me, heroes. Help me!"

Gerta is trapped in a house on fire. Currently, the fire is relatively small and can be put out with fast actions. If the PCs don't go to Gerta's rescue, the other villagers attempt to brave the flames and save her from certain death. All potential patrons notice the PCs' cowardly or heartless inaction and decide against hiring them. The adventure is over for them.

If they do race to Gerta's rescue, then proceed to roll initiative. The start distance for all PCs is 30-feet away at the far end of the courtyard opposite Gerta's location. Any PC on the second floor must deal with Smoke Effects (see below for details). Wrapping a wet cloth over a PC's nose and mouth provides a +2 circumstance bonus to the Fort save caused by smoke.

To extinguish the fire, the PCs can smother the fire using blankets, shovels, other broad items, or magically. Using mundane means a PC is able to extinguish a 5 sq. ft. area each round as a full action. If another PC aids them, then both PCs are able to put out a 10 x 10 sq. ft. area as a full round action. Using water or other assistants doubles the extinguished area.

At the bottom of the initiative each round, if nothing is done by the PCs, the fire size will double until it consumes the entire building. Also, there are three occupants in the building in addition to Gerta. One is on the first floor trying to save personal possessions. Another is in the second floor room, feeling trapped and lying on the ground. The third is lying prone near the fire and at -4 hp.

Things to Note:

Smoke Effects

A character who breathes heavy smoke must make a Fortitude save each round (DC 15, +1 per previous check)

or spend that round choking and coughing. A character that chokes for 2 consecutive rounds takes 1d6 points of non-lethal damage.

Smoke obscures vision, giving concealment (20% miss chance) to characters within it.

Development

Once the fire is out and the PCs tend to Gerta, contacts from suitable meta-orgs arrive to discuss a new mission with the appropriate PC. A PC is given only one handout. Multiple handouts are allowed for a party.

A) Corvus spots them doing a good deed and remembers them from a previous encounter. (NYR5-M02 *Release the Dogs of War*) She offers another assignment to her friends (Player Handout 1A: *From Corvus*).

B) The nearby tavern owner, Elo Frith, suggests that they visit his establishment. There's a job board with a listing of missing children. "Perhaps you good folk can find these children. It would make their parents happy" (Player Handout 1B: *Missing Children*).

C) Terk Bramblebottom (Gnome, Exp2) of Rel Mord University spots the PCs saving Gerta. If there are members of the University in the party, he recognizes them and offers them a job (Player Handout 1C: *University Business*).

D) Dorn, a local trapper and hunter arrives to help just as the PCs finish. If any party member is part of the Wilderness Alliance, he'll pull them aside and tell them about a new mission. He will also approach anyone who hired him in NYR6-04 *Kelwyn's Keys* to find the goblin lair (Player Handout 1D: *Wilderness Alliance*).

E) The local Pelorite Temple's priestess, Selisa Sunboar, spots the party saving Gerta. If any PC is a worshipper of Pelor, Beory, or Mayaheine, or appears to be particularly heroic (above and beyond everyone having just rushed into a burning building), she runs over to beg for help. She will also approach members of other good state-sponsored religions (Delleb, Heironeous, Pholtus, and Rao) (Player Handout 1E: *Selisa Sunboar's Request*).

Once this introductory side trek is done, they will receive a message from Kelwyn. Either he knows them from a previous favor, or he observed their heroics saving poor Gerta. (Player Handout 2: *Invitation from Kelwyn*). For PCs who want to start their side missions immediately the person(s) asking for assistance suggests Kelwyn may have more information that could help them.

ENCOUNTER 1: THE OFFICE

Through one of the possible story hooks, the PCs end up at the office of Kelwyn the Merchant. He waits for the appointed hour of the meeting offering tea to anyone who arrives early. Once midmorning bell rings he begins the meeting.

He personally welcomes the PCs he met in NYR6-04 *Kelwyn's Keys*.

"It's very nice to see you again. Zilchus has truly blessed my path to have trusted friends heed my call.

Once again, I seek your expertise to unravel mysteries." He offers them a seat nearest him, next to a tray of fine tea, dwarven ale or elven wine – as suits the character.

To those PCs he is not familiar with and to the group as a whole he says.

"May Zilchus guide us to riches. I welcome you all to my humble home and office. It is best that we know each other. So we should introduce ourselves. I am called Kelwyn, a merchant by trade, and a student of hidden lore and mysterious places." Kelwyn now looks to his right and beckons the individual to begin introductions.

Allow each PC to introduce their character and describe how they look. Once this formality is complete Kelwyn again takes control of the meeting.

"Recently, I acquired several copies of goblin literature, sundry letters and interrogation notes. To translate these documents, I hired a professor from the University. His expertise in goblin culture and history served me well. It allowed me to connect pieces of local lore and goblin culture to find a secret crypt. Some of you may know him as Professor Muskegum."

Kelwyn takes a sip of tea from his cup then continues. "A local pond in the forest is haunted. Many of the local children swim in the pond on a dare. Some of these children mysteriously vanish, often right in front of their friends' eyes. Around Curtulenn, it's known as the Haunted Pond."

"On a related note, the goblin documents contain a Requiem to Maglubiyet, the goblin Overgod. This requiem is often sung at funerals for powerful warlords. It refers to burying a goblin lord named Waerlan Ghel beneath the Tears of Bargrivyek. Bargrivyek is the goblin god of unity and peace – well, a goblin's concept of peace anyway."

A smile emerges upon his face. "It seems that this Haunted Pond is called the Tears of Bargrivyek in the goblin tongue. We gained this bit of information from the city watch's interrogation of a goblin thief who broke into my office weeks ago."

Therefore, I'd like you to go to this Haunted Pond and find the hidden crypt. Of course, once you find the crypt, enter it and obtain its treasures and lost lore. A map of the crypt and notes about its contents are greatly appreciated."

Kelwyn sits back in his chair and takes another sip of tea. "Will you accept my little mission?"

If they accept, Kelwyn hands them a map to the Haunted Pond. There is no Player Handout for this, but it is a simple map to the nearby pond, easy enough to follow. Otherwise, the adventure is over.

Questions the PCs might ask Kelwyn:

How far away is the pond?

It's about a forty-minute walk for the kids. Just far enough for a group of kids to get away from their folks.

What's in the tomb?

I don't know. That's why I hired you. I hope to find more information, which will lead to other discoveries.

What are you going to pay us?

Why, I'm offering 100 gp each and first rights to buy any treasure you recover. I think that's fair considering I provided the lead to the tomb. And I have spent quite a bit of money already to acquire that lead.

Who else knows of this link?

Of course Prof. Tol Muskegum knows but he's not in a position to investigate such a potentially dangerous location. The Watch only has translated notes of the confession. I don't think they put the pieces of information together as I have. There are no others.

If the PCs agree and want to ask for information about the Haunted Pond proceed to **Encounter 2**.

ENCOUNTER 2: GATHERING INFORMATION

The PCs can choose to set off right away or do research in town. Setting off right away will make it more difficult to succeed. However, it is an option and the DM should oblige. If they decide to ask a few questions around Curtulenn use the following locations to provide information. As a starting point provide the players initial locations to start such as the Dancing Dog, the City Watch, and/or general villagers.

A. Dancing Dog Tavern:

The bartender, **Elo Frith** (Exp2) doesn't know much more about the disappearances. But he does know the families involved and allowed them to post the message in his establishment. (Player Handout 1B)

Elo starts as Indifferent. He will direct the PCs to the families on a DC 15 Diplomacy check. Allow circumstance modifiers for good roleplaying and patronage in his tavern (max bonus +4).

B. Talking to the Families

Junyo's older sister, **Milias**, was there when he disappeared. They were swimming with friends during a game of "truth or dare". One of the dares was swimming to the bottom of the pond. That's when Junyo vanished. All the friends were scared and ran home. When the adults came around, no one could find Junyo or his body.

Milias wants her little brother back. To pull on the heartstrings of the PCs she will sob while saying the following *"I was so sad he went missing and I let it happen. But the last time scared me."*

If the PCs ask what she meant Milias is hesitant fearing her parents will become angry with her for returning to the pond. The PCs must calm and assure her with a Diplomacy check before she discloses the following information (a *calm emotions* spell would also work here).

DC	Information gained
15	<i>She sobs. "Sometimes I sneak back to the pond and look for my brother but I don't want to go back anymore."</i>
25	<i>Milias discloses everything "Now I 'remember' I was able to pry the stone back a bit. It was a lid. The stench was so horrible; I stopped and put the lid back and I ran. It smelt of rotten fish and moldy bread."</i>

This knowledge represents a secret passage access to the front doors. Using it causes the zombies to walk up the steps to attack, but then the PCs aren't underwater during the fight. Milias can point to the location on the map given to the PCs.

C. Talking to the Villagers

The local farmers and merchants in the town square tell any visitors about the increase in goblin activity lately. Gather Information results:

DC	Information gained
10	<i>"Why, three goblins tried to break into some merchant's store not too long ago. A band of adventurers stopped them though."</i>
15	<i>"Sigmund Magglebop's boy Turok came up missing at the pond. He's a cousin of Old Man Telshin. I hear Magglebop is back in town."</i>
20	<i>"Milias was there when her brother Junyo disappeared. If anyone knows anything, it'd be her."</i>
25	<i>"I recall Old Man Telshin saying he saw a parade of goblins marching along in the woods some ten or eleven years back. I think it was near the Pond."</i>

D. Curtulenn City Watch

They have some records of the interrogation but they're for official use only. If made Friendly or Helpful through Diplomacy they recall chasing down a wanted thief years ago. The guards start out as Indifferent. They become Unfriendly if the PCs are rude or try to throw their rank around.

If the Watch is made Helpful, then they relate the following information:

Why I remember this thief we was chasing a few years back. He got out of town but we were hot on his trail. Our dogs had his scent and we cornered him at a pond in the forest.

He jumped into the pond to thwart us but he later surfaced screaming. We pulled him out with a zombie grabbed onto his leg. We beat the undead down and took him into custody.

E. Find the Fence, Gringle Menk

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 an undersized sign that reads "Gringle Menk's Pawnshop". The door opens easily into a shallow, empty room. There is a locked door to the right and a long, barred counter to the left. The counter has a window at its center where Gringle handles orders and negotiates prices. It is obvious he does not allow customers to touch the merchandise as everything is behind the barred counter. On the wall a sign reads, "Please do not touch the merchandise. A salesman will be with you shortly."

As always, Gringle knows something about everything. If a few coins (2d4sp or better) are offered, he'll start talking. The PCs can also 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:

I have a key to a secret lock of a long dead goblin king. You can buy it for 50 gp. Take it or leave it.

Gringle does not know the name of the goblin king nor how he came to own the key. In his line of work not knowing is often safer. As fate would have it this is an actual key to a goblin king's crypt. It opens the locked doors to Waerlan Ghel's crypt.

F. Telshin Farmstead Update

After the goblins were removed from the farm, a local relative moved onto the property to clean it up. Sigmund Magglebop is first cousin of Alfon "Old Man" Telshin. Magglebop's son Turok was lost in the pond years ago. No one could find the body.

As you approach the farmstead, you see a large man with graying sideburns on his face. He's weeding the area.

After a few pleasantries, he gets right to the point.

"All I have left of Turok is his favorite scarf. He wore it all the time, except when he swam." Sigmund goes into the house and returns with a small box. He opens it up and produces a worn green scarf. "Maybe you can use this somehow. The trail is so cold. I don't know where you would start looking."

Sigmund bids you farewell and returns to his chores.

He doesn't have any other information. All he knew was his son was playing with friends. Then they returned with the sad news that evening.

G. Woodland skills

There are no fresh trails to the crypt. However, speaking with the older plants – especially nearby trees will uncover several details. First, they remember goblins camping near the pond and provide directions to it. Second, they remember when the goblins built the crypt and direct the druid (or plant speaker) to the secret entrance.

ENCOUNTER 3: TEARS OF BARGRIVYK

Eventually, the PCs come upon the small pond in the middle of the forest. The local graffiti and other scattered items confirm they have arrived at the right place.

In a small clearing a glistening pool of water feeds the water lilies and a family of small frogs. Several medium-sized rocks are all that is left of a stone ring surrounding the pool. Now the overgrown weeds, wild flowers and tree trunks guard this once sacred, haunted place. Scratched upon several of the nearby stones are the names of the missing local children to serve as a tribute to their life and disappearance.

Upon closer inspection of the largest rock facing the pool, you notice a strange, crude carving. It looks like some sort goblin or hobgoblin crying. Perhaps the drops are not tears but blood drawn poorly.

There is nothing else of interest on the surface. To continue with the investigation, they must enter the pond. If the PCs were able to learn the general location of the secret tunnel they can search for it now before they enter the pool. If that is the case skip this box text and proceed to Secret Entrance below.

As you descend into the murky, cold darkness of the deep pool, you can see the faint glimmer of light ahead. The farther you swim down, the more you notice the crafted portions of this natural pool. The far side of the pool's bottom is a chamber leading to a set of wide stairs and the light above. The stairs are guarded by long dead goblins; bodies bloated nearly beyond recognition.

A few of these bodies are goblin zombies (bugbears at higher APLs). They attack any living creatures that enter the crafted portion of the pool, the short hallway and chamber. Please reference the DMG, **Table 3-22: Combat Adjustments Underwater**, pg. 92 and **Underwater Combat**, pg. 93. Unless PCs can magically breathe underwater or have swim speed movement through water is at one-quarter speed. The water is murky; Spot

checks start at 10(1d8x10) feet away. The EL is increased by one to account for environmental conditions.

APL 2 (EL 3)

👤 **Goblin Zombies (4):** hp 21 each; *Appendix 1.*

APL 4 (EL 5)

👤 **Goblin Zombies (8):** hp 21 each; *Appendix 1.*

APL 6 (EL 7)

👤 **Bugbear Zombies (5):** hp 42 each; *Monster Manual 267.*

APL 8 (EL 9)

👤 **Bugbear Zombies (10):** hp 42 each; *Monster Manual 267.*

If the PCs search around the bottom of the pond near the stairs, they find the remains of several waterlogged bodies. Among them are the missing children and young teens. If the bodies are brought back to Curtulenn, three can be identified as Turok, Alea and Junyo.

Secret Entrance:

Location A: To the northeast, there is a small, secret door. To find the well-hidden secret door, the PCs must search in the right area and succeed at the Search check. APL2: Search DC 25, APL4: Search DC 27, APL6: Search DC 30, APL8: Search DC 35.

If any groups have asherati, allow them an opportunity to search for the door. Geshtai beckons them to search around that area. Otherwise, they will only know to look around the secret door if they spoke with Milias or the local trees.

Development:

If the PCs use the secret entrance, the zombies walk out of the water and attack in 1d4+1 rounds.

👤 **Special Floors:** The foyer, landing and stairs are made of flagstone and wet. It is treated as difficult terrain requiring a DC 5 Balance check. The area is slippery increasing Balance and Tumble checks by 5 (see DMG; Special Floors, pg. 60).

Background:

The builders of this crypt used this natural pond as a way to hide the tomb from grave robbers. This pond is also sacred to Bargrivyek so it also serves a spiritual purpose.

The miners and goblin labor used special tunnels to build the underground crypt and to lay Waerlan Ghel's body to rest. All but one were collapsed or buried years ago. The remaining one was forgotten.

👤 **Treasure:** At the bottom of the pool, one of the bodies has masterwork thieves' tools (50gp), 2 vials of antitoxin (50gp each), medium masterwork studded leather armor (175gp), 2 medium daggers (2gp each), and a medium short sword (5gp). Among the other bodies of swollen

farmers and commoners is 23 gp worth of copper, silver and gold coins.

👑APL All: Loot – 28 gp; Coin – 4 gp; Magic – None.
Total = 32 gp

ENCOUNTER 4: THE DOOR

Once the zombies have been dealt with, steps lead to a small chamber and the door to Waerlan Ghel's crypt. Throughout the temple, each encounter corresponds to the appropriate number on DM Map 4: Map of the Tomb.

Above the chilly water is a square platform lit with phosphorescent fungus. The large double doors in the center of one wall look menacing. The carved relief of goblin gods and heroes adorn each door's face. Though not beautiful like the marble carvings in Rel Mord or Veluna architecture they do have some artistic merit.

Along the top of the door are goblin runes written right to left. Of course, only those who can read Goblin understand what it says.

It reads, "Here lies Waerlan Ghel. May Lord Maglubiyet protect his soul and slay his enemies." And it seems a hasty addition was made "...and may he feast upon the souls of his tomb robbers."

In various spots along the wall, there are patches of mold and fungus growing in the damp air. The air in this chamber is stale and cold.

In the door is a small lock. Using the key purchased from Gringle Menk will deactivate the trap (broken) and unlock the door. Otherwise, the PCs must overcome the obstacle themselves.

🔒**Reinforced Strong Wooden Doors:** 2 in. thick; hardness 10; hp 40; AC 5; Break DC 23; Open Lock see below.

Traps: A trap once protected the door. The moist air has destroyed the mechanical elements of this trap making it non-functional.

🦋**All APLs:** Poison Dart Trap (broken) DMG pg.70 (Search DC 20; Disable Device DC 18).

The door is also locked. Use the chart below to determine the success of Open Locks skill check.

APL	Description and Open Lock DC
2	Simple Lock, DC 20
4	Average Lock, DC 25
6	Good Lock, DC 30
8	Amazing, DC 35

ENCOUNTER 5: THE MOLDY, SLIMY HALLWAY

Beyond the door is a trap unanticipated by the original trap-designers and architects. The constant moisture from the pond and pool of water are ideal growing conditions for various forms of fungi and molds. This hallway has one of the most dangerous varieties.

The air in this hallway is musty and dank. The mold and fungus that you saw in the previous chamber is more pronounced here. This undergrowth makes the floor and walls slippery. Patches of Phosphorescent Fungus illuminate the hallway like an eerie torch.

In this hallway the creature encountered is the same and is the only hazard between the door and the next room. The green slime is on the ceiling. A Spot check (DC 20; 10+4 for not moving+2 for wet conditions+4 cover from phosphorescent fungus) (see DMG; Slimes, Molds, Fungi; pg. 76).

🍄**Phosphorescent Fungus (No CR):** This strange underground fungus grows in clumps that look almost like stunted shrubbery. It gives off a soft violet glow that illuminates underground caverns and passages as well as a candle does. Rare patches of fungus illuminate as well as a torch does.

All APLs (EL 4)

🟢**Green Slime (CR 4)**

APL	Description and APL
2	5' patch
4	10' patch
6 & 8	15' patch; on ceiling and walls

This dungeon peril is a dangerous variety of normal slime. Green slime devours flesh and organic materials on contact and is even capable of dissolving metal. Bright green, wet, and sticky, it clings to walls, floors, and ceilings in patches, reproducing as it consumes organic matter. It drops from walls and ceilings when it detects movement (and possible food) below.

A single 5-foot square of green slime deals 1d6 points of Constitution damage per round while it devours flesh. On the first round of contact, the slime can be scraped off a creature (most likely destroying the scraping device), but after that it must be frozen, burned, or cut away (dealing damage to the victim as well). Anything that deals cold or fire damage, sunlight, or a remove disease spell destroys a patch of green slime. Against wood or metal, green slime deals 2d6 points of damage per round, ignoring metal's hardness but not that of wood. It does not harm stone.

ENCOUNTER 6: WATER WEIRDNESS

The crypt designer used the natural underground water source to augment his next trap. The dank water combined with an undying elemental is a wonderfully simple trap.

The narrow hall opens out into a long, rectangular chamber. The chamber is wider and deeper than the tunnel you were on. The path forms a stone bridge over the water. The bridge is slick with moisture, mold and water.

On the walls are murals of water creatures and water spirits intricately woven into fine knot-work. Much of the artwork is covered in mold and moss, extending from both hallways out of this chamber.

About 5-feet (or 10-feet depending on APL) beneath the stone bridge is dark, chilly water.

Note: The water level changes based on APL. At APL 2-4, the water is only three feet from the bridge allowing the elemental to attack. At APL 6-8, the water is ten feet from the bridge, allowing the elemental to 5 foot adjust out of reach.

Creature: This pool is home to a water elemental. Its purpose is to drown and kill anyone who crosses the bridge without saying the password "Friend" in Aquan.

APL 2 (EL 3)

☞ **Water Elemental, Medium:** hp 30; *Monster Manual* 100.

APL 4 (EL 5)

☞ **Water Elemental, Large:** hp 68; *Monster Manual* 100.

APL 6 (EL 7)

☞ **Water Elemental, Huge:** hp 152; *Monster Manual* 100.

APL 8 (EL 9)

☞ **Water Elemental, Greater:** hp 199; *Monster Manual* 100.

Tactics: The elemental takes pleasure in attacking the second person that crosses as long as the first person doesn't pass the halfway mark. Otherwise, it is oath bound to attack.

Its primary attack is to push people off the bridge and drown them in the water. Should someone prove stable, the elemental will choose to attack normally. If opponents are unconscious and it is safe for the elemental to do it, it will drag bodies off the bridge dropping them in the water.

The pool is 15 feet deep and links to a small underground river that connects it to the pond above.

Treasure: At the bottom of the pool are the following items.

- Various dismembered skeletal bones of small humanoid creatures.
- Small suit of masterwork chainmail (this item is mithral and magic at APL 8).
- On a skeletal hand, a gold ring engraved with wolf motif (this item is magic at APL 6 and 8).
- A small vial filled with some sort of liquid (this item is magic at APL 4-8).
- Fourteen coins of goblinoid, Urnst and Nyronal mint.

☞ **APL 2:** Loot – 25 gp, Coin – 2 gp, Magic – None. Total = 27 gp

☞ **APL 4:** Loot – 25 gp, Coin – 2 gp, Magic – Potion of jump (4 gp). Total = 31 gp

☞ **APL 6:** Loot – 25 gp, Coin – 2 gp, Magic – Ring of protection +1 (167 gp), potion of jump (4 gp). Total = 198 gp

☞ **APL 8:** Loot – 25 gp, Coin – 2 gp, Magic – +2 elven chain of silent moves (992 gp), ring of protection +1 (167 gp), potion of jump (4 gp). Total = 1190 gp

Detect Magic Results: +2 elven chain of silent moves (faint illusion, faint transmutation), ring of protection +1 (faint abjuration), potion of jump (faint transmutation).

Development

The water elemental (water weird) is magically bound to this room so that it doesn't escape through the underground river.

ENCOUNTER 7: WRITING ON THE WALL

Here the PCs find strange writings about a band of adventurers (the Devilslayers) and their attacks on the noble goblin lord Waerlan Ghel. Written in Goblin and Common, the text is carved into the wall. This is an investigative portion of the plot.

The distant drip of water still echoes in this chamber. The ever present patches of fungus are much lighter here than in the previous sections of the crypt. It is much darker here than near the phosphorescent fungi.

Along the walls on either side of the passageway are carved images and strange symbols. These images and symbols appear to tell a story. The predominant figure is a well-armored goblin standing much larger than the other figures. He rides a vicious looking worg with fiery red eyes and bony protrusions along its dorsal side.

One human figure stands out against the orc and goblin images. His livery is the Nyronal standard

set in reverse. It could only be the Dark Brother, the Usurper shaking hands with the goblin lord.

Near the end of this larger goblin's story are six human-like figures. There appears to be a sudden attack with magic and steel. A strange reptile figure arrives and pushes back the humans. The last frame shows several goblin pallbearers carrying the dead lord to a dark cave near a pool.

Anyone with an DC 15 Appraise check can tell the walls frescos and reliefs are in good shape for being ten years old or more.

Knowledge (local-NMR) DC 20, **Bardic Knowledge** DC 25, **Knowledge (history)** DC 20

You know some information about goblin burial traditions, Waerlan Ghel and tribal affiliations. This tomb is typical for a goblin of great status. Waerlan Ghel was a prominent goblin maybe a decade ago. He led the Savageaxe tribe and formed a strong alliance with the Howling Moon tribe. Both these tribes are local to the Urnst and northern Nyronde area.

Knowledge (nature) DC 15
Several of the worgs are dire worgs.

Knowledge (nature) DC 25
Two of the worgs in the background look like a goblin-worg hybrids.

Knowledge (the planes) DC 15
You think two worgs are fiendish.

If the PCs decide to study the wall further then read the following:

There is an interesting section of the wall depicting a trail from the upper Franz to the northern reaches of the Gnatmarsh. The map also gives details to a strange building deep in the swamp. It depicts various landmarks and locations of settlements. Atop the building is a strange symbol, perhaps a temple.

The next section illustrates the goblin king with his axe held high in triumph over the capture of a devil inside the strange temple. A priestly goblin stands next to him. The priest appears he is communing with his deity.

Knowledge (religion) DC 25
The symbol atop the building represents great power according to goblin traditions.

If copied down, there's enough information from this story wall to fashion a reasonable map to an uncharted temple.

A DC 11 Survival (trained only), Knowledge (geography), or Knowledge (local-NMR) skill check is required to reconstruct a map suitable to follow.

ENCOUNTER 8: HIS LORDSHIP'S GUARDS

A third set of guardians was placed here to guard the main tomb area from grave robbers. A magic mouth warns intruders for their trespassing and speaks arcane words to animate the mummies. Unfortunately for the goblin king the magic incantation used to create these goblin mummies is unsuccessful. The magic dissipated leaving harmless mummified goblins. If time permits, the DM has the option to enter the PCs into initiative. The goblin mummies crumble when struck.

This square room houses the Lordship's personal guard. Several upright coffins hold small, mummified goblins. Their bodies are adorned in tattered burial wraps with war paint, ceremonial armor, and weapons.

A goblin voice echoes off the room walls, "For your intrusion you will find death." Arcane words follow.

DC 17 Spellcraft: Magic Mouth

DC 21 Spellcraft: Animate Dead (variation to not require Somatic components). The PC will also notice a black onyx gem near the feet of each mummy. This material component seems to have fallen out of the mummy's mouth.

Other than the remains of these long dead warriors, the room is empty. Even the walls are blank. They tell no tales.

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

Creatures: Unanimated goblin mummies for lack of a material component.

All APLs

👤 **Goblin Mummy (2):** unanimated.

Treasure:

- 192 gold coins, two onyx gems (400 gp) (All APLs)
- Miniature-scale castle (524 gp; APL 4-8)
- Wrought platinum armband (659 gp; APL 6 and 8)

👑 **APL 2:** Loot – 0 gp, Coin – 99 gp, Magic – None. Total = 99 gp

👑 **APL 4:** Loot – 44 gp, Coin – 99 gp, Magic – None. Total = 143 gp

👑 **APL 6:** Loot – 99 gp, Coin – 209 gp, Magic – None. Total = 308 gp

👑 **APL 8:** Loot – 99 gp, Coin – 209 gp, Magic – None. Total = 308 gp

ENCOUNTER 9: TREASURE ROOM

This is the goblin lord's treasure room. Originally, he wanted animated objects to help guard his amassed wealth but his early death thwarted his plans.

Very few things bring happiness to the eyes of an adventurer, a dungeon delver or a professional rogue. This room is one of those things. The goblin lord's treasure room is neatly stacked with urns, chests of gold and silver coins, rotting rugs and other fineries.

Treasure: This is where most of the treasure of Waerlan Ghel resides.

☛ **Chests:** 1 in. thick; hardness 5; hp 15; AC 5; Break DC 23; Open Lock DC 25.

☛ **Chest 1:** 691 gold coins, slippers of spider climbing (at APL 4-8), cloak of the manta ray (at APL 6-8), and an ioun stone, pink rhomboid (at APL 8).

☛ **Chest 2:** half-plate engraved with goblin script (50 gp), 250 gold coins, potion of Tongues, ring of protection +1.

☛ **Chest 3:** small masterwork kama (25 gp), small mighty composite longbow (+1 Str bonus) (17 gp), and 250 gold coins.

☛ **Chest 4:** APL 2: 276 gp; APL 4: mummified remains of a worg (0 gp); APL 6: 200 gp; APL 8: Empty.

☛ **APL 2:** Loot – 92 gp, Coin – 245 gp, Magic – Potion of tongues (62 gp), ring of protection +1 (167 gp). Total = 566 gp

☛ **APL 4:** Loot – 92 gp, Coin – 199 gp, Magic – Potion of tongues (62 gp), ring of protection +1 (167 gp), slippers of spider climbing (400 gp). Total = 920 gp

☛ **APL 6:** Loot – 92 gp, Coin – 232 gp, Magic – Cloak of the manta ray (600 gp), potion of tongues (62 gp), ring of protection +1 (167 gp), slippers of spider climbing (400 gp). Total = 1553 gp

☛ **APL 8:** Loot – 92 gp, Coin – 199 gp, Magic – Cloak of the manta ray (600 gp), ioun stone, pink rhomboid (667 gp), potion of tongues (62 gp), ring of protection +1 (167 gp), slippers of spider climbing (400 gp). Total = 2187 gp

Detect Magic: cloak of the manta ray (moderate transmutation), ioun stone, pink rhomboid (moderate transmutation), potion of tongues (faint divination), ring of protection +1 (faint abjuration), slippers of spider climbing (faint transmutation).

ENCOUNTER 10: MAIN TOMB

This area is another section where the PCs can learn about the Temple and where it's located. This is the focus of the crypt, the main ceremonial tomb for Waerlan Ghel. The four alcoves have statues of the goblin gods

Maglubiyet, Khurgorbaeyag, Nomog-Geaya, Bargrivyek and an obscure worg hero Skollayek.

These statues in the alcoves serve as shrines to the goblin deities and watch over the dead body of a fallen goblin hero.

This large chamber is the main crypt. Four small archways extend out of this room into smaller alcoves. The walls are decorated with carved statues of goblin warriors wearing different styles of armor and carrying different weapons.

Each of the four alcoves contains a statue. Three statues are goblins in armor while the fourth is a large worg. Resting next to the worg statue is a shield with the reversed Nyrond heraldry of the Dark Prince.

In the center of the room is a large sarcophagus with an ornate lid. A bas-relief on the lid depicts a resting warrior clad in ceremonial armor wielding a battle-axe. Upon the plaque is the name "Waerlan Ghel" written in the goblin language.

Statue Alcoves

Alcove A: A shrine with a statue of Maglubiyet (war god/goblin Overgod).

Knowledge (religion) check:

DC 20: Maglubiyet is the goblin race creator god, sometimes known as the Allfather and the Mighty One. He doubles as the chief war god and keeper of the dead. Sacrificial offerings are preformed on the nights of a new moon.

DC 25: Maglubiyet commands mighty armies of goblinoids and is constantly at war with the spirit armies of Gruumsh. He uses an axe.

DC 30: Maglubiyet rules all other goblin gods with an iron hand and is referred to as the

Alcove B: A shrine with a statue of Bargrivyek (peacekeeper/intertribal unity).

Knowledge (religion) check:

DC 20: Bargrivyek is a goblin god.

DC 25: Bargrivyek is known as the peacekeeper and settles intertribal conflicts. He is often invoked to maintain unity among all goblinkind. He uses a flail.

DC 30: Bargrivyek is an aggressive, territorial deity who realizes that unity is strength. He is impatient with goblins that remain underground, rewarding priest who bring tribes to new aboveground areas.

Alcove C: A shrine with a statue of Khurgorbaeyag (overseer/goblin patron).

Knowledge (religion) check:

DC 20: Khurgorbaeyag is a goblin god. He is called the "overseer".

DC 25: Khurgorbaeyag is the goblin patron, while Nomog-Geaya represents hobgoblins in the court of

Maglubiyet. He uses a whip to keep his goblins in line.

DC 30: Khurgorbaeyag is one of the chief lieutenants of Maglubiyet. He is a chief rival of Nomog-Geaya. He commands his forces to fight harder against their enemies especially orcs. He disdains lazy behavior.

Alcove D: A shrine with a statue of Skollayek and it has a shield of reversed Nyrond heraldry, a link to the Dark Brother.

Knowledge (history) or Knowledge (local – NMR) check:

DC 25: She is a legendary worg hero among the local goblins.

DC 30: Skollayek, a highly intelligent and powerful worg (often said to be fiendish), taught goblins how to train, ride, and interact with worgs and wolves in the distant past, lending to their natural affinity to mounted combat.

An additional DC 25 **Knowledge (religion)** check for Nomog-Geaya knows that the crossed sword and hand axe is the symbol of Nomog-Geaya.

After the Knowledge check read the following:

Along the far wall are four dials with strange symbols on a strong console. Each dial has five symbols. Above the console is a verse written in goblin in a right to left script.

For those who can read goblin by magical or mundane means read the following and then provide Player Handout 3:

*“Worship if ye will,
at the feet of Waerlan Ghel.
To rest thyne eyes on his noble ear,
Turn these knobs for he to appear.
First is second to the general.
Next is a stately fellow.
Follow by the lord of all,
And his friend in battle and sorrow,
Lest ye not choose right,
Curse ye now, forever blight.”*

Each dial has five symbols. Listed clockwise, they are a bloody axe, a whip, crossed sword and handaxe, flail, and paw print.

The verse is a clue to the correct orientation of the dials. Those who speak Goblin recall that goblins write right to left. Therefore the correct sequence from right to left is: Khurgorbaeyag, Bargrivyek, Maglubiyet and Skollayek. In other words whip, flail, bloody axe and paw print. If the PCs cannot read Goblin allow them a DC 20 Intelligence check. Otherwise they must solve the puzzle through repeated trial and error.

Ignoring the Riddle

Some PCs will attempt to use Disable Device to turn the trap off rather than solve the riddle. They will also need to Open Lock to release the catch mechanism. Use the table below for Open Lock and Disable attempts.

APL	Disable Device/Open Lock check
2	DC 22/22
4	DC 26/26
6	DC 30/30

If either check fails by 10 or more, the lock picks get jammed and no further checks can be made. It also disables the puzzle so a right answer (solving the puzzle) only emits a whirling noise and clicks. The door won't open.

ENCOUNTER 11: SECRET ROOM OOZING WITH EVIL

If the PCs unlock the door to this room, they are faced with the final guardian of the crypt. They also find the very dead remains of Waerlan Ghel.

Along the walls of this inner sanctum, anyone who reads *goblin* can learn information about Waerlan Ghel's involvement with a fiendish breeding program in Nyrond. This information is valuable to Corvus and the Wilderness Alliance. Providing it to her will help uncover more leads to stamp out the breeding ring.

In the center of the room rests a sarcophagus for a small humanoid. A bas-relief on the lid depicts a resting warrior clad in ceremonial armor wielding a battleaxe. Upon the plaque is the name “Waerlan Ghel” written in the goblin language.

With the final click of the last gear, a secret stone door slides away. It exposes a smaller room and the gilded sarcophagus of the goblin hero Waerlan Ghel. There are no lights within this room.

The walls are intricately carved with more relief images, tells even more tales of heroics by Waerlan Ghel. Though interesting in their own right, what catches your attention is the large ugly blob coming out of the room.

APL 2 (EL 3)

🐛 **Gelatinous Cube:** *Monster Manual* 202.

APL 4 (EL 5)

🐛 **Ochre Jelly:** hp 69; *Monster Manual* 202.

APL 6 (EL 7)

🐛 **Black Pudding:** hp 115; *Monster Manual* 201.

APL 8 (EL 9)

🐛 **Black Pudding (2):** hp 115, 115; *Monster Manual* 201.

Tactics: They are mindless oozes and proceed to kill the nearest opponent first.

Treasure: The body of Waerlan Ghel is in the sarcophagus. Some might consider this a treasure, but it has no known value.

Sarcophagus: hardness 8; hp 90; AC 5; Break DC 35. Removing the lid requires a DC 25 Strength check. Within the sarcophagus lie the decayed remains of a goblin dressed in burial linens and ceremonial jewelry. A DC 10 Heal and Knowledge (religion) confirms that the body is about ten years old and not undead.

CONCLUSION

The PCs must navigate their way back out of the hidden tomb to the surface. There should be no other problems returning to Curtulenn. Depending on what the PCs found and whom they worked for determines how the adventure ends.

A. Kelwyn and the Map

When the PCs bring Kelwyn the information about the temple's location, he is very excited.

Kelwyn's eyes are lit with excitement. "Oh joy, you have found the location to the forgotten temple. Thank you so very much. I now have the keys and the location of the door."

His diverts from you as he begins a mental inventory of what he needs to do. "There is so much more to do. I need to plan an excavation team to go to the temple. They'll need supplies and information and...and... Oh you're still here. Let me sort this new information out and confirm this location with existing maps. I'll keep in touch if you're willing to explore the temple."

Kelwyn fumbles around for your pay. He hands a pouch of coins to each you then he hurries off to his books. As you leave his office, he yells from the back. "You have done me a great service this day. I won't forget it."

B. Kelwyn and the Tomb Only

The merchant is very pleased with your report and treasure.

Kelwyn retrieves several bags of coin and hands them to you. "Your report on this hidden crypt of Waerlan Ghel is very good. I can sell this information to the University and perhaps have Prof. Muskegum do some research there. Are you sure you got rid of all the monsters and traps? Well, it doesn't matter. I'll hire some else to take care of those items."

He offers you a drink. "Yes, this is very nice. You have done well. Perhaps I can call upon your services again some time?"

C. Corvus and the Breeding Program

If the PCs were able to bring her the information from the secret tomb, then read the following.

Corvus is very happy you have found such useful information from the secret tomb. "Not only was the Breeders' Guild involved in the Dark Brother's secret project, but they got key goblin leaders to participate too. This is bigger than I thought. Thank you."

D. Warrior Brotherhood

If you were able to find the bodies of the children (at the bottom of the staircase under the water) or determine that the zombies killed them, then the Warrior Brotherhood is satisfied with your work.

The families of the missing children invite you to a funeral for Turok, Alea and Junyo. Selisa the Peloran cleric gives a moving service and there's not a dry eye in the temple. Scores of farmers and other residents of Curtulenn offer you their thanks, bringing you pies, bread and other gifts of gratitude. The bartender Elo Frith offers you free drinks for the remainder of your stay in Curtulenn.

E. Royal Annals and Rel Mord University

When the PCs return with a map and report about the hidden goblin crypt, Terk Bramblebottom is very impressed.

"This is very good information," says Terk distractedly. "Hmmm, we must organize a survey crew and some guards. This will be a great dig. Oh, where are my manners?"

The little gnome takes some coins out of his pocket and hands them to you. "Here is the agreed upon payment for your services. You have truly added valuable knowledge to the greatest library on Oerth."

The gnome wanders back to his table at the tavern muttering to himself, "Oh I must get Prof. Muskegum to translate the goblin text and..." The gnome continues to list his to-dos and does not notice your exit.

F. Wilderness Alliance and Crypt only

There's not much information to provide to the Wilderness Alliance. They are grateful that you put down the roaming undead in the Haunted Pond.

G. Wilderness Alliance and Breeding Program

The Wilderness Alliance is very pleased with your information. They can use this information to follow new leads and trails to previously unknown breeders. These aberrations of nature will be destroyed.

The Alliance is very happy you have found such useful information from the secret tomb. "Not only

was the Breeders' Guild involved in the Dark Brother's secret project, but they got key goblin leaders to participate too. This is bigger than we thought. Thank you."

H. Local church officials and the bodies

Selisa and the PCs patron church are pleased with your job.

"You have put the minds of the parents at ease and relieved tension in the city. Truly the gods of goodness have blessed your path."

In addition, read the "read aloud" text from Option D if you have not already done so.

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 3: Tears of Bargrivyek

Defeat the zombies.

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

Encounter 4: The Door

Overcome the door trap.

All APL	0 XP
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Encounter 5: The Moldy, Slimy Hallway

Overcome the mold.

All APLs	120 XP
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Encounter 6: Water Weirdness

Defeat the water elemental.

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

Encounter 8: His Lordship's Guards

Unanimated Mummy.

All APLs	0 XP
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Encounter 11: Oozing with Evil

Defeat the ooze.

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

Story Award

Report back about the children's bodies.

APL 2	30 XP
APL 4	50 XP
APL 6	75 XP
APL 8	95 XP

Story Award

Overcome the puzzle in the Main Tomb

APL 2	30 XP
APL 4	55 XP
APL 6	75 XP
APL 8	100 XP

Total possible experience:

APL 2	450 XP
APL 4	675 XP

APL 6
APL 8

900 XP
1,125 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: The Office

APL All: Loot: 0 gp; Coin: 100 gp; Magic: 0 gp

Encounter 3: Tears of Bargrivyek

APL All: Loot – 28 gp; Coin – 4 gp; Magic – None.
Total = 32 gp

Encounter 6: Water Weirdness

APL 2: Loot – 25 gp, Coin – 2 gp, Magic – None.
Total = 27 gp

APL 4: Loot – 25 gp, Coin – 2 gp, Magic – *potion of jump* (4 gp). Total = 31 gp

APL 6: Loot – 25 gp, Coin – 2 gp, Magic – Ring of protection +1 (167 gp), *potion of jump* (4 gp). Total = 198 gp

APL 8: Loot – 25 gp, Coin – 2 gp, Magic – +2 *elven chain of silent moves* (992 gp), *ring of protection +1* (167 gp), *potion of jump* (4 gp). Total = 1190 gp

Encounter 8: His Lordship's Guards

APL 2: Loot – 0 gp, Coin – 99 gp, Magic – None. Total = 99 gp

APL 4: Loot – 44 gp, Coin – 99 gp, Magic – None. Total = 143 gp

APL 6: Loot – 99 gp, Coin – 209 gp, Magic – None. Total = 308 gp

APL 8: Loot – 99 gp, Coin – 209 gp, Magic – None. Total = 308 gp

Encounter 9: Treasure Room

APL 2: Loot – 92 gp, Coin – 245 gp, Magic – *Potion of tongues* (62 gp), *ring of protection +1* (167 gp). Total = 566 gp

APL 4: Loot – 92 gp, Coin – 199 gp, Magic – *Potion of tongues* (62 gp), *ring of protection +1* (167 gp), *slippers of spider climbing* (400 gp). Total = 920 gp

APL 6: Loot – 92 gp, Coin – 232 gp, Magic – *Cloak of the manta ray* (600 gp), *potion of tongues* (62 gp), *ring of protection +1* (167 gp), *slippers of spider climbing* (400 gp). Total = 1553 gp

APL 8: Loot – 92 gp, Coin – 199 gp, Magic – *cloak of the manta ray* (600 gp), *ioun stone, pink rhomboid* (667 gp), *potion of tongues* (62 gp), *ring of protection +1* (167 gp), *slippers of spider climbing* (400 gp). Total = 2187 gp

Total Possible Treasure

APL 2: Loot: 145 gp; Coin: 352 gp; Magic: 229 gp; Total: 726 gp

APL 4: Loot: 189 gp; Coin: 304 gp; Magic: 633 gp; Total: 1126 gp

APL 6: Loot: 244 gp; Coin: 447 gp; Magic: 1400 gp; Total: 2091 gp

APL 8: Loot: 244 gp; Coin: 414 gp; Magic: 3059 gp; Total: 3717 gp

Special

Favor of Kelwyn: You have performed a valuable service for Kelwyn by finding the map. When the PC exercises this favor, Kelwyn will have his contacts with the Church of Zilchus add *merciful* to any magic weapon. This favor counts only as access and the PC must pay the difference in market value for the upgrade. Until this favor is expended, the character is deemed to have an Influence Point with Kelwyn.

Thanks of Priestess Selisa: For returning the bodies of the missing children and solving the mystery, Priestess Selisa Sunboar, of the Church of Pelor, has arranged to teach you the spell *close wounds* (if you are capable of learning it). Furthermore, she has arranged to grant you access (Regional), through the church, to *wands of cure minor wounds* and *cure light wounds* with the Reach spell feat upon them as well.

Map to a Hidden Temple: Your diligence and quick thinking led you to copy down an accurate representation of a map to a hidden temple in the Gnatmarsh. Who knows, it might just turn out to be real.

Thanks of Corvus/Wilderness Alliance: If you were contacted by Corvus or the Wilderness Alliance and successfully brought either or both the breeding information from the tomb's walls, you have their thanks. Circle the appropriate name above (and it can be both).

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 2:

- *Wand of cure minor wounds, reach* (CL 3) (Regional; CD; 4,500 gp)
- *Wand of cure light wounds, reach* (CL 5) (Regional; CD; 11,250 gp)

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

- *Slippers of spider climbing* (Adventure; DMG; 4,800 gp)

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

- *Cloak of the manta ray* (Adventure; DMG; 7,200 gp)

APL 8 (all of APLs 2-6 plus the following):

- +2 *elven chain of silent moves* (Adventure; DMG; 11,850 gp)
- *Ioun stone, pink rhomboid* (Adventure; DMG; 8,000 gp)

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

KELWYN **CR 4**
Male human expert 5
N Medium humanoid (human)
Init +0; **Senses** Listen +0, Spot +0
Languages Common

AC 10, touch 10, flat-footed 10
(+0 size, +0 Dex, +0 class, +0 armor, +0 shield, +0 deflection, +0 insight, +0 natural)
hp 18 (5 HD)
Fort +1, **Ref** +1, **Will** +4

Speed 30 ft. in clothes (6 squares), base movement 30 ft.;
Melee Club +3 (1d6/x2)
Base Atk +3; **Grp** +3
Combat Gear Club (walking stick)

Abilities Str 10, Dex 10, Con 10, Int 11, Wis 10, Cha 12
Feats Skill Focus (use magic device), Skill Focus (knowledge (arcana), Skill Focus (profession (merchant))
Skills 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 +1
Possessions combat gear plus Merchant's Outfit, , dagger, fine hat, jewelry, accounts ledger, and money pouch.

Kelwyn, a merchant of Curtulenn – 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,

APPENDIX 1: APL ALL

but he fancies himself an antiques dealer. His father was an adventurer during the war and his mother exerted a lot of pressure for him to take on a respectable job.

GRINGLE MENK **CR 2**
Male human commoner 3
N Medium humanoid (human)
Init +0; **Senses** Listen +0, Spot +2
Languages Common, Halfling

AC 10, touch 10, flat-footed 10
(+0 size, +0 Dex, +0 class, +0 armor, +0 shield, +0 deflection, +0 insight, +0 natural)
hp 5 (3 HD)
Fort +0, **Ref** +1, **Will** +1

Speed 30 ft. in clothes (6 squares), base movement 30 ft.;
Melee Dagger +1 (1d4/19-20)
Ranged Dagger +1 (1d4/19/20)
Base Atk +1; **Grp** +1
Combat Gear Dagger in boot, dagger in belt sheath

Abilities Str 10, Dex 10, Con 8, Int 12, Wis 11, Cha 12
Feats Run, Skill Focus (bluff), Skill Focus (appraise)
Skills 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
Possessions combat gear plus Commoner outfit, dagger, money pouch, and 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 or gold so he maintains a steady business.

ENCOUNTER 3: TEARS OF**BARGRIVYEK****GOBLIN ZOMBIE****CR 1/2**

Male goblin

NE Small undead

Init +0; **Senses** Listen +0, Spot +0**Aura** Evil, Undead**Languages** None**AC** 15, touch 11, flat-footed 15

(+1 size, +0 Dex, +0 class, +2 armor, +1 shield, +0 deflection, +0 insight, +1 natural)

Hp 21 (2 HD); DR 5/slashing**Fort** +0, **Ref** +0, **Will** +3**Speed** 30 ft. in leather armor (6 squares), base movement 30 ft., underwater (firm footing) 15 ft.;**Melee** Morningstar +3 (1d6+1, 20/x2) or**Melee** Slam attack +3 (1d4+1, 20/x2) or**Ranged** Javelin +2 (1d4+1, 20/x2)**Base Atk** +1; **Grp** -2**Special Actions** Single Actions only**Combat Gear** leather armor, metal shield, morningstar, 6 javelins**Abilities** Str 13, Dex 11, Con 0, Int 0, Wis 10, Cha 1**SQ** Darkvision 60 ft., DR 5/slashing, single actions only, undead traits**Feats** Toughness^B**Skills** None**Possessions** See treasure section.**Damage Reduction (Ex)** A zombie has damage reduction 5/slashing. Zombies are lumbering masses of flesh.**Single Actions Only (Ex)** Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge

ENCOUNTER 3: TEARS OF**BARGRIVYEK****GOBLIN ZOMBIE****CR 1/2**

Male goblin

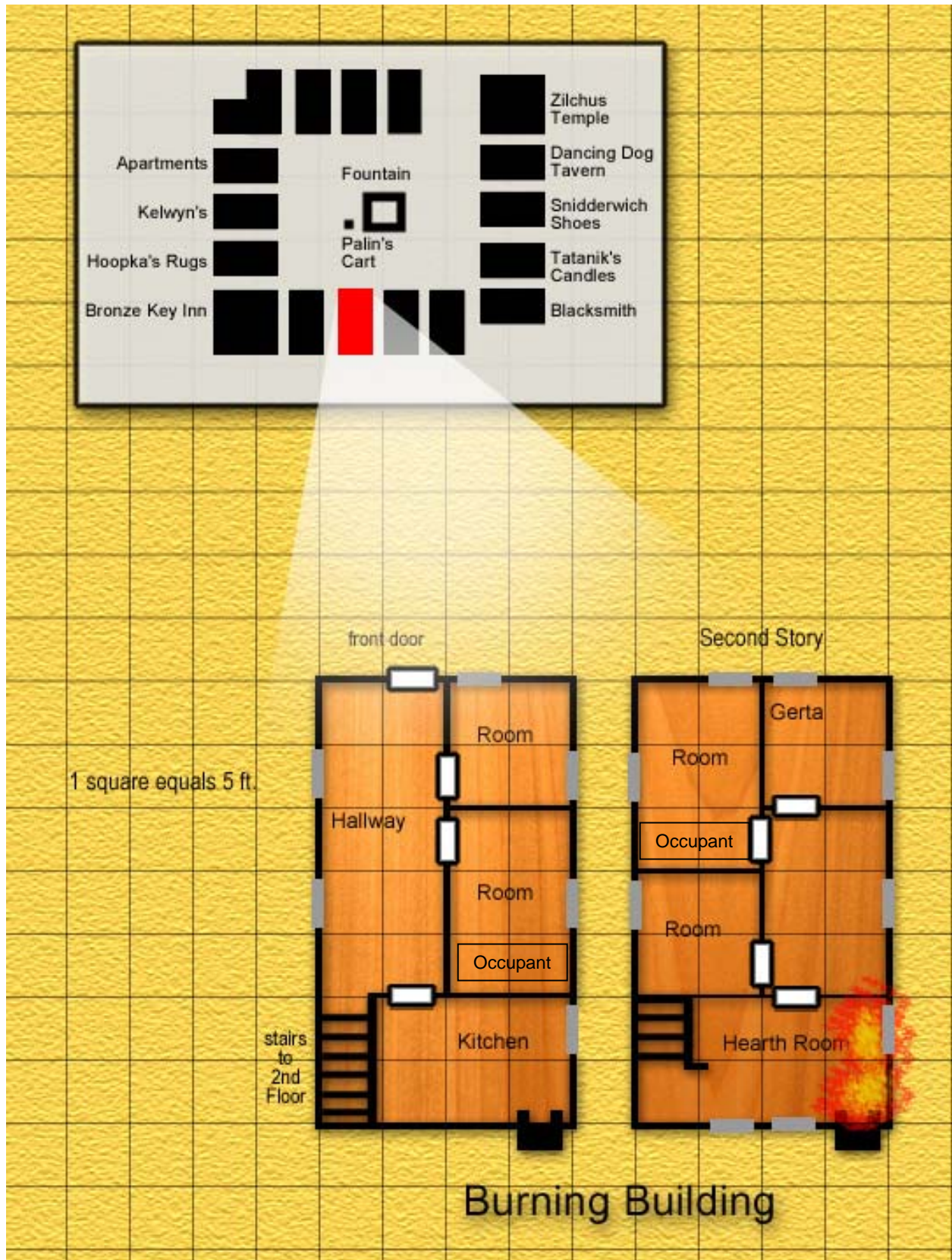
NE Small undead

Init +0; **Senses** Listen +0, Spot +0**Aura** Evil, Undead**Languages** None**AC** 15, touch 11, flat-footed 15

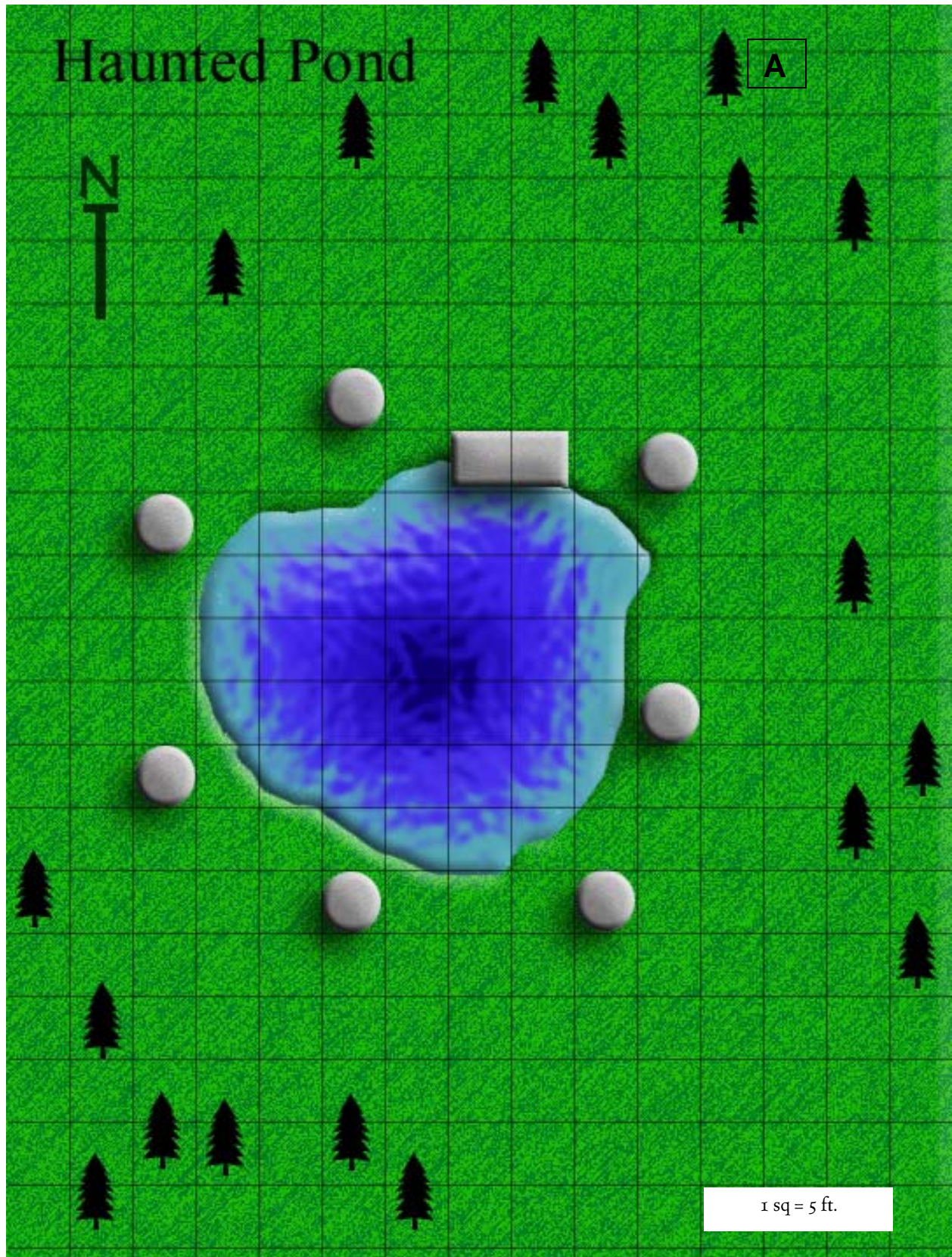
(+1 size, +0 Dex, +0 class, +2 armor, +1 shield, +0 deflection, +0 insight, +1 natural)

hp 21 (2 HD); DR 5/slashing**Fort** +0, **Ref** +0, **Will** +3**Speed** 30 ft. in leather armor (6 squares), base movement 30 ft., underwater (firm footing) 15 ft.;**Melee** Morningstar +3 (1d6+1, 20/x2) or**Melee** Slam attack +3 (1d4+1, 20/x2) or**Ranged** Javelin +2 (1d4+1, 20/x2)**Base Atk** +1; **Grp** -2**Special Actions** Single Actions only**Combat Gear** leather armor, metal shield, morningstar, 6 javelins**Abilities** Str 13, Dex 11, Con 0, Int 0, Wis 10, Cha 1**SQ** Darkvision 60 ft., DR 5/slashing, single actions only, undead traits**Feats** Toughness^B**Skills** None**Possessions** See treasure section.**Damage Reduction (Ex)** A zombie has damage reduction 5/slashing. Zombies are lumbering masses of flesh.**Single Actions Only (Ex)** Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge

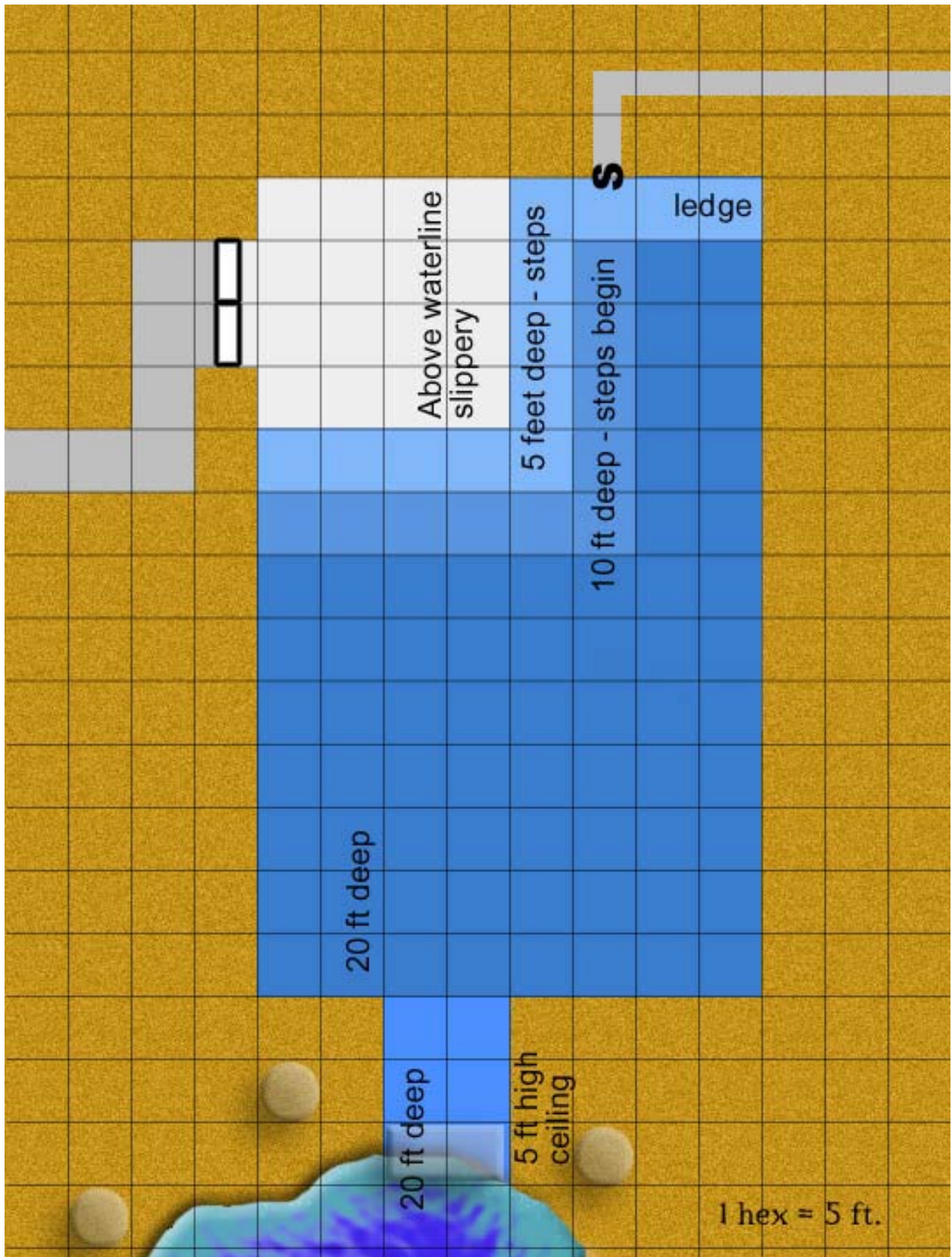
DM MAP 1: BUILDING ON FIRE



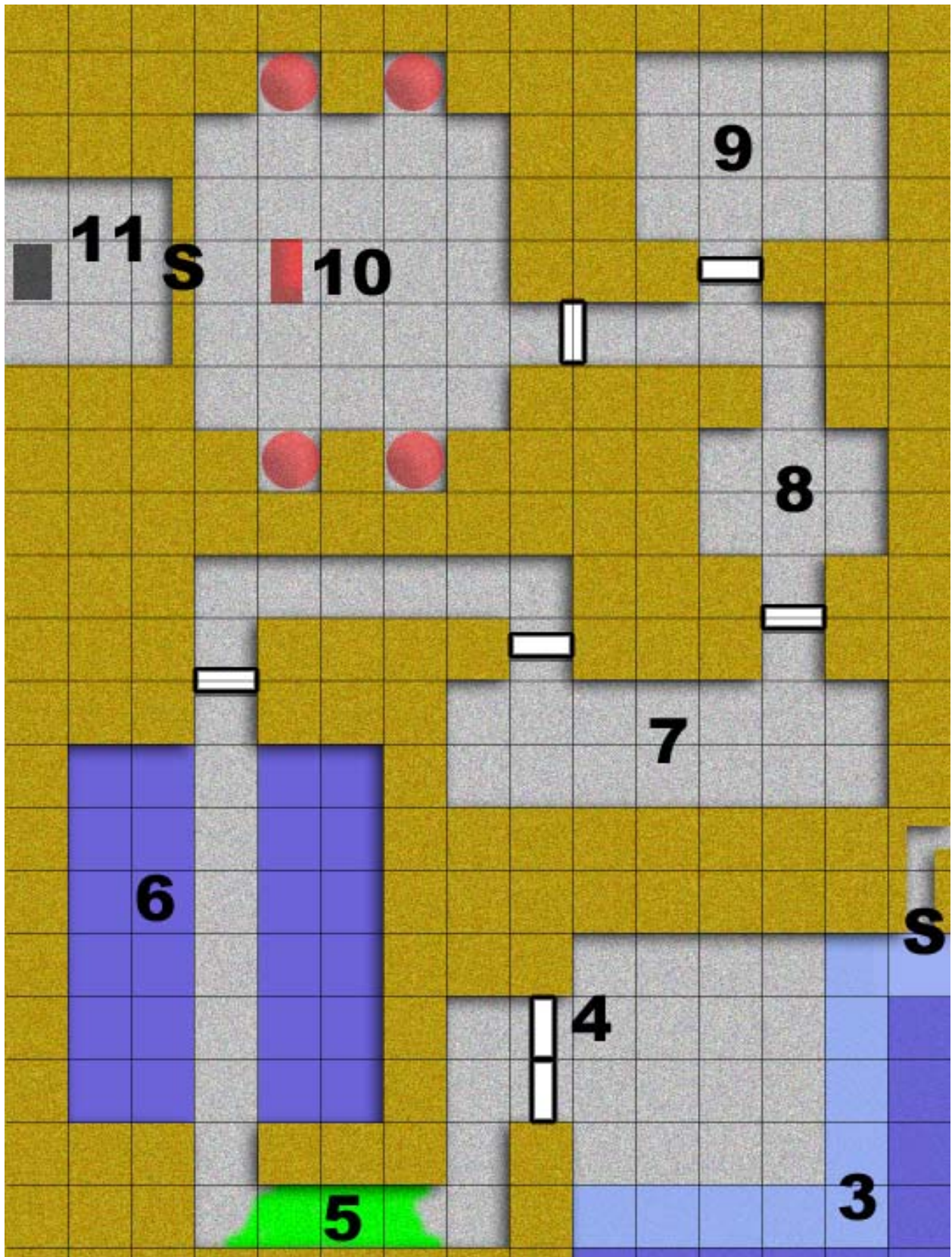
DM MAP 2: AROUND THE HAUNTED POND



DM MAP 3: BELOW POND



DM MAP 4: MAP OF TOMB



1 sq = 5 ft.

PLAYER HANDOUT 1A: FROM CORVUS

Corvus approaches you with a mission. "It's good to see a trustworthy face around here. Those breeders in Little Knob weren't the only ones breeding animals with outsiders. I've come into information regarding a band of goblins doing the same thing. There's a man in town called Kelwyn who knows the location of someone involved with their nefarious breeding program. Get whatever information you can about these goblins and report back to me."

PLAYER HANDOUT 1B: MISSING CHILDREN

Our children are missing. Please help us find them. We are poor farmers with little money to offer as reward. They were lost in the forest near the Haunted Pond. Their names are Turok, Alea and Junyo. Please help us.

PLAYER HANDOUT 1C: UNIVERSITY BUSINESS

Terk Bramblebottom pulls you to the side and says, "It has come to our attention that there is a previously undiscovered goblin tomb nearby. The university would like you to help secure this site for extended study. If you accept please provide us a map to the tomb, a list of hazards and a map of the complex. Also, please remove all lethal traps and guardians so our staff won't be injured when they research the site. You will be paid 400 gp for your trouble, half now and half upon delivery of maps and notes."

PLAYER HANDOUT 1D: WILDERNESS ALLIANCE

Dorn approaches you and says, "Recently, a band of goblins was located just outside of town led by a goblin warrior named Penjo Fen. The Alliance knows there are other bands of goblins in the area and wishes to identify any lairs, camps or sites of interest. We need to keep track of their movements."

He looks around nervously, "The local goblins are playing around with some dangerous breeding program. Be careful of any unusual wolves or worgs you find. Information about the breeders would be useful too."

PLAYER HANDOUT 1E: SELISA SUNBOAR'S REQUEST

My name is Selisa Sunboar, a priestess of Pelor. Several of the town's children are missing. Please help us find them. The families are poor farmers with little money to offer as reward. The children were lost in the forest near the Haunted Pond. Their names are Turok, Alea and Junyo. In Pelor's name, please help find them...or their bodies.

PLAYER HANDOUT 2: INVITATION FROM KELWYN

Please meet me by midmorning bell at my office off the main square. I have something to discuss with you, which may prove rewarding.

May Zilchus guide us to riches,
Kelwyn

PLAYER HANDOUT 3: WAERLAN'S PUZZLE

Along the far wall are four dials with strange symbols on a strong console. Each dial has five symbols. Above the console is a verse written in goblin in a right to left script.

For those who read goblin or can read it through mundane or magical means it says,

*“Worship if ye will,
at the feet of Waerlan Ghel.
To rest thyne eyes on his noble ear,
Turn these knobs for he to appear.
First is second to the general.
Next is a stately fellow.
Follow by the lord of all,
And his friend in battle and sorrow,
Lest ye not choose right,
Curse ye now, forever blight.”*

Each dial has five symbols. Listed clockwise, they are a bloody axe, a whip, crossed sword and handaxe, flail, and paw print.