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Westgate Adventures!

A Game Adventure Module for the OSRIC™ RPG System

Warrens of the Great Goblin Chief

By Dominick Pelletier



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Module APS02

AN ADVENTURE FOR EARLY-LEVEL CHARACTERS OF LEVELS 1-3

Warrens of the Great Goblin Chief

By: Dominick Pelletier



Author: Dominick Pelletier
Editor: Nick Dante Rockers
Cover Illustration: The Endless Slug
Interior Illustration: The Endless Slug
Creative Consultant: Evelina Zielinski
Layout: Dominick Pelletier
Cartography: Dominick Pelletier
Penguin Cuddler: Evelina Zielinski

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INTRODUCTION

Welcome to Westgate! After centuries of warfare, dark times, and epochs of lost knowledge, the world is ready again for able-bodied adventurers to explore and reclaim all which was forgotten. The Western Weald is one such front of hinterlands brimming with adventure potential for new and old adventurers alike. Sometimes, certain adventures come knocking at the gate.

PLAYERS STOP READING AT THIS POINT!

The rest of the material of this module is intended for the Game Master's eyes only. Players who have any knowledge of the material after this point are in danger of damaging the entire role-playing experience for themselves and the rest of the players, as a large part of the experience of role-playing exists in the exploration and discovery of the material written hereafter. Knowing things before they happen outside of an "in-game," character-perspective context is the realm of video game walkthroughs and movie trailers, not the rich, social hobby of role-playing games.

Notes for the Game Master: Warrens of the Great Goblin Chief is an OSRIC-compatible adventure designed for four to eight player characters at levels 1 through 3 (14 maximum total levels). This module is primarily designed for new parties, early in their group career, beginning a new series of adventures, but this adventure may be inserted into any already running campaign with proper modification. The party may be of any type, with any combination of classes and species. No specific classes are suggested as we have attempted to make this game "class-neutral", allowing any group to tackle challenges in their own unique way.

The dungeon-levels in this module were left intentionally sparse, requiring you to fill

in details to all areas *well before* play begins. This is not laziness on our part – this module is an outline of events that can occur in any game setting, not a short story. As with all great Game Masters, such as yourself, monster statistics, numbers, treasure, and special situations will need to be altered to suit your particular campaign flavor, style, and needs. Special pre-game care must be taken for the final encounters of this module. The goblin feud and the Westgate showdown must be planned well in advance of a game night.

Finally, this module comes with a series of appendices which will aid you in your manipulation of the classic goblin to make certain your players have an unforgettable experience in the warrens and beyond.

ABILITY AND PROFICIENCY CHECKS

Occasionally, this module may require that a PC or NPC check against his or her ability scores or a proficiency skill. The *Westgate Adventures! Campaign Setting* materials explains such rules in depth. The following is a quick-reference set of rules if you are without the proper resources. GMs running strictly OSRIC games do not need these rules as OSRIC does not use proficiency systems. We suggest that if you wish to try a proficiency test under OSRIC rules, to test as an ability score test instead.

In all cases, checks should only be required in cases where the proficiency or ability *is being directly tested and there is a chance of failure*. In most cases, a roll is not required to perform a proficiency or ability task in an average manner. A character with basket-weaving should roll only if entering a contest, making a basket for use as a magical item, or expediting the task, for example. Such a character should always be able to make a basket with the proper time expenditure without a test required.

The *Westgate Adventures! Campaign Setting* uses a 3d6 to determine success of any

ability score or proficiency test. **The character must roll under his or her proficiency score or ability score to succeed.** The GM may alter the difficulty of the roll by assigning penalties or bonuses to the player's roll. Bonuses are subtracted from die rolls and may reduce the roll below "0". Penalties are added to die rolls and have no upper limit. All characters, whether PC or NPC, receive automatic bonuses or penalties to proficiency tests (only) based on ability scores which are related to the proficiency being tested. For reference, you may use the table below to determine related ability score modifiers to proficiency check die rolls.

In the *Westgate Adventures!* setting, the target numbers for non-weapon proficiencies are not based on ability scores as many of the 1e and 2e compatible games require. *Westgate Adventures!* proficiencies are exclusive knowledge which can vary greatly between each character and are unrelated to ability scores. Instead, ability scores only adjust the die roll for checking against related proficiency success rolls. In general, commoners will have much higher scores and ability with proficiencies because commoners practice these skills daily as a profession. Adventurers are a profession unto themselves and no longer practice most proficiencies. It is assumed that any beginning non-weapon proficiencies for a character are skills learned *before* the character decided to adventure. Class skills represent adventurer proficiencies. However, adventurers do gain additional points to increase known proficiencies and gain new proficiencies as characters advance in level and age. Should a character retire, he or she will continue to gain proficiency slots. Proficiency ratings are thus abstract representations of specific knowledge and are results of experience, not the cause of experience. Complete information on proficiency systems can be located in the *Westgate* campaign setting materials.

Remember, in no case should a PC be awarded XP for a proficiency or ability check. Proficiencies are used to develop a character or story and are not considered sufficient PC learning experiences when successfully used.

Table 1: Proficiency Test Modifiers for Related Ability Scores

Relevant Ability Score	Bonus or Penalty to Proficiency Check
24-25	+8
22-23	+6
20-21	+5
18-20	+4
16-17	+3
14-15	+2
12-13	+1
10-11	0
8-9	-1
6-7	-2
4-5	-3
3	-4
2	-5
1	-6
0	-8



Chart 1: General Timeline of the Western Weald

Date (Rheahni)	Date (Faydaline)	Event
c. 1,350 BFC	86 GK	Discovery of the New Continent across the sea from the ancient known world by humans
c. 1,200 BFC	157 GK	First exploration of the New Continent Western Weald by ancient humans, the Hikkations; they are repelled by humanoid tribes
c. 1000 BFC	173 GK	First official meeting between the Hikkations and the Green Kingdom
150 BFC	244 GK	Western Weald first claimed and named by humans
10 BFC	276 GK	Prophecy of Julian passes, unfulfilled
0 FC	277 GK	Corafaire is founded by the Bersari people creating a dual-kingdom between the Old and New Continents
8 FC	277 GK	Founding of the Bersari Empire and the First Dynasty
c. 230 FC	290 GK	Major migrations of human refugees from various other human lands across the world to the Bersari Empire
352 FC	300 GK	Bersari Dynasty ends; Mahatzoukepis Dynasty begins on the New Continent, while the Orindi Dynasty claims the Old Continent; both kingdoms retain the Bersari Empire title
665 FC	326 GK	Death of Krinkerjal, the Great Orc General, at the battle of Preston; Mahatzoukepis Dynasty ends replaced by a series of feudal kings unto the present day
678 FC	326 GK	<i>The Great Push</i> ; The orc army is pushed back beyond the Tallpine Forest making life relatively safe for human exploration and settlement.
701 FC	329 GK	<i>The Anvil March</i> begins (grand human expansion and settlement)
755 FC	334 GK	Prince Mæfelwylinâgé (Wylín) establishes the Kingdom of Naerwylg in the Valcorum Forest
892 FC	344 GK	Game campaigns/modules generally set at and after this date
894 FC	345 GK	<i>Watchtower on the Hill</i> events occur in Spring This module's events occur in early Summer

FC = Founding of Corafaire, the capital city of the Bersari Empire

BFC = Before the Founding of Corafaire

GK = Green Kingdom

c. = circa, or "generally thought to be around this date but no hard evidence exists to support it"

ADVENTURE OVERVIEW

A BRIEF HISTORY OF THE WESTERN WEALD

The history of the Western Weald of Westgate is foggy at best — at least according to the humans who now occupy the area. The Western Weald sits in the center of a grand New Continent discovered by the humans of the Old Continent around 2,250 years ago*. Contemporary humans to the current campaign period generally believe that in ancient, pre-discovery times, before men arrived on the New Continent, the sylvan races (elves, sprites, pixies, centaurs, etc.) flourished in the deep forests of Westgate. The forest which cuts through Westgate was then known as the Valcorum Wood (in elvish, Valcorum translates roughly to "a great conference of wood"), but in more recent times, due to war and abstract political boundary manipulation, the Valcorum is split between the Valcorum Forest, the Elfwilde Woods, and the Marefield Forest. Ancient humans known as the Hikkations began to expand into the Weald from the southeast about 2,000 years ago. The sylvan races, led by an elven nation known then (and still today) as the Green Kingdom, reluctantly allowed some human settlements in the Valcorum in hopes of cementing new

allies against a growing humanoid threat from the Northlands (beyond the Tallpine Forest).

There were three major humanoid armies at that time: one of orcs and lesser humanoids, one of ogres and trolls, and one of cyclops' and their kin. Initially, the three armies were loosely controlled and certainly not organized or coordinated. Over time, the humanoid attacks suspiciously became more direct and controlled, resulting in a series of terrible invasions. The humans were driven south from the area numerous times while the semi- and demi-humans and the sylvan species were split to northeast and southwest. The humans, as always, were resistant and fought back, eventually claiming the central region of the Valcorum and re-naming it the Western Weald. The elves of the Green Kingdom and other non-humans remained where they were, deep in the newly named Elfwilde Wood, although the elves were now separated from the other half of their once united kingdom. The elves often refer to their new home as the Valcorumate, or "aspect of what once was our great wood," and remain patient that they will one day return and replant the central forests and bind the Green Kingdom together again. In recent years, an impatient new elven king has established a separate kingdom in the new Valcorum Forest, although this new kingdom has not yet been made public to the humans in the Weald.

The last human push was five generations ago under the military leadership of Count Marinel II and the Vastigere Kingdom. The Vastigere Kingdom is centered between Westgate to its West, and Corafaire to its East. Before the development of the Westgate area, Vastigere was the original hinterland kingdom separating non-humans, humanoids, and barbarians from the more civilized Bersari lands further east and south. Corafaire is the capital city of the Bersari Empire (on the New Continent), and the name of the kingdom in which the city resides, sitting on the coast of the Dolric Ocean.

Name Conventions: The names of the various locations and natural features of the Westgate area seem somewhat random to outsiders. Most of these places have been re-named over centuries by the explorers of every age. Explorers tend to name things based on what they find at a location which would, in turn, cause them to name the place. Permanent titles to places rarely exist since the locals were never trusting of the longevity of their homesteads. Ideally, when the Westgate area is more formally settled, later rulers will re-name the locations again, although more permanently. Westgate and Preston are examples of more general titles which will hopefully stand the test of time. Keeping the area variable allows your players to create

* The game is decidedly written from the ethnocentric perspective of the Bersari Empire population. There are a total of 13 known continents in the world of *Westgate Adventures!* Three of these continents are known to be very large, supporting a vast array of kingdoms and empires. The Bersari Empire has control of two of these larger continents, which they refer to only as the Old and New Continents.

Campaign Flavor:
Westgate Calendrics

There are two major calendar systems in general use in the Western Weald: the Rheahn (pronounced as a cross between “rain” and “ran”) and Faydaline. The Faydaline is a Sylvan calendar used primarily by the elves, gnomes, and sometimes the faerie folk in the area. The Rheahn calendar is the national calendar of the Bersari Empire. It is named after the god of harvests and agriculture and is often referred to simply as the “common” calendar. There are a number of lesser-used calendars in circulation, and many temples and hamlets have their own sacred and agricultural calendars, but for game needs, the Rheahn calendar is the one primarily used.

The Rheahn system is very similar to our own real-world calendar having 12 months, but the Rheahn months each have between 25 and 30 days. Two months each share the same number of days yearly (ex: there are two 25 day months, two 26 day months, and so on). Two additional sub-months are added to the Rheahn calendar during the weeks of the summer and winter solstices, each week lasting 5 days. A normal week for a Rheahn month is 7 days like our own and a year is 340 days long.

We have printed comparable dates for the Faydaline calendar above for PC or role-playing reference. The Faydaline do not count years in the same manner as humans, due to the long lives of the sylvan. Although sylvan creatures are aware of yearly planetary crop cycles, to think of time in such small periods would be tedious on the mind after 500 years. Thus, approximately a single year in the Faydaline calendar passes for every 12 years of the Rheahn. The sylvan folk have a unique additional measurement of time which equates to a single year of Rheahn time which we must translate as a “12-month,” but when speaking of years, the proper understanding is the 12-year interval of time equating to our single year. In addition, the Faydaline calendar is based on ruling cycles of kings or their direct heirs. When the current king of the Green Kingdom passes, a new calendar will begin, with year “0”.

Most dwarves use a special non-solar calendar which is more like our real-world metric system, having 1000 days a year, 100 days a month, and 10 days a week. A typical day for a Dwarf is very different from a solar day, as each 10 hour day for a dwarf is approximately 30 hours long for a surface-living creature. This means that a 10-day week for a dwarf is about 12.5 days for a surface-dweller.

Some Halflings use an important fourth type of calendar they call the Caerdin (pronounced “Cher-deen”), which is a cycle-system calendar. In Halfling cognition, the world exists in a series of overlapping and intersecting cycles, with time being circular, not linear like most other beings in the Western Weald would view it. The Halfling calendar is not printed here as it would require its own separate publication to print it to a functional state for your game. But for role-playing reference, Halfling characters would have weeks of one day, two days, three days...etc., all the way through to forty day weeks which all occur at once, as well as intersecting cross-weeks, usually consisting of three to ten days each. When certain week-days overlap with a cross-week, Halflings celebrate. Each week, whether week-days or cross-week, have a patron deity or hero from Halfling cultural history who presides over that week. On top of the week system, there are also cycles of years of varying week-length; there are no discernable “months” to Halflings. Some Halfling astrologers spend their entire lives studying their calendar and never fully comprehend every permutation. The only example in the real world we have of a calendric system like this in our Western world, is our (in America) Friday the 13th, which occurs any time a “13” calendar date appears on a Friday. Many real-world cultures in Southeast Asia and Oceania use cyclical calendar systems.

Your real-world calendar was designed for agricultural functions. Over time, many western cultures altered the agricultural system from a more agrarian function towards more urban societal and portability need. Most real-world calendar systems which use cyclical or non-solar systems are found in places where there are no discernable seasons and time-marking is not used for year-ranging agricultural reasons. There are, right now, still many cultures which use no calendric system whatsoever, and some cultures who track time only by the changing sounds of forest animals as the year passes by. In many places, people have no birthdays and there are no holidays. Your best data for any fantasy-themed game comes from the real world’s lessons of culture, subsistence, geography, evolution, and time.

of the humanoid armies to the far north. The second plot is a standard, though violent, power struggle between two clans of goblins in the Westgate area.

The many human “incursions” into what was once humanoid areas has enraged the local humanoid tribes, and they have decided to respond viciously, albeit subtly. The old ways of warfare cannot be successful at the moment due to the observed supply areas (villages) the humans have constructed. Should the humanoid armies begin to amass, the humans could very quickly conquer them. Instead, the humanoids have begun a much larger plan – to destroy the supply chains and surprise attack the human settlements. This new army is commanded by an Orc king named Dragosek and his Ogre Mage general, Lakolean.

Until the point when this adventure begins, the local barons have had no idea such plans were in motion. The PCs have a chance in this adventure to thwart the initial plans of the humanoid’s movement, and they may find themselves quickly involved in much larger schemes.

A few weeks before the adventure begins, a magical staff was discovered by an exploration party of Bersari troops, deep in the Valcorum Forest. The staff was wielded by a large group of Hobgoblins and Ogres. It was decided that the staff would be best returned to the Corafaire University of Magic for study. In an effort to keep away thieves and spies, especially in the hinterlands of the Western Weald, military officials decided to hide the staff on a merchant’s wagon of furs and fabric bolts and ferry it to Westgate where a proper military guard unit could take the staff to the university. Sagridore, a wicked wizard who happens to work for the estates and assessments office in the town of Westgate, was sent documents by his superiors to assess the staff’s value. The staff, even if transported in secrecy, must still pay a duty tax as a magical item that enters the city. The Bersari government has agreed to pay the tax on the staff, but the staff must be assessed first. Sagridore happened to know from the description exactly what the staff is – due to his frequent interactions with the local humanoids – and decided it was best for him to alleviate the government of the magical item before it reaches town.

The “foot-in-the-door” for the party occurs due to a power struggle between sub-clans of the Splitspine goblin tribe. Chief Rackhack of the Blackspear goblin clan is hired by Sagridore to steal the special cargo from the secret merchant wagon headed out from Glen’s End to the town of Westgate. The goblins may keep anything they find, although the wizard Sagridore requires a special crate hidden on the wagon and any of the loots’ gems. Unfortunately for Sagridore, Chief Rackhack realized that the crate housed a very important staff and took it for himself. For years, Rackhack had been attempting to gain dominancy in his clan and the staff offers him the chance. The staff is a *staff of goblin command*, which, in the hands of a goblin, will grant the wielder the power of command over other goblins and many other

more flexible characters in terms of race and culture.

As a small GM reference, the nearby Bersari Empire is reminiscent of the High-middle age Franks combined with a dash of Germanic and Greco-Egyptian themes. The Bersari Empire is a great assimilator, picking up cultural traits from everywhere it has colonized, conquered or traded with over the last millennium. We will explore these lands in much more detail as the campaign world develops.

Adventure Background: There are two different, major plots occurring in this module. Both plots deal with power struggles in a newly developing humanoid threat to human lands. First, the wizard Sagridore is the central villain in this adventure. He is interested in one day ruling the Westgate area. To do this, he plans on getting himself a foothold into the ranks of a new army which threatens the Western Weald. Sagridore believes that his best bet, at the moment, is to gather a goblin army to demonstrate his worthiness to the generals

humanoids. Furthermore, although Rackhack was instructed to kill everyone in the merchant group, he has decided that torture is more fun. The merchant and two of the four guards have been, instead, taken prisoner.

Chief Rackhack decided he would rather have a complete goblin army under his absolute control and left his warrens near Westgate to the camp of the rest of the Splitspine tribe, the Sharpclaw clan. His absence will allow the party to infiltrate his warrens, follow Chief Rackhack to the secret camp, and defeat this front of the humanoid invasion before it begins by wiping out both clans of the Splitspine tribe. Finally, if the party is able to rescue the merchant and the two guards, they will learn of Sagridore's plot and get to confront the wizard and expose his efforts as a spy and traitor to the Westgate Estate and to the Bersari Empire.

In a meeting a few days before the game begins, Sagridore fled the warrens after realizing that Chief Rackhack opened the crate and decided to keep the staff. Sagridore does not have the power to wipe out an entire goblin camp, so instead, the wizard decided to hire adventurers to do it in hopes that the local military leaders do not hear of the staff and its capture, and especially of his involvement with goblins. The party enters the game as Sagridore seeks their aid in recovering some of his lost cargo, i.e., the *staff of goblin command*.

The Warrens in the Campaign: This adventure is set around the area of Westgate, on the road towards Glen's End, with the finale set within the walls of Westgate proper. It should be simple enough to change any place names to suit any existing campaign. In any case, unless the warrens are somehow demolished, more humanoids, thieves, or other creatures may take up residence there after the warrens are cleared out. If playing a longer campaign in the Westgate area, this module serves as an excellent start to getting the PCs involved in the larger scheme of political intrigue building in the Western Weald. It is up to you, the GM, to mesh this game into the rest of your campaign, which will require much more extensive work and research than what is presented in this module. We hope that enough is present herein, though, to give you a firm beginning.

Adventure Summary: Although this adventure is fairly linear, the party is offered a few small choices which can augment the final outcome. To GMs working this game into a larger campaign, it is suggested that Sagridore should survive the module and become a consistent NPC villain for the PCs. If Sagridore is slain, then another colleague of his or another student of his wizard-tutor, Brooke the Damned, should plague the party in the future. Brooke the Damned will be developed in later products as a mid-level antagonist, but for now, the lower ranks of her minions will suffice. It is also suggested that the Half-Orc/Half-Goblin Quiggle, visiting the Sharpclaw army encampment, escape and return to his superiors in an effort to draw attention to the party to the humanoids.

Part I: The PCs are hired by an assessor from Westgate named Sagridore to recover a crate from a pack of goblins that attacked the merchants he had hired to transport it. The PCs must head out of town towards Glen's End and find the wagon and the goblin warrens.

Parts II & III: The PCs will explore the goblin warrens seeking the lost crate. Eventually, they will find a merchant and two guards who explain to the PCs that they have never heard of Sagridore and that they work for the Bersari military. They further explain that they overheard the goblin chief saying that he was going to take a small group and head up to the larger goblin camp at a fountain shrine to the north.

In the lower warrens, the PCs discover, as did the goblins, an ancient crypt of a kobold warrior. This entire area is highly unusual and is a small side adventure for the PCs, possibly leading to further development and exploration. It also serves as a foreshadowing to further Westgate Adventure products.

Decision Point: The PCs will need to decide whether to follow the goblin chief or return and confront Sagridore. If the PCs decide to follow the goblin chief, the events of chapter 3 will occur as written. If they decide to return to Sagridore, the events of chapter 4 will occur as written. If the PCs decide to confront Sagridore and then go after the goblin chief, they will find the warrens re-filled and much stronger than before; Chief Rackhack's

plan to dominate the Sharpclaw clan will have succeeded. Should the PCs wait too long to re-assault the goblin warrens, Chief Rackhack will leave and find a new, better hidden warrens to prepare his attack front.

Part IV: The PCs will arrive *en scene* to see the beginning of a goblin feud. They may use the feud as a distraction to attack or may wait for a victor. Either way, the goblin threat should be ended by the end of the chapter, unless the PCs had to flee. If they have to flee, they will find all the remaining goblins under the control of Chief Rackhack back in the warrens.

Part V: The PCs confront Sagridore about his involvement with the staff of goblin command at his office in Westgate. Instead of trying to deceive them further, the wizard (and his thugs) go on the assault. Once Sagridore is defeated, arrested, or escapes, the adventure ends. The PCs are then directed to alert the local administration so that the minister of state is aware of a new, unexpected goblin threat to human lands.

Wandering Encounters: GMs are free to use any wandering monster tables they have already constructed for the Westgate area. The tables below are the recommended tables for the labeled areas. There are population limits to these wandering encounters found on the Monster Roster Table. Should the population limit be reached, no further monsters of that

Table 2: Monster Roster and Population Limits

Monster	Population Limit
Ant, Giant Soldier	2
Ant, Giant Worker	24
Bandits!	3 groups
Black Bear	5
Bugbear	30
Bumblebee, Giant	2
Centaur	4
Cockatrice	1
Ghoul	12
Goblin	Reduce from Clan Roster; no more than 20% loss from Radom Encounters
Hill Giant	6
Hobgoblin	20
Kobold	25
Ogre	7
Owlbear	4
Rat, Giant	25
Rat, Huge	50
Slug, Giant	1
Stag	2
Wereboar	1
Wolf	35
Wolf, Dire	6
Zombie	22

Table 3: Wilderness Wandering Encounters

<i>Roads</i>	Locations (Roll 2d10 1/day and 2/night)				Encounter Type (Go to Sub-table)
	<i>Marefield Forest</i>	<i>Plains</i>	<i>Hills</i>	<i>Other Forest</i>	
2-5	–	2-3	2	–	Travelers Encounters
6-10	2-3	4-5	3-4	2	Military Encounters
11-12	4-8	6-10	5-11	3-8	Monster Encounters
13-17	9-16	11-17	12-16	9-14	No Encounter
18	–	18	17-18	15-16	Special Encounters
19-20	17-20	19-20	19-20	17-20	Animal Encounters

Sub-Table 3A: Military Encounters

Roll 2d8	Number	Encounter
2	1	Knight-Errant + 1d4 Retainers
3-4	2d4	Squire Patrol (Westgate cultural experience): young squires enter the wilderness as a group to defeat one foe, single-handed, each. They are generally very friendly when encountered but will stay to themselves and to their ritual.
5-9	2d3	Westgate Road Guard
10-14	2d4	Westgate Militia
15	1	Paladin + 1d6 Retainers; May include 1 Priest (Level 0-3) as a retainer
16	2d4	Westgate Border Guard (near red estate border only)

Sub-Table 3B: Monster Encounters

Roll 2d8	Number	Encounter
2	1d4	Ogre
3-4	2d6	Kobold
5	1d6	Bugbear
6	2d4	Hobgoblin
7-8	2d4	Goblin
9	1d2	Owlbear
10-12	3d4 + Leader	Bandits!
13-14	1d10+2	Wolf
15	1d2	Hill Giant
16	1	Slug, Giant

Sub-Table 3C: Animal Encounters

Roll 2d8	Number	Encounter
2	1d4	Badger
3-4	1	Bumblebee, Giant
5	Varies	Bird, Normal (Day) Bats, Normal (Night)
6-7	1d4	Boar, Wild
8	2d6	Horses, Wild
9	1d3 or 5+1	Ant, Giant (Worker)
10-12	3d4	Rat, Giant
13	1	Stag
14-16	1d3	Bear, Black

Sub-Table 3D: Special Encounters

Roll 2d8	Number	Encounter
2	1	Wereboar
3	1d4	Centaur
4-5	1	Cockatrice
6-8	1d4	Wolf, Dire
9-10	1	Wayside Inn (1-4 on d6) or Hamlet (5-6 on d6); each can be found only once during the adventure
11-14	2d6	Zombie (Night Only)
15	1d4	Ghoul (Night Only)
16	Special	Dead Ranger. Low-level ranger who was ambushed and killed. He has no possessions remaining, although a careful search of the area will reveal a medium-sized Moonstone worth approximately 200gp. This event may only occur once.

Sub-Table 3E: Travelers Encounters

Roll 2d8	Number	Encounter
2-3	3d3	NPC Party: Average NPC character levels between 1-4.
4-5	3d6	Loggers
6-7	3d4	Rock Gnome Settlers: These gnomes are traveling to locate a new place to set up a small hamlet. They are relatively friendly and might camp with the party for a night or trade with them. This encounter should only occur once during the adventure.
8-9	5d4	Merchants; either Orquesas or Carter House merchants: Wares may include: furs/skins, pottery, glassware (to Westgate only), or fish and game. Any group of merchants will include 3d4 Mercenary guards of levels 0-2. Only 10% of merchants have wares for sale to PCs.
10-11	3d4	Pilgrims: En route to Glen's End or Bass
12-14	2d4	Freemen: A group of freemen of similar profession seeking work at one of the nearby towns, villages, or hamlets
15	2d4	Entertainers (musicians, troubadours, skalds, or players)
16	3d6	Noble Envoy: A lord's envoy seeking taxes or a land survey; the lord will most likely not be present, although at least one minor official will be present

Table 4: The Blackspear Clan Roster

Pop.	Type or Name	Special Notes
1	Chief Rackhack	Fighter 5 (see entry at end of module)
1	Elite Bodyguard (Tragk)	Fighter 3; 15 hp; attacks with short sword +1 and mace (offhand)
7	Goblin Bodyguards	7hp each; Attacks as 1 Hit Die; Short swords and spears
1	Shaman (Pfakak)	(see entry at end of module)
43	Goblins	Spears
28	Goblins	Clubs and small shields
24	Goblins	Short sword and sling
21	Goblin Matrons*	Clubs or rocks
16	Wolves	15-18hp each

* No infants or young exist among this extension of the Blackspear clan

Table 5: The Sharpclaw Clan Roster

Pop.	Type or Name	Special Notes
1	Chief Sharpclaw	Fighter 6 (see entry at end of module)
1	Worg (Kroth)	Personal steed of Chief Sharpclaw
1	Elite Bodyguard	Fighter 3; 15 hp; attacks with short sword +1 and mace (offhand)
7	Goblin Bodyguards	7hp each; Attacks as 1 Hit Die; Short swords and spears
1	Witch-Doctor (Dregal)	(see entry at end of module)
1	Quiggle	Half-orc/goblin; visitor from Dragosek's army
35	Goblins	Spears
1	Goblin Thief	Thief 4; Dagger and Buckler; 13hp
68	Goblins	Clubs and small shields
35	Goblins	Short sword and sling
14	Wolves	15-18hp each
26	Goblin Matrons	Clubs or rocks; generally defensive only
16	Goblin Youths	–
6	Goblin Infants	–

type will be found. If the monster is rolled again, no encounter occurs.

Many of the encounter descriptions are left intentionally sparse, especially those dealing with NPC encounters. These sorts of encounters should be fleshed out by you, the GM, to suit your particular game. We have only included enough information to give the feel of the Westgate setting and what is found there. Obviously, different settings or eras will have different encounters.

This wandering encounter table assumes that most monsters in the immediate Westgate area can be found in just about any geographical area. It does not distinguish between monsters found in hills from forests, for example, only in frequency of types of encounters. If you find an encounter does not suit the situation, change it! No water encounters are listed because water intensive regions are not part of this adventure.

Boxed Text: In certain areas of the module, narrative text will appear in boxes...

...such as this box.

This special text is called "boxed text" and should be read aloud to players as they enter an area or have the encounter listed. It is a general rule that players should not interrupt the narration of the boxed text until the text is complete. When used correctly, boxed text helps to set a pace or flow of the module story. GMs are encouraged to alter or add boxed text to suit their individual campaign or playing needs. GMs are also, of course, free to remove the boxed text as needed.

On the Goblin Armies: The goblins found in this adventure are a clan extension of the Splitspine goblin tribe called the Blackspear tribe (named after their founder's primary weapon). During the entire module, should any wandering goblins be slain, the total number of the clan should drop. The PCs should therefore never find more than the total number of the Blackspear clan available in the region. Should a wandering monster result indicate a goblin and all the goblins have been slain or removed from play in some fashion, either reroll the result or use goblins from another tribe or clan. Not all of the clan goblins are located in the warrens when the PCs arrive, although the GM may adjust the numbers as he or she sees fit as long as the total of the surviving clan is not exceeded. The Blackspear population should not replenish during the course of this adventure.

Some exceptional goblins in this adventure are listed with class levels representing these creatures' experience and expertise. If you do not wish to use the class levels and abilities which would correspond with the levels, simply change the entry to the appropriate similar Hit Dice for the creature, rounding up. Thus, a 5th level goblin fighter would simply become a 5HD goblin.

Role-playing the Splitspine Goblins: These goblins are much more organized than the standard goblins and are viciously dangerous. These creatures are intelligent and know how to attack in coordinated packs instead of just piling on the opponents haphazardly. They also have an interest in taunting foes by such

tactics as randomly throwing objects and spitting. Some, more irritating goblins, have honed their skills at taunting by repeating *all* words spoken by opponents in a sarcastic fashion.

<Example>

Dane Falconridge (PC): "Vile creature, your time is at its end!"

Goblin: "Veyel cweatchure, yor time-ee ist at tis yend!" <throws stone at Dane's feet>

Dane Falconridge: "What? Stop that!"

Goblin: "Sthop dat! Sthop dat!" <throws stone> "Sthop dat!..."

Dane Falconridge: <evades rocks; smoothly beheads goblin>

GM: Meanwhile, that goblin's other eight friends have snuck up behind you!

Abbreviations used in this module:

GM	Game Master	ML	Morale Rating
PC	Player Character	XP	Experience Point Value
NPC	Non-Player Character or Monster	SZ: Size	
		T = Tiny (under 2')	
d[x]	die type (i.e., d10 = a single 10-sided die is rolled)	S = Small (2-4')	
d%	Percentage die roll (2d10)	M = Medium or Man-sized (4-7')	
AC	Armor Class	L = Large (7-12')	
HD	Hit Dice, generally a d8; + or - indicate modifications to the final roll. Ex: HD 1-1 is 1d8 -1 for a total of 1-7 hp. Hp can never be less than 1 per HD.	H = Huge (12-25')	
hp	Actual Hit Points (Full hp in parentheses)	G = Gargantuan (25' +)	
# AT	Number of attacks per round	MV: Movement	
D	Damage inflicted per hit	Cl = climbing rate	
SA	Special Attack	Sw = swimming rate	
SD	Special Defense	F[I-VI] = flying rate and maneuverability rating	
		D = digging/burrowing rate	
AL	Alignment	W = web-crawling rate	
	L = Lawful	St	Strength
	C = Chaotic	Dx	Dexterity
	N = Neutral	Cn	Constitution
	G = Good	In	Intelligence
	E = Evil	Ws	Wisdom
F	Fighter (Class)	Ch	Charisma
As	Assassin (Class)	Ap	Appearance
S	Shaman (Tribal Class)	T	Thief (Class)
		M	Magic-User (Class)

PART I: BEGINNING THE ADVENTURE

IN WESTGATE

This scene is best set when the party is all together and walking down a side-street in Westgate.

It is a warm, late Spring morning in Westgate – the birds sing, the children play in the dusty alleys, and the smell of street-refuse is just beginning to rise from the season's heat.

As you make your way down a quiet side street, a man in yellow robes leans out of a window ahead, waves, and yells at your group, "Hey there! Did you need some quick money? You look like good adventurer sorts, come in, come in!" The man waves towards a small door next to the window. The sign above the door reads: "Assessor's Office: Estates and Salvage".

Ideally, the party will delightfully waltz right inside. Should they not, Sagridore will seek out another foolish-looking party, but he will not find one for another 1d3 days, in case the party decides to return later.

AT THE ASSESSOR'S OFFICE

The office inside is very small. See map 1 for a layout of the area and the office. There is only enough room for two patrons to sit, and those chairs are covered in paperwork which Sagridore will quickly remove as he moves towards his desk. The Assassin, Coltaine, stands against the far wall, eyeing the PCs and making notes of their weapons and equipment, should they have any. Once the party is settled, Coltaine will leave out the back door and will not be seen again until Part V.

"My name is Sagridore," the yellow-robed man says. "I am the Estate Assessor for Westgate. I also address salvage, especially when salvage is found in old ruins such as the type adventurers like yourselves often discover. I have a small job for you, if you are interested."

"It seems some cargo that was being shipped to me from a client in Glen's End has been stolen. Riders returned this morning telling me that they had discovered the remains of a wagon and bodies, which would account for the merchant crew and guards that were supposed to be on the wagon. Further, and more disturbing, the riders noted goblin tracks. There are not supposed to be goblins so close to our civilized lands. I ask that you do us all a favor and find these goblins, defeat them by any means necessary, and return my crate to me so I can continue its tax forms."

"The goblins may have opened the crate. If so, you are then looking for the object which was inside: an ashen staff

identified by three skulls which hang from it. I know nothing further than that about the staff, however, as that was supposed to be my job – to identify and assess it for tax purposes."

"If you are able to recover the staff for me, I will pay each of you 30gp and offer you one percent of the tax value owed on the item, once I assess and bill it. In addition, you may keep anything else you might find with the goblins, tax-free."

Sagridore can be haggled in the price up to 75gp each and 3% tax. Normally, he would never go so high in hiring some low-level adventurers, but he really wants that staff and wants the goblins to pay for stealing it from him. Besides, he does not expect to ever pay the PCs since he assumes that they

will be killed in the warrens – after reducing the goblin numbers sufficiently enough for Sagridore to get the staff himself. Keep in mind, the average income for a mercenary on such a mission would be at most 5gp.

"Fine arrangements. You should begin your search on the road to Glen's End. The riders I hired said they saw the wagon about ten miles down the road from Westgate and about a half-mile, or less, North of the road near the Creepermold Woods. Fairly straight-forward, I think."

"Lastly, I would ask that you move quickly as every hour we wait, the goblins have more time to destroy the staff."



Once accepted, read on:

Sagridore is lying about hiring any riders. He knows where the merchant wagon is because he was just there a few days ago while attempting to get the staff from Chief Rackhack. Sagridore will do anything to avoid giving the PCs any hints that he is guilty of any wrongdoing. However, Sagridore is entirely unaware of Chief Rackhack's plan to destroy his clan rival and that the staff is no longer in the warrens. Sagridore is also unaware that the goblins kept a few prisoners...

The PCs should be on their way shortly. Allow them time to supply themselves with anything they need and can afford. Westgate's prices are standard on any items, and the folk are easy to haggle with. The only items PCs may have a hard time locating would be those items from a more sophisticated medieval era, such as spyglasses, machine parts of any type, or excessive amounts of good paper. Always think of Westgate Town as a well-stocked frontier town.

We have included a GM map (Map 2) for your reference with all important sites listed. Also included is a PC map (Map 3), which is

designed to be photo-copied and given to the party for them to make their own notes. The PC map includes sites which would be known to local people through general folk knowledge. Keep in mind, folk knowledge is often highly flawed. If need be, you may have Sagridore offer the PCs this map.

FINDING THE WARRENS:

THE GREAT WESTGATE ROAD

Use Map 2 (GM) and Map 3 (PC)

The road southwest out of Westgate is locally called the Great Westgate Road. At the moment, the road is simple and is under construction to make it much higher quality.

Wilderness movement uses the "Move Point" concept. Each hex requires a number of move points that are "spent" by the party as they move through. In the OSRIC system, movement is rated based on the scale. For overland movement, characters move at their movement rate divided by 5 in miles per day. A day of travel is considered 10 hours, including watering breaks. Characters on mounts move at their mount's rate of travel.

The party's move points are equal to the miles per day the slowest character or mount is traveling. For example, a single character on a light horse will move at 36 miles (180' divided by 5) or have 36 move points to spend per day.

Movement along the road is fair, allowing a movement rate modification of x2, or 1/2 a move point per clear hex mile traveled instead of the normal 1 move point per clear hex mile traveled. Other movement rates are as below in Table 6, and are based on the OSRIC system of wilderness movement. We have included some simple weather adjustments in case you deem foul weather should fall upon the party.

For a faster-paced game, you may, of course, simply place the PCs where they want to be and arbitrarily assign a time for arrival. Often for beginning parties, especially with inexperienced players, teaching them about the time and resources needed for overland travel is essential to later respect for the adventurer's life, world-setting, and the role-playing game itself. It is therefore suggested that the PCs gather necessary supplies and figure out their travel plans, encumbrance, weight, and the weather.

Area Sites: Listed below is a series of sites the PCs may stumble upon as they explore the western area of the Westgate area. There are many more sites than we listed; feel free to develop the area as your game requires. The sites below are, again, only minimally fleshed out to allow for your own campaign details. The letter and number in brackets refers to the hex location on the GM and PC maps.

[C23]: Creepermold Woods

These revolting woods are the home of a smelly mold called Creepermold. The mold grows along just about any organic object and literally creeps along the surface during the daylight hours. The mold is whitish-green with yellow flecks. Travelers are advised not to touch the mold as it will immediately begin to spread and move along anyone's body. It is very unpleasant, although it does not seem dangerous. The creepermold does not grow anywhere else; it is only found in these thick woods.

[D23-D25]: Goblin Warrens

This area is explained in detail in Parts II and III of this module as it is the party's ideal destination. The remains of the merchant wagon the PCs seek are found at the center of hex D24. Investigation will reveal tracks leading to the entrances to the Warrens in hex D23.

[G13]: Potter's Charge

"Potter's Charge" is a historically significant event which occurred before the Great Push and helped to act as its catalyst. Outnumbered, outflanked, and out of supply lines, a weakened battalion of infantry and some cavalry, made up almost entirely of conscripted guildsmen, decided to full-out charge attack the surrounding division of orcs and trolls. The charge was led by an unknown craftsman

Table 6: Movement Rate Adjustments for Hexes, Features, and Weather

Hex Type	Image	MP per mile	Feature	Image	MP per mile
Clear/ Farmland		1	Good Road		x ¹ / ₄
Light Forest		2	Fair Road		x ¹ / ₂
Medium Forest		3	Trail		x ³ / ₄
Heavy/Deep Forest		4	River (no ford)		+ 1 to cross; Move along as vessel Move Rate
Clear Hills (Rolling)		2	Stream (no ford)		+ 1/2
Hills, Steep		4	Heavy Fog		+1
			Light Rain		+1
			Medium Rain		1/2 Move rate
			Heavy Rain		1/3 Move rate
			Torrent		Cannot Move
Clear Grazing or Scrub		2			

that most believe was a simple pottery-maker, thus the act was called "Potter's Charge." There were no human survivors after the charge, but the effort greatly weakened the center of the orc army's line, forcing the flanks to return to center. As the flanks rescinded, the reinforcements to the lost battalion arrived and were able to push the evil army back, further decimating the humanoid's numbers and destroying some very important humanoid supply lines.

[G24]: Copper Mine

This mine is the property of one of the barons of Westgate, Baron Vermik. Vermik is the baron for the south bank of the town. The copper mine supplies Westgate with the town's only metal export and is the primary source for all copper pieces minted for the entire empire. As with most important minters, the crown renamed the imperial copper piece after Baron Vermik. The new cps are called "Miks" (pronounced *meeks*) and have yearly mint dates from 862 to the present. The previous cps are still found in circulation and the occasional treasure hoard, but most were melted down and re-issued.

The mine has 45 workers from Westgate and is guarded by 20 special mine guards, also from Westgate. There are usually 1-3 administration employees near the mines during daylight mining hours.

[G30]: Ruins

These ruins are of an old pre-Westgate fortress with attached castle. There is very little left of the upper architecture, but a number of adventurers have discovered entrances to the lower dungeons in recent years.

[M9]: Dionysus Shrine

This is a shrine to the god of wine, sexuality, trade, and luxury. It is still maintained by a small group of priests who live nearby. The priests are Chaotic Good and Neutral and will offer aid if needed. Locals know that wild parties occur at the shrine during certain moon phases. However, non-worshippers are reportedly torn apart by the wild revelers.

[O5]: Wylde Wind Woode

The Wylde Wind Woode was so named due to unexpected gusts of strong wind that occur from time to time within the woods. These gusts are known to actually blow riders off of mounts and to slam the unwary adventurer against trees. The locals do not care for the title of the woods, however. The woods were named by a poet who traveled with a mapping and exploration team sometime within the last century. A community of forest gnomes live in the wood, according to hunters and Jerile the Ranger (who resides at the Lone Lake Inn).

[P3]: Ruins

Little is known about these ruins. Due to the dangerous nature of the woods (see below), few have attempted to explore the area. Rumor says that this was once a fishing village.



[P19]: Unknown Tomb

Very little is known about this tomb. No plants grow and no animals wander within a 100 yard area around it. Few explorers will go anywhere near it, and many people have their own "boogey-man" tales about people they knew who went into the tomb, never to return.

[Q11]: Lone Lake Outpost

The outpost sits just outside the western border of Westgate. It is maintained by the Third Army, stationed at Summerdale Fortress, further south. Only about 25 soldiers are on duty at any given time. The outpost is not a fortress; it is simply a very tall sentry tower which watches the borders of the empire. Due to the lack of recent battle, the outpost is starting to see signs of wear.

[Q12]: Lone Lake Wayside Inn

The Lone Lake Inn is a popular roadside establishment for merchants and other travelers between Glen's End, Summerdale, and Westgate. The inn is maintained by a Halfling family, the Hobblecobbs. Visitors may enjoy relatively fine food, drink, song, dance, tax-free business exchange, and the services of the attached brothel. Although a very welcoming establishment, the Hobblecobbs do not enjoy long-stay visitors and always persuade travelers to continue on their way.

[S7]: Lone Lake

A small lake which got its name because it is far from other water sources. Few fish are found in the lake.

[Y37]: Arsephes Shrine

Arsephes is the Orindi (Greek) god of deities worshipped away from home. These small shrines are found throughout the roads of the Bersari Empire to remind travelers that all gods from any religion should be respected. The shrines also serve to help traveling clerics from far away receive their spells as Arsephes is a messenger between pantheons.

[AA31]: Lord Hode's Tower

Lord Hode is a semi-retired adventurer who discovered some sort of secret resource in the hills of the Drop Woods. The Bersari Empire funded the building of a tower and a guard for Hode, and he was elevated to noble rank – although at a very low tier. Lord Hode, as an adventurer, was a Ranger Lord.

[BB37]: The Westgate Mill

This grain mill is one of the largest wind-powered grinding mills on the continent. On average, the mill will grind 20,000 bushels of wheat and corn per year, producing about 5,000 bushels of flour and about 600 tons of cornmeal. A number of merchants have requested that the mill begin to supply plaster, but no official contracts have yet been signed. The mill is operated by an old carpenter named Pontius. Pontius is considered a Landed Noble, and his mill is expected to pass down his family lineage. The mill hires both family and townsfolk, and it has an operational staff of around 35 employees.

[CC29]: Natural Resource

Few townsfolk know exactly what Lord Hode gathers from his estate for the Barons of

Westgate. It is apparently some sort of rare natural resource which the Empire greatly requires. The hills are heavily guarded by Lord Hode's special mounted troops. These troops were granted to Lord Hode by imperial order and are very well trained (average of 3-6th level warriors with leaders).

[DD34]: Westgate Keep and Manor

The great Westgate Keep only houses a small garrison of about 200 troops. In times of concern, invasion, or war, the townsfolk and farmers are brought into the keep and protected from threat. Due to the relative peace in the area for the last generation, the keep is rarely visited by townsfolk, although twice a year, the barons throw festivals within the walls.

The Manor is the home of Baron Vermik. The only time commoners approach the manor is for legal transgressions or tax time. The other barons of Westgate live in the upper-class area of Westgate Town.

[GG32]: Location of the Watchtower from module APS01: Watchtower on the Hill

If you possess the watchtower module, the north-west side of this hex is where we have placed the old ruined watchtower. Otherwise, there is an old unused watchtower on this hill often visited by the townsfolk. It sits and silently watches the farms below. The tower was built to protect the previous town, which existed in place of Westgate during the last major war.

[GG33]: Town of Westgate

The town of Westgate is centered on the Zmelior River and would be considered to have a general public alignment of Neutral Good. The town radiates out from the center and has some class-based districts, but since the town was not originally planned, the districts are unclear. The town itself is not very large, although most standard town services can be found, and almost any item from basic equipment lists can be located here.

The town's population of approximately 1,944 people grows monthly. The map's yellow-checked border around the town describes the farmlands which surround the town proper. Most farmers live in the town itself and travel to their fields. Westgate is considered a "free town" and has no serf labor. The peasant farmer population rent their fields from the manors and pay taxes, but they may sell surplus crop at market (taxed, of course).

Due to the Bersari Empire's legal system, indentured slaves are sometimes seen in the fields doing labor tasks. Most of these indentured servants are in service for only a few years, but some have servitude times of between 10 to 20 years – although never over 25 years. Once this service is completed, the laborer is freed from service and is given some money to restart their lives. No matter the social standing of the person before servitude, freed slaves always have a status of Lower-Lower Class, although they are able to alter this class just like anyone else. Interestingly, there is a certain amount of respect for freed slaves

among the peasantry and lesser gentry, unlike the disdain given to them by other nations.

In all other ways, Westgate is a very typical, adventurous, exciting medieval-historical-fantasy town, perfect for any group of adventurers to begin play from.

[GG37]: Logging Camp

There is no special name for this logging camp because it moves deeper into the Marefield Forest every few years. At any time, 150 loggers work the camp and surrounding woods, supplying lumber for Westgate and most of the other villages and towns of the Western Weald. The Marefield forest has a very nice supply of oak and maple wood, both sturdy and lightweight. PCs may hire on as season loggers for the Spring and Summer if they wish. The pay is a healthy 5gp per week.

[II27]: Westgate Cemetery

This cemetery houses all the properly buried dead of the Westgate area. It has been in use long before Westgate town was settled, however, and some mausoleums and stones have very ancient dates. Although some townsfolk have stories of restless dead who haunt the area, the cemetery is relatively lacking in malevolent activity – at least for the moment.

[JJ21]: Ruins

These are the ruins of a village which used to be the central human's trading post before the last humanoid invasions. Many of the townsfolk of Westgate are aware that the ruins are there, but they are rarely investigated.

[JJ30]: Special Farm

This is a tobacco plantation run by a small human family. Tobacco is one of Westgate's most prominent exports besides lumber and copper.

[KK32]: Temple of Prosperity

This large temple houses worship sites for the three major agricultural harvest deities of the peasantry who live in the Western Weald. The three major pantheons of the common folk are the Bersari, Orindi (Greek), and Neithian (Egyptian). Respectively, the deities worshipped here are Rheahn, Demeter, and Ernute.

About 100 yards to the south of the temple, there is also a small shrine to Pallas, the Orindi god of livestock and farming. Although most priests of the Orindi religion believe the deity to be deceased, many farmers still give offerings to the shrine. Someone is still caring for the shrine, but the priests of the temple have no idea who this caretaker is.

[LL20]: Fountain Shrine of Seralia

This location is explained in detail in Part IV of this module.

[MM22]: Forest of the Pear Trees

This area is dotted with rows of trees whose leafy tops resemble ripe pears. The trees bear no fruit. No one knows where they came from since they look like no other trees that anyone

has ever seen. The location is fairly pleasant and safe and is a favorite spring and summer spot for young lovers. The area is said to be protected by an ancient Druid, although none have ever seen him or her.

Special Areas:

Plain of Steel

This area is a vast plain which stretches North up through the Barony of Preston and to the Elf Wilde Woods. The plain is so-named because many of the most famous battles of the past few centuries have occurred here, littering the area with bits of broken steel. Poverty-stricken peasants and travelers are often found scrounging the ground of the plain in hopes of finding something to sell.

Dropaval Woods

Before human settlers founded the towns in this area, these woods were the northern branch of the Marefield Forest. The original town in this area was built to the western side of what is now the Dropaval Woods. Westgate town is situated in a cleared area along the Zmelior River, separating the Dropaval Woods from the Marefield Forest. The Dropaval Woods are distinguished by the many hills which dot the landscape, unlike the relatively more flat forest to the south. There are a number of strange encounters which can occur in these woods, which is part of the reason that the original human settlement in this area (hex G30) was moved to where Westgate sits today.

Marefield Forest

The Marefield is a very large forest which extends far South and Southeast beyond the map in this module. The forest is named for the great number of quality wild horses that were once found here. Wild horses are still encountered, but their numbers have been greatly diminished due to the frequent wars and monster attacks. Rumor has it that an ancient dragon lives in the deepest areas of the forest and feeds on the wild horses. The local farmers claim that once the horses are gone, the dragon will begin feasting on the people nearby.



PART II: WARRENS OF THE GREAT GOBLIN CHIEF

Use Map 4 for Rooms 1-10

The time between when the PCs leave Westgate and find the warrens is really up to you and the players. The PCs may choose any path they wish towards the directed area and may stop to explore other sights. If you prefer a more action-themed pace, simply start a new scene directly at the location of the wagon about a half-day later from when they decide to leave town. The following part of the module occurs when they reach the Creepermold Woods, near hex D24.

Remains of the Wagon Team [Hex D24]

Once the PCs reach the Creepermold area, it should take little time to find the remains of the wagon they were sent to find. The wagon is located near the center of hex D24. Careful examination will reveal that there was a large goblin force which attacked and burned the wagon. The wagon currently lays on its side, and crates and pieces of debris litter the area. Nothing of value remains, and there is no sign of the wagon's horses. Rangers, Druids, and characters with Tracking or some related skill will notice mostly goblin prints and three sets of human prints headed further into the woods (there were supposed to be horsemen who had found the wagon remains). Depending on how good at tracking the party is, they might be able to find evidence of a fight and two bodies that were dragged back to the warrens. The goblins can easily be tracked to the warren entrances. The entrances are not well hidden and are about 500 yards into the treeline of the Creepermold Woods.

Anyone using Tracking skills near the entrances to the warrens may note two other things. First, there is evidence of a single horse which has been to the warrens from the direction of Westgate, returning the same way within the last few days. Second, there is evidence of a large goblin migration north as recently as the current day's morning. A wandering encounter check from the warrens encounters table (below) should be rolled as the PCs approach any of the entrances. Checks should occur as normal within and around the warrens from this point forward.

ABOUT THE WARRENS

The warrens which the goblins inhabit were once a crypt for a great kobold warrior of a long forgotten kobold empire which once spanned the area now known as the Western Weald. Chief Rackhack's scouts found a partially collapsed cave entrance to this crypt. Thinking the cave was only a cave and unaware of the crypt below, the scouts informed Rackhack of a place to house his army near a strategic town, i.e., Westgate. Shortly thereafter, construction began on the warrens. It was not until the more recent excursions into the second level of the warrens that the goblins found the lost crypt and subsequently looted and destroyed much of the altar area and the tomb of the warrior's son. They have not yet found the secret areas of the crypt, although it is only a matter of time until they do.

The warrens are constructed of dug-out, mud-packed walls of varying thickness. The walls are never thinner than 10' to prevent collapse. The goblins have put stones into the floors and steps of uneven areas of the warrens which are useful when rains turn the floors to slippery mud. Goblins are short creatures. The ceilings of the warrens are low with corridors about 4' in height and chambers

between 4' to 5' 6" high. Most human-sized characters will have to stoop as they move through the dungeons, which will incur a 10% movement rate penalty and a -1 to any attack rolls while in the warrens. Should the GM decide that rains have soaked the floors, the movement penalty rises to 50% and the attack penalty doubles to -2. Characters less than 4' in height (5' in chambers) do not suffer any attack or standard move penalties, but do suffer a -20% rain-movement penalty if it has rained. The goblins have installed wall-scones with torches throughout the warrens. These torches are marked on the map. There is a general 90% chance that any given torch is lit, making the warrens dark and spooky with flickering torchlight and far-off goblin shrieks echoing through the twisting tunnels.

When the PCs find the warrens, the chief will have recently left for the Seralia Shrine. Only a few warriors remain, although all of the female goblins are present. The warrens will not be silent but will be much quieter than a goblin warren ought to be. This point should be drilled into the PCs as they explore the den. Every turn that the PCs take may hold a legion of goblin warriors. The PCs should, over time, realize that something is not right with the warrens until they rescue the merchant and his guards, and they should become aware of the larger agenda surrounding the staff they were to recover.

Because the warrens are considered a goblin lair, all goblins have +1 or +10% to all morale checks above any listed adjustments in individual entries.

WANDERING ENCOUNTERS IN THE WARRENS (ALL LEVELS)

Encounters can occur once per two turns in the warrens. As usual, these turns include combat situations, so it is very possible for

Table 7: Wandering Encounters in the Goblin Warrens (All Levels)

Roll 2d8	Number	Encounter
2	1d6	Hobgoblin explorer (may fight against party and goblins): AC 5; HD 1+1; #AT 1; D 1d8 or by weapon; MV 90'; SZ S; AL LE; ML Humanoid; Monster Level 2; XP 20 +2/hp
3-4	1d4	Wolf: AC 7; HD 2+2; #AT 1; D 1d4+1; MV 180'; SZ S; AL N; ML Animal; Monster Level 2; XP 50 +2/hp
5-8	(01-50%) 2d8	Huge Rat: AC 8; HD 1-1 (1 hp); #AT 1; D 1-3 + disease (5% chance per hit); MV 120'; SZ S; AL N; ML Animal -1; Monster Level 1; XP 5 +1/hp
	(51-89%) 2d4	Rat, Giant: AC 7; HD 1-1 (1d4 hp); #AT 1; D 1-3 + disease (5% chance per hit); MV 120'; SZ S; AL N; ML Animal; Monster Level 1; XP 7 +1/hp
	(90-100%)	Huge and Giant Rats (As above in number)
9-13	2d4	Goblin Warrior: AC 6; HD 1-1; #AT 1; D 1d6 or by weapon; MV 60'; SZ S; AL LE; ML Humanoid; Monster Level 1; XP 10 +1/hp
14	1d4	Goblin Matron: AC 7; HD 1-1; #AT 1; D 1d6 or by weapon; MV 60'; SZ S; AL LE; ML Humanoid; Monster Level 1; XP 10 +1/hp
15	1d2	Badger: AC 4; HD 1+2; #AT 3; D 1d2/1d2/1d3; MV 60'/30'Sw; SZ S; AL N; ML Animal+1; Monster Level 2; XP 30 +1/hp
16	1d2	Snake, Poisonous (Meadow Viper): AC 6; HD 2+1; #AT 1; D 1 + poison (+2 save, death if failed); MV 150'; SZ S; AL N; ML Animal -1; Monster Level 5; XP 255 +3/hp



wandering encounters to occur during another encounter. Encounters occur with a roll of 12 on 1d12. Keep a watchful eye on the goblin population for the Blackspear clan, and reduce the population for the group at the Seralia shrine. No more than 20% (25 of 126) of all Blackspear goblins can be found as wandering encounters.

Room Descriptions

1 Entry

There are three such entries into the warrens. Each entry has a rickety wooden ladder which should hold any PC weight. The entry leading to room 6 has a number of scratches and repairs due to the high volume of wolves that are pushed up and brought down this ladder.

Each of the three entries is simply a hole in the ground on the surface. The Southernmost entry, leading to room 2, is the most likely entry point for the PCs as this hole is very nearest where the wagon remains are found.

2 Armory

These two chambers house the goblin army's weapons and armor. Casually searching through the room will quickly reveal that much of it is missing. It may be that the rooms were designed for carrying much more equipment and the weapons have not been stolen or forged yet, or it could mean that the army is out on maneuvers. Either case should be of concern to the party. The current contents of the chambers consists of 15 short swords, 10 spears, 5 slings, 30 iron sling bullets, 4 suits of leather armor for goblins, and 3 small shields.

3 Trophy Room

Chief Rackhack has set this room aside as a trophy room. He is preparing to fill it with all of the proper trophies he will collect from the human settlements in the next few months. Currently, there are only a few crates and broken stools set around this room, awaiting the forthcoming great trophies. The crate from the wagon is here, standing upright against the wall, as Chief Rackhack will return the staff to the crate after his journey to the fountain shrine is successful. He plans on placing Chief Sharpclaw's head on the stool next to it.

There are always two guard goblins on duty here, even though they guard nothing other than Rackhack's prestige.

Goblins (2): AC 6; HD 1-1 (hp 7, 6); #AT 1; D 1d6 or by weapon (short swords); MV 60"; SZ S; AL LE; ML Humanoid +1; Monster Level 1; XP 10 +1/hp (XP 17, 16 [total: 33]); *Treasure*: 15sp and 6sp.

4 Upper Barracks

The general quarters for all goblins in the warrens. There is a lower barracks on the second level, though it is only sparsely populated because the goblin miners are still digging tunnels.

4A Goblin Warriors Barracks

The bulk of Rackhack's army lives in these quarters. At the moment, only 12 goblins will be found in total at both "A" locations. There is also a goblin leader here who was left in charge of the warrens in Rackhack's absence. If any of these goblins detect the party, the goblins will alarm the rest of the goblins in the warrens by special calls and screeches.

Goblin Leader: AC 5; HD 1 (hp 8); #AT 1; D 1d6 or by weapon (short sword + buckler); MV 60'; SZ S; AL LE; ML Humanoid +1; Monster Level 1; XP 10 +1/hp (XP 18); *Treasure*: 9sp, 3 gems worth 5gp each.

Goblins (12): AC 6; HD 1-1 (hp 7 x2, 4 x5, 3, 2, 1 x3); #AT 1; D 1d6 or by weapon (clubs); MV 60'; SZ S; AL LE; ML Humanoid; Monster Level 1; XP 10 +1/hp (XP 17 x2, 14 x5, 13, 12, 11 x3[total: 112]); *Treasure*: 168sp total and 1 gem worth 20gp.

4B Tragk's Room (Sergeant)

Tragk is Chief Rackhack's trusted bodyguard, and recently, Rackhack decided to promote Tragk to the rank of sergeant. Tragk's room is spartan, having only a few low-value furs. A careful search will reveal his favorite spiked club and a common short sword.

4C Chief Rackhack's Chamber

The chief is, of course, absent. This chamber is covered in skins and furs of various animals and would be considered a very luxurious room – for a goblin. The chief has taken his equipment with him on his journey to the fountain shrine, but his personal treasure is still here, split between two trapped trunks. Each trunk has a poison needle trap in the keyholes which will cause 1 point of damage to anyone setting off the trap by picking the lock or using the correct key (currently with Rackhack), and if a save vs. poison is failed, the victim will lose 1d4 Strength and receive an additional 1d6 damage over the next 5 minutes. The Strength will return at one point per day of complete bed rest.

Chest 1 contains: 2,435cp, an *oil of slipperiness*, and a *potion of sweet water*
Chest 2 contains: 2,430cp and 954sp

4D Goblin Matron's Chamber

All of the matrons except Rackhack's five concubines are present in the warrens. Half of the matrons are always here, while half are always in room 5 below.

Goblin Matrons (8): AC 6; HD 1-1 (hp 7 x2, 6 x3, 4, 2, 1); #AT 1; D 1d6 or by weapon (clubs); MV 60'; SZ S; AL LE; ML Humanoid; Monster Level 1; XP 10 +1/hp (XP 17 x2, 16 x3, 14, 12, 11[total: 119]); *Treasure*: 42sp total and 1 copper ring worth 5sp.

5 Kitchen and Storage

This large area is for food preparation and cooking. The goblins eat in the center area of this chamber in shifts until the feast hall is constructed (planned for the next month). The floors are littered with debris from countless goblin meals. Pieces of rats, rotten vegetables, and even

some small human parts such as finger bones can be found if searched.

Goblin Matrons (8): AC 6; HD 1-1 (hp 7, 6, 3 x2, 2 x2, 1 x2); #AT 1; D 1d6 or by weapon (cleavers or cauldron spoons); MV 60'; SZ S; AL LE; ML Humanoid; Monster Level 1; XP 10 +1/hp (XP 17, 16, 13 x2, 12 x2, 11 x2[total: 118]); *Treasure*: 65sp total.

5A Dry Storage

This room contains many sacks of grain stolen from the local merchants and mill, as well as a number of crates and sacks of fruits and vegetables. Some of this food can be used as rations for the party.

5B Cold Storage

This area sits low in the ground and apart from the rest of the warrens in an attempt to keep raw meat from spoiling. Goblins do not really care whether the meat is spoiled or not, but Rackhack is preparing for guests. The meat found in the room at the moment includes giant rats, black bear, and pieces of the two human guards they killed earlier this week. If playing your game with any sort of fear or horror rules, seeing the humans butchered along with the bear is cause for a check.

6 Wolf Den

This area is the underground housing of the wolves the goblins use for hunting and defense. Since the goblins are too close to human settlements, the wolves need to be penned underground at great annoyance to the goblins. Once Westgate is under siege, the wolves will be permanently penned above-ground. This room smells absolutely awful and has nothing of value.

6A Wolf Keeper's Quarters

Only one of the five keepers is currently in residence. This goblin's job was to clean the wolf droppings from the pathways into and out from the warrens. If any of the goblins in the warren could be negotiated with for information, this is he. He hates his position and will do anything to thin the ranks above him. At the same time, as with any goblin, he will waste no time in turning on the PCs at any moment.

Goblin Wolf Keeper: AC 7; HD 1-1 (hp 5); #AT 1; D 1d6 or by weapon (club); MV 60'; SZ S; AL LE; ML Humanoid -1; Monster Level 1; XP 10 +1/hp (XP 15); *Treasure*: 10cp and 5sp.

6B Wolf Pens

The pens are currently empty as all wolves are with Rackhack's army. These pens have nothing of value and are at the apex of disgusting.

7 Dungeon

This area is the general dungeon for the goblins. It is where any standard prisoners are taken, usually only until the goblins

decide to eat them. Two goblin guards are on duty here at all times. The two cells (A and B) have locked doors which are very easy to pick (+20% to any Open Locks rolls). The cells have a connecting door which is rarely opened and is also just as easy to pick.

Goblins (2): AC 6; HD 1-1 (hp 5 x2); #AT 1; D 1d6 or by weapon (morning stars); MV 60'; SZ S; AL LE; ML Humanoid; Monster Level 1; XP 10 +1/hp (XP 15 x2); *Treasure*: 13sp, 10sp, and crude keys to the cells of this area.

7A Cell

This cell contains Gloria Stern, a female human mercenary hired to guard the merchant wagon. She will be very eager to leave the warrens. Her weapons and armor are not in the warrens and are being used by the goblin army.

Gloria Stern: F2; AC 10; hp 1 (9); #AT 1; D by weapon; MV 120'; SZ M; AL LN; ML Human +2; St 16, Dx 14, Cn 15, In 7, Ws 8, Ch 12, Ap 13

7B Cell

This cell contains a female human mercenary named Summer Troyes, also hired to guard the merchant wagon. She too is eager to leave the warrens, but would also like some revenge on the goblins. Like Gloria, her weapons and armor are not in the warrens.

Summer Troyes: F2; AC 9; hp 2 (11); #AT 1; D by weapon; MV 120'; SZ M; AL CG; ML Human +2; St 17, Dx 15, Cn 12, In 9, Ws 14, Ch 15, Ap 17

Both human mercenaries can tell the party that they are members of the Bersari military and posing as mercenaries guarding a wagon. They know there was a secret crate on the wagon but are not aware of what was inside. They do not have any other useful information. If healed, the warriors will be grateful and may temporarily join the party to end the goblin threat, even to the fountain shrine. If the party returns to Westgate with the women, the party can have the option of using the women's connections as military guards to arrest Sagridore and bring him to justice.



8 Special Prisoners Dungeon

This area is a “show” dungeon for Rackhack to show-off his more special prisoners. Usually, the prisoners in this type of cell are reserved for ransoms or political manipulation. Currently, the merchant who was to transport the goblin staff to Westgate is here. There is a hole in the floor which leads down about 15 feet to the lower area, room 16.

The merchant’s name is Orville of Orquesas House, a very prominent merchant family organization centered in the town of Licoco in the Vastigere Kingdom. The merchant is aware of what the staff is and who had ordered its transfer. He was to hand over the cargo to a military agent in Westgate (never directly to the wizard) named Lieutenant Craig. Orville also was able to hear the conversation between Rackhack and Sagridore a few days earlier, learning that someone with the name of Sagridore paid the goblins to attack the wagon and that the goblins decided to double-cross the man. Orville knows that the goblins have gone north to some sort of

fountain shrine to confront another tribe or clan, but his details are unclear because he doesn’t really speak goblin. If the PCs hurry, they could stop all the goblins at once. Orville is also aware that the PCs arrived just in time – the goblins were going to feast on all the prisoners once home and victorious from the fountain shrine.

Three goblins are stationed in this area at all times and will, of course, be unhappy about the PCs presence.

Goblins (3): AC 6; HD 1-1 (hp 6, 5, 4); #AT 1; D 1d6 or by weapon (footman’s mace); MV 60’; SZ S; AL LE; ML Humanoid +1; Monster Level 1; XP 10 +1/hp (XP 16, 15, 14 [total: 45]); *Treasure*: 12sp, 8sp, 6sp, and keys to the cell of this area.

Orville of Orquesas House: Merchant (Level 0); AC 10; hp 1 (4); #AT 1; D by weapon; MV 120’; SZ M; AL NG; ML Human; St 10, Dx 13, Cn 12, In 14, Ws 8, Ch 13, Ap 12

9 Throne Room

This large chamber is a common room for the goblins of the warrens. At times, Chief Rackhack uses the room as a throne chamber. When the throne room function is used, the goblins of the warrens gather around the outer perimeter beyond the three mud and stone “pillars” in the room, making a foreboding experience for any who approach the chief at his throne. The throne itself is a large (for a goblin) seat made of low, flat stone with a backrest, covered in rabbit and fox furs. There are two wood benches on either side of the throne for Rackhack’s sergeant and concubines.

While the chief is away, some of the remaining goblins are using the room as their daily common room. Any sign of the PCs will alert them to a problem, and they will call for reinforcements from the barracks and kitchen. The miners on the lower level should be able to hear goblin calls from this location and will arrive in 1d4 rounds to any trouble.

Goblins (7): AC 6; HD 1-1 (hp 7, 6, 5, 2 x2, 1 x2); #AT 1; D 1d6 or by weapon (clubs and one has a short sword); MV 60’; SZ S; AL LE; ML Humanoid; Monster Level 1; XP 10 +1/hp (XP 17, 16, 15, 12 x2, 11 x2 [total: 94]); *Treasure*: 56sp total.

10 Stairs Down

The stairs here are made of polished granite and are very unlikely to be goblin in design. The steps are steep, designed for smaller feet, and descend about 20’ down to the level below. A search of the room will discover that there were once other stone structures here, but they are now lost. Originally, there was a stone entryway and two surface shrines.



PART III:**LOST CRYPT OF FRIPRAKIS**

Use Map 5 for Rooms 11-26

The lower area of the warrens was once a crypt to a great kobold warrior from an ancient and powerful kobold empire. The discovery of this area by the party is most likely the first time any of the regional scholars would have ever heard of such a civilization. The goblins have no interest in these sorts of things and have instead ransacked all of the areas they have found so far. It should be noted that the goblins first found this area by digging the hole in room 8 above. As they began to dig their first test tunnels, they found a stone wall and broke through, discovering this area.

The crypt areas are just as cramped as the warrens above since the crypt was made for kobolds. The ceiling is 5' high, and the average hall is only 5' wide. Movement rates should be normal through most of the crypt since the floor is stone. Unlike the torch-lit warrens, the crypt has no lighting.

11 Shrine to Chakagul

This area was once a shrine to the ancient warrior god of the kobolds, named Chakagul. This Lawful Neutral Lesser deity was the patron of warriors, battles, victory, honor, and tactics. Some kobold tribes might still worship this god today. Should any PCs fix up the shrine, give an offering, or somehow repair the statue (see below), the PC(s) may receive a small boon from Chakagul in the form of a +1 to all attack rolls for the next week.

The statue in the center of this area is of Chakagul and is carved out of a red marble. He is presented as a strong kobold with four arms, each holding an object: sword, feather or quill, orc head (by the hair), and a battle axe. He wears a belt made of sprites bound by their ankles to the belt and writhe unsuccessfully to free themselves. The statue has been greatly damaged by goblins, and its original value of 4,000gp is now reduced to about 750gp. If PCs wish to take the statue, it is 5' tall, weighs about 800lbs, and has an encumbrance of 12,000cn.

12 Crypt of Rapakis

A large stone sarcophagus dominates this rear chamber. This is the resting place of Rapakis, the first son of Friprakis. The goblins have opened the stone lid and have destroyed the remains of the son and taken his grave goods. The inscription on the lid of the sarcophagus is written in an ancient kobold language and can be translated to approximately: "Rapakis the bold, Last of the Friprakis line, watch him, Mur the Undying, for you have the son of the greatest warrior soon at your cave. Mnasusek, let him pass, for if you do not, it is assured Rapakis will challenge you." There are bits and pieces of bone and fabric still in and around the sarcophagus.

New Rules:
FIGHTING WITH TOOLS

From time to time, when adventuring underground, players may wish to grab a mining or caving tool at hand for fighting. In both 1e and 2e compatible games, rules for tools-as-weapons are scant, if such rules are present at all. We present a quick reference guide to GMs running combat with this sort of gear. Note that tools are designed to be tools, not weapons. This means that a tool is often much heavier and more difficult to swing at a moving or defending target. Throwing a tool with any accuracy or damage potential is very difficult at best.

A number of items can be used as weapons in mines and other excavation areas. Pick axes, shovels, lanterns, empty barrels, hammers, spikes, and loose timber can all be used as weapons. Tools are designed with a special purpose in mind. Weapons are tools for combat, for example, and have a variety of in-combat functions. Mining tools are tools for digging or breaking apart rock and soil. Being hit with a mining tool is easily instantly fatal; even plate armors have little protection versus a pick axe thrust. Unfortunately, tools are not easily wielded in a combat situation. Although a pick axe can break a rock, swinging a pick axe to hit a moving armored target is a completely different thing. Granite does not often have a high Dexterity and dodging skills. With all of this in mind, here are a few statistics for various mining tools. If you think of other tools, we hope the range below will allow you to work in similar statistics. When all else fails, default to the stats for a club or torch.

In all cases, non-proficiency penalties apply to using all tools. Anyone with a non-weapon proficiency slot in Mining or a related proficiency may reduce the penalty by 1. Some weapons are so heavy there is an additional -2 attack penalty to wielding them. These heavy weapons are mattocks, pick axes, and sledgehammers. Of course, other weapons can be found in mining or cave environments, such as picks or whips, but these weapons are commonly found on already printed general equipment lists and are not listed here. And don't forget the flaming oil and nail caltrops...

Tool Clarifications

This is a short list of tools you may be unfamiliar with. Everyday tools are unlisted. Some tools are included here which are not on the tool-weapon table as these special tools are more for creating special combat situations or irritants.

Adze – The adze is an agricultural tool which looks like a modern-day hoe. It has a heavy, flat, hand-shaped iron blade at the top of a shaft of wood for tilling soil.

Chalk Dust – A useful and plentiful powder for throwing into the eyes of an enemy. A character must make an attack roll versus their target at a +2 bonus due to the area effect of the dust cloud (3-5' area if a handful). If successful, the target must make a save vs. paralyzation or be blinded for 1d4+1 rounds. Other dusts include ash, coal dust, dirt, gypsum, ore dust, salt, and soot.

Coals, Hot – Hot coals are usually used as irritants but can cause some damage. Combatants may use heavy heat gloves and throw the coals or may spill basins of coals on the floor to create a movement problem for their enemies.

Crampons – These are spiked shoes and sometimes matched with spiked-palm gloves used for climbing. If used in combat, these can cause some slight damage and may be worn while wielding other weapons without penalty. Foot crampons will cause a movement penalty of -10% if on a surface where the crampons are unnecessary (ex: stone or brick).

Mattock – The mattock is an agricultural tool for loosening soil. It resembles a long pick axe but instead of a pike or hammer on its tips, the mattock has two adzes.

Maul – A maul is a very large and heavy wooden hammer used for driving stakes and pins. It is difficult to wield, requires two hands, and does little damage. A mallet, by comparison, is much smaller and designed for a single hand.

Nails – There are 101 uses for iron nails. Get creative.

Nets – Just as a general rule, net traps are very easily hidden in mining or cave situations. Characters attempting to detect net traps suffer a -10% penalty while underground or at construction sites. It is not that the character cannot see the net, it is that it is unclear whether or not the net is a trap.

Rope and Pulley – In drastic situations, a person can cut a pulley-rope and make a quick knot. The rope and pulley then becomes a swinging wood club on a rope. Chain pulleys are usually not used in such a manner. Some books refer to this as block and tackle.

Table 8: Tool-Weapon Statistics

Tool	Cost	Weight (lbs)	Bulk	Damage (S-M/L)	Size	Type*	Speed	ROF	Range† (S/M/L)	Range† (OSRIC)
Adze	1gp	7	180cn	2d3 / 1d4+1	M	B/H	7	—	—	—
Bottle**	3cp	1	10cn	1d3 / 1d2	S	B/S	3	1/1	1/2/3	10'
Chain	5sp	3	150cn	1d4+1 / 1d4	L	B/E	5	—	—	—
Coals, hot**	1cp	1/10	5cn	1d2 / 1d2	S	B	2	1	1/2/3	10'
Crampons	3sp	1/2	5cn	1d4 / 1d3	S	S	1	—	—	—
Crowbar	2gp	3	30cn	1d6 / 1d3+1	S	B	5	2/1	1/2/3	10'
Hammer	5sp	3	15cn	1d3+1 / 1d2	S	B	2	2/1	2/4/6	20'
Hacksaw	2gp	1	45cn	1d6+1 / 1d6	S	S/H	4	—	—	—
Hand Saw	1gp	2	80cn	1d6 / 1d4+1	S	S/H	6	—	—	—
Lantern**	Varies	2	50cn	1d4 / 1d2	S	B	5	1/1	-1/2	5'
Mallet, wooden	1gp	1	10cn	1d2 / 1d2	S	B	4	1	-1/2	5'
Mattock	3sp	8	210cn	1d6+1 / 1d4+1	M	B	8	—	—	—
Maul	6sp	5	120cn	1d4 / 1d4	M	B	8	—	—	—
Pick Axe	2gp	10	200cn	1d10 / 2d10	M	P/B	15	—	—	—
Rope and Pulley**	8sp	5	100cn	1d6 / 1d4	S	B/E	8	1/1	-2/3	5'
Shovel	5sp	6	180cn	1d4+1 / 1d4	M	B	7	—	—	—
Sledgehammer	2gp	10	180cn	2d3 / 2d4	M	B	10	—	—	—
Spike, Iron***	5cp	1	10cn	1d3 / 1d2	S	B/P	1	1/1	1/2/4	15'
Stool, Wooden**	Varies	4	160cn	1d6+1 / 1d6	S	B	8	1/1	-1/2	5'
Timber, Small	—	8	160cn	2d6 / 1d8+1	L	B	12	—	—	—

* 1e and 2e Additional Reference

H = Hacking

E = Entangling

** Breaks 1 in 6 chance; may ignite target for 1d4 damage if heated or flaming

*** May be held in hand and used as brass knuckles or sap

† Range for Westgate Adventures! and OSRIC rules are given. Use the appropriate column for the rule set you are using.

13 Offering Chamber

This room once held food and drink offerings for the dead. All the pottery and goods in this room have been well destroyed by the goblins. Along the west wall is a low platform. There is a pressure plate in the southwest corner that the goblins have overlooked. A normal search by PCs will uncover it. If pressed, the secret door to the northwest will slide to the right and open.

14 Shaman's Quarters

Pfakak, the shaman, is currently with Rackhack and is not in the warrens. This chamber is covered in small trinkets, fetishes, and charms, none of any real value. A thorough search of his chambers will uncover a small dug-out hole in the east wall housing a gold arm band (75gp) and a *potion of climbing*. The arm band belongs to Summer, who is being held in Room 7B. Unless the party is cruel or rude to her, she will freely give this band to the party for rescuing her.

15 Banquet Chamber

Originally, this room was used by family and priests to celebrate the spirits of the dead housed here in monthly and yearly ritual banquets. When the goblins broke through the south wall, the chairs and

large table quickly disintegrated. The rest of the pottery in the room was quickly smashed. A careful search of this room will uncover ancient bones of long-dead mammals and humanoids eaten by the kobolds. There is a 1 in 10 chance that on any search, a small silver two-pronged fork will be found, valued at about 5gp. The north and south walls have short raised areas which were used for the food pottery.

16 Tool Room

This chamber is the tool storage room for the goblin miners working in rooms 17-19. There are currently a large number of shovels, pick axes, chisels, and buckets here since most of the goblins are away at the fountain shrine. No goblins are currently in this room, but there is a 20% chance per turn of a goblin wandering in here to replace a broken or worn tool or get a new bucket.

17 Lower Barracks

This area will house the incoming goblins once Rackhack returns from the shrine. The ten goblins here are working fast to clear out the area and will be greatly irritated if they find PCs behind them.

Goblins (10): AC 6; HD 1-1 (hp 6 x2, 5 x3, 4, 2, 1 x3); #AT 1; D 1d6 or by weapon (pick axes [1d10] and shovels [2d3]); MV 60'; SZ S; AL LE; ML Humanoid; Monster Level 1;

XP 10 +1/hp (XP 16 x2, 15 x3, 14, 12, 11 x3 [total: 136]); *Treasure*: 134sp total.

18 Private Chambers

This small area will be the chambers for goblin leaders. Only two goblins are working here at the moment.

Goblins (2): AC 6; HD 1-1 (hp 5, 4); #AT 1; D 1d6 or by weapon (pick axes [1d10 dmg]); MV 60'; SZ S; AL LE; ML Humanoid; Monster Level 1; XP 10 +1/hp (XP 15, 14 [total: 29]); *Treasure*: 14sp total and one gem worth 25gp.

19 Fest Hall

This chamber will eventually be the lower festival hall of the tribe. There are currently 12 goblins working in here.

Goblins (12): AC 6; HD 1-1 (hp 7 x2, 6 x2, 5, 4, 3, 2 x3, 1 x2); #AT 1; D 1d6 or by weapon (pick axes [1d10 dmg] and shovels [2d3 dmg]); MV 60'; SZ S; AL LE; ML Humanoid; Monster Level 1; XP 10 +1/hp (XP 17 x2, 16 x2, 15, 14, 13, 12 x3, 11 x2 [total: 166]); *Treasure*: 75sp total and three gems worth 20gp, 15gp, and 3gp.

20 Sacked Offerings

Like the rest of the main crypt, this area is mostly broken pottery and bits of fabric



MAP KEYS

Westgate Town Key

Assessor's Office Area

Parentheses indicate specialty or explanation of shop services

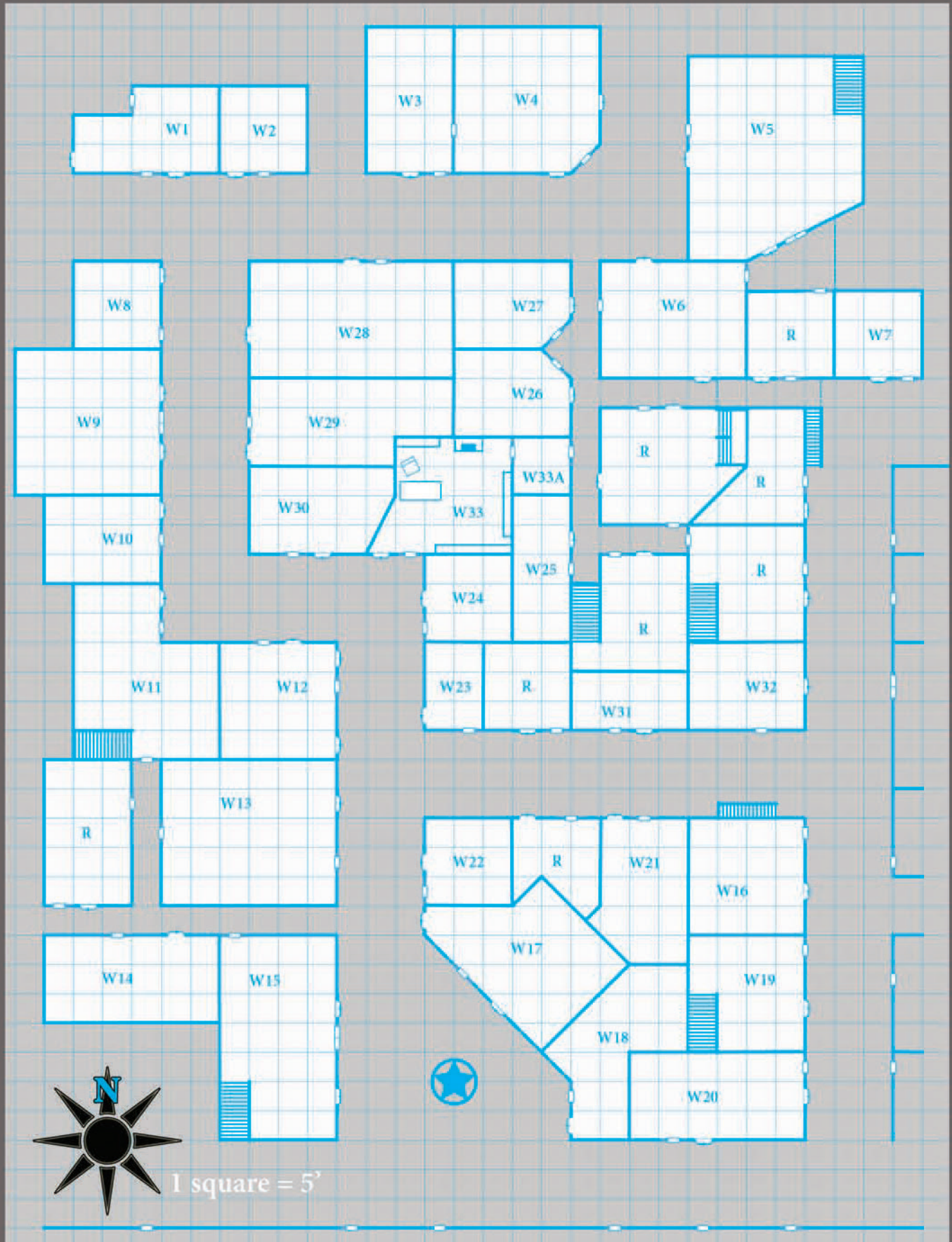
R - Private Residence

- 1 Cartwright
- 2 Semi-Private Residence (Brothel Manager)
- 3 Tile-maker's Residence
- 4 Tile-Maker's Workshop
- 5 Large Coppersmithy
- 6 Engineer (Siege Weapons)
- 7 Carver (Wood and Ivory)
- 8 Sheather (Large Swords)
- 9 Militia Recruiting Office
- 10 Tailor (Middle Lower Class)
- 11 Minter (Copper Miks)
- 12 Clothier (Lower Middle Class)
- 13 Papyrus Maker
- 14 Guide/Tout (Town and Farm areas)
- 15 Farrier (*horseshoe maker*)
- 16 Engineer (Farm Equipment, Windmills, Ploughs)
- 17 Apothecary (General Salves)
- 18 Cobbler
- 19 Miller's Office
- 20 Netmaker (Hunting)
- 21 Quarrier's Office
- 22 Fuller (*sizes cloth*)
- 23 Semi-Private Residence (Rower for Hire)
- 24 Hosier
- 25 Guild Office (Basketweavers)
- 26 Fletcher (Steel Flight Arrows)
- 27 Bowyer (Short Bows)
- 28 Weaponsmith (Crossbows)
- 29 Waller
- 30 Cutler
- 31 Enameller
- 32 Mercer (Ermines - *textile merchant*)
- 33 Assessor's Office: Estates and Salvage
- 33A Assessor's Office Records Room

Dungeon Map Key (All Maps)

	Door		Fireplace, Corner
	Door, Locked		Fireplace, Wall
	Secret Door		Statue
	Concealed Door		Table
	Archway		Chair
	Arrowslit Window		Brazier
	Window		Altar
	Shelf or Raised Area		Ladder
	Sconce (Torch)		Ceiling Door
	Stairs Down		Floor Door
	Stairs Up		Magic Circle
	Stairs Up		Curtain
	Stairs Down		Portcullis or Bars
	Pressure Plate		Pillar
	Covered Pit Trap		Cauldron
	Trap Marker		Sarcophagus

Map 1:
WESTGATE TOWN
AREA AROUND THE ASSESSOR'S OFFICE





AND SURROUNDING LANDS (SOUTHWEST)

POTTER'S CHARGE 672FC

SH
WYLDER W.

SHRINE (DIONYSUS)

THE LAKE

LONE LAKE OUTPOST
AND WAYSIDE INN

GREAT WESTGATE ROAD

COPPER MINE

CREEPMOLD WOODS

FOREST OF THE
PEAR TREES

WESTGATE
CEMETARY

TOWN AREA
IN DASHED BOUNDARY

WESTGATE
POP. 1,944

DROP A L WOODS

HODE'S TOWER
(AND ESTATE)

SHRINE
(ARSEPHES)

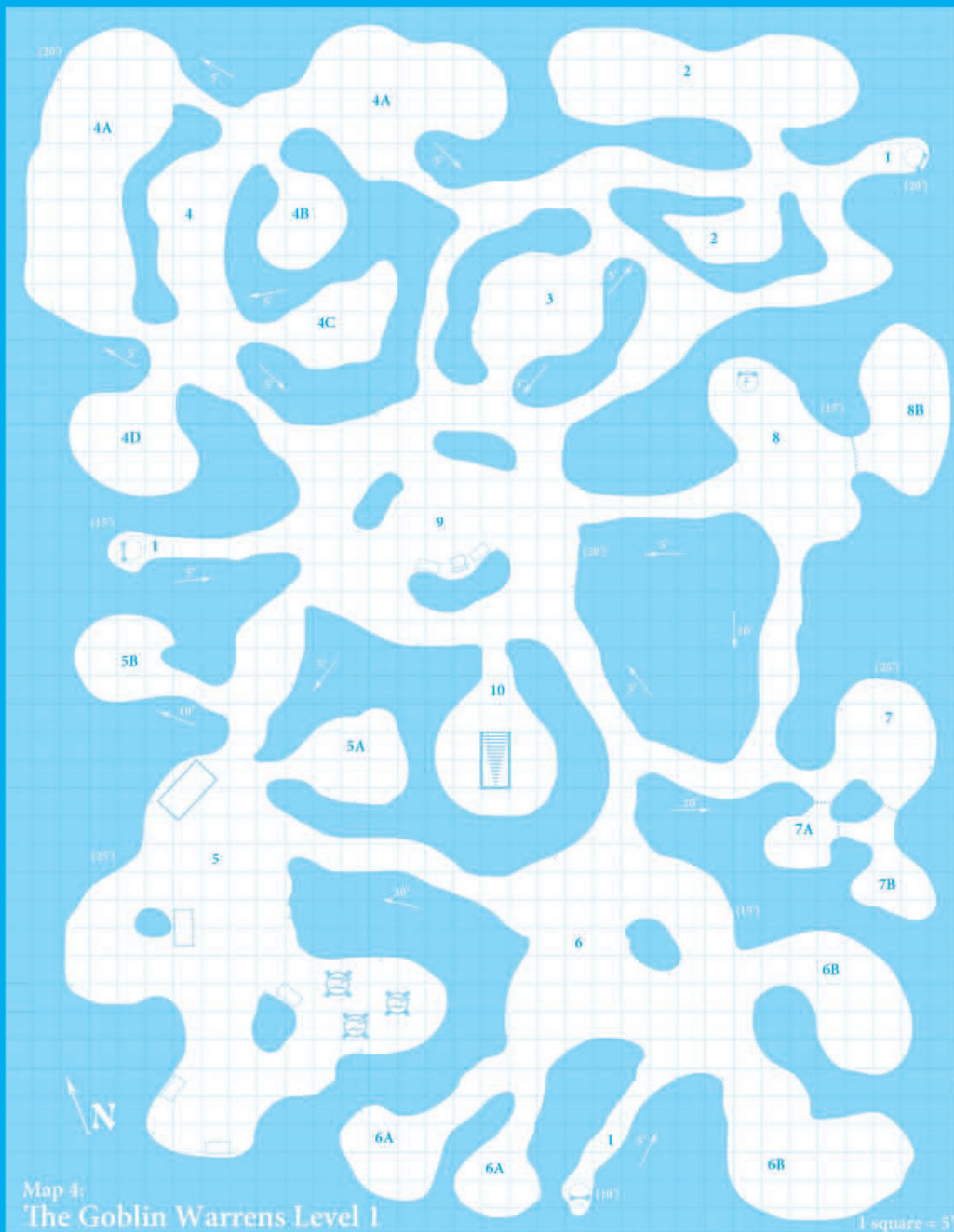
GATE KEEP
D MANOR

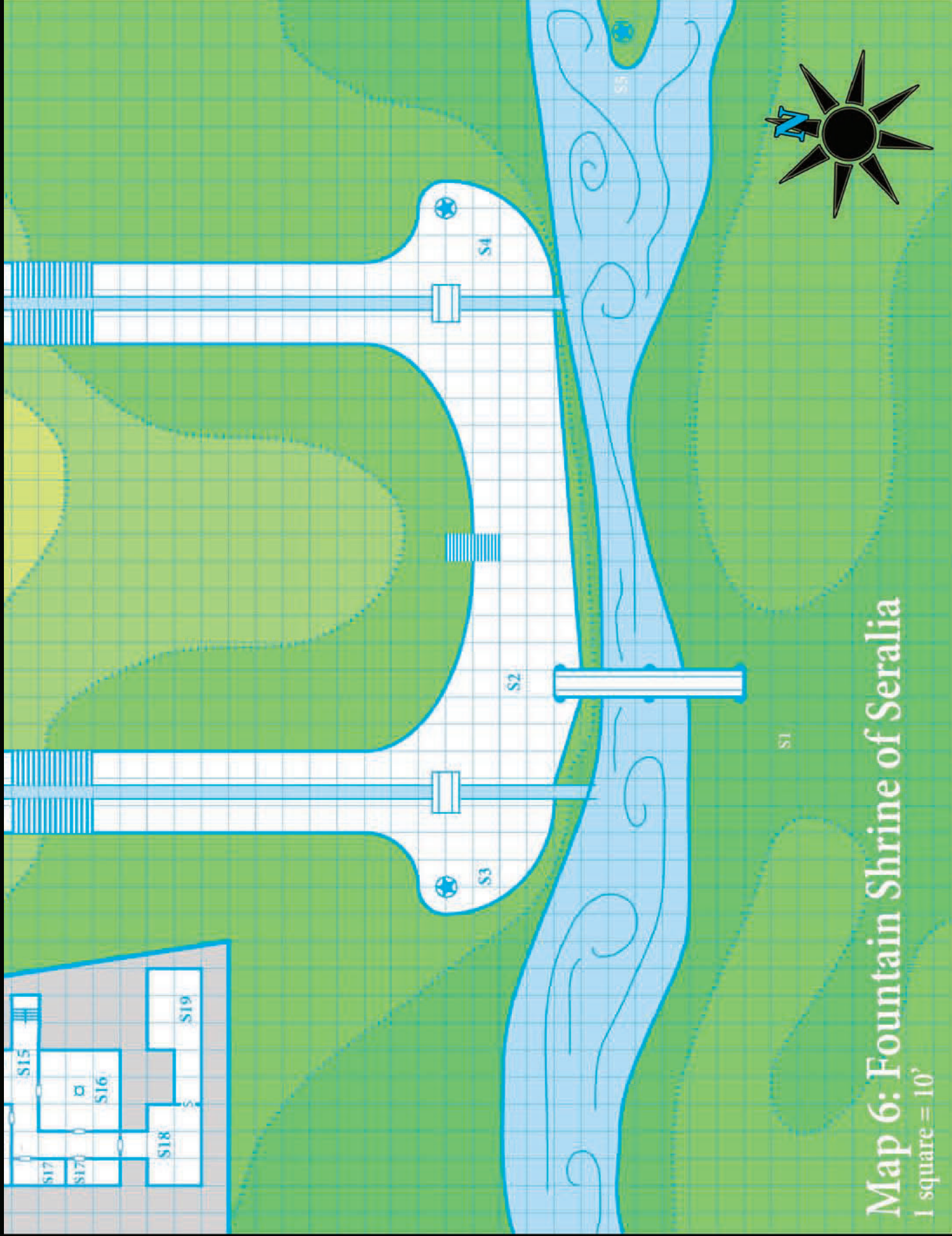
TO PRESTON

TEMPLE OF PROSPERITY
(DEMETER, RHEAHN, AND ERNUTE)

TO GLEN'S END
AND RAWSON ESTATE

TO SUMMERDALE FORTRESS
AND OAKENBEND MARCH





Map 6: Fountain Shrine of Seralia
1 square = 10'

leftover from goblin raiding. The walls are painted with murals telling the life history of a kobold warrior, but there are no inscriptions here. A careful search into the raised platform of the south wall will reveal a pressure plate. If pressed, a secret door will slide south, revealing area 21. Otherwise, there is nothing of value in this chamber.

21 Hall of Oogkik, the Scorchier

As the PCs enter this hallway, on the west wall immediately across from room 14 is a short inscription. When translated, it reads, "Oogkik sees all and watches those who would seek knowledge of the heavens. Ye shall not pass if Oogkik's scorching gaze burns your soul." The passageway's walls are painted with forest images of kobolds fighting ogres and orcs. A curtain hangs at the end of the passage to the north. Beyond it, a faint reddish light glows. A search of the south wall across from the curtain will find a series of small holes alerting a thief to a possible dart trap.

When a PC reaches the center of the pressure plate in the middle of the hallway, a magical trap is set in motion which first determines whether or not the PC has a soul or a spirit – meaning, are they human or non-human. If non-human, they may pass. If human, demi-human, or semi-human, a blinding light trap springs, followed by a series of poisoned darts which will fire out of the south wall. In a typical adventuring party using the OSRIC rules, this means only an elf, a half-elf leaning towards elf, or a half-orc leaning towards orc will be able to pass. The blinding light trap will flash the entire corridor affecting all inside the entire secret passageway. Characters with open eyes must make a save vs. Rod or be blinded for 1d4 turns. The save is made with a -3 penalty if there was no light source and the characters were using infravision. At the same time the flash occurs, poisoned darts fire out towards the curtain. Any characters standing between the south wall and the north curtain wall must make saves vs. Rod. Any PCs who are blinded automatically fail their saves. Luckily, the poison on the darts is no longer virulent and no one will suffer any poison damage. The darts do 1d2 damage each, and there are 12 total darts. The character farthest south should take the brunt of darts, about 6 total darts, with each person thereafter getting 1-2 darts each. Any lone character will take all darts.

This trap will reset itself once triggered, but the reset time will take 2 turns. The magic of the trap is considered level 8 for dispel magic purposes. If using a rules system where a thief has a chance to disarm magical traps, the trap has a disarm penalty of -10%.

22 Armory of the Dead

This room houses the weapons and armor of Friprakis, his wives, and his eldest son, including trophy weapons and armor. In the center of the room is a red magical field surrounding a low altar. On the altar is a wide-bladed khopesh sword (short sword if you have no statistics on the khopesh). This sword is Friprakis' *Gore-blade*. The weapon's description is in Appendix B as a new magical item. The rest of the room is filled with weapons and armor of all sorts, made for various sized opponents ranging from pixies to half-giants. None of the items are magical and very few can probably be saved as functional.

The magic circle is similar in effect to a *wall of force* spell, except that *dispel magic* will affect it. In addition, only members of Friprakis' lineage may pass through the circle. A very easy solution for the PCs is to simply grab some body parts of the deceased kobolds from the other chambers and hold them while passing through the circle. Only parts from Friprakis or his son will suffice. The magic in the circle has weakened over the centuries and is now considered only caster level 4 for *dispel magic* resistance. Once at the altar, the sword can be easily removed.

There is a 3" hole drilled into the center of the eastern wall. This hole is described in room 26 below.

23 Sealed Hallway

This hallway is painted with imagery of kobolds on boats, riding on streams full of fish towards the rear wall. A great waterfall, split by a very broad sword, is painted on the far wall. There is a pit trap which will give away with as little as 50 pounds. The pit is only 10' deep but the walls of the pit and the floor are lined with blades. A fall causes 2d8 damage, though PCs are allowed a save vs. Breath Weapon for half damage. The blades were once poisoned but the poison has long-since faded. Getting out of the pit is another matter. Ropes will take 1d4 damage per round from the blades (ropes typically have 1d4+1 hp), and climbing the blades out will cause an additional 1d6 damage with no save. The pit covers the entire 5' area floor, making crossing difficult.

The wall at the end seems to be a dead end. If the wall is searched, a small hole is found in the hilt of the sword which allows a viewer to look through into a room beyond. The wall itself is made of easily destroyed plaster. If the PCs wish to continue, they will have to destroy the wall (10hp).

24 Crypt of the Wives

This room is the final resting place of the three wives of Friprakis: Icksmika, Umfa, and Raski. The only inscriptions in this chamber are the names of the wives on their respective sarcophagi. There are a number of finely woven tapestries still hanging around the room, depicting events from the lives of Friprakis and his wives. The two statues in the room are two different aspects of the

kobold hearth and home goddess, Tiyeki. In one, Tiyeki is portraying the "pregnant wife," with a round belly and generally obedient demeanor, holding a flaming log and a rattle. The other displays Tiyeki as the "loyal sexual pleaser," shown nude with very large breasts and holding a chain of flowers and melted sword. Both statues are red marble like the one in the room 11, and although the same weight and encumbrance, the statues are worth around 3,000gp each. Each 5' section on the map shown to have a tapestry is a separate tapestry, thus there are a total of 11 tapestries approximately 4' high by 5' wide. The tapestries are thick and heavy, making them each weigh 25lbs in weight and 500cn encumbrance and worth about 45gp each.

Inside each sarcophagus are the remains of each respective wife. The wives are at rest and will not animate. Each one is adorned with kobold-made jewelry totaling about 600gp between 5-8 pieces of jewelry per wife.

Raski was buried with a clay tablet that describes a heroic story of "Friprakis Against the Great Owlbear." If using the Westgate Adventures! Bard Song rules, this text can be transcribed by a bard to create a Bard Song of Courage, gaining the listener +1 save vs. Fear per 3 levels of the Bard and allowing a new save for those already in a state of fear. The song takes 1d3 rounds to play and has a range of 10' per level of the bard. The song may be maintained as long as the bard continues to play the song successfully. If not using the Bard Song rules, the text alone is worth 50gp to historians or bards.

There is a concealed door to the north behind one of the tapestries. This door is a sliding plaster door, which can be opened by hand. There is a painting on the door of the face of Chakagul, the warrior god of kobolds. Alert PCs should note the similarity between the painting and the statue in room 11.

25 Chakagul's Corridor of the Worthy

The passageway here is painted with images of Friprakis being awarded honors for bravery and courage from the god Chakagul. The paintings have a faint aura of *illusion* magic if *detect magic* is used, and the floor emanates with an aura of *alteration* magic. The floor has a series of five pressure plates worked into the stone which are easily spotted if anyone inspects the floor. These plates do not fill the entire corridor and are only 3' square each. Anyone who sees the plates is able to walk carefully along the sides of the corridor to the curtain at the north end of the passage. The curtain, however, is made of stone and is immovable, but it can be crushed (40hp). If a character decides to walk down the hall and sets off the pressure plates (see below), the curtain will transform into a fabric curtain and be easily opened. Only one PC needs to take the test to open the way for everyone else. The curtain will reset itself after 2 turns

unless cut down, in which case the magic of the curtain part of the test is destroyed.

The Test of Chakagul

This hall was designed to test the worthy. Only the worthy would be able to view the remains of the great kobold warrior that lay beyond the stone curtain. Keep in mind that the test was created *with kobolds in mind* – both in physical stature and cognition – thus, the test might not seem that logical to the standard human adventurer, and the space in which to perform the test tasks is very small. Any character larger than 4'6" in height or 175 lbs weight will suffer movement penalties of -2 to any ability checks, attacks, or saving throws in this space.

The test does not begin until the candidate steps on the first two plates and stands on the third. When the third is pressed, the paintings on both sides of the hallway all begin to glow and animate. The illustrations begin to slowly move, acting out the scenes they represent. The animation and glowing lasts only a moment. As the images fade, a single image, to the right (east) of the third plate remains glowing. The test has started...

Overall, the PC must figure out what the image is showing and essentially reenact the choice that Friprakis made as depicted by the image. The test is random each time it begins. The third painting on the east wall only glows on the first time the PCs enter the area. If the character decides to leave the test, the next candidate may have the test begin on any plate. The images and steps required to move through the test are listed below.

Solution: A PC must get to the curtain using the floor plates and may only step on each plate only once. PCs do not need to step on every plate, they only need to reach the plate closest to the curtain and succeed on that test. Think of the final plate as a master plate for a combination lock. Once the proper combination is input, the final plate must be depressed to open the lock mechanism. In the case of this corridor, the "proper" combination is random, the tests only need be passed. The final plate's test is limited to paintings which would send the PC backwards or forward only 1 plate. If forward, the end of the passage will most likely stop him or her, or they may shoot right through the magic curtains into the room beyond.

The test is, or should appear, random. The GM must figure out a sequence to get the PC to the curtain by stopping on each plate only once. You may develop your own sequence or use one of those provided below. A plate may be stepped on during movement in

order to get to another plate; only stopping completely on a plate starts the next part of the test. There are 10 total images below, but on any test sequence, only 5 should glow, thus the puzzle will only have between 2-5 tests of the 10 possible each time a PC attempts the run. The image glowing and animating on the wall is not related to which plate is pressed, so a character standing on plate 1 might have trouble seeing what wall painting 5 is showing. This is partly why the characters are allowed to move around the chamber: to prepare themselves for the trials ahead. Friprakis' followers would have known the paintings intuitively but your PCs will see the images here for the first time.

All of the trap's special effects are illusions. PCs are able to disbelieve any illusions, but each one must be rolled separately. Each successful disbelieve grants a +1 to the next check, to a maximum bonus of +4. The PC still needs to press the plates in the right sequence in order to pass, even if the illusions cause no ill effects.

For groups preferring less role-play and problem solving, a simple Wisdom check will allow a PC to figure out what generally to do in any situation.

Sequence Suggestions: *All sequences begin from plate 3; the numbers in parentheses indicates the plate movements if successful*

- A: East 1 (-2), East 4 (+4), West 1 (-1; Door)
- B: West 4 (-1), East 2 (+2), East 5 (+1), West 3 (+2; Door)
- C: East 2 (+2), West 5 (-3; Door)
- D: West 1 (-1), East 3 (-1), West 2 (+3), East 5 (+1), East 3 (-1; Door)

E: East 1 (-2), East 2 (+2), West 3 (+2), East 5 (+1; Door)

Image (S)East 1: A lone kobold warrior dodges lightning and sword slashes from a great blue ogre. All the while, the small kobold attacks the legs of the ogre until the ogre falls. The kobold must retreat far enough back to let the ogre fall.

Situation: Friprakis against the Ogre Mage

Theme: Fighting Prowess

Test: This is a longer test. Each few segments, a white-blue glow will appear over the tops of all the plates, save one plate. The PC must quickly move to the plate with no glow or be struck by a vertical bolt of lightning causing 1d6 damage (save vs. spells for half damage), and an additional 1d4 damage in the following round.

Solution: The PC must simply follow the sequence. This is a fairly easy test, but note that the test may only be activated from the 3rd or 4th plates. (1 plate back, 2 plates forward, 3 plates back = 2 plates back)

Image East 2: A giant owlbear erupts from a forest, slashing at a number of kobold warriors. One warrior leaps above the chaos and onto the back of the owlbear, sinking his spear into the creature's back.

Situation: Fight against the Great Owlbear

Theme: Courage

Test: A giant-sized owlbear claw illusion will appear on the plate in front of the character and swipe towards the PC, while an audible roar sounds. A hit from the claw will cause 1d6 damage and knock the character back 1d4 feet.



Solution: Must jump over the claw and the next plate to the second plate ahead (2 plates forward).

Image East 3: Deep inside a cave, a kobold warrior is kneeling before an altar. On the altar is a multi-armed statue, which animates and leaps off the pedestal, slashing at the warrior, who must roll away. After his roll, the kobold remains kneeling and at peace. The statue gives the warrior his sword.

Situation: Granted the Gore-blade by Chakagul

Theme: Honor

Test: Sword blades will slash out from both walls towards the head of the character, followed by two more swords at shin level. Each set of blades will cause 1d8 damage to a character.

Solution: The character must kneel and roll backwards to the plate behind. This can be accomplished with either a Dexterity check or a save vs. Breath Weapon. (1 plate back)

Image East 4: A large black goblin stands across a great pit of snakes from a lone kobold warrior. The warrior decides to dig his claws into the walls and ceilings and quickly move across the pit. The kobold falls behind the goblin, attacking him from behind and pushing him into the snake pit.

Situation: Friprakis discovers another means to reach his great foe, Vragigor, and defeat him.

Theme: Tactics

Test: Other than a plate 4 spaces away, the entire floor becomes a writhing poisonous snake pit. The snakes attack at a rate of 4d4 snakes per round, causing 1d2 damage per bite and poison. The poison of these snakes burns, causing 1d6 damage and reducing Strength and Constitution by 1d6 points unless a successful save vs. poison is rolled, in which case there is no effect other than a burning feeling from the bite. The wounds are illusory, but unless disbelieved, the effects will continue. If the Strength or Constitution is reduced to 0 in the mind of the character, the character suffers from the usual effects of death as per any illusion magic.

Solution: The PC must grab the ceiling bars and climb across the pit to the platform. Unless the character is a thief, the PC must make a Strength check for each round of ceiling travel, with a minimum of at least 2 checks, or fall to the pit. The illusory pit is 3' deep below the ground level. The PC may not step on any other plate than the 4th one away or the sequence is ruined. (4 plates forward)

Image (N)East 5: Dead orcs litter the ground, with a number of kobold warriors standing victorious. One warrior steps

forward and bashes in the head of the last remaining orc. The warriors rejoice.

Situation: Kills the leader of the Orc enemy army in an ignoble fashion.

Theme: Victory

Test: A bound orc appears a few feet in front of the PC. If the PC pauses for longer than 3 segments (about 18 seconds), the orc will break his bonds and rush the PC, attacking as a standard weaponless orc.

Solution: PC must step forward, slashing his weapon at the head of the orc immediately. (1 plate forward)

Image (S)West 1: Five kobolds raft down a river with a leader. The raft is attacked by a great sea snake. Dodging attacks and waiting for the right moment, the kobold leader steps off the back of the raft just in time to lift the front of the raft out of the water and catching the snake's head between the raft's boards. The other kobolds slay the serpent.

Situation: Friprakis versus the Sea Serpent

Theme: Tactics

Test: The plate the character stands on becomes a small wood raft while the rest of the floor becomes a churning river. A great snake rises out of the water. In the next round, the snake will snap at the PC. A bite from the snake will cause 1d4 damage and end the illusion.

Solution: The PC must step back off of the raft, into the water. The raft will catch the snake and end the illusion. (1 plate back)

Image West 2: A great ruler holds up a mighty scepter for a kobold warrior. The ruler is surrounded by flame. The warrior reaches through the flame to take the scepter.

Situation: Granted Scepter from the kobold king

Theme: Honor

Test: The floor will erupt in flames ahead of the PC. Three plates away, a floating glowing scepter will appear. The flames are warm but harmless. Any delay longer than 3 segments (about 18 seconds) will cause the scepter to send a small fireball to the PC's location. The fireball is a 2d6 damage ball of flame, and the PC is allowed a save vs. spells to take only half damage.

Solution: PC must step forward three plates and grab the floating scepter within 3 segments. (3 plates forward)

Image West 3: A number of kobolds pass around and kick a small ball. The game they play is vicious, with kicking, scratching, and biting. A lone kobold gets the ball in hand and rushes through a pack of defenders towards a goal. Once there, he beheads the goal-keeper, and the kobolds play on, replacing the ball with the head.

Situation: Friprakis and the Ball Game

Theme: Victory

Test: A ball of leather appears in the character's hand. Immediately, a number of blades slash out of the walls ahead of the PC and stay extended. A series of whirling blades appears behind the PC and begins to move toward him or her with great speed.

The side-blades will cause 1d8 damage per plate, while the whirling blades will cause 3d8 damage if they catch the PC. The whirling blades move at a rate of 60' per round.

Solution: Simply, the PC must take the ball at least two plates forward through the blades. This will automatically cause a total of 2d8 damage to the PC as long as he or she stays in the center of the path and keeps moving. As soon as the PC reaches the second plate, the illusions disappear. (2 plates forward)

Image West 4: A kobold warrior is ambushed by two kobold rivals, one in front and one behind the warrior. In swift action, the kobold warrior lunges forward and then spins, lunging backwards, in each case stabbing the kobold ambushers directly in their hearts, defeating them.

Situation: Friprakis and the ambush of the twins

Theme: Fighting Prowess

Test: Two kobolds appear, one in front of the PC and one behind. The kobolds will each attack the PC simultaneously within a few segments. They attack as 2HD monsters and will cause 1d6 damage each from their blades.

Solution: The PC must have a weapon ready and immediately attack the kobold in front. This attack causes the kobold behind to miss the PC and then immediately back up, allowing the PC to spin, and move forward, attacking the one behind. The PC need not actually hit the kobolds, it is the action which is important. (1 plate back)

Image (N)West 5: A kobold warrior leads a group of kobolds through a canyon. A great boulder drops from the sky in front of the group, scaring all of the kobolds away except the leader. The leader simply backs up. Two more boulders drop and the leader again simply backs up. When the boulders are finished, the leader climbs the first one and moves along on top of the boulders deeper into the canyon.

Situation: Friprakis against the giants

Theme: Courage

Test: A great boulder will drop from the ceiling each segment for a total of three boulders. Being crushed by a boulder will cause 3d6 damage, with no save allowed. At the DM's discretion, particularly resilient PCs may save vs. Breath Weapon to jump away from the boulder.

Solution: The PC must step back one plate at a time away from the dropping boulder and wait for the next one. (3 plates back)

26 Friprakis' Rest

This chamber is the resting place of the great kobold warrior, Friprakis. His sarcophagus sits upon a three-tiered dais in the center of the room. There are four red-marble statues in the room, one in each corner. Each statue faces the central dais. The statues are different representations of the same warrior deity, Chakagul. The sarcophagus is not trapped, and the body inside will not

animate. The PCs should have a feeling that this place is a proper place of rest, fit for any noble hero, even a kobold. There is an inscription on the sarcophagus lid which, when translated, reads, “Friprakis the Great, his duty to the king and the gods now complete, he may rest. All who read this, let forth a great call to the underworld, telling Friprakis that he is not forgotten.” Inside the sarcophagus is the body of Friprakis, wearing a suit of Hardened Leather Armor +2 (Fairly Bulky class, AC 5, -1 to Dexterity checks; 15lbs and 200cn; XP value 1,100, GP sale value 8,000). The armor is for Small-sized wearers and will not adjust for Medium-sized or larger. He wears a gold necklace with a small brilliant emerald at its center, worth 400gp, plus 300gp for the emerald. He also has four silver rings, two on each hand, valued at 75gp each. Finally, he wears a gold band on his tail which looks like it was once a ring from a giant, worth about 375gp. There is no supernatural or magical reason why the PCs cannot take the objects from the crypt. However, should anyone interact with kobolds and the creatures see the armor of Friprakis, all reactions with the kobolds will be at -4, in addition to any other penalties.

There is a 3” hole in the wall here which connects to room 24. There are no markings as to what this hole is. For GM reference, this hole is always found in kobold tombs from this era. It is believed that kobold spirit forms wander their tombs for a period of five years before they descend to the underworld. In order for Friprakis’ spirit to easily get to the armory, a hole was drilled between the rooms.

DECISION POINT

At this point in the adventure, the PCs potentially have two options: they may either return to Westgate Town to confront Sagridore, or they may follow the goblin army and attempt to defeat the goblin threat. The best course of action is to follow the goblins as soon as possible, even bypassing exploration of the rest of the warrens until later, if possible. The reasons to follow the goblin threat are that 1) Sagridore isn’t going anywhere and will be unaware of the party’s activity until they confront him, 2) the warriors from the wagon transport (Gloria and Summer) would suggest that since the goblins will be engaged in a clan-war, the PCs should have less opponents, and 3) if the PCs leave the area and let the goblin war finish, the goblins will most likely redouble their reinforcements, and attacking the warrens later will be much more difficult, even dangerous, for the town.

The PCs are always free to make their own decision, of course. If they decide to return to Sagridore, play out Part V as is. By the time the PCs return to the warrens, Chief Rackhack will have defeated Sharpclaw and increased his goblin numbers by at least 50% above his current roster. The PCs would probably have to bring hirelings or contract the military to invade the warrens at that point.

Lastly, the PCs could just leave and go adventure elsewhere. If this is the case, Westgate Town will be attacked by a massive goblin army in the next few months. The town should be able to withstand the army’s assault, but other humanoid forces will begin to gather and seriously threaten peace in the Western Weald for a long time to come.

If the PCs decide to follow the goblins, proceed to Part IV. If they confront Sagridore, skip ahead to Part V.

PART IV: THE FOUNTAIN SHRINE OF SERALIA

Use Map 6 for Areas S1-S14

SERALIA AND THE FOUNTAIN

The goddess Seralia is a Lesser, Lawful Good goddess from the Bersari Pantheon of deities. She is the goddess of peace, serenity, escape from pain, and half-breeds. The fountain shrine was constructed to worship the latter aspect of the deity, the protector of half-breeds. The original priests who constructed the shrine were themselves outcast half-elves and half-orcs, and they wished to create a sanctuary for their kind. The fountain was built atop a natural hill spring which flowed – and still flows – down into the stream below the hill and eventually east into a small lake. The priests who maintained the shrine created a vast area of botanical gardens among the hills. Pilgrims were encouraged to find an “inner peace” by tending to and arranging flowers.

The fountain shrine used to be an important pilgrimage stop for any half-breed creatures in the Western Weald until about two generations ago when the forces of Krinkerjal defiled the temple and killed all the priests and pilgrims. Since that time, the shrine has fallen into ruin and folktale, giving young half-breeds only a hope that such a place might exist. If the PCs bring word of the shrine back to Westgate, it would only be a matter of time until priests and pilgrims once again traveled to this place.

THE GREAT GOBLIN FEUD

This section is written from the assumption that the party wasted little time in following the goblin army north. The party may rest one or two nights before the events of this section occur. The GM has some flexibility in when Chief Rackhack decides to launch his attack because the chief will wait for the proper time to strike. Ideally, the PCs should arrive shortly after the battle begins.

When Chief Rackhack arrives, he will immediately storm the fountain shrine from the entry (S1) directly up towards the Seralia statue (S9), with his goblins filling in both paths towards the fountain and through the central gardens. At this point, Rackhack should have, at most, 87 goblins and 16 wolves in his command. Some of the 87 might have been used for wandering encounters, and so this number may be reduced (remember, no more than 20%, or 17). When Rackhack arrives at area S8, he will challenge Sharpclaw officially, hold up his staff, and use the staff to dominate all goblins in the area effect to his control. The area for the staff effect is 120’ radius, and he can sway up to 1d4x100+100 HD of goblins. Rackhack knows that the bulk of the Sharpclaw clan stays at area S8 and S10 (assume about 80% of the total army). By standing near S8, he should be able to get quite a few goblins. However, he must not target Sharpclaw with

Table 9: The Victorious Blackspear Clan Roster

Pop.	Type or Name	Special Notes
1	Chief Rackhack	Fighter 5 (see entry at end of module)
1	Elite Bodyguard (Tragk)	Fighter 3; 15 hp; attacks with short sword +1 and mace (offhand)
5	Goblin Bodyguards	7hp each; Attacks as 1 Hit Die; Short swords and spears
1	Shaman (Pfakak)	(see entry at end of module)
1	Witch-Doctor (Dregal)	(see entry at end of module)
1	Goblin Thief	Thief 4; Dagger and Buckler; 13hp
48	Goblins	Spears
71	Goblins	Clubs and small shields
44	Goblins	Short sword and sling
15	Goblin Matrons*	Clubs or rocks
1	Worg (Kroth)	Personal steed of Chief Sharpclaw
22	Wolves	15-18hp each

the staff – Rackhack wants the army to kill the opposing clan leader. If the PCs take no action, Rackhack's group will be victorious in about 3 turns. If successful, Rackhack's full army will contain the following (accounting for deaths in the skirmish but not including the Warrens):

All the youths and infants will be slain immediately. Kroth, the worg, should be safe from the staff's effects. He is an evil and intelligent worg who will most likely aid the winning side (Rackhack). If Kroth joins Rackhack, he will become Rackhack's new personal steed.

The PCs may intercede at any time. They will have no allies in this battle, save for each other, any hirelings, and possibly Gloria and Summer, who may have accompanied the party to the shrine. It is up to you and the party to dictate the course of the battle. All we will provide is the map of the area (Map 5) and the general make-ups of the armies (see introductory material of this module for the rosters). The best bet for the party is probably guerilla-style warfare from behind Rackhack's army (beginning at area S1 up through S8) in an effort to remain unnoticed as they slowly hack away at the rear goblins. If the party somehow manages to disrupt the use of the staff, they will gain a much larger third party attack force since the rest of the Sharpclaw clan would not be swayed by the staff, effectively destroying Rackhack's sneak attack tactic. Keep in mind that although the map is drawn with a grid system, the PCs are considered outdoors, and movement may be read as yards instead of feet (GM choice of system). Lastly, the area of the shrine is heavily forested, allowing for good cover and hiding opportunities.

The primary objective for the party is to get the staff away from the goblins on both sides. The size of the goblin forces is deadly to low-level adventurers. It would be best to encourage missile attacks and lots of running, evasion, and jumping. If the PCs manage to escape with the staff, the goblin armies will decimate each other, although not completely. In the end, both sides will realize that their secret positions are now known by the humans, and the goblins will all have to leave for other camps immediately, delaying all the plans of Dragosek's invasion for at least a year.

Shrine Areas:

S1 Shrine Entrance

The entrance to the shrine area is simple and not easy to find for a traveler. There are a number of paths through the woods and hills which wind up towards the river. At the south-end of the map provided, the forest gives way to overgrown brush and flowers which creep along the hillsides and enshroud the bridge to S2 from easy viewing. Twenty feet from the bridge, the PCs will see their first glimpse of the shrine, consisting of a couple of stone paths, stone bridges, and statues, all completely overgrown with plants and vines.

S2 Forward Gardens

The stone path is very badly damaged, making movement difficult (-20% to Move rates). Plants and weeds burst up from the stones, shifting and displacing most of the path. Long ago, this area was the flower arranging area. Searching the debris here will reveal hundreds of old broken ceramic pots and very old rusted gardening tools. A thorough search of the area, lasting for about 2 hours, will uncover a *bag of good seeds* with 9 seeds inside (new magic item, see Appendix B for details).

From this central area, pilgrims or explorers may take one of three paths towards Seralia. They may go left towards Lina (area S3), right towards Bhuukie (area S4), or directly through the center of the botanical gardens and towards area S8.

The area between S2 and S8 is not keyed as it is only thick plant and flower material which has filled out the entire area. Movement is reduced to 50% normal from the twisting vines and brush. Barefoot characters have a reduction of only 25%.

S3 Shrine to Lina

This area is dedicated to the goddess Lina, a Neutral Good demi-goddess presiding over gardens, flowers, beauty, and pleasant smells. Her statue still stands but has been badly damaged. Lina is found in any Bersari garden and sometimes in bakeries. Most people believe that Lina was once human and discovered how to attain immortality and eventually goddess-hood. She was placed here for half-breeds by the priests as a symbol of hope, beauty, and the will to overcome any odds and achieve the impossible.

S4 Shrine to Bhuukie

The west path is dedicated to the goddess Bhuukie, a Lawful Evil lesser goddess presiding over weavers, disguise, status, and prosperity. She was revered here because many half-breeds had to live in exile or in disguise and were unable to attain any significant status or prosperity. Bhuukie's statue is less destroyed than the Lina statue in area S3, but it has certainly seen some misuse.

S5 Island Shrine to Danithon

Only half of this island is shown on this map. It is a small island, with a total area of about 100 square feet. Many sanctuaries worshipping the Bersari pantheon have these small island shrines to Danithon. Danithon is a Lawful Neutral Lesser god of duty, the home, and protection. According to the words of Danithon, "My home is a protected but isolated land, sitting among a sea of other islands." The statue of Danithon is relatively untouched but difficult to find in the overgrowth on the island. Anyone who happens to search the water to the west of the island may find a deep green jade *bowl of commanding lesser water elementals* (new magic item, see Appendix B for details). The bowl sits lodged in the

mud below the surface of the water, about 2' below the water line and about 4' away from land.

S6 Human Fountain

This area is one of the three fountains fed by the spring at area S9. An idealized 5' tall statue of a human male stands in the center of this fountain, while numerous other smaller idealized male and female human carvings and statues surround and swim through the fountain waters.

S7 Elven Fountain

Similar to area S6, this fountain has an idealized elven female statue at its center, standing at about 5' tall. However, a series of different other creatures swim in the waters below the statue, such as orcs, goblins, elves, giants, ogres, and hobgoblins. The humanoids are illustrated true to heritage, attacking and stealing from other carvings.

S8 Half-Breed Fountain

This fountain is filled with statues of various kinds of half-breeds. Each statue is about 3-5' tall, and all are made in scale to one another. Examples of half-breeds include: half-elf, half-elves made of two different elven stocks, half-orc, half-orc/half-goblin, half-orc/half-ogre, half-ogre, half-giant, hoblin (half-goblin/half-hobgoblin), and a few other things of GM invention that PCs may have never heard of or thought about (ex: half-dwarf, half-lizard man, half-minotaur, etc.).

S9 Statue of Seralia

Seralia's statue is enormous. She is stooped on one knee but still is 30' wide and 90' tall. There is a large stone canopy constructed over the top of the statue, although many stones have broken loose and fallen below into the fountain. The statue holds one hand flat with fingers pointed up, palm out, as if stopping someone from speaking. Her other hand is in a scooping position by her front foot. The natural spring in the hill bubbles between her lower hand and foot. The water from the spring lands on Seralia's scooping hand and flows down her fingertips into a trough water path leading to area S8 and feeding the other three fountains, eventually spilling out into the river at the foot of the hill. The statue has a beautiful and serene look upon her face. Seralia is presented here in her half-form, which literally halves of her body, split down the center. Half of her body is an elf, while half of her body is a human.

S10 Dining Hall

This large stone structure is mostly an open pavilion which was used for meals. At one time, many wood tables dotted the room, but now there are only broken pieces of wood and bone wrapped in the creeping vines of the forest.



S11 Storage and Cold Cellar

This area was once used for all the food storage for the shrine. The upper area was dry storage, and the lower area (same size as the upper area but unmapped) was for cold storage and wine. This storage area was well scavenged by the many humanoids who have camped at the shrine over the years. Only parts of crates and some broken wine bottles remain.

In the last two years, a grey ooze moved into the cold cellar. It covers a 20' area and will attack anything going into the cellar. The goblins have been "feeding" the ooze scraps of wood and metal they find around the shrine.

Grey Ooze: AC 8; HD 3+3 (hp 17); #AT 1; D 2d8; SA Metal corrosion; SD Immune to heat and cold (lightning and all weapons do full damage); MV 10'; SZ L; AL N; ML

Animal +2; Monster Level 4; XP 75 +3/hp (XP 126)

S12 Kitchen

This was once a very simple kitchen with a large fireplace and bread kiln. The goblins have started using the fireplace stove again and have replaced the original debris with their own grisly cooking mess.

S13 Pilgrim's Common Area

This stone pavilion was designed for pilgrim's quarters. When in use, the room would have been full of bedrolls and pilgrims. The area's ground is very disturbed from the plant growth which is overtaking the pavilion. The goblins have started to clear the space, and a number of goblins now make their quarters here.

At night there is a 50% chance of attack from the giant bats living in the ceiling. Although the goblins are used to them, the

bats will swoop down on any unfamiliar beings inside the pavilion and within 20' of the external area of the pavilion. If the PCs explore the area during the goblin feud, the bats will certainly be out around the battlefield, swooping and feeding on anything they can get.

Bat, Giant (10): AC 8 (4); HD ½ (hp 4 x4, 3 x4, 2, 1); #AT 1; D 1d2; SA disease; SD sonar defense; MV 10'/240'F[V]; SZ S; AL N; ML Animal +1; Monster Level 4; XP 5 +1/hp (XP 9 x4, 8 x4, 7, 6 [total: 88])

S14 Temple to Seralia

This large temple structure sits on a hill across from the massive fountain-statue of Seralia. The temple was originally constructed from a polished blue granite, but now due to age and damage, the temple looks almost like a pock-marked coral structure. There are many large holes in the ceiling where chunks of stone have fallen to the ground. The altar is carved from a single piece of off-white agate. While not worth very much, it was once aesthetically very pleasing. The attacks on the temple have greatly damage the altar now, and the goblins have placed there a small obsidian statuette of their Chaotic Neutral Intermediate deity of caving, plenty, and sustenance, Urxal (pronounced "[oo] ersch-al").

There is an outdoor and open staircase on the northeast side of the temple which leads to the underground priest's quarters. At one time, this staircase was covered by poles and a tarp, but these are now gone.

S15 Priest Entry Area

This area served as a quick changing room for priests during ceremonies and performances. The priests of this temple were known as great orators and storytellers. The stories the priests told came from the many travels and encounters of their pilgrims. It was important to re-tell these stories to new pilgrims in an effort to help ease their inner-selves.

S16 Private Ritual Chamber

This chamber was usually locked and accessed only by the temple priests. The room was used for private, secret communing rituals with Seralia. The doors to this room have since been busted off of the hinges, though they are still partially connected to the door frames. A brass brazier sits in this room. It has been heavily battered, but it was placed back on its stand by the goblins to use as a heating device.

S17 Priest's Quarters

These quarters were the private living spaces for the priests who administered the temple and temple services. The quarters were small but were once very decorated, each room housing between two and eight priests in hammocks or bedrolls. Pins in the walls from the hammocks can still be seen. The priests had no vows which would prevent them from hoarding; in fact, the

Seralia priesthood encourages priests and followers to gain as much wealth as possible, simply for survival.

The goblins have made these rooms their homes now. The floors and walls are scattered with refuse and filth.

S18 Religious Storage

All of the temple's objects used for rituals and services were once stored here. When the temple was first sacked, this room was immediately found and ransacked. The priests were once quite wealthy, and the orcs who found the room made off with a small fortune. The room is now used as the private chamber of Chief Sharpclaw.

There is a secret door in the east wall that no infiltrator has yet found. There are three small keyholes between the mortar in three separate places in the brickwork. If all three locks are released, the entire wall slides down through the floor, revealing the reliquary. The keyholes are now covered in moss and weeds. It will take a full turn of searching to find the holes. The keys do not need to be turned all at once, so a thief picking the locks may do so one at a time. The lock mechanisms for two of the keyholes have become very rusted, and thieves have a -20% chance to Open Lock rolls. The keys were lost long ago.

S19 Reliquary

This secret chamber (see S18 for details on entering this area) housed, and still houses, the temple's greatest treasure, a relic: Seralia's Flask of Life. Technically, it is only a magical item and works exactly like a *decanter of endless water*. However, if magic is detected, it will radiate strong clerical magic, either of the *creation* sphere or *clerical transmutation* and *conjuraction* magic, depending on which game edition you are using. The Flask sits on a mahogany table gilded with silver. The table is beautifully made, with various symbols of Seralia intertwined with moon cycles adorning it.

The Flask is thought to have been given to the first priest of Seralia, a half-orc named Gregory. He was once a devoted follower of Leto, the goddess of hidden knowledge, the moon, and cosmic events of the Orindi (Greek) pantheon. Gregory was left to wander a desert after being exiled from the lands around his home village. On the night he would die from thirst, Leto sent an omen in the sky announcing the birth of a sister. This sister, Seralia, came to Gregory and gave him the Flask, enabling him to survive and found the first priesthood devoted to her. In an act of reverence to his beloved Leto, he consecrated the first shrine under the light of the full moon. Since that time, lunar ceremonies are popular in the Seralia cults around the world.



PART V: BACK TO THE ASSESSOR

Use Map 1 for Areas W1-W33 and "R"

The final part to this adventure takes place when the party decides to confront Sagridore. The party will most likely want to find him in his office as they do not know where he lives. His residence is not mapped in this module for this reason. We have included a map detailing an area of Westgate around the Assessor's Office for aid in running the final showdown (Map 6). Depending on how the fight goes, there may not need to be such a detailed map, but Sagridore and his assassin like to run and attack from the shadows.

When the party appears at Sagridore's office, they should find the wizard and Coltaine. Sagridore will be filling out paperwork as Coltaine is sitting in one of the chairs. Sagridore should be immediately nervous and irritated if the PCs do not show up with the staff. If they have the staff in-hand, he will still be nervous, but more excited that he believes

his plan has succeeded. Let the role-playing commence depending on the situation. The moment Sagridore realizes that the PCs know of his actual plans, he will attack and signal Coltaine to do the same. The party will also be surprised to see four of Coltaine's thief retainers to appear. Two thugs will appear outside the front of the shop, and two at the rear in the alley. Statistics for Sagridore and Coltaine are in Appendix A. The thief retainer stats are below.

Thug (4): T2; AC 8 (leather); hp 8, 7, 6, 5; #AT 1; D by weapon (short sword or dagger); SA thief skills (as level 2 thieves); MV 120'; SZ M; AL NE; ML Human -1; Assume average statistics; Monster Level 3; XP 60 +1/hp (XP 68, 67, 66, 65[total: 266]); *Treasure: 18gp total, 1 gem worth 20gp*

Tactically, both Sagridore and Coltaine will attempt to get to higher ground as soon as possible. Sagridore may levitate, while Coltaine may run for a staircase to the upper part of the town or climb the walls. Sagridore can call for the town guard or the militia to aid

him – he is, after all, an official. The wizard will not want to involve the guard, however, as trying to explain his role in the staff affair will be difficult, especially if the party arrives with any survivors from the wagon. If he does call for the guard, the NPCs with the party can certainly turn the tables on Sagridore and get him arrested. It's up to you to decide what Sagridore's actual actions will be due to the party's style of confrontation. They might just bust in through the windows and go right on the assault. The battle may move through town. We suggest letting the villains to run and possibly even escape. Having Sagridore as a reoccurring villain would be an excellent start to any campaign.

In any case, a battle in town will alert the town guard. A squad will arrive within 2d4 rounds of combat. Also, area 9 is a Militia Recruiting Office. At any time, there can be 1d4 townsmen or women in the office interviewing for militia jobs, and there are always at least 3 militia members present, including a Leader. They can arrive on the scene whenever appropriate. The militia interviewees may be very eager to demonstrate their skills to the recruiters.

Town Guard (5): F2; AC 6 (scale mail); hp 16, 15 x2, 12, 10; #AT 1; D by weapon (long sword or spear); MV 120'; SZ M; AL LN; ML Human +1; Assume average statistics

Militia Leader: F2; AC 7 (studded leather); hp 16; #AT 1; D by weapon (broad sword); MV 120'; SZ M; AL LG; ML Human; Assume average statistics

Militia: F1; AC 8 (padded); hp: As F1 (1-10); #AT 1; D by weapon (broad sword or dagger); MV 120'; SZ M; AL LN; ML Human -1; Assume average statistics

Militia Interviewee: AC 10; HD 1-1; #AT 1; D by weapon (dagger, club, or knife); MV 120'; SZ M; AL LN; ML Human -1; Assume average statistics

A search of the Assessor's Office will locate documents linking Sagridore to the imperial plans on the staff's assessment and some personal notes to his mentor, Brooke the Damned. No one should know who Brooke the Damned is, but these notes are good

enough evidence to have Sagridore outlawed immediately. Also, a number of books on goblins should be discovered. This includes works on goblin ethnography, goblin magic, goblin religion, and goblin language. We have provided a lengthy goblin cultural sketch in Appendix C you may use for game flavor.

PART VI: CONCLUSION AND WRAP-UP

The staff's final owner is highly variable in this module. One of the goblin leaders might have it, the PCs might want to keep it, an evil party may have given the staff freely to Sagridore, a good party might give it back to the empire, and a chaotic party might simply destroy the staff when they find it. Let it play out as it will. Should the party return the staff to the empire, the party will receive a small reward and some experience as detailed below. The staff may be handed back over to the merchant if he was rescued. He knows how to contact the correct people and get the staff where it needs to go. Optionally, the PCs may take the staff to the Westgate Office of State. There, they would have an audience with one of the Assistants to the Advisor of State for Westgate Estate. The assistant will take the staff and award the PCs with 250gp and a *potion of healing* to aid their recovery process. The assistant should also record the party's names for future reference and possible employment.

Once the staff's business is taken care of, the adventure is over. The party may have some loose ends to tie up, but the focus is with the staff.

EXPERIENCE POINT AWARDS

Suggested Campaign Award

This adventure may begin a whole series of adventures leading to a larger story about the growing humanoid threat from Dragosek's army. If playing this game as part of campaign, this adventure would not have any story award until the campaign is complete. The adventure should be considered worth 400 XP total. If playing a campaign, this award would be granted in total along with all the other campaign-specific awards as a lump sum to each individual PC (not split between

the group), depending on which modules/adventures the individual PCs took part in. Some GMs prefer granting this award as the campaign is played; it is entirely up to the GM.

Suggested Group Awards

These awards are granted to the party as a whole and split between the surviving members. These are all suggested awards and entirely up to the GM as to whether or not the award should be granted. The award for "completing story" is considered very optional and may be awarded as a campaign award, as explained in that section. Both the campaign award and the completing story awards should not be awarded at the same time.

We have added suggested awards of Reputation and Fame as well since we noticed that some of the 1e and 2e compatible games have such sorts of systems. The bonus we list is based on a 100 point range for reputation and a 10 point range for fame. Both ranges may go equally into the negatives for poor reputation and fame (ex: -100 to +100 reputation). Whichever system you use, we hope you can transpose the mathematics accordingly. Fame may be translated as Honor if that system is used.

POST-ADVENTURE DIRECTIONS

Return the Staff to the Corafaire University of Magic

The most obvious immediate course of action, assuming the staff is still intact, is what to do with the staff. A military officer may inform the party that the staff must be taken to the Corafaire University of Magic and suggests that the party make the perfect guard to get the staff there safely. Should the party take the mission, they will be paid for their supplies and travel expenses plus 150gp each. Optionally, the university might allow a PC or two to receive very minor magical items such as a *potion of healing* or an enchanted knife.

The road to Corafaire should be dangerous. Once word is out that such a staff exists, goblins and larger humanoids will be hot in pursuit of the party. The journey should have ambushes around every corner and be fraught with paranoia for the party. They can trust no one on the trail to Corafaire. Once the staff is safe, the party then could explore the 900 year old capital city.

Escort the Imperial Guard back to Glen's End

In the opposite direction from the capital is Glen's End, home of Gloria and Summer. The party can certainly escort the guardswomen back to Glen's End. Of course, the ladies are perfectly able to make the journey on their own, but this could make for another road to adventure for the party. West beyond Glen's End is a deep forest which has seen little exploration. A small XP award for seeing the guardswomen safely to their village is a nice reward. Thereafter, the party might run into Gloria or Summer again as excellent party NPCs, such as followers, retainers or henchmen.

Table 10: Group XP Awards

Situation	XP Award
Completing story	500 XP + 1d4 Reputation + 1 Fame
Returning staff to imperial officials	800 XP
Revealing humanoid army's threat to the empire	750 XP
Destroying Staff	400 XP
Defeating one goblin army	200 XP
Defeating both goblin armies	500 XP
Rescuing prisoners	50 XP per person
Exposing Sagridore's plot	175 XP
Defeating/imprisoning Sagridore	As Sagridore's XP value
Clearing Seralia shrine area	150 XP
Exploring entire kobold crypt areas	100 XP
Successfully completing the Test of Chakagul	50 XP per PC

Research the Kobold Empire

The crypt below the warrens is strange, but tantalizing to the adventurer profession. If there was one crypt, certainly there must be more! An entire lost kingdom (of kobolds?) awaits. Very few sources or sages know anything about a lost kobold empire. Bits and pieces hinting at the empire can be inserted variously into the campaign. There might even be more crypts nearby the warrens; perhaps an elite kobold cemetery could be uncovered, revealing the sleeping secrets of the Creepermold Woods.

Hire a New Assessor

As an unusual request, the local council might appoint the party to hire a new assessor to replace Sagridore. While not normally an adventurous duty, all sorts of interesting situations could arise as villains far and wide apply for the open position. The party is requested to hire the new assessor, as the party should have special abilities to detect any deceptive interviewees. The council should offer to pay the party 50gp per person for this service – and possibly a small tax cut on any future salvage.

Investigate Brooke the Damned

If the party was able to retrieve information about Sagridore's superiors, they might want to look further into the secret cult that the wizard was working with. This is especially important if the wizard was able to escape death or capture. The nameless cult has many cells that operate among the magical universities on the continent. No wizard will speak of the group – some claim that the group does not exist, some say that it is best not to ask questions about the cult, and some will claim no knowledge whatsoever of such a group. The cult operates at high levels within the university hierarchy, and as such, PC wizards will probably not know specifically of this group. Mage guilds and secret societies are really very common among the students as these groups provide peerage and focused study into specific areas of magic.

All that the party would be able to turn up at the moment is that the cult is said to worship some sort of otherworldly creature such as a demon or devil. Brooke the Damned is supposedly either this she-devil directly or is the conduit to the demon. The trail should turn up dry, however. The party will have to wait for the agents of Brooke the Damned to strike again.

APPENDICES

APPENDIX A: IMPORTANT NPCs

OSRIC RULES VARIATIONS

There are a number of slight variations found below from the standard OSRIC/1e and 2e rules that are only for the Westgate Campaign Setting and are used only to reflect the nature of the specific world setting. The rules changes here should never supersede the standard OSRIC rules and are included for play flavor only. If you do not possess the Westgate setting materials or are not playing in the Westgate setting, disregard the variations and use the OSRIC rules as normal. Most of the Westgate variations listed herein are not described as it is assumed that you have a copy of the Westgate rules.

Exceptional Ability Scores: The Westgate setting allows exceptional ability scores in *all* abilities. However, only certain classes are allowed to make use of certain exceptional scores, much like fighters who may benefit from high Strength from the standard OSRIC rules. Thus, Magic-users may get exceptional Intelligence, while Thieves and Assassins are allowed exceptional Dexterity. All exceptional scores are still based on the human limitation of 18 in every statistic. Appearance does not have an exceptional rating as this ability score varies during play.

Proficiencies: We have included lists of NPC proficiencies, both in weapons and in non-combat skills. These are included to help GMs develop the NPCs and to support both 1e and 2e style play. Weapons include a specialization reference after the entry using the following key: N = Not Proficient, P = Proficient, S = Specialized, E = Expert, C = Champion, G = Grand Champion. "Not Proficient" is only used in cases where the character may be an unclassed NPC and has no proficiency in a weapon which is carried in the description.

Spell Lists: The entries of spell-casting characters below contain information for running these characters in both a standard OSRIC campaign setting and the variation of the Westgate campaign setting. In the spell description, the bracketed numbers (ex: [#/#]) refer to the number of spell slots available for level 1, 2, etc. If two sets of numbers are listed, the OSRIC slots will be listed first, followed by the Westgate slots and labeled "O" and "W" respectively. You may use whichever you wish; we only suggest being consistent between the characters during the course of an entire campaign.

XP Value: We have included a basic XP value for the NPCs. This XP value was constructed using the standard OSRIC rules, initially. We then lightly altered some of the XP values to reflect the special status or positions of the NPCs. As usual, adjust the XP as best fits your campaign.

NPCs:

Sagridore, Magic-User

Class & Level: Magic-User 4
Strength: 8
Dexterity: 13
Constitution: 15
Intelligence: 17
Wisdom: 14
Charisma: 14
Appearance: 10
Race: Human
AL: NE
AC: 9
HP: 14
Fights As: Magic-User 4
AT: 1
DMG: As weapon
MV: 120'
Social Class: MMC
Est. XP Value: 300

Special Abilities: As Magic-User; +1 save vs. *fear* (high Wisdom)

Spells: [3/20 or 2/2W] *affect normal fires, bold portal, read magic, shocking grasp, sleep, false trap, invisibility, levitate*

Cantrips: *clean, creak, gather, knot, mouse, twitch, unlock*

Languages: Common (Bersari), Common (Vast), Neutral Evil, Goblin, Hobgoblin, Orc, Mountain Dwarf

Non-Weapon Proficiencies: Bureaucracy 12, Cantrips 13, Forbidden Lore: Devils 9, Local History: Westgate area 14, Planar Lore: Inferium 5, Reading/Writing: Bersari 16, Reading/Writing: Goblin 6, Reading/Writing: Mage Script 15, Spellcraft 15

Weapon Proficiencies: Dagger (P)

Equipment: dagger, *ring of protection* +1 (AC only; does not affect saving throws), yellow linen robes with white ermine lining (35gp if ermine is undamaged), 1 scroll (*shield*), brown belt, red silk belt pouch, 73gp, 2 gems (25gp and 40gp).

Description: Sagridore is by all accounts very average. He is 28 years old, stands 5'9", weighs 130lbs, and has dark brown hair and eyes. He tends to wear his hair short and keep a very thin beard. His time spent at a desk as an assessor has already caused a small stoop in his stature. Sagridore enjoys wearing the color yellow and is often found sporting his favorite yellow linen robe with an ermine trim in an attempt to seem more upper class than he really is. Personality-wise, Sagridore is direct, scheming, greedy, and deceitful, although he is a terrible actor. The wizard lives in Westgate Town, but his residence is a closely guarded secret. Below his home, he found a small tunnel system, and keeps his personal library, research, and spell books there.

Sagridore is from a small free-town called Kerton. His parents were wealthy glass merchants who sent Sagridore to a wizard's college for magical instruction. Sagridore was not the best student, and his parents spent most of their wealth on paying his fees and fines. The young wizard-to-be even failed out of the Corafaire University of Magic twice, only to be let back in after the school received a healthy monetary gift and new windows for the school's conjuration building. Sagridore's parents felt that if the wizard were to simply finish, he could find a solid job and easily earn the family a much larger income and social status.

After Sagridore's tenth year at the school, he was noticed by a secret cult of wizard-students as a potential ally. This cult worshipped dark gods of magic and was directed by an evil sorceress named Brooke the Damned. Working with this group was a very successful venture for Sagridore, and he quickly excelled at the style of magic they taught him. It was easy to see that these sorts of spells could win the wizard countless opportunities of fortune and prestige among his peers.

Time wore on, and Sagridore completed his studies to the delight of his now penniless family. He vowed to his parents that he would do everything in his power to refill their coffers for all they had done for him. In reality, he cared very little for them and was only hoping to fill his own pockets.

It took only a few weeks to land his first job as a Tax-Reeve. Sagridore's specific role was to take over for the current Assessor in Westgate Town – a very prestigious position! When the wizard arrived in Westgate, he found the office very small and really nothing important at all. All he would do is figure out the taxes for estates of the deceased and for any salvage brought into the city. A correspondence from his mentors alerted him that this position was really very perfect for enacting secret plans and filling his pockets. Nobody would notice a few coins in his pocket for every magical item which was taxed, and certainly the dead would take little account of their objects. After only a few months, Sagridore's home was filled with strange antiques, magical trinkets, and all manner of unusual things.

While sifting through the library of a recently deceased dwarven warrior, Sagridore uncovered a series of books on goblins. It was very odd to have any sort of research done on goblins – the evil pests were usually killed outright when found. Especially, to find such research in the home of a dwarf was even more puzzling. The wizard immediately stole the books and began to read. If only there were goblins in the area, these creatures could quickly become his servants...

Coltaine, Assassin

Class & Level: Assassin 4
Strength: 12
Dexterity: 18/62
Constitution: 9
Intelligence: 12
Wisdom: 7
Charisma: 10
Appearance: 8
Race: Human
AL: NE
AC: 4 (w/dex.)
Hp: 6
Fights As: Assassin 4
AT: 1
DMG: As Weapon
MV: 140'
Social Class: LMC
Est. XP Value: 420

Special Abilities: +2 Surprise Adj. (high Dex.); +3 save vs. Wands and Breath Weapons (high Dex.); +20' Move (High Dex.); -1 Save vs. Spells, Staves, and Fear (low Wis.)

Rogue Skills (OSRIC): Assassination 70%; Backstab (x2), Disguise, Climb Walls 82%, Find Traps 29%, Hear Noise 13%, Hide in Shadows 25%, Move Quietly 25%, Open Locks 34%, Pick Pockets 39%, Read Languages 5%

Rogue Skills (Westgate Variations and Additions): Assassination (As Backstab), Backstab (x2) 10%, Masquerade 20%, Surprise 30%, Underworld 45%

Languages: Common (Bersari), Neutral Evil, Bugbear, Dwarf, Common (Orindi)

Non-Weapon Proficiencies: Fast-Talking 11, Gaming 9, Herbalism L (Injected Poisons) 8, Local History: Westgate Town 12, Tailor 13, Disguise 16 (only if using Westgate rules)

Weapon Proficiencies: Dagger (P), Long Sword (P), Light Crossbow (P), Knife (P)

Equipment: leather armor, *dagger* +1, long sword, light crossbow, 1 bolt case, 16 light bolts, small belt pouch, *potion of healing*, *ring of jumping*, silver ring (20gp), 25gp, 15cp, 2 gems (10gp, 35gp).

Description: Coltaine is 26 years old and stands average at 5'8" with a lean, wiry body. As with most assassins, he prefers dark clothing, but he feels that black is just too typical and instead prefers dark browns and greens. His eyes are blue and his blond hair is cropped at the shoulder. Coltaine has never been able to grow any significant facial hair, thus his face is always clean.

Coltaine is not the world's best assassin. He's cowardly, indecisive, and often botches his contracts. About three years ago, Coltaine was chased out of his assassin's guild for killing the wrong client on a job. The accidental victim happened to be a well-known thief of one of the neighboring guilds, and his death sparked

a guild war, costing Coltaine's guild greatly. Coltaine has since made new alliances with the Westgate assassin's guild but is once again doing poorly. Luckily, the assassin comes from a wealthy family and has been able to support himself well, even hiring some retainers in the past few months as backup "insurance" against failed contracts.

BLACKSPEAR CLAN NPCs:**Chief Rackhack**

Class & Level: Fighter 3
Strength: 13
Dexterity: 14
Constitution: 16
Intelligence: 16
Wisdom: 12
Charisma: 13
Appearance: 8
Race: Forest Goblin
AL: LE
AC: 4
Hp: 24
Fights As: Fighter 3
AT: As weapon
DMG: As weapon
MV: 60'
Social Class: Monster
Est. XP Value: 120

Special Abilities: Infravision 60', Detect new construction 1-2 on a 1d6

Languages: Common (Bersari), Lawful Evil, Goblin, Hobgoblin, Bugbear

Non-Weapon Proficiencies: Fungus Identification 9, Oratory 12, Torture 16, Weather Sense 14, Hunting 14, Foraging 12

Weapon Proficiencies: Broad Sword, Club, Dagger, Short Sword, Sling, Blind Fighting

Equipment: broad sword of quality (+1 to hit), fitted chain mail, small shield, small polished stone figurine of goblin fertility deity (worth 50gp), 38gp, 15sp, 10cp, 2 gems (25gp each)

Description: Rackhack stands 4'9" (tall for a goblin) and weighs 90lbs, most of which is pure muscle. The goblin's skin is a deep teal in color with strips of forest green and scattered white spots on his back. He has sharpened his teeth and fingernails, and his hair is thick, ragged and deep charcoal in hue. Rackhack is quick to anger and very impulsive, especially if he believes he has an obvious or infallible upper hand.

Pfakak, Goblin Shaman

Class & Level: Shaman 4
Strength: 13
Dexterity: 13
Constitution: 7
Intelligence: 10
Wisdom: 12
Charisma: 12
Appearance: 9
Race: Mountain Goblin
AL: NE
AC: 10
Hp: 13
Fights As: Cleric 4
AT: As weapon
DMG: As weapon
MV: 60'
Social Class: Monster
Est. XP Value: 150

Special Abilities: Infravision 60', Detect new construction 1-2 on a 1d6

Spells: [3/2O or 2/1W] *blight* (reverse of *bless*), *cure light wounds*, *cause light wounds*, *protection from good*, *resist fire*, *speak with animals*

Languages: Neutral Evil, Goblin, Hobgoblin, Bugbear, Ogre

Non-Weapon Proficiencies: Astrology 12, Herbalism A (Identify Plants and Fungus) 10, Herbalism C (basic first aid; 1d3hp returned to victim in 1rd of wound) 15, Religion: Goblin 16, Spirit Lore 16

Weapon Proficiencies: Staff (P), Footman's Mace (P)

Equipment: goblin staff (1d4/1d6 dmg, other stats as quarterstaff), bag of divination bones, *potion of healing*, *potion of plant growth*

Description: Pfakak stands a good 4'5" tall and weighs a light 65lbs. He looks emaciated and sickly although is always in good health. His skin color is an orange-red, the only one of his clan, and that is partly why he was selected as the clan shaman. Pfakak will always wear a collection of strange furs and other materials, including numerous hanging bone fragments and fetishes. The shaman must always appear distinct and apart from his clan. Pfakak is a follower of Vraqdrul, the goblin god of plants, healing, disease, and unsettling places.

Tragk, Goblin Elite Bodyguard

Class & Level: Fighter 2
Strength: 15
Dexterity: 14
Constitution: 15
Intelligence: 8
Wisdom: 11
Charisma: 6
Appearance: 4
Race: Forest Goblin
AL: LE
AC: 7
Hp: 15
Fights As: Fighter 2
AT: As weapon
DMG: As weapon
MV: 60'
Social Class: Monster
Est. XP Value: 45

Special Abilities: Infravision 60', Detect new construction 1-2 on a 1d6

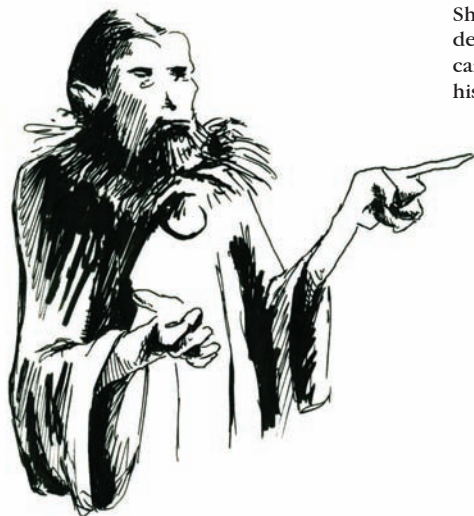
Languages: Lawful Evil, Goblin, Orc

Non-Weapon Proficiencies: Close-quarter Fighting 8, Etiquette: Goblin 6, Tracking 12

Weapon Proficiencies: Dagger, Footman's Mace, Light Crossbow, Short Sword, Club

Equipment: studded leather, small shield, light crossbow (10 bolts), dagger, footman's mace, 33gp, 10sp, 1 gem (10gp)

Description: Tragk is a short but thick goblin, standing only 3'8" but weighing 85lbs. His skin color is a deep green with yellow splotches along his back, arms, and outer thighs. Tragk also sports a 2' long tail, although he can do little with it. Tragk takes his position as a bodyguard unusually seriously (for a goblin). He will protect Chief Rackhack with his life, and he is constantly on the lookout for spies and assassins who would harm his commander.

**SHARPCLAWE CLAN NPCs:****Chief Sharpclaw**

Class & Level: Fighter 3
Strength: 16
Dexterity: 14
Constitution: 14
Intelligence: 16
Wisdom: 14
Charisma: 13
Appearance: 17
Race: Forest Goblin
AL: LE
AC: 5 (w/buckler)
Hp: 15
Fights As: Fighter 3
AT: As weapon
DMG: As weapon
MV: 60'
Social Class: Monster
Est. XP Value: 100

Special Abilities: Infravision 60', Detect new construction 1-2 on a 1d6

Languages: Lawful Evil, Goblin, Hobgoblin, Bugbear, Orc, Deep Gnome

Non-Weapon Proficiencies: Animal Handling 8, Caving 12, Hunting 12, Mining 15, Oration 9, Torture 14, Weather Sense 7

Weapon Proficiencies: Short Sword, Club, Short Bow, Sickle, Hand Axe

Equipment: *short sword +1, buckler, +1 vs. fire*, sickle (pure silver, worth 60gp), studded leather, small sack

Description: Chief Sharpclaw achieved his name by demonstrating his long, sharpened talons on the previous tribal chief. If struck with his talons, a character will take 1d8 base damage instead of the normal 1d6. Sharpclaw is 4'5" tall and weighs 80lbs. He has a dark skin tone of deep navy blue and piercing yellow eyes. He has no hair and looks reptilian. Sharpclaw is a wicked and cruel goblin. He delights in torturing just about any creature he can get his claws on. Slow public dissections of his enemies are a favorite hobby.

Dregal, Goblin Witch-Doctor

Class & Level: Witch-Doctor 5
Strength: 14
Dexterity: 10
Constitution: 12
Intelligence: 9
Wisdom: 13
Charisma: 8
Appearance: 9
Race: Forest Goblin
AL: LE
AC: 10
Hp: 11
Fights As: Cleric 5
AT: As weapon
DMG: As weapon
MV: 60'
Social Class: Monster
Est. XP Value: 225

Special Abilities: Infravision 60', Detect new construction 1-2 on a 1d6

Spells (Clerical): [3/3/10 or 2/2W] *blight* (reverse of *bless*), *cause light wounds*, *detect magic*, *protection from good*, *augury*, *chant*, *resist fire*, *cause disease*

Spells (Magic-User): [4/20 or 2/1W] *affect normal fires*, *push*, *shield*, *ventriloquism*, *detect invisibility*, *magic mouth*, *scare*

Languages: Lawful Evil, Goblin, Hobgoblin, Orc, Common (Bersari)

Non-Weapon Proficiencies: Astrology 12, Ancient History: Goblins 8, Herbalism A (Identify Plants and Fungus) 10, Herbalism C (basic first aid; 1d3hp returned to victim in 1rd of wound) 15, Herbalism J (Magical Affliction Knowledge) 7, Reading/Writing: Goblin 11, Religion: Goblin 16, Spirit Lore 5, Tattooing 11

Weapon Proficiencies: Dagger, Staff-sling

Equipment: *staff-sling +1*, dagger (bone; -1 damage; breaks on natural 1-2), medicine bag (+1 to Herbalism checks), bag of sling stones (15), 12 gems worth 15gp each

Description: Dregal is a creepy little green thing of a goblin. He stands 4'2" and weighs 73lbs. Dregal's skin is a sickly sea green with patches of yellow oily hair. The witch-doctor is known among all clans in his tribe as a potent healer of goblins, but he is also greatly feared and distrusted. Dregal is a worshipper of Nargtakil, the goblin god of magic and the underworld, and he receives his spells from the deity, not the spirit world.

APPENDIX B: NEW MAGIC ITEMS

Staff of Goblin Command

Useable by: Fighter, Cleric, Priest, Druid, Ranger, any Goblinoid
XP Value: 250 – 3,500 (depending on charges remaining)
GP Sale Value: 2,000 – 8,500 (depending on charges remaining)

These staves are slightly smaller than a normal stave as they were constructed for use by goblins. They stand between 3½' - to 5' maximum height and are usually made of a dark hardwood such as mahogany or cherry wood. Staves of this type must always be adorned with the skulls of no less than three goblin chiefs.

This potent magical staff works in most ways similar to a *rod of rulership* (see OSRIC pg. 321) but with the following alterations: the duration of the charm effects of the staff work for *one week* per charge but only with humanoid of less than 5 Hit Dice, in a 90' radius. Non-humanoids are unaffected by

the powers of the staff. Humanoids with 6+ HD or intelligence scores of 13 or higher are allowed a save vs. staff to resist the effects. In addition, should a goblinoid use the staff, the powers of the staff grow. Goblinoids include goblins, hobgoblins, kobolds, hoblins, koalinh, bugbears, and half-orc/goblins. The range and duration of the power increase, and any creature who would normally be allowed a save vs. the effects of the staff have a penalty based on the power of the wielder. See the table below for the modifiers.

Finally, the staff is symbolic of power of legitimate rule to all creatures, granting a goblin or hobgoblin wielder a +2 to all reaction and loyalty checks at all times. Should a non-goblin use the staff, these reaction modifiers become penalties instead. Goblins are "called" toward the staff when a non-goblin uses it. Any goblin within 1 mile of the staff-bearer (if physically holding the staff) will immediately hone-in on the wielder, most likely to recover the staff.

At any time, if the wielder of the staff is killed or knocked unconscious, or the staff broken, any creature ruled by the staff is immediately freed. Those holding the staff may sleep freely without breaking their command.

Table 11: Powers of the Staff of Goblin Command

Wielder	Target Save Modifier	Range Modifier	Duration Modifier
Non-Humanoid or Non-Goblinoid	N/A	N/A	N/A
Goblinoid (1-1HD)	-1	+10'	+1d2 days
Goblinoid Bodyguard (1HD)	-1	+15'	+1d2+1 days
Goblinoid Leader (1HD+)	-2	+15'	+1d4 days
Goblinoid Sergeant (2HD)	-2	+20'	+1d4+1 days
Goblinoid Elite Bodyguard (2HD+)	-2	+20'	+2d4 days
Goblinoid Sub-Chief (3HD)	-3	+20'	+2d4+1 days
Goblinoid Shaman or Witch-Doctor (4HD)	-3	+40'	+3d4 days
Goblinoid Chief (5HD+)	-4	+60'	+4d4 days

Bag of Good Seeds

Useable by: Any
XP Value: 300XP + 50XP per seed
GP Sale Value: 200 + 100 per seed

A typical bag of good seeds will have 3d4 seeds when found. Users of the seeds must plant a seed before nightfall and wait until the next morning. Each seed will magically produce a random tree or bush full of fruit or vegetables, no matter what the soil or temperature is. Once the tree or bush is grown, it will last for 1d6 hours after sunrise and then begin to feel the effects of the temperature or soil (if hazardous). When night falls that day and the tree is still alive, the tree will automatically drop its fruit, wither and die. The fruit will last for three days on the ground before withering. Fruit or vegetables collected directly from the trees or bushes will last for one full week and then immediately rot. The produce may be consumed as normal rations and sustain the body as any rations would. There will be enough produce per seed-tree to supply 6d4 rations or approximately 6d4x2 in pounds of fruit or vegetables.

With all good seeds, there are bad ones. There is a 5% chance that a bag of good seeds is actually a cursed *bag of bad seeds*. The

bag of bad seeds works identically to the bag of good seeds, except that all of its produce is poisonous (see OSRIC pgs. 125-126).

Gore-Blade (of Chakagul)

Useable by: Fighter, Gladiator, Archer, Illusionist, or any kobold
XP Value: 900
GP Sale Value: 4,200

The gore-blade is a khopesh (or short sword) weapon which in most respects acts like a *sword +1, +3 vs. reptiles*. On a natural roll of 17-20, the gore-blade creates a special illusion to all viewers in which the victim seemingly is disemboweled by the attacker. The closer the roll to a natural '20' the more blood and viscera are produced by the illusion. Should the victim and anyone on the attacking side of the victim believe the image, their morale is reduced by -2 or 10%. If the victim is a leader, the morale is reduced by -4 or 20%.

Special module rules: The gore-blade found in this module is a special version made for Friprakis and blessed by Chakagul priests. The blade works exactly the same, except it has an alignment of Chaotic Neutral and an Ego of 5.

Bowl of Commanding Lesser Water Elementals

Useable by: Druids and Magic-Users
XP Value: 2,750
GP Sale Value: 8,000

This magical item works very similar to its cousin, the bowl of commanding water elementals, except that the bowl summons less-powerful elementals, called lesser elementals (see monster entry in Appendix E). After 1 round of concentration, the bowl summons 1d4 Small-sized elementals with a total of 2d8 HD split among them. No elemental may have more than 4 HD. Unlike the standard bowl, the lesser bowl allows the spell-caster a 1 in 100 chance of losing control instead of a 1 in 20, and each chance is separate per elemental. Elementals summoned from this bowl may only move 30' from the summoner.



APPENDIX C: GOBLIN CULTURE (OF WESTGATE)

Forward (for adventurers, representatives of the state, and the learned)

The goblin is an unnatural creature, at least by most accounts. The goblin is a classic and most basic form of humanoid. A "humanoid" is defined as a generally human-looking creature (two arms, two legs, a head, bipedal, grasping hands, cultural development), although ancestrally not human. Our priests inform us that these creatures have no souls, but have spirits as our elven neighbors do. Humanoids are scavengers and predatory, and they seem to delight in the torture and consumption of other human-style creatures. The typical humanoid community functions as a mockery of the nearby human establishments and is notoriously difficult to generalize, in terms of ecology and culture. The following is a cultural analysis of the goblins we find in the Western Weald. Be advised that the knowledge presented is based on data taken during the post-Push period (c. 675-850 FC) and may not always represent the culture as later explorers and adventurers find it. The author hopes that future ethnographers will add to the knowledge base found herein.

General Analysis of Goblin Culture:

Geographic Preference:	Underground; Temperate climate is most common, although may be found anywhere
Subsistence System:	Hunter/gatherer (scavenging) Horticulture among tribes and chiefdoms
Economic System:	Prestige system based on imitation of human values of wealth and status
Social Organization:	Strongly non-egalitarian labor division Emphasis on male dominance and warrior class Strict age-grade ordering
Marriage System:	Polygyny with harem-style ordering Marriage by capture and prestige exchange
Kinship System:	Patrilineal, Patrilateral, and Patrifocal
Political Organization:	Small Bands, Clan-based Tribes (including "Big Men"), and small Chiefdoms Authority of rule comes entirely from a skill and charisma based hierarchy
Religious Organization:	Animism and Animatism Patron-based Polytheism Shamanism
Leisure Organization:	High percentage of leisure time for males, very low for females; leisure is often solitary and full of harmful pranks on clanmates

The goblin is a short, gangly humanoid, ranging greatly in skin color, hair color, eye color, stature, and even physical makeup. Some goblins have horns, others have tusks, some have very pronounced spines that may even produce bony and sharp back ridges, and some goblins are intensely obese. Goblin color tends to match their surroundings: green-brown for forests, grey-brown for hills and mountains, and white-grey for arctic regions. Interestingly, natural selection takes great leaps in offspring of goblins who have transposed themselves to new climates. A forest goblin that has moved to a more glacial area will almost instantly produce glacially-colored offspring. Goblin fingers and toes end in either long sharp nails or long sharp talons. There seems to be no connection between parents and children with what the offspring will bear when born; it seems very random, although nails are much more common than the talons (about a 75% chance of nails).

In general, goblins are omnivores (in the full sense of the word) and can live on just about anything they put in their sharp-toothed mouths. It should be noted that a goblin's mouth is much wider and larger,

proportionally, than a human's mouth, allowing goblins to consume objects in full, at 1/2 the size of their heads. Generally, this means any object the size of a grapefruit or smaller can be placed completely inside a goblin's mouth for consumption.

Goblins are extremely resilient to the environment. The creatures are found in all climates and are very resistant to even very extreme conditions. Part of this resistance is due to goblin preference of living below ground, which although cold and often damp, the overall weather conditions rarely change. Living underground has developed goblins into natural miners and cavers. Of course, goblins are faerie creatures, thus being miners may have been their entire function when they were created by the sylvan powers. It is unknown whether sylvan creatures evolve as humans and the natural world do. Sylvan cultures certainly do evolve, however, so it is a good bet that the physiology and general knowledge might as well.

Like dwarves and some gnomes, goblins must find food in locations other than underground because there is little to be found in the way of subsistence there. When in great

need, goblins can subsist off of fungus and lichens found in caves but only when solitary or in small bands. Goblins arranged in tribes or chiefdoms must rely on other forms of subsistence. This reliance may be a selective pressure towards goblins remaining in small bands. Goblins are, at heart, scavengers and care very little for work other than digging. Goblins find most of their food lying around the forests they inhabit. They are also good at hunting and often create small bands as hunting parties. The more organized goblin tribes and small chiefdoms create small gardens. The gardens are not well tended and are often poorly seeded. The goblins seem to be imitating human farmers rather than caring much for what they are actually doing with the seed and soil. Certainly, no evidence of plowing or irrigation has been found among goblin cultures.

The second primary way of subsistence among goblin cultures is preying on the other creatures the goblins will live near. Goblins always choose a settlement for their thorp, warrens, cave, or hamlet nearby another more settled community. The hunting/gathering nature of the goblins is then focused on these nearby communities. Raiding parties, scouting parties, and individual goblin thieves are constantly invading the nearby locales for food, materials, and captives, the latter being considered by goblins as a combination of the other two: food and materials. Naturally, nearby communities despise goblins and any goblin activities.

The economic systems found in goblin communities vary greatly. We can generally say that the economic system of any given community of goblins will resemble, although in simple mockery, the leading nearest human, semi-human, demi-human, or sylvan settlement. Most human-styled economies tend toward serf or market economies these days, with the elite existing almost exclusively in a prestige system. The Western Weald is mostly freeman territory leading towards market economies with abstract currency, thus goblins in this area are often found with coinage and sometimes metal ingots or gems. Goblin rulers often have jewelry and symbolic objects of status akin to the human elite. Upon closer examination of how goblin currency is understood by goblins, we see that goblins do understand the value of abstract currency in human markets, but generally use the currency as prestige items unrelated to the actual monetary value of the coins. This means that the goblin with the most aesthetically pleasing coin or set of coins would have more status and prestige than the goblin with the most value of coins. Alternatively, a goblin could have the most and most aesthetic and be both the highest status goblin and the wealthiest. The prestige system of goblins is mostly used for political maneuvering when the time is right and occasionally used for bride exchange or leisure goods.

The goblins of the Western Weald have their own language, a form of goblin common. Each individual tribe has a variation dialect on this common tongue, but most goblins can

communicate easily. Goblins seem to have a high aptitude for learning other languages, and the average goblin speaks about five different tongues and a number of neighboring dialects. A goblin with a higher intelligence might have an extraordinary ability in language acquisition, but goblins generally do not care enough about languages to learn them unless there is a return on their investment. In other words, goblins learn languages to get something from the people that speak the language: language as tactic. Therefore, there is some disagreement when it comes to goblin language ability. It may be that goblins do not learn languages so much as they learn what sounds to make to get a desired result from another.

The goblin language itself is not very complex and is very easy for any creature to learn. There are no word tenses, so everything happens in a general "present." Much of their abstract or idiomatic language comes from mining or digging metaphors, and the language has a great variety of words to describe types of rock and soil – much like the dwarven language. If, in the Bersari common tongue, we were to comment on someone being very stupid, a goblin might say something like, "Girkkrat, your iron-cart is empty," referring to the density ("density" itself a linguistic metaphor) of iron and the general dislike of iron by sylvan and humanoid species. The "emptiness" refers to there just being nothing in the cart, like the lack of knowledge of the insulted party, but further, that if *there were* iron found in the cart, no one would want it anyway unless they were to smelt it and use it since the owner of said iron-cart is assumed to not be using it. Thus, it is not simply that a goblin is calling another goblin stupid, but stupid and useless. Such statements are detailed and complex metaphors to mining folk.

Like all creatures, goblins have an internal mental system which allows the goblins to understand their place in space, developed primarily for underground navigation. A spatial system is how a mind maps the world around itself; all creatures understand their literal place in space based on a mental map of how the mind understands the physical world. The internal spatial system of a goblin is absolute-relative. Goblins have developed a keen absolute sense, which is knowing where you are in space as if you were looking down on the area from a map; an absolute location within a limited set of parameters. Due to their lives underground, absolute systems make the best choice for goblins wandering through dark and winding corridors. The absolute system is also helpful for goblin raiding parties. Very little needs to be communicated in terms of instruction when a raiding party attacks a settlement since every goblin knows exactly where everything is at all times, relative to their home caves or mines.

Goblin kinship is organized into clans but without much sense of lineage. Inter-clan war is frequent, and there can even be internal clan political problems. Again, although seemingly organized, the goblins clans seem more as mockeries to human clans than anything actually functional for organization

or survival. Being part of a clan gives a goblin political leverage but only on a very limited scale. Goblins are always paranoid and jealous of every other goblin, clan mate or not. The only obviously functional aspect of the clan organization is that when a goblin attempts to remove a leader, that goblin's clan may help in order to put their collective clan in control of the tribe. A typical tribe may consist of anywhere between three to twenty clans. In general, it is suggested that the average diplomat or adventurer care little for when a goblin announces or reveals his or her clan membership as the clan, family, lineage, or really any standard kin connection has little real meaning to a goblin.

Goblins are polygynous, meaning that a single goblin male is often "mated" to a series of females at once. The females are ordered hierarchically, where the female with the most power is the female which was first brought to the household unit. The next female in sequence has less power and so on, down to the last or most recent female brought to the unit having the least power in the household. Wife or mate-stealing is common among goblins between tribes. Rarely are mates taken by goblins living in the same band or tribe since this act causes an almost immediate clan-war which can quickly reduce numbers of the



entire tribe. Goblin daughters may be gifted to warrior kin within a tribe for alliance purposes, but most mates are stolen by raiding parties to other tribes.

A special circumstance for mating occurs when goblins are on military maneuvers. In these circumstances, goblins cannot easily travel with family units or females. Therefore, a goblin chief will take a number of his own concubine-mates and place these females in their own chambers for the entire military force to mate with. Any females (of any species) taken by force by the warriors on raids are thrown into this mix of concubines. When the goblin group is set to return to their home village, the additional females are distributed among the best or most prestigious warriors. If the females are refused by the warrior or cannot make the journey to the village, they are slain and eaten by the whole group.

As already touched upon, goblin males are supreme and dominant among goblin society. Goblin males are the political rulers, the religious leaders, the economic support units, the hunters and gatherers, and the warriors. Females among goblins lead a very restrictive and tortured existence. The females are used exclusively for food manipulation and mating. Very few females live to old age as many will die from the frequent childbirths. Goblins have a relatively short gestation period for pregnancy, requiring only about four to six months for a birth. On average, a typical goblin female will have 1.5 children per year (3 every two years), and upwards of 10 to 20 offspring during a lifetime. Goblin gender at birth is preferentially male; 80% of all births are male. This proportional difference makes females valuable as exchange and status objects.

Goblin political culture is, in a word, violent. Those who lead in goblin society are always the strongest and most cunning, preying on the weak, with the exception of the shamans or witch-doctors, who although are both strong and cunning, fulfill only a ritual place in the society. Only when a leader is absent do ritual specialists bark orders to the rest of the group. Goblin leaders often assassinate their superiors in an endless chain of political unrest. Most leaders are then ritualistically eaten. Unlike some human cultures, there is no real reason to eat the dead ex-leader other than as an immediate source of food. We would expect there to be some reason, spiritually or symbolically, to eat the leader, but no goblin seems to care. As soon as a leader falls, the rest of the goblins begin to scheme about how to kill the new leader, and the cycle continues.

The goblin hierarchy of power is easy to predict, depending on the size of the group. All goblin groups, no matter what the size or structure, will have a chief. The available positions of leadership below the chief, ranging down to the warrior class, are variable based on size. Groups of at least 20 goblins will have a "leader" or "captain." Groups of 50 or more will include a number of "sergeants" for the captain, usually on a 4:1 basis, but there may be more sergeants. Goblin chiefs tend to advance a handful of goblins to "personal guards" at this size as well. Groups of around 75 will have a sub-chief who often has personal guards. Groups over 100 may include "elite bodyguards" and "specialty personnel" for the chief. "Specialty personnel" might include weapon specialists, tacticians, engineers, or scouting parties. Any group of any size may have a shaman or witch-doctor in residence. It is rare for a group to have more than one shaman, but there may be as many as five witch-doctors. It is also rare for goblins to have both a shaman and witch-doctors.

Goblin warriors, while the lowest "rung" of goblin society, are often the most interesting group with the most political freedom. All goblin males must become warriors. Goblins acknowledge only three "phases" of goblin growth: Infant, Warrior, Elder. Very few goblins become elders due to intense internal conflict and raiding adventurers. If an infant survives

to a mature level (usually only 3-5 years), the infant can then go through a rite of passage and become a warrior. Goblin warrior rites are highly secret affairs and are often intensely dangerous. A full 2 of 5 goblin youths do not survive. Once becoming warriors, goblins are treated generally equally except for those who wish to challenge for superiority. Goblins always respect those that lead them – until such time as that leader can be formally usurped and replaced. Warriors often form cliquish war parties and raiding parties and sometimes even give their parties names. Interestingly, female goblins may go through the warrior rites if they so choose to. If a female survives the rites, she is treated as any other goblin male in terms of status and may even control her choice of sexual mates. It is extraordinarily rare for a female goblin to do this, however, as no female is ever told that they may enter the rites and the goblins make sure the rites are much more difficult for females than for the males. Approximately 1 in 1,000 females attempts the warrior rites, and only half of those females survive.

One fascinating phenomena with goblins and most other humanoid species is the phenomena of *leader acclimation*. The moment a goblin achieves a position of dominance in the hierarchy, at any level, that goblin immediately becomes stronger, physically larger, more intelligent, and a much more cunning warrior. It is unclear what cruel trick from the gods causes this transformation, but it can occur as quickly as overnight. The more status in the community, the stronger and more intelligent the goblin becomes. Also, goblins need not follow any specific path towards a specific community role – if a goblin warrior defeats the goblin chief, he immediately gains the size and strength of that chief, surpassing any existing leaders or sub-chiefs. One shudders to think what might happen the day goblins decide to create a much more complex hierarchy. A goblin king or emperor would be a dangerous thing indeed.

The goblins of Westgate have a limited form of organized religion, consisting of semi-portable cults and non-portable local spirit beliefs. There is a pantheon of distinct deities whom the goblins believe protect them and aid them in defeat of their enemies. During the course of this ethnographic study, at least 12 distinct deities were recorded, although there are undoubtedly more. The goblins are polytheistic, with every clan having a patron deity. Communities of mixed clans may have a different patron deity, although it is more common to have ancestor or guardian spirits to protect whole villages because the deities seem more clan-personal and less socially shared. Like human tribes, goblin spirits are not portable and always stay on the land where the spirits inhabit and protect. The deities are more portable and easily “travel with” goblins. The goblin pantheon is headed by a powerful evil god called Murgigul, the god of battle and consuming one’s enemies. A series of four other deities are Murgigul’s sergeants and consist of Divakpa, god of mining and natural resources, Nargtakil, god of magic

and the underworld, Urxal, god of caves and sustenance, and Vraqdrul, god of plants, healing, disease, and unsettling places. As with most pantheons, the highest gods represent the things which goblins value most of all: underground places, violence, and strange things. It should be noted that no female deities were discovered during this research; all 12 deities are male and have no divine consorts. Instead, many of the myths involving the gods and sexuality involve the gods capturing mortal goblin matrons in brutal and comedic fashions. Indeed, the creation myth about females in the goblin mytho-histories suggests that with all the frequent mating with every other species’ females that the ancient goblins performed, the goblin gods feared that the goblin race would be weakened from inter-mating. In an effort to keep the goblin bloodlines strong, Walgigone created goblin matrons specifically for mating and cooking.

Goblins have three distinct different forms of ritual specialists: shamans, witch-doctors, and priests. Priests are extraordinarily rare. No goblin priest was observed during this study. Witch-doctors and shamans are both very common, although no community will have both – communities have either a witch-doctor or a shaman. It is very rare for a community to have more than a single shaman, although a few groups have more than a single witch-doctor. When a community has separate witch-doctors, each will have his or her own specialty. Notice the reference to *ber*. Interestingly, like warriors, should a female go through the (intensely secret) rites to become a shaman or witch-doctor, she will be treated like any other of the respective class. Some of the most prominent goblin ancestor spirit entities were female shamans while alive.

Most day-to-day beliefs of the goblins are tightly wrapped around the spirit world and less so with divinities. Goblins can be superstitious but will always try to gain an upper-hand, even against spirits. Should a goblin anger a spirit, the village shaman or witch-doctor will try and intervene to appease both sides. Shamans are greatly feared among goblin communities because of the shaman’s strong connection to the spirit realms and the danger – and security – such a connection represents. Witch-doctors are respected and somewhat feared but are often used more as physician-servants than spiritual advisors or negotiators. Explanations and descriptions of the goblin spirit world is complex and will require a separate volume to describe.

The ethnographic report detailed above was a result of three years of observational study by the mystic Agrippa, Master of the Paupers, from the Seven Paths Monastery near the Barony of Preston. While unable to live directly with the goblins due to excessive personal danger inherent with a human living among goblins, Master Agrippa was able to observe the creatures using frequent meditation and a combination of *clairvoyance* and *clairaudience* spells.

APPENDIX D: GOBLIN ADVENTURERS

Goblin

Adventurer Rarity: Very Rare

Adventurer Sex Tendency: Male 95%; Female 5%

So you want to play a goblin as a PC? Why would *anyone* want to do that? A role-playing challenge, you say? It *will* be... Now ask yourself: what kind of goblin goes out adventuring?

Description: A humanoid who hears the call to adventure is a rare thing. Goblin PCs are very rare, but should you or your players wish to experiment with something new, here are the rules. Keep in mind that having an actual 'class' indicates some form of specialized training. One question to ask your player, then, is who trained the goblin and why? We strongly suggest that if you allow players to select the goblin species, you should absolutely enforce class and level training of some sort. A goblin who wishes to be a magic-user is fine, but that little critter is going to have to find a magic-user interested in attempting to train a goblin. Even if the goblin found a trainer, the trainer will have to constantly watch his or her back. The moment that goblin learns *burning bands* will be day-ruiner for somebody.

Training aside, a goblin is a goblin. These creatures are as written in their monster description; basically very greedy, dirty, cowardly, and ruthless. Gobblins with the capacity for adventurer training have some semblance of focus which is allowing such a creature to gain the skills of the class selected. Classes are socio-economically grounded in your campaign world, most likely, and are not simply a profession. Thus, a goblin with a character class is often *technically* elevated to a position of social importance – something which will cause a very negative reaction from the already suspicious and untrusting public. Goblin PCs face many obstacles in their survival, the largest probably being the social one – at least in a dungeon, the goblin can fight his or her foes on equal ground.

Gobblins are normally organized in tribes with a number of cross-cutting clans. A goblin PC usually severs his or her ties with the tribe, but clan ties are harder to remove. This means that a goblin PC will not normally aide his or her tribe if called to duty as a tribal defender, but he or she might come to the aid of a clan problem. Gobblins tend towards Lawful Evil, and most are at least Lawful, meaning that they do follow some sort of organization, ethically. Of course, their solution to a clan feud might be to simply assassinate the head of the other clan and then head back to town...

All of the rules below apply to Forest Gobblins, which are the most common form of goblin found in the world of Westgate. There are other species of gobblins, such as Mountain Gobblins, Winter Gobblins, Swamp Gobblins, Fire

Table 13: Goblin Allowed Classes and Level Limits

Class	Level Limits by Adjusted Exceptional Prime Requisite*					Starting Age
	-10%	-5%	0%	+5%	+10%	
Fighter	3	5	7	8	9	8 + 2d4
Archer	4	6	8	8	9	12 + 2d6
Magic-User	N/A	3	5	6	7	12 + 2d8
Conjurer	2	4	5	6	7	12 + 2d8
Necromancer	4	5	6	8	10	10 + 2d6
Witch-Doctor	6	7	8	10	13	8 + 2d2
Cleric	4	4	5	6	7	10 + 2d6
Shaman	6	7	8	10	12	10 + 2d6
Thief	6	6	7	8	9	8 + 2d2
Rake	6	7	8	9	10	8 + 2d2
Assassin	8	8	9	9	9	8 + 2d2
Acrobat	4	5	5	6	7	N/A
Bounty-Hunter	5	5	5	6	8	N/A
Monk**	4	5	6	7	7	12 + 2d10

* The percentage is the bonus or penalty to all accumulated XP received by the PC for all experience earned. A goblin fighter with ability scores exceptional enough to gain a +5-9% on his experience would be able to excel to level 8 as a Fighter, for example.

** The Adventurer Rarity for Goblin Monks should be considered Exotic; only one per generation is ever found in a particular continent or region. It is suggested that this class/race combination be reserved for NPCs only.

Table 14: Goblin Height, Weight, and Age Categories

Height (male/ female)	Weight (male/ female)	Child	Youth	Adult	Middle Age	Old Age	Venerable	Max. Age
40/38 +2d8 in.	65/63 +3d10 lbs.	0-2	3-10	10-18	18-32	32-40	40-50+	55

Table 15: Goblin Variable Physical Features
(Roll separately for each category)

2d10	Hair	Eyes	Skin Color	Special Feature
2	None	Blue	Black	Large Horns
3	Green	Green	Lt. Grey	Small Horns
4-5	Black	Yellow	Dk. Grey	Small Tail
7-9	Black	Yellow	Green	None
10-13	Black	Black	Green	None
14-15	Black	Black	Brown	None
16	Black	Black	Yellow	Sharp Claws (1d2 damage)
17	Copper-Red	Red	Crimson	Spine Ridge
18	Brown	Red	Striped (roll twice)	Tusks
19	Silver	Red	Spotted (roll twice)	Mix of two (roll twice)
20	White	Silver	Mix of two (roll twice)	Mix of three (roll thrice)

Charisma	3	13
Appearance	3	18

Alignment: Any non-Good. Gobblins are evil little things, although PC gobblins may be neutral.

Summary of Goblin Racial Abilities and Limitations:

- **Infravision** of 60'
- **Detect New Constructions** 25% of the time
- **Detect Depth Underground** 50% of the time
- **Bright light** or **daylight** causes a -1 to all attack rolls
- **Species Enemy:** Dwarves and Gnomes.
 - **XP Restriction:** All goblin PCs receive only ½ XP for any adventure where they must adventure with a dwarf or gnome until the goblin reaches 3rd level in any class. Between 3rd and 5th level, goblin PCs receive only ¾ XP on any such adventure with a dwarf or gnome. After 5th level, gobblins may receive full experience.
 - **Reaction Modifier:** In any case, gobblins will always hate and despise dwarves and gnomes.

Gobblins, and Goblin Nobles, but these species are all but unknown in the area of Westgate and will be detailed in later products. In general, the only functional statistic difference between the sub-types of gobblins is slightly different non-weapon proficiencies and occasional bonuses to saving throws based on environmental factors – but mostly, a goblin is a goblin is a goblin.

Ability Score Adjustment: Goblin PCs suffer a -1 to Strength, Intelligence, and Charisma.

Table 12: Goblin Ability Score Requirements

(After adjustments for race)

Ability	Minimum	Maximum
Strength	4	16
Dexterity	4	17
Constitution	5	15
Intelligence	4	18.50
Wisdom	3	18.25

Assume reaction penalties of at least -4 when dealing with either of these species.

- Bonus Proficiencies: Caving 6 and Mining 6
- +10° Base Body Temperature Modification (more protected in lower temperatures)
- May only use one-handed Medium weapons or any Small weapons and must purchase armor for Small-sized creatures.

Level Limit Advancement XP Multiplier: x3

Once the character's level limit is reached, the level limit advancement multiplier is the suggested XP requirement to attain further levels. An exceptional magic-user goblin who has reached his level limit of 7, would require 3x the normal XP to advance to level 8 and further (240,000 XP as opposed to 80,000 XP for other characters).

Allowed Starting Languages: Goblin, Common (local only), Alignment Tongue (own only), Bugbear, Hobgoblin, Kobold, Orc, Ogre. If non-evil, the character may also select from Gnome or Dwarf languages.

Language Proficiency Groups: General, Dwarf (if non-evil), Gnome (if non-evil), Humanoid, and Subterranean

Move: 60'

Permitted Classes: Fighter, Archer, Magic-User, Conjurer, Necromancer, Witch-Doctor, Cleric, Shaman, Thief, Rake, Assassin, or Monk.

Permitted Multi-class Options: Fighter/Thief, Archer/Thief, Magic-User/Thief, Necromancer/Thief, Cleric/Thief. In all cases, the thief class may be replaced by the rake or assassin class. Goblins are allowed to utilize the rogue split-class option but may only split to the Acrobat or Bounty-hunter classes.

E: NEW MONSTERS

Elemental, Lesser

Frequency:	Very Rare
Environment:	Any related element
Activity Cycle:	Any
No. Encountered:	1-6; Solitary or small pack
Size:	S (1-4 HD) to M (5-7 HD) at 1' per HD
Move:	Air: 180'F[VI]; Earth: 45'; Fire: 90'; Water: 30' / 90'Sw
Armor Class:	4 (Small); 3 (Medium)
Hit Dice:	1-7
Attacks:	1
Damage:	1d4 per HD
Special Attacks:	As Element
Special Defenses:	+1 weapon needed to hit
Magic Resistance:	Standard
Lair Probability:	Nil
Treasure:	None
Intelligence:	Animal to low (1-3)
Morale Modifier:	Summoned +1 (+5%)
Alignment:	Neutral
Level/XP:	1-3 HD: 3/100 +2/hp 4-5 HD: 4/180 +4/hp 6-7 HD: 5/320 + 6/hp

Lesser elementals are smaller versions of their larger cousins, the standard elementals. Lesser elementals are very similar in their combat abilities, having only a few variations based on secondary aspects of their respective elements. Fire elementals can ignite things, water elementals can soak things, and so on. No lesser elemental has the capability of speech, although they can understand simple commands and language. GMs using more than the four standard elemental planes may use the statistics for lesser elementals for all elemental types with only minor adjustment.

Specific alterations:

Air Elementals: Lesser air elementals may assume a whirlwind form but cannot instantly kill creatures unless the creature is Tiny sized or smaller. Any creature caught in the whirlwind takes 3d4 damage. Should the whirlwind fail to reach its full height, creatures take only 1d4 damage. The whirlwind's maximum height is equal to 10' per 2 HD of the elemental.

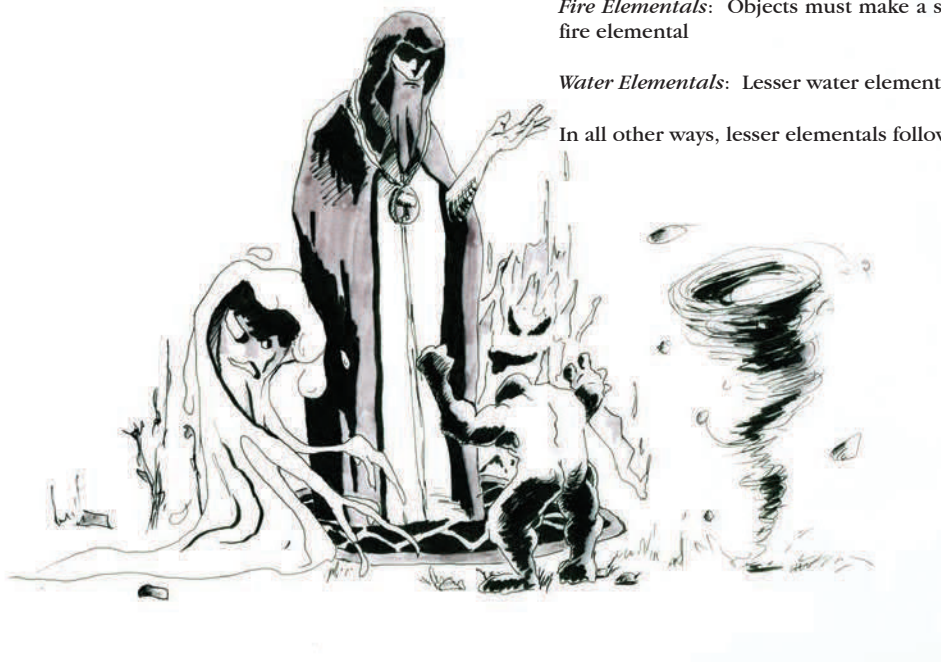
When in air combat, lesser air elementals receive their normal +1 to hit but only a +2 to damage.

Earth Elementals: Receive a bonus of +1 per die of damage to any creature standing on earth or stone. A lesser earth elemental may do excessive damage to constructions like their standard counterparts, but the damage is usually lessened at the GMs discretion.

Fire Elementals: Objects must make a save vs. magical fire at -1 or ignite when struck by a lesser fire elemental

Water Elementals: Lesser water elementals function exactly as their standard counterparts.

In all other ways, lesser elementals follow the restrictions and guidelines of all other elementals.



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Warrens of the Great Goblin Chief

By Dominick Pelletier



Goblins have returned to the area of Westgate, seeking an ancient magical item constructed for their foul kind. In their search, the goblins attack an imperial convoy secretly disguised as a merchant's wagon. The knowledge that goblins are near must be kept quiet from the public, thus a small band of adventurers is required to seek out the creatures and the stolen magic item, deep inside the warrens of the great goblin chief!

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