

B BLACKBURNE PUBLISHING

PRESENTS



BP-1 THE HIDDEN CURRENT

WRITTEN AND CREATED BY JEFF GUPTON
CHAPTER ONE OF THE DARK VEIL CAMPAIGN ARC

PATHFINDER®
ROLEPLAYING GAME COMPATIBLE

FOREWORD

“Stay cool
But I'm giddy like a school boy
You gotta handle with care
This is not a toy”
–Blue October *Balance Beam*



When I originally set out to create Blackbyrne Publishing I did it out of the ashes of 3E/3.5 where I spent many hours writing and creating adventures for my regular group. Don't get me wrong, I loved the hours I spent playing 3E with my friends, it was good times. But let's face it, 3E wasn't always DM friendly and I relied heavily on pre-gen monsters and adventures to supplement my home written material. When 4E came out, being a DM was never easier and the choice to open a company producing compatible material was an easy one. Now that Blackbyrne has been open almost a year, I can look back and see areas that need fixing and areas that just need a good cleaning. With a new logo and the second adventure in the Dark Veil campaign on the horizon, I also took a closer look at the gaming market in general. This brought me to what you have before you, a Pathfinder Roleplaying Game version of The Hidden Current.

When you have a solid story, the mechanics should be interchangeable, and this is the thought that brought me here. I have had some tremendous feedback from players and critics alike, telling me that the story is strong without relying on the mechanics to make it work. But I didn't listen to just them, I have been contacted numerous times asking for a Pathfinder (or 3.5) version of my adventure so they could also enjoy what I have created. After giving it much thought, I contacted Paizo, got me a copy of the rule books and took the plunge. I must admit, reading over the pages of the core book brought me back to my 3E days with very fond nostalgia. The more I read, the more excited I was to be able to bring my work to a wider audience and, with a little luck, bridge the gap that tends to reveal itself in edition wars. As excited as I was, I assure you it was more than just cut/paste monsters, I have taken the time to reassemble the story in such a way that it will flow with the difference in mechanics and character advancement, making sure to "handle with care". Both systems have, in my opinion, the same amount of strengths and weaknesses, but in different areas and that is where I (and others I know) base my choice on. So, in short, from now on Blackbyrne Publishing will be releasing two versions of each adventure, the 4E version followed shortly by the Pathfinder Roleplaying Game version.

As always, enjoy!

Jeff Gupton
Blackbyrne Publishing

BLACKBYRNE PUBLISHING

BP1PRPG-THE HIDDEN CURRENT PATHFINDER ROLEPLAYING GAME EDITION

A FIRST LEVEL ADVENTURE SUITABLE FOR 4 CHARACTERS

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THIS IS DEDICATED TO MY PARENTS, JIM AND JUDI, FOR ALL THE TIMES
YOU REMINDED ME "DON'T DREAM IT, BE IT".



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The town of Boarland Falls is like any other trade village along the Lumbado River, prosperous and peaceful, until recently. Strange beings have been seen in nearby Darfall Forest. Rumors of an ancient dragon cult that has come back from the past. Bandits attacking trade routes along the road and river. What Boarland Falls needs the most are some brave and fearless souls to investigate the strange occurrences, but don't dig too deep, you never know what secrets lie beneath the surface of a small town.....

SUMMARY

The Hidden Current is an adventure for 4 players of 1st level compatible with the Pathfinder Roleplaying Game. It can be used as a stand-alone adventure, or as part of the *DARK VEIL* campaign that will take characters from 1st to 20th level (see website for more details). There are also 1" square battle maps suitable for printing and using with miniatures located at the back of the book. You will need the Pathfinder Roleplaying Game Core Rulebook to successfully run this adventure, which should bring the characters from the bottom of 1st level all the way up to (and possibly over) 2nd level.

The adventure starts out with the players having been hired by a group of trade merchants from Fairvale to guard over a caravan being sent east to a company in Boarland Falls by the name of NK Tradehouse. Included in the caravan's inventory is a mysterious chest which the PC's have been paid an additional 5 gold each to hand deliver to someone named Xalander. Once they arrive in Boarland Falls, they will become drawn into

the web of deceit that not only involves corrupt locals, but also includes dark and secret pact with a spectral dragon spirit named Blackheart.

HISTORY

Boarland Falls' history only dates back 150 years to the founding of the river town, but the history of the valley goes back much further. Over 2000 years ago the valley was ruled by an Ancient White Dragon named Krithakk. With cruelty and dominance unmatched by any other dragon of the time, Krithakk controlled the creatures of the valley from his mountain lair, the mere mention of his name caused shivers down one's spine. Barbaric human tribes, kobold and goblin clans from all over the area treated Krithakk as if he were a god, leaving treasure and offering daily sacrifices of wild boar (which was vast in numbers at the time) at the base of the mountain. His followers built a lair of their own, including a grand temple, in the caverns next to Krithakk's sanctuary, incorporating an elaborate puzzle trap to ensure his privacy and protect his horde.

After several years of being doted on by the inhabitants



BOARLAND FALLS

Population: 372

Lord's Vale: Ashtron Family

Primary Income: Trading

Distance:

232 miles north of Gull's Port,

182 miles east of Fairvale,

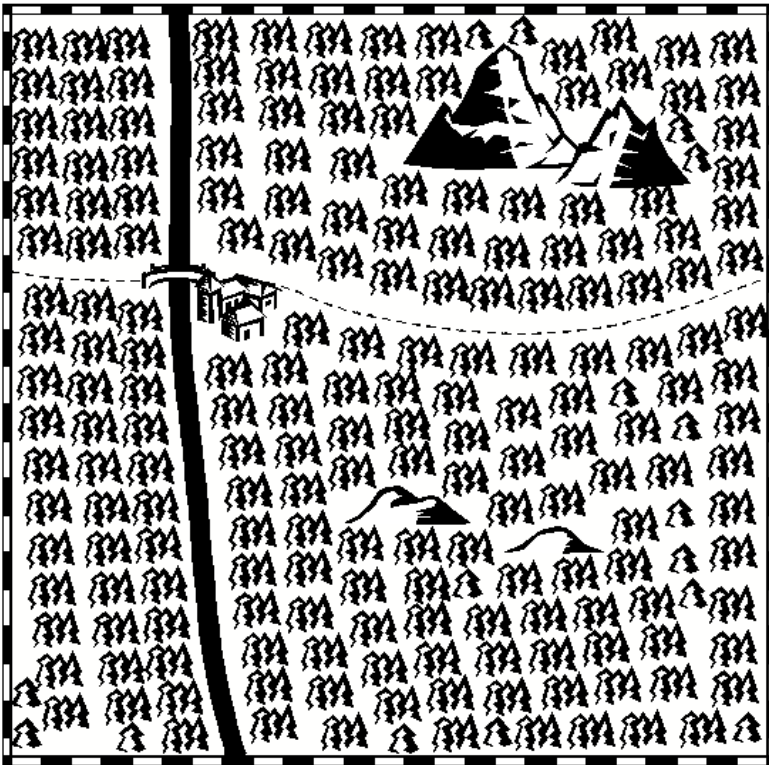
102 miles west of Cobblestone

Main Landmarks:

Krithakk's Peak

Lumbado River

Darfall Forest



of the valley, Krithakk began to obsess over his treasure and sought to expand his wealth. Leaving the valley, Krithakk began exploring other nearby areas, stealing what he liked and killing without remorse. As dragons are apt at doing, Krithakk gained the ire of a black dragon named Deathlore, whose territory he had begun to plunder. Paying Krithakk's lair a visit, Deathlore called him out and the battle to end all battles ensued. Back and forth, the dragons fought, each being of equal challenge to the other. Krithakk's followers, seeing Deathlore take the upper hand and fearing their master was to fall, fled the valley, never to return. Legends spread of the dragon and the horde, but no one dared to enter the valley for fear that Krithakk may have survived, or worse yet, was now ruled by Deathlore.

This lasted up until a century and a half ago, when a group of adventurers stumbled across a huge herd of wild boar, never before seen in all their travels. Their leader, Briar Trevek, suggested that there was far more wealth to be made raising and trading the boars (using the river as the main means of transport) than there was

wandering the wilderness risking life and limb for scattered treasure. Briar also secretly wanted the opportunity to search out Krithakk's treasure lair, but it was too well hidden and remote for him to search without raising suspicion of the others, so his quest was eventually abandoned. His fellow adventurers readily agreed to Briar's proposal and they began the settlement of what is now known as Boarland Falls, nestled at the base of the mountain named Krithakk's Peak, after it's most famous occupant. In the years that passed, no sign of Krithakk or Deathlore appeared and out of respect, in addition to the condition of the mountain pass, no one ventured up Krithakk's Peak. Prosperity has shined upon the large but still young town, making it one of the largest trading posts in the area, short of Fairvale to the west. Most of the trading is done along the Lumbado river, which runs relatively north/south, with the current flowing south to Gull's Port. The main trade road runs west to Fairvale, but a smaller route comes from the east around the base of Krithakk's Peak leading to the village of Cobblestone.

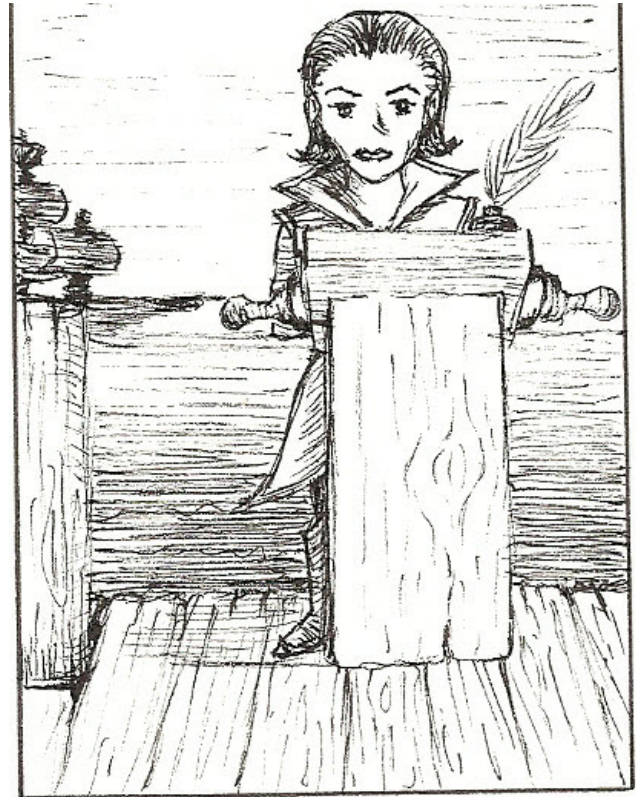
THE LOCALS

The town is currently inhabited by a colorful mix of characters, but the key NPC (non-player character) contacts you as the GM will need are outlined as follows:



Stuor “Stu” Trevek-

Stu is the owner of Trevek’s Tavern and Inn located at the center of town. Stu is also the honorary mayor being of direct decent to Briar Trevek, co-founder of Boarland Falls. Stu pretty much knows everyone in and around Boarland, and has a good idea of the trades coming and going, both legitimate and contraband. Information is one of Stu’s biggest commodities, but he is very cautious as to who he talks to, as well as when and where he dispenses it. There are few trade houses in Boarland Falls handling business along the trade routes, but almost all of the deals to be done begin with Stu “putting in a good word”. Stu has a very friendly personality most days, but crossing him is very unwise as his temper is swift and loud. Trevek’s is the one place most townsfolk will congregate when something is up, or when there are rumors to be spread. Although there is a town hall for council meetings and the occasional trial for any law breaking, most of the real politics happen in Trevek’s just after dark, when more than a few pints of Orc Blood (a stout and dark ale Trevek’s is famous for) have been consumed. The sign over the bar reads: “No fights. No credit. No magic.” When portraying Stu, base his voice and mannerisms on a hybrid of a game show host and a “yes-man” politician.



Druana Stalwart-

Druana is a female half-elf who came to the valley as a young girl. She spent some of her youth in the Feywild, but was never truly accepted for her lineage and thus left of her own accord. Although she was not fully received in Boarland Falls either, she chose it to be her home nonetheless. Currently, Druana is in charge of the shipping docks along the river, nothing comes in or goes out without her blessing, which doesn’t come easy or cheap. Druana has a very stonewall personality, curt and professional, and she does not trust easily. When portraying Druana, use a dry tone for her voice and keep her mannerisms subdued.

Norbon Kinsk II- Norbon’s father founded the NK Trade Guild over 60 years ago, leaving it to his son when he died in his sleep 10 years past. Norbon is a short, portly man in his middle age that is very loud and has a crude sense of humor. He is tolerated by the townsfolk only because the NK Trade Guild is the largest trader in town and no one wants to jinx a future deal. Norbon is not the respected business man his father was and most people feel he will be running his inheritance into the ground very soon. To that end, he has lost any and all trust from the locals, most of all Stu’s, but no one will say it to his face until after NK Trade Guild goes under. Norbon and Druana have a very sterile professional relationship, however they both despise each other and will talk ill of each other in mixed company. Norbon

pays Druana to look the other way when shipping illegal or unsavory merchandise out of Boarland Falls. Norbon knows that Druana could speak up and cripple his off the books contraband trade, but at the same time, Druana knows that Norbon could also talk of the bribes and taint the trust she has earned with the locals, ruining the one place she feels comfortable. When portraying Norbon use a slick tone. Also, his handshakes are to show off his expensive rings in order to impress rather than to earn respect. Remember he is the “go to” merchant in town for the time being, “whatever you need, he gets”.

Unbeknownst to anyone in town, Norbon is in league with the Iron Fist, a band of cutthroat robbers that has recently began to pillage trade caravans along the road and river. This allows Norbon to charge his customers for the trade, have the bandits steal the merchandise, ship the re-packaged items as “contraband” through the docks and split the profits from the black market sale with the Iron Fist. This has become a very lucrative business for both he and the Iron Fist, but they are both becoming too greedy and the raids have increased to the point that they can no longer avoid suspicion by both the local and out of town trade merchants. This is the primary hook to involve the players, but there are other secondary hook suggestions later in this chapter.



Anvil Bloodbeard- The leader of the Iron Fist and namesake of the group. Anvil wears a single spiked gauntlet that he uses to keep his rabble in line by way of a good backhand. This gauntlet has never been cleaned and is covered in years of dried blood. When portraying Anvil, he has a voice and mannerisms based on many weathered years of violence and crime. For full statistics on Anvil, see S2E4.

The Iron Fist- As mentioned before, the Iron Fist is in league with Norbon. They primarily operate out in the north western part of the valley, attacking the river north of Boarland Falls, as well as the western part of the trade route leading to Fairvale. They have an encampment consisting of a combination of canvas tents and log cabins, set deep within the forest. They are very secretive and have mobile scouting parties all over the forest looking for intruders. They all dress in studded leather armor and use a blood red scarf to cover up half their face.

Dig Dirkler- Dig is the local constable, a male dwarf of stout heart and iron fortitude. There are a total of 25 volunteers in the town militia that Dig oversees, they all work on rotating shifts covering the gates and walking the streets at night. They are not the cream of the crop as far as fighters go and are not keen to look for crime other than what is obvious and commonplace. As for the shady deals that are going on in town, Dig knows nothing of them. It is not that he is corrupt or inept, but simply thinks that the townsfolk of Boarland Falls are not capable of such things. Many a heated argument has arisen with Dig due to a slipped tongue voicing an opinion of darker deeds in town. Outsiders, however, come under automatic suspicion and are most likely to be immediately greeted by Dig upon arrival in town. When portraying Dig, use a firm and forceful tone similar to that of a drill sergeant or military commander.

Storgg- Storgg is the half-orc blacksmith, weaponsmith and local livery. While he is working in the back, Storgg’s daughter, Trigg, runs the shop and tends to the horses kept in the stables. Although he does have some weapons for sale, the option of magic weapons is at the discretion of the GM.

Teedle Fleetfoot- Teedle is a gnome trade merchant (Teedle’s Things) and, in fact, the only gnome in the valley. He has been trying to make a name for himself in the trade business, but has been constantly overshadowed by NK Trade Guild. Since the death of Norbon Senior, Teedle has been biding his time waiting for Norbon Junior to ruin the family business, allowing Teedle’s Things to flourish. Teedle also believes Norbon

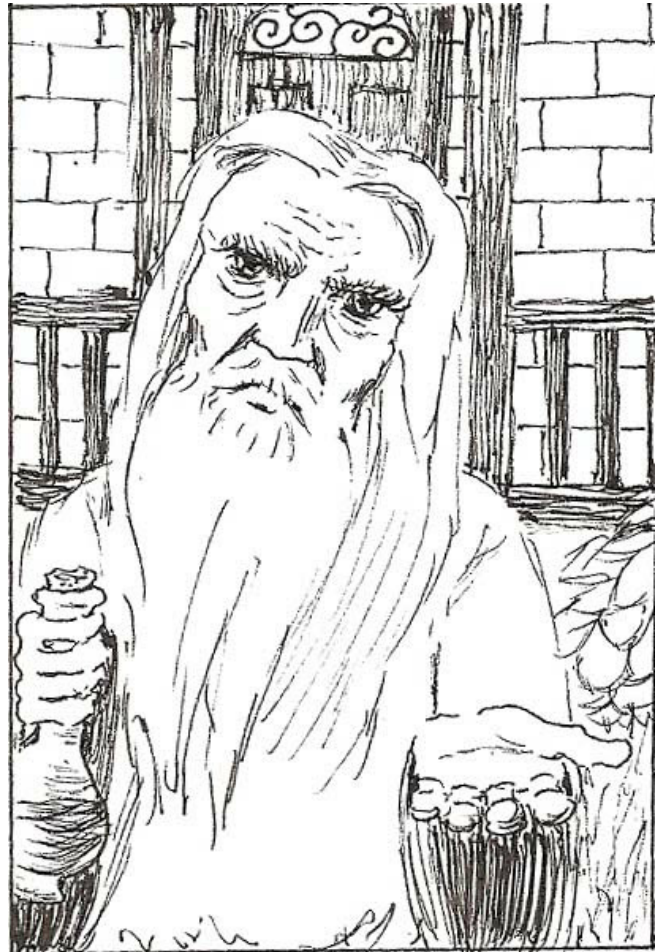
is up to no good and occasionally spies on him to gain evidence to support his beliefs.



Lamreek “Maddog” Dreggs- Maddog is the town drunk and odd-job handyman. He currently lives in an unused tool shed on the docks and spends most of his earnings at Trevek’s. So much time is spent at Trevek’s, in fact, that Maddog is the reason for 2/3 of the sign over the bar. Being the local handyman, Maddog pretty much hears almost every bit of gossip and overhears even more. However, a good night drinking will erase most of that information, but usually a round or two can bring it back for someone willing to supply the gold.

Xalander Darkchanter- Xalander is not only the local mage and alchemist, but also the oldest person in Boarland. Ironically, no one can remember when he arrived, but all the current residents say that he’s lived there as long as they can remember. Xalander lives in a two story house one quarter of a mile outside of town in order to maintain his privacy. Although he occasionally comes into town to pick up parcels from the docks, he spends most of his time at home. The sale of alchemical substances and the occasional magic item is Xalander’s

main business. All deals are done in the front porch as Xalander won’t allow anyone inside his house. Unannounced visitors will automatically set off a magical alarm alerting Xalander to their approach. When portraying Xalander, he has a rough and coarse voice and his mannerisms are slowed due to age.



Unbeknownst to the village is that, not only has a dragon named Blackheart reclaimed the temple in the mountain and summoned followers, but that Xalander is working him to decipher an ancient journal left behind by Krithakk himself. Xalander has an even deeper secret that no one knows, not even Blackheart: he’s a lich. Xalander came to the valley only a short while ago looking for the book, but has used magic to create both the illusion he is human, and that he has been long time resident of Boarland Falls, which the locals have succumbed to and readily believe. In order to maintain the illusion, Xalander does not have direct contact with anyone, and refuses to let them enter his home. In his previous travels, he learned of the journal and that it contains all the clues and possible maps Krithakk found regarding the resting place of the Daggeroth Artifacts. Krithall hid those clues in a book, and coded them with his own version of ancient Draconic.

Blackheart- Blackheart is a spectral dragon spirit who wants to carry on the legend of Krithakk by falsely claiming to be a distant, but direct, descendant. Since most of the treasure horde was plundered by Deathlore, it's enough to make the dragon happy, but the goblin raids on the trade route have increased this horde. But Blackheart is so blinded by greed, he cannot see he is being used by a lich and Xalander will betray him once he completely deciphers the journal. Blackheart has not let The Chosen attack Boarland Falls because he fears the locals would send for help from Gull's Port to have him destroyed. For the full statistics of Blackheart see S3E7. When portraying Blackheart, his arrogance and sly attitude should come through loud and clear in his voice and mannerisms.

The Chosen- The Chosen is a group of goblins who had taken up residence in Krithakk's Peak just prior to Blackheart's arrival. They initially only occupied one or two sections of the complex out of fear of what lay beyond. (Krithakk's skeleton can be found in one of the outer chambers indicating he died before reaching his treasure sanctum) Once Blackheart arrived, they offered obedience and servitude in exchange for "protection" and use of the other areas. The Chosen have also been raiding the trade route, but on the eastern section heading towards Cobblestone. Boarland Falls is not fully aware of these raids as yet because there have been no survivors or evidence left behind. That part of the trade route is also not very well traveled and, during parts of the winter are, impassible due to flooding. Most of the spoils from the raids go directly to Blackheart, including some of the captured caravan members as "snacks". The remaining members are poorly treated slaves being used to cook meals and clean Krithakk's temple.

There is a secondary location of The Chosen at the base of the mountain trail leading up to the temple complex. This is run by a goblin named Gorgk who oversees the goblin raids on the trade route, as well as guarding the pathway up the mountain.

SECONDARY HOOKS

Here are some suggested hooks to keep the players interest in Boarland after the initial job (deliver the merchandise to NK Trade Guild) is complete. As always, only you the GM can determine what is best for your players.

Hook: Return Trip Protection- The same merchants that hired the players to ensure delivery to Boarland Falls also want to ensure the product's safety all the way to

Gull's Port. The next delivery barge won't be ready for another 5 days, so the player's have some down time and get drawn into the town's affairs.

Hook: Spies for Hire- Convincing the players that Norbon's life is in danger and he has refused help, Teedle hires the player's to keep an eye on Norbon. This allows Teedle to use the players as spies in the hopes they will discover Norbon's corruption.

Hook: Old Fashioned Greed- Rumors of the dragon Krithikk and his treasure horde are not unheard of. The players have heard that there was a treasure worthy of kings hidden up on the mountain pass of Krithakk's Peak and they want a share.

Whatever hook you choose, your players should become deeply involved in what is going on, both with the bandits and with Xalander's plans.

SECTION ONE



S1E1: Attack!

CR-2+ Total XP-700

2- Iron Fist Bandit

2- Iron Fist Rabble

1- Iron Fist Sgt

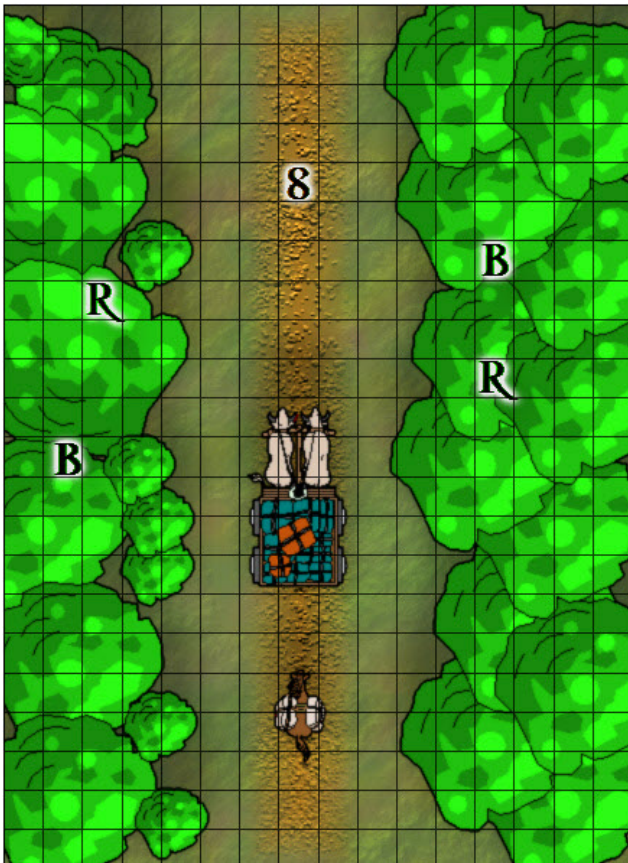
Set up- After two and a half days on the road with nothing happening, the players have almost reached Boarland Falls when the Iron Fist stages their attack. Thanks to the information from Norbon, the Iron Fist knows when and where to strike the caravan. Once you have set up the map, read or paraphrase the following:

After almost three days of travel you begin to feel that the trip was “easy money”. But no sooner does that thought cross your mind that you see a very hardened man standing in the middle of the road, arms crossed.

“Well now, what do we have here? A trade caravan? Why don’t you let us lighten your load? NOW BOYS!”

Since the Iron Fist Sergeant has boldly stood out in the open the element of surprise is lost and initiative can begin as normal. Any player that makes a successful Perception check against the gang’s Stealth check, can see the Iron Fists that were hiding on their side of the road (see map) and are not flat-footed. If they do not see the bandits, even if they act first in initiative, they are considered flat-footed on the Iron Fists’ first turn. The Iron Fist is very familiar with the surrounding and are able ignore the difficult terrain of the forest.

Tactics- The Iron Fist will begin with the ranged attacks during the first round. The rabble will move into combat trying to surround the players and overwhelm them. The ser



geant will try and take on as many melee fighters as possible to use Brute Mentality. The bandits will continue to use ranged attacks until the last possible moment. One of the three bandits will retreat when the battle looks to go in the players favor, this is important because he will be involved with an encounter later.

Other than the bandit who (may have) retreated, if the players leave anyone alive to interrogate, they will be reluctant to talk fearing Anvil more than any PC. A successful Intimidate check against any captives will loosen their lips however. On a success, they will give out the name of the gang, roughly how many are in the gang, but knows nothing of Norbon and will never give out the location of the camp since anyone will be killed if they did thereby negating any threat made by the players.

Area Features:

Illumination- The attack happens in broad daylight and so vision is normal.

Terrain- The roadway itself is level and well maintained. The surrounding forest is dense and thick making it difficult terrain.

Treasure- All members of the Iron Fist have only what they are carrying with them, indicating that they are within a days walk of the main camp. The sergeant is also in possession of a crudely drawn map showing the location of where the attack was to take place, how many people were in the caravan (minus the players) and what specific items to take.

AFTERMATH

After the players foil the bandits’ plan, they should finish their journey and deliver the goods to Druana at the docks. Druana seems surprised to hear of a broad daylight attack citing that previous attacks (when there were survivors) occurred at night and further away from town. Dig will arrive shortly after and begin abrasively questioning the players over every detail, but be less than forthcoming with return information, not trusting them. Norbon does very little to hide his surprise at seeing the PC’s or the intact merchandise. The Fairvale merchants did not tell Norbon of the hired guards due to their lack of trust in him, he will however try and bluff the players by saying he knew they were there the whole time, a successful Sense Motive vs. Bluff (+4) knows he is lying. The townsfolk (especially Stu) hear of the recent attack and immediately treat the players as heroes since few of the previous caravans had survivors. Druanna sees the chest marked for Xalander and proceeds to give

the players detailed instructions to his home. But just as she finishes, Xalander appears on the docks looking for the chest. Without any trace of manners, he takes possession of the chest and makes his way out of town. Immediately after that, the players are whisked away to Trevek's for food and ale, courtesy of Stu. Trevek's is currently full, but the players have rooms available to them at the Brooke Meadow Inn along the river south of the docks. During dinner, the players are approached by Treedle Fleetfoot, who introduces himself as another merchant in town. Teedle will thank them for their brave efforts and confide in them information about Norbon.

Teedle knows:

- That he, and other merchants have been slowly losing business to Norbon in the wake of the attacks since Norbon seems to be less effected by the attacks.
- That, even though Norbon has been attacked too, he still has money to spend and flaunts it rather openly.
- Norbon, who is rather large, seems to take long, weekly walks, but no one knows where to.

S1E2: Suspicious Shadow

CR-1 Total -400

2- Iron Fist Bandit

6- Iron Fist Rabble

Set up- As the PC's leave Trevek's after their "thank you" consumptions, they see a shadow leaving the back NK Trade Guild warehouse, read or paraphrase the following:

After enjoying a hearty meal and excellent ale, you walk outside heading towards your accommodations for the night. As you walk along the river, you hear a clatter coming from the alley ahead of you. As you look towards the sound, you see a large figure move out of the shadows and into the light from behind the NK Trade Guild warehouse.

(if one of the bandits escaped) *As the moonlight shines on his face, you realize that you've seen this man before, on the road today shooting arrows at you from the trees! Without noticing you, he walks quickly towards the docks.*

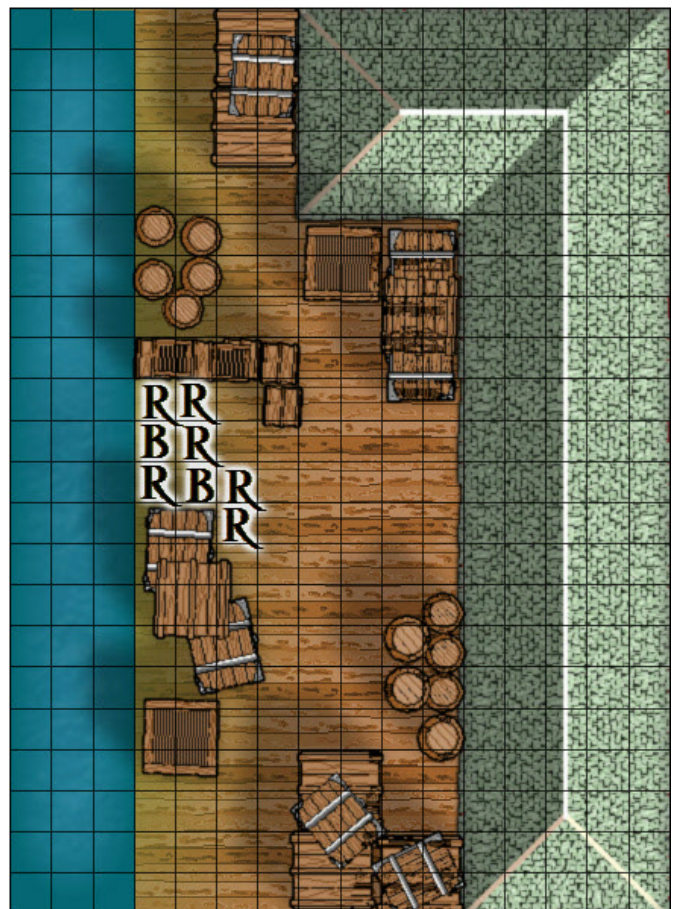
(if none of the bandits escaped) *As the moonlight shines upon the figure, you can clearly see his attire. You immediately notice he is dressed just the same as your attackers from earlier!*

If the players choose to follow read:

As you follow behind, the man rounds a corner of another warehouse and walks out onto the dock.

The man is either the Iron Fist Bandit who retreated toward the end of the attack earlier that day, or part of a new group, who snuck into town at nightfall. He and 7 other gang members came into town in an attempt to steal directly from the warehouse, what they could not get during the raid. If the players wait and listen, they hear the man they followed talking to the rest about how to raid the warehouse. The fear of returning to camp without the merchandise is so great, they have no other choice. The players have the element of surprise and can take a surprise round before normal initiative.

Tactics: The Iron Fist will use the boxes for cover and concealment as best as possible, trying to pin down fighters and other melee players. The Bandits will focus fire on spell casters and healers, trying to force them into melee to avoid the arrows. The Rabble will focus on fighters (since they are a bad shot) as they move into melee, then go toe-to-toe after that. They will all fight to the death for the most part, but once there is one man standing, he will attempt to flee and possibly surrender.



Area Features:



Illumination- The encounter happens at night, however there are some magical torch lights illuminating parts of the dock area, as well as a decent amount of moonlight.

Terrain- The dock is level and not slippery.

Treasure- All members of the Iron Fist have only what they are carrying with them, but one bandit has an unused potion of Cure Light Wounds.

AFTERMATH

If any of the gang members are captured, they will give up the same information as before (see S1E1) and refuse to give directions to the headquarters. None of the members of the gang know about the connection to Norbon, they simply take their orders from Anvil and don't question his source for information. After the players quell the Iron Fist's pending attack on the NK Trade Guild, Norbon is visibly shaken and fearing another attack, slips out of the gathering crowd and back to the warehouse. Norbon believes that Anvil may assume he was double crossed and will want to explain the new situation in person. If the players look for Norbon, Maddog will mention that he saw Norbon heading toward either the west road with a backpack, or the tradehouse to get his backpack depending on how long the players take to notice he left.

Norbon can be seen from the player's current location on the dock either waddling over one of the bridges heading from the east side of the river to the west, or heading towards the tradehouse. Due to his portly size, Norbon doesn't move very fast and will be easy for the

players to see and catch up to. Once they detain him, Dig will want to question Norbon, but knowing the constable will be soft on him, Stu convinces Dig to ask the players to do it instead and offers up the storeroom at Trevek's. If the players interrogate Norbon, they learn the following:

Intimidate/Diplomacy DC 12: Norbon cowers before the players and tells them the part of story (leaving out it was his idea) about double dipping with the stolen goods

Intimidate/Diplomacy DC 15: Same as above and Norbon believes the players can help him talk his way out of this situation and cooperates fully by providing names and a crude drawn map.

Intimidate/Diplomacy DC 19: As above and, Norbon reluctantly agrees to lead the players to where he thinks the Iron Fist camp is.

AFTERMATH

Even with a crude map, the PC's will be a severe disadvantage setting out at night without a rest. Encourage them to wait until morning, but if they insist on setting out at night, have them make Survival (DC 17) checks every fifteen minutes (game time) with a -2 penalty adding a -1 for every consecutive fail, after 4 fails they are lost.

SECTION TWO

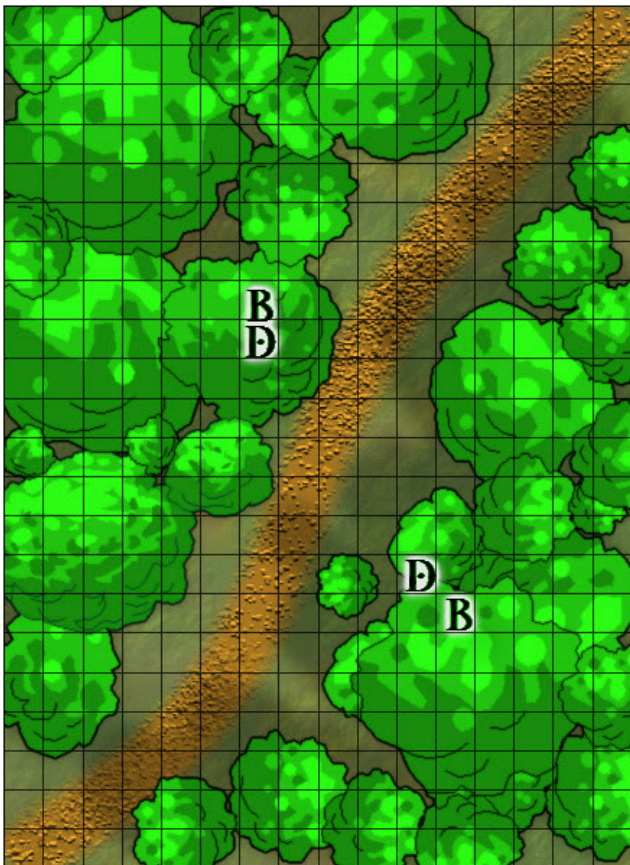
Before the players head out into the forest, they are attacked by the remaining members of the Iron Fist that were laying in wait to haul back the stolen merchandise. Once the players set out into the forest, for every half mile (see map) have one of them make a Survival skill check, DC 15 without a map, DC 12 with.

S2E1: Attack on the Road

CR- 1 Total XP 400
XP-600
2 Iron Fist Bandit
2-Attack Dog (Rottweiler)

Set up- As the players set out to find the headquarters for the Iron Fist, they are spotted and attacked by a small group that were waiting for the group that was defeated at the docks. Have the players make Perception checks vs. the bandits' Stealth rolls, if failed read or paraphrase the following:

Walking along the road, you near the area on Norbon's map that indicates the usual meeting spot between him and the Iron Fist. As you begin to search for the hidden trailhead, an arrow launches at you from



the trees, followed by another. As your eyes adjust to the foliage, you see two men, and the low growl of dogs. If the players won the Perception rolls, read or paraphrase the following:

Walking along the road, you near the area on Norbon's map that indicates the usual meeting spot between him and the Iron Fist. You find the hidden trailhead and begin along the path, but you are immediately stopped by the sound of growling dogs and look up in time to see two men, bows raised, arrows notched.

Tactics- The bandits will use ranged weapons for both the surprise round (if they get one) and as long as possible, but do send in the dogs immediately for melee attacks. They will all fight to the death and will neither surrender nor give information out of fear of Anvil.

Area Features:

Illumination- The encounter happens in the early morning and, even with overcast skies, vision is normal.

Terrain- The forest is dense in the surrounding areas, but the road the players are on, and the area immediately around it, is normal terrain.

Treasure- Both of the Bandits have unused potions of Cure Light Wounds.

AFTERMATH

As stated before, the Iron Fist will not surrender or give up information, so all interrogation will be fruitless. If the players are attempting to be resourceful and disguise themselves as bandits, they will be asked "In the Darfall Forest, what falls the loudest?" the answer is "Anvil's Iron Fist". This password will not be given up no matter what the result of the players' interrogation for ANY of the bandits so far.

S2E2: Wandering Patrol

CR- 1 Total XP- 400
2- Iron Fist Bandit
4 Iron Fist Rabble

Set up- The players will need to perform four Survival checks (DC 16 without map, DC 14 with) in order to navigate the forest and find the camp. After three successful checks, they will be coming up on the wandering patrol (2 out of 3 failures means they are lost and the patrol can sneak up on them). Since the Iron Fist are out looking for intruders (the group sent to capture the caravan never came back and now they are on alert) they will be doing their best to hide. Prior to initiative,

have the players make Perception vs. Stealth checks to see if they notice the patrol hiding along the path. If the players are attempting to move along the path using Stealth, use the gang's Perception bonus to see if they are seen. Depending on who sees who first, reward the victors with a surprise round.

Tactics- The bandits will send in the rabble while shooting at the players from cover (see map). If the players easily overtake the rabble or begin to approach the bandits, one will attempt to flee in order to warn the camp that there are intruders on the way.

Area Features:

Illumination- The encounter happens in the late afternoon and, even with overcast skies, vision is normal.

Terrain- The forest is dense in the surrounding areas, but the pathway, and the area immediately around it, is normal terrain.

Treasure- Other than what equipment the bandits have with them, there is no noteworthy treasure

AFTERMATH

Once again, any captured gang members will not reveal where the camp is, or how many members are there. They will tell the players that Anvil Bloodbeard is not someone easily defeated and that they will most certainly die. Have the survivor display scars on his face that is indicative of the back of a spiked gauntlet. This was as a result of "discipline" from Anvil and left as an example to others. If there are no survivors, have someone make a Heal check DC 15 to determine what may have caused the scars. If one of the bandits does run off, he is in a hurry and not covering his tracks, lower the last Survival check DC by 2. It

should take the players another hour to reach the area of the camp and therefore it's just before nightfall. If the players use this as a resting point, then have the next two encounters occur at dawn rather than dusk. Also, even if none of the bandits escape to warn the others, if the players rest, the wandering patrol not returning to camp will alert the gang to intruders and they will be lying in wait for S2E3.

S2E3: The Camp Entrance

CR 1 Total XP 400-500

2- Iron Fist Bandit (+1 if one escaped from S2E2)

4-Iron Fist Rabble

1- Covered Pit Trap

Set up- If the bandit from S2E2 manages to alert the rest of the gang members, then they are set up in such a way to ambush the players. If he was unsuccessful, then arrange them on the map as shown.

Tactics- The Iron Fist, especially here in the camp, will fight to the death. If given the opportunity to run, they will attempt to pull reinforcements from S2E4 to help in the fight, otherwise they will whistle as a free action, to alert others that they are under attack. The bandits will attack from behind the log barriers using ranged attacks, falling back five feet prior to every shot. Meanwhile, the rabble will leap over the logs to charge into melee while attempting to "funnel" the players towards the pit trap.

Trap

Covered Pit Trap

CR- 1/2

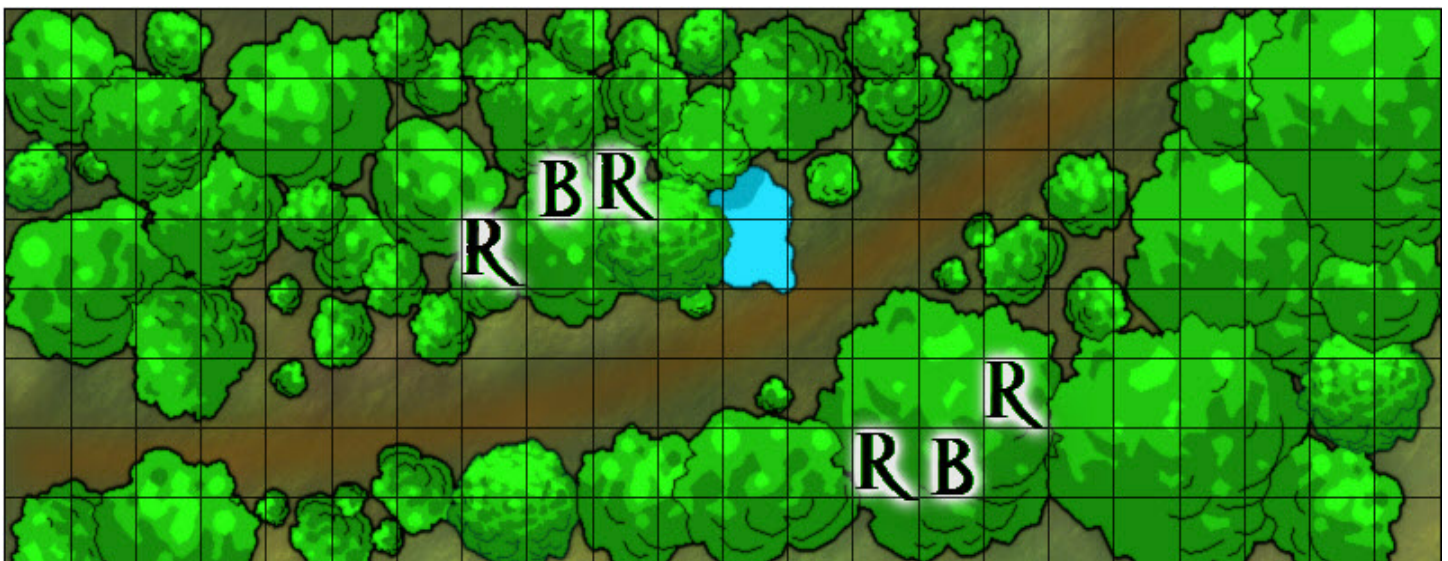
Type: Mechanical

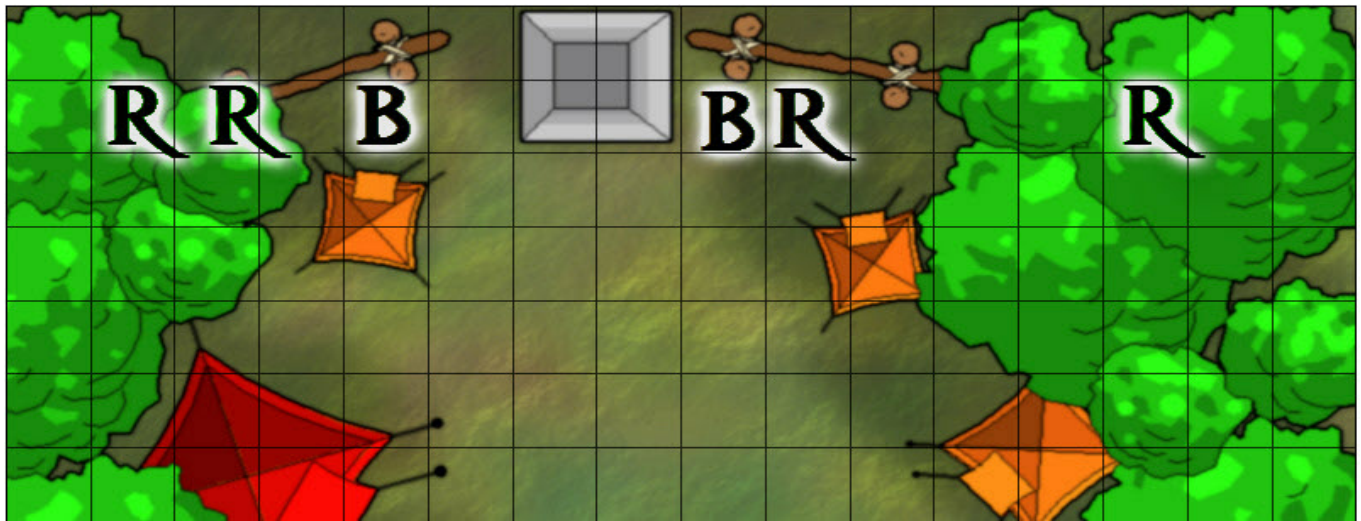
Perception DC 19

Disable Device DC 18

Trigger: Mechanical

Reset: Manual





Effect

15ft deep pit (1d6+3 falling damage and prone)

Reflex DC 20 avoids, DC 17 half damage and not prone.

Multiple Targets, all targets in 10ft square.

Area Features:

Illumination- The encounter happens at dusk (or dawn) and, even with overcast skies, vision is normal.

Terrain- The forest is dense in the surrounding areas, but the campsite has been cleared away and is normal terrain, with the exception of the covered pit.

Treasure- One of the bandits has an unused potion of Cure Light Wounds.

S2E4: Return from the Hunt

CR- 3 Total XP 800

2- Iron Fist Bandit

2-Iron Fist Rabble

1- Attack Dogs

Anvil Bloodbeard

Once the players have a moment to catch their breath, read or paraphrase the following:

As the last man falls, you start to catch your breath. No sooner do you regain your wits, then you hear noise coming from the far side of the camp. A very large dog, with its handler in tow, comes out from the brush. From behind them you hear a booming voice:

“What the HELL is going on here?!”

A man, tall as he is wide and with a fire red beard, steps out from behind the group. As he plops the large deer he was carrying on his shoulders to the ground, you see he is wearing a single metal gauntlet with blood stained spikes protruding out from it.

“You dare to enter MY camp and attack?! FINISH THEM!”

Set Up- This group did hear the calls for help, but did not rush in due to Anvil’s arrogance that there was no real danger.

Tactics- No matter what the initiative is, the dog is forced to hold his action until the rabble releases him as a free action on their turn. Both the dog and rabble rush into combat while the bandits will stand with Anvil and make ranged attacks for as long as possible. Anvil will challenge whoever looks to be the fighter of the group and want to take him on toe-to-toe, telling his crew not to attack that player leaving him for Anvil. All members of the gang, including Anvil, will fight to the death. If Anvil is reduced to between 0-4 hit points, then he will use his potion of Cure Moderate Wounds, if he goes below 0 before he can use it, then it is still in his belt pouch.

Anvil Bloodbeard

CR- 1 XP- 400

Human gang member CE- Medium- Human

Senses- Perception +2 Init- +3

Defense:

AC- 15, Touch- 12, Flat-footed- 12

hp: 15 (1d8+7) Fort- +3/ Wil- +0/ Ref- +2

Offense:

Speed- 30 feet

Melee- Iron Spiked Gauntlet- +7 (1d6+5) Crit- x2

Ranged- Dagger- +3 (1d4) R- 10ft, Crit- 19/20 x2

Statistics:

Str-17, Dex-15, Con-17, Int-10, Wis-10, Cha-10

BAB- +2, CMB- +5, CMD- 15

Feats- Power Attack, Cleave

Skills- Intimidate +4, Stealth +6

Languages- Common

Ecology:

Environment- Wilderness/Urban

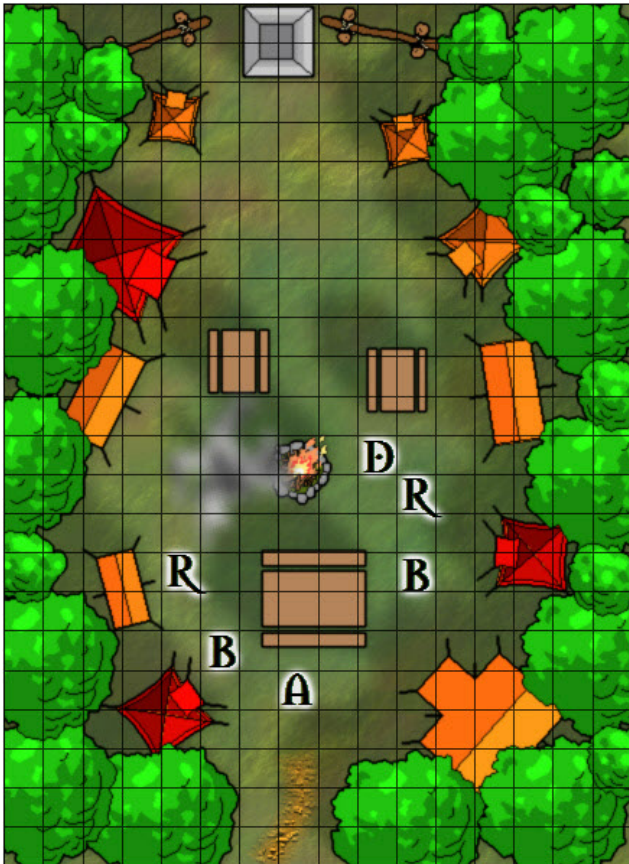
Organization- Gang

Treasure- 4- Dagger , leather armor, Potion Cure

Moderate Wounds (unless used)

Special Abilities

Hell of a Backhand- When using the spiked gauntlet, gains a +2 to attack and damage



Area Features:

Illumination- Depending on whether or not the players rested, the encounter happens at dusk (or dawn) and, even with overcast skies, vision is normal.

Terrain- The forest is dense in the surrounding areas, but the campsite has been cleared away and is normal terrain.

Treasure- In Anvil's cabin is the current treasure that has not yet been sent to Norbon for distribution. It is basic goods (cloth, ale, wine and other commodities) as well as some magical items (one level 1 item for each party member), and the gold they have received in payment from Norbon (450 gp, 200 sp). Since only the GM will know what the players will want/need, the magic items have been left up to the GM to provide.

AFTERMATH

Once Anvil is dead, and the rest of the gang eliminated, the players have run of the place. If they didn't already discover the connection to Norbon, they find evidence of correspondence in Anvil's cabin. Award 50 experience each for helping rid the area of The Iron Fist.

SECTION THREE

When the players are ready to return to Boarland Falls, they will be able to find everything they need to carry back the stolen items as well as the gold and silver, which they will be told to keep by the townsfolk as payment for their services. After the players return they are offered some down time at Trevek's (free food and ale is always welcome!). While sitting around enjoying ale, the following conversation ensues between Stu and Maddog loud enough for the players to hear.

Maddog: "Stu, are you going to ask them?"

Stu: "Not yet, and shut your mouth!"

Maddog: "But they were walking, Stu. *WALKING!* And I was *SOBER* at the time!"

Stu: "But you are not sober now, so shut up!"

Maddog: "If you don't tell them, I will!"

Both Maddog and Stu look over at the players uneasily when Stu walks out from behind the bar and over to their table. He says:

"My friends, I hate to ask even more of you than you have already given us, but we have a problem. Shortly before dawn yesterday morning, Maddog witnessed something incredible. The bodies of the Iron Fist gang members you fought a few days past were being kept in a warehouse at the end of the dock until they could be buried outside of town later in the day. According to Maddog, he was waking up for the day and stepped out of his hovel for a bowl of pipe when he saw them. The bodies of some of the gang members were walking, yes walking, south along the road with a dark cloaked figure right along side of them. Unfortunately, Maddog had such a panic attack, he lost consciousness and didn't see where they went. We examined the warehouse, and sure enough, there are four missing. Also, there were ashes and markings on the ground, possibly from some sort of ritual. We would really appreciate it if you could look into this and see what foul thing is afoot in Boarland Falls."

Investigation- Presuming that the players will want to

investigate the warehouse immediately, an Arcana or Religion skill check can be performed with the following results:

DC 10- An arcane, necromantic ritual has been performed.

DC 15- As above plus: It was performed by a high level necromancer.

DC 18- As above plus: The high level necromancer was also a follower of Garand, the God of Death.

A simple Survival skill check (DC 12) will reveal which direction the corpses walked (since they were unable to conceal their tracks) and on a DC 18 will reveal that there was a “normal” set of tracks as well. Have the players make a series of Survival checks (DC 10 once they found the trail) to lead them to Xalander’s home.

If for some reason the players are inclined to wait until morning, Stu will remain polite, but assert that the town is in a panic and would like to at least have some answers sooner rather than later.

S3E1: The Walking Dead

CR-1 Total XP-400

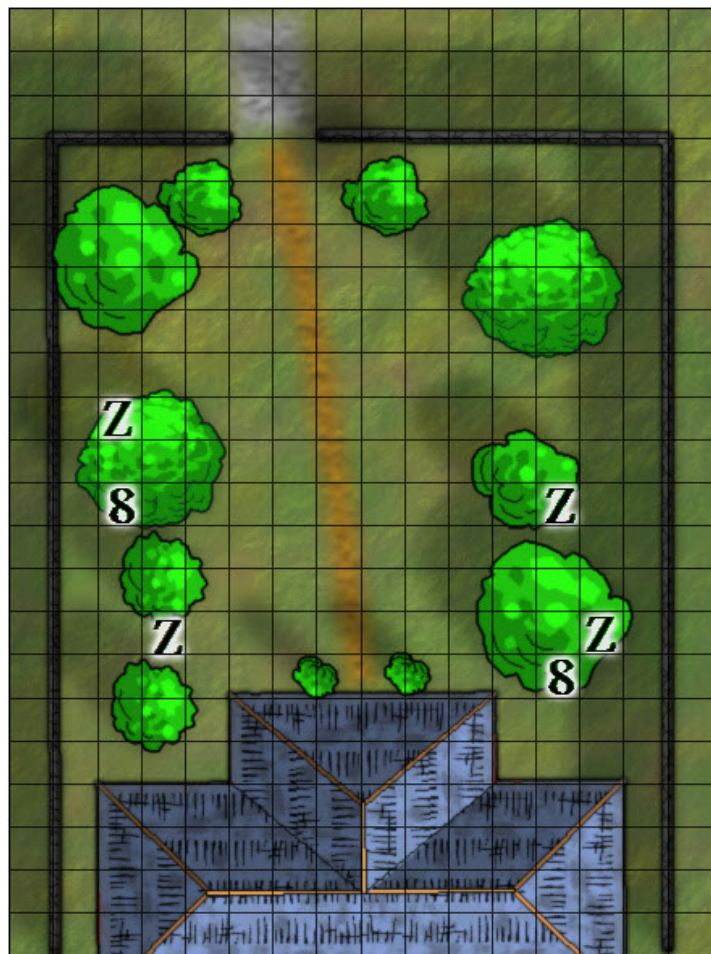
4- Iron Fist Zombies

2- The Chosen Soldiers

As the players approach Xalander’s house, read or paraphrase the following:

The tracks lead you to a two story dwelling set amongst

the trees of the southern forest. Based on the directions



provided by earlier, you are fairly certain this is the residence of Xalander the mage whom you met upon your arrival. As you approach the house, shadows from



the trees begin move around you and you realize you are surrounded. You can easily make out the rotted faces of the same brigands you dispatched just two days past.

Set up- Xalander was the one who turned the Iron Fist into zombies. Believing that the players are too good at what they do, and may discover his secret before he wants them to, he stole the corpses to protect his home and the ongoing ritual to maintain his spell over the town. He also enlisted some members of The Chosen goblin tribe to assist the zombies with attacking anyone who approaches the house.

Tactics- The goblins will let the zombies move in and remain hidden in the shadows as long as possible, using their ranged attacks over and over until the players press them into melee combat. Once the last goblin is standing, he will beg for mercy and offer any information the players ask about his tribe and their forest location. However, any questions regarding Xalander and the zombies are met with resistance and the token response is “We was told to guard house by Gorgk” (his boss). No mention of Blackheart or his lair will come about despite the players attempt to persuade or intimidate. A Perception check (DC 16) reveals that the symbol of a black claw or talon has been branded onto The Chosen’s leather armor. The goblin will, however, be persuaded to lead the players to the trailhead for the goblin camp, but only after a successful Intimidate (DC 18) check.

Iron Fist Zombie

CR- 1/8 XP- 50

Undead human gang member CE- Medium- Undead
Senses- Darkvision 60ft, Perception +0 Init- +0

Defense:

AC- 12, Touch- 10, Flat-footed- 12 (+2 natural)

hp: 8 (2d8-50%) Fort- +0/ Wil- +0/ Ref- +0

DR- 5/slashing; **Immune-** Undead Traits*

Offense:

Speed- 30 feet

Melee- Slam +4 (1d6+3)

Statistics:

Str-17, Dex-11, Con---, Int---, Wis-10, Cha-8

BAB- +1, CMB- +4, CMD- 15

Languages- None

SQ- *Staggered**

Ecology:

Environment- Wilderness/Urban

Organization- Gang

*For full rules on this, refer to the Pathfinder RPG

Bestiary entry

Area Features:

Illumination- The encounter should occur at night. There is no moon due to cloud cover, so any light source is what the PC’s carry with them.

Terrain- The road leading up to Xalander’s house, as well as the yard around it, is mostly flat, level and considered normal terrain.

Treasure- Neither the zombies, nor the goblins, have anything else of value.

AFTERMATH

Once the players defeat all the combatants and subdue the last goblin, they have all the information they need to continue on to the goblin threat. However, in the most-likely event they should want to explore Xalander’s house, proceed to the following encounter.

S3E2: The Silent Guardian

CR 2 Total XP-600

Xalander’s Metal Guardian

et up- The guardian is there to stop anyone from entering the upstairs of the residence where Xalander’s spell is set up. Once they open the front door, read or paraphrase the following:

The door is not locked and is easily opened. As your light spills into the room, the first thing you notice is not the sight of the cluttered room ahead of you, but the stench of mold and decay that comes from inside. Although you are certain this is Xalander’s residence, evidence of someone living here is strangely absent. The floor is covered in clutter, and as you shine your light around, you see a table holding the very chest you delivered to Xalander, you can see that it’s open. The second, and most striking feature of this room is, despite the exterior of the residence being of normal size and shape, the room before you is round as a tower would be.

When the players enter the room and reach the first of the squares guarded by the guardian (see map) read or paraphrase the following:

Just as you enter the room, you see the eyes of what you thought was a suit of armor glow an eerie blue. The monstrosity moves towards you and strikes you before you can react.

Tactics- The guardian is trained to attack anyone other than Xalander who enters the house and will use charge as an automatic surprise round action. (Perception DC 20 reveals the statue is not “normal”) The guardian will fight until destroyed.

Metal Guardian

CR- 2 XP- 600

Animated Metal Construct N- Medium- Construct

Senses- Darkvision 60ft; Low-light vision;

Perception +0 Init- +6

Defense:

AC- 17 (+2 Dex, +5 natural)

Touch- 12, Flat-footed- 17

hp: 27 (3d10+6) Fort- +0/ Wil- +0/ Ref- +2

Offense:

Speed- 30 feet

Melee- Slam +5 (2d4+5)

Statistics:

Str-18, Dex-14, Con---, Int---, Wis-10, Cha-3

BAB- +1, CMB- +5, CMD- 18

Feats- Improved Initiative

Ecology:

Environment- Any

Organization- Solitary, pair, group (3-5)

Special Abilities

Solid Build- Created with premium metal, add +2 hit points for every HD and +1 to damage rolls.



Area Features:

Illumination- The encounter should occur inside the residence, so any light source is what the players carry with them.

Terrain- Refer to the map for information regarding the difficult terrain that is scattered about the room.

Treasure- The creature has nothing of value, but if the players search the room they can find up to 350 gold pieces worth of spell components (GM's discretion on what specific components your spellcaster players can use). In addition to that, there are 2 potions, one of Cause Fear and one of Mage Armor (see Pathfinder RPG

Core Rulebook Chapter 10: Spells) in a small box hidden on a bookshelf (DC 15 Perception check).

AFTERMATH

The players will also find Xalander's teleportation circle carved into the stone floor. A DC 15 Arcana check will reveal it's a teleportation circle, but no matter what the result (even a natural 20) the players will not discover the command word, nor can they disrupt the circle since it has been worked into the floor itself. Presuming the players want to search the upstairs of the residence, there is only the light they carry with them. When they reach the top of the stairs, the players see a large, almost empty room. Contained in this room is the evidence of a very elaborate and high level ritual that Xalander has used to convince the town he has been in the valley for a long time. A DC 23 Arcana check will reveal what the ritual is for, but a simple DC 15 Arcana check will reveal that it is a complex illusionary spell and let them know how to disrupt it. Xalander personally controls the "old man" illusion and the termination of this spell does not affect this. The players may want to wait until daylight to seek out the goblins encampment, but if they chose not to wait, proceed directly to the next encounter.

S3E3: Picked off

CR- 1 Total XP-400

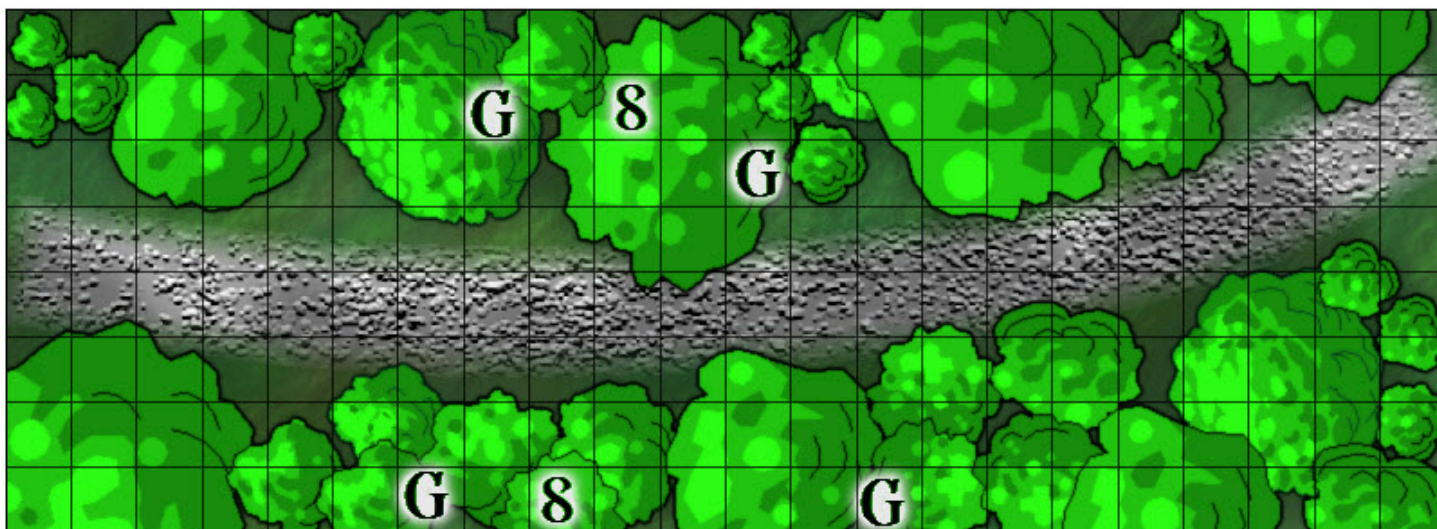
4- The Chosen Grunts

2- The Chosen Soldiers

Set Up- As the players approach the area where the trail to the goblin camp begins, they are ambushed by a goblin patrol. This is the same group that has been making the caravan attacks along the trade road towards Cobblestone. This previous experience grants the goblins the advantage (trained in Stealth) when the players make a Perception vs. Stealth check. If the goblins win, give them the surprise round, if the players win start initiative as normal.

If the players fail their checks, read or paraphrase the following:

The path before you narrows and based on the goblin's directions, you are getting close to the pathway. Krithakk's Peak looms nearby as an arrow shoots out from the forest followed by 4 goblins running from the tree line towards you, swords at the ready. (if the goblin is leading the players toward the trailhead, he is the target of the surprise round arrows being a traitor)



If the PC's see the goblins before hand:

The path before you narrows and based on the goblin's directions, you are getting close to the pathway. Krithakk's Peak looms nearby as you spot two small creatures hiding along the tree line, standing behind them, another creature has his shortbow pointed at your head! (or the head of the goblin escort)



Tactics- The soldiers will take advantage of ranged attacks while the grunts will dive into melee. The grunts will try and keep the players from moving too far from the road for as long as they are standing. If reduced to one goblin, he will try and run away (run) heading straight to the camp to warn the rest and prepare for attack. If the players are unable to catch him, have them make a Survival (DC 15) check to follow his trail.

Illumination- Depends on if the PC's have set out in the morning, or continuing from the evening encounter (S3E2).

Terrain- The roadway is level and normal terrain, as is the forest in this area.

Treasure- The goblins have nothing other than their basic equipment.

AFTERMATH

The players should be able to find the main camp fairly easy, either by interrogation of the surviving goblin or by simply following the trail left by the goblin as he ran away. It should take the players about four hours walking time to reach the outskirts of the camp. They should be able to see the campfire smoke soon enough to make a stealthy approach.

S3E4: At the Camp

CR- 2 Total XP-600
4- Chosen Grunts
2- Chosen Soldier
Gorgk

Set Up- The goblins have set up a ramshackle encampment at the base of the mountain pass leading up to Krithakk's temple. They are confident in the fact that they will not be disturbed, so there is no guard unless the goblin from S3E3 managed to escape and warn them. If the players arrive with the camp unaware, read or paraphrase the following:

Navigating the forest terrain has not been easy, but in the distance you see what appears to be a column of smoke, most likely from a campfire. Approaching cautiously, you see ahead of you a clearing at the base of the mountain. Makeshift tents make a crude circle around a struggling campfire, foul smells coming from the cauldron fill the area. You see and hear goblins muttering about on the far side of the camp, they do not appear to be wary of your presence.

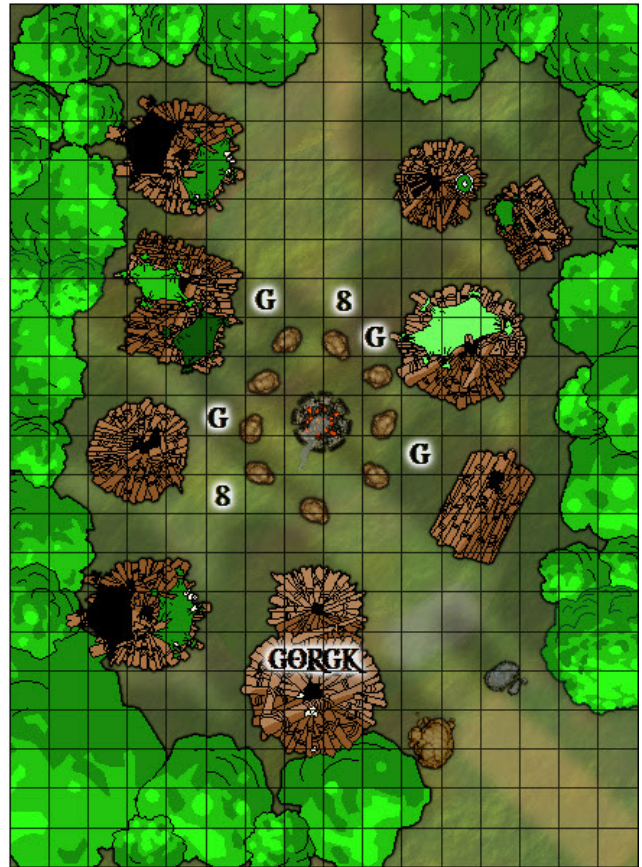
If the goblins have been warned, the goblins are hiding just outside the tree line around the camp. As the players approach, read or paraphrase the following:

You follow the trail of the goblin to the base of Krithakk's Peak. Smoke trails up into the sky from what you think may be a campfire while the forest around you is silent.(have the players make Stealth checks) Once in the campsite, you find it completely empty, whoever was here has just left moments before, leaving behind personal effects and a meal cooking over the fire.

Have the players make Perception vs. Stealth checks to see if they noticed the hiding goblins. If the goblins are seen, then combat ensues as normal. If the players fail their checks, the goblins gain a surprise round to make ranged attacks.

Tactics- No matter which scenario plays out, the goblins will make good use of ranged attacks to dispatch the players focusing on spell casters. If any of the goblins were captured in S3E3 and still with the players, they will be killed by the soldiers first before the players are attacked. Gorgk will "call out" the prime melee player and will fight them one on one. They will all fight to the end, if possible. If any are subdued into surrendering, they will tell the players all about the temple and the

other goblins that are there. They will not, however, reveal any of the secret traps or the location of the inner sanctum, mostly because they don't have all of that information.



Gorgk

CR- 1/2 XP- 200

Goblin Clan Member CE- Small- Goblinoid
Senses- Darkvision 60ft, Perception -1 Init- +2

Defense:

AC- 15, Touch- 13, Flat-footed- 13

hp: 13 (1d8+5) Fort- +2/ Wil- -1/ Ref- +1

Offense:

Speed- 30 feet

Melee- +1 Battleaxe +5 (1d6+4)

Statistics:

Str- 16, Dex- 14, Con- 14, Int- 8, Wis- 9, Cha- 10

BAB- +1, CMB- +3, CMD- 15

Feats- Toughness

Skills- Stealth +6

Languages- Goblin, Common (broken)

Ecology:

Environment- Wilderness/Subterranean

Organization- Pair, gang (3-5), tribe (5-10)

Treasure- 1- +1 Battleaxe , leather armor.

Special Abilities

Big Boss- In charge for a reason, +2 to Con.



BLACKHEART'S LAIR

- | | |
|---------------------------------|------------------------|
| 1) Main Entrance | 2) Inner Entrance |
| 3) Main Hall (Krithakk's Bones) | 4) Barracks |
| 5) Kitchen/Mess Hall | 6) Armory/Training |
| 7) Trapped Room/Illusion | 8) Holding Cells |
| 9) Sgrokk's Room | 10) Temple to Krithakk |
| 11) Puzzle Room | 12) Blackheart's Lair |

Area Features:

Illumination- Should be midafternoon by the time the players reach camp, the day is fairly bright, but overcast.

Terrain- The forest is fairly level, but dense for the most part, it thins out and becomes normal terrain near the camp.

Treasure- The goblins have nothing other than their basic equipment, but Gorgk has a +1 Battleaxe and has been skimming off the top from the robberies, keeping some gold in his private quarters (63gp, 23sp, 1pp total).

AFTERMATH

After the battle in the camp, the players might want to rest due to the full day climb up the mountain's pass to the temple. There are some basic provisions still in the camp left over from the caravan robberies, they are items that Blackheart is not interested in and have been discarded just outside the camp.

SECTION FOUR

The trek up the mountain won't be an easy one, but it shouldn't be too hard either. The climate is colder and there is still un-melted snow on some parts of the pass. It should take the players about one day to climb up the mountain pass to the entrance of the stronghold. Once at the top, read or paraphrase the following:

You finally reach the peak and are standing in an alcove facing two large stone doors. Upon the doors is carved a picture of a large dragon, a white one from the physical features, standing on a mountain peak looking down at you. There are signs that they have been opened recently, perhaps within the last week, but any tracks left by those who opened them are long gone with the snow and wind.

The main doors are opened to bring in goods taken from the caravan, but most of The Chosen use the secret, side entrance. Blackheart of course uses the tunnel leading out from his main lair to come and go. If they want to search around, have them make Perception checks (DC 19) to locate the hidden entrance to the left of the main doors. The main doors are not locked, but require a DC 16 Strength check to open.

The following encounter has two different options, the first (A) involves entering through the front doors, the second (B) uses the side entrance.

S4E1A: The Entrance- Areas 1,2&3

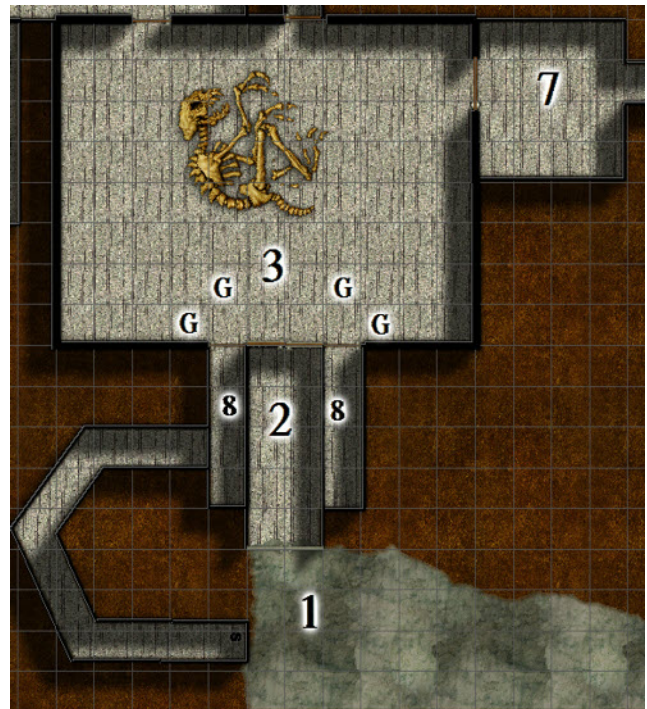
CR- 1 Total XP-400

2- The Chosen Soldiers

4- The Chosen Grunts

Set Up- The soldiers are there on guard, but not on rotating shifts. Due to the size of the doors, they will be alerted right away to anyone opening them, so they have the element of surprise. The inner doors are wooden bound with iron straps and they are locked requiring either a Thievery (DC 17) or an Strength (DC 15) check to open. The arrow slits offer the archers total concealment, however (provided the players have a light source) the rooms can be seen into for the purpose of spellcasting. Once the players have opened the stone doors, read or paraphrase the following:

Beyond the stone doors is a small hallway ending with two ironbound wood doors. Tracks, as fresh as a week ago, lead up to and through the double doors. Worked stone walls seem out of place with the cavernous ceiling, this complex was obviously built within a pre-existing cave. You can see four, narrow, vertical portals along the walls, but no sound or light comes from beyond hinting that they have not been in use for a long time. (If the players walk in) As you reach the set of double doors, arrows dart out from the walls directly at you.



Tactics- Since the stone doors make a fair amount of noise, the archers have advance notice of the players

presence and will hide out of sight from the portals. This will give them the element of surprise which gives them one attack prior to initiative. The archers will do their best at dispatching the players before they can open the inner doors, but once they are reduced to less than half their hit points or the doors are open, they will retreat into the main hall and alert the grunts in the main hall. The soldiers (trying to avoid melee combat) will attempt to make it look like they are guarding the door to area 7 hoping to trick the players into that room, should the soldiers be killed.

Area Features:

Illumination- The encounter happens around late afternoon and, even with overcast skies, vision is normal outside, however there is no light inside.

Terrain- The mountain pass is rocky, but fairly even, the floor inside the complex is worked stone and level.

Treasure- Other than what equipment the goblins have with them, there is no noteworthy treasure.

S4E1B: The Side Door- Areas 1,2&3

CR- 1 Total XP-400

2- The Chosen Soldiers

4- The Chosen Grunts

Set Up- If the players manage to find the side entrance, it requires a DC 18 Thievery check to open the door, but unless the player opening the door makes a Stealth check first, the soldier will hear the door opening and be able to react at the same time as the players. Once the players open the door, read or paraphrase the following:

As you open the hidden door, light spills into the corridor that leads to another room. There, you can see bedding and various scraps of molded food on the floor. A putrid stench overwhelms you and stings your eyes for a moment, and then you see him: a goblin, shortbow raised and pointed at you from behind one of the corners at the end of the corridor.

Tactics- Once the door is open, the soldier will call for the other one in the hiding spot across from them, as well as alerting the grunts in the main hall. The soldier will try and keep the players bottlenecked at the end of the corridor and shoot at them as they try and move down towards them. If need be, the soldier will use a double move to get away from the players and into the main hall to avoid melee combat and hide behind the grunts. Also, in doing this, they will attempt to make it look like

they are guarding the room on the far, right-hand side hoping to trick the players into that room in the event they are killed. When only one or two goblins remain, they attempt to flee if possible, in order to warn the rest of the tribe. Fearing Blackheart, they will do their best to keep news of intruders a secret.

Area Features:

Illumination- The encounter happens around late afternoon and, even with overcast skies, vision is normal, however there is no light inside.

Terrain- The mountain pass is rocky, but fairly even, the floor inside the complex is worked stone and level, the ledge leading to the secret door is narrow, but passable.

Treasure- Other than what equipment the goblins have with them, there is no noteworthy treasure.

AFTERMATH

If any of the goblins escape, they will retreat back to area 6 and warn the remaining tribe. They will attempt to ambush the players as they enter area 6, retreating to area 8/9 in an attempt to bottleneck the players. If captured, the goblins will feint the players regarding room 7 in an attempt to kill them off or at least, have them activate the trap alerting the rest of the goblins to danger. (DC 17 Sense Motive)

S4-Trap: Treasure?-Area 7

CR- 2

Tilting Floor/Illusion Trap

Set Up- The door to this room is locked, DC 15 Thievery check to unlock, DC 17 Strength check to break open. Once the door is open, read or paraphrase the following:

You see before you a 15' by 20' room, filled with dirt and debris. Beyond you can see a corridor leading to another room. Candlelight from the other room illuminates what looks to be a chest surrounded by various weapons and pieces of armor stacked against the walls. The bottom of a portcullis can be seen at the top of the arch of the doorway at the far end of the corridor.

Tactics- The corridor and the room beyond are an illusion that has been in place since Krithakk himself occupied this lair. (DC 22 Knowledge: Arcana to see the wall beyond) It is used to entice wayward intruders into

the trapped room, and thus into the pit, to be used as slaves or meals later on. Once the floor tilts down past a certain point, bells can be heard coming from under the floor. (players can see them underneath once the floor returns to the normal position). Any player making an Perception check of DC 19 or higher can see a faint shimmer along the outer edge of the illusion and thus be able to see traces of the stone wall behind it.

Trap

Tilting Floor Pit Trap

CR- 1

Type: Mechanical

Perception DC 19

Disable Device DC 19

Trigger: Mechanical

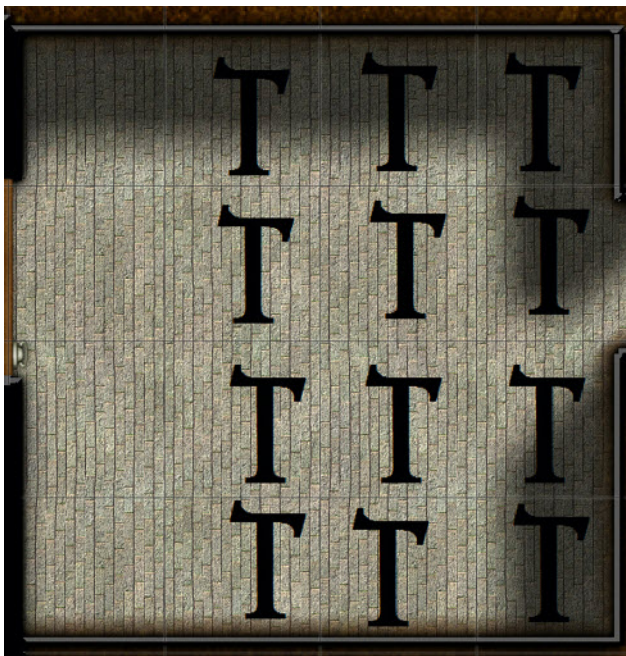
Reset: Automatic

Effect

When sufficient weight is applied to the floor 12 or more feet into the room, the floor tilts down and target falls into the 20ft deep pit (2d6 falling damage and prone). After one round, the floor slowly returns to upright position trapping all creatures underneath.

Reflex DC 19 avoids, DC 16 half damage and not prone.

Multiple Targets: all targets in trapped area.



Area Features:

Illumination- Indoor- whatever light source the PC's have with them.

Terrain- The floor is flat, but trapped.

Treasure- There is no treasure.

AFTERMATH

This is not an easy trap to undo, players will have to be creative to rescue any fellow adventurers who become trapped under the floor once it resets. Feel free to award

additional XP for an out-of-the-box solution. Once this trap has been triggered, the goblins become aware there are intruders and will take up defensive positions in area 6.

S4E2: The Armory- Areas 4,5&6

CR-1

Total XP-400

4- The Chosen Soldiers

The room to area 6 (The Armory) is not locked or barricaded no matter if the goblins are aware of the players or not. If the goblins were made aware, they will be in defensive positions as seen in map. If they are completely unaware, they are in the middle of combat practice and their melee weapons have cloth wrapped around them, feel free to position them on the map as you see fit. Once the players open the door (if the goblins have been alerted), read or paraphrase the following:

Before you is a large room filled with weapon racks, wooden dummies and what looks to be crude mattresses hung along the far wall with humanoid shapes painted on them. There are several torches in brackets along the walls, but only a few are lit providing minimal illumination. You can see no movement inside the room and it appears unoccupied.

If by chance the goblins have been caught unaware, read or paraphrase the following:

The sounds of combat and guttural shouts are coming from the other side of the door, although they do not sound angry or aggressive, they do not sound friendly either. (when the door is open) The room is well lit by torches and you can see several goblins paired off and engaged in melee combat with each other. Their weapons appear to have been wrapped in heavy cloth for the purpose of practice. Weapon racks, wooden dummies and padded archery targets adorn the room.

Tactics- The goblin soldiers will maintain their positions in the doorways of areas 4, 5 and 8 for as long as possible while keeping the players pinned down with ranged attacks. The soldier in area 8 will lock the door and retreat as soon as the players advance towards him. (if the goblins are caught off guard, have one of the soldiers retreat to area 9 at the beginning of combat and lower the XP reward accordingly. He will join the other goblins protecting Sgrokk in area 9 and increase the XP accordingly for that encounter as well). The remainder

of the goblins will fight to the death in order to protect the females and children in areas 4 and 5.



Area Features:

Illumination- As described in the read aloud section depending on if the goblins are aware of the PC's.

Terrain- The floor is worked stone, but there are piles of broken weapons, cloth for wrapping the weapons and broken furniture (as indicated on the map) which constitute difficult terrain.

Treasure- Few of the weapons in the room are of much value, they are of crude make. However with a DC 17 Perception check will reveal a removable stone along the northern wall. Behind the stone is a Bag of Holding (PHB pg253) containing one medium sized ruby worth 250 gp that was hidden by Sgrokk in case Blackheart turned on him or dismissed him. If the barracks are searched, there is a total of 132 sp and 25 gp scattered among the bedding.

AFTERMATH

After all the goblins have been dispatched, the players will most likely search all the rooms. There are female and child goblins in both the kitchen and the barracks. Treat them as unarmed minions who will not attack the players unless attacked first, but DO NOT award XP for killing them. You may, however, award XP if the PC's allow them to leave immediately, which they will.

S4E3: The Holding Pens-Areas 8&9

CR- 2 Total XP-600
4- Chosen Grunts
Sgrokk

The door to area 8 is locked requiring a DC 17 Thievery check or a DC 18 Strength check to open. Once the door is open, read or paraphrase the following:

You see a long corridor with what appear to be holding cells along both sides. Even in the dim light you can see

shadows cowering in the corners of the cells. At the end of the hall you see two goblins appear in the doorway and fire at you. More guttural voices can be heard beyond.

Set Up- There is one slave in each pen (arrange them as you see fit) and they have 1 hit point each. If a spell or area of effect includes them, it is an automatic kill and deduct 25 XP for each one the players are responsible for killing. The cell doors require a DC 14 Thievery or a DC 16 Strength check to open.

Tactics- The soldier, if escaped from S4E2, will attempt to keep the players at the end of the hallway for as long as possible. Once the players advance, the grunts will move up and take on the melee combat. Sgrokk will remain behind the grunts for as long as possible, using the wand of Magic Missiles once the players get within striking distance. Sgrokk is loyal to Blackheart and will fight to the death rather than surrender and be tortured/interrogated, even if that includes taking his own life.

Sgrokk

CR- 1 XP- 400

Goblin Clan Shaman Leader CE- Small- Goblinoid
Senses- Darkvision 60ft, Perception +5 Init- +6

Defense:

AC- 14, Touch- 13, Flat-footed- 11
hp: 9 (1d8+1) Fort- +1/ Wil- +1/ Ref- +3

Offense:

Speed- 30 feet
Melee- Dagger +1 (1d3) Crit- 19/20 x2
Ranged- Wand of Magic Missiles (1d4+1) 37 charges

Statistics:

Str- 11, Dex- 16, Con- 12, Int- 14, Wis- 12, Cha- 10
BAB- +1, CMB- +0, CMD- 13
Feats- Improved Initiative
Skills- Perception +5
Languages- Goblin, Common (broken)

Ecology:

Environment- Wilderness/Subterranean
Organization- Pair, gang (3-5), tribe (5-10)
Treasure- Wand of Magic Missiles, level 1, 37 charges remain at the beginning of combat

Special Abilities

Create Confusion- 1/day Sgrokk can summon the voices of a thousand goblins to fill up to a 15'x15' area, causing confusion to any non-goblinoid and -1 to attacks for 2 rounds.

Sgrokk's Blessing- 1/day Sgrokk can heal himself 1d6 hit points and all adjacent allies gain back 1 hit point.



position. As you walk down the hall, light begins to reveal the room beyond. Once inside, you see the full majesty of this circular room whose ceiling the torchlight barely touches. Mosaics adorn the walls, telling the story of the mighty dragon Krithakk to whom this temple is dedicated to. Each of the five individual mosaics seems to tell a part of Krithakk's life, his birth, his triumph over the valley and the many battles he fought to keep it. Each chapter is marked by a strange rune that bears a similarity to characters from the Draconic alphabet. In the eastern side of the room stands a 7 foot statue, made from a single piece of marble, of a white dragon perched on an outcropping of rock. The room is completely clean and both the floors and statue shine as if recently polished.

Although they follow Blackheart, the goblins are superstitious about the possibility that Krithakk's ghost is still around, or that Blackheart is in fact a direct descendant. Therefore, unless it is to clean this room (which happens every week), no one enters except Sgrokk, and that is only to bring Blackheart the latest offerings. Only Sgrokk knows where the secret passage is, and how to bypass the trap in the next room, but he will never reveal that to the players, even if intimidated.

Area Features:

Illumination- There are torches along the wall in areas 6&9 that illuminate area 8.

Terrain- These areas are worked stone and are free from debris piles.

Treasure- Other than what each creature has on them: Most of the nice items go to Blackheart, but occasionally Sgrokk has been known to hide a gem or two. A Perception check DC 16 reveals a small wooden box containing 3 grape sized emeralds worth 100 gp each.

AFTERMATH

The players should have their resources exhausted at this point and here is a good time for them to rest. If the players choose to explore the rest of the complex, read the descriptions, but strongly encourage them not to delve too deeply, taking on a dragon (which they should have figured out there is one by now) is not advisable in a weakened state.

Area 10: The Temple of Krithakk

When the players open the door to area 10, read or paraphrase the following:

Torchlight illuminates the hallway before you, but cannot reach the depths of the room beyond from your

The secret door can be found with a successful Perception check DC 15 and opened with a DC 16 Thievery check.

S4-Trap: Puzzle Room- Area 11

CR- 1

When the players open the secret door, read or paraphrase the following:

This 15' by 15' room is rather remarkable in that there are 5' runes on the floor, walls and ceiling. There is no other visible door.

Tactics- All but 5 of the runes on the floor are trapped. The runes are of the same style as the ones in area 10, and in fact the 5 runes that are not trapped are the ones from the mosaics. As each correct rune is stepped upon *in order* (see map for order), the door on the eastern wall rises a few inches so that when the last rune is activated, the door is fully open.

Trap

Chill Touch Trap

CR- 1

Type: Magical

Perception DC 19

Disable Device DC 19

Trigger: Proximity **Reset:** Automatic
Effect

As each trapped square becomes occupied, the target is struck as if Chill Touch was cast. (refer to the Pathfinder RPG chapter Spells)

Reflex DC 19 avoids, DC 16 half damage.

Single Target: single target in trapped square.



Area Features:

Illumination- Only what the PC's bring with them.

Terrain- Rune covered tiles, normal.

Treasure- None.

AFTERMATH

Once the players have managed to open the door, which stays open for 3 minutes, they will immediately proceed to the final encounter, S4E4.

S4E4: Blackheart- Area 12

CR- 3 Total XP-600

Blackheart

Xalander Darkchanter (non-combatant)

Once the door from area 11 opens, read or paraphrase the following:

The stone door rises and you see a large cavern beyond, illuminated by 4' brass stands holding candles that don't seem to have melted in all their years of service. The raspy voice of a man you see standing at not one, but two podiums, can be heard muttering to himself. However, it's a larger, angrier and deeper voice that beckons you: "You are early, Sgrokk, what is it?"

Before you can respond, or even move, a shadow moves inside the room and takes form, the form of a very young

but intimidating, dragon who is now staring directly at you.

"Xalander, we have visitors, your friends from the village?"

The man at the podiums turns to face you, and you confirm it is the old wizard whose house you were attacked in not more than a few days past. You do notice, however, that his face is not what it seems and you see visible decay underneath his façade. Without the slightest expression, he turns as he grabs one of the books, speaks a single word and a circle lights up with magical energy underneath his feet. Just like that, he is gone, leaving you with the dragon.

The dragon, still looking back at you, says "I guess that means I have you all to myself" and smiles menacingly at you all.

Set Up- Blackheart did not know that Xalander was a lich, but in his moment of surprise at the players' intrusion, he let his façade slip. Blackheart of course did not see this, focusing his attention to the meal in front of him, and believes he can track the wizard down later.



Tactics- Blackheart will use his breath weapon, then Spectral Form to turn invisible and move to a more advantageous position. He is arrogant, foolhardy and thinks he is undefeatable. However, once he is at ¼ of his hit points or less, he will attempt to escape by flying out through the passage at the top of the peak.

Blackheart

CR- 3 XP- 800

Spectral spirit black dragon CE- large- spirit

Senses- Darkvision 60ft, Perception +6 Init- +4

Defense:

AC- 16 (Dex +4, Natural +2)

Touch- 14

Flat-footed- 12

hp: 34 (4d12)

Fort- +0/ Wil- +1/ Ref- +4

Offense:

Speed- 30ft land, 60ft fly

Melee- Bite +4 (1d6), 2 claws +4 (1d6)

Breath Weapon- 30ft cone, DC 17, (4d6 cold)

Statistics:

Str- 14, Dex- 18, Con- --, Int- 14, Wis- 12, Cha- 11

BAB- +2, CMB- +4, CMD- 18

Feats- Skill Focus- Intimidate

Skills- Intimidate +7, Perception +6

Languages- Draconic, Common (broken)

Ecology:

Environment- Subterranean

Organization- Solitary

Special Abilities

Spectral Form- Once every 1d4 rounds, a Spectral Spirit can become shadow granting invisibility until it attacks or is discovered in some way.

Neither here nor there- With every attack (made or receiving) there is a chance the spirit is incorporeal. At the beginning of the creature's turn, roll % die and 20% or lower means the spirit is incorporeal until the beginning of its next turn. (Refer to the Incorporeal definition in the glossary of the Pathfinder RPG Bestiary for complete rules)

Spectral Spirit

A spectral spirit is basically a fraction of its true being that is trapped on the mortal plane. Due to either divine intervention or other magical means, the creature (who was once whole) has had its soul fragmented and bound to multiple planes at once. This greatly reduces the threat of the beast and makes it a much less formidable foe. Even if a spectral spirit is defeated, another copy does still exist on another plane and it will not be fully destroyed until all copies have been "released". Spectral

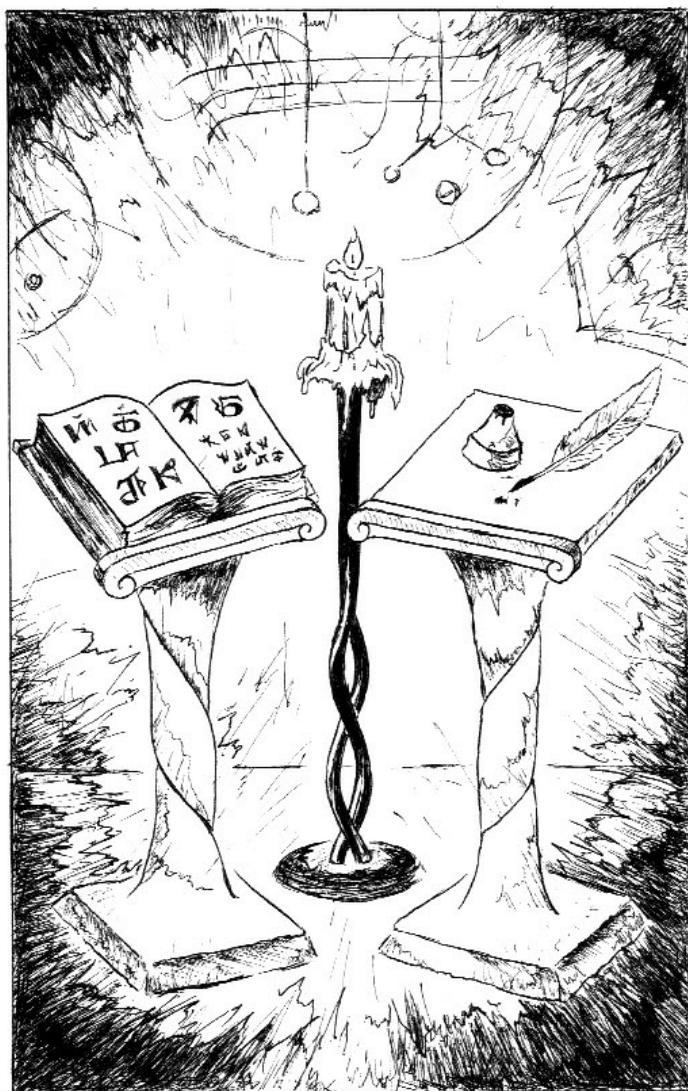
spirits don't actually die, they are simply no longer bound to the current plane of existence.

Area Features:

Illumination- The room is illuminated by magical candles upon brass stands.

Terrain- The cavern is not worked stone; however it is level and is not considered difficult terrain.

Treasure- There are a total of 1,200 gp, 850 sp, 500 gp worth of gold gems and one level 2 magic item for each player, (GM's choice) in Blackheart's horde.



AFTERMATH

Once the players have dispatched Blackheart, and examine the lair, they find not only the treasure, but one of the two books Xalander was working on. The book contains markings and notations in current Draconic, but those notes are in reference to passages in ancient Draconic which few possess the knowledge to decipher. An examination of the book shows that the notes are more recent and possibly the result of being transcribed from the original. (Xalander, in his haste to leave, grabbed the original book and not the one with his notes forcing him to start over again) They also discover that he used the other teleportation circle to escape to his house, which requires a DC 15 Perception check to remember hearing what the password was. If the players choose to follow Xalander, they arrive immediately after he left with no trace as to where or how. Xalander is a much larger villain in the *Dark Veil* campaign and will return later, when the players are of much higher level.

Back in Borland Falls, (upon hearing the story of what happened) the heroes are now local legends and treated to a town feast in their honor. If any of the players disclose information on the book or contents within, word gets back to Teedle Fleetfoot who offers some assistance. Teedle tells them that there is a mage who lives in Gull's Port that might have some experience with ancient text. If the players are interested, Teedle recommends that they seek out Dalacore Smythe. Teedle also offers the PC's 100 gold each to escort a delivery down to Gull's Port "since you were heading that way". This hook can be used to proceed to the next Blackbyrne Publishing adventure, BP-2 *The Manor of Deception* due out Summer 2010.



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Iron Fist Rabble

CR- 1/8 XP- 50
Human gang member CE- Medium- Human
Senses- Perception +2 Init- +3

Defense:

AC- 15, Touch- 13, Flat-footed- 12
hp: 4 (1d8-4) Fort- +1/ Wil- +0/ Ref- +3

Offense:

Speed- 30 feet
Melee- Sword, short- +1 (1d6-1) Crit- 19-20/x2
Ranged- Shortbow- +3 (1d6-2) R-60ft, Crit- x3

Statistics:

Str-12, Dex-17, Con-12, Int-10, Wis-11, Cha-12
BAB- +0, CMB- +1, CMD- 14
Skills- Intimidate +3, Stealth +6
Languages- Common

Ecology:

Environment- Wilderness/Urban
Organization- Gang
Treasure- 1- Sword, short (poor), 1- Shortbow (poor),
20- arrows (crude), leather armor.

Special Abilities:

Making Due- Being the bottom step of the gang means poor health and poor weapons, -4 hit points and -2 to damage rolls.

Iron Fist Bandit

CR- 1/4 XP- 100
Human gang member CE- Medium- Human
Senses- Perception +2 Init- +2

Defense:

AC- 14, Touch- 12, Flat-footed- 12
hp: 8 (1d8) Fort- +1/ Wil- +0/ Ref- +2

Offense:

Speed- 30 feet
Melee- Sword, short- +2 (1d6+2) Crit- 19-20/x2
Ranged- Shortbow- +2 (1d6) R-60ft, Crit- x3

Statistics:

Str-14, Dex-15, Con-12, Int-9, Wis-10, Cha-11
BAB- +0, CMB- +2, CMD- 14
Feats- Point Blank Shot (+1 ranged w/in 30')
Skills- Intimidate +3, Stealth +6
Languages- Common

Ecology:

Environment- Wilderness/Urban
Organization- Gang
Treasure- 1- Sword, short , 1- Shortbow , 20- arrows,
leather armor, 2gp/6sp.

Special Abilities

Deadshot- While hidden from target, gains a +2 to attack.

Iron Fist Sergeant

CR- 1 XP- 400
Human gang member CE- Medium- Human
Senses- Perception +2 Init- +3

Defense:

AC- 15, Touch- 12, Flat-footed- 12
hp: 12 (1d8+4) Fort- +3/ Wil- +0/ Ref- +2

Offense:

Speed- 30 feet
Melee- Club- +5 (1d6+4) Crit- x2
Ranged- Dagger- +4 (1d4) R- 10ft, Crit- 19/20 x2

Statistics:

Str-17, Dex-14, Con-17, Int-8, Wis-10, Cha-12
BAB- +2, CMB- +5, CMD- 15
Feats- Power Attack, Cleave
Skills- Intimidate +5, Stealth +6
Languages- Common

Ecology:

Environment- Wilderness/Urban
Organization- Gang
Treasure- 1- Club , 4- Dagger , leather armor, 4gp/9sp,
potion of Cure Light Wounds.

Special Abilities

Brute Mentality- When faced with 2 or more enemies gains a +2 attack bonus (+3 when flanked)

Attack Dog

CR- 1/4 XP- 100
Rottweiler CE- Medium- Animal
Senses- Low-light Vision, Scent, Perception +7
Init- +2

Defense:

AC- 11, Touch- 11, Flat-footed- 10
hp: 8 (1d8) Fort- +1/ Wil- +0/ Ref- +1

Offense:

Speed- 30 feet
Melee- Bite- +3 (1d6 +3)

Statistics:

Str-16, Dex-13, Con-13, Int-4, Wis-10, Cha-5
BAB- +0, CMB- +3, CMD- 15
Feats- Skill Focus (Perception)
Skills- Intimidate +4,
Languages- Special (trained commands)

Ecology:

Environment- Any
Organization- Solitary, pair, pack (3 or more)
Treasure- None.

Special Abilities

Iron Jaw- Due to their size, they do 1d6 rather than 1d4.

Initiative: P1 __ P2 __ P3 __ P4 __ P5 __ / IFR __ IFB __ SGT __ AD __

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The Chosen Soldier

CR- 1/4 XP- 100
Goblin Clan Member CE- Small- Goblinoid
Senses- Darkvision 60ft, Perception -1 Init- +2

Defense:

AC- 15, Touch- 13, Flat-footed- 12
hp: 7 (1d8+1) Fort- +1/ Wil- -1/ Ref- +2

Offense:

Speed- 30 feet
Melee- Sword, short- +1 (1d6+1) Crit- 19-20/x2
Ranged- Shortbow- +2 (1d6) R-60ft, Crit- x3

Statistics:

Str-12, Dex-15, Con-12, Int-8, Wis-9, Cha-7
BAB- +0, CMB- +0, CMD- 12
Feats- Skill Focus- Stealth
Skills- Stealth +9
Languages- Goblin, Common (broken)

Ecology:

Environment- Wilderness/Subterranean
Organization- Pair, gang (3-5), tribe (5-10)
Treasure- 1- Sword, short, 1- Shortbow, 20- arrows, leather armor.

Special Abilities

Twist the knife- When flanking an enemy, deals +2 to damage.

The Chosen Grunt

CR- 1/8 XP- 50
Goblin Clan Member CE- Small- Goblinoid
Senses- Darkvision 60ft, Perception -1 Init- +1

Defense:

AC- 15, Touch- 13, Flat-footed- 12
hp: 5 (1d8-1) Fort- -1/ Wil- -1/ Ref- +1

Offense:

Speed- 30 feet
Melee- Sword, short- +2 (1d6+2) Crit- 19-20/x2
Ranged- Shortbow- +1 (1d6) R-60ft, Crit- x3

Statistics:

Str-14, Dex-13, Con-9, Int-8, Wis-9, Cha-7
BAB- +0, CMB- +0, CMD- 12
Feats- Skill Focus- Stealth
Skills- Stealth +9
Languages- Goblin, Common (broken)

Ecology:

Environment- Wilderness/Subterranean
Organization- Pair, gang (3-5), tribe (5-10)
Treasure- 1- Sword, short, 1- Shortbow, 20- arrows, leather armor.

Special Abilities

Runt of the litter- The Chosen use the Grunts as expendable front line fighters, maximum CON is 9.

The Chosen Soldier

CR- 1/4 XP- 100
Goblin Clan Member CE- Small- Goblinoid
Senses- Darkvision 60ft, Perception -1 Init- +2

Defense:

AC- 15, Touch- 13, Flat-footed- 12
hp: 7 (1d8+1) Fort- +1/ Wil- -1/ Ref- +2

Offense:

Speed- 30 feet
Melee- Sword, short- +1 (1d6+1) Crit- 19-20/x2
Ranged- Shortbow- +2 (1d6) R-60ft, Crit- x3

Statistics:

Str-12, Dex-15, Con-12, Int-8, Wis-9, Cha-7
BAB- +0, CMB- +0, CMD- 12
Feats- Skill Focus- Stealth
Skills- Stealth +9
Languages- Goblin, Common (broken)

Ecology:

Environment- Wilderness/Subterranean
Organization- Pair, gang (3-5), tribe (5-10)
Treasure- 1- Sword, short, 1- Shortbow, 20- arrows, leather armor.

Special Abilities

Twist the knife- When flanking an enemy, deals +2 to damage.

Metal Guardian

CR- 2 XP- 600
Animated Metal Construct N- Medium- Construct
Senses- Darkvision 60ft; Low-light vision;
Perception +0 Init- +6

Defense:

AC- 17 (+2 Dex, +5 natural)
Touch- 12, Flat-footed- 17
hp: 27 (3d10+6) Fort- +0/ Wil- +0/ Ref- +2

Offense:

Speed- 30 feet
Melee- Slam +5 (2d4+5)

Statistics:

Str-18, Dex-14, Con---, Int---, Wis-10, Cha-3
BAB- +1, CMB- +5, CMD- 18
Feats- Improved Initiative

Ecology:

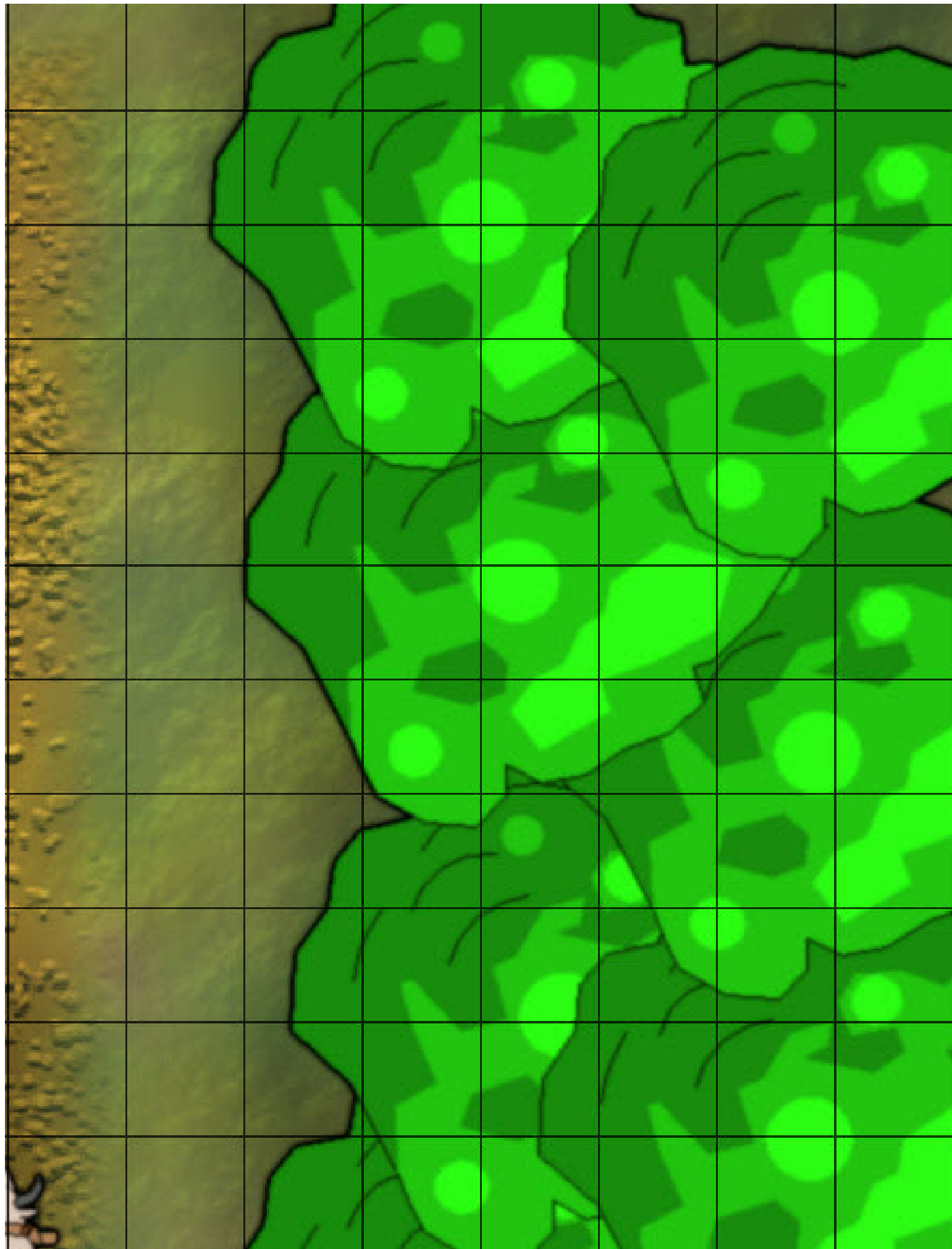
Environment- Any
Organization- Solitary, pair, group (3-5)

Special Abilities

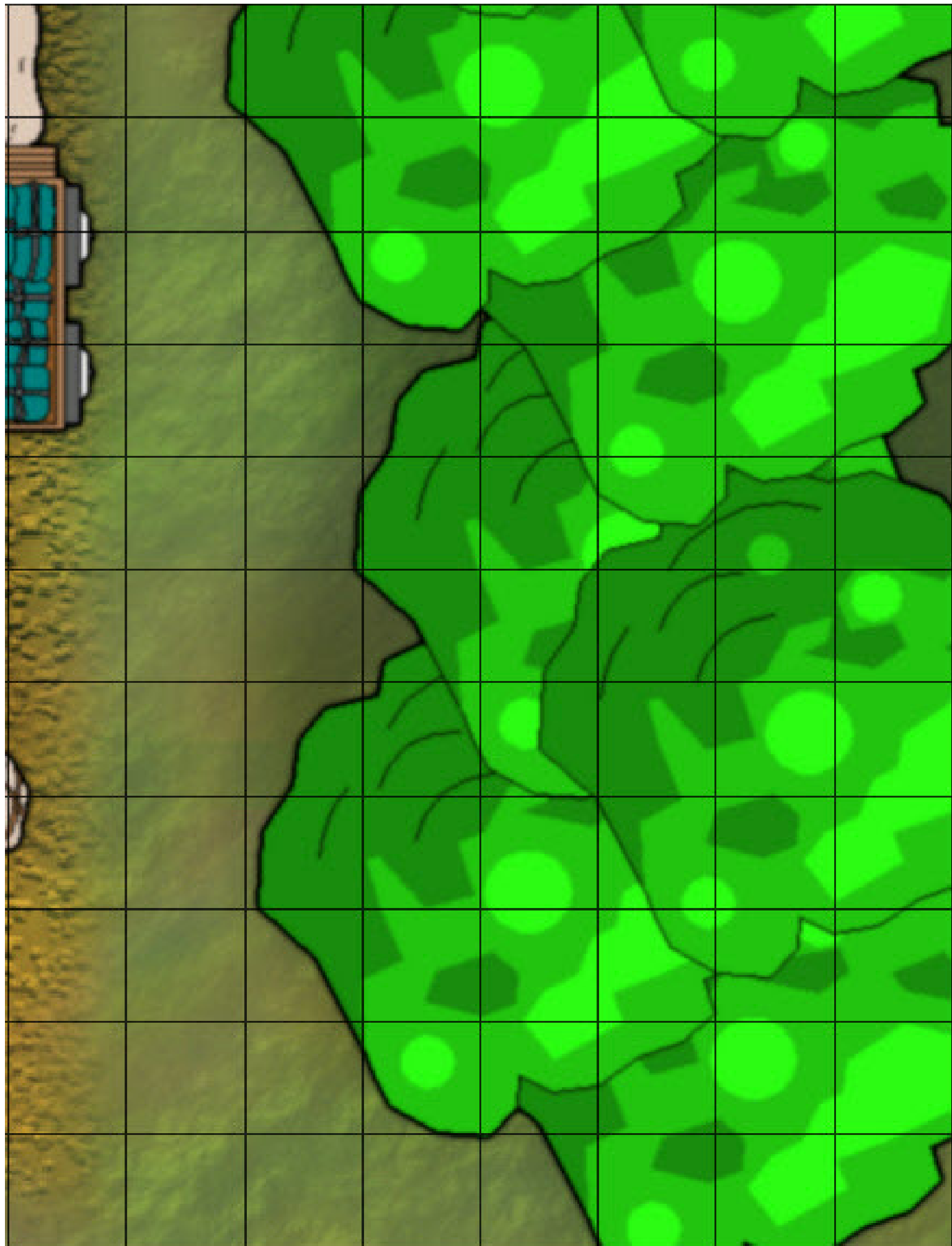
Solid Build- Created with premium metal, add +2 hit points for every HD and +1 to damage rolls.

Initiative: P1__ P2__ P3__ P4__ P5__ / IMG__ CS__ CG__

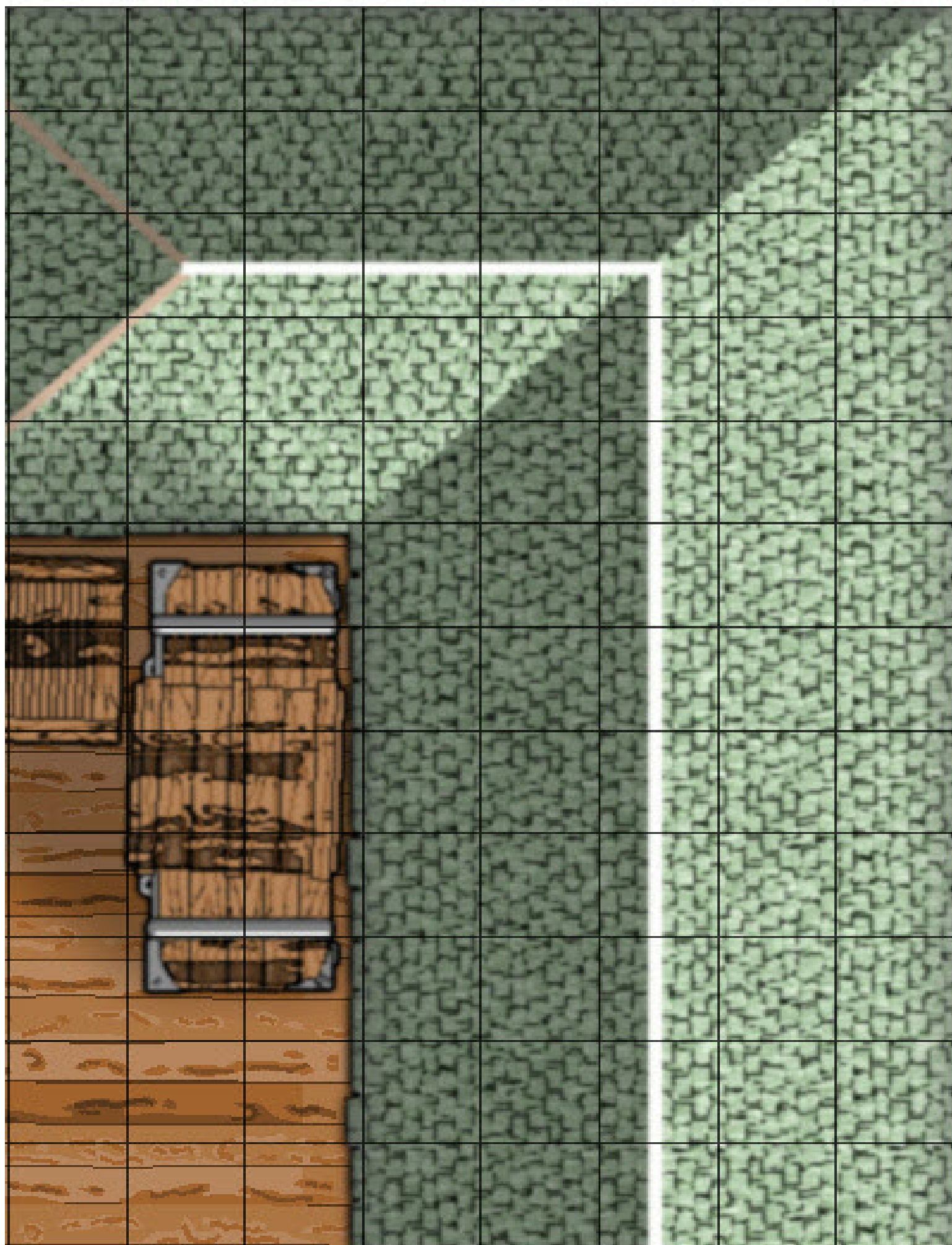


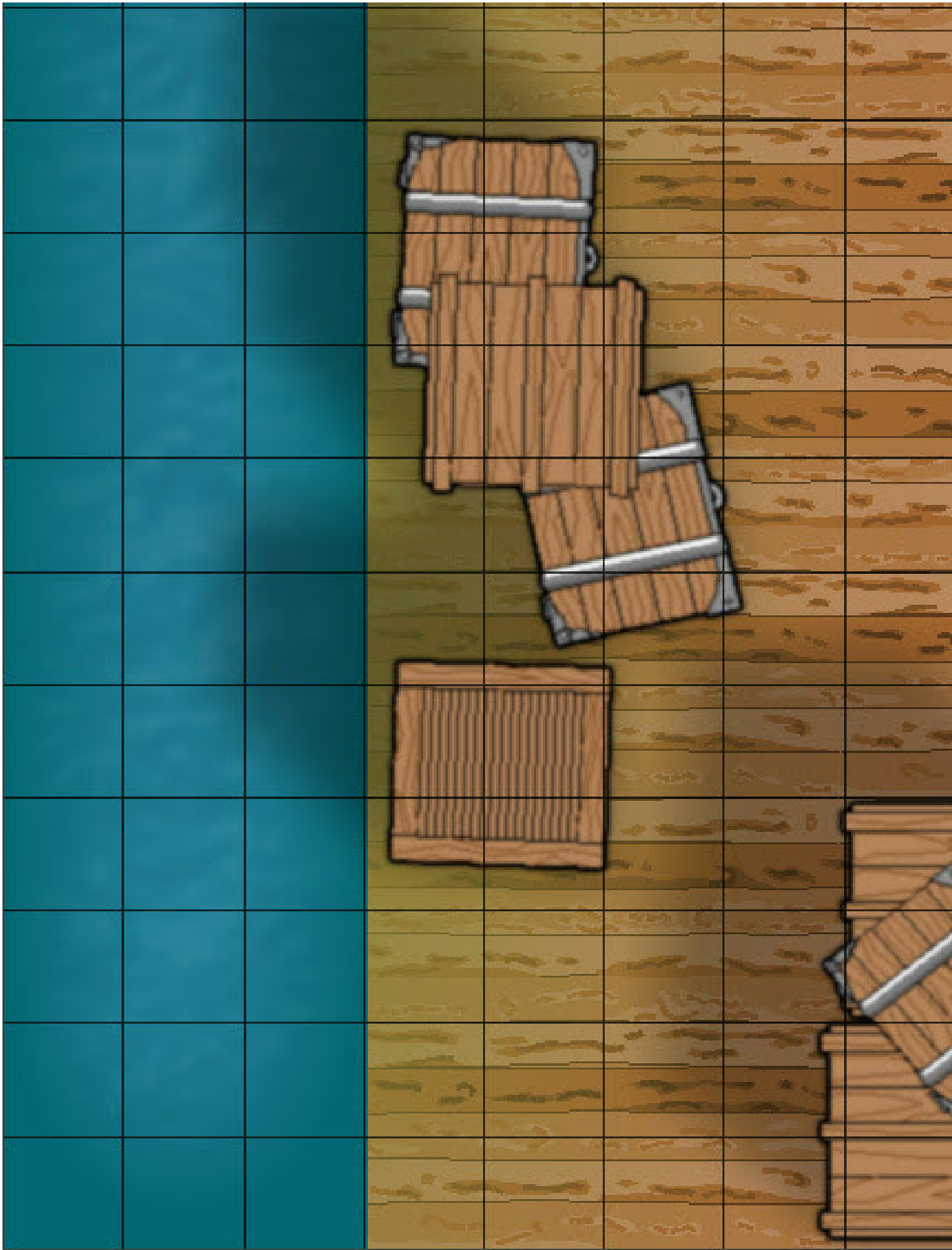


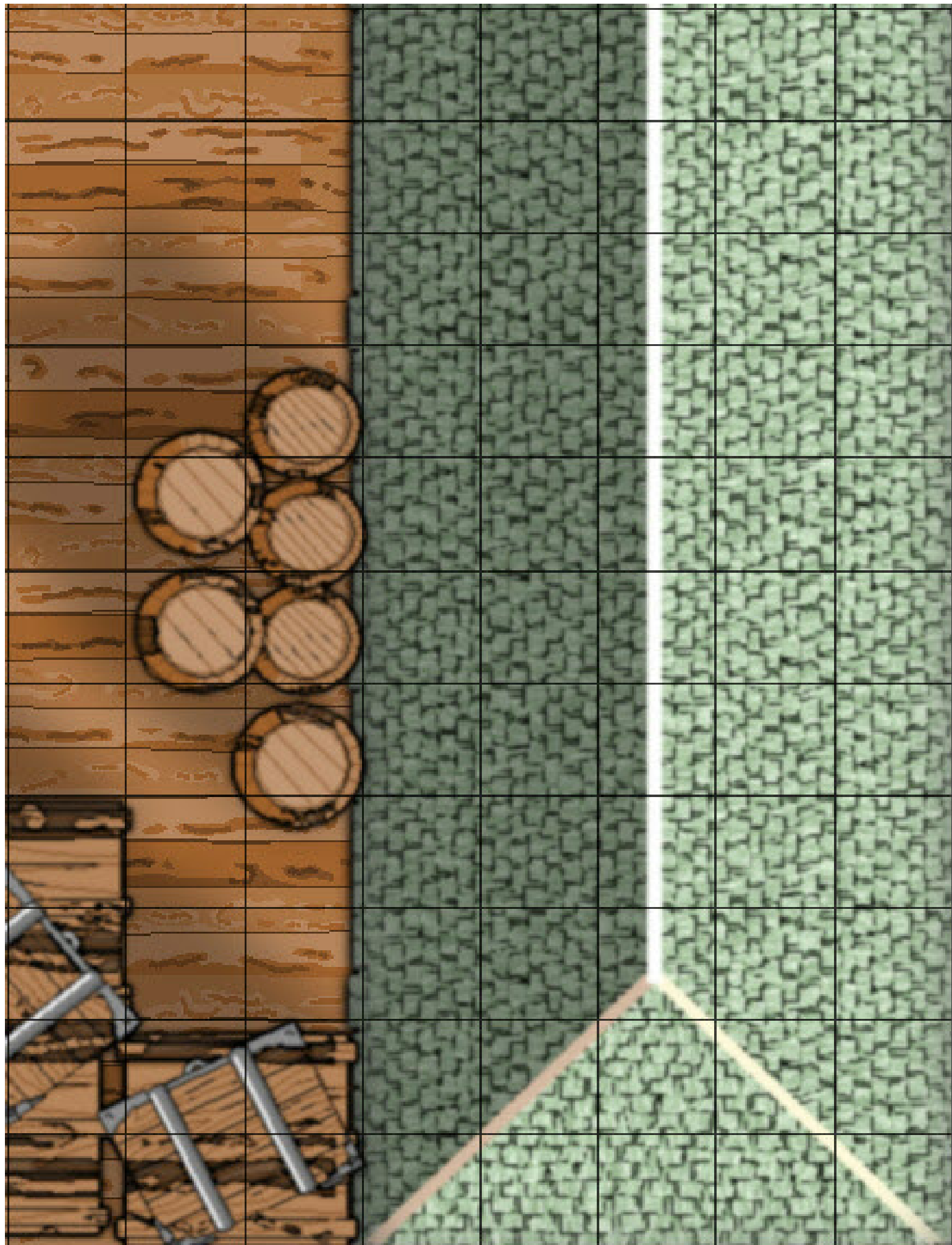


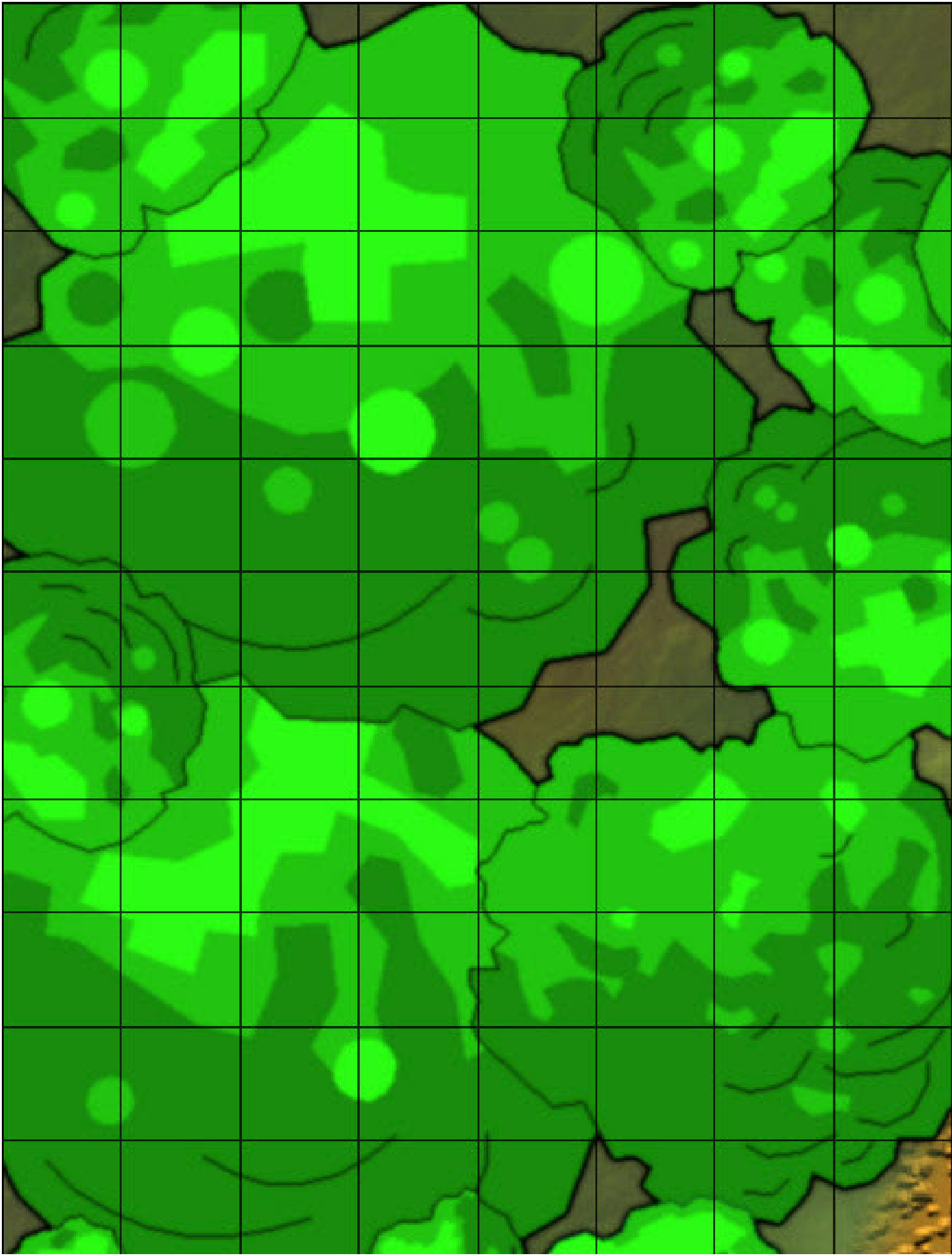


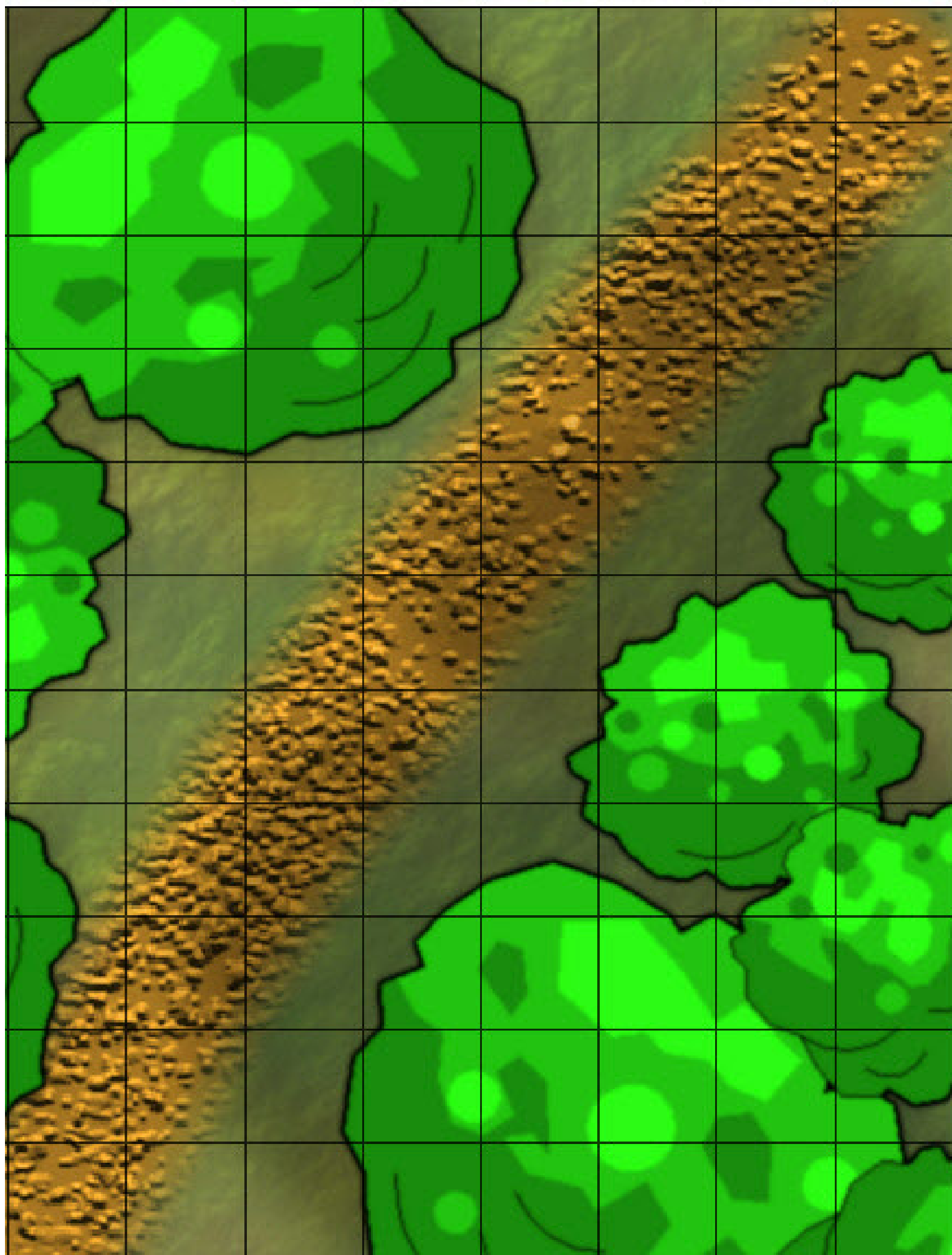


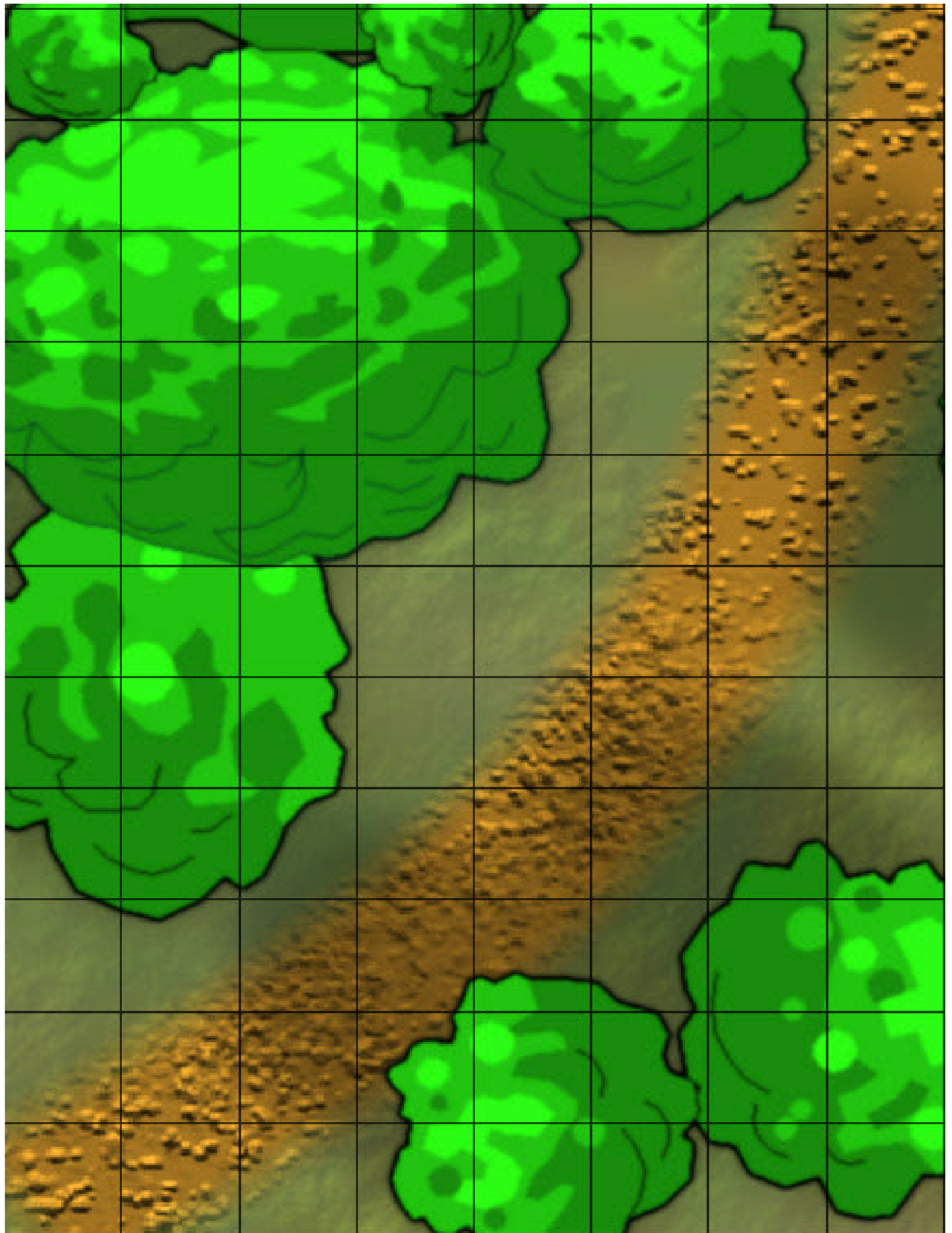


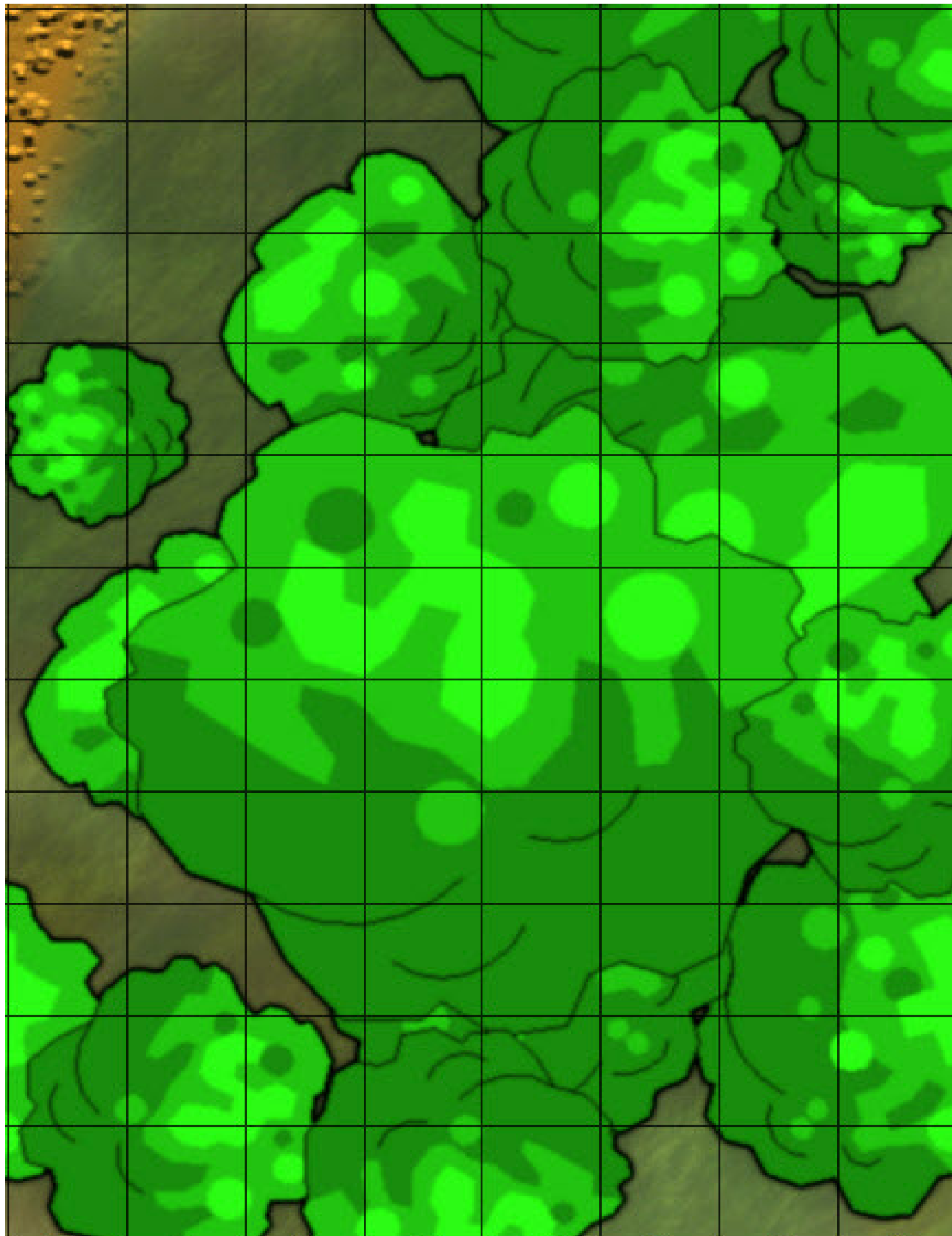




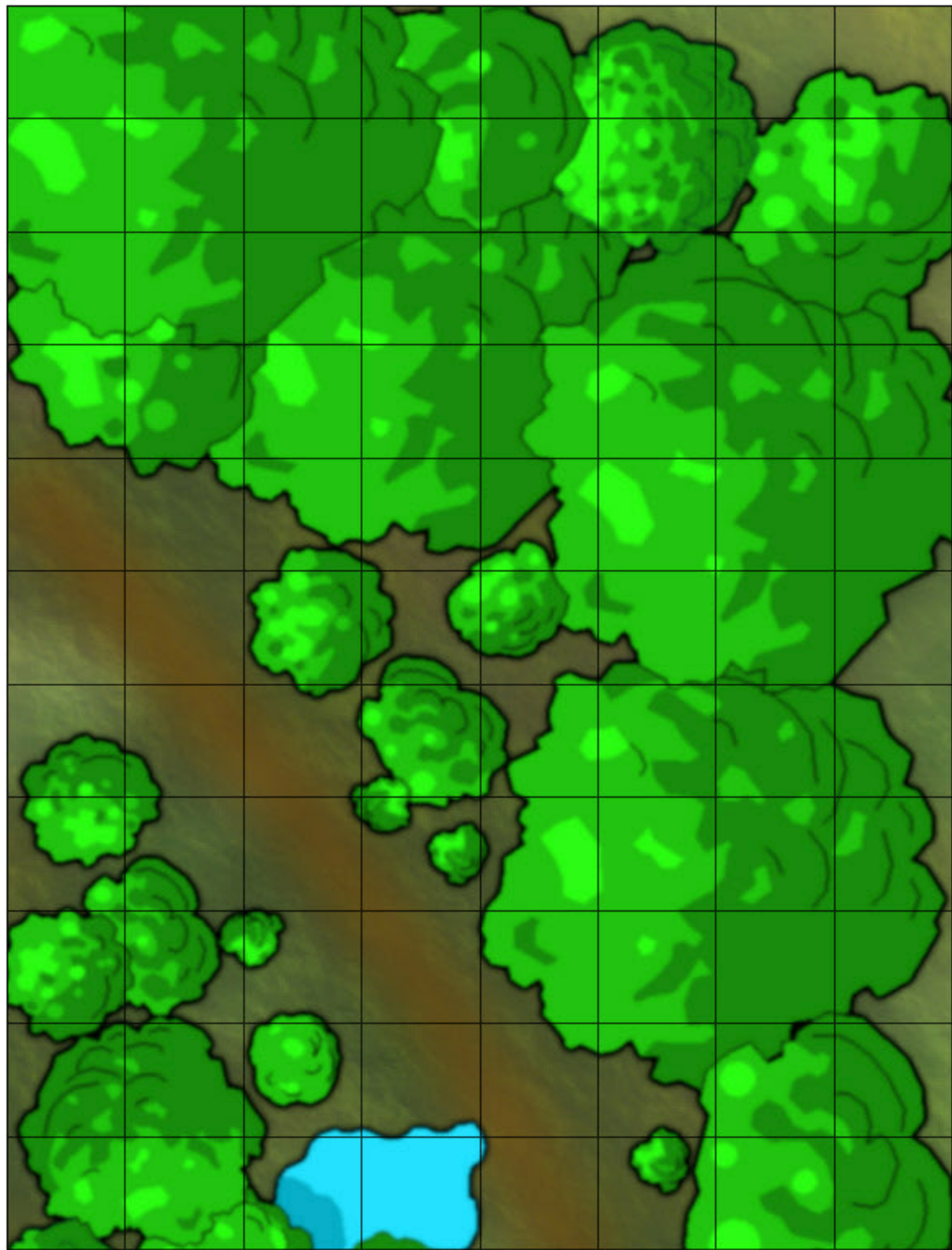


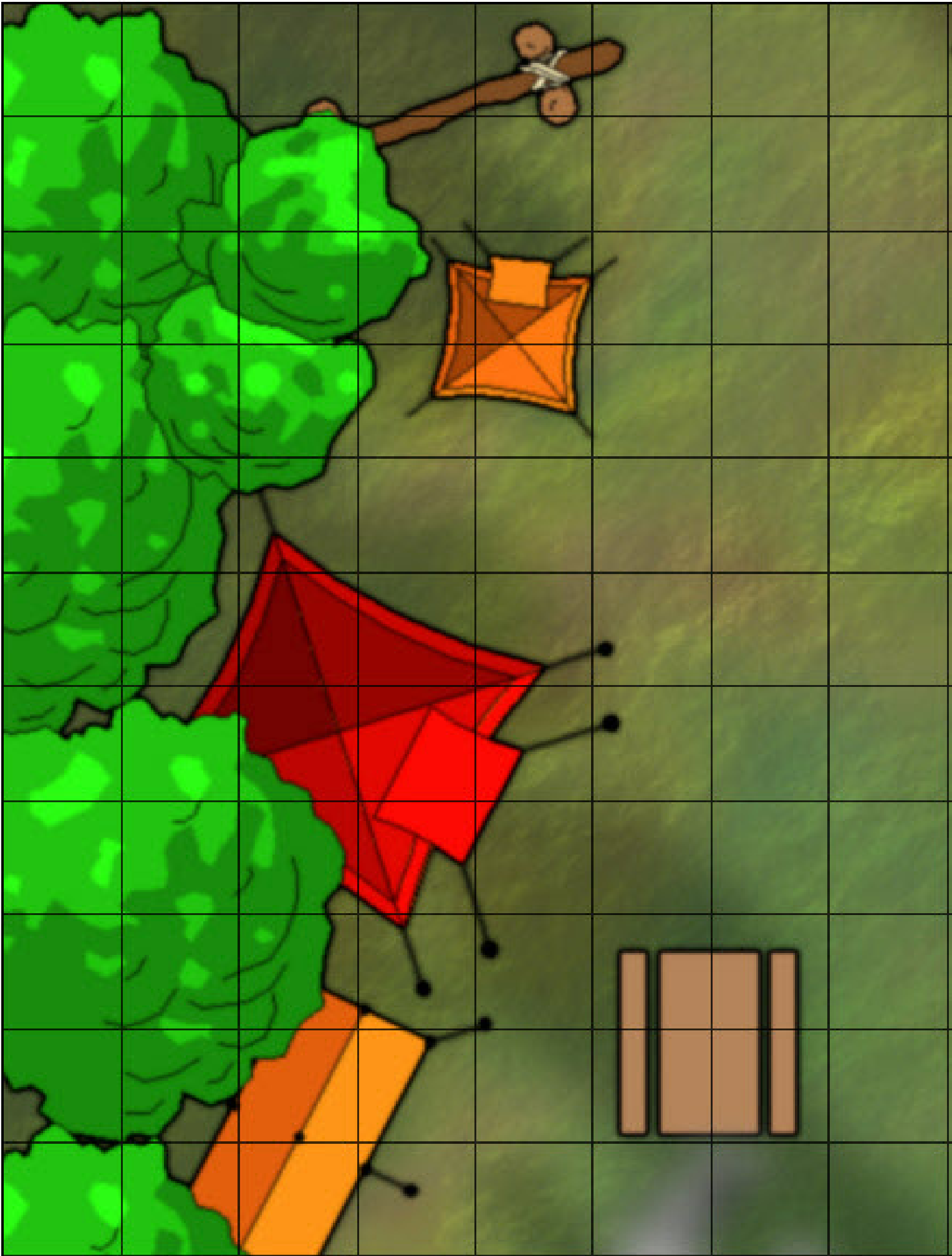


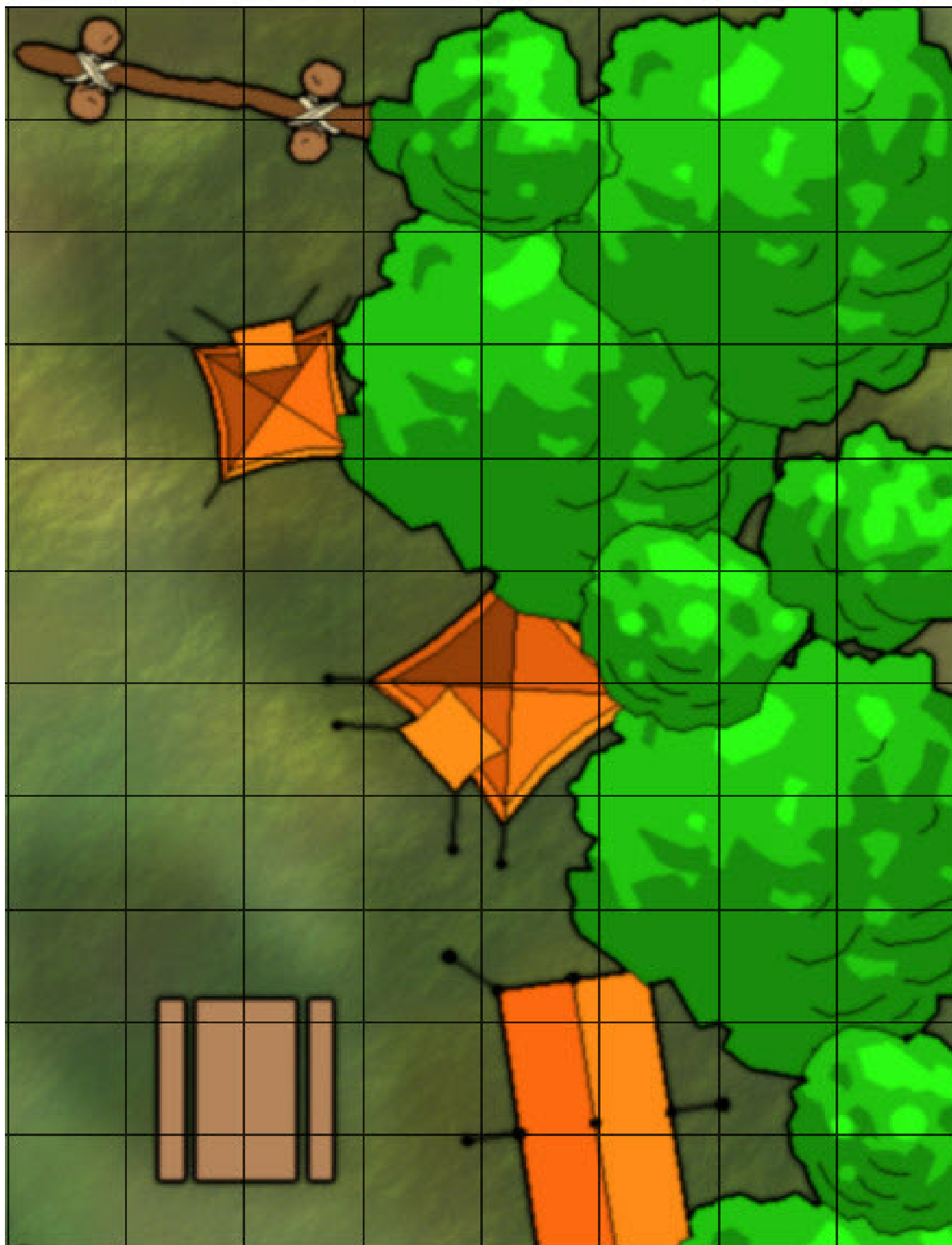


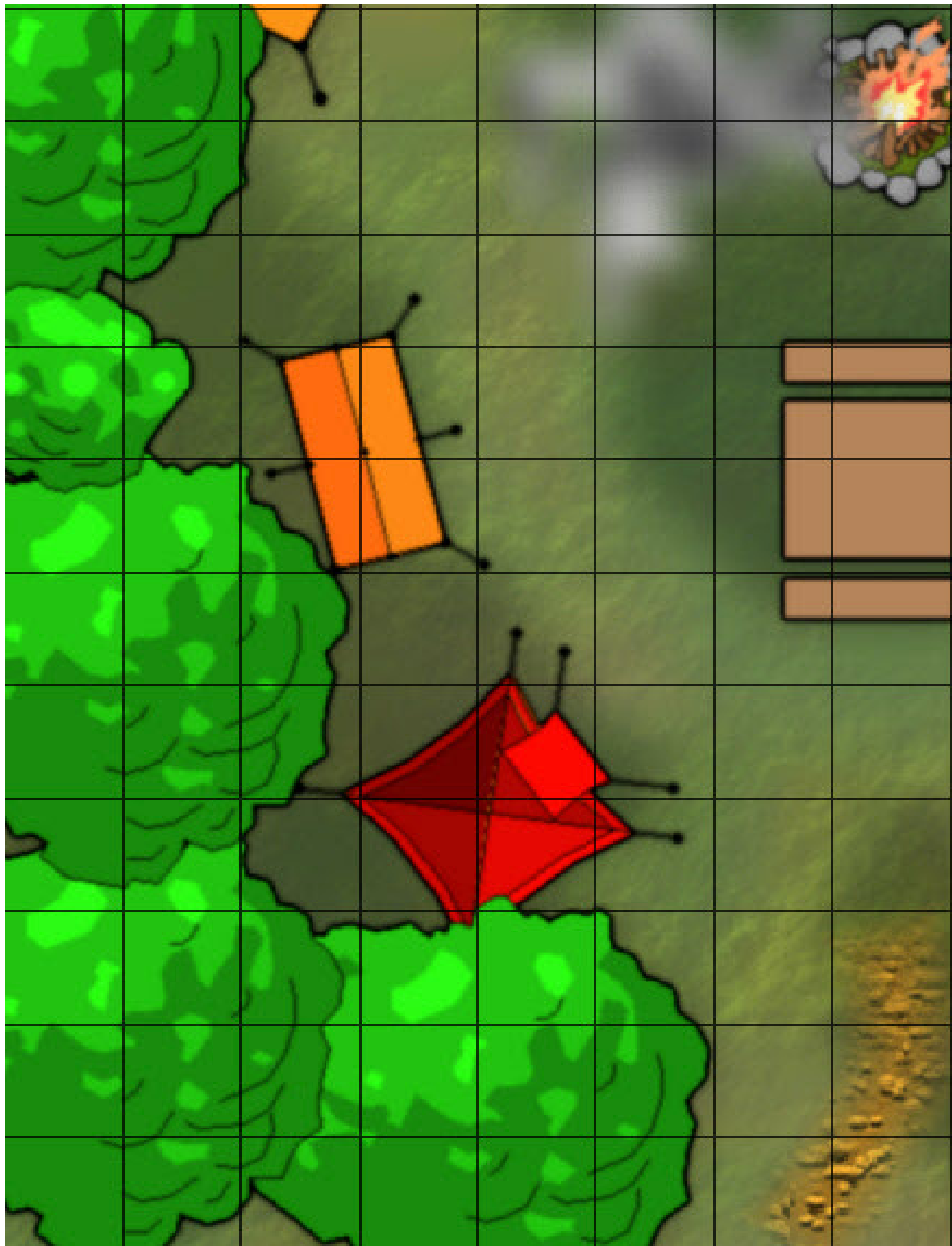


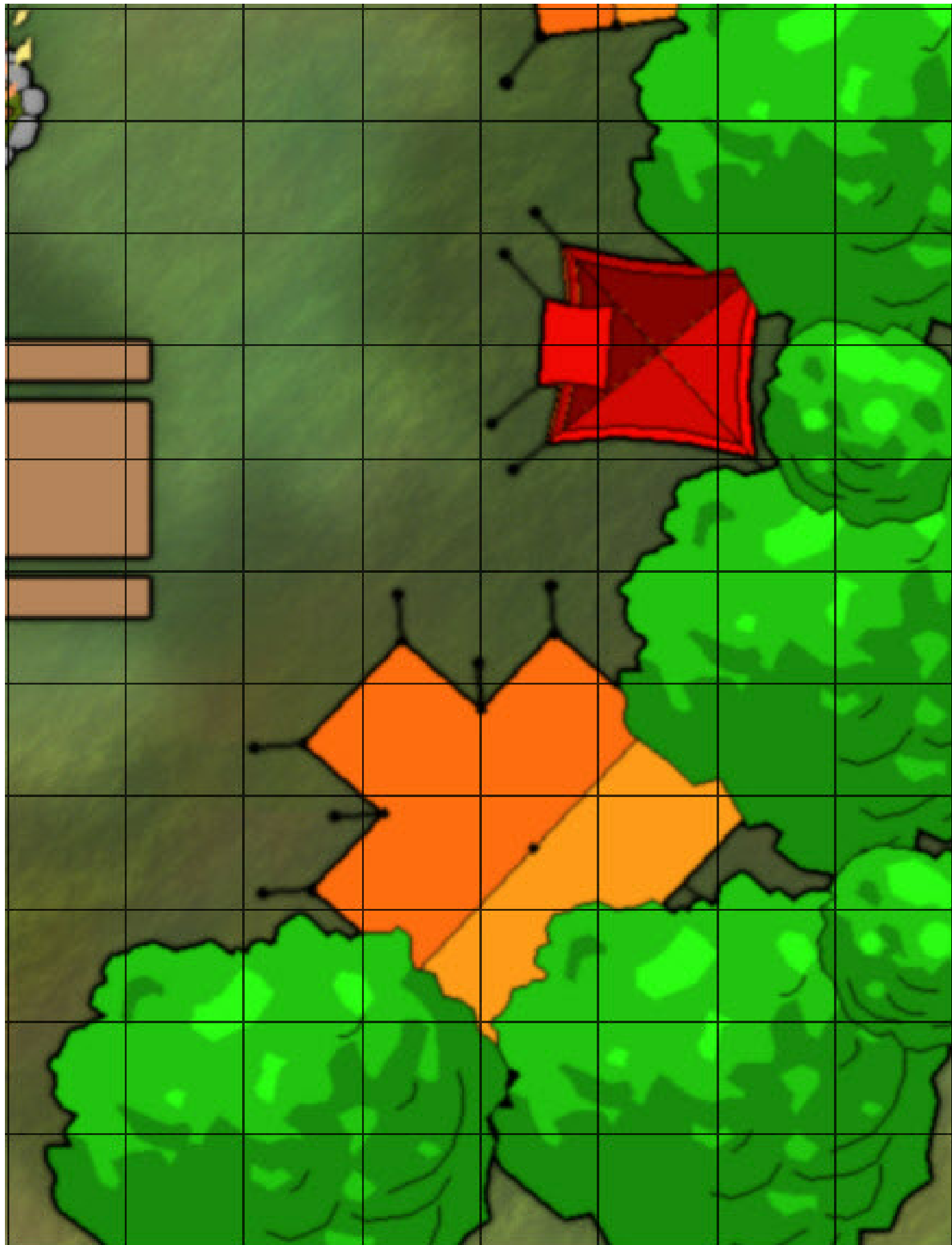








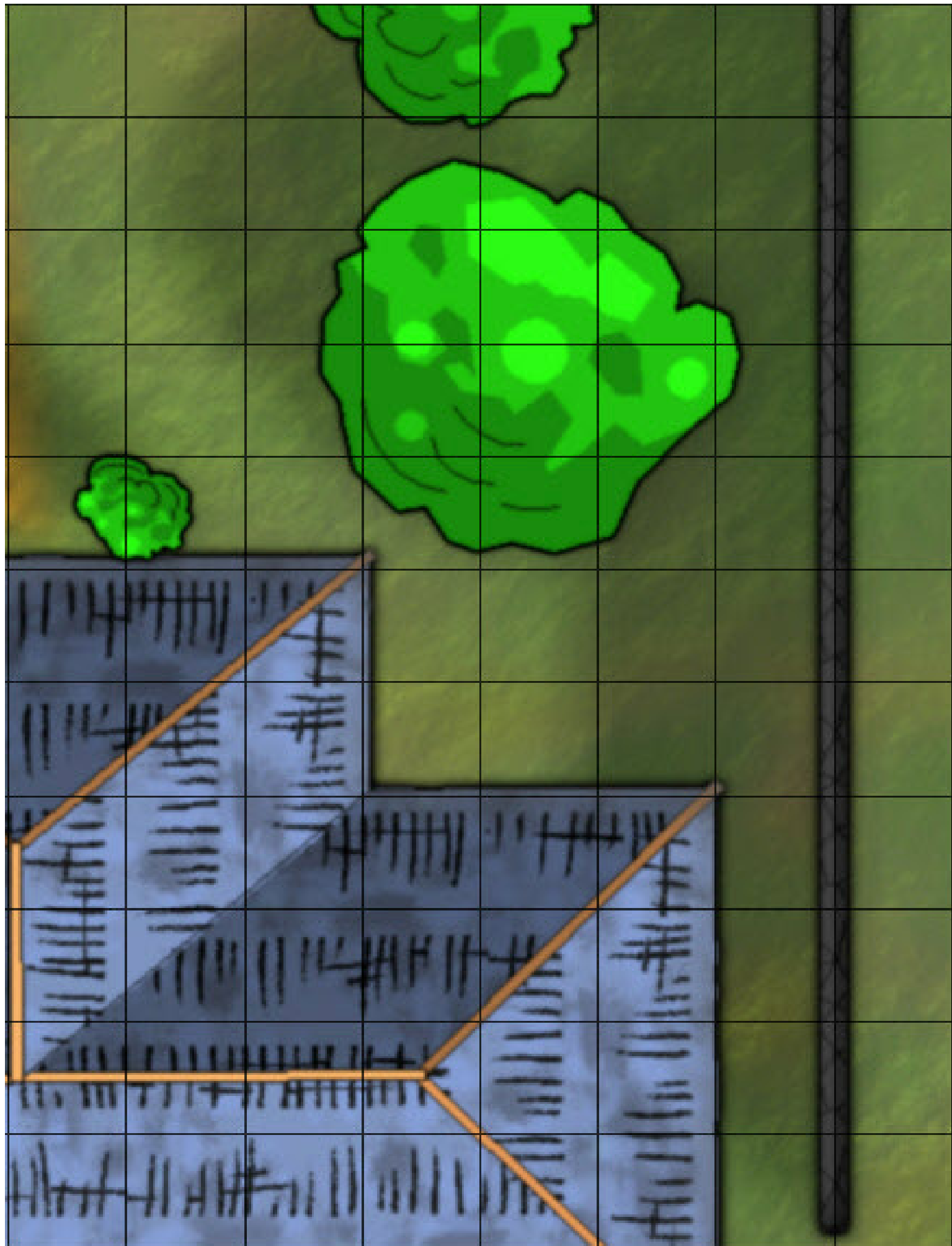




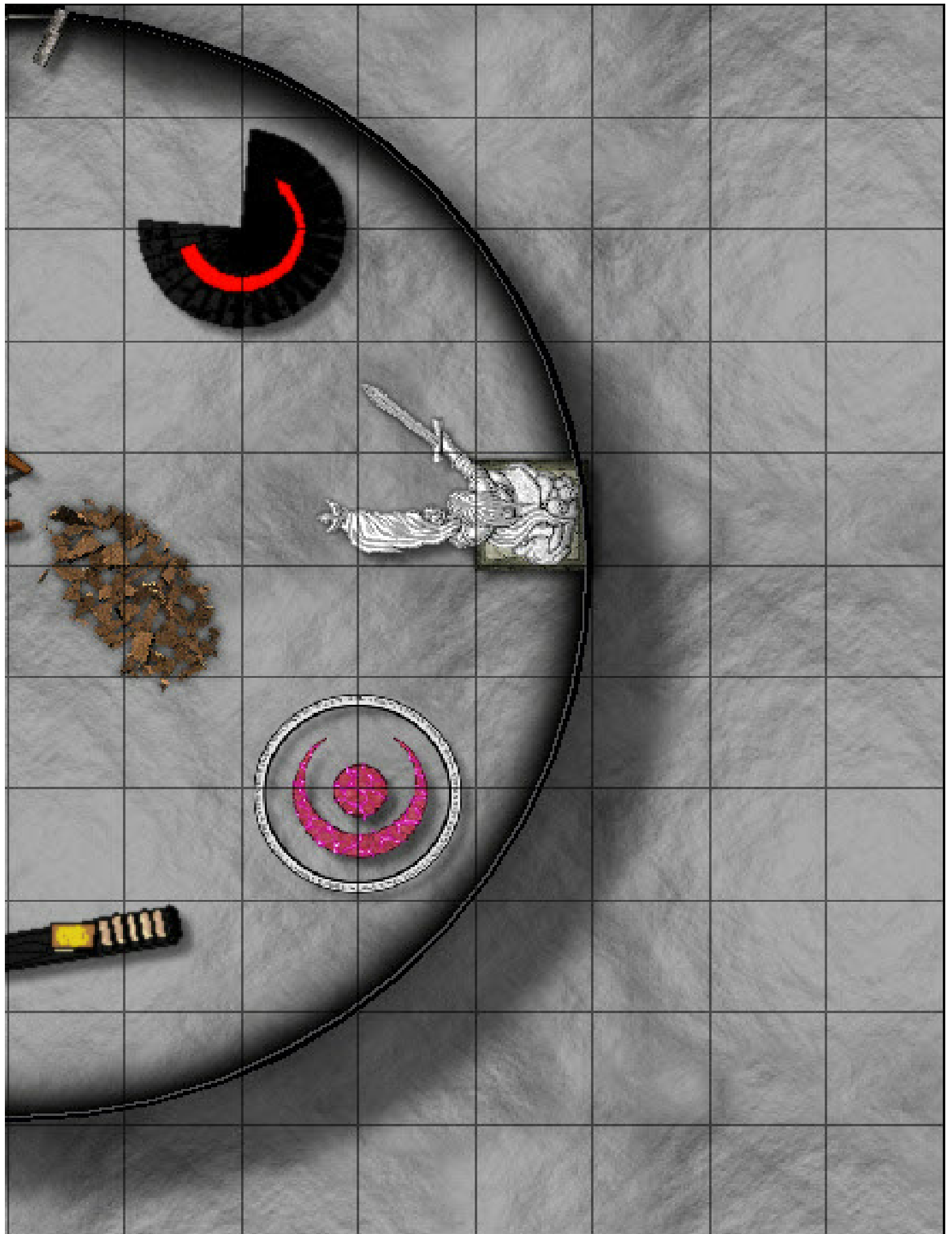


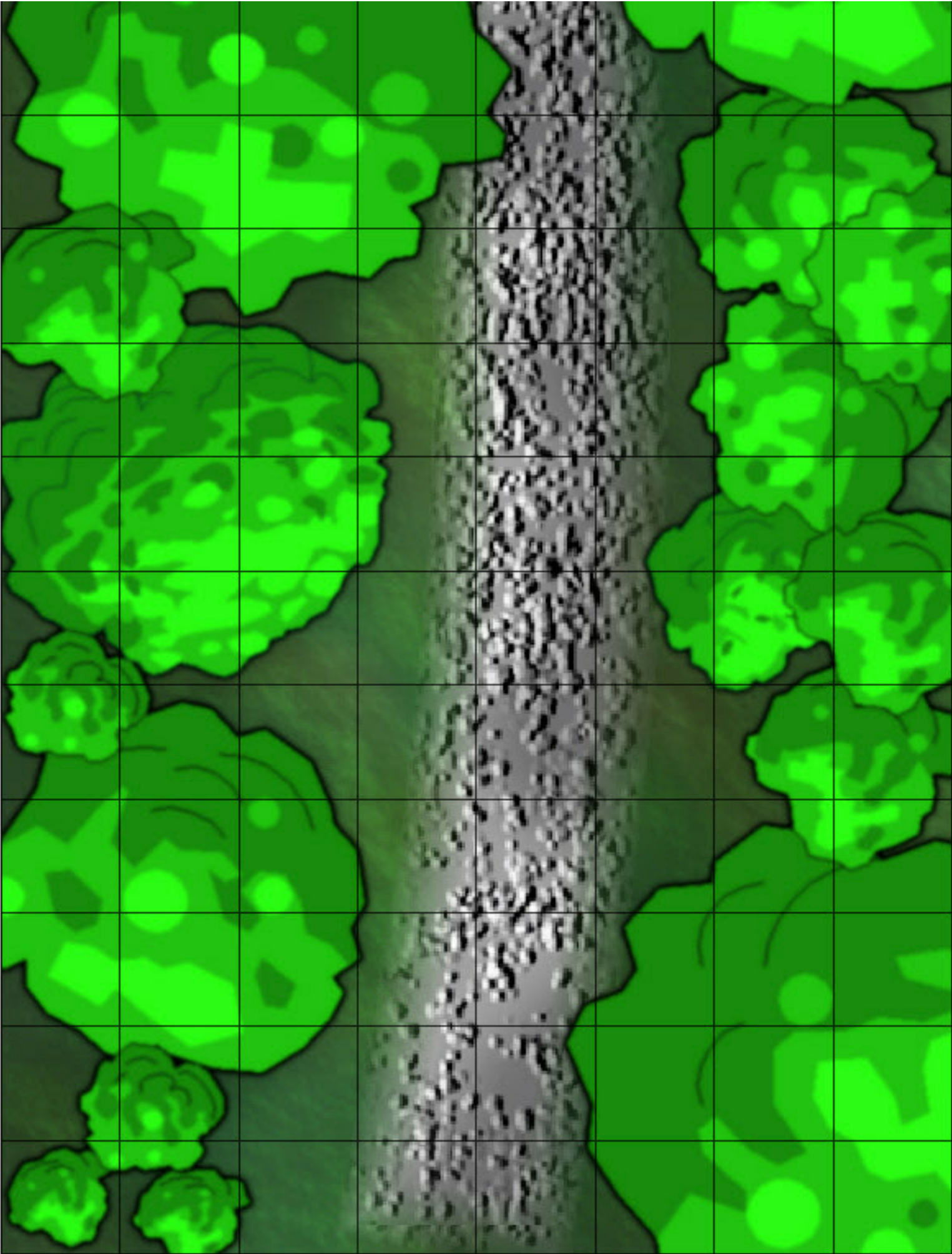


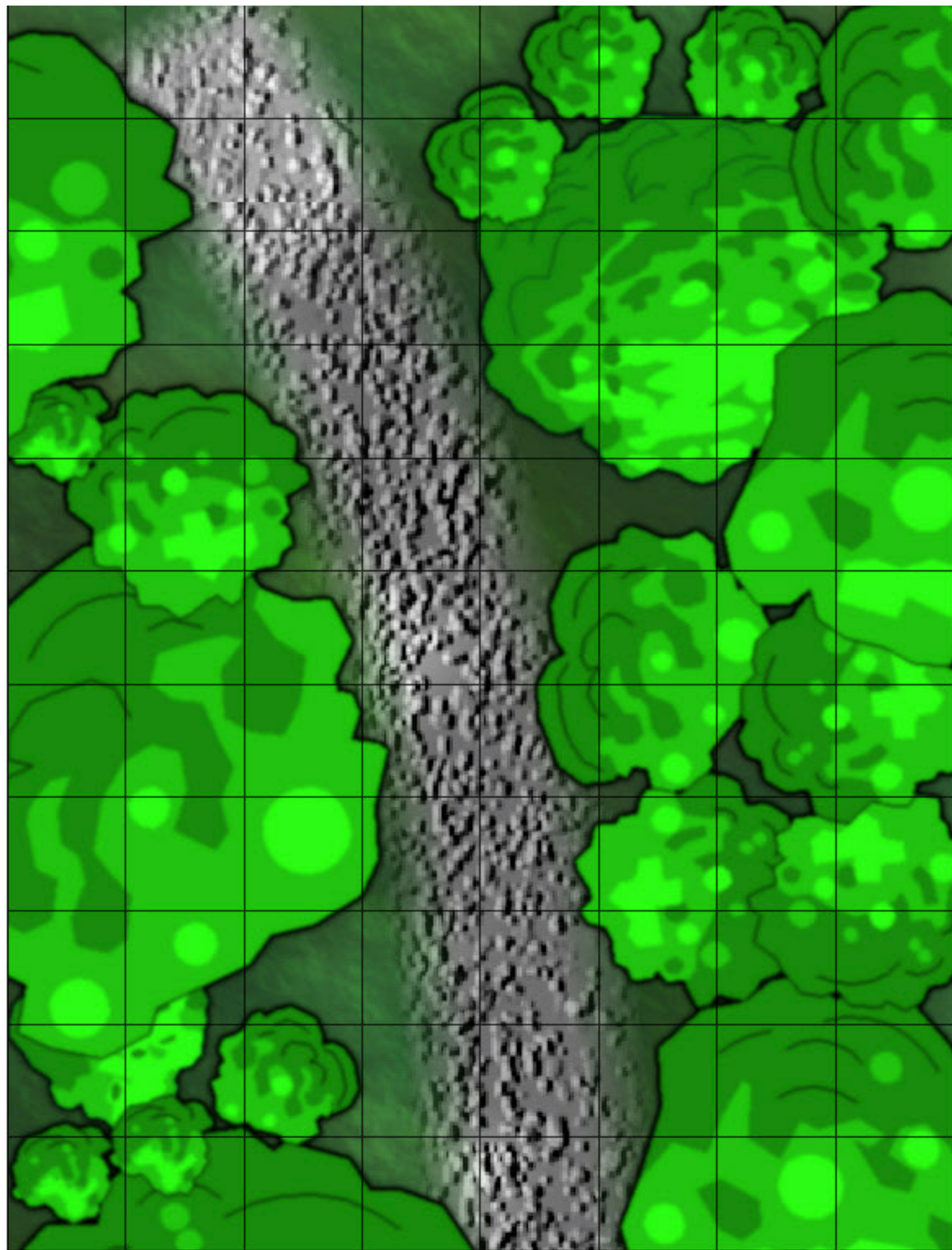


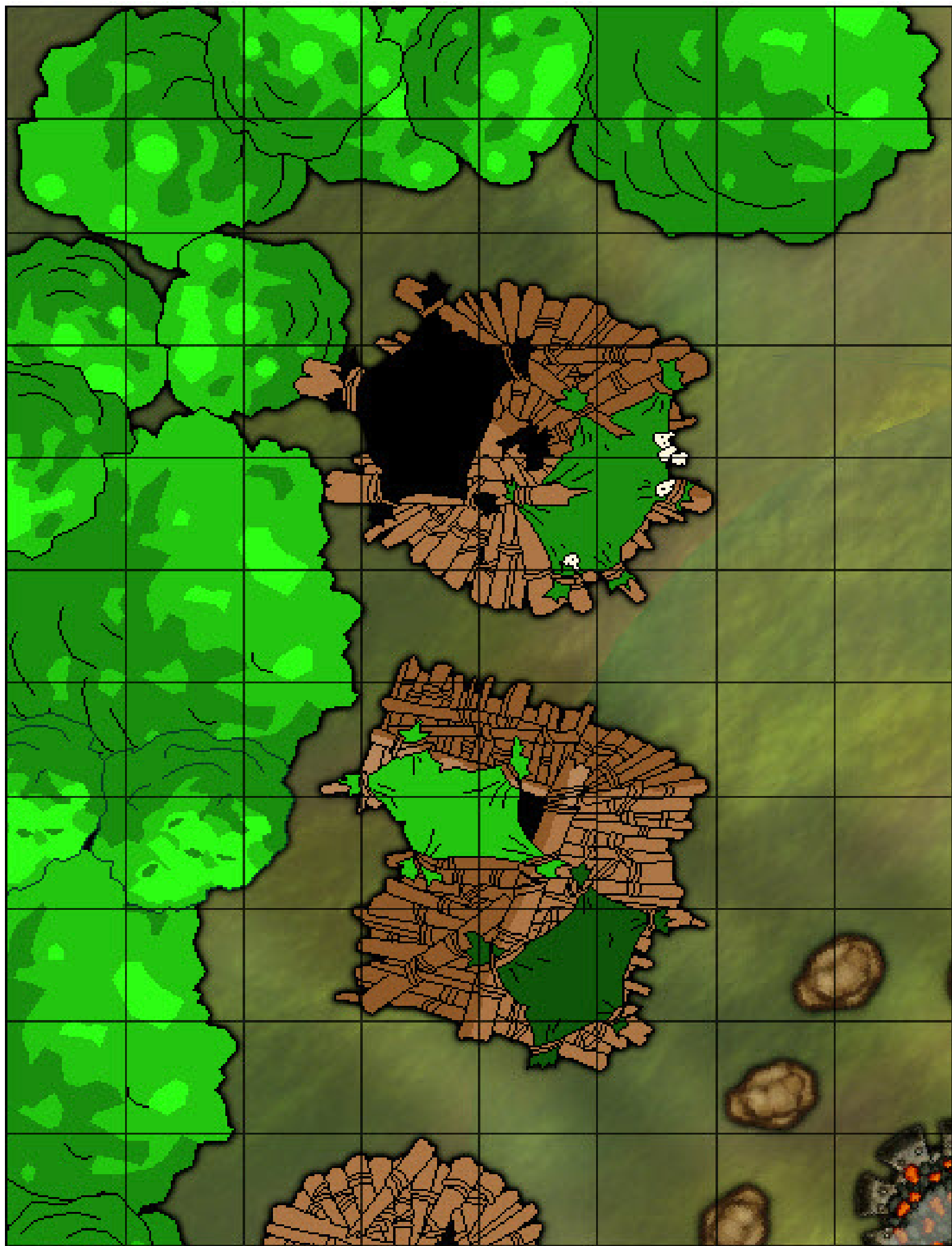


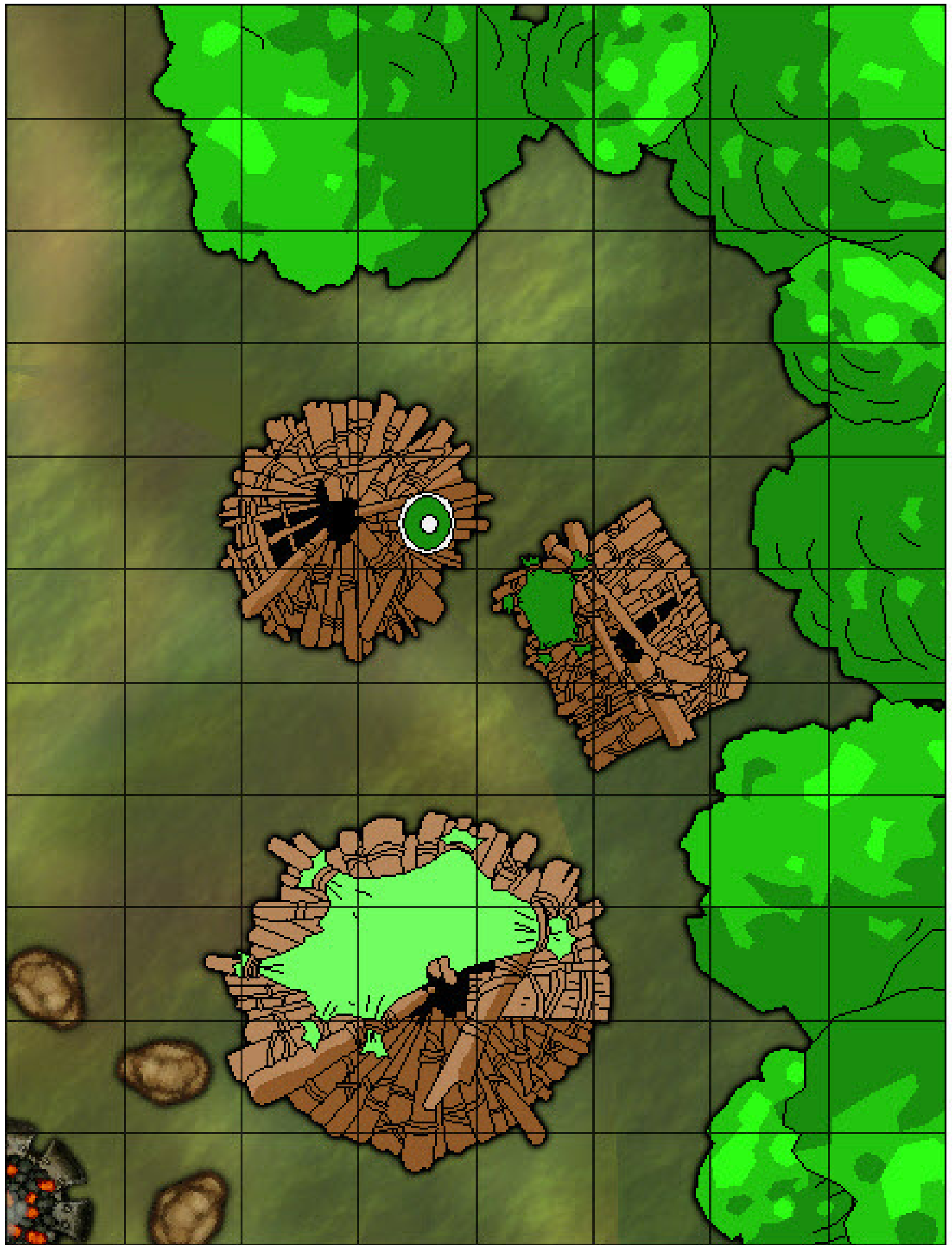


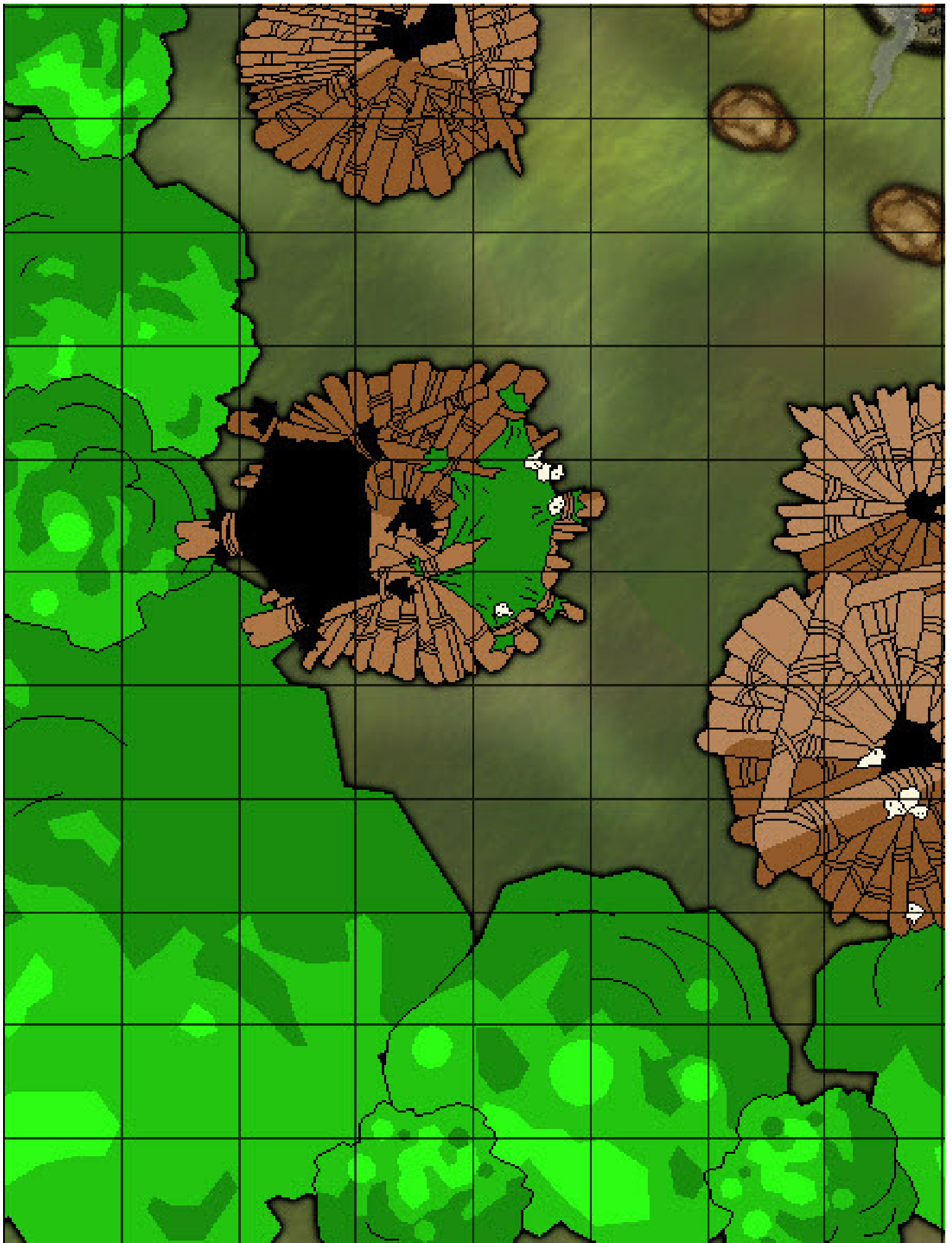


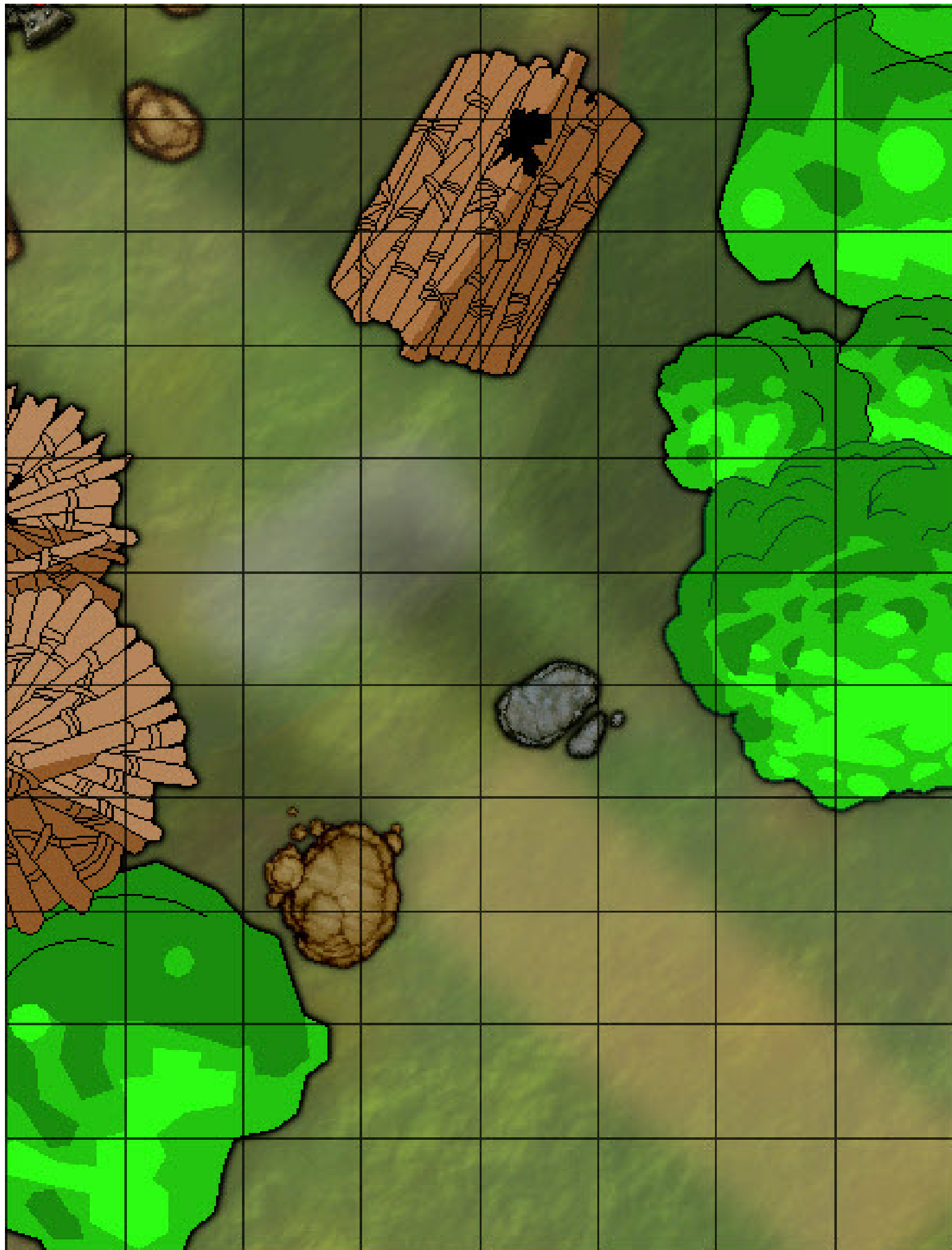


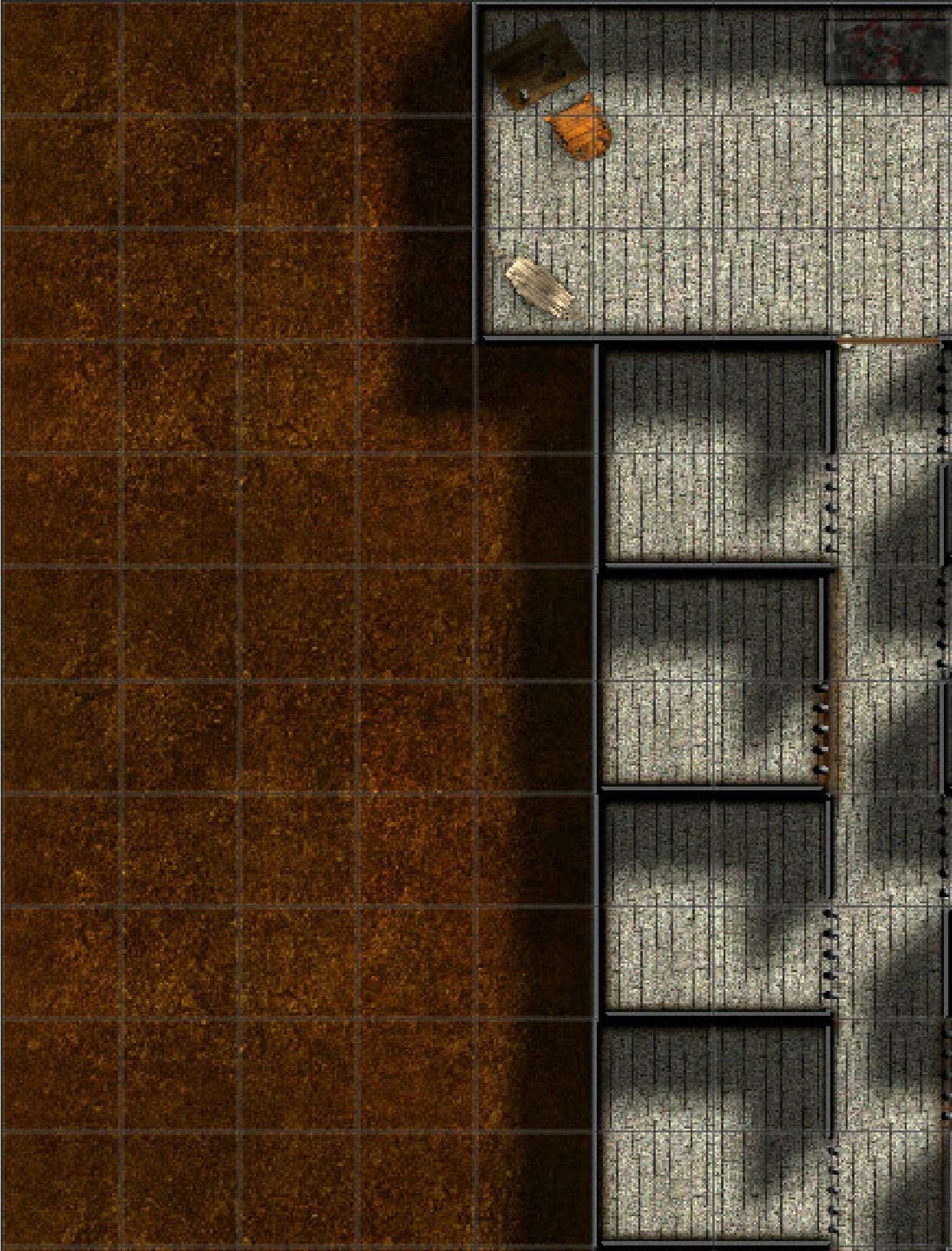


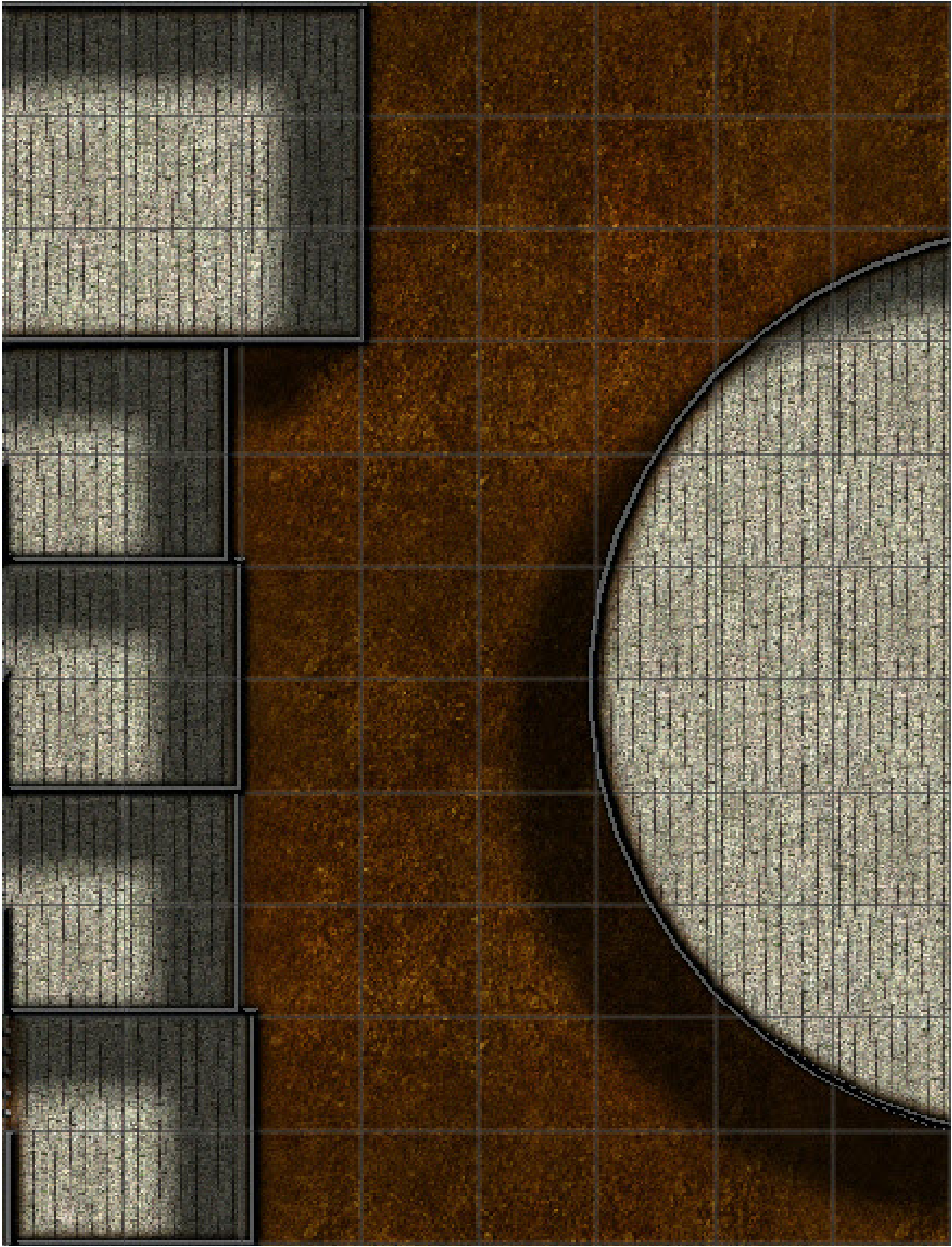


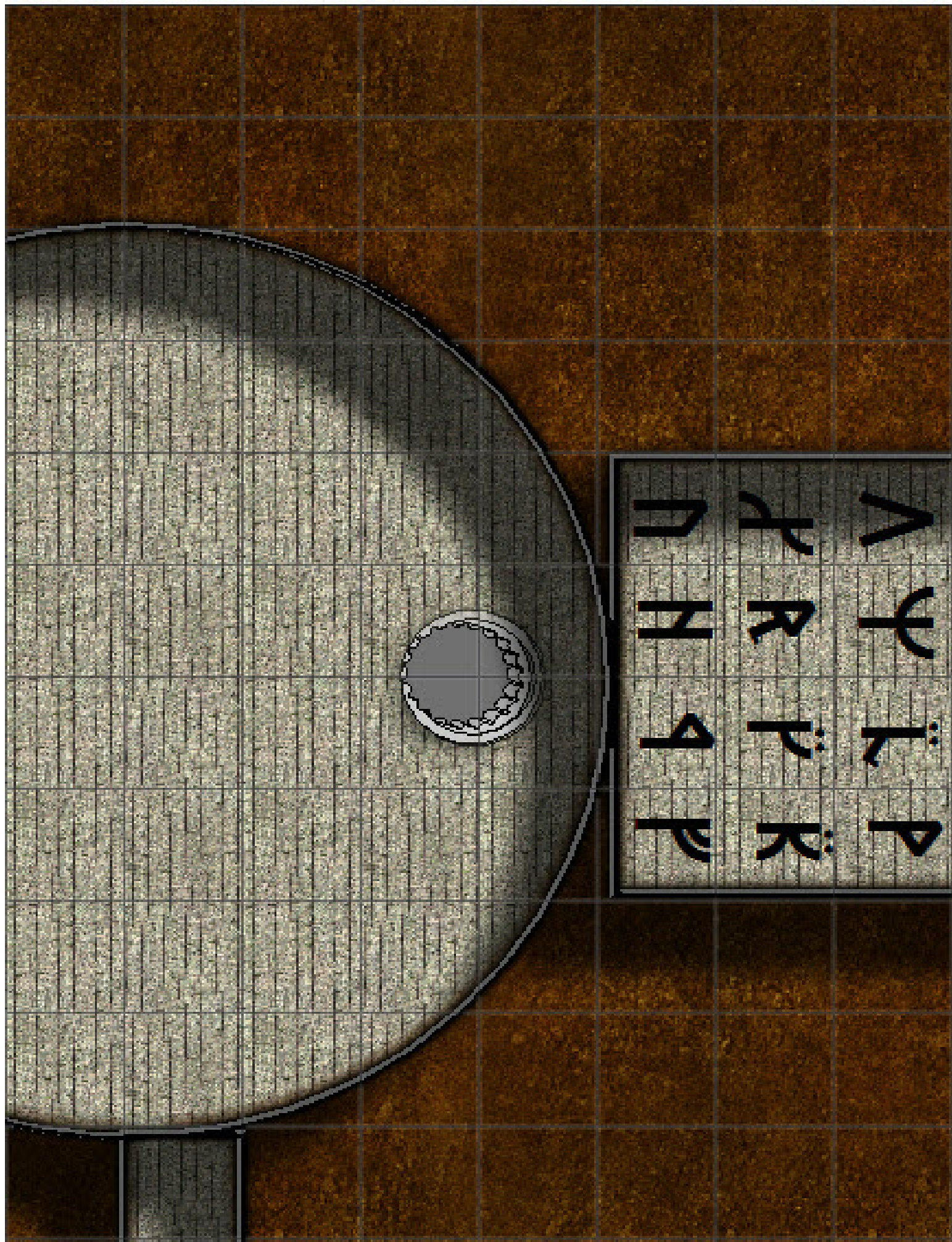












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