

RTK3-05

The Ungoblin

**A One-Round D&D LIVING GREYHAWK[®]
Ratik Regional Adventure**

Version 1.0

Round 1

by Matt Lau

As the final stages of construction are nearing completion on Fort Bredivan, a new enemy from the Loftwood makes his presence known. An adventure for character levels 1 through 10.

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than seven players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rule books during

certain times of play. For example, the players are not free to consult the Dungeon Master's Guide when confronted with a trap or hazard, or the Monster Manual when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin. Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the *LIVING GREYHAWK Gazetteer*.

Special thanks goes out to my editor and playtesters.

Living Greyhawk Levels of Play

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

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

CR	1	2	3	4
1/4 & 1/6	0	0	0	1
1/3 & 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure – round up.

4. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard 1-round Regional adventure, set in Ratik. Characters native to Ratik pay one Time Unit per round, all others pay two Time Units

per round. Adventurer's Standard Upkeep costs 12gp per round. Rich Upkeep costs 50gp per round. Luxury Upkeep costs 100gp per round.

Adventure Summary and Background

Two years ago, Lord Krevik Bredivan began construction on a fort near the Loftwood border to act as a staging area from which his forces could help to protect the logging camps, and also stand as a defense against any possible invasions. In 591 CY, last year, a small army of orcs and gnolls emerged from the Loftwood and were barely driven back by his militia aided by a number of stalwart adventurers. Immediately following the battle, his daughter was shot and nearly killed by a gnoll archer. Krevik's response was to issue a proclamation that his house would pay a bounty for the scalps of any orcs and gnolls killed in the Loftwood. As many adventurers took to the woods to hunt the escaping humanoids, it was discovered that there were mysterious allies in the woods that were helping them to fight the orcs and gnolls (brief summary of RTK1-01 *Best Defense* and RTK1-02 *A Bounty on Scalps*).

Now, House Bredivan is on the brink of financial ruin. With no money coming in from the lumber industry, waging a war with no support from the Ratik army, constructing Fort Bredivan, and paying bounties to the scalp hunters; the treasury is empty and Lord Krevik's personal fortune is all but gone. Now as the fort is nearly finished, he hopes that his forces will be able to protect the logging camps and commerce will return to normal. And, unfortunately, he has given very little thought to the mysterious benefactor who helped the Ratikkans in the battle versus the gnolls.

Ellomyr was the second-born of an elf noble. Unable to accept the fact that his elder sibling would inherit the majority of his families' wealth, Ellomyr plotted to assassinate his brother. The plot went awry and Ellomyr was forced to flee from his homelands. He crossed nearly the entire continent of the Flaeness, evading and killing a score of elf hunters, and ended up in the forests of Ratik. Now he needed only to raise an army, establish his own kingdom, and raze his fathers' homelands to dust. In the civilized areas of Ratik there existed too strong of a dislike towards elves for him to begin building there. He spent much time touring the forests and mountains, observing

and studying the humanoid races. The fast-breeding goblins, he decided would be the best candidates for his army.

He formed an alliance with the weakest of the goblin tribes, one on the brink of extinction because of inter-clan fighting. It took only a single death-duel with the chief to convince the desperate goblins that he should be their leader. He took them into hiding and began training them in stealth and subterfuge. Having the patience and lifespan of an elf, his real goal was not the training of this meager group. Ellomyr was already making his plans for the following generations of goblins. He began sequestering the offspring of his clan and raising them in constantly-mobile training camps. He taught them those skills he learned as both an elf and a ranger.

After some forty years and three generations of goblins, Ellomyr had a force of nearly one hundred goblin rangers, all specially trained to hunt and kill other goblins. To them, he is comparable to a demigod (since they have known only his ways all their lives and all of their parents' lives).

Ellomyr's next step was to consolidate the other goblin clans into a single army. After a dozen years of guerrilla fighting, his tribe rose to power and obliterated all opposing chieftains. Ellomyr continued to keep his goblin armies mobile, taking great care to avoid conflicts with any of the other forest-dwelling humanoids (like gnolls) and especially the humans encroaching from the north.

Over the last twenty years, Ellomyr has been training his next generation of goblin rangers. Rangers trained specifically to fight against humans.

When his goblin scouts brought him the news that the humans had begun construction on a fortress near the Loftwood border, he became obsessed with the idea of claiming it as his first foothold into building his empire. When it came under attack by the orcs and gnolls, he had his forces ambush dozens of groups of invaders. He has been doing everything within his power to protect the fort over the last year, to insure it is completed. And now it is almost time.

The adventure begins at a festival to celebrate the completion of the fort. PCs are free to engage in competitions, speak with the numerous NPCs, and collect rumors about the state of things in the Loftwood. The festivities are gruesomely interrupted.

Encounter One: a single gnoll with a bag full of human heads issues a challenge at the edge of the Loftwood. He will attempt to lead pursuers into an ambush.

Encounter Two: Amidst much hushed whispers, a lone woman strides out of the woods and towards the fort. She addresses Lord Bredivan and Kitavia, speaking quietly with them for some time before asking for Kitavia's hand. Lord Bredivan sadly but willingly allows his daughter to accompany the woman away from the fort and into the woods.

Encounter Three: As a group of gnomes approaches from the east, towing the siege weapons which will be used to arm the fort, a kobold sniper with a crossbow begins firing at people in the crowd.

Encounter Four: The approaching gnomes are revealed to be goblins, and they unleash the siege weapons against the Bredivan militia. There are a series of mini-battles within the assault as a whole. The PCs select which battles they participate in. Ultimately, the goblins overrun the fort and all the subjects of House Bredivan flee the area. Lord Bredivan and Sir Barret hold off the attackers while his people flee. Brave PCs may choose to stand by him.

Introduction

Two years ago, a small army of orcs and gnolls invaded Ratik from the Loftwood. The battle was fought on the field in front of a large pile of lumber that was supposed to one day become Fort Bredivan. And now that the fortress is nearly complete, it seems that the memory of that horrifying battle is gone for the people of the Bredivan freehold.

Numerous tents and masses of people surround the fortified walls. Merchants and bakers peddle their goods. Bards sing and play their tunes. The folk of House Bredivan are having a festival to celebrate this fortress that has been built for the purpose of protecting the hunters and lumberjacks that earn their living in the Loftwood.

Vendors:

PCs may purchase any standard PHB gear, along with quality food and drink.

Archery:

A monk of the Order of the Eastern Flame is here demonstrating his prowess at deflecting arrows. Archers are taking turns shooting at him in front of a hay bail much to the amazement of the crowd.

Eventually, he will get hit by a couple of arrows and stop this frivolity.

Kyrell, male human Mnk2: AC 17, Ref save +8 (DC to deflect arrows is 20).

Wrestling:

A trained bear is here wrestling very strong and very drunk Ratikkans. Whitepaw is tame enough that he only inflicts subdual damage while wrestling.

Whitepaw, brown bear: CR 4; Large Animal; HD 6d8+24; hp 51; Init +1; Spd 40 ft.; AC 15 (touch 10, flat-footed 14) [-1 size, +1 Dex, +5 natural]; Atk +11 melee (1d6+8 subdual, slam); SA Improved Grab, SQ Scent; AL N; SV Fort +9, Ref +6, Will +3; Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6.

Improved Grab (Ex): If Whitepaw hits with his slam attack he deals normal damage (subdual) and attempts to start a grapple as a free action without provoking an attack of opportunity.

Gambling:

PCs can wager any sum of gold up to a table maximum of 10 gp. They may place a maximum of 5 bets during the festival though. They then make a Sense Motive or Profession (Gambler) check:

DC	Result
<10	Lose it all
10-15	Lose half your stake
16-20	Break even
21-25	Win back your stake, plus half
26-30	Win back double your stake
>30	Win back triple your stake

Earning Gold:

Any PC may use this opportunity to use their *Perform* or *Pick Pockets* skills to earn gold. Doing so here at the festival means that the check does not require the normal 1 TU following the adventure. (However a Pick Pocket roll which results in imprisonment means that the PC is arrested and that player may not participate in the rest of this module). A PC with a suitable *Profession* skill (such as baker or brewer, but not sailor) may also make a free check to earn gold.

NPCs:

Sir Barret Winden, male human Ftr7: captain of the Bredivan militia. He is the quintessential soldier and never lags in his duties. He is always alert and reminds any militia soldiers he comes

across that their duty comes before their carousing.

Bredivan militia, a multitude of soldiers are here to interact with.

Marl the Cutter, male dwarf Exp4 (Architect): is explaining to all that will listen some of the intricacies involved in the design of the fort, including some of its “special features” that are not evident from the outside.

Guthner Springheel, male gnome Exp5 (Weapon Engineer): is bragging about the siege weapons that were designed for this fort. They were designed to launch alchemical projectiles that were designed by the gnomes, specifically to prevent any damage to Loftwood.

Kitavia Bredivan, female human teen, Adp1: the daughter of Krevik Bredivan, wanders throughout the celebration, wide-eyed and ever-smiling. She never speaks except when in private with her father. An armed soldier is always with her.

Rumors:

Gather Information check:

DC Rumor

<5 Majority of NPCs are unfriendly to PC for remainder of event

5-10 Nobody has any info for you

11-15 The orc-gnoll alliance is over

16-20 The invisible army in the Loftwood has been inactive for the past month.

21+ It is Kitavia Bredivan's birthday today

Encounter One

After allowing the PCs time to explore the festivities continue with this encounter.

The festivities are silenced by a loud noise that is half scream half howl. Standing at the edge of the Loftwood tree-line is a single gnoll holding aloft a large sack. He yells out a few sentences in his raspy, barking language before reaching into the sack and pulling out what appears to be a human head by its long blonde hair.

Those who speak Gnoll hear him yell out “I am Gnarled Tooth. I do not fear you humans who slaughter our women and children. This is our gift to you from the Golan Har clan.”

The fortress is some 200 feet from the edge of the woods, so the PCs will start from about that distance.

Gnarled Tooth will then throw the sack and the head to the ground, then return to the trees. He, and (at APL 4 and higher) his fellow Golan Har raiders, await to ambush anyone who follows. The gnolls will flee once wounded, as they wish only to send a message to the humans.

Creatures:

APL 2 (EL 3)

Gnarled Tooth, male gnoll Rgr1: CR 3; Medium Humanoid; HD 2d8+1d10+9; hp 28; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14) [+2 Dex, +1 natural, +3 armor]; Atk +6 melee (1d4+3/x4, pick) or +4/+4 melee (1d4+3/x4, pick; 1d4+1/x4, pick); SQ Darkvision, Rgr species enemy elves +1; AL CE; SV Fort +8, Ref +2, Will +2; Str 16, Dex 14, Con 16, Int 12, Wis 14, Cha 6.

Skills and Feats: Hide +8, Listen +8, Move Silently +8, Spot +6, Wilderness Lore +8; Ambidexterity, Combat Reflexes, Track, Two-Weapon Fighting; Weapon Focus (light pick).

Possessions: light pick x2, studded leather, golden earrings worth 25 gp.

Tactics: He will retreat into the woods, scatter caltrops in the square in front of him, then hide in the foliage waiting for an ambush opportunity.

APL 4 (EL 5)

Gnarled Tooth: see above.

Gnolls (3): see *Monster Manual*.

Tactics: The gnolls form a line, with the three squares in front of them containing caltrops. They will take half cover behind trees and goad the PCs into attacking in melee. Gnarled Tooth will try to hide and move silently to flank the PCs.

APL 6 (EL 6)

Gnarled Tooth: see above.

Gnolls (3): see *Monster Manual*.

Poisoned Arrow Traps (2): CR 1/2; +5 ranged (1d6/x3) plus poison (1d6 Str/1d6 Str); Fort save resists (DC 14); Spot (DC 21); Disable Device (DC 20).

Tactics: As above except that the first two PCs approaching the gnolls trigger the traps.

APL 8 (EL 8)

Gnarled Tooth: see above.

Gnolls (3): see *Monster Manual*.

Poisoned Arrow Traps (2): see above.

Worgs (2): see *Monster Manual*.

Tactics: As above except that two Worgs are waiting to be called from either side of the gnoll line. Also, the caltrops are coated with the same poison as the arrows. If anyone is tripped in one of the squares containing caltrops, then they are subject to 1d4 caltrop attacks.

Treasure:

APL2: L: 3 gp; C: 5 gp

APL4+: L: 32 gp; C: 5 gp

Encounter Two

Several harried minutes pass as militia men try to calm the crowd. Krevik Bredivan himself stands amongst the masses assuring them that the danger is past. It appears that the festivities are ready to resume, when several people begin crying out and pointing towards the tree-line again. A lone woman strides out of the woods and towards the fort. She appears to be human, but moves with the grace of elven nobility; and although she wears just a simple white robe, it accentuates her body like the finest silk gown. Several militia men ready swords and spears, but Lord Bredivan calls for them to stand down and disperse.

A minute passes as she crosses the field, then:

The woman stands before Lord Bredivan. He steps forward as if to embrace her, but she stops him with an upheld hand. They speak quietly for a few minutes, as his soldiers keep the crowd out of earshot of their conversation.

Unless of course a PC succeeds at a Listen check (DC 25) or Read Lips (DC 20) to pick up bits of their conversation. The woman says something about "it is time that our daughter learned the ways of my world."

From within the crowd, Kitavia Bredivan—flanked by two bodyguards—approaches the couple. Kitavia's wide eyes look up at the mysterious woman. For several minutes they seem to communicate silently without speaking. The woman smiles warmly at Kitavia and takes her hand. The woman leads the girl towards the Loftwood. Several guards move to intercept her, but Lord Bredivan yells "Let them go!" His men look confused, but quickly obey. Lord Bredivan watches solemnly as his daughter accompanies the woman away from his fort and into the woods.

If any PCs attempt to pursue Imiira and Kitavia, note that neither of them leave a trail (as the druid *trackless step* ability) so once they are out of view, they are most likely lost. Persistent followers will be subject to attack by the Loftwood itself. The foliage will animate and attack the PCs until they relent (treat as if the PCs were attacked by the following spells, one per round in this order: *entangle*, *plant growth*, *spike growth*, then finally a huge *obscuring mist*). The PC blessed with the *Gift of the Woods* is not subject to any of these effects except for the *obscuring mist*.

Encounter Three

Lord Bredivan is conspicuously absent for the ongoing festivities through the day. By high sun, a caravan of dwarven smiths arrived with a wagon full of longswords and mail shirts to equip the cavalry units that will be stationed here. Horse traders from Marner began arriving with scores of light warhorses that are being paraded around the fort. It is now late in the afternoon, and approaching from the West are a unit of gnomes bringing siege weapons to arm the fort.

At this point, Kathekkul, an ally of the Ungoblin begins firing randomly into the crowd. This is to distract from the approach of the goblins (disguised as the gnomes from Nonizhold) and also to draw away some warriors from the fort. He is at a distance of 700 feet (roughly 4 range increments with his crossbow, so his shots are at a -8 range penalty) and perched in a very tall tree.

The Spot check to locate Kathekkul is DC 30 after the first shot, with the difficulty reduced by 5 after every additional shot to a minimum of 20. Note:

each Spot check after failing the initial one is a full-round action per the PHB.

Creatures:

Kathekkul, male kobold Sor3: CR 3; Small Humanoid (Reptilian); HD 3d4+3; hp 13; Init +3; Spd 30 ft.; AC 15 (touch 14, flat-footed 12) [+1 size, +3 Dex, +1 natural]; Atk +5 ranged (1d8/19-20, light crossbow); SQ Darkvision, Light sensitivity; AL LE; SV Fort +2, Ref +4, Will +4; Str 4, Dex 16, Con 12, Int 12, Wis 12, Cha 16.

Skills and Feats: Concentration +7, Craft (Trapmaking) +1, Diplomacy +6, Hide +7, Profession (Miner) +3, Search +3, Spellcraft +7, Spot +6; Far Shot, Point Blank Shot.

Spells Known (6/6, base DC = 13 + spell level): 0—*dancing lights*, *ghost sound*, *mage hand*, *read magic*, *resistance*; 1st—*expeditious retreat*, *jump*, *true strike*.

Possessions: light crossbow, 30 crossbow bolts, *dust of tracelessness*, *eyes of the eagle*.

Tactics:

Kathekkul will alternate between casting *True Strike* and firing at random people every other round. Have each PC roll 1d20, on a result of “1,” they are targeted. If two PCs manage it, randomly select one of them. Once a PC reaches the tree line, Kathekkul will climb down from his perch and walk away (when they are still 500 feet away).

Encounter Four

This encounter marks the beginning of the goblin attack. The location of the PCs is determined by their actions in the previous encounter. If they tried to rush the treeline to reach Kathekkul, then they are outside the fortress at the beginning of the attack. If they tried to coral all the commoners into the fortress then they begin inside the fortress.

If it looks like the PCs are about to separate, then begin this encounter immediately before they get a chance.

Sir Barret yells orders to his militia to bring the commoners into the fortress for protection from the sniper. As the mass of people begins moving, one soldier yells out “the gnomes!” The distant gnome squad appears to be struggling under the burden of the two large, strange weapons that they are towing behind them. Sir Barret commands those soldiers closest to him to take their shields and form a protective line for the gnomes.

The soldiers move quickly. Roughly twenty men carrying large wooden shields rush forward. But before they advance even a dozen paces to the gnomes, a loud, metallic, twanging noise sounds across the field. There is only a split-second to realize where the sound came from: one of the siege weapons has fired. Immediately following that, there is a blinding flash of light and a boom like a thousand thunderclaps that drowns out everything.

All PCs that are OUTSIDE the fortress must make a Reflex save (DC 14) or be blinded for 1d6 rounds, and also a Fortitude save (DC 16) or be deafened for 1d6 rounds. The burst was aimed directly at the approaching militia line. If any PC was specifically charging across with that group (and the only way they could do that is if they interrupted the boxed text), then they are within the primary effect of the siege weapon. The DC for both saves is increased by +2 and the effects are **permanent** on a failed save.

For those that can still hear:

As the echoes from the explosion fade, a second explosion, not nearly as loud as the first booms out, followed immediately by anguished screams from a dozen humans. Many distant voices rise up in war cries from all directions. The words are elven, but the voices are rough and animalistic.

For those that can still see:

Blinking away the effects of the flash, you see that the line of shieldmen has been cut to pieces by some kind of projectile from the second siege weapon. The squad of gnomes approaching from the west are now charging towards the fort. Their cloaks fall away and it is clear that these are not gnomes at all, but armed goblins. Arrows rain down on and around Fort Bredivan from the trees to the south and east. Small humanoids, possibly hundreds of them begin pouring forth from Loftwood. The fort is under attack.

And once again, for those PCs who were with the line of shieldmen, an exploding sphere of crystal sends razor sharp shards in a 20-foot radius burst around them, inflicting 4d6 points of damage, or half that on a successful Reflex save (DC 16).

The Battle:

The PCs location at the start of the attack (either inside or outside of the fortress) determines which sub-battles they participate in.

All APLs start with encounter 4A regardless of their starting position. They then fight one or more of the sub-battles before proceeding to the final battle at 4f, The Retreat. Also, if at any point the PCs decide to retreat or flee from a battle, go to 4f.

- APL2 groups fight in **one** of the sub-battles (either inside or outside depending on their starting location). Then proceed to The Retreat.
- APL4 groups can fight **both** sub-battles in their starting location.
- APL6 groups can fight **both** sub-battles in their starting location, then may either exit or enter the fortress to fight **one additional** sub-battle.
- APL8 groups can fight in **all** of the sub-battles.
- At APL4 and above, starting on round 3, a group of goblin archers makes it to the top of one of the walls. They will take ready actions to shoot at enemy spellcasters. If the PCs take the time to attack this group (Encounter 4f), then they forfeit participating in one of their sub-battles.

To summarize the sub-battles:

Start:

4a. Protect the women and children

Outside:

4b. The Warhorses

4c. The Siege engines

Inside:

4d. The Temple Pyre

4e. The Swordsmith

Inside/Outside (Option):

4f. Archers on the Wall

Finish:

4g. The Retreat

Encounter 4a

Protect the women and children

Chaos erupts all around as goblins charge directly into the masses of people surrounding the fortress. Screams come from all directions. Human battle cries can be heard from the militia soldiers, but they are greatly outnumbered by the guttural goblin voices that continuously ring out with battle cries in the elven tongue. Nearby, a pack of goblins have surrounded several human women who are huddled protectively around some children.

APL2 (EL 2):

Goblins (8): see *Monster Manual*.

Tactics: The goblins stay close to the women and children to provide cover from area spells and missile attacks. If they start losing badly, they will try taking a child as a hostage to deter NPCs. Injured goblins will flee into the crowd.

APL4 (EL 5):

Goblins (8): see *Monster Manual*.

Stalkers, goblin Rog3 (2): CR 3; Small Humanoid; HD 3d6+3; hp 15; Init +2; Spd 30 ft.; AC 16 (touch 13, flat-footed 14) [+2 Dex, +1 size, +2 armor, +1 shield]; Atk +6 melee (1d4/19-20, dagger) or +5 ranged (1d6, javelin); SQ Darkvision, evasion, sneak attack +2d6; AL NE; SV Fort +2, Ref +5, Will +2; Str 10, Dex 15, Con 12, Int 12, Wis 12, Cha 10.

Skills and Feats: Balance +8, Climb +6, Hide +12, Jump +6, Listen +9, Move Silently +12, Search +7, Spot +9, Tumble +8; Alertness, Weapon Finesse (dagger).

Possessions: masterwork dagger, leather, masterwork buckler, javelin x2.

Tactics: The goblin pack harassing the women and children are just to draw attention from human soldiers (or PCs). They will fight defensively, staying close to the defenseless people, possibly using them as shields. Meanwhile, the stalkers weave through the crowd attempting to flank and gain a sneak attack.

APL6/8 (EL 8):

Stalkers, goblin Rog3/Rgr1 (4): CR 4; Small Humanoid; HD 3d6+1d10+4; hp 23; Init +3; Spd 30 ft.; AC 17 (touch 14, flat-footed 14) [+3 Dex, +1

size, +3 armor]; Atk +8 melee (1d4/19-20, dagger) or +6/+6 melee (1d4/19-20, 2 daggers) or +7 ranged (1d6, javelin); SQ Darkvision, evasion, sneak attack +2d6, Rgr species enemy humans +1; AL NE; SV Fort +4, Ref +6, Will +2; Str 10, Dex 16, Con 12, Int 12, Wis 12, Cha 10.

Skills and Feats: Balance +9, Climb +6, Hide +13, Jump +6, Listen +9, Move Silently +13, Search +7, Spot +9, Tumble +9, Wilderness Lore +6; Alertness, Track, Weapon Finesse (dagger).

Possessions: masterwork dagger x2, javelin x2, masterwork studded leather.

Tactics: This pack will use tumbling and 5-foot adjustments as much as possible in order to establish flanking positions and make sneak attacks.

Encounter 4b The Warhorses

As the battle continues, one pack of goblins breaks away from the main melee near the fortress and past the fallen horse traders from Marner. They appear to be tethering the horses together and dragging them away from the battle.

APL2 (EL 3):

Goblins (4): see *Monster Manual*.

Tamer, goblin Rgr1: CR 1; Small Humanoid; HD 1d10; hp 10; Init +3; Spd 30 ft.; AC 16 (touch 14, flat-footed 13) [+3 Dex, +1 size, +2 armor]; Atk +1 melee (1d4-1/19-20, dagger); SQ Darkvision, Rgr species enemy humans +1; AL NE; SV Fort +2, Ref +3, Will +0; Str 8, Dex 17, Con 10, Int 9, Wis 10, Cha 14.

Skills and Feats: Animal Empathy +8, Handle Animal +6, Hide +7, Move Silently +7, Ride +7; Skill Focus (Animal Empathy), Track.

Possessions: dagger, leather.

Tactics: The goal if this group is to steal the horses. The tamer mounts one of the lead horses and attempts to calm it using his Animal Empathy skill. Once he succeeds (DC 20), he will try to lead the entire train of horses away from the battle (the entire train has a base move of 30 ft. and cannot double move or run). If PCs persist in chasing him, he will head for the tree line. The other goblins try to protect him.

APL4 (EL 5):

Goblins (4): see *Monster Manual*.

Tamer, Goblin Rgr4: CR 4; Small Humanoid; HD 4d10+4; hp 31; Init +3; Spd 30 ft.; AC 18 (touch 14, flat-footed 15) [+3 Dex, +1 size, +3 armor, +1 shield]; Atk +5 melee (1d4/19-20, dagger) or +8 ranged (1d4, sling); SQ Darkvision; AL NE; SV Fort +5, Ref +4, Will +2; Str 10, Dex 16, Con 12, Int 10, Wis 12, Cha 14.

Skills and Feats: Animal Empathy +11, Handle Animal +9, Heal +3, Hide +7, Intuit Direction +3, Move Silently +7, Ride +10, Spot +4; Mounted Combat, Skill Focus (Animal Empathy), Track.

Spells Prepared (1, DC=11): 1st—*animal friendship*.

Possessions: sling, dagger, masterwork studded leather, masterwork buckler, pouch w/ 10 bullets.

Worg (1): see *Monster Manual*.

Tactics: The tamer will use his *animal friendship* spell against the lead horse. He will then mount his worg and try to escape with the train of horses.

APL6/8 (EL 8):

Goblins (4): see *Monster Manual*.

Tamer, Goblin Rgr6: CR 6; Small Humanoid; HD 6d10+12; hp 47; Init +4; Spd 30 ft.; AC 18 (touch 15, flat-footed 14) [+4 Dex, +1 size, +3 armor]; Atk +12 ranged (1d6+1/x3, shortbow) or +8 melee (1d4+1/19-20, dagger); SQ Darkvision, Rgr species enemy gnolls +2, humans +1; AL NE; SV Fort +7, Ref +6, Will +4; Str 12, Dex 19, Con 14, Int 10, Wis 14, Cha 8.

Skills and Feats: Animal Empathy +10, Handle Animal +8, Hide +8, Move Silently +8, Ride +13, Wilderness Lore +11; Mounted Archery, Mounted Combat, Skill Focus (Animal Empathy), Track.

Spells Prepared (2, DC=12): 1st—*animal friendship*, *entangle*.

Possessions: masterwork mighty composite shortbow (+1), masterwork dagger, masterwork studded leather, quiver w/ 20 masterwork arrows.

Advanced Worg (1): CR 3; Large Magical Beast; HD 8d10+32; hp 76; Init +1; Spd 50 ft.; AC 14 (touch 10, flat-footed 14) [+1 Dex, -1 size, +4 natural]; Atk +14 melee (1d8+10, bite); SA Trip; SQ Scent; AL NE; SV Fort +10, Ref +7, Will +4; Str 25, Dex 13, Con 19, Int 6, Wis 14, Cha 10.

Skills: Hide -1, Listen +3, Move Silently +2, Spot +3.

Tactics: as above, but given the opportunity, he will use his *entangle* spell to cover his retreat (provided he is far enough from the main battle that he will not possibly hinder any of the attackers).

Encounter 4c

The Siege Engines

Away from the general fighting a small team of goblins still surround the gnomish siege engines which were unleashed against the militia men. They observe the battle, and have weapons at the ready, but they remain near the war machines.

APL2 (EL 3):

Goblins (4): see *Monster Manual*.

Hunter, Goblin Rgr1: CR 1; Small Humanoid; HD 1d10+3; hp 13; Init +3; Spd 30 ft.; AC 17 (touch 14, flat-footed 14) [+3 Dex, +1 size, +3 armor]; Atk +5 melee (1d4+1/19-20, dagger) or +3/+3 melee (1d4+1/19-20 and 1d4/19-20, daggers) or +5 ranged (1d6+1, javelin); SQ Darkvision, Rgr species enemy humans +1; AL NE; SV Fort +5, Ref +3, Will +1; Str 12, Dex 16, Con 16, Int 8, Wis 12, Cha 8.

Skills and Feats: Hide +6, Listen +5, Move Silently +6, Spot +5, Wilderness Lore +5; Track, Weapon Finesse (dagger).

Possessions: dagger x2, javelin, studded leather.

Tactics: These goblins do not have the skill to reload and fire the siege engines, but their mission is to protect them from harm (Ellomyr will need them to protect his fortress). They attack any PCs that approach.

APL4 (EL 5):

Goblins (4): see *Monster Manual*.

Hunters, Goblin Rgr3 (2): CR 3; Small Humanoid; HD 3d10+3; hp 27; Init +3; Spd 30 ft.; AC 17 (touch 14, flat-footed 14) [+3 Dex, +1 size, +3 armor]; Atk +9 melee (1d4+1/19-20, dagger) or +7/+7 melee (1d4+1/19-20, dagger and 1d4/19-20, dagger) or +8 ranged (1d6+1, javelin); SQ Darkvision, Rgr species enemy humans +1; AL NE; SV Fort +4, Ref +4, Will +2; Str 12, Dex 16, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +12, Listen +7, Move Silently +6, Spot +7, Wilderness Lore +7; Track, Weapon Finesse (dagger), Weapon Focus (dagger).

Possessions: masterwork dagger x2, javelin x2, studded leather.

APL6/8 (EL 7):

Hunters, Goblin Rgr1 (4): CR 1; Small Humanoid; HD 1d10+3; hp 13; Init +3; Spd 30 ft.; AC 17 (touch 14, flat-footed 14) [+3 Dex, +1 size, +3 armor]; Atk +5 melee (1d4+1/19-20, dagger) or +3/+3 melee (1d4+1/19-20 and 1d4/19-20, daggers) or +5 ranged (1d6+1, javelin); SQ Darkvision, Rgr species enemy humans +1; AL NE; SV Fort +5, Ref +3, Will +1; Str 12, Dex 16, Con 16, Int 8, Wis 12, Cha 8.

Skills and Feats: Hide +6, Listen +5, Move Silently +6, Spot +5, Wilderness Lore +5; Track, Weapon Finesse (dagger).

Possessions: dagger x2, javelin, studded leather.

Hunter, Goblin Rgr5: CR 5; Small Humanoid; HD 5d10+10; hp 52; Init +3; Spd 30 ft.; AC 17 (touch 14, flat-footed 14) [+3 Dex, +1 size, +3 armor]; Atk +11 melee (1d4+2/10-20, dagger) or +9/+9 melee (1d4+2/19-20, dagger and 1d4+1/19-20, dagger) or +10 ranged (1d6+2, javelin); SQ Darkvision, Rgr species enemy humans +2, elves +1; AL NE; SV Fort +6, Ref +4, Will +2; Str 14, Dex 16, Con 14, Int 12, Wis 12, Cha 10.

Skills and Feats: Hide +15, Listen +9, Move Silently +15, Spot +9, Wilderness Lore +9; Track, Weapon Finesse (dagger), Weapon Focus (dagger).

Spells Prepared (1): 1st—*resist elements*.

Possessions: masterwork dagger x2, masterwork javelin x2, masterwork studded leather.

Encounter 4d

The Temple Pyre

Across from the front gates of the fortress, smoke and flames rise from the temple of Trithereon. A line of goblins stand with weapons poised in front of it.

The majority of the clerics and many wounded people retreated into the temple. The goblins saw an opportunity, barred the doors, and set fire to the temple.

Have PCs make Listen checks (DC 15) to hear panicked cries of men, women, and children from inside the temple. A Spot check (DC 15) to see that the doors to the temple have been barred shut (how they are barred depends on the APL).

Once the battle begins, the PCs need to get the doors open within one minute (10 rounds), otherwise the roof collapses killing the remainder of the people inside.

APL2 (EL 3):

Goblins (12): see *Monster Manual*.

Tactics: Delay the PCs. Stand fast in front of the doors and do not allow PCs near it.

Door: wooden beam blocking door, can be removed with a Strength check (DC 15) or attacked with a slashing or bludgeoning weapon (hardness 5, hit points 5).

APL4 (EL 5):

Hunters, Goblin Rgr1 (6): CR 1; Small Humanoid; HD 1d10+3; hp 13; Init +3; Spd 30 ft.; AC 17 (touch 14, flat-footed 14) [+3 Dex, +1 size, +3 armor]; Atk +5 melee (1d4+1/19-20, dagger) or +3/+3 melee (1d4+1/19-20 and 1d4/19-20, daggers) or +5 ranged (1d6+1, javelin); SQ Darkvision, Rgr species enemy humans +1; AL NE; SV Fort +5, Ref +3, Will +1; Str 12, Dex 16, Con 16, Int 8, Wis 12, Cha 8.

Skills and Feats: Hide +6, Listen +5, Move Silently +6, Spot +5, Wilderness Lore +5; Track, Weapon Finesse (dagger).

Possessions: dagger x2, javelin, studded leather.

Tactics: One of the hunters is holding an infant child hostage. He will take a ready action to kill it if the PCs do not back away from the temple. A PC can attempt a Bluff check (opposed by Sense Motive), to take an action without the goblin getting his readied action, otherwise the child is killed automatically.

Door: a metal chain with a lock on it bars the temple doors. The lock can be opened with a successful Open Locks check (DC 20), the chain can be cut with a slashing weapon (hardness 10, hit points 5) or

snapped with a Strength check (break DC 26), otherwise the door itself can be attacked (hardness 5, hit points 20, break DC23).

APL6 (EL 7):

Hunters, Goblin Rgr1 (4): CR 1; Small Humanoid; HD 1d10+3; hp 13; Init +3; Spd 30 ft.; AC 17 (touch 14, flat-footed 14) [+3 Dex, +1 size, +3 armor]; Atk +5 melee (1d4+1/19-20, dagger) or +3/+3 melee (1d4+1/19-20 and 1d4/19-20, daggers) or +5 ranged (1d6+1, javelin); SQ Darkvision, Rgr species enemy humans +1; AL NE; SV Fort +5, Ref +3, Will +1; Str 12, Dex 16, Con 16, Int 8, Wis 12, Cha 8.

Skills and Feats: Hide +6, Listen +5, Move Silently +6, Spot +5, Wilderness Lore +5; Track, Weapon Finesse (dagger).

Possessions: dagger x2, javelin, studded leather.

Stalkers, goblin Rog3 (2): CR 3; Small Humanoid; HD 3d6+3; hp 15; Init +2; Spd 30 ft.; AC 16 (touch 13, flat-footed 14) [+2 Dex, +1 size, +2 armor, +1 shield]; Atk +6 melee (1d4/19-20, dagger) or +5 ranged (1d6, javelin); SQ Darkvision, evasion, sneak attack +2d6; AL NE; SV Fort +2, Ref +5, Will +2; Str 10, Dex 15, Con 12, Int 12, Wis 12, Cha 10.

Skills and Feats: Balance +8, Climb +6, Hide +12, Jump +6, Listen +9, Move Silently +12, Search +7, Spot +9, Tumble +8; Alertness, Weapon Finesse (dagger).

Possessions: masterwork dagger, leather, masterwork buckler, javelin x2.

Tactics: The hunters will guard the door. One of them is holding a human child hostage as above. The stalkers remain out of melee until the PCs engage the goblins, then they will move or tumble into flanking positions to sneak attack them.

Door: an iron mace has been jammed into the temple door handles and fastened in place with a tanglefoot bag. Removing the mace requires a Strength check (DC 28), or the mace itself can be attacked (hardness 10, hit points 25), otherwise the door itself can be attacked (hardness 5, hit points 20).

Encounter 4e

The Swordsmith

The three wagons that were brought by the dwarven smiths of Clan Ukakane are surrounded by goblins. A single dwarf stands atop one of the wagons, wielding his warhammer against the attackers. Many of his kin lie dead about him, but he continues to battle undaunted.

Briaros Hammerskin, male dwarf Exp5 (Weaponsmith): CR 4; Medium Humanoid; HD 5d6+10; hp 28; Init +0; Spd 20 ft.; AC 14 (touch 10, flat-footed 14) [+4 armor]; Atk +5 melee (1d8+1/x3, warhammer) or +4 melee (1d4+1/19-20, dagger); AL LG; SV Fort +3, Ref +1, Will +3; Str 12, Dex 11, Con 14, Int 10, Wis 8, Cha 9.

Skills and Feats: Appraise +10, Craft (Armorsmithing) +6, Craft (Weaponsmithing) +10, Diplomacy +7, Profession (Weaponsmith) +9, Sense Motive +7; Martial Weapon Proficiency (warhammer), Skill Focus: Craft (Weaponsmithing).

Possessions: masterwork warhammer, dagger, chain shirt.

Tactics: Briaros will attack any goblin that comes within reach. If there isn't one, he will take a ready action to attack one. He absolutely refuses to abandon the weapons that his clan has crafted as a point of honor, even when the entire fort is overrun. In order to persuade him to leave, the PCs can attempt a Diplomacy check (DC 20, +4 circumstance bonus if they have an Influence point with Clan Ukakane), render him unconscious, or volunteer to fight by his side until the fortress is completely overrun (if he sees that his sacrifice will cause the death of another, he will relent and flee the fortress).

APL2 (EL 3):

Goblins (12): see *Monster Manual*.

Tactics: Take the dwarf down with javelins. Once PCs enter the fight attack en masse.

APL4 (EL 5):

Hunters, Goblin Rgr1 (6): CR 1; Small Humanoid; HD 1d10+3; hp 13; Init +3; Spd 30 ft.; AC 17 (touch 14, flat-footed 14) [+3 Dex, +1 size, +3 armor]; Atk +5 melee (1d4+1/19-20, dagger) or +3/+3 melee (1d4+1/19-20 and 1d4/19-20, daggers) or +5 ranged (1d6+1, javelin); SQ Darkvision, Rgr species enemy humans +1; AL NE; SV Fort +5, Ref +3, Will +1; Str 12, Dex 16, Con 16, Int 8, Wis 12, Cha 8.

Skills and Feats: Hide +6, Listen +5, Move Silently +6, Spot +5, Wilderness Lore +5; Track, Weapon Finesse (dagger).

Possessions: dagger x2, javelin, studded leather.

Tactics: One of the hunters is dragging an unconscious human woman. He will take a ready action to kill her if the PCs do not back away from the wagon. A PC can attempt a Bluff check (opposed by Sense Motive), to take an action without the goblin getting his readied action, otherwise the woman is killed automatically.

APL6/8 (EL 7):

Hunters, Goblin Rgr1 (6): CR 1; Small Humanoid; HD 1d10+3; hp 13; Init +3; Spd 30 ft.; AC 17 (touch 14, flat-footed 14) [+3 Dex, +1 size, +3 armor]; Atk +5 melee (1d4+1/19-20, dagger) or +3/+3 melee (1d4+1/19-20; 1d4/19-20, daggers) or +5 ranged (1d6/x3, shortbow); SQ Darkvision, Rgr species enemy +1 Vs humans; AL NE; SV Fort +5, Ref +3, Will +1; Str 12, Dex 16, Con 16, Int 8, Wis 12, Cha 8.

Skills and Feats: Hide +6, Listen +5, Move Silently +6, Spot +5, Wilderness Lore +5; Track, Weapon Finesse (dagger).

Possessions: 2 daggers, shortbow, quiver w/ 20 arrows (20), studded leather.

Stalkers, goblin Rog3 (2): CR 3; Small Humanoid; HD 3d6+3; hp 15; Init +2; Spd 30 ft.; AC 16 (touch 13, flat-footed 14) [+2 Dex, +1 size, +2 armor, +1 shield]; Atk +6 melee (1d4/19-20, dagger) or +5 ranged (1d6, javelin); SQ Darkvision, evasion, sneak attack +2d6; AL NE; SV Fort +2, Ref +5, Will +2; Str 10, Dex 15, Con 12, Int 12, Wis 12, Cha 10.

Skills and Feats: Balance +8, Climb +6, Hide +12, Jump +6, Listen +9, Move Silently +12, Search +7, Spot +9, Tumble +8; Alertness, Weapon Finesse (dagger).

Possessions: masterwork dagger, leather, masterwork buckler, javelin x2.

Tactics: One of the hunters is dragging an unconscious human woman, as above. The stalkers remain out of melee until the PCs engage the goblins, then they will move or tumble into flanking positions to sneak attack them.

Encounter 4f

Archers on the Wall

By the third round of the beginning of the attack, a team of goblin archers makes it to the top of the southern fortress wall. Their sole purpose is to Spot enemy spellcasters and shoot them as they are attempting to cast spells. Whenever a PC casts a spell, the goblin archers make a Spot check (DC 15). If one succeeds then he uses his readied action to fire at the PC. Only one archer will attack a PC (assume that the other archers on the wall are busy with other spellcasters in the battle). And obviously, if there are more PC spellcasters than there are archers, then they cannot all be attacked.

If PCs attack the archers, they will abandon sniping at spellcasters in order to defend themselves.

If the PCs are outside:

Ranged attacks against this group are difficult because of cover from the castle battlements (+7 AC bonus). To scale the wall and reach the goblins, there are two ropes with grapples that the goblins used to Climb (DC 5) the 30-foot wall.

If the PCs are inside:

There are wooden ladders that can be used to Climb (DC 0) up to the top of the 30-foot wall.

APL4 (EL 4)

Archers, Goblin Rgr1 (4): CR 1; Small Humanoid; HD 1d10+2; hp 12; Init +4; Spd 30 ft.; AC 17 (touch 15, flat-footed 13) [+4 Dex, +1 size, +2 armor]; Atk +7 ranged (1d6/x3, shortbow) or +2 melee (1d4/19-20, dagger); SQ Darkvision, Rgr species enemy humans +1; AL NE; SV Fort +4, Ref +4, Will +1; Str 10, Dex 18, Con 14, Int 9, Wis 12, Cha 6.

Skills and Feats: Hide +8, Listen +5, Move Silently +8, Spot +5, Wilderness Lore +5; Point Blank Shot, Track.

Possessions: shortbow, dagger, leather, quiver w/ 20 masterwork arrows.

Tactics: If they are attacked from a position outside the fortress, then they have three-quarters cover from the fortress battlements, giving them a +7 AC bonus. If they are attacked by range from the inside of the fortress, they will go to a kneeling position so that missile attacks against them have a -2 penalty.

APL6 (EL 6)

Archers, Goblin Rgr3 (3): CR 3; Small Humanoid; HD 3d10+6; hp 26; Init +4; Spd 30 ft.; AC 18 (touch 15, flat-footed 14) [+4 Dex, +1 size, +3 armor]; Atk +10 ranged (1d6/x3, shortbow) or +4 melee (1d4/19-20, dagger); SQ Darkvision, Rgr species enemy humans +1; AL NE; SV Fort +5, Ref +5, Will +2; Str 11, Dex 19, Con 14, Int 8, Wis 12, Cha 6.

Skills and Feats: Hide +7, Listen +7, Move Silently +7, Spot +7, Wilderness Lore +7; Point Blank Shot, Precise Shot, Track.

Possessions: masterwork shortbow, dagger, studded leather, quiver w/ 20 masterwork arrows.

Tactics: As above.

APL8 (EL 8)

Archers, Goblins Rgr3/Rog1 (4): CR 4; Small Humanoid; HD 3d10+1d6+8; hp 31; Init +5; Spd 30 ft.; AC 19 (touch 16, flat-footed 14) [+5 Dex, +1 size, +3 armor]; Atk +11 ranged (1d6/x3, shortbow) or +4 melee (1d4/19-20, dagger); SQ Darkvision, Rgr species enemy humans +1, Sneak Attack +1d6; AL NE; SV Fort +5, Ref +8, Will +3; Str 10, Dex 21, Con 14, Int 8, Wis 14, Cha 6.

Skills and Feats: Hide +9, Listen +8, Move Silently +9, Spot +8, Tumble +12, Wilderness Lore +8; Point Blank Shot, Precise Shot, Track.

Possessions: masterwork shortbow, dagger, masterwork studded leather, quiver w/ 20 masterwork arrows.

Tactics: As above, but if any PC attempts to climb up to their position, all of them will target that PC (while climbing they have no Dex bonus and are subject to sneak attacks).

Encounter 4g

The Retreat

The grounds both inside and outside the fortress are littered with the bodies of hundreds of dead men and women—as well as scores of goblins. Few militia men appear to remain standing, only commoners who are too shaken or panicked to fight back. Suddenly there is a surge of movement from the inside of the fortress as Lord Bredivan and a few of his remaining soldiers charge through the throng of goblins standing near the fort's gates. Loudly he calls out, "Retreat! Everyone fall back to the northern hills! Move now or die where you stand!" At his command, human soldiers start rushing north, pushing or picking up the wounded along the way. The army of goblins swarm over the area. For a moment, it seems as if they intend to break off the fighting. To tend to their wounded, secure their prisoners and treasures. But then the entire group swells like a single entity and surges towards the retreating humans, chanting an ancient elven war chant. Only two men stand facing the attackers. Lord Krevik Bredivan and his faithful captain Sir Barret stand grimly ready to meet the charge.

Decision time for the PCs. They can stay behind and fight alongside Lord Bredivan and Sir Barret or they can flee with the rest of his followers.

If they stay to fight, all they need to do is keep the goblins occupied for 10 rounds. After that, Lord Bredivan will assume that most of his people should be out of the line of fire and will retreat from the field, fleeing north. The goblins will not pursue him or the PCs once they successfully hold them off for a full minute.

If the archers are still on the wall, they continue to harass spellcasters during the melee, and once the PCs retreat, they will fire at them for as long as they present a target.

APL2 (EL 4):

Goblins (12): see *Monster Manual*.

Hunters, Goblin Rgr1 (2): CR 1; Small Humanoid; HD 1d10+3; hp 13; Init +3; Spd 30 ft.; AC 17 (touch 14, flat-footed 14) [+3 Dex, +1 size, +3 armor]; Atk +5 melee (1d4+1/19-20, dagger) or +3/+3 melee (1d4+1/19-20 and 1d4/19-20,

daggers) or +5 ranged (1d6+1, javelin); SQ Darkvision, Rgr species enemy humans +1; AL NE; SV Fort +5, Ref +3, Will +1; Str 12, Dex 16, Con 16, Int 8, Wis 12, Cha 8.

Skills and Feats: Hide +6, Listen +5, Move Silently +6, Spot +5, Wilderness Lore +5; Track, Weapon Finesse (dagger).

Possessions: dagger x2, javelin, studded leather.

APL4 (EL 6):

Goblins (12): see *Monster Manual*.

Hunters, Goblin Rgr3 (2): CR 3; Small Humanoid; HD 3d10+3; hp 27; Init +3; Spd 30 ft.; AC 17 (touch 14, flat-footed 14) [+3 Dex, +1 size, +3 armor]; Atk +9 melee (1d4+1/19-20, dagger) or +7/+7 melee (1d4+1/19-20, dagger and 1d4/19-20, dagger) or +8 ranged (1d6+1, javelin); SQ Darkvision, Rgr species enemy humans +1; AL NE; SV Fort +4, Ref +4, Will +2; Str 12, Dex 16, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +12, Listen +7, Move Silently +6, Spot +7, Wilderness Lore +7; Track, Weapon Finesse: (dagger), Weapon Focus (dagger).

Possessions: masterwork dagger x2, javelin x2, studded leather.

APL6 (EL 9):

Hunters, goblin Rgr3 (4): CR 3; Small Humanoid; HD 3d10+3; hp 27; Init +3; Spd 30 ft.; AC 17 (touch 14, flat-footed 14) [+3 Dex, +1 size, +3 armor]; Atk +9 melee (1d4+1/19-20, dagger) or +7/+7 melee (1d4+1/19-20, dagger and 1d4/19-20, dagger) or +8 ranged (1d6+1, javelin); SQ Darkvision, Rgr species enemy humans +1; AL NE; SV Fort +4, Ref +4, Will +2; Str 12, Dex 16, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +12, Listen +7, Move Silently +6, Spot +7, Wilderness Lore +7; Track, Weapon Finesse: (dagger), Weapon Focus (dagger).

Possessions: masterwork dagger x2, javelin x2, studded leather.

Stalkers, goblin Rog3 (4): CR 3; Small Humanoid; HD 3d6+3; hp 15; Init +2; Spd 30 ft.; AC 16 (touch 13, flat-footed 14) [+2 Dex, +1 size, +2 armor, +1 shield]; Atk +6 melee (1d4/19-20, dagger) or +5 ranged (1d6, javelin); SQ Darkvision, evasion, sneak attack +2d6; AL NE; SV Fort +2, Ref +5, Will +2; Str 10, Dex 15, Con 12, Int 12, Wis 12, Cha 10.

Skills and Feats: Balance +8, Climb +6, Hide +12, Jump +6, Listen +9, Move Silently +12, Search +7, Spot +9, Tumble +8; Alertness, Weapon Finesse (dagger).

Possessions: masterwork dagger, leather, masterwork buckler, javelin x2.

Tactics:

The hunters will engage in melee and the stalkers will attempt to move or tumble into flanking positions to gain sneak attacks.

APL8 (EL 11):

Worg Riders, Goblin Rgr6 (6): CR 6; Small Humanoid; HD 6d10+12; hp 52; Init +3; Spd 30 ft.; AC 19 (touch 14, flat-footed 16) [+3 Dex, +1 size, +3 armor, +2 shield]; Atk +9 melee (1d6+1/x3, lance) or +12 ranged (1d6/x3, shortbow); SQ Darkvision, Rgr species enemy humans +2, dwarves +1; AL NE; SV Fort +7, Ref +5, Will +4; Str 12, Dex 17, Con 14, Int 10, Wis 14, Cha 12.

Skills and Feats: Animal Empathy +10, Handle Animal +10, Hide +6, Move Silently +6, Ride +12, Wilderness Lore +11; Mounted Combat, Ride by Attack, Spirited Charge, Track.

Spells Prepared (2): 1st—*delay poison*, *magic fang*.

Possessions: masterwork light lance, masterwork shortbow, short sword, masterwork studded leather, masterwork large wooden shield, quiver w/ 20 masterwork arrows.

Advanced Worgs (6): CR 2; Medium Magical Beast; HD 6d10+12; hp 48; Init +2; Spd 50 ft.; AC 16 (touch 12, flat-footed 14) [+2 Dex, +2 natural, +2 armor]; Atk +10 melee (1d6+5, bite); SA Trip; SQ Scent; AL NE; SV Fort +7, Ref +7, Will +4; Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10.

Skills: Hide +4, Listen +3, Move Silently +3, Spot +3.

Possessions: Leather barding

Tactics:

The riders will approach from multiple directions, using ride by attacks to inflict triple damage with their lance attacks.

Conclusion

Just over the crest of one of the northern hills, the survivors of the assault are gathered together. What was once a gathering of a thousand has been reduced to just over one hundred wounded and mourning people. Lord

Bredivan and Sir Barret stand atop the hill observing the scene behind them. More goblins are emerging from Loftwood and walking towards the fortress, mostly females carrying children and provisions. Accompanying this wave is an entourage of armed goblins marching in formation around what must be the leader of this army. A male elf, clad in the same woodland garments of his goblin followers, marches imperiously towards Fort Bredivan. Behind this group are two huge gray-skinned bestial humanoids, easily nine-feet tall, loping behind like a pair of faithful hounds. Already, goblins within the fort have torn down the banners of House Bredivan and Ratik and cheer as their leader approaches. Sir Barret speaks finally, "My lord, fear not. We shall return in force and reclaim the fortress. I pledge by Trithereon that we will exact retribution against these invaders." But Lord Bredivan does not react to his words. He stares sadly to the south, into the Loftwood.

Okay, for those PCs who decide to take a shot at the leader, he will send his two gray renders forward to kill all of the stragglers. Even if the PCs flee, most of the wounded and children and elderly will be killed. If any PC actually manages to kill one of his precious beasts, Ellomyr will remember them in future adventures.

Gray Renders (2): see *Monster Manual*.

The End

Experience Point Summary

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

Encounter One

Defeat the Monsters/Survive the Traps
APL2 90 xp; APL4 150 xp; APL6 180 xp;
APL8 240 xp

Encounter 4a

Defeat the Goblins
APL2 60 xp; APL4 150 xp; APL6 240 xp;
APL8 240 xp;

Encounter 4b

Defeat the Goblins

APL2 90 xp; APL4 150 xp; APL6 240 xp;
APL8 240 xp;

Encounter 4c

Defeat the Goblins

APL2 90 xp; APL4 150 xp; APL6 210 xp;
APL8 210 xp;

Encounter 4d

Defeat the Goblins

APL2 90 xp; APL4 150 xp; APL6 210 xp;
APL8 210 xp;

Encounter 4e

Defeat the Goblins

APL2 90 xp; APL4 150 xp; APL6 210 xp;
APL8 210 xp;

Encounter 4f

Defeat the Goblins

APL4 120 xp; APL6 180 xp; APL8 240 xp

Encounter 4g

Hold the Goblins for 10 rounds

APL2 120 xp; APL4 180 xp; APL6 270 xp;
APL8 300 xp;

Story Award

Destroying the siege engines: 30 xp

Freeing the horses: 30 xp

Rescuing the clerics in the temple: 30 xp

Discretionary roleplaying award

APL2 30 xp; APL4 30 xp; APL6 30 xp;
APL8 30 xp

Total possible experience:

APL2 420 xp; APL4 675 xp; APL6 900 xp;
APL8 1125xp;

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their

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

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

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

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

Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter One:

APL2: L: 3 gp; C: 5 gp

APL4+: L: 32 gp; C: 5 gp

Note: This is the only encounter in which the PCs have time to thoroughly loot the bodies, stripping armor and gear. It is possible though that they may have spent an action during the assault to pick up any number of items. Those are not listed here as group treasure, but their value can be calculated individually for each person who spent the time to acquire them.

Total Possible Treasure

APL 2: 8 gp

APL 4-8: 37 gp

Special (to appear on the AR)

For saving the life of Briaros Hammerskin, master weaponsmith of Clan Ukakane, the PC may purchase (Freq: Regional):

- a single masterwork silver weapon, or
- a single suit of light or medium mithral armor, or
- a single adamantite melee weapon

Once this favor has been used and an item bought, cross this off of the AR.

For preventing the warhorses from falling into enemy hands, the PC may purchase a quality warhorse from the horse traders of Marner. The cost of the mount is double that of a typical warhorse as found in the *PHB*, but it has one additional hit point per hit die, and may learn one additional trick. (Freq: Regional).

For rescuing the clerics of the temple of Trithereon, the PC may purchase from the high cleric of Trithereon (Freq: Regional):

- A *potion of heroism*, or
- A *scroll of raise dead*, or
- upgrade an existing magical weapon with the *holy* special ability.

Once this favor has been used and an item bought, cross this off of the AR.

For destroying the siege weapons and preventing them from falling into enemy hands, the PC may purchase from the gnomes of Nonizhold a magical wand of any 1st level (or lower) wizard spell from the school of illusion (caster level 1st). (Freq: Regional).

For fighting alongside Lord Bredivan to cover the retreat of his subjects, the PC gains one Influence Point with House Bredivan.

NPC Appendix

Ellomyr, male elf Rgr14: Medium Humanoid; HD 14d10+28; hp 65; Init +5; Spd 60 ft.; AC 25 (touch 15, flat-footed 20) [+5 Dex, +7 armor, +3 natural]; Atk +20 melee (1d8+6/x3, battleaxe) or +18/+18 (1d8+6/x3, battleaxe; 1d6+3/19-20x3, handaxe); SQ Elven traits, Sleep Immunity, Low-light vision, +2 Will bonus to Enchantment spells, Rgr species enemy elves +3, goblinoids +2, humans +1; AL NE; SV Fort +11, Ref +9, Will +8; Str 20, Dex 20, Con 14, Int 18, Wis 18, Cha 18.

Skills and Feats: Animal Empathy +16, Climb +9, Concentration +6, Craft (Bowmaking) +8, Craft (Trapmaking) +8, Heal +10, Hide +32, Intuit Direction +10, Jump +19, Knowledge (nature) +12, Listen +22, Move Silently +17, Search +6, Spot +22, Swim +9, Use Rope +9, Wilderness Lore +19; Alertness, Expertise, Improved Two-Weapon Fighting, Leadership, Quick Draw, Track.

Spells Prepared (3/2/2/1, save DC = 14 + spell level): 1st—*entangle*, *pass without trace*, *resist elements*; 2nd—*cure light wounds*, *sleep*; 3rd—*control plants*, *neutralize poison*; 4th—*polymorph self*.

Possessions: +1 elf bane battleaxe, +1 keen handaxe, amulet of natural armor (+3), bracers of armor (+7), boots of striding and springing, cloak of elvenkind, ring of evasion, ring of invisibility, belt of giant strength (+4).

Krevik Bredivan, male human Ari5/Ftr6: Medium Humanoid; HD 5d8 + 6d10 + 22; hp 65; Init +1; Spd 30 ft.; AC 23 (touch 13, flat-footed 20) [+1 Dex, +6 armor, +4 shield, +2 deflection]; Atk +13 melee (1d8+5/19-20, longsword) or +11 ranged (1d4+3/19-20, dagger); AL LG; SV Fort +10, Ref +6, Will +9; Str 14, Dex 12, Con 14, Int 12, Wis 12, Cha 14.

Skills and Feats: Climb +5, Diplomacy +10, Handle Animal +6, Innuendo +5, Intimidate +6, Jump +5, Knowledge (nature) +7, Knowledge (nobility) +5, Listen +7, Ride +9, Sense Motive +5, Spot +7, Swim +6, Wilderness Lore +7; Alertness, Cleave, Great Cleave, Improved Critical (longsword), Leadership, Power Attack, Track, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: +1 wounding longsword, +1 returning dagger, +1 elven chain, +2 large steel shield, potion of heroism, potion of bull's strength, potion of cure serious wounds, ring of protection +2, cloak of resistance (+2).

Sir Barret Winden, Male Human Ftr7: Medium Humanoid; HD 7d10+14; hp 54; Init +2; Spd 20 ft.; AC 23 (touch 12, flat-footed 21) [+2 Dex, +7 armor, +1 natural, +3 shield]; Atk +12 melee (1d10+6/19-20, +2 bastard sword); AL NG; SV Fort +8, Ref +5, Will +4; Str 15, Dex 14, Con 14, Int 10, Wis 12, Cha 12.

Skills and Feats: Climb +2, Handle Animal +5, Jump +2, Ride +8, Swim +6, Wilderness Lore +3; Cleave, Exotic Weapon Proficiency (bastard sword), Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: +2 bastard sword, +2 breastplate, +1 large steel shield, potion of heroism, amulet of natural armor (+1); cloak of resistance (+1).