

LAIR OF THE GOBLIN KING

Includes versions for both OSRIC and Altus Adventum 2nd edition



Much needed caravans between Piarth and Groveton have suddenly been the target of vicious goblin raiders. Heroes are desperately needed in this borderland community. Can you be those heroes, or are you content to remain in obscurity?

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A1 Lair of the Goblin King

OSRIC Version

An adventure for level 1 characters



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Lair of the Goblin King

Overview: The *Lair of the Goblin King* is a special edition adventure that includes a version for both the OSRIC system as well as the first Adventure PAK to be created for the *Altus Adventum* 2nd edition fantasy role-playing game. It is an introductory adventure designed for a party of 4-6 aspirant characters. Any more and you may have to add additional monsters to keep it a challenge.

Within this PAK you will find all the necessary reference material needed to successfully complete adventure, short of the rulebook itself, dice, and something to write with. Included are both player and GM maps, details of key areas, and guidelines on how to complete the adventure.

Warning! If you are planning on being a player in this adventure, STOP READING NOW!

Player Background: While the characters can come from any background, they all must have found their way into the town of Piarth, and must have some sort of relationship with each other.

GM Background

Everything detailed hereafter is for the GM eyes only, and will explain the surrounding areas and the adventure itself. It is highly encouraged that you as the GM read the entire adventure thoroughly before attempting to run it as you will need to be familiar how the adventure progresses.

Certain areas of the adventure will be read aloud to the players. These areas will be enclosed in a bordered text box. Do not read any information that is not inside of a bordered text box to the players.

The Lair

The lair of the Goblin king lies in a remote cave approximately 35 miles west of Piarth. The king sends his raiding parties south into the cover of the trees, ambushing caravans as they make their way down the road toward Groveton.

The lair itself wasn't originally created by the goblins, but was abandon and its purpose lost long ago. The goblins found it a very suitable and easily defended base of operations, and have been living in the lair for more than two years.

Gold in 'dem dar hills

Several miles north along the eastern edge of the mountain range is a large deposit of gold ore. A significant amount can be gathered from sifting through the creeks, but most is located in veins within the mountain. An experienced dwarf will be able to almost immediately identify this wealth.

Crystal Lake

This shimmering lake lies in the northern valley, surrounded by mountains and hills on either side of it. The

lake used to be a glacier, but has long since melted and is fed by clear, cold water streams from the mountains.

Not a whole lot is known about the lake, as it resides on the outskirts of the kingdom of Andrimar and hasn't been fully explored. Most attempts at exploring it have resulted in the disappearance of anyone who tries.

Ogre Camp

Aspirant or Adventurer characters will not want to be near this area; it's far too dangerous. The only reason this is included in this adventure is to illustrate why it would be discouraged for the party to try to travel north to mine gold. Any group that travels north near the gold mine will be discovered by the ogres, who don't know about the gold deposit, but view the area as sacred ground and all trespassers should be driven out.

The stats for the ogres are included just in case the party is foolish enough to try to venture into the mountains. Or maybe you want to bring the party back after further adventures to search for the gold.

Ogres: AC: 5, HD: 4, HP: 17, AT: 1, Dmg: 1d10, XP: 150

They are led by an ogre shaman

AC: 6, HD: MU5, HP: 15, AT: 1, Dmg: 1d8, XP: 550

He is armed with a staff and knows the following spells:

1st: magic missilex3, sleep

2nd: web, invisibility

3rd: fireball



Fairvale

Fairvale is a trapper's village, consisting of only one building that operates as a general store, inn, and tavern all in one. A few other very crude huts have been built in the past, but are in disrepair now. The lands around Fairvale are very dangerous to inexperienced travelers, as beasts prowl the night.

Adventure Background:

For the last year, caravans have been under attack along the route that connects Piarth with the outpost of Groveton. They started out as small, sporadic attacks on individual travelers, but have recently graduated to assaults on actual trade caravans.

Because of the lost revenue and the threat to Groveton if supplies aren't delivered, the Government of Shorlorn is very concerned with this threat. However, since most of the country's skilled warriors are sailors, they are ill-prepared for a scouting mission into the uncharted lands.

It is right after a rather rash attack on a caravan when the spokesman for the Merchants Guild in Piarth announces a proclamation. The city is looking for capable volunteers to venture forth into the uncharted lands to find the headquarters for these goblin raiders, and report back with location, number, equipment, and who the leader is. To make matters worse, there has been no report from the outlook tower on the crossroads.

Locations of Note in the City

- 1: Merchant's guild. Great location to gather information and to collect a reward.
- 2: Green Griffon. Largest tavern/inn in the city. A great place to hear rumors, not all of them true.
- 3: Silver Spires. Mages guild. Best location to buy potions and learn spells
- 4: Torak's Armory. Largest selection of weapons and armor in the city. Will buy used weapons and armor at 10% of original price, depending on quality.
- 5: Church of Valhalla. Temple where character's can be healed, for a sizeable donation

GM Notes

Besides the group of players, there will also be six other volunteers that will group into two separate parties. The Merchant's Guild will originally offer 100 gold each to the group to first return with the required information, but will go as high as 250 gold if pressed.

The location of the goblin raiders is marked on the GM's map, but no map will be supplied to the characters. A resourceful character may be able to find a general map of trade routes and locations of recent attacks by looking it up at the Merchants' Guild headquarters, but the actual location of the goblins is a mystery.

The goblins themselves are ruled by the self-proclaimed king Qurztog. He has become more and more risky due to recent successes and increasing greed. He makes his lair deep within a cave structure that is well hidden and well defended. This will be a difficult assignment for any party of adventures.

Scenario 1: Key Occurrences

In order for the adventure to be a success there are several key occurrences that must occur in a specific order. This will help make the game much more interesting and keep the players on their toes.

- 1: Outlook Tower. This can be skipped, but it is recommended that the party investigate why there is no word from the Outlook Tower on the crossroads. The guards there should have returned after the last shift change a few days ago, and haven't.
- 2: Each night that the characters spend in camp within two miles of the goblin's territory has a 25% chance of being discovered by a goblin scouting party. These parties are from 2-5 goblins armed with crude short spears and grungy leather armor.



3: When the characters have entered at least 5 miles into the uncharted lands, they will come across the first group of the other mercenaries, who are all slaughtered and hanging from poles in display.

4: Mission Achieved! The party is able to get the info needed to report back. This can most easily be achieved by capturing a goblin and doing interrogation.

5: Tricked! Once the party gathers the information required, the other remaining hired group will attempt to race them back to the city and take credit for the discovery. In fact, this third group has been shadowing the party the entire time. This group consists of:

Novill, dwarf (member of group 3)

Wears studded leather, shield, and 1-handed axe

AC: 6, HD: F1, HP: 10, AT: 1, Dmg: 1d8+1, XP: 25

Quallidril, elf (member of group 3)

Wears robes and has 4 darts

AC: 9, HD: MU1, HP: 3, AT: 1, Dmg: 1d4, XP: 50

Available Spells:

Magic missile, sleep, color spray

Dagomar, human (member of group 3)

Wears leather armor, has short bow and short sword

AC: 6, HD: T2, HP: 7, AT: 1, Dmg: 1d6, XP: 75

Of course, once the group does take credit, the merchant guild will send them out to defeat the king, who has a 1000 gold bounty on his head. They will depart in one day towards the lair.

If the party starts thinking about attacking this group, you should advise them that they appear to be more experienced than the party, and may lose that fight.

6: Shadowy Figure. After the other group takes credit, and the money, for discovering the goblin lair, a shadowy figure by the name of Norlay appears and offers to expose the other group as fakes if the party will do him a favor. The party must bring a package to a contact in the Dark Dagger Inn. The package must not be opened, and the characters must avoid the guards at all costs.

If the characters do decide to open the package, an encrypted message will begin to dissolve. The characters obviously cannot deliver it, and will then become targets of the assassin's guild. Once the package is delivered, Norlay will give a map to the characters showing not only where the lair is, but a map of the lair itself.

The party is instructed to kill the goblin king. They are then to bring its head back into the city, where they will give it to the Merchant's guild and claim fame for the end of the raids.

Of course, the party need not accept Norlay's offer and may choose to find the lair on their own. This can be accomplished through tracking, blind luck, or capturing

and interrogating a goblin.

If the group does open the package and therefore incurring the wrath of the assassin's guild, they will be hunted. The first strike will happen the following night. Two assassins will attempt to break into wherever the party is staying, and assassinate them. If that attempt fails, then the party will be ambushed at sometime in the middle of the night by 4 assassins within the next week. And if that fails, Norlay himself will lead 4 assassins to kill them within the month. If the party defeats Norlay, no further attempt will be made.

Assassin (ea)

AC: 7, HD: T2, HP: 6, AT: 1, Dmg: 1d6, XP: 75.

Armed with leather and short swords

Norlay

AC: 4, HD: T5, HP: 19, AT: 1, Dmg: 1d6+2, XP: 350. Wears **leather +2** and attacks with **Shadowfang**, a +1 short sword that inflicts 1d6 additional points of damage on a successful backstab.

Scenario 2: Search For Answers

By now the party has accepted the terms and will embark on their exploration to find the goblin raiders. This can be accomplished several ways, and will be much easier if one of the players is resourceful enough to find a map of the local area (see *Player's Map*). As an alternative, rumors and word of mouth will let the party know that most of the raids occur on the route from Piarth to Fairvale.

So the party has a few options available to them. Do they leave with a caravan, offering protection and hoping to be subject to a goblin ambush so they can capture one? Do they leave on their own and try to track the goblins? Do they try to search for the goblin lair? Do they check out the Overlook Tower?

Regardless of which option they choose, they should know that two other groups of adventurers are competing against them for the bounty, so that should weigh into their decision. Remember, the party doesn't need to defeat the goblins, but only return with information as to where the lair is. They will get 10% of the bounty if they do this. If they actually bring back the Goblin King's head, they will get the full 1000 gold bounty.

Just north of Piarth are the Uncharted Lands. If the party decides to venture into these dangerous lands, they will find themselves in great danger. Roving bands of ogres, bugbears, and other creatures prowl the lands looking for anything that might make an easy meal. And at this point, the characters aren't skilled enough to survive for long.

Overlook Tower

The Overlook Tower sits at the crossroads almost exactly halfway between Piarth and Groveton. It was a

small tower built to help keep give travelers a safe refuge in case they were beset upon by enemies.

Normally a four man guard unit is stationed at the tower at all times. Shifts usually last two weeks before being rotated. Last week the relief unit left Piarth but no one has returned. This is highly alarming, and the party is encouraged to investigate.

Before you looms the Overlook Tower. A sturdy large building made from speckled granite stone blocks, it gets its name from the high thirty foot tall walls that give it a tower's appearance. It is your understanding that guards keep watch along the battlements at the top of the building, but you see none here.

As you approach the building, it seems eerily quiet. No guards stand patrol, and no sound comes from within. The heavy wooden double doors are shut fast.

When the party arrives at the tower, at first nothing seems to be out of the ordinary. However, no one responds if the party knocks at the door, and no guards can be seen on the upper landing.

If the party opens the door to the tower and enters, they will see that a vicious battle had taken place. Dead bodies and skeletons litter both the main floor and the landing. The place looks like it has been ransacked, but the supply room in the southwest corner still has plenty of foodstuff and drink.

If any of the party tries to open the door leading to the trap door, they will be taken by surprise as some of the skeletons and dead bodies actually come alive to attack the party. Not all of the dead bodies were that of the garrison, some were undead! These creatures will fight until destroyed.

Skeletons: AC: 7, HD: 1, HP: 4, 4, 5, 6, AT: 1, Dmg: 1d4, XP: 15

Zombies: AC: 6, HD: 2, HP: 6, 9, AT: 1, Dmg: 1d8, XP: 35

None of the undead carry any valuables, but if the dresser in the bedroom is searched, the party will find 8 gp, 23 sp, and 77 cp inside one of the drawers.

If the characters open the trap door, it will lead into a 20'x40' cellar. Or what was once a cellar. In the center of the room is a large stone table that looked like it was used for human sacrifice. Close examination reveals that it was probably an operating table as there are still many surgical tools lying around in the dirt. In actuality, it was used for necromantic experiments, and any character skilled in the necromancy arts would recognize this.

What was a necromantic table doing in the tower? No one knows for sure, but you can bet the town militia captain would like to find out. (Plot hook for an expanded adventure, perhaps?)

Caravan Escort

If the party decides to escort a caravan or travelers to Groveton, each trip will have a 45% chance of resulting in

a goblin ambush. This is reduced to 5% if the caravan is large and increased to 80% if small, as the goblins don't want to risk too much.

It takes roughly a full day to travel from Piarth to Groveton if on foot or escorting a caravan. This allows only one trip one way per day for the party.

If the party is ambushed, they must fight and beat the goblin raiding party. Once the goblins are reduced to half of their total number and if the battle looks badly for them, they will flee into the woods. The party must be creative on how they will capture a goblin to interrogate. A captured goblin (who only speaks goblin), will be more than willing to spill the beans on the location of the lair at the first threat of violence upon its person.

The goblin raiding party:

AC: 8, HD: 1/2, HP: 2, 2, 2, 3, 4, 4, 4, AT: 1, Dmg: 1d6, XP: 15

They are armed with crude leather armor, short bows and short swords. They will fire with their bows until forced into melee combat. Each goblin carries 2d4 silver coins.

Goblin Tracking

If the characters decide to go out and track the goblins, they better hope at least one person in the party will have the tracking skill. Otherwise, they will simply be wandering around the wilderness, subject to encounters on the *Wandering Encounter* table until they happen to run across a goblin patrol. And when they do, they still need to find a way to capture and interrogate one.

Search For the Lair

If the party decides to search for the lair directly, their chances depend largely on luck and having good maps. Maybe after interrogating a goblin they decide to go to the lair directly instead of going back to town to collect the reward.

Regardless of how they go about it, unless the party has a map to where they are going, or at the very least a tracker in the party, it will be blind luck. The party will be subject to random encounters the same as if they were out tracking the goblins above.

Wandering Encounter Table

Wandering around out in the border country isn't exactly risk free behavior. Goblins aren't the only nasties out there that a traveler needs to be wary of. Luckily most creatures stay away from the road. But if the party decides to venture into the wilds...

During the day, you as the GM will only have to make one check on the *Wandering Encounter* table for the whole day. During the night, when creatures are out on the hunt, you will need to make a check for every four hours that pass by.

Wandering Encounter Table

Die Roll (d20)	Encounter	#
1-10	None	
11-12	Giant Rats	2d4
13-14	Giant Wasp	1
15-18	Goblins	2d4
19	Giant snake	1
20	Dark Hunters	2d4

Giant Rats: 5% with each bite that the character gets a disease unless they pass a saving throw v poison at a +2 bonus.

AC: 9, HD: ¼, HP: 2, AT: 1, Dmg: 1d2, XP: 15

Giant Wasp: A successful sting and the character must make a saving throw or die from poison in 2d4 rounds.

AC: 7, HD: 2+1, HP: 8, AT: 1, Dmg: 1d4, XP: 125

Goblins: crude leather and short swords. Each carries 1d4 silver

AC: 8, HD: ½, HP: 4, AT: 1, Dmg: 1d6, XP: 15

Giant Snake: Constrictor. On a successful hit, character automatically takes 1d6 points of damage each round until snake is killed.

AC: 8, HD: 2+1, HP: 10, AT: 1, Dmg: 1d6, XP: 75

Dark Hunters:

AC: 8, HD: 1, HP: 4, AT: 2, Dmg: 1d3/1d3, XP: 15

Competitors and Karma

When the party gets fairly close to the goblin lair, they will stumble upon the group of men who tricked them and stole their glory from earlier.

You stumble upon a small clearing. Immediately noticeable is the rotten stench of decaying flesh as it assaults your senses. Situated in the center of the clearing, mounted on large stakes, are the men you recognize as those who stole credit for finding the lair.

The bodies have all been stripped naked, and each displays the signs of many battle wounds. Closer inspection reveals that they have been dead for little more than a day.

Each of the bodies has been completely stripped, and there are no items to be found. Inspection of the clearing reveals the signs of a major battle, and several smaller footprints are all around. Outside of the clearing, the tracks stop and are undetectable unless one in the group has the tracking skill.



Scenario 3: Lair of the Goblin King

After several hours of searching, the party will stumble upon a set of tracks that lead to the cave entrance of Qurztog's lair. The initial dark cave entrance will descend sharply for about thirty feet before leveling off. When it does level off, this point is marked as the entrance on the GM's map. Each room is marked with a number, where they will be described here. The boxed text is descriptive information that may be read to the players. All other text is secret only to the GM.

Entrance

Before you is the long sought after entrance to the goblin lair. Rough hewn walls of dark stone are covered with lichen and other fungi. The floor of the tunnel is thick with dirt and debris, and a very unpleasant odor wafts out of the tunnel entrance--a putrid musky smell that assaults your senses. Darkness envelopes anything more than a few feet inside the tunnel.

1: Dining Room

One large table and several crude chairs fill this large room. At first glance, this room appears to be a dining area, as scraps of food have been left on some of the tables. Also in this room are five goblins that were enjoying their meal until you rudely entered.

Each one of the goblins will quickly grab a large knife and attack the party. They are unarmored, as they were not anticipating a fight. The goblins have nothing of value on them.

Goblins

AC: 9, HD: 1/2, HP: 1, 2, 2, 3, 3, AT: 1, Dmg: 1d4, XP: 15

2: Storage Room

This room contains several barrels and sacks along with small bags on wooden shelves. As you enter the room, several small mice scurry about, and a smell of musty grain fills the air. Closer inspection will reveal that the barrels contain murky water, the sacks hold flour, and the smaller bags have various spices in them.

3: Additional storage

This back room contains additional boxes and crates of stale foodstuffs. The sounds of scratching can be heard from behind the crates.

If the party examines around the crates, they will be attacked by three giant rats that were here scrounging for food. The rats are rabid, and will not flee. If bitten, a character will have to make a luck check at a 25% bonus or they will come contract rabies within 1d4 days. This can be cured in any way that would normally cure a disease.

Once the rabies is evident, the character will lose 1 intellect point per day. Once this goes below 5, the character will have gone totally crazy and uncontrollable. Once it is reduced to 0, the player will perish.

The Rats:

AC: 9, HD: 1/4, HP: 2, AT: 1, Dmg: 1d2+disease, XP: 15

4a: A stench

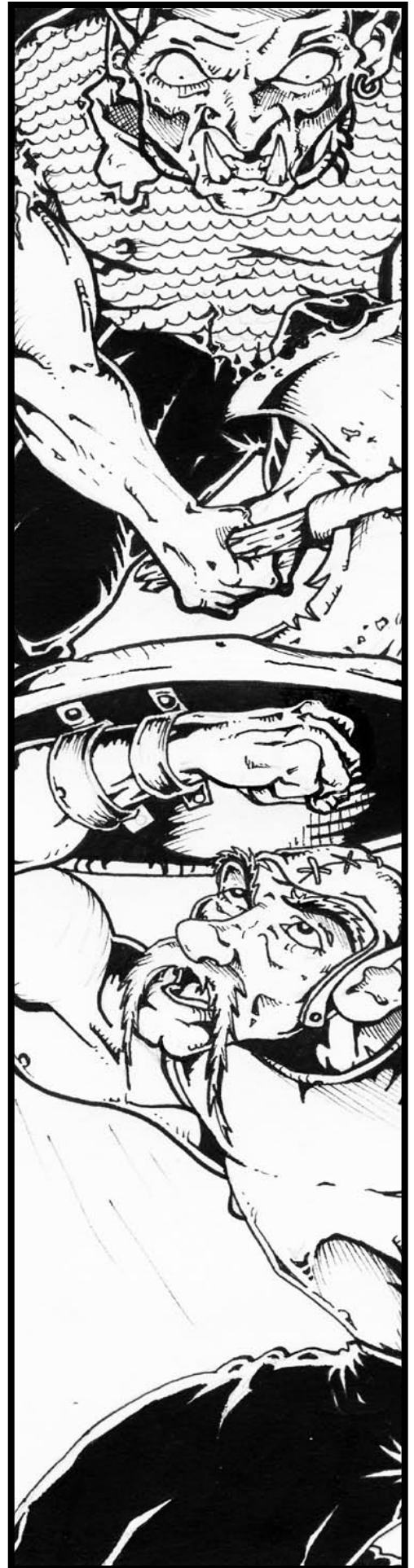
As you near this intersection, a horrid pungent smell assaults you. From the north passage comes a smell of feces and urine. From the west passage comes the smell of rotten food. The two combined are nearly overwhelming.

The smell is so bad and so strong in fact, that each character will need to make a willpower check. Those that fail will vomit and cannot enter this area due to extreme nausea.

4b: Refuse Room

As you enter this room, rotten food in various stages of decomposition litter the floor. This seems to be the area where the goblins have dumped their left over food. In the middle of the room is a four foot long slug like creature. It has several tentacles probing the various bits of rotten food, but shows no interest in you.

This is a creeping scavenger, and will not attack the party unless threatened.



Creeping Scavenger: AC: 8, HD: 2, HP: 7, AT: 1, Dmg: 1d6, XP: 35

5: Latrine

The stench of feces and old urine make this room almost unbearable. Two wooden latrines are on either side of the wall. You know what is in the holes without having to look.....

If, for some strange reason that the party does decide to explore the holes under the toilets, they will find an opal in the left toilet worth 50 gold. Presumably some creature dropped it and wasn't willing to go after it. Naturally in order to find it, the character will have to do a lot of digging.

6: Sleeping Quarters

Sounds of commotion can be heard from within this room as you near the doorway. They consist of shuffling noises and low conversations in the goblin language. As you open the door, a large room lies before you. Inside there are several crude beds made from wood and straw, as well as several goblins: male, female, and cubs.

This room contains four goblin males armed with daggers and leather armor. They will attack once the party enters. Each male goblin carries 1d6 silver on them. Also in this room are nine females and four cubs which do not attack and will flee once the party enters.

Goblin:

AC: 8, HD: 1/2, HP: 3, 3, 4, 4, AT: 1, Dmg: 1d4, Xp: 15

7: Guest Chambers

As you enter this large room, you startle the four guests here. The room contains five beds and two small desks with candles atop them, dimly lighting the room. The guests are a visiting troglodyte group from the mountains. As you enter, they immediately stand up, a little surprised.

The troglodytes will not attack unless attacked upon first. The leader, after regaining his composure, will ask the characters what they are doing here. The group was sent as ambassadors from the mountains to try and set up an alliance with the goblins. If the characters reveal their intentions as hostile towards the goblins, the troglodytes will attack. The troglodytes are wearing studded leather armor and wield two handed hammers. Each troglodyte has 2d10 gp on their person.

Troglodyte:

AC: 7, HD: 2, HP: 7, 9, 11, 12, AT: 1, Dmg: 1d10, XP: 50

8: Chapel

When you enter this long room, you see a half dozen or so long benches filling most of it, with an altar along the north wall. This appears to be a chapel of some sort. Most likely for some unholy rituals. At the very south end of the room is a large curtain next to a large idol.

This is in fact the chapel of the goblins, and the place where they engage in sacrifice. Closer inspection of the altar reveals it is coated in dried blood. A crystal knife sits on a stand next to altar, and a stool sits right behind it, presumably for the goblin shaman to stand on to make him seem taller. The idol is a wooden statue of some humanoid demon, but has no special properties.

9: Shaman's Chambers

The curtain opens into a 30'x40' room with a small bed at the west end and torches mounted on the walls. Sitting at a desk on the east wall is a goblin dressed in decorative clothing, with furs, feathers, and beads defining its clothes. As you enter, the goblin whips around and a bright flash immediately follows.

This goblin is Qurztog's shaman. The shaman will be aware of the party as they enter the chapel, and will have time to prepare.

When the party enters and the combat phase begins, the shaman will have already had shield casted.

As soon as the curtain is opened, a trigger will explode in flash powder, blinding any character for 1d10 segments unless he or she makes a successful dexterity check. On the shaman's first move, he will cast entwine on the vines he has next to the doorway and then follow that up with energy whip spells until defeated.

Inside the desk drawer is his spell book, which contains the following spells: shield, energy whip, entwine, and sleep.

The shaman himself is wearing a feathered **magical necklace** that grants its wearer a +2 bonus to all saving throw rolls. On the desk, there is a potion of invisibility that if drunk, will turn the drinker invisible for 30 minutes, along with any gear that the character has been wearing at the time of ingestion.

Shaman

AC: 8, HD: MU3, HP: 9, AT: 1, Dmg: 1d4, XP: 125

Memorized spells:

1st: shield, energy whip

2nd: entwine

10: Rats!

When you open this door, several giant rats pour forth, attacking in a frenzy.

There are five giant rats here, each one approximately three feet long, not counting their tails. Each rat has been starved and will attack the nearest party member. If any character is bitten and receives damage, there is a 5% chance of them contracting a disease within 1d4 days, which

will lower their constitution by one point a day until cured or the character perishes. Once healed, the character must rest one day for each point of constitution gained back.

The Rats:

AC: 9, HD: 1/4, HP: 2, AT: 1, Dmg: 1d2+disease, XP: 15

11: Arena

The door opens in to a very large room, approximately 80' by 60', with a sandy floor and benches lined against the walls. Lit conches bounce dancing lights off the ceiling and walls of this room. As you enter, several goblin spectators sit on the benches, wagering on the two combatants chained to the center of the room. The combatants are an elvish man wielding only a small sword and a small shield, fighting against a dire wolf, which clearly seems to have the upper hand. When you enter the room, the goblins will quickly take up arms, and will approach you staying to the outside of the room. The elf, upon seeing you, immediately cries for help.

There are six goblins, all armed with short swords and leather armor. They will avoid the center 20' diameter of the room, as the elf and the wolf are located here. Once anyone nears this 20' diameter, the wolf will lunge at them, trying to attack. If no one comes near the circle, the wolf will continue to attack the elf.

The elf, Gilamear, will offer to join the party if he is freed and given armor and protection. The dire wolf, while not being as strong as its brethren, is still a formidable opponent. Gilamear is currently unarmored and wielding only a dagger.

Goblins:

AC: 8, HD: 1/2, HP: 2, 2, 3, 3, 4, 4, AT: 1, Dmg: 1d6, Xp: 15

Dire Wolf

AC: 6, HD: 2, HP: 10, AT: 1, Dmg: 1d6, XP: 35

Gilamear

AC: 8, HD: T2, HP: 8, AT: 1, Dmg: 1d4, XP: 50, AL: CG, S-12, I-13, W-9, D-16, C-11, Ch-13

Each goblin carries 2d6 silver, and on one of them is the key to the shackles for the elf and wolf.

12: Armory

The door to this room is locked.

If the party successfully picks the lock, or bashes it in, or uses the key found off the dead goblin, read the following:

As you enter this room, there are several racks lining the back walls, and a few vials of liquid on wooden shelves. Situated on the racks are several weapons and armor, all of it in rather crude and unkempt maintenance.

If the party examines the room, they will find:

6 short swords

8 short spears

3 suits of goblin sized leather armor

2 small shields

1 medium shield

2 one-handed axes

1 short sword, magical, +1

the characters will not know this unless one of them can identify magic

3 vials of weapon oil

2 healing salves

13: Larder

This door opens into a fairly good sized room that has a strong unpleasant smell of fetid meat. The room is rough-hewn from the natural stone, and several carcasses of animals hang from the ceiling. They have been eviscerated, but done very crudely.

14: Kitchen

The door opens into a fairly large sized room heavy with the smell of smoke and cooked meat. An oven sits on the east wall and a large table sits in the center. On the table are several cutting tools—cleavers, knives, etc. Nothing else appears to be in this room.

This room is empty, as the goblin cooks were in the other room watching the elf and wolf fight. If the party searches the room thoroughly, they will find a secret niche which holds 9 gp and 15 silver coins.

15: Den

As soon as you enter the door to this room, you are immediately beset upon by a couple of large wolves that are in a savage fury.

The three dire wolves in this room are here because this is their den. They can hear the party, and smell them as they near the door, and will be ready to pounce as soon as the door opens.

Dire Wolves

AC: 6, HD: 2, HP: 7, 9, 10, AT: 1, Dmg: 1d6, XP: 75

Once the wolves have been defeated, the party can take notice of the large trunk in the south end of the room as well as the thick piles of fur that the wolves used as beds.

The trunk is both locked and trapped with a poison needle. Anyone not wearing at least thick leather gloves who tries to open the trap without first disarming it will be struck and will have to make a saving throw or be poisoned.

In the trunk is 45 gold, 158 silver, and a **potion of healing**.

16: Prisons

When you enter this room, your attention is immediately brought to the several small prison cells at the south end of the room, and the prisoners located inside them. Directly in front of you, seated at a table, is a goblin prison guard wearing studded leather armor who will quickly grab his two-handed axe and attack.

The goblin has 3 gold in his possession as well as the key to the cells.

Inside the six cells are four prisoners, all wearing tattered rags and in various stages of malnutrition and health. They are: Figar, an orc outcast that speaks broken human and will try to beg his way to freedom. Nydund, a human male young man of 16 years of age who got caught wandering north of the border. Wareli, a 41 year old human male farmer. And Glimyr, a 65 year old gnomish glass smith. Each of the prisoners request freedom, but none of them can promise a reward. If the party rescues the prisoners and makes sure they make back to a friendly city safely, they will each receive a bonus XP.

Goblin:

AC: 7, HD: 1, HP: 5, AT: 1, Dmg: 1d6, XP: 15

17: Concubine Room

The door to this 30'x30' room opens into a well carved room, with thick furs lining the floor and a stack of pillows along the north edge. Thick, pink silk drapes hang from the ceiling at the northern end of this room, apparently covering a bed.

This is the personal room to Qurztog's concubine, a female goblin named Brizel. If the party is quiet, she will still be sleeping behind the drapes on the pillows. If the party is noisy, she will scream and hurriedly escape via the secret door. The only thing of value she has is her gold and silver necklace worth 75 gold.

18: Qurztog's Lair

As you enter the door to this room, you quickly notice that the floor is covered in furs and dim torchlight dances off the walls. At the back of the room, sitting on a large, ornate chair, is a huge goblin. You assume this to be Qurztog. Lying at his feet is a huge wolf which springs to the attack once you enter. Qurztog himself quickly steps to battle with a huge axe in hand.

Qurztog will attack the strongest looking character immediately with his great **two-handed axe Elfsplitter**, unless one of the characters is an elf. In that case, the elf will be the primary target. He wears tarnished chain mail over his thick furs. Qurztog has on his person a gold necklace worth 75 gold and a key to his treasure chests.

His pet, Reaver, is a large dire wolf that will also join the fray. Both creatures will fight until death.

Hidden behind a secret door is a small niche containing

two small, wooden chests. Inside chest #1 are 325 gold and 837 silver. Inside chest#2 are **two potions of healing**, **a warm iron spike** (if driven into the ground, will radiate 75 degree heat in a 15' radius), and a **bag of holding**. Also in the chest is a treasure map. As the GM, you can make the treasure map anything you want, but it is initially designed to be a treasure map to another Adventure PAK: Treasure of the Aczimotal, which is an adventure designed to smoothly follow where the characters have finished with this one.

Qurztog

AC: 5, HD: 3+1, HP: 15, AT: 1, Dmg: 1d8+1, XP: 175

Dire Wolf

AC: 6, HD: 2, HP: 11, AT: 1, Dmg: 1d6, XP: 75



Scenario 4: Finale!

Congratulations! The party has successfully defeated the Goblin King Qurztog, and is probably making their way back to Piarth to resupply and rest, as well as to announce their success. Hopefully all of the party members made it back, but the lair was a dangerous place. If not, they can attempt to raise them at the temple (probably spending most of their 1000 gold bounty in the process).

The temple will offer to heal any minor wound for 1 gold, moderate wounds for 3 gold, deep wounds for 10 gold, and any severe wound for 50 gold. This is the cost per wound to be completely healed. Raising a party member from the dead will cost 500 gold and that member will only have one minor wound available when they come back to life. They will also be bedridden for a week to gain their strength back.

Additional Creatures

Creeping Scavenger

Frequency:	common
No. Encountered:	1d4
Size:	man sized
Move:	40 feet
Armor Class:	8
Hit Dice:	2
Attacks:	1
Damage:	1d6
Special Attacks:	spit
Special Defenses:	n/a
Magic Resistance:	n/a
Intelligence:	low
Alignment:	Neutral
Level/XP:	30+1/hp

The creeping scavenger is a beast that resembles a giant slug with multiple antennae; six to be exact. The creature had a tube-like mouth on its underside which it uses to squirt acid and to suck up nutrients.

These creatures are often used by dungeon dwellers as sort of a cleaning crew. The beasts will only eat decaying organic matter, and their excrement is easily broken down to raw dirt, making them excellent for that purpose.

They will avoid combat if they can, but they are very temperamental if they don't have food to eat. If forced to attack, they will spit an acidic liquid of up to 20 feet away. They normally use this liquid to pre-dissolve their food, but it is exceptionally painful if in contact with skin.



Additional Spells

Energy Whip

Level:	1
Range:	10'
Duration:	1 round per level
Area of Effect:	n/a
Components:	V
Casting Time:	2 segments
Saving Throw:	none

When this spell is cast, a long purple tendril of energy springs forth from the caster's hands. This can be used as a weapon, and if it hits the target, will inflict 1d6+1 pt/level points of damage.

Entwine

Level:	2
Range:	10' per level
Duration:	1 round per level
Area of Effect:	5'r per level
Components:	V
Casting Time:	5 segments
Saving Throw:	Yes

This spell will cause any plants within the area of effect to reach out and grasp anyone in the target area. Targets are allowed a saving throw at a penalty of -1 per caster level, and if they fail, will be held fast by the plants for the duration.

Arcane Items

Elfsplitter (+1, +2 vs elves)

Elfsplitter is an enchanted two-handed axe that has been in Qurztog's family since the Elf War a hundred years ago. The axe was specifically designed to help the goblin tribes defeat the elven army.

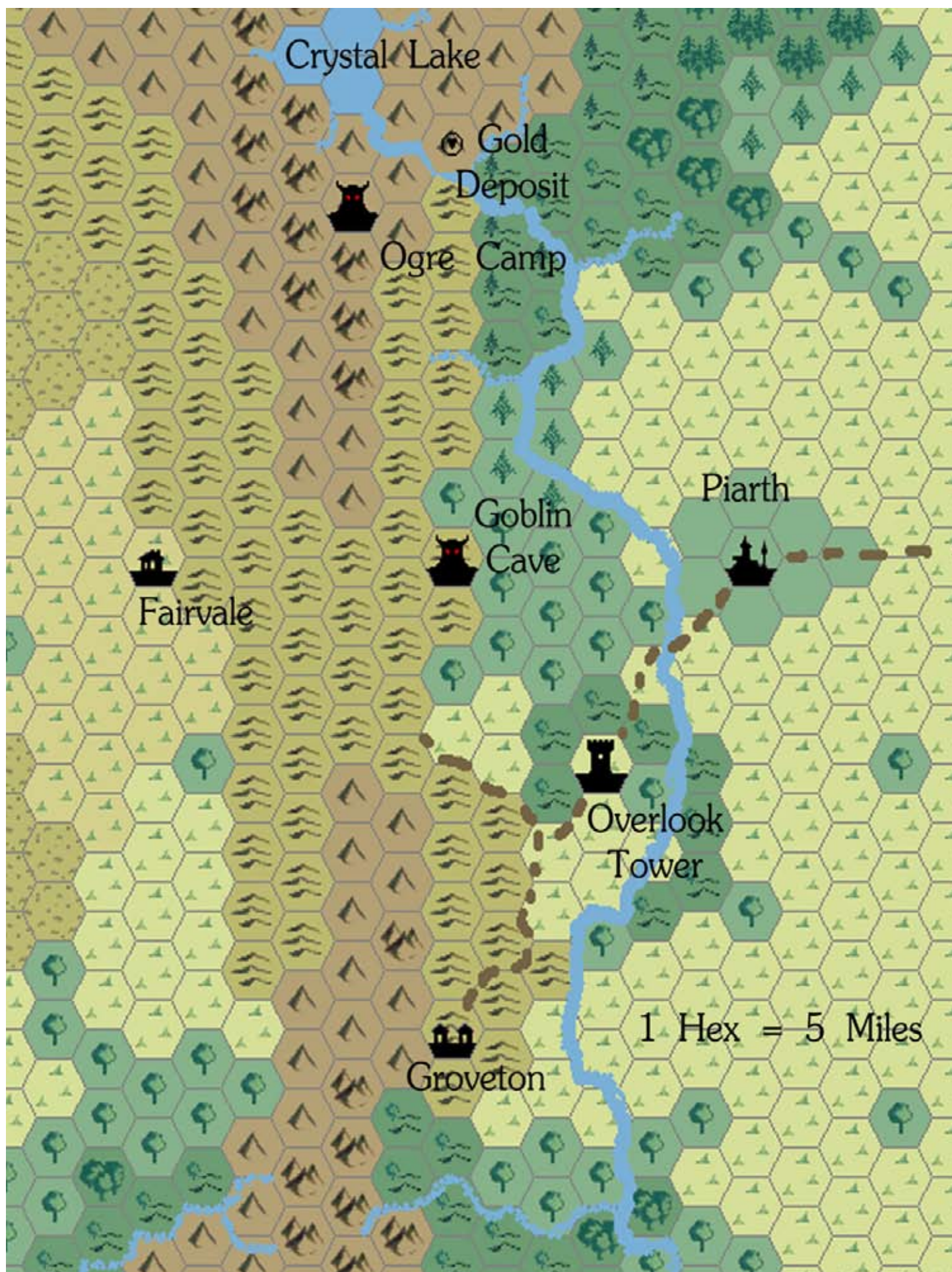
Spike of Warmth

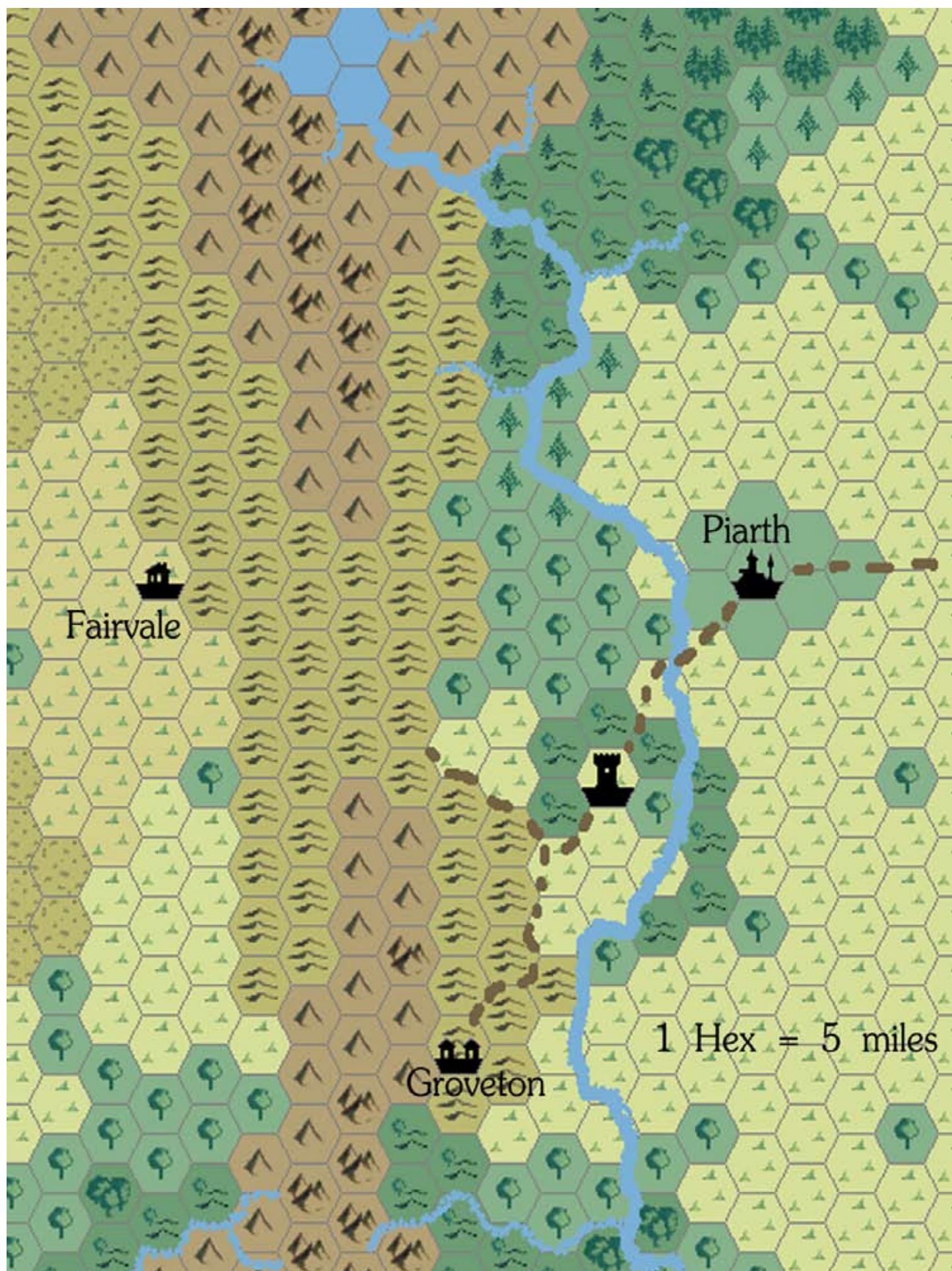
The spike of warmth often is simply an iron spike approximately 6 inches long that feels warm to the touch. When this spike is driven into the ground, it will instantly radiate heat of 75 degrees in a 20' radius. This heat will remain until the spike is removed.

Pre-Made Characters

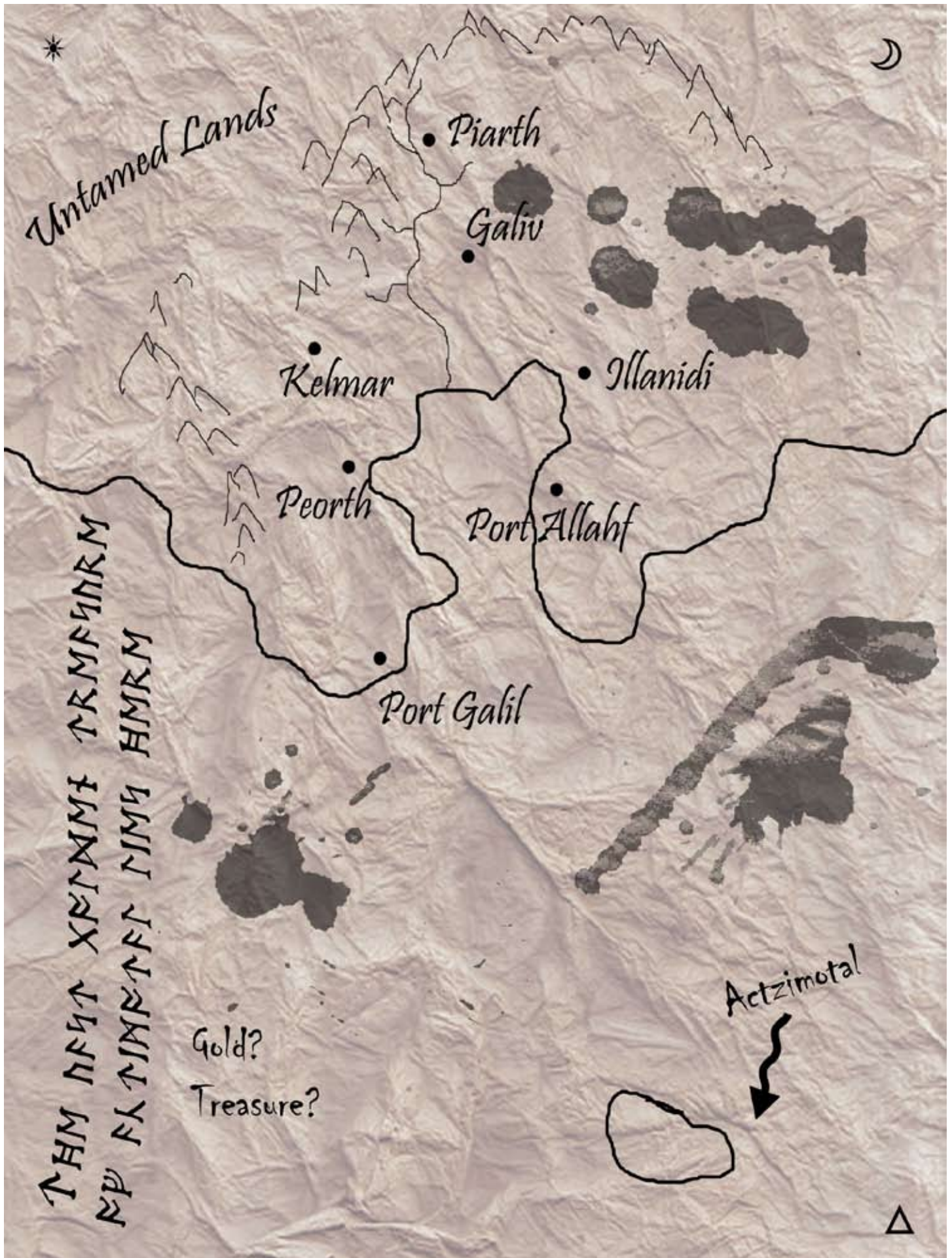
Name	Aligar	Marcaeus	Thibidor	Harthgar	Eaverson
Class	F	MU	T	F	C
Race	Human	Elf	Halfing	Dwarf	Human
Level	1	1	1	1	1
HP	9	4	5	11	7
AC	4	9	6	5	5
Str	16	8	10	15	12
Int	8	16	11	10	13
Wis	10	11	10	9	15
Dex	9	15	16	9	12
Con	14	10	11	16	12
Chr	9	11	13	8	14
Weapons	Long sword	Staff	Short sword, 2ea throwing daggers	2-handed axe	Mace
Armor	Chain and shield	Robes	Leather	Chain mail	Chain mail
Spellbook		Sleep, charm person, color spray			

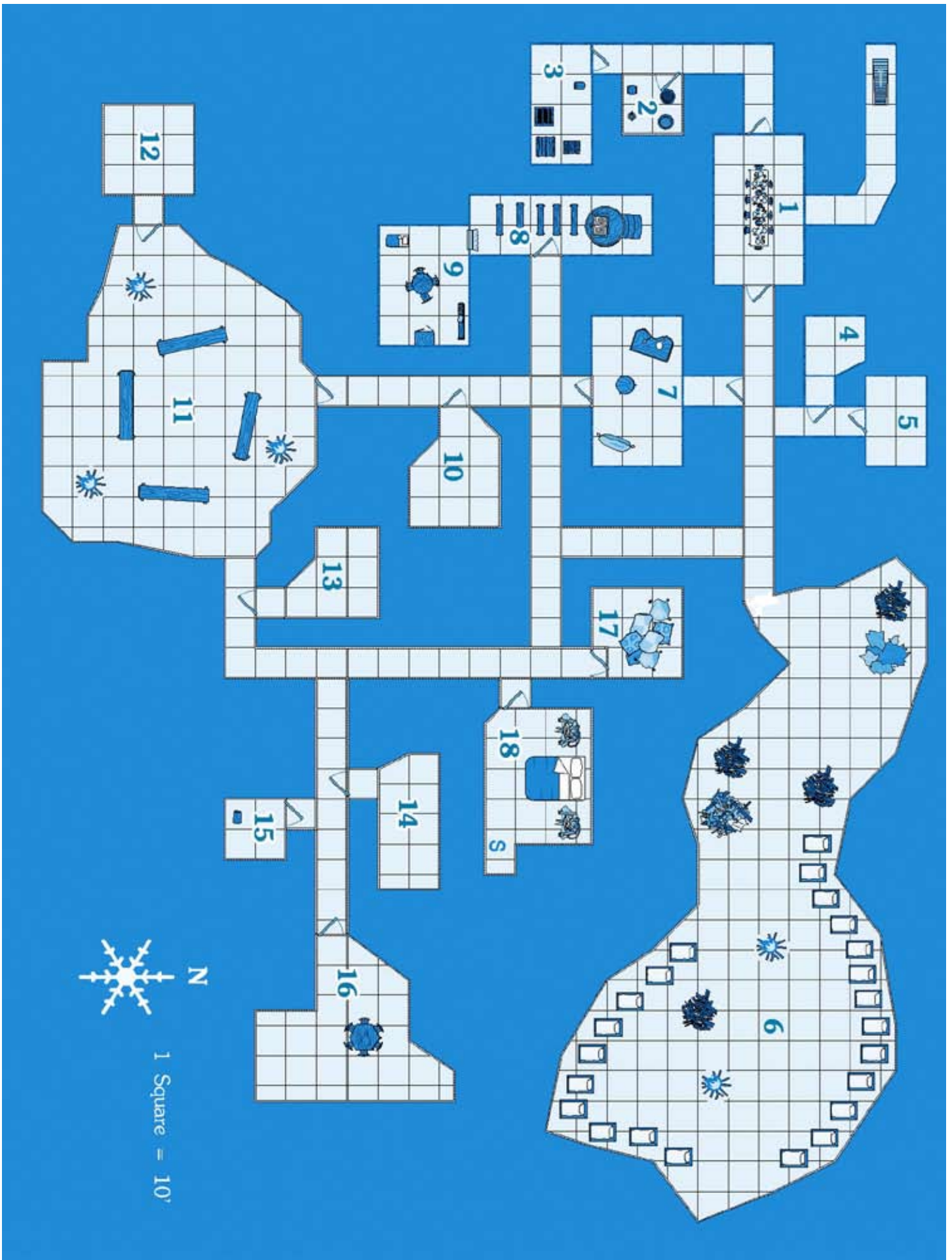












LAIR OF THE GOBLIN KING

Designed for use in the Altus Adventum, 2nd edition game.



Much needed caravans between Piarth and Groveton have suddenly been the target of vicious goblin raiders. Heroes are desperately needed in this borderland community. Can you be those heroes, or are you content to remain in obscurity?



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Lair of the Goblin King

For Aspirant Characters

Adventure PAK SGAA2ED02

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Lair of the Goblin King

Overview: The *Lair of the Goblin King* is the first Adventure PAK to be created for the *Altus Adventum* fantasy role-playing game. It is an introductory adventure designed for a party of 4-5 aspirant characters. Any more and you may have to add additional monsters to keep it a challenge.

Within this PAK you will find all the necessary reference material needed to successfully complete adventure, short of the rulebook itself, dice, and something to write with. Included are both player and GM maps, details of key areas, and guidelines on how to complete the adventure.

Warning! If you are planning on being a player in this adventure, STOP READING NOW!

Player Background: While the characters can come from any background, they all must have found their way into the town of Piarth, and must have some sort of relationship with each other.

GM Background

Everything detailed hereafter is for the GM eyes only, and will explain the surrounding areas and the adventure itself. It is highly encouraged that you as the GM read the entire adventure thoroughly before attempting to run it as you will need to be familiar how the adventure progresses.

Certain areas of the adventure will be read aloud to the players. These areas will be enclosed in a bordered text box. Do not read any information that is not inside of a bordered text box to the players.

The Lair

The lair of the Goblin king lies in a remote cave approximately 35 miles west of Piarth. The king sends his raiding parties south into the cover of the trees, ambushing caravans as they make their way down the road toward Groveton.

The lair itself wasn't originally created by the goblins, but was abandon and its purpose lost long ago. The goblins found it a very suitable and easily defended base of operations, and have been living in the lair for more than two years.

Gold in dem dar hills

Several miles north along the eastern edge of the mountain range is a large deposit of gold ore. A significant amount can be gathered from sifting through the creeks, but most is located in veins within the mountain. An experienced dwarf will be able to almost immediately identify this wealth.

Crystal Lake

This shimmering lake lies in the northern valley, surrounded by mountains and hills on either side of it. The lake used to be a glacier, but has long since melted and is fed by clear, cold water streams from the mountains.

Not a whole lot is known about the lake, as it resides on the outskirts of the kingdom of Andrimar and hasn't been fully explored. Most attempts at exploring it have resulted in the disappearance of anyone who tries.

Ogre Camp

Aspirant or Adventurer characters will not want to be near this area; it's far too dangerous. The only reason this is included in this Aspirant level adventure is to illustrate why it would be discouraged for the party to try to travel north to mine gold. Any group that travels north near the gold mine will be discovered by the ogres, who don't know about the gold deposit, but view the area as sacred ground and all trespassers should be driven out.

The stats for the ogres are included just in case the party is foolish enough to try to venture into the mountains. Or maybe you want to bring the party back after further adventures to search for the gold.

Ogres: ADP: 11 DDP: 8 RR: 10 DRL: 14

Armed with huge axes and wearing thick hides.

DA (incl armor)

#	Mnr	Mod	Deep	Svr
1	12-	9-	7-	4-
2	12-	9-	7-	4-
3	12-	9-	7-	4-
4	12-	9-	7-	4-
5	12-	9-	7-	4-

They are led by an ogre shaman

ADP: 7 DDP: 6 RR: 6 DRL: 8 PR: 5

Armed with a staff and wears hides

Minor	Moderate	Deep	Severe
8	7	5	3

Channeling spells known: magic shield, light, feast, wall of brambles, dagger shower, energy bolt

Fairvale

Fairvale is a trapper's village, consisting of only one building that operates as a general store, inn, and tavern all in one. A few other very crude huts have been built in the past, but are in disrepair now. The lands around Fairvale are very dangerous to inexperienced travelers, as beasts prowl the night.

Adventure Background:

For the last year, caravans have been under attack along the route that connects Piarth with the outpost of Groveton. They started out as small, sporadic attacks on individual travelers, but have recently graduated to assaults on actual trade caravans.

Because of the lost revenue and the threat to Groveton if supplies aren't delivered, the Government of Shorlorn is very concerned with this threat. However, since most of the country's skilled warriors are sailors, they are ill-prepared for a scouting mission into the uncharted lands.

It is right after a rather rash attack on a caravan when the spokesman for the Merchants Guild in Piarth announces a proclamation. The city is looking for capable volunteers to venture forth into the uncharted lands to find the headquarters for these goblin raiders, and report back with location, number, equipment, and who the leader is. To make matters worse, there has been no report from the outlook tower on the crossroads.

Locations of Note in the City

1: Merchant's guild. Great location to gather information and to collect a reward.

2: Green Griffon. Largest tavern/inn in the city. A great place to hear rumors, not all of them true.

3: Silver Spires. Mages guild. Best location to buy potions and learn spells

4: Torak's Armory. Largest selection of weapons and armor in the city. Will buy used weapons and armor at 10% of original price, depending on quality.

5: Church of Valhalla. Temple where character's can be healed, for a sizeable donation

GM Notes

Besides the group of players, there will also be six other volunteers that will group into two separate parties. The Merchant's Guild will originally offer 100 gold each to the group to first return with the required information, but will go as high as 250 gold if pressed.

The location of the goblin raiders is marked on the GM's map, but no map will be supplied to the characters. A resourceful character may be able to find a general map of trade routes and locations of recent attacks by looking it up at the Merchants' Guild headquarters, but the actual location of the goblins is a mystery.

The goblins themselves are ruled by the self-proclaimed king Qurztog. He has become more and more risky due to recent successes and increasing greed. He makes his lair deep within a cave structure that is well hidden and well defended. This will be a difficult assignment for any party of adventures.

Scenario 1: Key Occurrences

In order for the adventure to be a success there are several key occurrences that must occur in a specific order. This will help make the game much more interesting and keep the players on their toes.

1: Outlook Tower. This can be skipped, but it is recommended that the party investigate why there is no word from the Outlook Tower on the crossroads. The guards there should have returned after the last shift change a few days ago, and haven't.

2: Each night that the characters spend in camp within two miles of the goblin's territory has a 25% chance of being discovered by a goblin scouting party. These parties are from 2-5 goblins armed with crude short spears and grungy leather armor.

3: When the characters have entered at least 5 miles into the uncharted lands, they will come across the first group of the other mercenaries, who are all slaughtered and hanging from poles in display.

4: Mission Achieved! The party is able to get the info needed to report back. This can most easily be achieved by capturing a goblin and doing interrogation.

5: Tricked! Once the party gathers the information required, the other remaining hired group will attempt to race them back to the city and take credit for the discovery. In fact, this third group has been shadowing the party the entire time. This group consists of:

Novill, dwarf (member of group 3)
Str: 77 Agil: 57 End: 92 Int: 52
Luck: 43
Weapons: 1-hnd axe
(ADP: 5, DDP: 7, DRL: 9, RR: 6)
Armor: studded leather, med shield

DA (incl armor):

Minor	Moderate	Deep	Severe
10	9	6	5

Quallidril, elf (member of group 3)
Str: 46 Agil: 59 End: 52 Int: 78
Luck: 67 PR: 4
Weapons: dagger
(ADP: 3, DDP: 4, DRL: 3, RR: 4)
Armor: robes, **circlet of defense +1 DDP**
Spells: minor illusion, energy whip, magic shield, energy bolt, light, levitate

DA (incl armor):

Minor	Moderate	Deep	Severe
4	2	2	1

Dagomar, human (member of group 3)

Str: 88 Agil: 55 End: 60 Int: 41

Luck: 30

Weapons: 2-hnd hmr

(ADP: 5, DDP: 5, DRL: 13, RR: 8)

Armor: hard leather

DA (incl armor):

Minor	Moderate	Deep	Severe
6	6	4	3

Of course, once the group does take credit, the merchant guild will send them out to defeat the king, who has a 1000 gold bounty on his head. They will depart in one day towards the lair.

If the party starts thinking about attacking this group, you should advise them that they appear to be more experienced than the party, and may lose that fight.

6: Shadowy Figure. After the other group takes credit, and the money, for discovering the goblin lair, a shadowy figure by the name of Norlay appears and offers to expose the other group as fakes if the party will do him a favor. The party must bring a package to a contact in the Dark Dagger Inn. The package must not be opened, and the characters must avoid the guards at all costs.

If the characters do decide to open the package, an encrypted message will begin to dissolve. The characters obviously cannot deliver it, and will then become targets of the assassin's guild. Once the package is delivered, Norlay will give a map to the characters showing not only where the lair is, but a map of the lair itself.

The party is instructed to kill the goblin king. They are then to bring its head back into the city, where they will give it to the Merchant's guild and claim fame for the end of the raids.

Of course, the party need not accept Norlay's offer and may choose to find the lair on their own. This can be accomplished through tracking, blind luck, or capturing and interrogating a goblin.

If the group does open the package and therefore incurring the wrath of the assassin's guild, they will be hunted. The first strike will happen the following night. Two assassins will attempt to break into wherever the party is staying, and assassinate them. If that attempt fails, then the party will be ambushed at sometime in the middle of the night by 4 assassins within the next week. And if that fails, Norlay himself will lead 4 assassins to kill them within the month. If the party defeats Norlay, no further attempt will be made.

Assassin (ea)

Str: 55 Agil: 70 End: 45 Int: 50

WP: 45 Luck: 55

Weapons: garrot, dagger

(ADP: 5, DDP: 5, DRL: 4 RR: 3)

Armor: soft leather

DA (incl armor):

Minor	Moderate	Deep	Severe
4	4	2	1

Norlay

Str: 60 Agil: 85 End: 55 Int: 60

WP: 56 Luck: 60

Weapons: poison dagger

(ADP: 7, DDP: 8, DRL: 4+poison, RR: 4)

Shadowfang, Ninja-to

(ADP: 10, DDP: 11, DRL: 8, RR: 5). +1 to ADP&DRL, +5% to stealth skills.



Armor: **soft leather +1 DDP**

DA (incl armor):

Minor	Moderate	Deep	Severe
7	6	5	3

Scenario 2: Search For Answers

By now the party has accepted the terms and will embark on their exploration to find the goblin raiders. This can be accomplished several ways, and will be much easier if one of the players is resourceful enough to find a map of the local area (see *Player's Map*). As an alternative, rumors and word of mouth will let the party know that most of the raids occur on the route from Piarth to Fairvale.

So the party has a few options available to them. Do they leave with a caravan, offering protection and hoping to be subject to a goblin ambush so they can capture one? Do they leave on their own and try to track the goblins? Do they try to search for the goblin lair? Do they check out the Overlook Tower?

Regardless of which option they choose, they should know that two other groups of adventurers are competing against them for the bounty, so that should weigh into their decision. Remember, the party doesn't need to defeat the goblins, but only return with information as to where the lair is. They will get 10% of the bounty if they do this. If they actually bring back the Goblin King's head, they will get the full 1000 gold bounty.

Just north of Piarth are the Uncharted Lands. If the party decides to venture into these dangerous lands, they will find themselves in great danger. Roving bands of ogres, bugbears, and other creatures prowl the lands looking for anything that might make an easy meal. And at this point, the characters aren't skilled enough to survive for long.

Overlook Tower

The Overlook Tower sits at the crossroads almost exactly halfway between Piarth and Groveton. It was a small tower built to help keep give travelers a safe refuge in case they were beset upon by enemies.

Normally a four man guard unit is stationed at the tower at all times. Shifts usually last two weeks before being rotated. Last week the relief unit left Piarth but no one has returned. This is highly alarming, and the party is encouraged to investigate.

Before you looms the Overlook Tower. A sturdy large building made from speckled granite stone blocks, it gets its name from the high thirty foot tall walls that give it a tower's appearance. It is your understanding that guards keep watch along the battlements at the top of the building, but you see none here.

As you approach the building, it seems eerily quiet. No guards stand patrol, and no sound comes from within. The heavy wooden double doors are shut fast.

When the party arrives at the tower, at first nothing seems to be out of the ordinary. However, no one responds if the party knocks at the door, and no guards can be seen on the upper landing.

If the party opens the door to the tower and enters, they will see that a vicious battle had taken place. Dead bodies and skeletons litter both the main floor and the landing. The place looks like it has been ransacked, but the supply room in the southwest corner still has plenty of foodstuff and drink.

If any of the party tries to open the door leading to the trap door, they will be taken by surprise as some of the skeletons and dead bodies actually come alive to attack the party. Not all of the dead bodies were that of the garrison, some were undead! These creatures will fight until destroyed.

Skeletons: ADP: 3 DDP: 3 DRL: 4 RR: 6

#	Mnr	Mod	Deep	Svr
1	2	2	0	0
2	3	2	0	0
3	2	1	0	0

Zombies: ADP: 5 DDP: 2 DRL: 5 RR: 10

#	Mnr	Mod	Deep	Svr
1	3	3	2	1
2	2	2	2	1

None of the undead carries any valuables, but if the dresser in the bedroom is searched, the party will find 23 gold and 77 silver inside one of the drawers.

If the characters open the trap door, it will lead into a 20'x40' cellar. Or what was once a cellar. In the center of the room is a large stone table that looked like it was used for human sacrifice. Close examination reveals that it was probably an operating table as there are still many surgical tools lying around in the dirt. In actuality, it was used for necromantic experiments, and any character skilled in the necromancy arts would recognize this.

What was a necromantic table doing in the tower? No one knows for sure, but you can bet the town militia captain would like to find out. (Plot hook for an expanded adventure, perhaps?)

Caravan Escort

If the party decides to escort a caravan or travelers to Groveton, each trip will have a 45% chance of resulting in a goblin ambush. This is reduced to 5% if the caravan is large and increased to 80% if small, as the goblins don't want to risk too much.

It takes roughly a full day to travel from Piarth to Groveton if on foot or escorting a caravan. This allows only one trip one way per day for the party.

If the party is ambushed, they must fight and beat the

goblin raiding party. Once the goblins are reduced to half of their total number and if the battle looks badly for them, they will flee into the woods. The party must be creative on how they will capture a goblin to interrogate. A captured goblin (who only speaks goblin), will be more than willing to spill the beans on the location of the lair at the first threat of violence upon its person.

The goblin raiding party:

#1	2-	2-	0-	0-
#2	2-	1-	0-	0-
#3	2-	2-	0-	0-
#4	2-	2-	0-	0-
#5	2-	1-	0-	0-
#6	2-	1-	0-	0-

They are armed with crude leather armor, short bows and short swords (A/DDP: 2, DRL: 5, RR: 5). They will fire with their bows until forced into melee combat. Each goblin carries 2d4 silver coins.

Goblin Tracking

If the characters decide to go out and track the goblins, they better hope at least one person in the party will have the tracking skill. Otherwise, they will simply be wandering around the wilderness, subject to encounters on the *Wandering Encounter* table until they happen to run across a goblin patrol. And when they do, they still need to find a way to capture and interrogate one.

Search For the Lair

If the party decides to search for the lair directly, their chances depend largely on luck and having good maps. Maybe after interrogating a goblin they decide to go to the lair directly instead of going back to town to collect the reward.

Regardless of how they go about it, unless the party has a map to where they are going, or at the very least a tracker in the party, it will be blind luck. The party will be subject to random encounters the same as if they were out tracking the goblins above.

Wandering Encounter Table

Wandering around out in the border country isn't exactly risk free behavior. Goblins aren't the only nasties out there that a traveler needs to be wary of. Luckily most creatures stay away from the road. But if the party decides to venture into the wilds...

During the day, you as the GM will only have to make one check on the *Wandering Encounter* table for the whole day. During the night, when creatures are out on the hunt, you will need to make a check for every four hours that pass by.

Wandering Encounter Table

Die Roll (d20)	Encounter	#	ADP	DDP	RR	DRL
1-10	None					
11-12	Giant Rats	2d4	2	2	4	2
13-14	Giant Wasp	1	4	5	4	3
15-18	Goblins	2d4	3	2	6	4
19	Giant snake	1	5	3	5	3
20	Dark Hunters	2d4	3	3	4	2

Giant Rats: 5% with each bite that the character gets a disease unless they pass a luck check

2-	1-	0-	0-
----	----	----	----

Giant Wasp: A successful sting and the character must make a luck check or die from poison

3-	2-	1-	0-
----	----	----	----

Goblins: crude leather and short swords. Each carries 1d4 silver

2-	2-	0-	0-
----	----	----	----

Giant Snake: Constrictor. On a successful hit, character automatically takes a moderate wound each round until snake is killed.

3-	2-	2-	0-
----	----	----	----

Dark Hunters:

2-	1-	0-	0-
----	----	----	----

Competitors and Karma

When the party gets fairly close to the goblin lair, they will stumble upon the group of men who tricked them and stole their glory from earlier.

You stumble upon a small clearing. Immediately noticeable is the rotten stench of decaying flesh as it assaults your senses. Situated in the center of the clearing, mounted on large stakes, are the men you recognize as those who stole credit for finding the lair.

The bodies have all been stripped naked, and each displays the signs of many battle wounds. Closer inspection reveals that they have been dead for little more than a day.

Each of the bodies has been completely stripped, and there are no items to be found. Inspection of the clearing reveals the signs of a major battle, and several smaller footprints are all around. Outside of the clearing, the tracks stop and are undetectable unless one in the group has the tracking skill.

Scenario 3: Lair of the Goblin King

After several hours of searching, the party will stumble upon a set of tracks that lead to the cave entrance of Qurztog's lair. The initial dark cave entrance will descend sharply for about thirty feet before leveling off. When it does level off, this point is marked as the entrance on the GM's map. Each room is marked with a number, where they will be described here. The boxed text is descriptive information that may be read to the players. All other text is secret only to the GM.

Entrance

Before you is the long sought after entrance to the goblin lair. Rough hewn walls of dark stone are covered with lichen and other fungi. The floor of the tunnel is thick with dirt and debris, and a very unpleasant odor wafts out of the tunnel entrance—a putrid musky smell that assaults your senses. Darkness envelopes anything more than a few feet inside the tunnel.

1: Dining Room

One large table and several crude chairs fill this large room. At first glance, this room appears to be a dining area, as scraps of food have been left on some of the tables. Also in this room are five goblins that were enjoying their meal until you rudely entered.

Each one of the goblins will quickly grab a large knife and attack the party. They are unarmored, as they were not anticipating a fight. (DRL: 3 ADP: 2 DDP: 1 RR: 5). The goblins have nothing of value on them.

Goblin Damage Absorption

#1	2-	1-	0-	0
#2	2-	1-	1-	0
#3	1-	1-	0	0
#4	2-	2-	1-	0-
#5	1-	1-	0	0

2: Storage Room

This room contains several barrels and sacks along with small bags on wooden shelves. As you enter the room, several small mice scurry about, and a smell of musty grain fills the air. Closer inspection will reveal that the barrels contain murky water, the sacks hold flour, and the smaller bags have various spices in them.

3: Additional storage

This back room contains additional boxes and crates of stale foodstuffs. The sounds of scratching can be heard from behind the crates.

If the party examines around the crates, they will be attacked by three giant rats that were here scrounging for food. The rats are rabid, and will not flee. If bitten, a character will have to make a luck check at a 25% bonus or they will come contract rabies within 1d4 days. This can be cured in any way that would normally cure a disease.

Once the rabies is evident, the character will lose

1d10 intellect points per day. Once this goes below 0, the character will have gone totally crazy and uncontrollable.

The Rats: ADP: 2 DDP: 3 DRL: 1 RR: 4

#1	2-	1-	0	0
#2	2-	0	0	0
#3	2-	1-	0	0

4a: A stench

As you near this intersection, a horrid pungent smell assaults you. From the north passage comes a smell of feces and urine. From the west passage comes the smell of rotten food. The two combined are nearly overwhelming.

The smell is so bad and so strong in fact, that each character will need to make a willpower check. Those that fail will vomit and cannot enter this area due to extreme nausea.

4b: Refuse Room

As you enter this room, rotten food in various stages of decomposition litter the floor. This seems to be the area where the goblins have dumped their left over food. In the middle of the room is a four foot long slug like creature. It has several tentacles probing the various bits of rotten food, but shows no interest in you.

This is a creeping scavenger, and will not attack the party unless threatened.

Creeping Scavenger: ADP:3 DDP: 2 DRL: 2 RR: 7

Scavenger	2-	2-	1-	0
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5: Latrine

The stench of feces and old urine make this room almost unbearable. Two wooden latrines are on either side of the wall. You know what is in the holes without having to look....

If, for some strange reason that the party does decide to explore the holes under the toilets, they will find an opal in the left toilet worth 50 gold. Presumably some creature dropped it and wasn't willing to go after it. Naturally in order to find it, the character will have to do a lot of digging.

6: Sleeping Quarters

Sounds of commotion can be heard from within this room as you near the doorway. They consist of shuffling noises and low conversations in the goblin language. As you open the door, a large room lies before you. Inside there are several crude beds made from wood and straw, as well as several goblins: male, female, and cubs.

This room contains four goblin males armed with daggers and leather armor (DRL: 3 ADP: 2 DDP: 3 RR: 6). They will attack once the party enters. Each male goblin carries 1d6 silver on them. Also in

this room are nine females and four cubs which do not attack and will flee once the party enters.

Goblin Damage Absorption

#1	2-	1-	1-	0
#2	2-	1-	1-	0
#3	1-	1-	0	0
#4	3-	2-	1-	0

7: Guest Chambers

As you enter this large room, you startle the four guests here. The room contains five beds and two small desks with candles atop them, dimly lighting the room. The guests are a visiting troglodyte group from the mountains. As you enter, they immediately stand up, a little surprised.

The troglodytes will not attack unless attacked upon first. The leader, after regaining his composure, will ask the characters what they are doing here. The group was sent as ambassadors from the mountains to try and set up an alliance with the goblins. If the characters reveal their intentions as hostile towards the goblins, the troglodytes will attack. The troglodytes (DRL: 10 ADP: 5 DDP: 4 RR: 11) are wearing studded leather armor and wield two handed hammers. Each troglodyte has 2d10 silver on their person.

Troglodyte Damage Absorption

#1	4-	4-	2-	2-
#2	4-	4-	2-	2-
#3	4-	4-	2-	2-
#4	4-	4-	2-	2-

8: Chapel

When you enter this long room, you see a half dozen or so long benches filling most of it, with an altar along the north wall. This appears to be a chapel of some sort. Most likely for some unholy rituals. At the very south end of the room is a large curtain next to a large idol.

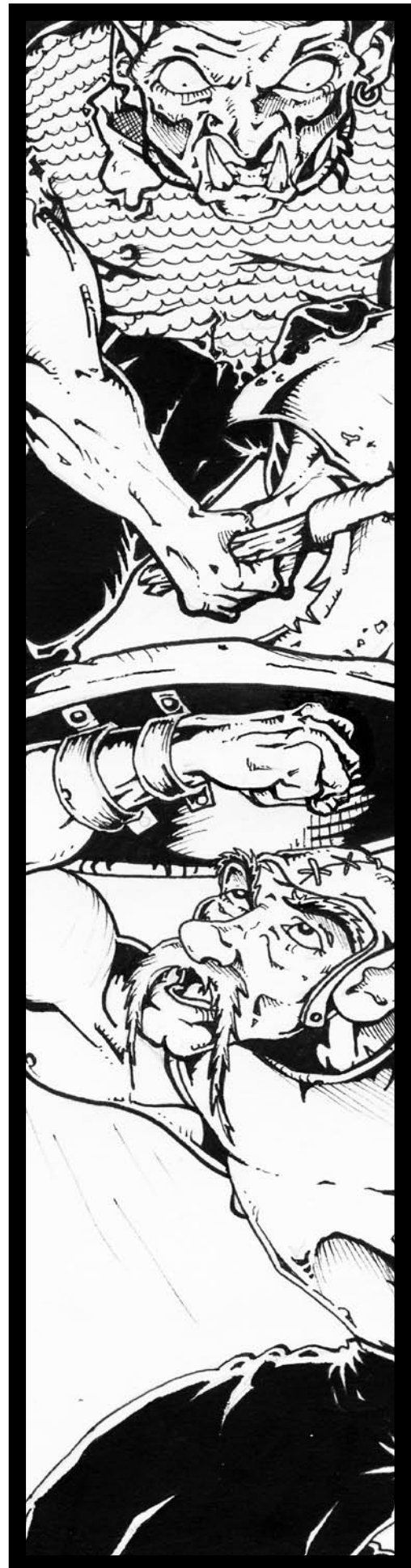
This is in fact the chapel of the goblins, and the place where they engage in sacrifice. Closer inspection of the altar reveals it is coated in dried blood. A crystal knife sits on a stand next to altar, and a stool sits right behind it, presumably for the goblin shaman to stand on to make him seem taller. The idol is a wooden statue of some humanoid demon, but has no special properties.

9: Shaman's Chambers

The curtain opens into a 30'x40' room with a small bed at the west end and torches mounted on the walls. Sitting at a desk on the east wall is a goblin dressed in decorative clothing, with furs, feathers, and beads defining its clothes. As you enter, the goblin whips around and a bright flash immediately follows.

This goblin is Qurztog's shaman (DRL: 4 ADP: 3 DDP: 3(5) RR: 4 PR: 4) The shaman will be aware of the party as they enter the chapel, and will have time to prepare.

When the party enters and the combat phase begins, the shaman will have already had magic shield casted,



raising his DDP by 2 for 12 segments.

As soon as the curtain is opened, a trigger will explode in flash powder, blinding any character for 1d10 segments unless he or she makes a successful luck check. On the shaman's first move, he will cast entwine on the vines he has next to the doorway and then follow that up with energy whip spells until defeated.

Inside the desk drawer is his spell book, which contains the following spells: magic shield, energy whip, energy bolt, minor illusion, and drowsy, along with two new spells.

The first of these is entwine (lvl: 2, channeling Dur: 1 cycle/lvl, 10' range/lvl, 20' radius. All creatures within radius must make strength check or be held by small vines and plants sprouting from the ground), and the second new spell is leaping spark (lvl 1, rune magic, 10' rng/lvl, creates spark that leaps to target area within range). There are also three small opals worth 25 gold each.

The shaman himself is wearing a feathered **magical necklace** that grants its wearer a +2 shift in their defense dice pool. On the desk, there is a potion of invisibility that if drunk, will turn the drinker invisible for 30 minutes, along with any gear that the character has been wearing at the time of ingestion.

Shaman

4-	2-	2-	2-
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10: Rats!

When you open this door, several giant rats pour forth, attacking in a frenzy.

There are five giant rats here, each one approximately three feet long, not counting their tails. (DRL: 2 ADP: 3 DDP: 3 RR: 4). Each rat has been starved and will attack the nearest party member. If any character is bitten and receives damage, there is a 5% chance of them contracting a disease within 1d4 days, which will lower their endurance by one point a day until cured or the character perishes. Once healed, the character must rest one day for each point of endurance gained back.

Rat Damage Absorption

#1	2-	1-	1-	0
#2	2-	1-	1-	0
#3	1-	1-	0	0
#4	1-	1-	0	0
#5	1-	1-	0	0

11: Arena

The door opens in to a very large room, approximately 80' by 60', with a sandy floor and benches lined against the walls. Lit conches bounce dancing lights off the ceiling and walls of this room. As you enter, several goblin spectators sit on the benches, wagering on the two combatants chained to the center of the room. The combatants are an elvish man wielding only a small sword and a small shield, fighting against a dire wolf, which clearly seems to have the upper hand. When you enter the room, the goblins will

quickly take up arms, and will approach you staying to the outside of the room. The elf, upon seeing you, immediately cries for help.

There are six goblins, all armed with short swords and leather armor. (DRL: 4 ADP: 4 DDP: 4 RR: 6) They will avoid the center 20' diameter of the room, as the elf and the wolf are located here. Once anyone nears this 20' diameter, the wolf will lunge at them, trying to attack. If no one comes near the circle, the wolf will continue to attack the elf.

The elf, Gilamear (DRL: by weapon +2 ADP: - DDP: - RR: by weapon), will offer to join the party if he is freed and given armor and protection. He is skilled in adept blades and light armor, as well as silent walk. The dire wolf, while not being as strong as its brethren, is still a formidable opponent (DRL: 7 ADP: 4 DDP: 4 RR: 5). Gilamear is currently unarmored and wielding only a dagger.

Goblin Damage Absorption

#1	2-	1-	0-	0
#2	2-	1-	0-	0
#3	1-	1-	0	0
#4	2-	1-	1-	0
#5	2-	1-	1-	0
#6	1-	1-	0	0

Gilamear Damage Absorption

3-	2-	1-	1-
----	----	----	----

Dire Wolf Damage Absorption

3-	3-	1-	0-
----	----	----	----

Each goblin carries 2d6 silver, and on one of them is the key to the shackles for the elf and wolf.

12: Armory

The door to this room is locked.

If the party successfully picks the lock, or bashes it in, or uses the key found off the dead goblin, read the following:

As you enter this room, there are several racks lining the back walls, and a few vials of liquid on wooden shelves. Situated on the racks are several weapons and armor, all of it in rather crude and unkempt maintenance.

If the party examines the room, they will find:

- 6 short swords
- 8 short spears
- 3 suits of goblin sized leather armor
- 2 small shields
- 1 medium shield
- 2 one-handed axes

1 short sword, magical, +1 DRL

the characters will not know this unless one of them can identify magic

- 3 vials of weapon oil
- 2 healing salves

13: Larder

This door opens into a fairly good sized room that has a strong unpleasant smell of fetid meat. The room is rough-hewn from the natural stone, and several carcasses of animals hang from the ceiling. They have been

eviscerated, but done very crudely.

14: Kitchen

The door opens into a fairly large sized room heavy with the smell of smoke and cooked meat. An oven sits on the east wall and a large table sits in the center. On the table are several cutting tools—cleavers, knives, etc. Nothing else appears to be in this room.

This room is empty, as the goblin cooks were in the other room watching the elf and wolf fight. If the party searches the room thoroughly, they will find a secret niche which holds 9 gold and 15 silver coins.

15: Den

As soon as you enter the door to this room, you are immediately beset upon by a couple of large wolves that are in a savage fury.

The three dire wolves (DRL: 6 ADP: 5 DDP: 5 RR: 6) in this room are here because this is their den. They can hear the party, and smell them as they near the door, and will be ready to pounce as soon as the door opens.

Dire Wolf

#1	2-	2-	1-	1-
#2	3-	2-	1-	1-
#3	2-	2-	2-	1-

Once the wolves have been defeated, the party can take notice of the large trunk in the south end of the room as well as the thick piles of fur that the wolves used as beds.

The trunk is both locked and trapped with a poison needle. Anyone not wearing at least thick leather gloves who tries to open the trap without first disarming it will be struck and will have to make a luck check or be poisoned.

In the trunk itself are 45 gold, 158 silver, and a **potion of healing**.

16: Prisons

When you enter this room, your attention is immediately brought to the several small prison cells at the south end of the room, and the prisoners located inside them. Directly in front of you, seated at a table, is a goblin prison guard wearing studded leather armor who will quickly grab his two-handed axe and attack.

The goblin (DRL: 8 ADP: 3 DDP: 3 RR: 9) has 3 gold in his possession as well as the key to the cells.

Inside the six cells are four prisoners, all wearing tattered rags and in various stages of malnutrition and health. They are: Figar, an orc outcast that speaks broken human and will try to beg his way to freedom. Nydund, a human male young man of 16 years of age who got caught wandering north of the border. Wareli, a 41 year old human male farmer. And Glimyr, a 65 year old gnomish glass smith. Each of the prisoners request freedom, but none of them can promise a reward. If the party rescues the prisoners and makes sure they make back to a friendly city safely, they will each receive a bonus XP.

Goblin

2-	2-	1-	1-
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17: Concubine Room

The door to this 30'x30' room opens into a well carved room, with thick furs lining the floor and a stack of pillows along the north edge. Thick, pink silk drapes hang from the ceiling at the northern end of this room, apparently covering a bed.

This is the personal room to Qurztog's concubine, a female goblin named Brizel (DA: 1 no attacks). If the party is quiet, she will still be sleeping behind the drapes on the pillows. If the party is noisy, she will scream and hurriedly escape via the secret door. The only thing of value she has is her gold and silver necklace worth 75 gold.

18: Qurztog's Lair

As you enter the door to this room, you quickly notice that the floor is covered in furs and dim torchlight dances off the walls. At the back of the room, sitting on a large, ornate chair, is a huge goblin. You assume this to be Qurztog. Lying at his feet is a huge wolf which springs to the attack once you enter. Qurztog himself quickly steps to battle with a huge axe in hand.



Qurztog (DRL: 12 (13 vs. elves) ADP: 7 DDP: 6 RR: 9) will attack the strongest looking character immediately with his great **two-handed axe Elfsplitter**. This axe has a bonus of +1 ADP shift with an added +1 DRL against elves. He wears tarnished chain mail over his thick furs. Qurztog has on his person a gold necklace worth 75 gold and a key to his treasure chests.

His pet, Reaver, is a large dire wolf (DRL: 8 ADP: 6 DDP: 6 RR: 5), that will also join the fray. Both creatures will fight until death.

Hidden behind a secret door is a small niche containing two small, wooden chests. Inside chest #1 are 325 gold and 837 silver. Inside chest#2 are **two potions of healing, a warm iron spike** (if driven into the ground, will radiate 75 degree heat in a 15' radius), and a magical **manual of combat tactics**, that if read, will instantly grant its reader the knowledge of the parry skill. Also in the chest is a treasure map. As the GM, you can make the treasure map anything you want, but it is initially designed to be a treasure map to another Adventure PAK: Treasure of the Aczimotal, which is an adventure designed to smoothly follow where the characters have finished with this one.

Qurztog Wound Threshold

7-	6-	6-	4-
----	----	----	----

Dire Wolf Wound Threshold

3-	3-	2-	1-
----	----	----	----

Scenario 4: Finale!

Congratulations! The party has successfully defeated the Goblin King Qurtzog, and is probably making their way back to Piarth to resupply and rest, as well as to announce their success. Hopefully all of the party members made it back, but the lair was a dangerous place. If not, they can attempt to raise them at the temple (probably spending most of their 1000 gold bounty in the process).

The temple will offer to heal any minor wound for 1 gold, moderate wounds for 3 gold, deep wounds for 10 gold, and any severe wound for 50 gold. This is the cost per wound to be completely healed. Raising a party member from the dead will cost 500 gold and that member will only have one minor wound available when they come back to life. They will also be bedridden for a week to gain their strength back.

XP Awards

After scenario 2 and 3 have been completed, the players should be awarded XP points at the end of each scenario. Typically this may only be 1 or 2 points at the most, with the award being the skill type that the players used the most often. I.e. a character that was in a lot of combat might get a combat XP point while a character that used magic might get a mystic XP point.

Completion of scenario 4 (and the adventure as a whole), the characters will again receive 1 or 2 XP points (GM discretion) in the same manner as above. In addition, each surviving character will also receive 1 bonus XP as an award. By the end of the adventure, the surviving characters should have been awarded between 4-5 total XP points, and will have progressed into official adventurers.



New Monsters

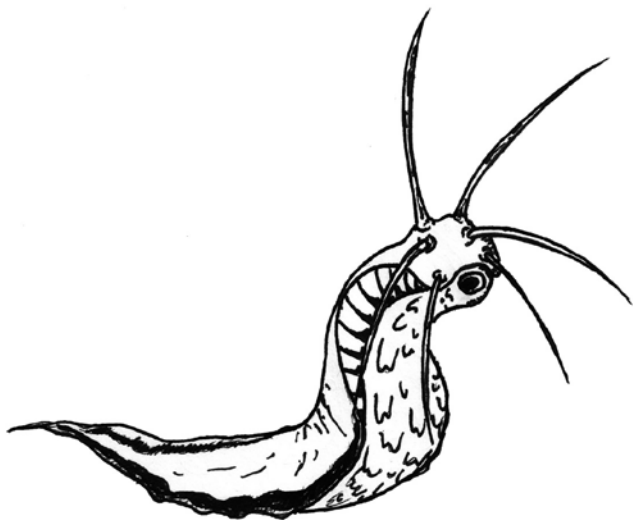
Creeping Scavenger

DA:	4
ADP:	3
DDP:	2
DRL:	4
Int:	10
Str:	H
Luck:	34
WP:	30
PR:	1
RR:	7
Movement:	5

The creeping scavenger is a beast that resembles a giant slug with multiple antennae; six to be exact. The creature had a tube-like mouth on its underside which it uses to squirt acid and to suck up nutrients.

These creatures are often used by dungeon dwellers as sort of a cleaning crew. The beasts will only eat decaying organic matter, and their excrement is easily broken down to raw dirt, making them excellent for that purpose.

They will avoid combat if they can, but they are very temperamental if they don't have food to eat. If forced to attack, they will spit an acidic liquid of up to 20 feet away. They normally use this liquid to pre-dissolve their food, but it is exceptionally painful if in contact with skin.



Dire Wolf

DA:	6
ADP:	5
DDP:	3
DRL:	6
Int:	20
Str:	H
Luck:	40
WP:	66
PR:	2
RR:	6
Movement:	20

Dire wolves are almost exactly like normal wolves in every way except two: they are very large, growing up to four feet tall at the shoulder, and they are very temperamental and aggressive. The only known race to be able to tame dire wolves are goblins, which is unusual because goblins are much weaker than the hierarchal wolves.

Giant Rat

DA:	2
ADP:	2
DDP:	2
DRL:	2
Int:	10
Str:	F
Luck:	25
WP:	15
PR:	1
RR:	4
Movement:	5

The giant rat is one of the most common denizens of the underground. They can be found anywhere there is trash or left over food stuff. They appear as three foot long versions of the normal rat, but they do have the ability to inflict a disease to whoever they bit with a 5% chance per every bite. This disease will gradually weaken the character, reducing their endurance by 1 point for every day that passes. Once endurance is reduced to 3, the character becomes bedridden and cannot move. If endurance is reduced to 0, the character will die. This disease can be cured by a minor healing spell, and if it is cured, the character will regain any lost endurance points at the rate of 1/day.

Additional Spells

Entwine

Level: 2, channeling
Duration: 1d4 segments/PR
Range: 10'/lv
Area of effect: 20' radius

This spell must be cast in an area where there are plants, such as roots, grass, etc. All creatures in the area of effect must make a strength check or be stuck by the grasping plants for the duration. Creatures making the check are able to move past this spell, but at ½ normal movement.

Leaping Spark

Level: 1, rune
Duration: instant
Range: 10'/PR
Area of Effect: target

This spell creates a flame that will leap to the target area within range, setting it alight if it was a flammable object.

Arcane Items

Elfsplitter-Adv

DRL: 10 (11 vs elves)
ADP shift: +1

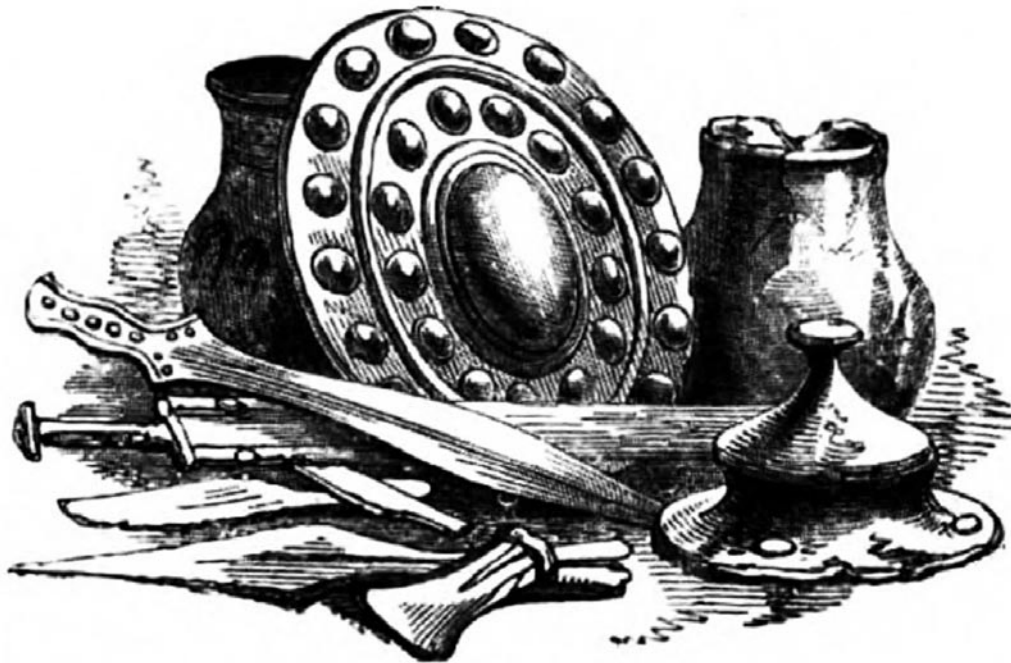
Elfsplitter is an enchanted two-handed axe that has been in Qurztog's family since the Elf War a hundred years ago. The axe was specifically designed to help the goblin tribes defeat the elven army.

Potion of Healing-Asp

One of the most commonly encountered magical items, the potion of healing will instantly heal all minor, moderate, and deep wounds when drank. This potion will not regenerate lost limbs or cure diseases, however.

Spike of Warmth-Asp

The spike of warmth often is simply an iron spike approximately 6 inches long that feels warm to the touch. When this spike is driven into the ground, it will instantly radiate heat of 75 degrees in a 20' radius. This heat will remain until the spike is removed.



Ready-to-Play Characters

Included in this section are several pre-made characters that the players can choose to play if they do not wish to generate their own. These can be mix-matched with existing characters, and you do not need to play them all. It is encouraged that a player only uses one of the pre-made characters and not try to play with more than one character.

Because this is an introductory adventure, the pre-made characters in this section may be more powerful and have higher attribute scores than what you would normally have if you rolled up your own characters. The reason for this is because they are designed for those players who want to jump right into the adventure and may want a bit of an advantage to survivability.

Gabriel Oakleaf

Elf

Strength: 42
Agility: 87
Endurance: 47
Luck: 76
Intellect: 55
Willpower: 44
PR: 1
DA: 5

Skills:

Survival
Alertness
Novice WG bow
Light armor
Hiding-44%
Silent Walk-44%

Armor: Soft leather

DA (incl armor)

6-	4-	3-	1-
----	----	----	----

Weapons:

Dagger (ADP: 3, DDP: 3, DRL: 4, RR: 4)
Long Bow (ADP: 5, DDP: 3, DRL: 8,
RR: 6)
30 standard arrows



Thornal DeGrad

Human

Strength: 72
Agility: 48
Endurance: 66
Luck: 45
Intellect: 37
Willpower: 52
PR: 1
DA: 6

Skills:

Novice WG large blades
First aid-19%
Light armor
Novice Shield
Weapon Foc, broad sword

Armor: Hard leather

Small shield

DA (incl armor)

8-	7-	3-	2-
----	----	----	----

Weapons:

Broad Sword (ADP: 4, DDP: 5, DRL: 10,
RR: 6)



Helt Stonehammer

Dwarf

Strength: 92
Agility: 37
Endurance: 88
Luck: 22
Intellect: 34
Willpower: 39
PR: 1
DA: 8

Skills:

Novice WG axe/blunt
Light armor
Novice shield
Wpn foc, 2-hand axe
Novice thrown weapons

Armor: Hard leather
Small shield

DA (incl armor)

10-	7-	5-	3-
-----	----	----	----

Weapons:

2-hand Axe (ADP: 3, DDP: 3, DRL: 14, RR 8)
2 t-axes (ADP: 2, DDP: 3, DRL: 6, RR: 4)



Galahd Windwalker

Human

Strength: 44
Agility: 75
Endurance: 44
Luck: 45
Intellect: 82
Willpower: 62
PR: 5
DA: 4

Skills:

Speak elf
Speak dwarf
History
Novice Axe/club
Associate degree
Novice Rune
Novice Channeling
Read Magic
Nov PR Enhancement

Armor: Clothing

DA (incl armor)

3	2	1	0
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Weapons:

Quarterstaff (ADP: 4, DDP: 4, DRL: 4, RR 6)

Rune Magic:

Spark (lvl 1)
Breeze (lvl 1)
Illuminate (lvl 1)
Nature's Touch (lvl 3)

Channeling Magic:

Minor illusion
Magic shield
Create water



Illandria Nightshadow

Gnome

Strength: 38
Agility: 88
Endurance: 45
Luck: 78
Intellect: 62
Willpower: 55
PR: 1
DA: 4

Skills:

Novice small blades
Light armor
Novice backstab
Silent Walk-44%
Hiding-44%
Lockpicking-44%
Disarm traps-44%

Armor: Soft leather

DA (incl armor)

5-	3-	2-	1-
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Weapons:

Short sword (ADP: 5, DDP: 5, DRL: 5,
RR: 5)



Kram Balinger

Human

Strength: 49
Agility: 53
Endurance: 79
Luck: 66
Intellect: 45
Willpower: 67
PR: 2
DA: 7

Skills:

Novice large Blades
Novice Thrown Blades
Light armor
Novice shield
First Aid-23%
Novice Mental

Armor: Hard leather
Small wooden shield

DA (incl armor)

9-	7-	4-	2-
----	----	----	----

Weapons:

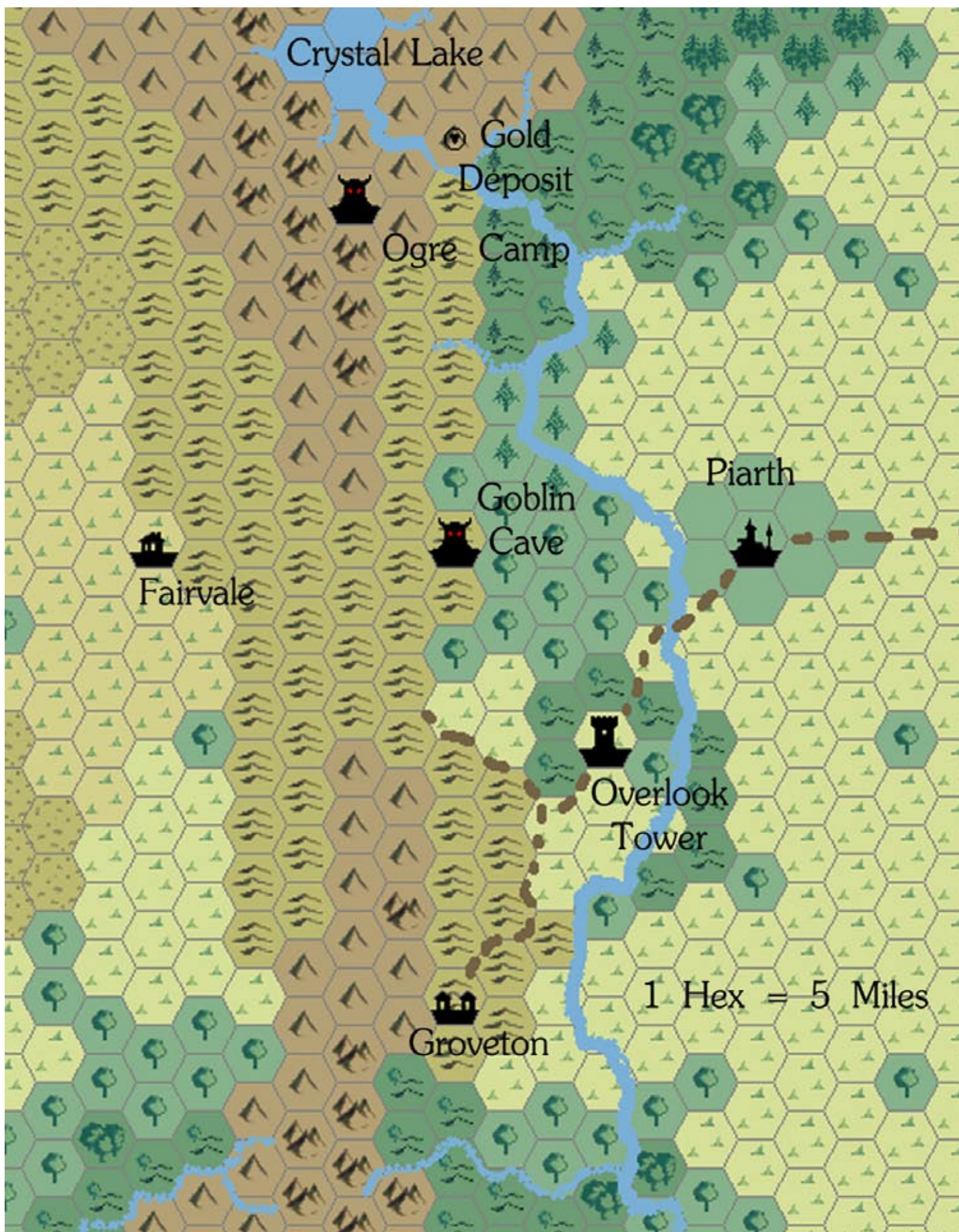
Broad sword (ADP: 3, DDP: 4, DRL: 8,
RR: 6)
4 T. daggers (ADP: 3, DDP: 4, DRL: 3,
RR: 4)

Mental Magic:

Cell repair
Guide Strike



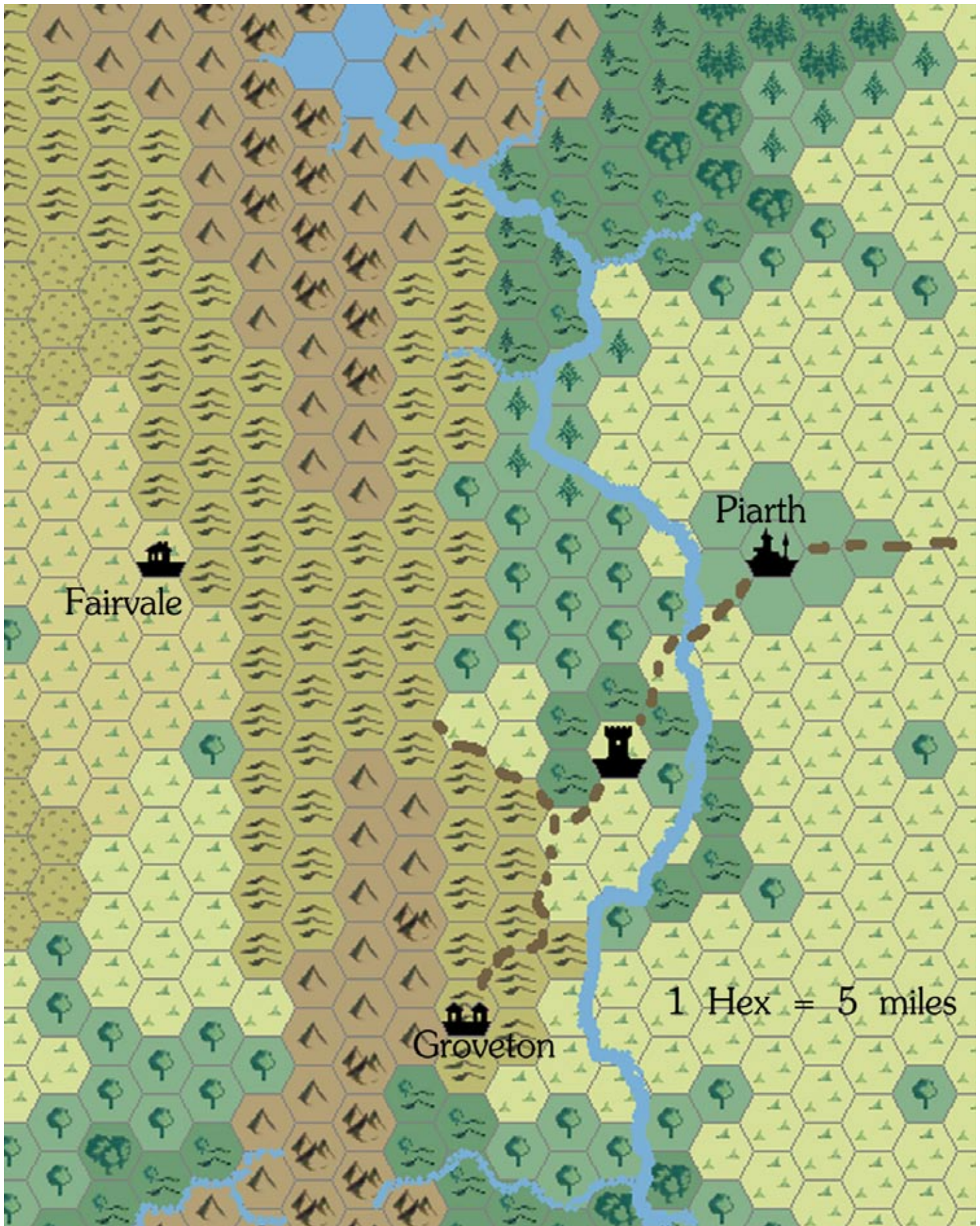
GM's Map



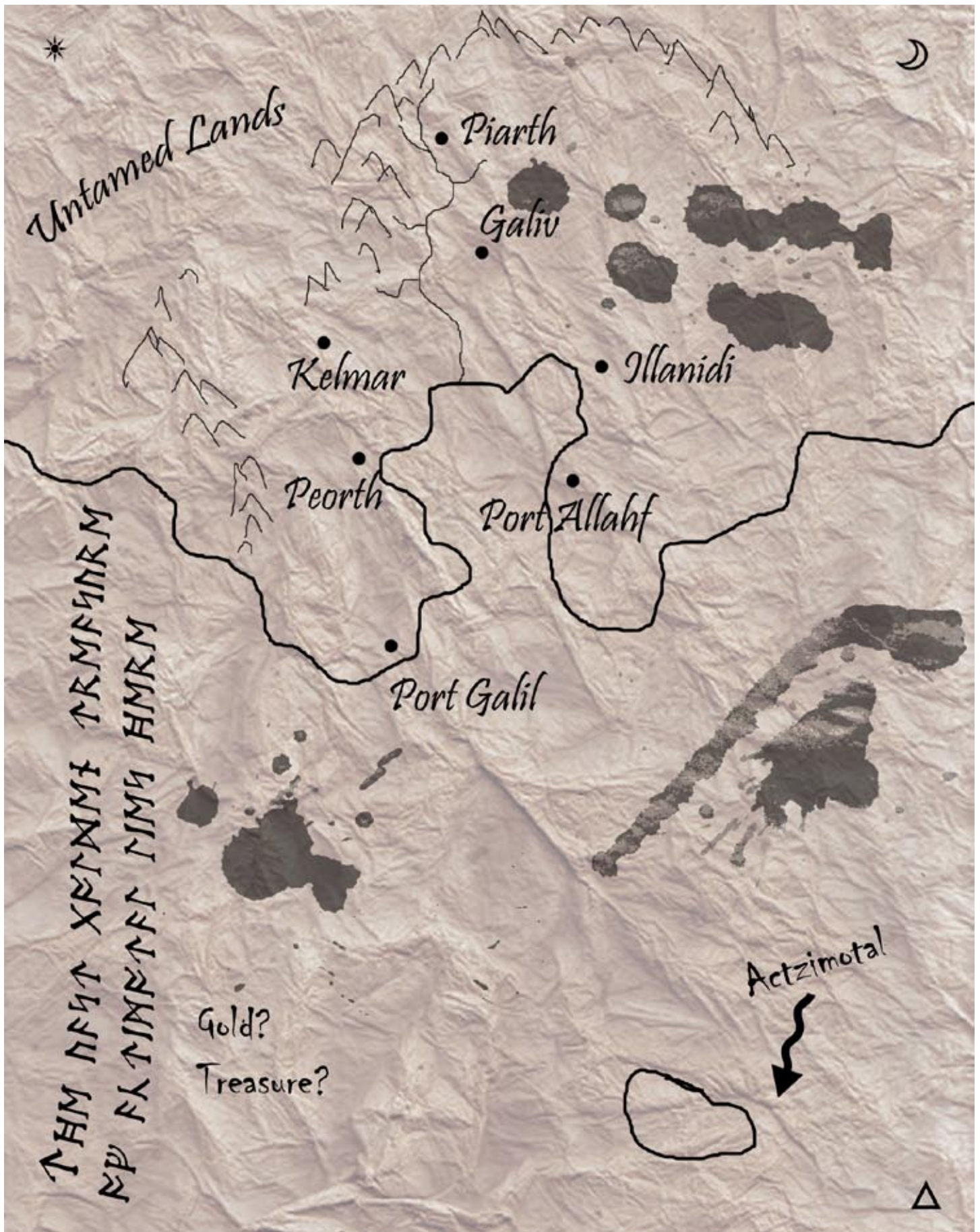
Handout 1



Player's Map



Treasure Map



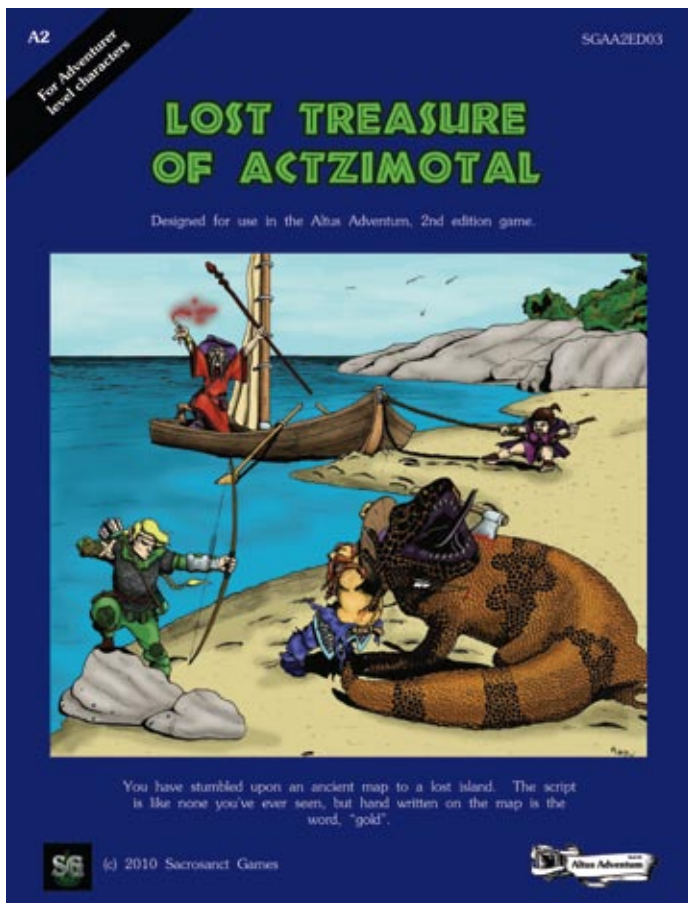
Lair Map



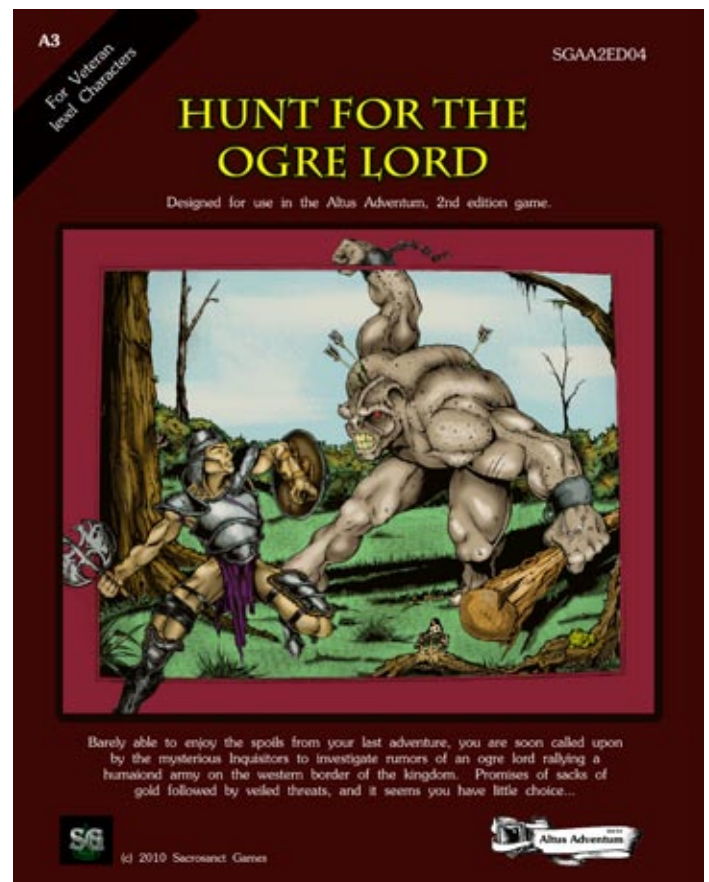
This concludes the Adventure PAK, *Lair of the Goblin King*. I hope you enjoyed it, and I hope you will enjoy the other products by Sacrosanct Games.

Sincerely,

Roderic Waibel



The second Adventure PAK of the introductory series, *Lost Treasure of Actzimotal* brings the party to the hidden island shown on the treasure map they found after defeating the goblin king.



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