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ALONE

A DUNGEONS & DRAGONS® *LIVING* *FORGOTTEN REALMS* ADVENTURE

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Impiltur is not a safe country for those who are alone. When a young woman's father dies, can you resist her cry for help? A *Living Forgotten Realms* adventure set in Impiltur for characters levels 1-4.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Andy Collins, Rob Heinsoo, and James Wyatt.

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By sanctioning and reporting this adventure you accomplish a couple of things. First, it is an official game, tracked under your play history. Second, players and DMs gain rewards for sanctioned RPGA play if they are members of the RPGA REWARDS program. Playing this adventure is worth four (4) points.

This adventure retires from RPGA-sanctioned play on December 31 2011.

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PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the following D&D 4th Edition rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*. Any other rules referenced in this adventure will be noted in the **New Rules Items** section at the end of the adventure.

Throughout this adventure, text in bold italics provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your Senior GM directly after play.

READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster Manual*. Attacks have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. A lower-case letter (used only in some melee and ranged attacks) denotes that the attack can be used as a basic attack.

IMPORTANT DM INFORMATION

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You take the words on these pages and make them come alive. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

- **You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure.** This is especially important and applicable outside of combat encounters, but feel free to use the "scaling the encounter" advice (usually for adjusting to different-sized groups) to adjust combat encounters for groups that are having too easy or too hard of a time in an adventure.
- **Don't make the adventure too easy or too difficult for a group.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a "chance to shine."
- **Be mindful of pacing, and keep the game session moving along appropriately.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. *Living Forgotten Realms* adventures are designed to be

played within 3.5 - 4 hours; try to be very aware of running long or short. Adjust the pacing accordingly.

- **Give the players appropriate hints so they can make informed choices about how to interact with their environment.** Players should always know when enemies are affected by conditions and are bloodied. They should be given clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting too frustrated over lack of information. This helps to encourage immersion in the adventure and gives players “little victories” for figuring out a good choice from a clue.

In short, being the DM for a *Living Forgotten Realms* adventure isn't about following every word on the page; it's about creating a fun, challenging game environment for the players. A great deal of good information on being a DM for a D&D game can be found in Chapters 1-2 of the *Dungeon Master's Guide*.

APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 1 - 4. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

Each adventure has a low-level version and a high-level version. The low level is meant for a group whose levels, on average, fall in the first two levels of the adventure's level spread. The high level is meant for a group whose levels, on average, fall in the last two levels of the adventure's level spread.

A group may decide to play riskier and play the high level when their levels are more suited to the low level if everyone in the group is in agreement to do so; however, some of the rewards may not be available to them. Conversely, a group may decide to play the low level when their levels are more suited to the high level if everyone in the group is in agreement to do so; however, some of the rewards may be less than what they'd ideally want from the adventure.

Reading the Numbers: Each encounter will have a level and other values (such as XP or sometimes skill checks) listed with two numbers divided by a slash. The number before the slash is always the value for the low-level version of the adventure; the number after the slash is the value for the high-level version of the adventure.

FAILING TO DEFEAT AN ENCOUNTER

If a group fails to defeat an encounter - that is, if they have to flee from a combat because it's too tough or they reach the predetermined number of failures in a skill challenge before reaching success - they are only awarded half experience points (round down) for the encounter. If they manage to tackle the encounter later on and defeat it, award them the other half of the experience points for the encounter.

CHARACTER DEATH

If a PC dies during the course of the adventure, the player of that character and the rest of the group have two options, provided that they have access to the Raise Dead ritual (either a PC has it and can use it or the characters return back to civilization), they have access to the body, and it is possible to return the dead PC to life.

- **Pay the component cost for the ritual.** If the group chooses this option, the cost should be divided evenly amongst the group (500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). Using a source outside the group to cast the ritual costs 20% more than the component cost. Total cost when using an outside source is 600 gp for heroic tier, 6,000 gp for paragon tier, and 60,000 gp for epic tier. A PC that dies and chooses this method of return gains full (or half, if the party was defeated) experience points from the encounter in which the character died, but no experience points for any encounters that were missed while the character was dead. If there's still more of the adventure remaining, the PC continues to earn experience as normal, and receives a normal cut of the rewards at the end of the adventure.
- **Invoke the Death Charity clause.** If the group cannot afford to pay for the ritual (or doesn't desire to do so), the PC can choose to return back to life at the end of the adventure. Doing so forfeits all rewards (including treasure and story rewards) earned for the adventure except experience points gained prior to the character's death (the character receives the experience point award for the encounter in which they died). The PC cannot participate in the same adventure a second time.

MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second encounter they've had since the start of the adventure or their last extended rest. Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

ADVENTURE BACKGROUND

Much of Impiltur's countryside is overrun by barbarous humanoids and demons intent on looting and pillaging. Closer to the large cities, however, it is safe and here a peasant's life can maintain some semblance of normality. These villagers pay high taxes (and bribes) to the government for protection and their lot is not a pleasant one. Their precarious position has led them to become suspicious of strangers and quick to take advantage of any situation to better their own lot.

Several days before the PCs arrive in Erpur, a hamlet near New Sarshel, Ivor Starag dies of a strange wasting disease. Ivor was a wealthy, but unliked fellow, whose only daughter, Kara tended him through his final, agonizing weeks of life.

With her father dead and buried, however, it did not take long for her fellow villagers to realize that she had no one to protect her and that her wealth lay open for the taking. In a matter of days, the villagers' resentment birthed terrible rumors of Kara making dark pacts with demons, exchanging her neighbor's souls for more wealth and power. Such fell tales have driven her pragmatic, opportunistic neighbors to drive her forth from the village (and to take her wealth for their own). As the PCs arrive at the village, they witness the mob breaking down her front door and dragging her into the street.

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

Travel through much of the lands claimed by Impiltur is dangerous. Barbarous humanoids and demons stalk the countryside while closer to the main cities peasants - their backs bowed by heavy taxation - seek to extort as much coin as possible from travelers.

You have left New Sarshel, troubled Impiltur's capital, a day ago, looking for adventure. Up until now the trip has been uneventful. Ahead lies the small village of Erpur.

DM'S INTRODUCTION

This adventure is set in the troubled land of Impiltur. Ravaged by marauding demons, bandits and other menaces, perils abound in this once proud, prosperous kingdom. Travel between cities is dangerous. The Fraternity of Tharos, a cult dedicated to demon worship, has a lot of influence in Impiltur and the efforts of the grand Council have so far failed to eradicate the fanatics.

The adventure opens with the PCs approaching the village of Erpur. As they enter the village they come across a riot in the making as the peasants attempt to throw out a woman accused of trafficking with demons. After the PCs calm the crowd, the woman, Kara, begs them to escort her to New Sarshel just a day's travel away where her uncle, a wealthy weaponsmith lives.

Shortly after they leave the village they come across a halfling being attacked by a small band of goblins that have him trapped in a tree. Dispatching the goblins, the PCs learn that the halfling, Haldar, was recently part of an adventuring party dedicated to eradicating demons from Impiltur's countryside. Realizing, the life was not for him, Haldar left his fellows and was returning home when he was attacked. He tells the PCs that his company had recently attacked a goblin warband's camp and stolen a strange idol. He also informs them that the goblins have slaves that they plan to sacrifice tonight!

At this point the PCs can either seek out the goblins or avoid the camp and travel onto New Sarshel.

If they assault the camp they battle many goblins and their drake allies to rescue the enslaved peasants before battling the goblin's leader deep in a natural cave network.

If they instead elect to avoid the goblins, they travel onto New Sarshel. Unfortunately, for them, the goblins are still looking for Haldar and his companions and spring an ambush on them near to a ruin tower. Defeating the goblins they PCs near New Sarshel but come across a crude barricade manned by desperate peasants hoodwinked into attacking travelers by a small group of bandits. Once this final obstacle has been dealt with they reach New Sarshel without further incident and can claim their reward from Kara's uncle.

TIMING

The events of this adventure take place over a single day as they PCs travel towards New Sarshel (for whatever reason). The PCs approach Erpur in the early morning shortly after breaking camp and, assuming they do not take too many extended rests, arrive at New Sarshel as dusk is gathering. If the PCs deviate from the expected

events of the adventure, use common sense to describe their journey.

ENCOUNTER 1: I PREDICT A RIOT!

SKILL CHALLENGE LEVEL 1 / 3 COMPLEXITY 2 (200 / 300 XP)

SETUP

Number of Successes: 6

Number of Failures: 3

Primary Skills: Bluff, Diplomacy, Insight, Intimidate, Streetwise

Important NPCs: Kara (Diplomacy +3), human female; Fodel (Bluff +7, Intimidate +7), human male

In this encounter, the PCs reach the village of Erpur as they travel from New Sarshel. As they arrive, they witness a mob of peasants dragging a young woman from her home. The mob has accused the woman, Kara, of trafficking with demons and want her out of the village.

Describe the PCs walking through the village and how eerily quiet it is. As they progress deeper into the settlement they start to hear shouts and screams carried on the slight breeze. Read:

A mob has surrounded a large house, hurling stones at its walls and windows. A number of the villagers brandish scythes and other sharp farming implements angrily as they shout and scream at the occupants to come out.

As you watch, they surge forward and you hear the splintering crash of a door giving way. Seconds later, a terrified scream cuts through the air as a few burly farmers drag a young woman by her hair from the house.

The mob comprises about 60 villagers. Many are armed with scythes and other farming implements. The farmers are intent on looting Kara's house and driving her out of the village. Events progress rapidly from here, unless the PCs intervene. Use the notes below to run this encounter:

- As the PCs watch, the farmers, screaming insults, hurl the woman to the floor, spitting on her.
- More of the villagers disappear into the house and start looting.
- The villagers start to kick and drag the woman out of the village.
- If the PCs ignore the woman, she begs the PCs for help, even offering a reward from her uncle, a rich weapon smith in New Sarshel.

SKILL CHALLENGE

The PCs engage in a skill challenge when they try to save Kara from the mob. The skill challenge continues until the PCs make 6 successful skill checks or they fail 3 skill checks. This skill challenge is broken down into three scenes.

SCENE 1

The mob streams away from the house toward you, dragging the young woman with them. As they get closer, the farmers spread out completely blocking the road while a few - eyeing your weapons and armor - sneak away. A particularly large, brutish peasant steps forward. Well muscled, but fat, he brandishes a heavy hammer and shouts, "Strangers aren't welcome here. Be on your way and we'll do you no harm."

In this scene, the PCs speak with Fodel, the mob leader and local blacksmith.

While they speak with Fodel, two other farmers hold down Kara. From her muffled yells, however, it is pretty obvious that she denies the accusations.

Diplomacy (DC 15 / 16): A successful Diplomacy check gets the farmers to calm things down a bit. A successful Streetwise check gets Fodel to tell the PCs what is going on. Fodel tells them that Kara is an agent of the Fraternity of Tharos. A DC 13 Streetwise check or DC 13 Religion check reveals that the Fraternity of Tharos is a demon cult blamed for much of the Impiltur's woes. PCs who use that information gain a +2 bonus to the next Diplomacy check attempted to persuade the mob of Kara's innocence.

Streetwise (DC 15 / 16): A successful Streetwise check recognizes Fodel as the leader of the mob. Calming him down would calm down the mob.

SCENE 2

Once the PCs have ascertained what is going on, run this scene. If the PCs ask the villagers to let Kara speak, they allow her to do so.

The mob intends to banish Kara from the village. If the PCs do not intervene, the farmers give her a good beating, before running her out of the village with nothing but the clothes on her back.

Bluff (DC 15 / 16): Making a successful Bluff check nudges the mob toward a more lenient stance. Be careful to distinguish between a Bluff and a threat which requires an Intimidate check.

Diplomacy (DC 15 / 16): Making a successful Diplomacy check drives home the point that a single, unarmed woman can pose little or no threat to the

village. Some of the villagers begin to think that letting Kara go in peace wouldn't be such a bad idea.

Insight (DC 15 / 16): A successful Insight check made after the PCs have found out what is going on reveals that the villagers do not really believe that Kara has been trafficking with demons.

Intimidate (DC 15 / 16): A successful Intimidate check indicates that the PCs have proven to the villagers that trifling with them would be bad for all concerned.

Streetwise (DC 15 / 16): If a PC makes a successful Streetwise check, he manages to talk some of the other mob members into revealing recent events. Bringing up Kara's recent bereavement brings a glimmer of pity into some of the villagers' hearts and the mood subtly lightens.

SCENE 3

When the PCs have to make only one more successful skill check, run this scene.

The mob shifts uneasily. Perhaps they are scared or embarrassed by your arguments or perhaps they simply want this to end. Kara's eyes silently implore you to rescue her.

Diplomacy (DC 15 / 16): A successful Diplomacy check convinces the villagers to release Kara.

Insight (DC 15 / 16): A successful check reveals that the villagers just want rid of Kara and are happy to let the PCs take her away.

Intimidate (DC 15 / 16): A successful Intimidate check terrifies the villagers into releasing Kara.

KARA

Unaligned female human

Appearance: Slight of build and dressed in fine, but ripped and muddied clothes, this human woman has shoulder length brown hair.

Personality: Kara is basically a good person. Devoted to her father, she is still mourning her loss. Her grief has led her to lead a solitary life, eschewing as much social contact as possible. Thus, in company she seems strangely withdrawn and cold.

Goals: Kara wants to leave the village quickly (she no longer feels welcome or safe here) with as many of her treasured possessions as possible. She knows that the wilderness is dangerous and so begs the PCs to take her to New Sarshel where her uncle, a wealthy weaponsmith, lives. (Successfully taking her to him grants the PCs a minor quest award).

FODEL

Unaligned male human

Appearance: A large, well-muscled and brutish man clad in soot-stained leathers, he carries a large hammer.

Personality: Fodel is a surly thug, interested only in his own position and status within the village. A bully, he much prefers getting others to do his dirty work.

While he talks with the PCs, he often picks his nose and hawks up great globs of phlegm.

Goals: The intervention of the PCs in this matter is a challenge to Fodel's authority. He wants Kara gone, and he wants to safeguard his own position. With her gone, he will be the most influential and wealthiest person in the village. Thus, he is happy to accept almost any deal that gets Kara out of the village.

ENDING THE ENCOUNTER

This is not a combat encounter. If the PCs seriously try to injure any of the villagers, the mob melts away, leaving Kara behind, but not before they set fire to her house. This automatically results in the PCs failing the skill challenge. Likewise, the mob resists the PCs investigating Kara's house. If they seem very keen to do so, Fodel allows them to do so after much persuasion. The PCs cannot find any evidence of wrongdoing by Kara, but Fodel points out that it is no conclusive evidence of innocence.

Success: If the PCs succeed at the skill challenge, they leave the village without the villagers attacking them. The villagers also allow Kara enough time to recover a few belongings from her house.

Failure: If the PCs fail the skill challenge they still leave the village, taking a very dejected Kara with them, but as they go some of the villagers pluck up enough courage to hurl a variety of improvised missiles at them. Consequently, each PC loses one healing surge.

EXPERIENCE POINTS

The characters receive 40 / 60 experience points for successfully completing the skill challenge.

TREASURE

Kara tells the PCs that her uncle will reward them for her safe passage. She promises that he will pay them each 30 / 40 gp.

ENCOUNTER 2: A HALFLING IN NEED

ENCOUNTER LEVEL 1 / 3 (500 / 650 XP)

SETUP

This encounter includes the following creatures.

6 goblin cutters (C)

1 goblin hexer (H)

2 goblin warriors (W)

Haldar (S)

As the PCs travel along the road, any PC who makes a DC 12 passive Perception check hears muffled shouts in Goblin from off to the left and screams for help in the Common tongue.

If they investigate, they discover a small group of goblins taunting a halfling (Haldar, a would-be demon hunter) in a tree. The cutters surround the tree trying to convince him to come down.

As the PCs arrive on the scene, the goblins have not noticed the PCs - they are intent on Haldar. Read:

A half-dozen goblins cluster around a tree taunting an obviously terrified halfling clinging to the uppermost branches. As you watch, they jeer at him, enticing him to climb down. Slightly removed from this group, stand three other goblins watching intently.

As soon as the PCs move into position or start talking allow the goblins passive Perception checks to hear them. If they fail, they remain unaware of the PCs.

FEATURES OF THE AREA

Trees: The trees are difficult terrain (it costs 1 extra square of movement to enter these areas). Characters can climb a tree with a DC 10 Athletics check.

Undergrowth: Treat the many low, thick trees, bushes, and so on in the area as difficult terrain (it costs 1 extra square of movement to enter these areas).

Large, Deep Puddle: Muddy water fills the pool to a depth of two feet. Moving through the puddle is difficult as the mud at the bottom slows movement (it costs 2 squares of movement to enter each square of puddle).

TACTICS

As soon as the goblins become aware of the new threat, they quickly move to attack.

Goblin Cutters: The cutters immediately swarm the nearest characters trying to overwhelm them through sheer weight of numbers. They use *goblin tactics* to achieve flanking positions and try not to bunch up too much.

Goblin Warriors: The goblin warriors dart in and out of combat hurling their javelins at exposed or vulnerable characters.

Once half of the cutters are dead they use their *great position* ability to dart into combat to deliver devastating blows, preferring to focus on the same foe.

Goblin Hexer: The goblin hexer stays away from the PCs. He calls one cutter near him so he can use his *lead from the rear* ability and targets a group of characters with *vexing cloud*.

Haldar: During the battle, Haldar stays in the tree, and the goblins ignore him - they have more dangerous opponents to deal with.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one goblin warrior.

Six PCs: Add one of goblin warrior.

ENDING THE ENCOUNTER

Once the PCs defeat the goblins, they can rescue Haldar from the tree and speak with him. Proceed to the next encounter.

If the battle goes extremely badly for the PCs, have Haldar find his nerve and descend the tree to aid them. His statistics are presented in Encounter Three.

EXPERIENCE POINTS

The characters receive 100 / 130 experience points each for defeating the goblins.

TREASURE

The goblins have a small sack of money looted from around the countryside that totals 20 / 30 gp. The hexer is also carrying, but not using, a pair of *shadowfell gloves*.

ENCOUNTER 2: A HALFLING IN NEED STATISTICS (LOW LEVEL)

Goblin Cutter		Level 1 Minion
Small natural humanoid		XP 25
Initiative +3	Senses Perception +1; low-light vision	
HP 1; a missed attack never damages a minion.		
AC 16; Fortitude 12, Reflex 14, Will 11		
Speed 6; see also <i>goblin tactics</i>		
m Short Sword (standard; at-will) ♦ Weapon		
+5 vs. AC; 4 damage (5 damage if the goblin cutter has combat advantage against the target).		
Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)		
The goblin shifts 1 square.		
Alignment Evil	Languages Common, Goblin	
Skills Stealth +5, Thievery +5		
Str 14 (+2)	Dex 17 (+3)	Wis 12 (+1)
Con 13 (+1)	Int 8 (–1)	Cha 8 (–1)
Equipment leather armor, short sword		

Goblin Warrior		Level 1 Skirmisher
Small natural humanoid		XP 100
Initiative +5	Senses Perception +1; low-light vision	
HP 29; Bloodied 14		
AC 17; Fortitude 13, Reflex 15, Will 12		
Speed 6; see also <i>mobile ranged attack</i> and <i>goblin tactics</i>		
m Spear (standard; at-will) ♦ Weapon		
+6 vs. AC; 1d8 + 2 damage.		
R Javelin (standard; at-will) ♦ Weapon		
Ranged 10/20; +6 vs. AC; 1d6 + 2 damage.		
R Mobile Ranged Attack (standard; at-will)		
The goblin warrior can move up to half its speed; at any point during that movement, it makes one ranged attack without provoking opportunity attacks.		
Great Position		
If, on its turn, the goblin warrior ends its move at least 4 squares away from its starting point, it deals an extra 1d6 damage on its ranged attacks until the start of its next turn.		
Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)		
The goblin shifts 1 square.		
Alignment Evil	Languages Common, Goblin	
Skills Stealth +10, Thievery +10		
Str 14 (+2)	Dex 17 (+3)	Wis 12 (+1)
Con 13 (+1)	Int 8 (–1)	Cha 8 (–1)
Equipment leather armor, spear, 5 javelins in sheaf		

Goblin Hexer		Level 3 Controller (Leader)	
Small natural humanoid		XP 150	
Initiative +3		Senses Perception +2; low-light vision	
HP 46; Bloodied 23			
AC 17; Fortitude 14, Reflex 15, Will 16; see also <i>lead from the rear</i>			
Speed 6; see also <i>goblin tactics</i>			
r Hexer Rod (standard; at-will) ♦ Weapon			
+7 vs. AC; 1d6 + 1 damage.			
R Blinding Hex (standard; at-will)			
Ranged 10; +7 vs. Fortitude; 2d6 + 1 damage, and the target is blinded (save ends).			
R Stinging Hex (standard; recharge 5-6)			
Ranged 10; +7 vs. Will; the target takes 3d6 + 1 damage if it moves during its turn (save ends).			
A Vexing Cloud (standard; sustain minor; encounter) ♦ Zone			
Area burst 3 within 10; automatic hit; all enemies within the zone take a -2 penalty to attack rolls. The zone grants concealment to the goblin hexer and its allies. The goblin hexer can sustain the zone as a minor action, moving it up to 5 squares.			
R Incite Bravery (immediate reaction, when an ally uses <i>goblin tactics</i> ; at-will)			
Range 10; the targeted ally can shift 2 more squares and make an attack			
Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)			
The goblin shifts 1 square.			
Lead from the Rear (immediate interrupt, when targeted by a ranged attack; at-will)			
The goblin hexer can change the attack's target to an adjacent ally of its level or lower.			
Alignment Evil		Languages Common, Goblin	
Skills Stealth +10, Thievery +10			
Str 10 (+1)		Dex 15 (+3)	Wis 13 (+2)
Con 14 (+3)		Int 9 (+0)	Cha 18 (+5)
Equipment leather robes, hexer rod			

ENCOUNTER 2: A HALFLING IN NEED STATISTICS (HIGH LEVEL)

Goblin Cutter		Level 1 Minion
Small natural humanoid		XP 25
Initiative +3	Senses Perception +1; low-light vision	
HP 1; a missed attack never damages a minion.		
AC 16; Fortitude 12, Reflex 14, Will 11		
Speed 6; see also <i>goblin tactics</i>		
m Short Sword (standard; at-will) ♦ Weapon		
+5 vs. AC; 4 damage (5 damage if the goblin cutter has combat advantage against the target).		
Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)		
The goblin shifts 1 square.		
Alignment Evil	Languages Common, Goblin	
Skills Stealth +5, Thievery +5		
Str 14 (+2)	Dex 17 (+3)	Wis 12 (+1)
Con 13 (+1)	Int 8 (−1)	Cha 8 (−1)
Equipment leather armor, short sword		

Goblin Warrior (Level 3)		Level 3 Skirmisher
Small natural humanoid		XP 150
Initiative +6	Senses Perception +2; low-light vision	
HP 45; Bloodied 22		
AC 19; Fortitude 15, Reflex 17, Will 14		
Speed 6; see also <i>mobile ranged attack</i> and <i>goblin tactics</i>		
m Spear (standard; at-will) ♦ Weapon		
+8 vs. AC; 1d8 +3 damage.		
r Javelin (standard; at-will) ♦ Weapon		
Ranged 10/20; +8 vs. AC; 1d6 + 3 damage.		
R Mobile Ranged Attack (standard; at-will)		
The goblin warrior can move up to half its speed; at any point during that movement, it makes one ranged attack without provoking opportunity attacks.		
Great Position		
If, on its turn, the goblin warrior ends its move at least 4 squares away from its starting point, it deals an extra 1d6 damage on its ranged attacks until the start of its next turn.		
Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)		
The goblin shifts 1 square.		
Alignment Evil	Languages Common, Goblin	
Skills Stealth +11, Thievery +11		
Str 16 (+4)	Dex 17 (+4)	Wis 12 (+2)
Con 13 (+2)	Int 8 (+0)	Cha 8 (+0)
Equipment leather armor, spear, 5 javelins in sheaf		

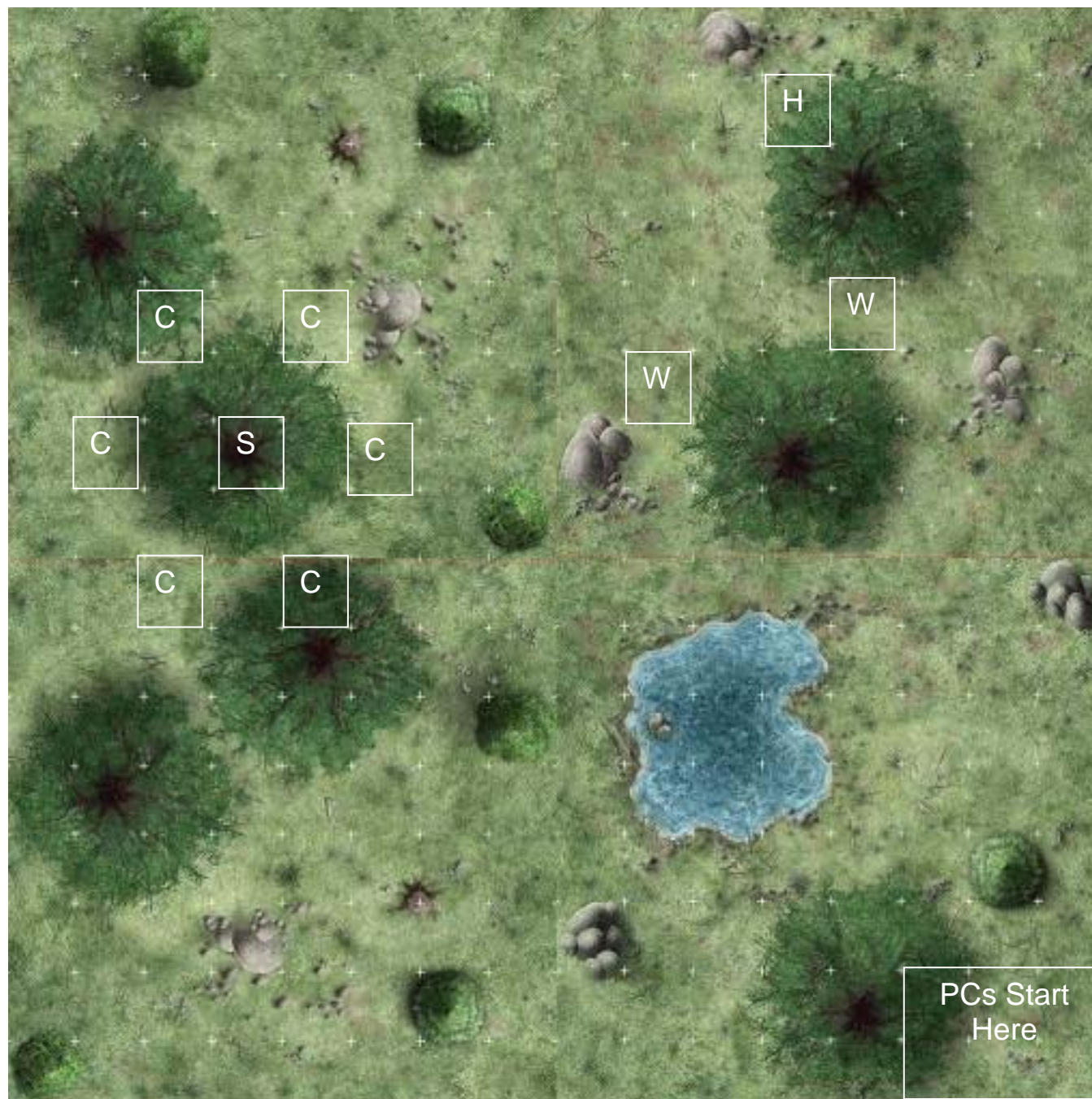
Goblin Hexer (Level 5)		Level 5 Controller (Leader)	
Small natural humanoid		XP 200	
Initiative +4		Senses Perception +3; low-light vision	
HP 62; Bloodied 31			
AC 19; Fortitude 16, Reflex 17, Will 18; see also <i>lead from the rear</i>			
Speed 6; see also <i>goblin tactics</i>			
r Hexer Rod (standard; at-will) ♦ Weapon			
+9 vs. AC; 1d6 + 2 damage.			
R Blinding Hex (standard; at-will)			
Ranged 10; +9 vs. Fortitude; 2d6 + 2 damage, and the target is blinded (save ends).			
R Stinging Hex (standard; recharge 5-6)			
Ranged 10; +9 vs. Will; the target takes 3d6 + 2 damage if it moves during its turn (save ends).			
A Vexing Cloud (standard; sustain minor; encounter) ♦ Zone			
Area burst 3 within 10; automatic hit; all enemies within the zone take a -2 penalty to attack rolls. The zone grants concealment to the goblin hexer and its allies. The goblin hexer can sustain the zone as a minor action, moving it up to 5 squares.			
R Incite Bravery (immediate reaction, when an ally uses <i>goblin tactics</i> ; at-will)			
Range 10; the targeted ally can shift 2 more squares and make an attack.			
Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)			
The goblin shifts 1 square.			
Lead from the Rear (immediate interrupt, when targeted by a ranged attack; at-will)			
The goblin hexer can change the attack's target to an adjacent ally of its level or lower.			
Alignment Evil		Languages Common, Goblin	
Skills Stealth +11, Thievery +11			
Str 12 (+2)		Dex 15 (+4)	Wis 13 (+3)
Con 14 (+4)		Int 9 (+1)	Cha 18 (+6)
Equipment leather robes, hexer rod			

ENCOUNTER 2: A HALFLING IN NEED MAP

RUINS OF THE WILD

Cabin / Field w/Trees	8x8	x1
Stonehenge / Field w/Pond	8x8	x1
Ruined Tower / Field w/Trees	8x8	x2

C = Goblin cutter, H = goblin hexer, W = goblin warriors, S = Haldar



ENCOUNTER 3: HALDAR

SETUP

Haldar, male halfling, see below.

In this encounter, the PCs speak with Haldar and learn more about him and his goals.

Gingerly the halfling climbs down from his perch. "Greetings my friends," he gasps as he reaches ground level, "I thought I was a goner!"

Haldar is happy to be rescued and grateful to the PCs.

HALDAR

Appearance: This male halfling has black hair, dark brown eyes, and stands around 4 feet tall.

Personality: Haldar is curious and friendly, but not very brave. He is practical, though, and unfailing cheerful in the face of adversity.

What He Knows: Haldar recognizes the goblins that attacked him as belonging to a demon-worshipping tribe, the Skullbreakers, that he and his companions - The Fellowship of Light - attacked a couple of days ago.

The goblins are camped near to the road between Erpur and New Sarshel, bribing the local authorities to leave them alone. They have been extorting tolls from travelers (or killing or enslaving those that refuse to pay).

Goals: After a few rather fraught and danger-filled adventures, Haldar has realized that the adventuring life is not for him. He is on the way to New Sarshel after leaving his companions, and is keen to travel with the PCs as he sees safety in numbers. He plans to work in his father's shop, supplying adventurers, with the equipment and information they need to defeat evil.

In Battle: Unless the PCs get into serious trouble, Haldar stays close to Kara to protect her. If the PCs do need his help, however, he darts into battle to pull an unconscious character away from danger, administer a *potion of healing*, and so forth.

Background: Haldar was born and grew up in New Sarshel. Incensed at the demons scourging the surrounding territory he joined a group of adventures dedicated to ending that menace.

THE FELLOWSHIP OF LIGHT

The Fellowship of Light, are dedicated to throwing back the demons and goblins scourging Impiltur's countryside. The band comprises: Dorn Evenwood (male human fighter), Daar (female dragonborn

paladin), Althaea Starweave (female eladrin wizard), Naivara Starweave (female eladrin rogue), and Haldar.

The Fellowship recently came upon a war camp of demon-worshipping goblins, which they naively attacked. Before the goblins drove them off, they managed to steal statue of obviously otherworldly origin. They also learnt that the goblins plan to sacrifice a number of their slaves in homage to their demonic master. The group was in no condition to help, fleeing with the more powerful members of the tribe on their trail. Haldar left and managed to lose most.

He does not know where the rest of his companions are, but knows that the goblins that cornered him were searching for the statue. Haldar does not have the statue, nor did he get a close look at it.

Haldar		Level 1 Skirmisher
Small natural humanoid		XP 125
Initiative +6	Senses Perception +1	
HP 26; Bloodied 13		
AC 15; Fortitude 12, Reflex 14, Will 13; see also <i>nimble reaction</i>		
Speed 6; see also <i>mobile melee attack</i>		
m dagger (standard; at-will) ♦ Weapon		
+6 vs. AC; 1d4 + 3 damage.		
r dagger (standard; at-will) ♦ Weapon		
Ranged 5/10; +6 vs. AC; 1d4 + 3 damage.		
M Mobile Melee Attack (standard; at-will)		
Haldar can move up to 3 squares and make one melee basic attack at any point during that movement. He doesn't provoke opportunity attacks when moving away from the target of his attack.		
Combat Advantage		
Haldar deals an extra 1d6 damage on melee attacks against any target he has combat advantage against.		
Nimble Reaction		
Haldar gains a +2 racial bonus to AC against opportunity attacks.		
Second Chance (immediate interrupt, when the halfling would be hit by an attack; encounter)		
Haldar forces the attacker to reroll the attack and take the new result.		
Alignment Good	Languages Common, Goblin	
Skills Acrobatics +10, Stealth +8, Thievery +10		
Str 12 (+2)	Dex 16 (+4)	Wis 11 (+1)
Con 10 (+1)	Int 10 (+1)	Cha 14 (+1)
Equipment leather armor, 4 daggers, thieves' tools		

ENDING THE ENCOUNTER

The rest of the adventure assumes that the PCs allow Haldar to travel with them. If they do not modify subsequent encounters accordingly.

From this point, the PCs have two ways of reaching New Sarshel. They can either go the warcamp and fight their way through the goblins or follow the road in attempt to loose the goblins.

Attacking the camp: If they decide to attack the goblins' war camp, run Encounters 4 and 5.

Keeping on Track: If the PCs instead opt to continue onwards to New Sarshel, run Encounters 6 and 7.

ENCOUNTER 4: GOBLIN CAMP

ENCOUNTER LEVEL 1 / 3 (450 / 735 XP)

SETUP

This encounter includes the following creatures.

8 goblin cutters (M)

1 goblin sharpshooter (S)

2 guard drakes (D)

In this encounter, the PCs come across the goblin war camp mentioned by Haldar. The goblins are lead by a Crathloreth a cunning and ambitious hobgoblin shaman.

As the adventurers enter the area, read:

A small campsite stands hard between a swiftly flowing stream and a craggy cliff face. A dozen or so goblins loll about a few campfires while four humans cower by the cliff face. Near to them crouches a small, scaled reptile with a wickedly fanged mouth.

Approaching the camp without being seen is difficult; the goblins are alert for travelers.

The terrain surrounding the camp is dotted with stands of trees and thick bushes and impenetrable patches of brambles.

FEATURES OF THE AREA

Trees: The trees are difficult terrain (it costs 1 extra square of movement to enter these areas). Characters can climb a tree with a DC 10 Athletics check.

Undergrowth: Treat the many low, thick trees, bushes, and so on as difficult terrain (it costs 2 squares of movement to enter these areas).

Stream: The stream's calm waters flow from west to east at a speed of 2 squares a round. It is 10 ft. deep. Characters falling into the stream can climb up its slippery banks with a DC 10 Athletics check. PCs can leap across the stream with a DC 10 Athletics check.

Log Bridge: Tucked below one of the bramble barricades lies a crude bridge of logs lashed together with vines and odds and ends of rope. The goblins deploy the bridge whenever they need to cross the river.

Bramble Barricades: The goblins have built crude 5 ft. high barriers of thorns and brambles around their camp. Such barriers are difficult terrain (it costs 3 squares of movement to pass through the barricades).

The barricades provide cover to characters behind them (or superior cover if they squat down).

Tents: Several tents dot the campsite. Each tent contains various odds and ends - ragged cloaks, camping equipment, and so on. Much of it stinks, is battered, and is obviously stolen.

Cave: The goblins' leader dwells in a small network of natural caves (see Encounter 5 for descriptions).

Slaves: The goblins have several slaves with them - unfortunate travelers who were too poor to pay the goblins' toll and too weak to fight them off. They are dirty, beaten, and desperate to escape.

TACTICS

As soon as the goblins become aware of the PCs, they quickly move to attack. One of the minions rushes into the cave to warn Crathloreth before returning to the battle. Crathloreth does not join the initial battle, it does prepare to defend its lair.

If the battle is going badly, the surviving goblins retreat toward Crathloreth's cave.

Goblin Cutters: They immediately swarm the nearest characters trying to overwhelm them through sheer weight of numbers. They use *goblin tactics* to achieve flanking positions.

Goblin Sharpshooter: The sharpshooter stays out of melee, hiding to gain combat advantage. It tries to pick off enemy archers or wizards.

Guard Drake: The guard drake simply charges the nearest foe and keeps fighting until slain.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove 4 of the goblin cutters.

Six PCs: Add 1 goblin sharpshooter.

ENDING THE ENCOUNTER

Once the PCs defeat the goblins, they can loot the camp and/or explore the cave wherein dwells the goblins' fell master. Once the PCs enter the cave, proceed to Encounter 5. If they do not enter the caves, proceed to Encounter 6.

EXPERIENCE POINTS

The characters receive 90 / 145 experience points each for defeating the goblins.

TREASURE

The goblins each carry small amounts of coin looted from the travelers. In total they carry 20 / 30 gp.

Additionally, the PCs find a set of boots *of spider climbing* in one of the tents.

ENCOUNTER 4: GOBLIN CAMP (LOW LEVEL)

Goblin Cutter		Level 1 Minion
Small natural humanoid		XP 25
Initiative +3 Senses Perception +1; low-light vision		
HP 1; a missed attack never damages a minion.		
AC 16; Fortitude 12, Reflex 14, Will 11		
Speed 6; see also <i>goblin tactics</i>		
m Short Sword (standard; at-will) ♦ Weapon		
+5 vs. AC; 4 damage (5 damage if the goblin cutter has combat advantage against the target).		
Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)		
The goblin shifts 1 square.		
Alignment Evil	Languages Common, Goblin	
Skills Stealth +5, Thievery +5		
Str 14 (+2)	Dex 17 (+3)	Wis 12 (+1)
Con 13 (+1)	Int 8 (–1)	Cha 8 (–1)
Equipment leather armor, short sword		

Goblin Sharpshooter (Level 1)		Level 1 Artillery
Small natural humanoid		XP 100
Initiative +5 Senses Perception +2; low-light vision		
HP 25; Bloodied 12		
AC 15; Fortitude 11, Reflex 13, Will 10		
Speed 6; see also <i>goblin tactics</i>		
m Short Sword (standard; at-will) ♦ Weapon		
+5 vs. AC; 1d6 +2 damage.		
r Hand Crossbow (standard; at-will) ♦ Weapon		
Ranged 10/20; +8 vs. AC; 1d6 + 4 damage.		
Sniper		
When a goblin sharpshooter makes a ranged attack from hiding and misses, it is still considered to be hiding.		
Combat Advantage		
The goblin sharpshooter deals an extra 1d6 damage against any target it has combat advantage against.		
Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)		
The goblin shifts 1 square.		
Alignment Evil	Languages Common, Goblin	
Skills Stealth +11, Thievery +11		
Str 14 (+3)	Dex 18 (+5)	Wis 13 (+2)
Con 13 (+2)	Int 8 (+0)	Cha 8 (+0)
Equipment leather armor, short sword, hand crossbow with 20 bolts		

Guard Drake (Level 1)		Level 1 Brute
Small natural beast (reptile)		XP 100
Initiative +3 Senses Perception +7		
HP 38; Bloodied 19		
AC 14; Fortitude 14, Reflex 12, Will 11		
Immune fear (while within 2 squares of an ally)		
Speed 6		
m Bite (standard; at-will)		
+5 vs. AC; 1d10 + 3 damage, or 1d10 + 9 damage when within 2 squares of an ally.		
Alignment Unaligned	Languages -	
Str 16 (+4)	Dex 15 (+3)	Wis 12 (+2)
Con 18 (+5)	Int 3 (-3)	Cha 12 (+2)

ENCOUNTER 4: GOBLIN CAMP (HIGH LEVEL)

Goblin Cutter		Level 1 Minion
Small natural humanoid		XP 25
Initiative +3	Senses Perception +1; low-light vision	
HP 1; a missed attack never damages a minion.		
AC 16; Fortitude 12, Reflex 14, Will 11		
Speed 6; see also <i>goblin tactics</i>		
m Short Sword (standard; at-will) ♦ Weapon		
+5 vs. AC; 4 damage (5 damage if the goblin cutter has combat advantage against the target).		
Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)		
The goblin shifts 1 square.		
Alignment Evil	Languages Common, Goblin	
Skills Stealth +5, Thievery +5		
Str 14 (+2)	Dex 17 (+3)	Wis 12 (+1)
Con 13 (+1)	Int 8 (−1)	Cha 8 (−1)
Equipment leather armor, short sword		

Goblin Sharpshooter (Level 4)		Level 4 Artillery
Small natural humanoid		XP 175
Initiative +6	Senses Perception +3; low-light vision	
HP 49; Bloodied 24		
AC 19; Fortitude 15, Reflex 17, Will 14		
Speed 6; see also <i>goblin tactics</i>		
m Short Sword (standard; at-will) ♦ Weapon		
+9 vs. AC; 1d6 + 3 damage.		
r Hand Crossbow (standard; at-will) ♦ Weapon		
Ranged 10/20; +12 vs. AC; 1d6 + 5 damage.		
Sniper		
When a goblin sharpshooter makes a ranged attack from hiding and misses, it is still considered to be hiding.		
Combat Advantage		
The goblin sharpshooter deals an extra 1d6 damage against any target it has combat advantage against.		
Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)		
The goblin shifts 1 square.		
Alignment Evil	Languages Common, Goblin	
Skills Stealth +13, Thievery +13		
Str 16 (+5)	Dex 20 (+7)	Wis 13 (+3)
Con 13 (+3)	Int 8 (+1)	Cha 8 (+1)
Equipment leather armor, short sword, hand crossbow with 20 bolts		

Guard Drake (Level 4)		Level 4 Brute
Small natural beast (reptile)		XP 175
Initiative +4	Senses Perception +8	
HP 68; Blooded 34		
AC 17; Fortitude 17, Reflex 15, Will 14		
Immune fear (while within 2 squares of an ally)		
Speed 6		
m Bite (standard; at-will)		
+8 vs. AC; 1d10 + 4 damage, or 1d10 + 10 damage when within 2 squares of an ally.		
Alignment Unaligned		Languages -
Str 18 (+6)	Dex 15 (+4)	Wis 12 (+3)
Con 18 (+6)	Int 3 (–2)	Cha 12 (+3)

ENCOUNTER 4: GOBLIN CAMP

RUINS OF THE WILD

Camp	8x8	x2
Stonehenge / Field w/Pond	8x8	x1
Ruined Tower / Field w/Trees	8x8	x1
Stream bend	2x2	x2
Stream/Road	8x2	x1
Ruined Wagon/Briar	4x2	x2
Fields	8x4	x1
Stream/Crevasse	8x2	x1
Mound	4x4	x2
Field	8x2	x1
Graves/Briar	4x2	x2

M = goblin cutter
 S = goblin sharpshooter
 D = guard drake
 H = human slaves



ENCOUNTER 5: CRATHLORETH'S CAVES

ENCOUNTER LEVEL 3 / 5 (735 / 950 XP)

SETUP

This encounter includes the following creatures.

- 1 rage drake (D)
- 2 doppelganger sneaks (S)
- Crathloreth (C)

In this encounter, the PCs enter the caves held by the goblins' master, Crathloreth, a cunning and ambitious hobgoblin shaman. One of his minion or the sounds of battle has almost certainly warned Crathloreth of the PCs. As the adventurers approach the area, read:

A dark, narrow opening in the cliff leads deeper into the hill.

The natural network of caves extends deep into the hill. Only Crathloreth and his followers dwell within.

1: ENTRANCE CHAMBER

Crathloreth's rage drake normally dwells in this chamber.

Three tunnels beyond the one in which you now stand lead away from this chamber. A small pool of foul, muddy water stands to one side. In places, great claw marks pierce the cavern walls and piles of dung and gnawed bones litter the floor.

2: CRATHLORETH'S CHAMBER

Crathloreth shares this chamber with his most favored followers, a pair of doppelganger sneaks (which he uses to infiltrate bands of travelers and steer them toward the goblin camp).

Several torches jammed into natural folds in the rock light this chamber. Several nice rugs cover the floor. Two sleeping pallets lie along one wall, while a simple tapestry showing woodland scenes crudely hung covers part of one wall.

This is where the doppelgangers sleep. If the PCs look behind the tapestry, read:

A small alcove lies beyond. More rugs cover the floor here and another sleeping pallet lies against one wall. Three large chests stand against the opposite wall.

This is where Crathloreth sleeps and where he keeps the choicest treasures taken from travelers unfortunate enough to meet his minions.

FEATURES OF THE AREA

The caves have the following features of note:

Illumination: The passages in the caves are dark; unless characters have darkvision they must bring a light source to see in such areas.

Chambers and passageways with small pools or a stream have phosphorescent fungi growing on the wall (provides ongoing dim light).

Cavern Floor: The cavern floor is rough and unworked but does not inhibit movement.

Cavern Walls: The walls are rough and unworked. Characters can scale such wall with a DC 15 Athletics check.

In chambers and passageways containing a pool or stream, the walls are wet making them harder to climb (DC 20 Athletics).

Cavern Ceilings: Passageway ceilings about between 10 ft. - 15 ft. high. In chambers, the ceilings increase to between 20 ft. - 25 ft. high. In wet areas (those with a pool or through which the stream flows) stalactites hang down from the ceiling. Characters on the ceiling can use the stalactites as cover.

Small Pool: Small pools are 2 ft. deep and count as difficult terrain (it costs 2 squares of movement to enter these areas).

Stream: A stream runs through the caverns. Perception checks made to hear within 4 squares of a stream suffer a -2 penalty due to the sounds of running water.

TACTICS

As soon as Crathloreth becomes aware of the PCs, he prepares for battle ordering his followers to take up defensive positions. The rage drake stays in Area 1, while the doppelganger sneaks lurk in the connecting passageways. Crathloreth positions himself so he can use his powers to aid his drake.

Rage Drake: The rage drake dives into combat at the earliest opportunity, using its raging charge whenever possible.

Doppelganger Sneaks: The doppelgangers fight individually, trying to lure rash PCs away from their fellows. They prefer to strike from hiding to make use of

their *combat advantage* ability and make liberal use of *shapeshifter feint*.

If a doppelganger eliminates an isolated opponent he takes its form and insinuates itself with the party. It strikes as soon as it is advantageous, preferably attacking a physically weak opponent.

Crathloreth: Crathloreth hangs back from combat using his powers to support his rage drake guard. He uses *force lure* to move opponents past the drake before beating them to death with *force pulse*.

If his drake is slain, Crathloreth withdraws to his chamber to make a final stand with any surviving doppelgangers.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Decrease the level of all opponents by 1.

Six PCs: Increase the level of all opponents by 1.

ENDING THE ENCOUNTER

Once the PCs defeat the Crathloreth and his personal guards they may continue on to New Sarshel, which they reach without further incident. Proceed to Encounter Eight.

If the PCs explore the countryside they discover burnt out farms, overgrown fields, tumbled walls, and so on. Improvise such encounters as you see fit but do not let the PCs get into any other fights.

EXPERIENCE POINTS

The characters receive 135 / 190 experience points each for defeating the demon and its guards.

TREASURE

Crathloreth has kept the choicest treasures for himself in his chamber. If the PCs search his chamber they find treasure that totals 30 / 40 gp and a magic item: an *ironskin belt* (low-level only) or *dwarven greaves* (high-level only).

ENCOUNTER 5: DEMON CAVES (LOW LEVEL)

Rage Drake		Level 5 Brute
Large natural beast (reptile)		XP 200
Initiative +3	Senses Perception +3	
HP 77; Bloodied 38; see also <i>bloodied rage</i>		
AC 17; Fortitude 17, Reflex 15, Will 15		
Immune fear (while bloodied only)		
Speed 8		
m Bite (standard; at-will)		
+9 vs. AC; 1d10 + 4 damage; see also <i>bloodied rage</i> .		
M Claw (standard; at-will)		
+8 vs. AC; 1d6 + 4 damage; see also <i>bloodied rage</i> .		
M Raking Charge (standard; at-will)		
When the rage drake charges, it makes two claw attacks against a single target.		
Bloodied Rage (while bloodied)		
The drake gains a +2 bonus to attack rolls and deals an extra 5 damage per attack		
Raging Mount (while bloodied and mounted by a friendly rider of 5th-level or higher; at will)		
The rage drake grants its rider a +2 bonus to attack rolls and damage rolls with melee attacks.		
Alignment Unaligned		Languages -
Str 19 (+6)	Dex 13 (+3)	Wis 13 (+3)
Con 17 (+5)	Int 3 (-2)	Cha 12 (+3)

Doppelganger Sneak		Level 3 Skirmisher
Small natural humanoid (shapechanger)		XP 150
Initiative +6	Senses Perception +2	
HP 45; Bloodied 22		
AC 18; Fortitude 14, Reflex 16, Will 16		
Speed 6		
m Short Sword (standard; at-will) ♦ Weapon		
+8 vs. AC; 1d6 + 3 damage.		
M Shapeshifter Feint (minor; at-will)		
+6 vs. Reflex; the doppelganger gains combat advantage against the target until the end of the doppelganger's next turn.		
Combat Advantage		
The doppelganger sneak deals an extra 1d6 damage against any target it has combat advantage against		
Change Shape (minor; at-will) ♦ Polymorph		
A doppelganger can alter its physical form to take on the appearance of any Medium humanoid, including a unique individual (see Change Shape, <i>MM</i> 280).		
Alignment Unaligned		Languages Common
Skills Bluff +10, Insight +9, Stealth +9		
Str 11 (+1)	Dex 16 (+4)	Wis 12 (+2)
Con 13 (+2)	Int 10 (+1)	Cha 15 (+3)
Equipment short sword		

Crathlorth		Level 4 Controller (Leader)
Medium natural humanoid, male hobgoblin		XP 175
Initiative +5	Senses Perception +5; low-light vision	
HP 54; Bloodied 27		
AC 18; Fortitude 14, Reflex 16, Will 15		
Speed 6		
m Quarterstaff (standard; at-will) ♦ Weapon		
+9 vs. AC; 1d8 + 1 damage		
M Shock Staff (standard; recharge 4-6) ♦ Lightning, Weapon		
Requires quarterstaff; +9 vs. AC; 2d10 + 4 lightning damage, and the target is dazed until the end of Crathlorth's next turn.		
R Force Lure (standard; recharge 6) ♦ Force		
Ranged 5; +8 vs. Fortitude; 2d6 + 4 force damage, and the target slides 3 squares.		
C Force Pulse (standard; recharge 6) ♦ Force		
Close burst 5; +8 vs. Reflex; 2d8 + 4 force damage, and the target is pushed 1 square and knocked prone. <i>Miss</i> : Half damage, and the target is neither pushed nor knocked prone.		
Hobgoblin Resilience (immediate reaction, when Crathlorth suffers an effect that a save can end; encounter)		
Crathlorth rolls a saving throw against the effect.		
Alignment Evil	Languages Common, Goblin	
Skills Arcana +11, Athletics +5, History +13		
Str 13 (+3)	Dex 14 (+4)	Wis 16 (+5)
Con 14 (+4)	Int 19 (+6)	Cha 13 (+3)
Equipment: robes, quarterstaff		

ENCOUNTER 5: DEMON CAVES (HIGH LEVEL)

Rage Drake (Level 7)	Level 7 Brute
Large natural beast (reptile)	XP 300
Initiative +4 Senses Perception +4	
HP 97; Bloodied 48; see also <i>bloodied rage</i>	
AC 19; Fortitude 19, Reflex 17, Will 17	
Immune fear (while bloodied only)	
Speed 8	
m Bite (standard; at-will)	
+11 vs. AC; 1d10 + 5 damage; see also <i>bloodied rage</i> .	
M Claw (standard; at-will)	
+10 vs. AC; 1d6 + 5 damage; see also <i>bloodied rage</i> .	
M Raking Charge (standard; at-will)	
When the rage drake charges, it makes two claw attacks against a single target.	
Bloodied Rage (while bloodied)	
The drake gains a +2 bonus to attack rolls and deals an extra 5 damage per attack	
Raging Mount (while bloodied and mounted by a friendly rider of 5th-level or higher; at will)	
The rage drake grants its rider a +2 bonus to attack rolls and damage rolls with melee attacks.	
Alignment Unaligned Languages -	
Str 20 (+7) Dex 13 (+4) Wis 13 (+4)	
Con 17 (+6) Int 3 (-1) Cha 12 (+4)	

Doppelganger Sneak (Level 5)	Level 5 Skirmisher
Small natural humanoid (shapechanger)	XP 200
Initiative +7 Senses Perception +3	
HP 51; Bloodied 25	
AC 20; Fortitude 16, Reflex 18, Will 18	
Speed 6	
m Short Sword (standard; at-will) ♦ Weapon	
+10 vs. AC; 1d6 + 4 damage.	
M Shapeshifter Feint (minor; at-will)	
+8 vs. Reflex; the doppelganger gains combat advantage against the target until the end of the doppelganger's next turn.	
Combat Advantage	
The doppelganger sneak deals an extra 1d6 damage against any target it has combat advantage against	
Change Shape (minor; at-will) ♦ Polymorph	
A doppelganger can alter its physical form to take on the appearance of any Medium humanoid, including a unique individual (see Change Shape, <i>MM</i> 280).	
Alignment Unaligned Languages Common	
Skills Bluff +11, Insight +10, Stealth +10	
Str 12 (+3) Dex 16 (+5) Wis 12 (+3)	
Con 13 (+3) Int 10 (+2) Cha 15 (+4)	
Equipment short sword	

Crathlorth	Level 6 Controller (Leader)
Medium natural humanoid, male hobgoblin	XP 250
Initiative +6 Senses Perception +6; low-light vision	
HP 70; Bloodied 35	
AC 20; Fortitude 16, Reflex 18, Will 17	
Speed 6	
m Quarterstaff (standard; at-will) ♦ Weapon	
+11 vs. AC; 1d8 + 2 damage	
M Shock Staff (standard; recharge 4-6) ♦ Lightning, Weapon	
Requires quarterstaff; +11 vs. AC; 2d10 + 5 lightning damage, and the target is dazed until the end of Crathlorth's next turn.	
R Force Lure (standard; recharge 6) ♦ Force	
Ranged 5; +10 vs. Fortitude; 2d6 + 5 force damage, and the target slides 3 squares.	
C Force Pulse (standard; recharge 6) ♦ Force	
Close burst 5; +10 vs. Reflex; 2d8 + 5 force damage, and the target is pushed 1 square and knocked prone. <i>Miss</i> : Half damage, and the target is neither pushed nor knocked prone.	
Hobgoblin Resilience (immediate reaction, when Crathlorth suffers an effect that a save can end; encounter)	
Crathlorth rolls a saving throw against the effect.	
Alignment Evil Languages Common, Goblin	
Skills Arcana +12, Athletics +6, History +14	
Str 14 (+5) Dex 14 (+5) Wis 16 (+6)	
Con 14 (+5) Int 19 (+7) Cha 13 (+4)	
Equipment : robes, quarterstaff	

ENCOUNTER 5: DEMON CAVES

LOST CAVERNS OF THE UNDERDARK

Cave Offshoot	4x4	x2
Floor/Tunnel	8x4	x1
Floor/Tunnel w/Stream	8x4	x1
Cave Corner	4x4	x3
Cave Wall	4x8	x2
Cave Corner	4x2	x2
Floor	4x2	x2
Dragon Skull/Tunnel bend	4x4	x2
Cave Wall	4x2	x1
Tunnel	4x2	x2
Tunnel End w/Water	4x4	x1
Tunnel End	4x4	x1
Cave Corner	4x2	x2
Cave Corner	2x2	x1
Cave Corner	2x1	x1

D = rage drake

S = doppleganger sneaks

C = Carthloreth



ENCOUNTER 6: AMBUSH

ENCOUNTER LEVEL 3 / 5 (735 / 950 XP)

SETUP

This encounter includes the following creatures.

4 goblin warriors (W)

2 goblin sharpshooters (S)

1 goblin skullcleaver (C)

In this encounter, the PCs are trying to avoid the goblins searching for Haldar. Unfortunately, as they approach the ruins of an abandoned tower a small patrol of marauders spots them.

As the adventurers enter the area, read:

Ahead, the track passes by the tumbled ruin of a long abandoned tower. Beyond, behind a small clump of trees, you spot a small band of goblins skulking. At sight of you, several step forth brandishing their weapons.

As soon as the goblins spot Haldar they move to attack. If they do not spot Haldar initially, they try to extort money from the PCs to allow them safe passage through the area.

RUINED TOWER

A ruined tower stands at the battlefield's center. It was once a guard tower protecting the approaches to New Sarshel. The tower has the following features of note:

Rubble and Ruin: Squares covered in rubble or that contain the remnants of a door count as difficult terrain (it costs 2 squares of movement to enter such areas). Piles of rubble also provide cover.

Bones and Bracken: Dried bracken covers much of the tower's - a crude den built by an owlbear terrorizing the countryside. Mixed in with the bracken are feathers, small patches of fur, and gnawed and broken bones of the creatures killed by the owlbear.

Walls: Much of the tower has collapsed. The surviving walls stand little more than 8 ft. high. Characters making a DC 15 Athletics check can scale the walls. Characters making a DC 20 Acrobatics check can balance atop the wall or even move along it.

Stairs: The remains of a staircase lead up one wall. Characters standing on either square of the staircase can shoot over the tower's ruined wall.

FEATURES OF THE AREA

Trees: The trees are difficult terrain (it costs 2 squares of movement to enter these areas). Characters can climb a tree with a DC 10 Athletics check.

Undergrowth: Treat the many low, thick trees, bushes, and so on as difficult terrain (it costs 2 squares of movement to enter these areas).

Pool: The pool of water is 3 ft. deep. It costs 2 squares of movement to slosh through a pool square).

TACTICS

As soon as the goblins become aware of the PCs, they move to attack.

Goblin Warriors: The goblin warriors run forward, throwing their javelins when they are in range. Once the PCs get close enough to engage in melee, the warriors use their *great position* ability to dart about the battlefield.

Goblin Sharpshooters: The sharpshooters make a run for the ruined tower, hoping to snipe at the PCs from within.

Goblin Skullcleaver: The goblin skullcleaver's tactics are simple and to the point. He charges down the road screaming a battle cry and waving his battleaxe. He attacks the first person he reaches, cutting them down before moving onto the next nearest opponent and so on.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Decrease the level of all opponents by 1.

Six PCs: Add one goblin sharpshooter.

ENDING THE ENCOUNTER

When the PCs defeat the goblins, they can loot the bodies of the slain. Once the PCs move on, proceed to Encounter 7.

EXPERIENCE POINTS

The characters receive 150 / 190 experience points each for defeating the goblins.

TREASURE

The goblins each carry small amounts of coin looted from travelers. In total the goblins are carrying treasure totaling 30 / 40 gp and a magic item: an *ironskin belt* (low-level only) or *dwarven greaves* (high-level only).

ENCOUNTER 6: AMBUSH (LOW LEVEL)

Goblin Warrior (Level 2)	Level 2 Skirmisher
Small natural humanoid	XP 125
Initiative +5 Senses Perception +2; low-light vision	
HP 37; Bloodied 18	
AC 18; Fortitude 14, Reflex 16, Will 13	
Speed 6; see also <i>mobile ranged attack</i> and <i>goblin tactics</i>	
m Spear (standard; at-will) ♦ Weapon	
+7 vs. AC; 1d8 +2 damage.	
r Javelin (standard; at-will) ♦ Weapon	
Ranged 10/20; +7 vs. AC; 1d6 + 2 damage.	
R Mobile Ranged Attack (standard; at-will)	
The goblin warrior can move up to half its speed; at any point during that movement, it makes one ranged attack without provoking opportunity attacks.	
Great Position	
If, on its turn, the goblin warrior ends its move at least 4 squares away from its starting point, it deals an extra 1d6 damage on its ranged attacks until the start of its next turn.	
Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)	
The goblin shifts 1 square.	
Alignment Evil	Languages Common, Goblin
Skills Stealth +11, Thievery +11	
Str 14 (+3)	Dex 17 (+4) Wis 12 (+2)
Con 13 (+2)	Int 8 (+0) Cha 8 (+0)
Equipment leather armor, spear, 5 javelins in sheaf	

Goblin Sharpshooter (Level 2)	Level 1 Artillery
Small natural humanoid	XP 100
Initiative +5 Senses Perception +2; low-light vision	
HP 25; Bloodied 12	
AC 15; Fortitude 11, Reflex 13, Will 10	
Speed 6; see also <i>goblin tactics</i>	
m Short Sword (standard; at-will) ♦ Weapon	
+5 vs. AC; 1d6 +2 damage.	
r Hand Crossbow (standard; at-will) ♦ Weapon	
Ranged 10/20; +8 vs. AC; 1d6 + 4 damage.	
Sniper	
When a goblin sharpshooter makes a ranged attack from hiding and misses, it is still considered to be hiding.	
Combat Advantage	
The goblin sharpshooter deals an extra 1d6 damage against any target it has combat advantage against.	
Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)	
The goblin shifts 1 square.	
Alignment Evil	Languages Common, Goblin
Skills Stealth +11, Thievery +11	
Str 14 (+3)	Dex 18 (+5) Wis 13 (+2)
Con 13 (+2)	Int 8 (+0) Cha 8 (+0)
Equipment leather armor, short sword, hand crossbow with 20 bolts	

Goblin Skullcleaver (Level 2)	Level 2 Brute
Small natural humanoid	XP 125
Initiative +3 Senses Perception +2; low-light vision	
HP 27; Bloodied 13	
AC 15; Fortitude 14, Reflex 13, Will 11	
Speed 5; see also <i>goblin tactics</i>	
m Battleaxe (standard; at-will) ♦ Weapon	
+5 vs. AC; 1d10 + 5 damage, or 2d10 + 5 while damaged.	
Bloodied Rage (while bloodied)	
The goblin warrior skullcleaver loses the ability to use goblin tactics and can do nothing but attack the nearest enemy, charging when possible.	
Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)	
The goblin shifts 1 square.	
Alignment Evil	Languages Common, Goblin
Skills Stealth +9, Thievery +9	
Str 18 (+5)	Dex 14 (+3) Wis 13 (+2)
Con 13 (+2)	Int 8 (+0) Cha 8 (+0)
Equipment chainmail, battleaxe	

ENCOUNTER 6: AMBUSH (HIGH LEVEL)

Goblin Warrior (Level 3)	Level 3 Skirmisher
Small natural humanoid	XP 150
Initiative +5 Senses Perception +2; low-light vision	
HP 45; Bloodied 22	
AC 19; Fortitude 15, Reflex 17, Will 14	
Speed 6; see also <i>mobile ranged attack</i> and <i>goblin tactics</i>	
m Spear (standard; at-will) ♦ Weapon	
+8 vs. AC; 1d8 + 2 damage.	
r Javelin (standard; at-will) ♦ Weapon	
Ranged 10/20; +8 vs. AC; 1d6 + 2 damage.	
R Mobile Ranged Attack (standard; at-will)	
The goblin warrior can move up to half its speed; at any point during that movement, it makes one ranged attack without provoking opportunity attacks.	
Great Position	
If, on its turn, the goblin warrior ends its move at least 4 squares away from its starting point, it deals an extra 1d6 damage on its ranged attacks until the start of its next turn.	
Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)	
The goblin shifts 1 square.	
Alignment Evil	Languages Common, Goblin
Skills Stealth +11, Thievery +11	
Str 14 (+3)	Dex 17 (+4) Wis 12 (+2)
Con 13 (+2)	Int 8 (+0) Cha 8 (+0)
Equipment leather armor, spear, 5 javelins in sheaf	

Goblin Sharpshooter (Level 3)	Level 3 Artillery
Small natural humanoid	XP 150
Initiative +6 Senses Perception +3; low-light vision	
HP 37; Bloodied 18	
AC 17; Fortitude 13, Reflex 15, Will 12	
Speed 6; see also <i>goblin tactics</i>	
m Short Sword (standard; at-will) ♦ Weapon	
+7 vs. AC; 1d6 + 3 damage.	
r Hand Crossbow (standard; at-will) ♦ Weapon	
Ranged 10/20; +10 vs. AC; 1d6 + 5 damage.	
Sniper	
When a goblin sharpshooter makes a ranged attack from hiding and misses, it is still considered to be hiding.	
Combat Advantage	
The goblin sharpshooter deals an extra 1d6 damage against any target it has combat advantage against.	
Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)	
The goblin shifts 1 square.	
Alignment Evil	Languages Common, Goblin
Skills Stealth +12, Thievery +12	
Str 14 (+4)	Dex 20 (+7) Wis 13 (+3)
Con 13 (+3)	Int 8 (+1) Cha 8 (+1)
Equipment leather armor, short sword, hand crossbow with 20 bolts	

Goblin Skullcleaver (Level 5)	Level 5 Brute
Small natural humanoid	XP 200
Initiative +4 Senses Perception +3; low-light vision	
HP 57; Bloodied 28	
AC 18; Fortitude 17, Reflex 16, Will 14	
Speed 5; see also <i>goblin tactics</i>	
m Battleaxe (standard; at-will) ♦ Weapon	
+8 vs. AC; 1d10 + 6 damage, or 2d10 + 6 while damaged.	
Bloodied Rage (while bloodied)	
The goblin warrior skullcleaver loses the ability to use goblin tactics and can do nothing but attack the nearest enemy, charging when possible.	
Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)	
The goblin shifts 1 square.	
Alignment Evil	Languages Common, Goblin
Skills Stealth +10, Thievery +10	
Str 20 (+7)	Dex 14 (+4) Wis 13 (+3)
Con 13 (+3)	Int 8 (+1) Cha 8 (+1)
Equipment chainmail, battleaxe	

ENCOUNTER 6: AMBUSH

RUINS OF THE WILD

Cabin / Field w/Trees	8x8	x2
Stonehenge / Field w/Pond	8x8	x2
Ruined Tower / Field w/Trees	8x8	x2
Road	8x2	x2
Stream/Road	8x2	x1
Camp	8x8	x2
Fields	8x4	x2

W = goblin warriors, S = goblin sharpshooters, C = goblin skullcleaver



ENCOUNTER 7: DESPERATE PEASANTS

ENCOUNTER LEVEL 1 / 3 (500 / 735 XP)

SETUP

This encounter includes the following creatures.

5 human rabble (R)

2 human bandit (B)

1 human guard (G)

In this encounter, the PCs are trying to avoid the goblins searching for Haldar. Unfortunately, as they draw closer to New Sarchsel they come across a makeshift barricade manned by desperate peasants trying to keep the nearby village safe from goblins. As the adventurers enter the area, read:

Ahead, a makeshift barricade of brambles and thorn bushes blocks the track. Behind, you can make out half a dozen peasants grasping clubs. With them is a man clad in chainmail. As you watch he hefts a crossbow and points it at you.

“Halt, bandits!” shouts the mail-clad man.

Additionally, if the PCs spot the two bandits skulking in the nearby trees with their passive Perception check, or if they spot them after looking around, read:

Two more humans clad in dirty leather armor and carrying maces and daggers skulk in the nearby trees watching you intently.

KOSEF AND GLAR

Male, human bandits

These odious fellows make a living preying on the gullible and the weak. This roadblock is their idea. They have convinced the inhabitants of Lasil, a nearby hamlet, that they are great heroes and that they must guard the road to safeguard the village from marauding bandits and demons.

They have no real intention of fighting a large or well-armed group, simply hoping to extort a small amount of coin from passersby.

RANDAL TALLSTAG

Male, human guard

Randal was once an honorable man, but has fallen in with Kosef and Glar after being coerced into betraying a

small caravan into the hands of marauders. Randal is a tortured soul who endures a bandit's life because there is nothing left for him in New Sarshel. In battle he is fearless, because he has nothing left to lose.

FEATURES OF THE AREA

Trees: The trees are difficult terrain (it costs 2 squares of movement to enter these areas). Characters can climb a tree with a DC 10 Athletics check.

Undergrowth: Treat the many low, thick trees, bushes, and so on as difficult terrain (it costs 2 squares of movement to enter these areas).

Pool: The pool of water is 3 ft. deep. It costs 2 squares of movement to slosh through a pool square.

Bramble Barricades: The peasants have built crude 5 ft. high barriers of thorns and brambles across the road. Such barriers are difficult terrain (it costs 3 squares of movement to pass through the barricades). The barricade provides cover to characters behind them (or superior cover if they squat down).

Tents: Two tents stand near to the barricades. The bandits share one, while the guard has the other.

Crevasse: A narrow 10 ft. deep crevasse runs along part of the track. PCs can scale the crevasse's sides with a DC 10 Athletics check. Characters falling into the crevasse take 1d10 damage.

TACTICS

If the PCs attack, the humans fight back:

Human Rabble: The rabble defends the barricade, trying to keep it or a tree between the PCs and them. As soon as two of their number are killed or incapacitated, the survivors flee.

Human Bandits: Kosef and Glar hide in the trees gaining combat advantage against PCs who do not see them. If a PC closes to melee a bandit, it immediately uses its *dazing strike*.

Human Guard: Randal fires his crossbow and prepares to defend the barricade, shouting encouragement to the peasants. As soon as an opponent comes within range he uses his *powerful strike*.

SKILL CHALLENGE LEVEL 1 / 1, COMPLEXITY 1 (100 / 100 XP)

If any PC makes a DC 11 Insight check it is evident that the peasants do not actually want to fight.

SETUP

Number of Successes: 4

Number of Failures: 2

Primary Skills: Bluff, Diplomacy, Intimidate

If a PC succeeds on a DC 11 Insight check, read:

It is obvious that the peasants do not really want to fight, but have an air of desperation about them.

SKILL CHALLENGE

Bluff (DC 15 / 16): If the PC succeeds on a Bluff check he convinces the peasants that fighting is not in their best interests. The PC could tell them that they actually work for the authorities in New Sarshel, are foreigners just passing through and have no interest in the nearby village, and so on.

Diplomacy (DC 15 / 16): With a successful Diplomacy check the PC convinces the peasants that there may be better alternatives to fighting and that their senseless deaths will do little to safeguard their kins' lives or livelihoods.

Intimidate (DC 15 / 16): If the PC makes a successful Intimidate check he convinces one or more of the peasants that the party is so powerful that any who stand before them will surely die. Alternatively, the PC could threaten to burn down the peasants' village if they resist (and so on).

ENDING THE SKILL CHALLENGE

Success: If the PCs succeed at the skill challenge the peasants decide not to fight the PCs, instead returning to their village.

Failure: If the PCs fail at the skill challenge, the peasants decide the PCs are bandits, demon worshippers, or both. Consequently, they fight them to the last man instead of retreating after two of their number are slain.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one human bandit.

Six PCs: Add one human guard.

ENDING THE ENCOUNTER

When the PCs defeat the peasants, they can loot the bodies of the slain. Once the PCs move on, proceed to Encounter Eight.

EXPERIENCE POINTS

The characters receive 100 / 145 experience points each for defeating the humans (which includes convincing the peasants not to fight).

TREASURE

Randal and the bandits each carry small amounts of coin looted from travelers. In total they carry 20 / 30 gp. Additionally, in one of the tents, the PCs find a set of slippers of spider climbing in one of the tents.

ENCOUNTER 7: DESPERATE PEASANTS (LOW LEVEL)

Human Rabble (Level 1)	Level 1 Minion
Medium natural humanoid	XP 25
Initiative +0 Senses Perception +0	
HP 1; a missed attack never damages a minion.	
AC 14; Fortitude 12, Reflex 10, Will 10; see also <i>mob rule</i>	
Speed 6	
m Club (standard; at-will) ♦ Weapon	
+5 vs. AC; 4 damage.	
Mob Rule (standard; at-will)	
The human rabble gains a +2 power bonus to all defenses while at least two other human rabble are within 5 squares of it.	
Alignment Unaligned	Languages Common
Str 14 (+2)	Dex 10 (+0) Wis 10 (+0)
Con 12 (+1)	Int 9 (-1) Cha 11 (+0)
Equipment club	

Human Bandit	Level 2 Skirmisher
Medium natural humanoid	XP 125
Initiative +6 Senses Perception +1	
HP 37; Bloodied 18	
AC 16; Fortitude 12, Reflex 14, Will 12	
Speed 6	
m Mace (standard; at-will) ♦ Weapon	
+4 vs. AC; 1d8 + 1 damage, and the human bandit shifts 1 square.	
r Dagger (standard; at-will) ♦ Weapon	
Ranged 5/10; +6 vs. AC; 1d4 + 3 damage.	
M Dazing Strike	
Requires mace; +4 vs. AC; 1d8 + 1 damage, the target is dazed until the end of the human bandit's next turn, and the human bandit shifts 1 square.	
Combat Advantage	
The human bandit deals an extra 1d6 damage against any target it has combat advantage against.	
Alignment Unaligned	Languages Common
Skills Stealth +9, Streetwise +7, Thievery +7	
Str 12 (+2)	Dex 17 (+4) Wis 11 (+1)
Con 13 (+2)	Int 10 (+1) Cha 12 (+2)
Equipment leather armor, mace, 4 daggers	

Human Guard (Level 2)	Level 2 Soldier
Medium natural humanoid	XP 125
Initiative +5 Senses Perception +6	
HP 39; Bloodied 19	
AC 17; Fortitude 15, Reflex 14, Will 13	
Speed 5	
m Halberd (standard; at-will) ♦ Weapon	
Reach 2; +10 vs. AC; 1d10 + 3 damage, and the target is marked until the end of the human guard's next turn.	
M Powerful Strike (standard; recharge 5-6) ♦ Weapon	
Requires halberd; reach 2; +10 vs. AC; 1d10 + 7 damage, and the target is knocked prone.	
R Crossbow (standard; at-will) ♦ Weapon	
Ranged 15/30; +9 vs. AC; 1d8 + 2 damage.	
Alignment Unaligned	Languages Common
Skills Streetwise +7	
Str 16 (+4)	Dex 14 (+3) Wis 11 (+1)
Con 15 (+3)	Int 10 (+1) Cha 12 (+2)
Equipment chainmail, halberd, crossbow with 20 bolts	

ENCOUNTER 7: DESPERATE PEASANTS (HIGH LEVEL)

Human Rabble (Level 1)	Level 1 Minion
Medium natural humanoid	XP 25
Initiative +0 Senses Perception +0	
HP 1; a missed attack never damages a minion.	
AC 14; Fortitude 12, Reflex 10, Will 10; see also <i>mob rule</i>	
Speed 6	
m Club (standard; at-will) ♦ Weapon	
+5 vs. AC; 4 damage.	
Mob Rule (standard; at-will)	
The human rabble gains a +2 power bonus to all defenses while at least two other human rabble are within 5 squares of it.	
Alignment Unaligned	Languages Common
Str 14 (+2)	Dex 10 (+0) Wis 10 (+0)
Con 12 (+1)	Int 9 (-1) Cha 11 (+0)
Equipment club	

Human Bandit (Level 4)	Level 4 Skirmisher
Medium natural humanoid	XP 175
Initiative +7 Senses Perception +2	
HP 53; Bloodied 26	
AC 18; Fortitude 14, Reflex 16, Will 14	
Speed 6	
m Mace (standard; at-will) ♦ Weapon	
+6 vs. AC; 1d8 + 2 damage, and the human bandit shifts 1 square.	
r Dagger (standard; at-will) ♦ Weapon	
Ranged 5/10; +8 vs. AC; 1d4 + 4 damage.	
M Dazing Strike	
Requires mace; +6 vs. AC; 1d8 + 2 damage, the target is dazed until the end of the human bandit's next turn, and the human bandit shifts 1 square.	
Combat Advantage	
The human bandit deals an extra 1d6 damage against any target it has combat advantage against.	
Alignment Unaligned	Languages Common
Skills Stealth +10, Streetwise +8, Thievery +8	
Str 14 (+4)	Dex 18 (+6) Wis 11 (+2)
Con 13 (+3)	Int 10 (+2) Cha 12 (+3)
Equipment leather armor, mace, 4 daggers	

Human Guard (Level 6)	Level 6 Soldier
Medium natural humanoid	XP 250
Initiative +7 Senses Perception +8	
HP 71; Bloodied 35	
AC 21; Fortitude 19, Reflex 18, Will 17	
Speed 5	
m Halberd (standard; at-will) ♦ Weapon	
Reach 2; +14 vs. AC; 1d10 + 5 damage, and the target is marked until the end of the human guard's next turn.	
M Powerful Strike (standard; recharge 5-6) ♦ Weapon	
Requires halberd; reach 2; +12 vs. AC; 1d10 + 9 damage, and the target is knocked prone.	
R Crossbow (standard; at-will) ♦ Weapon	
Ranged 15/30; +11 vs. AC; 1d8 + 4 damage.	
Alignment Unaligned	Languages Common
Skills Streetwise +7	
Str 20 (+7)	Dex 18 (+7) Wis 11 (+3)
Con 15 (+5)	Int 10 (+3) Cha 12 (+4)
Equipment chainmail, halberd, crossbow with 20 bolts	

ENCOUNTER 7: DESPERATE PEASANTS

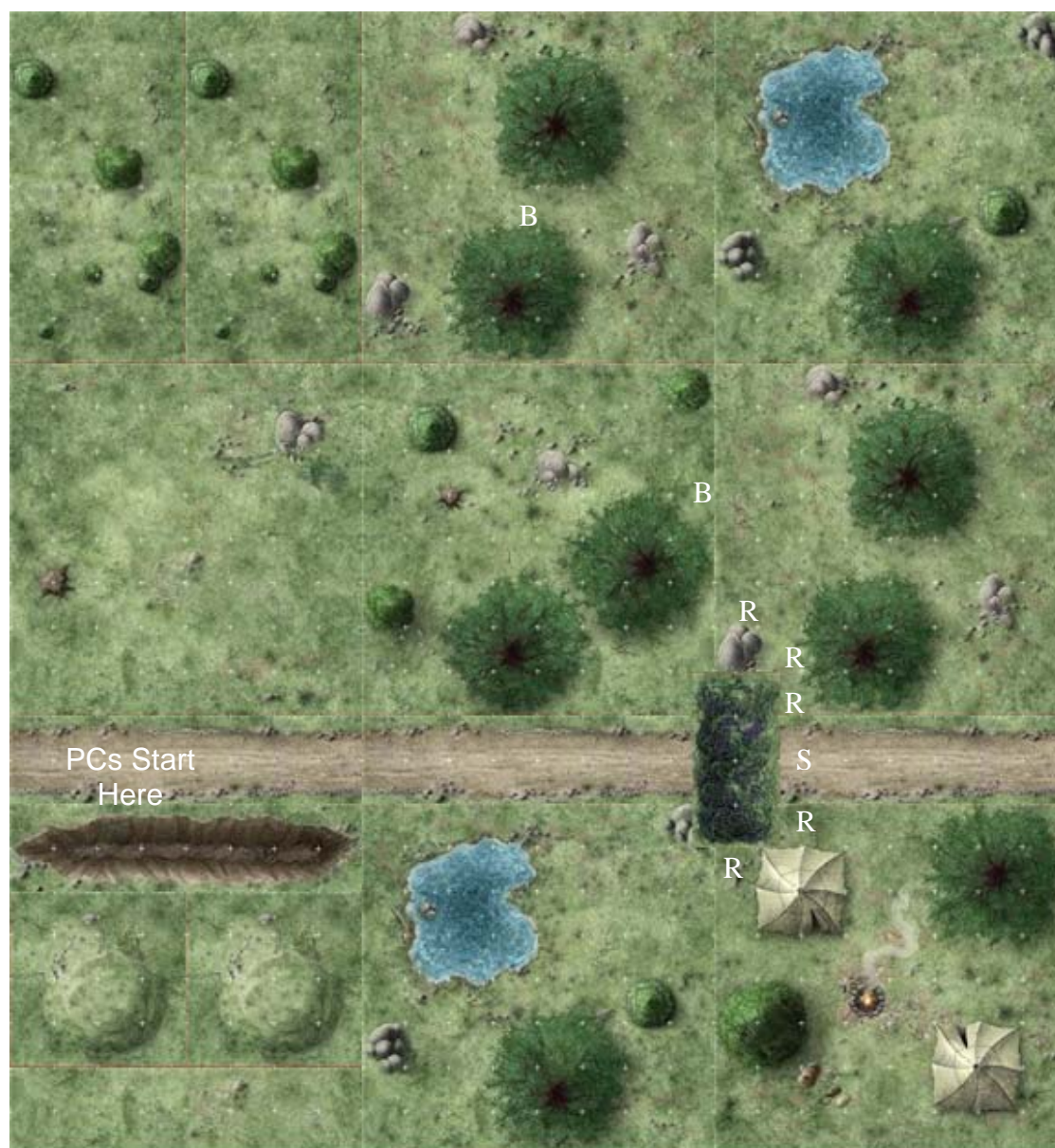
RUINS OF THE WILD

Cabin / Field w/Trees	8x8	x2
Stonehenge / Field w/Pond	8x8	x2
Ruined Tower / Field w/Trees	8x8	x2
Road	8x2	x2
Stream/Road	8x2	x1
Camp	8x8	x2
Fields	8x4	x2
Stream/Crevasse	8x2	x1
Mound	4x4	x2
Field	8x2	x1
Graves/Briar	4x2	x1

R = human rabble

B = human bandit

G = human guard



ENCOUNTER 8: NEW SARSHEL

SETUP

Sergor Marsk

In this encounter, the PCs reach New Sarshel and locate Kara's uncle. Entering the city is simple. Kara knows where her uncle can live and guides the PCs to his shop. Read:

Entering New Sarshel you make your way through the twisting streets past buildings with crumbling facades and sagging roofs. Some buildings are little more than ruins - long-since abandoned by their owners. Rubble and rubbish lie everywhere and in many places weeds voraciously grow, choking forgotten alleyways and shrouding the walls of many buildings.

HALDAR

Once the party enters new Sarshel, Haldar thanks them for their assistance and takes his leave, but not before telling them to stop by his father's shop - Rangdor's - in the future for special deals in both items and information.

SERGOR MARSK

Appearance: Tall and burly, this human male is balding but sports a full luxurious black beard.

Personality: Sergor is abrupt in speech, speaking only when necessary. He uses simple, plain words and makes his point forcefully. Because of this, he can come across as arrogant and cold.

Goals: Sergor is happy to see Kara but less happy to learn that he now owes the PCs money. Nevertheless, he does pay them a small amount of money for her safe return. (See Treasure, below).

TREASURE

Sergor pays the PCs 30 / 40 gp for Kara's safe return. In addition they gain the story award IMPI01. If they rescued Haldar they gain the story award IMPI02.

EXPERIENCE POINTS

The characters receive 35 / 35 experience points for returning Kara home safely.

CONCLUSION

Once the PCs depart Sergor's shop, the adventure is over. They are now free to explore the city and to plan their next adventures. Read:

With Kara's safe return to her uncle, your mission is over. Impiltur's lands, however, are far from safe and will no doubt provide many opportunities for future adventure. Rumors of the demonic Fraternity of Thaross influence still swirl about the city's marketplaces, and goblins and demons yet roam the countryside.

REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn experience points, treasure, and possibly story awards. All totals listed here are per PC. A number before the slash is the low-level value; after the slash is the high-level value.

IMPORTANT DM INFORMATION

It is critical that you enter the PC rewards accurately on the tracking form, and ensure that the information is reported and entered online in a timely manner. While players will be able to track their character's information on paper, the online information serves as an important backup and verification of play.

EXPERIENCE POINTS

Give PCs a full award for each encounter they successfully completed, and a half award if they were unsuccessful. Give no award if the characters did not play the encounter at all.

Encounter 1: I Predict a Riot

40 / 60 XP

Encounter 2: A Halfling in Need

100 / 130 XP

Encounter 4: Goblin Camp

90 / 145 XP

Encounter 5: Carthloreth's Caves

135 / 190 XP

Encounter 6: Ambush

135 / 190 XP

Encounter 7: Desperate Peasants

90 / 145 XP

Minor Quest: Returning Kara home

35 / 35 XP

(A PC can only get XP for Encounter 1, 2, 4, 5 and the minor quest or for 1, 2, 6, 7 and the minor quest.)

Total Possible Experience

400 / 560 XP

TREASURE

Each PC receives treasure in the form of gold pieces as well as one share from a treasure bundle. The treasure bundle may give the PC more gold, a magic item, or some other item of value. Each player makes one selection for their character; players may choose the same treasure bundle.

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that to the gold all characters receive, and ensure you enter the total amount of gold gained (minus any expenditures) online. You can have a negative number and enter that negative online. PCs receive 20% of a magic item's purchase price for any item they sell. If a player selects a magic weapon or suit of armor for their PC that is not specific on the type of item listed, they must select the exact item at the time they choose that bundle. For example, if a *duelist's weapon +1* is listed as a choice in a bundle, a player selects the form of the weapon amongst the choices possible for that magic item (light blades). If the player selects the item as a *+1 duelist's dagger*, the player writes that information down on the PC's adventure log and the item is forever after that specific weapon.

An asterisk next to a magic item means that it is an item that appears in the **New Rules** section.

Gold Per PC

75 / 100 gp

(Encounter 2: 20 / 30 gp, Encounter 4: 20 / 30 gp, Encounter 5: 30 gp / 40 gp, Encounter 6: 30 gp / 40 gp, Encounter 7: 20 / 30 gp, Encounter 8: 30 gp / 40 gp)

(A PC can only get gp for Encounter 2, 4, 5 and 8 or for 2, 6, 7 and 8.)

EACH PC SELECTS ONE OF THE FOLLOWING

Bundle A: *shadowfell gloves*

Found in Encounter 2

Bundle B: *boots of spider climbing*

Found in Encounter 4 or 7

Bundle C: *ironskin belt* (low-level version only)

Found in Encounter 5 or 6

Bundle D: *dwarven greaves* (high-level version only)

Found in Encounter 5 or 6

Potion Plus Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add a *potion of healing* plus 0 / 25 gp to their total gold per PC. The player should write the potion gained on their adventure log.

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 50 / 75 gp to their total gold per PC.

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards. If a PC earns three awards, they may only have 2 of them and must pick which two they want before ending the session.

IMPI01 Favor of Sergor Marsk

Sergor Marsk is a master weapon-smith and he has a keen interest in and knowledge of magical weapons as well as the history of Impiltur. His skill and knowledge promises to be much more useful than the few gold coins he paid you for the help of his cousin.

IMPI02 Favor of Haldar

It is always good for an adventurer to have a friend with good contacts amongst all the people of New Sarshel whether demon hunter, master thief or simple sailor. The fact that his family owns a general store that specializes in serving those in the security business is an added bonus.

ADVENTURE QUESTIONS

Mark the answers to the following adventure questions on the tracking form.

1. Did the PCs save Haldar?

- a. Yes
- b. No

2. Did the PCs save the prisoners at the goblin camp?

- a. Yes
- b. No