

MOON1-1

NATURE'S WRATH

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

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Faith in Chauntea runs strong amongst the Ffolk, and the village of Warlsbry is no exception. The village has fallen from favor and now the beasts of field and sea bring their wrath against the village. You must return the village to her good graces or it will not survive the coming winter. A *Living Forgotten Realms* adventure set in The Moonshae Isles 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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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

The village of Warlsbry has always had a patron: the unicorn Gwyneira. She frequents the outskirts and surrounding hillocks. It is considered a good omen to glimpse her as the first rays of dawn crest the hills or as they fade for the day. None may boast more than to have caught a glance from afar. Even such nominal contact is considered a great omen of good fortune. She is a reassuring watcher over the village.

Some months ago, a traveling bard came to town and was well received by the locals. He was put up in several homes. One night, he told a tale of how he met Gwyneira and rode her through the evening air. The populace was aghast at the boldness of this visitor. He received no further requests for tales but was otherwise treated well.

Then things started to go very poorly in the town, and his rash behavior was blamed. The villagers believe he has desecrated this sacred beast and that they are being punished by Chauntea and other gods for his arrogance. He has been jailed, awaiting the arrival of a druid to pass judgment on him and restore the town to Chauntea's good graces.

Though the community would never be characterized as rich, they have always had more than enough to meet their communal needs. Now food stores are shrinking, the populace is fearful, and if something is not done, many will die during the harsh winter. Fishing boats are all but ineffectual; either their nets come back empty or they are lost to the ocean. The populace fears the whales sent by Umberlee are punishing them.

The farmers have stopped tending their fields, and weeds choke and kill the crops that should soon be harvested. They fear that Chauntea punishes them, as several farmers have been viciously killed in their fields or dragged off never to be seen again. The villagers fear the goddess has set the wolves against them.

Now, a full moon later, no druid has shown, and the villagers fear Silvanus too has abandoned them. The town looks to the PCs for whatever help they may be able provide.

HUMAN RACES

The Moonshae Isles are home to two distinct cultures, the Ffolk and the Northlanders. The Ffolk embrace the druidic faith and revere the wild, untouched reaches of the islands. The Northlanders embrace a more warlike

creed and revere the violent, unrelenting sea. Both cultures are fiercely independent and reject the influence of mainlanders from Faerûn.

The island of Alaron is perhaps one of the most mixed Ffolk/Northlander of all the Moonshaes. However, most people still refer to themselves as Ffolk or Northlander.

Many foreigners (especially Amnites) refer to "Ffolk" as "any human from Alaron".

PLAYER'S INTRODUCTION

Read or paraphrase the following:

The boat took many long days to reach your destination, the Moonshae Isles. Temperatures dropped; the rain became more frequent and morning fog took longer and longer to dissipate.

"LAND HO!" called the lookout in the crow's nest.

The islands beyond appeared slowly through the grey mist. In the distance, tall mountains towered over the clouds, and the lush greens of the trees revealed themselves.

A day or so later, the ship docked in the small village of Warlsbry on the island of Alaron. Warlsbry is a small village nestled among the mountains, the Sea of Moonshae, verdant fields, and deep woods. The village is a common meeting place for adventurers.

The local population is made up of two human cultures - the nature-oriented Ffolk and the sea-loving Northlanders. While Warlsbry is mostly of Ffolk stock, the Northlander's stock is also well represented. Most of the inhabitants are human.

Today, like most others, mist covers the Sea of Moonshae as a light rain falls.

The Once Dry Toad Inn is one of the best places in town to avoid the rain that falls almost constantly on the village and to get a warm meal and some refreshing ale. Locals, travelers and foreigners all use this well-known establishment.

Many people, mostly locals, pack the common room. The place is eerily calm as patrons look in their pints and conversations are kept to a minimum.

Now is an appropriate time for the players to introduce themselves to one another. The place is crowded with out-of-work farmhands and fishermen, leaving a single table where the PCs can sit together.

Proceed to Encounter 1.

DM's INTRODUCTION

The village of Warlsbry is suffering from fear and ignorance. Several mundane problems coincide and, lacking an explanation, the people have blamed the divine. The truth of the matter is the bard they have imprisoned has nothing to do with their problems, nor have they angered any of the gods.

Several of their fishing boats have been lost to storms. Fishing yields have declined due to an Amnite pirate vessel that has been dumping poisons into the shoals, killing the fish.

The attacks they are suffering in the fields by wolves are not natural occurrences, but attacks orchestrated by a group of local goblins. The failure for the regional druid to appear is also the fault of the goblins. They accosted him as he approached the town and are holding him prisoner.

The disappearance of their patron unicorn is entirely coincidental as well. She roams farther from the village in search for a mate. The druid is aware of this information and shares it if he is rescued.

The task before the PCs is to reveal the true facts of the situation and help the village return to normalcy. They may deal with these tasks in any order, but the end result is the same.

ENCOUNTER 1: WARLSBRY

SETUP

Brenden Mac Lyrr (Diplomacy +9, Insight +6) Village chieftain

Seamus Duffee Inn proprietor

Ailern Duffee Seamus' wife

Duffee children 5 female children ages 5 to 17

The PCs arrive at the local inn called The Dry Toad Inn (but the locals usually refer to it as the "Once Dry Toad Inn"), the most notable location in Warlsbry. Here they meet the town chieftain, Brenden Mac Lyrr, and are enlisted to help in resolving the situation. Continue once the PCs enter the inn.

The inn proprietor, dressed in a dirty apron, sees to your needs and you are served a modest course. As you finish, a man of obvious stature enters and presents himself before your table.

"Travelers, I am Brenden Mac Lyrr, chieftain of Warlsbry. Times are not well, and some of us do not have the best disposition toward outsiders. I regret this, as it was not always this way. As chieftain, I must look past the prejudices of my fellow townsfolk and ask if you would be capable and willing to help us."

Chieftain Brenden Mac Lyrr can provide any information in the Adventure Background (but not the DM's Introduction). Relay as much information as possible in a conversational manner.

What is the problem?

- Chauntea and the other gods have forsaken my village, setting the beast of the sea and the field against us.
- Hywel the fisherman had his boat destroyed by a rampaging whale, and he tells of barely escaping with his life.
- The nets of other fishermen are coming back empty.
- The farmers have been attacked by wolves and have abandoned their fields as unsafe. Now the fields are choked with weeds and, if not tended soon, most of the crops will die and the fields will yield few crops.
- If these problems cannot be resolved soon, the town will not be able to put away enough food for the winter.

When did this all start?

- This has been going on for a month now.
- It started when a wandering bard defiled our patron, Gwyneira the Unicorn.
- He claims to have touched the unicorn.
- While I am not convinced the defilement is the root cause, the commoners have demanded justice.
- I have imprisoned him. He is to be judged by one of the travelling druids.
- A druid should have passed through by now, but with his delay the commoners grow restless for justice. They fear Silvanus has told the druid to forsake the village.

What would you have us do?

- Speak with the fishermen. Investigate other potential causes to their problems.
- Inspect the fields or find what has drawn the wolves to attack our farmers.
- Find the druid. Surely if you cannot solve our problems, he will know how we may appease the gods.
- Please do what you can as quickly as possible. Each night I fear the populace will take to mob justice and lynch my captive. (DM's Note: This is to encourage the PCs to complete the adventure without taking an extended rest. Taking an extended rest during the adventure has the potential to significantly decrease the challenge of the adventure.)

ENDING THE ENCOUNTER

Once the PCs have finished conversing with Brenden Mac Lyrr, they have three likely avenues they may explore:

- Solving the problem with the fishermen: proceed to Encounter 2: Whale of a Tale.
- Investigating the wolf attacks: proceed to Encounter 4: Wolves in the Grass.
- Searching for the druid: proceed to Encounter 4: Wolves in the Grass.
- If the PCs wish to speak with the bard, they may. Refer to the Adventure Background as well as Encounter 7: Goblins Amok: Aatos the Bard.

This encounter does not count toward the two encounters needed to reach a milestone.

ENCOUNTER 2: WHALE OF A TALE

SETUP

The PCs can speak with several fishermen. These conversations should reveal some of the facts behind their woes and expose some of their speculation as superstition. This should lead to the PCs heading out in a borrowed fishing boat in Encounter 3. If they PCs do not go out on a fishing vessel, Encounter 3 can be skipped. Simply proceed with their other investigations.

You return to the dock area where you originally arrived in Warlsbry. Several fishermen go about mending their nets or performing other mundane tasks. They give you a sidelong glance.

The PCs may speak to the fishermen, although they shouldn't encounter Hywel first unless they are specifically looking for him.

Guto the Fisherman

- "I won't go out on that water no more, not after Hywel's incident. Dang huge fish destroyed his boat and nearly ate him."
- "Fishing has always been reliable, but now that we've angered the gods, it's not even worth our time to go out."
- "If that druid doesn't show up in a couple days, my opinion is that we hang that bard, then things around here can return to normal."

Madoc the Fisherman

- "I'll not be risking this fog with no man-eatin' beast in the shoals. If you're so brave, you can take my boat out and see how the fishing is yourself."
- "Hywel used to be the best of the fishermen, but as of late he's gotten lazy. Now with the fish eaten up by the sea beast, he has taken on a sour mood and given up entirely."
- "That bard has nothing to do with our problems. The fishing was bad for 3 or 4 days before he even showed up in the village. People tend to forget facts when times get tough."

Seren the Fisherman

- "We've always lived at peace with the sea creatures. Whatever that bard did to anger the gods, Umberlee's beasts have driven away all our fish."

- "All the other fishermen are afraid to go out on the water, especially in a fog like this. If you were to show it was safe, I think we might be able to sway them to begin fishing again."
- "Don't believe a word Hywel tells you. We've all told our fish tales, but his are downright fantastical."

Hywel the Fisherman

A DC 16 Insight check reveals through this discussion that Hywel is hiding something.

- "My boat was destroyed last week. Biggest fish I'd ever seen came right up and rammed my boat, dumping me into the drink"
- "I'm the best fisherman on these waters, but I can't fish much without a boat."
- "Bad luck for that bard fellow; he struck me as a nice guy."
- "I feel bad. With the farming going so bad, I wish I could be out there fishing myself."
- "Not two days ago, on a clear day, I saw that whale swim'n about looking for other vessels to capsize."

Should the PCs press him on the fact he is hiding something, a DC 15 Diplomacy or Intimidate check convinces Hywel to share the following information.

- "I was out on the other side of Sharkhead Point, in a fishing spot I like because its calm and the other don't go there." (Hywel can tell the PCs how to get there, it is a few miles south of Warlsbry.)
- "I've honestly seen such large fish before, but not in years. Those whales are peaceful creatures though, and they never harm a soul."
- "I was sleeping off an evening's revelry out in my boat when something crashed into it. I awoke splashing in the waves and had to swim to shore."
- "I wasn't able to tell what it was, as the fog was too thick, not unusual, much like today."
- "I took in a big gasp of that water, and it had to be the nastiest stuff I ever tasted. I've tasted my share of salt water before, but this had a foul taste to it like nothing else."

ENDING THE ENCOUNTER

This encounter should end with the PCs either taking a fishing vessel out to investigate in Encounter 3: Pirates in the Shoals or with them returning to investigate the other problems in Encounter 4: Wolves in the Grass.

This encounter does not count toward the two encounters needed to reach a milestone.

ENCOUNTER 3: PIRATES IN THE SHOALS

ENCOUNTER LEVEL 2/4 (675/875 XP)

This encounter takes place if the PCs decide to take a boat and find the strange fish mentioned by Hywel. Sharkhead Point does look like a shark's head. The place has a number of shoals and is always extremely foggy.

SETUP

This encounter includes the following Amnite pirates:

1 Amnite freebooter (D)

1 human mage (M)

1 human bandit (B)

5 human rabble (R)

As the PCs pilot their fishing boat into the fog, they can barely see the end of the boat. In the fog, they come upon an Amnite vessel pouring barrels of poison into the waters. The pirates are not happy to be discovered and are immediately aggressive.

As the adventurers enter the area, read:

Although the fog is thick enough to cut, a much larger vessel appears immediately before you.

From its deck, several men dump barrels of a black noxious substance into the water. The vileness of the substance is palpable even from this distance, and it quickly dissolves into the waters, leaving a lingering gray cloud.

As you assess the situation, a hook and rope flies out, snags your boat, and drags it against the ship. The crew is ready to dispatch of any witnesses to their activity.

FEATURES OF THE AREA

Illumination/Fog: The thick fog heavily obscures the area, providing concealment to adjacent targets. Creatures 5 or more squares away cannot be seen.

Unsteady Ship: If the PCs board the Amnite vessel, the waves begin to chop. At the end of each round, roll a d6 for the following effects. The pirates, being ocean-goers, gain a +10 to these checks.

1 - Boat lists to the left. All creatures must make a DC 12/14 Acrobatics check or slide 1 square to the left. If the creature is already on the far left of the boat they are knocked prone instead.

2 - Boat lists to the right. All creatures must make a DC 12/14 Acrobatics check or slide 1 square to the

right. If the creature is already on the far right of the boat they are knocked prone instead.

3 - Boat rocks violently. All creatures must make a DC 12/14 Acrobatics check or be knocked prone.

4, 5, 6 - Nothing happens.

TACTICS

The demagogue bandit is not one to lead from the rear. He places himself among his rabble so he can take advantage of his abilities such as *clever escape* and *mob defense*. The mage uses his attacks from range. If the demagogue is still alive, the rabble does not die immediately when struck due to their *deathless fanaticism*.

SCALING THE ENCOUNTER

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

Four PCs: Remove the human bandit.

Six PCs: Add one human bandit.

ENDING THE ENCOUNTER

A DC 15 Heal or Nature check reveals the tar-like substance as a poison. If the players take time to question the pirates, they can ascertain the following information:

- They are Amnites.
- They have been poisoning the water around Warlsbry for the past months.
- They were paid good coin for it, and they do not care if the villagers starve come winter.
- Other ships have been supplying the enemies of the isles with weapons to harass the Ffolk. They are not sure who these allies are.

Once the PCs have finished with the pirates, they can return to Warlsbry and investigate other issues. Proceed to Encounter 4: Wolves in the Grass. If they have already completed these, proceed to the Conclusion in Encounter 4.

EXPERIENCE POINTS

The characters receive 135/175 experience points each for defeating the pirates.

TREASURE

If the PCs search through the pouches of the pirates, they can gather up 30/50 gp, as well as an *amulet of protection* +2.

ENCOUNTER 3: PIRATES IN THE SHOALS STATISTICS (LOW LEVEL)

Amnite Freebooter	Level 3 Elite Controller (Leader)
Medium natural humanoid	XP 300
Initiative +6	Senses Perception +1
Deathless Fanaticism aura 5; allies below the demagogue's level in the area remain alive when reduced to zero hit points. They die at the end of their next turn if they are still at zero or below.	
HP 74; Bloodied 37	
AC 17; Fortitude 15, Reflex 15, Will 17; +4 defense against all charm and fear attacks	
Saving Throws +2	
Action Points 1	
Speed 6	
m Mace (standard; at-will) ♦ Weapon	
+5 vs. AC; 1d8+1 damage, and the human bandit shifts 1 square.	
r Dagger (standard; at-will) ♦ Weapon	
Range 5/10; +7 vs. AC; 1d4+3 damage.	
M Dazing Strike (standard, encounter) ♦ Weapon	
Requires mace; +5 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 on melee and ranged attacks against any target it has combat advantage against.	
Mob Defense	
The demagogue gains +1 bonus to all defenses for each ally adjacent to it.	
Strike on My Order (standard, encounter)	
Close burst 5, up to three allies, in area make basic attacks with a +2 attack bonus and a +1 damage bonus.	
Clever Escape (move, recharge 5, 6)	
Shift 3 squares. One square shifted through must be occupied by an ally.	
Alignment Evil	Languages Common
Skills Stealth +10, Thievery +10	
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 Rabble	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	
A human rabble gains a +2 power bonus to all defenses while at least two other human rabble are within 5 squares of it.	
Alignment Evil	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 Skirmishers
Medium natural humanoid	XP 125
Initiative +6	Senses Perception +1
HP 30; Bloodied 15	
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	
Range 5/10; +6 vs. AC; 1d4+3 damage.	
M Dazing Strike (standard, encounter) ♦ Weapon	
Requires mace; +5 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 on melee and ranged attacks against any target it has combat advantage against.	
Alignment Evil	Languages Common
Skills Stealth +9, Thievery +9	
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 Mage (level 2)	Level 2 Artillery
Medium natural humanoid	XP 125
Initiative +4	Senses Perception +3
HP 30; Bloodied 15	
AC 15; Fortitude 11, Reflex 12, Will 13	
Speed 6	
m Quarterstaff (standard; at-will) ♦ Weapon	
+2 vs. AC; 1d8 - 1 damage	
r Magic Missile (standard; at-will) ♦ Force	
Range 20; +5 vs. Reflex; 2d4+3 force damage	
R Dancing Lightening (standard, encounter) ♦ Lightening	
The mage makes a separate attack against 3 different targets; range 10; +5 vs. Reflex; 1d6+3 lightning damage.	
R Thunder Burst (standard, encounter) ♦ Thunder	
Area burst 1 within 10; +5 vs. Fortitude; 1d8+3 thunder damage, and the target is dazed (save ends)	
Alignment Evil	Languages Common
Skills Arcana +11	
Str 10 (+2)	Dex 14 (+4) Wis 17 (+5)
Con 12 (+3)	Int 18 (+6) Cha 12 (+3)
Equipment robes, quarterstaff, wand	

ENCOUNTER 3: PIRATES IN THE SHOALS STATISTICS (HIGH LEVEL)

Amnite Freebooter (Level 5) Level 5 Elite Controller (Leader)	
Medium natural humanoid	XP 400
Initiative +6	Senses Perception +1
Deathless Fanaticism aura 5; allies below the demagogue's level in the area remain alive when reduced to zero hit points. They die at the end of their next turn if they are still at zero or below.	
HP 122; Bloodied 61	
AC 19; Fortitude 17, Reflex 17, Will 19; +4 defense against all charm and fear attacks	
Saving Throws +2	
Action Points 1	
Speed 6	
m Mace (standard; at-will) ♦ Weapon	
+7 vs. AC; 1d8+2 damage, and the human bandit shifts 1 square.	
r Dagger (standard; at-will) ♦ Weapon	
Range 5/10; +9 vs. AC; 1d4+4 damage.	
M Dazing Strike (standard, encounter) ♦ Weapon	
Requires mace; +7 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 on melee and ranged attacks against any target it has combat advantage against.	
Mob Defense	
The demagogue gains +1 bonus to all defenses for each ally adjacent to it.	
Strike on My Order (standard, encounter)	
Close burst 5, up to three allies in area make basic attacks with a +2 attack bonus and a +2 damage bonus.	
Clever Escape (move, recharge 5, 6)	
Shift 3 squares. One square shifted through must be occupied by an ally.	
Alignment Evil	Languages Common
Skills Stealth +10, Thievery +10	
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 Rabble		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		
A human rabble gains a +2 power bonus to all defenses while at least two other human rabble are within 5 squares of it.		
Alignment Evil	Languages Common	
Str 14 (+2)	Dex 10 (+0)	Wis 10 (+0)
Con 12 (+1)	Int 9 (−1)	Cha 11 (+0)
Equipment club		

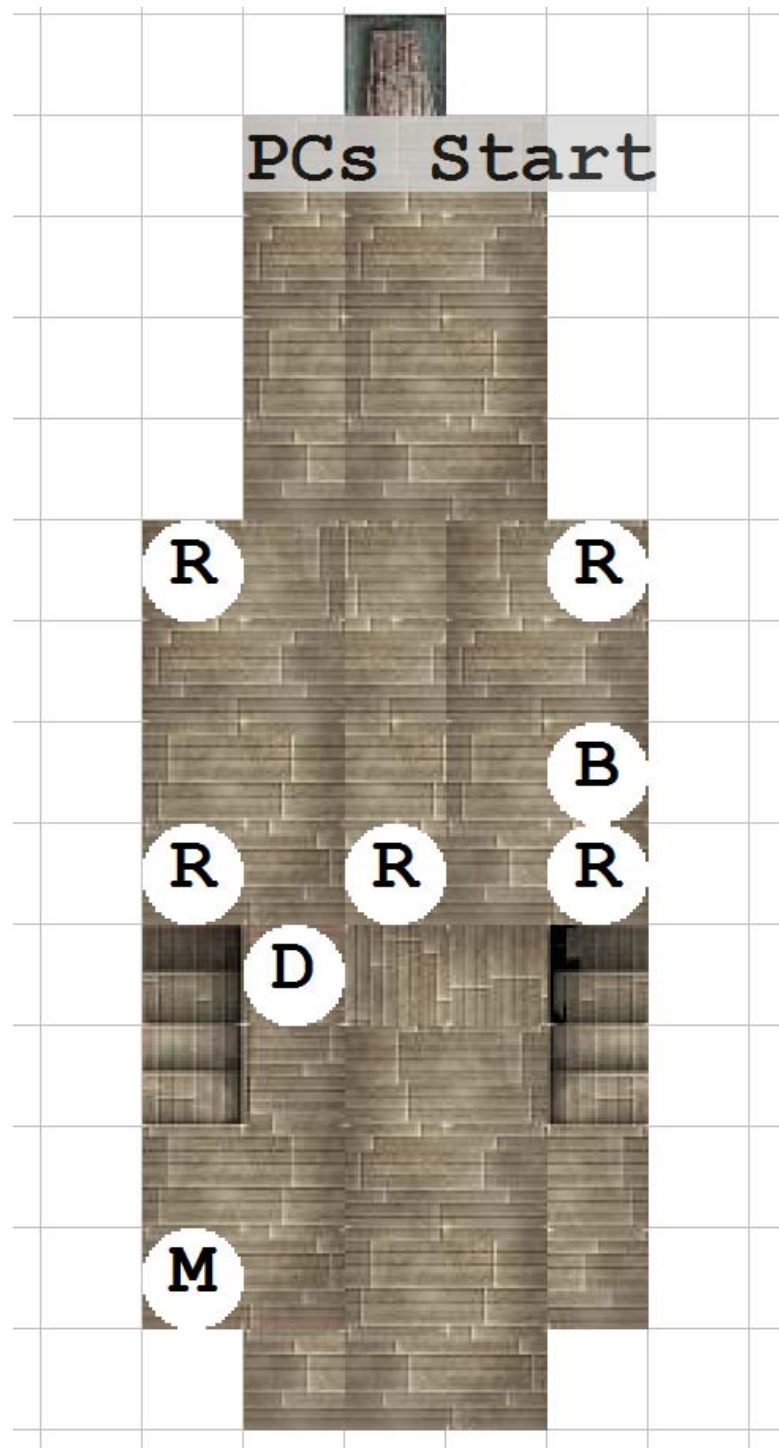
Human Bandit (level 4)		Level 4 Skirmishers
Medium natural humanoid		XP 175
Initiative +6	Senses Perception +1	
HP 46; Bloodied 23		
AC 18; Fortitude 14, Reflex 16, Will 14		
Speed 6		
m Mace (standard; at-will) ♦ Weapon		
+6 vs. AC; 1d8+2 damage, and the human bandit shifts 1square.		
r Dagger (standard; at-will) ♦ Weapon		
Range 5/10; +8 vs. AC; 1d4+4 damage.		
M Dazing Strike (standard, encounter) ♦ Weapon		
Requires mace; +7 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 on melee and ranged attacks against any target it has combat advantage against.		
Alignment Evil		Languages Common
Skills Stealth +9, Thievery +9		
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 Mage (level 4)		Level 4 Artillery
Medium natural humanoid		XP 175
Initiative +4	Senses Perception +5	
HP 42; Bloodied 21		
AC 17; Fortitude 13, Reflex 14, Will 15		
Speed 6		
m Quarterstaff (standard; at-will) ♦ Weapon		
+4 vs. AC; 1d8 damage		
r Magic Missile (standard; at-will) ♦ Force		
Range 20; +7 vs. Reflex; 2d4+4 force damage		
R Dancing Lightening (standard; encounter) ♦ Lightning		
The mage makes a separate attack against 3 different targets; range 10; +7 vs. Reflex; 1d6+4 lightning damage.		
R Thunder Burst (standard; encounter) ♦ Thunder		
Area burst 1 within 10; +7 vs. Fortitude; 1d8+4 thunder damage, and the target is dazed (save ends)		
Alignment Evil		Languages Common
Skills Arcana +11		
Str 10 (+2)	Dex 14 (+4)	Wis 17 (+5)
Con 12 (+3)	Int 18 (+6)	Cha 12 (+3)
Equipment robes, quarterstaff, wand		

ENCOUNTER 3: PIRATES IN THE SHOALS MAP

HIDDEN CRYPTS

Wooden Door / Coffin	1x2	x1
Wooden Floor / Floor	4x2	X8
Wooden Platform / Floor	4x2	X1
Wooden Platform 2 / Floor	4x2	x1



ENCOUNTER 4: WOLVES IN THE GRASS

ENCOUNTER LEVEL 1/3 (550/775 XP)

This encounter takes place when the PCs do one of two things: head to investigate the wolf attacks or try to look for the druid.

SETUP

This encounter includes the following creatures:

3 goblin blackblades (B)

2 gray wolves (W)

This encounter takes place in the overgrown fields around the outskirts of Warlsbry.

As the adventurers enter the area, read:

The village is surrounded by field full of weed-choked crops. A rocky road lines the field with an abandoned wagon off the side. It is obvious that if the fields are not tended soon, the weeds will kill most of the edible plants.

Any PC passing a DC 16 passive Perception check can act in the surprise round. Read the following for those who succeed. Two of the goblins are behind a hill with the wolves and one hides in an abandoned wagon.

The sound of a low growl draws your attention to a pair of eyes hiding in the weeds, just before the beast lunges towards you.

FEATURES OF THE AREA

Illumination: If it is daytime, there is bright light. If nighttime, the area is lit dimly by moonlight.

Hill: One the lower left side of the map is a small rise providing cover for those behind it to hide.

Rocky Ground: Several squares contain rocks. Entering these squares costs double movement.

Trees: Standing in a square with a tree provides cover.

Wagon: Going prone inside of the wagon provides total cover. Cover is provided for anyone using ranged attacks from either end of the wagon.

TACTICS

Two of the goblins are mounted on the wolves. At the lower challenge tier, this provides no direct combat benefit. The goblins hope for the wolves to knock the PCs prone so the goblins can take advantage of their

combat advantage abilities. They also attempt to shift around to provide flanking.

SCALING THE ENCOUNTER

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

Four PCs: Remove one goblin blackblade

Six PCs: Add one goblin blackblade

ENDING THE ENCOUNTER

Once the PCs have dispatched the wolves and goblins, they are free to search the area. Proceed to Encounter 5: Search.

EXPERIENCE POINTS

The characters receive 110/155 experience points each for defeating the goblins and the wolves.

TREASURE

None.

ENCOUNTER 4: WOLVES IN THE GRASS STATISTICS (LOW LEVEL)

Gray Wolf		Level 2 Skirmisher
Medium natural beast		XP 125
Initiative +5	Senses Perception +7; low-light vision	
HP 38; Bloodied 19		
AC 16; Fortitude 14, Reflex 14, Will 13		
Speed 8		
m Bite (standard; at-will)		
+7 vs. AC; 1d6+2 damage, or 2d6+2 damage against a prone target.		
Combat Advantage		
If the gray wolf has combat advantage against the target, the target is also knocked prone on a hit.		
Alignment Unaligned		Languages --
Str 13 (+2)	Dex 14 (+3)	Wis 13 (+2)
Con 14 (+3)	Int 2 (-3)	Cha 10 (+1)

Goblin Blackblade		Level 1 Lurker
Small natural humanoid (goblin)		XP 100
Initiative +7	Senses Perception +1; low-light vision	
HP 25; Bloodied 12		
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; 1d6+2 damage		
Combat Advantage		
The goblin blackblade 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.		
Sneaky		
When shifting, a goblin blackblade can move into a space occupied by any ally of their level or lower. That creature shifts into the blackblade's space as a free action.		
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, short sword		

ENCOUNTER 4: WOLVES IN THE GRASS STATISTICS (HIGH LEVEL)

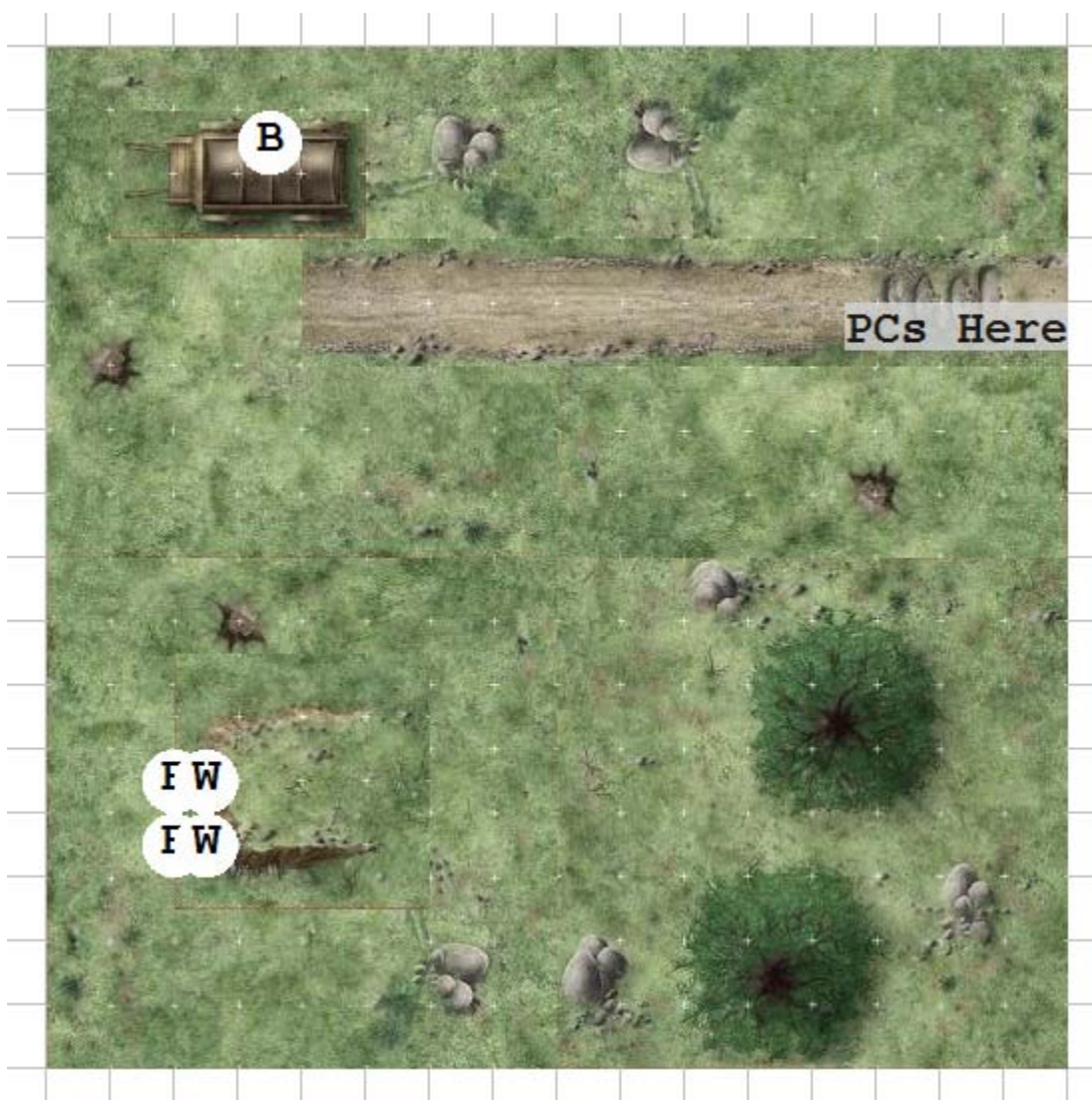
Gray Wolf (level 5)		Level 5 Skirmisher
Medium natural beast		XP 200
Initiative +5 Senses Perception +7; low-light vision		
HP 62; Bloodied 31		
AC 19; Fortitude 17, Reflex 17, Will 16		
Speed 8		
m Bite (standard; at-will)		
+10 vs. AC; 1d6+3 damage, or 2d6+3 damage against a prone target.		
Combat Advantage		
If the gray wolf has combat advantage against the target, the target is also knocked prone on a hit.		
Alignment Unaligned		Languages --
Str 13 (+2)	Dex 14 (+3)	Wis 13 (+2)
Con 14 (+3)	Int 2 (-3)	Cha 10 (+1)

Goblin Blackblade (level 2)		Level 2 Lurker
Small natural humanoid (goblin)		XP 125
Initiative +7 Senses Perception +1; low-light vision		
HP 31; Bloodied 15		
AC 17; Fortitude 13, Reflex 15, Will 12		
Speed 6; see also <i>goblin tactics</i>		
m Short Sword (standard; at-will) ♦ Weapon		
+6 vs. AC; 1d6+2 damage		
Combat Advantage		
The goblin blackblade 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.		
Sneaky		
When shifting, a goblin blackblade can move into a space occupied by any ally of their level or lower. That creature shifts into the blackblade's space as a free action.		
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, short sword		

ENCOUNTER 4: WOLVES IN THE GRASS MAP

RUINS OF THE WILD

Cabin / Field w/Trees	8x8	x1
Camp / Field	8x8	x3
Road / Crevasse	8x4	x1
Covered Wagon / Field w/Log	4x2	x1
Road w/ Steps / Fallen Pillar	4x2	x1
Hill / Stairs Down	4x4	x1



ENCOUNTER 5: SEARCH

SKILL CHALLENGE LEVEL 1/3 COMPLEXITY 1 (500/750 XP)

SETUP

Number of Successes: 4

Number of Failures: 2

Primary Skills: Arcana, Athletics, Dungeoneering, Heal, Nature, Perception,

The PCs now have an opportunity to search for some clues to their attackers which eventually leads to the goblin cave.

It appears that more than just wolves have been active in the attacks on the farmers. Goblins are involved in the attacks. Perhaps they have left some clues as to where they are?

First if the PCs succeed at a DC 14 Perception check (passive or active), they have enough information to reach Encounter 6: Unwelcome Entrance. If they fail at this check, any of the Perception checks below also reveals enough information. If they do not succeed at a passive Perception check, or any of the Perception checks below, provide the information so they may continue the adventure, but they receive no experience for this encounter.

The wolves have beaten a trail through the brush, leading to the north.

The PCs can investigate other clues. To find each clue, they must first succeed at a DC 15 Perception check. Each successful check reveals an appropriate piece of information. Keep track in the number of successful checks the PCs make. Once they reach 4 successes or 2 failures, they have exhausted their investigation and do not find any additional clues.

The following section is provided as examples. Feel free to customize them based on what the PCs do, and give hints to the PCs about what skills might be useful if they're having trouble deciding what to do. If a PC wants to use a skill that's not listed here and you think it's applicable, they need to make a DC 14/15 check with that skill to gain a success.

A failure constitutes failing at either a Perception check or one of the listed skill checks. If they fail at a listed skill check below, they may try it again, with equal

chance for success/failure. If they succeed at a skill check for a particular listed skill, they must subsequently use one of the other listed skill checks to complete the encounter. Reward creativity.

Arcana (DC 17/18): You find a small bit of some arcane hex charm. (Provide the PCs information about one of the goblin hexer's powers.)

Athletics (DC 12/13): Lifting a wagon wheel, you discover pouch containing accoutrements that may belong to a druid.

Dungeoneering (DC 17 / 18): Gravel and mud from a cavernous source are noticeable along the path. Some of this gravel is covered with bat guano.

Heal (DC 15 / 16): You notice drag marks and blood spots. There was a fight here maybe a week ago. The amount of blood would indicate that a creature was dragged off alive. (These marks were made when the goblins captured the druid.)

Nature (DC 17 / 18): Though most of the prints in the area appear to be from a goblin or wolf, there are set of larger prints in the area. These prints are likely from a bugbear, a larger type of goblinoid. (This information will grant the PCs a +2 on their Perception check to notice the bugbear in Encounter 7).

Success/Failure: If the PCs fail the skill challenge, the search is much more difficult, and they each lose 1 healing surge. Either way, the PCs can find the cave.

ENDING THE ENCOUNTER

Once the PCs have finished searching the area, they find a trail leading to the goblins' cave. Go to Encounter: 6: Unwelcome Entrance.

EXPERIENCE POINTS

The characters receive 35/25 experience points each for defeating the goblins and the wolves.

TREASURE

If the PCs did not play Encounter 3, hidden beneath the wagon, the PCs find a pouch with 30/50 gp. If they did play Encounter 3, there is no treasure here.

ENCOUNTER 6: UNWELCOME ENTRANCE (OPTIONAL)

EXPERIENCE POINTS

The characters receive 90/120 experience points each for defeating the bats.

ENCOUNTER LEVEL 1/3 (450/600 XP)

SETUP

This encounter includes the following creatures:

3 shadowhunter bats (B)

This is an optional encounter. If the PCs missed the combat in Encounter 2: Pirates in the Shoals, or at least 90 minutes remain in the session, feel free to run this encounter. Otherwise read the first paragraph of text describing the area and proceed on to Encounter 7: Goblins Amok.

As the adventurers enter the area, read:

A muddy cave leads into the ground. The sunlight is snuffed out by darkness as the mud gives way to a stone floor, and the tunnel expands around you into a larger area. Across the cavernous space, on the far wall, is a passage continuing deeper into the cave system.

FEATURES OF THE AREA

Ceilings: The ceilings in this area are 20 feet high.

Illumination: There is no natural light in the area. The only light present is what the PCs bring with them.

Rubble: There are several areas around the cavern where the stony floor is hard to traverse, counting as difficult terrain.

TACTICS

The bats in this area take advantage of their *flyby attack* in order to attack as they move, ending their movement away from the PCs and near the ceilings.

SCALING THE ENCOUNTER

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

Four PCs: Remove one shadowhunter bat.

Six PCs: Add one shadowhunter bat.

ENDING THE ENCOUNTER

Once the PCs defeat the bats they may continue down the far passageway and onto Encounter 7: Goblins Amok.

ENCOUNTER 6: UNWELCOME ENTRANCE STATISTICS (LOW LEVEL)

Shadowhunter Bat		Level 3 Lurker
Medium shadow beast		XP 150
Initiative +9 Senses Perception +7; darkvision		
HP 38; Bloodied 19		
AC 17; Fortitude 14, Reflex 17, Will 12		
Speed 2 (clumsy), fly 8; see also <i>flyby attack</i>		
m Tail Slash (standard; at-will)		
+8 vs. AC; 1d6+4 damage, in dim light or darkness, a shadowhunter bat gains a +2 bonus to attack rolls and deals an extra 6 damage.		
M Flyby Attack (standard; at-will)		
A shadowhunter bat flies up to 8 squares and makes one melee basic attack at any point during that movement. The bat doesn't provoke opportunity attacks when moving away from the target of the attack.		
Alignment Unaligned		Languages --
Skills Stealth +10		
Str 13 (+2)	Dex 18 (+5)	Wis 13 (+2)
Con 14 (+3)	Int 2 (-3)	Cha 11 (+1)

ENCOUNTER 6: UNWELCOME ENTRANCE STATISTICS (HIGH LEVEL)

Shadowhunter Bat (level 5)		Level 5 Lurker
Medium shadow beast		XP 200
Initiative +9	Senses Perception +7; darkvision	
HP 50; Bloodied 25		
AC 19; Fortitude 16, Reflex 19, Will 14		
Speed 2 (clumsy), fly 8; see also <i>flyby attack</i>		
m Tail Slash (standard; at-will)		
+10 vs. AC; 1d6+5 damage, in dim light or darkness, a shadowhunter bat gains a +2 bonus to attack rolls and deals an extra 6 damage.		
M Flyby Attack (standard; at-will)		
A shadowhunter bat flies up to 8 squares and makes one melee basic attack at any point during that movement. The bat doesn't provoke opportunity attacks when moving away from the target of the attack.		
Alignment Unaligned		Languages --
Skills Stealth +10		
Str 13 (+2)	Dex 18 (+5)	Wis 13 (+2)
Con 14 (+3)	Int 2 (-3)	Cha 11 (+1)

ENCOUNTER 6: UNWELCOME ENTRANCE (OPTIONAL) MAP

LOST CAVERNS OF THE UNDERDARK

Floor / Tunnel	4x8	x1
Cave Offshoot / Tunnel End	4x4	x1
Cave Wall / T-Tunnel	4x2	x4
Cave Corner / Tunnel Corner	4x4	x3
Cave Corner / Tunnel Intersection	4x2	x1



ENCOUNTER 7: GOBLINS AMOK

ENCOUNTER LEVEL 3/5 (750/950 XP)

SETUP

This encounter includes the following creatures:

For the low-level version:

- 1 bugbear strangler (B)
- 1 goblin hexer (H)
- 2 goblin sharpshooters (S)
- 4 goblin cutters (C)

Or

For the high-level version:

- 2 bugbear stranglers (B)
- 1 goblin hexer (H)
- 2 goblin sharpshooters (S)
- 2 goblin cutters (C)

As the adventurers enter the area, read:

Deeper in the complex, the natural fogs of the region have settled in, making it hard to discern the extent of this chamber. Torches are scattered across the cavern here and there, still sputtering and offering only scant amounts of light.

FEATURES OF THE AREA

Ceilings: The ceilings in this area are 30 feet high.

Illumination: The torches scattered about provide dim light, which is perfect for the goblins.

Light Fog: The hexer has activated his vexing cloud in a burst 3 around himself. He attempts to sustain this effect throughout the combat, moving it to where it benefits his allies.

Pit: There is a 20-foot/30-foot pit in the room. Should a creature fall into the pit, it takes 2d10/3d10 points of damage. It requires a DC 22 Athletics check to climb out. The druid is unconscious at the bottom of this pit.

Pillars: There are several pillars about the room that provide cover.

Ledge: There is a 15-foot-high ledge that winds around the top edge of the chamber. A creature may climb the ledge with a DC 20 Athletics check.

TACTICS

The goblin hexer stays away from the combat, and the sharpshooters attack from the raised ledge. The cutters engage the PCs in melee. The bugbear strangler(s)

attack from cover or concealment, attempting to take advantage of their *strangle* ability.

SCALING THE ENCOUNTER

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

Four PCs: Remove one goblin sharpshooter one and goblin cutter.

Six PCs: Add one goblin sharpshooter and one goblin cutter.

ENDING THE ENCOUNTER

Once the PCs have dispatched the goblins, they are free to navigate the pit and revive the druid. The druid can relate the following information:

- “I am Svenskild the druid.”
- “I was traveling overland to Warlsbry about a week ago when I was overtaken by these goblins.”
- “They brought me here, and I expected to be eaten, but luckily you showed up before they got too hungry.”
- “About 2 days ago I thought I was rescued, as I heard human voices. I couldn’t make out what was said, but it turns out they must be working with the goblins because they left after a short visit.”

The druid only brings up the unicorn if asked:

- “I know Gwyneira. I would consider her a friend.”
- “It is highly unlikely the bard ever rode her. Likely ‘twas a tale he made up.”
- “Gwyneira has not abandoned the village. It is simply her time, and she has left in search of a mate, as those of her kind are not common. She will likely return in the spring.”

EXPERIENCE POINTS

The characters receive 150/190 experience points each for defeating the goblin hexer and his minions.

TREASURE

The PCs are able to find 45/50 gp as well as, at high level, *gauntlets of ogre power* and *boots of spider climbing*.

In return for freeing him, the druid gifts you a suit of *darkleaf armor* +1. The clan chief offers the PCs a *resounding weapon* +1 or a +1 *rod of dark reward*.

CONCLUSION

Allow the PCs to return to town and bring their information before the chieftain.

Chieftain Brenden Mac Lyrr is grateful for your bringing the truths of the situation to light. He immediately orders that Aatos the bard be freed.

That evening he gathers all the people in the village. You are recognized for your achievements, and the myths the villages have been operating on are dispelled. In the Dry Toad Inn, Aatos Kallio sings a song to your praise.

The following day, the simple folk seem excited to be able to return to their labors. Life begins to return to normal in Warlsbry.

The PCs are welcome to converse with Aatos. Some relevant details are listed below. Feel free to add extra details as needed.

Aatos the Bard: Male human, early 20s.

- He has been traveling the world plying his trade.
- He arrived in Warlsbry and work went well.
- He heard tales of the unicorn Gwyneira and thought it would make a good tale. He has never met the unicorn.
- He is grateful for the PCs' help.

ENCOUNTER 7: GOBLINS AMOK STATISTICS (LOW LEVEL/HIGH LEVEL)

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>			
m 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)			
Range 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 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			

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 Shortsword (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			

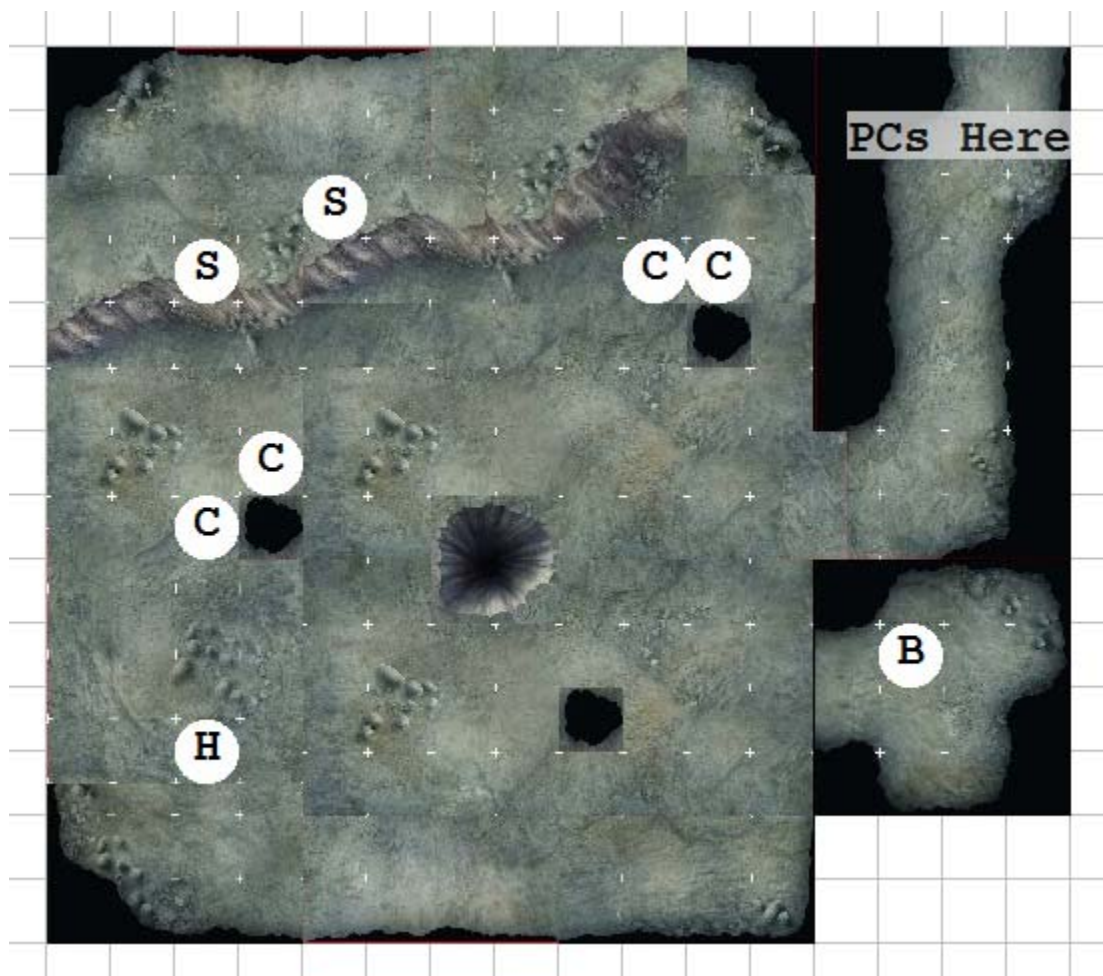
Goblin Sharpshooter		Level 2 Artillery	
Small natural humanoid		XP 125	
Initiative +5		Senses Perception +2; low-light vision	
HP 31; Bloodied 15			
AC 16; Fortitude 12, Reflex 14, Will 11			
Speed 6; see also <i>goblin tactics</i>			
m Short Sword (standard; at-will) ♦ Weapon			
+6 vs. AC; 1d6 + 2 damage.			
r Hand Crossbow (standard; at-will) ♦ Weapon			
Range 10/20; +9 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 +12, Thievery +12			
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			

Bugbear Strangler		Level 6 Lurker	
Medium natural humanoid (goblin)		XP 250	
Initiative +11		Senses Perception +5; low-light vision	
HP 82; Bloodied 41			
AC 21; Fortitude 18, Reflex 18, Will 16; see also <i>body shield</i>			
Speed 7			
m Morningstar (standard; at-will) ♦ Weapon			
+10 vs. AC; 1d12+4 damage			
M Strangle (standard; sustain standard; at-will)			
Requires combat advantage; +9 vs. Reflex; 1d10+4 damage, and the target is grabbed (until escape). A target trying to escape the grab takes a -4 penalty to the check. The bugbear strangler can sustain the power as a standard action, dealing 1d10+4 damage and maintaining the grab.			
Body Shield (immediate interrupt, when targeted by a melee or ranged attack against Reflex or AC; recharge 4 5 6)			
The bugbear strangler makes its grabbed victim the target instead. The bugbear strangler can't use this power to redirect attacks made by a creature it is currently grabbing.			
Predatory Eye (minor; encounter)			
The bugbear strangler deals +1d6 damage on the next attack it makes with combat advantage. It must apply this bonus before the end of its next turn.			
Alignment Evil		Languages Common, Goblin	
Skills Intimidate +10, Stealth +14			
Str 18 (+7)		Dex 18 (+7)	Wis 14 (+5)
Con 16 (+6)		Int 10 (+3)	Cha 10 (+3)
Equipment leather armor, morningstar, rope garrote			

ENCOUNTER 7: GOBLINS AMOK MAP

LOST CAVERNS OF THE UNDERDARK

Floor / Tunnel	4x8	X4
Cave Offshoot / Tunnel End	4x4	x1
Floor / Tunnel w/Gravel	2x2	x1
Tunnel End / Pit	2x1	x1
Cave Wall / T-Tunnel	4x2	x2
Floor / Tunnel	4x4	x1
Floor w/Ridge / Tunnel w/Lava Gorge	4x8	x2
Tunnel End / Tunnel	4x4	x1
Cave Pillar / Sand	1x1	x3
Cave Corner / Tunnel	2x2	x2
Cave Corner / Tunnel Intersection	4x2	x1



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 3 at all.

Encounter 3: Pirates in the Shoals

135/175 XP

Encounter 4: Wolves in the Grass

110/155 XP

Encounter 5: Search

15 / 25 XP

Encounter 6: Unwelcome Entrance (optional)

90 / 120 XP

Encounter 7: Goblins Amok

150 / 190 XP

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 3 (or 5): 30/50 gp, Encounter 7: 45/50 gp)

EACH PC SELECTS ONE OF THE FOLLOWING

Bundle A: *+1 rod of dark reward* (low-level version only)
Gifted in Encounter 8

Bundle B: *resounding weapon +1* (low-level version only)
Gifted in Encounter 8

Bundle C: *darkleaf armor +1*
Gifted in Encounter 8

Bundle D: *amulet of protection +2*
Found in Encounter 3

Bundle E: *boots of spider climbing* (high-level version only)
Found in Encounter 7

Bundle F: *gauntlets of ogre power* (high-level version only)
Found in Encounter 7

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.

MOON01 Favor of the Mac Lyrrs (Group Award)

You have performed a service for the Chieftain of Warlsbry, Brenden Mac Lyrr. His village is saved, the farmers and fishers returning to their daily routines. The village can build up their food stores and now have hopes to survive the harsh winter.

MOON02 Favor of Aatos Kallio (Group Award)

You have exonerated the falsely accused bard. He does not forget your generosity and sings tales of your deeds.

ADVENTURE QUESTIONS

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

1. Did the PCs question the Amnite pirates?

- a. No.
- b. Yes, and they revealed they were Amnite.
- c. Yes, and they discovered why they were poisoning the fish.
- d. Yes, and they discovered other ships were supplying arms.
- e. At least two of the three of b, c, and d.

2. Did the PCs rescue the druid?

- a. Yes
- b. No

3. Did the druid reveal Gwyneira's location?

- a. Yes
- b. No