

## **Adventure Background:**

The Blue Mountain Inn has been a safe haven for adventurers and travelers both, sitting on a road halfway between two towns. Offering good food, good ale, and a warm, comfortable bed, the Inn has always been a preferred stop for anyone passing by. Recently, however, a band of goblins led by Skave the Sly have taken over the Inn, driving the owners away (and killing those too slow to flee).

Delighted with their captured prize, the goblins have already finished with their looting, and now they plan to hold it, driving away anyone who comes near. Skave knows that to have a stronghold is to be powerful, and more than anything else, Skave wants to be powerful.

## **Adventure Setup:**

This is more a random encounter than a true adventure, but the Inn itself offers several small encounters which can occupy characters for a few hours. The characters could accept a quest from the owners to retake the inn, or they could simply stumble onto it along the road, or maybe a captive goblin tells them about Skave and his band? This little module can be affixed to any campaign with relative ease.

The adventure is written for 1<sup>st</sup> level characters, but there are scaling rules at the end of the text. If every encounter is completed successfully, the PCs stand to gain 4025 xp (or 805 xp each, assuming a party of 5).

## **The Adventure Begins:**

### **Outside the Inn:**

From the outside, the Blue Mountain Inn looks perfectly inviting. There is no outward sign of the goblin invasion, and the only goblins on watch are peeking from the small cellar windows.

Roll a perception check for the goblins in the cellar with a -2 penalty (they are not paying much attention). If the goblins notice the characters approaching, they will move four sharpshooters to the window to take care of the adventurers.

Once the characters are within 20 squares, goblin sharpshooters will begin to fire at them from the small, cellar windows (which grant the goblins superior cover (-5 on attack rolls against them), but they also take a -2 penalty on attack rolls for the narrow field of view offered by the windows). There are four sharpshooters in the cellar, and they will all take a separate window.

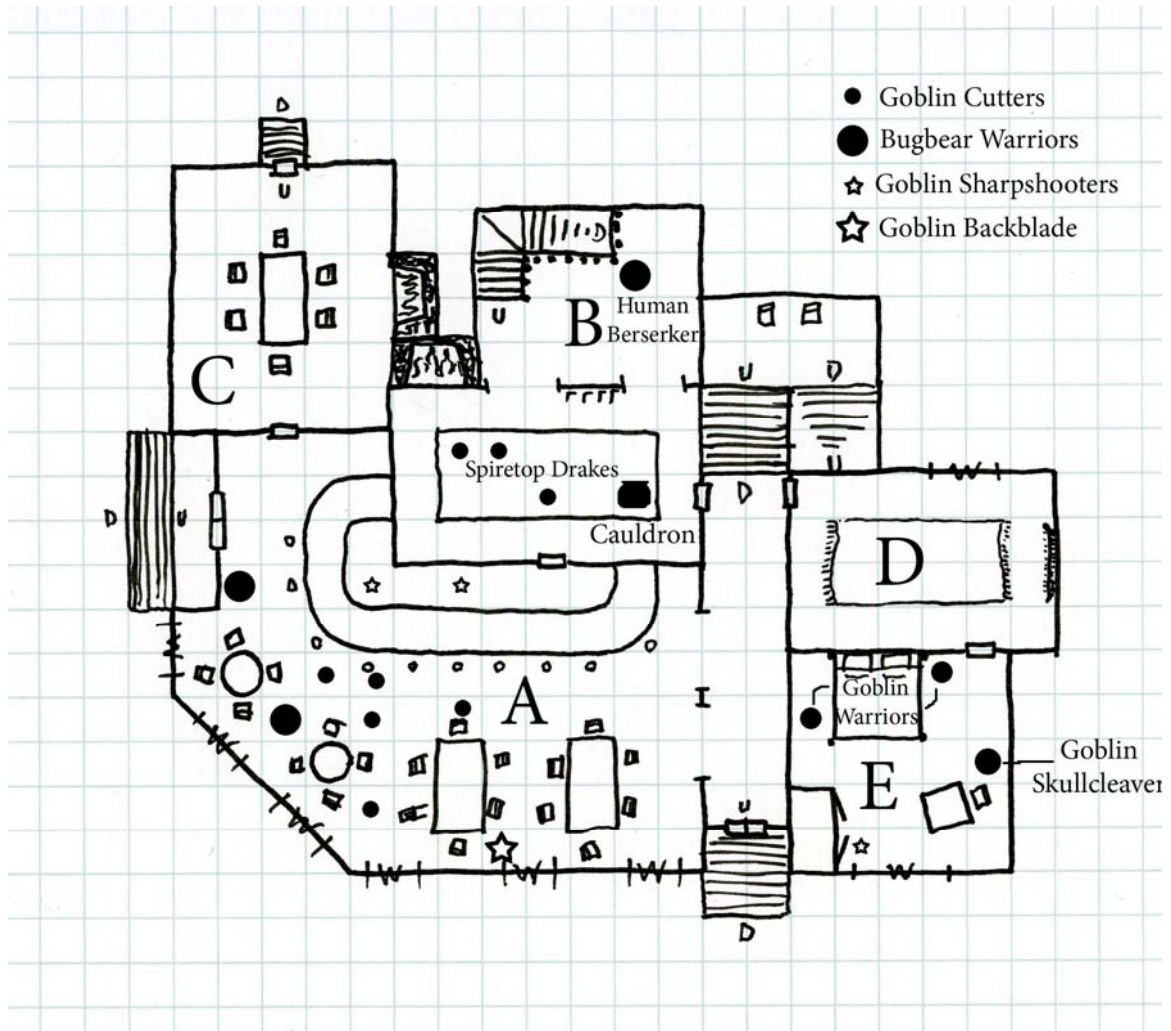
4 Goblin Sharpshooters – MM p137 (125 xp each)

Taking the fight to the cellar would be challenging for the PCs; the cellar windows are too small to squeeze through except for small characters. The goblins are

all a part of Area H, so should they be killed, reduce the number of sharpshooters in the cellar as appropriate (and award xp accordingly). If the goblins take damage, or if a small character approaches, they will all step away from the cellar windows and drop shutters over them, blocking any attack into the basement.

If the goblins notice the characters approaching, they will not bother to warn those in the common room; they figure the mass of goblins up there will make short work of the adventurers.

### The Main Floor:



## Area A – The Common Room

The Common Room of the inn has been left largely untouched by the goblins; instead they are using it as a place of drink and merriment. A pair of bugbears (Grunk and Thrasher) are enjoying a pint at a table, while a number of goblins are sitting around at two tables, playing a dice game. The goblin sharpshooters are behind the bar, going through the cupboards, while the a half-drunk goblin (goblin bottle brigade) is nursing a bottle of strong scotch.

### Level 4 Encounter – 875 xp

2 Bugbear Warriors – MM p135  
Goblin Sharpshooter – MM p137  
Goblin Backblade – MM p136  
Goblin Bottle Brigade – Custom  
5 Goblin Cutters – MM p136

#### Tactics:

The goblin cutters scramble to attack the interlopers, with the bugbears shortly behind. The backblade will attempt to skulk around behind the intruders, while the bottle brigade hops up on the bar and uses bottled blast (a Molotov cocktail, essentially). The sharpshooter lurks behind the bar, using it as cover, and if things are going badly, he will duck into the kitchen to warn the cook.

Goblin Bottle Brigade		Level 2 Artillery
Small natural humanoid		XP 125
Initiative +3	Senses Perception +0; low-light vision	
HP 32; Bloodied 16		
AC 16; Fortitude 13, Reflex 14, Will 10		
Speed 6; see also <i>goblin tactics</i>		
M Fisticuffs (standard; at-will) * Weapon		
+4 vs. AC; 1d4 damage.		
a Bottled Blast (standard; at-will) * Weapon		
Area burst 1 within 5 squares; +5 vs. Reflex; 2d6 + 3 damage.		
Goblin Tactics (immediate reaction, when missed by a melee attack; at will)		
The goblin shifts 1 square.		
Alignment Evil		Languages Common, Goblin
Skills Endurance +6, Stealth +9, Thievery +9		
Str 10 (+0)	Dex 16 (+1)	Wis 10 (+0)
Con 14 (+2)	Int 6 (+0)	Cha 8 (+0)

#### Loot:

There are 35 sp on the tables, along with 74 cp. The bugbears have 15 gp each in their coin purses.

## Area B – The Kitchen

This room is clearly a kitchen; it's dominated by a long, low table covered in various cooking implements, bags of flour, bowls, cutlery, and rotten vegetables. Three small winged drakes (spiretop drakes) march around on the table, picking at the shiny cutlery. A cauldron sits on the table, steaming in volatile fashion, and through two openings, a small storage area houses a staircase descending to the cellar.

Rory Grongall (human berserker) stands in the storage area, an apron tied on over his bear-hide armor. He has a greataxe leaning against a nearby barrel, and the fellow is wearing a pair of oven mitts on his hands. A pair of hand axes are tucked through his belt. He seems to be studying the drakes, as if wondering how they taste. Rory was not the original cook for the inn, but rather an unsavory human who has fallen in with Skave's goblin band.

Rory has set up the boiling cauldron as a trap. There's a small stove underneath the cauldron (built into the table) allowing it to remain boiling so long as the stove is lit. The trip wire is setup so anyone entering the room from the hallway will be caught in the wash of boiling water. The goblins have been made aware of this, and only use the door behind the bar.

## Level 2 Encounter – 575 xp

Human Berserker – MM p163  
 3 Spiretop Drakes – MM p90  
 Boiling Cauldron Trap – Custom

### Tactics:

The drakes will attack the characters immediately, suspicious that they're here to steal the shiny cutlery. The cook (human berserker) will attack in melee combat on the second round after removing his oven mitts.

### Loot:

There isn't much loot in the kitchen. Rory himself has 6 gp, 12 sp, and 14 cp in his coin purse. The cutlery, aside from being shiny, is not otherwise noteworthy.

Boiling Cauldron Trap	Level 1 Lurker
Trap	XP 100
<i>The cord is pulled, and the cauldron tips over, washing the area with boiling water!</i>	
<b>Perception:</b>	
DC 15: The character notices the trip wire across the doorway	
<b>Trigger:</b>	
The trap attacks when someone enters the kitchen from the hallway.	
<b>Attack:</b>	
Close blast 2; +4 vs. Ref	
<b>Hit:</b> 2d6+3 damage	
<b>Miss:</b> Half damage	
<b>Countermeasures:</b>	
<ul style="list-style-type: none"> <li>The trap can be triggered at range by pushing the tripwire</li> <li>The trap can be disabled with a DC 15 Thievery check</li> </ul>	

## Area C – Private Dining Room

This is a private dining room for distinguished guests (or those with enough coin). The goblins have left this room largely untouched. The room itself is dominated by a large oak table, surrounded by fine chairs. A fireplace sits cold in one wall, and a door to outside is in the north wall.

## Area D – Office

The office is mostly unremarkable. There is a nice painting of a young woman on the east wall, and a fraying rug on the ground. There are no chairs here, nor is there any sign of a desk. Evidently whoever owned the place used the office rarely. The goblins in Area E can make perception checks at -2 to hear the characters approaching, and if they succeed, they will prepare an ambush.

The painting might fetch 20 gp. The carpet, in its deteriorating state, would fetch nothing.

## **Area E – The Bedchamber**

This room is where the innkeeper and his wife slept. There is a large four-post bed, a wardrobe full of clothing, and a writing table with an inkwell, a pen, and various papers piled on top. Where the office was underused, the bedchamber clearly served both functions.

The room is not empty, however! Four goblins are lurking in the room, searching through the papers and jumping on the bed.

### **Level 1 Encounter – 475 xp**

Goblin Skullcleaver – MM p137

2 Goblin Warriors – MM p137

Goblin Sharpshooter – MM p137

### **Tactics:**

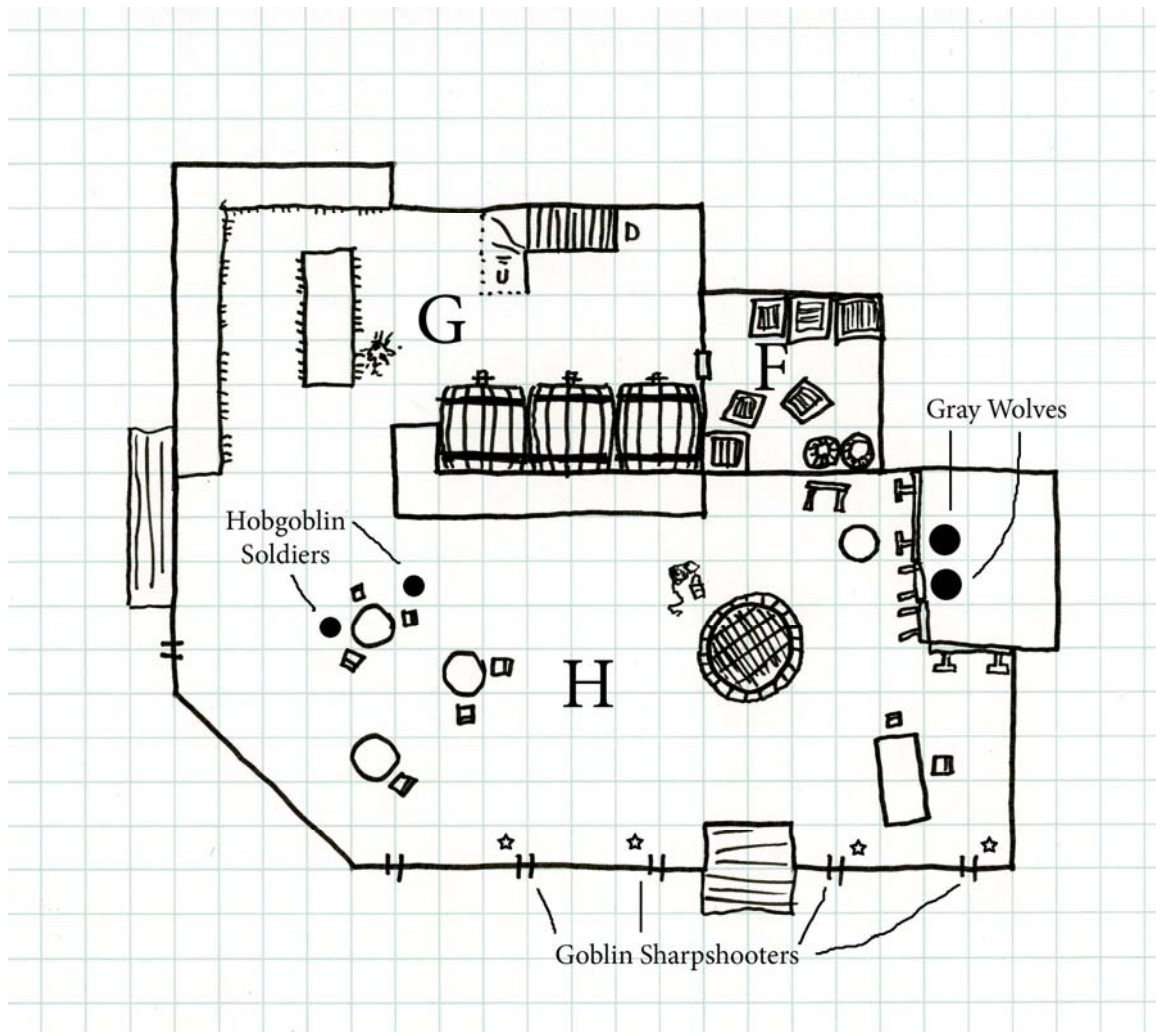
If the goblins heard the characters approaching, the sharpshooter will hide in the wardrobe, leaving the door ajar just enough to shoot from hiding (utilizing his sniper ability). The warriors will be positioned beside the door, while the skullcleaver will stand where the chair is beside the writing table, drawing the characters into the room so the warriors can flank.

If the goblins did not hear the approach, they will simply attack when they see the characters.

### **Loot:**

The goblins have 13 sp and 22 cp between them.

## The Basement:



### Area F – The Storage Room

There's nothing of value to adventurers hidden here. The goblins have left this room largely alone; the boxes and barrels all contain cooking supplies, like flour or salt. The door looks sturdy, however; if things go awry, the adventurers could probably barricade the door and take an extended rest here.

## **Area G – The Wine Cellar**

This room is dominated by three large barrels against the wall, each containing a great deal of liquor. The rightmost contains dwarf spirits, while the other two contain ale. The size of the taps seem to indicate these barrels are used to fill smaller kegs to be used at the bar itself.

The western part of this room has many, many shelves of wine bottles. Most of the wine is poor or average quality, but a search will turn up two bottles of Amborian Red, valued at 50 gp each, three bottles of Pinot Milo, valued at 30 gp each, and a bottle of Eladrin Mead, valued at 150 gp.

The goblins in Area H get perception checks against the characters here, opposed by any stealth the characters are employing. If there is no attempt at stealth, the goblins will almost certainly be waiting, and may even attack the characters in the wine cellar, using the hobgoblins to keep the adventurers from getting at the archers.

## **Area H – The Basement**

The wine cellar opens up into a large room, presumably for storage. There are several tables and chairs stacked against the walls, and a rough pen has been built at the east end of the room with tables. Several tables and chairs have been set up, and there are two armored hobgoblins sitting here, playing a card game (and making sure the goblins keep a lookout). Four goblins with crossbows are standing at the windows.

### **Level 3 or 5 Encounter – 800 xp or 1050 xp**

4 Goblin Sharpshooters – MM p137

2 Hobgoblin Soldiers – MM p139

2 Gray Wolves – MM p264

### **Tactics:**

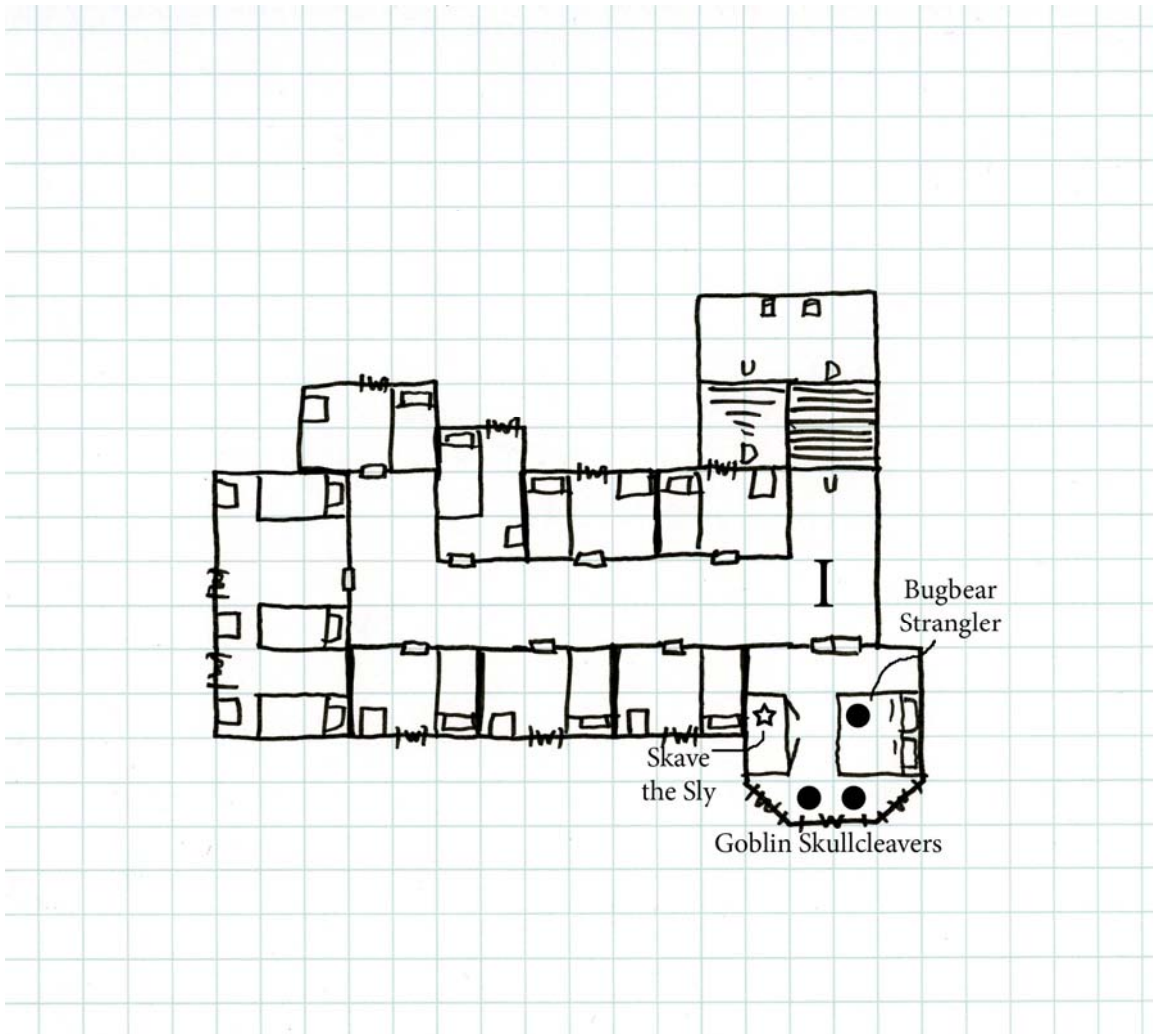
The hobgoblins will stick together, taking advantage of their phalanx defense bonus. They will try to cut off anyone moving after the sharpshooters. One of the sharpshooters will begin the combat by moving to the pen at the east side of the room and pulling one of the tables free, releasing two gray wolves. This will take two rounds, and the wolves will enter initiative on the third round.

This is a level three encounter if the wolves are prevented from joining the fight. This becomes a level five encounter if the wolves participate.

### Loot:

The hobgoblins have 20 gp and 15 sp each. The goblins collectively have 14 sp and 18 cp. There is no other treasure kept down here.

### The Upper Floor:



### Area I – Upstairs:

The upper floor consists of a hallway with a number of lockable doors (though none of them currently are). Each room contains a decent bed, a table, and a window. There are two larger rooms; one is a group room, which was traditionally offered to traveling families at a discount. The other is the suite, which Skave the Sly has claimed as his own.

There is little chance the adventurers have managed to escape Skave's notice, with all the combat on the main floor. However, if they have climbed up to the second

level to enter the Inn, it is possible to surprise Skave the Sly. If not alerted to the adventurers, he will be speaking with the bugbear in this chamber.

Skave himself is a small goblin, standing about three and a half feet. He wears black leather armor and wields a short sword and hand crossbow. He wears a black hat with a brim and a white feather, and he seems unusually charismatic for a goblin. Skave speaks the common tongue fluently. Skave uses the Shadowborn Stalker template on top of the modified Halfling Prowler stats (MM p153).

Rancor, the bugbear strangler, is a thin yet muscular bugbear, also smaller than most of his kind. One of Rancor's tusks is broken, and his eyes are filled with malice.

## Level 5 Encounter – 1050 xp

Skave the Sly – Custom  
Bugbear Strangler – MM p136  
2 Goblin Skullcleavers – MM  
p137

### Tactics:

If Skave and his guards are surprised (which takes a great deal of stealth), Skave is talking with the bugbear near the windows, while the skullcleavers are standing by the door.

Normally, the bugbear strangler is hiding under the bed, while Skave is hiding in the wardrobe, leaving the two goblin skullcleavers by the window to taunt the characters. Once the adventurers have committed by the windows, Skave will step out to flank, and the bugbear will attempt to pick off anyone at the back of the group.

Skave himself will open with his cloak of shadows after his initial attack, making it difficult for anyone to stop him after his initial strike. He will try to flank with his skullcleavers, and if he receives too much attention, he will shift to be adjacent so as to gain his crowd shield bonus. If the fight turns sour, Skave will use cloud of darkness to cover his escape through the window.

Skave the Sly	Level 6 Elite Lurker
Small natural humanoid (goblin)	XP 500
<b>Initiative</b> +11	<b>Senses</b> Perception +8; low-light vision
<b>HP</b> 102; <b>Bloodied</b> 53	
<b>AC</b> 20; <b>Fortitude</b> 14, <b>Reflex</b> 19, <b>Will</b> 17; see also <i>crowd shield</i>	
<b>Saving Throws</b> +2	
<b>Action Point</b> 1	
<b>Speed</b> 6; see also <i>goblin tactics</i>	
<b>M Short Sword</b> (standard; at-will) * <b>Poison, Weapon</b>	
+10 vs. AC; 1d6 + 4 damage, and Skave makes a secondary attack. <i>Secondary Attack</i> : +8 vs. Fortitude; the target takes ongoing 3 poison damage and is slowed (save ends both).	
<b>r Hand Crossbow</b> (standard; at-will) * <b>Poison, Weapon</b>	
Ranged 10/20; +10 vs. AC; 1d6 + 4 damage, and Skave makes a secondary attack. <i>Secondary Attack</i> : +8 vs. Fortitude; the target takes ongoing 3 poison damage and is slowed (save ends both).	
<b>Cloak of Shadows</b> (minor, encounter)	
Skave is invisible until the end of his next turn.	
<b>a Cloud of Darkness</b> (minor, encounter)	
Close burst 1; this power creates a zone of darkness that remains in place until the end of Skave's next turn. The zone blocks line of sight for all creatures except Skave. Any creature entirely within the area (except Skave) is blinded.	
<b>Catfall</b>	
If Skave falls, reduce the distance he falls by 20 feet when determining how much damage he takes.	
<b>Crowd Shield</b>	
Skave gains a +2 bonus to AC and Reflex defense if he has one creature adjacent to him, or a +4 if he has two or more creatures adjacent to him.	
<b>Goblin Tactics</b> (immediate reaction, when missed by a melee attack; at will)	
The goblin shifts 1 square.	
<b>Alignment</b> Evil	<b>Languages</b> Common, Goblin
<b>Skills</b> Acrobatics +14, Athletics +9, Stealth +12, Streetwise +10, Thievery +14	
<b>Str</b> 12 (+4)	<b>Dex</b> 18 (+7)
<b>Con</b> 14 (+2)	<b>Int</b> 10 (+3)
	<b>Wis</b> 10 (+3)
	<b>Cha</b> 15 (+5)

**Loot:**

The bugbear has 14 gp and 22 sp in his possession, as well as a small amethyst worth 50 gp. The goblin skullcleavers have 12 sp and 15 cp collectively. Skave himself, if killed, has 12 pp, 128 gp, and 11 sp in his coin purse, and a small velvet pouch in his boot contains six small diamonds worth 100 gp each. Skave also has 10 bolts coated in poison, and a poisoned short sword.

**Scaling Tips:**

The adventure should be well suited for a 4-5 adventurer party of 1<sup>st</sup> level characters. For higher level play, I'd make the following changes:

**Level 1-3:** no changes

**Level 4-6:**

Area A – +350 xp (L6 encounter) – Add one Ogre Savage (MM p199)

Area B – +300 xp (L4 encounter) – Replace the cook with an Ogre Savage (MM p199), add one Guard Drake (MM p90)

Area E – +225 xp (L2 encounter) – Replace the warriors with Goblin Skullcleavers (MM p137), add one more Goblin Sharpshooter (MM p137)

Area H – +475 xp (L7 encounter) – Replace the gray wolves with Dire Wolves (MM p264), add one Hobgoblin Commander (MM p140), add one more Goblin Sharpshooter (MM p137)

Area I – +750 xp (L8 encounter) – Replace the goblin skullcleavers with Gnoll Marauders (MM p132), replace the bugbear strangler with a Dark One Dark Stalker (MM p49), and give Skave the Sly three more levels of elite lurker (+2 to all defenses and attacks, +1 to all damage rolls, +36 hit points, increase ongoing poison damage to 6).

**Level 7-9:** All monsters are replaced. The lists here are the entire encounter unless otherwise stated.

Area A – 2100 xp (L9 encounter) – 2 Ogre Savages (MM p199), 3 Troglodyte Impalers (MM p252), 2 Gnoll Claw Fighters (MM p132)

Area B – 1350 xp (L6 encounter) – Orc Bloodrager (MM p204), 4 Shadow Hounds (MM p160)

Area E – 700 xp (L3 encounter) – 2 Shadar-kai Warriors (MM p231)

Area H – 2600 xp (L10 encounter) – 2 Hobgoblin Hands of Bane (MM p140), 1 Hobgoblin Commander (MM p140), 4 Hobgoblin Archers (MM p139), 1 Worg (MM p265)

Area I – 3400 xp (L12 encounter) – 2 Hobgoblin Hands of Bane (MM p140), 1 Drow Warrior (MM p94), and Skave the Sly gains six more levels of elite lurker (+6 to all defenses and attacks, +3 to all damage rolls, +72 hit points, increase ongoing poison damage to 10)