

The Trouble at Mountain Pass

An introductory adventure for 4 or 5 1st level characters. By the end of the adventure characters should be approximately 3rd level.

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Introduction

Maybe you were down on your luck and needed some coin in your pocket; perhaps a difference of opinion with the local authorities required you get out of town in a hurry; or it could be that you just wanted to see a bit of the world. Whatever the case, you signed on as a guard for a merchant caravan traveling from the city of Forty Oaks to the port of Deep Waters with stopovers at various towns and trading posts along the way.

For the last two days, the caravan has been crawling its way up the back of the Dragon Smoke Peaks towards the mining town of Mountain Pass. This morning, you and few other guards were assigned to scout ahead to make sure the road is clear and "discourage" any ne'er-do-wells who might think a big trade caravan would be a good opportunity to cause some trouble. It's been an uneventful day so far...

What is really going on

Goran Ving, the mine boss and a town council member, wants to run the Mountain Pass as his personal fiefdom. A week ago, while the local goblin tribe was celebrating an annual festival, he had their sacred relic stolen (a large, opalescent stone with magical properties) and is keeping it hidden. He then contacted the goblins to inform them that the mayor had it taken in hopes of driving the goblins away from the area. Ving has encouraged the goblins to attack convoys coming approaching or leaving town, claiming that the mayor may be bringing in troops to forcibly evict the goblins and/or sneaking the relic out of the area. When the disruption gets bad enough, Ving plans to forge a truce by recovering the relic and turning over the "thief". He'll then use his own goons and some hired thugs to take over and disband the town council.

Key Locations

Mountain Pass (Population: 400)

- ◆ Important NPCs: Artemis Lobo (merchant & caravan master) Sheriff/Guard Captain Reginald Merton, Mayor Bonwit Nelson, Council Member Goran Ving (mine boss and BBEG)
- ◆ Notable Locations: Temple to Moradin, town hall, Ving's home, the Pick & Shovel Inn, copper mine
- ◆ Geography: Mountain Pass is a small copper mining community in the Dragon Smoke Peaks. It sits in a pass along a modestly trafficked trading

route which ensures a semi-regular flow of new miners and adequate transportation for the copper to distant markets.

- ◆ Equipment: The caravan has some very basic supplies, but no adventuring equipment, weapons or armor. The shops in town have extensive adventuring and mining equipment, light armor and simple weapons.

Goblin Camp (Population: 1000)

- ◆ Important NPCs: Bigboss Girtir Nookl
- ◆ Notable Locations: Bigboss's hut, prison cells, tunnels, ruined temple
- ◆ Geography: The goblin camp is a cluster of crude huts built in a rough semi-circle against a high cliff wall. The goblins previously hacked a rough set of tunnels into the cliff to mine a small vein of iron. The vein is now exhausted, but the goblins still use the tunnels for storage. Around the camp, the goblins have cleared a large area of forest. This clearing extends 500ft from the edges of the camp.

Cast of Characters

Artemis Lobo (Merchant and caravan master)

Artemis is middle-aged halfling. She owns and runs the trade caravan that the party has signed on as guards for and the party's employer. She's friendly with a gift for putting people at ease. She is an accomplished trader and has a knack for turning every situation into a money making opportunity for herself. If the party acquits itself well in Mountain Pass, she might be a good source of later adventures.

Reginald Merton (Sheriff and Guard Captain of Mountain Pass)

Reginald is a middle-aged human. He did a stint of military service in his youth before returning to Mountain Pass where he grew up. Although no longer in top-fighting form, Reginald has had lots of experience dealing with the rough and tumble typical of a mining town and has a good eye for trouble.

Bonwit Nelson (Mayor of Mountain Pass)

Bonwit is a youthful looking half-elf. He holds the title of mayor by virtue of being the local representative for the trade guild that owns the mine and the town. His primary responsibility is to ensure a steady flow of copper. As long as that happens, the guild doesn't pay too much attention to what is going on. Bonwit has been in town for a couple of years, but is still considered an outsider by most and doesn't really know – or care – very much about mining. He's hoping this assignment ends soon, so he can return to "civilization".

Goran Ving (Mine boss and BBEG)

Goran is a powerfully built human. He oversees day-to-day operations of the mine and serves as something of a union boss for the miners. He's a local tough who worked his way up and forced his way into his current position. He has largely convinced the miners that the guild and Bonwit, who he considers to be little more than an inconvenient obstacle, are out to screw them.

Bigboss Girtir Nookl (Goblin chief)

As far as the party can tell, Girtir looks just like every other goblin – small, smelly and uneducated. His grandfather led the tribe to escape from a group of Hobgoblins a number of years ago who used them as slaves, cannon fodder and whipping boys. As a result, Girtir commands a fairly loyal following despite lacking any of the usual trapping of goblin leadership – size, strength, cunning or magical ability.

However, Ving has made a secret deal with the camp's sub-boss to support a coup once Ving is in control of the town.

The Goblin's Relic

At first glance, this appears to be a large, many-faceted, opalescent stone. A closer examination will reveal that it is actually a large number of small stones magically bonded together to form a single large stone. The whole thing strongly radiates magic. In its current form, it creates a magical zone of peace and prosperity in a wide radius. If the party decided to keep the relic rather than return it to the goblins, it is exchangeable for a L7 magic item or comparable amount of gold in any large community. Alternately, the individual stones can also be pried apart and set into up to 4 brooches (or similar items) where they will function as +1 Amulets of Health.

Encounters

Encounter 1: Thugs on the Road (Combat)

As you round a bend in the road, you hear a gravelly voice growl, "Well then, what do have we here?"

"Looks like a these folks have lost their way and we'd best relieve them of any coins or other valuables that might be weighing them down."

Standing before you is a small group of goblinoids thugs with a pair of vicious looking dogs. The largest of the group points at you and says "Don't make this hard on yourselves. Just drop your coin purses in the road and head back the way you came!"

Terrain: The road (20ft wide) starts on south edge of the map near the west edge. It run runs north for 20ft then curves northeast and continues off the edge of the map. On the inside of the curve, the terrain slopes down steeply .It counts as difficult terrain and if a character suffers forced movement into the area then he/she must make a Acrobatics check DC 20 or slide to bottom of slope (no damage) and end up prone. The outside of the curve consists of scattered underbrush (difficult terrain) and large trees (blocking terrain).

2 Goblin Warriors [L1 Skirmisher]
2 Rabid Dogs [L1 Brute]
4 Goblin Cutters [L1 Minion]

Rewards

Treasure (Parcel 10): 150sp (divided amongst various goblins), 25gp copper ring (goblin warrior)
Experience Points: 500xp

4 Player Party: Remove one Goblin Warrior (100xp), 30sp and decrease ring value by 5gp

Goblin Warrior	Skirmisher L1 XP 100
Medium Natural Humanoid	
Init +1 Senses perception +1; Low light vision HP: 29 Bloodied: 14 AC: 17 Fort: 13 Ref: 15 Will: 11 Speed: 6	
Spear: Standard; At-will * Weapon	
+5 Vs AC; 1d8+2	
Javelin: Standard; At-will * Weapon	
Ranged 10/20; +6 Vs AC; 1d6+2	
Mobile Ranged Attack	
The goblin warrior can move up to ½ it's speed; at any point during that movement it makes one ranged attack without provoking an Opportunity Attack	
Great Position	
If, on it's turn, the Goblin Warrior ends its' turn more than 4 squares away from it's 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 melee attack; at-will)	
The Goblin Shifts 1 Square	
Alignment: Evil 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 Cutter	Minion L1 XP 25
Medium Natural Humanoid	
Init +3 Senses perception +1; Low light vision HP: 1 A missed attack never damages a Minion AC: 16 Fort: 12 Ref: 14 Will: 11 Speed: 6	
Short Sword: Standard; At-will * Weapon	
+5 Vs AC; 4 Dam (5 if has Combat Advantage)	
Goblin Tactics (immediate reaction, when missed by melee attack; at-will)	
The Goblin Shifts 1 Square	
Alignment: Evil 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	

Rabid Dog	Brute L1 XP 100
Medium Natural Beast	
Init +2 Senses perception +5; Low light vision HP: 38 Bloodied: 19 AC: 15 Fort: 15 Ref: 13 Will: 11 Speed: 6	
Bite: Standard; At-will * Disease	
+4 Vs AC; 1d6+2 and target contracts filth fever	
Alignment: unaligned Skills: Stealth +7 Str: 14 (+2) Dex: 15 (+2) Wis: 10 (+0) Con: 18 (+4) Int: 3 (-4) Cha: 6 (-2)	
Equipment: None	
Filth Fever: Stable DC 16, Improve DC 21	
1: Target loses 1 healing surge	
2: Target takes -2 to AC, FORT, REF	
3: Target takes -2 to AC, Fort, ref, loses ALL healing surges and cannot regain HP.	

Interlude 1: Entering Town (Mountain Pass)

The party continues on to town or returns to the caravan which reaches town uneventfully. Once in town the head trader speak with the guard captain who informs them that there is a tribe of goblins in the area which has been causing problems. The tribe has been in the area for many years and used to mostly keep to themselves. In fact, they even did a little bit of trading with the town. However over the last few weeks, they have suddenly become very aggressive. They've been staying away from town so far, but have been harassing, robbing and killing travelers on the road – even well armed ones and fairly large groups. Since the tribe hasn't been threatening the town directly, the captain hasn't been able to convince the town council to commit resources to resolving the problem.

Artemis doesn't want to risk the caravan, so she breaks the guards to break up into squads. One group is to scout out the road out of town, the other group (the party) is to locate and recon the goblin camp.

Negotiate for Extra Pay or Supplies.

The characters' base pay is 5gp each per day (5 days so far, but only paid upon completion of the journey), meals and access to basic supplies. The party might be able to negotiate with Artemis for additional pay and/or with Sheriff Merton for some adventuring equipment. These negotiations also serve as introductions to the skill challenge mechanic.

- *Success condition:* 2 successes before 2 failures
- *Primary Skills (easy):* Diplomacy, Bluff, Insight
- *Secondary Skills (moderate):* Nature, Intimidate (2x on fail)
- *Other Skills:* DM's discretion

Artemis Lobo:

The merchant will initially argue that this is part of protecting the caravan and is included in their pay.

- *1st Success:* She will "offer" that the party can keep anything they loot from the goblins.
- *2nd Success:* She offers an extra 50gp per person upon sale of goods in Deep Waters.
- *3rd Success:* She says take it or leave it, he won't offer more.
- *1st Failure:* She looks annoyed
- *2nd Failure:* She won't negotiate further and says that she will find locals to replace them if they won't do the work.

Sheriff Merton:

The captain will initially explain that he isn't authorized to supply them.

- *1st Success:* He acts sympathetic, but doesn't want to stick his neck out.
- *2nd Success:* He offers to loan the party up to 50gp per person worth of supplies. This also

opens up access to the town armory which has a small stock of martial weapons and heavy armor.

- *3rd Success:* He says take it or leave it, he won't offer more.
- *1st Failure:* He looks annoyed
- *2nd Failure:* He won't negotiate further and threatens to have them arrested if keep pushing.

Encounter 2: Goblin Raiding Party (Combat)

The party runs into a small, hostile goblin raiding group while searching for the camp. The lead goblin has two important documents on him:

1. A pretty good map of the forest with paths marked.
2. A note from the goblin Bigboss reminding him that the top priority is the successful recovery of the relic.

Combat

Terrain: This area consists of large trees (blocking terrain) and underbrush (difficult terrain) with a set of crisscrossing 5ft wide and 10ft wide dirt paths.

- 1 Goblin Sharpshooter [L2 Artillery]
- 2 Fire Beetles [L1 Brute]
- 3 Giant Rats [L1 Minion]
- 4 Goblin Cutters [L1 Minion]

Rewards

- Treasure (Parcel 9): 1 healing potion & documents (goblin sharpshooter), 10sp (divided/various)
- Experience Points: 500xp
- 4 Player Party: Remove one Fire Beetle (100xp) and 90sp

Goblin Sharpshooter Medium Natural Humanoid	Artillery L2 XP 125
Init +5 Senses perception +2; Low light vision HP: 31 Bloodied: 15 AC: 16 Fort: 12 Ref: 14 Will: 11 Speed: 6	
Short Sword: Standard; At-will * Weapon	
+6 Vs AC; 1d6+2	
Hand Crossbow: Standard; At-will * Weapon	
Ranged 10/20; +9 Vs AC; 1d6+4	
Sniper	
When a Goblin Sharpshooter attacks while 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 melee attack; at-will)	
The Goblin Shifts 1 Square	
Alignment: Evil	
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, Hand crossbow with 20 bolts	

Goblin Cutter Medium Natural Humanoid	Minion L1 XP 25
Init +3 Senses perception +1; Low light vision HP: 1 A missed attack never damages a Minion AC: 16 Fort: 12 Ref: 14 Will: 11 Speed: 6	
Short Sword: Standard; At-will * Weapon	
+5 Vs AC; 4 Dam (5 if has Combat Advantage)	
Goblin Tactics (immediate reaction, when missed by melee attack; at-will)	
The Goblin Shifts 1 Square	
Alignment: Evil	
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	

Fire Beetle Medium Natural Humanoid	Brute L1 XP 100
Init +1 Senses: Perception +0 HP: 32 Bloodied: 16 AC: 13 Fort: 13 Ref: 12 Will: 11 Speed: 6	
Bite: Standard; At-will	
+5 Vs AC; 2d4+2	
Fire Spray: Standard; recharge 5,6 * Fire	
Close Blast 3; +4 Vs Ref; 3d6 fire damage	
Alignment: Unaligned	
Skills:	
Str: 14 (+2) Dex: 12 (+1) Wis: 10 (+0)	
Con: 12 (+1) Int: 1 (-5) Cha: 8 (-1)	
Equipment: Leather Armor, Short Sword	

Giant Rat Medium Natural Beast	Minion L1 XP 25
Init +3 Senses perception +5; Low light vision HP: 1 A missed attack never damages a Minion AC: 15 Fort: 13 Ref: 15 Will: 12 Speed: 6, Climb 3	
Bite: Standard; At-will	
+6 Vs AC; 3 Damage	
Alignment: Unaligned	
Skills:	
Str: 12 (+1) Dex: 17 (+3) Wis: 10 (+0)	
Con: 12 (+1) Int: 2 (-4) Cha: 6 (-2)	

Encounter 3: Locate the Camp (Skill Challenge/Combat, Milestone)

The party must complete a skill challenge to locate the goblin camp. Along the way, the party stumbles across a nest of Kruthiks and an unlooted corpse.

* Skill Challenge *

Note: +2 on skill checks if the party found (and uses) the goblin map from Encounter 2.

Level 1

Complexity 2 (6 successes before 3 failures)

Skills: Endurance, Nature, Perception.

- ◆ **Endurance:** (DC15) At least 2 PC's in the party must make endurance checks each turn to resist the effects of wandering in the wilderness and dealing with exposure to the elements. A failed check indicates that all members of the party lose 1 healing surge.
- ◆ **Nature:** (DC 15) At least one character must make a nature check at each turn to help the group find their way through the wilderness. A Failure indicates all members of the party lose one healing surge.
- ◆ **Perception:** (dc10) You notice something that helps you better survive the trek. Using this skill doesn't count as a success or failure for the challenge but instead provides a +2 or -2 to the next Endurance or Nature Check.

Success: The kruthik nest is located in a well-hidden cave. Once the party clears out the cave, they will be able to return to later if they need a safe place to hide, rest, etc.

Failure: The kruthik nest is not useful and the party stumbles onto it unaware and suffers an automatic surprise round.

Combat

Terrain: The area consists of an open central area with the nest a scattering of large trees (blocking terrain) and underbrush (difficult terrain) and a narrow (5ft wide of 10ft wide) path.

3 Kruthik Young [L2 Brute]

5 Kruthik Hatchlings [L2 Minion]

Rewards

Treasure (Parcels 2 & 4½): a L4 magic item [arcane implement] and a small glass vial with 360gp worth of residuum (enough to create a L1 magic item) (DM should select a L3/L4 arcane implement or other appropriate magic item)

(DC 15 Arcana check required to identify residuum or Artemis Lobo will recognize it if it is show to her)

Experience Points: 375xp (successful skill challenge) and 530xp (combat)

4 Player Party: Remove one Kruthik Young (125xp)

Kruthik Young Medium Natural Beast	Brute L2 XP 125
Init +4 Senses: Perception +1; Low light vision, Tremorsense 10	
Gnashing Horde: Aura 1, An enemy that ends its turn in the aura takes 2 damage	
HP: 43 Bloodied: 21	
AC: 15 Fort: 13 Ref: 14 Will: 11	
Speed: 8, Burrow 2 (Tunneling), Climb 8	
Claw Standard; At-will	
+5 Vs AC: 1d8+2	
Alignment: Unaligned	
Skills:	
Str: 15 (+3) Dex: 16 (+4) Wis: 10 (+1)	
Con: 13 (+2) Int: 4 (-2) Cha: 6 (-1)	
Equipment:: Leather Armor, Short Sword, Hand crossbow with 20 bolts	

Kruthik Hatchling Small Natural Beast	Minion L2 XP 31
Init +3 Senses: Perception +0; Low light vision, Tremorsense 10	
Gnashing Horde: Aura 1, An enemy that ends its turn in the aura takes 2 damage	
HP: 1 A missed attack never damages a Minion	
AC: 15 Fort: 13 Ref: 15 Will: 12	
Speed: 8, Burrow 2 (Tunneling), Climb 8	
Claw Standard; At-will	
+5 Vs AC: 4 damage	
Alignment: Unaligned	
Skills:	
Str: 13 (+1) Dex: 16 (+3) Wis: 10 (+0)	
Con: 13 (+1) Int: 4 (-3) Cha: 6 (-2)	

Encounters 4: Sentries (Combat)

Defeat outlying sentries so they don't alert the entire camp. Two groups of sentries patrol the edge of the clearing in a clockwise rotation. Each group makes a complete circuit every 30 minutes and the two groups are spaced 15 minute apart. Since the two sentry groups are well spaced out, they should be encountered separately (unless the party does something really stupid). Only one needs to be defeated in order to begin observing the camp (see E5).

Combat

Terrain: This area consists of a border of dense foliage (difficult and obscuring terrain) with a cleared area towards the camp.

- 3 Goblin Blackblades [L1 Lurker]
- 2 Gray Wolves [L2 Skirmisher]

Rewards

- Treasure (na): 30sp (divided/various)
 - Experience Points: 500xp
- 4 Player Party: Remove one Goblin Blackblade (100x) and 10sp

Goblin Blackblade	Lurker L1
Medium Natural Humanoid	XP 100
Init +7 Senses perception +1; Low light vision	
HP: 25 Bloodied: 12	
AC: 16 Fort: 12 Ref: 14 Will: 11	
Speed: 6	
Short Sword: Standard; At-will * Weapon	
+5 Vs AC; 1d6+2	
Combat Advantage	
The Goblin Blackblade deals an extra 1d6 damage on any enemy it has combat advantage against	
Goblin Tactics (immediate reaction, when missed by melee attack; at-will)	
The Goblin Shifts 1 Square	
Sneaky	
When shifting, a Goblin Blackblade can move into a space occupied by an ally of its' level or lower. The ally shifts into the Blackblades' previous 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	

Gray Wolf	Skirmisher L2
Medium Natural Beast	XP 125
Init +5 Senses perception +7; Low light vision	
HP: 38 Bloodied: 19	
AC: 16 Fort: 14 Ref: 14 Will: 13	
Speed: 8	
Bite: Standard; At-will	
+7 Vs AC; 1d6+2 Damage or 2d6+2 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	
Skills: Stealth +5, Thievery + 5	
Str: 13 (+2) Dex: 14 (+3) Wis: 13 (+2)	
Con: 14 (+3) Int: 2 (-1) Cha: 10 (-1)	

Encounter 5: Recon the Camp (Skill Challenge, Milestone)

The party must gather intelligence on the camp and then report back. Regardless of the success or failure of the skill challenge, the party should notice that there is a large, empty altar in the middle of the camp.

* Skill Challenge *

Level: 2, Complexity: 3

Primary Skills (easy DCs): Perception, Stealth (sneak closer for a better view), Athletics (climb a tree, etc for a better view), Nature (effectively use terrain to get closer for a better view)

- *Success:* Party gets good recon information (+2 to all checks during Encounter 9 and E19). Camp isn't alerted and no combat is required.
- *Failure:* Party gets poor recon information (no bonuses during Encounter 9 and E19).
- Additionally, the party sets off an alarm which alerts and mobilizes the entire camp. The second set of sentries show up one round later, with reinforcements soon to follow. The characters hear lots of shouting coming from the camp and, even if no character speaks Goblin, it should be obvious that it is in response to the alarm.
- If the party is still in the area after 10 rounds, inform them that a large group of goblins has visibly assembled in the center of the camp and is heading towards them.
- If the party is still in the areas after 20 rounds, overwhelming reinforcements arrive (10 Goblin Warriors, 4 Goblin Archers, 4 Goblin Skullcleavers, 1 Goblin Hexer, and 1 Goblin Underboss). The goblins will capture the party rather than kill them if possible (intending to ransom them back in exchange for the relic).

See *Encounter Alt1: Captured*.

Combat

Terrain: This area consists of a border of dense foliage (difficult and obscuring terrain) with a cleared area towards the camp.

3 Goblin Blackblades [L1 Lurker]

2 Gray Wolves [L2 Skirmisher]

Rewards

Treasure (na): 30sp (divided/various)

Experience Points: 375xp (successful skill challenge) or 500xp

4 Player Party: Remove one Goblin Blackblade (100xp) and 10sp

Goblin Blackblade Medium Natural Humanoid	Lurker L1 XP 100
Init +7 Senses perception +1; Low light vision HP: 25 Bloodied: 12 AC: 16 Fort: 12 Ref: 14 Will: 11 Speed: 6	
Short Sword: Standard; At-will * Weapon	
+5 Vs AC; 1d6+2	
Combat Advantage	
The Goblin Blackblade deals an extra 1d6 damage on any enemy it has combat advantage against	
Goblin Tactics (immediate reaction, when missed by melee attack; at-will)	
The Goblin Shifts 1 Square	
Sneaky	
When shifting, a Goblin Blackblade can move into a space occupied by an ally of its' level or lower. The ally shifts into the Blackblades' previous 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	

Gray Wolf Medium Natural Beast	Skirmisher L2 XP 125
Init +5 Senses perception +7; Low light vision HP: 38 Bloodied: 19 AC: 16 Fort: 14 Ref: 14 Will: 13 Speed: 8	
Bite: Standard; At-will	
+7 Vs AC; 1d6+2 Damage or 2d6+2 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	
Skills: Stealth +5, Thievery + 5 Str: 13 (+2) Dex: 14 (+3) Wis: 13 (+2) Con: 14 (+3) Int: 2 (-1) Cha: 10 (-1)	

Encounters 6: Tracked! (Combat)

Turns out the party didn't get away from the goblin camp cleanly and now they've got a small hunting party on their tail. If the party found a safe place to camp (Encounter 3), or they are in particularly bad shape (DM's discretion), they should be given a chance to take an extended rest before this encounter.

Combat

Terrain: This area consists of large trees (blocking terrain) and underbrush (difficult terrain) with a set of crisscrossing 5ft wide and 10ft wide dirt paths.

- 1 Goblin Hexer [L3 Controller (Leader)]
- 1 Goblin Blackblade [L1 Lurker]
- 1 Gray Wolf [L2 Skirmisher]
- 5 Goblin Cutters [L1 Minion]

Rewards

- Treasure (Parcel 3): L3 magic item [weapon] (Blackblade), 10sp (divided/various) (DM should select an appropriate and useful type of weapon. Suggestion: +1 Flaming short sword).
- Experience Points: 500xp
- 4 Player Party: Remove one Goblin Blackblade (100x) and 10sp

Goblin Cutter Medium Natural Humanoid	Minion L1 XP 25
Init +3 Senses perception +1; Low light vision HP: 1 A missed attack never damages a Minion AC: 16 Fort: 12 Ref: 14 Will: 11 Speed: 6	
Short Sword: Standard; At-will * Weapon +5 Vs AC; 4 Dam (5 if has Combat Advantage)	
Goblin Tactics (immediate reaction, when missed by melee attack; at-will)	
The Goblin Shifts 1 Square	
Alignment: Evil 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	

Gray Wolf Medium Natural Beast	Skirmisher L2 XP 125
Init +5 Senses perception +7; Low light vision HP: 38 Bloodied: 19 AC: 16 Fort: 14 Ref: 14 Will: 13 Speed: 8	
Bite: Standard; At-will +7 Vs AC; 1d6+2 Damage or 2d6+2 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 Skills: Stealth +5, Thievery + 5 Str: 13 (+2) Dex: 14 (+3) Wis: 13 (+2) Con: 14 (+3) Int: 2 (-1) Cha: 10 (-1)	

Goblin Blackblade Medium Natural Humanoid	Lurker L1 XP 100
Init +7 Senses perception +1; Low light vision HP: 25 Bloodied: 12 AC: 16 Fort: 12 Ref: 14 Will: 11 Speed: 6	
Short Sword: Standard; At-will * Weapon +5 Vs AC; 1d6+2	
Combat Advantage The Goblin Blackblade deals an extra 1d6 damage on any enemy it has combat advantage against	
Goblin Tactics (immediate reaction, when missed by melee attack; at-will)	
The Goblin Shifts 1 Square	
Sneaky When shifting, a Goblin Blackblade can move into a space occupied by an ally of its' level or lower. The ally shifts into the Blackblades' previous 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	

Goblin Hexer Medium Natural Humanoid	Lurker L1 XP 25
Init +3 Senses perception +2; Low light vision HP: 46 Bloodied: 23 AC: 17 Fort: 14 Ref: 15 Will: 16 Speed: 6	
Hexer Rod: Standard; At-will * Weapon +7 Vs AC; 1d6+1	
Blinding Hex: Standard; At-will Ranged 10; +7 Vs Fort; 2d6+1 and target is blinded (save ends)	
Stinging Hex: Standard; Recharge 5,6 Ranged 10; +7 Vs will; 3d6+1 if target moves during its' turn (save ends)	
Vexing Cloud: Standard; sustain minor, encounter* Zone Area Burst 3 within 10; automatic hit; all enemies in zone -2 to hit. Zone grants concealment to Hexer and its allies, The Hexer can sustain Zone as a minor action, moving it up to 5 squares.	
Incite Bravery Immediate reaction when an ally uses Goblin Tactics. At-will Ranged 10l the targeted ally can shift 2 more squares and make an attack.	
Goblin Tactics (immediate reaction, when missed by 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 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	

Interlude 2: Back in Town (Mountain Pass, Minor Quest)

The party returns to town and reports the findings. The other guard group has discovered that the road ahead and behind are now blocked by very large goblins force – too large for the party and other guards to defeat. The caravan is stuck in Mountain Pass until the situation has been resolved!

The guard captain and mayor both know about the relic (but not that it was missing/stolen) and either can make the connection between it and the increased aggression. The party reports their findings to the town council, but council seems uncertain about how to proceed. After a closed-door meeting with Artemis, the council agrees to have her act as a representative for the town and attempt to negotiate with the goblins and find out more about the relic and the theft. Artemis doesn't trust the "local yahoos" to keep her safe on the way to the goblin camp, so the party is tasked with that assignment.

The town council provides the party with some supplies which they expect will be returned if not used (see *Treasure*). Allow the party to rest overnight, purchase basic supplies, etc. if they want before heading back out.

Rewards

. Treasure (Parcel 7): 2 healing potions
(If the potions are returned unused, then add a 150gp garnet to the final, end of adventure reward in I5)

. Experience Points: 100xp (L1 minor quest)

4 Player Party: Decrease garnet value to 120gp

Encounter 7: Protecting the Negotiator (Combat, Milestone)

Goran Ving sends underlings after that party to kill them and Artemis before they reach the goblin camp.

This should be set up as an ambush a little ways outside of town. One of the bandits is carrying a small leather sack. Inside it is reasonably large quantity of gold coins and a short note. The note that reads, "Here is the agreed upon payment. Make sure those trouble makers don't reach the goblin camp". It also includes a clear description of each party member.

Combat

Terrain: This area consists of large trees (blocking terrain) and underbrush (difficult terrain) with a set of crisscrossing 5ft wide and 10ft wide dirt paths.

- 4 Human Bandits [L2 Skirmisher]
- 1 Rabid Dog [L1 Minion]

Rewards

- Treasure (Parcel 8): 100gp and a note (one bandit), 200sp (divided/various)
- Experience Points: 525xp
- 4 Player Party: Remove one Human Bandit (125x) and 25gp

Rabid Dog Medium Natural Beast	Brute L1 XP 100
Init +2 Senses perception +5; Low light vision HP: 38 Bloodied: 19 AC: 15 Fort: 15 Ref: 13 Will: 11 Speed: 6	
Bite: Standard; At-will * Disease	
+4 Vs AC; 1d6+2 and target contracts filth fever	
Alignment: unaligned Skills: Stealth +7 Str: 14 (+2) Dex: 15 (+2) Wis: 10 (+0) Con: 18 (+4) Int: 3 (-4) Cha: 6 (-2) Filth Fever: Stable DC 16, Improve DC 21 1: Target loses 1 healing surge 2: Target takes -2 to AC, FORT, REF 3: Target takes -2 to AC, Fort, ref, loses ALL healing surges and cannot regain HP.	
Equipment: None	
Filth Fever: Stable DC 16, Improve DC 21 1: Target loses 1 healing surge 2: Target takes -2 to AC, FORT, REF 3: Target takes -2 to AC, Fort, ref, loses ALL healing surges and cannot regain HP.	

Human Bandit Medium Natural Humanoid	Skirmisher L1 XP 25
Init +6 Senses: Perception +1 HP: 37 Bloodied: 18 AC: 16 Fort: 12 Ref: 14 Will: 12 Speed: 6	
Mace: Standard; At-will * Weapon	
+4 Vs AC; 1d8+1 and the bandit shifts 1 square	
Dagger: Standard; At-will * Weapon	
Ranged 5/10; +6 Vs AC 1d4+3	
Dazing Strike: Standard; Encounter * Weapon	
Requires mace; +4 Vs AC; 1d8+1 the target is dazed until the end of the bandits' next turn and the bandit shifts 1 square.	
Combat Advantage	
The bandit deals an extra 1d6 damage on any target it has combat advantage against.	
Alignment: Any Skills: Stealth +9, Thievery + 9, Streetwise +7 Str: 12 (+2) Dex: 17 (+3) Wis: 11 (+1) Con: 13 (+2) Int: 10 (+1) Cha: 12 (+2)	
Equipment: Leather Armor, Mace, 4 daggers	

Encounter 8: Forest Dwellers (Combat)

Party has a “random” encounter with some nasty and aggressive animals that lives in the forest.

Combat

Terrain: This area consists of large trees (blocking terrain) and underbrush (difficult terrain) with a set of crisscrossing 5ft wide and 10ft wide dirt paths.

2 Guard Drakes [L2 Brute]

3 Spiretop Drakes [L1 Skirmisher]

Rewards

Treasure (parcel 5): 200gp amethyst

(The gem spills out from the gut of one of the drakes when it is killed and should be easily noticed)

Experience Points: 550xp

4 Player Party: Remove one Spiretop Drake (100xp) and decrease gem value by 50gp

Guard Drake Medium Natural Beast	Brute L2 XP 125
Init +3 Senses perception +7; HP: 48 Bloodied: 24 AC: 15 Fort: 15 Ref: 13 Will: 12 Speed: 6	
Bite: Standard; At-will	
+6 Vs AC; 1d10+3 or 1d10+9 within 2 squares of an ally	
Alignment: Unaligned Skills: Str: 16 (+4) Dex: 15 (+2) Wis: 12 (+2) Con: 18 (+5) Int: 3 (-3) Cha: 12 (+2)	

Spiretop Drake Medium Natural Beast	Skirmisher L1 XP 100
Init +6 Senses: Perception +3 HP: 29 Bloodied: 14 AC: 16 Fort: 11 Ref: 14 Will: 13 Speed: 4, Fly 8 (hover)	
Bite: Standard; At-will	
+6 Vs AC; 1d6+4	
Snatch: Standard; At-will	
+4 Vs. Ref; 1damage and the drake steals a small object from the target such as a vial, scroll or coin.	
Flyby Attack: Standard; At-will	
The drake flies up to 8squares and makes one basic melee attack at any point during that movement. The drake doesn't provoke opportunity attacks when moving away from the target of the attack.	
Alignment: Unaligned Skills: Str: 11 (+0) Dex: 18 (+4) Wis: 16 (+3) Con: 13 (+1) Int: 3 (-3) Cha: 11 (-0)	

Encounter 9: Negotiating with the Goblins (Skill Challenge, Milestone)

The goblins are suspicious of Artemis, but she is persuasive so they don't immediately attack. Artemis manages to arrange a meeting with the goblin Bigboss (unless the party attacks or goes out of their way to create a very antagonist situation).

The party will assist (or hinder) the Artemis' attempt to broker a deal with the goblins. Eventually, she will find out more details about missing relic, learn that goblins are planning to attack Mountain Pass to recover it and will manage to negotiate a temporary truce, promising that the relic will be found and returned. A failure in the skill challenge won't prevent Artemis from reaching such an agreement, but will increase tensions and ensure that the goblins aren't favorably disposed towards the party.

* Skill Challenge *

Level: 1

Complexity: 3 (8 successes before 4 failures)

Skills: *Bluff, Insight, Diplomacy, Intimidate*

- ◆ **Bluff** DC 15: You try to encourage the NPC to aid your quest using false pretenses.
- ◆ **Diplomacy** DC 15: You entreat the NPC for aid in your quest. First success with this skill opens use of History Skill.
- ◆ **Insight** DC 15: You empathize with the NPC and use that knowledge to encourage assistance.
- ◆ **History** DC 10: You make an insightful comment about a significant event from the NPCs' past. This is available only after one success with Diplomacy and may only be used once during the skill challenge.
- ◆ **Intimidate** DC 20: The NPC is intimidated by your show of force and is inclined to help you with your quest out of fear.

Success: Party helps the negotiations. They are well treated and can take extended rest.

Failure: Party impedes negotiations. They are thrown in prison and mistreated while negotiations continue. The party cannot take an extended rest prior to Encounter 10 and each character loses 2-4 healing surges depending on both party and individual results during the skill challenge (every character should have at least 1 healing surge left for E10, though).

Rewards

Treasure (na): none

Experience Points: 300xp (success) or 0xp (failure)

4 Player Party: No Change

Encounters 10 & 11: Cleansing the Ruins (Combat, Milestone)

Eventually the negotiator is successful. However, even after the successful negotiation, the party has to do something for the goblins to prove their sincerity. There is a small, ruined temple nearby which is inhabited by undead. The goblins are deathly afraid of these creatures, especially without their sacred relic to protect them. The party must clear out the temple (and can keep anything they find there as the goblins believe the place is cursed).

Encounter 10 (Outside the temple)

Terrain: *Clear area with a 30ft x 30ft building (with a closed set of double doors) near the far edge of the map*

3 Skeletons [L3 Soldier]

2 Decrepit Skeletons [L1 Minion]

Skeleton Medium Natural Animate (undead)	Soldier L3 XP 150
Init +6 Senses: Perception +3; dark vision HP: 45 Bloodied: 22 AC: 18 Fort: 15 Ref: 16 Will: 15 Speed: 5	
Long Sword: Standard; At-will * Weapon	
+10 Vs AC; 1d8+2 and target is marked until end of skeletons' next turn.	
Speed or the Dead	
When making an opportunity attack, the skeleton gets +2 to hit and extra 1d6 damage	
Alignment: Unaligned Skills: Str: 15 (+3) Dex: 17 (+4) Wis: 14 (+3) Con: 13 (+2) Int: 3 (-3) Cha: 3 (-3)	
Equipment: Chain Armor, Long Sword, Heavy Shield	

Decrepit Skeleton Medium Natural Animate (undead)	Minion L1 XP 25
Init +3 Senses: Perception +2; dark vision HP: 1 A missed attack never damages a Minion AC: 16 Fort: 13 Ref: 14 Will: 13 Speed: 6	
long Sword: Standard; At-will * Weapon	
+6 Vs AC; 4 Damage	
Shortbow: Standard; At-will * Weapon	
Ranged 15/30; +6 Vs. AC; 3 damage	
Alignment: Unaligned Skills: Str: 15 (+2) Dex: 17 (+3) Wis: 14 (+2) Con: 13 (+1) Int: 3 (-4) Cha: 3 (-4)	
Equipment: Chain Armor, Long Sword, heavy shield, Shortbow, 20 arrows	

Encounter 11 (Inside the temple)

Terrain: 30ft x 30ft building with a 5ft x 10ft wide altar at the far side

1 Gravehound [L3 Brute]

3 Zombies [L2 Brute]

Rewards

Treasure (Parcels 1, 4, 6): L2 magic item [holy symbol or amulet/cloak], a L5 magic item [armor] and 180gp silver candlesticks*

(DM should select appropriate holy magic items.

Suggestions: +1 Symbol of Life or +1 Cloak of Resistance, and L4/L5 +1 armor).

Experience Points: 500xp (E10) and 525xp (E11)

4 Player Party: Replace one Skeleton (150xp) with two Decrepit Skeletons (25xp each) [E10], Remove one Zombie and decrease value of silver candlesticks by 30gp [E11].

** Encounter Variant: Move one of the magic items to Interlude 3 as a reward from the town council.*

Gravehound Medium Natural Animate (Undead)	Brute L3 XP 150
Init +2 Senses: Perception +1; Dark vision HP: 54 Bloodied: 27 AC: 14 Fort: 14 Ref: 12 Will: 11 Speed: 8	
Bite: Standard; At-will * Necrotic	
+7 Vs AC; 1d6+3 and target takes ongoing 5 necrotic damage (save ends) and is knocked prone if it is Medium sized or smaller.	
Death Jaws When reduced to 0 HP * Necrotic	
The gravehound makes a bite attack against a target within its' reach	
Zombie Weakness	
Any Critical hit reduces zombie to 0 HO immediately.	
Alignment: Evil 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	

Zombie Medium Natural Animate (undead)	Brute L2 XP 125
Init: -1 Senses: Perception +0; Dark vision HP: 40 Bloodied: 20 AC: 13 Fort: 13 Ref: 9 Will: 10 Immune Disease, poison Resist 10 Necrotic Vulnerable 5 Radiant Speed: 5	
Slam: Standard; At-will	
+6 Vs AC; 2d6+2	
Zombie Grab: Standard; At-will	
+4 Vs Ref; target is grabbed until escapes. Checks made are -5	
Zombie Weakness	
Any Critical hit reduces zombie to 0 HO immediately.	
Alignment: Unaligned Skills: Str: 14 (+3) Dex: 6 (-1) Wis: 8 (+0) Con: 10 (+1) Int: 1 (-4) Cha: 3 (-3)	

Interlude 3: Report to the Council (Mountain Pass, Milestone, Minor Quest, Level Up)

When the party returns to town, they will report their findings to the town council. The council will ask them to locate the relic and return it to the goblins (and promised to reward the party if they succeed). The party should also have a chance to rest. Once they do, they will attain level 2 assuming that they have successfully completed most of the previous encounters.

Rewards

Treasure (na): None

Experience Points: 125xp (L2 minor quest)

5 *Player Party*: None

Encounter 12: Asking Around (Skill Challenge)

The party speaks with people in town to try and gather more specific information.

* Skill Challenge *

Level: 2

Complexity: 2

Primary Skills:

- ◆ **Streetwise** (Easy DC): Gather useful information from townsfolk
- ◆ **Insight** (Medium DC): Intuit useful clues while talking to townsfolk
- ◆ **Diplomacy** (Medium DC): Develop good rapport with townsfolk, which encourages them to be helpful
- ◆ **Intimidate** (Hard DC): Intimidate someone into talking who happens to useful info
- ◆ **Perception** (Medium DC): Notice something out of the ordinary: +2 on next check
- ◆ **Perception** (Hard DC): Spot useful clues while talking to townsfolk

Success: The party gets good information. There's a group of mercenary thugs that showed up recently and are staying in a rented house at the edge of town. They've been causing minor problems (bar fights, etc.) and talking about how folks in town better learn to respect them because they're going to be important once the new mayor takes over. People assume that they're just a bunch of blowhards who will be moving on shortly. The party can ask specific questions and get the following info: a detailed layout of the house, the thugs' equipment, the thugs' typical schedule and possibly a cover story if they want to sneak one person inside (e.g., delivering food, etc.)

Failure: The party gets no useful information. Eventually Captain Merton obtains some basic info about the thugs and passes it on to the party, but doesn't provide any details about the house

Rewards

Treasure (na): none

Experience Points: 250xp

4 Player Party: None

Encounter 13: Following a Lead (Combat, Milestone)

The party checks out the thugs' house mentioned by people in town (or Sheriff Merton if the party fails to gather useful information during E12). The thugs are holed up in their house waiting for word from Ving. The thugs aren't particularly diligent about watching out for trouble, but at least one is awake at all times and weapons are always nearby. If the thugs hear the party approach, they will threaten them from the windows and open fire with crossbows if the party continues to approach.

The party can wait to catch them out of the house, but the thugs are well supplied with food and booze, so it will take at least a day or two of waiting and surveillance. Also, if the party starts an unprovoked fight, escalates a basic bar brawl into deadly combat, or endangers civilians, they will draw the attention of the town guard and end up at least spending the night in jail.

In a locked chest (or on one of the defeated guards), the party discovers a scroll with mysterious writing.

Although it's not in a language any of the characters know, it seems oddly readable. An Arcana check will reveal the following:

- ◆ DC 15 – the scroll is a spell of an unknown type;
- ◆ DC 20 – the scroll seems to be a teleportation spell of some unknown sort;
- ◆ DC 25 – the scroll contains a special, modified version of the *Linked Portal* ritual.
- ◆ Any attempt to read the scroll (including an Arcana check), will trigger the ritual (no components required) and transport the whole party immediately to E14.

Combat

Terrain: The house has two 20ft x 30ft rooms – a bedroom and a living room – separated by a closed wooden door.

The bedroom has beds against the walls and 2 windows. The living room has an external door, 2 windows and table and chairs in the center of the room. If the party catches the thugs outside, they are likely in the street or in a bar.

2 Human Bandits [L2 Skirmisher]

2 Human Guard [L3 Soldier]

The house is trapped with a Spear Gauntlet Trap [L2 Obstacle]. Trapped squares are next to the door and windows and the control box is on the internal wall between the two rooms.

Rewards

Treasure (Parcels 3 & 7): L4 Weapon, Healing Potion, 120gp and a strange arcane scroll (DM should select an appropriate and useful type of weapon. Suggestion: +1 Terror long sword.)

Experience Points: 675xp

4 Player Party: Remove one Human Guard (150xp) and remove 35gp

Human Bandit Medium Natural Humanoid	Skirmisher L1 XP 25
Init +6 Senses: Perception +1 HP: 37 Bloodied: 18 AC: 16 Fort: 12 Ref: 14 Will: 12 Speed: 6	
Mace: Standard; At-will * Weapon	
+4 Vs AC; 1d8+1 and the bandit shifts 1 square	
Crossbow: Standard; At-will * Weapon	
Ranged 10/20; +6 Vs AC 1d8+1	
Dazing Strike: Standard; Encounter * Weapon	
Requires mace; +4 Vs AC; 1d8+1 the target is dazed until the end of the bandits' next turn and the bandit shifts 1 square.	
Combat Advantage	
The bandit deals an extra 1d6 damage on any target it has combat advantage against.	
Alignment: Any	
Skills: Stealth +9, Thievery + 9, Streetwise +7	
Str: 12 (+2) Dex: 17 (+3) Wis: 11 (+1)	
Con: 13 (+2) Int: 10 (+1) Cha: 12 (+2)	
Equipment: Leather Armor, Mace, 4 daggers	

Human Guard Medium Natural Humanoid	Soldier L3 XP 150
Init +5 Senses: Perception +6 HP: 47 Bloodied: 23 AC: 18 Fort: 16 Ref: 15 Will: 14 Speed: 5	
Spear: Standard; At-will * Weapon	
Reach 2; +10 Vs AC; 1d10+3 and the target is marked until the end of the guards next turn.	
Powerful Strike: Standard; At-will * Weapon	
Ranged 5/10; +6 Vs AC 1d4+3	
Dazing Strike: Standard; Encounter * Weapon	
Requires mace; +4 Vs AC; 1d8+1 the target is dazed until the end of the bandits' next turn and the bandit shifts 1 square.	
Combat Advantage	
The bandit deals an extra 1d6 damage on any target it has combat advantage against.	
Alignment: Any	
Skills: Stealth +9, Thievery + 9, Streetwise +7	
Str: 12 (+2) Dex: 17 (+3) Wis: 11 (+1)	
Con: 13 (+2) Int: 10 (+1) Cha: 12 (+2)	
Equipment: Leather Armor, Mace, 4 daggers	

Setup for Encounters 14-17

The scroll takes the party to an abandoned part of the mine which Ving is using as a base of operations and where he is keeping the relic hidden. The party must recover the relic, determine that Ving is responsible for the theft and return to town. The only way to enter or exit the base is by using a special "key". A new set of guards arrive once a week and pass the key to the old guards who use it to teleport out. As a result, the current guards do not possess a key and are effectively trapped inside until relieved of duty. There is an emergency key stored with the relic which the party can use to escape.

Encounter 14: Teleported! (Combat)

The party arrives in a cavern guarded by a group of homunculi (2 Iron Defenders and 2 Clay Scouts). In addition to the teleport circle, the cavern has two apparent exits: a locked iron door on the far side of the cavern and a passageway (leading to the rest of the mine) that is blocked by tons of rock and is permanently impassable.

Note: Each of Iron Defenders wears a key attached to a collar around its neck. One key opens the door in this chamber, while the other is for a door in the next room (see E15). The collars are inscribed with the seal from Ving's signet ring, which is how he controls the Iron Defenders. If the party takes the time to examine them closely they will see this and recognize the seal from when they met Ving at the town council meeting.

Combat

Terrain: The cave is dimly lit with a relatively smooth floor. It is 30ft wide by 50ft deep with a 20ft high ceiling.

Tactics: The homunculi attack if anyone approaches within 10ft of the door without providing the pass sign (which the party obviously won't know). The Iron Defenders stay next to each other and use Guard Person on each other.

The Clay Scouts apply Guard Object on the door and keys. They begin hidden (via Stealth) and move into flanking positions if possible.

- ◆ 2 Iron Defenders [L3 Soldier] (note: *Guard Person* on other Iron Defender)
- ◆ 3 Clay Scouts [L2 Lurker] (note: *Guard Object* applies to the door and keys)

Rewards

Treasure (na): Two keys (no gp value)

Experience Points: 675xp

4 Player Party: Remove one Clay Scout (125xp)

Clay Scout (C) Medium Natural Animate (construct)	Lurker L2 XP 125
Init +7 Senses: Perception +6; dark vision HP: 31 Bloodied: 15 AC: 16 Fort: 13 Ref: 14 Will: 15 Speed: 6, Fly 3	
Bite: Standard; At-will	
+3 Vs AC; 1d6 and makes a secondary attack against same target.	
Secondary attack: +2 Vs Fort; target is slowed, save ends.	
Mind Touch (standard; At-Will) * Psychic	
Ranged 10; +5 Vs Reflex; 1d6+3 Psychic and target is dazed	
Guard Object	
The Clay Scout gains a +4 to attacks against adjacent to or carrying guarded object.	
Limited Invisibility * Illusion	
Clay scout is invisible to dazed creatures	
Redirect (Immediate Interrupt, when targeted by melee or ranged)	
Clay Scout makes an attack against the attacker; +4 Vs Will; The triggering attack targets a creature adjacent to the Scout instead	
Alignment: Unaligned Skills: Stealth +8 Str: 10 (+1) Dex: 15 (+3) Wis: 10 (+1) Con: 13 (+1) Int: 10 (-1) Cha: 16 (+4)	

Iron Defender (I) Medium Natural Humanoid	Soldier L3 XP 125
Init +3 Senses perception +1; Low light vision HP: 1 A missed attack never damages a Minion AC: 16 Fort: 12 Ref: 14 Will: 11 Speed: 6	
Short Sword: Standard; At-will * Weapon	
+5 Vs AC; 4 Dam (5 if has Combat Advantage)	
Goblin Tactics (immediate reaction, when missed by melee attack; at-will)	
The Goblin Shifts 1 Square	
Alignment: Evil Skills: Stealth +5, Thievery + 5 Str: 14 (+2) Dex: 17 (+3) Wis: 12 (+1) Con: 13 (+1) Int: 8 (-1) Cha: 8 (-1)	

Encounter 15: Guard Room (Combat)

The door opens onto 30ft long passage that terminates a second door (closed, but unlocked). Beyond the door is the central guard chamber. The two closed doors prevented the guards from hearing the fight in the teleportation chamber. The guard room has heavy iron doors in three of the walls. The first, which the party enters through, leads to the teleportation chamber. The second leads to a small living area (beds, toilet, food stores, etc). The third, locked with a dual key lock, leads to the relic. It can be opened using one of the Iron Defender keys and a key found on one of the guards here.

Combat

Terrain: The guards are in a 40ft x 40ft room with basic furniture.

- ◆ 2 Human Rabble [L2 Minion]
- ◆ 3 Human Guards [L3 Soldier]
- ◆ 1 Human Mage [L4 Artillery]

Rewards

Treasure (Parcel 4 & 10): L3 magic item, healing potion, 100sp (divided/various)
(DM should select an appropriate and useful type of magic item. Suggestion: +1 Safewing Amulet.)
Experience Points: 687xp
4 Player Party: Remove one Human Guard (150xp) and 20sp

Human Mage Medium Natural Humanoid	Artillery L1 XP 25
Init +4 Senses perception +5 HP: 42 Bloodied: 21 AC: 17 Fort: 13 Ref: 14 Will: 15 Speed: 6	
Quarterstaff (Standard; At-will) * Weapon	
+4 Vs AC; 1d8 Damage	
Magic missile (standard; At-will) * Force	
Ranged 20; +7 Vs. reflex; 2d4+4 damage	
Dancing Lightning (Standard; Encounter) * Lightning	
Make ranged attack against up to 3 different targets; Ranged 10; +7 Vs Ref; 1d6+4 Damage	
Thunderburst (Standard; Encounter) * Encounter	
Area Burst 1 within 10; +7 Vs Fort; 1d8+4 Thunder and target is dazed.	
Alignment: Any 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	

Human Rabble Medium Natural Humanoid	Minion L2 XP 31
Init +0 Senses: perception +0 HP: 1 A missed attack never damages a Minion AC: 15 Fort: 13 Ref: 11 Will: 11 Speed: 6	
Club: Standard; At-will * Weapon	
+6 Vs AC; 4 Dam	
Mob Rule	
The human rabble gains +2 power bonus to all defenses while at least 2 other Rabble are within 5 squares.	
Alignment: any Str: 14 (+2) Dex: 10 (+0) Wis: 10 (+0) Con: 12 (+1) Int: 9 (-1) Cha: 11 (+0)	
Equipment: Club	

Human Guard Medium Natural Humanoid	Soldier L3 XP 150
Init +5 Senses: perception +6 HP: 47 Bloodied: 23 AC: 18 Fort: 16 Ref: 15 Will: 14 Speed: 6	
Halberd: Standard; At-will * Weapon	
Reach 2; +10 Vs AC; 1d10+3 Damage and target is marked until the end of the guards' next turn	
Powerful Strike (standard; Recharge 5,6) * Weapon	
Requires Halberd; Reach 2; +10 Vs AC; 1d10+7 damage and target is knocked prone.	
Crossbow (standard; at-will) * Weapon	
Range 15/30; +9 Vs. Ac; 1d8+2 damage.	
Alignment: Any Skills: Streetwise +7 Str: 16 (+4) Dex: 14 (+3) Wis: 11 (+1) Con: 15 (+3) Int: 10 (+1) Cha: 13 (+4)	
Equipment: Chainmail, halberd, crossbow, 20 bolts	

Encounter 16: Running the Gauntlet (Traps, Milestone)

Through the door is passage filled with traps. Beyond it is a small room with a chest which contains the relic and a key to the outer door.

Combat

Terrain & Tactics: The traps are in a long, narrow hallway (75ft long x 10ft wide).

There is a False-Floor Pit Trap directly beyond the door from the guard room and another just before the door to at the far end of the passageway. Above the second pit is a Crossbow Turret Trap. Between the two pits is a 50ft stretch protected by a Pendulum Scythes Trap (which runs length-wise down the hallway). A blade will sweep one of the 5ft lengths of hallway each round (50% chance for either set of squares). Trigger panels for both traps are the four squares (2 long x 2 wide) beyond the first pit and the two squares just before the second pit (1 long x 2 wide).

- ◆ Pendulum Scythes trap [L4 Lurker]
- ◆ Crossbow Turret trap [L3 Blaster]
- ◆ 2 False-Floor Pit traps* [L1 Warder]
- ◆ 1 Iron Defender (150xp) [L3 Soldier] (note: next to access panel with *Guard Person* applied to panel)

Rewards

Treasure (na): Relic, Teleportation Key.

Note: The chest uses a special lock that opens when Ving's signet ring is pressed against a matching imprint on the lock. The chest can also be broken open or opened via a medium difficulty Thievery check.

If the party failed to notice the seals on the Iron Defenders' collars, they should automatically notice the seal when examine the chest and be able to identify it as Ving's.

Experience Points: 675xp

4 Player Party: Remove Iron Defender (150xp)

*Encounter Variant: Replace one or both Pit Traps with extra Iron Defenders.

Pendulum Scythes trap Trap	Lurker I4 XP 175
Trap: Each row of squares in the hallway features a scything blade. On its' turn, a blade sweeps through one row of squares attacking all creatures in the row.	
Perception	
<ul style="list-style-type: none"> ◆ DC 17: The character notices shallow cuts running across the floor. ◆ DC 22: The character notices thin slots across the ceiling of the hall, corresponding with the cuts in the floor. A character who makes a dc15 dungeoneering check recognizes these as signs of a scything blades trap. ◆ DC 25: The character notices pressure plates at the hallways entrance. ◆ DC 27: The character notices the hidden control panel. 	
Initiative +6	
Trigger	
The trap rolls initiative when a creature enters one of the squares of pressure plates at the halls entrance. As a standard action a creature can trigger the trap using the control panel at either end of the hallway.	

Attack
Standard Action Melee Targets: All creatures in the row of squares. Attack : +9 Vs AC Hit 2d8+4 damage and secondary attack Secondary attack: +7 Vs Fort Hit: Push 1 (in the direction of blades movement), knock target prone and ongoing 5 damage (save ends).
Countermeasure
<ul style="list-style-type: none"> ◆ A character who makes a DC 22 Dungeoneering check as a minor action can determine the row of squares will attack on its' next turn ◆ A character may ready an action to attack a pendulum blade (AC 15, other defenses 12; HP48). Destroying a blade renders that row safe from attack. ◆ A character may attempt to disable the trap with a DC 22 Thievery skill challenge (4 successes before 2 failures). Success disables the trap, failure causes both blades to attack each round.

Iron Defender (I) Medium Natural Humanoid	Soldier L3 XP 125
Init +3 Senses perception +1; Low light vision HP: 1 A missed attack never damages a Minion AC: 16 Fort: 12 Ref: 14 Will: 11 Speed: 6	
Short Sword: Standard; At-will * Weapon	
+5 Vs AC; 4 Dam (5 if has Combat Advantage)	
Goblin Tactics (immediate reaction, when missed by melee attack; at-will)	
The Goblin Shifts 1 Square	
Alignment: Evil	
Skills: Stealth +5, Thievery + 5	
Str: 14 (+2)	Dex: 17 (+3) Wis: 12 (+1)
Con: 13 (+1)	Int: 8 (-1) Cha: 8 (-1)

Crossbow Turret trap Trap Blaster L3 XP150
Trap: Two crossbows attack each round on their initiative after they are triggered
Perception
<ul style="list-style-type: none"> ◆ DC 20: The character notices the trigger plates ◆ DC 25: The character notices the location of the hidden turrets. ◆ DC 27: The character notices the location of the control panel.
Initiative: +3
Trigger
The trap activates and rolls initiative when a character enters one of the trigger squares
Attack
Standard Action Ranged 10 Targets: Each crossbow attacks one intruder. It magically distinguishes intruders from natives. Attack: +8 Vs AC Hit: 2d8+3
Countermeasures
<ul style="list-style-type: none"> ◆ A character who makes a successful Athletics check (DC 6 or DC 11 w/o a running start) can leap over a single trigger square. ◆ An adjacent character can disable a trigger square with a DC 25 thievery check. ◆ Attacking a trigger plate (AC 12, all others 10) only triggers the trap. ◆ A character may attack a turret (AC 16, all others 13; HP 38). Destroying a turret stops it's attacks. ◆ A character can deactivate the trap from the control panel at either end of the hallway with a DC20 thievery skill challenge (6 successes before 3 failures). Success disables the trap, failure causes the control panel to explode (close blast 3, 2d6+3 to all in blast) and trap remains active.

False Floor Pit Trap	Warder L1 XP 100
Trap: a 2x2 section of floor hides a 10 foot deep pit	
Perception	
DC20: the Character notices the false stonework.	
Trigger	
The trap attacks when a creature enters one of the traps squares	
Attack	
Immediate Action Melee	
Target: the creature that triggered the trap	
Attack: +4 Vs Ref	
Hit: target falls into the pit, takes 1d10 damage and falls prone	
Miss: target returns to last square it occupied and turn ends immediately	
Effect: the false floor opens and the trap is no longer hidden.	
Countermeasures	
<ul style="list-style-type: none"> ◆ An adjacent character can trigger the trap with a dc10 thievery check ◆ An adjacent character can disable the trap with a dc25 thievery check ◆ A character that makes an Athletics check DC 11 (or dc 21 w/o a running start) can jump over the pit. ◆ A character can climb out with a DC 15 Athletics check 	

Encounter 17: Outside the Mine (Combat)

The party can use the key found with the relic teleport just outside the mine. Although the base has no obvious entrance Ving has assigned another set of guards keeping on watch outside just in case. These guards aren't expecting anyone to come from the inside though, so if the party is reasonably quiet, they can get the drop on the guards.

Combat

Terrain: The party appears near a rocky outcropping wall away from the mine's main entrance. The Terrain is steep and very difficult behind them. The terrain in front of them includes sparse trees and foliage and a couple of boulders. The guards are using these to hide from people approaching from the direction of the main mining area. However, the party is coming from the opposite direction.

- ◆ 3 Human Rabble [L2 Minion]
- ◆ 3 Human Bandits [L2 Skirmisher]
- ◆ 1 Human Berserker [L4 Brute]

Rewards

Treasure (na): 70sp (divided/various), teleportation key

Experience Points: 643xp

4 Player Party: Remove one Human Bandit (125xp) and 10sp

Alignment: Any	
Skills: Stealth +9, Thievery +9, Streetwise +7	
Str: 12 (+2)	Dex: 17 (+3) Wis: 11 (+1)
Con: 13 (+2)	Int: 10 (+1) Cha: 12 (+2)
Equipment: Leather Armor, Mace, 4 daggers	

Human Berserker Medium Natural Humanoid	Brute L4 XP 175
Init +3 Senses: Perception +2 HP: 66 Bloodied: 33 AC: 15 Fort: 15 Ref: 14 Will: 14 Speed: 7	
Greataxe: Standard; At-will * Weapon	
+7 Vs AC; 1d12+4; Crit 1d12+16	
Battle Fury (Free when FIRST bloodied; Encounter)	
The Berserker makes a standard basic attack with +4 to attack and extra 1d6 damage.	
Handaxe (standard; at-will) * Weapon	
Ranged 5/10; +5 vs AC; 1d6+3	
Alignment: Any Skills: athletics +9, Endurance +9 Str: 17 (+5) Dex: 12 (+3) Wis: 11 (+1) Con: 16 (+5) Int: 10 (+2) Cha: 12 (+3)	
Equipment: Hide armor, greataxe, 2 handaxes	

Human Rabble Medium Natural Humanoid	Minion L2 XP 31
Init +0 Senses: Perception +0 HP: 1 A missed attack never damages a Minion AC: 15 Fort: 13 Ref: 11 Will: 11 Speed: 6	
Club: Standard; At-will * Weapon	
+6 Vs AC; 4 Dam	
Mob Rule	
The Rabble get a +2 power bonus to all defenses while at least 2 other rabble are within 5 squares.	
Alignment: Unaligned Str: 14 (+2) Dex: 10 (+0) Wis: 10 (+0) Con: 12 (+1) Int: 9 (-1) Cha: 11 (+0)	
Equipment: Club	

Human Bandit Medium Natural Humanoid	Skirmisher L1 XP 25
Init +6 Senses: Perception +1 HP: 37 Bloodied: 18 AC: 16 Fort: 12 Ref: 14 Will: 12 Speed: 6	
Mace: Standard; At-will * Weapon	
+4 Vs AC; 1d8+1 and the bandit shifts 1 square	
Dagger: Standard; At-will * Weapon	
Ranged 5/10; +6 Vs AC 1d4+3	
Dazing Strike: Standard; Encounter * Weapon	
Requires mace; +4 Vs AC; 1d8+1 the target is dazed until the end of the bandits' next turn and the bandit shifts 1 square.	
Combat Advantage	
The bandit deals an extra 1d6 damage on any target it has combat advantage against.	

Interlude 4: Exposing the Thief (Mountain Pass, Minor Quest)

The party gets back to town and reports on their findings to the Council. They are asked to bring Ving to justice and then return the relic to the goblins.

Note: It is possible that the party will want to keep the relic or will head directly to the goblin camp to with it. If they go to the goblin camp, skip I4 and E18 and continue with E19. If they keep the relic you can choose from a variety of possible paths. Here are few options: end the adventure early, try to get them back on track by reminding them of the blockades on the road, have either the goblins or town guards track them down, etc.

Rewards

Treasure (na): None

Experience Points: 125xp (L2 minor quest)

4 Player Party: None

Encounter 18: Ving's House (Combat, Milestone)

The party accompanies Sheriff Merton and some of the town guard to confront Ving in his home, but he using some of his thugs to cover his escape. The town guards confront the initial set of thugs and Merton tells the party to chase down Ving. However, another set of thugs are waiting for the party and Ving makes his escape while the party is dealing with them.

Note: The listed combat is just for the party's opponents. The town guards are simultaneously fighting a number of other thugs. The guards will defeat their opponents about the same time with the party's combat. If the party has been defeated, then allow the guards to rescue them and dispatch the remaining guards.

Combat

Terrain: Interior of Ving's house: a couple of spacious, high ceilinged rooms connected by open doorways. There is a balcony level that spans both rooms accessed via a staircase in the far room.

Tactics: The Dwarf Bolter is located on the balcony overlooking the first room. The Human Guard blocks the ground floor door between the two rooms. Two Human Rabble block/guard the staircase while the rest begin in the first room and charge the party as soon as they enter. The Imp begins invisible and targets the party's rear line.

- ◆ Imp [L3 Lurker] (note: previously summoned for Ving by the Human Mage)
- ◆ 1 Human Guard [L3 Soldier] (note: replace halberd with spear. Stats are unchanged.)
- ◆ 1 Dwarf Bolter [L4 Artillery]
- ◆ 6 Human Rabble [L2 Minion]

Rewards

Treasure (Parcel 9): 1 healing potion, 10gp

Experience Points: 625xp

4 Player Party: Remove five Human Rabble (31xp each) and 10gp

Human Guard Medium Natural Humanoid	Soldier L3 XP 150
Init +5 Senses: perception +6 HP: 47 Bloodied: 23 AC: 18 Fort: 16 Ref: 15 Will: 14 Speed: 6	
Halberd: Standard; At-will * Weapon	
Reach 2; +10 Vs AC; 1d10+3 Damage and target is marked until the end of the guards' next turn	
Powerful Strike (standard; Recharge 5,6) * Weapon	
Requires Halberd; Reach 2; +10 Vs AC; 1d10+7 damage and target is knocked prone.	
Crossbow (standard; at-will) * Weapon	
Range 15/30; +9 Vs. Ac; 1d8+2 damage.	
Alignment: Any Skills: Streetwise +7 Str: 16 (+4) Dex: 14 (+3) Wis: 11 (+1) Con: 15 (+3) Int: 10 (+1) Cha: 13 (+4)	
Equipment: Chainmail, halberd, crossbow, 20 bolts	

Dwarf Bolter Medium Natural Humanoid	Artillery L4 XP 175
Init +5 Senses: perception +8; Low-Light Vision HP: 46 Bloodied: 23 AC: 17 Fort: 16 Ref: 16 Will: 14 Speed: 5	
Warhammer: Standard; At-will * Weapon	
+8 Vs AC; 1d10+2 Damage	
Crossbow (standard; at-will) * Weapon	
Ranged 15/30; +10 Vs AC; 1d8+3	
Aimed Shot	
Dwarf Bolter gains +2 to hit bonus and deals extra 1d6 damage against creatures that do not have cover.	
Stand Your Ground	
When an effect causes Dwarf to move (push, pull, slide, etc) dwarf moves 1 less square. When an effect would knock Dwarf Prone, Save negates this effect.	
Alignment: Any Skills: Dungeoneering +10, Endurance +7 Str: 14 (+4) Dex: 16 (+5) Wis: 12 (+3) Con: 16 (+5) Int: 11 (+2) Cha: 10 (+2)	
Equipment: Chainmail, warhammer, crossbow, 20 bolts	

Imp Tiny Immortal Humanoid (devil)	Lurker L3 XP 150
Init +8 Senses: Perception +8; Darkvision HP: 40 Bloodied: 20 AC: 17 Fort: 15 Ref: 15 Will: 15 Speed: 4, Fly 6 (hover)	
Bite: Standard; At-will	
+7 Vs AC; 1d16+1 Damage	
Tail Sting (standard; Recharge when imp uses Vanish) * Poison	
+8 Vs AC; 1d8+3 damage and imp make secondary attack against same foe. Secondary Attack +5 Vs Fort; target takes ongoing 5 poison AND -2 to will (save ends both).	
Vanish (Standard; At-will) * Illusion	
The Imp become invisible until the end of its' next turn or until it attacks	
Alignment: Evil Skills: Arcana +9, Bluff +9, Stealth +9 Str: 12 (+4) Dex: 17 (+4) Wis: 14 (+3) Con: 16 (+4) Int: 16 (+4) Cha: 16 (+4)	

Human Rabble Medium Natural Humanoid	Minion L2 XP 31
Init +0 Senses: Perception +0 HP: 1 A missed attack never damages a Minion AC: 15 Fort: 13 Ref: 11 Will: 11 Speed: 6	
Club: Standard; At-will * Weapon	
+6 Vs AC; 4 Dam	
Mob Rule	
The Rabble get a +2 power bonus to all defenses while at least 2 other rabble are within 5 squares.	
Alignment: Unaligned Str: 14 (+2) Dex: 10 (+0) Wis: 10 (+0) Con: 12 (+1) Int: 9 (-1) Cha: 11 (+0)	
Equipment: Club	

Encounter 19: Goblins Divided (Skill Challenge or Combat, Milestone)

Ving has taken off towards the goblin camp to try and rally them into attacking the town. The party follows Ving to capture him and return the relic to the goblins. When the party arrives, the camp is split into two factions. Tensions are running high and the party's arrival with the relic leads to hostilities. The Party will need to rally Bigboss Nookl's supporters against the faction supporting Ving and the sub-boss.

This can be accomplished either via a skill challenge or combat.

* Skill Challenge *

Note: If the party was successful during E9, then all checks during this challenge are at +2. If the party returns the relic then they automatically succeed on the skill challenge.

Level: 2 (party level),

Complexity: 5

Primary Skills:

- ◆ **Bluff** (Moderate DC): Trick some of the wavering goblins to support Nookl.
- ◆ **Insight** (Moderate DC): Use a keen understanding of goblin psychology to convince some of the wavering goblins to support Nookl.
- ◆ **Diplomacy** (Moderate DC): Persuade some of the wavering goblins to support Nookl.
- ◆ **Intimidate** (Hard DC): Scare some of the wavering goblins into supporting Nookl.

Success: The party convinces a large number of wavering goblins to support Nookl. A melee breaks out, but most of the goblins are busy fighting each other and the party is faces Ving on his own.

Failure: The majority of the goblins continue to waver between the two sides. The party will need to face down Ving with a contingent of supporters.

** Note: A success in this encounter might also provide the party with some Goblin Cutter allies for the final fight if it looks like it facing Ving alone will be too hard.*

Combat

As an alternative, the party can sway the goblins by defeating some of Ving's most ardent supporters.

Terrain: The goblin encampment is a mass of narrow paths between tents and crude huts with a large open area around the relic altar.

- ◆ 1 Goblin Sharpshooter [L2 Artillery]
- ◆ 2 Goblin Skullcleavers [L3 Brute]
- ◆ 1 Goblin Hexer [L3 Controller (Leader)]
- ◆ 2 Goblin Cutters [L1 Minion]

Rewards

Treasure (na): none

Experience Points: 625xp

4 Player Party: Decrease skill challenge complexity to 4 and subtract a Goblin Sharpshooter (125xp)

Goblin Hexer Medium Natural Humanoid	Lurker L1 XP 25
Init +3 Senses perception +2; Low light vision HP: 46 Bloodied: 23 AC: 17 Fort: 14 Ref: 15 Will: 16 Speed: 6	
Hexer Rod: Standard; At-will * Weapon	
+7 Vs AC; 1d6+1	
Blinding Hex: Standard; At-will	
Ranged 10; +7 Vs Fort; 2d6+1 and target is blinded (save ends)	
Stinging Hex: Standard; Recharge 5,6	
Ranged 10; +7 Vs will; 3d6+1 if target moves during its' turn (save ends)	
Vexing Cloud: Standard; sustain minor, encounter* Zone	
Area Burst 3 within 10; automatic hit; all enemies in zone -2 to hit. Zone grants concealment to Hexer and its allies, The Hexer can sustain Zone as a minor action, moving it up to 5 squares.	
Incite Bravery Immediate reaction when an ally uses Goblin Tactics. At-will	
Ranged 10 the targeted ally can shift 2 more squares and make an attack.	
Goblin Tactics (immediate reaction, when missed by 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 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 Medium Natural Humanoid	Artillery L2 XP 125
Init +5 Senses perception +2; Low light vision HP: 31 Bloodied: 15 AC: 16 Fort: 12 Ref: 14 Will: 11 Speed: 6	
Short Sword: Standard; At-will * Weapon	
+6 Vs AC; 1d6+2	
Hand Crossbow: Standard; At-will * Weapon	
Ranged 10/20; +9 Vs AC; 1d6+4	
Sniper	
When a Goblin Sharpshooter attacks while 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 melee attack; at-will)	
The Goblin Shifts 1 Square	
Alignment: Evil 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, Hand crossbow with 20 bolts	

Goblin Cutter Medium Natural Humanoid	Minion L1 XP 25
Init +3 Senses perception +1; Low light vision HP: 1 A missed attack never damages a Minion AC: 16 Fort: 12 Ref: 14 Will: 11 Speed: 6	
Short Sword: Standard; At-will * Weapon	
+5 Vs AC; 4 Dam (5 if has Combat Advantage)	
Goblin Tactics (immediate reaction, when missed by melee attack; at-will)	
The Goblin Shifts 1 Square	
Alignment: Evil 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 Skullcleaver Medium Natural Humanoid	Brute L3 XP 150
Init +3 Senses: Perception +2; Low light vision HP: 53 Bloodied: 26 AC: 16 Fort: 15 Ref: 14 Will: 12 Speed: 5	
Battleaxe: Standard; At-will * Weapon	
+6 Vs AC; 1d10+5 or 2d10+5 while bloodied	
Bloodied Rage	
The Skullcleaver loses the ability to use Goblin Tactics and can do nothing but attack nearest enemy, Charging when possible.	
Goblin Tactics (immediate reaction, when missed by melee attack; at-will)	
The Goblin Shifts 1 Square	
Alignment: Evil 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 20: The Final Showdown (Combat)

The party finally has the opportunity to confront and defeat Ving.

Combat

Terrain: The goblin encampment is a mass of narrow paths between tents and crude huts with a large open area around the relic altar.

- ◆ Goran Ving (L4 Solo Skirmisher)
- ◆ Goblin Blackblade (L1 Skirmisher)
- ◆ 4 Goblin Cutters [L1 Minion] (note: only present if party failed E19 skill challenge)

Rewards

Treasure (Parcel 1, Parcel 6, Parcel 8): one healing potion and either two magic items (L5, L5) or 3 magic items (L2, L3, L4)

(DM should select appropriate magic items.)

Suggestions:

A) L4/L5 weapon: +1 Lifedrinker warhammer, L4/L5 armor: +1 Deathcut Leather

B) L2/L3 weapon: +1 Resounding warhammer, L2/L3 armor: +1 Delver's Leather, L3/L4 misc: Everlasting Provisions

Experience Points: 975xp or 1075xp

4 Player Party: Remove the Goblin Blackblade (100xp) and healing potion.

Goblin Blackblade Medium Natural Humanoid	Lurker L1 XP 100
Init +7 Senses perception +1; Low light vision HP: 25 Bloodied: 12 AC: 16 Fort: 12 Ref: 14 Will: 11 Speed: 6	
Short Sword: Standard; At-will * Weapon +5 Vs AC; 1d6+2	
Combat Advantage The Goblin Blackblade deals an extra 1d6 damage on any enemy it has combat advantage against	
Goblin Tactics (immediate reaction, when missed by melee attack; at-will)	
The Goblin Shifts 1 Square	
Sneaky When shifting, a Goblin Blackblade can move into a space occupied by an ally of its' level or lower. The ally shifts into the Blackblades' previous 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	

Goran Ving Medium Natural Humanoid	Solo Skirmisher L4 XP 875
HP: 220 Bloodied: 110 see Bloodied Blow AC: 20 Fort: 18 Ref: 16 Will: 18 Saving Throws +5 Speed: 6 Action Points 2	
Warhammer Strike: standard, at-will * Weapon +12 vs. AC; 1d10+4	
Hammer Throw: standard, at-will * Weapon Range 5; +10 vs. AC; 1d10+4	
Double Strike: standard, at-will * Weapon Ving makes two attacks with his warhammer. Either Warhammer Strike or Hammer Throw may be used (or one of each attack).	
Dirty Fighting (immediate reaction, when an enemy moves into a threatened square) _ Weapon +9 vs. AC; 1d6+4.	
Ringing Blow (standard, recharge) * Weapon +10 vs. Fortitude; 3d8+4 and target is dazed (save ends). Failed Save: The target is stunned (save ends).	
Hammer Sweep (standard, recharge) _ Weapon Close burst 1; +10 vs. Reflex; 3d6+4 and targets are knocked prone or pushed 1 square (Ving's choice for each target).	
Bloodied Blow (free, when first bloodied; encounter) _ Weapon Ringing Blow and Hammer Sweep recharge and Ving can use either one immediately against the target that bloodied him (if in range).	
STR 16 (+4) DEX 10 (+2) WIS 12 (+1) CON 15 (+2) INT 14 (+2) CHA 18 (+5)	

Goblin Cutter Medium Natural Humanoid	Minion L1 XP 25
Init +3 Senses perception +1; Low light vision HP: 1 A missed attack never damages a Minion AC: 16 Fort: 12 Ref: 14 Will: 11 Speed: 6	
Short Sword: Standard; At-will * Weapon +5 Vs AC; 4 Dam (5 if has Combat Advantage)	
Goblin Tactics (immediate reaction, when missed by melee attack; at-will)	
The Goblin Shifts 1 Square	
Alignment: Evil 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	

Interlude 5: Victory (Mountain Pass, Milestone, Major Quest, Level Up)

The party returns the relic, ends the conflict between the goblins and miners and is richly rewarded by both sides! The party should level up at this point.

Rewards

Treasure (Parcel 2, Parcel 5): Bag of Holding filled with raw copper (290gp value)

Note: If the party does not return the relic or defeat Ving, they do not receive a reward from town.

Experience Points: 500xp (major quest)

4 Player Party: Decrease value of raw copper by 60gp

Encounter Alt1: Captured (Variable)

Note: Use this encounter if the party gets itself captured by the goblins.

If the party is defeated by the goblins at any point, they will probably be captured rather than killed. It is possible that the goblins will ransom them back to the town or to Artemis (in which case, subtract the cost of the ransom from their guard pay and/or final reward). Alternately, provide the party with a chance to escape their confinement (escape from restraints _ moderate DC Thievery check _ moderate DC Stealth check or combat).



Rabid Dog

Rabid Dog

Goblin
Warrior

Goblin
Warrior

Goblin
Cutter

Goblin
Cutter

Goblin
Cutter

Goblin
Cutter

Goblin
Cutter

Sharpshooter
Goblin

Fire Beetle

Fire Beetle

Giant Rat

Giant Rat

Kruthik
Young

Kruthik
Young

Kruthik
Hatchling

Kruthik
Hatchling

Goblin
Blackblade

Goblin
Blackblade

Goblin
Blackblade

Gray Wolf

Gray Wolf

Goblin
Hexer

Human
Bandit

Human
Bandit

Human
Bandit

Human
Bandit

Guard Drake

Guard Drake

Spiretop
Drake

Spiretop
Drake

Spiretop
Drake

Decrepit
Skeleton

Decrepit
Skeleton

Skeleton
Warrior

Skeleton
Warrior

Zombie

Zombie

Zombie

Gravehound

Human
Guard

Human
Guard

Clay Scout

Clay Scout

Clay Scout

Iron
Defender

Iron
Defender

Human
Rabble

Human
Rabble

Human
Rabble

Human
Berserker

Goran
Ving