

The Goblin War Chariot

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See the thread [Working towards a 4E Adventure Path](#)

Introduction

Barimoor is questing for immortality, and has set several plots in motion to finally bring his dreams to fruition. For the people in Karamaikos this means big trouble. A rare deposit of the element known as Softstone has been found by Blackstone goblinoids living in the Black Peak Mountains, and Barimoor has contracted with them to retrieve the material. In exchange for magic items and other services the goblins have been mining the Softstone and sending it to Barimoor's underground realm. Unfortunately goblins are not hard workers, and now that they have their new magical toys they have begun using them to terrorize the countryside.

Adventure Overview

The PCs come across a village that has just recently been devastated by a warband of goblins from the Blackstone tribe. Using their newly acquired magical war chariot, the goblins were able to penetrate the defenses of the village, smashing through the outlying wall in two places and destroying several buildings. The small Blackstone warband was intent on causing as much destruction as they could in a short amount of time, and less concerned about conquest or taking prisoners. After proving the veracity of their war chariot in battle, the goblins returned home.

Verge however, was not out of the woods. With its defenses shattered the village is under attack from wild forces from the surrounding forest. Sergei Valinov, a once resident of Verge now turned wererat, has seized this opportunity to wreak his vengeance upon Verge and all of those who turned their backs on him after he contracted lycanthropy. The PCs must move quickly if they are to save lives.

Once the village has been secured and the people of Verge are safe, the PCs meet an expatriate Serrianer gnome by the name Garren Rundelturn who runs a small curio shop in the village. Rundelturn informs the PCs that the goblins had a powerful war chariot that destroyed the village and that it must be put out of commission if anyone in the area is to survive. Examination of some of the goblins that fell in battle helps the PCs to identify their tribe and leads them to their lair.

The PCs must then brave the perils of the forest and mountains to reach the Blackstone lair. An abandoned mine shaft, it is populated by the goblins and several of their monstrous allies. One of those allies is a mysterious figure of Ylari descent, and the one providing the Blackstone goblins with all of their new magical toys. Once the mines have been cleared out, the PCs find that they are too late to stop the war chariot. A small group of goblins has already taken it back out on another rampage.

Somehow the PCs must catch up to the goblins and their devastating weapon and put a stop to them before they return to Verge to finish the job they started earlier.

Verge

Originally a sleepy farming community near the headwaters of the Wufwolde River, Verge has more than doubled in size since Sir Retameron Antonic and his wife Halia were given rule of the place after the arrival of Duke Stefan Karameikos. In recent years it has become an unlikely center for the arts and magical learning, as several ancient archaeological sites have been discovered in the land nearby. Scholars, wizards, treasure hunters, and more than a few charlatans have made Verge their home swelling its current population to well over 200 families.

Most dwellings in the village are made out of lumber, which is found in abundance from the forests in the area. The two exceptions to this rule are the walled manor occupied by Lord Antonic, and Church of Karameikos, both of which are built with stone. Verge's lone inn, The Boar's Head, is a comfortable hostel run by a Thyatian named Sebastian Tullus. It tends to be full during the winter months as the road between Verge and Threshold is often impassable due to snow. The village is surrounded by a timber palisade with a single gate to the southeast.

NPCs

This section details any of the individuals that might play a significant role in the adventure.

Sir Retameron Antonic - Retameron Antonic, a former adventurer and friend of Duke Stefan Karameikos, was appointed as Lord of Verge by the new duke shortly after taking control of the country. Lord Antonic is a just ruler and Verge has become known as a cosmopolitan town because of that, despite its size. Thyatians, native Traladarans, and other people from across the known world live here in relative peace and harmony, at least with one another.

During this adventure, Lord Atonic is away, visiting Duke Stefan in Specularuam. The PCs may have an opportunity to meet him after he returns, and after they have resolved the recent goblin problems.

Lady Halia Antonic - A former adventurer, and companion of Sir Retameron Antonic, Halia and her love married soon after retiring from their adventurer careers. Lady Halia is a kind and understanding woman, but just as fierce in her defense of the people of Verge as is her husband. After the initial attack, Lady Halia is torn between hunting the goblins down and staying put to protect the city from further danger. Being as responsible as she is, she forgoes vengeance in order to keep her subjects safe.

Gerran Rundelturn - Once a citizen of the flying city of Serriane, Gerran found that in his old age he required a more sedentary lifestyle. He settled in the village of Verge in Karameikos where he could keep in close contact with some distant relatives he has in Highforge. Gerran was once a mechanic on the flying city and is very familiar with Blackmoorian technomagic. As a side hobby he keeps up to date on all the latest academic findings about the ancient kingdom, and can be a font of information for the PCs.

Vassily Dmitrov - Vassily is the town blacksmith by trade. He was born and raised in Verge, and was apprenticed to Old Gregory at the age of 9. A large and rather muscular man, Vassily is well suited to his trade and enjoys shaping iron very much. Something of a homebody, he has only ever left Verge on two occasions when he was younger, both times accompanying Old Gregory on a trip to Selenica. Vassily can usually be found either in his shop, or resting at home.

Vassily is also a sleeper agent for Barimoor. It was through Vassily that the wizard originally learned of the Utherite deposits in the nearby Black Peaks. In addition to his regular reports, he now also keeps an eye on goblinoid activity in the nearby area and is in constant (and unknowing) contact with Mikhail Varney.

Bargle - Advisor to the Black Eagle Baron, Bargle is a man with fingers stuck into many pies... most of which are rotten. With contacts and minions spread throughout the humanoid tribes of northern Karameikos, Bargle hears many things. Never one to miss an opportunity, he has become aware of the Blackstone tribe's war chariot. He suspects that the device is Blackmoorian in origin and wants it for himself.

Yuri Alexoff - A Traladaran woodsman, Yuri can be found at the Boars Head in the evening enjoying a well deserved beer after a hard day's work. He is a typically superstitious Traladaran and is always telling a story about this vampire lord, or that pack of werewolves. Despite this he can be a font of information about the local countryside for the PCs.

Yuri has nearly given up hope of marrying his sister Mara off, as she is getting along in age and most of the local men have already passed her by. He immediately takes a liking to most newcomers (the PCs included) and attempts to convince them of the merits of courting his sister.

Mara Alexoff - Yuri's sister Mara takes care of the woodsman and the hovel that they share now that both of their parents are dead. Mara is fast approaching the age of spinsterhood, and soon no man would even think of taking her for a wife. A few weeks ago Mara was bitten by a wolf while fetching water. She has neglected to tell anyone in the village suspecting (and rightly so) that she has been infected by lycanthropy and fearing that she will be driven from town like Sergei Valinov was several months ago. The full moon is fast approaching, which would trigger her first transformation and make it impossible for her to receive a cure.

Gregor Karkerian - A thug and bully all of his life, Gregor managed to fall into an even tougher crowd while on the streets of Specularuam. Posing as a traveling merchant, Gregor moves from village to village, kidnapping the more beautiful girls and selling them into slavery. He has left a string of disappearances behind him, but still has not been able to meet the quotas that his superiors demand. The goblin raid provided a perfect opportunity for him, and Gregor managed to kidnap several girls in the raid. They are chained and trapped in the cellar of one of the village hovels. Gregor is waiting for things to settle down before he tries to smuggle them out of town.

Barastia Lucien - Barastia came to Karameikos from Thyatis when Duke Stefan took control of the country years ago. Eager to spread her faith and to do the bidding of her dark master Orcus, Barastia has been raiding graves in Karameikos for decades. Now she has set her sights on larger prizes and has plans to use her army of undead to attack the living inhabitants of the region.

Lucinius Negrus -- Lucinius Negrus is the kindly priest of the Church of Karameikos. He puts a strong emphasis on the necessity and redemptive value of penance, and warns that if people don't voluntarily do penance, the gods may give it to them.

Part I: Verge Devastated

As the PCs approach Verge, they can see smoke rising into the sky. The village's palisade has been smashed in two places. Villagers scramble about, some forming bucket brigades to douse fires while others tend to the wounded on the streets. Screams can still be heard in some directions, and it is clear that whatever caused this destruction is not yet over.

These encounters occur in the village. Although the below order of the encounters is assumed, DMs may change the order of some events to better suit their own campaign.

Saving Verge from destruction is worth a **Major Quest Award (500 XP)**.

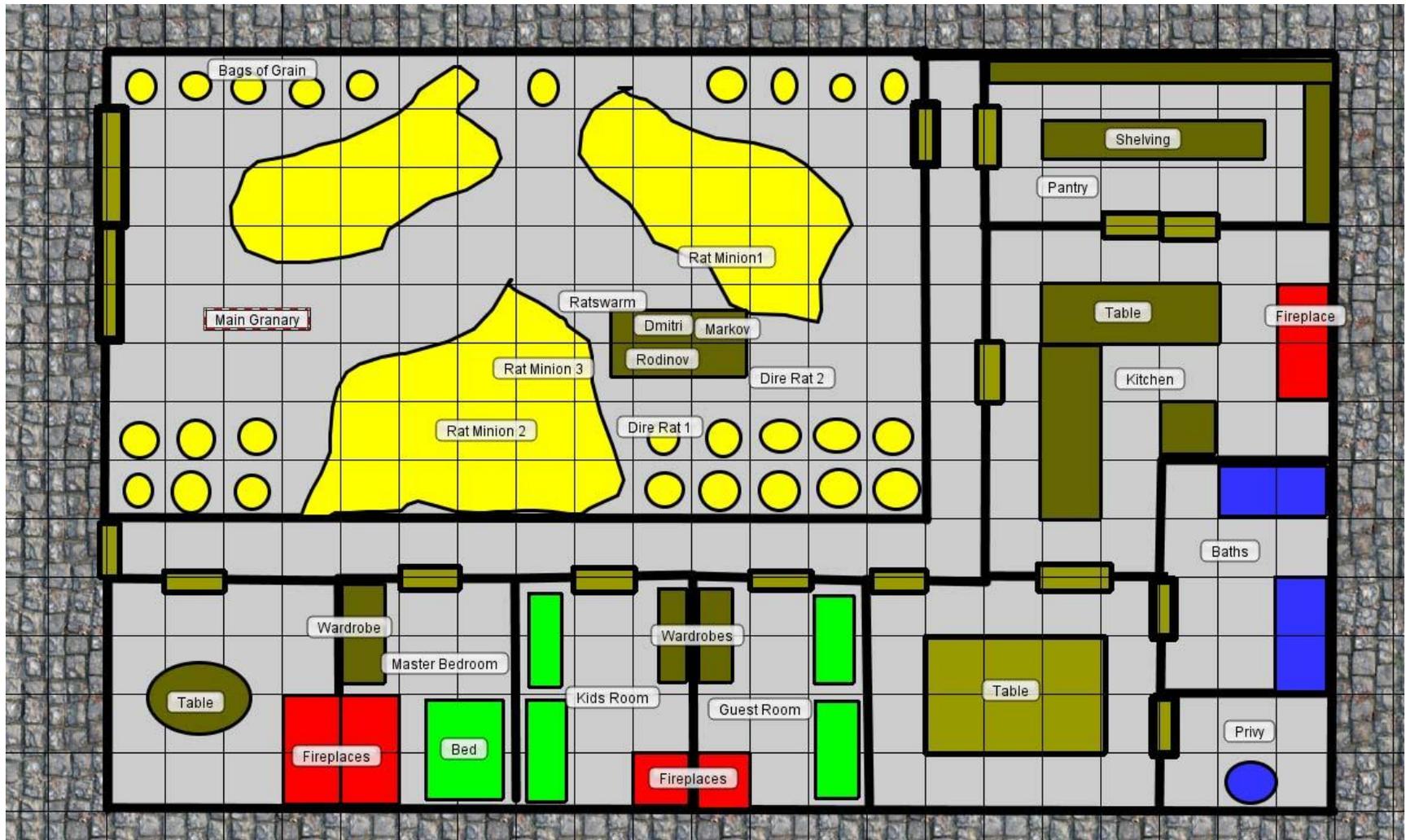
V1: A Village Under Seige

Background Information: Sergei Valinov, once a simple woodcutter from Verge, made a fateful journey to Specularuam nearly a year ago. It was a once in a lifetime trip for the young man, but unfortunately during his stay he was infected with lycanthropy. His disease became apparent after returning to his home town, where the local priest, Lucinius Negrus, attempted to save the young man. However it was not to be. Sergei's symptoms were too far along and the old priest could not remove the curse. Sergei fled town, blaming Lucinius for his fate. He has lain in wait near the village, biding his time and waiting for an opportunity to unleash his vengeance on the villagers who turned their backs on him. Once the goblin war chariot smashed through the village's defenses, Sergei saw his chance.

V1-A: The Rats in the Walls (500 XP)

Summary: The PCs must save a family from a rat attack in a crowded granary.

The PCs come upon a granary from which they hear shouting. Inside, they find Dimitri Rondalov, the keeper of the granary, and his two young sons Rodinov and Markov (ages 8 and 6). They are up in a wagon they normally use to deliver or pickup grain, surrounded by hungry rats who have invaded the granary. If the PCs drive them off, Dimitri will be very grateful and can explain what has happened to the village and will appeal to them to help the other villagers. If the PCs do help, he will use his influence with the town baker to get them free desserts.



Foes

- 1 Level 2 Ratswarm (MM 219)
- 2 Level 1 Dire Rats (MM 219)
- 3 Level 1 Giant Rat Minions (MM 219)
- 1 Level 1 Hazard: Moving in Loose Grain (Below)

1 Level 1 Hazard: Moving in Loose Grain

Half the floor of the granary is covered in grain from burst sacks the rats have chewed open. Anyone who moves through a loose grain square is attacked once a round by the grain, +5 vs. Reflex; this does 1d4 damage as you fall down and become Prone. The rats are immune to this effect.

For a 4 person party, remove one dire rat; for a 6 person party, add 4 Giant Rat minions if the party has a Controller or another dire rat if they don't.

V1-B: Stranded Child (100 XP)

Summary: The PCs rescue a child from a tree.

A lone tree grows in the middle of a cobbled merchant's square in shambles. Goods strew the streets and many of the carts are overturned and smoldering. As the PCs approach they can hear whimpering coming from the branches of the tree overhead. Young Ivan Sasilkov, (age 9) has scaled the tree to get away from the invading rats, but has climbed too high and is in danger of falling down. The PCs must either rescue the child or get the child to rescue himself before he falls out of the tree. This requires 4 successes before 3 failures. The most appropriate skills are (DC15):

Acrobatics or Athletics (to get up and get the child without the branches snapping under your weight)

Diplomacy (to talk the child into climbing down instead of panicking)

Nature (for knowledge of tree-climbing)

Other skills may be used at DC20 as the DM feels appropriate. Any use of Intimidate is DC 25, however, as it's more likely to further panic the child than motivate him.

Once he is rescued, he will give the PCs some candy in gratitude; he has a bag of candy he stole during the chaos from the baker's shop; a DC 13 insight check reveals this. Pcs may

react to this however they wish. Even if they scold him, he will tell them that the church is under attack and needs help.

V1-C: The Rat King (750 XP)

Summary: Sergei Valinov, once a resident of this town, has returned to conquer it with his rats. He is now a wererat and has invaded the local Church of Karamaikos, hoping to eliminate the leading priest there, Lucinius Negrus. He is about to sacrifice Lucinius on his own altar when the PCs arrive. The PCs must defeat Sergei and his rat minions to save the priest.

Foes

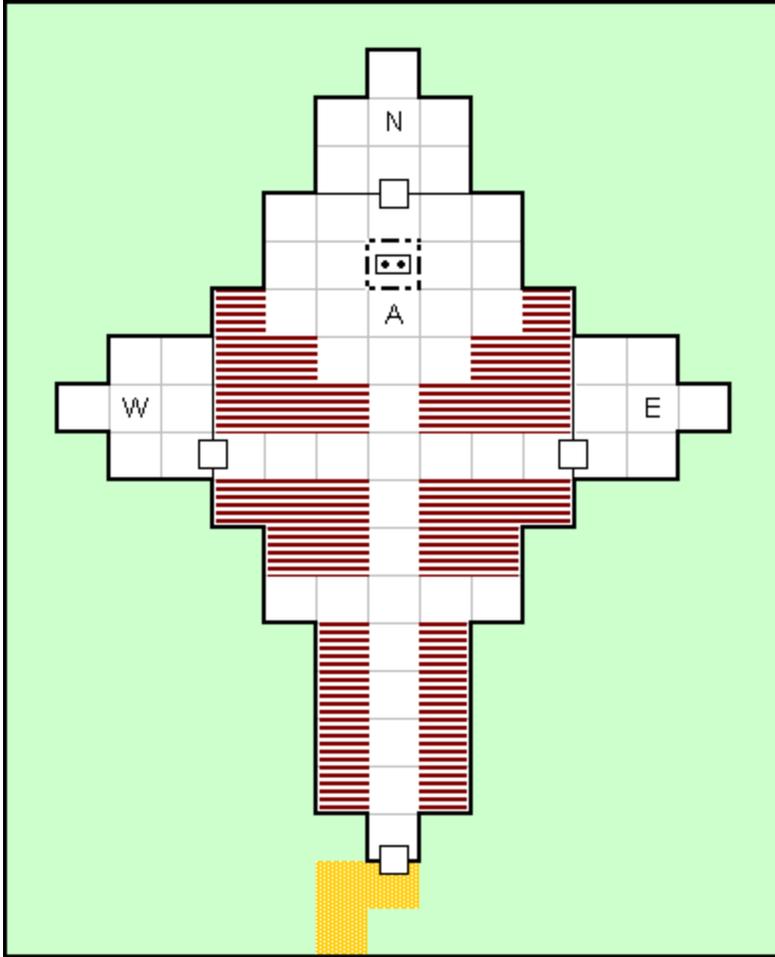
- Sergei Valinov (Level 3 Wererat Skirmisher, MM 180)
- 2 Level 2 Ratswarm (MM 219)
- 2 Level 1 Dire Rats (MM 219)
- 6 Level 1 Giant Rat Minions (MM 219)

Treasure

Sergei has two treasure packets in his possession. (**Suggested:** *Level 2 Magic Item chosen to suit your party*, 53 GP, 150 SP, 3 10 GP hunks of Malachite, and a 32 GP pewter statuette of Halav)

This is a Tough Encounter, designed on the assumption the PCs will be able to cut loose with their daily powers. If you have only 4 players, remove a dire rat. If you have 6, add 4 giant rat minions if the party has a controller or a dire rat if the party does not.

Having saved Lucinius, the party can revive him. He knows the Cure Disease rite and will gladly help them fight off any diseases acquired from the rats. He can tell how Sergei was driven out of town when he became a wererat and asks the PCs to contact his family so a funeral can be held; he seems more sad than angry. (Extended conversation allows a DC 15 Insight check that shows he feels guilty it all came to this, and that the ravaging of the town was probably a punishment for their rejecting him instead of finding a way to cure him. If you don't do penance for your sins, the Immortals will GIVE you penance, after all.)



The four-pointed star design of this church shows that it's of Thyatian construction, rather than the simpler domes used by the Church of Traladara.* The following terrain features are present in this location:

- Pews (squares with brown striping): These squares are difficult terrain to move through, and grant cover against any attacker who isn't adjacent to the target. The dire rats, ratswarms and giant rat minions (but not the wererat) don't treat these squares as difficult terrain (they scuttle under the seats).

Each PC should make a DC15 Perception check anytime they take a move action. If this check succeeds, the character spots a silver starburst holy symbol within the nearest square of pews (if there are several squares equally close, choose one at random). This holy symbol is nonmagical, but during this battle only grants a +1 bonus to attack rolls if used as an implement, and powers that use this symbol as an implement negate the wererat's regeneration. There's only one such holy symbol in the church; once it's found, stop making Perception checks.

- West alcove (W): This alcove room is used as storage for foodstuffs, ritual supplies and similar. A PC in this room can take a standard action to spill bags of food out onto the floor; if this is done, the two closest dire rat or ratswarm monsters will move away

from combat and adjacent to the target square, gorging themselves on the stored food and making no attacks (save ends).

- East alcove (E): This room is used for religious instruction and study. Currently spread out on the small table inside the door is an arcane scroll; any warlock or wizard can use this scroll to invoke a burning hands effect, as the 1st-level wizard encounter power. The scroll can only be used once.

- North alcove (N): This room is used as the village priest's quarters. Though fairly simply furnished, it does have one notable feature - a pair of heavy silver candlesticks on a table close to the door. These can be used as clubs in combat, and will negate the wererat's regeneration.

- Altar (A): Lucinius Negrus has been bound here, and is restrained and stunned (but not helpless). He won't be able to aid the PCs during the combat, but is not in danger of dying - the wererat will disengage and attack the PCs once they enter the church, leaving Lucinius for later.

Aftermath:

This encounter leads directly to the start of V2.

V2: Bargle's Eleven (625 XP)

Summary: Offered a place to stay for the night, the PCs must fend off an attack by agents of Bargle out to rob them.

Shortly after rescuing the imperiled priest, two figures burst into the chapel, a stern yet beautiful woman, and a short bearded gnome. These are Lady Halia Antonic and Gerran Rundelturn who both seem pleased and relieved that the old priest is all right. The Lady Halia and her husband Sir Retemaron Antonic rule over and protect the village of Verge. She swiftly explains to the PCs that Lord Retemaron left Verge nearly two weeks ago on his annual trip to Specularuam and that she and her reduced guard are doing everything possible to bring the village back to order. She had been considering sending the rest of her guard out after the goblins, but after the brutality of this latest attack Lady Halia has begun to change her mind. Sizing the PCs up swiftly, she entreats them to help the village of Verge by tracking down the goblins and putting an end to their rampage. She offers them two first level treasure packets as a reward for saving the village and incentive to go after the goblins. (**Two first level treasure packets:** recommended: **a Level 5 magic item** (probably a weapon appropriate to the party), 100 GP, 250 SP, and 3 shots of **Level 2 Alchemist's Frost Ammo**). The PCs gain a major quest: **Hunt down and defeat the Goblin War Chariot** (Level 3, worth 750 XP)

With that goal in mind Lady Halia introduces the PCs to her shorter companion. Gerran Rundelturn is the owner and proprietor of a small curio shop on the edge of town called Rundelturn's Turns. He does a brisk business in the buying and selling of ancient artifacts (the recent surge of Nithian finds in the local area has made him a handsome profit), but his real love is of flying things. His shop is filled to the brim with various spring driven clockwork toys, most of which were designed to fly (short distances) when thrown. Gerran

witnessed most of the initial goblin attack from the second story of his shop, and ran to find Lady Halia as soon as he realized exactly what the goblin's war chariot was... an ancient Blackmoorian device.

Assuming that the PCs agree to help, Gerran invites them back to his shop for dinner and a talk. He has several interesting items in his collection and notes in his library that he thinks might be of some use to them before tracking down the goblin's war machine. The gnome escorts the PCs through the streets, pointing out battle damage and reassuring passersby that the rat attack is over now too. Eventually, they reach his house. Unfortunately, agents of Bargle are already inside, getting ready to ransack his library, when the PCs make their appearance.

As the PCs approach, compare their passive Perception to the passive stealth of Bargle's agents if they are not suspicious or let them make Perception rolls if they are. (If any of the PCs succeed, they become aware of the people in the house. They can try to sneak up to surprise Bargle's agents; otherwise, Bargle's agents will hear them coming and lay an ambush when they come in if they aren't cautious.)

Gerran will assist the PCs as best he can in dealing with the men who have invaded his house.

Gerran Rundelturn

Retired Gnome Mechanic Level 2 Skirmisher

Medium natural humanoid XP 125

Initiative +3 **Senses** Perception +2

HP 36; **Bloodied** 18

AC 16; **Fortitude** 13, **Reflex** 13, **Will** 13

Speed 5

m **Hammer to the Knees** (standard; at-will) | **Weapon**

+7 vs. AC; 1d6+3 damage and target falls Prone

m **Hammer to the Head** (Minor; at-will) | **Weapon**

Target must be prone; +5 vs. Reflex; 1d6+5 damage

r **Crossbow** (Standard; at-will) | **Weapon**

Range 15/30; +7 vs. AC; 1d8+4 damage

Mechanic (Move; at-will)

Shift 3 through tight spaces or areas full of machines

Alignment Good Languages Old Blackmoorian, Common, Dwarven, Gnome

Skills Arcana +9 *(+12 related to Blackmoor), Craft: Gnome Mechanic +9* (+12 related to Blackmoor), History +9 *(+12 related to Blackmoor)

Str 12 (+2) **Dex** 11 (+1) **Wis** 13 (+2)

Con 12 (+2) **Int** 17 (+4) **Cha** 11 (+1)

Equipment Leather work outfit, Hammer, Crossbow, 20 bolts and quiver

The Foes

2 Human Bandits (Level 2 Skirmishers, MM 162)

2 Black Eagle Snipers (Level 1 Artillery, see below)

7 Black Eagle Grunts (Level 1 Minions, see below)

Black Eagle Snipers Level 1 Artillery

Medium natural humanoid XP 100

Initiative +4 **Senses** Perception +1

HP 24

AC 13; Fortitude 12, Reflex 13, Will 11

Speed 6

m **Crossbow**(standard; at-will) | **Weapon**

+8 vs. AC; 1d10+3 damage and any Black Eagle Snipers gain a +2 Sniper Bonus to hit the target until the end of the target's next round.

m **Short Sword** (standard; at-will) | **Weapon**

+6 vs. AC; 4 damage.

Snipers

Add +1d6 damage if attacking from cover or concealment or by surprise

Alignment Evil **Languages** Common

Skills Acrobatics +7, Stealth +7

Str 12 (+2) Dex 15 (+2) Wis 10 (+0)

Con 12 (+1) Int 9 (-1) Cha 8 (-1)

Equipment Leather Armor, Crossbow, 30 bolts, Shortsword

Black Eagle Grunts Level 1 Minion

Medium natural humanoid XP 25

Initiative +3 **Senses** Perception +1

HP 1; a missed attack never damages a minion.

AC 15; Fortitude 13, Reflex 12, Will 11

Speed 6

m **Longsword** (standard; at-will) | **Weapon**

+5 vs. AC; 4 damage.

Formation Fighters

The Black Eagle Grunt adds +1 to its defenses (+3 vs. Intimidate or Fear effects) if adjacent to another creature employed by the Black Eagle or Bargle.

Alignment Evil **Languages** Common

Skills Athletics +7, Intimidate +4

Str 15 (+2) Dex 12 (+1) Wis 10 (+0)

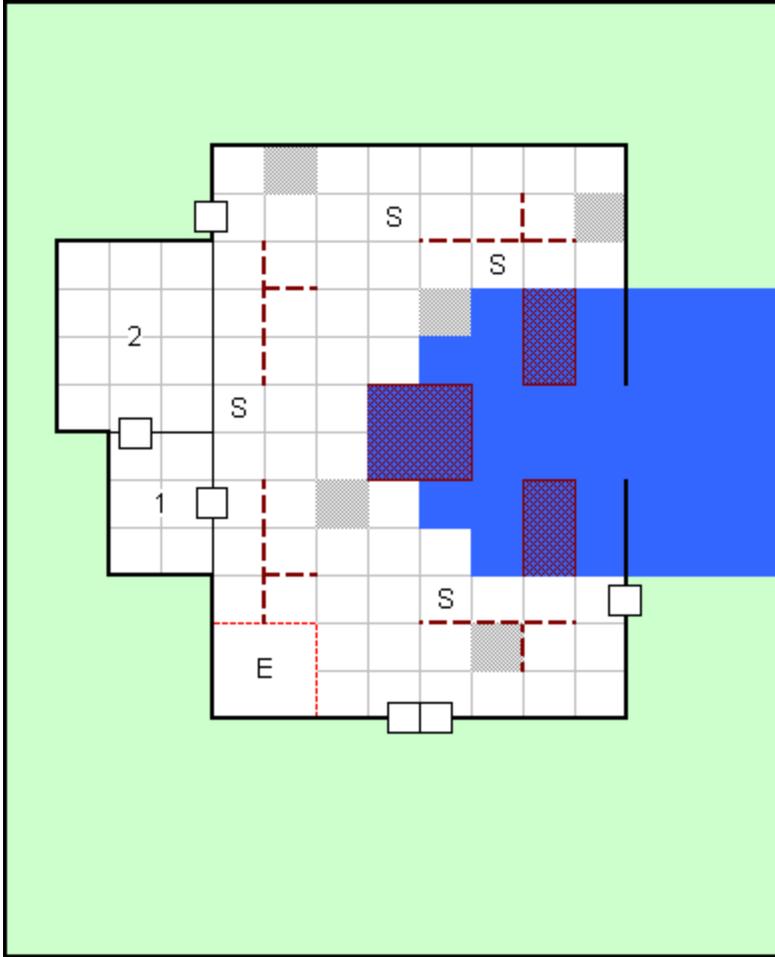
Con 12 (+1) Int 9 (-1) Cha 8 (-1)

Equipment Leather Armor, Shield, Spear

Treasure

Bargle's men have one treasure packet. (**Suggested:** 8 GP, 220 SP, 100 CP, A hand carved pipe worth 1 GP and 8 GP worth of pipeweed (*Nixnoddle's Premium Blend from Longflask, Highshire*))

This encounter takes place in a warehouse near the river, used by the Highforge gnomes as a staging point for their yearly caravan to Kelven and Specularum. At the moment, the next caravan is still months away, and so only one gnome - the rather eccentric inventor Gerran Rundelturn - is in residence as a caretaker. Currently, Gerran is more inclined to use the warehouse as a laboratory and workshop than anything else, and while he plans to buckle down and give the place a thorough cleaning in a few weeks' time before the next caravan is due through, at the moment it makes for a rather dangerous encounter area.



Terrain Features:

Blue squares: This is a shallow inlet that eventually leads out to the river. The water is only 2 and a half feet deep, so even halflings aren't at risk of drowning, but it's still not the best footing for a fight. These squares count as difficult terrain, and any character who enters a water square or starts their turn in one must make a DC 12 Athletics check or grant combat advantage to all enemies until the start of their next turn.

Blue-and-brown crosshatched squares: These are docks built over the water's surface. A character who enters one of these squares must make a DC 10 Dexterity check, at a -2 penalty if the character's wearing heavy armor; failure means that the character's stepped on a rotten plank or poorly-repaired section of dockwork, which collapses under them and pitches them into the water. If the Dexterity check succeeds, the character treats the square as normal terrain.

Brown-dashed lines: These barriers are loose fence-style shelving, which block movement and grant concealment but don't block line-of-sight. The space between boards is too narrow for a person to squeeze through, but is more than wide enough to allow someone to poke a blade or mace-head through, or fire an arrow or spell-blast.

Gray-shaded squares: These squares are filled with clutter and half-completed mechanical knick-knacks. They're treated as difficult terrain, and attacks with the fire, lightning or thunder keywords receive a +1 bonus to hit against a target in one of these squares.

(E)ngine: These four squares are filled with a large, bulky steam engine, only half-completed. A character adjacent to the engine can turn it on with a minor action; doing so doesn't have any direct effect, but does create an incredibly noisy and distracting racket, which provides a +5 bonus to all Stealth checks. The engine can be turned off again as another minor action.

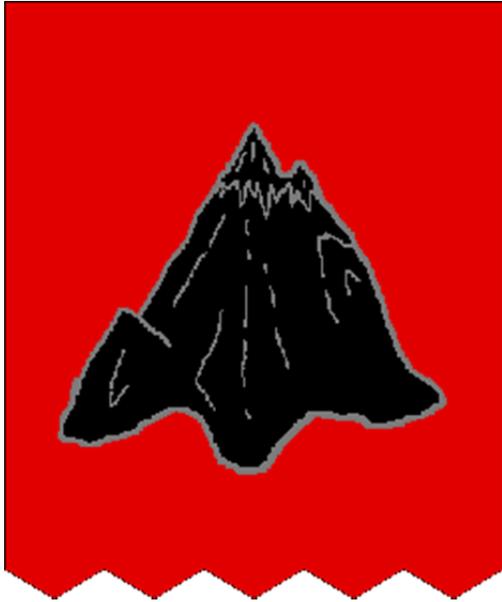
(S)kyhooks: These appear to be nothing more than thick ropes, hanging from the ceiling; they're in fact not quite so simple, being attached to an automatic quick-winch system built into the rafters. A character who grabs and pulls hard on the rope (a minor action) will quickly find themselves lifted 15' into the air; as long as they hang onto the rope with a free hand, they can act as desired (though they suffer a -2 to all defenses due to the precariousness of their position). Belaying an activated skyhook is a move action, that lowers the character safely to the ground. A character can also let go of a skyhook, but will take 2d8 damage from the fall. Skyhooks can also be activated involuntarily; if a character is slid into a square with a skyhook rope, the rope attacks at +2 vs Reflex, and if it hits tangles up in a character's armor and pulls them skyward. The character affected by the attack must still use a minor action (to hold on) or a standard action (to belay) on their next turn, or fall and take damage at the end of their turn.

Having defeated the thieves, Gerran then cooks them the promised dinner and tells them what he knows about the chariot and where the goblins may have found it. Some of the questions he might answer follow:

Why did the goblins attack Verge? The goblins in the area are always raiding one another, and some times even try to attack Verge, though up until now they've not been able to get past the palisade. Lord Antonic periodically sends out patrols to deal with the more troublesome tribes, but there are so many in the area that it is impossible to keep them all under control.

What is the Goblin War Chariot and how can we stop it? Ahh... that chariot now, that was quite a piece of work, and definitely not goblinoid in origin. I'm quite sure that it had the look of Blackmoor upon it, in fact I'd stake my reputation on it. That makes it an extremely rare artifact indeed, probably from before the Great Rain of Fire even! Where the goblins got their hands on it, and how they got it to work, I'm less sure about. Devices like that might stand through the test of time, but rarely will they work without someone powerful in the arcane arts to bring them back to life.

Where are the goblins from and how do we find them? These brutes appeared to be from the Blackstone horde. Various tribes of the buggers make their lairs from the Cruth mountains all the way to the Black Peaks. My guess is that the tribe who got their hands on this machine is nearby. They left in a hurry, probably heading back to the rest of the tribe to tout their success. Regardless, that thing they were on left quite a mess in its wake. I doubt you'll have any problems tracking it through the underbrush back to where it came from.



V3: Vassily the Knife (300 XP Skill Challenge, 150 XP fight)

Summary: This scene describes an agent of the cult controlled by one of Barimoor's Soul Daggers. He is likely to be a minor threat unless he intervenes in a fight to tip the odds against the PCs.

Vassily Dmitrov is the town blacksmith by trade. He is also a sleeper agent for Barimoor, originally planted to watch over the goblins. He will begin spying on the PCs for Barimoor, but will avoid direct confrontation. The PCs must win a skill challenge in order to discover his spying; they can then confront him, which is likely to be pretty easy as the PCs most likely will outgun him.

Bluff, Insight, Perception, Stealth, and Streetwise are the important skills here. They are DC 15; other skills may be used at DC 20 if the players have a good rationalization for it. The PCs need to get 8 successes before 6 failures. If they blow things, they fail to find him and he will report their suspicions and a new spy they don't suspect will be sent. Success lets them find out who he is and confront him how they see fit.

If it comes down to a fight:

Vassily Dmitrov Level 3 Controller

Medium Natural Humanoid XP 150

Initiative +8 **Senses** Perception +1

HP 44; **Bloodied** 22

AC 17; **Fortitude** 15, **Reflex** 16, **Will** 15

Speed 6

m **Barimoor Dagger** (standard; at-will) | Weapon

+9 vs. AC; 1d4 +5 damage and 5 ongoing Psychic damage (save ends)

Master Psychic Stroke (Free Action, Encounter)

Add 1d8 Psychic damage to a blow with the Barimoor Dagger,

Illusory Ambush (standard; at-will) | **Arcane, Illusion**

You create an illusion of swirling spectral assailants that swarm over your enemy.

Ranged 10; + 7 vs. Will; 1d6+4 and the target takes a –2 penalty to attack rolls until the end of your next turn.

Illusory Terrain (standard; refresh 5-6) | **Arcane, Illusion, Zone**

You conjure fake, dangerous terrain which causes people to hurt themselves trying to avoid it.

Area Burst 2 within 10; + 7 vs. Will; 1d8+4 and everyone treats the area of effect as difficult terrain. This normally lasts to the end of your next turn, inflicting 4 damage on anyone who starts their turn inside it. However, it can be sustained for a turn with a minor action. It is immobile.

Illusory Chasm (standard; Encounter) | **Arcane, Illusion, Zone**

You gesture and now your foes all believe themselves plunging into an endless pit while you walk away across the air.

Close Burst 2; +8 vs. Will; 2d6+4 damage, and targets are immobilized until the end of his next turn.

Teleportation (Move, Encounter)

Teleport 10 squares; this is generally used to withdraw in order to RUN AWAY

Alignment Unaligned / Evil **Languages** Common / Common, Alphantian

Skills Arcana + 7, (Craft: Blacksmith +7), Bluff +8, (Endurance +6), Stealth + 8

When not possessed by the Barimoor Dagger, he has the skills in parenthesis.

Str 15 (+3) **Dex** 14 (+3) **Wis** 10 (+1)

Con 12 (+2) **Int** 16 (+4) **Cha** 14 (+3)

Equipment leather armor, Barimoor Knife, Forging Hammer

Barimoor's Agent (the personality embedded in the dagger, named Mahmed) tries to avoid fighting if he can help it, but saves the teleport for times when ordinary running, possibly shielded by Illusionary Terrain or Illusory Chasm, won't save him. He retreats into the dagger and waits if Vassily is taken out.

Vassily is a hard working man who loves doing craftwork and resents being dragged away from it; if the Pcs confront him when he's in his normal personality, he will likely conclude they're trying to scam him.

Soul Dagger of Barimoor

Soul Daggers of Barimoor are intelligent weapons made by trapping a defeated mage slave of Barimoor inside a dagger or other weapon. They vary in enchantment; this one is a Level 3 +1 Psychic Knife (+1 dagger; as a free action, you can convert its damage to Psychic or normal action. Once per encounter, you can inflict 1d8 extra Psychic damage when you hit a foe.) Most Soul Daggers are Psychic Knives of various level.

However, there is a mind inside the dagger, and it possesses various powers which come out when it possesses someone. (We need to think of a mechanic for possession.) Once it possesses someone, it can use its powers as well any physical abilities of the host. (This includes physical racial abilities, such as the +5 vs. poison saves of Dwarves or their resistance to being moved.) This particular one holds an unfortunate mage named Mahmed, who has been a dagger for over 80 years and has long forgotten he was ever human or not a slave of Barimoor. If the PCs take him, he will possess someone and flee if possible and otherwise bide his time.

V4: Meddle Not in the Affairs of Wizards, For They Wish To Rob You Blind (Level 1 Encounter (300 XP))

Summary: This scene describes Bargle's agent, who tries to con the PCs.

In addition to his thugs, Bargle sent one of his many apprentices, Grigori Trendev, as a backup. Grigori, who is tall and slender with short black hair and a neatly trimmed moustache, will approach the PCs before they leave town, offering his help against the menace of the goblins. His real goal is to steal anything useful the PCs have and report back to Bargle. He travels with them a day or two, helping to fight off any menaces and claiming a cut of the loot. He then tries to use his skills to rob them in the night and run; he eagerly volunteers for nightwatches, in hopes of pulling this off.

Grigori Trendev, Apprentice of Bargle (Level 3 Elite Controller)

Medium natural humanoid XP 300

Initiative +4 **Senses** Perception +1

HP 90; **Bloodied** 45

AC 19; **Fortitude** 13, **Reflex** 18, **Will** 16

Speed 6

m **Quarterstaff** (standard; at-will) | **Weapon**

+8 vs. AC; 1d8 damage

r **Magic Missile** (standard; at-will) | **Arcane, Force**

Ranged 20; +7 vs. Reflex; 2d4+4 Force Damage.

R **Scorching Burst** (standard; at-will) | **Arcane, Fire**

Burst 1 **within** 10; +7 vs. Reflex; 1d6+4 Fire Damage

Thunderwave (standard; at-will) | **Arcane, Thunder**

Close Blast 3; +7 vs. Fortitude; 1d6+4 Thunder Damage and push 1 square

Color Spray (standard; Encounter) | **Arcane, Radiant**

Close Blast 5; +7 vs. Will; 1d6+4 radiant damage and target is dazed (save ends)

Sleep (standard; Encounter) | **Arcane, Sleep**

Burst 2 **within** 20 squares; +7 vs. Will; target is slowed (save ends); **if First save is failed:** target is unconscious (save ends).

Alignment Evil **Languages** Common (Thyatian), Traladaran, Goblin

Skills Arcana +10, Bluff +8, Stealth +9, Thievery +9

Str 10 (+1) Dex 16 (+4) Wis 11 (+1)

Con 13 (+2) Int 18 (+5) Cha 14 (+3)

Equipment Robes, Quarterstaff, Thieves' Tools, Adventuring Kit

Tactics: Forced to fight, he nails as much of the party as possible with Sleep, then Color Spray, then begins using his at-wills as appropriate. He would rather flee than fight, though.

Treasure: A small level 1 Treasure packet (**Suggested:** *Potion of Healing*, 8 GP, 20 SP)

V5: Marry my sister, please! (Optional Encounter Set)

V5-A: The Talkative Young Woodsman (0 XP, social interaction only)

Summary: The PCs befriend a pair of siblings; the brother tries to convince them to marry his sister, who is infected with Lycanthropy.

Yuri Alexoff is a Traladaran woodsman, elder brother to Mara Alexoff. He can be found at the Boars Head in the evening enjoying a well deserved beer after a hard day's work. He is a typically superstitious Traladaran and is always telling a story about this vampire lord, or that pack of werewolves. despite this he can be a font of information about the local countryside for the PCs. He will try to cosy up to the PCs if they visit the local tavern (the Boar's Head). It is pretty easy (Diplomacy or Streetwise 10) to get him to pontificate on local carryings-on, whether it's how the miller is having an affair with the baker's wife or how the DEAD WALK THE NIGHT in the local forests.

Yuri can share the following rumors, of varying degrees of truth:

1. Hideous Spiders with troll faces on their back roam the woods, living on human blood and serving vampires. (**Partly true**; this tale comes from an unfortunate clash between several of the cult's Troll Spiders and an adventuring party who told him about it and added the vampire part to make it sound more impressive.)
2. Baron Yaroslav the Mighty was a petty Karamaikan lord hundreds of years before the Thyatians came, slain by a marauding werewolf band, along with his liegemen. Now, on the nights of their final fatal hunt, they rise from the ground and stalk the night, attacking anything they find and accusing it of being the werewolves who killed them. And it's generally around this time of year people see them. (**Entirely True**, See Encounter **W2**)
3. An evil hag from the Northern Reaches lurks in the woods, raising the dead to serve Hel, Queen of the Dead. (**Vaguely true**; this is a very distorted version of the activities of **Barastia Lucien**; see encounter **WR-1**)
4. There are stirges who travel the forest in flocks; the bigger the stirge, the more blood they can drink; the smaller, the less. (**Entirely True**)
5. Werereatures are afraid of roses of unusual color (white, yellow, etc), but have no fear of red roses. (**Entirely false**, just wishful thinking, given his sister grows roses in their garden)
6. Anyone who bathes by moonlight is more vulnerable to lycanthropes. (**Entirely False**, he tells his sister all the time not to do this but she simply prefers to bathe when less likely to be seen, as she likes her privacy)
7. Many monsters like to use patches of Bramblevine to stalk their prey in order to restrict its movement. He points out how to recognize it. (**Entirely True**; the PCs will encounter this in the final battle of the adventure.)
8. The undead cannot cross lines of salt (**Entirely false**; this is just wishful thinking from the teachings of the Church of Traladara)
9. The spirits are pleased when women twine ribbons in their hair, one for each color of the rainbow if possible. (**Somewhat true**; this applies only to Ribbon spirits, who are unlikely to be encountered in this adventure. Religion DC 15 will inform the listener that this is done at the summer solstice by many Traladaran women. Yuri harps on this because he keeps trying to convince his sister unsuccessfully to pretty herself up.)

Yuri is trying to find himself a bride and his sister Mara a husband; he's not egotistical enough to think any of the female PCs might settle down with him, but he does think he might be able to persuade one of the male PCs to marry his sister. He will praise her many fine qualities to the heavens; if that doesn't work, he will beg them to have pity on her, given her age it seems she may never find a husband. If any of the PCs are female, he will beg them to try to help him persuade her to at least make an effort towards getting married.

Yuri has nearly given up hope of marrying his sister Mara off, as she is getting along in age and most of the local men have already passed her by. He immediately takes a liking to most newcomers (the PCs included) and attempts to convince them of the merits of courting his sister.

Encounter V5-B: Meeting Mara (Skill Challenge Encounter, 200 XP, Possibly combat, 175 XP or more.)

Yuri and Mara live in a small house with two rooms at the edge of the forest (living room/kitchen and bedroom), next to a stream and a pond. If the PCs approach with Yuri, or early in the night/late in the evening, they will encounter Mara bathing, which is likely to embarrass her hugely and not make the best of first impressions. There is a small rose garden next to the house, along with a larger vegetable garden. During the day, Mara is likely either baking, cleaning, or tending the gardens.

Mara Alexoff is Yuri's younger sister; they have shared their house ever since their parents died. Neither has been able to find a spouse yet, though Yuri is trying very hard to find her a home so he can get a wife to move in with him. Mara is fast approaching the age of spinsterhood, and soon no man would even think of taking her for a wife. A few weeks ago Mara was bitten by a wolf while gathering herbs. She has neglected to tell anyone in the village suspecting (and rightly so) that she has been infected by lycanthropy and fearing that she will be driven from town like Sergei Valinov was several months ago. The full moon is fast approaching, which would trigger her first transformation and make curing her much more difficult.

Mara and Yuri's mother (Nadia) was a devout member of the Church of Traladara, but their father (Rurik) converted when the Grand Duke arrived, eventually leading their mother to leave when Mara was only five. She had a strong affinity for the spirits the Church of Traladara believes in / appeases. And Mara inherited it but doesn't understand this affinity; she is effectively a **Fey** humanoid instead of a **Natural** one. This gives her a somewhat elfin appearance and tends to make many of the locals, especially devout members of the Church of Karameikos, uncomfortable, which is why she hasn't gotten married. Mara bathes twice a day as her mother taught her; she is not aware this is actually a purity rite which has earned her some favor from local spirits.

Mara as she is now:

Mara, daughter of Nadia, Spirit-Touched Peasant and Werewolfism Infectee, Level 2 Controller

Medium Fey Humanoid XP 125

Initiative +3 **Senses** Perception +4; *low-light vision*

HP 36; **Bloodied** 18

AC 13; **Fortitude** 13, **Reflex** 14, **Will** 17

Speed 6

m **Hoe** (standard; at-will) | **Martial, Weapon**

+6 vs. Reflex; 1d6 damage and the target is prone

Blessing of the Spirits (Minor; encounter) | **Divine**

Mara's unwitting adherence to the purity rituals taught by her mother have brought her good fortune.

Mara may add +3 (her wisdom bonus) to her next skill check or make an immediate saving throw at +3.

Alignment Lawful Good **Languages** Common, Traladaran

Skills Endurance +7, Heal +9, Housekeeping +9*, Nature +6, Religion +9

* Housekeeping is Wisdom based.

Str 11 (+1) **Dex** 14 (+3) **Wis** 16 (+4)

Con 12 (+2) **Int** 13 (+2) **Cha** 10 (+1)

Equipment Peasant clothing, Holy Symbol of the Church of Karameikos (silver), Hoe or cooking gear, possibly **The Book of Twelve Stars** (Holy Text of Karameikos)

Average of build, height, and appearance; she has black hair down to just below the top of her shoulders and prominently displays her Church of Karameikos Holy Symbol; indeed, she tends to touch it frequently. Her hazel eyes dart about at everything. She wears a peasant dress in brown and blue.

Mara is unusually tough for an average peasant woman; this is because the lycanthropy infection is already starting to slowly transform her towards her eventual end state of being a werewolf. Unless the PCs can change this. Mara is currently increasingly terrified by what is to come and jumps at just about everything. It is only DC11 on Insight to tell she is hiding something; winking out the truth requires a skill challenge:

Complexity 2 Challenge: 6 successes before 4 failures **(200 XP)**

Obviously Useful Skills: Bluff (DC 14), Diplomacy (DC 14), Insight (DC 11, but a max of 2 successes), Intimidate (DC 17), Religion (DC 12, max of 2 successes)

Use of other skills should be judged as appropriate, but probably will range from DC 18-23, depending on how appropriate.

If she breaks down, she confesses the whole story of how she was out gathering herbs and got bitten by the wolf and was terrified to tell anyone, remembering what happened with Sergei. She insists her bathing has nothing to do with this and that she'd be much happier if Yuri would bathe more regularly.

Mara both wants a husband and fears to take one; she's convinced herself no man would ever want her and her fear of her lycanthropy has made this only worse.

Infectious Lycanthropy:

4E werewolves never accidentally spread lycanthropy. Rather, they have to deliberately infect someone; otherwise their bite simply conveys a potentially deadly disease. Moon Frenzy, transmitted by werewolf bite, leaves its victim in a state of permanent berserker-gang if it progresses to its final stage. However, a werewolf can choose instead to infect someone. This is sometimes done for revenge, sometimes to someone desired as a lover, and sometimes to recruit muscle for a pack. It is similar to a disease in some ways. In Mara's case, a werewolf noticed her spirit affinities and decided to recruit her for his pack, both from his desire for a mate but also to strengthen his pack.

Initial Infection Stage: DC 24 Stable, DC 30 to throw off

This is the basic stage. At every full moon, you must make an Endurance check; if you fail, you progress to the First Transformation Stage. At this stage, a Cure Disease Ritual suffices to cure you. If the PCs figure out her problem in time, Father Lucinius will gladly cure her without asking any compensation as he feels guilty over what happened with Sergei. This likely will lead to trouble with Zachary trying to get revenge.

Victims become slightly stronger and tend to lose a large amount of weight if they're above average or gain some weight if they're particularly skinny (to reflect the growth in strength). They also develop low-light vision by the half-way mark if they didn't already have it. Men become slightly hairier than before; women find their hair growing faster.

Mara is currently at this stage, but soon (as convenient for the DM), her first full moon since infection will come to pass. She automatically fails the endurance check and passes to the next stage unless PC intervention occurs.

Her stats at this stage are listed above.

Developing Infection Stage: DC 24 Stable, DC 30 to return to Initial Infection Stage

Mara will run out into the woods and go kill a bear which has been robbing their garden the first time she transforms, which will be the second day of the first full moon. (Or some other animal she's unhappy with, or a nearby orc or in general, something she can kill without feeling too guilty.)

At this stage, victims become stronger and faster; they often look more attractive as they tend to have an athletic build with pretty long hair. They find themselves enjoying their transformation and generally think, however, that they can keep it under control. They can freely shift at night and must change during the full moon. They shift one alignment step towards Evil.

On the third night of each Full Moon, the infectee must make an Endurance check DC 24; if they succeed, they remain stable. If they succeed with a 30 or better, they revert back one step towards their original alignment, returning to the Initial Infection Stage if they reach it. If they fail the check, roll +13 vs. their Will; on a 'hit', they move one alignment step towards evil. If they reach Evil, they enter the final stage of Lycanthropy; if the disease 'misses', they remain normal.

At this stage, you must undergo Remove Affliction once for each alignment shift you've suffered to return to normal alignment and be cured totally.

Mara, daughter of Nadia, Spirit-Touched Werewolf Peasant, Level 3 Controller

Medium Fey Humanoid (shapechanger) XP 150

Initiative +4 **Senses** Perception +6; *low-light vision*

HP 46; **Bloodied** 23

AC 15 / 17*; **Fortitude** 14, **Reflex** 15, **Will** 17

* Her AC is 15 in human form, 17 in wolf form.

Regeneration 2 (if she is damaged by silver during the round, she does not regenerate.)

Immune moon frenzy (see below)

Speed 6 (8 in wolf form)

m **Hoe** (standard; at-will) | **Martial, Weapon**

+7 vs. Reflex; 1d6+1 damage and the target is prone; see also *blood rage*.

m **Bite** (standard; at-will)

+8 vs. AC; 1d6 + 3 damage, and the target is slowed (save ends); see also *blood rage*.

Blood Rage

The werewolf's melee attacks deal 1 extra damage against a bloodied target.

Change Shape (minor; at-will) | **Polymorph**

Mara can alter her physical form to appear as a black-furred wolf or a unique human (see Change Shape, MM page 280). She cannot use her bite attack in human form and cannot make hoe attacks in wolf form.

Blessing of the Spirits (Minor; encounter) | **Divine**

Mara's unwitting adherence to the purity rituals taught by her mother have brought her good fortune.

Mara may add +3 (her wisdom bonus) to her next skill check or make an immediate saving throw at +3.

Increased Self-Confidence (minor; encounter) | **Martial, Healing**

Mara's increased self-confidence enables her to recover from setbacks.

Mara recovers 11 HP and has +2 to all defenses until the end of her next turn.

Alignment Good **Languages** Common, Traladaran, Dogs and Wolves

Skills Bluff +5, Endurance +8, Heal +9, Housekeeping +7*, Nature +7, Religion +9

* Housekeeping is Wisdom based.

Str 13 (+2) **Dex** 16 (+4) **Wis** 17 (+4)

Con 14 (+3) **Int** 13 (+2) **Cha** 13 (+2)

Equipment Peasant clothing, Holy Symbol of the Church of Karameikos (copper), Hoe or cooking gear, possibly **The Book of Twelve Stars** (Holy Text of Karameikos)

Having undergone her first change, Mara finds herself infused with a greater sense of self-confidence. Having not killed or eaten anyone she cares about and directing her wolf-anger at some target she doesn't view as having the same rights as proper Karameikans, she feels her faith must have saved her from the worst of the curse. She is now more outgoing and friendly and confident and begins attending church services again. However, she now wears a copper version of the holy symbol of the Church of Karameikos. She spends more time in the forest, hunting and gathering herbs and her interest in housekeeping declines somewhat. While she doesn't actually go around lying unless she has to, her ability to lie plausibly increases as she stops looking constantly guilty when lying. She feels more confident about her appearance, and it's notable to observers that she looks a bit stronger and has now grown her hair out several more inches. Her eyes are light in color. She still isn't very forward, however.

Mara will, however, fail her endurance check and get a 'hit' on her will and will change further at the third night of the next full moon.

Mara, daughter of Nadia, Spirit-Touched Werewolf Peasant, Level 4 Controller

Medium Fey Humanoid (shapechanger) XP 175

Initiative +6 **Senses** Perception +9; *low-light vision*

HP 55; **Bloodied** 27

AC 18; **Fortitude** 15, **Reflex** 17, **Will** 18

Regeneration 3 (if she is damaged by silver during the round, she does not regenerate.)

Immune moon frenzy (see below)

Speed 6 (8 in wolf form)

m **Quarterstaff** (standard; at-will) | **Martial, Weapon**

+8 vs. Reflex; 1d8+2 damage and the target is prone until the end of her next turn; see also *blood rage*.

m **Bite** (standard; at-will) | **Disease**

+9 vs. AC; 1d6 + 4 damage, and the target is slowed (save ends). If he fails 2 saving throws in a row, he is Immobilized (save ends); see also *blood rage*. Her bite conveys a muted form of Moon Frenzy (DC 16 to stabilize, DC 21 to improve one step)

Blood Rage

The werewolf's melee attacks deal 2 extra damage against a bloodied target.

Change Shape (minor; at-will) | **Polymorph**

Mara can alter her physical form to appear as a black-furred wolf or a unique human (see Change Shape, MM page 280). She cannot use her bite attack in human form and cannot make quarterstaff attacks in wolf form.

Blessing of the Spirits (Minor; encounter) | **Divine**

Mara's unwitting adherence to the purity rituals taught by her mother have brought her good fortune.

Mara may add +4 (her wisdom bonus) to her next skill check or make an immediate saving throw at +4.

Increased Self-Confidence (minor; encounter) | **Martial, Healing**

Mara's increased self-confidence enables her to recover from setbacks.

Mara recovers 13 HP and has +2 to all defenses until the end of her next turn.

Herbal Healing (minor; 2/encounter) | **Martial, Healing**

By touch, Mara applies one of her herbal cures to a friend.

Range: Touch; Mara enables the target to spend a healing surge, adding +1d6 to what is healed. (NPCs recover 1/4th their HP +1d6; Mara heals 13+1d6 if used on herself.)

Alignment Unaligned **Languages** Common, Traladaran, Dogs and Wolves

Skills Bluff +8, Endurance +9, Heal +11, Housekeeping +6*, Nature +11, Religion +11
* Housekeeping is Wisdom based.

Str 14 (+4) **Dex** 18 (+6) **Wis** 18 (+6)

Con 15 (+4) **Int** 14 (+4) **Cha** 16 (+5)

Equipment Leather Armor, Holy Symbol of Zirchev (gold), Quarterstaff, herbs

Mara now has very long black hair and deep blue eyes. She has become rather attractive and dresses to enhance this; she's now usually clad in brown leather with blue trim and carries a quarterstaff as if affecting a fight. She'd be quite willing to join an adventuring party at this stage and is gradually abandoning her duties as a 'housekeeper', which may lead to conflict to anyone used to her doing all that. She is sometimes secretive for no good reason. She stops attending church regularly, though she still thinks of herself as devout, she's especially been studying Zirchev's teachings. She is increasingly jumpy about silver. She has a definite desire at this point to find a husband or at least a boyfriend and is able to be pretty forward about it; should Zakhary not yet have struck, he will likely move in and seduce her if possible. While she still wouldn't murder someone, she could kill those she sees as enemies in battle with little hesitation. She is disdainful of those who teated her badly in the past, and prone to intimidate them.

Mara stays at this stage for 2 months, then succumbs to the final stage. If the PCs are around for this without having cured or killed her, anyway...

The Final Stage: Permanent Lycanthropy

No one recovers from the final stage unless friends use a skill challenge to design a ritual (at least level 9) to cure him or her. This may require some adventuring to gather needed components. The target reverts to Unaligned once cured and may eventually move back to their original alignment. Unless they were evil to start with, anyway....

These stats assume this stage is reached after the Pcs have already completed this adventure and are at least 3rd or 4th level; weaken her as appropriate if somehow she reaches this point while the Pcs are lower level...

Mara, daughter of Nadia, Spirit-Touched Werewolf Peasant, Level 6 Controller

Medium Fey Humanoid (shapechanger) XP 250

Initiative +7 **Senses** Perception +12; *low-light vision*

HP 72; **Bloodied** 36

AC 20; **Fortitude** 17, **Reflex** 18, **Will** 20

Regeneration 5 (if she is damaged by silver during the round, she does not regenerate.)

Immune moon frenzy (see below)

Speed 6 (8 in wolf form)

m **Quarterstaff** (standard; at-will) | **Martial, Weapon**

+10 vs. Reflex; 1d8+3 damage and the target is prone until the end of her next turn; see also *blood rage*.

m **Bite** (standard; at-will) | **Disease**

+11 vs. AC; 1d6 + 4 damage, and the target is immobilized (save ends). see also *blood rage*. Her bite conveys a muted form of Moon Frenzy (DC 18 to stabilize, DC 22 to improve one step)

Blood Rage

The werewolf's melee attacks deal 3 extra damage against a bloodied target.

A Wrath of Orcus (standard; at-will) | Divine, Necrotic

Area Burst 1 **within** 10; +10 vs. Fortitude; 1d6+4 Necrotic damage

Change Shape (minor; at-will) | **Polymorph**

Mara can alter her physical form to appear as a black-furred wolf, a unique wolfish humanoid, or a unique human (see Change Shape, MM page 280). She cannot use her bite attack in human form and cannot make quarterstaff attacks in wolf form.

Blessing of the Dark Spirits (Minor; encounter) | **Divine**

The Gift of Orcus shields her from disaster.

Mara may add +4 (her wisdom bonus) to her next skill check or make an immediate saving throw at +4.

Increased Self-Confidence (minor; encounter) | **Martial, Healing**

Mara's increased self-confidence enables her to recover from setbacks.

Mara recovers 18 HP and has +2 to all defenses until the end of her next turn.

Herbal Healing (minor; 2/encounter) | **Martial, Healing**

By touch, Mara applies one of her herbal cures to a friend.

Range: Touch; Mara enables the target to spend a healing surge, adding +2d6 to what is healed. (NPCs recover 1/4th their HP + 2d6; Mara heals 18+2d6 if used on herself.)

Alignment Unaligned **Languages** Common, Traladaran, Dogs and Wolves

Skills Bluff +14, Endurance +11, Heal +12, Intimidate +10, Nature +12, Religion +12

Str 16 (+6) **Dex** 19 (+7) **Wis** 19 (+7)

Con 16 (+6) **Int** 14 (+5) **Cha** 19 (+7)

Equipment Leather Armor, Holy Symbol of Orcus (gold), Quarterstaff, herbs

Mara has fully succumbed to her curse; at this point she sets out to kill everyone who ever treated her badly, then heads off into the forest, possibly with Zakhary if he still lives. She may or may not come after the PCs, depending on her past interactions with them. She is now a devoted priestess of Orcus.

At this point, curing her is likely to be an adventure in and of itself, something to be worked into a future adventure. Assuming the Pcs don't just whack her.

The Issue of Zakhary:

Mara was bitten by Zakhary, a werewolf. He is lurking around, waiting for her to change enough for him to seduce her and take her off to his pack of werewolves. What he does will heavily depend on if the PCs intervene here and now. If Mara reaches her full transformation and the PCs have gone up in level some, you should adjust him up in level.

Zachary, Amorous Junior Werewolf Level 4 Brute

Medium natural humanoid (shapechanger) XP 175

Initiative +7 **Senses** Perception +11; *low-light vision*

HP 108; **Bloodied** 54

Regeneration 5 (if the werewolf takes damage from a silver weapon, its regeneration doesn't function on its next turn)

AC 16; **Fortitude** 17, **Reflex** 16, **Will** 15

Immune moon frenzy (see below)

Speed 6 (8 in wolf form)

m **Warhammer** (standard; at-will) ♦ **Weapon**

+7 vs. AC; 1d10 + 3 damage; see also *blood rage*.

m **Bite** (standard; at-will) ♦ **Disease**

+7 vs. AC; 1d6 + 4 damage, and the target takes ongoing 2 damage (save ends) and a muted form of Moon Frenzy (DC 16 to stabilize, DC 21 to improve one step); see also *blood rage*.

Blood Rage

The werewolf's melee attacks deal 3 extra damage against a bloodied target.

Change Shape (minor; at-will) ♦ **Polymorph**

A werewolf can alter its physical form to appear as a gray wolf or a unique human (see Change Shape, MM page 280). It cannot use its bite attack in human form and cannot make greatclub attacks in wolf form.

Alignment Evil **Languages** Common, Traladaran, Dogs and Wolves

Skills Bluff +10 (12 for seduction purposes), Insight +8, Intimidate +10, Nature +8, Stealth +9

Str 17 (+8) **Dex** 14 (+4) **Wis** 12 (+3)

Con 16 (+8) **Int** 10 (+2) **Cha** 16 (+5)

Equipment leather armor, warhammer

Zachary is a junior member of a pack, looking to move up by securing a new pack member and thus also get himself a girlfriend. He's never done this before, though, and while he's confident in many of his abilities, he will be cautious to avoid direct confrontation with the PCs if possible...If somehow Mara actually MARRIES a PC, though, he will try to kill said PC as soon as possible.

He can be given Grey Wolf allies to help him fight an entire party if desired.

V6: The Kidnapper (Level 3 Encounter, 775 XP)

Summary: This pits the PCs against the Iron Ring; it can be used early on or inserted later in the wilderness.

Gregor Karkerian is a travelling thug and bully who clawed his way up from the streets of Specularum to become a traveling merchant whose primary line of trade is kidnapping beautiful young people (mostly female) and selling them to the Iron Ring. He has left a

string of disappearances behind him, but still has not been able to meet the quotas that his superiors demand. The goblin raid provided a perfect opportunity for him, and Gregor managed to kidnap several girls in the raid. They are chained and trapped in the cellar of one of the village hovels. Gregor is waiting for things to settle down before he tries to smuggle them out of town.

Gregor may be encountered in Verge or he may be encountered elsewhere in this adventure (such as during the chase of the Goblin War Chariot). If encountered in the village, the four young ladies he currently holds are chained in the cellar of a hovel he owns; if you wish to use him in the town, their cries could reach PC ears.

Otherwise, Gregor and his men will be encountered in the countryside.

Forces:

- Gregor Karkerian, Level 3 Lurker (see below)
- 1 Human Guard, Level 3 Soldier, MM 162
- 2 Human Bandits, Level 2 Skirmishers, MM 162
- 8 Human Rabble, Level 2 Minions, MM 162

Treasure: One Level 3 Treasure Packet (**Recommended:** 90 GP worth of Beer (his cover), 20 GP, 4 captives (Lola, Zola, Anyala, and Maria)

Gregory Karkerian, Slaver and Merchant, Level 3 Lurker

Medium natural humanoid (shapechanger) XP 150

Initiative +7 **Senses** Perception +6

HP 36; **Bloodied** 18

AC 17; **Fortitude** 14, **Reflex** 15, **Will** 17

Speed 6

m **Short Sword** (standard; at-will) ◆ **Martial, Weapon**

+8 vs. AC; 1d6+3 damage

r **Crossbow** (standard; at-will) ◆ **Martial, Weapon**

Ranged 20; +8 vs. AC; 1d10+3 damage

Mobile Sniper

If Gregor moves at least 4 squares from his starting square before attacking, he adds +1d6 damage to his attacks.

Sneak Attack

+2d6 damage when he has combat advantage on someone

Alignment Evil **Languages** Common, Traladaran

Skills Bluff +10, Diplomacy +10, Insight +6, Stealth +11

Str 11 (+1) **Dex** 14 (+3) **Wis** 10 (+1)

Con 12 (+2) **Int** 13 (+2) **Cha** 18 (+5)

Equipment leather armor, shortsword, crossbow

Gregory is medium of build with neatly trimmed black hair, moustache, and beard, wearing fine clothing over his armor.

He prefers to snipe with his crossbow and strike by surprise from ambush. He uses his men to guard himself from assault.

Aftermath of Part I

Remember, the PCs get a **Major Quest Award (500 XP)** for saving Verge from destruction.

The PCs now have another Major Quest which they will fulfill in part III: **Hunt down and defeat the Goblin War Chariot** (worth 750 XP)

Part II: Into the Wilderness

Tracking the goblins war chariot back to their lair is an easy task, since the machine has left a very visible trail of destruction in its wake. However there are certain places where it is possible to lose the trail (for example when the chariot moves over rockier ground). These areas require a skill challenge to stay on the trail. Failure indicates that the trail is lost, but another skill challenge can be made after 8 hours to find it again.



Wilderness Navigation Skill Challenge (200 XP each, 3 Challenges)

The PCs must score 6 successes before 4 failures at each of the blue dots on the map; otherwise, they have a random encounter and must try again. Random encounters are listed later in this chapter, after the standard encounters.

- Acrobatics (up to 2 successes, DC 20)
- Athletics (up to 2 successes, DC 15)
- Insight (up to 2 successes, DC 20)
- Nature (up to 4 successes, DC 15)
- Perception (up to 2 successes, DC 20)

Other skills may be applicable at the DM's discretion, as he or she sees fit.

On a failure, roll 1d6; already completed encounters can be replaced with ones of your own design or you can reroll.

1. **WR-1: Wilderness Wandering Encounter: Zombies in the Middle, In the Middle -- Level 2 Encounter (650 XP)**
2. **WR-2: Wilderness Wandering Encounter: The Sheared Ones**
3. **WR-3: Wilderness Wandering Encounter: Monstrous Centipede Nest (Level 1 Encounter: 500 XP)**
4. **WR-4: Wilderness Random Encounter: Possibly Friendly Goblins (300 XP skill challenge of 500 XP)**

5. **WR-5: Wilderness Random Encounter: Shadow of the Dragon (Level 3 Foreshadowing)**
6. **WR-6: Earthquake (Level 1 Skill Challenge, 300 XP)**

If the DM wishes to create his own encounters, any of the following are fairly suitable to be encountered here: Beetles, Drakes, Goblins, Hobgoblins, Human Bandits, Rats and Wererats, Snakes, Skeletons, Stirges, Zombies

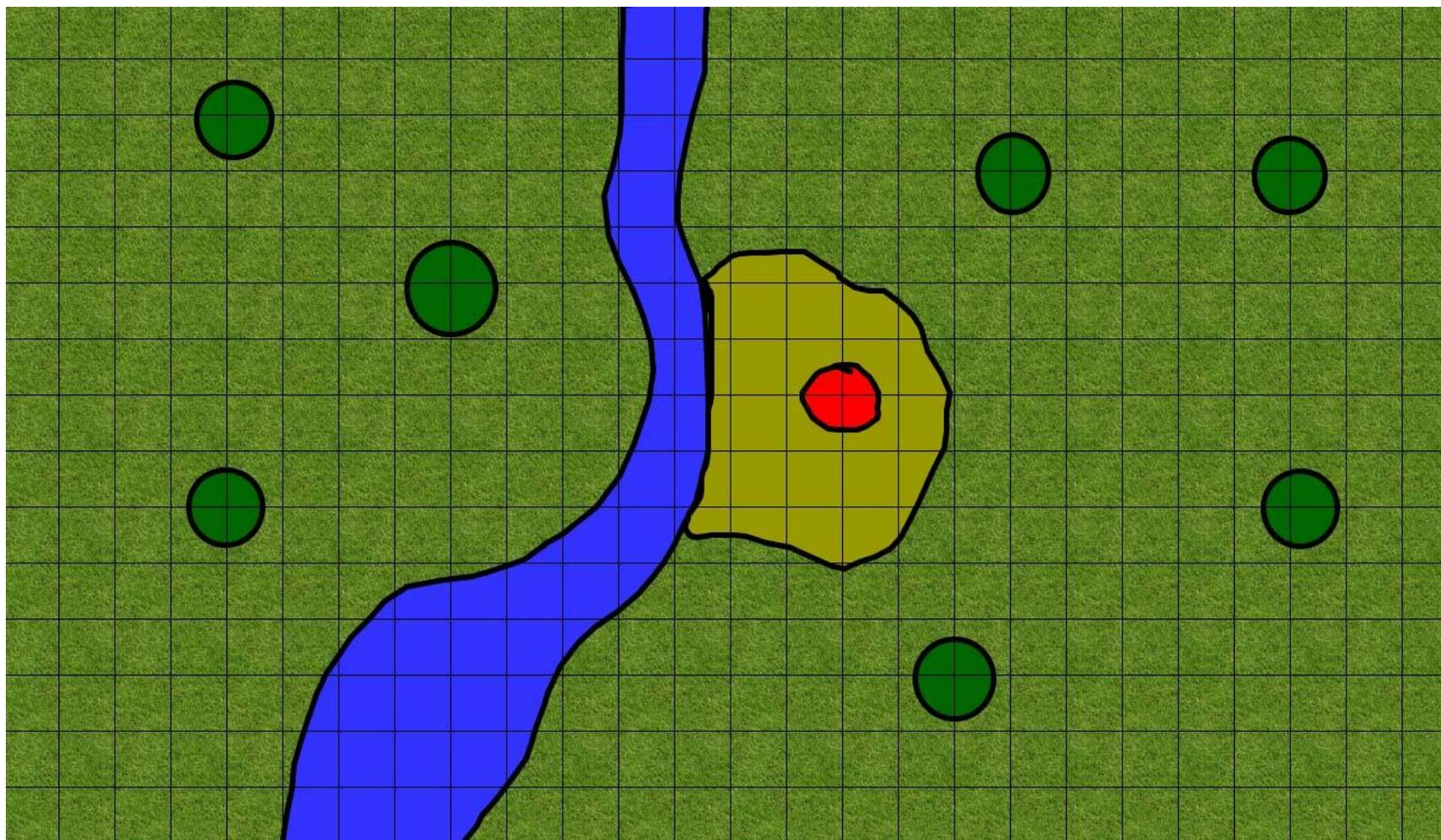
W1: The Dirty Half-A-Dozen Level 3 Encounter (700 (800) XP)

Summary: Agents of Barimoor try to stop the PCs from further meddling in his affairs.

Shortly after leaving the village, the PCs are attacked by a band of Ylari cultists and their monstrous allies (including [troll-blooded horses](#)). They were sent here to stop the PCs from investigating the goblins any further after Barimoor's agents observed them in the village. The cultists are fanatics and fight to the death.

Barimoor does not want the PCs to interfere. His cultist allies have been alerted to move against the PCs and will strike them as they leave the town; this is a difficult encounter for the PCs, so don't throw any wandering monsters at them before this.

The Cultists will track the PCs, probably catching up to them at a meal break. If any of the PCs have a Passive Perception of 15 or higher, they will hear the cultists coming and be able to redeploy however they want. Otherwise, the PCs should be disposed as if for lunch for when the cultists arrive, and the cultists will gain a surprise round.



Dark Green Circles are trees. They provide Cover and Concealment to anyone in a Tree square against attacks whose LOS is traced through another Tree square which is part of the same tree. They count as difficult terrain.

The blue squares are the stream. They count as difficult terrain and anyone in the water grants combat advantage to anyone attacking him, unless they make a DC 15 Athletics Check each round.

The tan area is cleared dirt. It has no real special effect unless some PC desperately wants good clean dirt.

The red area is the lunch fire / fire pit. If it is not lit, treat it as the dirt. If it is lit, it is difficult terrain and anyone who steps into it takes 1d6+3 fire damage. Or who is, say, PUSHED into it. If it is lit, count it as a Level 1 Hazard and add 100 extra XP to this encounter.

The Foes approach from whatever direction and in whatever formation the DM sees fit; ditto for PC deployment at lunch time.

Foes

- 2 Trollblooded Horses, Level 2 Brutes (see below)
- Mongke, Troll-Blood Cultist, Level 1 Skirmisher (see below)
- Ibn al-Haytham, Troll-Blood Cultist Level 1 Controller (see below)
- 4 Level 2 Spitter Cultist Minions (see below)
- 4 Level 2 Thug Cultist Minions (see below)

Treasure: These cultists have 2 Level 1 Treasure packets. (**Suggested: A Level 3 Magic Item chosen to fit your party's needs**, 2 50 GP Bloodstones, 10 3 GP Copper Cult Insignia Rings, 38 GP, 320 SP)

Tactics: Mongke and the Spitter Cultists keep their distance, targetting PCs with ranged attacks, while the Trollblooded Horses attack the toughest PCs, supported by the Thugs. Ibn uses his powers to prevent people running away (using his Fang of Demogorgon and Troll Gaze), especially working on any PC Controllers.

Troll-Blooded Riding Horse Level 2 Brute

Medium natural magical beast (horse) XP 125

Initiative +1 **Senses** Perception +3; *low-light vision*

Vulnerable Acid and Fire (a troll-blooded riding horse damaged by a fire or acid attack is dazed until the end of its next turn)

HP 50; **Bloodied** 25

AC 15; **Fortitude** 17, **Reflex** 14, **Will** 10

Speed 10

m **Kick** (standard; at-will)

+5 vs. AC; 1d6+4 damage

M **Bite** (minor; at-will)

This attack is only used if the Troll-Blooded Riding Horse has successfully kicked the target; +5 vs. AC; 1d4+4 damage and the Troll-Blooded Riding Horse Gains 5 Temporary HP.

Troll-Blooded Madness

Troll-Blooded horses freak out at the slightest stress and thus are not much use to ride into battle and often not even for riding long distances unless you are just very stubborn. You suffer -2 to attack rolls, AC, and Reflex while riding one with a saddle. Riding without a saddle means you suffer -4 to all three. Both the horse and the rider suffer -2 to all skill checks while riding. However, if the rider has Mounted Combat, the horse will attempt a free kick attack on any foe he charges, followed by a free bite attack if he makes a charge action on it. If you ever end up being forced to dismount by a prone result or if you are foolish / unlucky enough to be prone next to the horse, it will take a kick at you on its next action if you're still there.

Alignment Chaotic Evil **Languages** --

Skills Acrobatics +8, Athletics +7, Dungeoneering +8

Str 19 (+5) **Dex** 13 (+2) **Wis** 7 (-1)

Con 20 (+6) **Int** 3 (-3) **Cha** 9 (+0)

Equipment --

The appearance of this horse is distinctly disturbing. Twisted cords of oddly-placed muscle ripple beneath its mottled, rubbery hide, and it moves with an unnatural swaying gait. Its eyes are crazed and bloodshot red, and when it pulls its lips back it reveals a set of teeth more suited for the mouth of a panther, or perhaps a shark.

Troll-blooded horses are the result of experimentation by Nithian cultists. As such creatures go, they're arguably a failure - their troll heritage makes them tougher, meaner, nastier in a fight and able to consume raw meat, but it also makes them wilder and only barely suited as riding animals even when trained. What's more, they lack the regenerative abilities of true trolls, only being able to gain a temporary burst of vitality when their fangs close on an enemy instead.

As a result, troll-blooded riding horses are generally used only by the newest and least-favored agents of the Nithian troll cult, as pack animals and for long overland travel. The cultists will generally dismount for combat, letting their troll-blooded horses charge into battle alongside them; a troll-blooded horse will kick and bite furiously, trying to land as many blows as it can and fighting furiously until either its enemies are dead or it is.

Mongke, Troll-Blood Cultist Level 1 Skirmisher

Medium natural humanoid XP 100

Initiative +5 **Senses** Perception +1

Vulnerable Acid 5, Fire 5

Resist Necrotic 5, Poison 5

HP 30; **Bloodied** 15

AC 15; **Fortitude** 13, **Reflex** 14, **Will** 12

Speed 6 (10 while mounted)

m **Scimitar** (standard; at-will) | **Weapon**

+5 vs. AC; 1d8 + 3 damage

r **Composite Shortbow** (standard; at-will) | **Weapon**

Ranged 15/30; +6 vs. AC; 1d8+4 damage.

R **Hungry Blood** (minor, Refresh 4-6) | **Weapon**

Mongke has a troll spleen which produces Troll Blood. One of its effects is that he can periodically dip his weapons into his own blood (he keeps a small open wound in his chest in battle for this purpose); this causes the next attack with that weapon to do +1d6 Poison damage and 5 ongoing Poison Damage as the troll blood tries to EAT the

target. This power is ineffective against anyone who has troll grafts or is part-troll or full troll.

Thirst for Blood (Immediate Reaction; at-will)

Whenever Mongke renders a foe bloodied, he heals 8 HP of damage. This power does not work during any round in which he takes acid or fire damage.

Mounted Archer (standard; at-will)

Mongke fights from the back of a Warpony (use Riding Horse stats, it does not attack but just tries to flee if hit). While mounted, he can shift 3 squares, then make a basic attack with his scimitar or bow.

Vulnerable Wound

Mongke's open wound can be targeted by foes. It is -4 to hit to target his open wound, but he takes +1d6 damage from any such blow and he suffers 3 ongoing damage (save ends) as a result. A critical hit to his vulnerable wound Dazes him (save ends).

Alignment Evil **Languages** Common, Ylari

Skills Endurance +7, Nature +7, Religion +7

Str 12 (+1) **Dex** 17 (+3) **Wis** 14 (+2)

Con 14 (+2) **Int** 10 (+0) **Cha** 12 (+1)

Equipment leather armor, Composite Shortbow, Warpony

One of the leaders of this group is a short man with bronzed skin, his short black hair swept back into a pony-tail; he also has a very neatly trimmed moustache and a short chin-beard. Both of them gleam as if perhaps waxed. He is dressed as an Ethengar; indeed, he pretty much fits the stories you've heard of them, right down to his recurved bow. However, most of the stories about Ethengars didn't say anything about them having green lines on their skin where their veins and arteries come close to the surface, and he has a small open wound on his chest which drips just a touch of green blood. It seems rather foolish of him not to bandage it. He has a cheerful smile, except when he glances at one of the warped, deranged horses and looks frustrated.

Mongke is a Makistani member of the cult (DC 15 on History to identify him as Makistani instead of an Ethengar), an expert horse-archer who prefers to fight from horseback whenever possible. He has a troll spleen; his skin is lined with green where his veins and arteries can be seen and he has a small open wound on his chest which drips green blood. He is greatly frustrated by the difficulty of riding a Troll-Blooded Horse and is determined to find some kind of graft which will enable him to ride one, but for now, he makes do with his warpony. He is generally quite jovial and clearly enjoys battle very much. He takes great pride in his resistance to pain, and under social circumstances might well challenge all comers to a contest of Endurance.

Ibn al-Haytham, Troll-Blood Cultist Level 1 Controller

Medium natural humanoid XP 100

Initiative +6 **Senses** Perception +10; Darkvision

Vulnerable Acid 5, Fire 5

Resist Necrotic 5, Poison 5

HP 30; **Bloodied** 15

AC 15; **Fortitude** 13, **Reflex** 14, **Will** 13

Speed 6

m **Short Scimitar** (standard; at-will) | **Weapon**

+6 vs. AC; 1d6 -1 damage (Crit: 5+1d6 damage)

r **Fang of Demogorgon** (standard; at-will) | **Arcane**

Ranged 10; +4 vs. Reflex; 1d6+4 Poison damage and the target is slowed (save ends)

R **Troll Gaze** (minor, Refresh 5-6) | Arcane

Ranged 10; 1d6+4 Psychic damage and the target is dazed (save ends). This power cannot be used in any round in which Ibn is Blinded.

Fear in the Blood (standard; Encounter)

Close Blast 3; +5 vs. Will; 2d6+3 Psychic Damage and push targets 3 squares. This power cannot be used in any round in which Ibn is Blinded.

Anticipate Trouble (Immediate Interrupt; Refresh 5-6]

Ibn foresees incoming attacks; whenever a foe moves adjacent to him, this power can kick in if available and he shifts away 2. This power cannot be used in any round in which Ibn is Blinded.

Orb of Imposition (Minor; Encounter)

He can inflict a -2 penalty to save against his effects on one target per encounter as a minor action.

Vulnerable Eyes

Ibn's troll eyes are vulnerable to Fire, Acid, and Radiant energy. Any shot at his eyes (-4 to hit) with these kinds of damage causes him to be blinded (save ends). He also loses his darkvision until the blinded wears off. And his Insight and Perception drop by 3 in addition to normal blindness penalties until he saves.

Alignment Evil **Languages** Common, Ancient Nithian, Ylari

Skills Arcane +8, History +8, Insight +10, Perception +10

Str 8 (-1) **Dex** 12 (+1) **Wis** 14 (+2)

Con 12 (+1) **Int** 17 (+3) **Cha** 10 (+0)

Equipment Green and Black Robes, Orb, Short Scimitar

Tall and well dressed, the other leader of the group wears sweeping robes of red and yellow in the Ylari style. What you can make out of his face under his hood confirms his origin. Except for his eyes, which are bright green with no iris, pupil, or anything else, just a solid green in color. He has a short scimitar hanging from his red belt and holds a shimmering orb in his left hand. He studies you all and sighs, seeming to regret the necessity of what is coming next. But that regret will not stay his hand.

Ibn is more or less the leader of this force of cultists; he is Alaysian from Ylarum City, taking great pride in his neat and clean clothing, his good manners and his cosmopolitan outlook. He regrets the necessity of turning the PCs into kibble and will be quite apologetic about it. He is often frustrated by the ill-manners of his flunkies and the contrariness of the Troll-Blooded Horses.

Spitter or Thug Cultist Level 2 Minion

Medium natural humanoid XP 31

Initiative +0 **Senses** Perception +0

Vulnerable: Fire and Acid attacks lower all defenses by 2.

HP 1; a missed attack never damages a minion.

AC 15; **Fortitude** 13, **Reflex** 11, **Will** 11

Speed 6

m **Troll Claws** (standard; at-will) | **Weapon** -- Thug Cultists are armed with troll hands which do claw damage

+7 vs. AC; 4 damage. (5 on a Crit)

r **Troll Blood Spit** (standard; at-will) | **Weapon** -- Spitter Cultists have Troll Mouths and Saliva Glands

Ranged 15; +6 vs. AC; 4 Poison damage

Troll Body Parts

Trolls and Troll-Blooded creatures never attack these Cultists. Also, they are resilient, receiving an immediate saving throw against any condition imposed on them as an immediate interrupt.

Alignment Evil **Languages:** Common, Ylari

Skills Endurance +6, Nature +5

Str 14 (+2) **Dex** 10 (+0) **Wis** 10 (+0)

Con 12 (+1) **Int** 9 (-1) **Cha** 11 (+0)

Equipment Leather Armor

The bulk of the group is made up of swarthy men, mostly in Ylari robes over leather. Half of them have long yellowish claws instead of fingernails; the other half constantly drool and their tongues look green and rubbery.

Troll-Blood Cult Spitters and Thugs fight fanatically at the command of their superiors and fight on until killed. They glory in their troll-born abilities and will, in fact, seize the slightest chance to deliver lectures on how it makes them strong, destroys their enemies, blah, blah, blah. The thugs look Alaysian; the spitters look Makistani.

W2: Knight of the Living Dead (200 XP skill challenge or 500 (600) XP fight)

Summary: The PCs encounter an undead Karameikan Lord and either have a nice talk or a fight to the death with him and his retainers.

The Karameikan Wilderness has seen many battles, and the restless dead are unfortunately plentiful. As they travel through the wilderness, the PCs encounter one such group as they lay down to camp for the night.

Baron Yaroslav the Mighty was a petty Karameikan lord in the 4th century AC, slain by a marauding werewolf band, along with his liegemen. Now, on the nights of their final fatal hunt, they rise from the ground and stalk the night, attacking anything they find and accusing it of being the werewolves who killed them. Identifying the Baron from the livery he wears is a DC 20 History check. PCs who identify him correctly may initiate a skill challenge (**worth 200 XP**) to talk him out of attacking:

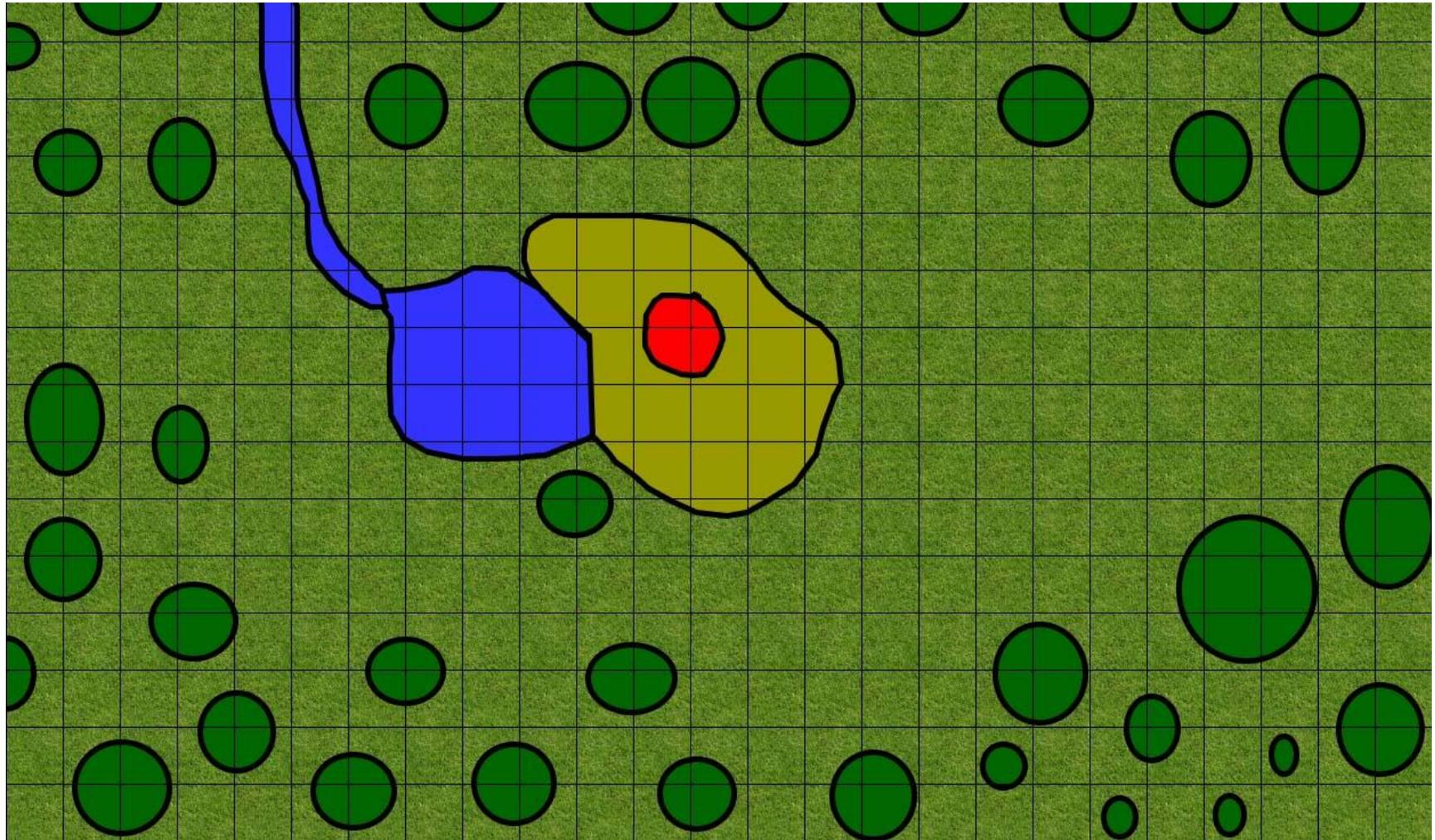
Appropriate skills:

- **Bluff (DC 20):** "The Werewolves went that way!" They can gain any number of successes with this.
- **Diplomacy (DC 15):** Following proper etiquette, the PCs can mount a plea that he at least listen to their arguments; they can get up to 2 successes with this skill.
- **Endurance (DC 20):** Lycanthropes shift under stress; the PCs can do stressful things without freaking out, like putting one's hand too close to the campfire, in order to impress him that you are NOT a Lycanthrope. They can gain any number of successes with this.

- **History (DC 20):** The PCs may be able to persuade him that it is now hundreds of years later and that the werewolves he hunted are LONG dead. They can gain any number of successes with this.
- **Insight (DC 15):** This may be rolled to study how Baron Yaroslav thinks; it does not count towards total skill successes, rather it adds +2 to all other skills used for this challenge to persuade the Baron.
- **Nature (DC 15):** The PCs can point out they lack the major signs of Lycanthropy. Up to 4 successes can be gained with this.

Other skills will likely require DC 25 and a pretty good rationalization. The PCs must score 6 successes before 4 failures.

Otherwise, the undead launch an attack!



Dark Green Circles are trees. They provide Cover and Concealment to anyone in a Tree square against attacks whose LOS is traced through another Tree square which is part of the same tree. They count as difficult terrain.

The blue squares are a stream and pond. They count as difficult terrain and anyone in the water grants combat advantage to anyone attacking him, unless they make a DC 15 Athletics Check each round.

The tan area is cleared dirt. It has no real special effect unless some PC desperately wants good clean dirt.

The red area is the dinner fire / fire pit. If it is not lit, treat it as the dirt. If it is lit, it is difficult terrain and anyone who steps into it takes 1d6+3 fire damage. Or who is, say, PUSHED into it. If it is lit, count it as a Level 1 Hazard and add 100 extra XP to this encounter.

Foes

- Baron Yaroslav, Level 3 Skeleton (MM 234, but speaks Common and Traladaran and is Intelligence 12)
- 9 Decrepit Skeletons (5 with swords, 4 with bows) (MM 234)
- 1 Skeletal Hunting Hound (See Below)

Tactics: Baron Yaroslav engages the toughest PC and his hound the second toughest, while his melee skeletons help him flank or engage other PCs. The archers concentrate fire on anyone who flings around area effects. If the baron dies, the rest of the force fight stupidly, simply flailing at whatever is in reach; the archers shoot the nearest target.

Treasure: They carry one treasure packet, though the DM should convert any non-Jewelry wealth into Jewelry they wear. (**Suggested:** 100 GP Silver Coronet, 35 GP Silver Signet Ring, 9 5 GP Copper Signet Rings,)

Skeletal Hunting Hound Level 2 Brute

Medium natural animate (undead) XP 125

Initiative +3 **Senses** Perception +2; darkvision

HP 48.

AC 14; **Fortitude** 15, **Reflex** 13, **Will** 12

Immune disease, poison

Speed 6

m **Bite** (standard; at-will)

+5 vs. AC; 2d6+3 damage

Headlong Charge

When charging, the Hunting Hound adds +2 to its movement without the normal running penalties

Alignment Unaligned **Languages** —

Skills Nature +7 (Used for tracking)

Str 16 (+4) **Dex** 15 (+3) **Wis** 12 (+2)

Con 18 (+5) **Int** 3 (-3) **Cha** 12 (+2)

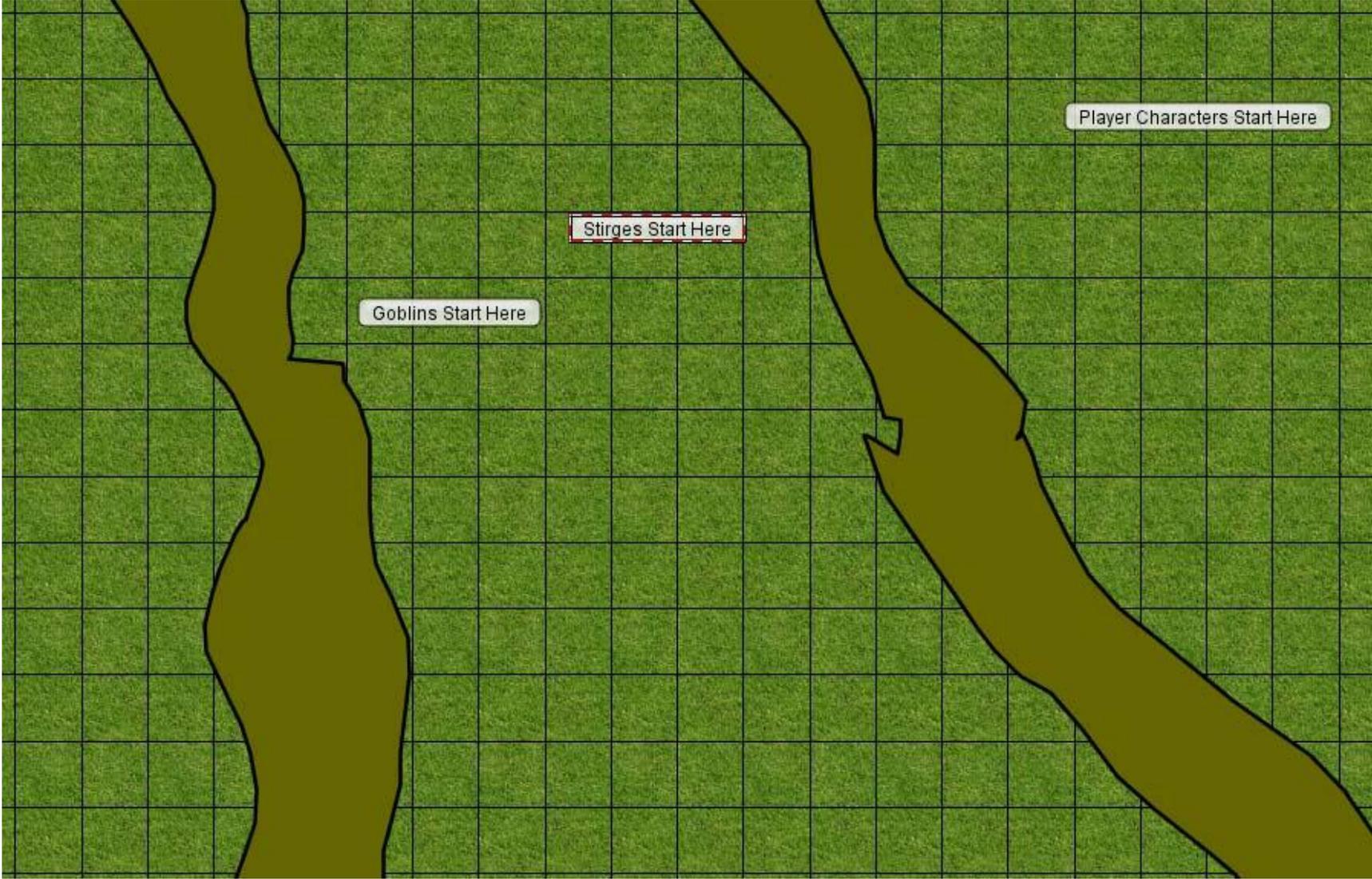
W3: Rocks Fall, Everyone Dies? (Level 2 Encounter: 625 XP)

Summary: The PCs encounter stirges being harrassed by goblins and get to fight both in the middle of rivers of mud and rock.

The PCs stumble upon a swarm of stirges (or other such nasties). The creatures are currently being tormented by several goblins who are "playing" with Blackmoorian devices recently given to them by Barimoor's agents. Once the goblins spot the PCs they will use their toys to drive the swarm toward them. Precarious terrain (possibilities of rock slides perhaps?) can be used to the advantage of either the PCs or the goblins.

As the PCs make their way through forested hills, they pass through an area with several old played out mines. There are piles of rock left behind all over the place, and many areas with rivers of rock and gravel splayed out across the hills. The PCs now encounter a group of goblins who are armed with some old Blackmoor weapons tech; being more violent than sensible, they are using their new toys to harrass a group of baby stirges. The arrival of the PCs leads them, however to try and drive the stirges into the PCs; this likely leads to all-out battle.

Fighting is complicated by the rivers of rocks and gravel, which form a hazard either side can try to exploit.



Player Characters Start Here

Stirges Start Here

Goblins Start Here

River of Rock and Gravel (Level 2 Hazard 125 XP)

DC 15 Perception reveals they are worse than just difficult terrain (though they also count as such)

Acrobatics or Athletics 20 lets you safely cross them without being attacked and lets you move as if they were normal terrain.

Otherwise, when you move through them, they attack you, +6 vs. Reflex; target takes 1d6+3 damage and is now Prone and is pushed downhill 3 squares. Rising from prone on a River of Rock and Gravel square causes you to get attacked again.

Foes:

- 4 Baby Stirges (Level 1 Minions)
- 4 Goblin Cutters (Level 1 Minions)
- 3 Goblin Zappers (Level 1 Artillery)

Baby Stirge Level 1 Minion

Small natural beast XP 100

Initiative +7 **Senses** Perception +0; darkvision

HP 1; a missed attack never damages a minion.

AC 15; **Fortitude** 12, **Reflex** 13, **Will** 10; see also bite

Speed 2, **fly** 6 (hover)

m **Bite** (standard; at-will)

+6 vs. AC; 2 damage, and the target is grabbed (until escape) and takes ongoing 3 damage until it escapes. An attached stirge doesn't make attack rolls while grabbing a target and gains a +5 bonus to its AC and Reflex defenses.

Alignment Unaligned **Languages** —

Skills Stealth +8

Str 8 (-1) Dex 16 (+3) Wis 10 (+0)

Con 10 (+0) Int 1 (-5) Cha 4 (-3)

Goblin Zapper Level 1 Artillery

Small natural humanoid XP 125

Initiative +4 **Senses** Perception +1; low-light vision

HP 25; **Bloodied** 12

AC 16; **Fortitude** 12, **Reflex** 14, **Will** 11

Speed 6; see also *goblin tactics*

m **Short Sword** (standard; at-will) | **Weapon**

+5 vs. AC; 1d6 + 2 damage.

r **Blackmoorian Zapper** (standard; at-will) | **Weapon**

Ranged 5; +5 vs. Reflex; 1d6 + 4 Lightning damage and prone (save ends).

Sniper

When a goblin zapper makes a ranged attack from hiding and misses, it is still considered to be hiding.

Combat Advantage

The goblin zapper deals an extra 1d6 damage against any target it has combat advantage against.

Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)

The goblin shifts 1 square.

Alignment Evil Languages Common, Goblin

Skills Stealth +11, Thievery +11

Str 14 (+2) Dex 18 (+4) Wis 13 (+1)

Con 13 (+1) Int 8 (-1) Cha 8 (-1)

Equipment leather armor, short sword, Blackmoorian Zapper (See Appendix A)

Blackmoorian Zapper

Blackmoor Weapon

To Hit: Dex vs. Reflex

Proficiency Bonus: +1 (Superior Weapon Proficiency Needed)

Range: 5

Damage: 1d6+ Dex Bonus Lightning Damage and target is prone (save ends)

GP Value: Not sure; need feedback.

The Blackmoor Zapper looks like a wand with a yellow crystalline tuning fork on one end and a small turquoise button on the main body of the wand just a little below the tuning fork. When used, the tuning fork fires at a target and if it hits, electricity jumps from the wand to the target. The tuning fork then returns to the top of the weapon. The Zappers carried by the goblins have ten charges left each when the PCs get them.

Treasure: The goblins have no wealth but they do have one Zapper for each Zapper Goblin.

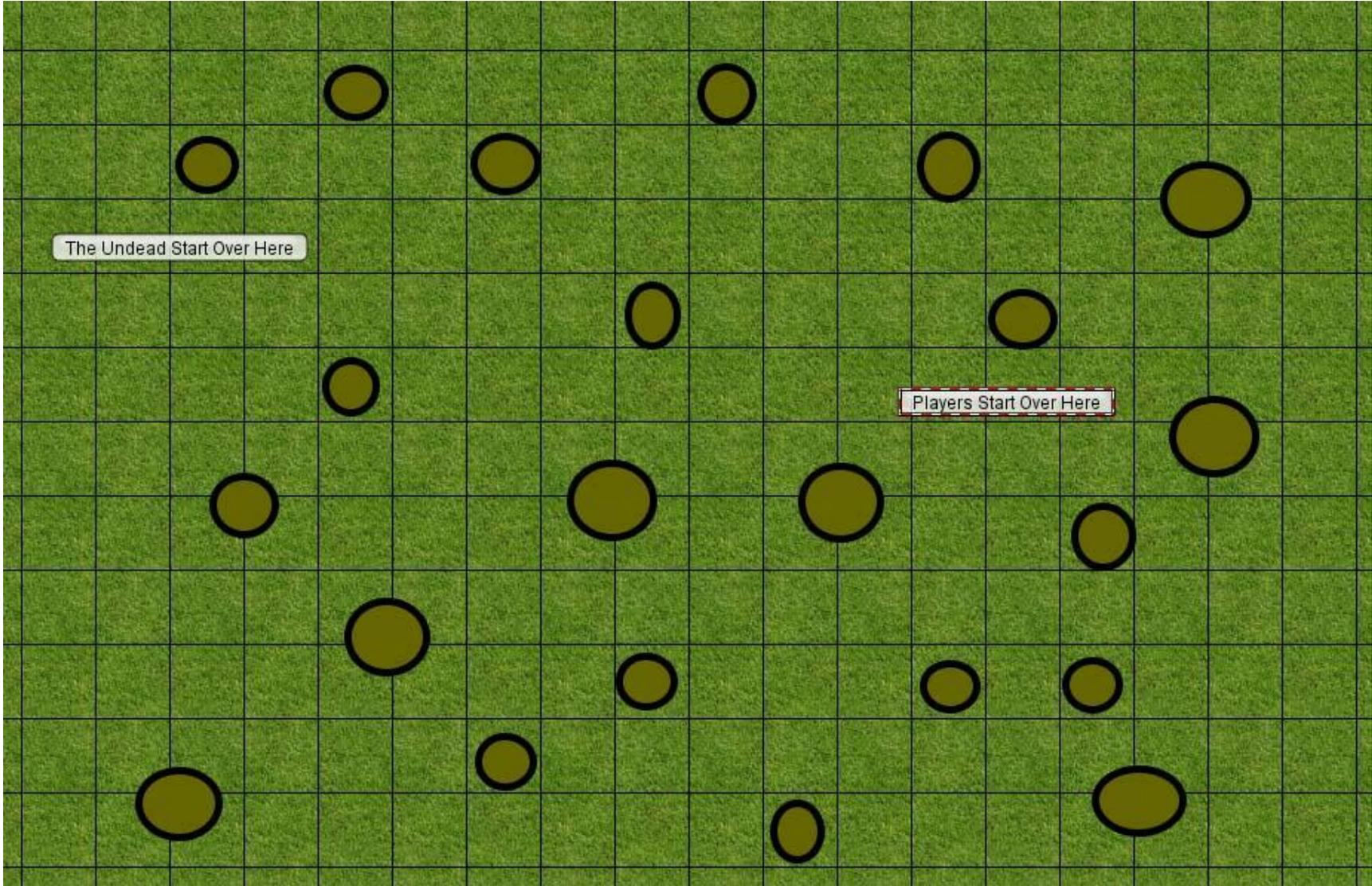
Wandering Monsters (Wilderness)

WR-1: Wilderness Wandering Encounter: Zombies in the Middle, In the Middle -- Level 2 Encounter (650 XP)

Summary: The PCs encounter Barastia Lucien's petty undead minions on the march.

Barastia Lucien is an Orcus worshipper operating in the vicinity of Verge and the mountains and forests of North Central to North West Karamaikos. She has been busy rousing the dead, and has heard of the PCs and wishes to test their strength. So she's sent a group of zombies to wander their way. She is using a ritual to control a whiporwhil which is spying on the zombies and will watch the fight and report the results to her.

The Zombies will find the PCs at night, shortly before they plan to get an Extended Rest for the night.



Brown squares are trees; they grant cover against any LOS which passes through a tree square. Some trees are at corners; these trees provide cover through all squares they touch.

Foes:

- 1 Gravehound (Level 3 Brute, MM 274)
- 4 Zombie Rotters (Level 3 Minions, MM 274)
- 4 Zombies (Level 2 Brutes, MM 274)

Treasure: Dead Broke

Tactics: They're not very bright. The Gravehound charges the biggest, toughest looking PC and the rest go after whatever is closest to them.

WR-2: Wilderness Wandering Encounter: The Sheared Ones

Summary: The PCs meet some Karameikan youths and have a nice chat.

The PCs encounter a group of Karameikan Youths who have recently undergone the Shearing, who are off on their first big adventure, following a family treasure map which supposedly shows a hidden ancient Hin stronghold in Western Karameikos from hundreds of years ago. They will be friendly with the PCs, assuming the PCs aren't 'shoot everything that moves in the forest' types. They can easily (DC 15 Diplomacy) be convinced to share the rumors they've heard about the goblin mine with the PCs:

1. 'Bree Yark' means 'Hello' in Goblin (Still false after all these years)
2. The goblins have planted traps around the mine entrance (true)
3. There is an ancient Blackmoorian machine in the depths that kills anyone who touches it (false)
4. The goblins have armed themselves with various blackmoor devices, but don't understand them well (true)
5. The mines dig up ACTUAL LODES OF RESIDUUM. (half-true. They contain Utherite, a magical power source for Blackmoor devices)
6. There are various strange green creatures in the mines, the result of some kind of breeding experiments (true)
7. The mines contain functioning Blackmoorian Golden Golems (false)
8. The goblins have been breeding with gnomes, but the results are feral cannibals. (Half-True; the cult has been breeding gnomes with trolls not with goblins, but the results (Tromes) do tend to be feral.
9. Strange evil elves from the Shadowdeep are the secret leaders of the goblins (totally false, but watch your players panic...)
10. The mine contains a strange form of stone known as 'soft stone' which can be molded like clay, then hardened by arcane means, into any shape (true)

The Youths:

Syvatotral (Male Traladaran Human Fighter 1): The leader of the group, he is handsome and brave but somewhat reckless and is likely to try to flirt with any female PCs who are human, half-elven, Elven, Eladrin, or Tiefling. He is one of the major purveyors of rumors in the group and is always absolutely convinced of anything he tells the PCs.

Ivana (Female Traladaran Human Cleric 1): His sister Ivana is a priestess of the Church of Karameikos, tall and skinny with very long black hair of which she is very proud. She is quieter than her brother, but just as confident. She dislikes the Church of Karameikos and is not afraid to tell the world this.

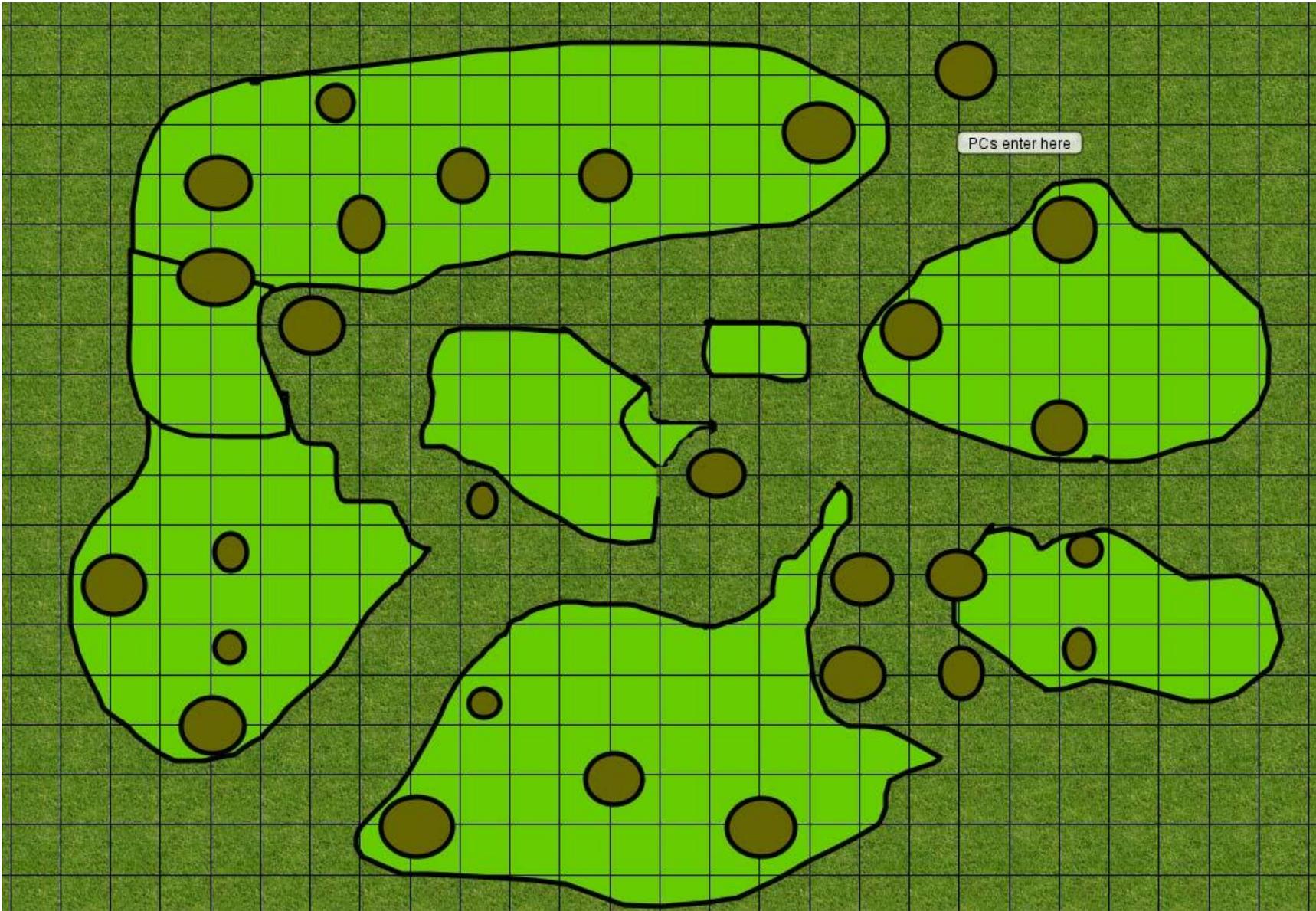
Bofur Steelaxe (Male Dwarven Ranger 1): Bofur and his trusty tunnel dog Max don't talk much, but listen with interest. If talk turns to the mine, he will break his usual taciturnity and join the conversation, though he is more cautious about affirming the rumors they know about it.

Manara Sunchaser (Female Elven Fey-Pact Warlock 1): Manara is a serious Elf who acts almost like a cleric or maybe a saleswoman, unable to stop talking about the Fey and how marvelous they are and how she learned her powers from them and you'd benefit from pacting with them too!

WR-3: Wilderness Wandering Encounter: Monstrous Centipede Nest (Level 1 Encounter: 500 XP)

Summary: The PCs encounter a swarm of centipedes in some difficult terrain.

The PCs now pass into an area full of tangled briars and poisonous vines. They must pick their way through here, and avoid the attack of the horde of monstrous centipedes which dwell here, hungry for tasty flesh.



Brown squares are trees; they grant cover against any LOS which passes through a tree square. Some trees are at corners; these trees provide cover through all squares they touch.

Light Green is where Briars and Poison Vines are located.

Briar Hazard (Level 1 Hazard)

DC 15 Perception notices when the briars become so thick they pose a danger to the PCs

They count as difficult terrain and when entered, they attempt a Grab on the PC: +5 vs. Reflex. On a success, the PC takes 1 point of damage, is Grabbed and must break free (against a DC of 15 on Acrobatics or Athletics) in order to leave the square, and suffers 2 points of damage every round they are still grabbed. Pcs grabbed by the briars give combat advantage to attackers.

Poison Vine Hazard (Level 1 Hazard)

DC 15 Perception to notice the vines

PCs grabbed by the briars now are attacked each round of the grabbing by exposure to vines which ooze poison.

+5 vs. Fortitude; 1d8+4 Poison damage

The Swarm of Monstrous Centipedes should be put roughly in the middle of the map.

Swarm of Monstrous Centipedes Level 3 Elite Lurker

Medium natural vermin XP 300

Initiative +8 **Senses** Perception +7

Aura 1; the swarm makes a basic attack against anyone who begins their turn in its aura.

HP 90; **Bloodied** 45

AC 19; **Fortitude** 15, **Reflex** 17, **Will** 13

Speed 6

Action Points 1 **Save** +2

m **Poison Bite** (standard; at-will) | Poison

+6 vs. Fortitude; 1d8+4 Poison damage

Swarm Assault (standard; at-will) **Close Burst** 1

This can only be used if the swarm has surprise or CA; +6 vs. Fortitude; 1d8+4

Poison Damage and slow (save ends)

Briar Crawl

Being in a Briar square gives Concealment and Cover benefits to the swarm; it moves in briar squares without movement penalty or risk of injury

Alignment Unaligned **Languages** ---

Skills Perception +7; Stealth +9

Str 8 (+0) Dex 16 (+4) Wis 13 (+2)

Con 13 (+2) Int 1 (-3) Cha 1 (-3)

Equipment ---

Treasure: None; not smart enough to hoard treasure.

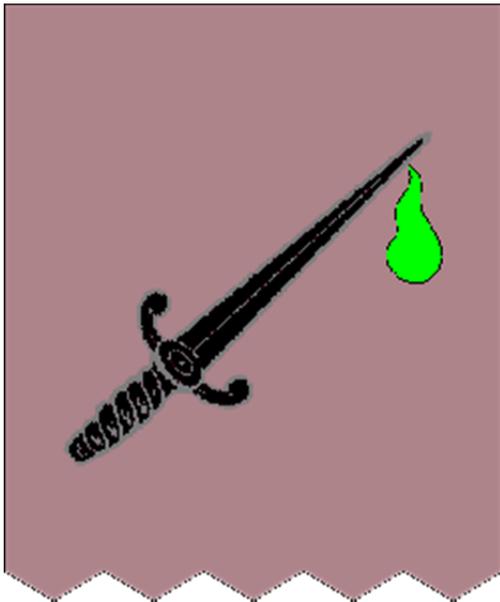
Tactics: As much as possible, the centipedes use the briar patches as cover from which to launch attacks on the PCs and to hide in order to try to surprise people and

get combat advantage on them. They especially like to attack those caught in the vines and briars.

WR-4: Wilderness Random Encounter: Possibly Friendly Goblins (300 XP skill challenge or 500 XP Level 1 Encounter)

Summary: The enemy of my enemy may be my friend; the PCs have a chance to befriend some goblin rivals of their enemies and get some information.

The rise in power of the Deep Delver Horde of the Blackstone Tribe has displaced and weakened other tribes, who are, of course, jealous of their success. The PCs now encounter a group of goblins, the Silver Fist Band of the Greyslayers tribe of Goblins.



The PCs may initiate a skill challenge to try to befriend the goblins, who will approach warily but won't instantly spring into violence unless the PCs look likely to initiate slaughter. They must score 6 successes before 4 failures:

Bluff (DC 20): The goblins are not too bright and can be tricked into thinking the PCs are already allies of their tribe or some other deceit such as how they are advance men for an army, etc, etc. Any number of successes is possible.

Diplomacy (DC 20): The goblins are open to negotiation. Any number of successes is possible.

Endurance (DC 20): A show of toughness will impress the goblins. Up to 2 successes possible.

Insight (DC 15): Understanding how the goblins think is useful. This can score only one success, but you also gain +2 to any use of Charisma skills in this challenge.

Intimidation (DC 20): The goblins can be scared into submission too. Any number of successes is possible.

Nature (DC 20): Showing you are not hapless rubes in the woods will help to secure goblin assistance. Up to 2 successes possible.

If made friendly, the goblins can advise the PCs on what they know of the Deep Delver Horde of the Blackstone Tribe:

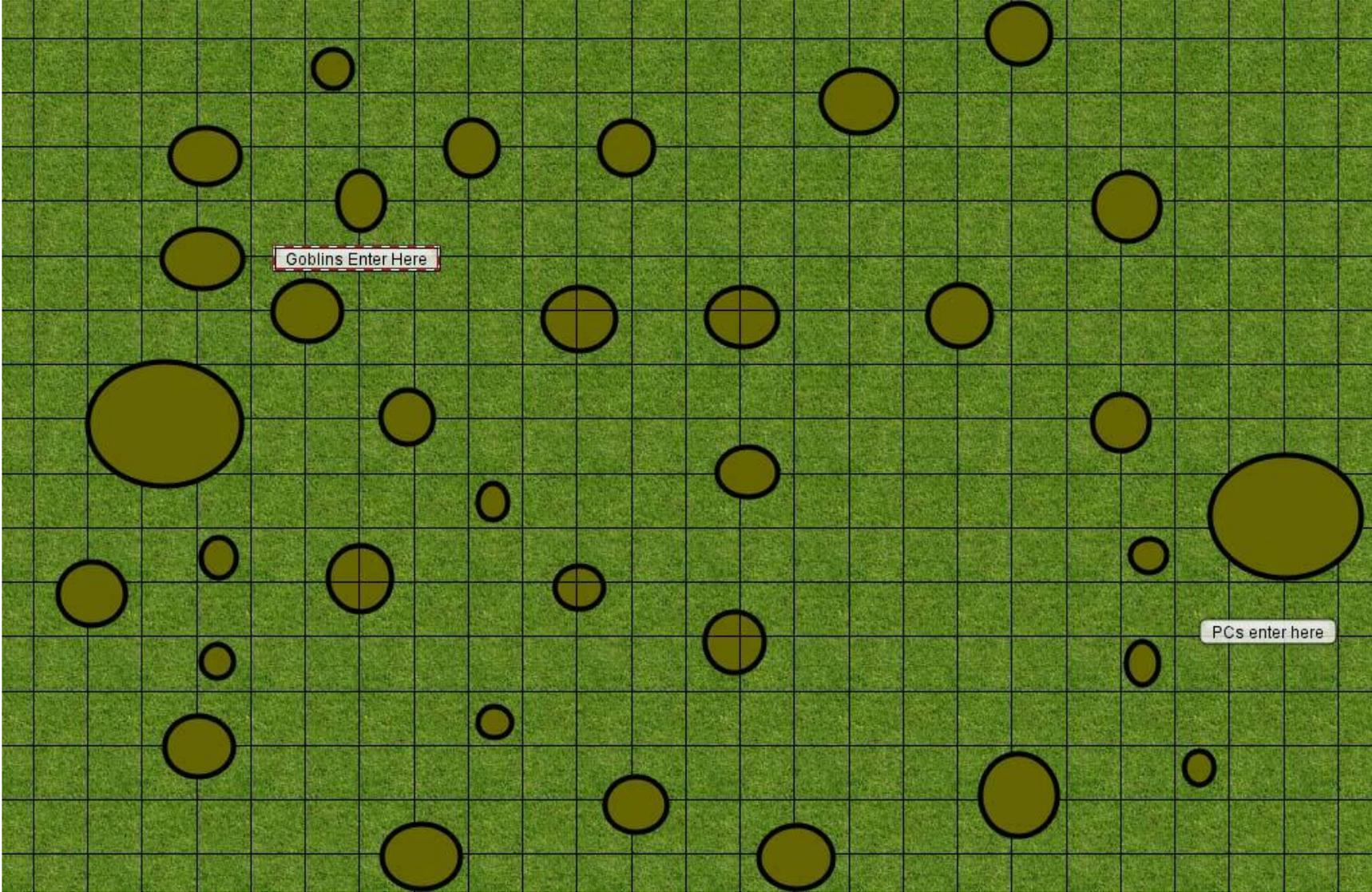
The Deep Delver Horde is in league with some group of freaky humans who do things like spit acid or claw you up. These humans seem to fear fire.

The Deep Delver Horde has found a bunch of Blackmoorian artifacts in an old mine.

But they seem to now be more focused on rampaging than mining, although they did buy some halfling slaves lately from the Iron Ring.

The freaky humans left some freaky monsters in the mines--there are fire beetles guarding the entrance, and they've heard of troll-blooded spiders and some kind of gnome-troll crossbreeds.

The Deep Delver Horde also trains Drakes to hunt its enemies. But the drakes generally don't cooperate well without a live trainer present.



Brown squares are trees; they grant cover against any LOS which passes through a tree square. Some trees are at corners; these trees provide cover through all squares they touch.

Foes:

- Rannos, Goblin Skullcleaver, Level 3 Brute (As standard MM137, but he fights by punching with silver-colored gauntlets. The gauntlets are normal fighting gauntlets with a silver veneer and are incorporated into the goblin treasure)
- 2 Goblin Sharpshooters, Level 2 Artillery (MM 137)
- 4 Goblin Cutters, Level 1 Minions (MM 136)

Tactics: Rannos takes on the toughest looking PC while the cutters keep other PCs off the sharpshooters, who try to take out any controllers and archers among the PCs.

Treasure: One Level 1 Treasure Packet (which should include silver plated fighting gauntlets worn by Rannos)*: (**Suggested:** 50 GP Silver Fighting Gauntlets, 48 GP, 220 SP)

* If the Pcs avoid violence, this treasure packet (without the gauntlets) should be placed elsewhere by the DM at his discretion.

WR-5: Wilderness Random Encounter: Shadow of the Dragon (Level 3 Foreshadowing)

Summary: PCs spot a dragon and can either seek it out or avoid it.

What's a D&D adventure without a dragon? The PCs spot the Young White Dragon Frostgleam flying over the forest, looking for food. He has been driven down out of the heights of the Atlan Tepes by older, stronger dragons. He is out roaming about looking for food. He will spot the PCs from far away but isn't sure if he can handle them, so for now, he keeps his distance. The PCs can conceivably follow him back to his lair, though the DM should warn them of the danger of trying to take on a dragon. It's not impossible for a fresh level 1 party to take on a level 3 solo, but it is likely to be extremely ugly.

He will show up again in a later encounter when the Pcs should ideally be level 3 and better able to handle him.

If they do track him anyway, go to encounter IV-Side Trek in Part 4.

WR-6: Earthquake (Level 1 Skill Challenge, 300 XP)

Summary: Earthquake!!!!

The ground shakes and the PCs must complete a skill challenge or be injured by the disaster. This should not happen more than once during the adventure.

Earthquake Skill Challenge (Level 1 Skill Challenge, 300 XP)

The PCs must get 6 successes before 4 failures.

- Acrobatics, DC 15. Up to 4 successes
- Athletics, DC 15. Up to 4 successes
- Dungeoneering, DC 20. Up to 3 successes
- Endurance, DC 20. Up to 2 successes
- Nature, DC 20. Up to 3 successes

Other skills may be used as the DM sees appropriate. Failure of the challenge means the whole party falls down a 30 foot chasm, taking 3d10 damage and facing the problem of getting out of it.

Part III: The Goblin Lair

In this portion of the adventure, the PCs enter an old Blackmoor era mine now infested by goblins and their allies. They eventually learn the War Chariot has set out and have to have a mine cart race with some goblins to reach its launching point so they can track it down.

Blackstone Tribal Caverns

Minecart Rails

Fissure

Bridge

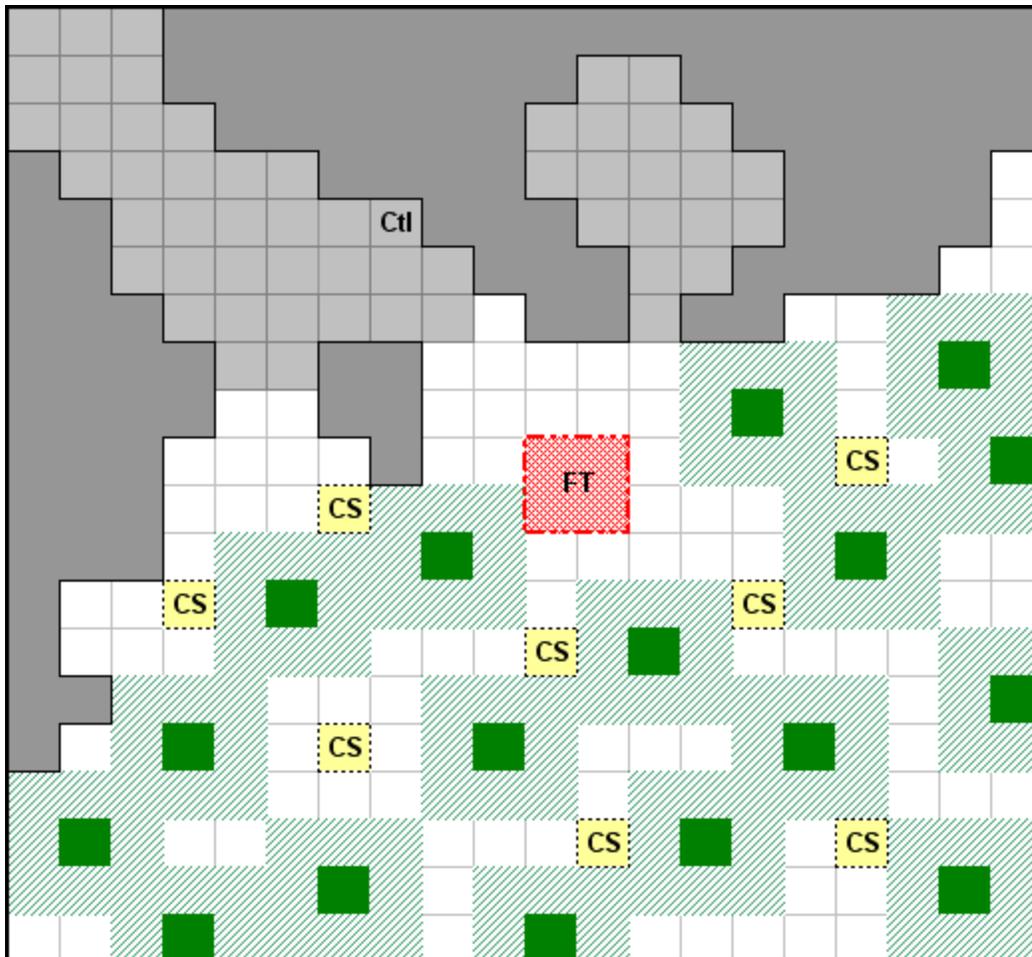
Cave Entrance



M1: Goblin Mine Entrance (Level 2, 625 XP)

Summary: The goblins have placed some devious traps outside of their lair. Knowing that travelers and animals often get caught in the traps, a monster has taken up lair here and pounces on anyone unlucky enough to spring one.

The entrance to the goblins' mine is a ragged tunnel carved into a low cliff-face, in the foothills of the Black Peak Mountains. Thick old-growth forest covers most of the ground in the outside lowlands, making any approach difficult. The goblins have also laid several claw-snare traps to waylay the unwary, and a trio of fire beetles have begun to lurk near the tunnel entrance to prey upon wild beasts and other interlopers who get too close to the mine.



Terrain -

Squares marked in dark green are tree trunks, and impassable. The surrounding squares shaded in medium green are dense foliage; these squares are passable, but count as

difficult terrain. Creatures in a square filled with foliage have cover against characters not adjacent to them.

Dark grey squares are solid stone cliff-face, and impassable. Light grey squares are underground tunnel; vision underground is limited to 6 squares unless a character brings their own light source.

Hazards -

Claw-Snares

Level 2 Obstacle, XP 125

An intricate chain-snare, effectively a thick rope with barbed caltrops woven into its plaiting, has been carefully concealed beneath the leaves and other ground cover. Once an unrealizing victim triggers it, the snare bites deep into unprotected flesh, pinning the target in place even as the barbs tear further into their body.

Eight claw-snares have been placed in relatively open areas of the forest valley outside the mine entrance. Each triggers independently of the others, and attacks once. Once a claw-snare has been triggered, it becomes harmless for the rest of the encounter.

- Perception DC 20 - The character notices a claw-snare.
- Trigger - A claw-snare attacks whenever a character enters the square it is in. Triggering one claw-snare doesn't reveal the location of any other claw-snares.
- Attack - Immediate Reaction, Melee. Targets the character who entered the square. +5 vs. Reflex, on a hit the target is immobilized and takes 5 ongoing damage (save ends both).
- Countermeasures -
 - A character who makes a successful Athletics check (DC 6, or DC 11 without a running start) can leap over a square containing a claw-snare.
 - An adjacent character can disable a claw-snare with a DC 25 Thievery check.
 - A DC 20 Nature check grants the party a +2 bonus to Thievery checks to disable the trap, and a +1 roll to damage when trying to prematurely trigger the trap.
 - A character can cause a claw-snare to prematurely trigger with an attack action that inflicts 8 or more damage (AC 12, other defenses 10). An attack that does 7 damage or less leaves the claw-snare still active. If a character uses a melee weapon or other hand-held object to trigger the claw-snare, they must make a DC 12 Strength check or have their weapon ripped from their hand when the claw-snare triggers.

Fire Pit

Level 1 Warder, XP 100

A barren expanse of red-tinged soil stinks of ash and decaying chemicals. At the touch of the merest spark, it erupts upwards in flame, scorching at all nearby.

This area of ground was once used by the goblins as a site for a smoke-signal warning. They've long since abandoned it, but the chemicals and other residue they used have seeped into the soil, and pose a threat if exposed to open flame.

- Perception DC 15, followed by Arcana DC 15 - The character notices the condition of the ground, and realizes the threat posed by exposing the area to flame or heat. A single character must succeed on both skill checks to realize the danger - if the Perception check is failed the character doesn't spot the state of the ground, if the Arcana check is failed the character doesn't realize the hazard posed.
- Trigger - An attack or power with the fire keyword targets any of the four squares of the fire pit. Area attacks trigger the trap if any square of the area overlaps the pit, even if all creature targets are outside the pit itself.
- Attack - Immediate Reaction, Melee. Targets any creature within the trap's area. +4 vs. Fortitude, 1d6+4 fire damage.

- Effect - The fire pit continues to burn for the remainder of the encounter. Any character who enters the trap area or starts their turn in the trap area is attacked again at +4 vs. Fortitude, 1d6+2 fire damage.
- Countermeasures -
 - A character who makes an Athletics check (DC 11, or DC 21 without a running start) can leap over the area.
 - An area effect with the cold or thunder keywords can temporarily smother the flames. Any square targeted by a power with one of these keywords stops burning (and so doesn't make secondary attacks against creatures entering) until the start of the next turn of the character who used the power.

4 Fire Beetles - per page 30 of the Monster Manual.

The fire beetles are aware of the locations of all the traps, and will try to use them to their advantage. After using their fire sprays to break characters apart, they will try to position themselves behind claw-snares in hopes that the PCs will move or charge into the trap squares. If necessary, they will use a standard action to shift away from characters followed by a standard move action to reposition themselves next to untriggered snares. Once a beetle's fire spray has recharged, it will try to retreat to the fire pit and envelop PCs in the blast - the beetles' natural resistance means they'll be unharmed by the trap's attacks.

Rewards -

A pile of trash in the back of the fire beetles' lair (the cave in the upper-right side of the map) contains a small level 2 treasure packet. (**Suggested:** 100 SP and a ***Potion of Healing***)

Balance -

For a party of four 1st level PCs, remove one fire beetle (-100 XP). For a party of six 1st level PCs or five 2nd level PCs, add one fire beetle or a second fire pit trap (+100 XP) or add claw-snares to four additional squares (+75 XP).

M2: Mine Encounter: Rope Bridge over Troubled Waters (Level 2 Encounter, 625 XP)

Summary: This rope bridge spans across a deep crevasse in the floor of the cavern. The PCs must cross the bridge while defending themselves from the giant spider guardians. The goblins have devised an ingenious means of distracting the spiders by plucking certain spider web strands while their comrades cross the bridge, however most intruders are unaware of this technique.

Not all of the cult's creations proved very tractable. Indeed, MANY of its creations have had to be more or less turned loose, then cunningly avoided. In this case, the Troll-Spiders who are supposed to guard this bridge instead assimilated it into their web and took over the whole route across the chasm here. However, the goblins have learned a way to distract the spiders by basically playing the web like a harp by plucking the threads. This confuses the spiders as it sends them 'intruders here' signals from many locations at once, allowing goblins to quickly run across the bridge.

Figuring out the goblin trick is possible, though the PCs would have to actually think of the idea of manipulating the web to try it. Kindly DMs may allow the PCs to spy a goblin doing it to give them a hint of how to try. A DC 25 Dungeoneering or Nature check will tell the PCs enough about the Spiders to try this, too.

Cross Safely Challenge: Level 2 Skill Challenge, 375 XP. 8 successes before 6 failures.

Acrobatics (DC 20): The PC taps his understanding of movement and the response of springy substances to movement. Any number of successes is possible

Bluff (DC 20): The PC confuses and misleads the spiders. Up to 3 successes possible.

Dungeoneering (DC 20): The PC taps his understanding of spiders and their webs. Any number of successes is possible

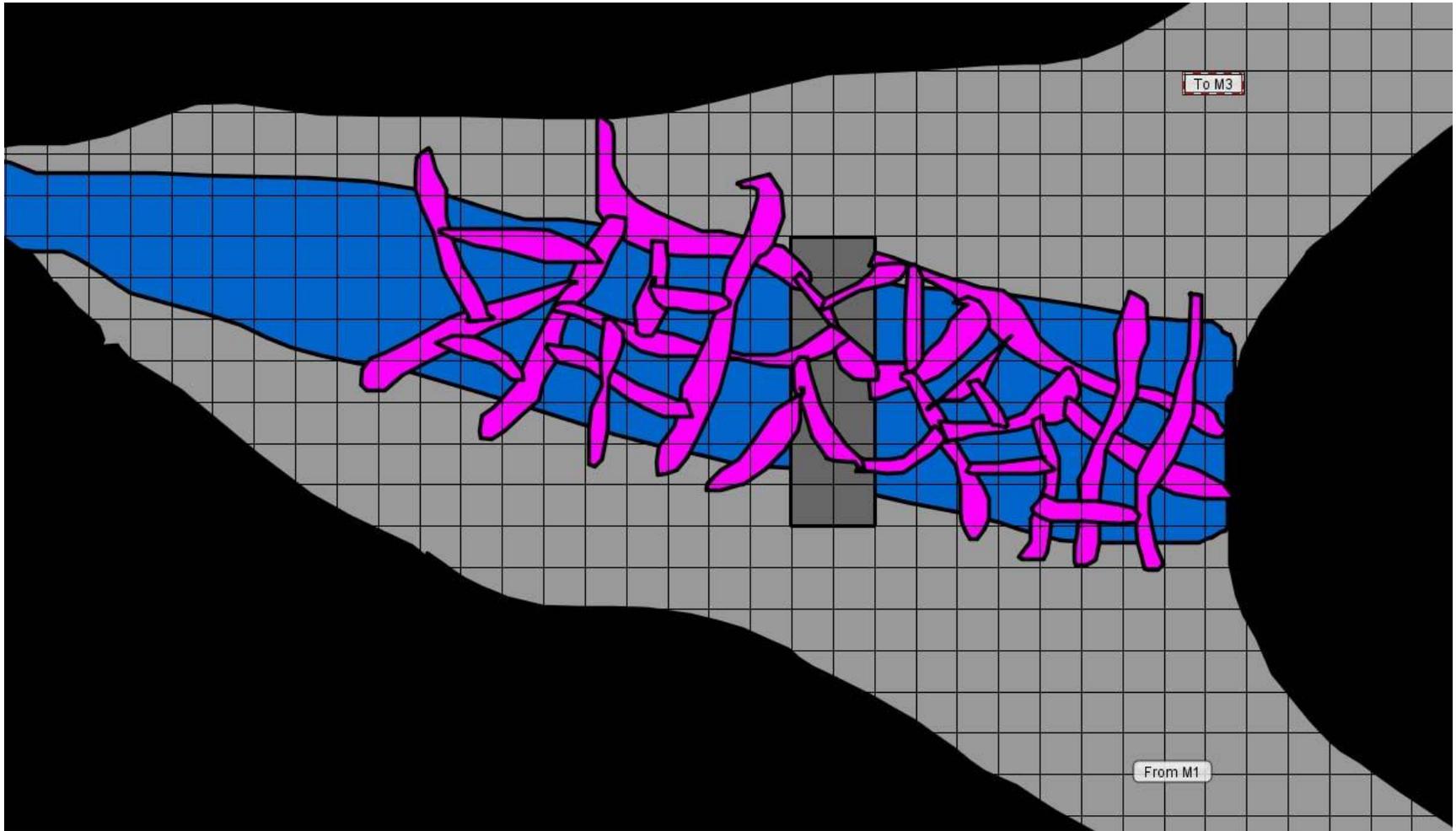
Nature (DC 20): The PC taps his understanding of spiders and their webs. Any number of successes is possible

Perception (DC 15): The PC gains a stronger understanding of how the web is laid out and adds +2 to any other skill check. This may be done once and doesn't count as a success towards winning the challenge.

Stealth (DC 20): The PC taps his understanding of how sound travels and vibrations. Up to 2 successes possible.

Thievery (DC 20): The PC taps his understanding of fine manipulation of objects and vibrations, normally used in trap disarming. Up to 3 successes possible.

Combat Info



Blue is the Chasm; Pink is the webbing, dark grey is the bridge and pitch black is impassible stone. Light grey is normal stone terrain.

Terrain: All web squares and the bridge itself count as difficult terrain due to their stickiness. The Chasm is 100 feet deep but has a river at the bottom which breaks your fall. Falling into the chasm inflicts 3d10 damage but now you're stuck 100 feet down.

Foes:

- 1 Webmistress Troll-Spider, Level 3 Controller (see below)
- 2 Hunter Troll-Spiders, Level 2 Skirmisher (see below)
- 9 Chitterling Troll-Spiders, Level 1 Minions (see below)

Treasure: One Level 2 Treasure packet is stuck to the web, scattered about.
(Suggested: *One Level 4 Magic Item as appropriate*)

Webmistress Troll-Spider Level 3 Controller

Medium natural beast (spider) XP 150

Initiative +3 **Senses** Perception +3

Vulnerable Fire 5, Acid 5

HP 47; **Bloodied** 23

AC 17; **Fortitude** 15, **Reflex** 16, **Will** 15

Resist Poison 10

Speed 6

m **Bite** (standard; at-will)

+8 vs. AC; 1d6+3 and they heal half of what they inflicted on the target. However, they cannot heal in a round in which they suffer fire or acid damage

r **Poison Spittle** (standard; at-will) | **Poison**

Burst 1 within 10 squares; +6 vs. Reflex; 1d8+3 Poison Damage

Web Bomb (Standard; Refresh 5-6) | **Poison**

Burst 1 within 10 squares, +6 vs. Reflex; 1d6+3 Poison Damage and Immobilizes (save ends)

Poison Burst (Immediate Reaction when reduced to 0 HP) | **Poison**

Close Burst 1; +5 vs. Reflex; 2d6+3 Poison Damage

Web Walker

Moves on webs as if they were normal terrain

Sticky Feet

Reduce any push or pull or slide by 1 when the Spider is on a web.

Alignment Evil **Languages** Spider Chittering

Skills Acrobatics +8, Athletics +7, Dungeoneering +8

Str 12 (+2) Dex 14 (+3) Wis 15 (+3)

Con 15 (+3) Int 17 (+4) Cha 10 (+1)

Equipment --

Webmistresses typically control a pack of other Troll-Spiders and are the mothers who give birth to the various breeds. They are the exact same color as trolls (green) as is their poison.

Hunter Troll-Spider Level 2 Skirmisher

Medium natural beast (spider) XP 125

Initiative +5 Senses Perception +3

Vulnerable Fire 5, Acid 5

HP 40; Bloodied 20

AC 16; Fortitude 15, Reflex 14, Will 13

Resist Poison 10

Speed 6

m **Bite** (standard; at-will) | **Poison**

+7 vs. AC; 1d8+4 damage; Secondary Attack: +5 vs. Fortitude, 5 ongoing Poison damage

Darting Hunter (standard; at-will)

The Hunter takes a standard move, makes a bite attack, then shifts 2. This ends its turn, and it counts as a 'charge' for charge affecting powers.

Ankle Biter (standard; refresh 5-6)

+5 vs. Reflex; 1d8+4 damage and the target is slowed (save ends)

Refreshed by Blood (Minor; encounter)

This can only be used once the spider has successfully bitten someone with Bite or Ankle Biter; It immediately heals 10 points of damage. This cannot be used in any round in which the spider has already taken fire or acid damage.

Pack Hunter

Add +1d6 damage if 2 or more troll-spiders are adjacent to a targetted foe.

Web Walker

Moves on webs as if they were normal terrain

Sticky Feet

Reduce any push or pull or slide by 1 when the Spider is on a web.

Alignment Evil **Languages** Spider Chittering

Skills Athletics +9, Acrobatics +8, Stealth +8

Str 17 (+4) Dex 14 (+3) Wis 14 (+3)

Con 16 (+4) Int 10 (+1) Cha 8 (+0)

Equipment --

These green and black spiders have a pattern resembling a troll's face with spider fangs on their main body's top. They target those swarmed by the chitterlings, darting in to strike and withdrawing. They also will go after anyone who gets isolated from the party, using Ankle Biter to slow them and keep them isolated.

Chitterling Troll-Spider Level 1 Minion

Small natural beast (spider) XP 25

Initiative +3 **Senses** Perception +2

Vulnerable: Fire and Acid inflicting attacks have +2 to hit them

HP 1; a missed attack never damages a minion.

AC 15; **Fortitude** 13, **Reflex** 14, **Will** 13

Speed 6

m **Bite** (standard; at-will) | **Poison**

+6 vs. AC; 1 damage + 3 poison damage

Mob Mentality

Chitterlings get +2 to hit when 2 or more Troll-Spiders are adjacent to their target.

Web Walker

Moves on webs as if they were normal terrain

Sticky Feet

Reduce any push or pull or slide by 1 when the Spider is on a web.

Alignment Evil **Languages** Spider Chittering

Skills

Str 14 (+2) Dex 16 (+3) Wis 14 (+2)

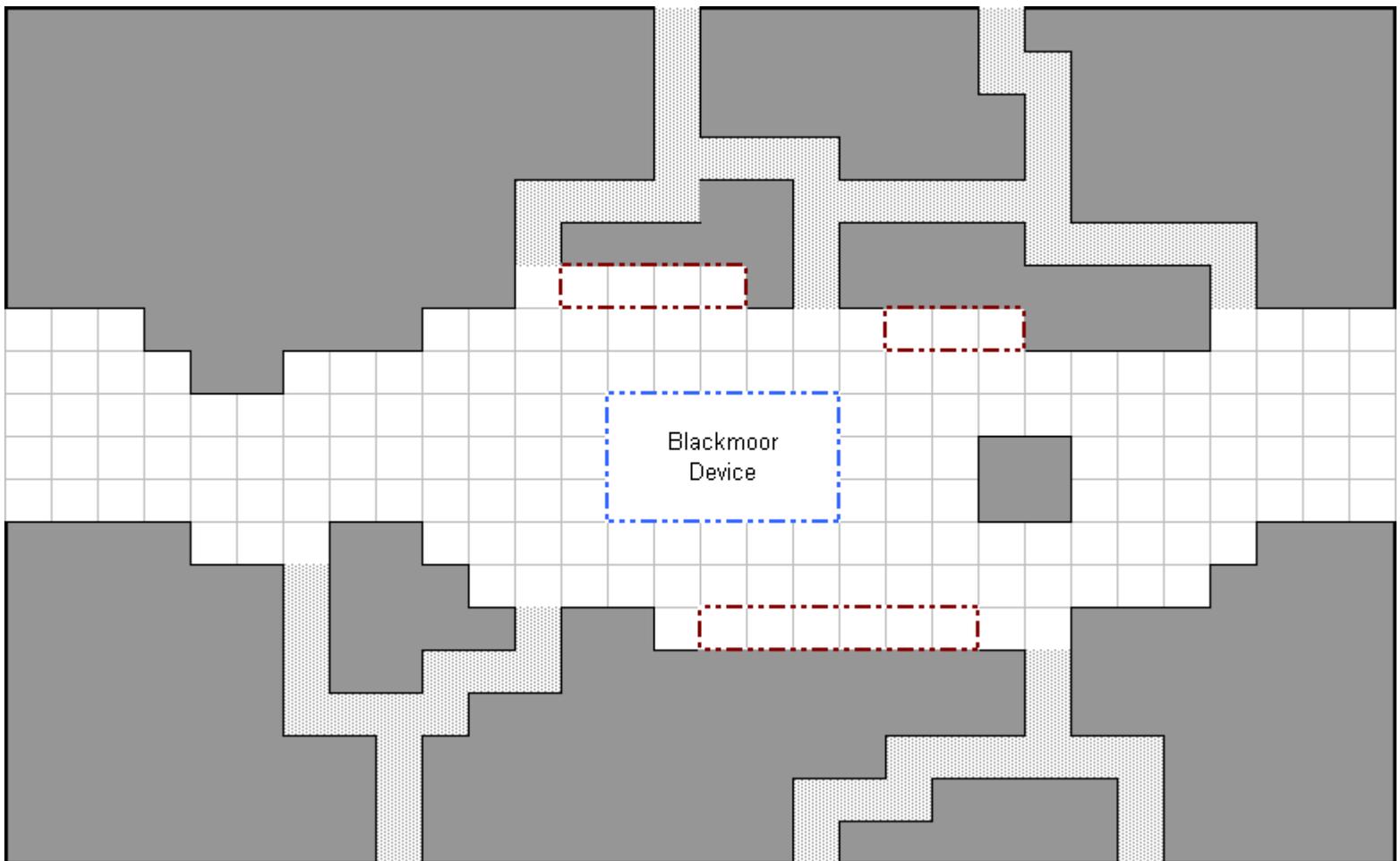
Con 13 (+5) Int 8 (-1) Cha 6 (-2)

Equipment --

Chitterlings are child troll-spiders, about the size of a cat, mottled black and green. Depending on what the webmistress feeds them, they will grow up into various kinds of Troll-Spiders. Chitterlings swarm the nearest foe with other troll-spiders by it, or just the nearest if none have anyone by it. They are cunning enough to flank if possible, but won't risk OAs to do so. They instinctively protect their Webmistress.

M3: Goblin Excavation (Level 3 Encounter: 750 XP)

Summary: Goblin miners have been excavating an ancient machine. Although quite powerful, the machine's long disuse coupled with the goblin's slipshod excavating techniques, have made it dangerous and unstable.



In this area of the mine, the goblins are attempting to dig out a buried Blackmoor engine that has been buried here, inactive, for more than three thousand years. They've not been

too careful in their work, however, and their carelessness combined with the PCs' intrusion have come very close to causing it to partially activate. The effects if this happens are likely to be both unpredictable and extremely dangerous.

Special terrain effects:

- Lighting and Movement: The main excavation area has ceilings 10' to 20' high, and is lit by scattered pitch-dipped torches. Characters that are 6 squares or more apart from one another have concealment from each other, as a result of the dimness, shadows and smoke.

- Crawl tunnels (shaded squares): These side tunnels are a much tighter fit than the main tunnels, having ceilings only 4' high. Medium-sized characters must squeeze to enter these squares. The goblins may try to use these tunnels to flank and ambush PCs.

- Mining scaffolds (brown-bordered squares): These are heavy wooden platforms, rising to a height of some 15' above the floor of the excavation area. They're normally accessed by climbing ladders propped against the sides, but the goblins have knocked these free while preparing for the PCs' arrival. Retrieving a ladder and pushing it back into place is a standard action that requires a character to have both hands free and unencumbered. Melee attacks with reach can also be used against characters atop the scaffold, as long as the attacking character is in an adjacent square, and missile attacks are also possible.

Cluttered atop the mining scaffolds are assorted metalwork, bottled chemicals and mine tailings - sufficient to allow occupants to make grenade-like attacks against targets below. Such an attack is a standard action against a single target within 5 squares, Dexterity vs Reflex, dealing 2d6+4 damage and half damage on a miss. (A minion making such an attack deals 8 damage on a hit, no damage on a miss.) Each square of scaffolding has only enough material to make one such attack - once an attack has been made, the attacker must move to a different square to make another attack. (The DM may want to mark each square of scaffolding with pennies or something similar, removing the markers as grenade-like attacks are made.)

Blackmoor Device, Level 2 Hazard (125 XP): This is a massive and ponderous engine of dull golden metal, festooned with loose cogs, pistons and broken levers. It rises 15' high and cannot be entered - an attempt to push or slide a target into the device causes the target to fall prone one square short and activates the device (see below).

The Blackmoor device is inactive when the fight begins, but the clash of combat and ricochets from arrows and magical spells is likely to cause it to activate prematurely. At the end of each round, roll a d4 - if the roll is less than or equal to the number of rounds of combat that have occurred, the device activates. Pushing a creature into the device also activates it immediately.

Activating the Blackmoor device causes two effects. First, a thin, nauseating miasma spills from the engine, filling all squares within 2 squares of the device; any character who starts their turn within this area is slowed and grants combat advantage to all opponents until the start of their next turn. Second, the device ejects burning liquids, acid and other chemicals at random intervals; at the end of each round, 1d3-1 random targets (either PCs or goblins) in line of sight of the device are attacked at +6 vs. Fortitude, and if hit take 2d8 acid damage and are dazed until the end of their next turn.

Foes

- Blackmoor Device, Level 2 Hazard (above)

- 6 Goblin Cutters, Level 1 Minions (MM 136)
- 2 Goblin Zappers, Level 1 Artillery (see Earlier encounter)
- 1 Goblin Cyclone Warrior, Level 2 Skirmisher (see below)
- 1 Goblin Hexer, Level 3 Controller (MM 137)

Goblin Cyclone Warrior Level 2 Skirmisher

Small natural humanoid XP 125

Initiative +6 **Senses** Perception +2; low-light vision

HP 29; **Bloodied** 14

AC 18; **Fortitude** 14, **Reflex** 16, **Will** 13

Speed 6, Jump 4; see also mobile ranged attack and goblin tactics

m **Spear** (standard; at-will) | **Weapon**

+6 vs. AC; 1d8 + 3 damage.

R **Cyclone Blast** (standard; at-will) | **Weapon**

Ranged 10/20; +7 vs. AC; 1d10+3 damage and target is pushed 1 square.

R **Mobile Ranged Attack** (standard; at-will)

The goblin warrior can move up to half its speed; at any point during that movement, it makes one ranged attack without provoking an opportunity attack.

Great Position

If, on its turn, the goblin warrior ends its move at least 4 squares away from its starting point, it deals an extra 1d6 damage on its ranged attacks until the start of its next turn.

Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)

The goblin shifts 1 square.

Alignment Evil **Languages** Common, Goblin

Skills Acrobatics +9, Stealth +11, Thievery +11

Str 14 (+3) **Dex** 17 (+4) **Wis** 12 (+2)

Con 13 (+2) **Int** 8 (+0) **Cha** 8 (+0)

Equipment Patchwork Armor, Spear

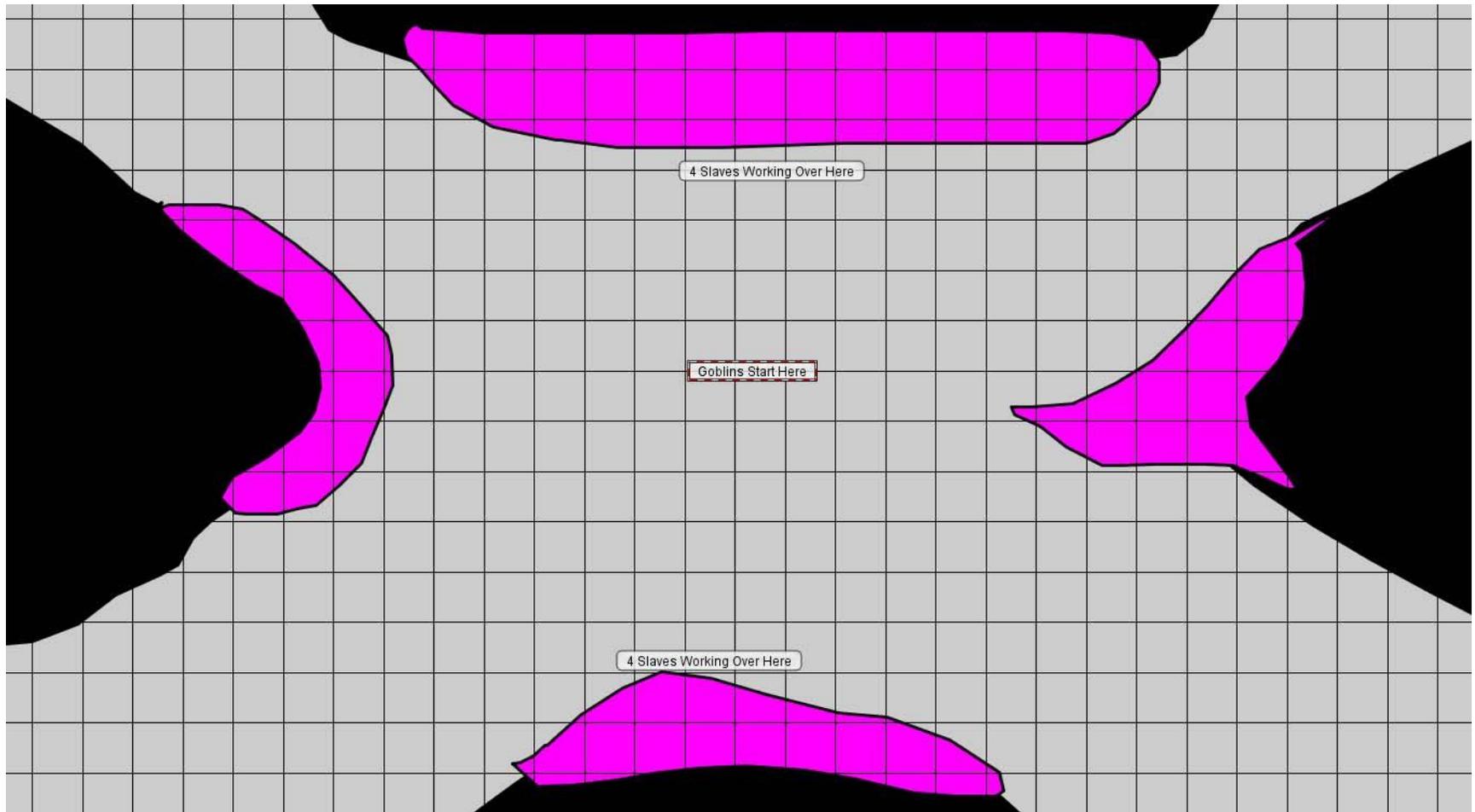
Cyclone Warriors wear Blackmoorian Cyclone Gloves (which produce a miniature whirlwind) and Boots (which provide winds, allowing for automatic 4 square jumps in all directions). Cyclone Warriors use the Boots to be highly mobile in Combat and to maneuver around all the scaffolding in the mine. Their equipment is pretty fragile, however, and will be wrecked when they die.

Treasure: Two level 2 Treasure Packets, distributed between the goblins. (Suggested: **1 Level 5 Magic Item as appropriate**, 100 GP Silver Statuette of King Uther I, 58 GP, 220 SP)

M4: In the Mines Encounter: Free the slaves!!! (Level 2 Encounter: 625 XP)

Summary: Free the Hin Slaves While Avoiding Being Blown Up By Utherite

Why dig out ancient ores yourself when you can buy cheap halfling labor from the Iron Ring? That's how these guys think. This encounter area is one of the active mining zones in which a bunch of unfortunate Hin (Halfling) are digging Utherite out of the walls with picks. (The Captives all come from the Boldnose clan in Mallowfern, Eastshire.) Signs near the entrances read crudely in Goblin and Common: ABSOLUTELY NO MAGIC HERE. The Goblins fear someone might accidentally set off the Utherite in the walls, which could get extremely messy.



4 Slaves Working Over Here

Goblins Start Here

4 Slaves Working Over Here

Black is normal stone. Grey is the normal stone floor. Pinkish Purple is the Utherite deposits which form the Hazard.

The Captives: 8 Hin (All are Level 1 Halfling Minions) of the Boldnose Clan: *Helga, Olga, Marta, Anya, Rolo, Marcos, Daffin, and Boffin*. They are heavily demoralized and will not fight even to free themselves unless strongly motivated to do so (DC 25 to use Diplomacy to get them to rise up. They can do 4 points of damage with their mining picks and attack AC with a +5 to hit.)

The goblins will immediately attack the PCs but will also shout at them to not use arcane magic near the walls under ANY circumstances or their fate will be WORSE THAN DEATH.

Hazard: Walls of Utherite Ore Level 1 Blaster 100 XP

DC 20 Arcane or Dungeoneering to spot the danger

If an Arcane power is used by someone standing within 2 squares of the Utherite squares, the square of the person using it becomes ground zero of a Burst 1 attack: +4 vs. Reflex, 1d6+4 damage.

Foes

- 1 Goblin Cyclone Warrior, Level 2 Skirmisher (see Monster Appendix)
- 1 Goblin Blackblade, Level 1 Lurker (MM 136)
- 2 Goblin Zappers, Level 1 Artillery (see Monster Appendix)
- 4 Goblin Cutters, Level 1 Minions (MM 136)

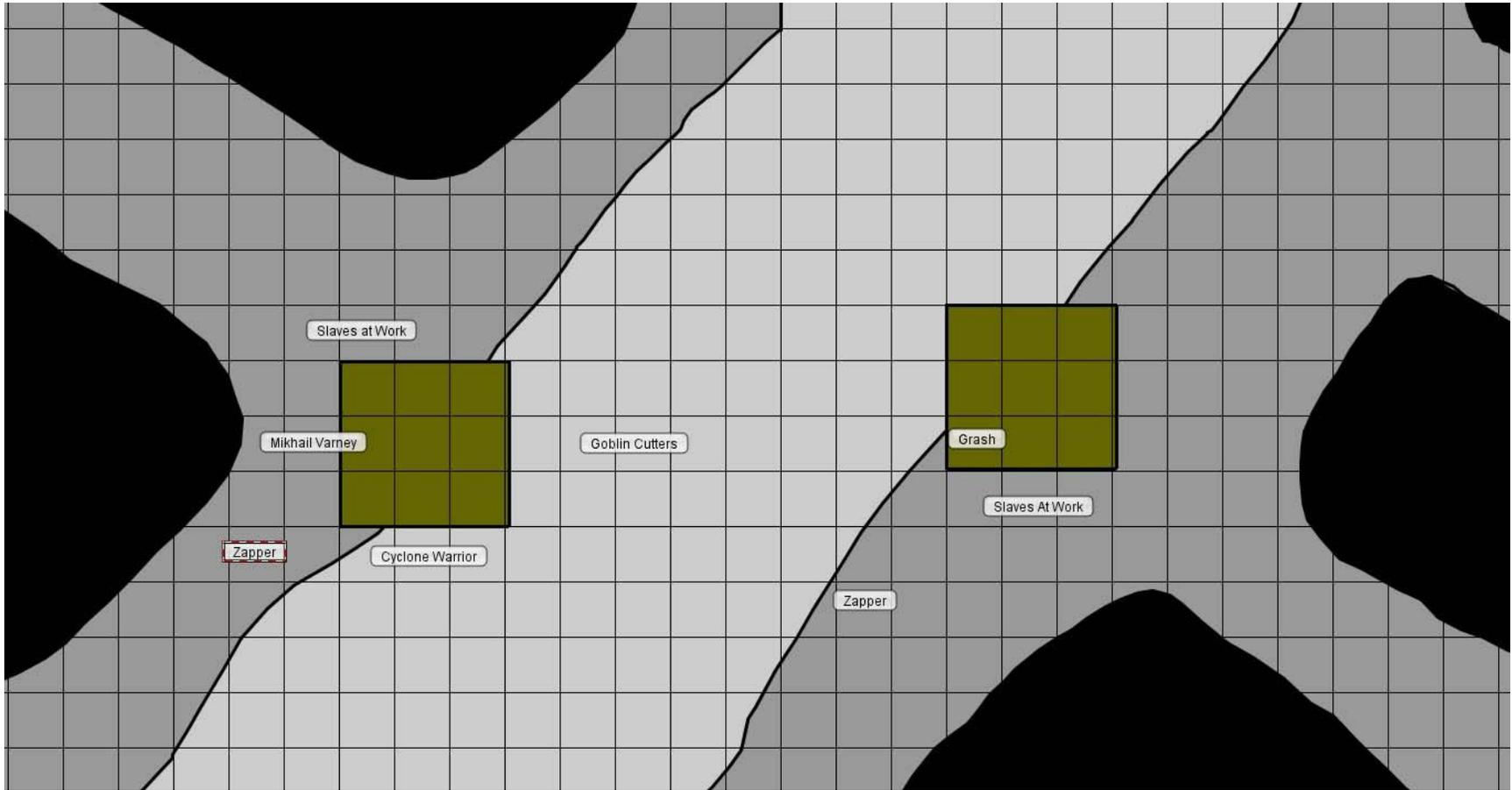
Tactics: The goblins try to slaughter anyone who has arcane abilities first, for fear they'll bring the roof down; they are so worried about this that they'll gladly risk Opportunity Attacks to get to them. Anyone getting near the walls in general is the secondary target.

Treasure: Utherite ore with a cash value of one Treasure Packet. (**Suggested:** 4 40 GP value small bars of Utherite Ore) And the eternal gratitude of some Hin. The Boldnose Clan of Mallowfern in Eastshire in the Five Shires will certainly be your friends.

M5: In the Mines Encounter: Multi-Level Mayhem (Level 3 Encounter, 750 XP)

Summary: Multi-level combat against the two main bosses of the mine and their minions.

Barimoor's minion Mikhail Varney is here, overseeing production; a dozen human slaves are loading ore onto a mining elevator to lower it down to the ground floor from a higher level set of shafts. Grash Kikkurk, the boss for this horde appointed by the main horde of the tribe, is with him; he is an Orc.



Grey is normal terrain at ground level, the brown area is the mining elevator, and dark grey is higher elevation normal stone terrain. Those on a higher elevation have cover and concealment from those at ground level and get +1 to hit those below.

Foes:

- Mikhail Varney, Traladaran Warlock Puppet of Barimoor, Level 3 Artillery (See Below)
- Grash Kikkurk, Orc Raider, Level 3 Skirmisher (MM 204)
- 1 Goblin Cyclone Warrior, Level 2 Skirmisher (see Elsewhere)
- 2 Goblin Zappers, Level 1 Artillery (see elsewhere)
- 5 Goblin Cutters, Level 1 Minions (MM 136)

Tactics: Mikhail stays on the upper level while Grash takes it down the first round to engage the PCs; the Goblins focus on hit and run tactics as they don't have any damage sponges available.

Treasure: One Treasure Packet (**Suggested: 1 Level 6 Magic Item as appropriate**, 30 GP), Soul Dagger of Barimoor

Mikhail Varney, Traladaran Warlock Puppet of Barimoor, Level 3 Artillery

Medium natural humanoid XP 150

Initiative +3 **Senses** Perception +1

HP 41; **Bloodied** 28

AC 15; **Fortitude** 15, **Reflex** 14, **Will** 15

Speed 6

m **Soul Dagger** (standard; at-will) | **Psychic, Weapon**

+8 vs AC; 1d4+1 Psychic Damage

Master Psychic Stroke (Free Action, Encounter)

Add 1d8 Psychic damage to a blow with the Barimoor Dagger,

R **Dire Radiance** (standard; at-will) | **Arcane, Fear, Implement, Radiant**

+7 vs. Fortitude; 1d6+3 Radiant Damage; if the target moves closer to you on its next turn, it takes 1d6+3 damage.

r **Eldritch Blast** (standard; at-will) | **Arcana, Implement**

Ranged 10; +7 vs. Reflex; 1d10+4 damage

Dreadful Word (standard; Refresh 5-6) | **Arcana, Implement**

Ranged 10; +7 vs. Will; 2d8+3 damage and target suffers -2 to Will Defense until the end of your next turn

Warlock Wrath

+1d6 damage when attacking the enemy closest to himself.

Alignment Any Languages Common

Skills Arcana +7, Dungeoneering +6, Intimidate +9

Str 10 (+1) **Dex** 14 (+3) **Wis** 10 (+1)

Con 17 (+4) **Int** 12 (+2) **Cha** 17 (+4)

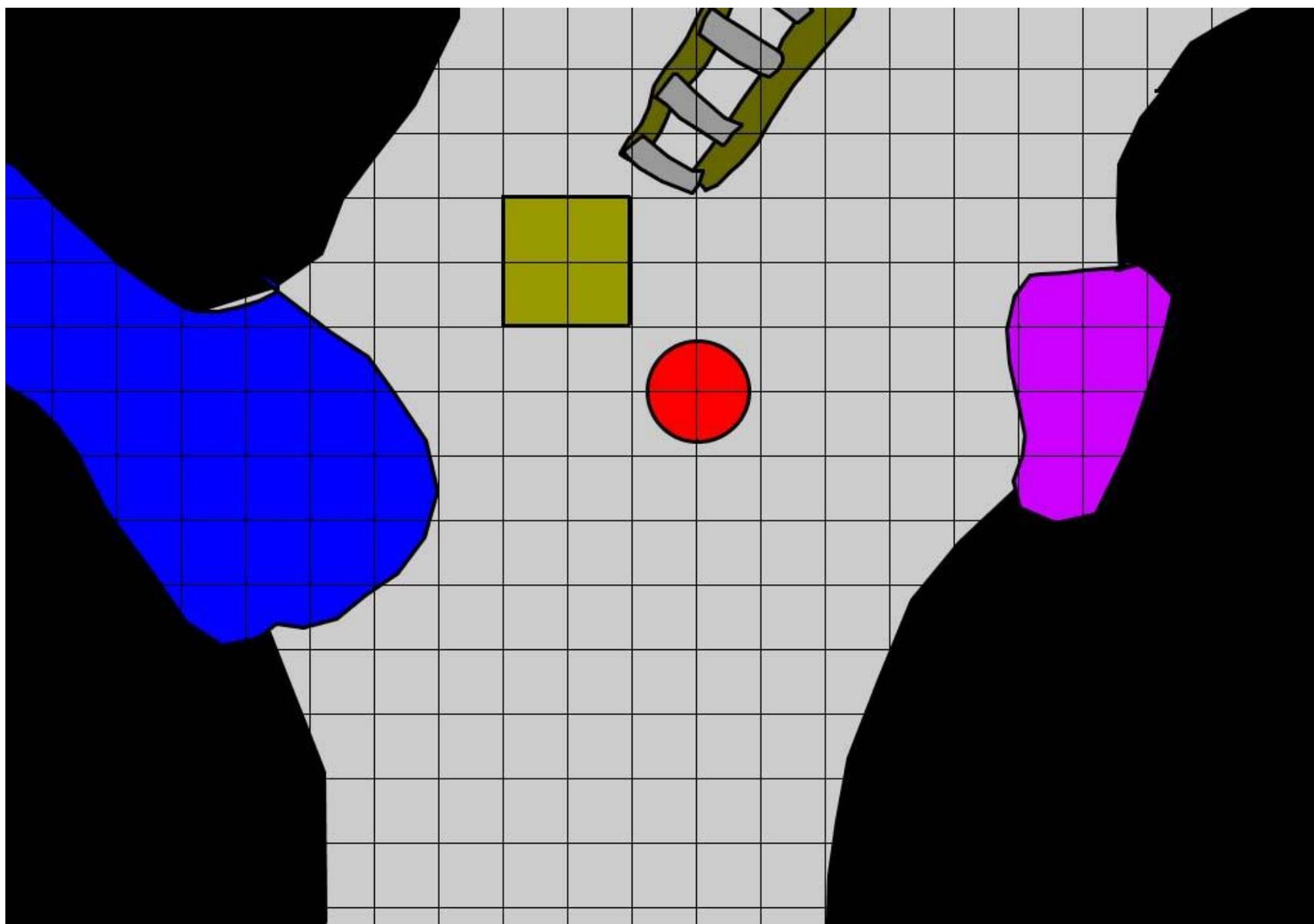
Equipment Soul Dagger of Barimoor

Mikhail Varney was originally a young Traladaran who left home on his Shearing for a life of adventure, only to find a Soul Dagger which contained a wizard named Achmed, who took control of him. Mikhail is still young and nervous teenager in personality, where as Achmed revels in his basic indestructibility; if this body dies, he'll soon take a new one.

M6: In the Mines Encounter: The Drake-Keeper's Lair (Level 3 Encounter, 725 XP)

Summary: Brak the Drake-Keeper and his drakes camp here and the Pcs will have to deal with them and their dung.

One member of the tribe has the job of training Drakes, who are used to hunt prey and beef up security when needed. Brak has gone a little crazy from too much time spent with his drakes and is fiercely dedicated to his charges. He has claimed this segment of the mines for himself and his charges.



The blue zones are waist-deep water; anyone in the water grants combat advantage to those outside it; small creatures must make an Athletics 15 check each round or start drowning.

The red zone is a firepit. It is a **Level 1 Hazard**, Anyone in the fire pit is attacked by the fire: +5 vs Reflex; 1d6+3 Fire Damage and 3 Ongoing Fire Damage (save ends).

The purple zone is a huge mass of Drake dung; Brak has trained his Drakes to treat the area as a litterbox. It is difficult terrain and requires an Athletics 15 check to move or you fall prone., unless you shift.

Brown is a mining cart; Brak gets inside it the first round of combat as it gives him cover. It costs 2 to enter or leave it but you can move inside it normally.

The nearby ugly rectangles are the tag end of a mining cart track; they count as difficult terrain.

Foes:

Level 1 Fire Pit Hazard (above)

1 Guard Drake, Level 2 Brute (MM 90)

2 Spirefang Drakes, Level 1 Skirmishers (MM 90)

1 Spitting Drake, Level 3 Artillery (MM 91)

Brak, Goblin Sharpshooter, Level 2 Artillery (MM 137)

Tactics: The Guard Drake takes on the strongest looking PC while the Spirefang Drakes hold off any other melee oriented foes; the spitting drake and Brak concentrate fire to try to wear down the Guard Drake's target.

Treasure: None unless you like Drake Chow.

M7: Goblin Minecart Chase (Level 2 Encounter, 650 XP)

Summary: PCs get to have a minecart chase with goblins!

This encounter is set up as an exciting chase; the PCs, pursued by a substantial force of goblins have to try to outrace them in order to reach the 'hanger' area where the War Chariot is normally kept, though they will find it has already skipped town and they must chase it down through the wilderness.

This encounter is abstracted out to streamline play. It takes place on 3 parallel rails that run deeper into the mine tunnels. When the encounter starts there are 4 carts on the rails, 2 carts doubled up on the first track, and 1 each on the remaining tracks. 2 more carts are nearby and can be readily moved onto the tracks by the goblins. Each cart will hold 3 medium creatures, or 6 small creatures (thus the PCs will probably have to claim 2 carts).

Assuming that the PCs take two of the carts, they start play on square 2 of the tracks, with one cart full of goblins behind them on square 1 of the tracks. The following round another goblin cart starts on square 1, and the round after that the last goblin cart starts on square 1. Each round a cart will move one square on its own. Individuals in a cart may attempt to speed the cart up by performing certain actions or avoiding certain obstacles. Each round the DM should randomly choose 2 of the following events for each track (these events should be applied to all carts on the same track, regardless of the space separating them). Individuals in a cart may choose to perform one or two of the checks presented to them, accepting the consequences for succeeding or failing each check.

Events

1. **Rough Track** (Acrobatics DC 15) - There is a rough patch in the tracks. Success: You are able to speed the cart up despite the rough patch. Increase movement by 1 for this round. Failure: If you fail the check then you gain no extra movement. Failure by more than 5 points indicates that the cart crashes.
2. **SmoothTrack** (Acrobatics DC 15) - You have achieved perfect balance on a smooth section of track. Success: You are able to speed the cart up. Increase movement by 2 for this round. Failure: If you fail the check then you gain no extra movement.
3. **Track Jump** (Acrobatics DC 20) - There is a break in the track that must be jumped. Success: You are able to cover more ground by jumping a section of the track. Increase movement by 2 for this round. Failure: If you fail the check then you gain no extra movement. Failure by more than 5 points indicates that the cart crashes.
4. **Release Brakes** (Athletics DC 15) - The brakes stick, slowing down movement. Success: You are able to release the brakes in time and hit a smooth patch of rail. Increase movement by 1 for this round. Failure: If you fail this check by more than 5 then reduce movement by 1 for this round (minimum movement 0).
5. **Block Tracks** (Dungeoneering DC 15) - There is rubble near the side of the track that you can use to block the path behind you. Success: The track behind you is filled with rubble. Any carts coming after yours on the same track must

bypass this rubble (see Avoid Rubble Event). Failure: If you fail by more than 5 points, your efforts have slowed your own cart. Reduce movement by 1 (minimum 0 movement).

6. **Smash Through Rubble** (Endurance DC 20) - There is rubble on the tracks ahead of you (this event can not be avoided if it is present). Success: You have managed to gain enough speed to plow through the rubble. Failure: The rubble slows your movement. Reduce your movement by 1 this round (minimum 0). Failure by more than 5 points indicates that the cart crashes.
7. **Duck Overhang** (Perception DC 15) - The ceiling of the tunnel is very low in this section. Success: You manage to speed up through the narrow section of tunnel. Increase movement by 1 point for this round. Failure: If you fail by more than 5 points each individual in the cart takes 1d4 damage.
8. **Switch Track** (Perception DC 20) - There is a switch that will change your cart to another track (chosen randomly). Success: You change tracks and in the process gain speed. Increase movement by 1 for this round and change tracks. Failure: You didn't manage to hit the switch before you passed it. No change. Failure by more than 5 points reduces your speed by 1 for this round (minimum 0 movement).
9. **Switch - New Track** (Perception DC 20) - There is a switch that will change your cart to a new track. Success: You change tracks and in the process gain speed. Increase movement by 1 for this round and change tracks. Failure: You didn't manage to hit the switch before you passed it. No change. Failure by more than 5 points reduces your speed by 1 for this round (minimum 0 movement).
10. **Switch - Track Ends** (Perception DC 15) - There is a switch that will change your cart to another track (chosen randomly) before the track you are currently on ends. Success: You change tracks and in the process gain speed. Increase movement by 1 for this round and change tracks. Failure: You didn't manage to hit the switch before you passed it and your cart crashes.

In addition to the above events, any character may choose to do the following on any turn that there is an adjacent cart (either directly ahead or behind their own cart, or at the same location on a different track).

- **Jump to Adjacent Cart** (Athletics DC 20) - You attempt to jump to an adjacent cart (the goblins will try this whenever they can). Success: You are now occupying the adjacent cart. If the cart is full then you are grappled with one individual in the cart (chosen randomly). Failure: You were not able to make your jump. Failure by more than 5 points indicates that you jumped and missed the other cart.
- **Crashing carts (or falling out of them)** imparts 1d6 points of damage on all those within per the speed of the cart in its previous round. For example if the cart managed to move 3 squares the previous round, and then crashed, all within the cart would take 3d6 damage.

The chase is over once all goblin carts are more than 5 squares behind all PC carts (they give up the chase at this point), when all goblins have been destroyed, or after 15 rounds (at which point all carts make it to the destination point).

Should Goblins get the chance to attack, use the following forces

1. **Cart One:** 1 Goblin Skullcleaver, Level 3 Brute (MM 137), 1 Goblin Zapper, Level 1 Artillery (see monster and NPC appendix), 2 Goblin Cutters, Level 1 Minions (MM 136)

2. **Cart Two:** 1 Goblin Hexer, Level 3 Controller (Leader) (MM 137), 1 Goblin Cyclone Warrior, Level 2 Skirmisher (see monster and NPC appendix), 2 Goblin Cutters, Level 1 Minions (MM 136)
3. **Cart Three:** 1 Goblin Zapper, Level 1 Artillery (see monster and NPC appendix), 3 Goblin Cutters, Level 1 Minions (MM 136)

Treasure: Once the PCs reach their destination, they will be able to collect 2 Level 2 Treasure Packets worth of loot still in the War Chariot's 'hanger' (**Suggested: *An appropriate Level 3 Magic Item***, a roll of silk worth 90 GP)

From here, the PCs can exit the mine and head out into the countryside to intercept the war chariot.

"Random" Encounters in the mine:

The DM may either insert encounters to taste or roll once between each tagged encounter area to see what the PCs encounter or use any other method he sees fit, keeping in mind the mine is a bustling place and the PCs may need some more encounters to be ready for the final showdown.

MR-1: In the Mines Random Encounter: You Give Me the Idol or I'll Hit You With the Whip! (Level 2 Encounter, 625 XP)

Summary: PCs vs. Alphaks worshipping Goblins, FIGHTO!

The Roaring Fiends have snuck what passes for a crack commando team into the mine to steal Blackmoorian artifacts. They have secured what they believe is a powerful artifact, though actually it is a statuette of Kagyar as he was worshipped in ancient Blackmoor. Its 'powers' were actually traps which have now gone off and are harmless. The Roaring Fiends will be rather frustrated when they try to invoke these powers the first round, though....

They respond to the PCs with violence, as they know adventurers = death to goblins most of the time.

Foes:

- Tarkanos, Goblin Hexer, Level 3 Controller (MM 137)
- 2 Goblin Blackblades, Level 1 Lurkers (MM 136)
- 2 Goblin Roaring Fiend Warriors, Level 1 Skirmishers (see below)
- 3 Goblin Cutters, Level 1 Minions (MM 136)

Goblin Roaring Fiend Warrior Level 1 Skirmisher

Small natural humanoid XP 100

Initiative +5 **Senses** Perception +1; low-light vision

HP 29; **Bloodied** 14

AC 17; **Fortitude** 13, **Reflex** 15, **Will** 12

Speed 6; see also *mobile melee attack* and *goblin tactics*

m **Sword** (standard; at-will) | **Weapon**

+6 vs. AC; 1d8 + 2 damage.

m **Whip** (standard; at-will) | **Weapon**

Reach 2; +4 vs. Reflex; 1d4 + 2 damage and pull 1 square

R **Mobile Melee Attack** (standard; at-will) | **Weapon**

The goblin warrior can move up to half its speed; at any point during that movement, it makes one melee attack, then can move away without provoking an opportunity attack.

Great Position

If, on its turn, the goblin warrior ends its move at least 4 squares away from its starting point, it deals an extra 1d6 damage on its melee attacks until the start of its next turn.

Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)

The goblin shifts 1 square.

Alignment Evil **Languages** Common, Goblin

Skills Stealth +10, Thievery +10

Str 14 (+2) **Dex** 17 (+3) **Wis** 12 (+1)

Con 13 (+1) **Int** 8 (-1) **Cha** 8 (-1)

Equipment leather armor, shortsword, whip

Tactics: The Roaring Fiend Warriors work with the Blackblades to set people up to be flanked so the Blackblades get combat advantage and do extra damage, either using whips to pull foes into position or their own mobility or both. The Cutters guard Tarkanos, who will waste the first round trying to invoke the idol's imaginary powers. After that he makes sure to use Vexing Cloud to assist the blackblades in getting concealment and works on frying any ranged foes.

Treasure: One Level 2 Treasure Packet; part of it should be a golden idol of Kagyar. (**Suggested:** 150 GP Golden Idol of Kagyar in Blackmoorian Garb, 4 10 GP Bloodstones, 48 GP, 420 SP)

MR-2: In the Mines Random Encounter: I Don't Want To Be Your Beast of Burden (Level 2 Encounter 625 XP)

As noted before, not all experiments with troll-blood worked well. Indeed, in some cases, it worked terribly, producing something weaker than either original. Such is the case for the Carrion Carrier, a Troll-Carrion Crawler Crossbreed which ended up cantakerous and weaker than its base stock. The Goblins have half-tamed a few, using Blackmoorian Zappers to teach it to obey or eat electricity. The PCs now stumble upon some goblins escorting a Carrion Carrier, which they will turn loose on the PCs to let out its frustrations. Or at least, it will choose this chance to try to eat the PCs.

Foes:

- 1 Carrion Carrier, Level 3 Elite Controller (see below)
- 5 Goblin Cutters, Level 1 Minions (MM 136)
- 2 Goblin Zappers, Level 1 Artillery (see Zapper writeup elsewhere)

Tactics: The Carrion Carrier Carrier Rushes the largest foe, then bites him the first round. If the first target is knocked prone, it follows up with Tentacles, otherwise, it uses its Tentacles and bite until that target dies or flees, then it Carrier Rushes the next foe and

starts this over again. The Goblins provide fire support (zappers) or try to help him flank targets or go after wizardly types and archers (cutters)

Treasure: One Level 2 Treasure Packet in the form of Trade Goods, strapped to the Carrion Carrier (**Suggested:** 6 40 GP Small Bars of Utherite Ore)

Carrion Carrier Level 3 Elite Controller

Large aberrant beast XP 300

Initiative +3 **Senses** Perception +2; darkvision

HP 96; **Bloodied** 48

AC 19; **Fortitude** 17, **Reflex** 17, **Will** 15

Saves +2 **Action Point** 1

Speed 6, climb 6 (spider climb)

m **Tentacles** (standard; at-will) | Poison

Reach 2; +7 vs. Fortitude; 1d4 + 4 damage, and the target takes ongoing 5 poison and is slowed (save ends both). First Failed Save: The target is immobilized instead of slowed (save ends). Second Failed Save: The target is stunned instead of immobilized (save ends).

M **Bite** (Minor; Once Per Round)

+8 vs. AC; 1d6 + 4 damage.

Carrier Rush (Charge (standard); at-will)

+7 vs. Fortitude; 1d8+4 damage and target is prone.

Alignment Unaligned **Languages** —

Str 17 (+4) Dex 14 (+3) Wis 12 (+2)

Con 16 (+4) Int 2 (-3) Cha 14 (+3)

This creature resembles a hugely overgrown caterpillar with long tentacles at the head. Boxes have been strapped to its long semi-segmented body to help it haul goods.

MR-3: In the Mines Random Encounter: You Are Large And Tasty To Them (Level 2, 625 XP)

Summary: CANNIBAL GNOME ONSLAUGHT!!!!

One of the many experiments of the cult was an attempt to duplicate their ancestor's 'success' in creating gnolls by cross-breeding gnomes and trolls. What they got instead was a creature they have dubbed 'Tromes'--cannibalistic, rapidly-healing green gnomes.

One such gang of Tromes has the job of patrolling the hallways looking for intruders.

Foes

- 1 Trome Bulk, Level 3 Brute
- 2 Trome Sulks, Level 2 Lurkers
- 9 Trome Dulks, Level 1 Minions

Tactics: The Bulk attacks the largest foe, while the Sulks try to circle and target ranged or controller foes. The Dulks attack whatever is closest in hungry swarms.

Treasure: They have no treasure, as the Bulk in their ranks has eaten it all.

Trome Bulk, Level 3 Brute

Small natural humanoid XP 150

Initiative +1 **Senses** Perception +8

Vulnerable Fire 5, Acid 5

HP 56; **Bloodied** 28

AC 15; **Fortitude** 15, **Reflex** 12, **Will** 14

Resist Poison 10

Speed 6

m **Claws** (standard; at-will)

+6 vs. AC; 2d6+3 damage

M **Bite** (standard; Refresh 5-6) | Healing

+6 vs. AC; 3d6+3 damage and the Bulk heals 5 HP (No healing if he's taken fire or acid damage this round). Tromes only use their bite attack if they need to heal damage.

Trome Healing (Immediate Reaction; Encounter)

The first time a Trome Bulk is reduced to 0 or lower HP, he gets back up with 10 HP as a move action on his next initiative tick. This happens once per encounter.

However, if Fire or Acid reduce him to zero or less, he stays down.

Alignment Evil **Languages** Common, Goblin

Skills Athletics +9, Endurance +9, Perception +8

Str 17 (+4) Dex 10 (+1) Wis 14 (+3)

Con 16 (+4) Int 8 (+0) Cha 6 (-1)

Equipment Chainmail

Trome Bulks are the most Troll-inclined of Tromes, having troll-like claws, green rubbery skin, and the best healing abilities. No taller than any other Trome, they are nevertheless very muscular and bulky. They're also the stupidest, barely able to dress themselves in their armor. They fight simply--attack and eat biggest foe, move on to next target.

Trome Sulk, Level 2 Lurker

Small natural humanoid XP 125

Initiative +8 **Senses** Perception +1

Vulnerable Fire 5, Acid 5

HP 32; **Bloodied** 16

AC 16; **Fortitude** 14, **Reflex** 15, **Will** 14

Resist Poison 10

Speed 6

m **Shortsword** (standard; at-will) | Weapon

+7 vs. AC; 1d6+4 damage

Lick Shortsword (minor; Refresh 5-6) | Poison, Weapon

The Trome licks one of his shortswords, taking 1 point of damage. His next successful shortsword attack inflicts slow (save ends) on the target of his blow. This is a poison effect, and anyone with at least 5 points of Poison resistance will not be affected.

M **Twin Strike** (standard; Encounter)

Make 2 Shortsword attacks

Backstab

They add +2d6 to their combat damage against a foe they have combat advantage on. This does not apply to their Recite Poetry power.

Recite Poetry (Standard; Refresh 5-6) | Psychic

+5 vs. Will; 1d6+3 Psychic damage and push 1 square

Camouflage Skin (minor, Once a Round)

The Trome Sulk can shift his skin to blend into his environment; this gives him concealment; if he already has concealment from using this power, it gives him total concealment and allows him to then use stealth for sneaking. (Effectively, it takes 2 rounds for him to get to total concealment). This concealment or total concealment is broken once he attacks someone.

Alignment Evil **Languages** Common, Gnome

Skills Craft (Poetry) +9, Stealth +11, Streetwise +8, Thievery +11

Str 12 (+2) Dex 17 (+4) Wis 10 (+1)

Con 14 (+3) Int 16 (+4) Cha 14 (+3)

Equipment Black Leather, Twin Shortswords, Poetry Journal, Pen, Bottle of Ink

Trome Sulks are black-clad whiners, constantly complaining about having to do all the real work and keep the idiots around them in line. They inherited the sneaky tendencies of their gnome ancestors and look mostly like black-clad gnomes with green pupils and slimy green tongues. They are driven to write poetry about how miserable they are and how grey and hopeless the world is; sometimes they use it as a weapon against their foes. Despite all this, being the smartest Tromes, they tend to be in charge.

Trome Dulk, Level 1 Minion

Small natural humanoid XP 25

Initiative +2 **Senses** Perception +0

Vulnerable: Fire and Acid attacks add +2 to hit a Trome Dulk

HP 1; a missed attack never damages a minion.

AC 13; Fortitude 13, Reflex 13, Will 11

Resist: +2 to all defenses against Poison attacks

Speed 6

m **Shortsword** (standard; at-will) | **Weapon**

+5 vs. AC; 4 damage (5 if they have combat advantage)

Trome Healing (Immediate Reaction; Encounter) | **Healing**

Unless killed by fire or acid, the first time a Trome Dulk is reduced to zero HP, give him a saving throw. If he makes it, he stands back up as a move action with 1 HP on his next initiative tick. (If slain by fire or acid, he stays dead).

Alignment Evil **Languages** Common Gnome

Skills Endurance +6, Stealth +9, Thievery +9

Str 10 (+0) Dex 14 (+2) Wis 10 (+0)

Con 13 (+1) Int 9 (-1) Cha 8 (-1)

Equipment Leather, Shortsword

Dim-witted and hungry, Dulks do what smarter Tromes and cult members tell them to do, which ideally involves stabbing people to death and eating them. From ambush if possible.

Part IV: The Finale

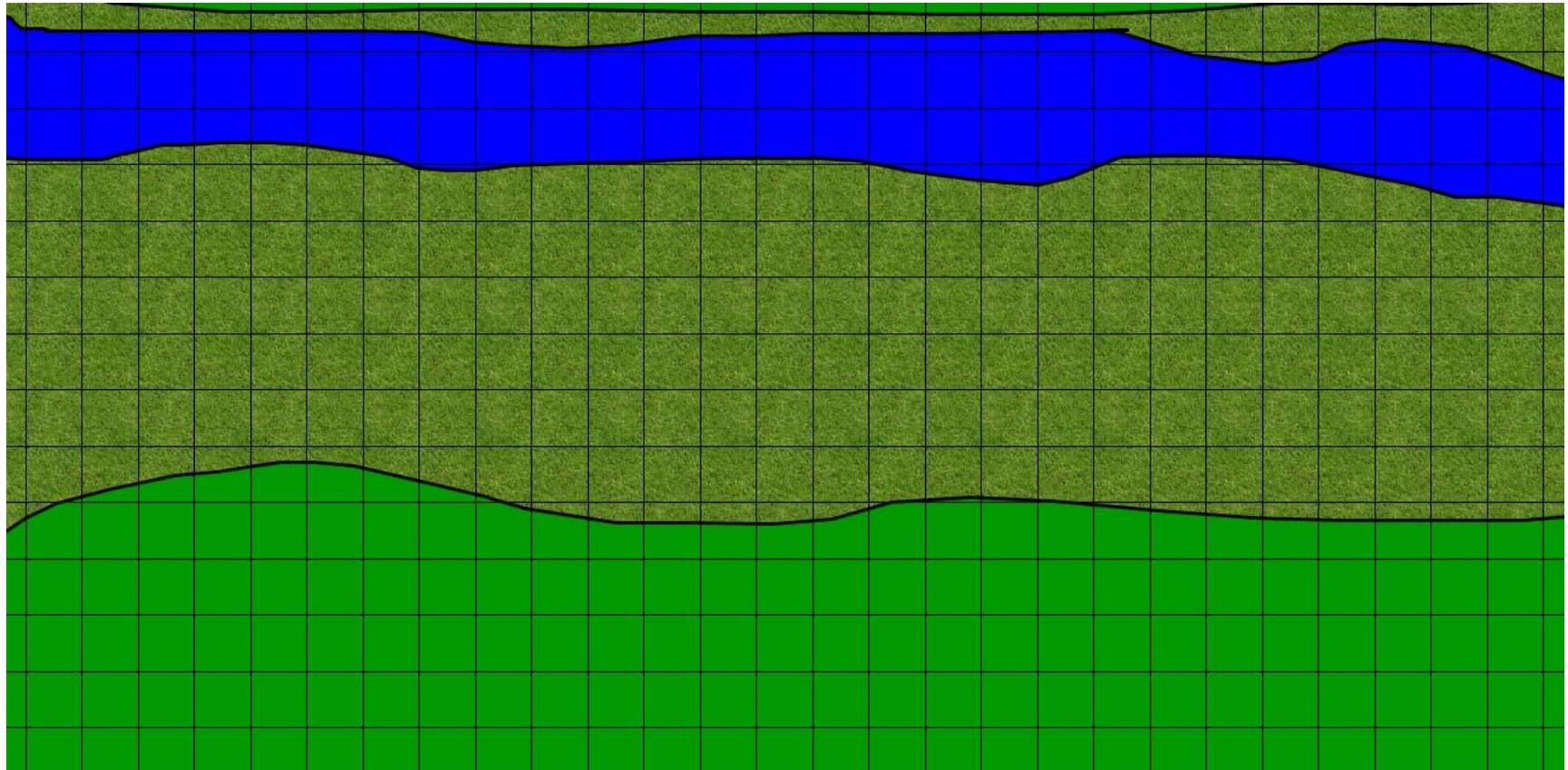
IV-Side Trek: The Dragon's Lair (Level 3)

This encounter is a follow up on the dragon-spotting encounter during the wilderness trek. It could be used as a small adventure after the main climax, used if the PCs follow the dragon when they spot it at a distance, or used to complicate the pursuit of the War Chariot.

Possible Encounter: Dragon Ambush (Level 3 Encounter: 750 XP)

Summary: PCs get ambushed by a White Dragon.

This can be used if Frostgleam spots the PCs following him or if used to complicate the pursuit of the chariot:



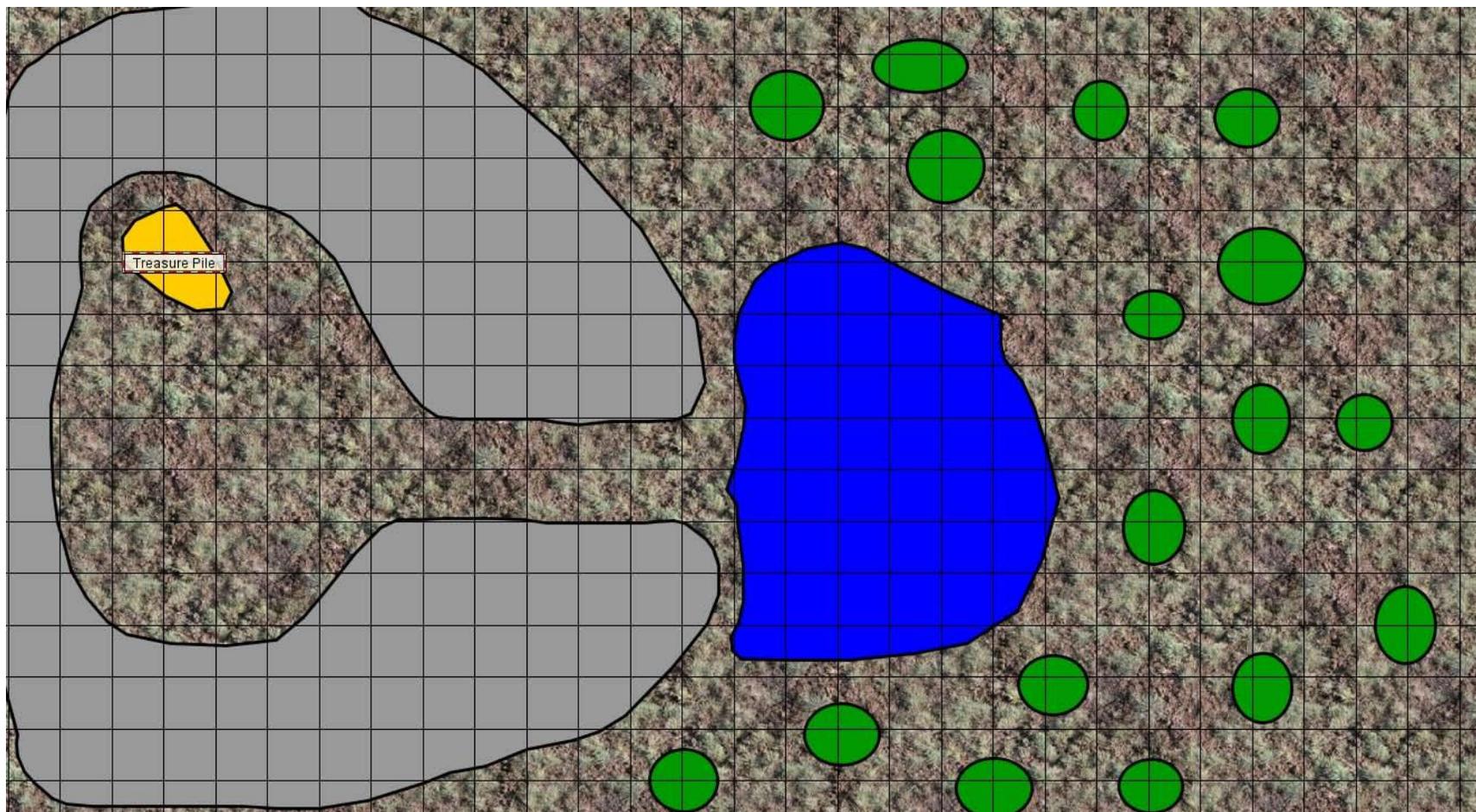
Terrain: PCs find themselves between a stream on one side (difficult terrain, people in it give combat advantage to anyone not in the water) and dense trees on the other (difficult terrain, offers cover). Frostgleam likes to attack from across the forest or river, then retreat beyond it after a few attacks, hoping to draw the PCs into difficult terrain he can fly over, which will slow them down vastly compared to him. If anyone is in the water when he breathes, enough water freezes around them to **slow** them until they make a save or chip the ice off (AC 15, 15 HP). In the forest, he can knock trees on people as a standard action (+4 vs. Reflex, target takes 2d6+3 and is Restrained until they escape (difficulty 15 to escape with Athletics or Acrobatics)).

Possible Encounter: Dragon Lair (Level 3 Encounter: 750 XP)

Summary: The PCs try to beard a dragon in his lair. Good luck, guys.

Frostgleam has dug a small pond in front of the cave entrance of his lair to hamper access by non-flyers; he also has positioned trees near his lair so he can knock them down on people trying to cross the lake; this combines normal swimming problems with the tree attack from above, ideally, in his opinion, leading to drowned adventurers.

His lair is a glorified cave, very cold and with his treasure piled in it.

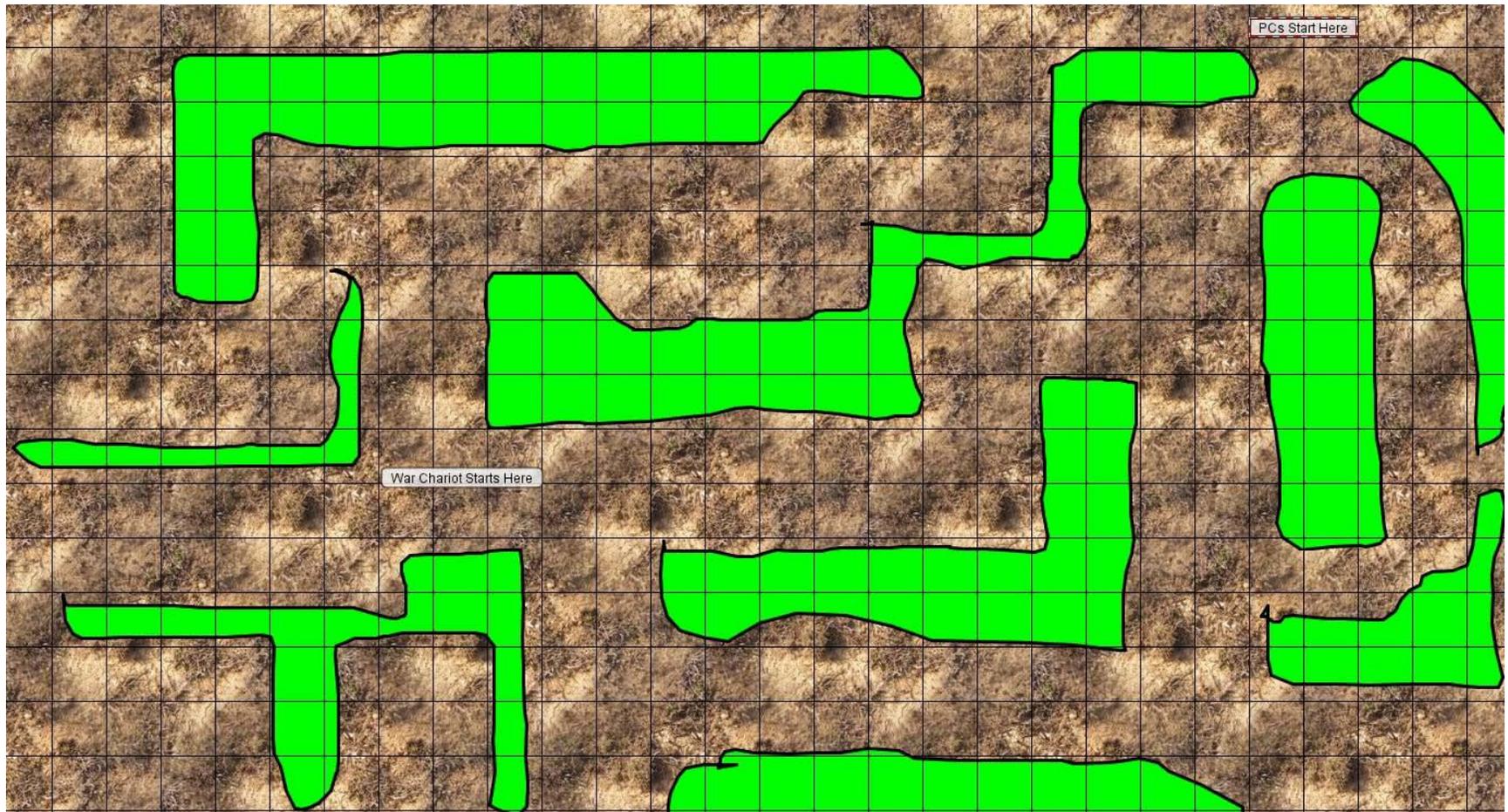


Green squares are trees; they provide cover. If adjacent, the Dragon can knock one down with a standard action; the falling tree then attacks one adjacent PC or PC Ally; +4 vs. Reflex; 2d6+3 damage and the PC is pinned under the tree, prone, until they make a DC 15 Athletics check. The blue is water; anyone in the water takes +1d6 from any Cold attacks and grants combat advantage to anyone outside the water. Also, if struck by any Cold damage, they are slowed until they make a save or make a DC 15 Athletics standard action to strip off the ice on them.

Treasure: 2 Level 3 Treasure Packets. (**Recommended:** *1 Level 7 magic Item chosen to suit your party*, 5 10 GP chips of Hematite, 75 GP, 800 SP, 2000 CP)

Climactic Encounter: The Goblin War Chariot, Level 4 Encounter (875 XP)

Summary: The PCs now catch up to the war chariot, which is in a field of bramblevines, scattered about in large swathes which effectively form a maze.



The Light green areas are bramblevines (see below). The rest is normal terrain, though kind of dry.

Environmental Hazards

Bramblevines: Level 2 Hazard 125 XP

+7 vs. Reflex when entered; inflicts Slow and you grant combat advantage to your foes (save ends both).

Bramblevine squares also count as difficult terrain.

Foes:

- The Goblin War Chariot, Level 2 Elite Skirmisher (described below and in Appendix B)
- 2 Goblin Zappers, Level 1 Artillery (On Foot)
- 1 Goblin Hexer, Level 3 Controller (MM 137) On the Chariot
- 1 Orc Raider, Level 3 Skirmisher (MM 203) On the Chariot

Treasure: Two Level 3 Treasure Packets of PLUNDER (**Recommended: *One Level 5 Magic Item of the DM's Choice***, 150 GP Silver Statuette of Wogar, 5 10 GP Copper Rings, 65 GP, 750 SP, 4 10 GP boxes of fine quality Shires Tobacco (***Nixnoddle's Premium Blend from Longflask, Highshire***) with 5 crude wooden pipes (worth 3 CP each))

Tactics: The Goblins (and Orc) will try to use their mobility to hit and run, exploiting the chariot's abilities and their own ranged attacks. In a fight, the Goblin War Chariot bounces around like a maniac, shoving non-dwarves around like crazy and knocking enemies off their feet. Every so often it'll confuse things even further by tossing out a smokebomb. If the PCs have lightning magic, though, they can gain a quick advantage by shorting out the War Chariot's works somewhat.

Goblin War Chariot, Level 2 Elite Skirmisher (Leader)

Large Natural Animate (Construct) 250 XP

Initiative +4, **Senses** Perception +2

HP 78, **Bloodied** 39

AC 18; **Fortitude** 15, **Reflex** 16, **Will** 14

Immune Disease; Poison; Sleep

Saving Throws +2

Speed 12

Action Points 1

Resist 5 fire, resist 5 cold

Vulnerable lightning (grants combat advantage to all enemies until the end of the Goblin War Chariot's next turn)

m **Spear** (standard; at-will) | **Weapon**

+7 vs. AC; 1d8+3 damage

r **Javelin** (standard; at-will) | **Weapon**

+7 vs. AC; 1d6+3 damage

M **Ram** (standard, at-will) | **Weapon**

+7 vs AC, 2d4+6 damage and the target is knocked prone. The Goblin War Chariot can move up to 4 squares before or after making this attack.

Outta My Way! (move, at-will)

The Goblin War Chariot moves up to 12 squares. Each time it moves next to a character it may make an attack at +4 vs Reflex. If this attack hits, the target is pushed 1 square.

A Smokebomb (minor, recharge 4-6)

Area Burst 1 within 10; the target area becomes a zone that grants concealment until the end of the Goblin War Chariot's next turn.

Weapons Platform

Up to two medium-sized creatures may climb aboard the Goblin War Chariot, using it as a mount. They move with the Goblin War Chariot. They do not need the mounted combat feat to receive this benefit.

Stable Position

An effect that pushes, pulls or slides the Goblin War Chariot moves it two fewer squares than specified. In addition, anytime an effect would cause the Goblin War Chariot to be knocked prone, it may make an immediate saving throw to avoid being knocked prone.

Alignment Unaligned, **Languages** none (driver speaks Goblin)

Str 17 (+4), **Dex** 16 (+4), **Wis** 12 (+2)

Con 15 (+3), **Int** 8 (-1), **Cha** 8 (-1)

The PCs have now finished the quest: **Hunt down and defeat the Goblin War Chariot** (worth 750 XP)

Concluding the Adventure

The conclusion of this adventure may see the PCs with some substantial treasure (magical items given to the goblins by Barimoor, and the Blackmoorian war chariot). The magical items along with the mysterious figure helping the goblins may lead the PCs to investigate Barimoor and some of his minions. There may also be evidence detailing shipments of the Softstone to Barimoor (before the goblins lost interest in this endeavor).

The Blackmoorian devices may also point PCs toward the next adventure, as Gerran Rundletturn may be able to explain what the devices were and that there have been a series of related thefts across the Known World over the past several years. Either Rundletturn or a captured minion may be able to point the PCs to the Troll Blood Cult and their next target located somewhere in Specularum.

PCs should be somewhere in third or maybe even the start of fourth level by the end of this adventure; you may wish to add a short adventure if you plan to use the next adventure in this series in order to get the PCs up to 4th level for it.

References

[Goblinoid Tribes of Karameikos](#) by [Giampaolo Agosta](#)

[The Corliss Guide to Northern Karameikos](#) by [Damon Brown](#)

[Wilderness Mapping Expedition For Lord Alexius Korrigan](#) by [Jimmy Rowe](#)

[Detail of the Threshold Region](#) by [Simon Neri](#)

Appendix A: Magic Items

Soul Daggers of Barimoor ([4e semi-artifact](#))

Barimoor's soul daggers are not true artifacts, but they come very close - they trap the souls and personalities of sentient mortals within their blades, they can't be created or disenchanting by any means normally available to player characters, and they will invariably attempt to dominate and possess their wielders. For normal humans, such possession is a very real threat, but hardy adventurers are often made of sterner stuff and will likely be able to avoid the worst of such dangers. Still, even the presence of a soul dagger of Barimoor can sometimes distract and weaken the resolve of its wielder.

Soul Daggers of Barimoor are appropriate for heroic-tier characters. Each is generally a *+1 dagger* with the following properties and powers:

- Enhancement: Attack rolls and damage rolls
- Critical: +1d6 psychic damage
- Property: Free action. All damage dealt by this weapon is psychic damage. Another free action returns the damage to normal.
- Property: This weapon functions as a warlock implement, adding its enhancement bonus to attack rolls and damage rolls for warlock powers that use implements.
- Special: You do not gain your weapon proficiency bonus to the attack roll when using a *soul dagger* as an implement.
- Property (Daily): Use this power when you hit an enemy with the *soul dagger* that's currently dazed, immobilized, stunned or weakened. If the condition would normally be ended by a saving throw, the enemy fails its next saving throw. Otherwise, the condition's duration is extended to the end of your next turn. If the enemy is affected by more than one of these conditions, this power affects only one condition (you choose which).

Goals of a Soul Dagger of Barimoor:

- Acquire secrets, intrigues and enemy weaknesses its master can exploit.
- Humble or hinder the efforts of arcane characters who might be rivals of Barimoor.
- Keep its existence and sentience a secret, if possible.

Roleplaying a Soul Dagger of Barimoor:

Soul daggers generally try to avoid ever revealing themselves. Usually, they will only reveal their sentience and true capabilities to their wielders, and even then they will usually lie - claiming that the 'voice' and magical powers of the soul dagger actually reside in some other magical item, or even a bit of nonmagical but eyecatching jewelry. A soul dagger whose wielder is serving Barimoor's ends will be unctuous and cloying; one whose wielder opposes Barimoor will be shrill and vicious, uttering blood-curdling but empty threats.

Concordance:

Soul daggers of Barimoor use concordance in a somewhat different manner than true artifacts. Rather than aligning its owner's interests with its own and rewarding a wielder who advances its ends, a soul dagger attempts to dominate its wielder with raw mental force. A low Concordance score indicates that the soul dagger is succeeding in this effort, at least to some degree, while a high Concordance score is a sign that the dagger's owner is shaking off its control and claiming more of the dagger's power than the dagger itself might wish.

- Starting Score: 5
- Owner gains a level: +1d4
- Owner thwarts a major scheme of Barimoor: +2 (maximum 1/adventure)

- Owner helps, protects or cooperates with a wizard or warlock: +1 (maximum 1/encounter)
- Owner insults, mocks or is dishonest to a wizard or warlock: -1 (maximum 1/encounter)
- Owner learns a secret or intrigue of interest to Barimoor: -2

Uncontrolled (11 or more)

The soul dagger has lost almost all its influence over its owner. The attempt to use its psychic powers to dominate its wielder have in fact strengthened the wielder's mind and senses, to an extent which may actually pose a threat to Barimoor.

- Property: You gain a +2 bonus to Initiative checks, and a +2 bonus to saving throws against charm and fear effects.

Balanced (1-10)

The soul dagger has some hope of being able to dominate its wielder, but lacks the strength of will to do so immediately. It may attempt to deceive its owner into surrendering to its influence, or wait for a more opportune moment to strike.

Dominant (0 or less)

The soul dagger sifts through its owner's thoughts and forces half-remembered nightmares into moments of sleep. While it may not have the ability to completely overpower its wielder's personality, it's quite capable of inflicting anguish and stealing secrets.

- Property: You take a -2 penalty to all defenses against any attack with the psychic keyword.
- Property: Each time you take a short rest, there's a 25% chance that one of your expended encounter powers, chosen at random, fails to renew. This power won't renew until you reach a milestone or take an extended rest.
- Special: Secrets, plans and other personal details and private thoughts of yours are communicated and revealed to Barimoor. These may be used against you by the archmage later in the campaign, and will likely cause at least one personal complication sometime in the future.

Moving On:

When a soul dagger moves on, it does so when its owner is resting or asleep, often after a tough encounter. The soul dagger's owner will find themselves in a shadowy, faded dreamscape, seemingly without equipment save for normal clothing and the soul dagger itself, and confronted by an ominous black-cloaked figure. The figure will taunt its opponent - with cheerful arrogance if the soul dagger's Concordance score was low, with vicious fury if the Concordance score was high - and if threatened with the soul dagger will mockingly dismiss any notion that it could possibly be harmed by a weapon of its own creation. Attempts to attack the figure will automatically miss, but attempts to roleplay out taunts or demands for more information may meet with some success. After a few such exchanges, the figure will fade into the background, with a promise to confront the character once again in the near future, and the character will awake to see the soul dagger also fade into nonexistence. Encounter powers, daily powers, and action points used in the dreamscape will not be expended.

Blackmoorian Zapper

Blackmoor Weapon

At-Will: Standard, Ranged 5, one creature. Dex vs. Reflex, 1d6+Dex Lightning damage and the target must save at +5 or be knocked prone.

Special: If you have Superior Weapon Proficiency with the Blackmoorian zapper, your target doesn't get the +5 bonus to their saving throw. Saving throw bonuses provided by other sources aren't affected by this.

One-Use: Free action. Use this power when you hit with the Blackmoorian zapper. The target is knocked prone and immobilized (save ends). When this power is used, the Blackmoorian zapper crumbles into Utherite worth 150 gp.

Appendix B: Monsters and NPCs

Black Eagle Grunts Level 1 Minion

Medium natural humanoid XP 25

Initiative +3 **Senses** Perception +1

HP 1; a missed attack never damages a minion.

AC 15; **Fortitude** 13, **Reflex** 12, **Will** 11

Speed 6

m **Longsword** (standard; at-will) | **Weapon**

+5 vs. AC; 4 damage.

Formation Fighters

The Black Eagle Grunt adds +1 to its defenses (+3 vs. Intimidate or Fear effects) if adjacent to another creature employed by the Black Eagle or Bargle.

Alignment Evil **Languages** Common

Skills Athletics +7, Intimidate +4

Str 15 (+2) Dex 12 (+1) Wis 10 (+0)

Con 12 (+1) Int 9 (-1) Cha 8 (-1)

Equipment Leather Armor, Shield, Spear

These form the core of the Black Eagle's forces, thugs, bullies, and robbers who serve the important job of 'fireball fodder'. They are a mixture of Traladarans, Thyatians, and Hattians, with a smattering of thugs from other lands.

Black Eagle Snipers Level 1 Artillery

Medium natural humanoid XP 100

Initiative +4 **Senses** Perception +1

HP 24 **Bloodied** 12

AC 13; **Fortitude** 12, **Reflex** 13, **Will** 11

Speed 6

r **Crossbow**(standard; at-will) | **Weapon**

+8 vs. AC; 1d10+3 damage and any Black Eagle Snipers gain a +2 Sniper Bonus to hit the target until the end of the target's next round.

m **Short Sword** (standard; at-will) | **Weapon**

+6 vs. AC; 1d6+1 damage.

Snipers

Add +1d6 damage if attacking from cover or concealment or by surprise

Alignment Evil **Languages** Common

Skills Acrobatics +7, Stealth +7

Str 12 (+2) Dex 15 (+2) Wis 10 (+0)

Con 12 (+1) Int 9 (-1) Cha 8 (-1)

Equipment Leather Armor, Crossbow, 30 bolts, Shortsword

Some of the Black Eagle's men show more talent for sniping things at range; they rise out of the mass of grunts to become snipers. They are generally dark-haired, mustached humans, often Hattians.

Carrion Carrier Level 3 Elite Controller

Large aberrant beast XP 300

Initiative +3 **Senses** Perception +2; darkvision

HP 96; **Bloodied** 48

AC 19; **Fortitude** 17, **Reflex** 17, **Will** 15

Saves +2 **Action Point** 1

Speed 6, climb 6 (spider climb)

m **Tentacles** (standard; at-will) | **Poison**

Reach 2; +7 vs. Fortitude; 1d4 + 4 damage, and the target takes ongoing 5 poison and is slowed (save ends both). First Failed Save: The target is immobilized instead of slowed (save ends). **Second Failed Save:** The target is stunned instead of immobilized (save ends).

M **Bite** (Minor; Once Per Round)

+8 vs. AC; 1d6 + 4 damage.

Carrier Rush (Charge (standard); at-will)

+7 vs. Fortitude; 1d8+4 damage and target is prone.

Alignment Unaligned **Languages** —

Str 17 (+4) **Dex** 14 (+3) **Wis** 12 (+2)

Con 16 (+4) **Int** 2 (-3) **Cha** 14 (+3)

This creature resembles a hugely overgrown caterpillar with long tentacles at the head. Boxes have been strapped to its long semi-segmented body to help it haul goods.

A breed of Carrion Crawler bred for bulk transport of goods.

Mikhail Varney, Traladaran Warlock Puppet of Barimoor, Level 3 Artillery

Medium natural humanoid XP 150

Initiative +3 **Senses** Perception +1

HP 41; **Bloodied** 28

AC 15; **Fortitude** 15, **Reflex** 14, **Will** 15

Speed 6

m **Soul Dagger** (standard; at-will) | **Psychic, Weapon**

+8 vs AC; 1d4+1 Psychic Damage

Master Psychic Stroke (Free Action, Encounter)

Add 1d8 Psychic damage to a blow with the Barimoor Dagger,

R **Dire Radiance** (standard; at-will) | **Arcane, Fear, Implement, Radiant**

+7 vs. Fortitude; 1d6+3 Radiant Damage; if the target moves closer to you on its next turn, it takes 1d6+3 damage.

r **Eldritch Blast** (standard; at-will) | **Arcana, Implement**

Ranged 10; +7 vs. Reflex; 1d10+4 damage

Dreadful Word (standard; Refresh 5-6) | **Arcana, Implement**

Ranged 10; +7 vs. Will; 2d8+3 damage and target suffers -2 to Will Defense until the end of your next turn

Warlock Wrath

+1d6 damage when attacking the enemy closest to himself.

Alignment Any Languages Common

Skills Arcana +7, Dungeoneering +6, Intimidate +9

Str 10 (+1) **Dex** 14 (+3) **Wis** 10 (+1)

Con 17 (+4) **Int** 12 (+2) **Cha** 17 (+4)

Equipment Soul Dagger of Barimoor

Mikhail Varney was originally a young Traladaran who left home on his Shearing for a life of adventure, only to find a Soul Dagger which contained a wizard named Achmed, who took control of him. Mikhail is still young and nervous teenager in personality, where as Achmed revels in his basic indestructibility; if this body dies, he'll soon take a new one.

Gerran Rundelturn

Retired Gnome Mechanic Level 2 Skirmisher

Medium natural humanoid XP 125

Initiative +3 **Senses** Perception +2

HP 36; **Bloodied** 18

AC 16; **Fortitude** 13, **Reflex** 13, **Will** 13

Speed 5

m **Hammer to the Knees** (standard; at-will) | **Weapon**

+7 vs. AC; 1d6+3 damage and target falls Prone

m **Hammer to the Head** (Minor; at-will) | **Weapon**

Target must be prone; +5 vs. Reflex; 1d6+5 damage

r **Crossbow** (Standard; at-will) | **Weapon**

Range 15/30; +7 vs. AC; 1d8+4 damage

Mechanic (Move; at-will)

Shift 3 through tight spaces or areas full of machines

Alignment Good Languages Old Blackmoorian, Common, Dwarven, Gnome

Skills Arcana +9 *(+12 related to Blackmoor), Craft: Gnome Mechanic +9* (+12 related to Blackmoor), History +9 *(+12 related to Blackmoor)

Str 12 (+2) **Dex** 11 (+1) **Wis** 13 (+2)

Con 12 (+2) **Int** 17 (+4) **Cha** 11 (+1)

Equipment Leather work outfit, Hammer, Crossbow, 20 bolts and quiver

Once a citizen of the flying city of Serriane, Gerran found that in his old age he required a more sedentary lifestyle. He settled in the village of Verge in Karameikos where he could keep in close contact with some distant relatives he has in Highforge. Gerran was once a mechanic on the flying city and is very familiar with Blackmoorian technomagic. As a side hobby he keeps up to date on all the latest academic findings about the ancient kingdom, and can be a font of information for the PCs.

Goblin Cyclone Warrior Level 2 Skirmisher

Small natural humanoid XP 125

Initiative +6 **Senses** Perception +2; low-light vision

HP 29; **Bloodied** 14

AC 18; **Fortitude** 14, **Reflex** 16, **Will** 13

Speed 6, Jump 4; see also mobile ranged attack and goblin tactics

m **Spear** (standard; at-will) | **Weapon**

+6 vs. AC; 1d8 + 3 damage.

R **Cyclone Blast** (standard; at-will) | **Weapon**

Ranged 10/20; +7 vs. AC; 1d10+3 damage and target is pushed 1 square.

R **Mobile Ranged Attack** (standard; at-will)

The goblin warrior can move up to half its speed; at any point during that movement, it makes one ranged attack without provoking an opportunity attack.

Great Position

If, on its turn, the goblin warrior ends its move at least 4 squares away from its starting point, it deals an extra 1d6 damage on its ranged attacks until the start of its next turn.

Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)

The goblin shifts 1 square.

Alignment Evil **Languages** Common, Goblin

Skills Acrobatics +9, Stealth +11, Thievery +11

Str 14 (+3) **Dex** 17 (+4) **Wis** 12 (+2)

Con 13 (+2) **Int** 8 (+0) **Cha** 8 (+0)

Equipment Patchwork Armor, Spear

Cyclone Warriors wear Blackmoorian Cyclone Gloves (which produce a miniature whirlwind) and Boots (which provide winds, allowing for automatic 4 square jumps in all directions).

Cyclone Warriors use the Boots to be highly mobile in Combat and to maneuver around all the scaffolding in the mine. Their equipment is pretty fragile, however, and will be wrecked when they die.

Goblin Roaring Fiend Warrior Level 1 Skirmisher

Small natural humanoid XP 100

Initiative +5 **Senses** Perception +1; low-light vision

HP 29; **Bloodied** 14

AC 17; **Fortitude** 13, **Reflex** 15, **Will** 12

Speed 6; see also *mobile melee attack* and *goblin tactics*

m **Sword** (standard; at-will) | **Weapon**

+6 vs. AC; 1d8 + 2 damage.

m **Whip** (standard; at-will) | **Weapon**

Reach 2; +4 vs. Reflex; 1d4 + 2 damage and pull 1 square

R **Mobile Melee Attack** (standard; at-will) | **Weapon**

The goblin warrior can move up to half its speed; at any point during that movement, it makes one melee attack, then can move away without provoking an opportunity attack.

Great Position

If, on its turn, the goblin warrior ends its move at least 4 squares away from its starting point, it deals an extra 1d6 damage on its melee attacks until the start of its next turn.

Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)

The goblin shifts 1 square.

Alignment Evil **Languages** Common, Goblin

Skills Stealth +10, Thievery +10

Str 14 (+2) **Dex** 17 (+3) **Wis** 12 (+1)

Con 13 (+1) **Int** 8 (-1) **Cha** 8 (-1)

Equipment leather armor, shortsword, whip

Tactics: The Roaring Fiend Warriors work with the Blackblades to set people up to be flanked so the Blackblades get combat advantage and do extra damage, either using whips to pull foes into position or their own mobility or both. The Cutters guard Tarkanos, who will waste the first round trying to invoke the idol's imaginary powers. After that he makes sure to use Vexing Cloud to assist the blackblades in getting concealment and works on frying any ranged foes.

Goblin War Chariot, Level 2 Elite Skirmisher (Leader)

Large Natural Animate (Construct) 250 XP

Initiative +4, **Senses** Perception +2

HP 78, **Bloodied** 39

AC 18; **Fortitude** 15, **Reflex** 16, **Will** 14

Immune Disease; Poison; Sleep

Saving Throws +2

Speed 12

Action Points 1

Resist 5 fire, resist 5 cold

Vulnerable lightning (grants combat advantage to all enemies until the end of the Goblin War Chariot's next turn)

m **Spear** (standard; at-will) | **Weapon**

+7 vs. AC; 1d8+3 damage

r **Javelin** (standard; at-will) | **Weapon**

+7 vs. AC; 1d6+3 damage

M **Ram** (standard, at-will) | **Weapon**

+7 vs AC, 2d4+6 damage and the target is knocked prone. The Goblin War Chariot can move up to 4 squares before or after making this attack.

Outta My Way! (move, at-will)

The Goblin War Chariot moves up to 12 squares. Each time it moves next to a character it may make an attack at +4 vs Reflex. If this attack hits, the target is pushed 1 square.

A Smokebomb (minor, recharge 4-6)

Area Burst 1 **within** 10; the target area becomes a zone that grants concealment until the end of the Goblin War Chariot's next turn.

Weapons Platform

Up to two medium-sized creatures may climb aboard the Goblin War Chariot, using it as a mount. They move with the Goblin War Chariot. They do not need the mounted combat feat to receive this benefit.

Stable Position

An effect that pushes, pulls or slides the Goblin War Chariot moves it two fewer squares than specified. In addition, anytime an effect would cause the Goblin War Chariot to be knocked prone, it may make an immediate saving throw to avoid being knocked prone.

Alignment Unaligned, **Languages** none (driver speaks Goblin)

Str 17 (+4), **Dex** 16 (+4), **Wis** 12 (+2)

Con 15 (+3), **Int** 8 (-1), **Cha** 8 (-1)

The Goblin War Chariot is driven by a trained goblin; it holds a pilot and two riders. It is actually a blackmoorian device found and refurbished by the goblins.

Goblin Zapper Level 1 Artillery

Small natural humanoid XP 125

Initiative +4 **Senses** Perception +1; low-light vision

HP 25; **Bloodied** 12

AC 16; **Fortitude** 12, **Reflex** 14, **Will** 11

Speed 6; see also ***goblin tactics***

m **Short Sword** (standard; at-will) | **Weapon**

+5 vs. AC; 1d6 + 2 damage.

r **Blackmoorian Zapper** (standard; at-will) | **Weapon**

Ranged 5; +5 vs. Reflex; 1d6 + 4 Lightning damage and prone (save ends).

Sniper

When a goblin zapper makes a ranged attack from hiding and misses, it is still considered to be hiding.

Combat Advantage

The goblin zapper deals an extra 1d6 damage against any target it has combat advantage against.

Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)

The goblin shifts 1 square.

Alignment Evil **Languages** Common, Goblin

Skills Stealth +11, Thievery +11

Str 14 (+2) **Dex** 18 (+4) **Wis** 13 (+1)

Con 13 (+1) **Int** 8 (-1) **Cha** 8 (-1)

Equipment leather armor, short sword, Blackmoorian Zapper (See Appendix A)

These goblins have armed themselves with Blackmoorian Zappers, of which they are very fond.

Gregor Karkerian, Slaver and Merchant, Level 3 Lurker

Medium natural humanoid (shapechanger) XP 150

Initiative +7 **Senses** Perception +6

HP 36; **Bloodied** 18

AC 17; **Fortitude** 14, **Reflex** 15, **Will** 17

Speed 6

m **Short Sword** (standard; at-will) ♦ **Martial, Weapon**

+8 vs. AC; 1d6+3 damage

r **Crossbow** (standard; at-will) ♦ **Martial, Weapon**

Ranged 20; +8 vs. AC; 1d10+3 damage

Mobile Sniper

If Gregor moves at least 4 squares from his starting square before attacking, he adds +1d6 damage to his attacks.

Sneak Attack

+2d6 damage when he has combat advantage on someone

Alignment Evil **Languages** Common, Traladaran

Skills Bluff +10, Diplomacy +10, Insight +6, Stealth +11

Str 11 (+1) **Dex** 14 (+3) **Wis** 10 (+1)

Con 12 (+2) **Int** 13 (+2) **Cha** 18 (+5)

Equipment leather armor, shortsword, crossbow

Gregory is medium of build with neatly trimmed black hair, moustache, and beard, wearing fine clothing over his armor.

He prefers to snipe with his crossbow and strike by surprise from ambush. He uses his men to guard himself from assault.

Gregor Karkerian is a travelling thug and bully who clawed his way up from the streets of Specularum to become a traveling merchant whose primary line of trade is kidnapping beautiful young people (mostly female) and selling them to the Iron Ring. He has left a string of disappearances behind him, but still has not been able to meet the quotas that his superiors demand. The goblin raid provided a perfect opportunity for him, and Gregor managed to kidnap several girls in the raid. They are chained and trapped in the cellar of one of the village hovels. Gregor is waiting for things to settle down before he tries to smuggle them out of town.

Grigori Trendev, Apprentice of Bargle (Level 3 Elite Controller)

Medium natural humanoid XP 300

Initiative +4 **Senses** Perception +1

HP 90; **Bloodied** 45

AC 19; **Fortitude** 13, **Reflex** 18, **Will** 16

Speed 6

m **Quarterstaff** (standard; at-will) | **Weapon**

+8 vs. AC; 1d8 damage

r **Magic Missile** (standard; at-will) | **Arcane, Force**

Ranged 20; +7 vs. Reflex; 2d4+4 Force Damage.

R **Scorching Burst** (standard; at-will) | **Arcane, Fire**

Burst 1 **within** 10; +7 vs. Reflex; 1d6+4 Fire Damage

Thunderwave (standard; at-will) | **Arcane, Thunder**

Close Blast 3; +7 vs. Fortitude; 1d6+4 Thunder Damage and push 1 square

Color Spray (standard; Encounter) | **Arcane, Radiant**

Close Blast 5; +7 vs. Will; 1d6+4 radiant damage and target is dazed (save ends)

Sleep (standard; Encounter) | **Arcane, Sleep**

Burst 2 **within** 20 squares; +7 vs. Will; target is slowed (save ends); **if First save is failed:** target is unconscious (save ends).

Alignment Evil **Languages** Common (Thyatian), Traladaran, Goblin

Skills Arcana +10, Bluff +8, Stealth +9, Thievery +9

Str 10 (+1) Dex 16 (+4) Wis 11 (+1)

Con 13 (+2) Int 18 (+5) Cha 14 (+3)

Equipment Robes, Quarterstaff, Thieves' Tools, Adventuring Kit

Tactics: Forced to fight, he nails as much of the party as possible with Sleep, then Color Spray, then begins using his at-wills as appropriate. He would rather flee than fight, though.

In addition to his thugs, Bargle sent one of his many apprentices, Grigori Trendev, as a backup. Grigori, who is tall and slender with short black hair and a neatly trimmed moustache, will approach the PCs before they leave town, offering his help against the menace of the goblins. His real goal is to steal anything useful the PCs have and report back to Bargle. He travels with them a day or two, helping to fight off any menaces and claiming a cut of the loot. He then tries to use his skills to rob them in the night and run; he eagerly volunteers for nightwatches, in hopes of pulling this off.

Ibn al-Haytham, Troll-Blood Cultist Level 1 Controller

Medium natural humanoid XP 100

Initiative +6 **Senses** Perception +10; Darkvision

Vulnerable Acid 5, Fire 5

Resist Necrotic 5, Poison 5

HP 30; **Bloodied** 15

AC 15; **Fortitude** 13, **Reflex** 14, **Will** 13

Speed 6

m **Short Scimitar** (standard; at-will) | **Weapon**

+6 vs. AC; 1d6 -1 damage (Crit: 5+1d6 damage)

r **Fang of Demogorgon** (standard; at-will) | **Arcane**

Ranged 10; +4 vs. Reflex; 1d6+4 Poison damage and the target is slowed (save ends)

R **Troll Gaze** (minor, Refresh 5-6) | Arcane

Ranged 10; 1d6+4 Psychic damage and the target is dazed (save ends). This power cannot be used in any round in which Ibn is Blinded.

C Fear in the Blood (standard; Encounter)

Close Blast 3; +5 vs. Will; 2d6+3 Psychic Damage and push targets 3 squares. This power cannot be used in any round in which Ibn is Blinded.

Anticipate Trouble (Immediate Interrupt; Refresh 5-6]

Ibn foresees incoming attacks; whenever a foe moves adjacent to him, this power can kick in if available and he shifts away 2. This power cannot be used in any round in which Ibn is Blinded.

Orb of Imposition (Minor; Encounter)

He can inflict a -2 penalty to save against his effects on one target per encounter as a minor action.

Vulnerable Eyes

Ibn's troll eyes are vulnerable to Fire, Acid, and Radiant energy. Any shot at his eyes (-4 to hit) with these kinds of damage causes him to be blinded (save ends). He also loses his darkvision until the blinded wears off. And his Insight and Perception drop by 3 in addition to normal blindness penalties until he saves.

Alignment Evil **Languages** Common, Ancient Nithian, Ylari

Skills Arcane +8, History +8, Insight +10, Perception +10

Str 8 (-1) **Dex** 12 (+1) **Wis** 14 (+2)

Con 12 (+1) **Int** 17 (+3) **Cha** 10 (+0)

Equipment Green and Black Robes, Orb, Short Scimitar

Tall and well dressed, the other leader of the group wears sweeping robes of red and yellow in the Ylari style. What you can make out of his face under his hood confirms his origin. Except for his eyes, which are bright green with no iris, pupil, or anything else, just a solid green in color. He has a short scimitar hanging from his red belt and holds a shimmering orb in his left hand. He studies you all and sighs, seeming to regret the necessity of what is coming next. But that regret will not stay his hand.

Ibn is more or less the leader of this force of cultists; he is Alaysian from Ylarum City, taking great pride in his neat and clean clothing, his good manners and his cosmopolitan outlook. He regrets the necessity of turning the PCs into kibble and will be quite apologetic about it. He is often frustrated by the ill-manners of his flunkies and the contrariness of the Troll-Blooded Horses.

Mongke, Troll-Blood Cultist Level 1 Skirmisher

Medium natural humanoid XP 100

Initiative +5 **Senses** Perception +1

Vulnerable Acid 5, Fire 5

Resist Necrotic 5, Poison 5

HP 30; **Bloodied** 15

AC 15; **Fortitude** 13, **Reflex** 14, **Will** 12

Speed 6 (10 while mounted)

m **Scimitar** (standard; at-will) | **Weapon**

+5 vs. AC; 1d8 + 3 damage

r **Composite Shortbow** (standard; at-will) | **Weapon**

Ranged 15/30; +6 vs. AC; 1d8+4 damage.

R **Hungry Blood** (minor, Refresh 4-6) | **Weapon**

Mongke has a troll spleen which produces Troll Blood. One of its effects is that he can periodically dip his weapons into his own blood (he keeps a small open wound in his chest in battle for this purpose); this causes the next attack with that weapon to do +1d6 Poison damage and 5 ongoing Poison Damage as the troll blood tries to EAT the target. This power is ineffective against anyone who has troll grafts or is part-troll or full troll.

Thirst for Blood (Immediate Reaction; at-will)

Whenever Mongke renders a foe bloodied, he heals 8 HP of damage. This power does not work during any round in which he takes acid or fire damage.

Mounted Archer (standard; at-will)

Mongke fights from the back of a Warpony (use Riding Horse stats, it does not attack but just tries to flee if hit). While mounted, he can shift 3 squares, then make a basic attack with his scimitar or bow.

Vulnerable Wound

Mongke's open wound can be targeted by foes. It is -4 to hit to target his open wound, but he takes +1d6 damage from any such blow and he suffers 3 ongoing damage (save ends) as a result. A critical hit to his vulnerable wound Dazes him (save ends).

Alignment Evil **Languages** Common, Ylari

Skills Endurance +7, Nature +7, Religion +7

Str 12 (+1) **Dex** 17 (+3) **Wis** 14 (+2)

Con 14 (+2) **Int** 10 (+0) **Cha** 12 (+1)

Equipment leather armor, Composite Shortbow, Warpony

One of the leaders of this group is a short man with bronzed skin, his short black hair swept back into a pony-tail; he also has a very neatly trimmed moustache and a short chin-beard. Both of them gleam as if perhaps waxed. He is dressed as an Ethengar; indeed, he pretty much fits the stories you've heard of them, right down to his recurved bow. However, most of the stories about Ethengars didn't say anything about them having green lines on their skin where their veins and arteries come close to the surface, and he has a small open wound on his chest which drips just a touch of green blood. It seems rather foolish of him not to bandage it. He has a cheerful smile, except when he glances at one of the warped, deranged horses and looks frustrated.

Mongke is a Makistani member of the cult, an expert horse-archer who prefers to fight from horseback whenever possible. He has a troll spleen; his skin is lined with green where his veins and arteries can be seen and he has a small open wound on his chest which drips green blood. He is greatly frustrated by the difficulty of riding a Troll-Blooded Horse and is determined to find some kind of graft which will enable him to ride one, but for now, he makes do with his warpony. He is generally quite jovial and clearly enjoys battle very much. He takes great pride in his resistance to pain, and under social circumstances might well challenge all comers to a contest of Endurance.

Skeletal Hunting Hound Level 2 Brute

Medium natural animate (undead) XP 125

Initiative +3 **Senses** Perception +2; darkvision

HP 48.

AC 14; **Fortitude** 15, **Reflex** 13, **Will** 12

Immune disease, poison

Speed 6

m **Bite** (standard; at-will)

+5 vs. AC; 2d6+3 damage

Headlong Charge

When charging, the Hunting Hound adds +2 to its movement without the normal running penalties

Alignment Unaligned **Languages** —

Skills Nature +7 (Used for tracking)

Str 16 (+4) **Dex** 15 (+3) **Wis** 12 (+2)

Con 18 (+5) **Int** 3 (-3) **Cha** 12 (+2)

These undead hounds aid their masters in hunting in death as they did in life.

Spitter or Thug Cultist Level 2 Minion

Medium natural humanoid XP 31

Initiative +0 **Senses** Perception +0

Vulnerable: Fire and Acid attacks lower all defenses by 2.

HP 1; a missed attack never damages a minion.

AC 15; **Fortitude** 13, **Reflex** 11, **Will** 11

Speed 6

m **Troll Claws** (standard; at-will) | **Weapon** -- Thug Cultists are armed with troll hands which do claw damage

+7 vs. AC; 4 damage. (5 on a Crit)

r **Troll Blood Spit** (standard; at-will) | **Weapon** -- Spitter Cultists have Troll Mouths and Saliva Glands

Ranged 15; +6 vs. AC; 4 Poison damage

Troll Body Parts

Trolls and Troll-Blooded creatures never attack these Cultists. Also, they are resilient, receiving an immediate saving throw against any condition imposed on them as an immediate interrupt.

Alignment Evil **Languages:** Common, Ylari

Skills Endurance +6, Nature +5

Str 14 (+2) **Dex** 10 (+0) **Wis** 10 (+0)

Con 12 (+1) **Int** 9 (-1) **Cha** 11 (+0)

Equipment Leather Armor

The bulk of the group is made up of swarthy men, mostly in Ylari robes over leather. Half of them have long yellowish claws instead of fingernails; the other half constantly drool and their tongues look green and rubbery.

Troll-Blood Cult Spitters and Thugs fight fanatically at the command of their superiors and fight on until killed. They glory in their troll-born abilities and will, in fact, seize the slightest chance to deliver lectures on how it makes them strong, destroys their enemies, blah, blah, blah. The thugs look Alaysian; the spitters look Makistani.

Baby Stirge Level 1 Minion

Small natural beast XP 100

Initiative +7 **Senses** Perception +0; darkvision

HP 1; a missed attack never damages a minion.

AC 15; **Fortitude** 12, **Reflex** 13, **Will** 10; see also bite

Speed 2, **fly** 6 (hover)

m **Bite** (standard; at-will)

+6 vs. AC; 2 damage, and the target is grabbed (until escape) and takes ongoing 3 damage until it escapes. An attached stirge doesn't make attack rolls while grabbing a target and gains a +5 bonus to its AC and Reflex defenses.

Alignment Unaligned **Languages** —

Skills Stealth +8

Str 8 (-1) **Dex** 16 (+3) **Wis** 10 (+0)

Con 10 (+0) **Int** 1 (-5) **Cha** 4 (-3)

This is a baby stirge, just fresh out of the egg and already ready to suck some blood. Isn't he so cute?

Swarm of Monstrous Centipedes Level 3 Elite Lurker

Medium natural vermin XP 300

Initiative +8 **Senses** Perception +7

Aura 1; the swarm makes a basic attack against anyone who begins their turn in its aura.

HP 90; **Bloodied** 45

AC 19; **Fortitude** 15, **Reflex** 17, **Will** 13

Speed 6

Action Points 1 **Save** +2

m **Poison Bite** (standard; at-will) | Poison

+6 vs. Fortitude; 1d8+4 Poison damage

Swarm Assault (standard; at-will) **Close Burst** 1

This can only be used if the swarm has surprise or CA; +6 vs. Fortitude; 1d8+4 Poison Damage and slow (save ends)

Briar Crawl

Being in a Briar square gives Concealment and Cover benefits to the swarm; it moves in briar squares without movement penalty or risk of injury

Alignment Unaligned **Languages** ---

Skills Perception +7; Stealth +9

Str 8 (+0) Dex 16 (+4) Wis 13 (+2)

Con 13 (+2) Int 1 (-3) Cha 1 (-3)

Equipment ---

This is a swarm of dozens, maybe hundreds of tiny poisonous centipedes, hungry for tasty flesh.

Troll-Blooded Riding Horse Level 2 Brute

Medium natural magical beast (horse) XP 125

Initiative +1 **Senses** Perception +3; *low-light vision*

Vulnerable Acid and Fire (a troll-blooded riding horse damaged by a fire or acid attack is dazed until the end of its next turn)

HP 50; **Bloodied** 25

AC 15; **Fortitude** 17, **Reflex** 14, **Will** 10

Speed 10

m **Kick** (standard; at-will)

+5 vs. AC; 1d6+4 damage

M **Bite** (minor; at-will)

This attack is only used if the Troll-Blooded Riding Horse has successfully kicked the target; +5 vs. AC; 1d4+4 damage and the Troll-Blooded Riding Horse Gains 5 Temporary HP.

Troll-Blooded Madness

Troll-Blooded horses freak out at the slightest stress and thus are not much use to ride into battle and often not even for riding long distances unless you are just very stubborn. You suffer -2 to attack rolls, AC, and Reflex while riding one with a saddle. Riding without a saddle means you suffer -4 to all three. Both the horse and the rider suffer -2 to all skill checks while riding. However, if the rider has Mounted Combat, the horse will attempt a free kick attack on any foe he charges, followed by a free bite attack if he makes a charge action on it. If you ever end up being forced to dismount by a prone result or if you are foolish / unlucky enough to be prone next to the horse, it will take a kick at you on its next action if you're still there.

Alignment Chaotic Evil **Languages** --

Skills Acrobatics +8, Athletics +7, Dungeoneering +8

Str 19 (+5) Dex 13 (+2) Wis 7 (-1)

Con 20 (+6) Int 3 (-3) Cha 9 (+0)

Equipment --

The appearance of this horse is distinctly disturbing. Twisted cords of oddly-placed muscle ripple beneath its mottled, rubbery hide, and it moves with an unnatural swaying gait. Its eyes are crazed and bloodshot red, and when it pulls its lips back it reveals a set of teeth more suited for the mouth of a panther, or perhaps a shark.

Troll-blooded horses are the result of experimentation by Nithian cultists. As such creatures go, they're arguably a failure - their troll heritage makes them tougher, meaner, nastier in a fight and able to consume raw meat, but it also makes them wilder and only barely suited as riding animals even when trained. What's more, they lack the regenerative abilities of true trolls, only being able to gain a temporary burst of vitality when their fangs close on an enemy instead.

As a result, troll-blooded riding horses are generally used only by the newest and least-favored agents of the Nithian troll cult, as pack animals and for long overland travel. The cultists will generally dismount for combat, letting their troll-blooded horses charge into battle alongside them; a troll-blooded horse will kick and bite furiously, trying to land as many blows as it can and fighting furiously until either its enemies are dead or it is.

Webmistress Troll-Spider Level 3 Controller

Medium natural beast (spider) XP 150

Initiative +3 **Senses** Perception +3

Vulnerable Fire 5, Acid 5

HP 47; **Bloodied** 23

AC 17; **Fortitude** 15, **Reflex** 16, **Will** 15

Resist Poison 10

Speed 6

m **Bite** (standard; at-will)

+8 vs. AC; 1d6+3 and they heal half of what they inflicted on the target. However, they cannot heal in a round in which they suffer fire or acid damage

r **Poison Spittle** (standard; at-will) | **Poison**

Burst 1 within 10 squares; +6 vs. Reflex; 1d8+3 Poison Damage

Web Bomb (Standard; Refresh 5-6) | **Poison**

Burst 1 within 10 squares, +6 vs. Reflex; 1d6+3 Poison Damage and Immobilizes (save ends)

Poison Burst (Immediate Reaction when reduced to 0 HP) | **Poison**

Close Burst 1; +5 vs. Reflex; 2d6+3 Poison Damage

Web Walker

Moves on webs as if they were normal terrain

Sticky Feet

Reduce any push or pull or slide by 1 when the Spider is on a web.

Alignment Evil **Languages** Spider Chittering

Skills Acrobatics +8, Athletics +7, Dungeoneering +8

Str 12 (+2) **Dex** 14 (+3) **Wis** 15 (+3)

Con 15 (+3) **Int** 17 (+4) **Cha** 10 (+1)

Equipment --

Webmistresses typically control a pack of other Troll-Spiders and are the mothers who give birth to the various breeds. They are the exact same color as trolls (green) as is their poison.

Hunter Troll-Spider Level 2 Skirmisher

Medium natural beast (spider) XP 125

Initiative +5 Senses Perception +3

Vulnerable Fire 5, Acid 5

HP 40; Bloodied 20

AC 16; Fortitude 15, Reflex 14, Will 13

Resist Poison 10

Speed 6

m **Bite** (standard; at-will) | **Poison**

+7 vs. AC; 1d8+4 damage; Secondary Attack: +5 vs. Fortitude, 5 ongoing Poison damage

Darting Hunter (standard; at-will)

The Hunter takes a standard move, makes a bite attack, then shifts 2. This ends its turn, and it counts as a 'charge' for charge affecting powers.

Ankle Biter (standard; refresh 5-6)

+5 vs. Reflex; 1d8+4 damage and the target is slowed (save ends)

Refreshed by Blood (Minor; encounter)

This can only be used once the spider has successfully bitten someone with Bite or Ankle Biter; It immediately heals 10 points of damage. This cannot be used in any round in which the spider has already taken fire or acid damage.

Pack Hunter

Add +1d6 damage if 2 or more troll-spiders are adjacent to a targetted foe.

Web Walker

Moves on webs as if they were normal terrain

Sticky Feet

Reduce any push or pull or slide by 1 when the Spider is on a web.

Alignment Evil **Languages** Spider Chittering

Skills Athletics +9, Acrobatics +8, Stealth +8

Str 17 (+4) Dex 14 (+3) Wis 14 (+3)

Con 16 (+4) Int 10 (+1) Cha 8 (+0)

Equipment --

These green and black spiders have a pattern resembling a troll's face with spider fangs on their main body's top. They target those swarmed by the chitterlings, darting in to strike and withdrawing. They also will go after anyone who gets isolated from the party, using Ankle Biter to slow them and keep them isolated.

Chitterling Troll-Spider Level 1 Minion

Small natural beast (spider) XP 25

Initiative +3 **Senses** Perception +2

Vulnerable: Fire and Acid inflicting attacks have +2 to hit them

HP 1; a missed attack never damages a minion.

AC 15; **Fortitude** 13, **Reflex** 14, **Will** 13

Speed 6

m **Bite** (standard; at-will) | **Poison**

+6 vs. AC; 1 damage + 3 poison damage

Mob Mentality

Chitterlings get +2 to hit when 2 or more Troll-Spiders are adjacent to their target.

Web Walker

Moves on webs as if they were normal terrain

Sticky Feet

Reduce any push or pull or slide by 1 when the Spider is on a web.

Alignment Evil **Languages** Spider Chittering

Skills

Str 14 (+2) Dex 16 (+3) Wis 14 (+2)

Con 13 (+5) Int 8 (-1) Cha 6 (-2)
Equipment --

Chitterlings are child troll-spiders, about the size of a cat, mottled black and green. Depending on what the webmistress feeds them, they will grow up into various kinds of Troll-Spiders. Chitterlings swarm the nearest foe with other troll-spiders by it, or just the nearest if none have anyone by it. They are cunning enough to flank if possible, but won't risk OAs to do so. They instinctively protect their Webmistress.

Trome Bulk, Level 3 Brute

Small natural humanoid XP 150

Initiative +1 **Senses** Perception +8

Vulnerable Fire 5, Acid 5

HP 56; **Bloodied** 28

AC 15; **Fortitude** 15, **Reflex** 12, **Will** 14

Resist Poison 10

Speed 6

m **Claws** (standard; at-will)

+6 vs. AC; 2d6+3 damage

M **Bite** (standard; Refresh 5-6) | Healing

+6 vs. AC; 3d6+3 damage and the Bulk heals 5 HP (No healing if he's taken fire or acid damage this round). Tromes only use their bite attack if they need to heal damage.

Trome Healing (Immediate Reaction; Encounter)

The first time a Trome Bulk is reduced to 0 or lower HP, he gets back up with 10 HP as a move action on his next initiative tick. This happens once per encounter.

However, if Fire or Acid reduce him to zero or less, he stays down.

Alignment Evil **Languages** Common, Goblin

Skills Athletics +9, Endurance +9, Perception +8

Str 17 (+4) Dex 10 (+1) Wis 14 (+3)

Con 16 (+4) Int 8 (+0) Cha 6 (-1)

Equipment Chainmail

Trome Bulks are the most Troll-inclined of Tromes, having troll-like claws, green rubbery skin, and the best healing abilities. No taller than any other Trome, they are nevertheless very muscular and bulky. They're also the stupidest, barely able to dress themselves in their armor. They fight simply--attack and eat biggest foe, move on to next target.

Trome Sulk, Level 2 Lurker

Small natural humanoid XP 125

Initiative +8 **Senses** Perception +1

Vulnerable Fire 5, Acid 5

HP 32; **Bloodied** 16

AC 16; **Fortitude** 14, **Reflex** 15, **Will** 14

Resist Poison 10

Speed 6

m **Shortsword** (standard; at-will) | **Weapon**

+7 vs. AC; 1d6+4 damage

Lick Shortsword (minor; Refresh 5-6) | **Poison, Weapon**

The Trome licks one of his shortswords, taking 1 point of damage. His next successful shortsword attack inflicts slow (save ends) on the target of his blow. This is a poison effect, and anyone with at least 5 points of Poison resistance will not be affected.

M Twin Strike (standard; Encounter)

Make 2 Shortsword attacks

Backstab

They add +2d6 to their combat damage against a foe they have combat advantage on. This does not apply to their Recite Poetry power.

Recite Poetry (Standard; Refresh 5-6) | **Psychic**

+5 vs. Will; 1d6+3 Psychic damage and push 1 square

Camouflage Skin (minor, Once a Round)

The Trome Sulk can shift his skin to blend into his environment; this gives him concealment; if he already has concealment from using this power, it gives him total concealment and allows him to then use stealth for sneaking. (Effectively, it takes 2 rounds for him to get to total concealment). This concealment or total concealment is broken once he attacks someone.

Alignment Evil **Languages** Common, Gnome

Skills Craft (Poetry) +9, Stealth +11, Streetwise +8, Thievery +11

Str 12 (+2) Dex 17 (+4) Wis 10 (+1)

Con 14 (+3) Int 16 (+4) Cha 14 (+3)

Equipment Black Leather, Twin Shortswords, Poetry Journal, Pen, Bottle of Ink

Trome Sulks are black-clad whiners, constantly complaining about having to do all the real work and keep the idiots around them in line. They inherited the sneaky tendencies of their gnome ancestors and look mostly like black-clad gnomes with green pupils and slimy green tongues. They are driven to write poetry about how miserable they are and how grey and hopeless the world is; sometimes they use it as a weapon against their foes. Despite all this, being the smartest Tromes, they tend to be in charge.

Trome Dulk, Level 1 Minion

Small natural humanoid XP 25

Initiative +2 **Senses** Perception +0

Vulnerable: Fire and Acid attacks add +2 to hit a Trome Dulk

HP 1; a missed attack never damages a minion.

AC 13; Fortitude 13, Reflex 13, Will 11

Resist: +2 to all defenses against Poison attacks

Speed 6

m **Shortsword** (standard; at-will) | **Weapon**

+5 vs. AC; 4 damage (5 if they have combat advantage)

Trome Healing (Immediate Reaction; Encounter) | **Healing**

Unless killed by fire or acid, the first time a Trome Dulk is reduced to zero HP, give him a saving throw. If he makes it, he stands back up as a move action with 1 HP on his next initiative tick. (If slain by fire or acid, he stays dead).

Alignment Evil **Languages** Common Gnome

Skills Endurance +6, Stealth +9, Thievery +9

Str 10 (+0) Dex 14 (+2) Wis 10 (+0)

Con 13 (+1) Int 9 (-1) Cha 8 (-1)

Equipment Leather, Shortsword

Dim-witted and hungry, Dulks do what smarter Tromes and cult members tell them to do, which ideally involves stabbing people to death and eating them. From ambush if possible.

Vassily Dmitrov Level 3 Controller

Medium Natural Humanoid XP 150

Initiative +8 **Senses** Perception +1

HP 44; **Bloodied** 22

AC 17; **Fortitude** 15, **Reflex** 16, **Will** 15

Speed 6

m **Barimoor Dagger** (standard; at-will) | Weapon

+9 vs. AC; 1d4 +5 damage and 5 ongoing Psychic damage (save ends)

Master Psychic Stroke (Free Action, Encounter)

Add 1d8 Psychic damage to a blow with the Barimoor Dagger,

Illusory Ambush (standard; at-will) | **Arcane, Illusion**

You create an illusion of swirling spectral assailants that swarm over your enemy.

Ranged 10; + 7 vs. Will; 1d6+4 and the target takes a –2 penalty to attack rolls until the end of your next turn.

Illusory Terrain (standard; refresh 5-6) | **Arcane, Illusion, Zone**

You conjure fake, dangerous terrain which causes people to hurt themselves trying to avoid it.

Area Burst 2 within 10; + 7 vs. Will; 1d8+4 and everyone treats the area of effect as difficult terrain. This normally lasts to the end of your next turn, inflicting 4 damage on anyone who starts their turn inside it. However, it can be sustained for a turn with a minor action. It is immobile.

Illusory Chasm (standard; Encounter) | **Arcane, Illusion, Zone**

You gesture and now your foes all believe themselves plunging into an endless pit while you walk away across the air.

Close Burst 2; +8 vs. Will; 2d6+4 damage, and targets are immobilized until the end of his next turn.

Teleportation (Move, Encounter)

Teleport 10 squares; this is generally used to withdraw in order to RUN AWAY

Alignment Unaligned / Evil **Languages** Common / Common, Alphantian

Skills Arcana + 7, (Craft: Blacksmith +7), Bluff +8, (Endurance +6), Stealth + 8

When not possessed by the Barimoor Dagger, he has the skills in parenthesis.

Str 15 (+3) **Dex** 14 (+3) **Wis** 10 (+1)

Con 12 (+2) **Int** 16 (+4) **Cha** 14 (+3)

Equipment leather armor, Barimoor Knife, Forging Hammer

Barimoor's Agent (the personality embedded in the dagger, named Mahmed) tries to avoid fighting if he can help it, but saves the teleport for times when ordinary running, possibly shielded by Illusionary Terrain or Illusory Chasm, won't save him. He retreats into the dagger and waits if Vassily is taken out.

Vassily is a hard working man who loves doing craftwork and resents being dragged away from it; if the Pcs confront him when he's in his normal personality, he will likely conclude they're trying to scam him.