



# Tooth and Claw

**By Michael Sitts**

A One-Round Adventure for the *Legends of the Shining Jewel* Campaign

An adventurer, one of your own kind, asks your assistance in helping her retrieve lost belongings in a adventurer gone awry. She doesn't expect much trouble, but horrifying dreams and memories caution her to bring along protection. Will you help? And will you survive? For characters of levels 2-7.

*(Updated August 2006)*

**WWW.THESHININGJEWEL.COM/LSJ**

Requires the use of the Dungeons & Dragons, Third Edition Core Books, published by Wizards of the Coast, Inc. This product utilizes updated material from the v.3.5 revision. 'd20 System' and the 'd20 System' logo are trademarks of Wizards of the Coast, Inc. and are used according to the terms of the d20 System License version 6.0. A copy of this License can be found at [www.wizards.com/d20](http://www.wizards.com/d20).



## Legal Text

Wizards of the Coast is a trademark of Wizards of the Coast, Inc. in the United States and other countries and is used with permission. UNIVERSE CONSTRUCTION COMPANY, UCC, UCC LOGO, LEGENDS OF THE SHINING JEWEL, LSJ, LSJ LOGO and RAIA are trademarks of the Universe Construction Company. Tournament detail copyright 2004 by the Universe Construction Company. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the UCC.

LSJ is a member of the North American Gaming Alliance (NAGA). NAGA is ©2005 NAGAgames LLC and is used with permission. All rights reserved. For more information go to [http://games.groups.yahoo.com/group/naga\\_members/](http://games.groups.yahoo.com/group/naga_members/).

## Welcome to LSJ!

This is a *Legends of the Shining Jewel* campaign adventure. It is written to be played in a standard four-hour convention time slot.

It is a good idea to have the players and judge place some sort of name tag in front of them, so everyone can easily identify each other and the names of the characters they are playing.

Some of the text in this adventure is in *bold italics*. This text is for the players to hear, although you are certainly free to paraphrase or summarize the text if you feel it is necessary.

## LSJ GMEmpowerment Clause

The coordinators of the campaign empower GMs to make changes to the module as necessary to accommodate any unforeseen actions taken by the PCs. If the players find another way to deal with the module, they should be successful and appropriately rewarded. The GM may also invent new NPCs as needed to populate the city of

Amthydor, which is not completely detailed due to practical limitations.

If the party is having trouble dealing with say, undead encounters, the GM can always have a patrol of priests or the like come along to finish the combat and save the PCs. Full XP awards should not be given for the encounter if this is necessary.

Do NOT save the PCs if their failure is a result of their own ill-advised actions or lack of forethought. Softening the blow from a bad set of rolls or simple bad luck is one thing, but stupid actions deserve what they get.

## Calculating ATL (Average Table Level)

Add up the levels of all characters at the table (plus ECL adjustments) and any animals that will take part in combat that are not granted by class features (such as familiars, animal companions, or bonded mounts). Divide this total by 6, regardless of how many player characters are at the table. This gives you the Average Table Level (ATL) for running combats.

## A Note About ATLs and the Power of PCs

Not all parties are created equal. Some level 1 parties can handle anything the GM can throw at them, and some level 3 parties are relatively weak for their levels. If the GM finds that the party at the table is really not up to the challenge of the tier, he should adjust the encounters DOWN for that party. This is particularly important if the party has a broad mix of experience levels, is lacking clerics and paladins who can heal, or is a “role-playing” rather than “battle-ready” party. The encounters should be a worthy challenge, not an impossible task or a slaughter fest. Regardless of what the instructions say, the GM should let common sense rule the day (and the module).

Since this event has multiple undead encounters, special attention should be given to the ATL at which you run this event. If you have a party with

no one capable of turning undead, you might need to lower the ATL by 1. If they have more than one PC capable of turning undead, you might need to raise the ATL by 1. Use your best judgment.

## Adventure Background

For several months, wolves searching for food had been raiding farms. Led by werewolves, and emboldened by the decrease in patrols by the depleted Diamond Legion, packs have harried the farmlands. Communities put out bounties for wolf pelts, and word of the movement also traveled into humanoid territories. These strikes drew two notable responses.

The first was by a young goblin war leader called Nikag. Nikag is a warrior of uncommon intelligence and training, having fought as a mercenary among humans as a sell-sword for an evil wizard. He learned much of tactics and fighting styles, and this served him well after he returned to his tribe. He quickly ascended the goblin hierarchy and came to be in charge of his own small band. Nikag, having heard of the ranging wolves, envisioned a restoration of the goblin wolf-riders spoken of in tales. He reasoned that this would further enhance his status and prestige, as well as serving as a springboard for greater goblin domination in the region. He set out with his band (rather better trained than most goblins) to trap wolves.

The second response was from a mercenary adventuring band. This group of neutral and evil individuals decided wolf hunting was an easy way to gain a bit of gold, as well as ingratiating themselves with local communities (and giving them an excuse to search a few ruins). They set up a base camp near an abandoned and run-down keep, but got more than they bargained for. The werewolves, alert to the danger represented by the adventurers, guided their pack into a nighttime assault. They dispatched the sentinel, and tore into the unprepared party. The surprised adventurers were overwhelmed, but not before giving a good accounting of themselves after retreating into the ruins. Finally, two remaining members (a cleric

and a rogue) struck down the last of the werewolves, and the now-leaderless pack faded into the forest, greatly depleted, and with their threat largely broken.

The two survivors of the band did not linger. The band had been one of convenience, with few strong bonds. The survivors, the cleric and rogue, were none too fond of each other, and the cleric's lover had fallen in the attack. They buried their dead, and the cleric hastened with the body of his beloved to his temple (not in Amthydor) to see if he could restore her. The rogue, quite badly wounded, holed up in a nearby village and considered her next move.

That move occurred when she realized they had not accounted for the sentinel in their hasty departure. The sentinel was a sorcerer (Jever Wright) who the rogue knew had possessed a magical pair of boots she had long coveted. As she recuperated, she gathered info about wolf movements or other activity. Although satisfied the wolf attacks had subsided, she was unwilling to journey back alone. She decided to discretely seek adventurers to accompany her.

For Jever Wright, the attack was devastating. He had been mauled almost instantly (but not before a shout awoke the party), and left for dead as the pack moved into combat with his band. Slipping in and out of consciousness and thoroughly disabled, he was unable to cry for help. He should have died, but his strong will helped him survive the most perilous day that followed. Recovering a little of his strength, he crawled into the fallen keep to recuperate. This healing was greatly (and thoroughly) aided a few nights later, when the next full moon arose, which also saw him manifest into a new lycanthrope.

In that first night of wild rampage, Wright's luck stayed poor. During the night he fell into a pit dug by the goblins in order to trap wolves. The goblins, which had been having little luck, were quite startled to find a groggy human in one of their traps. Jever quickly recovered his senses, and drawing upon his spells, managed to charm their squad leader. Over the next few days, he carefully

applied similar compulsion spells, and rapidly took control of the war band – with one exception.

Nikag was surprised to see his warriors following a human wizard. Having had previous exposure to mages and their ways, he quickly deduced the situation, as his loyal blood kin were bounding around and ingratiating themselves to this stranger. As Jever was brought to their ‘leader’, Nikag steeled his will, and when the inevitable spell came, he actually managed to resist. But the quick-thinking goblin was able to bluff the over-confident sorcerer that he was indeed his servant, and a new lifestyle began.

Jever quickly re-established the goblin base into the old keep, ordering the goblins to restore it as best as possible (not very). The sorcerer noticed with chagrin that there was little booty on the bodies of his now-dead companions. He set about consolidating his hold over the goblins, and pondering his next move. Inspiration struck as again his curse manifested itself. Another night’s rampage, a few mauled goblins, and their deep fear when he saw them in the morning confirmed his suspicions, and strengthened his grip upon them. It also gave him an idea.

As a sorcerer, Jever was well-used to the arrogant dominance of weaker minds. He felt that if he could quietly and carefully kidnap travelers, inflict his own curse upon them, and then lay his compulsions on, he could capitalize upon the goblin’s plan of wolf-riders, as well as building a small lycanthrope army, led by his spell power. The possibilities that this plan offered him burgeoned in his mind, and he set about enacting it.

To his frustration, he learned that his control was not yet good enough to change shape while maintaining control and the few travelers he was experimenting upon were mauled to death. But Jever’s control is improving, and he recently managed his first conscious control of his shape. Fresh targets were obtained, and Jever’s plans are getting closer to fruition.

In the meantime, Nikag broods and waits for an opportunity to reclaim command, although simply escaping is looking more and more attractive.

## Encounter Summary

**Introduction:** Jyn hires the PCs after tailing them for some time. Invites them to dinner at The Rose Hips

**Encounter 1 (Dinner and a Deal):** Jyn lays the deal out for the PCs. It’s straightforward. She will only offer payment in advance per specific requests (charismatic male half-elves/elves). She also indicates that she will take steps to ensure they follow through.

**Encounter 2 (Preparation):** The PCs can do some info gathering if they wish, or garner supplies. They receive payment now if that was previously agreed upon.

**Encounter 3 (Headed Out):** The PCs have an easy day of travel that terminates at the One Day Out inn. Travel is safe due to the regular patrols. There is some opportunity for information gathering.

**Encounter 4 (Beating the Brush):** The PCs continue on, and Jyn starts zeroing in on the path. They may or may not notice it, which could be a time-waster (which may come into play later in the module).

**Encounter 5 (Signs of Life):** An unexpected sign of activity is found – fresh tracks. The PCs can follow them and encounter a goblin work-party. This should be an easy encounter, but may alert the war-party further up that something is wrong.

**Encounter 6 (Stand Off!):** Nikag and his war-party engage the PCs. He gives them a brief opportunity to parlay. If they don’t, they proceed with combat (Nikag will try to escape). If they do, they may learn some very interesting things, and maybe even come to an accommodation with the goblin war leader.

## Introduction - Recruiting

**Encounter 6A (Combat):** They fight Nikag. They should notice that his troops are surprisingly well-trained.

**Encounter 6B (Meeting of Minds):** The PCs and Nikag parlay, with potential alliance, or at least cooperation as an outset.

**Encounter 7 (Winking Eyes):** If the PCs camp for the night, they will be scouted by Jever. If they set a poor watch, they will be attacked.

**Encounter 8 (On to the Keep):** The PCs close upon the Keep, and may encounter resistance if they are not careful.

**Encounter 9A (Sly and Sneaky):** Nikag guides the PCs (in person or by direction) to a rear entrance of the keep hidden in the rubble. This allows the PCs to slip in without alerting the bulk of the goblin troops. They encounter a work-party and guard.

**Encounter 9B (Doing It the Hard Way):** This is the BDF route – stomp in and whack things until they stop annoying you. It won't be easy....

**Encounter 10 (The Lair of the Wolf):** Jever Wright meets the PCs. He tries to talk them into joining him in return for 'power' (lycanthropy). This will typically lead to combat (or should!) The PCs may be in for a tough fight...or may not be, if they made some agreements and are still at nearly full resources.

**Encounter 11 (The Blood Cools):** The PCs search the premises, Jyn gets her boots, and they find the survivors. Depending on time left, they may be able to get them back to Amthydor in time to be healed.

**Encounter 11A (Talking with Nikag):** If the PCs had high diplomatic success, discussion with Nikag could lead to some interesting possibilities.

*You cannot shake the feeling that you are being watched as you go about your daily business. Surely, in the middle of a city ruled by law, you are not in any overt danger, and why should you be? Still, whether it is justifiable paranoia or healthy awareness, you grow more and more alert to the fact that you have drawn attention.*

At this point, the players may make a Spot check (DC 20 for ATLS 2,4,6, and DC 30 for ATLS 8 and up) to notice a slender figure stepping around the corner, behind a stall, among some people or whatever. If they opt to follow, read the following:

*As you carefully step in the direction of the prying stranger, hands grasping sword hilt, wand case, or spell component, you peer into the dim alleyway opening that yawns before you. In plain sight, you once again see the figure, this time in full display and smiling at you.*

*“Not bad,” says the half-elf, as she nods in approval. “Sharp eyes; I can appreciate that. And it makes me think I may have picked wisely. [Allow PC expostulation, paraphrase the following]*

*“I’m Jyn, and of course I’ve been watching you. I have a deal you might be interested in, and, well, you look like the sort that doesn’t mind a little thrill with the hope of payoff. Am I wrong?”*

*Jyn continues, “It’s nothing illegal; don’t worry about that. But I tell you what...if you’re interested, why don’t you meet me for some dinner to hear the rest of the plan? I’m thinking...The Rose Hips, at 3 bells?” she squints at the sun, now moved just past its apex. “Yeah, that’ll do. I have to find a few more prospects – say...if you know of anyone, why don’t you bring them along? Not too many, mind you; I figure a good half dozen, give or take, should suffice. And I’ll be looking for some myself.”*

*“Anyway, gotta go. Think about it, won’t you? And don’t be late! It’s a free dinner, but I’ll still*

*want to eat it while it's hot!" And with that, your erstwhile employer waves and steps into the crowd.*

If the PCs do not make the Spot check, read the following:

*As you look around, trying to figure out what's behind that nagging feeling, you feel a tug on your sleeve. Turning around, you see a half-elf woman standing before you, lips half-quirked up in a smile.*

*"I'm Jyn, and I've been watching you. I have a deal you might be interested in, and, well, you look like the sort that doesn't mind a little thrill with the hope of payoff. Am I wrong?"*

*Jyn continues, "It's nothing illegal; don't worry about that. But I tell you what...if you're interested, why don't you meet me for some dinner to hear the rest of the plan? I'm thinking...The Rose Hips, at 7 bells?" she squints at the sun, now moved just past its apex. "Yeah, that'll do. I have to find a few more prospects – say...if you know of anyone, why don't you bring them along? Not too many, mind you; I figure a good half dozen, give or take, should suffice. And I'll be looking for some myself."*

*"Anyway, gotta go. Think about it, won't you? And don't be late! It's a free dinner, but I'll still want to eat it while it's hot!" And with that, your erstwhile employer waves and steps into the crowd.*

PCs with Rogue levels may try a Knowledge: Local roll (DC 20+ATL, minus the number of PC rogue levels) to recognize the name of Jyn, a half-elf burglar who keeps a low profile around Amthydor. She has a reputation as a solid pro who doesn't take many risks, and generally keeps her head. If they beat the check by 5 or more, they will also know she's been known to run with an outfit.

**\*\* Note:** If any PCs have a wolf animal companion, Jyn will be visibly nervous, develop a tic in her right eye, and say the following:

*"And sorry, but you gotta leave that, ah, thing behind. Yup, nothing like that will do."*

She is obviously not comfortable around the animal and will be quite firm on this. **Under no circumstances will she travel with a wolf.** If PCs push it, she will grow more and more agitated. Facial tics, clenching and unclenching of her hands, and her face draining of color are all sure signs.

Players who attempt a Sense Motive check will not reveal any deceit on her part, but feel free to roll. Concerning the wolf, she is very obviously ill at ease, and even afraid.

PCs who follow her will see that she works the crowd, staying unobtrusive as she follows various people. She may even head toward the Temples section. She'll ask brief questions of merchants such as weapon smiths and herbalists. Before long it'll be obvious that she's aware of her tail. She'll smile briefly and then ignore the PC. She'll deflect all further questions, explaining that she'll save them for the dinner. If the PC persists she'll flash a brief look of annoyance and point out that she has a lot to do, and to please save it. If the PCs somehow have six people rounded up and willing, she'll look surprised and purse her lips, then shrug and say, "Okay, let's go."

## Encounter One – Dinner and a Deal

The gathering is at *The Rose Hips*, an inn in the Adventurer's District that gives decent quality food and service, quiet and discrete service, and very few questions asked. It has become a quietly popular place with some of the more successful roguish elements in the city. It is a place where fairly experienced burglars and con operators meet to either discuss their plans, or entertain their 'clients'. There are many law-abiding customers who are completely unaware of this practice, but Sharya Fessle, the proprietor has her suspicions regarding it. She's not completely pleased about her worries, but is satisfied with her business and as long as there is no trouble (and the rogues make sure there is none that would attract undue

attention), she doesn't pursue the matter. Sharya's specialty is beer-fried cod strips lain in a hot, crusty bread, sprinkled with red wine vinegar. It's served hot and the fish is fresh and is a faithful standby. She will frown on any PCs ordering more than two alcoholic beverages, and if they order more than three, she will encourage them to seek out any of a number of local drinking houses.

Jyn will encourage the PCs to eat, and is obviously familiar with both the proprietor and the menu. During the meal (which she will pay for), she will prompt the PCs to relate some tales of their exploits (and an excellent spot for introductions). She will actually ask them where their abilities lay, trying to size up their actual competency. She will not be dismayed if a PC tries to misdirect their abilities (rogues posing as rangers/fighters, etc.). If she makes a Sense Motive check, she will accept their discretion. After the meal is cleared, she will get down to business.

*"So, here we are. I appreciate your patience, but I guess it's time for the story, eh?" She takes a swig of her drink as she obviously considers how to begin, and her face contorts a bit, but whether from the wine or whatever is in her head, you're not sure. Finally, she leans forward and quietly says, "I had some associates I traveled with from time to time. I suspect we were much like you – a ready blade, a handy spell, and a willingness to stick our noses into trouble with the hope of a little gold for our efforts."*

*"Anyway, we were checking out that bit of trouble with the wolves a few months back...maybe you remember?"*

PCs can make a Know. Local check, DC 10, Bardic Knowledge DC 10, a level check for Druids or Rangers only, DC 15, or an INT check, DC 18 for general knowledge about the attacks – but nothing about lycanthropes! Just basics such as, "The lack of patrols helped contribute to some wolf attacks out in the farmlands. Cleared up before too long, though."

Regardless of their comments, Jyn will just nod and continue:

*"Anyway, we were the group that busted it up. But we got more than we bargained for. Y'see, they jumped us at night, and were led by a hideous critter that looked half man, half wolf [or, 'by some hideous critters that looked half men, half wolf', depending on ATL]. Ripped right into us!" she grimaces at the memory. "Tore up our sentry, piled into us as we scrambled to wake up...it wasn't pretty, I can tell you. Wolves are one thing, but led by a man? It was...unpleasant." She takes another swig of wine and composes herself again.*

*"Most of the gang got killed. In fact, only me and one of the priests survived. It was touch and go, you can bet! We fell back to the cover of one of those nearby ruins that scatter the countryside, and I have no problem telling you if it wasn't for the magic brought down by the priest, we'da been dead, too. But, he and I finally brought down the leader, and the rest of the pack scattered without human brains to guide 'em."*

*"Well, I was pretty bad off, and that priest was pretty unhappy too, seeing as how his woman was one of the fallen. That was odd, actually – we weren't the closest group. In fact, most of them were real jerks. Nobody I miss, to tell the truth. Bunch of vagrants and sellswords who fell in together and usually managed to function pretty well, we was. But this priest had a lover, and he was pretty upset. Said he had to go and get her raised, or whatever they do. Y'know...the recently dead can sometimes get brought back with powerful – and expensive! – magic. He said he had to get her to his temple, and I wasn't in any position to argue, being pretty tore up myself. We salvaged what we could, split it up – he took an extra share, I'll tell you. Claimed he did most of the work, and as I said, I wasn't in a spot to argue with him, him being all upset and in better shape than me! So we took what we could and split."*

*Jyn falls silent for a moment, eyes distant, before snapping back to the moment and speaking again. "Anyway, what I'm looking for is some help. You see, one of those clodhoppers was*

*using a pair of boots of mine with a nifty enchantment.” She sniffs haughtily. “I want ‘em back. But the problem is, we couldn’t find ‘em, and we weren’t going to stick around none too long. Still some wolves about, you see, and I was pretty ripped up. I just wanted to get back to town and rest up. So that’s what I did. Took me awhile, too – I lost most of my swag in that dark fight, and couldn’t afford any of those pricey cleric magics. Then, I spent the time doing a little bit of digging, and checking that those wolves were really dispersed. And then I went looking for you all.*

*“So here’s the deal: You act as my guards and I’ll get us back there. We find those boots of mine, and for your troubles, I’ll give you what I could salvage. It’s stuff I can’t use, anyway. So what do you think?”*

Jyn is telling the truth for the most part – as she understands it. She stretches it once or twice concerning the salvage, but is pretty much straight up. One key element here is that the boots in question are NOT hers. But she was incensed when Jever got them and has obsessed about them ever since. She thinks he cheated (they rolled the bones for that cut of the treasure). She was planning on stealing them when the group next took a break, and with him now dead (she thinks); she has convinced herself that they ARE hers. Thus, she does not think of it as anything other than the truth.

Jyn has no interest in telling the PCs what the boots do, and will tell them that bluntly if they ask. “This way, you don’t get tempted to go hunt for my property without me.”

She will require the PCs to agree to the deal before showing them the wares, but she will vaguely describe them. She will offer them upon completion and her safe return to Amthydor.

However, if PCs make an effective argument that they all would be better served with the items on the adventure, she will relent. If...one of the arguers is a male elf/human/half-elf of Cha 14 or

better, AND a Diplomacy check of DC 10+ATL is made.

The PCs must sign their name stating their participation on a sheet of paper which she will secure with a friend as surety (a rogue friend she’ll meet that evening). She will tell them bluntly that if they screw her over, she will be making arrangements for a series of misfortunes.

There isn’t really any room for negotiation. She is being truthful that she doesn’t have much money, and she doesn’t have any other items to offer up. She firmly believes that it really will be an easy task. From everything she has been able to pick up, the lycanthropes are dead. Reports of wolf activity have dropped to less than before the attacks. It is the possibility of encountering wolves, both the natural and the were type, that is prompting her to seek help. And she REALLY wants those boots!

If the PCs accept she will tell them to prepare for a morning departure, and encourage them to make whatever preparations they think appropriate in the meantime. Shops and such will be open for a few more hours. She will again frankly tell them that if they leave without her, she will alert the authorities of their intention to steal her property, and will also pass the word to others, so that they might retrieve them for her. If they have talked her into allowing them to bring the ‘payment’ on the journey, she will give it to them as they leave the city.

If the PCs do not accept, thank them and let the players go get into another game. Fill in the Event Summary sheet and turn it in to your event coordinator.

## Encounter 2 – Preparation

*You outfit yourself for a typical adventure. Jyn indicated that it will only take a couple of days to get there, so you plan accordingly. The skies are clear as you exit the city gates.*

The PCs may wish to do some prep work beforehand. There isn’t a lot they can learn. Jyn



has been keeping this quiet. Allow them to do shopping for whatever standard PHB items they may wish. Info gathering is as in Encounter 1.

If Jyn agrees to give the payoff before the journey (again, see Enc. 1), she will do so as they leave the city in the morning.

## Encounter 3 ~ Heading Out

*The road leads out into the scattered settlements that dot the landscape around Amthydor. Travelers pass by going the other way, or you skirt around slower moving and heavily-laden wagons and carts. Occasionally, a courier will thunder by on a fast-moving horse, no doubt bearing the latest news for the merchants or nobles of the Shining Jewel. Later in the day, the settlements give way to the isolated homestead here and there. The sun begins to set when you arrive at the “One Day Out” Inn.*

If PCs question travelers along the way, they will hear of no untoward events. Travelers often group together for safety, and some of the more well-off merchants have an armed guard or two. Most will not be willing to stop for any length of time, as they are trying to reach their respective destinations.

The “One Day Out” is run by Eminey Ittle, a middle-aged woman starting to show some gray in her severely tied-back hair. Eminey is a widow and runs the inn with the aid of her two sons (Ike and Stout) and her daughter (Teminey, fraternal twin to Stout). All are in their mid-teens. The Ittles aren’t notoriously friendly; Eminey knows her market, and sticks to it – travelers coming or going from Amthydor. The inn is fairly clean. The main building consists of the Common Room, with the Kitchen and Pantry in the back. The Diamond Rooms are for more well-heeled travelers, and they are accessible by a hall with a locked door past the kitchen. While not spectacular, the beds and furniture are of good quality make (legacy of her dead carpenter husband), the linens are kept clean

and of decent quality, and the rushes on the floor are changed daily after use.

More standard fare consists of an ‘L’ shaped area of small, serviceable rooms (think: Roadside Motel). These consist of little more than a bunk, a wash stand, a chamber-pot, and trunk.

There are assorted travelers staying here. The majority of them know nothing of any value. If the PCs spend any reasonable time asking questions or trying to gather information, let them know the following (preferably through role-play):

- **“You hearda the Blue Ox, ain’t ya? Oh, yeah – he’s this big bandit lord as likes to rob people of what they earned right an’ proper! If you head west, you best go well-armed – or don’t go at all!”** (Basically false, the rumor mill in overtime for nervous travelers. Future authors should feel free to expand upon this, however).
- **“Pssst...don’t tell anyone, but I have this secret shipment of Elem silk. I’ve kept it hidden on the road, but one of my wagons busted a wheel and now I have to redistribute it so I can get it to the markets in Amthydor. But if you want to take some of it off my hands, I’d be grateful and let you have it cut-rate. Why, it normally goes at 10 times normal silk! This way, you can make a profit, and I get my money back. With all this talk of bandits, I don’t want to burden myself too much!”** (She’s lying; it’s normal silk, but she’s charging 4 times its normal cost. Bluff of +12. Appraisal of DC 25 will reveal that it is nothing more than normal silk. Anyone with Know: Elem or anything related, DC 10, or who is actually an Elem, will know that the Elem do NOT specialize in silk). This merchant will approach a wealthy-looking PC (pref. Noble) first.
- **“Yeah, better watch yourself out there...some folks as disappeared of late.”** (This from a local trapper who stops in occasionally for a drink.) If pressed, she’ll shrug and say, **“I just don’t see the**

*folks I normally see around, and no reason not to. And to boot, they missed a trader they always catch a deal with.”* If asked about wolves, she’ll nod and say, *“There were real bad a few months ago, but I heard some adventurers took care of the problem and they’re scarce to be found now. Haven’t seen a track in weeks.”*

A bard who wishes to offer his or her services for the evening will get a free night in the Diamond Room, and free drinks and meals, but that’s it. Eminey knows that her custom doesn’t depend on her entertainment, so she doesn’t see the reason to spend much for something she doesn’t need.

Jyn will spend the evening keeping quiet. She may try to pick a few pockets if none of the PCs showed they were particularly observant. Otherwise, she’ll just idly cheat at cards and dice, more out of boredom than anything.

The trapper will be gone at first light and thus unavailable for further questioning. If Eminey is asked she shrug, then muse and say, *“Well, it’s true I haven’t seen Paol lately. Or Feg.”* She chuckles, and then says, *“Maybe the goblins got ‘em!”* If pressed further on that, she will say, *“Oh, every now and then goblins come down and steal a few sheep and scare a few folks, but it ain’t much of a problem. Matter as fact, some folks call their scarecrows ‘goblin-boys’ now. Nobody takes it too serious.”*

If Eminey is asked about wolves, she will say, *“They’re always around, just like everywhere. Got kinda bad a bit ago, but haven’t seen any since.”*

Nothing will happen during the evening.

## Encounter Four ~ Beating the Brush

Jyn will encourage the PCs to leave early in the morning. She knows she’s not all that far

away from her target, as this Inn was the one in which her party stayed. She’s visibly anxious.

Traffic is much lighter today than the previous day and will continue that way the farther from Amthydor they go. This is normal.

Jyn will start peering deeper into the brush. If asked if they can help, she will tell them, *“I am looking for a giant stump. There should be a bit of a path next to it.”*

With such instructions, PCs are allowed a Spot check, DC 18. If they fail, allow them to continue on until mid-afternoon until Jyn finally says, *“Blast it! We must’ve missed it. We’ll have to backtrack.”* Allow the PCs another spot check (same DC). Repeat this until they find it. This may take them into the next day.

Once they find the path which is heavily overgrown, Jyn will start peering around.

*“It’s much different,”* she says. *The sun was starting to ease down behind us. Rittick led us off to the right. We walked for several hours...until nightfall.”* She falls silent, eyes far away, and then her hands start to clench and her lips tremble. With a gasp, she squeezes her hands into fists and gives her head a small shake.

A little judicious encouragement will get her moving again. Proceed to Encounter 5.

## Encounter Five ~ Signs of Life

After about an hour and a half, if the PCs are being at all alert, they will find some obvious tracks and ruts bisecting their path in the general direction they are heading.

If they are not, Jyn will see them (she has an excellent Spot, after all).

The tracks are easy to spot, and obviously very fresh (only a few hours), as the disturbed earth is moist and dark.

Any wilderness PC (barbarian, ranger, druid), or anyone with the Tracking feat notices this automatically:

*The silence of the forest is occasionally disturbed by the chirping of birds, or the random crack of falling tree branches. An exclamation heralds the notice of a disturbance in the verdure, as one of your party notices a swath through the broken foliage. Closer inspection shows the path of booted humanoids and several ruts dug deep into loam.*

The tracks are very easy to find. They are the result of a goblin scavenging party. Jever Wright has put the goblins to the task of trying to repair the ruined keep to make it habitable. Hence, squads of goblins are sent out to try to scavenge for stone and lumber from other ruins and hunters' shacks. They have strict orders not to make contact.

Characters with the Tracking feat and who make a Survival check DC 20 will note the following:

- 3 pairs of ruts are evident
- The ruts look like things were being dragged
- there are roughly a dozen small-sized humanoids in the band.
- The tracks are very fresh, less than half an hour old.

The ruts are made by make-shift travois that the goblins are using to haul the materials they've scavenged. Each one is dragged by three goblins, while 3 others guard them. They do not move rapidly, and PCs can catch up with them in about 15 minutes.

If they hesitate, Jyn will frown and look more nervous. She'll say, *"What's this?? There was nothing like this when we were here before! We'd better check this out."*

If the PCs are careful and do not make too much noise, they can catch up and keep the goblins unaware. What they will find is 12 goblins: three sets of three goblins grunt and strain as they drag loads of rock and wood. The three others precede them, armed with short bows and shortswords.

This should be a very easy encounter for the PCs, especially since 9 of the goblins are encumbered by harnesses.

PCs have a number of options here. The judge will have to balance, but they generally will break down as follows:

- PCs attack and kill all the goblins. This shouldn't be hard, but the goblins will yell and generally make a big ruckus while dying, alerting the war party.
- PCs kill and subdue the goblins, taking prisoners and interrogating. The goblins do not speak Common. They are fearful and will point to the Northeast (direction of the camp) if some kind of communication can be made. If any PC has a wolf (unlikely, given Jyn's fear), they will point at that with wide eyes. They do NOT know that Jever is a sorcerer; but they will alert the PCs that he is a 'wolf'.
- PCs ignore the goblins. Let them stumble around if they wish; eventually they will figure out to return to the track (unless met by the war party).
- PCs follow the goblins. This will get a bit complicated, since if not spotted (normal chances, adjusting for distance and armor penalties), the goblins will meet up with the war party.

#### ALL ATLS

**9 Goblins in harness (-4 to attack, -4 to AC, daggers only, full round action to get out of the harness)**

*Harnessed Goblin Infantry:* Small humanoid; HD 1d8+1; hp 9; Init +1; Spd 30 ft.; AC 11 (+1 size, +1 Dex, +2 leather armor, +1 light shield), touch 12, flat-footed 14; Atks: -2 melee (1d4, dagger); Space/Reach: 5 ft./5 ft.; SQ *Charmed*, Darkvision 60 ft; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

**Skills:** Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2.

**Feats:** Alertness

**Equipment:** List here.

## Encounter 6A – Combat!

### **3 Goblin Guards, no modifiers**

*Goblin Infantry:* Small humanoid; HD 1d8+1; hp 9; Init +1; Spd 30 ft.; AC 15 (+1 size, +1 Dex, +2 leather armor, +1 light shield), touch 12, flat-footed 14; Atks: +2 melee (1d8, morningstar) or +3 ranged (1d6, javelin); Space/Reach: 5 ft./5 ft.; SQ *Charmed*, Darkvision 60 ft; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

**Skills:** Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2

**Feats:** Alertness.

**Equipment:** List here.

## Encounter 6 – Stand Off!

This encounter can happen any of a number of ways, depending upon PCs actions. Boxed Text will present it as if Nikag is alerted and prepared; adjust as necessary.

IF THE PCS ATTEMPT STEALTH, GIVE THEM NORMAL HIDE / MOVE SILENT CHANCES, PENDING ARMOR CHECKS AND DISTANCE PENALTIES.

If they fail, they will not surprise Nikag, and may even be surprised themselves.

*After dealing with what appeared to be a work party, you follow up on what you learned and proceed with caution. Through the trees the glint of steel alerts you that something is out of place. This is confirmed by a harshly uttered command to “Stop!”*

*Goblins stand before you now, apparent through the gaps in the trees, and weapons bristle at your approach. The leader is mounted upon a large wolf, as one would ride a horse. He is flanked by two others, and you see more goblins paired up.*

Nikag wishes to talk and does not wish to fight. However, he will with little hesitation if the PCs insist. This encounter is critical and can go different ways.

The PCs charge into him without comment. Proceed to battle immediately. The goblins hold a strong defensive position and the PCs may well be surprised by the competency of their foes. Nikag is particularly wary of spellcasters (or those who may seem so) and the crossbow archers are specifically targeting them. If any PCs ask about that, feel free to tell caster PCs that they have several arrows aimed at their chest. If any spellcaster attempts a spell that has somatic components, they will fire. They will do this even if it appears so. They do not have ranks in spellcraft, but Nikag has instructed them about demihumans waving around their hands and casting spells. Thus, even mundane hand signals to party members will generate this.

If this initiates melee, Nikag will shout for both sides to stop after the first round. The goblins will delay, but if any fighting continues, they will fight to the end. If the PCs are having a rough time of it (two or more are down), he will again ask for a surrender, so that he may parlay. If they don't accept, carry on. Nikag will do his best to flee, if the combat goes against his group. If this happens, he simply gives up in failure and tries to make his way home as best he can (the goblin home lands).

**ATL 2**

3 Crossbow goblins  
 3 Spiked chain goblins  
 Nikag and wolf  
 Nikag

*Spiked chain Goblin:* Small humanoid; HD 1d8+1; hp 9; Init +1; Spd 30 ft.; AC 15 (+1 size, +1 Dex, +2 leather armor), touch 12, flat-footed 14; Atk: +2 melee (2d4 x3, Spiked chain), or +2 melee (1d6 19-20 x2, shortsword); Space/Reach: 5 ft./5 ft.; SQ *Charmed*, Darkvision 60 ft; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

**Skills:** Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2

**Feats:** Alertness.

**Equipment:** Spiked Chain, leather armor, shortsword.

*Crossbow Goblin:* Small humanoid; HD 1d8+1; hp 9; Init +1; Spd 30 ft.; AC 15 (+1 size, +1 Dex, +2 leather armor, +1 light shield), touch 12, flat-footed 14; Atks: +2 melee (1d6, shortsword) or +3 ranged (1d8 19-20 x2, light crossbow); Space/Reach: 5 ft./5 ft.; SQ *Charmed*, Darkvision 60 ft; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

**Skills:** Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2

**Feats:** Alertness.

**Equipment:** Light crossbow, leather armor, light shield, shortsword.

*Nikag:* Small humanoid (goblin); Fighter 4, HD 1d8+1 + 4d10+4; hp 43; Init +3; Spd 30 ft.; AC 20 (+1 size, +3 Dex, +4 chain shirt, +2 heavy shield), touch 15, flat-footed 17; Atks: +11 melee (1d6+5, 18-20 x2 MW scimitar) or +9 ranged (1d6, javelin); Space/Reach: 5 ft./5 ft.; SQ Darkvision 60 ft; AL LE; SV Fort +8, Ref +4, Will +2; Str 16, Dex 16, Con 12, Int 14, Wis 12, Cha 12.

**Skills:** Hide +7, Listen +3, Move Silently +7, Ride +16, Spot +3, Handle Animal +8, Intimidate +6, Jump +8, Tumble +6

**Feats:** Alertness, Dodge, Weapon Focus: Scimitar, Weapon Specialization: Scimitar, Mobility

**Equipment:** Chain shirt, heavy shield, scimitar, javelin.

*Wolf:* Med. Animal; HD 2d8+4; hp 13; Init +2; Spd 50 ft.; AC 14 (+2 Dex, +2 Natural), touch 12, flat-footed 12; Atks: +3 bite (1d6+1); Space/Reach: 5 ft./5 ft.; SQ *Charmed*, Darkvision 60 ft; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

**Skills:** Hide +2, Listen +3, Move Silent +3, Spot +3, Survival +1.

**Feats:** Track, Weapon Focus (bite).

**Equipment:** None.

*Nikag:* Small humanoid (goblin); Ranger 2 HD 1d8+1 + 2d8+2; hp 22; Init +3; Spd 30 ft.; AC 17 (+1 size, +3 Dex, +3 studded leather armor), touch 14, flat-footed 14; Atks: +6 melee (1d6+1, 19-20 x2 shortsword) or +9 ranged (1d6, 20 x3 MW shortbow); Full Atk: +6 melee (1d6+1, shortsword) or +7/+7 ranged (1d6, 20 x3 MW shortbow); Space/Reach: 5 ft./5 ft.; SQ *Charmed*, Darkvision 60 ft; AL NE; SV Fort +6, Ref +6, Will +1; Str 12, Dex 16, Con 12, Int 12, Wis 12, Cha 10.

**Skills:** Hide +11, Listen +9, Move Silently +11, Ride +14, Spot +9, Know. Nature: +2, Handle Animal +6, Survival +6

**Feats:** Alertness, Weapon Foc. Shortbow, Track, Rapid Shot.

**Equipment:** MW shortbow, studded leather, shortsword.

**ATL 3**

3 Crossbow goblins  
 3 Spiked chain goblins  
 Nikag and wolf  
 Nikag

*Spiked chain Goblin:* Small humanoid; Fighter 1; HD 1d8+1 + 1d10+1; hp 17; Init +1; Spd 30 ft.; AC 15 (+1 size, +1 Dex, +2 leather armor, +1 Buckler), touch 12, flat-footed 14; Atks: +3 melee (2d4 x3, Spiked chain), or +2 melee (1d6 19-20 x2, shortsword); Space/Reach: 5 ft./10 ft.; SQ *Charmed*, Darkvision 60 ft; AL NE; SV Fort +5, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 8.

**Skills:** Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2, Handle Animal +1

**Feats:** Alertness, Weapon Focus: Spiked chain.

**Equipment:** Spiked Chain, leather armor, shortsword.

*Crossbow Goblin:* Small humanoid; Fighter 1; HD 1d8+1 + 1d10+1; hp 17; Init +1; Spd 30 ft.; AC 15 (+1 size, +1 Dex, +2 leather armor, +1 light shield), touch 12, flat-footed 14; Atks: +2 melee (1d6 19-20 x2, shortsword) or +4 ranged (1d8 19-20 x2, light crossbow); Space/Reach: 5 ft./5 ft.; SQ *Charmed*, Darkvision 60 ft; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 8.

**Skills:** Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2, Handle Animal +1

**Feats:** Alertness, Point Blank Shot

**Equipment:** Light crossbow, leather armor, light shield, shortsword.

*Nikag:* Small humanoid (goblin); Fighter 4 HD 1d8+1 + 4d10+4; hp 43; Init +3; Spd 30 ft.; AC 20 (+1 size, +3 Dex, +4 chain shirt, +2 heavy shield), touch 15, flat-footed 17; Atks: +11 melee (1d6+5, 18-20 x2 MW scimitar) or +9 ranged (1d6, javelin); Space/Reach: 5 ft./5 ft.; SQ Darkvision 60 ft; AL LE; SV Fort +8, Ref +4, Will +2; Str 16, Dex 16, Con 12, Int 14, Wis 12, Cha 12.

**Skills:** Hide +7, Listen +3, Move Silently +7, Ride +16, Spot +3, Handle Animal +8, Intimidate +6, Jump +8, Tumble +6

**Feats:** Alertness, Dodge, Weapon Focus: Scimitar, Weapon Specialization: Scimitar, Mobility

**Equipment:** Chain shirt, MW Scimitar, javelin, heavy shield.

*Wolf:* Med. Animal; HD 2d8+4; hp 13; Init +2; Spd 50 ft.; AC 14 (+2 Dex, +2 Natural), touch 12, flat-footed 12; Atks: +3 bite (1d6+1); Space/Reach: 5 ft./5 ft.; SQ *Charmed*, Darkvision 60 ft; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

**Skills and Feats:** Hide +2, Listen +3, Move Silent +3, Spot +3, Survival +1. Track, Weapon Focus (bite).

**Equipment:** None.

*Nikag:* Small humanoid (goblin); Ranger 2 HD 1d8+1 + 2d8+2; hp 23; Init +3; Spd 30 ft.; AC 17 (+1 size, +3 Dex, +3 studded leather armor), touch 14, flat-footed 14; Atks: +4 melee (1d6+1, 19-20 x2 shortsword) or +7 ranged (1d6, 20 x3 MW shortbow); Full Atk: +4 melee (1d6+1, shortsword) or +5/+5 ranged (1d6, 20 x3 MW shortbow); Space/Reach: 5 ft./5 ft.; SQ *Charmed*, Darkvision 60 ft; AL NE; SV Fort +6, Ref +6, Will +1; Str 12, Dex 16, Con 12, Int 12, Wis 12, Cha 10.

**Skills:** Hide +11, Listen +9, Move Silently +11, Ride +14, Spot +9, Know. Nature: +2, Handle Animal +6, Survival +6

**Feats:** Alertness, Weapon Foc. Shortbow, Track, Rapid Shot.

**Equipment:** MW shortbow, studded leather, shortsword.

## ATL 5

3 Spiked chain Goblins  
3 Crossbow Goblins  
Nikag and Wolf  
Nikag

*Spiked chain Goblin:* Small humanoid; Fighter 2; HD 1d8+1 + 2d10 +2; hp 25; Init +1; Spd 30 ft.; AC 15 (+1 size, +1 Dex, +2 leather armor, +1 Buckler), touch 12, flat-footed 14; Atks: +4 melee (2d4 x3, Spiked chain), or +3 melee (1d6 19-20, shortsword; Full Atk: +4 melee (1d6, Spiked chain); Space/Reach: 5 ft./10 ft.; SQ *Charmed*, Darkvision 60 ft; AL NE; SV Fort +6, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 8.

**Skills:** Hide +5, Listen +2, Move Silently +5, Ride +5, Spot +2, Handle Animal +2

**Feats:** Alertness, Weapon Focus Spiked chain, Quick Draw.

**Equipment:** Spiked Chain, leather armor, shortsword.

*Crossbow Goblin:* Small humanoid; Fighter 2; HD 1d8+1 + 2d10+2; hp 25; Init +1; Spd 30 ft.; AC 15 (+1 size, +1 Dex, +2 leather armor, +1 light shield), touch 12, flat-footed 14; Atks: +3 melee (1d6 19-20 x2, shortsword) or +4 ranged (1d8 19-20 x2, light crossbow); Space/Reach: 5 ft./5 ft.; SQ *Charmed*, Darkvision 60 ft; AL NE; SV Fort +6, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 8.

**Skills and Feats:** Hide +5, Listen +2, Move Silently +5, Ride +5, Spot +2, Handle Animal +2; Alertness, Point Blank, Precise Shot.

**Equipment:** Light crossbow, leather armor, light shield, shortsword.

*Nikag:* Small humanoid (Goblin); Fighter 4/Ranger 1; HD 1d8+1 + 4d10+4 + 1d8+1; hp 50; Init +3; Spd 30 ft.; AC 20 (+1 size, +3 Dex, +4 chain shirt, +2 heavy shield), touch 15, flat-footed 17; Atks: +11 melee (1d6+6 18-20 x2, +1 *scimitar*) or +8 ranged (1d6, javelin); Space/Reach: 5 ft./5 ft.; SQ Darkvision 60 ft; AL LE; SV Fort +10, Ref +6, Will +2; Str 16, Dex 16, Con 12, Int 14, Wis 12, Cha 12.

**Skills:** Hide +8, Listen +3, Move Silently +8, Ride +16, Spot +3, Handle Animal +8, Intimidate +6, Jump +8, Tumble +6, Survival +6, Heal +2

**Feats:** Alertness, Dodge, Weapon Focus: Scimitar, Weapon Specialization: Scimitar, Mobility, Track.

**Equipment:** Chain shirt, Scimitar +1, javelin, heavy shield.

*Wolf:* Med. Animal; HD 2d8+4; hp 13; Init +2; Spd 50 ft.; AC 14 (+2 Dex, +2 Natural), touch 12, flat-footed 12; Atks: +3 bite (1d6+1); Full Atk: +3 bite (1d6+1); Space/Reach: 5 ft./5 ft.; SQ *Charmed*, Darkvision 60 ft; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

**Skills and Feats:** Hide +2, Listen +3, Move Silent +3, Spot +3, Survival +1. Track, Weapon Focus (bite).

**Equipment:** None.

*Nikag:* Small humanoid (goblin); Ranger 2 HD 1d8+1 + 2d8+2; hp 23; Init +3; Spd 30 ft.; AC 17 (+1 size, +3 Dex, +3 studded leather armor), touch 14, flat-footed 14; Atks: +4 melee (1d6+1, 19-20 x2 shortsword) or +8 ranged (1d6, 20 x3 MW shortbow); Full Atk: +4 melee (1d6+1, shortsword) or +6/+6 ranged (1d6, 20 x3 MW shortbow); Space/Reach: 5 ft./5 ft.; SQ *Charmed*, Darkvision 60 ft; AL NE; SV Fort +6, Ref +6, Will +1; Str 12, Dex 16, Con 12, Int 12, Wis 12, Cha 10.

**Skills:** Hide +11, Listen +9, Move Silently +11, Ride +14, Spot +9, Know. Nature: +2, Handle Animal +6, Survival +6

**Feats:** Alertness, Weapon Foc. Shortbow, Track, Rapid Shot.

**Equipment:** MW shortbow, studded leather, shortsword.

**ATL 7**

3 Spiked chain Goblins  
 3 Crossbow Goblins  
 Nikag and Wolf  
 Nikag

*Spiked chain Goblin:* Small humanoid; Fighter 2; HD 1d8+1 + 2d10 +2; hp 25; Init +1; Spd 30 ft.; AC 15 (+1 size, +1 Dex, +2 leather armor, +1 Buckler), touch 12, flat-footed 14; Atks: +4 melee (2d4 x3, Spiked chain), or +3 melee (1d6 19-20, shortsword; Full Atk: +4 melee (1d6, Spiked chain); Space/Reach: 5 ft./10 ft.; SQ *Charmed*, Darkvision 60 ft; AL NE; SV Fort +6, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 8.

**Skills:** Hide +5, Listen +2, Move Silently +5, Ride +5, Spot +2, Handle Animal +2

**Feats:** Alertness, Weapon Focus Spiked chain, Quick Draw.

**Equipment:** Spiked Chain, leather armor, shortsword.

*Crossbow Goblin:* Small humanoid; Fighter 2; HD 1d8+1 + 2d10+2; hp 25; Init +1; Spd 30 ft.; AC 15 (+1 size, +1 Dex, +2 leather armor, +1 light shield), touch 12, flat-footed 14; Atks: +3 melee (1d6 19-20 x2, shortsword) or +4 ranged (1d8 19-20 x2, light crossbow); Space/Reach: 5 ft./5 ft.; SQ *Charmed*, Darkvision 60 ft; AL NE; SV Fort +6, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 8.

**Skills and Feats:** Hide +5, Listen +2, Move Silently +5, Ride +5, Spot +2, Handle Animal +2; Alertness, Point Blank, Precise Shot.

**Equipment:** Light crossbow, leather armor, light shield, shortsword.

*Nikag:* Small humanoid (Goblin); Fighter 4/Ranger 1; HD 1d8+1 + 4d10+4 + 1d8+1; hp 50; Init +3; Spd 30 ft.; AC 20 (+1 size, +3 Dex, +4 chain shirt, +2 heavy shield), touch 15, flat-footed 17; Atks: +11 melee (1d6+6 18-20 x2, +1 *scimitar*) or +9 ranged (1d6, javelin); Space/Reach: 5 ft./5 ft.; SQ Darkvision 60 ft; AL LE; SV Fort +10, Ref +6, Will +2; Str 16, Dex 16, Con 12, Int 14, Wis 12, Cha 12.

**Skills:** Hide +8, Listen +3, Move Silently +8, Ride +16, Spot +3, Handle Animal +8, Intimidate +6, Jump +8, Tumble +6, Survival +6, Heal +2

**Feats:** Alertness, Dodge, Weapon Focus: Scimitar, Weapon Specialization: Scimitar, Mobility, Track.

**Equipment:** Chain shirt +1, Scimitar +1, javelin, heavy shield.

*Wolf:* Med. Animal; HD 2d8+4; hp 13; Init +2; Spd 50 ft.; AC 14 (+2 Dex, +2 Natural), touch 12, flat-footed 12; Atks: +3 bite (1d6+1); Full Atk: +3 bite (1d6+1); Space/Reach: 5 ft./5 ft.; SQ *Charmed*, Darkvision 60 ft; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

**Skills and Feats:** Hide +2, Listen +3, Move Silent +3, Spot +3, Survival +1. Track, Weapon Focus (bite).

**Equipment:** None.

*Nikag:* Small humanoid (goblin); Ranger 3 HD 1d8+1 + 3d8+3; hp 30; Init +3; Spd 30 ft.; AC 17 (+1 size, +3 Dex, +3 studded leather armor), touch 14, flat-footed 14; Atks: +5 melee (1d6+1, 19-20 x2 shortsword) or +9 ranged (1d6, 20 x3 MW shortbow); Full Atk: +5 melee (1d6+1, shortsword) or +7/+7 ranged (1d6, 20 x3 MW shortbow); Space/Reach: 5 ft./5 ft.; SQ *Charmed*, Darkvision 60 ft; AL NE; SV Fort +6, Ref +6, Will +1; Str 12, Dex 16, Con 12, Int 12, Wis 12, Cha 10.

**Skills:** Hide +11, Listen +9, Move Silently +11, Ride +14, Spot +9, Know. Nature: +2, Handle Animal +6, Survival +6

**Feats:** Alertness, Weapon Foc. Shortbow, Track, Rapid Shot.

**Equipment:** MW shortbow, studded leather, shortsword.



## ATL 8

3 Spiked chain Goblins  
3 Crossbow Goblins  
Nikag and Wolf  
Nikag

*Spiked chain Goblin:* Small humanoid; Fighter 2; HD 1d8+1 + 2d10+2; hp 25; Init +1; Spd 30 ft.; AC 15 (+1 size, +1 Dex, +2 leather armor, +1 Buckler), touch 12, flat-footed 14; Atks: +4 melee (2d4 x3, Spiked chain), or +3 melee (1d6 19-20, shortsword); Full Atk: +4 melee (1d6, Spiked chain); Space/Reach: 5 ft./10 ft.; SQ *Charmed*, Darkvision 60 ft; AL NE; SV Fort +6, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 8.

**Skills:** Hide +5, Listen +2, Move Silently +5, Ride +5, Spot +2, Handle Animal +2

**Feats:** Alertness, Weapon Focus Spiked chain, Quick Draw.

**Equipment:** Spiked Chain, leather armor, shortsword.

*Crossbow Goblin:* Small humanoid; Fighter 2; HD 1d8+1 + 2d10+2; hp 25; Init +1; Spd 30 ft.; AC 15 (+1 size, +1 Dex, +2 leather armor, +1 light shield), touch 12, flat-footed 14; Atks: +3 melee (1d6 19-20 x2, shortsword) or +5 ranged (1d8 19-20 x2, light crossbow); Space/Reach: 5 ft./5 ft.; SQ *Charmed*, Darkvision 60 ft; AL NE; SV Fort +6, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 8.

**Skills and Feats:** Hide +5, Listen +2, Move Silently +5, Ride +5, Spot +2, Handle Animal +2; Alertness, Point Blank, Precise Shot.

**Equipment:** Light crossbow, leather armor, light shield, shortsword.

*Nikag:* Small humanoid; Fighter 4/Ranger 2, HD 1d8+1 + 4d10+4 + 2d8+2; hp 55; Init +3; Spd 30 ft.; AC 20 (+1 size, +3 Dex, +4 chain shirt, +2 heavy shield), touch 15, flat-footed 17; Atks: +12 melee (1d6+6 18-20-x2 +1 *scimitar*) or +10 ranged (1d6, javelin); Full Atk: +12/+7 melee (1d6+6 18-20 x2, +1 *scimitar*) or +10 ranged (1d6, javelin); Space/Reach: 5 ft./5 ft.; SQ Darkvision 60 ft; AL LE; SV Fort +11, Ref +7, Will +2; Str 16, Dex 16, Con 12, Int 14, Wis 12, Cha 12.

**Skills:** Hide +8, Listen +7, Move Silently +8, Ride +16, Spot +7, Handle Animal +8, Intimidate +6, Jump +8, Tumble +6, Survival +6, Heal +2

**Feats:** Alertness, Dodge, Weapon Focus: Scimitar, Weapon Specialization: Scimitar, Mobility, Track, Leadership, Rapid Shot.

**Equipment:** Chain shirt +1, Scimitar +1, javelin, heavy shield.

*Wolf:* Med. Animal; HD 2d8+4; hp 13; Init +2; Spd 50 ft.; AC 14 (+2 Dex, +2 Natural), touch 12, flat-footed 12; Atks: +3 bite (1d6+1); Space/Reach: 5 ft./5 ft.; SQ *Charmed*, Darkvision 60 ft; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

**Skills and Feats:** Hide +2, Listen +3, Move Silent +3, Spot +3, Survival +1. Track, Weapon Focus (bite).

**Equipment:** None.

*Nikag:* Small humanoid (Goblin); Ranger 4; HD 1d8+1 + 4d8+4; hp 37; Init +3; Spd 30 ft.; AC 17 (+1 size, +3 Dex, +3 studded leather armor), touch 14, flat-footed 14; Atks: +6 melee (1d6+1 18-20 x2, shortsword) or +10 ranged (1d6+1, MW, Mighty Composite +1 shortbow); Full Atk: +6 melee (1d6+1, shortsword) or +8/+8 ranged (1d6 +1, MW Mighty Composite +1 shortbow); Space/Reach: 5 ft./5 ft.; SQ *Charmed*, Darkvision 60 ft; AL NE; SV Fort +6, Ref +6, Will +2; Str 12, Dex 17, Con 12, Int 12, Wis 12, Cha 10.

**Skills:** Hide +13, Listen +9, Move Silently +13, Ride +14, Spot +9, Know. Nature: +2, Handle Animal +9, Survival +7, Heal +3

**Feats:** Alertness, Weapon Focus (shortbow), Track, Rapid Shot, Animal Affinity.

**Equipment:** List here.

## Encounter 6B-

### Meeting of Minds

The PCs stop and talk. See Nikag's description for his motivations. He is quite intelligent and is extremely worried about Jever. His duty is to kill/capture anyone roaming within the environs of their base. However, he sees outside interference

as his last, best chance to withstand Jever Wright and regain control of his tribesmen. That is why he allowed himself to be seen by a traveler – to perhaps prompt an investigation.

He will not trust the PCs unless they make a strong showing of diplomacy, courtesy and respect. **ROLE PLAY THIS OUT!** Also, remember the -5 penalty to Diplomacy checks for dissimilar race for PCs relying upon the dice.

Nikag's motivations and target numbers needed are as follows:

- Diplomacy 0-19 + ATL -- Nikag will gruffly tell the PCs to stay out of his master's territory (word 'master' is stressed slightly) and to not go THAT way (in general direction of keep). Then he will take his people and go – the opposite direction.
- Diplomacy 20 + ATL -- he wants help. "Bad man over there (and estimate time and distance), with bad magic." The goblins with him are his best warriors and either have shaken off the effects of Wright's magic, or Nikag feels they will soon.
- Diplomacy 25 + ATL -- He will share information about what is ahead, specifically that Jever Wright is a "Skinchanger" (wolf) and also casts spells. He will say Wright has "stolen the minds and hearts of my people with magic."
- Diplomacy 30 + ATL – He will mention that Wright ordered all silver collected and confiscated it, but Nikag kept a silver shortsword. He will lend it to the PCs. He will also tell them of the back entrance through the work area (Encounter 9A).
- Diplomacy 35 + ATL – He has been quite impressed with the PCs and will actually collaborate with them. Either he will accompany them to help, or work with them on some other plan (bring them in as 'prisoners', etc.).

Keep in mind the diplomatic efforts of the party. If they have impressed him AND keep faith, he will be open to further discussion after Wright is

overcome. Other PCs may aid the diplomatic effort if they wish, either by direct notice (I 'aid' So-and-so) or even if they talk up in a respectful manner have them make an 'aid' check.

Nikag wants to work with the PCs, but he is desperate and an uncertain and quite fearful of Jever's power, although he will not show it. The diplomacy check is to overcome his conflicts and uncertainty. He *knows* he is playing a very dangerous game.

HOWEVER – there is a problem. Wright is no fool and doesn't trust his goblin thralls (or anyone else for that matter). He has had his raven familiar shadowing the war party. The raven will fly away to its master as soon as the PCs encounter Nikag. It will not linger, so initial reaction is important here. If the PCs enter combat right away, it will report it to Wright as such, who will then make preparations pending either Nikag bringing back bodies/loot/prisoners, or an adventuring party. However, if the PCs converse with Nikag, then that, too, is what will be reported, and Wright will prepare accordingly.

The dice rolls above are a guideline – this should NOT be easy. However, if the party attempts diplomacy and does an excellent job role-playing, use the above as supplemental, rather than iron-clad.

Allow the PCs to make plans, pending the result of the encounter. They should now have a pretty fair idea where the keep is located. It may well be late in the day, and the PCs may take the opportunity to rest. They likely are low on hit points and spells if they fought Nikag. Also, depending on how easily they found the trail, it may be late in the day. If the party does camp, proceed to Encounter 7.

## Encounter Seven – Winking Eyes

This encounter occurs if the party camps before traveling to the Keep. If they are foolish enough NOT to leave a watch, feel free to have Jever attack. He will be out and scouting in wolf form up until midnight. He will not get too close; all he

wants to do is verify they are still around. If the PCs keep a double watch (2 or more persons per watch), he will return to his keep. If only single watches are kept, he might take the opportunity to try to *charm* someone, but only big, obvious fighter types (they're easily manipulated!). He will try not to reveal himself if he does, content to let it kick in at what he assumes now will be another meeting.

See Jever Wright appendix

## Encounter Eight ~ On to the Keep

The PCs should have a general idea where they are going now. They either can follow tracks, which occur here with greater frequency, or from interrogation of prisoners who pointed in the general direction, and coupled with Jyn's growing recognition.

*The sod is disturbed by obvious passage. Behind you, Jyn grows more excited. "Yes, this looks familiar!" she says from time to time. The land starts sloping gently up. Her excitement fades as you approach, however, and she starts getting visibly anxious.*

Please ask the PCs how they approach. If they just stride in, hit them up with a roving band of goblins. These goblins will pepper them with arrows from a distance of about 60' and fade into the forest. However, if the goblins see Nikag with them, they will instead cautiously ask him if he needs help. He will tell them to patrol in a direction away from the keep, and the PCs may pass unmolested.

If PCs use at least an intelligent approach to stealth, let them get close to the keep without encountering patrols.

If the PCs are with Nikag (or have his information), he will lead them to the rear entrance hidden in the work area. The PCs will not find this unless they investigate specifically! If they do so (invisible, by sneaking, or by familiar), the goblins will get a Spot/Listen check every 50' the PC

travels. Even familiars are not immune – a cat or weasel would be a nice addition to the stew pot!

The advantage of this approach is it lets PCs bypass all but one guard set of goblins before ascending the stairs.

If the PCs do not have Nikag (or his information) with them, then they have to run the gauntlet. Hey, if they don't want to talk to people, they don't get the benefits of their knowledge! The troops they will run into are not Nikag's finest, but they still are better trained and equipped than the average goblin. Depending on the choices of the PCs, proceed to Encounter 9A (with Nikag) or 9B (without Nikag).

### *Patrols (if needed)*

#### **ATL 2**

6 Crossbow Goblins

*Crossbow Goblin:* Small humanoid; HD 1d8+1; hp 9; Init +1; Spd 30 ft.; AC 15 (+1 size, +1 Dex, +2 leather armor, +1 light shield), touch 12, flat-footed 14; Atks: +1 melee (1d6, shortsword) or +2 ranged (1d8 19-20 x2, light crossbow); Space/Reach: 5 ft./5 ft.; SQ *Charmed*, Darkvision 60 ft; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

**Skills:** Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2

**Feats:** Alertness.

**Equipment:** Light crossbow, leather armor, light shield.

#### **ATL 3**

6 Crossbow Goblins

*Crossbow Goblin:* Small humanoid; Fighter 1; HD 1d8+1 + 1d10+1; hp 17; Init +1; Spd 30 ft.; AC 15 (+1 size, +1 Dex, +2 leather armor, +1 light shield), touch 12, flat-footed 14; Atks: +2 melee (1d6 19-20 x2, shortsword) or +3 ranged (1d8 19-20 x2, light crossbow); Space/Reach: 5 ft./5 ft.; SQ *Charmed*, Darkvision 60 ft; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 8.

**Skills:** Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2, Handle Animal +1

**Feats:** Alertness, Point Blank Shot

**Equipment:** Light crossbow, leather armor, light shield.

#### ATL 5

##### 6 Crossbow Goblins

*Crossbow Goblin:* Small humanoid; Fighter 2; HD 1d8+1 + 2d10+2; hp 25; Init +1; Spd 30 ft.; AC 15 (+1 size, +1 Dex, +2 leather armor, +1 light shield), touch 12, flat-footed 14; Atks: +3 melee (1d6 19-20 x2, shortsword) or +4 ranged (1d8 19-20 x2, light crossbow); Space/Reach: 5 ft./5 ft.; SQ *Charmed*, Darkvision 60 ft; AL NE; SV Fort +6, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 8.

**Skills and Feats:** Hide +5, Listen +2, Move Silently +5, Ride +5, Spot +2, Handle Animal +2; Alertness, Point Blank, Precise Shot.

**Equipment:** Light crossbow, leather armor, light shield.

#### ATL 7

##### 6 Crossbow Goblins

*Crossbow Goblin:* Small humanoid; Fighter 2; HD 1d8+1 + 2d10+2; hp 25; Init +1; Spd 30 ft.; AC 15 (+1 size, +1 Dex, +2 leather armor, +1 light shield), touch 12, flat-footed 14; Atks: +3 melee (1d6 19-20 x2, shortsword) or +4 ranged (1d8 19-20 x2, light crossbow); Space/Reach: 5 ft./5 ft.; SQ *Charmed*, Darkvision 60 ft; AL NE; SV Fort +6, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 8.

**Skills and Feats:** Hide +5, Listen +2, Move Silently +5, Ride +5, Spot +2, Handle Animal +2; Alertness, Point Blank, Precise Shot.

**Equipment:** Light crossbow, leather armor, light shield.

#### ATL 8

##### 6 Crossbow Goblins

*Crossbow Goblin:* Small humanoid; Fighter 2; HD 1d8+1 + 2d10+2; hp 25; Init +1; Spd 30 ft.; AC 15 (+1 size, +1 Dex, +2 leather armor, +1 light shield), touch 12, flat-footed 14; Atks: +3 melee

(1d6 19-20 x2, shortsword) or +4 ranged (1d8 19-20 x2, light crossbow); Space/Reach: 5 ft./5 ft.; SQ *Charmed*, Darkvision 60 ft; AL NE; SV Fort +6, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 8.

**Skills and Feats:** Hide +5, Listen +2, Move Silently +5, Ride +5, Spot +2, Handle Animal +2; Alertness, Point Blank, Precise Shot.

**Equipment:** Light crossbow, leather armor, light shield.

## Encounter 9A - Sly and Sneaky

If Nikag is with them:

*Nikag has been timing the scouts from the rear end of the keep. With a hurried, "Now!" he leads you to an obviously damaged portion. You sprint across the cleared killing ground and follow him past a broken wall that was not previously noticeable. You find yourself in a work-room strewn with tools, building materials and rubble – and filled with surprised goblin workers!*

If he is NOT with them and only directed them here, read the PCs the following:

*Goblin guards patrol the keep, but thanks to the war-leader's instructions, you make your way to the back of the keep. From there you do not see any obvious opening, although the wall is in ruin. Did he lie to you? Perhaps those gaps might allow someone to squeeze through....*

Either way, continue with the following text:

*The patrolling guards idly pace through their rotation. Soon, they both round the corner of their respective sides. No guard stands between you and the keep!*

If for some reason the PCs do not make their move now, let the guards come back, then leave again, etc. Or, the PCs may simply try to overcome the guards. Doing so will be noticed in 5 rounds – keep track!

As noted earlier, having Nikag with them will allow the PCs to bypass the majority of the goblins. He will ask that they try not to kill his people, even if attacked, because they are under the spell of the wolf (Wright). He recognizes this isn't easy to do. Note PC actions in any combat with goblins; if they coup de grace any, or are particularly brutal, this will be noted in any resolution. Conversely, if they do a quick patch on any fallen goblins, or fight to subdue, this too will be noted.

The rubble area is near the back stairs. In it is a goblins work crew (5 goblins). They effectively have leather armor on (from work aprons) and are armed with the equivalent of picks and war hammers. There is also one guard in full arms and armor. Banging, clanging and cursing is very common here; hence, combat that lasts three rounds or shorter will be ignored. If it lasts more than three rounds, give the group in Room R3 a Listen check, DC 15 to hear (roll for all members).

If the PCs overcome the goblins within three rounds, Nikag (or Jyn) will tell them to hurry and usher them upstairs.

## ATL 2

5 Worker Infantry Goblins (no shield)  
1 Infantry Goblin (normal)

*Worker Infantry Goblin:* Small humanoid; HD 1d8+1; hp 9; Init +1; Spd 30 ft.; AC 14 (+1 size, +1 Dex, +2 leather armor), touch 12, flat-footed 13; Atks: +1 melee (1d4, dagger); Space/Reach: 5 ft./5 ft.; SQ *Charmed*, Darkvision 60 ft; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

**Skills:** Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2.

**Feats:** Alertness

**Equipment:** List here.

*Infantry Goblin:* Small humanoid; HD 1d8+1; hp 9; Init +1; Spd 30 ft.; AC 15 (+1 size, +1 Dex, +2 leather armor, +1 light shield), touch 12, flat-footed 14; Atks: +1 melee (1d8, morningstar) or +2 ranged (1d6, javelin); Space/Reach: 5 ft./5 ft.; SQ *Charmed*, Darkvision 60 ft; AL NE; SV Fort +3,

Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

**Skills:** Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2

**Feats:** Alertness.

**Equipment:** leather armor, Morningstar, javelin, Shield (optional).

## ATL 3

5 Worker Infantry Goblins  
1 Infantry Goblin

*Worker Infantry Goblin:* Small humanoid; Fighter 1; HD 1d8+1 + 1d10+1; hp 16; Init +1; Spd 30 ft.; AC 15 (+1 size, +1 Dex, +3 studded leather armor), touch 13, flat-footed 14; Atks: +2 melee (1d4, dagger); Space/Reach: 5 ft./5 ft.; SQ *Charmed*, Darkvision 60 ft; AL NE; SV Fort +5, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 8.

**Skills:** Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2, Handle Animal +1

**Feats:** Alertness, Dodge

**Equipment:** studded leather armor, dagger.

*Infantry Goblin:* Small humanoid; Fighter 1; HD 1d8+1 + 1d10+1; hp 16; Init +1; Spd 30 ft.; AC 16 (+1 size, +1 Dex, +3 studded leather armor, +1 light shield), touch 13, flat-footed 15; Atks: +2 melee (1d8, morningstar) or +3 ranged (1d6, javelin); Space/Reach: 5 ft./5 ft.; SQ *Charmed*, Darkvision 60 ft; AL NE; SV Fort +5, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 8.

**Skills:** Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2, Handle Animal +1

**Feats:** Alertness, Dodge

**Equipment:** studded leather armor, Morningstar, javelin, Shield (optional).

**ATL 5**

5 Worker Infantry Goblins  
1 Infantry Goblin

*Worker Infantry Goblin:* Small humanoid; Fighter 2; HD 1d8+1 + 2d10+2; hp 25; Init +1; Spd 30 ft.; AC 15 (+1 size, +1 Dex, +3 studded leather armor), touch 13, flat-footed 14; Atks: +3 melee (1d4, dagger); Space/Reach: 5 ft./5 ft.; SQ *Charmed*, Darkvision 60 ft; AL NE; SV Fort +6, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 8.

**Skills:** Hide +5, Listen +2, Move Silently +5, Ride +5, Spot +2, Handle Animal +2

**Feats:** Alertness, Weapon Focus: Morningstar.

**Equipment:** studded leather armor, dagger

*Infantry Goblin:* Small humanoid; Fighter 2; HD 1d8+1 + 2d10+2; hp 25; Init +1; Spd 30 ft.; AC 16 (+1 size, +1 Dex, +3 studded leather armor, +1 light shield), touch 13, flat-footed 15; Atks: +4 melee (1d8, morningstar) or +5 ranged (1d6, javelin); Space/Reach: 5 ft./5 ft.; SQ *Charmed*, Darkvision 60 ft; AL NE; SV Fort +6, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 8.

**Skills:** Hide +5, Listen +2, Move Silently +5, Ride +5, Spot +2, Handle Animal +2

**Feats:** Alertness, Weapon Focus: Morningstar.

**Equipment:** studded leather armor, Morningstar, javelin, Shield (optional).

**ATL 7**

5 Worker Infantry Goblins  
1 Infantry Goblin

*Worker Infantry Goblin:* Small humanoid; Fighter 2; HD 1d8+1 + 2d10+2; hp 25; Init +1; Spd 30 ft.; AC 15 (+1 size, +1 Dex, +3 studded leather armor), touch 13, flat-footed 14; Atks: +3 melee (1d4, dagger); Space/Reach: 5 ft./5 ft.; SQ *Charmed*, Darkvision 60 ft; AL NE; SV Fort +6, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 8.

**Skills:** Hide +5, Listen +2, Move Silently +5, Ride +5, Spot +2, Handle Animal +2

**Feats:** Alertness, Weapon Focus: Morningstar.

**Equipment:** studded leather armor, dagger.

*Infantry Goblin:* Small humanoid; Fighter 2; HD 1d8+1 + 2d10+2; hp 25; Init +1; Spd 30 ft.; AC 16 (+1 size, +1 Dex, +3 studded leather armor, +1 light shield), touch 13, flat-footed 15; Atks: +4 melee (1d8, morningstar) or +5 ranged (1d6, javelin); Space/Reach: 5 ft./5 ft.; SQ *Charmed*, Darkvision 60 ft; AL NE; SV Fort +6, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 8.

**Skills:** Hide +5, Listen +2, Move Silently +5, Ride +5, Spot +2, Handle Animal +2

**Feats:** Alertness, Weapon Focus: Morningstar.

**Equipment:** studded leather armor, Morningstar, javelin, Shield (optional).

**ATL 8**

5 Worker Infantry Goblins  
1 Infantry Goblin

*Worker Infantry Goblin:* Small humanoid; Fighter 2; HD 1d8+1 + 2d10+2; hp 25; Init +1; Spd 30 ft.; AC 15 (+1 size, +1 Dex, +3 studded leather armor), touch 13, flat-footed 14; Atks: +3 melee (1d4, dagger); Space/Reach: 5 ft./5 ft.; SQ *Charmed*, Darkvision 60 ft; AL NE; SV Fort +6, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 8.

**Skills:** Hide +5, Listen +2, Move Silently +5, Ride +5, Spot +2, Handle Animal +2

**Feats:** Alertness, Weapon Focus: Morningstar.

**Equipment:** studded leather armor, dagger.

*Infantry Goblin:* Small humanoid; Fighter 2; HD 1d8+1 + 2d10+2; hp 25; Init +1; Spd 30 ft.; AC 16 (+1 size, +1 Dex, +3 studded leather armor, +1 light shield), touch 13, flat-footed 15; Atks: +4 melee (1d8, morningstar) or +5 ranged (1d6, javelin); Space/Reach: 5 ft./5 ft.; SQ *Charmed*, Darkvision 60 ft; AL NE; SV Fort +6, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 8.

**Skills:** Hide +5, Listen +2, Move Silently +5, Ride +5, Spot +2, Handle Animal +2

**Feats:** Alertness, Weapon Focus: Morningstar.

**Equipment:** studded leather armor, Morningstar, javelin, Shield (optional).

## Encounter 9B – Doing it the Hard Way!

If the PCs have not collaborated with Nikag, they must enter into the hornets' nest. This is a free-form combat. The keep is on the top of a low rise. 80' has been cleared on either side for sight lines and kill zones. The keep is a two-story building.

Goblin tactics: There are a total of 24 goblins, counting the 6 outside crossbow goblins, and NOT counting the work-group in the back rubble area (see encounter 9A).

- A squad of 6 crossbow goblins will be outside. They will notice the PCs as they exit the cleared area, give a shout and let fly with arrows. They will not simply stand there until they are mowed down; they will keep firing and retreat along the outside of the keep. They will concentrate fire (per shouted command) on two PCs. The PCs may hunt them down, or simply duck inside the keep to get out of the fire arc.
- Inside the front doors, the PCs will encounter harassing and coordinated attacks. 4 spiked chain goblins will swipe at the PCs in 2 ranks of 2, keeping them back and trying for trips. The goblins in the front rank will attack normally while the goblins in the rear rank will try to trip with their spiked chains (the second rank gets a -4 penalty to hit around their fellows). The second rank will either drop the spiked chains or attack normally with them if the trip attempts go badly.
- Dining – the goblins will use the side doors to quickly open and attack. There are 5 crossbow goblins in the dining area. One will open the door, two more will take shots, a fourth will guard and the fifth will then close the door. Generally, PCs should only be able to enter by battering the door down, or by readying an action to do so.
- On the other side of the hall, the first and third rooms have goblins. They simply wait until someone opens the door, or until

the PCs pass by. Then they will move to attack from the rear.

- Down the Hall – further down the hall, beyond the spiked chain goblins, are three more crossbow goblins. They will shuffle around, taking turns for two of them to attack. They also get a -4 penalty on their to-hit rolls.

### **GM NOTES**

Any PC going into the dining area can note that it continues all the way down. They may wish to flank the goblins, or at least move to engage the crossbow. This is legitimate (and smart!).

The work-team will NOT help. The 5 workers will flee out the back, and the guard will go upstairs to join Jever and warn him.

Jever will NOT help the goblins. Dyin' for the cause is what minions do best! However, he will make preparations. He does not have many to make, however.

The PCs may be badly bitten here and wish to withdraw, or hole up in one of the rooms. If they do, Jever will round up the remaining goblins from the keep, as well as the other war-party, and attack the PCs at night. If the PCs try to stay in the keep (barricade a door, etc.), he will simply have the goblins smoke them out with fire.

Once they are done with the assault on the lower level, proceed to Encounter 10.

**ATL 2**

5 Crossbow Goblins  
 4 Spiked chain Goblins  
 9 Infantry Goblins

*Infantry Goblin:* Small humanoid; HD 1d8+1; hp 9; Init +1; Spd 30 ft.; AC 15 (+1 size, +1 Dex, +2 leather armor, +1 light shield), touch 12, flat-footed 14; Atks: +1 melee (1d8, morningstar) or +3 ranged (1d6, javelin); Space/Reach: 5 ft./5 ft.; SQ *Charmed*, Darkvision 60 ft; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

**Skills:** Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2

**Feats:** Alertness.

**Equipment:** Morningstar, leather armor, light shield, javelin.

*Spiked chain Goblin:* Small humanoid; HD 1d8+1; hp 9; Init +1; Spd 30 ft.; AC 15 (+1 size, +1 Dex, +2 leather armor), touch 12, flat-footed 14; Atks: +1 melee (2d4 x3, Spiked chain), +1 melee (1d6 19-20 x2, shortsword); Space/Reach: 5 ft./5 ft.; SQ *Charmed*, Darkvision 60 ft; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

**Skills:** Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2

**Feats:** Alertness.

**Equipment:** spiked chain, leather armor, shortsword.

*Crossbow Goblin:* Small humanoid; HD 1d8+1; hp 9; Init +1; Spd 30 ft.; AC 15 (+1 size, +1 Dex, +2 leather armor, +1 light shield), touch 12, flat-footed 14; Atks: +1 melee (1d6 19-20 x2, shortsword) or +2 ranged (1d8, light crossbow); Space/Reach: 5 ft./5 ft.; SQ *Charmed*, Darkvision 60 ft; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

**Skills:** Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2

**Feats:** Alertness.

**Equipment:** light crossbow, leather armor, light shield, shortsword.

**ATL 3**

5 Crossbow Goblins  
 4 Spiked chain Goblins  
 9 Infantry Goblins

*Infantry Goblin:* Small humanoid; Fighter 1; HD 1d8+1 + 1d10+1; hp 17; Init +1; Spd 30 ft.; AC 16 (+1 size, +1 Dex, +3 studded leather armor, +1 light shield), touch 13, flat-footed 15; Atks: +2 melee (1d8, morningstar) or +3 ranged (1d6, javelin); Space/Reach: 5 ft./5 ft.; SQ *Charmed*, Darkvision 60 ft; AL NE; SV Fort +5, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 8.

**Skills:** Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2, Handle Animal +1

**Feats:** Alertness, Dodge

**Equipment:** Morningstar, studded leather armor, light shield, javelin.

*Spiked chain Goblin:* Small humanoid; Fighter 1; HD 1d8+1 + 1d10+1; hp 17; Init +1; Spd 30 ft.; AC 15 (+1 size, +1 Dex, +2 leather armor, +1 Buckler), touch 12, flat-footed 14; Atks: +3 melee (2d4 x3, Spiked chain), +2 melee (1d6 19-20 x2, shortsword); Space/Reach: 5 ft./10 ft.; SQ *Charmed*, Darkvision 60 ft; AL NE; SV Fort +5, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 8.

**Skills:** Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2, Handle Animal +1

**Feats:** Alertness, EWP: Spiked chain.

**Equipment:** spiked chain, leather armor, buckler, shortsword.

*Crossbow Goblin:* Small humanoid; Fighter 1; HD 1d8+1 + 1d10+1; hp 17; Init +1; Spd 30 ft.; AC 15 (+1 size, +1 Dex, +3 leather armor, +1 light shield), touch 12, flat-footed 14; Atks: +2 melee (1d6 19-20 x2, shortsword) or +4 ranged (1d8, light crossbow); Space/Reach: 5 ft./5 ft.; SQ *Charmed*, Darkvision 60 ft; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 8.

**Skills:** Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2, Handle Animal +1

**Feats:** Alertness, Point Blank Shot

**Equipment:** light crossbow, leather armor, shortsword.



**ATL 5**

5 Crossbow Goblins  
 4 Spiked chain Goblins  
 9 Infantry Goblins

*Infantry Goblin:* Small humanoid; Fighter 2; HD 1d8+1 + 2d10+2; hp 25; Init +1; Spd 30 ft.; AC 16 (+1 size, +1 Dex, +3 studded leather armor, +1 light shield), touch 13, flat-footed 15; Atks: +4 melee (1d8, morningstar) or +4 ranged (1d6, javelin); Space/Reach: 5 ft./5 ft.; SQ *Charmed*, Darkvision 60 ft; AL NE; SV Fort +6, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 8.

**Skills:** Hide +5, Listen +2, Move Silently +5, Ride +5, Spot +2, Handle Animal +2

**Feats:** Alertness, Weapon Focus: Morningstar.

**Equipment:** Morningstar, studded leather armor, light shield, javelin.

*Spiked chain Goblin:* Small humanoid; Fighter 2; HD 1d8+1 + 2d10+2; hp 25; Init +1; Spd 30 ft.; AC 15 (+1 size, +1 Dex, +2 leather armor, +1 Buckler), touch 12, flat-footed 14; Atks: +4 melee (2d4 x3, Spiked chain), +3 melee (1d6 19-20 x2, shortsword); Space/Reach: 5 ft./10 ft.; SQ *Charmed*, Darkvision 60 ft; AL NE; SV Fort +6, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 8.

**Skills:** Hide +5, Listen +2, Move Silently +5, Ride +5, Spot +2, Handle Animal +2

**Feats:** Alertness, EWP: spiked chain, Quick Draw.

**Equipment:** spiked chain, leather armor, buckler, shortsword.

*Crossbow Goblin:* Small humanoid; Fighter 2; HD 1d8+1 + 2d10+2; hp 25; Init +1; Spd 30 ft.; AC 15 (+1 size, +1 Dex, +2 leather armor, +1 light shield), touch 12, flat-footed 14; Atks: +3 melee (1d6 19-20 x2, shortsword) or +5 ranged (1d8, light crossbow); Space/Reach: 5 ft./5 ft.; SQ *Charmed*, Darkvision 60 ft; AL NE; SV Fort +6, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 8.

**Skills:** Hide +5, Listen +2, Move Silently +5, Ride +5, Spot +2, Handle Animal +2

**Feats:** Alertness, Point Blank, Precise Shot.

**Equipment:** light crossbow, leather armor, light shield, shortsword.

**ATL 7**

5 Crossbow Goblins  
 4 Spiked chain Goblins  
 9 Infantry Goblins

*Infantry Goblin:* Small humanoid; Fighter 3; HD 1d8+1 + 3d10+3; hp 33; Init +1; Spd 30 ft.; AC 16 (+1 size, +1 Dex, +3 studded leather armor, +1 light shield), touch 13, flat-footed 15; Atks: +5 melee (1d8, morningstar) or +5 ranged (1d6, javelin); Space/Reach: 5 ft./5 ft.; SQ *Charmed*, Darkvision 60 ft; AL NE; SV Fort +7, Ref +1, Will -1; Str 11, Dex 13, Con 14, Int 10, Wis 9, Cha 8.

**Skills:** Hide +5, Listen +2, Move Silently +5, Ride +5, Spot +2, Handle Animal +2

**Feats:** Alertness, Weapon Focus: Morningstar

**Equipment:** studded leather armor, light shield, Morningstar, javelin.

*Spiked chain Goblin:* Small humanoid; Fighter 3; HD 1d8+1 + 3d10+3; hp 33; Init +1; Spd 30 ft.; AC 15 (+1 size, +1 Dex, +2 leather armor, +1 Buckler), touch 12, flat-footed 14; Atks: +6 melee (2d4+1 x3, Spiked chain), +5 melee (1d6+1 19-20 x2, shortsword); Space/Reach: 5 ft./10 ft.; SQ *Charmed*, Darkvision 60 ft; AL NE; SV Fort +6, Ref +1, Will -1; Str 13, Dex 13, Con 12, Int 10, Wis 9, Cha 8.

**Skills:** Hide +5, Listen +2, Move Silently +5, Ride +5, Spot +2, Handle Animal +2

**Feats:** Alertness, EWP: spiked chain, Quick Draw Weapon Focus: Spiked Chain.

**Equipment:** spiked chain, leather armor, buckler, shortsword.

*Crossbow Goblin:* Small humanoid; Fighter 3; HD 1d8+1 + 3d10+3; hp 33; Init +1; Spd 30 ft.; AC 16 (+1 size, +2 Dex, +2 leather armor, +1 light shield), touch 12, flat-footed 14; Atks: +4 melee (1d6 19-20 x2, shortsword) or +6 ranged (1d8, light crossbow); Space/Reach: 5 ft./5 ft.; SQ *Charmed*, Darkvision 60 ft; AL NE; SV Fort +6, Ref +2, Will -1; Str 11, Dex 15, Con 12, Int 10, Wis 9, Cha 8.

**Skills:** Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2

**Feats:** Alertness, Point Blank, Precise Shot.

**Equipment:** leather armor, light shield, light crossbow, shortsword

## ATL 8

5 Crossbow Goblins  
4 Spiked chain Goblins  
9 Infantry Goblins

*Infantry Goblin:* Small humanoid; Fighter 3; HD 1d8+1 + 3d10+3; hp 33; Init +1; Spd 30 ft.; AC 16 (+1 size, +1 Dex, +3 studded leather armor, +1 light shield), touch 13, flat-footed 15; Atks: +5 melee (1d8, morningstar) or +5 ranged (1d6, javelin); Space/Reach: 5 ft./5 ft.; SQ *Charmed*, Darkvision 60 ft; AL NE; SV Fort +7, Ref +1, Will -1; Str 11, Dex 13, Con 14, Int 10, Wis 9, Cha 8.

**Skills:** Hide +5, Listen +2, Move Silently +5, Ride +5, Spot +2, Handle Animal +2

**Feats:** Alertness, Weapon Focus: Morningstar

**Equipment:** studded leather armor, light shield, Morningstar, javelin.

*Spiked chain Goblin:* Small humanoid; Fighter 3; HD 1d8+1 + 3d10+3; hp 33; Init +1; Spd 30 ft.; AC 15 (+1 size, +1 Dex, +2 leather armor, +1 Buckler), touch 12, flat-footed 14; Atks: +6 melee (2d4+1 x3, Spiked chain), +5 melee (1d6+1 19-20 x2, shortsword); Space/Reach: 5 ft./10 ft.; SQ *Charmed*, Darkvision 60 ft; AL NE; SV Fort +6, Ref +1, Will -1; Str 13, Dex 13, Con 12, Int 10, Wis 9, Cha 8.

**Skills:** Hide +5, Listen +2, Move Silently +5, Ride +5, Spot +2, Handle Animal +2

**Feats:** Alertness, EWP: Spiked chain, Weapon Focus spiked chain, Quick Draw.

**Equipment:** spiked chain, leather armor, buckler, shortsword.

*Crossbow Goblin:* Small humanoid; Fighter 3; HD 1d8+1 + 3d10+3; hp 33; Init +1; Spd 30 ft.; AC 16 (+1 size, +2 Dex, +2 leather armor, +1 light shield), touch 12, flat-footed 14; Atks: +4 melee (1d6 19-20 x2, shortsword) or +6 ranged (1d8, light crossbow); Space/Reach: 5 ft./5 ft.; SQ *Charmed*, Darkvision 60 ft; AL NE; SV Fort +6, Ref +2, Will -1; Str 11, Dex 15, Con 12, Int 10, Wis 9, Cha 8.

**Skills:** Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2

**Feats:** Alertness, Point Blank, Precise Shot.

**Equipment:** leather armor, light shield, light crossbow, shortsword

## Encounter 10 – The Lair of the Wolf

Jever is in his main lab area. If the PCs are with Nikag, or came in with his instructions, there are normal chances to surprise him here (but not if the fight in the Rubble Room lasted more than 3 rounds). As they are expecting him, they will not be surprised (but may still be flat-footed, per normal).

He will have either 1 or 3 guards here, pending their approach and ATL. They will bar the way to him.

*You finally gain the upper level of the keep, where you know your target is. You hear talking from behind the larger ornate doors*

Allow the PCs to make whatever preparation they wish. Keep in mind, the more they prepare, the more Jever does as well. The talking they hear down the hall is in goblin. It basically amounts to *“Gotta protect da boss! Youse t’ink dey here yet? I hear elfs is good eatin’!”*

The PCs may scout out the other rooms. If they do, wait until they are distracted and attack.

Once they enter the lab area, read the following (adjusted for circumstances):

*You open the doors and see your quarry. “You!” shouts Jyn in shock. The man standing before you chuckles. “Yes, me. You always were a bit slow, weren’t you, Jyn?” he says with a sarcastic smile. His goblin guards shift and grip their weapons. Then the wizard looks at the rest of you and says, “You know, it doesn’t have to come to blood.”*

Jever Wright is about 5’ 10”, slender and quite handsome. He has a gleam in his eye. He knows enough about adventurers from being one himself that he realizes his odds aren’t likely that good. But he is willing to share power – and give him more time to get them under his spell. If the PCs ask what he means, he will say the following:

*“I’ve tapped into power here for which I never knew the like! You, too, can have it, and under my direction, we can build a true power in the region.”*

PCs will likely question him about the ‘power’ but he will be evasive. *“I offer to share this with you, but I need your sworn oath that you will follow through. I will take precautions, of course.”*

He will *not* tell them it is lycanthropy until they all have sworn. It is highly doubtful that the PCs will swear, of course. If they accept his deal for some reason, end the session and tear up their character sheets (or void them), as they have knowingly accepted an evil curse and are also thralls of Jever Wright. If they swear, and then renege, give them the “Oath-breaker” cert (note: this cert may actually be consummated within this mod. Keep track).

If Nikag is with the PCs, Jever’s eyes will narrow and he will say,

*“So, you are stronger than I first thought. But I am not really surprised – you have trained my servants well! All the same, I offer you one last chance for my protection. I will even offer you the same deal I offer them.”* (meaning the PCs)

Ultimately, the PCs should put an end to the monologue of the bad guy and combat should start. No one is surprised, but flat-footed applies as normal.

With Jever will be one or more guards. (If the PCs used the back way in, he will have more guards with him, as they have not been called to defend the keep yet.) He will start in the back of the room, and his guards will be up in melee range. Depending upon initiative and grouping, he will cast spells differently – Confusion at higher levels, boost spells on his goblins if he has more than one with him, Improved Invisibility if available.

Note: It is important to keep track of Wright! Once he suffers ¼ hp damage, he must make a Will save, DC 25. Same again applies for ever ¼ of his hit points he sustains in damage. If he fails,

he will change into a bipedal form and immediately move to melee.

Once the combat is finished, proceed to Encounter 11.

## ATL 2

1 Werewolf Sorcerer 4

1 Elite Infantry Goblin (2 if back way in was used)

**Jever Wright:** human, Shapechanger; HD 4d4+4; hp 17; Init +2; Spd 30 ft; AC 16 (+2 Dex, +4 Mage Armor, Touch AC 16, flatfooted 14); Atks: +2 melee (1d6, quarterstaff) or +4 ranged (1d4, dagger); Space/Reach: 5 ft./5 ft.; SA none, SQ DR 10/silver, Alternate form, wolf empathy, low-light vision, scent, spells; AL NE; SV Fort +4, Ref +5, Will +10; Str 10, Dex 14, Con 12, Int 14, Wis 14, Cha 19.

**Skills:** Concentration +8, Know. Arcana +9, Spellcraft +9, Bluff +11, Speak Language: Goblin

**Feats:** Spell Focus (Enchantment), Iron Will

**Equipment:** *Boots of Improved Elvenkind, Cloak of Resistance +2, Wand of Ray of Enfeeblement, 8 charges*

**Spells:** 6/7/4, DC 14 + spell level (15+ if Enchantment)

0 level – Detect Magic, Detect Poison, Light, Mage Hand, Prestidigitation

1<sup>st</sup> level – Mage Armor, Grease, Charm Person

2<sup>nd</sup> level – Scorching Ray

**Jever Wright (Hybrid):** human, Shapechanger; HD 4d4+12; hp 25; Init +4; Spd 30 ft; AC 18 (+2 Dex, +4 Mage Armor, +2 Natural Armor, Touch AC 16, flatfooted 16); Atks: +4 melee (1d4+1, claws) or +6 ranged (1d4, dagger); Full Atk: 2 attacks +5 melee (1d4+1, claws) and +1 bite (1d6+1); Space/Reach: 5 ft./5 ft.; SA none, SQ DR 10/silver, Alternate form, wolf empathy, low-light vision, scent, spells; AL NE; SV Fort +8, Ref +9, Will +12; Str 12, Dex 18, Con 16, Int 14, Wis 14, Cha 20.

**Skills:** Concentration +10, Know. Arcana +12, Spellcraft +12, Bluff +14, Speak Language: Goblin

**Feats:** Spell Focus (Enchantment), Iron Will

**Equipment:** *Boots of Improved Elvenkind, Cloak of Resistance +2, Wand of Ray of Enfeeblement, 8 charges*

*Infantry Goblin*: Small humanoid; Fighter 1; HD 1d8+1 + 1d10+1; hp 17; Init +1; Spd 30 ft.; AC 18 (+1 size, +1 Dex, +4 chain shirt, +2 heavy shield), touch 13, flat-footed 16; Atks: +3 melee (1d8, morningstar) or +4 ranged (1d6, javelin); Space/Reach: 5 ft./5 ft.; SQ *Charmed*, Darkvision 60 ft; AL NE; SV Fort +5, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 8.

**Skills:** Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2, Handle Animal +1

**Feats:** Alertness, Dodge

**Equipment:** Chain Shirt, Heavy Shield, Morning Star, Javelin.

### ATL 3

1 Werewolf Sorcerer 5

2 Elite Infantry Goblin (3 if back way in was used)

**Jever Wright**: human, Shapechanger; HD 5d4+5; hp 21; Init +2; Spd 30 ft; AC 16 (+2 Dex, +4 Mage Armor, Touch AC 16, flatfooted 14); Atks: +2 melee (1d6, quarterstaff) or +4 ranged (1d4, dagger); Full Atk: +2 melee (1d6, staff) or +4 ranged (1d4, dagger); Space/Reach: 5 ft./5 ft.; SA none, SQ DR 10/silver, Alternate form, wolf empathy, low-light vision, scent, spells; AL NE; SV Fort +5, Ref +6, Will +11; Str 10, Dex 14, Con 12, Int 14, Wis 14, Cha 19.

**Skills:** Concentration +9, Know. Arcana +10, Spellcraft +10, Bluff +12, Speak Language: Goblin

**Feats:** Spell Focus (Enchantment), Iron Will

**Equipment:** *Boots of Improved Elvenkind*, *Cloak of Resistance* +2, *Wand of Ray of Enfeeblement*, 8 charges

**Spells:** 6/7/5, DC 14 + spell level (15+ if Enchantment)

0 level – Detect Magic, Detect Poison, Light, Mage Hand, Mending, Prestidigitation

1<sup>st</sup> level – Magic Missile, Mage Armor, Grease, Charm Person,

2<sup>nd</sup> level – Glitterdust, Scorching Ray

**Jever Wright (Hybrid)**: human, Shapechanger; HD 5d4+15; hp 31; Init +4; Spd 30 ft; AC 18 (+2 Dex, +4 Mage Armor, +2 Natural Armor, Touch AC 16, flatfooted 16); Atks: +4 melee (1d4+1, claws) or +6 ranged (1d4, dagger); Full Atk: 2 attacks +6 melee (1d4+1, claws) and +2 bite

(1d6+1); Space/Reach: 5 ft./5 ft.; SA none, SQ DR 10/silver, Alternate form, wolf empathy, low-light vision, scent, spells; AL NE; SV Fort +8, Ref +9, Will +13; Str 12, Dex 18, Con 16, Int 14, Wis 14, Cha 20.

**Skills:** Concentration +10, Know. Arcana +12, Spellcraft +12, Bluff +14, Speak Language: Goblin

**Feats:** Spell Focus (Enchantment), Iron Will

**Equipment:** *Boots of Improved Elvenkind*, *Cloak of Resistance* +2, *Wand of Ray of Enfeeblement*, 8 charges

*Infantry Goblin*: Small humanoid; Fighter 2; HD 1d8+1 + 2d10+2; hp 24; Init +1; Spd 30 ft.; AC 18 (+1 size, +1 Dex, +4 chain shirt, +2 heavy shield), touch 13, flat-footed 16; Atks: +4 melee (1d8+1, morningstar) or +4 ranged (1d6, javelin); Space/Reach: 5 ft./5 ft.; SQ *Charmed*, Darkvision 60 ft; AL NE; SV Fort +5, Ref +1, Will -1; Str 12, Dex 13, Con 12, Int 10, Wis 9, Cha 8.

**Skills:** Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2, Handle Animal +1

**Feats:** Alertness, Dodge

**Equipment:** Chain Shirt, Heavy Shield, Morning Star, Javelin.

### ATL 5

1 Werewolf Sorcerer 7

3 Elite Infantry Goblins (5 if back way in was taken)

**Jever Wright**: human, Shapechanger; HD 7d4+7; hp 29; Init +2; Spd 30 ft; AC 16 (+2 Dex, +4 Mage Armor, Touch AC 16, flatfooted 14); Atks: +4 melee (1d6, quarterstaff) or +6 ranged (1d4, dagger); Full Atk: +4 melee (1d6, staff) or +6 ranged (1d4, dagger); Space/Reach: 5 ft./5 ft.; SA none, SQ DR 10/silver, Alternate form, wolf empathy, low-light vision, scent, spells; AL NE; SV Fort +5, Ref +6, Will +11; Str 10, Dex 14, Con 12, Int 14, Wis 14, Cha 19.

**Skills:** Concentration +9, Know. Arcana +10, Spellcraft +10, Bluff +12, Speak Language: Goblin

**Feats:** Spell Focus (Enchantment), Iron Will, Extend Spell

**Equipment:** *Boots of Improved Elvenkind*, *Cloak of Resistance* +2, *Wand of Ray of Enfeeblement*, 16 charges

**Spells: 6/7/7/5, DC 14 + spell level (15+ if Enchantment)**

0 level – Detect Magic, Detect Poison, Light, Mage Hand, Mending, Prestidigitation

1<sup>st</sup> level – Magic Missile, Mage Armor, Grease, Charm Person, Ray of Enfeeblement

2<sup>nd</sup> level – Glitterdust, Scorching Ray, Invisibility,

3<sup>rd</sup> level – Fireball, Displacement

**Jever Wright (Hybrid):** human, Shapechanger; HD 7d4+21; hp 43; Init +4; Spd 30 ft; AC 18 (+2 Dex, +4 Mage Armor, +2 Natural Armor, Touch AC 16, flatfooted 16); Atks: +4 melee (1d4+1, claws) or +6 ranged (1d4, dagger); Full Atk: 2 attacks +6 melee (1d4+1, claws) and +2 bite (1d6+1); Space/Reach: 5 ft./5 ft.; SA none, SQ DR 10/silver, Alternate form, wolf empathy, low-light vision, scent, spells; AL NE; SV Fort +8, Ref +9, Will +13; Str 12, Dex 18, Con 16, Int 14, Wis 14, Cha 20.

**Skills:** Concentration +10, Know. Arcana +12, Spellcraft +12, Bluff +14, Speak Language: Goblin

**Feats:** Spell Focus (Enchantment), Iron Will, Extend Spell

**Equipment:** *Boots of Improved Elvenkind, Cloak of Resistance +2, Wand of Ray of Enfeeblement, 16 charges*

*Elite Infantry Goblin:* Small humanoid; Fighter 4; HD 1d8+1 + 4d10+4; hp 39; Init +1; Spd 30 ft.; AC 18 (+1 size, +1 Dex, +4 chain shirt, +2 heavy shield), touch 13, flat-footed 16; Atks: +5 melee (1d8+3, morningstar) or +4 ranged (1d6, javelin); Space/Reach: 5 ft./5 ft.; SQ *Charmed, Darkvision* 60 ft; AL NE; SV Fort +6, Ref +1, Will -1; Str 12, Dex 13, Con 12, Int 10, Wis 9, Cha 8.

**Skills:** Hide +5, Listen +2, Move Silently +5, Ride +5, Spot +2, Handle Animal +2

**Feats:** Alertness, Weapon Focus: Morningstar, Weapon Spec. Morningstar.

**Equipment:** Chain Shirt, Heavy Shield, Morning Star, Javelin.

**ATL 7**

1 Werewolf Sorcerer

4 Elite Infantry Goblins (7 if back way in was used)

**Jever Wright:** human, Shapechanger; HD 9d4+9; hp 37; Init +6; Spd 30 ft; AC 16 (+2 Dex, +4 Mage Armor, Touch AC 16, flatfooted 14); Atks: +5 melee (1d6, quarterstaff) or +7 ranged (1d4, dagger); Full Atk: +5 melee (1d6, staff) or +7 ranged (1d4, dagger); Space/Reach: 5 ft./5 ft.; SA none, SQ DR 10/silver, Alternate form, wolf empathy, low-light vision, scent, spells; AL NE; SV Fort +6, Ref +7, Will +11; Str 10, Dex 14, Con 12, Int 14, Wis 14, Cha 20.

**Skills:** Concentration +10, Know. Arcana +12, Spellcraft +12, Bluff +14, Speak Language: Goblin

**Feats:** Spell Focus (Enchantment), Iron Will, Extend Spell, Improved Initiative

**Equipment:** *Boots of Improved Elvenkind, Cloak of Resistance +2, Wand of Ray of Empowered Enfeeblement, 16 charges*

**Spells: 6/7/7/7/5, DC 15 + spell level (16+ if Enchantment)**

0 level – Detect Magic, Detect Poison, Daze, Light, Ghost Sounds, Mage Hand, Mending, Prestidigitation

1<sup>st</sup> level – Magic Missile, Mage Armor, Grease, Charm Person, Ray of Enfeeblement

2<sup>nd</sup> level – Glitterdust, Scorching Ray, Invisibility,

3<sup>rd</sup> level – Fireball, Displacement, Fly

4<sup>th</sup> level – Confusion, Charm Monster

**Jever Wright (Hybrid):** human, Shapechanger; HD 9d4+27; hp 55; Init +6; Spd 30 ft; AC 18 (+2 Dex, +4 Mage Armor, +2 Natural Armor, Touch AC 16, flatfooted 16); Atks: +4 melee (1d4+1, claws) or +6 ranged (1d4, dagger); Full Atk: 2 attacks +6 melee (1d4+1, claws) and +2 bite (1d6+1); Space/Reach: 5 ft./5 ft.; SA none, SQ DR 10/silver, Alternate form, wolf empathy, low-light vision, scent, spells; AL NE; SV Fort +8, Ref +9, Will +13; Str 12, Dex 18, Con 16, Int 14, Wis 14, Cha 20.

**Skills and Feats:** Concentration +10, Know. Arcana +12, Spellcraft +12, Bluff +14, Speak Language: Goblin; Spell Focus (Enchantment), Iron Will, Extend Spell, Improved Initiative

**Equipment:** *Boots of Improved Elvenkind, Cloak of Resistance +2, Wand of Ray of Empowered Enfeeblement, 16 charges*

*Elite Infantry Goblin(2):* Small humanoid; Fighter6; HD 1d8+1 + 6d10+6; hp 58; Init +2; Spd 30 ft.; AC 18 (+1 size, +2 Dex, +4 chain shirt, +2 heavy shield), touch 13, flat-footed 16; Atks: +11 melee (1d8+4, MW morningstar) or +10 ranged (1d6, javelin); Space/Reach: 5 ft./5 ft.; SQ *Charmed*, Darkvision 60 ft; AL NE; SV Fort +7, Ref +5, Will +1; Str 14, Dex 14, Con 12, Int 10, Wis 9, Cha 8.

**Skills:** Hide +5, Listen +2, Move Silently +5, Ride +5, Spot +2, Handle Animal +2, Intimidation +8, Jump +7, Climb +6

**Feats:** Alertness, Weapon Focus: Morningstar, Dodge, Weapon Spec. Morningstar, Improved Initiative.

**Equipment:** Chain Shirt, Heavy Shield, MW Morning Star, Javelin.

#### ATL 8

1 Werewolf Sorcerer 10

5 Elite Infantry Goblins (8 if back way in was used)

**Jever Wright:** human, Shapechanger; HD 10d4+10; hp 41; Init +6; Spd 30 ft; AC 16 (+2 Dex, +4 Mage Armor, Touch AC 16, flatfooted 14); Atks: +5 melee (1d6, quarterstaff) or +7 ranged (1d4, dagger); Full Atk: +5 melee (1d6, staff) or +7 ranged (1d4, dagger); Space/Reach: 5 ft./5 ft.; SA none, SQ DR 10/silver, Alternate form, wolf empathy, low-light vision, scent, spells; AL NE; SV Fort +6, Ref +7, Will +11; Str 10, Dex 14, Con 12, Int 14, Wis 14, Cha 20.

**Skills:** Concentration +11, Know. Arcana +13, Spellcraft +13, Bluff +15, Speak Language: Goblin

**Feats:** Spell Focus (Enchantment), Iron Will, Extend Spell, Improved Initiative

**Equipment:** *Boots of Improved Elvenkind, Cloak of Resistance +2, Wand of Ray of Empowered Enfeeblement, 16 charges*

**Spells:** 6/7/7/7/6/4, DC 15 + spell level (16+ if Enchantment)

0 level – Detect Magic, Detect Poison, Daze, Light, Ghost Sounds, Mage Hand, Mending, Prestidigitation

1<sup>st</sup> level – Magic Missile, Mage Armor, Grease, Charm Person, Ray of Enfeeblement

2<sup>nd</sup> level – Glitterdust, Scorching Ray, Invisibility,

3<sup>rd</sup> level – Fly, Displacement, Fireball

4<sup>th</sup> level – Confusion, Charm Monster

5<sup>th</sup> level – Hold Monster

**Jever Wright (Hybrid):** human, Shapechanger; HD 10d4+30; hp 61; Init +6; Spd 30 ft; AC 16 (+2 Dex, +4 Mage Armor, Touch AC 16, flatfooted 14); Atks: +5 melee (1d6, quarterstaff) or +7 ranged (1d4, dagger); Full Atk: +5 melee (1d6, staff) or +7 ranged (1d4, dagger); Space/Reach: 5 ft./5 ft.; SA none, SQ DR 10/silver, Alternate form, wolf empathy, low-light vision, scent, spells; AL NE; SV Fort +8, Ref +9, Will +13; Str 12, Dex 18, Con 16, Int 14, Wis 14, Cha 20.

**Skills:** Concentration +11, Know. Arcana +13, Spellcraft +13, Bluff +15, Speak Language: Goblin

**Feats:** Spell Focus (Enchantment), Iron Will, Extend Spell, Improved Initiative

**Equipment:** *Boots of Improved Elvenkind, Cloak of Resistance +2, Wand of Ray of Empowered Enfeeblement, 16 charges*

*Elite Infantry Goblin(2):* Small humanoid; Fighter6; HD 1d8+1 + 6d10+6; hp 58; Init +2; Spd 30 ft.; AC 18 (+1 size, +2 Dex, +4 chain shirt, +2 heavy shield), touch 13, flat-footed 16; Atks: +11 melee (1d8+4, MW morningstar) or +10 ranged (1d6, javelin); Space/Reach: 5 ft./5 ft.; SQ *Charmed*, Darkvision 60 ft; AL NE; SV Fort +7, Ref +5, Will +1; Str 14, Dex 14, Con 12, Int 10, Wis 9, Cha 8.

**Skills:** Hide +5, Listen +2, Move Silently +5, Ride +5, Spot +2, Handle Animal +2, Intimidation +8, Jump +7, Climb +6

**Feats:** Alertness, Weapon Focus: Morningstar, Dodge, Weapon Spec. Morningstar, Improved Initiative.

**Equipment:** Chain Shirt, Heavy Shield, MW Morning Star, Javelin.

## Encounter 11 – The Blood Cools

GMs, adjust content for the boxed text, pending if Jever Wright changed shape.

*The body of Jever Wright lies before you, broken by your spells. He has once again assumed his original form. “My boots!” says Jyn, as she starts wrenching them from his feet.*

If Nikag is NOT with the PCs, the GMs may simply do the wrap-up. If they do not think to search the rest of the floor, Jyn will suggest it “there may be more loot!”

In the far room down the hall, the PCs will open up on a horrific sight (Room R15):

*As soon as you open the door, you are hit with the iron scent of old blood. It is dark in here, but the light from the hallway shows you a garish sight – three bodies, hanging from shackles. As you look, one of them slowly and painfully tilts its head up to reveal bloodied and fearful eyes. “Is it my turn? Just get it over with!” it rasps.*

The PCs have found Jever’s experiments. These are the bodies of kidnapped travelers that Jever was trying to turn into werewolves. One of the bodies is dead. The other is comatose (effective hit points: 0) and the last (the one who spoke) has 3 hit points. In one corner is an absolutely awful pile of human remains.

Jever had tried to make lycanthropic thralls. He would charm them, and try to control his own shape and wound them without killing them. He had poor success with this as he would typically fall into a bloodlust in his poorly-controlled change. In fact, these two are the only two he has been able to afflict without killing them. An appropriate Heal: diagnosis check will see that both have suffered bite marks. PCs may draw their own conclusion what that might mean, but...

These two travelers are afflicted with lycanthropy. One of them is Feg, the missing trapper. It should be beyond the means of the PCs to heal it, but if they can return them to Amthydor, it is possible that they may be saved (removing lycanthropy requires a *remove disease* spell by a 12<sup>th</sup> level caster). It is very important to track how much time the PCs have spent so far. A timeline would be something like this:

Day 1 – Jyn hires them

Day 2 – PCs set out -- JEVER WRIGHT AFFLICTS THE PEASANTS

Day 3 – PCs encounter goblins (most likely) – END OF FIRST DAY

Day 4 – PCs resolve Jever Wright issue, find Peasants – END OF SECOND DAY

Day 5 – END OF THIRD DAY, PEASANTS ARE FULL LYCANTHROPES.

Make Forced March checks as appropriate. Add a little drama and tension.

**Forced March** -- A character can walk for more than 8 hours in a day by making a forced march. For each hour of marching beyond 8 hours, a Constitution check (DC 10, +2 per extra hour) is required. If the check fails, the character takes 1d6 points of nonlethal damage. A character who takes any nonlethal damage from a forced march becomes fatigued. Eliminating the nonlethal damage also eliminates the fatigue. It’s possible for a character to march into unconsciousness by pushing himself too hard.

Now, PCs can make a Religion or Arcana check DC 15 to know about the three-day period. A high (level 12) cleric must cast Remove Disease or Heal. The PCs must hustle to get them back in time, considering they were a day and a half out. The Temple of Meneon will take particular interest in the peasants, and will cure them for free. They will also take them in and work on the emotional healing for the horrors they have seen.

If the PCs do not make it back in time, the Church of Meneon will still take them in. The PCs will not know the disposition, but they really don’t have much choice, as they have no more options, and letting a lycanthrope go free is NOT a good idea (or a good act).

Jyn will fork over payment (if she has not already). The complete treasure listing is in the Treasure Summary.

The PCs may try to take the boots from Jyn, by force or by theft. If they do, she does nothing for now, but after the end of the module a fellow thief retrieves the boots. All the PCs receive the **Deal Breaker** cert at the end of the module if this happens.

## Encounter 11A – Talking with Nikag

Use this encounter only if the PCs had a high diplomatic success with Nikag.

Pending party success, he will gather his people.

The charms have worn off the goblins and they are angry (at Jever) and even more dedicated to Nikag (for saving them). Nikag will tell the PCs that he will take his people and go and not trouble this area. They have some wolves, and have certainly had their fill of this area. He will promise not to harry Amthydor regions – besides, he'll have his hands busy taking control of his tribe and warring with those pesky kobolds.

If – AND ONLY If – PCS SUGGEST THIS!!! He will be amenable to a trade agreement of sorts. Goblins have access to mines and materials that Amthydor doesn't, simply because it's all in hostile territory. He will be quite intrigued by the concept of formal relations and trade with the Shining Jewel. PCs should immediately report this to any Noble Houses or organizations (such as the Diamond Legion) with which they have some influence. GMs should include this in game summary.

This will heavily be affected by how the PCs treated the goblins after talking with him. A few casualties are acceptable (and likely necessary, he reasons), but brutality will absolutely not be tolerated and will prevent any such agreement.

**THUS ENDS “TOOTH AND CLAW”**

**Time Unit Cost: 5 TUs**

## **EXPERIENCE POINT SUMMARY**

Total the XP earned from the following:

### **Encounter 5**

Found/followed goblin trail 50 XP

### **Encounter 6A**

Defeating Nikag 150 XP

### **Encounter 6B**

Working with Nikag 250 XP

### **Encounter 9A**

Sneaking in to keep 200 XP

### **Encounter 9B**

Fighting through goblin gauntlet 300 XP

### **Encounter 10**

Defeating Jever 200 XP

### **Encounter 11**

Returning captives in time to be healed 100 XP

**Discretionary Roleplaying Award** Up to 100 XP

**Total Possible Experience:** 900 XP

## **Treasure Summary**

If it's not on this list, the PCs cannot keep it.

### **TREASURE ATL 2**

(from Jyn)

- Spell book Fragment. Several pages from the remains of a spellbook containing three spells; 2 1<sup>st</sup> level spells (*Silent Image*,



*Feather Fall*), 1 2<sup>nd</sup> level spell (*See Invisible*)

- “Chastisement”, Double Mace standard weapon, one head alchemical silver, one head cold iron.
- “Vengeance” MW Bastard Sword

(from Jever Wright)

- “Emerys’ Shelter”, *Cloak of Resistance* +2 Wand of Ray of Enfeeblement, 8 charges

ATL 3

- Spell book Fragment. Several pages from the remains of a spellbook containing three scrolls : 2 1<sup>st</sup> level spells (*Silent Image, Feather Fall*), 1 2<sup>nd</sup> level spell (*See Invisible*)
- “Chastisement” Masterwork Double Mace, one head alchemical silver, one head cold iron.
- “Vengeance” MW Bastard Sword

(from Jever Wright)

- “Emerys’ Shelter”, *Cloak of Resistance* +2 Wand of Ray of Enfeeblement, 8 charges

ATL 5

- Spell book Fragment. Several pages from the remains of a spellbook containing three spells; 2 2<sup>nd</sup> level spells (*Web, Rope Trick*), 1 3<sup>rd</sup> level spell (*Displacement*)
- “Chastisement” +1 Double Mace, one head alchemical silver, one head cold iron.
- “Vengeance,” Bastard Sword +1

(from Jever Wright)

- “Emerys’ Shelter”, *Cloak of Resistance* +2 Wand of Ray of Enfeeblement, 16 charges

ATL 7

- Spell book Fragment. Several pages from the remains of a spellbook containing three

spells; 2 3<sup>rd</sup> level spells (*Wind Wall, Ray of Exhaustion*), 1 4<sup>th</sup> level spell (*Crushing Despair*)

- “Chastisement” +1 Double Mace, one head alchemical silver, one head cold iron.
- “Vengeance” Bastard Sword +1, Elf Bane. The bearer suffers a -2 penalty on all Charisma-based checks against elves.

(from Jever Wright)

- “Emerys’ Shelter”, *Cloak of Resistance* +2 Wand of Ray of Empowered Enfeeblement, 16 charges

ATL 8

- Spell book Fragment. Several pages from the remains of a spellbook containing three spells; 2 3<sup>rd</sup> level spells (*Wind Wall, Ray of Exhaustion*), 1 4<sup>th</sup> level spell (*Crushing Despair*)
- “Chastisement” +1 Double Mace, one head alchemical silver, one head cold iron.
- “Vengeance” Bastard Sword +1, Elf Bane. However, the bearer suffers -2 to all social skill checks with elves.

(from Jever Wright)

- “Emerys’ Shelter”, *Cloak of Resistance* +2 Wand of Ray of Empowered Enfeeblement, 16 charges

ALL ATLS:

All players receive one of the following.

- *Performed the Task* – The PCs helped Jyn recover “her” boots and she is grateful to them. For one time, they may call upon her for help any adventures taking place within the City of Amthydor. This translates to a +10 bonus to Gather Information checks for any local information, or +15 bonus to a Gather Information check pertaining

to illegal activity within Amthydor. It will take approximately half a day to get in touch with her and for her to check her contacts for the info. This benefit may only be gained once. Jyn will always be favorably disposed to PCs in future meetings. This is a role-playing effect.

- *Deal-Breakers!* – The PCs have reneged on a deal with an accomplished thief with many contacts in the Amthydor underworld. Bad move! In every ensuing adventure, a fellow thief will attempt to steal something from the PC valued at a minimum of 200 gold/CURRENT PC level. These attempts will continue until something is successfully stolen. The rogue will have a Sleight of Hand bonus of Current PC Level + 8 (ex. 5<sup>th</sup> level PC will get an attempt from a Rogue with +13 Sleight of Hand, reflecting Dex 16, max ranks and Bluff synergy bonus). This occurs even if Jyn did not survive, as she arranged a “Dead Man’s Deal”.

***GMs MUST be notified of this cert at the outset of every adventure. The PC is not aware of this consequence.***

## GM Appendix 1: MAIN NPCS

### NIKAG

Nikag is a goblin prodigy. Much sharper than most goblins, he actually spent some time as a mercenary, often traveling with humans. He was in the retinue of an evil wizard and escaped when the wizard was laid low. In that time, he learned much of tactics and fighting styles, and this served him well after he returned to his tribe. He quickly ascended the goblin hierarchy and came to be in charge of his own small band. He has a sister who is a druid for the goblins, and together they plot their rise to power. Nikag, having heard of the ranging wolves, envisioned a restoration of the goblin wolf-riders spoken of in tales. He reasoned that this would further enhance his status and prestige, as well as serving as a springboard for greater goblin domination in the region. He set out with his kinsman Nikag (a ranger) and his band (rather better trained than most goblins) to trap wolves.

Nikag is a goblin visionary. He sees much farther and plans more deeply than the standard goblin warleader. He learned coordinated tactics among the humans, and recruited goblins who he felt could stand the training. He typically organizes them into three categories – chain wielders, crossbowmen and light infantry (skirmishers). He has taught them to support each other in combat, and successes on the battlefield – primarily against kobolds – have driven the lessons home. His goblins typically fight in pairs and coordinate with other pairs in battle.

His primary goal is to unite his tribe under his rule (supported by his sister and kin), conquer/absorb other goblin tribes and dominate the mountains in which they reside. Their chief competitors are the kobolds. Nikag has no interest in messing around with humans (and their demi-cousins). He has seen too well the magics that they seem to wield so effortlessly, and what their organized military can do. Besides, he has more than enough on his plate, and his goals do not include humans. He will actually be amenable to a treaty with Amthydor.

He can offer access to rich resources, and craves the craftsmanship of the more civilized races. He is more lawful than most goblins, and will keep to his agreement.

### NIKAG

Nikag is a cousin to Nikag, as far as goblins rate such things. He is hunter and tracker for his people and is absolutely loyal to Nikag. The warleader brought him along for his skill with animals and with trapping. It is Nikag who has helped tame (to a degree) the few wolves they have caught, as well as enabling the trapping of them. Nikag's support has enabled him to garner more prestige than he normally might within the goblin culture. Their bond is another example of Nikag's charisma and leadership skills.

### JEVER WRIGHT

Jever Wright is a sorcerer with big ambitions. He started his career as most adventurers do, plundering tombs, running guard duty, etc. He had lost any moral compass he may have had, and developed a ruthlessness that he felt he was entitled to, due to his charisma and strength of personality. He found it easy to dominate people and the party he ended up with was also indifferent to the morals or concerns of most.

Wright was the unlucky sentry when the werewolf pack attacked, and was quickly savaged and laid low as the pack plowed into the sleeping band. The battle rapidly migrated from where Jever lay twitching. The two survivors, (Jyn and the cleric) shocked and numbed in the morning sun, assumed all the rest were lost and gathered what they could and fled. He should have died, but his strong will helped him survive the most perilous day that followed. Recovering a little of his strength, he crawled into the fallen keep to recuperate. This healing was greatly (and thoroughly) aided a few nights later, when the next full moon arose, which also saw him manifest into a new lycanthrope.

In that first night of wild rampage, Wright's luck stayed poor. During the night he fell into a pit dug by the goblins in order to trap wolves. The goblins, which had been having little luck, were quite startled to find a groggy human in one of their traps. Jever quickly recovered his senses, and drawing upon his spells, managed to charm their squad leader. Over the next few days, he carefully applied similar compulsion spells, and rapidly took control of the war band – with one exception.

Nikag was surprised to see his warriors following a human wizard. Having had previous exposure to mages and their ways, he quickly deduced the situation, as his loyal blood kin were bounding around and ingratiating themselves to this stranger. As Jever was brought to their 'leader', Nikag steeled his will, and when the inevitable spell came, he actually managed to resist. But the quick-thinking goblin was able to bluff the over-confident sorcerer that he was indeed his servant, and a new lifestyle began.

Jever quickly re-established the goblin base into the old keep, ordering the goblins to restore it as best as possible (not very). The sorcerer noticed with chagrin that there was little booty on the bodies of his now-dead companions. He set about consolidating his hold over the goblins, and pondering his next move. Inspiration struck as again his curse manifested itself. Another night's rampage, a few mauled goblins, and their deep fear when he saw them in the morning confirmed his suspicions, and strengthened his grip upon them. It also gave him an idea.

As a sorcerer, Jever was well-used to the arrogant dominance of weaker minds. He felt that if he could quietly and carefully kidnap travelers, inflict his own curse upon them, and then lay his compulsions on, he could capitalize upon the goblin's plan of wolf-riders, as well as building a small lycanthrope army, led by his spellcraft. The possibilities that this plan offered him burgeoned in his mind, and he set about enacting it.

To his frustration, he learned that his control was not yet good enough to change shape while maintaining control and the few travelers he was

experimenting upon were mauled to death. But Jever's control is improving, and he recently managed his first conscious control of his shape. Fresh targets were obtained, and Jever's plans are getting closer to fruition.

In the meantime, Nikag broods and waits for an opportunity to reclaim command, although simply escaping is looking more and more attractive.

## JYN

Jyn is a fetching young thief. She specializes more in burglary and con games, but frequently traveled with a band of adventurers who didn't mind her lawless ways. She is not evil and didn't fully fit into the band, but since they were fairly successful, she didn't have any problems associating with them.

The attack shook her badly. She is not a combatant if she can at all help it, and her survival was as much luck as anything else. That is one reason why she ended up with the poorer end of the treasure as dictated by the other survivor, the cleric. During her recovery, she recalled Jever's boots, or, *her* boots, as she always thought. She felt he cheated magically and that they should have been hers, and she is absolutely determined to recover *her* property. Once she recovered, she started gathering some intel. When she felt confident that the wolves were truly dispersed, she started recruiting adventurers.

Jyn, while easily capable of lying through her teeth, is actually playing it fairly straight with the PCs. She's in no position or condition to irritate a group of adventurers, and doesn't even really want to try. Her normal support base is broken up, so who knows what connections she might make? However, she still has plenty of connections in Amthydor and most of them are of the illegal sort. If she is double-crossed she is in a *strong* position to make them pay.

Jyn will stay out of combat, hiding if possible. She is also not here as a lock-picking artist or trap-finder. That's why she hired the PCs – to take care

of all that. She goes along to help find it and protect her investment.

**Jyn:** half-elf; Rogue 6d6+4; hp 32; Init +3; Spd 30 ft; AC 16 (+3 Dex, Bracers +3, Touch AC 16, flatfooted 13); Atks: +5 melee (1d6+1, rapier) or +7 ranged (1d4, dagger); Full Atk: +5 melee (1d6+1, rapier) or +4 ranged (1d4, dagger); Space/Reach: 5 ft./5 ft.; SA Sneak Attack, SQ Rogue abilities, low-light vision; AL N; SV Fort +3, Ref +8, Will +3; Str 10, Dex 17, Con 12, Int 12, Wis 12, Cha 16.

**Skills and Feats:** Bluff +15, Know. Local +5, Sense Motive +10, Diplomacy +18, Open Lock +10, Disable Device +10, Move Silent +9, Hide +14, Search +7, Spot +5, Listen +5, Sleight of Hand +11, Know. Local +5, Gather Info +8, Intimidate +8; Improved Initiative, Skill Focus: Bluff, Negotiator.

**Equipment:** *Cloak of Elvenkind*, +1 rapier, Bracers AC 3.

## GM Appendix I: Room Key for the Keep

The general condition of the keep is old, battered and sparse. This was not a lot more than a ruined shell a couple of months ago, and the goblins have been unenthusiastic and inexperienced renovators.

R1 – Guard/Porter room. Three goblin infantry are stationed here normally. **Tactics** – they will try to flank if an obvious invading group bypasses their room.

R2 – Temp. Guard Barracks. Four spiked-chain goblins are stationed here. If the alarm is raised, they will move out and try to block progress through the hall.

R3 – Lord’s Office. Once fine furniture lies in tattered and moldy ruins here. Three goblin infantry hang out here.

R4 – Dining Hall. This room is used for the same purpose the original owner used it. Currently, 5 goblins (2 crossbow, 3 infantry) are hanging out, eating scraps, dicing, and playing mumblety-peg. **Tactics** – they will also try to flank, and coordinate opening and closing the door with the crossbow-wielders’ attacks. If pressed, they will withdraw further down to the other door.

R5 – Kitchen. Blackened, greasy ovens are littered with the leftovers of the finest goblins cuisine. There is a pantry near the back of the kitchen stocked with food of dubious nature.

R6 – Wolf pen. This is where Nikag keeps the few wolves they’ve trained. There are only 2 here now (Nikag currently has a third one). One has a broken leg, the other is healthy. They are both tethered. It is surprisingly clean and orderly here. Both wolves are nowhere near domesticated. Care must be exhibited in freeing them. They be slain easily within their restraints.

R7 – Nikag’s Room – This former study now houses Nikag, the goblin animal handler. He will be with Nikag.

R8 – Rubble Room. The original purpose of this room has been lost to the damage it has sustained. There is a group of 6 goblins (one guard, five workers) in here, shoring it up. This corner of the keep had largely collapsed. As such, there is a constant clamor of clanging, cursing, and other such industrious noises.

R9 – The Privy. Horrible things are in here – really! Think of a goblin with the runs and lack of running water, multiply it by about 40 and, well, you get the picture.

### Second Floor

R10 – Unstable Room. This room has been blocked off, as it is extremely dangerous. This is above the rubble room below, and is extremely unstable. Crude boards block the door. PCs who enter and are of medium size have a 40% chance per round of falling through.

R11 – Jever’s Quarters. The bedchamber of the former lord of the keep now serves as the living abode of Jever Wright, the lycanthropic sorcerer. It is quite different than the rest of the keep, as it is clean and orderly. The furnishings are a mish-mash that were stolen from travelers and remote farms. In it is a diary describing his experiences since his capture (detailed in his Bio).

R 12 – Washroom. This private bath is also clean and tidy, but alas, has very few of the amenities that would be preferred by its current owner.

R13 – Laboratory. What once used to be private relaxation chambers for the original family of the keep now serves as Jever Wright’s laboratory. He is not an accomplished alchemist, so there is little in the way of such. With it he has placed the scrounged equipment of his former adventuring party, and any other items that he deems necessary for study. This is also where he conducts audiences. A couple of crude tables and several chairs are along the west and north wall. This is where Jever will typically be found, along with

two other goblin guards. On the South Wall is a storage area that does not yet see much use.

R14 – Nikag’s living quarters. Once a bedchamber for humans, this now serves as the living quarters of Nikag, the goblin war-leader. It is spartan and orderly. Here he keeps his own diary, but there are very few entries in the past two months.

R15 – Prisoner Storage. This room is a horror, filled with blood and filth. There are three bodies here, two of them living. This is where Jever keeps his prisoners as he attempts to enforce his own curse upon them. One of the bodies is a horrifically torn mess. The two survivors are both human males (one is the trapper Feg). They are dazed and numb to the carnage, having seen the awful things.





# Critical Event Summary: “Tooth and Claw”

List about 10 questions that ask what PCs did at critical plot points. A sample follows.

1. What was Jever Wright’s status at the end of the module? (Circle all that apply)

Dead          Injured          Escaped          Captured

2. How did the heroes treat Nikag? (Circle whichever applies)

Killed Him          Successfully parlayed          Discussed trade

3. What was the two survivors’ status at the end of the module?

Not found          Freed by the PCs          Turned over to Church of Meneon – Healed

Turned over to Church of Meneon – Not Healed

4. What was Jyn’ status at the end of the module?          Alive          Dead

5. Did the heroes help Jyn retrieve the boots?          Yes          No

6. Did the heroes renege on their deal with Jyn?          Yes          No

7. Did any PCs die?          Yes          No

8. Note any other important information on the back of this form (PC arrests, etc.).

Return this form to: Jay Fisher, 8932 Manor Loop Apt 107, Bradenton, FL 34202 or by e-mail to [lsj-plots@ucc-online.com](mailto:lsj-plots@ucc-online.com).

Please send completed form to: Joanne Clarke-Stein, 15 Manor Crescent, Bldg. 20, New Brunswick, NJ 08901-1680, or email to [lsi-roster@ucc-online.com](mailto:lsi-roster@ucc-online.com).



## Roster of Heroes: Tooth and Claw

**Judge Name:** \_\_\_\_\_

**Convention:** \_\_\_\_\_

**Date:** \_\_\_\_\_

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
 Email address: \_\_\_\_\_ (optional)  
 Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_  
 Special items or comments: \_\_\_\_\_  
 Gained a level:  Out of Play:  Dead:  Lost level(s):

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
 Email address: \_\_\_\_\_ (optional)  
 Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_  
 Special items or comments: \_\_\_\_\_  
 Gained a level:  Out of Play:  Dead:  Lost level(s):

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
 Email address: \_\_\_\_\_ (optional)  
 Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_  
 Special items or comments: \_\_\_\_\_  
 Gained a level:  Out of Play:  Dead:  Lost level(s):

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
 Email address: \_\_\_\_\_ (optional)  
 Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_  
 Special items or comments: \_\_\_\_\_  
 Gained a level:  Out of Play:  Dead:  Lost level(s):

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
 Email address: \_\_\_\_\_ (optional)  
 Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_  
 Special items or comments: \_\_\_\_\_  
 Gained a level:  Out of Play:  Dead:  Lost level(s):

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
 Email address: \_\_\_\_\_ (optional)  
 Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_  
 Special items or comments: \_\_\_\_\_  
 Gained a level:  Out of Play:  Dead:  Lost level(s):

## **OPEN GAME LICENSE Version 1.0**

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

### **15. COPYRIGHT NOTICE**

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document, Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell; based on original material by E. Gary Gygax and Dave Arneson.

Terror From Below, Copyright 2004, Universe Construction Company; Author Rene' Alfonso

The Raian Pantheon Primer, Copyright 2004, Universe Construction Company; Authors Jay Fisher, Andrew Hauptman, and Cynthia Wood, with additional deity name contributions from Linda Baldwin, James Francis, Michael Sitts, and Catie Straiton.

The Raian City Primer, Copyright 2004, Universe Construction Company; Authors Dan Cooper and Jay Fisher.

The Raian World Primer, Copyright 2004, Universe Construction Company; Authors Catie Straiton and Gaylord Tang.

Tooth and Claw, Copyright 2005, Universe Construction Company, Author Michael Sitts.