



LEVELS 4-6

Slaughter at Splinterfang Gorge

By William Tucker

5th Edition
Compatible



SLAUGHTER AT SPLINTERFANG GORGE

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INTRODUCTION



CHALLENGE RATING

Slaughter at Splinter-Fang Gorge is a dangerous scenario intended for 4th to 6th level characters and features a variety of challenges. A group of four to six players that includes a variety of character classes will likely enjoy the most success on this sojourn. We recommend a party of APL 5. If more than four players, try 4th level. If less than four players, we suggest 6th level (and possibly multi-classed) characters.

The names of the locations within this adventure are simply monikers; the presiding Game Master can port this scenario into his or her existing campaign with little hassle. A character with a decent Survival skill (for tracking) is helpful but not essential to this adventure. PCs running head-on into the Lung-Gouger Camp will cause a number of opponents

from various locations to stack against them in combat. There are also numerous traps within the adventure that can hamper the PCs' efforts for success.

Lastly, each encounter is given the option to be more challenging. We present several ways to increase the challenge rating in case your players are higher level or more optimized than the standard party. Use your best judgment.

GM BACKGROUND

One hundred years ago, a powerful bugbear cleric named Spragnokk did the near impossible; he united several bands of his monstrous kinsmen and almost wiped out the elven population of the Meirlara Forest. The ancient timberland was a hotly contested region between the elves and goblinoids for scores of years. For a time, the elves were able to fool their enemies into fighting one another with magic and misdirection, but once Spragnokk called together a war council of bugbear chieftains—then promptly slew them—he seized leadership of the gathered horde and turned the tide of the conflict.

He and his acolyte priests started targeting their opposition, breaking the spirit of the Meirlaran elves. Poison and disease were brought into play through traps and infiltration. The bodies of fallen elven warriors were harnessed by necromantic magic and thrown into the fray against their living kin. Spragnokk and his army were winning and the elves knew it.

The conflict reached a climax when the goblinoid horde stormed Rewlunrain, Meirlara's remaining elf stronghold on the fourth and final day of the Garnet Gales Aurora, a centennial event where the night sky pulsates with glowing waves of crimson. Spragnokk and his undead bodyguards accessed the bastion's central tree via the high branches of its towering neighbors.

Just as the bugbear cleric was crossing onto a platform littered with burnt corpses, a narrow figure erupted out of the very trunk of the hearttree. The Elf Warden, Slendruna Gulerane, bull-rushed Spragnokk to the platform's edge.

The burly goblinoid kicked out of reflex, shattering Gulerane's left knee, but the Warden's weight was just enough to send them both into the open air. A vine, animated by the spirit of Rewlunrain itself, snaked around Gulerane's left ankle and stopped her fall. Spragnokk, blood-enemy of the elves, plummeted over two hundred feet to the ground below, expiring upon impact amid a battalion of his ground forces. Word quickly spread throughout the evil army of Spragnokk's demise, breaking the horde's spirit. His acolytes retrieved his body and fled Meirlara with the rest of the broken army. The elves of Rewlunrain, too spent from defending their hearttree, did not give the departing goblinoids chase.

Believing they were being pursued, Spragnokk's brute disciples crossed and double-crossed rivers, plains, and hills until they were convinced that the elves were not shadowing them for retribution. The goblinoids encountered Perinade Forest, a locale lush with oak and hickory. Mindful of the Dewshine Road on the southern edge of the forest, Spragnokk's acolytes decided to explore the woods' northern side. There they found Splinter-Fang Gorge: a jagged, unkind wound in the ground preceded with unusual stone formations that resembled lupine fangs. As they descended the Gorge, the goblinoids discovered an odd tomb. After ransacking the sepulcher, the acolytes placed Spragnokk's body inside. The clerics did not perform the final rites for their leader's passing though; they poured runes of malice and revenge over his corpse, preparing for his necromantic return instead.

Spragnokk's tomb was sealed and the goblinoids scattered. Generations of bugbears passed. The tales of Spragnokk began to fade. Yet one tribe, the Lung-Gougers, stayed true to the murderous teachings of the fallen leader. Two sets of all-male triplets, born from the same mother, began to diversify their skills for the betterment of the tribe. The youngest brother, the priest Rhekular, learned that the Garnet Gales Aurora was nigh again. Elves would be bringing all children seventy-five years and younger to Rewlunrain to celebrate nature, youth, and now the accursed

victory over the goblinoids. Rhekular also learned that a thorp named Var'Ladne had been recently established on Perinade Forest close to Dewshine Road, and that some of the festivalgoers would be filtering through the thorp. The innocent blood of the babes of enemies was a solid staple in the bugbears' worshiping practices. Rhekular brought up to his chieftain Grekgoriv that such an abundance of potential sacrifices should not be ignored, especially with the centennial anniversary of the tribe's patron's death just days away. The return of Spragnokk would be a boon for the goblinoid tribes in the region, especially since the local population of the evil races was nearing pre-invasion numbers once again. Grekgoriv agreed and organized the six brothers into a warband with the intent of raising Spragnokk. Coupled with goblins, worgs, and goblin dogs, the warband set up a camp near Splinter-Fang Gorge, then fell on Var'Ladne.

The attack on the elven thorp was a slaughter. Almost all the adult elves on site were killed during the assault. Ten elven children—five little more than infants—were captured by the bugbears. One adult elf named Ralyluka Elenurenda was blinded via magic by Rhekular during the assault. Ralyluka stumbled away from the carnage and by luck found a hollow log on the south side of Var'Ladne. She crawled inside and hid, weeping at the death-cries of her kinsmen. After the decimation of the thorp, Ralyluka heard the bugbears mention their plans concerning the elf young. Her blood turned to ice. Between the blood loss from wounds sustained during the fight and the night's cold embrace, Ralyluka passed out just as the warband trudged back north to their camp. Hours later she woke to the sound of footfalls closing in on the log...

The goblinoids had returned.

GM NOTES: THE LUNG-GOUGERS

The six bugbear brothers who lead the warband stand out from their more bestial kin. Each sibling has a certain skill set that should be utilized to its fullest during his encounter with the PCs. The goblins serving the bugbears are trap-makers and skirmishers. The worgs are indigenous to the

Perinade Forest and are serving as scouts to the bugbears. The warband as a whole has attracted the attention of local, unaffiliated goblins and bugbears eager to lend a hand in attacking elves and their allies.

PLAYER HOOKS

Use the following hooks to grab your PCs and get them invested in the action that's about to unfold. Feel free to use any of the following hooks or design your own customized to your PCs.

Hook One: If the PCs include an elf or half-elf in their ranks, they could be on their way to Rewlunrain to celebrate the Garnet Gales Aurora and stay in touch with relatives.

Hook Two: A hint of smoke carries on the wind. Not that of a campfire, but the acrid burning smell of destruction.

Hook Three: If the party contains a ranger, he may instinctively note the presence of goblin footprints and desire to see what they are up to so close to elven lands.

Hook Four: The party could simply be using Dewshine Road to get from Point A to Point B and may have taken a wrong turn somewhere, leading them into the action.

WEATHER BY DAY

As the adventure progresses, feel free to use our generated weather (and accompanying side effects).

Day: 1

Weather Description: Inclement weather
Temperature: High 78°F (26°C)/ Low 57°F (14°C)
Wind Speed: 0 mph (0 kph)

Day: 2

Weather Description: Inclement weather
Temperature: High 74°F (23°C)/ Low 53°F (12°C)
Wind Speed: 3 mph (5 kph)
Precipitation: 1 hour of rain

Day: 3

Weather Description: Storm

Temperature: High 76°F (24°C)/ Low 51°F (11°C)
Wind Speed: 6 mph (10 kph)
Precipitation: 2 hours of fog, thunderstorm 3 hours of rain

Day: 4

Weather Description: Inclement weather
Temperature: High 71°F (22°C)/ Low 48°F (9°C)
Wind Speed: 11 mph (18 kph)
Precipitation: 2 hours of rain

NOTE ABOUT RAIN: Rain reduces visibility ranges by half, resulting in a -4 penalty on Perception checks. It has the same effect on flames, ranged weapon attacks, and Perception checks as severe wind.

5E RAIN EFFECTS: Rain causes disadvantage on all Wisdom (Perception) skill checks and Wisdom (Survival) skill checks related to tracking.

NEED MORE WEATHER?

PCs can sometimes be wily, and don't always adhere to the GMs carefully laid plans. If you need alternate weather, just stretch out the existing weather we've provided over a couple of days or find a generator to provide your own.

LAYING WASTE COMPATIBLE

The Pathfinder stat blocks have been made to be compatible with *Laying Waste: the Guide to Critical Combat*. At the end of each attack, you'll see a modifier such as [S+2] in red. This is your modifier for **severity checks** with that particular attack under this system. If not using Laying Waste, just ignore this.

Use of this product is *highly suggested*, but not necessary with this adventure.

DUAL-STAT FORMAT

This adventure is presented with two stat blocks presented for monsters, NPCs and traps. Black headings denote Pathfinder information while dark red headings are for Dungeons & Dragons™.

Example: Pathfinder

Example: 5E D&D

CHAPTER ONE: VAR'LADNE, A CUT TOO DEEP

GOBLIN HARASSMENT [EL 4]

The 'Dewshine Road,' for all its repute, has been relatively free of traffic. Other than the occasional peddler offering some questionable wares and a trapper pulling a cart full of pelts of dubious origin, the well-beaten track was as empty as the pitcher of ale you left at the last tavern.

Traveling has not been devoid of sound though; Perinade Forest, hugging the road's north side, is thick with the chirping of birds, the scuttling of squirrels, and the leaf-rustling passage of the wind. A timberland of mostly oak and hickory,

the forest is thick with shrubbery along its edges, yet the spacing between the trees offers a mostly obstacle-free walk, provided you keep your ingress single-file.

The hubbub of the Perinade dies out as you head further west. A thin column of black smoke drifting up from inside the forest stabs into the clear morning sky. A half-mile later, just when you can smell the ash, a trail perpendicular to the road cuts through the shrubbery. The footpath appears to head straight into the forest while the smoke's point of origin is still a bit west. A cry echoes out of the woodland, seemingly emanating from the ebon pillar...

The north-borne winds are helping the outcries reach the party's ears. PCs who pass a DC 23 [DC 18] Perception check can tell that the screams are humanoid in origin. Those who pass the check by 5 or better can discern that a female voice is yelling, "Help!" alternately in Elven and



Common. Party members who take the trail and/or head towards the smoke column reduce the DC by 1/every 10 feet. The trail does indeed curve towards Var'Ladne, but a thickening knot of trees obscures it. After the party moves towards the smoke/screams by about 120 feet, the trees thin.

A clearing lies ahead, the rear of the expanse dominated by the ruins of a thorp. The smoke you spotted earlier wafts from the village's smoldering rooftops. The screams originate from the more immediate log thirty feet to the northwest. Over a half dozen goblins armed with short swords are stabbing the log via various holes in the trunk and at the ends. Some

of the withdrawing blades are dripping blood. The bawling of what sounds to be a woman is coming from inside of the log.

The goblins came back to Var'Ladne in search of treasure their bosses may have missed. One git spotted Ralyluka Elenurenda emerging from her hiding spot. Screaming in excitement, the goblins ran towards her location. Ralyluka scrambled back into the log, but the goblins' plunging blades found her more than once. Frenzied, the goblins will be quick to charge anyone who intervenes with their sport.



GOBLIN MARAUDERS (9)**EL 4****XP 135**

Goblin Warrior

NE Small humanoid (goblinoid)

Init +6; **Senses** darkvision 60 ft : Perception -1**DEFENSE****AC** 16, touch 13, flat-footed 14 (+2 armor, +2 Dex, +1 shield, +1 size)**hp** 8 (1d10+2)**Fort** +3, **Ref** +2, **Will** -1**OFFENSE****Speed** 30 ft.**Melee** Short Sword +2 (1d4/19-20) **[S-2]****Ranged** Short Bow +4 (1d4/x3) **[S+2]****TACTICS**

The goblins believe they have the run of the ruined thorp. Although an armed party would usually cause the goblinoids to pause, the recent victory/slaughter has fired up the blood of the goblins.

During Combat Without one of the bugbear brothers to lead them, the goblins will keep their tactics simple. Half of the gits will engage the frontline PCs while the other half break out their bows for support. They always seek to flank and tear down the perceived weakest targets.

Morale Once half of their numbers have been incapacitated, the remaining goblins will retreat into Perinade Forest. If chased for an extended period, they will try to lead pursuers over one of the forest's pit traps (see **Chapter 2 – Wandering Encounter Table** - Result #10).

STATISTICS**Str** 11, **Dex** 15, **Con** 12, **Int** 10, **Wis** 9, **Cha** 6**Base Atk** +1; **CMB** +0; **CMD** 12**Feats** Improved Initiative**Skills** Intimidate +2, Ride +5, Stealth +13, Swim +4;**Racial Modifiers** +4 Ride, +4 Stealth**Languages** Goblin**Other Gear** Leather armor, light wooden shield, short sword, short bow with 20 arrows, 15 gp**SPECIAL ABILITIES**

Darkvision (60 feet) Goblins can see in the dark (black and white vision only).

Improved Initiative Goblins get a +4 bonus on initiative checks.

SCALING THE ENCOUNTER

EL 5: Give the goblins the Fighter Creature template (see below).

FIGHTER CREATURE GOBLIN MARAUDERS**CR 1/2****XP 150**

Fighter Goblin Warrior

NE Small humanoid (goblinoid)

Init +6; **Senses** darkvision 60 ft : Perception -1**DEFENSE****AC** 16, touch 13, flat-footed 14 (+2 armor, +2 Dex, +1 shield, +1 size)**hp** 8 (1d10+2)**Fort** +3, **Ref** +2, **Will** -1**OFFENSE****Speed** 30 ft.**Melee** Short Sword +4 (1d4+2/19-20) **[S-2]****Ranged** Short Bow +4 (1d4/x3) **[S+2]****TACTICS**

The goblins believe they have the run of the ruined thorp. Although an armed party would usually cause the humanoids to pause, the recent victory/slaughter has fired up the blood of the goblins.

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Morale Once half of their numbers have been incapacitated, the remaining goblins will retreat into Perinade Forest. If chased for an extended period, they will try to lead pursuers over one of the forest's pit traps (see **Chapter 2 – Wandering Encounter Table** - Result #10).

STATISTICS**Str** 15, **Dex** 15, **Con** 12, **Int** 10, **Wis** 9, **Cha** 6**Base Atk** +1; **CMB** +2; **CMD** 14**Feats** Deadly Aim, Improved Initiative**Skills** Intimidate +2, Ride +5, Stealth +13, Swim +4;**Racial Modifiers** +4 Ride, +4 Stealth**Languages** Goblin**Other Gear** Leather armor, light wooden shield, short sword, short bow with 20 arrows, 15 gp

SPECIAL ABILITIES

Darkvision (60 feet) Goblins can see in the dark (black and white vision only).

Deadly Aim The goblin fighters can subtract -1 from their ranged attacks to gain a +2 on damage.

Improved Initiative Goblins get a +4 bonus on initiative checks.

GOBLIN MARAUDERS (10)

EL 4

Small humanoid (goblinoid), neutral evil

Armor Class 15 (Studded Leather)

Hit Points 7 (2d6)

Speed 30 ft.

STR 6 (-2) **DEX** 16 (+3) **CON** 10 (+0) **INT** 9 (-1) **WIS** 6 (-2) **CHA** 6 (-2)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Goblin

Challenge 1/4 (50 XP)

SPECIAL ABILITIES

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Scimitar. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Shortbow. Ranged Weapon Attack: +5 to hit, range 80 ft./320 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

SCALING THE ENCOUNTER

EL 5: Add a goblin squad leader (see below).

GOBLIN SQUAD LEADER

CR 1

Small humanoid (goblinoid), neutral evil

Armor Class 16 (Breastplate)

Hit Points 24 (2d6+2d10+4)

Speed 30 ft.

STR 10 (+0) **DEX** 16 (+3) **CON** 12 (+1) **INT** 10 (+0) **WIS** 8 (-1) **CHA** 10 (-0)

Saving Throws Str +2, Con +3

Skills Athletics +2, Intimidation +2, Stealth +5

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1 (200 XP)

SPECIAL ABILITIES

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Multiattack: The goblin squad leader attacks with each hand when fighting with his scimitars (and adds his damage adjustment to each attack).

ACTIONS

Scimitar. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Shortbow. Ranged Weapon Attack: +5 to hit, range 80 ft./320 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

RALYLUKA ELENURENDA

CR 2

XP 600

Sylvan Elf Expert (Bowyer/Fletcher) 4

NG medium humanoid (elf)

Init +2; **Senses** Low-Light Vision (x2 as far as humans in dim light): Perception +12

DEFENSE

AC 12, touch 12, flat-footed 10 (+ 2 Dex)

hp 8 (of 21) (4d8+4)

Fort +1, **Ref** +3, **Will** +5

Defensive Abilities Elven Immunities – Immune to magic sleep effects, +2 racial saving throw bonus against enchantment spells and effects

OFFENSE

Speed 30 ft.

Melee Longsword +4 (1d8+1/19-20/x2) **[S+0]**

Ranged Masterwork Composite Longbow (Str +1) +6 (1d8+1/x3) **[S+4]**

TACTICS

If she joins the party, Ralyluka will provide missile support but will not fire into melee if she can help it due to her lack of skill. She in turn will try to pick off enemy stragglers and spell casters.

STATISTICS

Str 12, **Dex** 14, **Con** 10, **Int** 13, **Wis** 12, **Cha** 12

Base Atk +3; **CMB** +4; **CMD** 16

Feats Alertness, Nimble Moves

Skills Appraise +8, Climb +2, Craft (Arrows) +8, Craft (Woodworking) +6, Knowledge (Geography) +6, Knowledge (History) +5, Knowledge (Local) +6, Knowledge (Nature) +6, Ride +4, Sense Motive +3,

Stealth +7, Survival +5 and Swim +3; **Racial Modifiers** +2 Perception
Languages Common, Elven, Goblin

SPECIAL ABILITIES

Alertness (Ex) +2 bonus to Perception and Sense Motive checks.

Darkvision (60 feet) Ralyluka can see in the dark (black and white vision only).

Nimble Moves (Ex) Ignores 5 feet of difficult terrain when she moves.

RALYLUKA ELENURENDA CR 1/2

Medium humanoid (wood elf), neutral good

Armor Class 12

Hit Points 8 (of 14) (4d6)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	10 (+0)	13 (+1)	12 (+0)	12 (+1)

Saves Str +2, Dex +3

Skills Animal Handling +3, Athletics +2, Insight +3, Nature +3, Perception +3, Survival +3

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elven

Challenge 1/2 (100 XP)

SPECIAL ABILITIES

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Longsword. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) slashing damage.

Masterwork Composite Longbow. Ranged Weapon Attack: +5 to hit, range 80 ft./320 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

GM's NOTE: RALYLUKA

Ralyluka's survival is important but not essential to the adventure; a *flaming sphere* or *fireball* may eliminate the goblins and her if utilized near the fallen log. The chattering of more goblins and/or a numerous amount of tracks on the north side of Var'Ladne may be all that is needed to nudge PCs in the right direction.



Once combat is over, Ralyluka will tentatively call out to PCs from the log. She will question the PCs, asking who they are and why they are here (utilizing Sense Motive checks). If comfortable with their answers, Ralyluka will crawl out.

A young, brunette elven female eases out of the hollow log. Her olive-colored clothes are covered with blood and mud, and her long tresses are in disarray. Her amber eyes dart around, yet remained unfocused. The mud on her face is streaked by the clear passage of tears.

"I-I cannot see, but you saved me from those goblins, so you must have some noble character. The young of my kind were snatched out of their parents' arms during an attack last night. Would you rescue them, the children stolen away by the raiders?"

Ralyluka will exchange her name with the PCs. She will be more relaxed if an elf is among her saviors, but she will be grateful regardless.

If asked what is this place:

"Var'Ladne. It is... or was a way station of sorts for our kind. Our kin from the east would stop here to rest while on the way to Rewlunrain, our hearttree stronghold in Meirlara Forest. We had a few traveling families staying overnight, some with children and infants." Tears start to tumble down her cheeks again.

If asked what happened here:

"A host of goblins led by bugbears attacked. We grew complacent, living near a human road. We made an accounting of ourselves during the attack, but we were overwhelmed. Just after I was struck blind I heard the cries of our young escalate. It sounded like the goblinoids were taking the children north."

If asked about herself:

"I served as an apprentice to my uncle, Bowyer Glenandel Rowulansan. I was working on my first bow until... the attack."

If asked what happened to her:

"During the attack I rushed over to my master's shop to grab one of his bows. A bugbear in chain mail stepped out from behind the shop and barked a spell at me. I was struck blind. I wandered to the edge of Var'Ladne to this hollow log. I hid... and listened to my kin die."

If asked about the bugbear party:

"Some goblins rode in on their mangy rodents during the attack. Worgs also darted in, tearing out my neighbors' throats. The three bugbears I saw were well versed with their weapons. One bugbear, especially broad, used his flail to smash apart our guard captain's shield. Snapping out with the flail again, the bugbear next wrenched the captain's sword away. The spiked ball arced around one last time, taking the captain's head clean off his torso..."

"After I hid, I could swear I heard more than one voice snarling out spells. More than one type of magic was employed during the attack, but I do not know what kind."

"When the last of the adult elves were silenced, I could hear the bugbears and goblins snatch up the children of my visiting kin. How the babes screamed! One bugbear barked at his cohorts not to harm the young. He said, 'We'll likely need all of them to bring him back. If there is any flesh left in four days, we'll put it in the stewpot. To the gorge!'"

"Over the next four days is the Garnet Gales Aurora, an elven holiday celebrating youth and nature. I do not think the motive behind this attack was a simple raid."

If asked about the Garnet Gales Aurora and/or motive behind the attack:

"The Garnet Gales Aurora is a centennial event where the night sky over our lands is blooming with waves of red for four days. My people have always associated this occasion with nature and youth. The last aurora was bloodied by our near-defeat by the goblinoids at Rewlunrain. We snatched victory by the narrowest of margins, killing the head of their army by surprise just as he was marching in triumph into our hearttree. This Garnet Gales was going to honor those who fell at Rewlunrain. Some goblinoids have long memories as well. This attack could not simply be coincidental."

If asked about the kidnapped children:

"The children and their parents arrived here only hours before the attack. I was too busy working to get their names, something I feel guilty about now. Perhaps there were a dozen. Perhaps less. Too young to be exposed to the nightmare last night."



If asked about the Perinade Forest:

"My people were looking at Perinade Forest as a possible province to Rewlunrain, but our numbers have not recovered sufficiently since the goblinoid attack a century ago to warrant establishing a large community. We have not explored much of the northern-half of the forest. Old maps indicate that the forest is over one-hundred miles wide and extends north by about sixty miles, ending at a ravine or gorge."


"Until now, we did not encounter anything more dangerous than a solitary worg or large spider. Perhaps exploring the forest more thoroughly could have prevented... this."

Ralyluka is more concerned about the kidnapped children than herself, so she will initially brush off all attempts to heal her injuries. She will state that such energy should be 'saved for the young.' A DC 15 Diplomacy check will convince Ralyluka to accept aid to alleviate her conditions.

If fully restored, Ralyluka may accompany the party if the GM feels the PCs could use a little aid. She cannot act as a guide but can add some missile support. She will sift through the remains of her home and find a half-buried locker containing her masterwork composite

longbow, quiver (with 20 arrows), and longsword.

More likely, Ralyluka will offer to stay near Dewshine Road. Another party of elves should arrive late tomorrow and, once informed of the situation, will start hunting the goblinoids (these elves will not catch up with PCs undertaking the quest). If left blind, Ralyluka will wait in the hollow log and wait for her people to come up the trail.

Saving and Healing Ralyluka Elenurenda, Minor Quest (EL 4) 

Success: Saving Ralyluka from the goblins and healing/curing her wounds and blindness.

Reward: 600 bonus XP for rescuing her from the goblins. Curing her wounds/blindness 300 XP each. 40 free arrows/month for life if fully cured.

VAR'LADNE

Bodies of elf and goblin alike lay strewn about the smoking ruins of the elven thorp; flies angrily buzz up from the corpses as you disrupt their meals. The wounds on the goblins were borne from precision and efficiency, ensuring quick kills. In contrast, the wounds on the elves were haphazard, inflicted to ensure the victim would not expire for a few agonizing hours. All the bodies were stripped of their gear, and, in many cases, the elven dead were missing limbs with some telltale bite-marks left on the stumps. The once-curved lines of the houses of the thorp were either hacked apart by blade or ravaged by fire. Among the wreckage is a teakwood crib, the exquisite leaf-carvings on the exterior splashed with blood. The diminutive blanket hanging out of one side of the bin torn almost to ribbons. A terracotta unicorn rattle lays broken in the stamped grass nearby.

Most of elven woodworks are covered with flowing designs. Goblins mistaking it for ill magic went out of their way to destroy any inscribed object. A DC 15 Perception check will determine that the blood splashes did not originate from inside the crib. The authority of

the bugbears kept the smaller goblinoids in line when around the elven young. The raiding party plucked almost everything of value in the thorp. If Ralyluka's sight has been restored, she will cry silently at the scene, wipe away her tears, then retrieve her gear from the nearly buried locker (DC 20 Perception check for a PC to spot) in the remains of her home. Tracks of the receding raiding party lead north.



CHAPTER TWO: THE PERINADE FOREST

The Perinade Forest is a medium forest composed of oak and hickory. An occasional open field and pond breaks the viridian canopy. Deer, rabbit, and raccoon dwell within. Wolves, worgs, large varieties of spiders, and the occasional bear roam about looking for game. Deer trails are plentiful and the undergrowth is moderate. The air is rich with the aroma of wild flowers and decaying leaves, but not overwhelming.

The ground of Perinade Forest is firm, but the bugbear warband was large; PCs can find and follow the trail on a DC 10 Survival check. The goblinoids did not bother much in hiding their passage, but they did eventually split up into five smaller groups after a couple of miles to confuse pursuers and prevent bickering. The five ran parallel and at times crossed paths, but two eventually reached their base while the other three stayed within the forest (see 'Planned Encounters' below).

Tracking the raiders the full sixty miles back to their camp without taking a Survival check penalty will take one and a half, to two and a half days. A Survival check for tracking should occur every four miles. Every failed check delays pursuit 1d3 hours. Gnawed-on bones or bits of elven clothing could be left in the warband's wake, refocusing pursuing PCs.

WANDERING MONSTER TABLE

The bugbears, goblins, and worgs encountered via the table below are loosely affiliated with the Lung-Gouger warband. Half of the goblins encountered will have tanglefoot bags and will use them in combat. The goblinoids and worgs know the locations of the pit traps in the forest (Result #10) and will try to lure PCs over one of the traps if forced to retreat. Both goblinoids and worgs will utilize the nearby trees if combat

breaks out (creatures in same space as tree gets partial cover, +2 to AC, and +1 to Reflex saves). If captured and forcibly coerced to lead PCs to the warband's camp, all prisoners will shout a warning to their brethren.

For every four hours the PCs spend traveling within Perinade Forest, roll a d6. On a roll of a '1,' the party has an encounter. Roll a d10 and consult the table below. A party camping overnight warrants only one roll on the table (provided the rest lasted less than eight hours). A roll of a '10' during camping should count as a re-roll unless the GM determines the party didn't check out the campsite thoroughly enough.

Perinade Forest Encounters	
1d10	Encounter
1	3-6 Wolves
2	1-4 Bugbears
3	1 Wyvern
4	3 Giant Spiders
5	3-6 Goblins and 1-4 Goblin Dogs
6	1d4 Boars
7	1d3 Garden Oozes
8	1d3+1 Dire Badgers
9	1d3 Worgs
10	Skavenrk's Camouflaged Pit Trap (See Below)

GM's NOTE: FOREST ENCOUNTERS

You can find the 5e versions of the goblin dogs and garden oozes in the text below. For the other creatures, see their respective monster sourcebooks.

GARDEN OOZE CR 2

Small ooze, neutral

Armor Class 13

Hit Points 16 (3d6+6)

Speed 20 ft.; climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	15 (+2)	2 (-4)	1 (-5)	2 (-4)

Skills Stealth +5

Damage Resistances cold, fire, electricity

Damage Immunities acid

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 5

Languages -

Challenge 2 (450 XP)

SPECIAL ABILITIES

Acid. A garden ooze excretes digestive acid that can dissolve flesh. Creatures made of harder materials or plant matter are immune to the ooze's acid.

Amorphous. The pudding can move through a space as narrow as 1 inch wide without squeezing.

Camouflage. The garden ooze is difficult to spot when it is at rest among plant growth of any type. A DC 15 (Wisdom) Perception check is required to notice the ooze is a separate entity and not a diseased portion of the plant it rests upon. The ooze automatically hits with a slam against any creature that fails to notice the ooze and enters its square.

Spider Climb. The ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Stink. Once per long rest, a garden ooze can release foul-smelling gases in a 5-foot-radius spread centered on the ooze. The ooze usually does so after it is first injured. The stench of these vapors is overpowering during the first round it exists, causing living creatures within it to become poisoned until they make a successful save (Constitution DC 12 negates).

ACTIONS

Pseudopod. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage plus 4 (1d8) acid damage.

GOBLIN DOG

CR 1

Medium beast, neutral

Armor Class 13 (natural armor)

Hit Points 6 (1d8+2)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	15 (+2)	2 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +4

Senses darkvision 60 ft., passive Perception 18

Languages Goblin (understands, doesn't speak)

Challenge 1 (200 XP)

SPECIAL ABILITIES

Allergic Reaction. A non-goblinoid creature damaged by goblin dog's bite, who deals damage to a goblin dog with a natural weapon or unarmed attack, or who otherwise comes into contact with a goblin dog (includes attempts to grapple or ride the creature) must make a DC 12 Constitution save or break out in an itching rash. A creature affected by this rash is effectively poisoned for one day (multiple allergic reactions do not stack). *Remove disease* or any magical healing removes the rash instantly. This is a disease effect.

Keen Hearing and Smell. The goblin dog has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

GOBLIN WARRENS

Should the players find themselves lost or further investigating the western reaches of the Perinade, they may encounter the demesne of the Blackrot Goblin tribe. The goblins terrorize the western forest and surrounding environs, but are subservient to the much more powerful bugbears. In return for goblin soldiers, they are generally left alone to do as they please.

The goblins are led by a chieftain named Zirgazz Blackrot. This chieftain dabbles in dark arts and dreams of a day when his tribe is no longer subservient to the bugbears. He is currently allowing the bugbears to bear the brunt of the assault against the elves, knowing they have a fair chance of defeat. Should they manage to resurrect their fallen chieftain, then at least they are allied with the winners and will enjoy a favored position among the goblinoid tribes.

Zirgazz is always protected deep within the warrens, a maze of winding tunnels, and a veritable death trap of difficult pathways, filth and traps. He holds a small amount of wealth, doing fair for a goblin tribe. However, those who might consider assaulting the warrens are in for a challenge, as the place is guarded by goblin dogs and scouts along with no less than seventy adult goblins within.

If Zirgazz is presented with a dangerous foe (like an overpowering force of adventurers...), he may parley and offer to double-cross the bugbears. Zirgazz is self-serving to the extreme, but no fool. He'll turn on anyone when the time is right and lie, cheat and steal as he sees fit.

ZIRGAZZ BLACKROT, GOBLIN CHIEFTAIN **CR 7**

XP 3,200
 Goblin shaman 8
 NE Small humanoid (goblinoid)
 Init +2; Senses darkvision 60 ft.; Perception +5

DEFENSE

AC 19, touch 13, flat-footed 17 (+6 armor, +2 Dex, +1 size)
 hp 63 (8d8+24)
 Fort +6, Ref +6, Will +11
 DR 3/magic

OFFENSE

Speed 30 ft. (20 ft. in armor)
 Melee +1 unholy unholy reliquary longspears +6/+1 (1d6/x3 plus 2d6 vs. good) **[S+2]**
 Ranged mwk light crossbow +10 (1d6/19-20) **[S-2]**
 Space 5 ft.; Reach 5 ft. (10 ft. with +1 unholy unholy reliquary longspears)
 Special Attacks hexes (bone ward, cackle^[APG], charm^[APG], evil eye, healing^[APG], slumber^[APG]), wandering hex (ghost blade)
 Shaman Spells Prepared (CL 8th; concentration +11)
 4th—; *fear*^[S] (DC 17) or *spiritual ally*^[S,APG]
 3rd—; *animate dead*^[S] or *heroism*^[S]
 2nd—; *false life*^[S] or *spiritual weapon*^[S]
 S spirit magic spell; Spirit Bones Wandering Spirit Ancestors

STATISTICS

Str 8, Dex 14, Con 14, Int 17, Wis 17, Cha 12
 Base Atk +6; CMB +4; CMD 16
 Feats Ability Focus (slumber), Extra Hex^[APG], Extra Hex^[APG], Extra Hex^[APG]
 Skills Acrobatics +1 (-3 to jump), Appraise +5, Bluff +9, Diplomacy +6, Heal +8, Intimidate +9, Knowledge (arcana) +7, Knowledge (local) +7, Knowledge (nature) +7, Knowledge (religion) +7, Perception +5, Ride +3, Sense Motive +11, Spellcraft +10, Stealth +17, Survival +7; Racial Modifiers +4 Ride, +4 Stealth
 Languages Common, Gnome, Goblin, Orc

SQ ancestor's council, shard soul, spirit animal, touch of the grave

Other Gear +1 lamellar (horn) armor[UC], mwk buckler, +1 unholy unholy reliquary longspears, mwk light crossbow, cloak of resistance +2

SPECIAL ABILITIES

Ancestor's Council (4/day) (Su) As a standard action, grant ally within 30 ft. +2 to attack/save/ability/skill check made before next turn.

Arcane Familiar Zirgazz gains the Alertness feat while his familiar is within arm's reach.

Bone Ward (1 minute) (Su) Touched willing ally gains +3 deflect bonus to AC for 1 minute.

Cackle (Su) As a move action, extend the duration of other hexes by 1 round.

Charm +2 (3 rounds, DC 17) (Su) Improve attitude of humanoid or animal in 30 ft. by 2 step(s).

Damage Reduction (3/magic) Zirgazz has Damage Reduction against all nonmagical attacks.

Darkvision (60 feet) Zirgazz can see in the dark (black and white only).

Deliver Touch Spells Through Familiar (Su) Zirgazz's familiar can deliver touch spells for him.

Empathic Link with Familiar (Su) Zirgazz has an empathic link with his Arcane Familiar.

Evil Eye -4 (6 rounds, DC 17) (Su) Foe in 30 ft. takes penalty to Zirgazz's choice of AC, attacks, saves, ability or skill checks (Will part).

Ghost Blade (Su) Weapons of creature touched are granted ghost touch weapon property for Cha bonus rounds.

Healing (2d8+8) (Su) Heal touched creature, but each target can only benefit once per 24 hrs.

Shard Soul (4d6 piercing dam, 3/day) (Su) As a standard action every d4 rounds, bone shards dam foes in a 10-foot burst (Ref half).

Share Spells with Familiar Can cast spells with a target of "You" on the familiar with a range of touch.

Slumber (8 rounds, DC 19) (Su) Foe in 30 ft. falls asleep for duration, or until damaged or roused by ally (Will neg).

Speak with Animals (Ex) Zirgazz's familiar can communicate with animals similar to itself.

Speak with Familiar (Ex) Zirgazz can communicate verbally with his familiar.

Spirit Animal If spirit animal is slain, cannot use spirit magic or prepare new spells.

Touch of the Grave (1d4+4 negative energy, 4/day) (Su) As a standard action, melee touch deals damage.

ZIRGAZZ BLACKROT, GOBLIN SHAMAN CR 6

Goblin warlock 7
Small humanoid (goblinoid), neutral evil

Armor Class 15 (armor, +1)
Hit Points 60 (9 HD; 2d6+7d8+18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	17 (+3)	17 (+3)	12 (+1)

Feats Alert

Saving Throws Wis +6, Cha +4

Skills Arcana +6, Deception +4, History +6, Intimidation +4, Stealth +5

Senses darkvision 60 ft., passive Perception 13

Languages Common, Goblin, Orc

Challenge 6 (2,300 XP)

SPECIAL ABILITIES

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Light Crossbow. Ranged Weapon Attack: +5 to hit, range 80 ft./320 ft., one target. Hit: 6 (1d8+2) piercing damage.

Spear. Melee or Ranged Weapon Attack: +2 to hit, reach 5 ft. or range 20 ft./60 ft., one target. Hit: 2 (1d6-1) piercing damage or 3 (1d8-1) piercing damage if used with two hands to make a melee attack.

SKAVENRK'S CAMOUFLAGED PIT TRAPS [EL 3]

The paranoid Skavenrk, mindful that the warband might be pursued after the raid, had his goblin minions dig some deep pits near the trails throughout the forest prior to the attack. At the base of each pit is a side alcove holding a dozing goblin dog. Skavenrk and his warband check each pit twice a day to see if there are any victims and to feed/water the goblin dogs. Inside the alcove of each pit are a half-gourd water bowl and some rabbit or elf bones. PCs who succumb to falling into the pit are initially prone, suffering a -4 penalty to AC against melee attacks from the goblin dog.

CAMOUFLAGE PIT TRAP CR 2

XP 600
Type mechanical; **Perception** DC 25; **Disable Device** DC 20

Effects

Drops PC(s) next to a ravenous goblin dog.

Trigger location; **Reset** repair

Effect 20-ft.-deep pit (2d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

CAMOUFLAGE PIT TRAP CR 2

Mechanical trap
CR 2 (450 XP)

Effects

Drops PC(s) next to a goblin dog. PC(s) must succeed at a DC 20 Perception check to notice the pit trap, or possibly fall. Falling characters must make a DC 15 Dexterity save or suffer 2d6 bludgeoning damage from the fall.

GOBLIN DOG CR 1

XP 400
N Medium animal
Init +2; **Senses** low-light vision, scent: Perception +1

Defense

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)
hp 9 (1d8+5)
Fort +4, **Ref** +4, **Will** +1
Immune disease

Offense

Speed 50 ft.
Melee bite +2 (1d6+3 plus allergic reaction) [S+0]

Statistics

Str 15, **Dex** 14, **Con** 15, **Int** 2, **Wis** 12, **Cha** 8
Base Atk +0; **CMB** +2; **CMD** 14
Feats Toughness
Skills Stealth +6

Special Abilities

Allergic Reaction (Ex) A non-goblinoid creature damaged by goblin dog's bite, who deals damage to a goblin dog with a natural weapon or unarmed attack, or who otherwise comes into contact with a goblin dog

(includes attempts to grapple or ride the creature) must make a DC 12 Fortitude save or break out in an itching rash. A creature affected by this rash takes a -2 penalty to Dex and Cha for one day (multiple allergic reactions do not stack). *Remove disease* or any magical healing removes the rash instantly. This is a disease effect. The save DC is Constitution-based.

Low-Light Vision (Ex) Creature can see twice as far as normal in dim light. Low-light vision is color vision.

Scent (Ex) Detects opponents within 15+ feet by sense of smell.

SCALING THE ENCOUNTER ✂

EL 4: Give the goblin dog the Advanced simple template (see statblock in appendix) or alternately use two goblin dogs and flank fallen PCs.

EL 5: Use two goblin dogs and give both the Advanced simple template.

GOBLIN DOG

CR 1

See above stat block on p. 15.

SCALING THE ENCOUNTER ✂

EL 4: Use two goblin dogs.

EL 5: Use three goblin dogs.

GM's NOTE: GETTING OUT OF THE TRAP

Note that if the PCs fall in a trap, not all of the PCs will likely be in the trap. Some will be above and unable to help unless they have spells or ranged attacks. Use the viciousness of the goblin dogs to full effect. Assuming they survive, they must still make skill checks to climb out or be stuck. If your players waltzed through the encounter, consider having a goblin patrol show up mid-encounter or as the PCs are trying to exit.

PLANNED ENCOUNTERS

Rhekular ordered three of his brothers—Ghrekjar, Skavenrk, and Tvokzan—to discourage any pursuit. Ghrekjar's gang will attack the PCs six hours into their journey, Skavenrk's during the first evening, and Tvokzan's three hours away from the Lung-Gouger camp. Routed bugbear leaders will be encountered back at the camp (**Chapter 3**), warning their fellows of the approaching party. Captured bugbears, because

of the significance of the mission, will not reveal the layout of the camp. Goblins on the other hand may be swayed to disclose such details through Intimidation (DC 10). Since all three encounters are ambushes, the presiding GM should decide how much of the encounters' area descriptions should be read (perhaps only touching upon the major features) so not to telegraph that something is amiss.

GHREKJAR'S WARPARTY EL 5

Setting A stony field surrounded by forest.

The trail leads into the south side of a small open field strewn with boulders of various sizes. The grass is yellow and brittle. Near the center of the field is one dwarf-sized stone with a large patch of glistening red near its top. At the base of the same boulder is a wide ring of campfire stones with a low stack of charred logs in the middle. Something purple is among the logs.

The field is 75' wide by 60' long. The red on the stone is wet blood (rabbit). The purple among the logs is a piece of blanket used to wrap one of the elven infants. A DC 10 Perception check within 10 feet of the fire pit will report the cloth as such, but a result of 20 or better will reveal the edges of the blanket fragment are torn, not burnt. A DC 10 Survival check will shed that a large individual (Ghrekjar) and a few smaller bipeds (goblins) wandered about the campfire, then headed north.

Ghrekjar set up the site to reel in the PCs. Once two or more PCs are investigating the "camp," Ghrekjar and his peons will attack. If the party decides not to take the bait, the bugbear and his band will try to shadow the PCs, perhaps attacking in concert with one of his brothers' crews. Ghrekjar is perhaps the most battle-scarred of the six brothers, the numerous trails of healed gashes on his skin a testament to the amount of battles he has walked away from.

GOBLIN ARCHERS (3) CR 1/2

XP 200

Goblin Fighter 1

NE Small humanoid (goblinoid)

Init +3; Senses darkvision 60 ft : Perception -1

DEFENSE

AC 17, touch 14, flat-footed 14 (+3 armor, +3 Dex, +1 size)

hp 6 (1d10+1)

Fort +3, Ref +3, Will -1

OFFENSE

Speed 30 ft.

Melee Short Sword +1 (1d4/19-20) [S-2]

Ranged Masterwork Short Bow +7 (1d4/x3) [S+2]

TACTICS

During Combat Using the boulders as cover (partial), the goblins will fire (using Deadly Aim) on the PCs to attract their attention. Once the bugbear engages his target, the goblins will concentrate their fire upon any perceived soft target that is not engaging their leader. The goblins will throw their tanglefoot bags once PCs are within 30 feet of their position.

Morale The goblins will keep firing until two of out of the three are slain.

STATISTICS

Str 11, Dex 15, Con 12, Int 10, Wis 9, Cha 6

Base Atk +1; CMB +0; CMD 13

Feats Deadly Aim, Weapon Focus (shortbow)

Skills Climb +3, Ride +6, Stealth +14; Racial Modifiers +4 Ride, +4 Stealth

Languages Goblin

Other Gear Studded Leather armor, short sword, masterwork short bow with 20 arrows, tanglefoot bag, 80 gp

SPECIAL ABILITIES

Darkvision (60 feet) Goblins can see in the dark (black and white vision only).

Deadly Aim The goblin archers can subtract -1 from ranged attacks to deal +2 damage.

GOBLIN ARCHERS (5)

Small humanoid (goblinoid), neutral evil

Armor Class 15 (Studded Leather)

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	10 (+0)	9 (-1)	6 (-2)	6 (-2)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Goblin

Challenge 1/4 (50 XP)

SPECIAL ABILITIES

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Shortsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Masterwork Shortbow. Ranged Weapon Attack: +6 to hit, range 80 ft./320 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

**GHREKJAR, BUGBEAR BARBARIAN** CR 4

XP 1200

Bugbear Barbarian 2

CE Medium humanoid (goblinoid)

Init +1; Senses darkvision 60 ft., scent; Perception +5

DEFENSE

AC 20, touch 11, flat-footed 19 (+4 armor, +1 Dex, +3 natural, +2 shield)

hp 45 (3d8+2d12+15)
Fort +7, Ref +4, Will +1

OFFENSE

Speed 40 ft.

Melee Masterwork Morningstar +8 (1d8+3/x2) (attacks +8/+8, 1d8+5 damage while raging) [S+0]

Ranged Javelin +5 (1d6+3/x2) [S+0]

TACTICS

Before Combat While hidden within the tree-line and holding the thunderstone, Ghrekjar will utilize potions and try to pick out who are the spellcasters among the party.

During Combat Once the goblins start shooting arrows, Ghrekjar will throw the thunderstone (+5 to hit up to 20 ft., +3 up to 40 ft.) at the boulders (AC 5) nearest the identified spell casters. If he can't discern any spell casters among the party, he will aim the stone to catch the most PCs within its area of effect (10-ft.-radius). Already holding his shield, Ghrekjar will pick up his morningstar, start his rage, and charge the party. He will target spell casters over all others, but will fight anyone who steps up to engage him. Ghrekjar will attempt to use the boulders to prevent flanking.

Morale When not raging, Ghrekjar is much like any other bugbear; he will flee if reduced to 5 hp.

STATISTICS

Str 20, Dex 13, Con 16, Int 10, Wis 11, Cha 11

Base Atk +4; CMB +9; CMD 20 (22 enraged)

Feats Intimidating Prowess, Oppugnancy of Incanters*, Power Attack

Skills Acrobatics +6 (+2 with armor and shield), Climb +9 (+7 with armor, will discard or stow shield), Handle Animal +4, Intimidate +9, Knowledge Nature +5, Perception +5, Stealth +10 (+6 with armor and shield), Survival +5; Racial Modifiers +4 Intimidate, +4 Stealth

Languages Common, Goblin

Other Gear Chain shirt, heavy wooden shield, masterwork morningstar, 5 javelins, thunderstone, manacles, cure light wounds potion (1d8+3), two smoky quartz (50 gp each), gold earring (50 gp), 235 gp, bled-out rabbit, elf arm (gnawed on)

SPECIAL ABILITIES

Clear Mind (Ex) Ghrekjar may reroll a failed Will save while raging. This power is used as an immediate action after the first save is attempted, but before the

results are revealed. Ghrekjar must take the second result. This power can only be used once per rage.

Darkvision (60 feet) Ghrekjar can see in the dark (black and white vision only).

Fast Movement +10 (Ex) +10 to speed, unless heavily loaded.

Oppugnancy of Incanters* (Ex) When enraged, Ghrekjar gains a +2 resistance bonus on all saving throws against spells and spell-like abilities.

Power Attack (Ex) Ghrekjar may subtract -1 on his attack rolls with melee weapons to add +2 to damage.

Rage (9 rounds/day) (Ex) Rage variant: whirling frenzy. See below.

Scent (Ex) Detects opponents within 15+ feet by sense of smell.

Stalker (Ex) Perception and Stealth are always class skills for bugbears.

Uncanny Dodge (Ex) Retain Dex bonus to AC when flat-footed.

Whirling Frenzy* (Ex) +4 Str, +2 Dodge bonus to AC and Reflex saves. While in a whirling frenzy, Ghrekjar may make one extra attack in a round at his highest attack bonus, but this attack takes a -2 penalty, as does each other attack made that round (+8/+8). This penalty applies for 1 round, so it also affects attacks of opportunity Ghrekjar might make before his next round.

* - These new class features can be found in the Total Party Kill Games' book *The Barbarian Reforged*.

SCALING THE ENCOUNTER

EL 6: Add two goblin dogs. They are sent in with Ghrekjar, flanking and attempting to trip his target.

EL 7: Add two goblin dogs, 3 more goblins and give Ghrekjar the Advanced simple template.

GHREKJAR, BUGBEAR BESERKER CR 3

Bugbear barbarian 3

Medium humanoid (goblinoid), chaotic evil

Armor Class 17 (Studded Leather)

Hit Points 67 (5d8+3d12+24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	10 (+0)	11 (+0)	11 (+0)
Saving Throws Str +7, Con +5					

Skills Athletics +7, Intimidation +2, Perception +2, Stealth +6, Survival +2

Senses darkvision 60 ft., passive Perception 12

Languages Common, Goblin

Challenge 3 (700 XP)

SPECIAL ABILITIES

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Danger Sense. Ghrekjar has advantage on Dexterity saving throws against effects that he can see, such as traps and spells. To gain this benefit, he can't be blinded, deafened, or incapacitated.

Frenzied Attack. Ghrekjar can choose to enter a frenzy when he rages. When he does, for the duration of his rage he can make a single melee weapon attack as a bonus action on each of his turns.

Oppugnancy of Incanters. While enraged, Ghrekjar has advantage on all saving throws against spells or spell-like abilities.

Rage (3/Long Rest). In battle, Ghrekjar fights with primal ferocity. On Ghrekjar's turn, he can enter a rage as a bonus action. While raging, he has advantage on Strength checks and Strength saving throws. When Ghrekjar makes a melee weapon attack using Strength, he gains a +2 bonus to the damage roll. Ghrekjar has resistance to bludgeoning, piercing, and slashing damage. His rage lasts for 1 minute. It ends early if he is knocked unconscious or if his turn ends and he hasn't attacked a hostile creature since his last turn or taken damage since then. Ghrekjar can also end his rage on his turn as a bonus action.

Reckless Attack. When Ghrekjar makes his first attack on his turn, he can decide to attack recklessly. Doing so gives him advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against Ghrekjar have advantage until his next turn.

Surprise Attack. If Ghrekjar surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

ACTIONS

Morningstar. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage. (2d8+7 while raging)

Javelin. Ranged Weapon Attack: +7 to hit, range 30 ft./120 ft., one target. Hit: 8 (1d6 + 5) piercing damage.

SCALING THE ENCOUNTER

EL 6: Add a goblin dog to flank foes.

EL 7: Add two goblin dogs, both trained to aid and defend Ghrekjar.

GM'S NOTE: GHREKJAR

Ghrekjar is one bad mofo. He should not fight fair and will certainly seek every advantage in combat. He has a lot of special abilities, so be sure to familiarize yourself. His 5e incarnation especially can put a serious hurt on PCs if he's gaining advantage and using his extra attack (as he should).

SKAVENRK'S WARBAND EL 6



Setting: A narrow wilderness path.

The oaks grow tall and thick in this area of the forest, the trunks of the giants hugging the trail at times. The underbrush is thick and flourishing, the branches scratching against your leggings and trousers. A low, guttural growl erupts from out of the surrounding woods.

A DC 15 Perception check will reveal that the growl is coming from up the trail; a DC 18 will disclose another similar growl coming up behind the party. A goblin mounted on a goblin dog will charge up each end of the trail towards the party. Once the party's attention is riveted on the mounted enemy, Skavenrk and the third goblin sneak out from opposite sides of the undergrowth and attempt to flank any lightly-armored/unarmored PCs in the middle ranks. The bramble-filled terrain off the wilderness trail (roughly 80 ft. radius from the PCs' position) is considered difficult. Skavenrk is the runt of the six siblings, standing only just a few inches above the six-foot mark and weighing barely three hundred pounds.



GOBLIN (3) CR 1/3
See above stat blocks.

GOBLIN DOGS (2) CR 1
See above stat blocks.

SKAVENRK CR 4

XP 1200
Bugbear Rogue 2
CE Medium humanoid (goblinoid)
Init +4; Senses darkvision 60 ft., scent; Perception +10

DEFENSE

AC 20, touch 14, flat-footed 16 (+3 armor, +4 Dex, +3 natural)
hp 32 (3d8+2d8+5)
Fort +2, Ref +10, Will +1

OFFENSE

Speed 30 ft. (+10 due to *longstrider* potion, see below)
Melee Mwk Shortsword +7 (1d6+3/19-20x2) [S+0]
Ranged Javelin +7 (1d6+3/x2) [S+0]

TACTICS

Before Combat Skavenrk will quaff the *longstrider* potion. This, combined with his Nimble Moves and Acrobatic Steps, will make him very difficult to catch in the underbrush.

During Combat Skavenrk will attempt to sneak attack a weak-looking target in the middle ranks of the party. He will use fast stealth to move in if need be. He will use his goblin companion for flanking targets. If successful in bringing down one PC in one or two rounds, Skavenrk will engage another. Otherwise he will attempt to hide in the woods to sneak attack again, utilizing the difficult terrain to discourage pursuers.

Morale Skavenrk will flee if reduced to 5 hp. If all of his minions are killed, he will attempt to retreat to the warband camp.

STATISTICS

Str 16, Dex 18, Con 13, Int 14, Wis 10, Cha 12
Base Atk +3; CMB +6; CMD 20
Feats Acrobatic Steps, Intimidating Prowess, Nimble Moves, Skill Focus (perception)
Skills Acrobatics +9, Bluff +6, Climb +7, Craft (mechanical trap) +6, Disable Device +9, Escape Artist +9, Intimidate +11, Knowledge Local +6, Perception

+10, Sleight of Hand +8, Stealth +16, Use Magic Device +6; Racial Modifiers +4 Intimidate, +4 Stealth

Languages Common, Elven, Goblin, Orc

Other Gear Masterwork studded leather, masterwork morningstar, 5 javelins, 4 bags of caltrops, antitoxin vial, *longstrider* potion (+10 ft. movement, 3 hr. duration), masterwork thieves' tools, signal whistle, superior lock with one brass key, notched iron key (to chest in **Lung-Gouger Camp – Area 3**), two 50' coils of hemp rope, silver anklet encrusted with jaspers (175 gp), 8 cat's eyes (50 gp each), 15 pp, 5 gp, toe necklace

SPECIAL ABILITIES

Acrobatic Steps (Ex) Ignores 20 feet (15 + 5 from Nimble Moves) of difficult terrain when he moves.

Evasion (Ex) Skavenrk can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. If rendered helpless, Skavenrk does not gain the benefit of evasion.

Fast Stealth (Ex) Skavenrk can move at full speed using the Stealth skill without penalty.

Nimble Moves (Ex) Ignores 5 feet of difficult terrain when he moves.

Scent (Ex) Detects opponents within 15+ feet by sense of smell.

Sneak Attack (Ex) Skavenrk's attack deals 1d6 anytime his target is denied a Dexterity bonus to AC or when Skavenrk flanks his target. Should Skavenrk score a critical hit with a sneak attack, this extra damage is not multiplied. Range attacks can count as sneak attacks if the target is within 30 feet.

Stalker (Ex) Perception and Stealth are always class skills for bugbears.

Trapfinding (Ex) Skavenrk adds ½ his rogue level to Perception skill checks made to locate traps and to Disable Device skill checks (+1). Skavenrk can use Disable Device checks to disarm magic traps.

SCALING THE ENCOUNTER

EL 7: Add 7 more goblins and one additional goblin dog. Some of the goblins will be mounted on the goblin dogs and will join his fellows on the trail. Other goblins will join Skavenrk's cohort in the flank attack.

GOBLIN MARAUDERS (3)

CR 1/4

Small humanoid (goblinoid), neutral evil

Armor Class 15 (Studded Leather)

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	10 (+0)	9 (-1)	6 (-2)	6 (-2)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Goblin

Challenge 1/4 (50 XP)

SPECIAL ABILITIES

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Scimitar. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Shortbow. Ranged Weapon Attack: +5 to hit, range 80 ft./320 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

GOBLIN DOGS (2)

CR 1

See above stat blocks.

SKAVENRK, BUGBEAR ASSASSIN

CR 3

Bugbear Rogue 3

Medium humanoid (goblinoid), chaotic evil

Armor Class 16 (Studded Leather)

Hit Points 45 (8d8+8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	13 (+1)	14 (+2)	10 (+0)	12 (+1)

Saving Throws Dex +6, Int +4

Skills Acrobatics +6, Athletics +5, Deception +5,

Intimidation +3, Perception +2, Stealth +8, Survival +2

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elvish, Goblin

Challenge 3 (700 XP)

SPECIAL ABILITIES

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Cunning Action. Skavenrk can take a bonus action on each of his turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Dual Wielding. Skavenrk wields two short swords, dealing normal damage on the first attack and 2d6 (no ability adjustment) on the off-hand attack. This second attack requires use of a bonus action.

Deadly Attack. Skavenrk gains advantage on attack rolls against opponents that are unaware or have not acted yet in combat. Those attacks rolls are also critical hits, dealing double damage (including sneak attack dice).

Sneak Attack. Once per turn, Skavenrk can deal an extra 4d6 damage to one creature he hits with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. Skavenrk doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and Skavenrk doesn't have disadvantage on the attack roll.

ACTIONS

Masterwork Shortsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Javelin. Ranged Weapon Attack: +7 to hit, range 30 ft./120 ft., one target. Hit: 8 (1d6 + 5) piercing damage.

SCALING THE ENCOUNTER

EL 7: Increase the number of goblin marauders to six.

GM'S NOTE: SKAVENRK

Skavenrk is one of the more cunning of the bugbear lieutenants. His pack of goblins will use the goblin dogs to track and eventually ambush the players. They will use the most optimal spot to ambush the players, and probably at night. Skavenrk himself deals wicked amounts of damage to anyone he can surprise, and his team of goblins are very stealthy as well.

TVOKZAN'S PACK [EL 7]

Setting A thinning, slightly sloped area in the forest.

The forest is beginning to thin here while boulders and bushes become more plentiful. The trail is rising gradually and small stones are becoming more prevalent in the dirt.

Tvokzan and his worg cohorts picked this spot to utilize their (likely) superior speed when attacking the party. The bugbear ranger is hiding next to a tree 80 feet up the trail (Perception DC bonus +8), while each of his canine companions are crouching behind a boulder 45 feet (DC bonus +4) off the side of the track opposite from one another. If routed but retaining over 50% of his hit points, Tvokzan will harass the party with arrows until they are within one hour of the Lung-Gouger camp. At that point he will break off and warn his brothers of the party's approach. Tvokzan has a large hole in his right ear from an arrow strike last winter; Tvokzan has some of that archer's toes on his necklace.

WORGs (2)

CR 2

600 XP

NE Medium magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +11

Defense

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 26 (4d10+4)

Fort +5, **Ref** +6, **Will** +3

Offense

Speed 50 ft.

Melee Bite +7 (1d6+4 plus trip) **[S+0]**

Tactics

Before Combat The worgs will hide behind boulders on opposite sides of the trail in hopes to catch (and flank) the PCs unawares. If one is discovered, the other canine will come in to aid his pack-mate.

During Combat Just as Tvokzan releases his first volley, the worgs will launch themselves at rear members of the party. The worgs prefer to work on one target; one worg will attempt to trip, then the other moves in to bite the hopefully prone PC.

Morale If one worg is killed, the other will flee. If Tvokzan is killed, both worgs will flee. If pursued, the

worgs will try to lead the party astray. The worgs will attempt to howl if on the verge of defeat to warn their brethren back at the Lung-Gouger Camp.

Statistics

Str 17, **Dex** 15, **Con** 13, **Int** 6, **Wis** 14, **Cha** 10
Base Atk +4; **CMB** +7; **CMD** 19 (23 vs. trip)
Feats Run, Skill Focus (Perception)
Skills Perception +11, Stealth +9, Survival +5; **Racial Modifiers** +2 Perception, +2 Stealth, +2 Survival
Languages Common, Goblin

Special Abilities

Darkvision (60 feet) Worgs can see in the dark (black and white vision only).
Low-Light Vision (Ex) Creature can see twice as far as normal in dim light. Low-light vision is color vision.
Run When running, worgs run at 5 times their normal speed.
Scent (Ex) Detect opponents within 15+ feet by sense of smell.
Trip (Ex) Worgs can make a trip attempt (free action) on a successful attack without provoking an attack of opportunity. If attempt fails, worg is not tripped in return.

TVOKZAN

CR 5

XP 1600

Bugbear Ranger 3 (Archer)
CE Medium humanoid (goblinoid)
Init +2 **Senses** darkvision 60 ft., scent; Perception +12

Defense

AC 19, touch 12, flat-footed 17 (+4 armor, +2 Dex, +3 natural) (+1 *dodge bonus for 5 rounds while hasted for an AC of 20, see below*)
hp 48 (3d8+3d10+18)
Fort +7 (+4 vs. hot or cold environments and to resist damage from suffocation), **Ref** +8 (+1 *bonus while hasted*), **Will** +3

Offense

Speed 30 ft. (+30 feet while hasted)
Melee Masterwork morningstar +9 (1d8+4/x2) **[S+0]** (+1 *bonus to attack while hasted, one extra attack at full bonus for five rounds*)
Ranged Masterwork Composite Longbow +8 (1d8+4/x3) **[S+4]** (+6/+6 to hit if using *Rapid Shot*) (+1 *to attack and damage if within 30 feet via Point Blank*

Shot) (+1 *bonus to attack while hasted, one extra attack at full bonus a round for five rounds*)

Tactics

Before Combat Tvokzan will imbibe the potion of haste while he tries to scope out the make-up of the party.
During Combat Tvokzan will fire from cover, peppering soft targets/ identifiable spell-casters; elves take precedence because they are his favored enemy. He will try to keep some distance between himself and the PCs during his volleys. Tvokzan will become more cautious once the haste potion has run its course (5 rounds). He will engage in melee with the last living PC if the target looks weak enough.
Morale Tvokzan will flee if reduced to 5 hp. If both worgs fall or flee, he will also break off from combat. He will utilize his favored terrain ability so he can't be tracked. He may leave a trail to one of the forest's pit traps if three or less PCs remain.

Statistics

Str 18, **Dex** 15, **Con** 16, **Int** 13, **Wis** 12, **Cha** 12
Base Atk +5; **CMB** +9; **CMD** 21
Feats Intimidating Prowess, Point Blank Shot, Rapid Shot, Skill Focus: Perception
Skills Climb +8 (+7 *with armor*), Handle Animal +5, Heal +5 Intimidate +8, Knowledge Geography +6, Knowledge Nature +6, Perception +12, Ride +6, Spellcraft +6, Stealth +14 (+13 *with armor*), Survival +7, Swim +8 (+7 *with armor*); **Racial Modifiers** +4 Intimidate, +4 Stealth
Languages Common, Goblin
Other Gear Masterwork chain shirt, morningstar, masterwork composite longbow (+4 Str), 40 arrows, potion of haste (5th level caster), potion of cure light wounds (1d8+3), iron key (to chest in **Lung-Gouger Camp – Area 7**), 50' coil of hemp rope, bear-incisor earrings set with moonstones (120 gp for pair), gold ring set with tourmaline (125 gp), gold pin set with a green spinel (150 gp), 40 pp, 40 gp, toe necklace (various humanoids)

Special Abilities

Darkvision (60 feet) Tvokzan can see in the dark (black and white vision only).
Endurance +4 to a variety of fort saves, skill and ability checks. Sleep in L/M armor with no fatigue.
Favored Enemy (Elves +2) (Ex) +2 to roll vs. Favored Enemy (Elves).

Favored Terrain (Forest +2) (Ex) +2 to rolls vs. Favored Terrain (Forest).

Point Blank Shot +1 to attack and damage rolls with ranged weapons at up to 30 feet.

Rapid Shot Tvokzan gets an extra attack with ranged weapons. Each attack is at -2.

Scent (Ex) Detect opponents within 15+ feet by sense of smell.

Stalker (Ex) Perception and Stealth are always class skills for bugbears.

Track +1 Add the listed bonus to survival checks made to track.

Wild Empathy +4 (Ex) Improve the attitude of an animal, as if using Diplomacy.

SCALING THE ENCOUNTER

EL 8: Add one more worg, and give them all the Advanced simple template.



TVOKZAN, BUGBEAR HUNTER CR 3

Bugbear Ranger 3

Medium humanoid (goblinoid), chaotic evil

Armor Class 15 (Chain Shirt)

Hit Points 64 (5d8+3d10+24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	13 (+1)	12 (+1)	12 (+1)

Saving Throws Str +6, Dex +5

Skills Animal Handling +3, Athletics +6, Nature +3, Perception +3, Stealth +7, Survival +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Elvish, Goblin

Challenge 3 (700 XP)

SPECIAL ABILITIES

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Favored Enemy: Elves/Humans. Tvokzan has advantage on Wisdom (Survival) checks to track his favored enemies, as well as on Intelligence checks to recall information about them.

Natural Explorer: Forest. When Tvokzan makes an Intelligence or Wisdom check related to his favored terrain, his proficiency bonus is doubled if he is using a skill that he's proficient in. While traveling for an hour or more in his favored terrain, Tvokzan gains the following benefits: Difficult terrain doesn't slow his group's travel. Your group can't become lost except by magical means. Even when Tvokzan is engaged in another activity while traveling (such as foraging, navigating, or tracking), he remains alert to danger. If

he is traveling alone, he can move stealthily at a normal pace. When he forages, he finds twice as much food as he normally would. While tracking other creatures, he also learns their exact number, their sizes, and how long ago they passed through the area.

Foeslayer: On Tvokzan's turn, when he makes an attack against a target, he can take an additional attack against another adjacent target

Primeval Awareness. Tvokzan can use his action and expend one ranger spell slot to focus his awareness on the region around him. For 1 minute

per level of the spell slot you expend, Tvokzan can sense whether the following types of creatures are present within 1 mile of him (or within up to 6 miles if he is in his favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

Surprise Attack. If the Tvokzan surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

ACTIONS

Morningstar. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

Masterwork Composite Longbow. Ranged Weapon Attack: +7 to hit, range 30 ft./120 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

GOBLIN ARCHERS (3) CR 1/4

Small humanoid (goblinoid), neutral evil

Armor Class 15 (Studded Leather)

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	10 (+0)	9 (-1)	6 (-2)	6 (-2)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Goblin

Challenge 1/4 (50 XP)

SPECIAL ABILITIES

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Shortsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Masterwork Shortbow. Ranged Weapon Attack: +6 to hit, range 80 ft./320 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

WORGs (4) CR 1/2

Large monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 26 (4d10+4)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	13 (+1)	7 (-2)	11 (+0)	8 (-1)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Goblin, Worg

Challenge 1/2 (100 XP)

SPECIAL ABILITIES

Keen Hearing and Smell. The worg has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

SCALING THE ENCOUNTER

EL 8: Increase the number of goblin archers to six.

MILESTONE

Level Up! By now all of the PCs should be 6th level or an APL (average party level) of 6. If they are not, consider including some random encounters or side-trek.



CHAPTER 3: THE LUNG-GOUGER CAMP

OVERVIEW

Rhekular and his brothers set up the camp long before the planned raid on Var'Ladne. The bugbears knew that pursuit was likely, so they have taken a few precautions in and around the site to protect the sacrifices.

THE PATROL

Sentry duty is divided between three sets of twelve goblins (see **Area 1 - Goblin Tents**). After eight hours the patrol switches out with another set of gits. The goblins from the **East Goblin Tent (1c)** are currently making their rounds along the perimeter of the camp when the party reaches the area. The goblinoids switch out with their fellows in **1b**, then those in turn are relieved by the goblins from **1a** before the rotation starts anew. If Ghrekjar and/or Skavenrk survived their encounters with the PCs, one of these bugbears will be leading the patrol (GM's choice). In the case of both bugbears surviving, the other leader will be either resting at his own tent, eating with his off-duty patrol (**Lung-Gouger Camp - Area 5**), or begging for some curative magic from Rhekular (**Chapter 4 - Splinter Fang Gorge - Area 2**). A bugbear-led patrol will more vigilant than one that is leaderless; PCs have a 50% chance per hour of encountering the former in the foliage surrounding the camp while the latter will be stumbled upon 20% per hour. Were the PCs cautious in their approach to the camp or did they crash through the thicket? The circumstances of the encounter are up to the actions of the PCs and the GM's discretion. Any goblins that successfully retreat back to camp will raise the alarm, causing the party to face heavy opposition (see **The Camp** section below). Captured goblins will feign surrender and try to lead PCs into one of the many pitfalls/snares around and inside camp, confident that the bells connected to the traps will bring aid.

THE PATROL EL 5 [EL 6, WITH LEADER]

GOBLINS (12) EL 4

XP 135

Goblin Warrior

NE Small humanoid (goblinoid)

Init +6; Senses darkvision 60 ft : Perception -1

DEFENSE

AC 16, touch 13, flat-footed 14 (+2 armor, +2 Dex, +1 shield, +1 size)

hp 6 (1d10+1)

Fort +3, Ref +2, Will -1

OFFENSE

Speed 30 ft.

Melee Short Sword +2 (1d4/ 19-20) [S-2]

Ranged Short Bow +4 (1d4/ x3) [S+2]

TACTICS

During Combat Half of the goblins will engage the frontline PCs while the other half break out their bows for support. The goblinoids will shout a warning to their allies in camp if able.

Morale Once half of their numbers have been slain, the remaining goblins will retreat back to camp. They will purposely run near (but not over) snare traps in hopes of snagging pursuing PCs.

STATISTICS

Str 11, Dex 15, Con 12, Int 10, Wis 9, Cha 6

Base Atk +1; CMB +0; CMD 12

Feats Improved Initiative

Skills Ride +10, Stealth +10, Swim +4; Racial Modifiers +4 Ride, +4 Stealth

Languages Goblin

Other Gear Leather armor, light wooden shield, short sword, short bow with 20 arrows, 85 gp

SPECIAL ABILITIES

Darkvision (60 feet) Goblins can see in the dark (black and white vision only).

Improved Initiative Goblins get a +4 bonus on initiative checks.

GOBLIN ARCHERS (10)**EL 4**

Small humanoid (goblinoid), neutral evil

Armor Class 15 (Studded Leather)**Hit Points** 7 (2d6)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	10 (+0)	9 (-1)	6 (-2)	6 (-2)

Senses darkvision 60 ft., passive Perception 8**Languages** Common, Goblin**Challenge** 1/4 (50 XP)**SPECIAL ABILITIES****Nimble Escape.** The goblin can take the Disengage or Hide action as a bonus action on each of its turns.**ACTIONS****Shortsword.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.**Masterwork Shortbow.** Ranged Weapon Attack: +6 to hit, range 80 ft./320 ft., one target. Hit: 6 (1d6 + 3) piercing damage.**PERIMETER TRAPS**

Skavenrk and Tvokzan set up some snares and trap tents throughout the camp. Each of the traps is rigged with a copper bell (1 gp) that will ring if the stratagem is sprung. If the Disable Device check roll fails by 5 or more, the bell rings. Goblinoids from **The Patrol, 1, or 5** (GM's discretion) will come to investigate the noise within 1d4+2 rounds.

The snares are of the rolling variety. A forked, iron spike is driven into the ground. A small, forked branch of wood connected to a noose is hooked onto the iron spike. The hemp noose is tied to a tree limb bent by tension. Once the PC trips the snare, the forks of the iron spike and wooden branch roll off one another, causing the tied branch to jerk upward. The PC is hoisted leg-first just five feet into the air, likely leaving his or her shoulders and head on the ground once the trap has been sprung. The alarm bell, connected to the branch, then rings. The forks and noose are covered by a thin carpet of leaves. The hemp rope blends in well with the vines hanging off the oak tree (Perception DC 25).

SNARE TRAP**CR 2**

XP 400

Type mechanical; **Perception** DC 25; **Disable Device** DC 15**EFFECTS**

Victim is hoisted 5 ft. into the air.

Trigger location; **Reset** repair**Effect** Reflex DC 26 avoids.**SNARE TRAP****CR 1/2***Mechanical Trap***Perception** DC 20; **Disarm** DC 15**EFFECTS**

The victim must make a DC 20 Dexterity save or is hoisted 5 ft. into the air.

A character without thieves' tools can attempt to disarm this trap with disadvantage using any edged weapon or edged tool. On a failed check, the trap triggers and possibly snares the object or character's arm.

Knowing that goblins are not the best sentries and the worgs too few to properly patrol the camp, the bugbears dug out five 10-ft.-pits, rigged them with spiked, rolling logs, covered the openings with wattle panels, and then concealed the panels with various animal pelts (worthless). Tents were erected over the pits. Inside each false structure is an empty, closed chest (medium). The chest was positioned on the side of the pit opposite of the tent's entrance. A silk handkerchief (2 gp) can be left sticking out from the chest's lid in some tents while a couple of copper coins may be lying near the trunks of others. In yet other tents a rolled-up, bloodstained blanket with a twitching form (a dying rat, etc.) inside may be lying in the middle of the pelt-covered floor.

A wattle panel will give way once over 25 lbs. of pressure is applied to its frame. PCs who fall into the pits below will likely require aid to get out; a DC 15 Strength check is required to carefully move one of the spiked logs out of the way enough to allow someone enough clearance to be hauled out of the pit. The alarm bell (copper

- 1 gp) in each pit is affixed to the spiked log nearest to the chest.

TENT TRAP CR 5

XP 1600

Type mechanical; Perception DC 25; Disable Device DC 25

EFFECTS

Drops PC(s) through a camouflaged wattle panel. The PCs are battered through two spiked logs before landing at the bottom of a 10-ft.-pit.

Trigger location; Reset repair

Effect 2 spiked, rolling logs (4d6 piercing damage); 10-ft. deep pit (1d6 falling damage). DC 27 Reflex avoids. Multiple targets (all targets in a 10-ft.-square area).

TENT TRAP CR 3

Mechanical Trap

Perception DC 20; Disarm DC 20

EFFECTS

Drops PC(s) through a camouflaged wattle panel. The PCs are battered through two spiked logs (suffering 4d6 piercing damage) before landing at the bottom of a 10-ft.-pit (1d6 falling damage).

A character without thieves' tools can attempt to disarm this trap with disadvantage using any edged weapon or edged tool. On a failed check, the trap triggers.

THE LUNG-GOUGER CAMP

The winds cool as you reach the northern edge of Perinade Forest. As the foliage becomes sparse, small boulders break up the bordering grassland. Birdsong yields to predatory howls, some you are sure originate from beasts of the two-legged variety.

As you exit the forest, you see a collection of various-sized tents intermingled among the thick trees. There is movement among the tents, but you are too far out to determine the exact nature of the shifting shapes.

If taken on singularly, most of the encounters within the camp present only a slight challenge

to a 5th level party; however, the proximity and organization of the beasts may be the PCs' undoing if the would-be heroes decide to charge head-on into the site. The bugbear leaders are crafty and vicious, ready to slay invaders through tricks and numbers. The elven children are being kept in an iron cage (Area 6) in the center of the encampment. If the bugbears know the PCs are about, Krarkwak (9) will gather a patrol of goblins (1b or 5) and seek the enemy out while Yuegkreg will remain in his tent (13) watching the cage closely. The worgs (4 and 6) will also stay in the area and follow Yuegkreg's orders. The goblin dogs (8) will stay put unless they are called into battle or non-goblinoids are spotted. The chained dire bear (2) is the proverbial wild card of the camp. The PCs may be able to utilize the animal as a distraction and/or ally. The bugbears may also use the bear to their advantage, especially if Tvokzan survived his initial encounter with the party. Routed bugbears will head for the gorge to join their brother Rhekular (Chapter 4 – Area 2) to help ensure the return of Spragnokk. Captured bugbears will remain tight-lipped as to why the children were captured. If rendered leaderless, the goblins, worgs, and goblin dogs will meld back into Perinade Forest. Successfully intimidated goblins will point to Splinter-Fang Gorge to the north and say that the 'big bosses' had to dig up something, but will have nothing more to offer.

GM's note: The Garnet Gales Aurora will be at its brightest on Nights 3 and 4. While the phenomenon does not directly affect gameplay, the aurora will infect the night sky with a ghostly red. The presiding GM may want to mention the eerie sky event to the players if attacks upon the bugbear camp are conducted at night. The GM should also note that due to the amount of rain over the last couple of days the tents, trees, and other exposed flammables in the camp should count as having Reflex +8 vs. Catching on Fire (standard DC 15).

THE LUNG COUGER CAMP



AM

1 - GOBLIN TENTS

A line of tents lay at the southern edge of the camp. The westernmost tent is smaller and less dingy than the other three. The larger tents in the line have ragged holes big enough for halflings to walk through.

The smallest tent of the four is one of the trap tents (see **Trap Tents** above) set around the camp. These tents, along with those in the rest of the camp, were captured during a successful caravan raid two seasons ago. Goblins, not bound by propriety, simply expanded the holes in the tents to create new “entrances.” Off-duty goblins spend their time here teasing, wrestling, and sleeping. Only one (**1b**) of the three tents is currently occupied.

1A - WEST GOBLIN TENT

This 20' x 15' tent has many holes along its base. Inside are nearly a dozen small mounds comprised of leaves, cloth, and bones. The smell of sweat and offal nearly bowls you over.

This tent belongs to the goblins currently at **5**. The goblins from **Ghrekjar's Warband** also sleep here. There is nothing of value inside.

1B - CENTER GOBLIN TENT [EL 4]

This 20' x 15' tent has many holes along its base. Small figures can be spotted inside running around. Snarls and snores can be heard coming from the confines of the tent.

These goblins are resting between patrols. Half are sleeping while the others are trying to catch a frightened mouse. Once intruders are spotted, the goblins will kick their napping kin awake. Sleeping goblins take two rounds to be fully roused (first round still prone).

GOBLINS (12)

EL 5

XP 135

Goblin Warrior

NE Small humanoid (goblinoid)

Init +6; Senses darkvision 60 ft.; Perception -1

DEFENSE

AC 16, touch 13, flat-footed 14 (+2 armor, +2 Dex, +1 shield, +1 size)

hp 6 (1d10+1)

Fort +3, Ref +2, Will -1

OFFENSE

Speed 30 ft.

Melee Short Sword +2 (1d4/ 19-20) [S-2]

Ranged Short Bow +4 (1d4/ x3) [S+2]

TACTICS

During Combat Surprised that intruders made their way into camp, the goblins will none-the-less attack PCs. The goblins will wake up their sleeping fellows first then attack the party.

Morale Once half of their numbers have been slain, the remaining goblins will make use of the tent's multiple exits to retreat. They will make a run for **5**, **9**, or **13** to raise the alarm. A crafty goblin being pursued may run into the nearby trap tent, skirting the covered pit so PCs may blunder into it.

STATISTICS

Str 11, Dex 15, Con 12, Int 10, Wis 9, Cha 6

Base Atk +1; CMB +0; CMD 12

Feats Improved Initiative

Skills Ride +10, Stealth +10, Swim +4; Racial Modifiers +4 Ride, +4 Stealth

Languages Goblin

Other Gear Leather armor, light wooden shield, short sword, short bow with 20 arrows, 85 gp

SPECIAL ABILITIES

Darkvision (60 feet) Goblins can see in the dark (black and white vision only).

Improved Initiative Goblins get a +4 bonus on initiative checks.

GOBLIN MARAUDERS (10)

Small humanoid (goblinoid), neutral evil

Armor Class 15 (Studded Leather)

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	10 (+0)	9 (-1)	6 (-2)	6 (-2)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Goblin

Challenge 1/4 (50 XP)

SPECIAL ABILITIES

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Scimitar. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Shortbow. Ranged Weapon Attack: +5 to hit, range 80 ft./320 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

SCALING THE ENCOUNTER

EL 5: Increase the number of goblins to 12.

1C - EAST GOBLIN TENT

This 20'x15' tent has many holes along its base. Inside are nearly a dozen small mounds comprised of leaves, cloth, and bones. The remains of a ripped apart animal lay inside.

This tent belongs to **The Patrol** (see above) and the goblins of **Skavenrk's Warband**. The mutilated animal is that of a deer (DC 10 Knowledge (nature) to identify), the patrol's last snack before making its rounds.

2 - DIRE BEAR [EL 7]

GM's note: PCs who set off one of the snare traps will attract the dire bear's attention. While he won't be able reach the trapped PC, the agitated bear's roars will cause the denizens (GM's choice) at 3, 4, 5, 6 (worgs only), and 9 to investigate. Yuegkreg (13) may also look on from his tent to see what the fuss is about.

If the PCs approach this location via from south of the tree-line, read or paraphrase the following:

Near the center of the tree-line you see the leaf-covered branches of one of the center oaks tremble in tune with some bestial roars.

Once the party is within ten-to-twenty feet of the chained dire bear, read the following:

Chained by one leg to a thick oak is an immense, short-faced bear with bony projections growing out of his furry hide. The heavy chain is drawn taut by the bear as he growls at figures further in the camp.

The enraged bear is too focused on the worgs at 6 to notice party members right away, but PCs who get within half of the bear's scent-detection range (15') will cause the animal to look about. Druids and rangers attempting to calm/communicate with the bear via wild empathy will be dealing with a hostile animal (Diplomacy DC 25). If still alive, Tvokzan will try to lead the bear into attacking the PCs. The chain holding the bear is quite thick (Strength DC 30). The locks connected to the chain's iron bands (on the bear's right rear leg and the oak's trunk) are average, requiring a DC 25 Disable Device check to open. Yuegkreg (13) has the key and will hand it off to an ally if he deems the bear's release useful. Note the lock on the oak tree's iron band can be picked/unlocked without interference from the bear as long as the animal's attention is focused elsewhere; a PC and/or goblin who decides to cheer the beast on while opening the lock may cause the bear to turn around and charge.

DIRE BEAR **CR 7****XP 3,200**

N Large animal

Init +5; **Senses** low-light vision, scent: Perception +12**DEFENSE****AC** 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, -1 size)**hp** 95 (10d8+50)**Fort** +12 (+4 vs. hot or cold environments and to resist damage from suffocation), **Ref** +8, **Will** +4**OFFENSE****Speed** 40 ft.**Melee** 2 claws +13 (1d6+7 plus grab) **[S+4]**, bite +13 (1d8+7) **[S+4]****Space** 10 ft.; **Reach** 5 ft.**TACTICS**

During his imprisonment, the bear has been taunted by the smarter worgs; the pack has taken care to stay just out of reach of the chained brute's claws. The bear has no interest in the caged children at **6**.

During Combat If still chained up, the bear will attack anything within range until the target has been killed or has escaped. If the bear has been freed, he will chase after the worgs at **4** and **6** before moving on to other, slower prey.

Morale If still chained up, the enraged bear will fight to the death. If freed, the bear will go rampage until brought down to 15 hit points. Once reduced to this amount, he will vacate the area.

STATISTICS**Str** 25, **Dex** 13, **Con** 21, **Int** 2, **Wis** 12, **Cha** 10**Base Atk** +7; **CMB** +15 (+19 grapple); **CMD** 26 (30 vs. trip)**Feats** Endurance, Improved Initiative, Iron Will, Run, Skill Focus: Perception**Skills** Perception +12, Swim + 19; **Racial Modifiers** +4 Swim**Other Gear** Thick, 15' long chain set (100 gp, hardness 15 and 10 hit points, burst with a DC 30 Strength check.)**SPECIAL ABILITIES****Endurance** +4 to a variety of Fort saves, skill and ability checks.**Improved Initiative** Dire bear gets a +4 bonus on initiative checks.**Iron Will** Dire bears get a +2 bonus on all Will saves.**Low-Light Vision (Ex)** Creature can see twice as far as normal in dim light. Low-light vision is color vision.**Run** When running, dire bears run at 5 times their normal speed.**Scent (Ex)** Detect opponents within 15+ feet by sense of smell.**SCALING THE ENCOUNTER** **EL 8:** Give the dire bear the Advanced simple Template.**DIRE BEAR** **CR 7**

Large beast, unaligned

Armor Class 12 (natural armor)**Hit Points** 125 (10d10+40)**Speed** 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	18 (+4)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +4**Senses** passive Perception 14**Languages** -**Challenge** 7 (2,900 XP)**SPECIAL ABILITIES****Keen Smell.** The bear has advantage on Wisdom (Perception) checks that rely on smell.**ACTIONS****Multiattack.** The bear makes two attacks: one with its bite and one with its claws.**Bite.** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 10 (1d8+6) piercing damage.**Claw.** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 13 (2d6+6) slashing damage.**RELEASING THE BEAR**
MINOR QUEST (EL 7) **Success:** Freeing the bear from its chains and coercing the animal to attacking the goblinoids.**Reward:** 200 XP for freeing the bear. 600 XP for utilizing the bear against his former captors.

3 - SKAVENRK'S TENT

The worgs at 4 keep watch on this tent; they will attack anyone other than Skavenrk entering the shelter. The worgs will also investigate if they hear (Perception +11) activity going on from within.

The tent's exterior is stained with various shades of dirt. Inside the tent are a cot, a stool, some pelts, three dirt-encrusted shovels, a hammer, and some odds bits of clothing. All the clothing has been dyed black.

The hammer and shovels were used in the making of the camp's perimeter traps. The pelts are worthless. The pieces of clothing are just on-hand replacements to Skavenrk's roguish raiment.

Skavenrk's notched iron key (see **Skavenrk's Warband**) opens the wooden chest in the tent. The lock on the chest is average (Disable Device DC 25). Even those in possession of the key may set off the dart trap if the lock is not engaged properly (key turned counter-clockwise, then jammed in further to disable the dart's trigger; Perception DC 25 to notice the peculiarity). If not disabled, the bolt will shoot out at one target in front of the chest once the lid is opened.

POISONED DART TRAP CR 5

XP 1,600

Type mechanical; Perception DC 25; Disable Device DC 20

EFFECTS

Trigger touch; Reset manual

Effect One poisoned dart (1 point of damage); +10 to hit; one target (in front of chest). Dart is coated with Large Scorpion Venom (DC 17 Fortitude save; Frequency 1/round for 6 rounds; Effect 1d2 Strength damage; Cure 1 save).

POISONED DART TRAP CR 2

Mechanical Trap

Perception DC 20; Disarm DC 15

EFFECTS

One poisoned dart (1 point of damage); +5 to hit; one target (in front of chest). Dart is coated with Large Scorpion Venom (DC 12 Constitution save; taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one).

A character without thieves' tools can attempt to disarm this trap with disadvantage using any edged weapon or edged tool. On a failed check, the trap triggers.

Loot

All of the tent's valuables are located in Skavenrk's chest (medium wooden). Inside are smoked goggles, thieves' ring (human-sized, but too small for Skavenrk), masterwork manacles with barbs, two potions of cure light wounds (1d8+3 each, used if an injured Skavenrk limped back to camp), five chrysoberyls (100 gp each), 300 gp, 650 sp, and 500 cp.

4 - WORG'S LEAN-TO [EL 4]

A large lean-to comprised of logs and browning foliage has been erected here. Two wolf-like creatures rise off the ground under the lean-to as you approach, their crimson eyes locked upon you.

These worgs are part of the pack that fell in with the bugbear warband once the goblinoids arrived at Perinade Forest. The pair keeps an eye out for anyone approaching the camp from the west. They also keep an ear out for any disturbance at 3 and 9. These curs switch out with their fellows at 6 every few hours (1d4+2). Aside from some chewed-on humanoid bones, there is nothing of value under the lean-to.

WORG (2) EL 4

600 XP

NE Medium magical beast

Init +2; Senses darkvision 60 ft., low-light vision, scent; Perception +11

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 26 (4d10+4)

Fort +5, Ref +6, Will +3

OFFENSE

Speed 50 ft.

Melee Bite +7 (1d6+4 plus trip) **[S+0]**

TACTICS

During Combat One of the worgs will howl a warning to the camp (**The Patrol**, **1b**, **5**, and **10** may come over to investigate) while the other engages the PCs. The worgs will use their superior speed to dart around obstacles to possibly flank a soft target.

Morale If one worg is slain, the other will retreat to join its fellows at **6**. If those worgs were killed as well, the lone canine will bolt for the forest.

STATISTICS

Str 17, Dex 15, Con 13, Int 6, Wis 14, Cha 10

Base Atk +4; CMB +7; CMD 19 (23 vs. trip)

Feats Run, Skill Focus (Perception)

Skills Perception +11, Stealth +9, Survival +5; **Racial**

Modifiers +2 Perception, +2 Stealth, +2 Survival

Languages Common, Goblin

SPECIAL ABILITIES

Darkvision (60 feet) Worgs can see in the dark (black and white vision only).

Low-Light Vision (Ex) Creature can see twice as far as normal in dim light. Low-light vision is color vision.

Run When running, worgs run at 5 times their normal speed.

Scent (Ex) Detect opponents within 15+ feet by sense of smell.

Trip (Ex) Worgs can make a trip attempt (free action) on a successful attack without provoking an attack of opportunity. If attempt fails, worg is not tripped in return.

SCALING THE ENCOUNTER

EL 5: Add a third worg.

EL 6: Add a fourth worg.

WORGs (4)

EL 3

Large monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 26 (4d10+4)

Speed 50 ft.

STR DEX CON INT WIS CHA

16 (+3) 13 (+1) 13 (+1) 7 (-2) 11 (+0) 8 (-1)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Goblin, Worg

Challenge 1/2 (100 XP)

SPECIAL ABILITIES

Keen Hearing and Smell. The worg has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

SCALING THE ENCOUNTER

EL 4: Increase the number of worgs to 6.

5 - EATING AREA [EL 5]

Over a half-dozen goblins are tearing into partially cooked carcasses of deer, rabbit, and elf at the two long, wooden tables in this small field near the middle of the camp. The goblins, seated on wobbly log-blocks, seem oblivious to your approach.

These goblins were just relieved from patrol. They are using their short swords to carve the meat down into (albeit still large) bite-size chunks. The goblins will investigate any disturbance within the immediate area (**2**, **4**, **6**, and **13**), likely still gnawing on a leg bone as they head towards the source of the racket.

GOBLINS (12)

EL 5

XP 135

Goblin Warrior

NE Small humanoid (goblinoid)

Init +6; **Senses** darkvision 60 ft: Perception -1

DEFENSE

AC 16, touch 13, flat-footed 14 (+2 armor, +2 Dex, +1 shield, +1 size)

hp 6 (1d10+1)

Fort +3, **Ref** +2, **Will** -1

OFFENSE

Speed 30 ft.

Melee Short Sword +2 (1d4/ 19-20) [S-2]

Ranged Short Bow +4 (1d4/ x3) [S+2]

TACTICS

During Combat Half of the goblins will engage in melee while three will bring out their bows, using the tables as cover during volleys. The remaining goblin will head for **9** or **13** for help. All goblins will yell at the top of their lungs to warn the camp of intruders.

Morale Once half of their numbers have been killed, the goblins will head for **1b** or **8** for reinforcements unless one of the bugbear leaders takes charge. Without leadership and/or reinforcements, the goblins will head for the Perinade Forest.

STATISTICS

Str 11, Dex 15, Con 12, Int 10, Wis 9, Cha 6

Base Atk +1; CMB +0; CMD 12

Feats Improved Initiative

Skills Ride +10, Stealth +10, Swim +4; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Goblin

Other Gear Leather armor, light wooden shield, short sword, short bow with 20 arrows, 85 gp

SPECIAL ABILITIES

Darkvision (60 feet) Goblins can see in the dark (black and white vision only).

Improved Initiative Goblins get a +4 bonus on initiative checks.

GOBLIN MARAUDERS (10)

EL 4

Small humanoid (goblinoid), neutral evil

Armor Class 15 (Studded Leather)

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	10 (+0)	9 (-1)	6 (-2)	6 (-2)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Goblin

Challenge 1/4 (50 XP)

SPECIAL ABILITIES

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Scimitar. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Shortbow. Ranged Weapon Attack: +5 to hit, range 80 ft./320 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

6 - HOLDING AREA, WORGs AND PRECAUTIONS [EL 5]

The two worgs here make slow circuits (8 rounds) around the iron cage. The curs know about the rope coils (see below) hidden in the dirt around the cage, so they make a point not to tread on them. Unless Yuegkreg (**13**) has been dealt with, he will likely see what is going on around the cage and lend magical aid to the worgs.

Two worgs are circling around a 15'x15'x10' iron cage set in the middle of the camp. Inside the cage are four-to-five small, slender figures clutching one another as the worgs turn their way.

The worgs will howl at the first opportunity they see or smell the PCs within their vicinity, warning their allies at **4**, **5**, **9**, and **13**. Like everyone else in the camp, the worgs have been ordered not to harm the children. If the elven young are found outside the cage, the worgs will either try to herd them back into the cell or trip them (automatic) on the spot until the rescuers have been dealt with. If the dire bear (**2**) has been freed, these worgs will join their pack-mates (**4**) and/or vacate the area.

Around the holding area are eight 50' coils of hemp rope (2 hit points, AC 10, DC 23 Strength check to burst) hidden just under the dirt (DC 20 Perception each coil) surrounding the cage. Yuegkreg had the rope placed here before covering the area with a layer of dirt. Yuegkreg will use his Wand of Animate Rope to activate a coil under a PC. He will order the targeted coil to either enwrap or trip the PC (DC 11 Reflex to avoid, DC 20 Escape Artist check to slip free if entangled), depending on the proximity of the

worgs and other possible guards. An animated rope can stay active up to five rounds. The cage was set up after the layer of dirt was placed over the coils. The elven children do not know about the coils.

If Ghrekjar, Skavenrk, or Tvokzan survived their run-ins with the party and made it back to camp, Yuegkreg will have an *alarm* spell (audible, 6-hour duration) placed on the cage as an extra precaution. The imprisoned children and their turnkeys will have been warned not to touch the cage (moldy flatbread is passed carefully to the young during mealtimes). The children, despite their fear, will warn PCs of the *alarm* spell if the circumstances allow.

The cage's four walls are comprised of 1" thick iron bars (hardness 10, 30 hit points) while the floor and roof are made from 2" thick wood planks (hardness 5, 20 hit points). The lock is average (DC 25) and Yuegkreg has the key. The bars are 6" apart—wide enough for the three youngest children to squeeze through easily (full round action) while the two older youths require more time (three rounds). The children have remained in the cell due to fear of the worgs and the goblinoids. Yuegkreg will animate the ropes on the children if he spies them trying to escape; count the elven children as having a Strength 4 (-3 modifier) and Dexterity 8 (-1) when trying free themselves from the ropes. On the floor of the cell are gourd containers containing either water or goat's milk.

Glehyolna, the oldest elven child at 63 (equivalent to a human nine-year-old), is the leader of the youths. She is torn between organizing an escape attempt and trying to find out what happened to the five infants taken out of the cage an hour ago (see **Chapter 4** for details). Once she and her group are released and brought to relative safety, Glehyolna will be eager to talk to PCs. She is a bright child who speaks Elven, Common, and Goblin. Refer to the **GM's Notes** at the end of this chapter before Glehyolna interacts with the party. Each youth should count as having AC 9, HP 2, Saves (all) -1, Speed 30 ft., no melee attacks, low-light vision and Perception +2.

One of the elven children—a blonde waif taller than her peers—steps toward you, her azure eyes wide with worry.

"I thank you for releasing us! The goblins and their leaders did not harm us, but I know they intended to use us somehow. One of their hairy giants, an ugly brute with finger-bones tied to his face, came over and snatched up the five youngest babies from the cell and headed toward the gorge. He was followed by four others of his kind. Please, save the little ones!"

WORGs (2) **EL 4**

600 XP

NE Medium magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +11

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 26 (4d10+4)

Fort +5, **Ref** +6, **Will** +3

OFFENSE

Speed 50 ft.

Melee Bite +7 (1d6+4 plus trip) **[S+0]**

TACTICS

The worgs have been ordered to stand their ground and not come to the aid of anyone else in the camp. All rescue attempts must be stopped!

During Combat The worgs will stay within a 20' radius of the cage, attacking anyone who comes within that range. The curs will howl for aid at the earliest opportunity.

Morale If brought down to less than 5 hit points, each worg will join her pack-mates (if still alive) at **4** and run for the forest. If the dire bear (**2**) is freed and not in control of the goblinoids, the worgs will vacate the camp.

STATISTICS

Str 17, **Dex** 15, **Con** 13, **Int** 6, **Wis** 14, **Cha** 10

Base Atk +4; **CMB** +7; **CMD** 19 (23 vs. trip)

Feats Run, Skill Focus (Perception)

Skills Perception +11, Stealth +9, Survival +5; **Racial**

Modifiers +2 Perception, +2 Stealth, +2 Survival

Languages Common, Goblin

SPECIAL ABILITIES

Darkvision (60 feet) Worgs can see in the dark (black and white vision only).

Low-Light Vision (Ex) Creature can see twice as far as normal in dim light. Low-light vision is color vision.

Run When running, worgs can run at 5 times their normal speed.

Scent (Ex) Detect opponents within 15+ feet by sense of smell.

Trip (Ex) Worgs can make a trip attempt (free action) on a successful attack without provoking an attack of opportunity. If attempt fails, worg is not tripped in return.

WORGs (4)

EL 3

Large monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 26 (4d10+4)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	13 (+1)	7 (-2)	11 (+0)	8 (-1)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Goblin, Worg

Challenge 1/2 (100 XP)

SPECIAL ABILITIES

Keen Hearing and Smell. The worg has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

RESCUING THE CAGED CHILDREN MAJOR QUEST, EL 5



Success: Freeing the children from the cage and getting them to safety.

Condition: Subtract 20% of the reward XP for each child in the cell that is not brought to safety (Var'Ladne).

Reward: 400 XP

7 - TVOKZAN'S TENT

This tent appears better kept than the others. Inside the tent are a cot, a variety of hung-up pelts, and a chest. Leaning next to the chest are two quivers full of arrows. On a small table is the beginning of a toe necklace.

Tvokzan provides meat for the warband between raids. If he survived his encounter with the PCs (see **Tvokzan's Pack**) and is aware the camp's perimeter has been breached, Tvokzan will have Yuegkreg's key (13) to release the dire bear (2).

Loot

There are a total of nine pelts on the walls of the tent: five of otter (10 gp each), five of elk (25 gp each) and one of a giant badger (65 gp). Two bear traps (deactivated, 2 gp each) are located under the cot.

Tvokzan's iron key (**Tvokzan's Pack**) opens the medium wooden chest in the tent. The lock on the chest is average (Disable Device DC 25). Inside the chest are some mundane clothing, a set of ten fishhooks (1 gp), a brass armband set with jaspers (200 gp), twelve blue quartz stones (10 gp each), three tourmalines (50 gp each), 10 pp, 250 gp, 150 sp, and 160 cp.

8 - GOBLIN DOGS' LEAN-TO [EL 5]

A large lean-to comprised of logs and browning foliage has been erected here. The stench of carrion is prevalent. Three mangy canines with teeth like those of a rat are tearing into the corpse of a sheep. The trio looks up from their grisly meal at you and start to close in.

Unlike their worg counterparts at 4, the goblin dogs won't howl for aid. The sounds of intense combat will attract the goblins from 5 and Tvokzan from 7 if he is still alive. Aside from some chewed-on animal bones, there is nothing of value under the lean-to.

GOBLIN DOGS (4)

EL 5

XP 400

N Medium animal

Init +2; Senses low-light vision, scent: Perception +1

DEFENSE

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

hp 9 (1d8+5)

Fort +4, Ref +4, Will +1

Immune disease

OFFENSE

Speed 50 ft.

Melee bite +2 (1d6+3 plus allergic reaction) [S+0]

TACTICS**During Combat** Bring down non-goblins then eat!**Morale** If brought down to 3 hit points or less the goblin dog will make a run for its masters at **5, 7, 9, or 13** (whichever is appropriate).**STATISTICS**

Str 15, Dex 14, Con 15, Int 2, Wis 12, Cha 8

Base Atk +0; CMB +2; CMD 14

Feats Toughness

Skills Stealth +6

SPECIAL ABILITIES

Allergic Reaction (Ex) A non-goblinoid creature damaged by goblin dog's bite, who deals damage to a goblin dog with a natural weapon or unarmed attack, or who otherwise comes into contact with a goblin dog (includes attempts to grapple or ride the creature) must make a DC 12 Fortitude save or break out in an itching rash. A creature affected by this rash takes a -2 penalty to Dex and Cha for one day (multiple allergic reactions do not stack). *Remove disease* or any magical healing removes the rash instantly. This is a disease effect. The save DC is Constitution-based.

Low-Light Vision (Ex) Creature can see twice as far as normal in dim light. Low-light vision is color vision.

Scent (Ex) Detects opponents within 15+ feet by sense of smell.

GOBLIN DOGS (4)

EL 4

medium beast, neutral

Armor Class 13 (natural armor)**Hit Points** 6 (1d8+2)**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	15 (+2)	2 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +4**Senses** darkvision 60 ft., passive Perception 18**Languages** Goblin (understands, doesn't speak)**Challenge** 1 (200 XP)**SPECIAL ABILITIES**

Allergic Reaction. A non-goblinoid creature damaged by goblin dog's bite, who deals damage to a goblin dog with a natural weapon or unarmed attack, or who otherwise comes into contact with a goblin dog (includes attempts to grapple or ride the creature) must make a DC 12 Constitution save or break out in an itching rash. A creature affected by this rash is effectively poisoned for one day (multiple allergic reactions do not stack). *Remove disease* or any magical healing removes the rash instantly. This is a disease effect.

Keen Hearing and Smell. The goblin dog has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.



9 - KRARKWAK'S TENT [EL 5]

GM's note: Krarkwak will only be here if the camp is not on alert.

This tent has some grass and mud stains on its exterior. Inside the tent are a cot, an upturned keg, and a chest. Various glass bottles line the floor of the tent. A hulking bugbear in breastplate stands in the middle of the tent, cleaning off the head of his heavy flail.

Krarkwak is so sadistic that even Ghrekjar gives him a wide berth. Krarkwak is directly in charge of the goblins and is the only bugbear who can instill complete silence in his lesser kin. He enjoys the proximity of the worgs (4) and will call for their aid if given a chance. Any noise from this tent will also bring the attention of nearby goblins (5). Krarkwak is a muscle-laden bugbear with a nervous tic under his right eye, a condition he acquired from a glancing blow from an ogre's club. Krarkwak wears that ogre's jaw on a chain around his neck.

Loot

Krarkwak enjoys his drink. He has eight bottles of fine wine still corked (10 gp each) among the various empty decanters on the ground. The 10-gallon keg only half full, the inside holding Deep Dwarven Ale (500 gp value).

Krarkwak's black-iron key opens the medium wooden chest in the tent. The lock on the chest is average (Disable Device DC 25). Under some clothes are 600 gp, 1,450 sp, and 4,400 cp.

KRARKWAK

CR 5

XP 1600

Bugbear Fighter 3

NE Medium humanoid (goblinoid)

Init +2; Senses darkvision 60 ft., scent: Perception +8

DEFENSE

AC 22, touch 12, flat-footed 20 (+7 armor, +2 Dex, +3 natural)

hp 50 (3d8+3d10+18)

Fort +7, Ref +6, Will +3

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee Masterwork heavy flail +12 (1d10+9/19-20 x2) [S+0]

Ranged Javelin +7 (1d6+6/x2) [S+0]

TACTICS

Before Combat Krarkwak will tweet on his whistle to warn the camp before any conflict with the party. He will try to scope out his opponents before engaging them.

During Combat If combat is in view of Yuegkreg (13), Krarkwak will seek to fight the party's lead combatant, confident that Yuegkreg and the worgs (6) will keep the other invaders busy. Krarkwak will try to trip opponents if he is grossly outnumbered and/or worgs are about so the canines can chew on prone PCs. Otherwise Krarkwak will try to quietly take down the enemy spell-casters before moving on to other targets. Krarkwak will try to disarm any PC employing a visibly identifiable magical weapon against him.

Morale If brought down to 5 hit points, Krarkwak will retreat to Rhekular (Chapter 4 – Area 2).

STATISTICS

Str 22, Dex 14, Con 17, Int 13, Wis 13, Cha 12

Base Atk +5; CMB +11; CMD 23

Feats Combat Expertise, Improved Disarm, Improved Trip, Intimidating Prowess, Skill Focus: Perception, Weapon Focus: Flail

Skills Handle Animal +6, Intimidate +11, Knowledge Engineering +5, Perception +8, Stealth +10 (+7 in Breastplate +1), Survival +5; Racial Modifiers +4 Intimidate, +4 Stealth

Languages Common, Goblin, Elven

Other Gear breastplate +1, masterwork heavy flail, 6 javelins, 2 cure light wound potions (1d8+3), vial of silversheen, 50' coil of hemp rope, ogre-jawbone-and-chain dipped in silver (50 gp), signal whistle, black-iron key (to chest in tent), 20 pp

SPECIAL ABILITIES

Combat Expertise +/-2 Bonus to AC in exchange for an equal penalty to attack.

Darkvision (60 feet) Krarkwak can see in the dark (black and white vision only).

Improved Disarm Krarkwak doesn't provoke attacks of opportunity when disarming.

Improved Trip Krarkwak doesn't provoke attacks of opportunity when tripping.

Scent (Ex) Detects opponents within 15+ feet by sense of smell.

Stalker (Ex) Perception and Stealth are always class skills for bugbears.

KRARKWAK

CR 4

Bugbear fighter 4

Medium humanoid (goblinoid), chaotic evil

Armor Class 17 (+1 breastplate, protection)

Hit Points 73 (9 HD; 5d8+4d10+27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	17 (+3)	13 (+1)	13 (+1)	12 (+1)

Feats Great Weapon Master

Saving Throws Str +7, Con +5

Skills Athletics +7, Insight +3, Intimidation +3, Perception +3, Stealth +6, Survival +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Goblin

Challenge 4 (1,100 XP)

SPECIAL ABILITIES

Action Surge. Krarkwak can take one additional action on top of his regular action and a possible bonus action once per short rest.

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Improved Critical. Krarkwak's attacks score a critical hit on a roll of 19-20.

Second Wind. Krarkwak can regain 1d10+4 hp as a bonus action once per short rest.

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

ACTIONS

Masterwork Flail. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 16 (2d8+7) bludgeoning damage.

Javelin. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 30 ft./120 ft., one target. Hit: 14 (2d6+7) piercing damage in melee or 8 (1d6+5) piercing damage at range.

10 - LARDER TENT

This tent is emanating the slight sour tang of rotten meat. Inside are five crates, three of them open. The open crates are stuffed with the corpses of animal and elf alike. Flies are buzzing about the crates. In the northwest corner of the tent are three barrels.

Not the most refined of connoisseurs, goblinoids don't mind a little rot in their meat. One of the closed crates contains some beef jerky (10 weeks' worth of standard trail rations) while the other holds 37 lbs. of moldy flatbread (food for the elf young). The barrels contain water from a nearby pond.

11 - HANGING RACK

Two skinned corpses—one of an elk, the other an elf—are hooked onto this free-standing hanging rack. Three gourd containers hang on the north pole of the rack. Tied to the same pole are three goats eating some hay. Flies buzz hungrily about the area.

The corpses are up for the stewpot (12) tonight. The goats, all female, are kept here for the milk for the elf infants among the sacrifices.

12 - FIRE PIT WITH CAULDRON

A large, iron cauldron is resting on some flaming logs surrounded by a ring of fist-sized stones. A two-handed ladle pokes out of the top of the cauldron. A small stack of wood lies just north of the cauldron.

The cauldron, only a quarter full of thin limb stew (elf), is filled twice a day with meat and water by the goblinoids. If the PCs fail their mission here, this is their final destination.

13 - YUEGKREG'S TENT [EL 5]

GM's note: If approached at night, the blackened entrance of Yuegkreg's tent will stand out due to the aurora, yet will still conceal the bugbear sorcerer.

This 20'x20' tent is the largest in the goblinoid camp. While most of the tent's exterior is grey in color, the closed flaps of the pavilion's entrance are as black as coal.

PCs 10'-to-20' feet away from the tent's entrance must pass a DC 20 Perception check to notice that the flaps are made from cheesecloth that has been dyed black. PCs within 10' of the dyed cheesecloth will notice it for what it is and that a figure (Yuegkreg) stands behind it. The bugbear sorcerer, when right next to the cheesecloth, can see out of the material fine enough to target enemies with his spells. Yuegkreg uses the altered entrance to keep an eye on the prisoners and the camp. Single PCs who come within 10' of the entrance will cause Yuegkreg to step out of the tent (swift action) and attack. Multiple PCs approaching his location will cause the bugbear to retreat to the back of the tent, cut the canvas with his dagger (standard action), and then step out to escape to Rhekular (Chapter 4 – Area 2).

The inside of the large tent is equipped with a few furnishings. On the west side sits a cot and a chest while on the east side are two small tables with accompanying stools. On one table is a cheese wheel flanked by bottles of wine. On the other table rests a pale-colored book. Surrounding the book is a set of tools covered with dried blood.

Yuegkreg is gaunt by bugbear standards, yet the shine of his cerulean eyes makes even his larger brothers pause. Yuegkreg prefers grey and green raiment, but wears black during raids. Rhekular and Yuegkreg are the closest out the six siblings, respecting each other's abilities and viewpoints. Rhekular considers Yuegkreg's knack for sorcery

one of the strongest arguments that the return of Spragnokk is nigh.

Loot

Yuegkreg has four 50' coils of rope under his cot. The smoked-garlic cheese wheel is 5 lbs. (1 gp value). The two bottles of wine are of the fine variety (10 gp each). The book is blank (100 pages), bound in elven flesh, and can be used as a spellbook by a non-discriminating wizard. The tools surrounding the tome are bookmaking tools (5 gp value). Yuegkreg was studying the latter items because he found them in Var'Ladne; the elves in the thorp had a novice necromancer in their midst (see Chapter 4 – Conclusion for details). A black-stained bucket, used to dye the cheesecloth, lies under the book table.

Yuegkreg's brass key opens the medium wooden chest in the tent. The lock on the chest is average (Disable Device DC 25). Under some clothes are two brown-green garnets (100 gp each), a golden



yellow topaz (500 gp), 15 pp, 260 gp, 600 sp, and 40 cp.

YUEGKREG

CR 5

XP 1600

Bugbear Sorcerer 3 (Destined)

CE Medium humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft., scent; Perception +9

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 Natural) (+4 bonus [AC 19, t 12, ff 17] when mage armor is cast)

hp 34 (3d8+3d6+12)

Fort +4, **Ref** +6 (+8 with Lightning Reflexes feat), **Will** +5

OFFENSE

Speed 30 ft.

Melee Staff +5 (1d6+3) [S+0]

Ranged Javelin +5 (1d6+2) [S+0]

Sorcerer Spells Known (CL 3)

1st (6/day) *alarm* (Bloodline spell), *grease* (Reflex DC 14), *mage armor*, *ray of enfeeblement* (Fort DC 14 for half)

0th (at will) *bleed* (Will DC 13), *flare* (Fort DC 13), *ghost sound* (Will DC 13), *message*, *prestidigitation*

TACTICS

Before Combat If he sees the camp entrenched in battle and/or a rescue attempt happening at 6, Yuegkreg will use *Message* to summon Krarkwak (or another brother who survived the PCs) to the area. He will then cast *Mage Armor* upon himself. If Yuegkreg has time, he'll fetch two coils of rope from under his cot and place them just inside his tent to animate in case PCs head his way.

During Combat Yuegkreg will use his spells to aid his allies (i.e. *ray of enfeeblement* on the party's strongest fighter, *grease* on a PC's weapon, *bleed* on downed enemies) while behind the dyed cheesecloth. He will also liberally use his Wand of Animate Rope to dissuade the party's attempts at freeing the prisoners (6). Yuegkreg is not above popping out of his tent to clock a PC on the back of the head with his morningstar, but only when the tide of battle favors the camp. If ambushed within his own tent, Yuegkreg will use *Message* or his silent whistle (worgs) to summon aid.

Morale If brought down to 10 hit points, Yuegkreg will retreat to Rhekular (Chapter 4 – Area 2).

STATISTICS

Str 14, **Dex** 15, **Con** 14, **Int** 12, **Wis** 12, **Cha** 16

Base Atk +2; **CMB** +5; **CMD** 17

Feats Combat Casting, Eschew Materials, Intimidating Prowess, Lightning Reflexes, Skill Focus - Perception
Skills Bluff +7, Intimidate +6, Knowledge Arcane +6, Knowledge History +6, Perception +9, Spellcraft +5, Stealth +10, Use Magic Device +9; Racial Modifiers +4 Intimidate, +4 Stealth

Languages Common, Elven, Goblin

Other Gear morningstar, 6 javelins, Wand of Animate Rope (27 charges), 2 smokesticks, knife, silent whistle (worgs), brass key (to chest), iron key (to dire bear's chains at 2), 200 gp

SPECIAL ABILITIES

Combat Casting Yuegkreg gets +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.

Darkvision (60 feet) Yuegkreg can see in the dark (black and white vision only).

Eschew Materials Yuegkreg can cast many spells without needing to utilize minor material components (1 gp or less in value).

Fated (Su) Yuegkreg gains a +1 to all saving throws and his AC during surprise rounds and when he is otherwise unaware of an attack.

Scent (Ex) Detect opponents within 15+ feet by sense of smell.

Stalker (Ex) Perception and Stealth are always class skills for bugbears.

Touch of Destiny (Sp) Yuegkreg can touch a creature as a standard action, giving it an insight bonus of +1 on attack rolls, skill checks, ability checks, and saving throws for one round. He can use this ability 6/day.

YUEGKREG, BUGBEAR SORCERER

CR 4

Bugbear sorcerer 4

Medium humanoid (goblinoid), chaotic evil

Armor Class 12; 15 with *mage armor*

Hit Points 56 (9 HD; 4d6+5d8+18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	12 (+1)	12 (+1)	16 (+3)

Feats Ritual Caster

Saving Throws Con +4, Cha +5

Skills Arcana +3, Deception +5, Insight +3, Intimidation +5, Stealth +6, Survival +3

Senses darkvision 60 ft., passive Perception 11

Languages Common, Goblin, Primordial

Challenge 4 (1,100 XP)

SPECIAL ABILITIES

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

ACTIONS

Quarterstaff. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 11 (2d8+2) bludgeoning damage or 11 (2d8+2) bludgeoning damage if used with two hands to make a melee attack.

SPELLS

Sorcerer spells known (CL 4th)

Spell Save DC 13 **Spell Attack** +5

2nd—*aganazzar's scorcher*

1st—*mage armor, magic missile, shield, witch bolt*

Cantrips—*fire bolt, mage hand, shocking grasp, thunderclap, true strike*

14 - GHREKJAR'S TENT

This tent is tan, setting it apart from its graying neighbors. Inside the tent are a cot; an empty, collapsible bathtub; three barrels; and a wooden chest. Everything inside is neatly arranged.

Ghrekjar is a fastidious bugbear, a trait not generally associated with one of his kind. The goblins hate him the most because he orders them to bring fresh water for his bathtub daily (via the barrels, currently empty). If he survived his encounter with PCs, he'll either be leading the **Patrol** or eating at **5**. He doesn't keep a lock on his chest because no one would dare come into his tent without his permission.

Loot

The collapsible bathtub (15 gp) has three ½ lb. blocks of soap (lilac-scented – 5 cp each) hanging

in a pouch off to one side. There is a small cast of mead (6 gp) under Ghrekjar's cot. The unlocked, medium chest holds some clothes, a silver drinking horn trimmed with obsidian (250 gp), six moonstones (50 gp each), a silver brooch set with blue quartz (200 gp), a small steel mirror, 10 pp, 145 gp, 600 sp, and 900 cp.

15 - RHEKULAR'S TENT

This tent, sparsely draped with some grey moss, has red, blocky letters drawn on the entrance flaps. Inside the tent are a cot, a large wooden chest, and skull pile. The skull pile is covered with several melted-down candles.

The letters on the tent's flaps are in Goblin and read "The return of Spragnokk is nigh!" They are drawn in Elven blood. A Knowledge History DC 20 reveals that a century ago the bugbear cleric Spragnokk and his goblinoid army nearly destroyed the elf stronghold of Rewlunrain in Meirlara Forest (**Introduction - GM's Background**). A DC 25 uncovers that Spragnokk was killed by Elf Warden Slendruna Gulerane and the bugbear priest's body disappeared soon after. The skulls in the pile belong to victims past—orcs, humans, elves, and rival bugbears. All the denizens of the camp know not to enter Rhekular's dwelling without permission.

Loot

The large chest is equipped with a good lock (DC 30 – total value 90gp); Rhekular is currently carrying the key (**Chapter 4 – Area 2**). Inside the chest are some clothes, cleric's vestments (5 gp), a Javelin of Lightning, two *cure light wounds* potions (1d8+3), a Remove Blindness potion, four jaspers (50 gp each), 10 pp, 105 gp, 500 sp, and 5000 cp. Breaking open the chest's lid (30 hit points, break DC 29) will destroy the potions.

16 - BUGBEAR GUARDS' TENT

This 15'x20' tent has entry points in both its east and west walls. Inside are four cots and some cast-off rags. Between the cots are the remains of a narrow humanoid torso topped by the head

of an elven male. Flies buzz around angrily as you look on.

This is the tent belonging to Rhekular's personal guards (Chapter 4 – Area 1). Before accompanying their charge for the upcoming ritual, the guards partook a meal of elf flesh using the clothing on the corpse's torso as napkins. Not trusting of their lesser kin the goblins, the bugbears took all their wealth and belongings with them.

ROUTING THE LUNG-GOUGER CAMP
MAJOR QUEST (EL 5)



Success: Slaying or scattering the goblinoids and their allies.

Reward: 400 XP

GM's Notes

The trail to Splinter-Fang Gorge leads off from the Lung-Gouger's camp just north of the bugbear guards' tent (Area 16). Rhekular and his entourage didn't bother hiding their tracks so the party will have no trouble following them. You will need to monitor the party's overall health/readiness for battle. The events at the camp may have likely left the party weakened to the point that moving on to the gorge would mean suicide. The elven youth Glehyolna (6) could impart to the PCs that she overheard Rhekular mention to one of his fellow bugbears that "the ritual" will take half-a-day to complete, letting the players know they have an opportunity for their characters to rest and regain their strength. If the party decides to wait in camp longer than a day, Rhekular, his guards, and Spragnokk (a bugbear mummy now with the powers of a 5th level cleric) will return to the camp, eager to sacrifice the remaining elven children.



CHAPTER 4: SPLINTERFANG GORGE

THE GORGE

The gorge was once the course of a powerful river that hugged the north-side of the Perinade Forest four centuries ago. The river, named Summit's Tears, originated from the Grandare Peaks to the north. Two clans of stone giants united to dam the river to farm the abundant salmon population that traversed the waterway. Just as the dam was finished, one of the clans' wandering elders returned and berated her kin for upsetting the balance of nature. The heads of both clans began to clash: first with words, then with fists and clubs. All-out war occurred between the clans, many of the battles involving smashing down and building up the controversial weir. This caused the sporadically freed waterway to cut deep into the soil of the neighboring flatlands, eventually wearing down to the rock underneath. The clan fighting ended after three decades. As a result of the conflict, the course of Summit's Tears was permanently altered, the river now running down the opposite side of the mountain range.

Decades later a band of dwarven prospectors named the Christened Anvils came to explore the newly carved gorge bordering Perinade Forest. Due to the crack-ridden, incisor-shaped stones standing at the start of the gorge and an immense amount of worg-packs roaming the area, the dwarves named the crevasse Splinter-Fang Gorge. The band explored the ravine thoroughly, but aside from a small vein of copper, they did not find anything worthwhile to mine. The young merchant-prince Franknor Haspsnapper, the head of the Anvils, was in financial straits prior to the exploratory mission due to a rival unleashing a pair of rust monsters in Haspsnapper's treasure vaults. Once he realized that the gorge was barren of valuable minerals and gemstones, Haspsnapper went into a blind rage fueled by despair. He slew three of his kinsmen before being stuck down. The

seven remaining dwarves, galled by Haspsnapper's fall into madness, were still honor-bound to bury a noble of their kind. To depreciate the merchant-prince, the surviving Anvils dug out a sepulcher in the side of the worthless gorge. To further insult Haspsnapper, the dwarves carved the unmarked crypt into human-size dimensions to rob him of his identity. The broken Anvils rolled a boulder over the tomb's entrance and left their disgraced leader behind, never mentioning him again. A century ago the goblinoid followers of Spragnokk uncovered Haspsnapper's tomb, unceremoniously chucked the dwarf's corpse out of his sarcophagus, and sealed their leader inside. Now, with the skies in the full throes of the Garnet Gales Aurora, Rhekular has invoked the ritual to revive Spragnokk with the life essence of innocents...

Splinter-Fang Gorge is a full seventeen miles long and is as deep as two hundred feet in some areas. The fissure fluctuates from one hundred to one hundred-forty feet in width and its sides are slick with moisture even late in the day (**Climb DC 25/20**). The bottom and sides of the gorge is composed mostly of clastic sedimentary rock with occasional patches of granite peeking through. The bottom is strewn with boulders of various sizes, some stones clearly cut from tools (originally part of the stone giant dam). The typical boulder in the gorge has 1'-to-2' of sediment around its base and is very difficult (Strength DC 23) to roll; even if dislodged from the ancient river's deposit, the stone will only roll for 6'-to-15' feet before coming to a rest. The floor as a whole counts as difficult terrain. Fleeting traces of the dry riverbed that was once Summit's Tears can be seen preceding the gorge, but grass and wild flowers now lay claim over the old course. The gorge runs from east-to-west for three miles before turning northwest, ending in a temperate valley.

RHEKULAR'S RITUAL

Once PCs arrive at the area, Rhekular will have reached the end of his portion of the ritual, the uttering of eldritch runes invoking Spragnokk's necromantic revival. If the PCs reached the gorge during daylight hours, the northern winds

will have picked up to 20 mph (no effect on ranged attacks) over the chasm while the inside remains eerily still. If the party arrives at night, the Garnet Gales Aurora will be in full bloom and the color of blood. As the party gets within a hundred or so feet of the gorge, read or paraphrase the following:

The bugbear trail leads through a wide plane of uneven grassland. Up ahead you see an immense, jagged wound in the earth. The gap, preceded by an odd array of stones to the east, widens out at perhaps one hundred feet as it continues to run west. You can hear the cries of infants coming from within the fissure.

If the party looks down into the gorge before or after confronting the bugbear guards at **Area 1**, read or paraphrase the following:

The gorge, lined with steep, slick walls, descends gradually into the earth, the end of the downward slope not easily identifiable. The angled floor of the gorge is strewn with boulders large and small. At a point where you deem the ravine's slope is 50'-to-60' below the earth's surface, a cloud of fog can be seen hugging an area not far from the north wall of the fissure. The wails of the infants are much stronger now, the acoustics of the gorge amplifying their outcries.

Rhekular (**Area 2**) had a premonition about the enemy forces arriving to disrupt Spragnokk's return. Rhekular read off a scroll of *obscuring mist* (4th level, 2 minutes remaining) to hide both himself and the tomb's entrance (**Area 2a**) so he could finish the ritual's last remaining verses in relative peace. He tied up the elven infants one at a time to his shield and then lowered them into the tomb via **2a**. Once the infant reached the bottom of the shaft, Rhekular upended the shield via ropes so the young would roll off onto the floor into **Area 3** (no damage). The PCs arrive just as Rhekular drops in the last offering.

The ritual revived not only Spragnokk, but five bugbear guards as well. The five were murdered by Spragnokk's acolytes and stowed in **3** to watch over their lord. Rhekular's ritual infused

negative energy into the guards' corpses, turning them into ghouls. The ghouls will be under the command of Spragnokk for the duration of the encounter, another side effect of the ritual. The ceremony (and Rhekular's control) prevents the ghouls from attacking the infants. The babies, being elven, are immune to the ghouls' paralysis touch, thus will continue crying while within the tomb. Spragnokk himself will not invoke his mummy rot ability when handling the toddlers; the infants are too valuable to him, but they are in no less danger...

The foul rite has empowered Spragnokk with the ability to absorb the souls of his enemies for the remaining duration of the Garnet Gales Aurora. Rhekular brought only half of the ten kidnapped infants to the gorge so he would have a bargaining chip of sorts to keep Spragnokk in check; the bugbear warlord of old was renowned for killing his own kind whenever it suited him. Rhekular knows that undeath will likely amplify his ancestor's base nature. Rhekular doesn't want to deal with a fully restored Spragnokk (a 10th level cleric) until he sees how the bugbear mummy reacts to being brought back.

Spragnokk's temporary soul absorption ability is not limited to elven young; he can just as easily suck the energy out of PCs as well. Spragnokk is a perspicacious adversary though, thus will not disrupt combat to harvest soul energy as long as one opponent is still on his or her feet within the tomb. Woe to downed PCs left behind by their party! A single elven PC can restore one level of cleric back to Spragnokk; alternately two non-elven PCs must be harvested to grant Spragnokk one level in cleric. Characters actually slain in combat will be useless to Spragnokk's reaping. A **Fortitude DC 25 (Constitution DC 20)** is required for the dying PC to resist the absorption. PCs who resist the absorption will be ripped apart by Spragnokk and his minions. Spragnokk can max out as a 10th level cleric while the Garnet Gales Aurora is taking place, but only if he has enough victims to harvest. The table regarding the clerical powers regained by Spragnokk can be found under his stat block entry at **Area 4**. The

mummy's cleric level should not exceed 5th during his encounter with the party.

The presiding GM should not initiate the combat timeline below until the PCs have started engaging Rhekular (**Area 2**). For each of Rhekular's brothers that are here, the GM should delay the countdown by two-to-three rounds depending upon the health of the sibling. The events of the countdown stop once Spragnokk is aware of the PCs' intrusion at **Area 3**.

COMBAT TIMELINE - TOMB EVENTS AND SPRAGNOKK'S LEVEL GAIN

Round 1 – Spragnokk breaks out at sarcophagus at **Area 4**. Ghouls activate at **Area 3**.

Rounds 2 through 6 – Each ghoul grabs an elven infant and forms a line leading down to **Area 4**. Spragnokk stands at the head of the sarcophagus at **4**, shaking off the decades of inactivity.

Round 7 – Ghoul #1 hands infant over to Spragnokk.

Round 8 – Ghoul #1 heads back to **Area 3**. Spragnokk absorbs soul energy from infant.

Round 9 – Infant dissolves into dust. Spragnokk is now a Level 1 Cleric.

Round 10 – Ghoul #2 hands infant over to Spragnokk.

Round 11 – Ghoul #2 heads back to **Area 3**. Spragnokk absorbs soul energy from infant.

Round 12 – Infant dissolves into dust. Spragnokk is now a Level 2 Cleric.

Round 13 – Ghoul #3 hands infant over to Spragnokk.

Round 14 – Ghoul #3 heads back to **Area 3**. Spragnokk absorbs soul energy from infant.

Round 15 – Infant dissolves into dust. Spragnokk is now a Level 3 Cleric.

Round 16 – Ghoul #4 hands infant over to Spragnokk.

Round 17 – Ghoul #4 heads back to **Area 3**. Spragnokk absorbs soul energy from infant.

Round 18 – Infant dissolves into dust. Spragnokk is now a Level 4 Cleric.

Round 19 – Ghoul #5 hands infant over to Spragnokk.

Round 20 – Ghoul #5 heads back to **Area 3**. Spragnokk absorbs soul energy from infant.

Round 21 – Infant dissolves into dust. Spragnokk is now a Level 5 Cleric.

Round 22 – Spragnokk heads to **Area 3**.

Round 23 – Spragnokk and the ghouls leave the crypt via **2a**. Spragnokk will send two of the ghouls ahead as vanguard.

GM's note: Scaling the Difficulty of the Gorge

The presiding GM need not add any more adversaries to the gorge; the PCs' actions prior to the site may have forced Rhekular's surviving brothers to mobilize at **Area 2**. On the off chance that most of the brothers lived beyond their first encounter with the party, the GM should consider posting one or two of the siblings with the guards at **Area 1**. If the PCs were successful in slaying most of the possible reinforcements for Rhekular, the GM could start the soul absorption countdown as early as the party's arrival to the gorge, leaving the PCs to face off against a very powerful Spragnokk. A GM cut from the cruelest of cloths can trade out some of Spragnokk's current spells with *Resist Energy (Fire)* and *Protection from Energy (Fire)*.

1 - ENTRANCE TO SPLINTER-FANG GORGE [EL 6]

As the PCs approach, read or paraphrase the following:

Preceding the entrance to the gorge is a series of tall, jutting stones resembling the cracked fangs of an immense beast. The pebble-ridden soil around the curved monoliths is free of vegetation.

If the PCs approach the site openly and spot one or more of the guards, read or paraphrase the following:

Hugging the stony incisors are some bugbears armed with heavy crossbows. They unleash a volley of bolts as you advance.

The four bugbear guards here are keeping a lookout for any possible disruptions to Rhekular's ritual. Two of the bugbears are watching the southern ridgeline; one is eyeing the path from the camp, and the last is gazing down into the gorge with an occasional glance to the north. They will whisper a warning to one another when enemies are spotted. The quartet is staying within the shadows of the boulders just in case someone is able to penetrate the stones' semicircle. The unusual stone formations will be used for cover (+4 to AC/+2 to AC) and concealment by the bugbears if they trade volleys with the party.

If the PCs are observed along the ridgeline overlooking **Area 2**, the bugbears will load their crossbows. If the PCs start climbing down the wall of the gorge and/or start antagonizing Rhekular's location (through spells/ranged weapons), two of the guards will fire at PCs (1st round), then the next pair shoots (2nd round) while the original pair reloads. This routine will continue until the PCs retreat, the party hits the bottom of the gorge and heads for **2**, the PCs make a beeline for **1**, or the guards run out of bolts. If the PCs retreat, the guards will not pursue. If the PCs engage Rhekular (**2**), the guards will run down to reinforce the cleric. If

the bugbears are rushed by the PCs or run out of bolts, they will drop their crossbows, toss some thunderstones once the opposition is within 20'-to-40' of their location, and then bring out their morningstars for some up-close meat tenderizing.

PCs spotted coming up the path from the bugbear camp will be peppered with bolts once they are within 100' of the fang-stones. If the PCs enter the semicircle of stones just as the bugbears become aware of them, the goblinoids will attempt an ambush. If surprised, the bugbears will fight as best they can, falling back to **2** upon losing half their number.

The curved monoliths range from 12'-to-15' in height and 4'-to-5' in width at the base. The stones are composed of granite, but the GM is free to tailor these unique land features to fit his or her campaign (i.e. teeth of a dragon, remnants of an ancient civilization). If the two westernmost stones are inspected, a Perception DC20 will uncover some faded Goblin markings carved near the base of each boulder. The letters read 'Splinter-Fang Gorge.' The runes were etched into the stones by the bugbear acolytes who buried Spragnokk. These followers learned the name of the crevasse from a scrap of paper left in the tomb by the original builders.

BUGBEAR GUARDS (4)	EL 6
XP 600	
CE Medium humanoid (goblinoid)	
Init +1; Senses darkvision 60 ft., scent: Perception +8	
DEFENSE	
AC 18, touch 11, flat-footed 16 (+2 armor, +1 Dex, +3 natural, +2 shield)	
hp 16 (3d8+3)	
Fort +2, Ref +4, Will +1	
OFFENSE	
Speed 30 ft.	
Melee Morningstar +5 (1d8+3/x2) [S+0]	
Ranged Heavy crossbow +3 (1d10/19-20 x2) [S+0]	
TACTICS	

Before Combat If aware of the party's approach, the bugbears will scope out the soft targets for their bolts. Elves will also be singled out for volleys due to the history of the Lung-Gouger tribe.

During Combat Crossbows will be employed until the party is within 20'-to-40' of the bugbears' location. Thunderstones will then be used not only to deafen approaching PCs but also to warn Rhekular (**Area 2**) that hostiles are nearby. Once in melee, the bugbears will try to work in pairs to flank the more martial-looking PCs, but will not pass up an opportunity to smash a weak-fleshed spell-caster.

Morale If a bugbear is brought down to 5 hit points, he will retreat to **Area 2** for a final stand. If two bugbears fall or retreat, the rest will fall back to **2**, dumping out their bags of caltrops at the head of the gorge to slow down pursuit.

STATISTICS

Str 16, **Dex** 13, **Con** 13, **Int** 10, **Wis** 10, **Cha** 9

Base Atk +2; **CMB** +5; **CMD** 16

Feats Intimidating Prowess, Skill Focus (Perception)

Skills Intimidate +7, Perception +8, Stealth +10; **Racial**

Modifiers +4 Intimidate, +4 Stealth

Languages Common, Goblin

Other Gear Leather armor, heavy wooden shield, morningstar, heavy crossbow with 20 bolts, two thunderstones, two bags of caltrops, one set of manacles, 10 pp, 80 gp, 70 sp, 50 cp

SPECIAL ABILITIES

Darkvision (60 feet) Bugbears can see in the dark (black and white vision only).

Scent (Ex) Detect opponents within 15+ feet by sense of smell.

Stalker (Ex) Perception and Stealth are always class skills for bugbears.

SCALING THE ENCOUNTER

EL 7: Increase the number of bugbear guards to six.

BUGBEAR GUARDS (6)

EL 6

Medium humanoid (goblinoid), chaotic evil

Armor Class 16 (hide armor, shield)

Hit Points 27 (5d8+5)

Speed 30 ft.

STR 15 (+2) **DEX** 14 (+2) **CON** 13 (+1) **INT** 8 (-1) **WIS** 11 (+0) **CHA** 9 (-1)

Skills Stealth +6, Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1 (200 XP)

SPECIAL ABILITIES

Brute: A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Surprise Attack: If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

ACTIONS

Morningstar: Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 11 (2d8 + 2) piercing damage.

Javelin: Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 9 (2d6 + 2) piercing damage in melee or 5 (1d6 + 2) piercing damage at range.

SCALING THE ENCOUNTER

EL 7: Increase the number of bugbear guards to seven.

2 - RHEKULAR [EL 7]

If the PCs reach the floor of the gorge and the *obscuring mist* is still in place/reestablished, read or paraphrase the following:

The rounded stones and pebbles crunch under your feet as you descend into the gorge toward the wide blanket of fog. The mist clings to this area, leaving the terrain within indiscernible. Inside the billows the strong cries of babes can be heard.

Rhekular (and any other bugbear allies here) will use their scent ability along with his Perception and Stealth skills against PCs entering the mist. He will try to face PCs one at a time, perhaps casting *blindness* upon one adversary before Bull Rushing (either by Concussive Channeling or old-fashioned muscle) the same target over

the hole at **2a**. Rhekular, if not engaged and having time to do so, will recast *obscuring mist* from his own spells if the original magical concealment has been compromised/disbursed. He will not bother bringing back the mist if the party shows an aptitude for wind-and/or fire-based magic.

If the mist has been dealt with/elapsed, read or paraphrase the following:

As the fog lifts, you find the revealed area cluttered with a multitude of grey and black boulders. Near one of the hulking stones is morningstar-wielding bugbear wearing breastplate. Toe and finger bones jut out from the tangles of his wiry facial hair. He shakes the head of his morningstar at you in obvious contempt.

Without the fog, Rhekular is more likely to use his channeling ability to inflict as much damage as possible to surrounding PCs (without endangering nearby allies if any). If rushed on several fronts, Rhekular will employ the neighboring boulders so he can stem the tide of adversaries. He will try to attract the attention of anyone trying to investigate **2a**, but will not hesitate to use his Concussive Channeling on inquisitive PCs so they tumble into **3**. He realizes the more time he gives Spragnokk to absorb souls, the more powerful the mummy will be when he crawls out of his tomb.

Any of Rhekular's brothers who find themselves here will employ their talents to the best of their ability. Ghrekjar and Krarkwak will take on any frontline PCs while Tvokzan provides missile support. Yuegkreg will utilize whatever spells he has left along with his Wand of Animate Rope, provided he has coils to enchant (GM's discretion). Skavenrk will duck and hide around boulders, looking for opportunities to backstab PCs. Any bugbears from **1** will form a line in front of Rhekular (and possibly Yuegkreg) so he can cast spells. All bugbears will try to deny the party entry into **2a** unless such a move is beneficial to the battle. Note that none of the bugbears will voluntarily enter the tomb. Any bugbear captured will try to distract the PCs

long enough so Spragnokk will exit his sepulcher... and bring forth his wrath.

Rhekular is a grim-faced, splenetic bugbear whose bouts of fanaticism and bloodshed earned him the respect of his superiors and the unwavering loyalty of his siblings. Despite being the youngest of the bugbear siblings, Rhekular appears older than the rest of his brothers due to his constant scowling. Rhekular enjoys dining on the flesh of enemy clerics, believing that such an act diminishes the power of the fallen's deity. His azure eyes burn with the fury of his ancestors, and he cannot wait to receive Spragnokk's first command. The elven hide scroll Rhekular carries once held the divine runes responsible for Spragnokk's revival, but the writing on the foul parchment faded away once the ritual was fully cast.



RHEKULAR

CR 7

XP 3,200

Bugbear Cleric 5 (Death, Destruction)

CE Medium humanoid (goblinoid)

Init +1; Senses darkvision 60 ft., scent: Perception +11

DEFENSE

AC 21, touch 11, flat-footed 20 (+7 armor, +1 Dex, +3 natural) (with shield - AC 23, t 11, ff 22) (with Shield of Faith cast - AC 23, t 13, ff 22) (equipped with shield and Shield of Faith cast - AC 25, t 13, ff 23)

hp 51 (3d8+6 + 5d8+10)

Fort +7, Ref +5, Will +8 (+1 against fear effects via Bless)

OFFENSE

Speed 20 ft.

Melee Masterwork morningstar +9 (+10 to hit with bless, +11 to hit with bull's strength, +12 with both) (1d8+3 [+5 with Bull's Strength]/x2) [S+0]

Ranged Javelin +6 (+7 to hit with Bless) (1d6+3[+5 with Bull's Strength]/x2) [S+0]

Cleric Spells Known (CL 5)

3rd - *animate dead* (Domain spell, 10 HD), *blindness/deafness* (Will DC 16), *cure serious wounds* (3d8+5)

2nd - *death knell* (Domain spell, Will DC 15), *bull's strength*, *cure moderate wounds* (2d8+5), *hold person* (Will DC 15)

1st - *true strike* (Domain spell), *bless. comprehend languages*, *obscuring mist*, *shield of faith*

Orisons - *bleed* (Will DC 13), *create water*, *read magic*, *resistance*

Channel Energy 3d6 points of negative damage, 30 ft. range, 5/day (Will save DC 14 for half)

TACTICS

Before Combat If warned by either the guards at **1** or by the PCs themselves, Rhekular will go about buffing himself for the upcoming battle. First he will quaff his Potion of *protection from arrows* (50 points, DR 10/magic verses ranged weapons). He will then cast these spells in the following order: *bull's strength*, *shield of faith*, and *bless*. Rhekular may cast *comprehend languages* if he hears several different tongues approaching his location so he can stay informed of the PCs' tactics. If he still has time, Rhekular will unwrap his shield of rope (a three-round process) at **2a** so he'll have extra protection during battle.

During Combat Rhekular will use *hold person* and his tanglefoot bag against any encroaching fighter-type. Once PCs are within one round of melee, Rhekular will fire up *true strike* so his first hit will be memorable. He will save *blindness* for enemy spell-casters (especially rival clerics) to trim down the amount of opposing magic. If the opportunity comes up, Rhekular will use *death knell* on a downed foe. Rhekular will use his *cure* spells upon himself if given a breather, but may instead employ the healing magic on allies if he has any around. **Morale** Rhekular is a true zealot. He (along with any other bugbears found here) will fight to the death.

STATISTICS

Str 17, Dex 13, Con 14, Int 11, Wis 16, Cha 15

Base Atk +8; CMB +8; CMD +19

Feats Combat Casting, Concussive Channeling, Intense Channel, Intimidating Prowess, Skill Focus (Perception)

Skills Intimidate +8, Heal +7, Knowledge History +6, Knowledge Religion +7, Perception +11, Sense Motive +7, Spellcraft +4, Stealth +10 (+5 with armor and shield); **Racial Modifiers** +4 Intimidate, +4 Stealth

Languages Common, Goblin

Other Gear Masterwork morningstar, 6 javelins, knife, +1 breastplate, heavy steel shield (at **2a**), cleric vestments, silver unholy symbol, Potion of Protection from Arrows (5th level), tanglefoot bag, backpack, 50' hemp rope, bell, masterwork manacles, spell component pouch, elven hide scroll trimmed with platinum wire (15 gp), bronze key (to chest at **Lung-Gouger Camp - Area 15**), six onyx gems (50 gp each), 35 pp, 150 gp, 180 sp

SPECIAL ABILITIES

Aura (Ex) Rhekular has a particularly powerful Lawful Evil aura.

Bleeding Touch (Sp) As a melee touch attack, Rhekular can cause a living creature to take 1d6 points of damage per round. This effect persists for 2 rounds or until stopped with a DC 15 Heal check or any spell or effect that heals damage. Rhekular can use this ability 6/day.

Channel Energy (Su) Rhekular can channel negative energy, causing a burst that affects creatures of one type (either undead or living) in a 30-foot radius centered on him. Living creatures within this effect will take 3d6 points of negative damage (Will save DC 14 for half). Undead healed by this effect (3d6 points of damage) cannot be healed beyond their maximum hit point total. This is a standard action that does not

provoke an attack of opportunity. Rhekular can choose whether or not to include himself in this effect. He must be able to present his unholy symbol to use this ability. Rhekular can use this ability 5/day.

Combat Casting Rhekular gets a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.

Concussive Channel* [Channeling] (Su) When channeling energy, Rhekular also initiates a bull rush maneuver. He substitutes his Charisma modifier (+2) for Strength when calculating his CMB check (now +7). This consumes one additional use of channel energy.

Darkvision (60 feet) Bugbears can see in the dark (black and white vision only).

Destructive Smite (Su) Rhekular has the supernatural ability to make a single melee attack with a +2 morale bonus on damage rolls. Rhekular can use this ability 6/day.

Intense Channel* [Channeling] (Su) When Rhekular channels energy, foes that do not successfully save against the effect are also shaken for 1 round. This consumes one additional use of channel energy.

Scent (Ex) Detect opponents within 15+ feet by sense of smell.

Spontaneous Casting Rhekular can channel stored spell energy into inflict spells that he did not prepare ahead of time. He can “lose” any prepared spell that is not an orison or domain spell in order to cast an inflict spell of the same spell level or lower.

Stalker (Ex) Perception and Stealth are always class skills for bugbears.

* - These new class features can be found in the Total Party Kill Games' book *The Cleric Reforged*.

RHEKULAR

CR 5

Bugbear cleric 5

Medium humanoid (goblinoid), chaotic evil

Armor Class 19 (armor, +1, shield)

Hit Points 67 (10d8+20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	14 (+2)	11 (+0)	16 (+3)	15 (+2)

Feats Ritual Caster

Saving Throws Wis +6, Cha +5

Skills Arcana +3, History +3, Persuasion +5, Religion +3, Stealth +7, Survival +6

Senses darkvision 60 ft., passive Perception 13

Languages Common, Goblin

Challenge 5 (1,800 XP)

SPECIAL ABILITIES

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Channel Divinity. Rhekular has the ability to channel divine energy directly from his deity, using that energy to fuel magical effects.

Destroy Undead. When an undead fails its saving throw against Rhekular's Turn Undead feature, the creature is instantly destroyed if its challenge rating is CR ½ or lower.

Scything Spell. When using a necromancy cantrip, Rhekular can affect two adjacent targets instead of one.

Surprise Attack. If Rhekular surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Reaper's Touch. When hitting a foe with a melee attack, Rhekular can use channel divinity to deal 15 additional necrotic damage.

Turn Undead. As an action, Rhekular presents his holy symbol and speaks a prayer censuring the undead. Each undead that can see or hear Rhekular within 30 feet of him must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

ACTIONS

+1 Morningstar. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8+4) piercing damage.

SPELLS

Cleric spells memorized (CL 5th)

Spell Save DC 14 **Spell Attack** +6

3rd—*animate dead, animate dead, speak with dead, vampiric touch*

2nd—*blindness/deafness, hold person, ray of enfeeblement, spiritual weapon*

1st—bane, bless, cure wounds, false life, ray of sickness, sanctuary

Cantrips—chill touch, guidance, resistance, sacred flame, thaumaturgy

2A - ENTRANCE / SHAFT TO SPRAGNOKK'S TOMB

Rhekular may have had time to cut the shield free of rope so he can employ it in battle against the PCs. Otherwise read or paraphrase the following:

A 5'x5' hole has been carved into the floor of the gorge. The opening appears to extend into a 15' deep shaft that slants gradually to the north. Leaning against a large boulder next to the hole is a heavy steel shield partially wrapped with rope. The cries of babes echo up out of the tunnel.

A **Wisdom** or **Knowledge: (dungeoneering) DC 15 / Wisdom (Nature or Survival) DC 15** reveals that the slope of the shaft is 110 degrees. Characters who climb down the shaft's rough walls without the use of a rope can descend successfully on a **Climb DC 20/DC 15**. The aforementioned boulder was used to hide/plug the well. A **Strength DC 23/Strength (Athletics) DC 20** is required to roll the stone back into place, a possible eventuality if the PCs seek to block pursuit by Spragnokk.

The shield is Rhekular's, wrapped with 50' of hemp rope.

3 - SPRAGNOKK'S "FOYER" [EL 7]

The whole of the tomb (here and 4) is completely dark; any light source brought down the shaft by a PC will tip off the ghouls that someone is approaching. Loud noises will also draw the undead's attention. The ceilings of both chambers are 10' in height. Read or paraphrase the following:

The walls of this 30'x25' rectangular chamber are comprised of sharply chiseled stone with precise corners. A small weapons rack holding some longswords stands 10' within the chamber. At the base of the rack are some rags of clothing. A wide exit on the north side of the chamber appears to descend deeper into the earth. The bawling of babes can clearly be heard bubbling up from this egress.

Any ghoul no longer involved in carrying the infants to Spragnokk's tomb will hug the walls in anticipation of intruders, striking from all sides once two or more PCs have entered in the room. When the ghouls move in for the attack, read or paraphrase the following:

Several gaunt, human-sized figures with large, pointed ears and oval, orange eyes erupt out of the surrounding darkness, their sharp claws lunging forward towards your flesh!

The ghouls were once bugbear guards of Spragnokk, sacrificed by his acolytes to protect their lord during his "brief departure." The acolytes were not powerful enough to grant the corpses of the guards with unlife at the time, but these lesser priests foresaw the sentinels rising up during the second coming of Spragnokk, so the servants' blades were left just in case. The newly risen undead will not use the swords, preferring their natural weapons. Ghouls, having an Intelligence of 13, receive a new saving throw each round to end a successful Turn. Turned ghouls flee to 4 unless PCs have somehow blocked access to that chamber, in which case the undead will try to escape to the surface via 2a. The ghouls count as under the control of Spragnokk (+3 Charisma modifier) if a PC employs Command Undead during the encounter. The sounds of combat in this chamber will alert the bugbear mummy (4) of approaching opposition. On the off chance that any ghoul is in this room still holding an infant, the baby will be set gently on the floor (a full-round action) before the attending undead rushes to join the fray.

The stone in the west wall near the southeast corner of the room is weak (DC 20 Knowledge

(engineering) check to detect), a flaw the dwarven designers didn't care enough to correct. If the party traps Spragnokk inside the tomb, this defect will become important if the presiding GM wishes to give his or her campaign a major antagonist. See the **Conclusion** section for details.

Loot

The five longswords on the weapons rack are serviceable and sellable. There is nothing else of value in the chamber.

BUGBEAR GHOULS (5) EL 7

XP 600
CE Medium undead (humanoid, goblinoid)
Init +3; **Senses** darkvision 60 ft.; **Scent**; **Perception** +8

DEFENSE

AC 18, touch 13, flat-footed 15 (+3 Dex, +5 natural)
hp 13 (3d8)
Fort +1, **Ref** +6, **Will** +3
Defensive Abilities channel resistance +2; **Immune** undead traits

OFFENSE

Speed 30 ft.
Melee bite +6 (1d6+4 plus disease), 2 claws +7 (1d6+4) **[S+0]**
Special Attacks ghoulish fever, paralysis (1d4+1 rounds, DC 11)

TACTICS

Before Combat What ghouls that are free from delivering Spragnokk his sacrifices (see **Combat Timeline**) will move into a position to surprise and flank intruders coming through **2a**.

During Combat The ghouls will swarm the first two or so PCs that enter the chamber. Any ghoul returning from **4** during this combat will charge the nearest PC. If all five infants have been absorbed, Spragnokk will join the ghouls and direct the lesser undead to attack light- and non-armored opponents while he engages the party's heavy hitters. If he has regained his Channeling ability, Spragnokk will use the waves of negative energy to harm the party as opposed to healing the ghouls since they are replaceable tools.

Morale The ghouls will fight until destroyed. If here, Spragnokk will fight until he drops below 10 hit points (see his stat block in **4** for details).

STATISTICS

Str 18, **Dex** 16, **Con** —, **Int** 12, **Wis** 14, **Cha** 10
Base Atk +2; **CMB** +6; **CMD** 19
Feats Power Attack, Weapon Focus (claw)
Skills Climb +8, Intimidate +7, Perception +8, Stealth +12; **Racial Modifiers** +4 Intimidate, +4 Stealth
Languages Common, Goblin
SQ stalker

SPECIAL ABILITIES

Channel Resistance +2 +2 bonus to save vs. Channel Energy.
Darkvision (60 feet) You can see in the dark (black and white only).
Disease (DC 11) (Su) *Ghoul Fever*: Bite—injury; save Fort DC 11; onset 1 day; frequency 1/day; effect 1d3 Con and 1d3 Dex; cure 2 consecutive saves. The save DC is Charisma-based.
Paralysis (1d4+1 rounds, DC 11) Attacks paralyze foes.
Power Attack -1/+2 You can subtract from your attack roll to add to your damage.
Scent (Ex) Detect opponents within 15+ feet by sense of smell.
Stalker (Ex) Perception and Stealth are always class skills for members of this race.
Undead Traits Undead have many immunities.

BUGBEAR GHOULS (5) EL 5

Medium undead, chaotic evil

Armor Class 12 (natural armor)
Hit Points 22 (5d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Common
Challenge 1 (200 XP)

SPECIAL ABILITIES

Brute: A melee attack deals one extra die of its damage when the bugbear hits with it (included in the attack).

Surprise Attack: If the bugbear ghoul surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 13 (3d6 + 2) piercing damage.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 10 (3d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

SCALING THE ENCOUNTER ✂

EL 6: Increase the number of bugbear ghouls to six.

4 - SPRAGNOKK'S TOMB [EL 6+]

Spragnokk was among the vilest of the vile, and undeath has enhanced his malice. Once he knows that his tomb has been invaded by hostiles, Spragnokk will stop the soul absorption process (provided any infants are still alive) and place the current baby he is holding at his feet (full-round action). Spragnokk will think the invading PCs are likely agents of good, thus he will position himself among the remaining toddlers so the party will think twice about using area-effect spells/stratagems against him. The mummy will not use his Channeling ability while any infant is still alive and within range; Spragnokk will not put his helpless resources at risk. If all the infants have been absorbed, Spragnokk will utilize all his powers in the conflict.

When the PCs reach this location, read or paraphrase the following:

A short yet wide flight of stone stairs leads down to a chamber smaller than the first. The top half of the walls of this 20'x15' room have a series of half-pillars carved out of the rock. In the back of the room hugging the north wall is a stone



sarcophagus with its lid broken, appearing to have been smashed from the inside. On the front of the sarcophagus are some runes chiseled into the stone.

The runes are in goblin. They read, "Spragnokk, the Scourge of Rewlunrain." The Christened Anvils dwarves entombed Franknor Haspsnapper and left the pall bare. Spragnokk's acolytes took it upon themselves to label the sarcophagus with the name of their lord.

Unless the party was heavily delayed outside and/or in the tomb's foyer, Spragnokk will be encountered here, incensed with the interruption to his absorption of the Elven infants' soul energy. When the party is face-to-face with Spragnokk, read or paraphrase the following:

Two baleful orbs of viridian stare at you from out of from the darkness. As the shadows fall away from your torchlight, you see a hulking, clearly undead bugbear standing before you. His thick limbs are loosely covered with bandages and his wide torso enclosed in fine breastplate. In his right hand is a ferine, multi-tined morningstar. His left hand—gray with dust paler than his dried skin—holds an oddly shaped, narrow cage of some sort. The imposing figure closes his fist around the tiny structure, causing it to burst into ash. The powder that was once living flesh cascades to the chamber floor. There, near his clawed feet, lay two bundles of cloth. One appears empty while the other sifts around, the toddler inside crying in terror.

Spragnokk is fully aware of his present condition and the absorption process, thanks to Rhekular's ritual. Slaying the bugbear mummy here is the party's best chance of stopping a waxing evil from rising again.

Each elven infant should count as having AC 8, HP 1, Saves (all) -2, Speed 0 ft., no melee attacks, low-light Vision and Perception +1.

Loot

The rest of Spragnokk's treasure is stuffed in a sack in a corner of the sarcophagus. Inside the

sack are nineteen onyx gems. Six of the stones are of poor quality (50 gp each) while the other thirteen are of better cut (100 gp). Spragnokk will use these stones with the casting of his *Animate Dead* Domain spell if there are corpses to raise (provided he has reached 5th level). A small silver belt buckle (value 5 gp), Franknor Haspsnapper's remaining treasure, is buried under a bit of bandage near the head of the sarcophagus. A DC 10 Perception will uncover the buckle. The presiding GM may use this item as an adventure hook. See **Conclusion** for details.

SPRAGNOKK (INITIAL)

CR 6

XP 2,400

Male bugbear mummy

NE Medium undead humanoid

Init +0; Senses darkvision 60 ft., scent: Perception +18

DEFENSE

AC 28, touch 10, flat-footed 28 (+6 armor, +12 natural)

hp 91 (3d8 + 8d8 + 44)

Fort +6, Ref +5, Will +11

Defensive Abilities DR 5/-; Immune Undead Traits

Weaknesses Vulnerable to Fire

OFFENSE

Speed 20 ft.

Melee +1 Morningstar +18/+13 (1d8 +10/x2) or Slam +18 (1d8 +13 plus mummy rot) [S+0]

TACTICS

Before Combat If he has access to any buffing spells (*desecrate*, *owl's wisdom*, etc.), Spragnokk will cast all he can prior to the arrival of the party. He'll keep an eye on any combat in the foyer to size up the party make-up. Spragnokk will pay special attention to spell-casters wielding fire-based spells. If he notices an enthusiastic pyromaniac employing such area-encompassing attacks, Spragnokk may spare the last infant just to curb the use of such magic against him.

During Combat Spragnokk's tactics change in accordance to his power level. If fighting at his initial state, the mummy will try to engulf the party with his despair ability, hoping to stem the amount of attacks his way. If the whole party succumbs to this ability, Spragnokk may coup de grace one-to-two PCs and save the rest for soul absorption. He will make a beeline for

any cleric (or prominent arcane spell-casters), dispatching/disabling any opposition along the way. If Spragnokk has regained some (or all) of his available levels, he will throw his Will-saving spells (*bane*, *doom*, *hold person*) against melee-oriented PCs. If Spragnokk has acquired *blindness/deafness*, he will throw the blindness-effect at the cleric, hoping to cripple the party's spiritual backbone. Otherwise he will fire the spell at a bothersome magic-user. Thieves, bards, and other PCs of this ilk are considered bottom-rung targets unless Spragnokk sustains a sizeable amount of damage (15+ points) from such individuals. If he sees the party retreating back to **2a**, Spragnokk will cast *create water* onto the sloped wall to hamper the PCs' attempts to climb out of the tomb (Climb DC 25). If he spots the party using a rope to escape, Spragnokk will grab who he perceives to be the weakest straggler and drag the victim back to **4**, hoping to lure back the other members.

No matter what power level Spragnokk is at when the party encounters him, the mummy will prefer using his morningstar in melee in lieu of his slam (plus mummy rot) attack, especially when dealing with multiple opponents. If an attack of opportunity occurs with a fleeing opponent, Spragnokk may reach out to give the retreating PC a possible memento from the conflict.

Morale Spragnokk may try to fake a second 'death' if he is knocked below 10 hit points by falling to the ground and appearing defeated. If he senses the party won't fall for such a ruse, Spragnokk will fight until destroyed.

STATISTICS

Str 29, **Dex** 10, **Con** --, **Int** 12, **Wis** 18, **Cha** 17
Base Atk +8; **CMB** 17; **CMD** 27
Feats Intimidating Prowess, Power Attack (Slam), Toughness, Skill Focus (Perception), Weapon Focus (Slam)
Skills Climb +14 (+11 with armor), Intimidate +20, Knowledge History +5, Knowledge Religion +6, Perception +16, Spellcraft +7, Stealth +9 (+6 with armor); **Racial Modifiers** +4 Intimidate, +4 Stealth
Languages Common, Elven, Goblin
Other Gear +1 morningstar, masterwork breastplate, gold chain necklace (300 gp) with silver unholy symbol (25 gp), silver ring with jade stone (275 gp)

SPECIAL ABILITIES

Darkvision (60 feet) Bugbears/Undead can see in the dark (black and white vision only).

Despair (Su) All creatures within a 30' radius that see Spragnokk must make a DC 18 Will save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected by Spragnokk's despair ability for 24 hours. This is a paralysis and mind-affecting fear effect. The save DC is Charisma-based.

Mummy Rot (Su) Mummy rot is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conjuration (healing) spell on the afflicted creature must succeed on a DC 20 caster level check, or the spell is wasted and the healing has no effect. Anyone who dies from mummy rot turns to dust and cannot be raised with a *resurrection* or greater magic. The save DC is Charisma-based.

Mummy Rot: curse and disease – slam; *save* Fort DC 17; *onset* 1 minute; *frequency* 1/day; *effect* 1d6 Con and 1d6 Cha; *cure* -.

Scent (Ex) Detect opponents within 15+ feet by sense of smell.

Stalker (Ex) Perception and Stealth are always class skills for bugbears.

SPRAGNOKK

Legendary Medium undead (mummy), lawful evil

Armor Class 18 (breastplate, natural armor, shield)
Hit Points 91 (9d8+33)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	12 (+1)	18 (+4)	17 (+3)

Saving Throws Wis +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Vulnerabilities fire

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., **passive Perception** 14

Languages Common, Goblin

Challenge 5 (1,800 XP)

SPECIAL ABILITIES

Brute: A melee weapon deals one extra die of its damage when the Spragnokk hits with it (included in the attack).

Keen Hearing and Smell. Spragnokk has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Legendary Resistance (3/Day). If Spragnokk fails a saving throw, he can choose to succeed instead.

Surprise Attack: Spragnokk surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

ACTIONS

Multiattack. Spragnokk can use his Dreadful Glare and makes one attack with its rotting fist.

Mace of Terror. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 8 (1d6+5) bludgeoning damage.

Rotting Fist. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 12 (2d6+5) bludgeoning plus 10 (3d6) necrotic damage damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or other magic.

LEGENDARY ACTIONS

Spragnokk can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Spragnokk regains spent legendary actions at the start of its turn.

Dreadful Glare. Spragnokk targets one creature he can see within 60 feet of it. If the target can see Spragnokk, it must succeed on a DC 11 Wisdom saving throw against this magic or become frightened until the end of Spragnokk's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies (but not mummy lords) for the next 24 hours.

Death Bolt. Spragnokk fires a spectral skull from his hands which races toward a target within 60'. The target must make a DC 11 Charisma save or suffer 2d6 points of damage. Spragnokk regains hit points equal to the damage inflicted.

SPRAGNOKK'S ASCENSION

Abilities	1 st Lvl	2 nd Lvl	3 rd Lvl	4 th Lvl	5 th Lvl
HP	97	103	110	129	137
Saves	F +8 R +5 W +14	F +9 R +5 W +14	F +9 R +6 W +14	F +10 R +6 W +15	F +10 R +6 W +15
BAB	+0	+1	+2	+3	+3
Morningstar	+18/+13	+19/+14	+20/+15	+21/+16/+11	+21/+16/+11
Slam	+18	+19	+20	+21	+21
CMB	+17	+18	+19	+20	+20
CMD	27	28	29	30	30
Feats	Combat Casting		Ranged Channel		Maximize Channel
Bleeding Touch (7x/day)	1d6 dmg/1 rnd	1d6 dmg/1 rnd	1d6 dmg/2 rnds	1d6 dmg/2 rnds	1d6 dmg/3 rnds
Destructive Smite (7x/day)	+1 dmg	+1 dmg	+2 dmg	+2 dmg	+3 dmg
Channel Energy (6x/day)	1d6	1d6	2d6	2d6	3d6
Orisons	<i>Bleed</i> (Will DC 14) <i>Create Water</i> <i>Read Magic</i>	<i>Detect Magic</i>			
Domain Spells	<i>True Strike</i>		<i>Death Knell</i> (Will DC 16)		<i>Animate Dead</i>
1st Level Spells	<i>Bane</i> (Will DC 15) <i>Entropic Shield</i>	<i>Protection from Good</i>		<i>Doom</i> (Will DC 15)	
2nd Level Spells			<i>Owl's Wisdom</i> <i>Hold Person</i> (Will DC 16)	<i>Desecrate</i>	
3rd Level Spells					<i>Blindness/Deafness</i> (Fort DC 17) <i>Dispel Magic</i>

GM's Note: Skills are largely ignored in Spragnokk's ascension due to the unneeded complexity. If you want the extra realism and skill points, feel free to add them as you see fit.



SPECIAL ABILITY GAINS:

ROUND 1

Aura (Ex) (Gained at 1st level) Spragnokk has a particularly powerful Neutral Evil aura.

Bleeding Touch (Sp) (Gained at 1st level) As a melee touch attack, Spragnokk can cause a living creature to take 1d6 points of damage per round. This effect persists for a number of rounds equal to ½ Spragnokk's cleric level (minimum 1) or until stopped with a DC 15 Heal check or any spell or effect that heals damage. Rhekular can use this ability 7/day.

Channel Energy (Su) (Gained at 1st level) Spragnokk can channel negative energy, causing a burst that affects creatures of one type (either undead or living) in a 30-foot radius centered on him. The amount of damage dealt or healed is equal to 1d6 points of damage plus 1d6 points of damage for every two cleric levels beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on). Creatures that take damage from channeled energy receive a Will save to halve the damage (Will save DC 10 + ½ Spragnokk's cleric level + 3 for half damage). Undead healed by this effect cannot be healed beyond their maximum hit point total. This is a standard action that does not provoke an attack of opportunity. Spragnokk can choose whether or not to include himself in this effect. He must be able to present his unholy symbol to use this ability. Spragnokk can use this ability 6/day.

Combat Casting (Gained at 1st level) Spragnokk gets a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.

Destructive Smite (Su) (Gained at 1st level) Spragnokk has the supernatural ability to make a single melee attack with a +2 morale bonus on damage rolls. Spragnokk can use this ability 7/day.

Spontaneous Casting (Gained at 1st level) Spragnokk can channel stored spell energy into inflict spells that he did not prepare ahead of time. He can "lose" any prepared spell that is not

an orison or domain spell in order to cast an inflict spell of the same spell level or lower.

Spellcasting (Gained at 1st level)

Spragnokk gains the ability to cast three orisons and one 1st level cleric spells plus *cause fear*.

ROUND TWO

No additional abilities beyond what is listed in the table.

ROUND THREE

***Ranged Channel [Channeling] (Gained at 3rd level)** Spragnokk may chose to channel divine energy at range, up to 25' plus 5' per level. Spragnokk chooses the square in which his channel energy originates. He must make a ranged touch attack verses AC 5 to correctly place his channeled bolt. This consumes one additional use of channel energy.

ROUND FOUR

Ability Point Gain (Gained at 4th level)

Spragnokk's Wisdom score increases from '18' to '19.'

ROUND FIVE

***Maximize Channel [Channeling] (Gained at 5th level)** When channeling divine energy, Spragnokk deals the maximum effect (18 points of damage). This consumes two additional uses of channel energy.

*- These new class features can be found in the Total Party Kill Games' book *The Cleric Reforged*.

SPRAGNOKK'S ASCENSION

Abilities	1 st	2 nd	3 rd	4 th	5 th
HP	99	107	115	123	131
Saves	Wis +8 Cha +7				Wis +9 Cha +8
Skills	Insight + 7 Religion +6				Insight +8 Religion +7
Morning-star	+9				+10
Feats				Savage Attacker	
Cantrips	<i>Guidance</i> <i>Resistance</i> <i>Sacred</i>				

	Flame (DC 15) Chill Touch (DC 15)				
1st Level Spells	Ray of Sickness (DC 15) Bane (DC 15) Protection from Good	Shield of Faith	Bless		
2nd Level Spells			Blindness/Deafness (DC 15) Hold Person (DC 15) Spiritual Weapon	Silence (DC 15)	
3rd Level Spells					Animate Dead Bestow Curse (DC 15)

SPECIAL ABILITY GAINS:

ROUND 1

Spellcasting: Now flowing with divine power, Spragnokk can cast a number of divine spells.

Reaping Spell: Whenever Spragnokk casts a necromancy cantrip, it instead targets two targets if they are both adjacent.

ROUND 2

Channel Divinity (1/rest): Spragnokk can use divine energy to fuel some potent special abilities.

Death Touch: When Spragnokk hits a living opponent with a melee attack he can expend one use of Channel Divinity to deal extra necrotic damage equal to 5 + twice his cleric level.

ROUND 3

*No special abilities gained.

ROUND 4

Ability Score Improvement: At Spragnokk's 4th level of cleric, he gains a +2 bonus to Constitution.

ROUND 5

Destroy Undead (1/2 CR): Spragnokk can use his Channel Divinity to destroy undead. When an undead fails its saving throw against Spragnokk's Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below 1/2 CR.

RESCUING THE ELVEN INFANTS MAJOR QUEST (EL 7)



Success: Rescuing the infants and getting them to safety.

Condition: Subtract 20% of the reward XP for each infant in the tomb that is not brought to safety (Var'Ladne).

Reward: 3200 XP

SUCCESS

Defeating Spragnokk keeps the Lung-Gougers and other goblinoid tribes from coalescing into a substantial threat to the surrounding region. The elves of Meirlara Forest will be indebted to the party for saving their young and preventing an attack upon their homeland. The bugbear chieftain Grekgoriv may learn of the party's involvement and could be used as an antagonist for the party if the presiding GM wants to continue the campaign.

FAILURE

If the players fail, Spragnokk will hunt down more victims (including lowly goblins) to absorb their soul energy for the remainder of the Garnet Gales Aurora until he has regained all his former abilities (10th level cleric). Even if he doesn't recover all of his levels while the crimson lightshow holds dominion over the night sky, Spragnokk will be swayed by the Lung-Gouger's devotion and start bringing all the goblinoid tribes under his rule. He, with Grekgoriv and Rhekular (if alive) as his lieutenants, will organize for a second war against the elves of Meirlara Forest. The GM could determine that such a marshalling of forces could take some time, giving the PCs an opportunity to plan their next move against Spragnokk and his minions if the party chooses to help the elves.

CONCLUSION

Hours after the showdown at Splinter-Fang Gorge, Slendruna Gulerane herself, Rewlunrain's Elven Warden, will show up with ten warriors just south of the camp, accompanied by Ralyluka Elenurenda if still alive. They will assess the situation and escort surviving PCs and children back to Var'Ladne. Gulerane, an 11th level druid, will offer to heal any of the party's wounds/ailments... after she checks on the elven young of course.

Once the party is back at Var'Ladne, Gulerane will reveal that it appears much of the thorp's treasure was not at the bugbear camp. Rhekular and his siblings sent the ill-gotten goods via hobgoblin handlers back to Grekgoriv's camp, a crude fort nestling among some barren hills twenty miles to the northwest. With the Meirlara Forest elves stretched thin due to goblinoid activity, Gulerane may hire the PCs to regain the lost treasures of her people.

The other adult survivor of the Var'Ladne massacre was the elven necromancer Karmur Hanare. Even though some of his dropped gear was hauled off by the goblinoid warband (Chapter 3 – Lung-Gouger Camp – Area 13), Hanare was happy to have an excess of raw material to work with in the form of the cadavers of his kin. After the PCs left the thorp, Hanare began hauling some of his dead neighbors back to his hidden shack three miles northwest of Var'Ladne. The necromancer plans to visit all the PCs-vs.-bugbear battle sites within Perinade Forest so he can harvest more minions. If left unchecked, Hanare may become powerful enough to worry the travelers of Dewshine Road.

Bugbear chieftain Grekgoriv was busy talking with leaders of other tribes while the events at Splinter-Fang Gorge were unfolding. Even without Spragnokk, Grekgoriv and his new associates could organize and be a threat to the peace of the region. If Grekgoriv learns the identities of the PCs, he will send some of his best warriors to avenge his fallen brethren.

Franknor Haspsnapper's belt buckle (**Splinter-Fang Gorge– Area 4**) has a tiny map inscribed on its back, something his kinsmen and the goblinoids missed. The map leads back to his homeland, an underground stronghold that fell to a large gang of trolls twenty years ago. The Haspsnapper holding was absent of treasure when the brutes took over. However, the trolls just decimated a tribe of ogres, acquiring much coin and goods in the process. Haspsnapper's stronghold is fifty miles north, past the Grandare Peaks.

A trapped Spragnokk does not mean an end to the villain. If the boulder at **2a** was used to seal up his tomb, Spragnokk will pile up what bodies and scant furnishings there are from the underground chambers to prop himself up under the stone so he can use his immense strength to push it aside. He may alternately work on the weak wall at **3** to dig himself out of the vault. Once back on the surface, Spragnokk will wander the land, slaying foes and subjugating goblinoids in a bid to conquer and crush the region. He will also long to face the inconvenient PCs once again...

APPENDIX 1: DRUJ, DARK GOD OF THE BUGBEARS

DRUJ HEADSPLITTER

Aspects: Hrugluth

Titles: Lord of Violent Demise, Fearbringer

Type: Lesser Deity

Alignment: Chaotic Evil

Home Plane: Pandemonium

Worshippers: Bugbears, Warlords

Domains: Chaos, Darkness (Night), Death (Murder), Destruction (Hatred, Rage), Earth (Caves), Evil (Fear), Repose (Ancestors), Trickery (Ambush, Deception), War (Blood)

Favored Weapon: Morningstar

Favored Armor: Medium

Sacred Animal: Bear

Symbol: Shattered Skull

DESCRIPTION

Druj is the bugbear god of violence and death, a despotic god who supports those chieftains

strong enough to usurp power for themselves and hold it. His clergy supports bugbear tribes and chieftains who strive to bring back the old ways of the bugbear, a time when mankind feared their kind and all those enemies were beaten into submission by spiked morningstars in their muscled hands.

Druj appears as a massive brownish-black bugbear some twelve feet tall, armed with an immense spiked morningstar and black iron breastplate and shield. He is swathed in a cloak the color of blood. The heads of Druj's enemies lie around his waist like a profane belt.

As the Lord of Violent Demise, Druj rests on the plane of Pandemonium in the Abyss, deep in a howling cavern in a castle constructed of the splintered bones of his enemies. He sits upon a throne of bone while his worshippers and dead warriors mill about in knee-high pools of blood.

ORIGIN

Druj Headsplitter is a rising star among goblinoids, and specifically among the bugbear tribes. It was said that ages ago he was a bugbear champion who slew his chieftain and took his place. From there he rallied all other bugbear tribes to his banner or crushed his opposition.

After all the remaining bugbear tribes were united under his bloody banner, he moved on to beat the other goblinoid races into submission and then wage a war against the elven races the likes of which they had never seen.

Druj was said to be unstoppable, and that after his final battle, he simply vanished from field of war, having ascended to godhood. His children took up the mantle of great chieftains and many great chiefs today claim bloodlines that stretch back to Druj himself.

It is thought that Druj often embodies powerful bugbear chieftains, leading them to glory and victory on the battlefield, albeit with much bloodshed.

PRIESTS AND THE CHURCH

Priests of Druj frequently wear black robes over armor and skullcaps literally made from the shattered skulls of their enemies.

These priests advise chieftains, warlords and even other goblinoid groups (if they are strong enough).

Like many bugbear shrines, holy places sacred to Druj are often hidden away in caves and broken bones of his enemies are brought in as offerings. Occasionally, when the bugbears go to war they will create portable shrines of wood and bone made to inspire the bugbears in warfare and strike fear into their enemies.

ORDERS

The Black Claws

Alignment: Neutral Evil

Domains: Chaos, Darkness (Night), Death (Murder), Destruction (Hatred, Rage), Earth (Caves), Evil (Fear), Repose (Ancestors), Trickery (Ambush, Deception), War (Blood)

Location: Bugbear lands

Influence: Strong among bugbears, some among other evil races

Size: many hundreds

The Black Claws are aggressive, warlike priests and sometimes druids that help guide the bugbear race towards their primal destiny, as masters of the deep forest.

Once, there was a reason that all other humanoids dared not venture into the deep forests. The game and all the resources therein belonged to the bugbear tribes and all those who entered were hunted, slaughtered and their flesh and blood fertilized those ancient forests.

APPENDIX II: RELICS OF THE BUGBEARS

RAGIAR'S SKULL HELM

Aura faint necromancy; **CL** 5th
Slot head; **Price** 6,000 gp; **Weight** 1 lb.

DESCRIPTION

The helm, crafted from a great bugbear's hoary skull and imbued with dark runes, oozes power and violence. A magically inscribed iron plate binds the skull's shattered pieces together. When you don this helmet, you feel the infamy of its life.

Ragiar's Skull Helm grants the wearer's allies within 30 feet an enhancement bonus to Initiative of +1.

When worn by a person who speaks the helmet's command word, the helm can be used to terrify a victim. A single target within 30 feet that can see the wearer must succeed on a DC 12 Will save or become frightened for 5 rounds. Creatures with 6 or more Hit Dice are unaffected. The command word for Ragiar's Skull Helm can be spoken three times a day to activate this power.

CONSTRUCTION

Requirements Craft Wondrous Item, *cat's grace*, *scare*; **Cost** 3,000 gp

RAGIAR'S SKULL HELM

Wondrous item, rare (requires attunement)

The helm, crafted from a great bugbear's hoary skull and imbued with dark runes, oozes power and violence. A magically inscribed iron plate binds the skull's shattered pieces together. When you don this helmet, you feel the infamy of its life.

While you wear Ragiar's Skull Helm, allies within 30 feet of the wearer with a clear view of the bearer add +1 to initiative.

Terrify. This helmet has 3 charges. As an action, you can speak the helmet's command word and

expend 1 charge to force a creature within 30 feet of you that can see you to make a DC 12 Wisdom saving throw. On a failure, the target is frightened of you for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the wearer's Terrify for the next 24 hours.

The helmet regains 1d3 expended charges daily at dusk.

BRACERS OF BRUTALITY

Aura moderate transmutation; **CL** 8th
Slot wrists; **Price** 16,000 gp; **Weight** 1 lb.

DESCRIPTION

Made from the thick, matted fur forearms of a powerful bugbear chieftain, the edges of the bracers are ragged as if they were viciously butchered off of their host.

The bracers grant the wearer an enhancement bonus to Strength of +4. Treat this as a temporary ability bonus for the first 24 hours the bracers are worn.

CONSTRUCTION

Requirements Craft Wondrous Item, *bull's strength*; **Cost** 8,000 gp

BRACERS OF BRUTALITY

Wondrous item, uncommon (requires attunement)

Made from the thick, matted fur forearms of a powerful bugbear chieftain, the edges of the bracers are ragged as if they were viciously butchered off of their host.

While wearing these bracers, your melee weapon deals an additional 1d4 of its damage when you hit with it.

CLOAK OF BLOOD-MATTED FUR

Aura faint abjuration; **CL** 7th
Slot shoulders; **Price** 28,000 gp; **Weight** 1 lb.

DESCRIPTION

A heavy cloak made of the flayed skin and matted, bloodstained fur of a feared bugbear warlord.

This cloak continually protects the wearer from slashing (S) damage and/or damage from cold. Each time the wearer would normally take slashing (S) damage and/or damage from cold, subtract 10 points from the damage dealt.

As well, the wearer can tolerate temperatures as low as -25 degrees Fahrenheit without any additional protection.

CONSTRUCTION

Requirements Craft Wondrous Item, *resist energy*; **Cost** 14,000 gp

CLOAK OF BLOOD-MATTED FUR

Wondrous item, uncommon (requires attunement)

A heavy cloak made of the flayed skin and matted, bloodstained fur of a feared bugbear warlord.

While you wear this cloak, you gain the following benefits:

*You have resistance to nonmagical slashing damage.

*You have resistance to cold damage.

*You can tolerate temperatures as low as -25 degrees Fahrenheit without any additional protection.

Humanity won no victories, only lost life, land, and hope. Ragiär, a bugbear chieftain, united war bands of his kind with hobgoblins, ogres, giants, and deadlier. For decades, he defeated every human army, reduced their fortifications, and cowed the furlless.

Desperate, a coalition of human kings offered to elevate any creature that ended the bugbear warlord. Ragiär's children, apocryphally dubbed B'trail, D'Ceet, and Tree-Sun, demanded

recognition, coin, and objects of power. The humans promised all they asked for but only once Ragiär was dead.

Ragiär's murder was violent. The children butchered their father as he had his most hated enemies. As proof of their deeds, the children sent the humans Ragiär's shattered skull, forearms, and flayed skin. From their dead father's remains, dark items of power were crafted.

In their father's skin, they thought they would command his tribes. However, the sight of Ragiär's murderers wearing their betrayal so brazenly incited a goblinoid mob that ripped the usurpers to pieces.

Leaderless, the war bands broke apart, the human kingdoms rebuilt, and the bugbears awaited another great war chieftain.

APPENDIX III: POWER OF THE BUGBEARS

NEW FEATS

Bloodline of Chieftains

Your lineage exalts you above all others in your clan.

Prerequisites: Intimidating Prowess, 7th Level

Benefits: By birthright, you are a leader among your people. This feat is treated similarly to the leadership feat, with the exception that you do not gain a cohort. Instead, at any time, you have a number of followers nearby ready to aid you in whatever endeavors you require.

Unlike the Leadership feat, there is no need to count the number of peons who come to your aid. At the beginning of the day, you determine which kind and how many of your followers you call to aid you (see table below).

These minions do not follow on your heels throughout the day, but rather stay within hearing distance, ready to do your bidding.

You may task your followers a number of times per day equal to your CHA modifier +1 (minimum of +1). These followers will come to your aid within 1d3 rounds and fight to the death. They may act in the round in which they arrive.

Once the specific task is complete (i.e. guard the camp, attack a target, breaking down a door, rob a street urchin, etc.), they blend back into the shadows, waiting your next task. Goblinoids tend to wander off or get in trouble when bored, however. If you task them with boring or tedious jobs, the GM may decide they either completely botch the job or slowly wander off, one-by-one until they're all gone and have to be called again.

Minions will not stick around any longer than 1 hour per point of Cha modifier.

At the beginning of each day, you may call on a number of your followers from your clan based upon the table below. Once selected, another group may not be called until the following day. You may task one, several, or all individuals at once. The number is finite for the day - if your minion dies while completing its assigned task, it is not replaced.

Clan Member	Number Called
Goblins	1d4 + STR mod / day
Hobgoblins	1d2 + 1/2 STR mod / day
Bugbears	1 + CHA mod / day (minimum of 1)

Goblin Ambush (Teamwork)

When you work with your clanmates, you gain a distinct advantage during an ambush.

Prerequisites: Goblinoid, Dex 15, Dodge, Mobility, Skill Focus: Stealth

Benefits: When you successfully surprise a target and you have an ally who also possesses this feat within 15' of you during melee combat, you gain a +2 competence bonus to hit and damage during the surprise round.

Additionally, if your target is flat footed at any time during combat, you and others with this

feat within 15' of you deal an additional +2d6 on a critical hit.

Harvest Trophy (Item Creation)

You can take trophies of victims and turn them into wondrous items.

Prerequisites: Goblinoid, Craft Wondrous Item, spellcaster 9th

Benefit: With this feat, you have the ability to transform a trophy you collect from your victim or from the victims of your clan members, into a magic item of various types. This functions much like the Craft Wondrous Item feat, with the exception that the item in question must be an object taken from directly from a victim defeated by the caster or their clanmates (in this case, an adventuring party would count as a clan). They must be of a type commensurate with the slot they will fill. In other words, a crown would need to be a scalp or a skullcap. A wand could be the arm bone of a defeated foe, a ring might be a finger bone, etc.

Items a trophymaker may create include: rings, wands, staves, rods, and wonderous items. The cost of creating these items is reduced to 1/10th the cost of creating a normal magic item, but because this is essentially blood magic, tugging at the spirits of the dead, the caster must imbue each magic item with an element of their own essence. Each magic item created in this manner costs the caster the permanent loss of 1 HP per caster level of the item (i.e. CL 3 item would be 3 hit points lost). In the event a caster who has created these trophies is killed, their essence lives on in these items. Should the clan reincarnate the caster using one of these items as a component, the caster is reborn as the original race with all caster levels, skills, feats, hit points, etc intact. Using a trophy in this manner precludes the use of any other material components.

Talismonger (Item Creation)

You can craft fetish-like talismans of power.

Prerequisites: Goblinoid, Spellcaster 5th

Benefit: While the humanoid races, who have institutionalized the use of magic and the creation of magic items, typically use scrolls of

paper and fragile potions to empower them against the clans, we know that strength and honor comes from blood, bone, and Earth. We use these elements to give us power against our enemies and watch as they fall before us!

Goblinoid spellcasters teach the art of talismongering - or empowering intimate objects with spellcraft rather than using scrolls or potions. In game terms, this ability works in a similar fashion to both the Brew Potion and Scribe Scroll metamagic feats.

A talisman can be of any spell level as long as the caster knows the spell. The caster determines the spell level, up to a maximum of the casters level, when creating the item. Creating the talisman takes 1 hour per spell level used on the item, and has no material cost. However, the item must be crafted from a visceral materials such as bone, teeth, or hair and combined with natural components such as leaves, branches, vines, etc. A Craft: Talisman check of DC 10 + spell level is required to create the initial object.

Once the talisman has been created, it may be used a number of times equal to the caster's WIS modifier - the spell level (minimum of 1). In other words, a 1st level talisman created by a Bugbear with a Wis of 16 (+3) could be used twice.

The creator of the item can give a talisman to anyone for them to use. If they are not a spellcaster, they must succeed in a Use Magic Device check as if they were casting a scroll, but with a +10 Competence bonus to the check.

Tripping Ambush

Your surprise attack lays your enemies low.

Prerequisites: BAB +5, Improved Trip

Benefit: In any round in which you catch your opponent flat-footed, you may make a free trip attack against the flat-footed target as part of your attack action. In a surprise round, you gain a +2 to your CMB when using trip. If your opponent is only flat-footed, you suffer a -4 to your CMB when using this special trip attack.

Goblin Creeper (Ranger Archetype)

Requirements: Goblinoid

The creeper does not rely on the call of the wild to be successful at hunting - they instead lean solely on their vile instincts cunning to take down their prey.

Stealthy: At 1st level, the creeper gains Skill Focus (stealth) as a bonus feat.

This ability replaces the ranger's wild empathy ability.

Sneak Attack: Beginning at 4th level, the creeper gains sneak attack as if they were a rogue 2 levels lower (rogue - 2 levels).

This ability replaces the ranger's hunter's bond ability.

Talismonger: Creepers do not cast spells. Instead, beginning at 4th level the creeper gains the Talismonger feat as a bonus feat. They still learn and retain spell slots as a standard ranger, but instead of casting these spells, the creeper uses the spell slots to create talismans (see Talismonger feat).

This ability replaces the standard spellcasting ability of the ranger class.

Lone Wolf: At 6th level, the hunter instincts of the creeper have taken hold. The creeper gains Loner as a bonus feat. They do not need to meet the prerequisites to gain this feat.

This ability replaces the ranger's 6th level combat style bonus feat.

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