

# THE ROTTING RUINS OF GALAIN

A DUNGEONS & DRAGONS® LIVING  
FORGOTTEN REALMS ADVENTURE

BY COLIN MARCO

REVIEWED BY CHRIS WACHAL AND SHAWN MERWIN

PLAYTESTED BY BRYAN AMBURN, MIKE BARNES, DAVE BASTINE, JORDAN  
CONRAD, KEVIN LAWSON, RICH MARFLAK, AND SHAWN MERWIN

Amidst goblin raids originating from the ruined town of Galain, you are asked by a young genasi woman to locate her brother. Lost or deceased, it's up to you to find him! A Living Forgotten Realms adventure set in Akanûl for characters levels 1-4.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Andy Collins, Rob Heinsoo, and James Wyatt.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Open Gaming License and the d20 SYSTEM license, please visit [www.wizards.com/d20](http://www.wizards.com/d20).

This is an official RPGA® play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at [www.rpga.com](http://www.rpga.com).

DUNGEONS & DRAGONS, D&D, D&D REWARDS, RPGA, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast, Inc. in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. © 2008 Wizards of the Coast, Inc.

For rules questions specific to this document email [rpgasanctioning@wizards.com](mailto:rpgasanctioning@wizards.com).

## RPGA® SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA event from the RPGA website, or you received it from your senior gamemaster. To play this adventure and receive rewards from the RPGA Rewards program, you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event, called the senior gamemaster, is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and gets reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First, it is an official game, tracked under your play history. Second, players and DMs gain rewards for sanctioned RPGA play if they are members of the RPGA REWARDS program. Playing this adventure is worth four (4) points.

This adventure retires from RPGA-sanctioned play on December 31, 2011.

To learn more about RPGA event sanctioning and RPGA REWARDS, visit the RPGA website at [www.rpga.com](http://www.rpga.com).

## PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the following D&D 4th Edition rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*. Any other rules referenced in this adventure will be noted in the **New Rules Items** section at the end of the adventure.

Throughout this adventure, text in bold italics provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your Senior GM directly after play.

## READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster Manual*. Attacks have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. A lower-case letter (used only in some melee and ranged attacks) denotes that the attack can be used as a basic attack.

## IMPORTANT DM INFORMATION

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You take the words on these pages and make them come alive. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

**Make decisions and adjudications that enhance the fun of the adventure when possible.**

To reinforce this golden rule, keep in mind the following:

- **You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure.** This is especially important and applicable outside of combat encounters, but feel free to use the "scaling the encounter" advice (usually for adjusting to different-sized groups) to adjust combat encounters for groups that are having too easy or too hard of a time in an adventure.
- **Don't make the adventure too easy or too difficult for a group.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a "chance to shine."
- **Be mindful of pacing, and keep the game session moving along appropriately.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. *Living Forgotten Realms* adventures are designed to be

played within 3.5 - 4 hours per round; try to be very aware of running long or short. Adjust the pacing accordingly.

- **Give the players appropriate hints so they can make informed choices about how to interact with their environment.** Players should always know when enemies are affected by conditions and are bloodied. They should be given clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting too frustrated over lack of information. This helps to encourage immersion in the adventure and gives players “little victories” for figuring out a good choice from a clue.

In short, being the DM for a *Living Forgotten Realms* adventure isn't about following every word on the page; it's about creating a fun, challenging game environment for the players. A great deal of good information on being a DM for a D&D game can be found in Chapters 1-2 of the *Dungeon Master's Guide*.

## APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 1-4. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

Each adventure has a low-level version and a high-level version. The low level is meant for a group whose levels, on average, fall in the first two levels of the adventure's level spread. The high level is meant for a group whose levels, on average, fall in the last two levels of the adventure's level spread.

A group may decide to play riskier and play the high level when their levels are more suited to the low level if everyone in the group is in agreement to do so; however, some of the rewards may not be available to them. Conversely, a group may decide to play the low level when their levels are more suited to the high level if everyone in the group is in agreement to do so; however, some of the rewards may be less than what they'd ideally want from the adventure.

**Reading the Numbers:** Each encounter will have a level and other values (such as XP or sometimes skill checks) listed with two numbers divided by a slash. The number before the slash is always the value for the low-level version of the adventure; the number after the slash is the value for the high-level version of the adventure.

## FAILING TO DEFEAT AN ENCOUNTER

If a group fails to defeat an encounter - that is, if they have to flee from a combat because it's too tough or they reach the predetermined number of failures in a skill challenge before reaching success - they are only awarded half experience points (round down) for the encounter. If they manage to tackle the encounter later on and defeat it, award them the other half of the experience points for the encounter.

## CHARACTER DEATH

If a PC dies during the course of the adventure, the player of that character and the rest of the group have two options, provided that they have access to the Raise Dead ritual (either a PC has it and can use it or the characters return back to civilization), they have access to the body, and it is possible to return the dead PC to life.

- **Pay the component cost for the ritual.** If the group chooses this option, the cost should be divided evenly amongst the group (500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). Using a source outside the group to cast the ritual costs 20% more than the component cost. Total cost when using an outside source is 600 gp for heroic tier, 6,000 gp for paragon tier, and 60,000 gp for epic tier. A PC that dies and chooses this method of return gains full (or half, if the party was defeated) experience points from the encounter in which the character died, but no experience points for any encounters that were missed while the character was dead. If there's still more of the adventure remaining, the PC continues to earn experience as normal, and receives a normal cut of the rewards at the end of the adventure.
- **Invoke the Death Charity clause.** If the group cannot afford to pay for the ritual (or doesn't desire to do so), the PC can choose to return back to life at the end of the adventure. Doing so forfeits all rewards (including treasure and story rewards) earned for the adventure except experience points gained prior to the character's death (the character receives the experience point award for the encounter in which they died). The PC cannot participate in the same adventure a second time.

## MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second encounter they've had since the start of the adventure or

their last extended rest. Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

## ADVENTURE BACKGROUND

Goblin raids are rampant on the roads outside of Airspur. The goblins attack small farms and caravans. The tribe that currently poses the largest threat is lairing in a ruined town called Galain. A bounty has been posted by the officials of Airspur, with a reward offered for anyone willing to deal with the problem. An adventuring party that went to the goblins' lair weeks ago has not been seen since.

The tribe originally threatened only the areas very close to Galain. However, an internal power struggle within the tribe left its former leader blind and left as a pariah. The new leader struck out more harshly and decisively against merchant caravans. The new regime in the tribe has recruited heavily from other tribes, making them a legitimate threat.

## PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

*You are in Airspur, drawn by the word of goblin raiders and stolen goods. Local law enforcement is offering a tidy sum to anyone willing to deal with the problem. The goblin raiders are believed to be based out of the ruins of Galain, a town destroyed long ago.*

*In the meantime, a young genasi woman has informed you that her brother is missing. He left weeks ago to seek his fortune with an adventuring party, and has not been seen since. Fearing the worst, she sought you out, offering you gold in exchange for the return of her brother, or at least his locket, the one keepsake she desires in order to keep his memory alive.*

The young genasi is named Kyleria, and her brother is named Podrov. The young genasi and some of his friends outfitted themselves in adventuring gear and headed off toward the ruins of Galain, convinced that they would be the ones to stop the goblin raids.

## DM'S INTRODUCTION

The burden of this adventure lies in making the goblins, and encounters with them, come to life. Goblins are lively, ferocious opponents, and encounters with them should reflect that.

## ENCOUNTER 1: BATTLE AT THE BRIDGE

### ENCOUNTER LEVEL 2/4 (120/185 XP)

#### SETUP

This encounter includes the following:

**2 goblin blackblades** (B)

**3 goblin warriors** (W)

**4 goblin cutters** (C)

The goblins use the earthmote and bridges as a chokepoint for ambushing wagons. They are looting the wagon when the PCs show up.

As the adventurers enter the area, read:

*As you cross plains of strange stone, resembling waves of an ocean frozen in time, you come to a bridge across a large gulch. The bridge connects to an earthmote which hovers between the two sides of the valley and continues on the other side.*

*On the earthmote, lying in the middle of the road, is an overturned wagon. A band of goblins are rummaging through what is left of the wagon and the merchant who was driving it.*

#### FEATURES OF THE AREA

**Edges of the Earthmote:** The edges of the earthmote plunge sharply down to the valley floor below. Any character who falls from the edge suffers 2d10 points of falling damage as they slam into the rocks below.

**Ruined Wagon:** The ruin of the genasi merchant wagon lies on its side. A DC 20 Athletics check (DC 10

with a running start) allows a character to leap atop the wagon as part of a move. Otherwise it counts as two squares of movement to climb atop the wagon.

#### TACTICS

The goblin cutters do their best to defend themselves, using the ruins of the cart as cover. They know that fleeing is futile and fight to the death.

The goblin blackblades do their best to stay out of sight, preferring to remain hidden within the ruins of the wagon, waiting to leap out and surprise an overzealous enemy with their *sneaky* ability. Their goblin warrior sidekicks skirt the edges of the battle, trying their best to use both *great position* and *mobile ranged attack* as they fight.

#### SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

**Four PCs:** Remove one goblin warrior.

**Six PCs:** Add one goblin blackblade.

#### ENDING THE ENCOUNTER

The PCs may proceed to the ruins of Galain, which lie just ahead of the bridges.

#### EXPERIENCE POINTS

The player characters each gain 120/155 experience points for defeating the goblins.

#### TREASURE

The goblins possess a small sack of valuables they have looted from the wagon. The sack holds one *potion of healing*, as well as 7/11 gp per PC.

# ENCOUNTER 1: BATTLE AT THE BRIDGE STAT BLOCKS (LOW LEVEL)

Goblin Blackblade	Level 1 Lurker
Small natural humanoid	XP 100
<b>Initiative</b> +7 <b>Senses</b> Perception +1; low-light vision	
<b>HP</b> 25; <b>Bloodied</b> 12	
<b>AC</b> 16; <b>Fortitude</b> 12, <b>Reflex</b> 14, <b>Will</b> 11	
<b>Speed</b> 6; see also <i>goblin tactics</i>	
m <b>Short Sword</b> (standard; at-will) ♦ <b>Weapon</b>	
+5 vs. AC; 1d6 + 2 damage.	
<b>Combat Advantage</b>	
The goblin blackblade deals an extra 1d6 damage against any target it has combat advantage against.	
<b>Goblin Tactics</b> (immediate reaction, when missed by a melee attack; at-will)	
The goblin shifts 1 square.	
<b>Sneaky</b>	
When shifting, a goblin blackblade can move into a space occupied by an ally of its level or lower. The ally shifts into the blackblade's previous space as a free action.	
<b>Alignment</b> Evil <b>Languages</b> Common, Goblin	
<b>Skills</b> Stealth +10, Thievery +10	
<b>Str</b> 14 (+2)	<b>Dex</b> 17 (+3) <b>Wis</b> 12 (+1)
<b>Con</b> 13 (+1)	<b>Int</b> 8 (–1) <b>Cha</b> 8 (–1)
<b>Equipment</b> leather armor, short sword	

Goblin Warrior	Level 1 Skirmisher
Small natural humanoid	XP 100
<b>Initiative</b> +5 <b>Senses</b> Perception +1; low-light vision	
<b>HP</b> 29; <b>Bloodied</b> 14	
<b>AC</b> 17; <b>Fortitude</b> 13, <b>Reflex</b> 15, <b>Will</b> 12	
<b>Speed</b> 6; see also <i>mobile ranged attack</i> and <i>goblin tactics</i>	
m <b>Spear</b> (standard; at-will) ♦ <b>Weapon</b>	
+6 vs. AC; 1d8 + 2 damage.	
R <b>Javelin</b> (standard; at-will) ♦ <b>Weapon</b>	
Ranged 10/20; +6 vs. AC; 1d6 + 2 damage.	
R <b>Mobile Ranged Attack</b> (standard; at-will)	
The goblin warrior can move up to half its speed; at any point during that movement, it makes one ranged attack without provoking an opportunity attack.	
<b>Great Position</b>	
If, on its turn, the goblin warrior ends its move at least 4 squares away from its starting point, it deals an extra 1d6 damage on its ranged attacks until the start of its next turn.	
<b>Goblin Tactics</b> (immediate reaction, when missed by a melee attack; at-will)	
The goblin shifts 1 square.	
<b>Alignment</b> Evil <b>Languages</b> Common, Goblin	
<b>Skills</b> Stealth +10, Thievery +10	
<b>Str</b> 14 (+2)	<b>Dex</b> 17 (+3) <b>Wis</b> 12 (+1)
<b>Con</b> 13 (+1)	<b>Int</b> 8 (–1) <b>Cha</b> 8 (–1)
<b>Equipment</b> leather armor, spear, 5 javelins in sheaf	

Goblin Cutter	Level 1 Minion
Small natural humanoid	XP 25
<b>Initiative</b> +3 <b>Senses</b> Perception +1; low-light vision	
<b>HP</b> 1; a missed attack never damages a minion.	
<b>AC</b> 16; <b>Fortitude</b> 12, <b>Reflex</b> 14, <b>Will</b> 11	
<b>Speed</b> 6; see also <i>goblin tactics</i>	
m <b>Short Sword</b> (standard; at-will) ♦ <b>Weapon</b>	
+5 vs. AC; 4 damage (5 damage if the goblin cutter has combat advantage against the target).	
<b>Goblin Tactics</b> (immediate reaction, when missed by a melee attack; at-will)	
The goblin shifts 1 square.	
<b>Alignment</b> Evil <b>Languages</b> Common, Goblin	
<b>Skills</b> Stealth +5, Thievery +5	
<b>Str</b> 14 (+2)	<b>Dex</b> 17 (+3) <b>Wis</b> 12 (+1)
<b>Con</b> 13 (+1)	<b>Int</b> 8 (–1) <b>Cha</b> 8 (–1)
<b>Equipment</b> leather armor, short sword	

# ENCOUNTER 1: BATTLE AT THE BRIDGE STAT BLOCKS (HIGH LEVEL)

<b>Goblin Blackblade (level 3)</b>	<b>Level 3 Lurker</b>
Small natural humanoid	XP 150
<b>Initiative</b> +7 <b>Senses</b> Perception +1; low-light vision	
<b>HP</b> 37; <b>Bloodied</b> 18	
<b>AC</b> 18; <b>Fortitude</b> 14, <b>Reflex</b> 16, <b>Will</b> 13	
<b>Speed</b> 6; see also <i>goblin tactics</i>	
m <b>Short Sword</b> (standard; at-will) ♦ <b>Weapon</b>	
+6 vs. AC; 1d6 + 3 damage.	
<b>Combat Advantage</b>	
The goblin blackblade deals an extra 1d6 damage against any target it has combat advantage against.	
<b>Goblin Tactics</b> (immediate reaction, when missed by a melee attack; at-will)	
The goblin shifts 1 square.	
<b>Sneaky</b>	
When shifting, a goblin blackblade can move into a space occupied by an ally of its level or lower. The ally shifts into the blackblade's previous space as a free action.	
<b>Alignment</b> Evil <b>Languages</b> Common, Goblin	
<b>Skills</b> Stealth +10, Thievery +10	
<b>Str</b> 14 (+2) <b>Dex</b> 17 (+3) <b>Wis</b> 12 (+1)	
<b>Con</b> 13 (+1) <b>Int</b> 8 (–1) <b>Cha</b> 8 (–1)	
<b>Equipment</b> leather armor, short sword	

<b>Goblin Warrior (level 4)</b>	<b>Level 4 Skirmisher</b>
Small natural humanoid	XP 175
<b>Initiative</b> +6 <b>Senses</b> Perception +2; low-light vision	
<b>HP</b> 54; <b>Bloodied</b> 27	
<b>AC</b> 20; <b>Fortitude</b> 16, <b>Reflex</b> 18, <b>Will</b> 15	
<b>Speed</b> 6; see also <i>mobile ranged attack</i> and <i>goblin tactics</i>	
m <b>Spear</b> (standard; at-will) ♦ <b>Weapon</b>	
+9 vs. AC; 1d8 + 3 damage.	
R <b>Javelin</b> (standard; at-will) ♦ <b>Weapon</b>	
Ranged 10/20; +9 vs. AC; 1d6 + 3 damage.	
R <b>Mobile Ranged Attack</b> (standard; at-will)	
The goblin warrior can move up to half its speed; at any point during that movement, it makes one ranged attack without provoking an opportunity attack.	
<b>Great Position</b>	
If, on its turn, the goblin warrior ends its move at least 4 squares away from its starting point, it deals an extra 1d6 damage on its ranged attacks until the start of its next turn.	
<b>Goblin Tactics</b> (immediate reaction, when missed by a melee attack; at-will)	
The goblin shifts 1 square.	
<b>Alignment</b> Evil <b>Languages</b> Common, Goblin	
<b>Skills</b> Stealth +11, Thievery +11	
<b>Str</b> 14 (+3) <b>Dex</b> 17 (+4) <b>Wis</b> 12 (+2)	
<b>Con</b> 13 (+2) <b>Int</b> 8 (+0) <b>Cha</b> 8 (+0)	
<b>Equipment</b> leather armor, spear, 5 javelins in sheaf	

<b>Goblin Cutter</b>	<b>Level 1 Minion</b>
Small natural humanoid	XP 25
<b>Initiative</b> +3 <b>Senses</b> Perception +1; low-light vision	
<b>HP</b> 1; a missed attack never damages a minion.	
<b>AC</b> 16; <b>Fortitude</b> 12, <b>Reflex</b> 14, <b>Will</b> 11	
<b>Speed</b> 6; see also <i>goblin tactics</i>	
m <b>Short Sword</b> (standard; at-will) ♦ <b>Weapon</b>	
+5 vs. AC; 4 damage (5 damage if the goblin cutter has combat advantage against the target).	
<b>Goblin Tactics</b> (immediate reaction, when missed by a melee attack; at-will)	
The goblin shifts 1 square.	
<b>Alignment</b> Evil <b>Languages</b> Common, Goblin	
<b>Skills</b> Stealth +5, Thievery +5	
<b>Str</b> 14 (+2) <b>Dex</b> 17 (+3) <b>Wis</b> 12 (+1)	
<b>Con</b> 13 (+1) <b>Int</b> 8 (–1) <b>Cha</b> 8 (–1)	
<b>Equipment</b> leather armor, short sword	

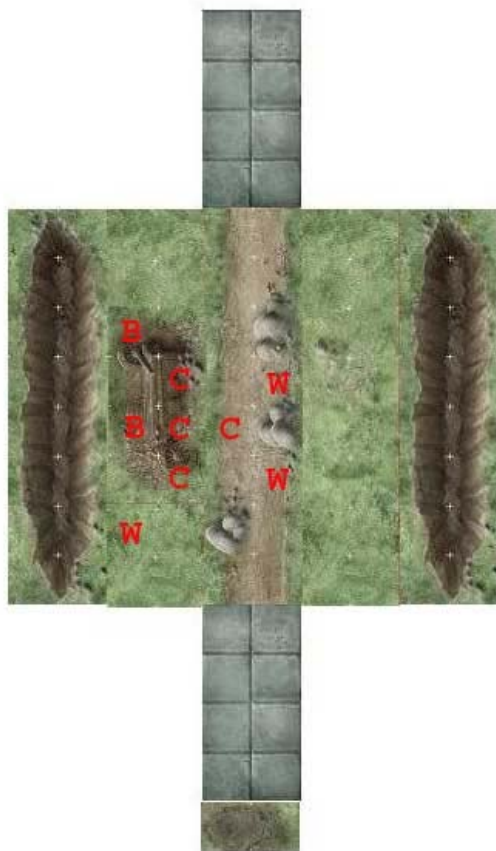
# ENCOUNTER 1: BATTLE AT THE BRIDGE MAP

## HIDDEN CRYPTS

Acid Pit / Floor	2x4	x2
------------------	-----	----

## RUINS OF THE WILD

Stream / Crevasse	8x2	x2
Road / Crevasse	8x2	x1
Ruined Wagon / Briar	4x2	x1
Fallen Statue / Mud Puddle	2x1	x1
Field / Road	8x2	x2





## ENCOUNTER 2: THE SHATTERED GATES OF GALAIN

ENCOUNTER LEVEL 1/1 (20-60/25-85 XP)

### SETUP

This encounter includes the following:

**1 goblin sharpshooter** (S)

**2 goblin warriors** (W)

The goblins have posted a sharpshooter to keep watch over this position. The gates stand wide open.

As the adventurers enter the area, read:

*The ruined gates of Galain stand atop a high slope of cracked stone. They are decorated with grim symbols of the goblin tribe and the skulls of those who would dare cross them.*

### FEATURES OF THE AREA

The area contains some features of note:

**Rise:** The gates of Galain lie atop a high climb of fifteen feet. A small ledge juts out in front of the gates. Climbing to the gate requires an Athletics check DC 11.

**Wall & Gate:** The walls of Galain stand, crumbling with age and the damage done to them by nature. The area above the gate functions as a perch for the goblin sharpshooter. The PCs can enter the ramshackle structure and attack the goblin sharpshooters by climbing a ladder, which leans against the wall. Anybody who falls from the 20-foot-high walls takes 2d10 points of falling damage.

### TACTICS

The goblin sharpshooter attempts to conceal himself atop the walls and waits until PCs start to climb. This grants him combat advantage. He shoots as long as he can.

If the PCs reach the gates or bring him to bloodied status, he calls for help from the goblin camp. He fears the wrath of the chief more than the PCs and fights to the death.

Help arrives two rounds later, in the form of two goblin warriors, who proceed to pelt climbing PCs with javelins and use *great position* on any PCs who have reached the top.

### SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

**Four PCs:** Remove one goblin warrior.

**Six PCs:** Add one goblin sharpshooter.

### ENDING THE ENCOUNTER

Once the PCs defeat the goblins at the gate, they may proceed through the ruined gatehouse into the broken city beyond.

### EXPERIENCE POINTS

If the PCs manage to kill the goblin sharpshooter before the goblin warriors show up, they each gain 20/25 XP.

If the PCs ended up fighting the two goblin warriors and the goblin sharpshooters, they each gain 60/85XP.

### TREASURE

These goblins have no treasure.

## ENCOUNTER 2: GATES OF GALAIN STATISTICS (LOW-LEVEL)

Goblin Sharpshooter (level 1)		Level 1 Artillery
Small natural humanoid		XP 100
<b>Initiative</b> +5		<b>Senses</b> Perception +2; low-light vision
<b>HP</b> 25; <b>Bloodied</b> 12		
<b>AC</b> 15; <b>Fortitude</b> 11, <b>Reflex</b> 13, <b>Will</b> 10		
<b>Speed</b> 6; see also <i>goblin tactics</i>		
m <b>Short Sword</b> (standard; at-will) ♦ <b>Weapon</b>		
+5 vs. AC; 1d6 + 2 damage.		
r <b>Hand Crossbow</b> (standard; at-will) ♦ <b>Weapon</b>		
Range 10/20; +8 vs. AC; 1d6 + 4 damage.		
<b>Sniper</b>		
When a goblin sharpshooter makes a ranged attack from hiding and misses, it is still considered to be hiding.		
<b>Combat Advantage</b>		
The goblin sharpshooter deals an extra 1d6 damage against any target it has combat advantage against.		
<b>Goblin Tactics</b> (immediate reaction, when missed by a melee attack; at-will)		
The goblin shifts 1 square.		
<b>Alignment</b> Evil		<b>Languages</b> Common, Goblin
<b>Skills</b> Stealth +12, Thievery +12		
<b>Str</b> 14 (+3)	<b>Dex</b> 18 (+5)	<b>Wis</b> 13 (+2)
<b>Con</b> 13 (+2)	<b>Int</b> 8 (+0)	<b>Cha</b> 8 (+0)
<b>Equipment</b> leather armor, short sword, hand crossbow with 20 bolts		

Goblin Warrior		Level 1 Skirmisher
Small natural humanoid		XP 100
<b>Initiative</b> +5		<b>Senses</b> Perception +1; low-light vision
<b>HP</b> 29; <b>Bloodied</b> 14		
<b>AC</b> 17; <b>Fortitude</b> 13, <b>Reflex</b> 15, <b>Will</b> 12		
<b>Speed</b> 6; see also <i>mobile ranged attack</i> and <i>goblin tactics</i>		
m <b>Spear</b> (standard; at-will) ♦ <b>Weapon</b>		
+6 vs. AC; 1d8 + 2 damage.		
R <b>Javelin</b> (standard; at-will) ♦ <b>Weapon</b>		
Ranged 10/20; +6 vs. AC; 1d6 + 2 damage.		
R <b>Mobile Ranged Attack</b> (standard; at-will)		
The goblin warrior can move up to half its speed; at any point during that movement, it makes one ranged attack without provoking an opportunity attack.		
<b>Great Position</b>		
If, on its turn, the goblin warrior ends its move at least 4 squares away from its starting point, it deals an extra 1d6 damage on its ranged attacks until the start of its next turn.		
<b>Goblin Tactics</b> (immediate reaction, when missed by a melee attack; at-will)		
The goblin shifts 1 square.		
<b>Alignment</b> Evil		<b>Languages</b> Common, Goblin
<b>Skills</b> Stealth +10, Thievery +10		
<b>Str</b> 14 (+2)	<b>Dex</b> 17 (+3)	<b>Wis</b> 12 (+1)
<b>Con</b> 13 (+1)	<b>Int</b> 8 (–1)	<b>Cha</b> 8 (–1)
<b>Equipment</b> leather armor, spear, 5 javelins in sheaf		

## ENCOUNTER 2: GATES OF GALAIN STATISTICS (HIGH LEVEL)

Goblin Sharpshooter		Level 2 Artillery
Small natural humanoid		XP 125
Initiative +5	Senses Perception +2; low-light vision	
HP 31; Bloodied 15		
AC 16; Fortitude 12, Reflex 14, Will 11		
Speed 6; see also <i>goblin tactics</i>		
m <b>Short Sword</b> (standard; at-will) ♦ <b>Weapon</b>		
+6 vs. AC; 1d6 + 2 damage.		
r <b>Hand Crossbow</b> (standard; at-will) ♦ <b>Weapon</b>		
Range 10/20; +9 vs. AC; 1d6 + 4 damage.		
<b>Sniper</b>		
When a goblin sharpshooter makes a ranged attack from hiding and misses, it is still considered to be hiding.		
<b>Combat Advantage</b>		
The goblin sharpshooter deals an extra 1d6 damage against any target it has combat advantage against.		
<b>Goblin Tactics</b> (immediate reaction, when missed by a melee attack; at-will)		
The goblin shifts 1 square.		
<b>Alignment</b> Evil		<b>Languages</b> Common, Goblin
<b>Skills</b> Stealth +12, Thievery +12		
<b>Str</b> 14 (+3)	<b>Dex</b> 18 (+5)	<b>Wis</b> 13 (+2)
<b>Con</b> 13 (+2)	<b>Int</b> 8 (+0)	<b>Cha</b> 8 (+0)
<b>Equipment</b> leather armor, short sword, hand crossbow with 20 bolts		

Goblin Warrior (level 3)		Level 3 Skirmisher
Small natural humanoid		XP 150
Initiative +5 Senses Perception +1; low-light vision		
HP 45; Bloodied 22		
AC 19; Fortitude 15, Reflex 17, Will 14		
Speed 6; see also <i>mobile ranged attack</i> and <i>goblin tactics</i>		
m <b>Spear</b> (standard; at-will) ♦ <b>Weapon</b>		
+8 vs. AC; 1d8 + 3 damage.		
R <b>Javelin</b> (standard; at-will) ♦ <b>Weapon</b>		
Ranged 10/20; +8 vs. AC; 1d6 + 3 damage.		
R <b>Mobile Ranged Attack</b> (standard; at-will)		
The goblin warrior can move up to half its speed; at any point during that movement, it makes one ranged attack without provoking an opportunity attack.		
<b>Great Position</b>		
If, on its turn, the goblin warrior ends its move at least 4 squares away from its starting point, it deals an extra 1d6 damage on its ranged attacks until the start of its next turn.		
<b>Goblin Tactics</b> (immediate reaction, when missed by a melee attack; at-will)		
The goblin shifts 1 square.		
<b>Alignment</b> Evil		<b>Languages</b> Common, Goblin
<b>Skills</b> Stealth +10, Thievery +10		
<b>Str</b> 14 (+3)	<b>Dex</b> 17 (+4)	<b>Wis</b> 12 (+2)
<b>Con</b> 13 (+2)	<b>Int</b> 8 (+0)	<b>Cha</b> 8 (+0)
<b>Equipment</b> leather armor, spear, 5 javelins in sheaf		

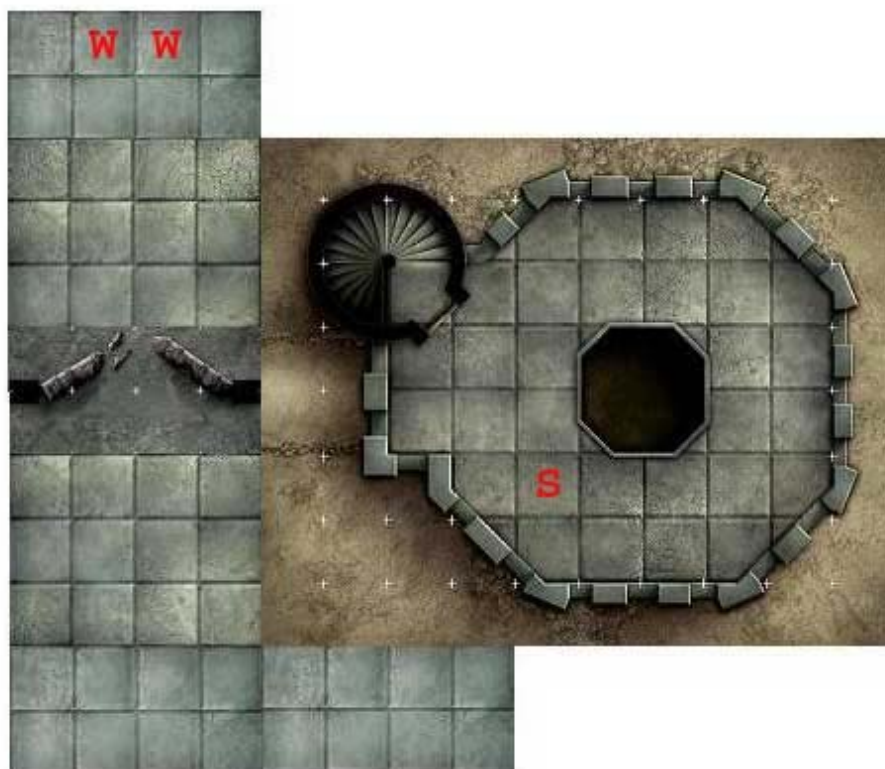
## ENCOUNTER 2: GATES OF GALAIN MAP

### ARCANE CORRIDORS

Blood Mist / Floor	4x4	x2
Broken Doors / Floor	4x2	x1
Tower Top / Magic Lab	8x10	x1

### HIDDEN CRYPTS

Acid Pit / Floor	2x4	x2
Double Doors - Hall / Floor	4x2	x1



PCs Start Here

## ENCOUNTER 3: BLOOD IN THE STREETS

ENCOUNTER LEVEL 1/3 (70-110/90-150 XP)

### SETUP

This encounter includes the following:

2 goblin warriors (W)  
6 goblin cutters (C)  
1 ochre jelly (O)

The goblin tribe has taken refuge within the broken houses and shattered buildings of Galain. If the PCs were able to kill the goblin sharpshooter before he roused the goblin warriors, they are standing in the street. Goblin cutters lurk within the hovels, waiting to pounce.

If the PCs were able to kill the sharpshooter in the previous encounter before it could warn the warriors, the PCs can get a surprise round in this encounter.

As the adventurers enter the area, read:

*Most of Galain has been crushed by age. The main street is covered in rubble. The smell of unwashed bodies and rot is heavy in the dusty air. The only structure which remains relatively undamaged is the Town Hall, which lies at the end of the main street.*

Check the passive Perception of the PCs, and inform them of what their characters notice.

**DC 15:** *There are goblins hiding in the ruins of the buildings along the main street.*

### FEATURES OF THE AREA

**Rubble:** The fallen statuary, broken cobblestones, and fallen buildings have choked the streets with rubble. Areas marked as rubble count as difficult terrain. Moving through rubble counts as difficult terrain.

**The Water Fountain:** This once beautiful fountain counts as cover and difficult terrain.

**The Bodies:** The goblins have dumped the bodies of victims into a pile near one of the buildings. The nearby earth has become saturated with the lingering

essence of death, causing patches of blood rock to form around them. The body pile itself counts as blocking terrain. The young woman's brother is among the pile of the dead (DC 15 Perception check to spot him), but the locket is nowhere to be found.

**Blood Rock:** The area immediately surrounding the body pile is suffused with the essence of death and misery. The cobbles themselves have become blood rock. When attacking from a square marked as blood rock, critical hits are scored on a natural die roll of 19 or 20.

### TACTICS

The goblin warriors, if present, let out a shout to the goblins inside the town hall, and prepare to attack. They use their *mobile ranged attack* ability against any PCs within range, until they can close with the party. When they get the chance to do so, they use *great position*.

The goblin cutters are wary of the PCs, hurling clay pots at them in the first round. The clay pots burst open, and ochre jellies slither forward, hungry for a meal. The goblins howl an alarm to the goblins inside the town hall and attempt to stab any PCs not engaging the jelly.

### SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

**Four PCs:** Reduce the ochre jelly to level 1.

**Six PCs:** Add one goblin warrior (even if the others moved to assist the sharpshooter).

### ENDING THE ENCOUNTER

After the PCs defeat the goblins and their ochre jelly pet, they can proceed to the Town Hall, the home of the goblin chieftain.

### EXPERIENCE POINTS

If the goblin warriors are present, the PCs each receive 110/150 XP.

If the goblin warriors were killed in the previous encounter, only reward the PCs with 70/90 XP each.

### TREASURE

The goblins were sloppy when searching the ruins for loot. A search of the ruins (DC 22 Perception) uncovers a small iron chest that contains 6/11 gold pieces and 20/250 silver pieces per PC.

## ENCOUNTER 3: BLOOD IN THE STREETS STATISTICS (LOW LEVEL)

<b>Goblin Cutter</b>	<b>Level 1 Minion</b>
Small natural humanoid	XP 25
<b>Initiative</b> +3 <b>Senses</b> Perception +1; low-light vision	
HP 1; a missed attack never damages a minion.	
AC 16; <b>Fortitude</b> 12, <b>Reflex</b> 14, <b>Will</b> 11	
<b>Speed</b> 6; see also <i>goblin tactics</i>	
m <b>Short Sword</b> (standard; at-will) ♦ <b>Weapon</b>	
+5 vs. AC; 4 damage (5 damage if the goblin cutter has combat advantage against the target).	
<b>Goblin Tactics</b> (immediate reaction, when missed by a melee attack; at-will)	
The goblin shifts 1 square.	
<b>Alignment</b> Evil	<b>Languages</b> Common, Goblin
<b>Skills</b> Stealth +5, Thievery +5	
<b>Str</b> 14 (+2)	<b>Dex</b> 17 (+3) <b>Wis</b> 12 (+1)
<b>Con</b> 13 (+1)	<b>Int</b> 8 (–1) <b>Cha</b> 8 (–1)
<b>Equipment</b> leather armor, short sword	

<b>Goblin Warrior</b>	<b>Level 1 Skirmisher</b>
Small natural humanoid	XP 100
<b>Initiative</b> +5 <b>Senses</b> Perception +1; low-light vision	
HP 29; <b>Bloodied</b> 14	
AC 17; <b>Fortitude</b> 13, <b>Reflex</b> 15, <b>Will</b> 12	
<b>Speed</b> 6; see also <i>mobile ranged attack</i> and <i>goblin tactics</i>	
m <b>Spear</b> (standard; at-will) ♦ <b>Weapon</b>	
+6 vs. AC; 1d8 + 2 damage.	
R <b>Javelin</b> (standard; at-will) ♦ <b>Weapon</b>	
Ranged 10/20; +6 vs. AC; 1d6 + 2 damage.	
R <b>Mobile Ranged Attack</b> (standard; at-will)	
The goblin warrior can move up to half its speed; at any point during that movement, it makes one ranged attack without provoking an opportunity attack.	
<b>Great Position</b>	
If, on its turn, the goblin warrior ends its move at least 4 squares away from its starting point, it deals an extra 1d6 damage on its ranged attacks until the start of its next turn.	
<b>Goblin Tactics</b> (immediate reaction, when missed by a melee attack; at-will)	
The goblin shifts 1 square.	
<b>Alignment</b> Evil	<b>Languages</b> Common, Goblin
<b>Skills</b> Stealth +10, Thievery +10	
<b>Str</b> 14 (+2)	<b>Dex</b> 17 (+3) <b>Wis</b> 12 (+1)
<b>Con</b> 13 (+1)	<b>Int</b> 8 (–1) <b>Cha</b> 8 (–1)
<b>Equipment</b> leather armor, spear, 5 javelins in sheaf	

<b>Ochre Jelly (level 1)</b>	<b>Level 1 Elite Brute</b>
Large natural beast (ooze)	XP 200
<b>Initiative</b> +0 <b>Senses</b> Perception +2; blindsight 10, tremorsense 10	
HP 62; <b>Bloodied</b> 31; see also <i>split</i> below	
AC 16; <b>Fortitude</b> 14, <b>Reflex</b> 12, <b>Will</b> 12	
<b>Immune</b> gaze; <b>Resist</b> 5 acid	
<b>Saving Throws</b> +2	
<b>Speed</b> 4; see also <i>flowing form</i>	
<b>Action Points</b> 1	
m <b>Slam</b> (standard; at-will) ♦ <b>Acid</b>	
+6 vs. AC; 2d6 damage, and ongoing 5 acid damage (save ends).	
<b>Flowing Form</b> (move; at-will)	
The ochre jelly shifts 4 squares.	
<b>Split</b> (when first bloodied; encounter)	
The ochre jelly splits in two, each with hit points equal to one-half the ochre jelly's current hit points. Effects applied to the original ochre jelly do not apply to the second one. An ochre jelly can't split if it is reduced to 0 hit points by the attack that bloodied it. Left alone, the two halves recombine into a single creature at the end of the encounter).	
<b>Alignment</b> Unaligned	<b>Languages</b> -
<b>Str</b> 13 (+1)	<b>Dex</b> 8 (–1) <b>Wis</b> 12 (+1)
<b>Con</b> 11 (+0)	<b>Int</b> 1 (–5) <b>Cha</b> 1 (–5)

## ENCOUNTER 3: BLOOD IN THE STREETS STATISTICS (HIGH LEVEL)

Goblin Cutter	Level 1 Minion
Small natural humanoid	XP 25
<b>Initiative</b> +3 <b>Senses</b> Perception +1; low-light vision	
<b>HP</b> 1; a missed attack never damages a minion.	
<b>AC</b> 16; <b>Fortitude</b> 12, <b>Reflex</b> 14, <b>Will</b> 11	
<b>Speed</b> 6; see also <i>goblin tactics</i>	
m <b>Shortsword</b> (standard; at-will) ♦ <b>Weapon</b>	
+5 vs. AC; 4 damage (5 damage if the goblin cutter has combat advantage against the target).	
<b>Goblin Tactics</b> (immediate reaction, when missed by a melee attack; at-will)	
The goblin shifts 1 square.	
<b>Alignment</b> Evil <b>Languages</b> Common, Goblin	
<b>Skills</b> Stealth +5, Thievery +5	
<b>Str</b> 14 (+2) <b>Dex</b> 17 (+3) <b>Wis</b> 12 (+1)	
<b>Con</b> 13 (+1) <b>Int</b> 8 (–1) <b>Cha</b> 8 (–1)	
<b>Equipment</b> leather armor, short sword	

Goblin Warrior (level 3)	Level 3 Skirmisher
Small natural humanoid	XP 150
<b>Initiative</b> +5 <b>Senses</b> Perception +1; low-light vision	
<b>HP</b> 45; <b>Bloodied</b> 22	
<b>AC</b> 19; <b>Fortitude</b> 15, <b>Reflex</b> 17, <b>Will</b> 14	
<b>Speed</b> 6; see also <i>mobile ranged attack</i> and <i>goblin tactics</i>	
m <b>Spear</b> (standard; at-will) ♦ <b>Weapon</b>	
+8 vs. AC; 1d8 + 3 damage.	
R <b>Javelin</b> (standard; at-will) ♦ <b>Weapon</b>	
Ranged 10/20; +8 vs. AC; 1d6 + 3 damage.	
R <b>Mobile Ranged Attack</b> (standard; at-will)	
The goblin warrior can move up to half its speed; at any point during that movement, it makes one ranged attack without provoking an opportunity attack.	
<b>Great Position</b>	
If, on its turn, the goblin warrior ends its move at least 4 squares away from its starting point, it deals an extra 1d6 damage on its ranged attacks until the start of its next turn.	
<b>Goblin Tactics</b> (immediate reaction, when missed by a melee attack; at-will)	
The goblin shifts 1 square.	
<b>Alignment</b> Evil <b>Languages</b> Common, Goblin	
<b>Skills</b> Stealth +10, Thievery +10	
<b>Str</b> 14 (+3) <b>Dex</b> 17 (+4) <b>Wis</b> 12 (+2)	
<b>Con</b> 13 (+2) <b>Int</b> 8 (+0) <b>Cha</b> 8 (+0)	
<b>Equipment</b> leather armor, spear, 5 javelins in sheaf	

Ochre Jelly	Level 3 Elite Brute
Large natural beast (ooze)	XP 300
<b>Initiative</b> +0 <b>Senses</b> Perception +2; blindsight 10, tremorsense 10	
<b>HP</b> 102; <b>Bloodied</b> 51; see also <i>split</i> below	
<b>AC</b> 18; <b>Fortitude</b> 16, <b>Reflex</b> 14, <b>Will</b> 14	
<b>Immune</b> gaze; <b>Resist</b> 5 acid	
<b>Saving Throws</b> +2	
<b>Speed</b> 4; see also <i>flowing form</i>	
<b>Action Points</b> 1	
m <b>Slam</b> (standard; at-will) ♦ <b>Acid</b>	
+8 vs. AC; 2d6 + 1 damage, and ongoing 5 acid damage (save ends).	
<b>Flowing Form</b> (move; at-will)	
The ochre jelly shifts 4 squares.	
<b>Split</b> (when first bloodied; encounter)	
The ochre jelly splits in two, each with hit points equal to one-half the ochre jelly's current hit points. Effects applied to the original ochre jelly do not apply to the second one. An ochre jelly can't split if it is reduced to 0 hit points by the attack that bloodied it. Left alone, the two halves recombine into a single creature at the end of the encounter.	
<b>Alignment</b> Unaligned <b>Languages</b> -	
<b>Str</b> 13 (+2) <b>Dex</b> 8 (+0) <b>Wis</b> 12 (+2)	
<b>Con</b> 11 (+1) <b>Int</b> 1 (–4) <b>Cha</b> 1 (–4)	



## ENCOUNTER 3: BLOOD IN THE STREETS MAP

### DUNGEON TILES

Ruins / Floor 4x8 x2

### ARCANE CORRIDORS

Blood Mist / Floor 4x4 x2

Skull Pile / Floor 1x1 x2

### HIDDEN CRYPTS

Alcoves / Floor 8x2 x2

Alcoves - Wall / Floor 2x4 x2

### FANE OF THE FORGOTTEN GODS

Dragon Fountain / Floor 2x2 x1



PCs Start Here



## ENCOUNTER 4: SIGHT BEYOND SIGHT

### SETUP

This encounter includes the following  
**Thariokk the Unseeing**

Thariokk is the former chieftain of the goblin tribe. He now makes his home in what remains of a blacksmith's shop. He is old for a goblin. He has grey hair and his skin is covered in blotches of yellow. He speaks Goblin fluently and very rough Common.

As the adventurers enter the area, read:

*As you pass among the ruins, you hear a scratchy voice from the doorway of what was once a blacksmith's shop. An old goblin with milky white film on his eyes shuffles out of the shadows within.*

*"Hey, you!" the goblin says. "Stop and talk?"*

### FEATURES OF THE AREA

**Illumination:** Thariokk has a small fire burning in the forge, which provides bright illumination within 5 squares of the flames. All other areas are in dim illumination unless a light source is present.

### QUESTIONS ANSWERED

Who are you?

*I am Thariokk, called the Unseeing by my kin.*

Where is the chief?

*I was the rightful chief, until that young upstart ousted me from power. You can find him in the Town Hall with the rest of his guards and cronies.*

How did you lose your vision?

*The upstart I mentioned before blinded me using magic. I hate him for what he's done to me and this clan.*

What has he done to this clan?

*He brought us too much attention. Before, we might attack a caravan once in a while, but his greed has driven him to take too much and draw unwelcome eyes.*

There were people who have come here before us. What happened to their possessions?

*They are likely being kept with all the rest of the loot in a small chamber beyond the throne room.*

Thariokk cannot give them exact numbers or descriptions of the enemy goblins, but he might be able to tell them that there is a pit trap somewhere in the lair, that the new leader can use hexes, etc. Reward good roleplaying with more information about what the PCs face in the next encounter.

### ENDING THE ENCOUNTER

If the PCs are kind to Thariokk, they may obtain a story reward. He blesses the PCs in the name of Maglubiyet and sends them on their way.

Characters who are rude or cruel to Thariokk find themselves hard-pressed in any future interaction with Thariokk.

## ENCOUNTER 5: HALL OF THE BLOODEYE CHIEF

### ENCOUNTER LEVEL 2/4 (150/225 XP)

#### SETUP

This encounter includes the following:

- 1 goblin hexer (H)
- 2 goblin skullcleavers (S)
- 3 goblin warriors (W)
- 1 false-floor pit trap (T)

Within what remains of the Town Hall, the spellscarred goblin hexer chief and his entourage have made their base camp. When the PCs arrive, he has almost certainly learned of their approach and prepared his servants accordingly.

As the adventurers enter the area, read:

*A goblin guard in the foyer lets out a hideous shriek. From within the great hall beyond, a horrid voice cries out, "Kill them all!"*

#### FEATURES OF THE AREA

**Illumination:** The goblins have a small fire burning in the center of the room, which provides bright illumination within 10 squares of the flames. All other areas are in dim illumination unless a light source is present. Any creature entering or starting their turn in the square with the fire takes 1d6 fire damage.

**Throne:** The goblin hexer rules the tribe from this high-backed chair. He uses it as cover.

#### TACTICS

The goblin hexer starts by using *lead from the rear* to turn all nearby allies into meat shields while it casts *vexing cloud* around itself and the goblin skullcleavers. It then targets defenders among the PCs with *stinging hex* and uses *blinding hex* on foes making ranged attacks. Whenever another goblin within 10 squares uses *goblin tactics*, the goblin hexer uses *incite bravery* to allow that goblin to make a free attack.

The goblin skullcleavers stand ready to make attacks against any who would approach their master. They

remain within the *vexing cloud* as long as possible, using the concealment it grants to protect themselves.

The goblin warriors charge at PCs who have been blinded by the hexer's *blinding hex*, and take care to stay out of reach of those PCs affected by the hexer's *stinging hex*.

The goblin cutters charge to attack the nearest possible PC can.

#### SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

**Four PCs:** Remove both goblin warriors.

**Six PCs:** Add one goblin skullcleaver.

#### ENDING THE ENCOUNTER

After the PCs defeat the hexer and his followers, they find a small chamber beyond the throne room. The chamber is piled with loot, including a locked chest and the locket the genasi woman has been seeking.

#### EXPERIENCE POINTS

Each PC gains 150/195 experience points for defeating the goblins.

#### TREASURE

The goblins have stockpiled the loot from their raids in a smaller chamber near the throne: 100/230 silver pieces per PC sit in a disorganized pile. The pile also includes the locket of the genasi. A locked chest (Thievery DC 20) holds the goblin's treasure: a *magic weapon* +2 (high-level), a +2 *magic orb*, a ritual scroll with *Raise Dead*, *gauntlets of ogre power*, and a *terror weapon* +1 (low-level).

#### CONCLUSION

If the PCs can defeat the hexer chief, and if the PCs were not rude to Thariokk, he calls off the rest of the goblins who come to fight the PCs. He lets the PCs go without a fight, and he calls them his friends. PCs receive Story Award **AKAN02 A Goblin Friend**.

Even if the PCs do not befriend Thariokk, they can exit the ruined city and return to Airspur. The young woman is overjoyed at the sight of the locket and rewards them with 50 gp each. The PCs also receive Story Award **AKAN01 Removed the Goblin Threat**.

## ENCOUNTER 5: HALL OF THE BLOODEYE CHIEF STATISTICS (LOW LEVEL)

Goblin Hexer		Level 3 Controller (Leader)	
Small natural humanoid		XP 150	
Initiative +3		Senses Perception +2; low-light vision	
HP 46; Bloodied 23			
AC 17; Fortitude 14, Reflex 15, Will 16; see also <i>lead from the rear</i>			
Speed 6; see also <i>goblin tactics</i>			
m <b>Hexer Rod</b> (standard; at-will) ♦ <b>Weapon</b>			
+7 vs. AC; 1d6 + 1 damage.			
R <b>Blinding Hex</b> (standard; at-will)			
Range 10; +7 vs. Fortitude; 2d6 + 1 damage, and the target is blinded (save ends).			
R <b>Stinging Hex</b> (standard; recharge 5 6)			
Range 10; +7 vs. Will; the target takes 3d6+1 damage if it moves during its turn (save ends).			
A <b>Vexing Cloud</b> (standard, sustain minor; encounter) ♦ <b>Zone</b>			
Area burst 3 within 10; automatic hit; all enemies within the zone take a -2 penalty to attack rolls. The zone grants concealment to the goblin hexer and its allies. The goblin hexer can sustain the zone as a minor action, moving it up to 5 squares.			
R <b>Incite Bravery</b> (immediate reaction, when an ally uses <i>goblin tactics</i> ; at-will)			
Range 10; the targeted ally can shift 2 more squares and attack.			
<b>Goblin Tactics</b> (immediate reaction, when missed by a melee attack; at-will)			
The goblin shifts 1 square.			
<b>Lead from the Rear</b> (immediate interrupt, when targeted by a ranged attack; at-will)			
The goblin hexer can change the attack's target to an adjacent ally of its level or lower.			
Alignment Evil		Languages Common, Goblin	
Skills Stealth +10, Thievery +10			
Str 10 (+1)	Dex 15 (+3)	Wis 13 (+2)	
Con 14 (+3)	Int 9 (+0)	Cha 18 (+5)	
<b>Equipment</b> leather robes, hexer rod			

Goblin Skullcleaver (level 1)		Level 1 Brute
Small natural humanoid		XP 100
Initiative +3	Senses Perception +2; low-light vision	
HP 33; Bloodied 16; see also <i>bloodied rage</i> below		
AC 14; Fortitude 13, Reflex 12, Will 10		
Speed 6		
m Battleaxe (standard; at-will) ♦ Weapon		
+4 vs. AC; 1d10 + 4 damage, or 2d10+4 while bloodied.		
Bloodied Rage (while bloodied)		
The goblin skullcleaver loses the ability to use <i>goblin tactics</i> and can do nothing but attack the nearest enemy, charging when possible.		
Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)		
The goblin shifts 1 square.		
Alignment Evil		Languages Common, Goblin
Skills Stealth +9, Thievery +9		
Str 18 (+5)	Dex 14 (+3)	Wis 13 (+2)
Con 13 (+2)	Int 8 (+0)	Cha 8 (+0)
Equipment chainmail, battleaxe		

Goblin Warrior		Level 1 Skirmisher
Small natural humanoid		XP 100
Initiative +5      Senses Perception +1; low-light vision		
HP 29; Bloodied 14		
AC 17; Fortitude 13, Reflex 15, Will 12		
Speed 6; see also <i>mobile ranged attack</i> and <i>goblin tactics</i>		
m <b>Spear</b> (standard; at-will) ♦ <b>Weapon</b>		
+6 vs. AC; 1d8 + 2 damage.		
R <b>Javelin</b> (standard; at-will) ♦ <b>Weapon</b>		
Ranged 10/20; +6 vs. AC; 1d6 + 2 damage.		
R <b>Mobile Ranged Attack</b> (standard; at-will)		
The goblin warrior can move up to half its speed; at any point during that movement, it makes one ranged attack without provoking an opportunity attack.		
<b>Great Position</b>		
If, on its turn, the goblin warrior ends its move at least 4 squares away from its starting point, it deals an extra 1d6 damage on its ranged attacks until the start of its next turn.		
<b>Goblin Tactics</b> (immediate reaction, when missed by a melee attack; at-will)		
The goblin shifts 1 square.		
<b>Alignment</b> Evil		<b>Languages</b> Common, Goblin
<b>Skills</b> Stealth +10, Thievery +10		
<b>Str</b> 14 (+2)	<b>Dex</b> 17 (+3)	<b>Wis</b> 12 (+1)
<b>Con</b> 13 (+1)	<b>Int</b> 8 (-1)	<b>Cha</b> 8 (-1)
<b>Equipment</b> leather armor, spear, 5 javelins in sheaf		

False-Floor Pit		Level 1 Warder
Trap		XP 100
<b>Trap:</b> A 2x2 section of the floor hides a 10-foot-deep pit.		
<b>Perception</b>		
◆ DC 20: The character notices the false stonework.		
<b>Trigger</b>		
The trap attacks when a character enters one of the traps four Squares.		
<b>Attack</b>		
<b>Immediate Reaction</b>	<b>Melee</b>	
<b>Target:</b> The creature that triggered the trap.		
<b>Attack:</b> +4 vs. Reflex		
<b>Hit:</b> Target falls into pit, takes 1d10 damage, and falls prone.		
<b>Miss:</b> Target returns to the last square it occupied and its move action ends immediately.		
<b>Effect:</b> The false floor opens and the pit is no longer hidden.		
<b>Countermeasures</b>		
◆ An adjacent character can trigger the trap with a DC 10 Thievery check (standard action). The floor falls into the pit.		
◆ An adjacent character can disable the trap with a DC 25 Thievery check (standard action). The floor becomes safe.		
◆ A character who makes a successful Athletics check (DC 21, or DC 11 with a running start) can jump over the pit.		
◆ A character can climb out of the pit with a DC 15 Athletics check.		

## ENCOUNTER 5: HALL OF THE BLOODEYE CHIEF STATISTICS (HIGH LEVEL)

Goblin Hexer (level 5)	Level 5 Controller (Leader)
Small natural humanoid	XP 200
<b>Initiative</b> +3	<b>Senses</b> Perception +2; low-light vision
<b>HP</b> 62; <b>Bloodied</b> 31	
<b>AC</b> 19; <b>Fortitude</b> 16, <b>Reflex</b> 17, <b>Will</b> 18; see also <i>lead from the rear</i>	
<b>Speed</b> 6; see also <i>goblin tactics</i>	
m <b>Hexer Rod</b> (standard; at-will) ♦ <b>Weapon</b>	
+9 vs. AC; 1d6 + 2 damage.	
R <b>Blinding Hex</b> (standard; at-will)	
Ranged 10; +9 vs. Fortitude; 2d6 + 2 damage, and the target is blinded (save ends).	
R <b>Stinging Hex</b> (standard; recharge 5 6)	
Range 10; +9 vs. Will; the target takes 3d6+2 damage if it moves during its turn (save ends).	
A <b>Vexing Cloud</b> (standard, sustain minor; encounter) ♦ <b>Zone</b>	
Area burst 3 within 10; automatic hit; all enemies within the zone take a -2 penalty to attack rolls. The zone grants concealment to the goblin hexer and its allies. The goblin hexer can sustain the zone as a minor action, moving it up to 5 squares.	
R <b>Incite Bravery</b> (immediate reaction, when an ally uses <i>goblin tactics</i> ; at-will)	
Range 10; the targeted ally can shift 2 more squares and attack.	
<b>Goblin Tactics</b> (immediate reaction, when missed by a melee attack; at-will)	
The goblin shifts 1 square.	
<b>Lead from the Rear</b> (immediate interrupt, when targeted by a ranged attack; at-will)	
The goblin hexer can change the attack's target to an adjacent ally of its level or lower.	
<b>Alignment</b> Evil	<b>Languages</b> Common, Goblin
<b>Skills</b> Stealth +10, Thievery +10	
<b>Str</b> 10 (+1)	<b>Dex</b> 15 (+3)
<b>Con</b> 14 (+3)	<b>Int</b> 9 (+0)
	<b>Wis</b> 13 (+2)
	<b>Cha</b> 18 (+5)
<b>Equipment</b> leather robes, hexer rod	

Goblin Skullcleaver	Level 3 Brute
Small natural humanoid	XP 150
<b>Initiative</b> +3	<b>Senses</b> Perception +2; low-light vision
<b>HP</b> 53; <b>Bloodied</b> 16; see also <i>bloodied rage</i> below	
<b>AC</b> 16; <b>Fortitude</b> 15, <b>Reflex</b> 14, <b>Will</b> 12	
<b>Speed</b> 6	
m <b>Battleaxe</b> (standard; at-will) ♦ <b>Weapon</b>	
+6 vs. AC; 1d10 + 5 damage, or 2d10+5 while bloodied.	
<b>Bloodied Rage</b> (while bloodied)	
The goblin skullcleaver loses the ability to use <i>goblin tactics</i> and can do nothing but attack the nearest enemy, charging when possible.	
<b>Goblin Tactics</b> (immediate reaction, when missed by a melee attack; at-will)	
The goblin shifts 1 square.	
<b>Alignment</b> Evil	<b>Languages</b> Common, Goblin
<b>Skills</b> Stealth +9, Thievery +9	
<b>Str</b> 18 (+5)	<b>Dex</b> 14 (+3)
<b>Con</b> 13 (+2)	<b>Int</b> 8 (+0)
	<b>Wis</b> 13 (+2)
	<b>Cha</b> 8 (+0)
<b>Equipment</b> chainmail, battleaxe	

Goblin Warrior (level 4)	Level 4 Skirmisher
Small natural humanoid	XP 175
<b>Initiative</b> +6	<b>Senses</b> Perception +2; low-light vision
<b>HP</b> 54; <b>Bloodied</b> 27	
<b>AC</b> 20; <b>Fortitude</b> 16, <b>Reflex</b> 18, <b>Will</b> 15	
<b>Speed</b> 6; see also <i>mobile ranged attack</i> and <i>goblin tactics</i>	
m <b>Spear</b> (standard; at-will) ♦ <b>Weapon</b>	
+9 vs. AC; 1d8 + 3 damage.	
R <b>Javelin</b> (standard; at-will) ♦ <b>Weapon</b>	
Ranged 10/20; +9 vs. AC; 1d6 + 3 damage.	
R <b>Mobile Ranged Attack</b> (standard; at-will)	
The goblin warrior can move up to half its speed; at any point during that movement, it makes one ranged attack without provoking an opportunity attack.	
<b>Great Position</b>	
If, on its turn, the goblin warrior ends its move at least 4 squares away from its starting point, it deals an extra 1d6 damage on its ranged attacks until the start of its next turn.	
<b>Goblin Tactics</b> (immediate reaction, when missed by a melee attack; at-will)	
The goblin shifts 1 square.	
<b>Alignment</b> Evil	<b>Languages</b> Common, Goblin
<b>Skills</b> Stealth +11, Thievery +11	
<b>Str</b> 14 (+3)	<b>Dex</b> 17 (+4)
<b>Con</b> 13 (+2)	<b>Int</b> 8 (+0)
	<b>Wis</b> 12 (+2)
	<b>Cha</b> 8 (+0)
<b>Equipment</b> leather armor, spear, 5 javelins in sheaf	

False-Floor Pit	Level 1 Warder
Trap	XP 100
<b>Trap:</b> A 2x2 section of the floor hides a 10-foot-deep pit.	
<b>Perception</b>	
♦ DC 20: The character notices the false stonework.	
<b>Trigger</b>	
The trap attacks when a character enters one of the traps four squares.	
<b>Attack</b>	
<b>Immediate Reaction</b>	<b>Melee</b>
<b>Target:</b> The creature that triggered the trap.	
<b>Attack:</b> +4 vs. Reflex	
<b>Hit:</b> Target falls into pit, takes 1d10 damage, and falls prone.	
<b>Miss:</b> Target returns to the last square it occupied and its move action ends immediately.	
<b>Effect:</b> The false floor opens and the pit is no longer hidden.	
<b>Countermeasures</b>	
♦ An adjacent character can trigger the trap with a DC 10 Thievery check (standard action). The floor falls into the pit.	
♦ An adjacent character can disable the trap with a DC 25 Thievery check (standard action). The floor becomes safe.	
♦ A character who makes a successful Athletics check (DC 21, or DC 11 with a running start) can jump over the pit.	
♦ A character can climb out of the pit with a DC 15 Athletics check.	

## ENCOUNTER 5: HALL OF THE BLOODEYE CHIEF MAP

### ARCANE CORRIDORS

Flaming Bowl / Floor                      2x2      x1

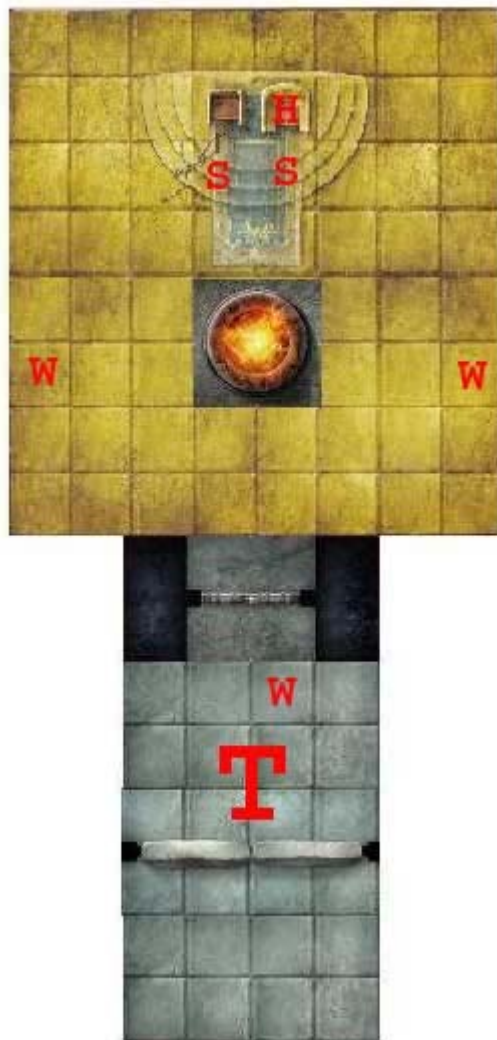
### HIDDEN CRYPTS

Double Doors - Hall / Floor            4x2      x2

Large Double Doors / Floor            4x2      x2

### DIRE TOMBS

Throne Room / Sun Room              8x8      x1



PCs Start Here

## REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn experience points, treasure, and possibly story awards. All totals listed here are per PC. A number before the slash is the low-level value; after the slash is the high-level value.

## IMPORTANT DM INFORMATION

It is critical that you enter the PC rewards accurately on the tracking form, and ensure that the information is reported and entered online in a timely manner. While players will be able to track their character's information on paper, the online information serves as an important backup and verification of play.

## EXPERIENCE POINTS

Give PCs a full award for each encounter they successfully completed, and a half award if they were unsuccessful. Give no award if the characters did not play the encounter at all.

**Encounter 1: Battle at the Bridge**  
120 / 185 XP

**Encounter 2: The Shattered Gates of Galain**  
20 - 60 / 25 - 85 XP

**Encounter 3: Blood in the Streets**  
70 - 110 / 90 - 150 XP

**Encounter 5: Hall of the Bloodeye Chief**  
150 / 225 XP

**Total Possible Experience**  
400 / 560 XP

## TREASURE

Each PC receives treasure in the form of gold pieces as well as one share from a treasure bundle. The treasure bundle may give the PC more gold, a magic item, or some other item of value. Each player makes one selection for their character; players may choose the same treasure bundle.

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that to the gold all characters receive, and ensure you enter the total

amount of gold gained (minus any expenditures) online. You can have a negative number and enter that negative online. PCs receive 20% of a magic item's purchase price for any item they sell.

If a player selects a magic weapon or suit of armor for their PC that is not specific on the type of item listed, they must select the exact item at the time they choose that bundle. For example, if a *duelist's weapon +1* is listed as a choice in a bundle, a player selects the form of the weapon amongst the choices possible for that magic item (light blades). If the player selects the item as a *+1 duelist's dagger*, the player writes that information down on the PC's adventure log and the item is forever after that specific weapon.

An asterisk next to a magic item means that it is an item that appears in the **New Rules** section.

### Gold Per PC

75 / 100 gp

(Encounter 1: 7/11 gp, Encounter 3: 8/16 gp, Encounter 5: 60/73 gp)

### EACH PC SELECTS ONE OF THE FOLLOWING

**Bundle A:** *terror weapon +1* (low-level version only)  
Found in Encounter 5

**Bundle B:** *+2 magic orb*  
Found in Encounter 5

**Bundle C:** *gauntlets of ogre power*  
Found in Encounter 5

**Bundle D:** *magic weapon +2* (high-level version only)  
Found in Encounter 5

**Bundle E:** *ritual scroll with Raise Dead*  
Found in Encounter 5

**Potion Plus Gold:** If a player doesn't want to select one of the bundles listed above for their character, they can choose to add a *potion of healing* plus 0/25 gp to their total gold per PC. The player should write the potion gained on their adventure log.

**More Gold:** If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 50/75 gp to their total gold.

## STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards.

### **AKAN01 Removed the Goblin Threat**

The characters have successfully ended the goblin threat in Akanûl. Ending the goblin threat has attracted the attention of a group known as the Firestorm Cabal. The progress of these characters will be watched by the Firestormers with great interest.

### **AKAN02 A Goblin Friend**

The characters were kind to Thariokk the Unseeing, and have restored him by defeating his mutinous underlings. The goblin chief is grateful, and will look favorably upon this character, should their paths ever cross again. Whether the favor of a goblin chief is such a good thing is an entirely different matter, altogether.

## ADVENTURE QUESTIONS

Mark the answers to the following adventure questions on the tracking form.

### **1. How did the party deal with Thariokk?**

- a. They killed him.
- b. They let him live and made a deal with him.
- c. They let him live but made no deal with him.