

Logging in the Twin Valley

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Logging in the Twin Valley

A DnD 4E adventure for 4 first level characters.

Introduction

Logging in the Twin Valley is an adventure designed for fresh characters at level 1, and designed as a starter to kick off your brand new *points of light* campaign.

Beginning the adventure

It is late spring, and all the fields have been plowed and sown. Work is hard to find these days even for adventurers. Not a single stolen cattle or missing merchant child, and you are all very happy that the logging business in Twin Valley in the Arandor woods is in need of a lot of workers, and pays well. Where else can you make 12 copper a day with food and house included?

It is a tough job, 16 hours a day, but it will only be until the summer ends, when it is time for the harvest season, or a good adventure finds its way to your noses. One free day every other week is also a good deal, and you spend that day resting and training, you are still adventures first and foremost. The logging camp is run by the charismatic and kind Mr Storkati, a bald gentleman in his mid fifties, with strong arms, a large red beard and a deep powerful voice.

The work in the woods is very dangerous, and every individual working here have special tasks. At least one with healing skills works in every lumber team, if possible, and there are teamsters to transport logs to the river, and branches to the charcoal piles, where the charcoal used by the dwarven smiths is produced. The charcoal, when finished, is packed into sacks or crates, and sent via wagons down to the river, where it is loaded onto boats and sent downstream.

The playing characters will be working in the charcoal valley, which is on the other side of the hill from the logging valley,

where the main camp is, and the lumber is cut before the transport down to the river. The charcoal work is dirty, tiresome and demands constant watch. It requires both muscle and brains, usually some workers have the brains other workers will supply the muscle.

Tasks in the charcoal valley

There are a few basic tasks that are performed in the charcoal valley, they are listed below.

DM Note

You have to give each of the characters a task within the charcoal valley. Here are some rough guidelines to use. But, this isn't always true, sometimes the Striker is a weak

Character	Task
Defender or Controller	Builder
Leader or Controller	Foreman
Controller or Striker	Watcher

Builder

Timber, mostly branches and sawing waste from the logging camp is transported here, and is used to build piles with. Charcoal is also loaded on as return load. The builders handle all loading and unloading, and the building of the piles, under close supervision from the Foremen. The loaders double as watchers, whenever they don't have any primary task at hand.

Foreman

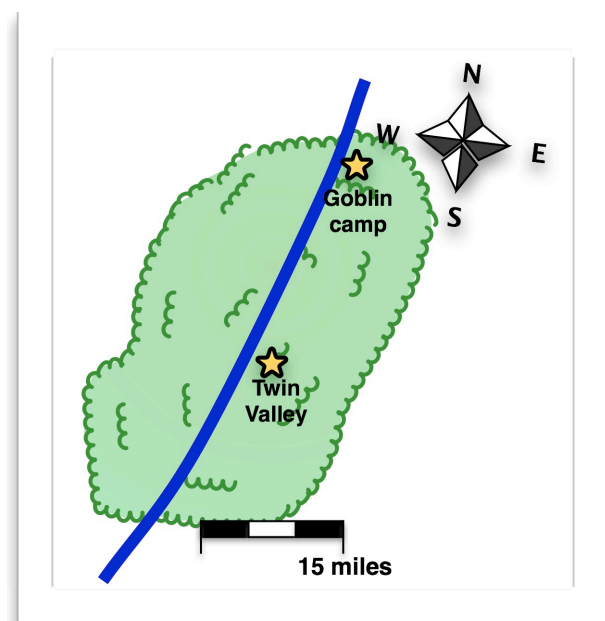
The foreman, there are usually only one, but sometimes two on the site at the same time, has been taught how to build a pile, and how to make coal, not a bonfire, which is what most people will get from a pile of

wood combined with fire. The foremen also sometimes doubles as watchers.

Watcher

The watchers watch the pile day and night, in shifts, and they seal any holes in the pile with moss and dirt, and regularly checks that the temperature is neither too low nor too high. The watchers also have responsibility for the cooking, and for the treatment of any injuries.

The characters should now know their position within the camp, and what they do whenever they are not asleep, on one of the three small cottages that has been built but charcoal workers over the years, from time too good to be turned into charcoal.



Map of the Arandor woods

Background for DM

The river that split the Arandor woods into two, cutting through it with its dark slowly running water, has been a natural barrier between the borderland villages to the east of the woods and the savage lands to the west. In the west, wood goblin clans make the woods very dangerous to travel, but the wood goblins have a natural fear of water, due to their limited intelligence, and do neither cross it, nor

use it for travel or transportation. Some say they have seen goblins fishing on the other side of the river, but that is mostly looked upon as rumors.

A wood goblin clan leader, Orgzosch the Brave of the red feather clan, is a very brave wood goblin, and he has succeeded in building a very primitive raft with the help of some captured seamen from a ship that was lost in an accident several years ago. He built a raft, big enough to fit about fifty wood goblins, plus mining equipment, weapons and tents. He did what no goblin ever done before, not what anyone now living has heard of anyway, he crossed the river.

When Orgzosch was a young child, his grandfather told him a bedtime story, about the golden mountain, that sat alone beside a dark river, and anyone digging deep enough would find so much gold that they could build a war camp in pure gold.

One day, many years ago, when Orgzosch was wandering along the river side, the sun lit a small mountaintop on the other side of the river, and he saw what he had been seeing in his dreams as a child, the mountain of gold. He became obsessed with the mountain, and he was sure that this was the mountain his grandfather told him about so many times when he was a small child.

When the poor sailors were washed ashore along the western bank of the river, Orgzosch felt that the gods were with him on his quest, and he secretly held a few of them as his own private prisoners, making them help him constructing the *boat thing*, that would take him across the river, to his mountain, and his gold. A few years fast, and Orgzosch founded his own clan, and brought many wood goblins from the west with him. He had been taught the secrets of fishing, and could now provide good food for the members of his new clan, the red feather clan. The name was taken because one of the sailors had a hat with a

red feather in it, and Orgzosch believed that it had some magic power that made water travel possible.

Now, just some months ago, Orgzosch has established a mining camp on the eastern side of the river, about 20 miles north of the Twin Valley, right at the foot of the golden mountain.

The raft was not secured enough, so when the spring storms came, the raft broke loose and disappeared down along the river, and Orgzosch and his clan found them self trapped on the eastern shore of the river.

Wood goblins are fair miners, but the result has been less then promising so far, and the mountain is very hard to mine. First, the wood goblins found some kind of cave, but the miners all to frightened to enter that cave, so they posted warning signs to prevent further attacks of panic to spread in the camp.

So, they started to dig their own mining tunnel into the mountain on the opposite side of the *fearful tunnel*, but only a little silver and some iron have been found so far.

After 6 months of endless digging, Orgzosch decided to end this useless expedition, and travel back, but as the raft now is gone, he realized that he needed *eastly folks* to accomplish the task of building a new raft. So he sends out scouts, that reports that just about 20 miles south of the camp is a large group of workers, and they seems to have the knowledge and they also have a good quantity of tools. Orgzosch decides that a raiding party has to be assembled, and gave them the task of raiding the camp, bringing tools, loot and several *eastly folks* back with them, to provide the resources to build a new raft to go home.

And this is where this adventure begin. The characters are going on with their daily duties, one afternoon...

DM Note

If the party anywhere while engaging the wood goblins of the red feather clan is defeated, they will not be killed, but captured and then forced to build the raft, chains on their legs to prevent any escapes.

Any skilled worker can, if they choose, build the raft with a hidden fault, so it will fail during the wood goblins journey back. Any such attempts is to be handled by the DM, setting DCs for success and discovery.

Wood Goblin Lore

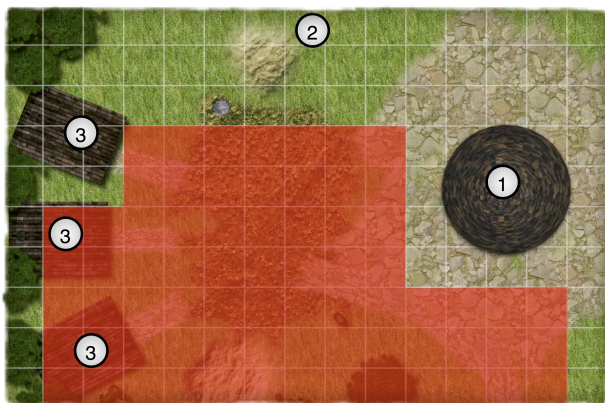
Wood goblins are related to the normal goblins, but the race is suffering from heavy inbreed (wood goblins more than anything else like to mate their siblings to keep love in the family and the clan). This has effected their intelligence and charisma in a negative way.

Encounter 1: The Goblin attack

The encounter mini map

The **red area** on the map mark where any PCs will be at the start. The players have to decide where each PC is located when the action starts, only one PC may start sleeping in one of the huts.

The PCs will not wear any armor except leather armor, and will not have any other weapons than wood axes or clubs. Any weapons and other equipment will be located any of the three huts, at DMs discretion. The wood goblins will not try to burn down any huts.



- (1) The burning charcoal pile, impassable and blocks line of sight.
- (2) The wood goblins attacks from here
- (3) The workers huts.

Read this paragraph:

*Suddenly, the silent peaceful afternoon is torn by an angry, loud and horrible war cry, **Ouuuraaagggghh!** Followed by the sound of running feet and the unmistakable noise made of weapons slamming against armor.*

A horde of wood goblins in worn armors and with pretty worn pick axes rushes down on you. Behind them you see two wood goblins that seems to lead the attack as he screams what sounds like commands, in goblin.

LEVEL 4 ENCOUNTER

500 XP

8 Wood Goblin miners
2 Wood Goblin Sergeants

Wood Goblin Miner

Level 1 Minion

Small natural humanoid

XP 25

Initiative +1 **Senses** Perception +1; low-light vision
HP 1; a missed attack never damages a minion.
AC 16; **Fortitude** 13; **Reflex** 14; **Will** 11
Speed 6; see also *wood goblin tactics*

④ **Miners Pick Axe** (standard at-will) ♦ **Weapon**

+5 vs, AC ; 4 damage (5 damage if the goblin miner has combat advantage against the target)

Wood goblin tactics (immediate reaction, when missed by a melee attack; at-will)

The wood goblin miner shifts 1 square

Alignment Evil **Languages** Common, Goblin

Skills Stealth +5, Thievery +4

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

Con 14 (+2) **Int** 6 (-2) **Cha** 8 (-1)

Equipment leather armor, Pick Axe

Wood Goblin Sergeant

Level 3 Leader

XP 150

Small natural humanoid

Initiative +2 **Senses** Perception +4; low-light vision
HP 48; **Blooded** 24
AC 18; **Fortitude** 14; **Reflex** 15; **Will** 13
Speed 5; see also *superior wood goblin tactics*

④ **Short Sword** (standard at-will) ♦ **Weapon**

+6 vs, AC; 1d6 + 4 damage. Miss: An adjacent ally makes a free basic attack.

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

The wood goblin sergeant and up to two allies within its line of sight shifts 1 square

Alignment Evil **Languages** Common, Goblin

Skills Stealth +10, Thievery +10

Str 16 (+4) **Dex** 14 (+4) **Wis** 12 (+2)

Con 14 (+3) **Int** 7 (-1) **Cha** 9 (-0)

Equipment Chain mail, Short Sword

Tactics

The wood goblins are here to take prisoners, and if they sergeants sees that the attack fails, they will try to call for a retreat, or if both sergeants are slain, the miners will dramatically change their tactics and flee.

Treasure

The miners are poor and only have 2d4 silver pieces each, and the sergeants have a little more, 2d10 silver pieces. No other treasures can be found.

Information

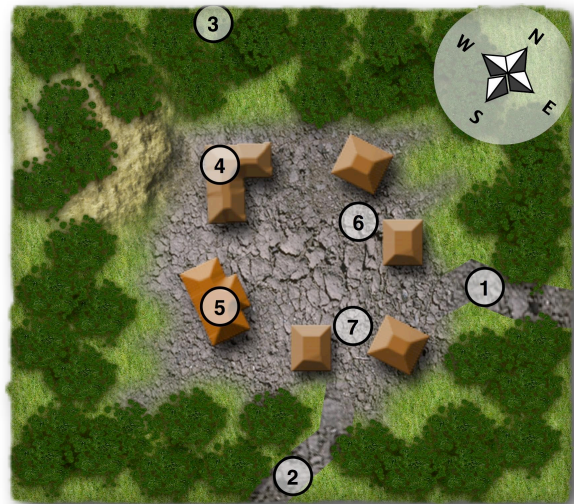
If one or more goblins are captured, they will only reveal that they came to take prisoners and slaves, and that they came from *up north*.

What is next?

When the battle has settled, make all PCs roll a **Perception** DC 10. If anybody succeeds, read the paragraph below. If the PCs decided to hunt down and follow the tracks left by the wood goblins, they will soon find the larger trail showing a larger troop that just passed.

You see a plume of dark smoke rising to the sky about a mile to the north, and you all realize that it might be the location of the main camp.

The main logging camp



- (1) The trail that leads to the char coal valley, and to the river.
- (2) The trail that leads to the closest village, 16 miles to the south east.
- (3) The tracks left by the goblins left coming and leaving.
- (4) The now wildly burning down storage building.
- (5) The burning main building, the office and residence of Mr Storkati.
- (6) The workshops and kitchen buildings.
- (7) The cottages where the main camp workers lived.

Give the handout **Logging camp** to the players now. When the characters reaches the main camp, read the following passage.

The camp has not been as fortunate as the char coal camp. Several dead bodies are laying in pools of blood all over the camp, and both the main building and the storage building are in flames, beyond any saving.

Several dead wood goblin miners also litter the area. Looking at this disaster, you hear a faint female voice crying for help, and behind a pile of logs, and under the dead body of a huge lumberjack, you find the young kitchen maid Liina, badly wounded.

If Liina is stabilized and healed, she will explain to the characters what happened.

Liinas explanation

They came from the west, attacked and killed and burned. They were so many, so angry, so ugly, so green, so... (she sobs.)

They took several prisoners with them, including Mr Storkati himself, and they also took tools and the large chest where all our wages are stored.

I saw it all, I tried to hide behind those logs, I was out getting some fresh water from the well for tonight's turnips. It was so awful, all the screams and the blood, and then Joori, the nice lumberjack was killed and fell over me, I couldn't move, but it saved my life.

Please, you must help Mr Storkati, he has been so kind to all of us, and we need that silver, we all do, and the children of those who dead need it for the winter.

Now, several lumberjacks arrive from different locations around the woods. Some just saw the smoke, others tell stories similar to Liina, and how they survived just because they were high up in a tree, staying still and being silent. No one wants to follow, they all just look frightened and starts to tending the dead.

If the party don't have any one that can track reliably, **Perception DC 10**, to follow the tracks, Liina will offer her skills. She explains to the PCs that she used to help her father tracking deer for the autumn hunt.

She will only be a guide or pathfinder, and when the party is close enough to the wood goblin camp, she will turn back to the logging camp.

Liina is to be treated as a commoner, with **1 HP** and **Con 13**.

The wood goblins have a good 2 hour head start, unless the PCs spent a lot of time doing something else.

Skill challenge

Location: The gobiin trail

Setup: To track the goblins.

Level: 2

XP: 300

Complexity: 2 (requires 6 successes before 3 failures)

DC: 15

Primary Skills: Nature, Perception,

Secondary Skills: Stealth, Endurance.

Success:

The PCs finds the Goblin ambush and the PCs have surprise on the Goblins

Failure:

The PCs walk directly into the ambush set by the Goblins.

The tracks

The tracks from the wood goblins goes along the riverside, and follows it northbound.

After about 4 hours of tracking and hard movement in the woods, the party stumbles into an ambush setup by the wood goblins to deal with anyone following them, and to protect their camp that is only 3 miles to the north. This ambush site is chosen with care.

LEVEL 3 Quest

Up to 400 XP

Make sure every prisoner, and Liina, returns safely home.

The goblin ambush location



- (1) 2 wood goblin throwers and 2 miners hide here
- (2) 4 wood goblin miners hide here.
- (3) 1 wood goblin archer (leader) hide up in this tree.
- (4) The PCs set up on the red area.

The ambush begins when the archer in the tree (3) fires his hand crossbow at the weakest party member, Liina if she is with the party.

Then the throwers at (1) will follow with their javelins, and now the miners at (2) charge.

LEVEL 4 ENCOUNTER

550 XP

6 Wood Goblin miners
2 Wood Goblin throwers
1 Wood Goblin archer (leader)

Wood Goblin Miner

Level 1 Minion

Small natural humanoid

XP 25

Initiative +1 **Senses** Perception +1; low-light vision
HP 1; a missed attack never damages a minion.
AC 16; **Fortitude** 13; **Reflex** 14; **Will** 11
Speed 6; see also *wood goblin tactics*

⬇ **Miners Pick Axe** (standard at-will) ♦ **Weapon**

+5 vs, AC ; 4 damage (5 damage if the goblin miner has combat advantage against the target)

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

The wood goblin miner shifts 1 square

Alignment Evil **Languages** Common, Goblin

Skills Stealth +5, Thievery +4

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

Con 14 (+2) **Int** 5 (-2) **Cha** 6 (-2)

Equipment leather armor, Pick Axe

Wood Goblin Thrower

Level 2 Artillery

XP 125

Small natural humanoid

Initiative +5 **Senses** Perception +4; low-light vision
HP 29; **Blooded** 14
AC 16; **Fortitude** 12; **Reflex** 14; **Will** 11
Speed 6; see also *wood goblin tactics*

⬇ **Miners Pick Axe** (standard at-will) ♦ **Weapon**

+6 vs, AC ; 1d8 + 1 damage

⬇ **Javelin** (standard at-will) ♦ **Weapon**

Ranged 10/20 ; +7 vs AC: 1d6 + 2 damage

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

The wood goblin thrower shifts 1 square

Alignment Evil **Languages** Common, Goblin

Skills Stealth +10, Thievery +10

Str 14 (+3) **Dex** 18 (+5) **Wis** 13 (+2)

Con 13 (+2) **Int** 6 (-2) **Cha** 6 (-2)

Equipment Leather armor, Pick Axe, 4 Javelins

Wood Goblin Archer Small natural humanoid		Level 3 Archer (Leader) XP 150
Initiative +5 Senses Perception +4; low-light vision HP 33; Bloodied 16 AC 16; Fortitude 14; Reflex 15; Will 13 Speed 6; see also <i>superior wood goblin tactics</i>		
④ Short Sword (standard at-will) ♦ Weapon +4 vs, AC; 1d6 + 3 damage. Miss: An adjacent ally makes a free basic attack.		
⑦ Shortbow (standard at-will) ♦ Weapon Ranged 10/20 ; +8 vs AC; 1d6 + 2 damage		
Sniper When this wood goblin makes a ranged attack from hiding and misses, it is still considered to be hiding,		
Superior wood goblin tactics (immediate reaction, when missed by a melee attack; at-will) The goblin sergeant and up to two allies within its line of sight shifts 1 square		
Alignment Evil Languages Common, Goblin		
Skills Stealth +12, Acrobatics (climbing) +13		
Str 14 (+3)	Dex 18 (+5)	Wis 12 (+2)
Con 14 (+3)	Int 8 (0)	Cha 7 (-1)
Equipment Leather armor, Short Sword, Shortbow, 30 arrows		

Tactics

The Archer (leader) will be hiding in the trees as long as possible, firing at the weakest party members.

The throwers will first throw their javelins from the protected position behind the stone wall, then take defenses with their pick axes. The miners will try to swarm any weak party member.

Treasure

The miners have 2d4 silver pieces each, the throwers have 2d4 silver pieces each. The Wood Goblin Archer has a very nice leather belt around his waist, very unusual compared to what everyone else is wearing. This is a **Belt of Climbing**, Which gives the bearer a *+1 equipment bonus* to Athletics checks where climbing is

involved.

Conclusion

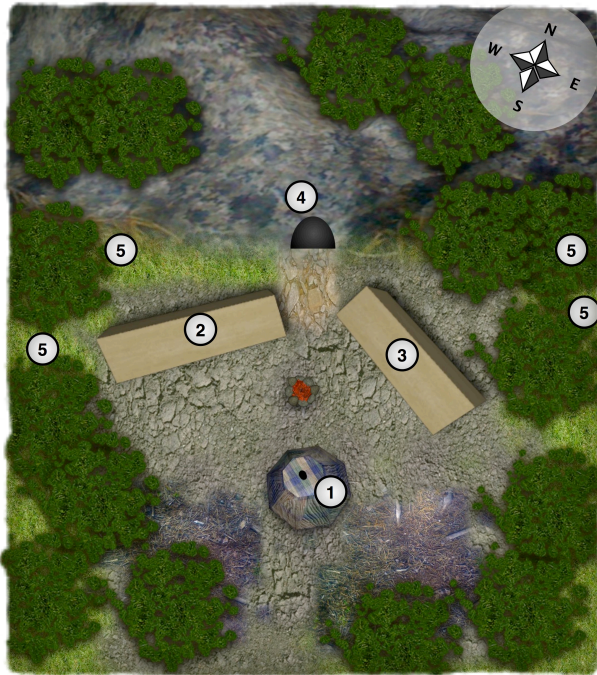
From here, the tracks are very easy to follow, as it is more like a small trail, walk several times by the wood goblin for a long period of time. If Liina is still alive and with the party, this is where she says good bye and returns to the logging camp.

Now, there is about 3 miles to the wood goblin camp. When the characters come closer to the mountain, describe that they see a mountain rising, over 300 yards high, at least. They can hear noises and sounds, that make them think of some kind of working activity, probably mining or digging.



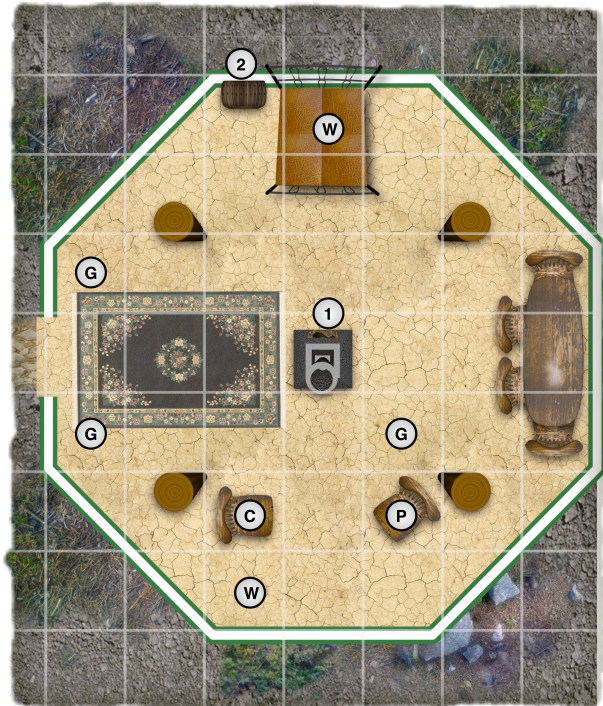
Encounter 3: (1) Chiefs Orgzoschs tent

The Wood Goblin Camp



- 1 Wood goblin chieftain tent
- 2 Wood goblin miner tent.
- 3 Wood goblin miner and prisoner tent.
- 4 The wood goblin mine entrance.
- 5 Signs saying in Goblin:
"Don't go around mountain!", and a picture of a foot with a cross over it.

Chiefs Orgzoschs tent



- G Wood goblin Guard.
- C Wood goblin Chief, Orgzosch.
- P Prisoner Mr storkati, on a chair, tied to the pole.
- W Desert Wolf
- 1 Fireplace, keeping the tent warm
- 2 A small chest.

When the characters enter the tent, read the following paragraph

You see a well lit tent and in the center of the tent is a small iron fireplace lit.

To the left is a huge iron bed with many hides on it, and a small chest beside it. To the right, you see Mr Storkati on a small chair, tied to a pole and beside him stands a grim looking goblin.

On a chair in front of them sits a large wood goblin wearing a decorated hat, with red feathers. Straight ahead on the other side of the tent is a table with four chair around, and some silver cups on the table, and a bottle of wine.

Situation

The guards on each side of the door is looking at the interrogation and will react when the guard beside Mr Storkati sees the character looking in to the tent.

Tactics

The Chief, Orgzosch, will dash and hide behind Mr Storkati, using his magic and leadership to control the battle. The pet desert wolfs will attack on Orgzosch command.

Any battle alarm from this tent will call the attention of any wood goblins in tents (2) or (3).

If the battle goes in favor of the PCs, Orgzosch will try to negotiate with them. In that case, read the paragraph below:

Stop fight! Me talk. Me Orgzosch, Chief of Red feather clan.

Me will free captives, you help red feather clan go home, build river thing, go on water.

Me give silver back, Me give also gold. Red feather clan want go home over water.

Big fellows helped Red feather clan build water thing, we come here. Water thing angry in storm, go away, Red feather clan stuck here.

Deal?

If the characters strike a deal with Orgzosch, they will spend one week building the raft, they will also receive the gold that Orgzosch has in his chest (2).

LEVEL 2 Quest

200 XP

Help the red feather clan build a raft.

If the PCs have a huge advantage, they can also perusade Orgzosch to release the prisoners, and take him clan and go.

LEVEL 4 ENCOUNTER

750 XP

1 Wood Goblin chief
3 Wood Goblin guards
2 Wolfs

Wood Goblin Guard

Level 2 Brute
XP 125

Small natural humanoid

Initiative +2 **Senses** Perception +2; low-light vision
HP 46; **Blooded** 23
AC 16; **Fortitude** 12; **Reflex** 14; **Will** 11
Speed 5; see also *wood goblin tactics*

⊕ **Battleaxe** (standard at-will) ♦ **Weapon**

+4 vs, AC ; 1d10 + 3 damage

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

The wood goblin thrower shifts 1 square

Alignment Evil **Languages** Common, Goblin

Skills Stealth +8, Thievery +8

Str 16 (+3) **Dex** 14 (+2) **Wis** 13 (+1)

Con 13 (+1) **Int** 6 (-2) **Cha** 4 (-3)

Equipment Chainmail, Battleaxe

Desert Wolf

Level 1 Skirmisher
XP 100

Medium natural beast

Initiative +4 **Senses** Perception +6; low-light vision
HP 28; **Blooded** 14
AC 16; **Fortitude** 12; **Reflex** 12; **Will** 11
Speed 8

⊕ **Bite** (standard at-will)

+5 vs, AC ; 1d6 + 1 damage, or 2d6 + 1 damage against prone targets

Combat Advantage

If the Desert Wolf has combat advantage against the target, the target is also knocked prone on a hit.

Alignment Unaligned **Languages** -

Str 12 (+1) **Dex** 14 (+2) **Wis** 13 (+1)

Con 14 (+2) **Int** 2 (-4) **Cha** 10 (0))

Encounter 4: (2) Wood Goblin miner tent

Orgzoch

Level 3 Controller (leader)
XP 150

Initiative +4 **Senses** Perception +2; low-light vision
HP 54; **Blooded** 27
AC 17; **Fortitude** 14; **Reflex** 15; **Will** 16
Speed 6; see also *superior wood goblin tactics*

Ⓢ Orgzoch Rod (standard at-will) ♦ Weapon

+7 vs. AC ; 1d6 + 4 damage

↩ Blinding Hex (standard at-will)

Ranged 10; +7 vs Fortitude; 2d6+1 damage and the target is blinded, (save ends).

↩ Stinging Hex (standard recharge ☞ ☞)

Ranged 10; +7 vs Fortitude; 3d6+1 damage if target is moves during its turn, (save ends).

Superior wood goblin tactics (immediate reaction, when missed by a melee attack; at-will)

Orgzoch and up to two allies within its line of sight shifts 1 square

Alignment Evil **Languages** Common, Goblin

Skills Stealth +10, Thievery +10

Str 16 (+4) **Dex** 14 (+3) **Wis** 13 (+2)

Con 13 (+2) **Int** 10 (0) **Cha** 18 (+5)

Equipment Leather robes, Chiefs rod

Treasure

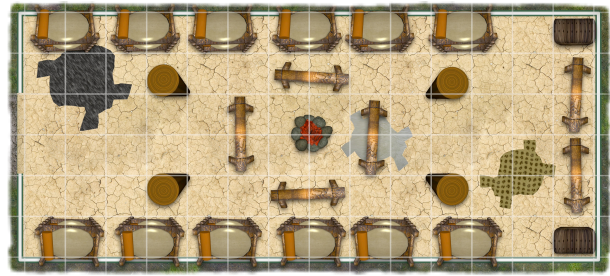
Orgzoch carry a nice brooch in silver and gold with some small gems inset, it is worth about 100 gold pieces.

The chest (2) is locked DC 20, but Orgzoch has the key in a chain around his neck. It contains:

- 180 gold pieces
- 675 silver pieces
- 2 potions of cure light wounds

The fine looking rug is worth at least 10 gold pieces, if all the blood from the recent fight is washed out.

The miner tent



In this tent, a total of 12 wood goblin miners in bed, sleeping or resting, as the other shift is working in the mine.

LEVEL 2 ENCOUNTER

300 XP

12 Wood Goblin miners

Wood Goblin Miner

Level 1 Minion
XP 25

Initiative +1 **Senses** Perception +1; low-light vision
HP 1; a missed attack never damages a minion.
AC 16; **Fortitude** 13; **Reflex** 14; **Will** 11
Speed 6; see also *wood goblin tactics*

Ⓢ Miners Pick Axe (standard at-will) ♦ Weapon

+5 vs. AC ; 4 damage (5 damage if the goblin miner has combat advantage against the target)

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

The wood goblin miner shifts 1 square

Alignment Evil **Languages** Common, Goblin

Skills Stealth +5, Thievery +4

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

Con 14 (+2) **Int** 5 (-2) **Cha** 6 (-2)

Equipment leather armor, Pick Axe

Tactics

These wood goblins fights without any leadership, so they will be very prone to run away. They will however scream to wake the goblins in tent (3). The wood goblins in tent (1) will not react to any noise from this tent, as quarrels are more than common among the miners.

Treasure

Each miner have 2d4 silver pieces. The two chests in the tent are both locked (DC 10).

Chest number 1

348 copper pieces

126 silver pieces

A diary, in goblin, but Sergeant Schawart. The diary gives any reader a faint hint of what have happened since the wood goblins arrived via the raft six months ago.

DM Note

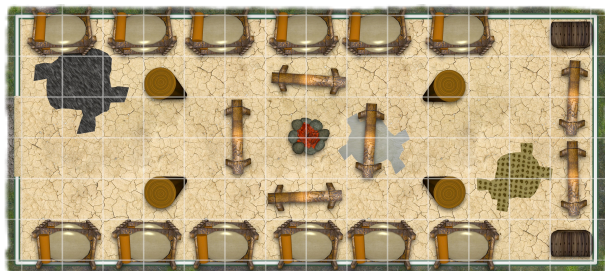
If none of the PCs can read Goblin, one surviving prisoner can.

Chest number 2

4 bottles of wood goblin wine, sour and foul smelling.

Encounter 5: (3) Wood Goblin miner and prisoner tent

The miner and prisoner tent



In this tent, a total of 8 wood goblin miners sleep or rest, as the other shift is working in the mine. There are also 3 wood goblin Guards, guarding the prisoners, and of cause, the prisoners.

The prisoners, 7 in total, are all tied both at hands and feet, and they are sitting on the floor or on the benches to the right of the tent. The wood goblin guards are all sitting around the fire, chatting. The miners are all in bed.

LEVEL 4 ENCOUNTER

675 XP

8 Wood Goblin miners
3 Wood Goblin Guards

Wood Goblin Miner

Level 1 Minion

Small natural humanoid

XP 25

Initiative +1 **Senses** Perception +1; low-light vision
HP 1; a missed attack never damages a minion.
AC 16; **Fortitude** 13; **Reflex** 14; **Will** 11
Speed 6; see also *wood goblin tactics*

④ **Miners Pick Axe** (standard at-will) ♦ **Weapon**

+5 vs, AC ; 4 damage (5 damage if the goblin miner has combat advantage against the target)

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

The wood goblin miner shifts 1 square

Alignment Evil **Languages** Common, Goblin

Skills Stealth +5, Thievery +4

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

Con 14 (+2) **Int** 5 (-2) **Cha** 6 (-2)

Equipment leather armor, Pick Axe

Wood Goblin Guard

Level 2 Brute

XP 125

Small natural humanoid

Initiative +2 **Senses** Perception +2; low-light vision
HP 46; **Bloodied** 23
AC 16; **Fortitude** 12; **Reflex** 14; **Will** 11
Speed 5; see also *wood goblin tactics*

④ **Battleaxe** (standard at-will) ♦ **Weapon**

+4 vs, AC ; 1d10 + 3 damage

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

The wood goblin thrower shifts 1 square

Alignment Evil **Languages** Common, Goblin

Skills Stealth +8, Thievery +8

Str 16 (+3) **Dex** 14 (+2) **Wis** 13 (+1)

Con 13 (+1) **Int** 6 (-2) **Cha** 4 (-3)

Equipment Chainmail, Battleaxe

Tactics

The wood goblin miners fights without any leadership, so they will be very prone to

run away. They will however scream to wake the goblins in tent (3). The wood goblins in tent (1) will not react to any noise from this tent, as quarrels are more than common among the miners. The Wood Goblin Guards will fight to keep the prisoners safe, threaten-ing to kill them to make the PCs end the fighting.

Treasure

Each miner have 2d4 silver pieces. The two chests in the tent are both locked (DC 10).

Chest number 1

9 gold pieces.

12 bottles of wood goblin beer, a good beer with a rich flavor.

Chest number 2

This chest contains a smaller iron chest, which you all recognize as Mr Storkatis salary box. All the 812 gold pieces in various gold, silver and copper coins.

The prisoners

The prisoners are more than happy to try get back to the logging camp, or what is left of it, when it is safe to do that. They will help Mr Storkati to carry back whatever was stolen, the iron box among other things.

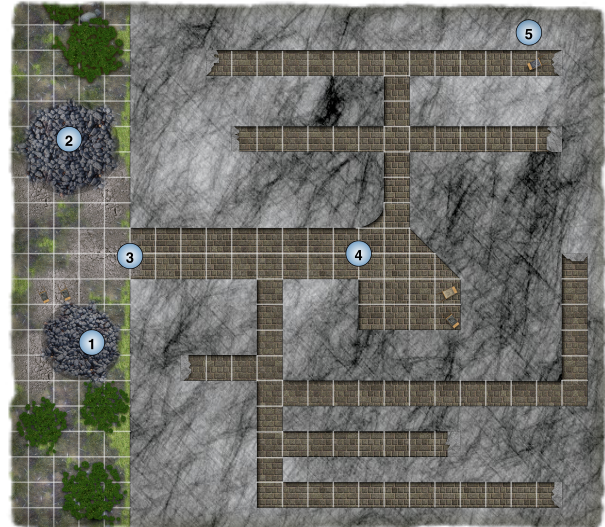
The prisoners are:

- Laaro, human male lumberjack
- Hetha, human female cook
- Rothogor, dragonborn male lumberjack
- Ghârm, dwarven male blacksmith
- Thinos, human male teamster
- Frockrick, human male lumberjack
- Dhôrm, dwarven female lumberjack

They are all to be treated as commoners, with 1 HP each.

Encounter 6-8: The Wood Goblin Mine

The Wood Goblin Mine



1 & 2 A pile of stone and rocks.

3 The mine entrance

4 The inner workshop and hall

5 This is the current location of the mining operation.

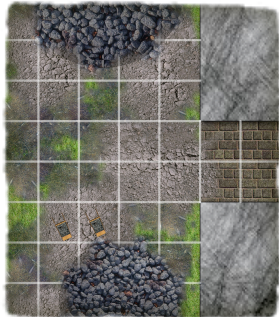
In the mine, the tunnels are about 5' high, and it is dark. PCs without a light source will experience severe difficulties seeing.

When the PCs come closer to the mine, read the following paragraph.

You see a 10 foot wide, 5 foot high tunnel that goes straight in to the darkness of the mountain. On both sides are huge piles of stone and rock, and two full wheelbarrows are standing close to the pile to the right.

Two armed wood goblins in chain mail stand at the opening of the tunnel.

Encounter 6: The mine entrance



Mini map of the mine entrance.

LEVEL 1 ENCOUNTER		250 XP
2 Wood Goblin Guards		
Wood Goblin Guard		Level 2 Brute XP 125
Small natural humanoid		
Initiative +2 Senses Perception +2; low-light vision HP 46; Blooded 23 AC 16; Fortitude 12; Reflex 14; Will 11 Speed 5; see also <i>wood goblin tactics</i>		
④ Battleaxe (standard at-will) ♦ Weapon		
+4 vs, AC ; 1d10 + 3 damage		
Wood Goblin tactics (immediate reaction, when missed by a melee attack; at-will)		
The wood goblin thrower shifts 1 square		
Alignment Evil	Languages Common, Goblin	
Skills Stealth +8, Thievery +8		
Str 16 (+3)	Dex 14 (+2)	Wis 13 (+1)
Con 13 (+1)	Int 6 (-2)	Cha 4 (-3)
Equipment Chainmail, Battleaxe		

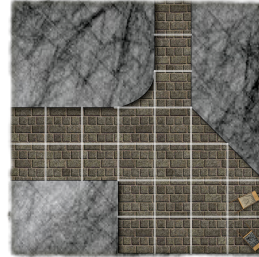
Tactics

The guards will not let anyone enter the mine unless they are wood goblins and a red feather clan member.

They will call for help, alerting anyone on area (4) in the mine if attacked or

threatened.

Encounter 7: The main area



LEVEL 1 ENCOUNTER

200 XP

8 Wood Goblin Miners

Wood Goblin Miner

Level 1 Minion
XP 25

Small natural humanoid

Initiative +1 **Senses** Perception +1; low-light vision
HP 1; a missed attack never damages a minion.
AC 16; **Fortitude** 13; **Reflex** 14; **Will** 11
Speed 6; see also *wood goblin tactics*

Ⓢ **Miners Pick Axe** (standard at-will) ♦ **Weapon**

+5 vs, AC ; 4 damage (5 damage if the goblin miner has combat advantage against the target)

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

The wood goblin miner shifts 1 square

Alignment Evil

Languages Common, Goblin

Skills Stealth +5, Thievery +4

Str 14 (+2)

Dex 17 (+3)

Wis 12 (+1)

Con 14 (+2)

Int 5 (-2)

Cha 6 (-2)

Equipment leather armor, Pick Axe

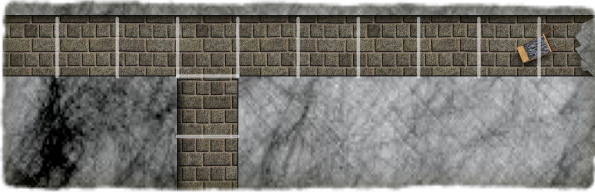
Tactics

The miners will defend their mine, but will flee into the mine if the battle is going bad.

Treasure

Both encounter 6 and 7. Each miner have 2d4 silver pieces. Each guard have 2d10 silver pieces.

Encounter 8: The mining activity



LEVEL 2 ENCOUNTER

250 XP

4 Wood Goblin Miners
1 Wood Goblin sergeant

Wood Goblin Miner

Level 1 Minion

Small natural humanoid

XP 25

Initiative +1 **Senses** Perception +1; low-light vision
HP 1; a missed attack never damages a minion.
AC 16; **Fortitude** 13; **Reflex** 14; **Will** 11
Speed 6; see also *wood goblin tactics*

⬇ **Miners Pick Axe** (standard at-will) ♦ **Weapon**

+5 vs, AC ; 4 damage (5 damage if the goblin miner has combat advantage against the target)

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

The wood goblin miner shifts 1 square

Alignment Evil **Languages** Common, Goblin

Skills Stealth +5, Thievery +4

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

Con 14 (+2) **Int** 5 (-2) **Cha** 6 (-2)

Equipment leather armor, Pick Axe

Wood Goblin Sergeant

Level 3 Controller (Leader)

XP 150

Small natural humanoid

Initiative +2 **Senses** Perception +4; low-light vision
HP 48; **Bloodied** 24
AC 19; **Fortitude** 15; **Reflex** 16; **Will** 14
Speed 5; see also *superior wood goblin tactics*

⬇ **Short Sword** (standard at-will) ♦ **Weapon**

+6 vs, AC; 1d6 + 4 damage. Miss: An adjacent ally makes a free basic attack.

Superior wood goblin tactics (immediate reaction, when missed by a melee attack; at-will)

The wood goblin sergeant and up to two allies within its line of sight shifts 1 square

Alignment Evil **Languages** Common, Goblin

Skills Stealth +10, Thievery +10

Str 16 (+4) **Dex** 14 (+4) **Wis** 12 (+2)

Con 14 (+3) **Int** 8 (0) **Cha** 8 (0)

Equipment Chain mail, Short Sword

Tactics

The sergeant will send the miners first. If other wood goblins have fled to this point, the sergeant might surrender his troops if the battle is going really bad.

Treasure

Each miner have 2d4 silver pieces. Each guard have 2d10 silver pieces. The sergeant wears a **Ring of protection +1**, and has 32 silver pieces and 12 gold pieces.

Part two - the old dragonborn burial site

When the characters have travelled to the other side of the mountain, looking for the *fearful cave*, read the following paragraph

You see a small 10 foot wide and about 6 foot tall rough cave opening. To the left of the opening stands a tall, weatherworn pillar in some kind of marble, and to the right lies the remains of another marble pillar, broken into three pieces.

Let all PCs roll a **Perception**. Read the paragraphs below that matches the DC for the PC with the best result. Read all paragraphs that matches the result, not only the last one.

DC 15

You see tracks and footmarks going both in and out of the cave. The size of the marks indicates that they might be goblin tracks.

DC 22

Looking closely, you see that the steps into the cave are close, indicating short steps and slow movement going in, but the steps going out are far apart, indicating faster movement on the way out.

DC 28

The tracks leading out indicates fleeing more than just running.

DM Background

This cave is a very old Dragonborn burial site, where a clan leader once was buried. To prevent tomb raiders, the dragonborn clans at that time build secret burial sites,

filled with ingenious traps, to let their dead rest in peace.

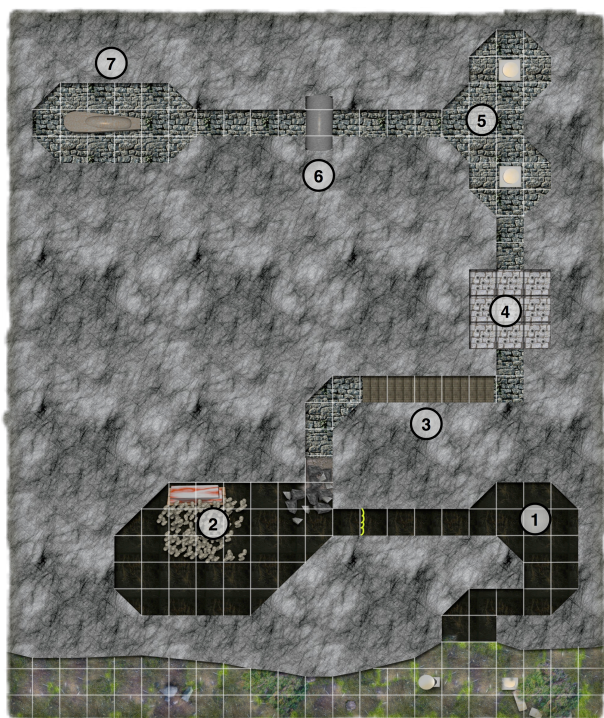
Several hundred years later, when this land was annexed by the great tiefling empire, the outer sections of this cave was used by the tiefling demon priests, ***the cult of Demricon***, for their bloody rites, where humanoids, mostly dragonborn captives were sacrificed on the altar and the demon lord called ate the body, leaving just the head, and then went out to do whatever task the priests had at hand, often attack a dragonborn army or strongpoint. The tiefling empire fell into the shadows of history, and this cave has been abandoned ever since.

The reason for this, and the reason that the goblins never could enter here, is the *Curtain of fear*, set by the priests to protect their secret altar from outsiders.

They also animated some skeletons and zombies in the altar room just to be safe, and those will wake up if anyone except the priests pass by the curtain.

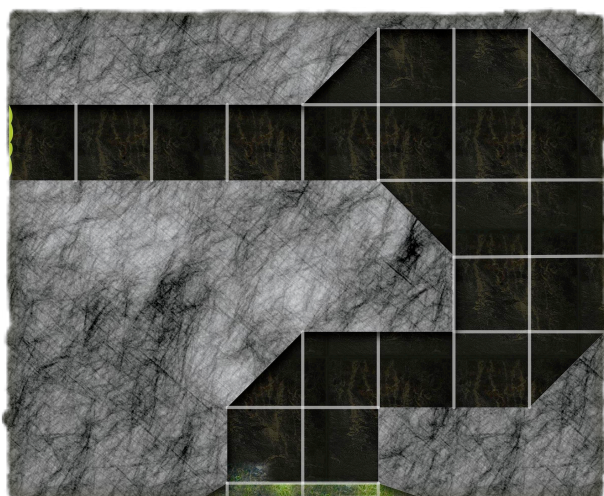
The secret door, built by the dragonborns, has now collapsed, unveiling this caves real purpose to any daring adventurer.





- 1 - The outer room
- 2 - The altar room of the cult
- 3 - The stairs up (nothing special with them)
- 4 - The fire dance room
- 5 - The statue room
- 6 - The cylinder trap room
- 7 - The burial chamber

Encounter 9: (1) The curtain of fear



Read the following paragraph:

The walls, floor and roof is all covered black, almost burnt, and the floor is littered with burnt pieces of bones. At the end of the corridor leading to the left, there is a large curtain, covered with strange symbols and frightful faces and pictures.

LEVEL 1 ENCOUNTER

150 XP

1 Curtain of fear

Curtain of fear

Obstacle

Level 3 Obstacle

XP 150

A magical curtain, that covers a passage or a doorway.

Trap: This obstacle will prevent unwanted persons to pass.

Trigger

Looking at the curtain will trigger the attack

Attack

+4 vs Will; Victim will be running away from object in fear, save ends.

Countermeasure

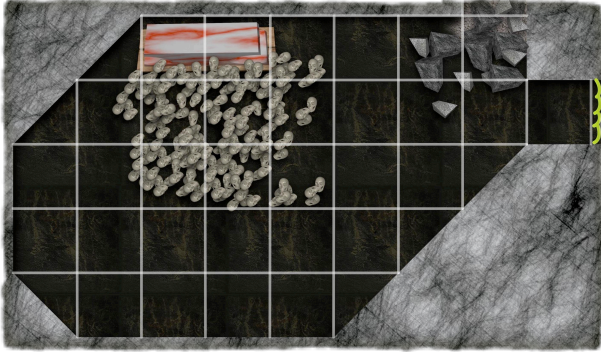
- ♣ If the attack fails, the target is immune to further attacks by this object.
- ♣ Cover the curtain will counter the effect

Anyone not affected, the attack fails, is immune to the fear attack and will be able to take down the curtain from the curtain rod and safely place it in a sack or backpack. As soon at the curtain is disturbed, the monsters in room (2) will be activated.

Treasure

The ***Curtain of fear*** is a magical item worth 760 gp.

Encounter 10: (2) The altar of Demricon



Read the following paragraph:

Along the right wall in the far corner of this oddly shaped room stands a huge stone piece, it looks like an altar of some kind.

On the floor lies hundreds of skulls from humans, dragonborns and other humanoids. Something rises from the ground, it is skeletons, and something else, and they seems to move in your direction.

A **History** DC 20 or a **Religion** DC 20 will let the character have a brief knowledge of the now extinct ***cult of Demricon*** and the sacrificial rites.

LEVEL 4 ENCOUNTER

500 XP

8 Skeleton Wards
2 Zombie Wards

Skeleton Ward

Medium natural animate (undead)

Level 1 Minion

XP 25

Initiative +3 **Senses** Perception +2; darkvision
HP 1; a missed attack never damages a minion.
AC 16; **Fortitude** 13; **Reflex** 14; **Will** 13
Immune disease, poison
Speed 6

⚔ **Battleaxe** (standard at-will) ♦ **Weapon**

+6 vs. AC ; 4 damage.

Alignment
Unaligned

Languages-

Str 15 (+2)

Dex 17 (+3)

Wis 14 (+2)

Con 13 (+1)

Int 3 (-4)

Cha 3 (-4)

Equipment Battleaxe, heavy shield

Zombie Ward

Medium natural animate (undead)

Level 3 brute

XP 150

Initiative -1 **Senses** Perception +0; darkvision
HP 52; **Blooded** 26; see also *Zombie weakness*
AC 14; **Fortitude** 13; **Reflex** 10; **Will** 10
Immune disease, poison **Resist** 10 necrotic
Vulnerable 5 Radiant
Speed 6

⚔ **Slam** (standard at-will)

+7 vs. AC; 2D6 + 2 damage

⬇ **Zombie Ward Grab** (standard at-will)

+5 vs Reflex; the target is grabbed (until escape).
Checks made to escape Zombie Ward's grab take a -3 penalty.

Zombie Ward Weakness

Any critical hit to the zombie ward reduces it to 0 hit points instantly.

Alignment
Unaligned

Languages -

Str 14 (+3)

Dex 9 (0)

Wis 8 (0)

Con 12 (+2)

Int 1 (-4)

Cha 3 (-3)

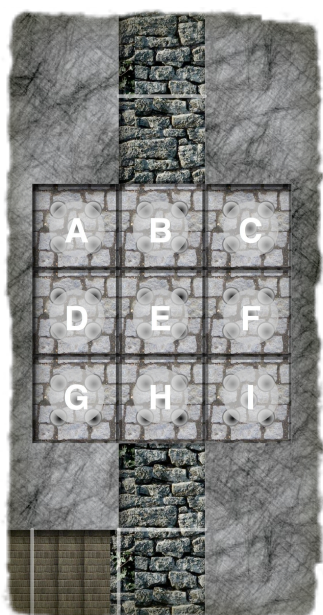
Tactics

They will attack anyone entering the room, crossing the invisible line where the curtain hung.

Info

The secret door that once hit the inner sanctum of this burial site have fallen due to reasons unknown. If someone examine the stones, they will clearly see that the side that has been towards the room is burnt like the rest of the wall.

Encounter 11 (4) Fire Dance Room



The Fire Dance Room

Read the following paragraph

You see a small 15 feet times 15 feet room, where the floor is laid in 9 distinct squares, 3 times 3.

In each square, you see five nozzles in the floor.

The Fire Dance Trap

Stepping in one of the squares will trigger a fire burst in another square. Use the table below to find out the pattern of the trap.

A	B	C	D	E	F	G	H	I
H	I	G	F	E	D	B	C	A

LEVEL 3 ENCOUNTER

400 XP

1 Fire dance hazard

Fire dance hazard

Hazard

Level 5 Lurker

XP 400

3 times 3 squares in a equally sized room, each square has five visible nozzles.

Trap: Anyone stepping in a square (or anything pressing down with at least 40 lb. of pressure), will trigger a flame burst in the square associated with the trigger square.

Trigger

At least 40 lb. of pressure on a square from an object of organic heritage (that will burn).
If the object is staying more than 60 seconds on the same square, that square will burst into flames as well until the pressure is gone.

Attack

Immediate Reaction or Standard Action

Target creature in target square

Attack:+9 vs Reflex

Hit: 2d6+3 fire damage and ongoing 5 fire damage (save ends)

Miss: Half damage, no ongoing damage.

Countermeasure

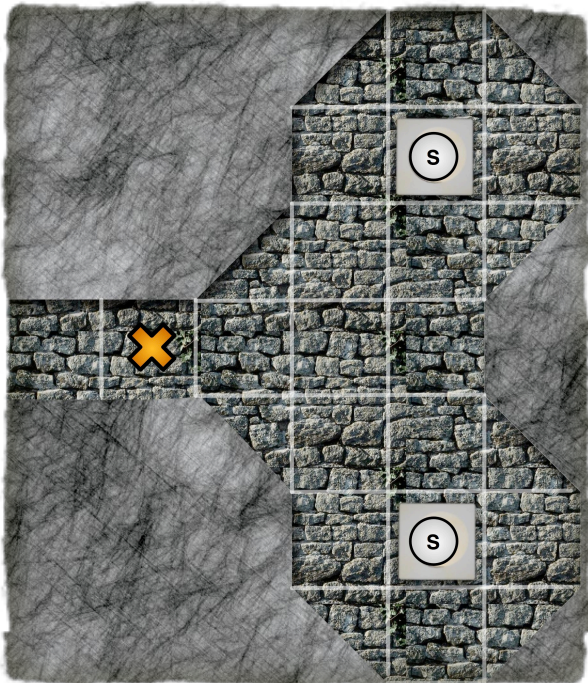
Can be shut down using the lever in the secret control room.

DM Note

Using the rocks from the fallen secret door will not trigger the trap.

Encounter 12

(5) Statue room



The statues (S) are beautiful marble statues of dragonborn rangers armed with longbows, both are aiming at the X marked on this DM map.

Read this paragraph

In this oddly shaped room, you see two very beautiful marble statues of dragonborn rangers from the old days. Both are holding longbows, aiming at the corridor exit to the left of the room.

It is almost as there statues sharpened their aim when you entered the room, but it might just be the flickering of the lights.

Note to DM

Use some props equipped with longbows as statues, and position them so they both aim at the X, just to make this hazard more real.

LEVEL 2 ENCOUNTER

350 XP

2 Archery statues

Archery statue

Trap, animated object

Level 4 Lurker

XP 175

A statue of a dragonborn ranger armed with a longbow

Trap: When the trap is triggered, the statues activate and starts to fire arrows as long as the target is in line of sight. The statues has 20 arrows to fire.

Trigger

When anyone enters the square marked X from outside the room, the trap triggers.

Attack

Immediate Reaction or Standard Action

Target creature

Attack: +7 vs Reflex

Hit: 1d10+2

Countermeasure

Can be shut down using the lever in the secret control room.

Tactics

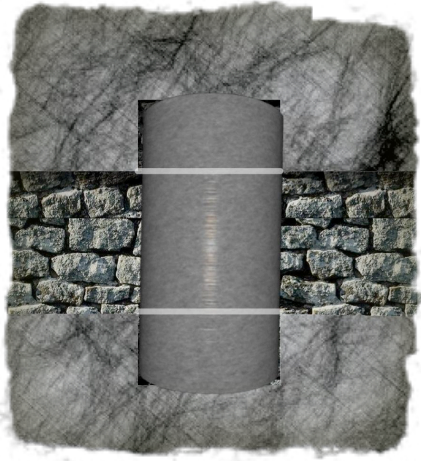
The statues will concentrate on a single target, even if multiple targets exists. The target will always be the first available target. When that target is out of sight, they will switch to the next. The statues will not fire at a target that is inside the corridor and is past the spot marked X.

The statues can neither be destroyed nor attacked by the PCs, not even while rolling a natural 20 in a Strength check or similar, and covering them will not prevent them from firing.

Using the metal lid from room number (7) will give cover enough to prevent the statues from hitting.

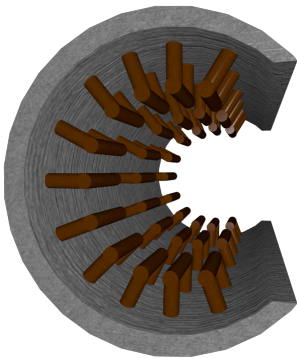
Encounter 13

(6) Cylinder door

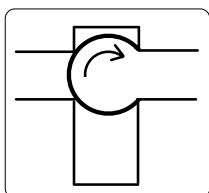


This hazard is a little special, so I describe it to the DM, who might be able to give a good description to the players.

The room is a large metal cylinder, as the picture below shows.



On the inside there are several handles. The cylinder will rotate on the slightest change of weight. Anyone not carefully holding tight, will loose the grip and fall into the pit below the cylinder, see the drawing to the right.



Side view of the rotating hazard

Below the rotating cylinder is a 20 feet deep shaft. Anyone falling down will suffer 2d10 of falling damage. To pass through this hazard, you have to use the ladders inside it to make it turn the way you want it to.

LEVEL 1 ENCOUNTER

150 XP

1 Rotating cylinder hazard

Rotating cylinder

Hazard

Level 4 Hazard

XP 150

A rotating cylinder that acts like a door

Trap: When someone enters the cylinder it will rotate.

Trigger

When rotating, there is a chance of falling out when the opening is directly down. The cylinder always rotates clockwise, never counter clockwise. After a rotation, the cylinder always returns to the start position, facing the statue room.

The pit is 5 feet wide, so using the outer side (left or right) will prevent the PCs from falling down, but instead, if the attack renders a hit, and the PC is using the side to prevent falling, they will get the same damage from getting mangled by the cylinder door.

Attack

Immediate Reaction or Standard Action

Target creature

Attack: +2 vs Reflex or Fortitude, targets choice.

Hit: The target loses grip and falls down in the pit, taking 2d10 of falling damage.

Countermeasure

Can be shut down using the lever in the secret control room.

Treasure

In the shaft below, there are several remains of a few not so lucky adventures. One of the have a **Chain mail +1**.

Encounter 14 (7) The Burial Chamber



Read this paragraph

In the center of this long chamber sits a very large steel coffin, over 15 feet long.

The room has beautifully decorated walls, with paintings showing landscapes and huge dragonborn armies riding across wast plains and thick forests.

If the coffin is opened, this encounter is activated. The skeleton will use the favored weapon of the main defender, or a longsword if there is no primary defender in the party. Describe the weapon to the players, and how beautiful the weapon looks.

Treasure

In the coffin is the belongings of this once great warrior and prince.

- 22 small gems with a total value of 640 gold pieces.
- 270 gold pieces
- Amulet of protection +1
- One melee weapon (preferred by main defender) +1 or longsword +1
- One ranged weapon (preferred by main striker) +1 or longbow +1
- Symbol of Life +1

LEVEL 3 ENCOUNTER

400 XP

1 Dragonborn Skeleton

Dragonborn Skeleton

Medium natural animate (undead)

Level 5 Elite

XP 400

Initiative +5 **Senses** Perception +4; darkvision

HP 67; **Bloodied** 33;

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

Immune disease, poison **Resist** 10 necrotic

Vulnerable 5 Radiant

Speed 6

Actionpoint 1

⚔ **Melee weapon** (standard at-will) ♦ **Weapon**

+10 vs, AC; [w] + 3 damage

☠ **Breath Weapon Acid** (minor action; encounter reload ☹)

Close blast 3

Targets All targets in area

Attack +7 vs Reflex; damage 2d6+4

Dragonborn Fury

When bloodied, the Dragonborn Skeleton gain +1 racial bonus to attack rolls.

⚔ **Combat Surge** (standard, usable only when bloodied, encounter) ♦ **Healing, Weapon**

The Dragonborn Skeleton makes a melee basic attack and regain 16 hit points.

Alignment

Unaligned

Languages -

Str 17 (+6)

Dex 16 (+5)

Wis 14 (+4)

Con 17 (+5)

Int 3 (-2)

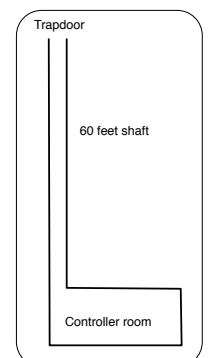
Cha 3 (-2)

Secret trapdoor

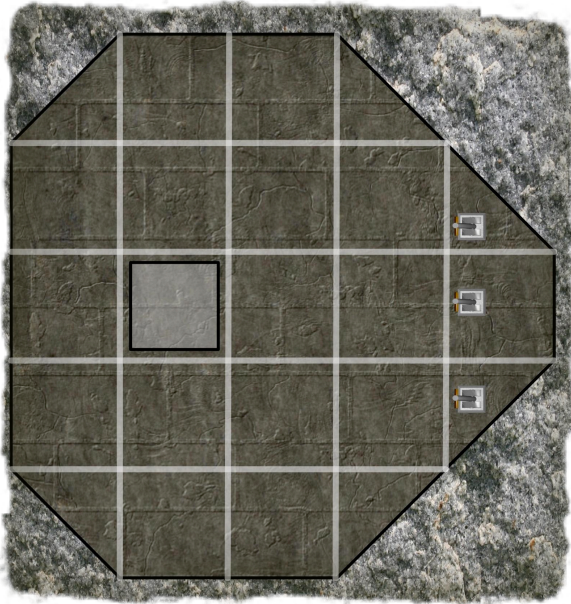
If the coffin is pushed or moved, a trapdoor under the coffin is revealed. The trapdoor leads to a small pit with an iron ladder mounted on one of the walls.

The ladder is over 60 feet deep, and anyone failing an **Athletics, climbing** DC 5 will fall and get 3d10 of falling damage. Using ropes to secure the climb will prevent the fall.

Below the pit is a small room.



Encounter 15 The Controller Room



The translucent square marks where the shaft from the trapdoor exits in the roof, the ladder goes all the way down to the floor.

Read this paragraph:

You enter a small dark room, and along one of the walls are three large levers. The walls are all just massive stone, no decorations or other work, the room seems to be just cut out of the mountain.

The three levers, or switches, turns on or off the three major hazards.

The topmost turn off the cylinder room, and lowers the cylinder as a floor to safely walk over.

The middle one turns off the statues, makes them just stand with their longbows lowered.

The last one turns of the fire dance room.

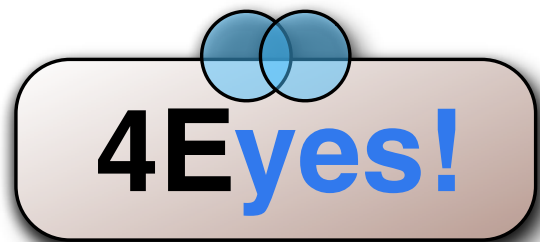
When a lever is switched, a metallic sounds is heard from somewhere deep in the mountain.

This concludes the adventure.

Quest experience points to gain

- For turning off the traps: 100 XP

THE END



If you do like this adventure module, please goto this link and show your appreciation.

<http://4eyes.code66.se>

Many Thanks!

Totte Alm

Quest card

**Make sure
every prisoner,
including Liina
returns safely
home.**

Quest card

**Build a raft to
help the red
feather clan
return home.**







