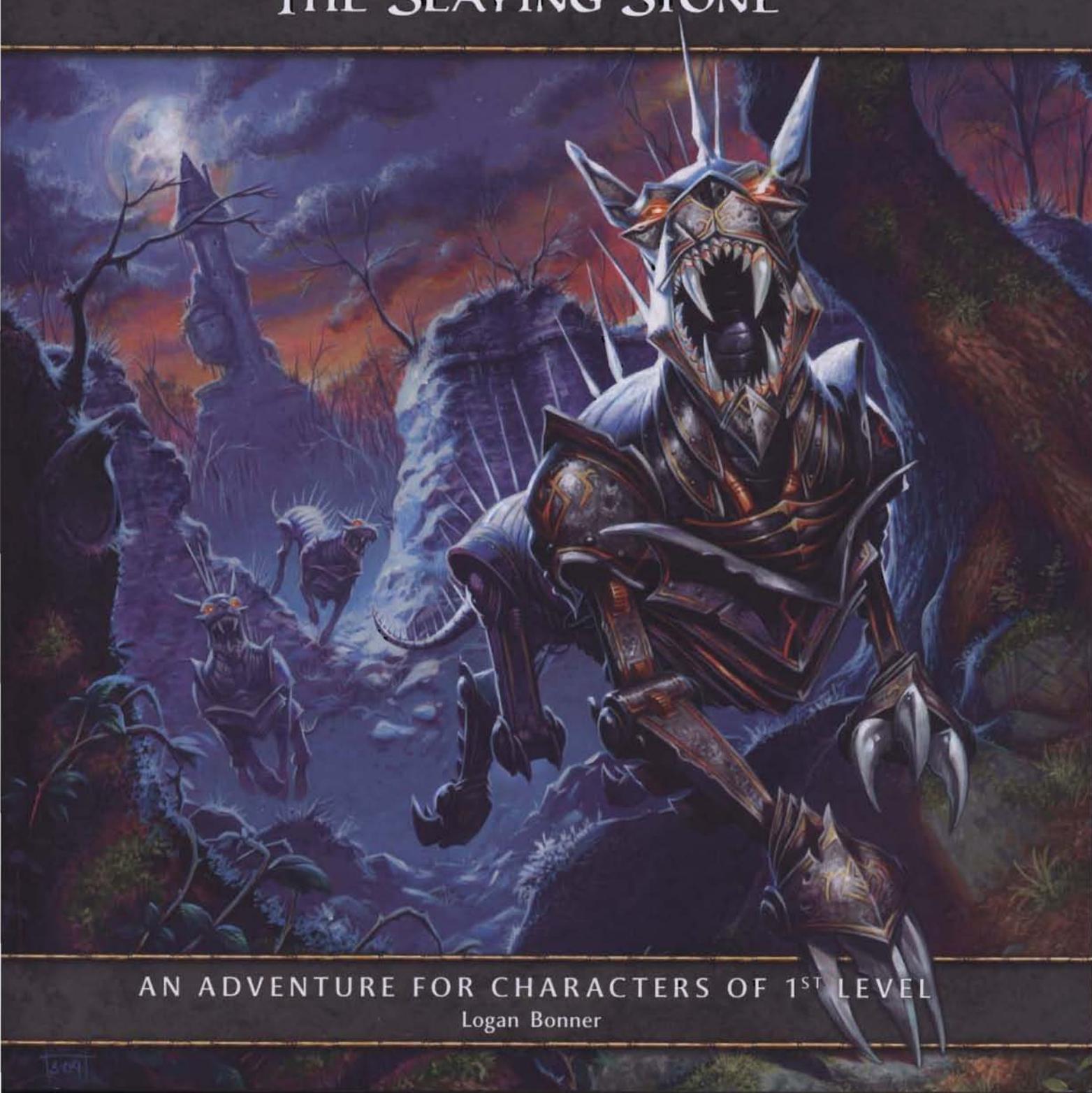


DUNGEONS & DRAGONS®

THE SLAYING STONE™



AN ADVENTURE FOR CHARACTERS OF 1ST LEVEL
Logan Bonner

INTRODUCTION

The *Slaying Stone*™ is a DUNGEONS & DRAGONS® adventure designed for five 1st-level player characters. The characters should reach 2nd level by the end of the adventure.

BACKGROUND

The town of Kiris Dahn, built by human hands, stood strong against invaders for decades after the fall of the empire of Nerath. It had magical stones—created by tiefling artisans—that could kill anyone who attacked the town. The number of stones dwindled until all were spent.

Eight years ago, the citizens of Kiris Dahn abandoned the town when faced with invading goblin hordes. The town had endured a long decline under the rule of the Kiris family, and the citizens scattered rather than follow their ruler, Kiris Alkirk. Along with his advisor and seer Treona, Alkirk found a place to live in obscurity.

The gobblins overran the town and renamed it Gorizbadd. The town quickly fell into ruin, since gobblins were far more interested in vandalism than in proper maintenance. A faction of kobolds took over the slums, since the gobblins live mostly in what were once residences for the wealthier people of Kiris Dahn.

Recently, Treona discovered old records that indicate one *slaying stone* still remains. She now looks for powerful individuals to recover it.

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SYNOPSIS

Treona recruits the adventurers to find the last *slaying stone* and bring it back so it can be destroyed. They need to get into the town and stay hidden, since there are simply too many gobblins to fight all of them. As they explore the places Treona suggested the stone might be, they deal with the goblin and kobold factions. A vicious group of orc mercenaries also searches the town for the *slaying stone*. After exploring several dead ends, the characters find the stone in the lair of a powerful brass dragon, and they must convince the dragon to relinquish the stone. The orcs appear again, ambushing the characters in order to steal the item.

RUNNING THIS ADVENTURE

As with any published adventure, *The Slaying Stone* as written won't be perfectly suited to your group. Make any changes you see fit to make your game more fun. See page 96 of the *Dungeon Master's Guide*® for advice on running published adventures.

If you haven't run 4th Edition DUNGEON & DRAGONS as a Dungeon Master, you might want to review the quick-start rules at www.DungeonsandDragons.com. Also, this adventure uses a new monster stat block format also featured in the *Monster Manual*® 3 core rulebook.



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OPENING SCENE

At the beginning of the adventure, the characters brave a storm as they travel through the night along an old road surrounded by dangerous woods. Let the players decide whether their characters already know one another or if they're just now meeting at a crossroads. Paraphrase the following text, adjusting to fit whether the characters are traveling together or just meeting.

Read:

A cold wind whips sleet at you and tears at your cloaks. The moon is shrouded behind a gray haze, and you hear wolves baying in the dark woods all around. Against the dusky sky, you can just make out the shadow of a low tower. A lantern burns in one of its windows and begins to sway, beckoning you toward the safety of shelter.

Let the player characters decide whether they'll move toward the building, and give them time to introduce themselves or chat for a minute. Then, begin **Encounter 1: The Hungry Wolves** on the facing page.

INSIDE TREONA'S TOWER

The three-story stone tower belongs to an elderly ritualist named Treona. After the characters defeat or escape the wolves, she invites them into her sitting room, where a fire roars in the hearth. A regal man in his mid-forties descends the stairs to join them, and Treona introduces him as Kiris Alkirk.

Treona tells the characters she's been keeping an eye on them, catching news of their exploits. She explains that she and Alkirk need competent risk-takers to recover something for them. Alkirk is the last heir in the Kiris line, the rulers of the fallen town of Kiris Dahn. Eight years ago, Alkirk, Treona, and the citizens were forced to abandon Kiris Dahn. In the face of an overwhelming goblin invasion, the populace scattered to other settlements or secluded lives. The goblins took over Kiris Dahn and live there still.

Before the goblins came, the Kiris line had exhausted its supply of *slaying stones*, powerful items that used magic to kill the town's greatest enemies. The town had eight of them, and all had been spent to destroy various threats. The goblins came in great numbers, and there was no stone to frighten them off.

While studying obscure historical texts, Treona found references indicating that there were originally nine *slaying stones*, not eight. Treona wants the adventurers to find and retrieve the remaining stone so she can destroy it using a ritual she has devised.

Treona gives the characters a copy of the map shown on page 9 and explains that the goblins live primarily in the northern sections of the town, so it will be easier for the characters to travel through the southeast. She

thinks the slaying stone likely rests within the old library, one of the temples, or the Kiris estate. All of these are outside the areas where most of the goblins live.

TREONA'S RITUAL

Treona gives the characters three identical ritual scrolls. She tells them the ritual is attuned to the slaying stone, and shows a ghostly image of the item if it's nearby. It's best to use the ritual at the center of a building to search the whole area thoroughly. The ritual has a component cost of 25 gp, so Treona gives the characters 75 gp worth of alchemical reagents. She refuses to give the characters the ritual to destroy the slaying stone because she wants proof of its eradication.

DESTROY THE SLAYING STONE

The defining quest of this adventure encourages the characters to retrieve the one remaining slaying stone. Treona wants them to return it to her so it can be destroyed. At the least, they can use it to destroy an enemy and show the remnants to Treona and Kiris Alkirk.

QUEST: DESTROY THE SLAYING STONE

2nd-Level Major Quest (625 XP)

The characters complete this quest if they take the slaying stone to Treona or bring her evidence of its destruction.

COLLECT ARCANE WRITINGS

Though she and the other residents of Kiris Dahn abandoned the town years ago, Treona regrets leaving some of the books in the library. If the characters ask whether there's anything else worth recovering, she gives them a list of five important books. It's up to you to decide where these writings rest. The former library and Kiris mansion are the most likely locations.

QUEST: COLLECT ARCANE WRITINGS

1st-Level Minor Quest (100 XP)

The character completes this quest if he or she searches for and returns the books Treona wants.

MORE ABOUT THE STONES

The *slaying stones*' story is described on page 10. Treona knows most of this information and shares it with the characters if they pursue more information about the *slaying stones*.

ENCOUNTER 1: THE HUNGRY WOLVES

ENCOUNTER LEVEL 1 (550 XP)

SETUP

2 gray wolves (G)

3 ravenous wolves (R)

As the characters notice the light from the tower, a pack of desperately hungry wolves stalks out of the woods to attack them. **Read:**

The lantern swinging in the window ahead reflects off several sets of eyes in the forest around you. You hear low growling as wolves emerge from between the gray tree trunks. Most of the wolves look half-starved, and they charge toward you.

Place the characters on the road near the east edge of the map, then roll initiative.

2 Gray Wolves (G)

Medium natural beast

HP 38; Bloodied 19

AC 16, Fortitude 14, Reflex 15, Will 13

Speed 8

STANDARD ACTIONS

➊ Bite ⚡ At-Will

Attack: Melee 1 (one creature); +7 vs. AC

Hit: 1d6 + 5 damage, or 2d6 + 5 against a prone target. If the wolf has combat advantage against the target, the target falls prone.

Effect: The wolf shifts 4 squares.

Str 13 (+2)

Dex 16 (+4)

Wis 13 (+2)

Con 14 (+3)

Int 2 (-3)

Cha 10 (+1)

Alignment unaligned

Languages –

Level 2 Skirmisher

XP 125 each

Initiative +6

Perception +7

Low-light vision

3 Ravenous Wolves (R)

Medium natural beast

HP 25; Bloodied 12

AC 15, Fortitude 12, Reflex 14, Will 14

Speed 8

STANDARD ACTIONS

➊ Bite ⚡ At-Will

Attack: Melee 1 (one creature); +6 vs. AC

Hit: 1d10 + 3 damage, and the target is grabbed.

MOVE ACTIONS

Drag Away ⚡ At-Will

The wolf moves half its speed and pulls a creature it has grabbed with it. Neither the wolf nor the grabbed creature provokes opportunity attacks during this movement.

Str 9 (-1)

Dex 13 (+1)

Wis 12 (+1)

Con 9 (-1)

Int 2 (-4)

Cha 9 (-1)

DEVELOPMENT

When the characters get within 12 squares of the tower, its resident starts yelling for them to enter.

Treona is an elderly ritual caster, and she lit the lantern to guide the characters toward her home. She hurls ceramic jars full of alchemical flash powder at the wolves to chase them off or to distract them so characters can escape. Treona has four jars of flash powder.

Once a wolf comes within 6 squares of the tower, roll initiative for Treona and read:

A voice calls out from the tower, shouting over the pouring rain and snarling wolves. It sounds like an old woman yelling, “Get inside my tower! You’ll be safe in here!”

STANDARD ACTION

⠁ Flash Powder ⚡ At-Will

Attack: Ranged 3/6 (one creature); +6 vs. Fortitude

Hit: The target is blinded until the end of Treona’s next turn.

TACTICS

Ravenous wolves move into position to flank with the gray wolves and ready to attack after a gray wolf knocks its prey prone. The wolves team up viciously and try to drag off one character to eat him or her.

Since the ground is muddy everywhere, the characters and wolves basically move at half speed. Escaping is hard since shifting is cut off.

Level 1 Skirmisher

XP 100 each

Initiative +3

Perception +6

Low-light vision

FEATURES OF THE AREA

Illumination: Dim light, or bright light within 3 squares of the tower.

Mud: The rain has turned the ground and road to mush. All squares except for the bridge are difficult terrain.

Door: The door is on the west wall of the tower. It’s unlocked, and the characters can enter freely.



OVERVIEW

The following timeline gives you an idea of how the adventure might progress, but keep in mind that the player characters needn't do these things in order. The upcoming sections describe how the themes, factions, and nonplayer characters described later in this adventure interconnect and come up in play. Sometimes it's unclear which parts of a published adventure should move to the forefront, so this information can help keep the narrative pointed in the right direction.

ROUGH TIMELINE

1. Treona and Dreus (patron of the Severed Eyes orc band) discover that one of the slaying stones is unaccounted for. You can choose to have them discover this independently or create a plot connection between the two arcanists. Dreus sends the orcs to get the *slaying stone*, and Treona sends the characters soon after.
2. The orcs use their reputation and power to intimidate the factions of Gorizbadd as they hunt for the *slaying stone*.
3. The characters sneak through the abandoned areas of Gorizbadd, looking for the stone's hiding place. They encounter enemies that live in several locations but dodge most of the goblin forces.



4. While searching for the stone, the characters learn about a band of orcs called the Severed Eyes. They might encounter goblins branded by the Eyes (see next page) or witness the orcs' attacks. At some point, the characters fight Krayd the Butcher, one of the most dangerous of the Severed Eyes.
5. While searching the abandoned temples, the characters find a lost Kiris heir who might help them find the stone. However, he's also a wererat and attacks the characters while they're distracted by goblins.
6. The characters enter the Kiris mansion and confront Hu-Jat, the hobgoblin leader, and his most trusted troops. If they explore the building, the characters also find the town's treasure vaults.
7. The characters talk to Tyristys, a brass dragon, to get the *slaying stone* from her.
8. After talking to the dragon, the characters are ambushed by the Severed Eyes.
10. The characters return the stone (or its fragments, if they activated and destroyed the item) to Treona.

ICONIC ENCOUNTERS

Tension should rise and fall within each session while steadily creeping higher toward the end of the adventure. While the encounters are presented in rough chronological order, the real order in which you use them depends on the actions of the characters.

Use encounters 7 and 9 as minor spikes in tension, with encounters 11, 12, and 13 making up the big set-piece battles late in the adventure. The goblin and orc bosses show up in encounters 12 and 13, respectively. Encounter 11 occurs right after the characters discover an important plot point—the location of the *slaying stone*—and sets enemies against them on all sides.

Drop the other encounters in between to serve as less crucial battles that help make the town feel like a living place and create variety. The description of Gorizbadd on page 8 indicates the areas in which the different encounters are most likely to occur.

Rewards

The quests that the player characters gain throughout the adventure appear in the sections where the quests are most likely to begin. Each encounter has a section on treasure placement, though where you put the treasure and what makes up the parcels is your call. The checklist on page 31 will help you keep track of which rewards you've handed out throughout the adventure. For more information on treasure parcels, see the *Dungeon Master's Guide*.

FACTIONS AND NPCS

KOBOLDS

At the bottom of the pecking order, the kobolds of Gorizbadd try to keep a low profile. Otherwise, they're subject to bullying from the slightly stronger goblins.

Territory: The kobolds have taken over an old slum, setting up a web of traps throughout the narrow alleyways. This keeps the stronger factions from moving in on the kobolds' homes. Still, kobolds have to leave the safety of those areas to gather food and supplies.

Goals: The kobolds have a secret agenda: They're collecting the magical weapons of Kiris Dahn and tinkering with them. They've managed to get some of the constructs working again, as seen in Encounter 3.

About the Slaying Stone: The kobolds have heard of the *slaying stones* through vague rumors, but they don't believe any still exist. Their leaders (such as Triflik in encounter 6) do know the locations of the treasure vaults of Kiris Dahn (beneath the mansion) and can be "persuaded" to give up this information.

GOBLINS

Since they moved in, the goblins have ruled over the town. They renamed it Gorizbadd, and they flourished within its crumbled walls.

Territory: The goblins consider most of the town their land, except for the parts inhabited by dangerous beasts. They don't venture into the kobold slum but still claim ownership over it. Most of the goblins live in the remains of upscale dwellings that line the main thoroughfare through the town.

Goals: Territorial and cruel, goblins only want to maintain their tenuous control of Gorizbadd and hurt anybody who intrudes into the town. They don't know about the town's magical treasures and don't care.

HU-JAT, HOBGOBLIN LEADER

The lesser goblins report to Hu-Jat, an armored war veteran. A member of the Sundered Gate, a hobgoblin army, Hu-Jat was sent here against his will in an attempt to add Gorizbadd to the army's holdings. He constantly complains about his goblin troops' incompetence and is amazed the town didn't fall to intruders before he got there. Hu-Jat knew better than to fight the orcs, but he underestimates the heroes. Hu-Jat doesn't respond well to diplomacy...unless he's close to defeat in battle. This leader is proud, but not stupid.

THE SEVERED EYES

The members of this small band of orc mercenaries search for the *slaying stone*. The orc interlopers intimidate the goblins—and even their hobgoblin leader—to get any clues they can. When they get done bullying

someone, they heat up a symbol that looks like a slit eye and brand it across the poor victim's face, with the slit crossing the eye socket. Because of the brand, characters can identify people the orcs have talked to.

Goals: The Severed Eyes were hired to return the *slaying stone* to Dreus Matrand. It's unlikely they'll use it because it works only in the vicinity of the town, and they don't think anyone here is worth losing their pay over. They've talked about ransacking Gorizbadd when they're done, taking the small amounts of treasure they can find and burning the town to the ground.

About the Stone: The orcs begin in the same position as the characters, searching for the *slaying stone* without concrete information about where it might be. They browbeat anyone they think might know the location.

VOHX, ORC LEADER

As the head of the Severed Eyes, Vohx sets his sights on a goal and doggedly pursues it. Nothing will keep him from getting the *slaying stone*. Like his piercing stare, Vohx's heart is cold as ice. He rarely talks except to give orders or browbeat people he wants information from.

DREUS MATRAND

Though she's a human, the arcane scholar Dreus paid the Severed Eyes well to find the *slaying stone*, and they follow her orders. She plans to study the item, along with several similar ones she collected from other lands, and create new *slaying stones*. She stays comfortably far from the town so the stone can't be used against her. Dreus doesn't appear in this adventure, but the characters might want to track her down afterward.

INDEPENDENT CHARACTERS

TYRISTYS, BRASS DRAGON

This impetuous dragon took up residence underground near Gorizbadd's hot springs and currently possesses the *slaying stone*. She's especially lazy and leaves her den only to hunt. Though she's quick to enter a conversation with the adventurers, she's not that attentive. Tyristys would like to get rid of the stone. It's too big of a responsibility for a dragon that would rather just sleep comfortably.

KIRIS HOYT

A cousin to Kiris Alkirk (see page 2), Hoyt is the only other surviving member of the Kiris line. He's been living a rugged life in the ruins of Kiris Dahn, hunting for meager meals and keeping quiet. Though he claims that he chose to never desert the town, the real reason he hasn't rejoined civilization is that he's a wererat. Hoyt lives in a ruined shrine, as described on page 24, and appears in Encounter 11: Shrine of the Moon.

PLOT THEMES AND HOOKS

The characters can visit the parts of the town in the order they want, so they might end up exploring areas or talking to NPCs that aren't detailed here. If your players don't know what to do next, or if you're looking for something new to include, invent something that ties back to the plot themes listed below.

THE STONE IS DANGEROUS

Anyone the characters meet who knows about the slaying stone impresses upon them that it's not to be trifled with. Treona knows the goblins will probably never find it (and wouldn't know what to do with it if they did). The risk is too great, though, and those on the side of good refuse to let it fall into the wrong hands.

The slaying stone is described on page 10. Feel free to describe it to the characters, emphasizing the dark magic that created it. A character who picks up the item might feel his or her hand quake or see his or her veins glow red. The person who transports the stone might be filled with a minor impulse to kill.

GOBLINS HAVE STRENGTH IN NUMBERS

Indicate to your players that the goblins present a threat simply because they outnumber all other factions. Aside from a few leaders, most goblins aren't very tough or brave.

The northern areas of the town contain the greatest number of goblins. Traveling into this area carries a greater risk of detection than anywhere else.

DRAMATIC HOOK:

GOBLINS ON THE MARCH

When the characters wander near the northern sections of town or travel unconcealed along the main road, have a large group of goblins appear. This could be a big raiding party passing through, a wandering group of drunks looking for a party, or vandals looking to smash down the remaining edifices of the old town. The group is filled with dozens of goblins and should

ADVENTURE HOOKS AND QUESTS

Remember that the characters should be receiving one major quest for the party (see page 2) and one minor quest each level if they're going to advance at the expected rate. You can also supplement the quests here with ones in the encounters or tied to the characters' backgrounds. You can also use an interesting goal a player comes up with during the game as a quest.

send the characters scattering into hiding. Try to create a brief but tense scene as the heroes try to avoid notice. Of course, the goblins stop to finish some task near the characters, just to make them sweat.

SEVERED EYES SEEK THE STONE

The orcs aren't savvy explorers, and all this detective business is foreign to them. They beat people up and demand answers to their questions, but they don't know how to piece the puzzle together.

What they lack in investigative skills they make up for in brutality and scheming. If they realize the characters have clues to the stone's location, the orcs wait for the characters to collect the item, then try to take it from them. This lets them do two things they want to: avoid actual work and kill more people.

DRAMATIC HOOK: SIGN OF THE EYE

Use the Severed Eyes' trademark—a brand shaped like a slit eye—to hook the players. The characters might see branded goblins before they hear about the orcs and try to figure out where the brand came from. It's clear the goblins didn't brand themselves, and the characters can tell the burns are fresh. Usually, the brand burns the victim's eye and leaves it useless. The characters might witness a branding as the orcs brutalize and interrogate goblins. Any character who gets captured will likely find himself or herself in a similar situation.

KOBOLDS WANT MORE

During their continual harassment by the goblins, the kobolds have grown angrier and angrier. They resent that they've been sequestered in their slum, and want to move out into other abandoned areas. By making secret expeditions into the library and digging into the soil around their hovels to see what lies beneath, the kobolds have uncovered a number of ancient magical creations. They plan to tinker with them until they get them working again, then attack the goblins.

It's not too difficult for the characters to convince the kobolds to strike back at the goblins, as long as they can find a kobold leader to talk to. Triflik, from encounter 6, is the most likely candidate. The kobolds might be convinced through trickery or diplomacy. The heroes could instead bring the kobolds more ancient items to use in their fight. Note that, while the kobolds might attack the goblins, they're still fairly cowardly and aren't likely to go after Hu-Jat or particularly powerful goblins. If the characters decide to sway the kobolds, it counts as a minor quest.

QUEST: KOBOLDS ON THE WARPATH

1st-Level Minor Quest (100 XP)

The character completes this quest if he or she convinces the kobolds to attack or distract the goblins in a way that benefits the party.

LOST LORE ABOUNDS

The *slaying stones* weren't the only pieces of arcane weaponry the town of Kiris Dahn possessed. Constructs (as seen in encounter 6), magic items, and books of lore lie undiscovered in the secluded corners of the town. Characters might search for these forgotten remnants of the town's former arcane power. Two quests tie into this theme: the one from the treasure hunter background on page 32 and Treona's quest to collect arcane writings on page 2.

VARIANT PLOT THREADS

The players might want to pursue a plot arc that either isn't fully fleshed out or runs counter to the assumptions and progression of this adventure. You can take the adventure off the rails with these variations.

ALKIRK'S TREACHERY

Normally, Kiris Alkirk and Treona destroy the *slaying stone* when the characters bring it to them. However, the fact that they want the characters to bring them a powerful destructive item might raise red flags for many players. If the players get really excited about the prospect of Alkirk and Treona betraying them, try these ideas:

- ◆ Make Kiris Hoyt a more sympathetic character who was cursed by Alkirk's immediate family. He knows that Treona has the knowledge to make more *slaying stones* if she gets just one.

TREONA VS. DREUS

After discovering there was another *slaying stone*, Treona sent the characters to retrieve it. Dreus Matrand sent the orcs for the same purpose. If the players want to discover Dreus's motives, consider drawing a deeper connection between these two individuals.

- ◆ Forge a connection between the two NPCs. They might have known each other as arcane students in Kiris Dahn and become enemies later.

THE BRAINS OF THE OPERATION

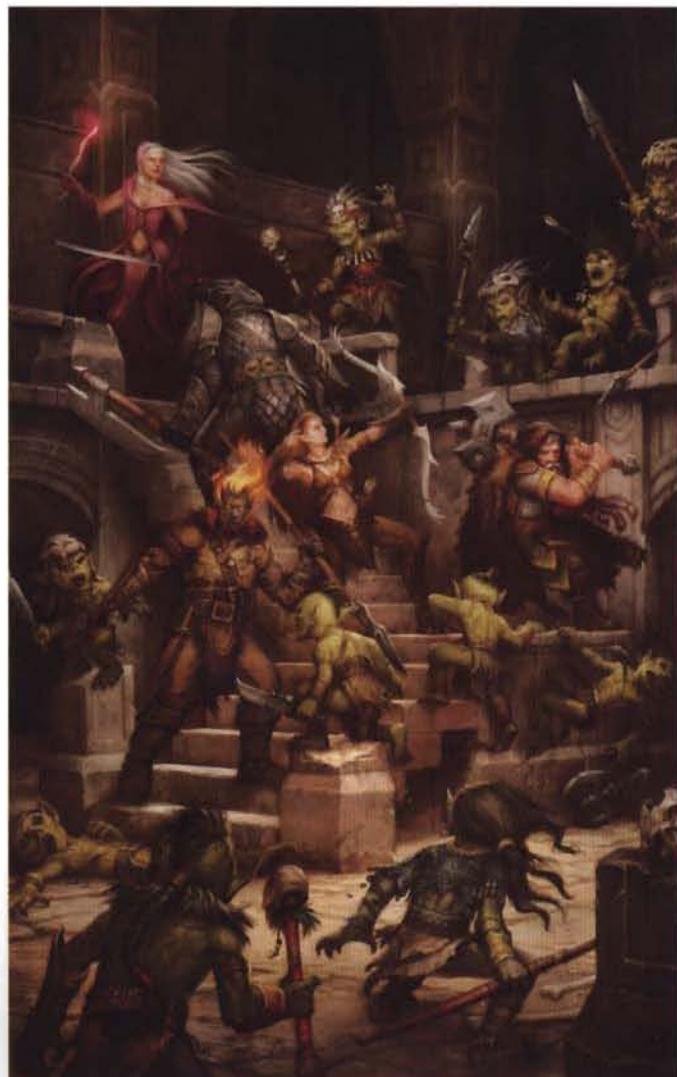
None of the enemies the heroes face is, as a group, very smart. A few leaders, such as Hu-Jat and Vohx, give orders to their dumber allies. The average goblin is smarter than the average kobold, which is smarter than the average orc. The characters might surmise they're up against idiots, but idiocy doesn't make these enemies any less dangerous on the battlefield.

- ◆ Decide how Dreus found out about the additional *slaying stone*. Perhaps she saw the same ancient records Treona did. Or possibly Tyristys, the brass dragon, got word to both of them, baiting them for her own enjoyment. Maybe Treona and Dreus are both pawns of their former master—a figure yet to be revealed.

REPOPULATE KIRIS DAHN

As written, Kiris Dahn is too far gone to be restored to its former glory. If the heroes hatch a scheme to chase out the goblins, rebuild the town, and bring people back:

- ◆ Consider the characters' plan. Does it seem like it could work?
- ◆ Think of ways the town could serve as a home base for the characters in the future. Does their fame spread and draw unwanted attention?
- ◆ Will Tyristys, the brass dragon, allow this?
- ◆ Invent some NPCs who once held positions of power in Kiris Dahn. If the heroes can convince them to return, they can bring followers with them.



GORIBADD (KIRIS DAHN)

Kiris Dahn sits on the western edge of the Nentir Vale, roughly 10 miles due west of the Ogrefist Hills and 10 miles south of the old trade road. This description of the town lists the original human names for the areas in parentheses. The party's map isn't to scale but instead emphasizes key locations. A downloadable copy of the players' map is available at www.DungeonsandDragons.com.

Encounter 2: Enter the Town and Encounter 3: Keep Hidden begin when the characters first arrive at Goribadd.

1. JAGGED MOUTH (CITY GATE)

The goblins built a rickety palisade at the town's entrance to replace the rotten timbers of the old gate. A few guards always mill about here.

2. KOBOLD SLUM (SLUM DISTRICT)

Crumbling huts and tattered tents fill this area. The streets are narrow and cluttered with refuse and traps set to keep goblins out of the kobolds' turf.

Two encounters, **Encounter 4: Kobold Gutter-snipes** and **Encounter 6: Unearthed Pets**, can occur in the kobold slum or nearby.

3. KINDLING SUPPLY (LIBRARY)

After they arrived, the goblins wrecked the once-great Kiris Dahn Library as a symbol that they had overtaken the town. The structure still stands, but many of its walls have tumbled down, and the books and scrolls are exposed to the elements.

A goblin spellcaster has taken up residence in a wing that holds the town's few remaining books about arcane magic. The characters encounter this goblin in **Encounter 7: Monsters and Manuals**.

SEARCH FOR THE STONE

If the adventurers use Treona's ritual here, they don't find the slaying stone. However, in an abandoned wing, they do find clues that a dragon took the item. A few large, brassy scales litter the floor, and the bookcases have been pushed aside like a large beast moved through. Nearby, a stone wall panel has been tossed to the ground, revealing an empty alcove. The characters can see gouges from giant claws all around the corners of the alcove and on the wall panel. If the characters

FINDING THE STONE

Treona gave the characters some clues to help them determine the slaying stone's whereabouts. She suggested it might be in one of three places:

- ◆ The Goblin Mansion (formerly the Kiris Estate, area 9),
- ◆ The Kindling Supply (formerly the Library, area 3), or
- ◆ The Houses of Revel (formerly Temples, area 4)

Read the description of each area to determine what happens when the characters try to perform Treona's ritual there.

figure out a dragon might be involved, see the lore in encounter 10 (page 23) to give them clues.

4. HOUSES OF REVEL (TEMPLES)

Though rarely used during the goblins' day-to-day routine, the desecrated temples that make up the Houses of Revel fill up during festivals. The goblins go there to dance, chant, and offer sacrifices to Bane or his goblin exarch, Maglubiyet.

The remnants of holy shrines still rest here. It's a good place for a divine character to consecrate a new shrine or find divine magic items.

SHRINE OF THE MOON

In an abandoned shrine to Sehanine, goddess of the moon, an heir of Kiris Dahn hides. See **Encounter 11: Shrine of the Moon** for details.

SEARCH FOR THE STONE

Treona's ritual detects no slaying stone here. If the characters question Kiris Hoyt, he can eventually help them figure out the right hiding place. This exchange occurs in encounter 11.

5. LOOTING GROUNDS (TRADE DISTRICT)

From the ruins of smithies and vendors' stalls, the goblins and kobolds have scavenged every little scrap they could find.

6. BURNED TAVERN (INN OF THE TALLEST FIR)

This wreckage stands where a bustling inn once operated. The building burned down two years ago, and goblins have ransacked the rubble. The inn's namesake tree stands near it, charred and dead. Goblin graffiti decorates the trunk.

7. MONSTER PENS (KIRIS STABLES)

The goblins keep drakes, wolves, and other dangerous beasts in the stables the Kiris family once maintained. The family's breeders grew famous by raising fine horses, and the stables were well constructed and extensively decorated. The stables are now filthy, crowded, and loud, and the ground is littered with bones and dried blood.

8. HOT SPRINGS (BATHS)

Tumbled pillars surround these hot springs, which once supplied the great baths of Kiris Dahn. Goblins rarely come here. (They're not big on bathing.)

Tyristys the brass dragon has made a small lair here, digging into the sandy soil to create a hole that's warmed by proximity to the heated water. Unless the characters are searching for a lair, they need to succeed on a DC 20 passive Perception check to detect the lair's entrance.

SEARCH FOR THE STONE

Tyristys possesses the *slaying stone*. The characters meet her and enter a skill challenge to get it from her in **Encounter 10: The Stone's Guardian**.

9. GOBLIN MANSION (KIRIS ESTATE)

Once a fine marble-and-granite mansion created by the Kiris line, this building now bears cracks, gouges, and obscene decorations after years of goblin occupancy. A giant symbol of Bane stretches across the front of the building. The treasure vaults of the town can be accessed below the mansion.

Hu-Jat, the hobgoblin leader, lives here with numerous guards and pets. **Encounter 12: Hu-Jat's Squad** takes place in the mansion.

SEARCH FOR THE STONE

Treona's ritual reveals that the *slaying stone* isn't in the mansion. If the characters question Hu-Jat, they find that he has never heard of the stone.



GORIBADD (KIRIS DAHN)

SEVERED EYES ENCOUNTERS

The Severed Eyes orc mercenaries should make their presence known through small details you sprinkle throughout the adventure (see page 6). There are two planned encounters with them:

- ♦ **Encounter 9: Krayd the Butcher**
- ♦ **Encounter 13: Severed Eyes Showdown**

FLOATING ENCOUNTERS

Some encounters can occur anywhere. Instead of relegating them to specific locations, use these encounters at times that make sense within the story.

- ♦ **Encounter 5: Vermin Infestation**
- ♦ **Encounter 8: Goblin Wolf Brigade**

RESTING IN THE TOWN

Taking an extended rest in Goribadd is easy as long as the characters remain undetected while exploring the town. Plenty of isolated rooms within the abandoned buildings can shelter the heroes as they relax and sleep. If they've been racking up failures in the Keep Hidden skill challenge (page 12), they might need to be more cautious when they rest.

SLAYING STONE OF KIRIS DAHN

When the town of Kiris Dahn was at the pinnacle of its power, its wealth and prosperity made it a target for nearby settlements and thieves. To guard against any invasion by powerful forces, the then-ruler of Kiris Dahn sought out tiefling weaponmiths known as the Architects of Victory, who were experts at deadly magic passed down from the last days of Bael Turath. For a hefty price, they created a set of magic weapons capable of slaying Kiris Dahn's enemies. They placed a limit on the weapons, though, to ensure that they would be used for their stated purpose and couldn't be used against the tieflings. The items worked only in and near the town of Kiris Dahn.

The Lost Stones: Many decades have passed since the creation of the *slaying stones*. The rulers of Kiris Dahn originally commissioned nine stones (though Kiris Alkirk and his parents believed there were only eight). Seven of these were used to slay leaders of various invading forces, and one was stolen by a courtier and used in an aborted attempt at a coup.

Destroying the Stone: The Kiris family has always held the secret ritual that can destroy a stone. Treona mastered the ritual after she discovered there was still one stone left. This is the last *slaying stone*, but she refuses to teach others the ritual because she wants clear evidence that the stone is destroyed.

The Stone's Effects: There's another, far simpler way to destroy the stone: Use it. When someone uses the stone, the air around the item grows hot and dry, and a cloud of red-and-black energy erupts from the ground around the target. The target's body deteriorates into ashy gravel and dark red sludge. Its purpose fulfilled, the stone cracks in half, its runes go dark, and it turns ice-cold.

Forged by Evil: The tieflings crafted the stones using infernal magic, and using the stone unleashes evil forces, but the user doesn't become "corrupted" by using a stone.

Slaying Stone of Kiris Dahn

Level 17

Blood-red runes wind around this twisted mass of glassy black rock.

Wondrous Item – gp (cannot be purchased or sold)

Property: This item cannot be created with the Enchant Magic Item ritual or disenchanted with the Disenchant Magic Item ritual.

Power (Daily): Standard Action. This power can be used only in the city of Kiris Dahn or within 5 miles of its borders. Make an attack: Ranged 20; +10 vs. Fortitude; the *slaying stone* is destroyed, and the target dies at the end of its next turn. **Effect:** You are weakened until the end of your next turn.

TRIFLIK'S BLADE

Several weeks prior to the start of the adventure, Kiris Hoyt (see encounter 11) was scavenging in the ruins when a goblin named Triflik caught sight of him. The goblin also witnessed Hoyt change form. Knowing a little about lycanthropes, Triflik searched for a silver weapon to slay Hoyt and eventually found one. By the time the characters encounter Hoyt, Triflik and his posse are on the way.

If none of the characters uses daggers, change the type of weapon to one they're more likely to want. There is only one of these daggers, but higher levels are included in case a character studies the weapon and enchant's more powerful versions. The silvering cost is not included.

Triflik's Blade

Level 4+

This thin, silver-coated dagger is imprinted with the seal of the Kiris Dahn forgemasters' guild.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Weapon: Dagger

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: This weapon is silvered (*Player's Handbook*, page 220).

Power (Daily): Standard Action. Make an attack with this weapon.

The attack targets your choice of Fortitude or Reflex instead of the defense it normally targets. If you miss with the attack, this power recharges and the daily magic item use you spent to activate this power is not expended.

THE SLAYING STONE IN ENCOUNTERS

Since the *slaying stone* was built to be extremely powerful in the hands of low-level characters, any fight in which the heroes use the stone could be radically altered. Some of the fights, such as encounter 12: Hu-Jat's Squad and encounter 13: Severed Eyes Showdown, can still be challenging even if the characters slay one enemy with the stone. These encounters contain advice about what you can do if the characters use the stone's power.

Since the target gets its next turn before dying, it can still make its big speech, give orders, and spend all its big powers and action points. Make that last turn count!

The stone's effects might change how you assign XP for the fight. Use this rule of thumb: If the characters use the *slaying stone* to polish off an enemy they were going to defeat anyway, give them normal XP. If they kill an enemy they had barely affected so far, or one they couldn't normally kill (such as Tyristys, the brass dragon), award no XP for that monster—the stone isn't just a free XP machine.

ENCOUNTER 2: ENTER THE TOWN

Encounter Level 1 (100 XP)

When the characters first arrive at Gorizbadd, they see goblin guards at the front gate. The characters might decide to fight their way in. If they do so, use the "Goblin Patrol" encounter (page 31). In this case, they automatically fail this skill challenge and gain the extra failure listed under "Front Gate" below. Let the players know in advance that the goblins will definitely notice if the front gate's guards go missing.

SNEAK INTO GORIZBADD (SKILL CHALLENGE)

The adventurers have three paths they can take to sneak into the goblin town: Go in through the front gate, cross the river nearby and enter the kobold slum, or navigate the woods and cross the river to enter some of the farmland. The front gate has the greatest penalty for failure but is easiest to succeed at; the slum isn't too risky but requires more skill; the forest is very difficult to get through but lets the characters skip to more important areas of the town.

Level: 1 (100 XP).

Complexity: 1 (4 successes before 3 failures).

Primary Skills: Acrobatics, Athletics, Bluff, Insight, Stealth.

Acrobatics (DC 10; maximum 1 success): The character helps the party navigate a difficult path.

Athletics (DC 10; maximum 1 success): The character helps the party bypass an obstacle.

Bluff (DC 10; maximum 1 success): By distracting foes with a diversion, the character makes it easier for the party to bypass them.

Insight (DC 15; maximum 1 success): After observing a couple patrols, the character figures out their patterns and helps the party cross when patrols will be lightest.

Stealth (DC 10; maximum 1 success): The character helps the party move undetected through the town.

Secondary Skills: Perception.

Perception (DC 10): The character sees danger coming and grants a +2 bonus to the next check a character makes. A failed check applies a -2 penalty instead.

SKILL CHALLENGE INITIATIVE

Skill challenges enable characters do what they want when they want, but that can lead to some players just sitting out. To alleviate this, make each character act before any other character can act again. If props help your group, give each player a token to cash in when he or she wants to act. Once you have all the tokens back, pass them out again for the next round.

FRONT GATE

Skill Alterations: Stealth

Stealth (DC 15): Enemies closely watch the area, so the DC is higher for this skill.

Special: The party gets 1 success automatically for choosing the quickest, most direct route into the town.

Success/Failure: If the characters fail at the skill challenge, the goblin guards get word out about the intruders. The party automatically gains 1 failure in the encounter 3 skill challenge.

KOBOLD SLUM

Special: The party needs to cross the river. After the group gets 2 successes, have each character make a DC 10 Athletics check. If one or more characters fail, the party gains 1 failure (total, not per failed check). Otherwise, the party gains 1 success. Either way, the characters cross the river.

Success/Failure: Coming through the kobold slum doesn't modify success or failure results.

FOREST

Skill Alterations: Nature

Special: Any time a character makes a skill check as part of this skill challenge, another character must simultaneously attempt a DC 15 Nature check. If the Nature check fails, the party loses its way and gains 1 failure. In addition, the next skill check made as part of the skill challenge takes a -2 penalty.

Special: The party needs to cross the river. After the group gets 1 success, have each character make a DC 10 Athletics check. If anyone fails, the party gains 1 failure (total, not per failed check). Otherwise, the party gains 1 success. Either way, the characters cross the river.

Success/Failure: The characters can go directly to the shrines, the markets, or anywhere south of those locations if they succeed at going through the forest.

RUNNING SKILL CHALLENGES WELL

Skill challenges allow for a certain amount of player improvisation. Consider the skills listed to be suggestions, and let the players come up with their own ways to use the skills they possess to succeed. Inventive ideas might let the characters blast right through the challenge, which is not a bad thing! If the characters still need more successes to finish the challenge but they've clearly aced it story-wise, you can end the challenge prematurely and reward them for completing it successfully.

ENCOUNTER 3: KEEP HIDDEN

Encounter Level 2 (625 XP)

This long skill challenge starts when the adventurers enter the town and continues throughout their visit. The party's overarching goal is to move through Gorizbadd undetected. This is a structure challenge, as described on page 84 of *Dungeon Master's Guide 2*. The characters will make at least twelve skill checks throughout the adventure, mostly between planned combat encounters. Tell the players when there's a set of guards or an obstacle in a place they need to pass through. For instance, you might say, "A dozen young goblin warriors stand in front of the entrance to the library, going through drills. Their leader, a grizzled veteran, barks orders." The players get to choose how they want to bypass these enemies. There's always the chance the characters will want to fight instead, so either emphasize the superior numbers of enemies or have a plan for what happens when the party attacks. Many times, kobolds or goblins will just run away, but this still counts as a failure (see "The Risk of Retreat," below).

Each time the characters gain a success, describe how they avoid nearby enemies. Whenever they fail, you have a couple of options. Either the party gets away, but the enemies saw enough to spread word that the characters are around, or combat occurs. This isn't to say that a failure always means you should have a combat encounter ready; it's just one way to integrate planned combat encounters into the flow of the adventure.

KEEP HIDDEN (SKILL CHALLENGE)

The adventurers sneak through the town, trying to keep word of their intrusion from spreading.

Level: 2 (625 XP).

Complexity: 5 (12 successes before 3 failures).

Primary Skills: Athletics, Diplomacy, Dungeoneering, Endurance, Stealth.

Athletics (DC 17): The adventurers climb old walls, swim canals, or leap from rooftop to rooftop.

Diplomacy (DC 17): A character convinces a single enemy or a small group of enemies to keep quiet about the party's presence. Bribes help: For every 5 gp of the bribe, reduce the DC by 1 (minimum DC 12). This skill can be used more than once, but the DC increases by 5 each time.

Dungeoneering (DC 17): The character determines the best way to get from point A to point B by navigating from building to building. The less time the party spends out in the open, the better.

Endurance (DC 12; maximum 1 success): The character pushes the party to keep moving while most of their enemies are asleep.

History (DC 12; maximum 1 success): The character plots a safe course using knowledge of the town's layout.

Stealth (DC 12): The character enables the party to hide from a passing patrol or sneak past guards.

Streetwise (DC 12; maximum 1 success): If the characters have made some allies within one of the factions, they can ask those allies for advice about traveling safely through the town.

Secondary Skills: Insight, Intimidate, Perception.

Insight (DC 15; maximum 1 successful use): After observing a couple patrols, the character figures out their patterns and helps the party cross when patrols will be lightest. This grants a +2 bonus to the next Stealth check the party makes as part of this skill challenge.

Intimidate (DC 12): The character threatens a single enemy or small group of enemies. A successful use of this skill cancels 1 failure but does not grant a success. The skill can be used more than once, but the DC increases by 5 each time.

Perception (DC 12; maximum 1 successful use): The character finds a path that seems safer than the one the group currently plans to take. The party gains a +2 bonus to the next check made as part of this skill challenge.

Success: The adventurers explore the town without tipping their hand and earn their XP reward for doing so.

Failure: See "Threat Level" below for an explanation of each threshold of failure.

SURPRISES

This skill challenge lets the characters chart a course through the town, but you'll also want to spring surprises on them to make Gorizbadd feel like a living settlement. At any point during the skill challenge, before a character makes a skill check, you can spring one of the following surprises and have the players each make a group skill check. If at least half of the characters succeed on the skill check, award them 1 success in the skill challenge; if more than half fail the skill check, they gain 1 failure instead.

Feel free to make up your own surprises to flesh out this list.

Troublemakers: A group of goblins comes down to the slums and starts searching for kobolds to knock around. The characters could run for cover (DC 17 Stealth check), trick some kobolds into serving as a

ACTION VS. REACTION

Switch off between events triggered by the party's actions (which the characters are better able to see coming) and the surprises that come out of the blue as they travel. The adventurers will usually choose the strategy and skills they want to use to avoid the situation either way.

distraction (DC 12 Bluff check), or scare the goblins off with magical effects or impromptu traps (DC 17 Arcana or Thievery check).

Confined Corridors: Kobolds search for treasure in an old building. The characters are stuck in a narrow hall, where it's too tight to simply hide. The characters might squeeze into small openings or up into the rafters (DC 17 Acrobatics check), make noises to scare off the kobolds (DC 17 Bluff or Intimidate check), or use an illusion power to drive them off (no check, assuming it makes sense).

Collapse: A crumbling wall or precariously balanced object begins to fall. When it crashes down, it draws enemies toward the party's position. The characters might sprint away (DC 12 Athletics check), prevent the crash (DC 17 Acrobatics or Dungeoneering check), or cause a crash elsewhere to sow confusion (with a ranged attack, for example).

Unstable Footing: A section of floor, stairs, ledge, or roof gives way. The party is in danger of falling into sight of enemies or getting trapped. The characters can quickly move to safer footing (DC 12 Acrobatics check), notice the weakness before stepping on it (DC 17 Dungeoneering or Perception check), or hide amid the rubble after falling (DC 17 Stealth check).

THE RISK OF RETREAT

Goblins can be cowardly and might try to escape from a battle when they realize the adventurers will beat them to a pulp. If the characters let one or more enemies escape during a combat encounter, they gain 1 failure. This applies only to enemies who have the ability and desire to communicate the party's presence to the leaders of the factions.

FACTION CONTROL

The adventurers can play different factions against one another to draw attention away from their exploration. The party might gain 1 or more successes in this skill challenge using this tactic. It's up to you how to assign successes based on the degree of the party's success.

TO ANNOUNCE OR NOT TO ANNOUNCE?

Since this skill challenge lasts a long time and ties into the narrative, you might choose not to announce that the characters are entering a skill challenge. The players might forget about the challenge over time or might feel the urge to tackle the challenge and finish it as soon as possible. You should be able to run the challenge in the background, keeping its effects secret from the players. They should get the gist of what's going on through your descriptions.

It depends on your group, though. If your players prefer total transparency, you might let them know there's a set of rules determining how much the town's residents know about them.

Here are some strategies the adventurers might use and the skills related to them.

Kobold Assault: The characters talk to a kobold leader, hoping to convince the kobolds to attack the goblins. This requires Bluff (DC 10), Diplomacy (DC 15), or Intimidate (DC 10).

Fake Evidence: While in goblin territory, the characters drop some of the items they took from kobolds to make it look like the kobolds have entered areas they aren't supposed to. If the characters succeed, they trick the goblins into attacking the slum. The characters can use Thievery (DC 10) to make it seem that the kobolds left the items, or they might try imitating kobold voices using Bluff (DC 15) to draw a goblin patrol in a certain direction.

I Heard a Rumor: The characters get word to the Severed Eyes that a specific goblin or kobold knows the location of the slaying stone. They can use Bluff (DC 15) to forge a letter, dumbing it down to goblin levels.

THREAT LEVEL

The number of failures the party accrues affects the behavior of the goblins and kobolds. As far as the monsters are concerned, their biggest priority is defending their territory.

0 Failures: The monsters go about their normal business, oblivious to the party's intrusion. Big baddies such as Hu-Jat the hobgoblin and Vohx the orc remain on the ball and ready for intruders regardless.

1 Failure: Goblins might overhear or spread rumors about intruders in the town, but the creatures don't really alter their behavior much.

2 Failures: Monsters guard their homes better. They keep alert at all times. It's more likely they'll get surprise rounds or make active Perception checks to detect intruders. You might also start encounters with patrols encountering the characters rather than with the characters getting the drop on their foes.

3 Failures: The inhabitants of Gorizbadd are aware of the party, and the goblins are on the warpath. The goblins share information about the party's capabilities, and they use smarter tactics. When the party encounters Tyrists in encounter 10, she's heard rumors about them and assumes they're incompetent. The characters need 1 additional success to succeed on the skill challenge with the dragon.

ENCOUNTER 4: KOBOLD GUTTERSNIPE

Encounter Level 1 (550 XP)

SETUP

2 kobold dragonshields (D)
3 kobold guttersnipes (G)

As the adventurers travel through a secluded building, kobold squatters ambush them in some confined corridors. This encounter works best while the party is near the kobold slum. The kobolds are hiding, so make Stealth checks against the characters' passive Perception scores. Give the kobolds in the secret passage a +5 bonus to the check. Each kobold that goes undetected gets to act in the surprise round.

Place the characters in the southeast hallway and roll initiative, then read:

Two staircases lead up, one toward the north and the other toward the west. A kobold peeks out from around a corner at the top of the north staircase, holding a sack and wearing piecemeal armor. Another kobold with a shield shaped like a dragon's head guards the weaker one.

2 Kobold Dragonshields (D)

Small natural humanoid (reptile)

HP 36; Bloodied 18
AC 18, Fortitude 14, Reflex 13, Will 13
Speed 5
Resist 5 acid

TRAITS

Mob Attack

The kobold gains a +1 bonus to attack rolls per kobold ally adjacent to its target.

Trap Sense

The kobold gains a +2 bonus to all defenses against traps.

STANDARD ACTIONS

① Short Sword (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +7 vs. AC
Hit: 1d6 + 3 damage, and the target is marked until the end of the kobold's next turn.

MINOR ACTIONS

Shifty ♦ At-Will

The kobold shifts 1 square.

TRIGGERED ACTIONS

Dragonshield Tactics ♦ At-Will

Trigger: An adjacent enemy shifts away from or an enemy moves adjacent to the kobold.

Effect (Immediate Reaction): The kobold shifts 1 square.

Skills Acrobatics +5, Stealth +7, Thievery +7

Str 14 (+3) Dex 13 (+2) Wis 12 (+2)
Con 12 (+2) Int 9 (+0) Cha 10 (+1)

Alignment evil Languages Common, Draconic
Equipment scale armor, heavy shield, short sword

TACTICS

The kobold dragonshields try to block off the corridors to keep enemies from getting through while the guttersnipes stay back and lob handfuls of junk.

3 Kobold Guttersnipes (G)

Small natural humanoid (reptile)

HP 22; Bloodied 11

AC 16, Fortitude 11, Reflex 14, Will 10

Speed 6

TRAITS

Ramshackle Armor

The first time the kobold is hit during an encounter, its homemade armor falls apart, and it takes a -4 penalty to AC until the end of the encounter.

STANDARD ACTIONS

④ Club (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +6 vs. AC
Hit: 1d6 damage.

• Sack of Junk ♦ At-Will

Attack: Area burst 1 within 10 (creatures in burst); +6 vs. Reflex
Hit: 1d6 + 1 damage, and if the target is in the origin square of the burst, it takes ongoing 5 damage (save ends).

MINOR ACTIONS

Shifty ♦ At-Will

The kobold shifts 1 square.

Str 10 (+0) Dex 16 (+3) Wis 9 (-1)

Con 11 (+0) Int 9 (-1) Cha 8 (-1)

Alignment evil Languages Common, Draconic

Equipment ramshackle armor, club, sacks of collected junk

FEATURES OF THE AREA

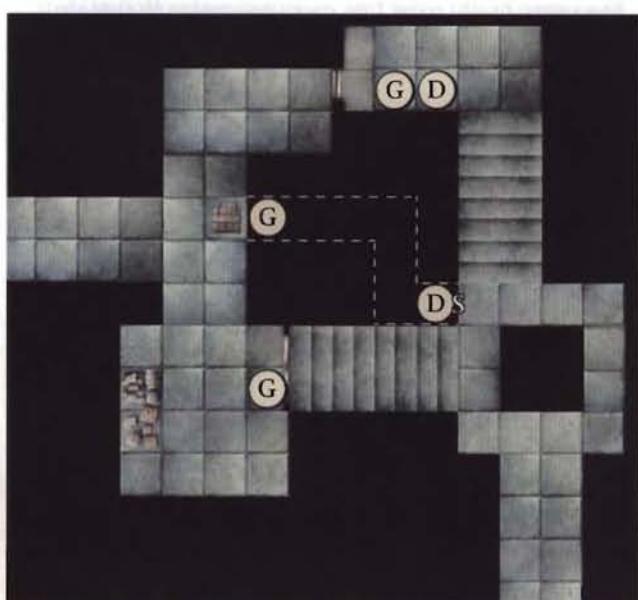
Illumination: Bright light.

Secret Passage and Door: A narrow hallway runs between a trapdoor on the upper level and secret door on the lower level. The trapdoor doesn't lock. Detecting the secret door requires a DC 20 Perception check.

TREASURE

Parcel Number: _____ (Suggested: 10)

The treasure parcel is hidden among supplies stored in crates and barrels on the upper level.



ENCOUNTER 5: VERMIN INFESTATION

Encounter Level 1 (500 XP)

SETUP

3 scurrying rat swarms (R)

2 stirges (S)

In an abandoned building, the adventurers happen upon the lair of two kinds of vermin: vicious rats and bloodsucking stirges.

The adventurers start out in the hallway on the western side of the map. Their exit is on the east side, beyond the large guardroom. Roll initiative if the monsters detect the characters or if the characters try to sneak past them.

When a character opens the door, read the following if the character wasn't being stealthy (or didn't have a high enough Stealth check):

As you step forward, you hear the rustling of tiny wings followed by chitters and the sound of hundreds of tiny claws clicking against stone.

When a character enters the large room, read:

A shoddy wooden table and several chairs sit in the middle of this room between two sarcophagi. Goblin carcasses lie slumped in the chairs. Most of their flesh has been gnawed away, except on their withered faces, which still express the horror of their final moments. In the corner of the room, a large wooden lever sticks up from the floor.

3 Scurrying Rat Swarms (R)

Medium natural beast (swarm)

HP 27; Bloodied 13

AC 15, Fortitude 13, Reflex 15, Will 11

Speed 6, climb 2

Resist half damage from melee and ranged attacks; Vulnerable 5 against close and area attacks

TRAITS

Swarm Attack + Aura 1

Any enemy that starts its turn within the aura takes 4 damage, and the swarm slides it 1 square.

Swarm

The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.

STANDARD ACTIONS

Swarm of Teeth + At-Will

Attack: Melee 1 (one creature); +6 vs. AC

Hit: 1d10 + 3 damage, or 1d10 + 8 if the swarm moved at least 2 squares this turn.

Effect: The swarm shifts 1 square.

Skills Stealth +8

Str 12 (+1)

Dex 16 (+3)

Wis 9 (-1)

Con 11 (+0)

Int 1 (-5)

Cha 7 (-2)

Alignment unaligned

Languages –

2 Stirges (S)

Small natural beast

HP 22; Bloodied 11

AC 15, Fortitude 12, Reflex 15, Will 12

Speed 2, fly 6 (hover)

TRAITS

Bloodsucker

While grabbing a target, the stirge can't attack and gains a +5 bonus to AC and Reflex.

STANDARD ACTIONS

Bite + At-Will

Attack: Melee 1 (one creature); +6 vs. AC

Hit: 1d4 + 5 damage, and the target is grabbed (escape DC 12).

The target takes ongoing 5 damage until the grab ends.

Skills Stealth +8

Str 8 (-1)

Dex 16 (+3)

Wis 10 (+0)

Con 10 (+0)

Int 1 (-5)

Cha 4 (-3)

Alignment unaligned Languages –

Level 1 Lurker

XP 100 each

Initiative +7

Perception +0

Darkvision

TACTICS

The rat swarms slip between the bars of the portcullis to get at enemies on the other side (see “Features of the Area,” below).

The stirges attack characters who have rats adjacent to them.

FEATURES OF THE AREA

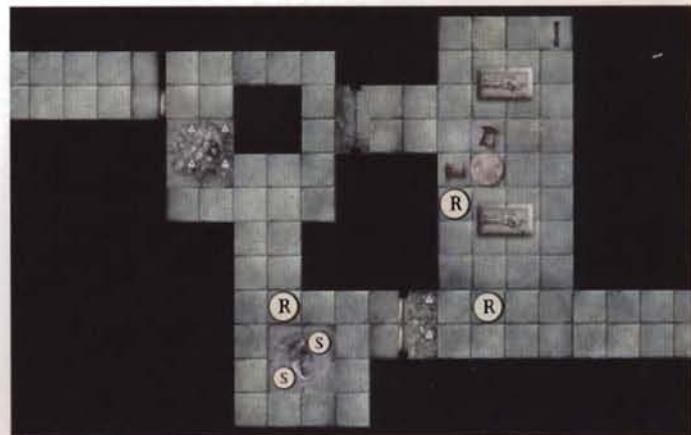
Illumination: Bright light.

Rubble: The piles of rubble are difficult terrain.

Portcullis: The lever in the eastern room lifts the portcullis. The portcullis has AC 5, Reflex 5, Fortitude 10, and 60 hit points. It can be opened with a DC 28 Strength check. The portcullis provides cover.

Sarcophagi: Opening a sarcophagus requires a DC 18 Strength check. Both sarcophagi are empty and grant cover.

Statue: The stirges nest on this statue. A creature occupying any of the statue's spaces gains cover.



ENCOUNTER 6: UNEARTHED PETS

Encounter Level 2 (725 XP)

SETUP

Speelock, kobold scavenger (K)

2 iron defenders (I)

1 ankheg (A)

As the adventurers navigate the area near or in the kobold slum, they run into a kobold who's been scavenging inside the old arcane workshops of Kiris Dahn. Speelock isn't expecting anyone to happen by as she rummages around, and she attacks as soon as she notices the adventurers.

The iron defenders were "salvaged" by Speelock and have attuned themselves to her. If the iron defenders detect the adventurers' presence, they let out shrill, metallic barking noises to alert Speelock. Roll initiative when either side detects the other.

Unlike the iron defenders, the ankheg is not under Speelock's control and does not appear until Speelock takes certain actions (see "Development").

The characters probably start on the southeast corner of the map, but they might approach from a different direction depending on where they've been exploring.

When the characters spot the iron defenders, read:

Two canine eatures made of metal plates and spikes flank the road ahead of you, scanning the area all around. It looks like they're standing guard. A kobold emerges from a nearby building carrying a pack full of scraps and an old, battered wand.

2 Iron Defenders (I)

Medium natural animate (construct, homunculus)

HP 47; Bloodied 23

AC 18, Fortitude 16, Reflex 15, Will 13

Speed 6

Immune disease, poison

TRAITS

Pursue and Attack

When the iron defender makes an opportunity attack, it shifts 1 square before and after the attack.

STANDARD ACTIONS

⊕ Bite ♦ At-Will

Attack: Melee 1 (one creature); +8 vs. AC
Hit: 1d8 + 3 damage.

TRIGGERED ACTIONS

⊕ Guard Creature ♦ At-Will

Trigger: An adjacent enemy attacks a creature guarded by the iron defender.
Attack (Immediate Reaction): The iron defender makes a melee basic attack against the triggering enemy.

Str 16 (+4)

Dex 15 (+3)

Wis 11 (+1)

Con 15 (+3)

Int 5 (-2)

Cha 8 (+0)

Alignment unaligned

Languages –

Level 3 Soldier

XP 150 each

Initiative +5

Perception +6

Darkvision

Speelock, Kobold Scavenger (K)

Small natural humanoid (reptile)

Level 2 Controller (Leader)

XP 125

HP 34; Bloodied 17

AC 16, Fortitude 12, Reflex 15, Will 14

Initiative +2

Perception +2

Darkvision

STANDARD ACTIONS

⊕ Dagger (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +7 vs. AC
Hit: 1d4 + 3 damage.

⊕ Icy Wand (cold, implement) ♦ At-Will

Attack: Ranged 10 (one creature); +5 vs. Fortitude
Hit: 1d10 + 3 cold damage, and the target is slowed until the end of Speelock's next turn.

← Splash of Ankheg Oil (poison) ♦ Recharge

If the power misses
Effect: Speelock throws toxic oil that brings an ankheg to the surface and draws it to anyone the oil coats.

Attack: Close blast 3 (one creature in blast); +5 vs. Reflex
Hit: 1d8 + 3 poison damage, and the target marks the ankheg (save ends).

* Animus Rays (implement, radiant) ♦ Recharge

Attack: Area burst 1 within 5 (creatures in burst); +5 vs. Reflex
Hit: 1d8 + 3 radiant damage, and the target is dazed until the end of Speelock's next turn.

Effect: One ally in the burst can make a melee basic attack as a free action.

MINOR ACTIONS

Shifty ♦ At-Will

Speelock shifts 1 square.

Skills Arcana +9, Dungeoneering +7, Thievery +7

Str 9 (+0) Dex 13 (+2) Wis 12 (+2)

Con 10 (+1) Int 16 (+4) Cha 14 (+3)

Alignment evil Languages Common, Draconic

Equipment dagger, wand, gourd of ankheg oil

QUESTIONING SPEELOCK

If the characters capture and question Speelock, she tells them she hasn't seen the slaying stone. She's heard of the stones but thinks "they all broke." In her exploration, she's been to the library and shrines, and she might have some clues about those locations. She knows Rort, the goblin from encounter 7, and can describe his sanctum and abilities to the adventurers.

TACTICS

Speelock stays back and uses ranged and area attacks while the iron defenders guard her. She might take refuge in the open building she was just searching while the iron defenders move to guard the doors.

The iron defenders fight to protect Speelock until she dies. (If she's knocked unconscious, they keep attacking.) If Speelock dies, the defenders hold their positions and don't attack. However, if any enemy attacks them, they both choose that enemy as their new target.

For more information on the ankheg and its role in the battle, see "Development" below.

Ankheg (A)	Level 3 Elite Lurker	
Large natural beast	XP 300	
HP 100; Bloodied 50	Initiative +10	
AC 17, Fortitude 14, Reflex 16, Will 14	Perception +9	
Speed 8, burrow 4 (tunneling)	Tremorsense 5	
Resist 5 acid		
Saving Throws +2; Action Points 1		
TRAITS		
Mandible Carry		
The ankheg can move at normal speed while grabbing a creature that is Medium or smaller.		
STANDARD ACTIONS		
Claw ♦ At-Will		
Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 1d8 + 5 damage.		
Mandible Grab ♦ At-Will		
Requirement: The ankheg cannot be grabbing a creature.		
Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 1d8 + 5 damage, and the target is grabbed.		
Acid Spray (acid) ♦ Recharge when first bloodied		
Attack: Close blast 3 (creatures in blast); +8 vs. Reflex		
Hit: 1d8 + 5 acid damage, and the target is slowed and takes ongoing 5 acid damage (save ends both).		
MINOR ACTIONS		
Gnaw and Scuttle (acid) ♦ At-Will (1/round)		
Attack: Melee 1 (one creature grabbed by the ankheg); +8 vs. AC		
Hit: 1d8 + 2 damage, and ongoing 5 acid damage (save ends). The ankheg then shifts 2 squares and pulls the target to a square adjacent to its new location.		
Skills Stealth +11		
Str 15 (+3)	Dex 20 (+6)	Wis 16 (+4)
Con 18 (+5)	Int 2 (-3)	Cha 4 (-2)
Alignment unaligned	Languages –	

DEVELOPMENT

Speelock carries a gourd of disgusting oil that can attract ankhegs, and she knows that one makes its home near here. When enemies get close to her, the kobold uses *splash of ankheg oil* so she can get away and summon her unwitting reinforcement. The attack is reliable, so if Speelock misses with the oil, she can try again.

If Speelock successfully splashes an enemy with oil, roll initiative for the ankheg. The ankheg joins the battle on its initiative, attacking and pursuing the target coated in oil. The target of Speelock's *splash of ankheg oil* marks the ankheg, which strictly obeys that mark. Once the splashed creature saves against the marked effect, the ankheg is no longer marked by that creature and becomes uncontrolled. The uncontrolled ankheg primarily attacks those who attack it but also provides a flank for both allies and enemies. When the ankheg grabs an enemy, it drags it west toward the farm fields where it lives.

GUARD CREATURE

Each iron defender can be attuned to a creature, and these are currently attuned to Speelock the kobold. Attuning an iron defender takes 1 minute and can be done only by the iron defender's new owner. The iron defender can use its *guard creature* power to defend its owner.

FEATURES OF THE AREA

Illumination: Bright light.

Crates and Barrels: The piles of old barrels, crates, and lumber are difficult terrain.

Towers: A creature can enter either two-story tower. The tower doors are locked, and a lock requires a DC 15 Thievery check to open. (A door can also be smashed open with a DC 16 Strength check.) Upon entering, a creature can spend a move action to move from the bottom floor to the top floor or vice-versa. On the top floor, a creature has line of sight to the outside through arrow slits and has superior cover against all attacks. From the top floor, a creature can spend a move action to go through the trapdoor to the roof. (The creature must also use a minor action to open the hatch.)

Houses: A creature can also enter a house. Doors to houses are unlocked. A creature on the ground floor can attack through windows and gains cover against incoming attacks.

Walls: Building walls and demolished walls require a DC 20 Athletics check to climb.

TREASURE

Parcel Number: _____ (Suggested: 3)

The adventurers find a magic item among Speelock's scavenged materials. If one of your characters uses wands, you can place one here and say it was the one Speelock used. Otherwise, Speelock's wand is just a nonmagical implement.



ENCOUNTER 7: MONSTERS AND MANUALS

Encounter Level 2 (600 XP)

SETUP

- Rort, goblin tomeripper (R)
 5 goblin cutters (G)
 3 gray oozes

The adventurers enter via the south passageway. The only exit is up the stairs and to the east (through the door). When the adventurers arrive, the goblin cutters, ostensibly on guard duty, are just lounging around. Unless the characters made a ton of noise as they come toward the room, the cutters won't be ready for them. The cutters take a -5 penalty to their passive Perception (making it 6) to detect the party's approach. Roll initiative when either side detects the other.

The gray ooze do not appear until Rort, the goblin tomeripper, takes specific actions (see "Development").

When the characters open or peek through the door, read:

Bookshelves line the walls of this room, and the tables are covered with open books and alchemical liquids and powders. A few listless goblins stand near the entrances, not paying much attention. Another goblin in an ill-fitting but ornate robe browses through tomes on the shelf across from the entrance. He rips a page from a book and chants something quietly. The page disappears in a flash of green light.

If Rort detects the characters, read:

The well-dressed goblin looks toward you and lets out a high-pitched scream. He grabs a book and starts searching it frantically. The other goblins snap to attention and draw their blades.

5 Goblin Cutters (G)

Small natural humanoid

HP 1; a missed attack never damages a minion.
 AC 15, Fortitude 13, Reflex 14, Will 12
 Speed 6

Level 1 Minion Skirmisher

XP 25 each

Initiative +5
 Perception +1
 Low-light vision

STANDARD ACTIONS

(Short Sword (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +6 vs. AC
 Hit: 4 damage, or 5 if the goblin has combat advantage against the target.

TRIGGERED ACTIONS

Goblin Tactics ♦ At-Will

Trigger: The goblin is missed by an attack.
 Effect (Immediate Reaction): The goblin shifts 1 square.

Skills Stealth +8, Thievery +8

Str 14 (+2)	Dex 17 (+3)	Wis 12 (+1)
Con 13 (+1)	Int 8 (-1)	Cha 8 (-1)

Alignment evil Languages Common, Goblin

Equipment leather armor, short sword

Rort, Goblin Tomeripper (R)

Small natural humanoid

Level 2 Artillery

XP 125

HP 29; Bloodied 14

Initiative +3

AC 14, Fortitude 12, Reflex 14, Will 15

Perception +6

Speed 6

Low-light vision

STANDARD ACTIONS

(Shocking Grasp (lightning) ♦ At-Will

Attack: Melee 1 (one creature); +7 vs. AC
 Hit: 1d6 + 3 lightning damage.

(Chaotic Tome ♦ At-Will

Requirement: Rort must have a book.
 Roll a d6 to determine which of the following powers Rort uses:

Black Bolt (lightning, necrotic)

Attack: Ranged 10 (one creature); +7 vs. Reflex

Hit: 1d8 + 1 lightning and necrotic damage, and the target is dazed (save ends).

Violent Crescendo (thunder)

Attack: Ranged 10 (one or two creatures); +7 vs. Fortitude

Hit: 1d10 + 3 thunder damage, and Rort pushes the target 3 squares.

Explosion of Gore (acid, fire)

Attack: Area burst 1 centered on an allied minion (creatures in burst); +7 vs. Reflex (automatic hit against the allied minion).

Hit: 2d8 + 3 acid and fire damage.

MINOR ACTIONS

(+ Page of Summoning ♦ At-Will (1/round)

Requirement: Rort must have a book.

Effect: A gray ooze appears in a square adjacent to Rort. Roll initiative for the ooze, and it acts normally until destroyed.

Special: Rort can summon no more than three ooze per encounter.

TRIGGERED ACTIONS

Goblin Tactics ♦ At-Will

Trigger: Rort is missed by an attack.

Effect (Immediate Reaction): Rort shifts 1 square.

Skills Arcana +5, Stealth +8

Str 8 (+0)	Dex 14 (+3)	Wis 11 (+1)
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Con 11 (+1)	Int 8 (+0)	Cha 17 (+4)
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Alignment evil	Languages Common, Goblin
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3 Gray Oozes

Small natural beast (blind, ooze)

Level 2 Skirmisher

XP 125 each

HP 43; Bloodied 21

Initiative +5

AC 15, Fortitude 13, Reflex 15, Will 13

Perception +2

Speed 5, climb 3

Blind, blindsight 10,

Immune blinded, gaze; Resist 5 acid

tremorsense 10

TRAITS

Ooze

While squeezing, the ooze moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.

STANDARD ACTIONS

(Bone Melt (acid) ♦ At-Will

Attack: Melee 1 (one creature); +5 vs. Fortitude

Hit: 1d6 + 6 acid damage, and the target takes a -2 penalty to Fortitude (save ends). The penalty to Fortitude is cumulative with multiple bone melt attacks.

MINOR ACTIONS

Slimy ♦ At-Will

Effect: The ooze shifts 2 squares.

Skills Stealth +12

Str 11 (+1)	Dex 15 (+3)	Wis 11 (+1)
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Con 19 (+5)	Int 1 (-4)	Cha 1 (-4)
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Alignment unaligned	Languages –
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TACTICS

Rort runs from bookshelf to bookshelf, looking for magic tomes from which he can strip spells. Make it look like he's going through books quickly, ripping a page from one before discarding it and moving onto the next. When the characters breach the doorways, he zips up the stairs to lob attacks from the top of the stairs. He makes his allies block off the stairway. Allies mean nothing to the spellcaster. He'll gladly blow them up if it improves his chance of victory. Though less willing to destroy his alchemical creations and books, Rort will if he must. Rort keeps retreating into more protected spaces, and he makes a run for it if all his allies are defeated.

The goblin cutters have no idea what they're doing. Rort just gathered up some lazy goblins and offered to pay them. They rush into combat and try to hold enemies back as best they can. If Rort starts blowing them up with *explosion of gore*, it takes them a while to realize that he's the one responsible, at which point they scatter and leave Rort to his own devices.

DEVELOPMENT

Gray ooze appear as Rort uses *page of summoning*. Each ooze appears next to Rort, then moves toward the nearest enemy on its initiative. An ooze's *bone melt* can soften up foes for Rort's *violent crescendo* (if Rort is lucky enough to find a spell he can siphon thunderous energy from).

If Rort runs out of allies quickly, you can send in a few more goblin cutters. They can appear from behind the characters, from the exit, or through a secret door you make up and place somewhere.

ROLEPLAYING RORT

Months ago, Rort started digging through the ruins of the library. While most goblins come here looking for kindling or stuff to break, Rort seeks arcane power. He's always had a bit of inborn magical talent, but no way to tap into it. In the library he discovered that he can, in true goblin fashion, destroy delicate arcane writings to fuel blasts of power. When the adventurers attack, Rort freaks out and hurls spells indiscriminately. If the characters want to have any sort of discussion with the goblin, they'll need to beat him into submission first. If they do, he's fidgety the entire time they talk to him. He constantly cringes and pleads with the characters to not strike him again.

Interrogation: Rort knows plenty about the library and can point the characters to all the best places to find books about magic (though Rort has already looted them pretty heavily). He's never seen or heard of the *slaying stone*, but he sure wants one. Under duress, he might mention the torn-open wall panel described in the library's entry on page 8.

FEATURES OF THE AREA

Illumination: Bright light.

Bookshelves: Rort stays close to the bookshelves so he can grab books from them. Most books are historical records, but a couple might contain low-level rituals (at your discretion).

Tables: It costs 1 square of movement to climb onto a table. The tables are covered with books Rort has removed from the bookshelves as well as alchemical substances. If the contents of a table are targeted by (or in the area of effect of) a fire attack, they create a poisonous fog. All squares above or adjacent to the table become lightly obscured, and any creature that starts its turn in one of those squares takes 3 poison damage.

Doors: All doors are unlocked. They have AC 5, Reflex 5, Fortitude 10, 20 hit points, and a break DC of 16.

TREASURE

Parcel Number: _____ (Suggested: 4)

Parcel Number: _____ (Suggested: 9)

Rort's belongings lie atop the center table on the lower level. The adventurers collect two parcels, one of gold and one magic item.



ENCOUNTER 8: GOBLIN WOLF BRIGADE

Encounter Level 1 (500 XP)

SETUP

2 goblin beast marshals (G)

2 bloodmonger wolves (B)

4 wolf packmates (W)

This encounter can occur at the monster pens (area 7 on the Kiris Dahn map) or in some other location of your choosing. The characters find a kennel next to an old barracks. Trained wolves mill about in cages, and their goblin masters sleep on ratty mattresses in the adjoining room. The party arrives in the corridor to the south, and the nearest exit is through the passage on the north side of the kennel.

Have any character who comes near the door make a Stealth check against the wolves' passive Perception (17 is the highest). If the wolves detect an intruder (either by exceeding the party's Stealth checks or by seeing the adventurers enter the room), they growl and bay, waking the goblins. The monster placement shown on the map assumes the characters enter immediately, before the goblins have left the barracks or set the wolves free. The longer the characters delay, the more progress the goblins make. If the goblins have time to open all the cages before the characters enter the room, they move south and open the doors to come after the party.

When the characters enter the room, read:

Wooden cages holding snarling wolves line the walls. Crude latches hold the doors shut. You see scraps of fresh meat strewn about: Clearly, somebody is keeping these wolves as pets. Two of the wolves are larger than the rest, and they wear shoddy armor of goblin make, with pointy spikes of rusted metal protruding from the surface. The other wolves look young and are clearly much weaker than the armored ones.

To the north is a set of wide wooden doors, and along the western wall are two narrow wooden doors.

Roll initiative. When the goblins come out of the barracks, read:

Two goblins wearing animal pelts and carrying short swords and shortbows appear. They make yipping noises, and the wolves seem to recognize and understand the sound.

2 Goblin Beast Marshals (G)	Level 1 Skirmisher (Leader)	
Small natural humanoid	XP 100 each	
HP 26; Bloodied 13	Initiative +5	
AC 15, Fortitude 11, Reflex 15, Will 13	Perception +7	
Speed 6	Low-light vision	
TRAITS		
➊ Last Instinct ♦ Aura 3 When any allied beast within the aura drops to 0 hit points, the beast can make a basic attack.		
STANDARD ACTIONS		
➊ Spear (weapon) ♦ At-Will Attack: Melee 1 (one creature); +6 vs. AC Hit: 1d8 + 2 damage.		
➋ Shortbow (weapon) ♦ At-Will Attack: Ranged 15/30 (one creature); +6 vs. AC Hit: 1d8 + 2 damage.		
Command the Predator ♦ At-Will One allied beast within 10 squares of the goblin can use a free action to shift half its speed and make a melee attack in either order.		
TRIGGERED ACTIONS		
Block the Escape ♦ Recharge ☰ ☱ ☲ ☳		
Trigger: An enemy within 5 squares of the goblin moves. Effect (Immediate Interrupt): The goblin and one allied beast within 5 squares of the triggering enemy can each shift half its speed.		
Goblin Tactics ♦ At-Will Trigger: The goblin is missed by an attack. Effect (Immediate Reaction): The goblin shifts 1 square.		
Str 12 (+1)	Dex 17 (+3)	Wis 14 (+2)
Con 10 (+0)	Int 8 (-1)	Cha 14 (+2)
Alignment evil	Languages Common, Goblin	
Equipment hide armor, spear, shortbow, 20 arrows		

2 Bloodmonger Wolves (B)	Level 1 Soldier	
Medium natural beast	XP 100 each	
HP 31; Bloodied 15	Initiative +2	
AC 17, Fortitude 14, Reflex 11, Will 13	Perception +7	
Speed 5	Low-light vision	
TRAITS		
Jagged Spikes Whenever an enemy adjacent to the wolf attacks it, that enemy takes 3 damage.		
STANDARD ACTIONS		
➊ Bite ♦ At-Will Attack: Melee 1 (one creature); +6 vs. AC Hit: 2d6 + 2 damage, and the target is marked until the end of the wolf's next turn.		
TRIGGERED ACTIONS		
➋ Subduing Jaws ♦ At-Will Trigger: An adjacent enemy that is marked by the wolf makes an attack that does not include the wolf. Effect (Immediate Reaction): Melee 1 (one creature); +6 vs. Reflex Hit: 2d6 + 2 damage, and the target falls prone.		
Str 17 (+3)	Dex 10 (+0)	Wis 14 (+2)
Con 15 (+2)	Int 1 (-5)	Cha 9 (-1)
Alignment unaligned	Languages –	

4 Wolf Packmates (W)

Medium natural beast

HP 1; a missed attack never damages a minion.

AC 15, Fortitude 12, Reflex 14, Will 13

Speed 6

STANDARD ACTIONS**⊕ Bite** **At-Will**

Attack: Melee 1 (one creature); +6 vs. AC

Hit: 3 damage, or 6 against a prone target.

⊕ Predator's Strafe **At-Will**

The wolf shifts half its speed and makes a melee basic attack at any point during that move.

Str 10 (+0)

Dex 14 (+2)

Wis 12 (+1)

Con 11 (+0)

Int 1 (-5)

Cha 8 (-1)

Alignment unaligned

Languages –

Level 1 Minion Skirmisher

XP 25 each

Initiative +4

Perception +6

Low-light vision

FEATURES OF THE AREA

Illumination: Dim light. The barracks are in bright light, and the large room with cages fills with bright light while the door to the barracks is open.

Barracks: Moldy, flea-ridden mattresses cover the four cots in this room. A small chest is located next to each bed. Two of the chests are empty, and the other two contain supplies and treasure (see “Treasure” below) belonging to the goblin beast marshals. Hidden under one mattress is an iron key ring holding the key to the large double doors in the north wall of the kennel (see “Double Doors,” below).

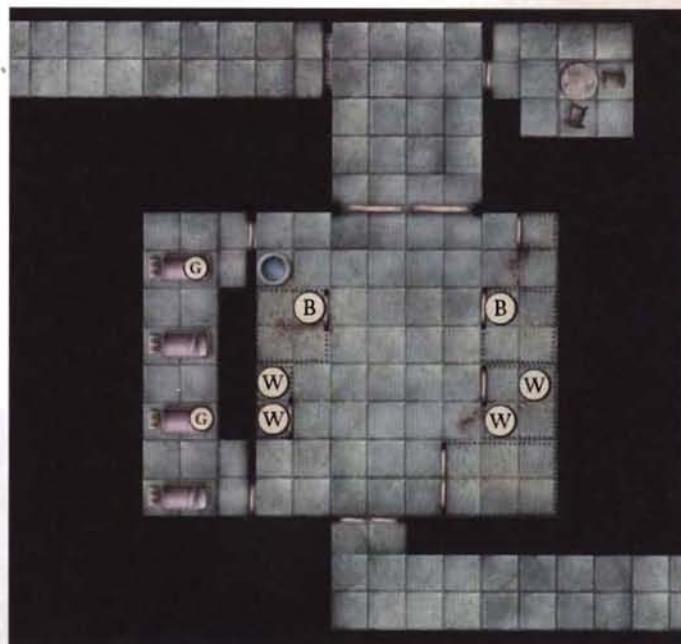
Cages: Latches hold the cage doors shut. A creature adjacent to a door can unlatch and open it as a minor action. The cage doors have AC 4, Reflex 4, Fortitude 12, 15 hit points, and a break DC of 16.

Double Doors: The large double doors on the north edge of the kennel have AC 4, Reflex 4, Fortitude 12, and 40 hit points. They’re the only locked doors on this map and require a DC 15 Thievery check to open. (The key to the doors is hidden in the barracks.)

TREASURE

Parcel Number: _____ (Suggested: 8)

The goblins keep their treasure in the barracks.

**TACTICS**

The wolves attack the doors of their cages when enemies are in sight. When a cage door drops to 0 hit points, the wolves inside are no longer confined (for cage door statistics, see “Features of the Area”).

The goblins act once the wolves draw their attention with growling. Their first action is to open the doors to the kennel room. They then move in to open the cages, crossing to the far side of the room if the characters have left any clear paths.

All the monsters try to keep the adventurers from passing through the double doors and moving down the hall. Once the wolves are free, each wolf packmate tries to team up with one of the bloodmongers. They flank enemies and try to hem them in. Wolves first attack prone targets, then creatures they have combat advantage against, then anyone else. The goblin beast marshals can command them to behave otherwise, as needed.

The goblins usually use their standard actions to have their wolves attack. Mix up the attacks so you don’t have the same wolf acting out of turn over and over. The goblins stay close enough to the fight that their auras matter, but try not to get into melee.

If the characters make it through the double doors, the goblins and wolves pursue them. If the characters move off the map, you can either have them escape successfully or run a complexity 1 skill challenge as the characters try to hide from their pursuers.

ENCOUNTER 9: KRAYD THE BUTCHER

Encounter Level 1 (500 XP)

SETUP

Krayd, berserker mercenary (K)

Krayd is a powerful member of the Severed Eyes, but not very bright. She is looking for the slaying stone but has no clue what it looks like. This encounter assumes the characters fight Krayd inside a building, but you can place the fight wherever you like. On this map, the party arrives via the hallway to the southwest.

When the characters peer into the room, read:

Through a smashed door, you see a 20-foot-high room with a glowing circle of runes inscribed on the floor. Beyond it, the floor falls away into a gaping pit. Rickety scaffolding built around the pit supports a 10-foot-high wooden platform, atop which stands a powerfully built orc wearing a leather hood. She turns to face you, raises her greataxe, and screams.

TACTICS

Krayd loves to kick people from the upper level to the lower one. She also likes to provoke opportunity attacks so that she can use *path of blood*.

FEATURES OF THE AREA

Illumination: Bright light.

Platform: This wooden platform was made by goblins. Characters can climb the stairs or the side of the platform to reach the top. The stairs are difficult terrain for characters moving up them. The sides are 10 feet tall and require a DC 10 Athletics check to climb. A fall from the top of the platform to the floor deals 1d10 damage. A fall from the platform to the bottom of the pit deals 2d10 damage. A creature can move underneath the platform, gaining cover and treating the scaffolding as difficult terrain.

Pit: The floor of the lower level used to run all the way to the wall attached to the upper level. However, that area sank into the ground some time ago, taking the wall between the two lower rooms with it. The pit is 10 feet deep and requires a DC 15 Athletics check to climb out. A creature knocked into the pit takes 1d10 damage (2d10 if it falls from the top of the platform).

Doors: The wooden double doors north of the teleportation circle are unlocked. The characters can unlock the eastern set of metal doors with two consecutive successful DC 20 Thievery checks.

Teleportation Circle: A character trained in Arcana can study the circle to learn its sigil sequence for the purpose of using Linked Portal or a similar ritual, once the combat encounter ends.

Krayd the Butcher (K)

Medium natural humanoid, orc

Level 1 Solo Brutal

XP 500

HP 124; Bloodied 62

Initiative +2

AC 13, Fortitude 14, Reflex 12, Will 10

Perception +0

Speed 6

Low-light vision

Saving Throws +5; Action Points 2

STANDARD ACTIONS

⊕ Greataxe (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +6 vs. AC
Hit: 1d12 + 4 damage (crit 1d12 + 16).

⊗ Handaxe (weapon) ♦ At-Will

Attack: Ranged 5/10 (one creature); +6 vs. AC
Hit: 1d6 + 4 damage.

⊕ Gratuitous Violence (weapon) ♦ Recharge ☒ ☓

Attack: Melee 1 (one or two creatures); +4 vs. Fortitude
Hit: 1d12 + 4 damage (crit 1d12 + 16), and the target is dazed until the end of Krayd's next turn.

← Axe Whirl (weapon) ♦ At-Will

Attack: Close burst 1 (creatures in burst); +6 vs. AC
Hit: 1d12 + 4 damage (crit 1d12 + 16).
Miss: 4 damage.

MINOR ACTIONS

⊕ Brutal Kick ♦ At-Will (1/round)

Attack: Melee 1 (one creature); +6 vs. AC
Hit: 1d6 + 4 damage, and Krayd pushes the target 2 squares.

TRIGGERED ACTIONS

⊕ Path of Blood ♦ At-Will

Trigger: An enemy hits Krayd with an opportunity attack.
Attack (Free Action): Krayd makes a melee basic attack against the target.

Str 18 (+4) Dex 15 (+2) Wis 10 (+0)

Con 15 (+2) Int 6 (-2) Cha 7 (-2)

Alignment chaotic evil Languages Common, Giant

Equipment leather armor, greataxe, 4 handaxes

TREASURE

Parcel Number: _____ (Suggested: 6)

Krayd's treasure consists of coins along with a few worthless finger bones and teeth.



ENCOUNTER 10: THE STONE'S GUARDIAN

Encounter Level 2 (250 XP)

This encounter occurs when the adventurers arrive at the hot springs. The springs were once open-air baths, and a series of stone steps and ornate columns surrounds the pools. If the characters aren't already looking for the dragon's lair, they need a passive Perception check of 20 or higher to detect its entrance.

TYRISTYS, BRASS DRAGON

Tyristys chose the town's hot springs as her home and dug a shallow cave. She occasionally visits other areas, usually at night. While exploring the library, she happened upon the *slaying stone* and immediately realized its power. The fickle dragon doesn't need it (since she's a dragon, after all) but guards the stone so it can't be used against her. She recognizes its evil power but lacks the means to destroy it. On balance, she sides with good more often than evil, but she's reluctant to do anything that puts her at risk. Her main goal is to be left alone, and if the stone is causing her trouble, she'd rather it disappear. Tyristys has never cared much about collecting a hoard, so she's not worried about anyone threatening her life to get her riches.

BRASS DRAGON LORE

More details about brass dragons can be found in *Draconomicon™: Metallic Dragons*. The information here is tweaked to give players the best clues about this adventure. Once the characters learn that they're dealing with a brass dragon, they can make a Nature check to determine what they know about dragons of this kind.

Nature DC 12: Brass dragons make their lairs in warm areas. They prefer dry heat and arid environments, but sometimes make exceptions. These dragons often have a practical or mercenary streak. They're talkative creatures that always think of their own self-interest during conversation. They refuse to converse with anyone who exhibits rudeness or disrespect.

CLAIM THE STONE (SKILL CHALLENGE)

In this skill challenge, the adventurers try to convince Tyristys to give them the *slaying stone*. The challenge has two facets, each of which emphasizes a different strategy. First, the dragon is skeptical about the adventurers' motives, and they need to convince her they're trustworthy. Once they succeed at that, they can persuade her that it's in her best interest to give up the stone. If the characters shoot for the second goal before they have 3 successes in the first, they take a -2 penalty

to their checks. Likewise, if they're still trying to convince the dragon of their worthiness after she's already decided they're on the right side, they take a -2 penalty to those checks and she suggests that they not test her patience.

Level: 2 (250 XP).

Complexity: 2 (6 successes before 3 failures).

Primary Skills: Arcana, Bluff, Diplomacy, Religion.

Arcana (DC 15; maximum 3 successes): The character demonstrates knowledge about the stone or a dedication to the arcane arts. In the second part, the character describes how Treona plans to destroy the stone.

Bluff (DC 17; maximum 3 successes): The character misrepresents the group's intentions or exaggerates their ability. Bluff can also be used to flatter the dragon. The party can earn only 1 success through flattery.

Diplomacy (DC 15; maximum 3 successes): The character tries to convince Tyristys that it's in her best interest to give up the stone to the party.

Religion (DC 15; maximum 3 successes): The character shows religious dedication to a good or unaligned god, showing the dragon that his or her intentions are pure.

Secondary Skills: History, Insight.

History (DC 17): The character recounts information about the stone or Tyristys that informs allies. Give the players a tidbit of history that you found in a description or made up. The next character to use that information in a check gains a +2 bonus. A successful History check does not count as a success in this skill challenge.

Insight (DC 12): The character determines which stage of the challenge the group is in (convincing Tyristys of the party's trustworthiness or persuading her to relinquish the stone) and knows whether Tyristys wants to test their intentions or is open to giving up the stone. The character also deduces that Tyristys is lazy and hates being pestered. A successful Insight check does not count as a success in this skill challenge.

BAD IDEAS

Intimidation and threats anger Tyristys and might make her prematurely end negotiations. She also doesn't like any plan that requires her to leave her lair or take the offensive.

THE ORC AMBUSH

After the encounter, the orcs learn that the adventurers have the stone and attack them to claim it (encounter 13). This can happen right away or a little later on, depending on how you want the end of the adventure to shake out.

ENCOUNTER II: SHRINE OF THE MOON

Encounter Level 2 (675 XP)

SETUP

Kiris Hoyt, wererat (K)
Triflik, goblin silverblade (T)
10 goblin grunts (G)

While the adventurers explore the shrines in Kiris Dahn, they find the shrine to Sehanine where Kiris Hoyt hides. This encounter has the following stages:

- ◆ The party meets and converses with Kiris Hoyt, learning some information from him.
- ◆ Goblins attack from both sides. The characters learn that the goblins want to kill Hoyt, not them.
- ◆ Hoyt transforms into a wererat and also attacks.

Do not place the goblins on the map right away. When the party first arrives, only Kiris Hoyt is present.

TALKING TO KIRIS HOYT

Before the goblins arrive, the adventurers find Hoyt here in his human form. At first he tries to hide from them, but once he realizes they aren't aggressive, he tries to talk to them until they leave him alone.

Clothed like a noble, he's become disheveled after years of living alone, hidden in this shrine. He's kept out of sight of the goblins for the most part, though he admits he's had to make a few disappear to keep his secret safe.

Hoyt claims that Alkirk and the rest of the Kiris family abandoned him here as part of a power play. They hoped, according to Hoyt, that the goblins would kill him so they'd have one less heir seeking part of the family's wealth. Since he's been in the town for a while, Hoyt can also give the characters information about the factions and Hu-Jat, if asked.

THE GOBLINS ATTACK

While the characters talk with Hoyt, pick a point in the conversation when either Hoyt is about to divulge crucial information or the conversation is becoming pointless. The goblins arrive! **Read the following:**

Hoyt snaps to attention, and you soon hear the thunder of dozens of little feet pounding on the stone floors. You see goblins rush into the hallway to the south and hear more through the doors to the north.

Their leader brandishes a silver sword and yells, "Kill the rat man!" Then he notices the rest of you and says, "Them too! KILL ALL RAT MANS!"

Kiris Hoyt, Wererat (K) Medium natural humanoid

HP 92; Bloodied 46
AC 17, Fortitude 14, Reflex 16, Will 15
Speed 6, climb 4 (in rat form)
Saving Throws +2; Action Points 1

TRAITS

Regeneration

Kiris Hoyt regains 10 hit points whenever he starts his turn and has at least 1 hit point. If Hoyt takes damage from a silvered weapon, his regeneration doesn't function on his next turn.

Skirmish +1d8

If, on his turn, Kiris Hoyt ends his move at least 4 squares away from his starting point, he deals 1d8 extra damage on his melee attacks until the start of his next turn.

STANDARD ACTIONS

➊ Bite ◆ At-Will

Requirement: Kiris Hoyt must be in rat or hybrid form.

Attack: Melee 1 (one creature); +8 vs. AC

Hit: 1d4 + 6 damage, the target takes ongoing 2 damage (save ends), and the target is exposed to filth fever (*Monster Manual*, page 180).

➋ Rapier (weapon) ◆ At-Will

Requirement: Kiris Hoyt must be in human form.

Attack: Melee 1 (one creature); +8 vs. AC

Hit: 1d8 + 6 damage.

➌ Wererat Waltz ◆ At-Will

Effect: Kiris Hoyt makes a melee basic attack, shifts half his speed, and makes another melee basic attack.

MINOR ACTIONS

Change Shape (polymorph) ◆ At-Will

Effect: Kiris Hoyt alters his physical form to appear as a rat, a unique human, or a hybrid creature. The form lasts until he uses *change shape* again or until he drops to 0 hit points (whereupon he assumes human form). Kiris Hoyt retains his statistics in his new form. His clothing, armor, and possessions do not change.

Skills Bluff +9, History +7, Stealth +10, Thievery +10

Str 10 (+1) Dex 18 (+5) Wis 12 (+2)

Con 14 (+3) Int 13 (+2) Cha 16 (+4)

Alignment unaligned Languages Common

Equipment leather armor, light shield, rapier

HOYT'S TRUE NATURE

When combat starts, Hoyt can't control his transformation. You can have him transform right away or, if the characters don't quite understand what the goblins are screaming about, wait a round before the reveal.

ABOUT THE SLAYING STONE

If asked about the slaying stone, Hoyt remembers hearing (long ago) that the stone was in the abandoned library. If the characters mention the scales and claw marks, Hoyt tells them that he's seen signs of a brass dragon. Hoyt overheard the goblins saying they thought the dragon dug something up and left, but he believes it was digging a lair near the hot springs.

Triflik, Goblin Silverblade (T)

Small natural humanoid

HP 38; Bloodied 19
AC 16, Fortitude 13, Reflex 15, Will 12

Speed 6

TRAITS

Sneaky

When shifting, Triflik can move into a space occupied by an ally of his level or lower. The ally shifts into Triflik's previous space as a free action.

STANDARD ACTIONS

① Triflik's Blade (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +7 vs. AC
Hit: 1d6 + 3 damage, or 2d6 + 3 if Triflik has combat advantage against the target.

† Power of the Blade (weapon) ♦ Recharge if the power misses

Effect: Triflik uses Triflik's blade and targets his choice of Fortitude or Reflex instead of AC.

TRIGGERED ACTIONS

Goblin Tactics ♦ At-Will

Trigger: Triflik is missed by an attack.

Effect (Immediate Reaction): Triflik shifts 1 square.

Skills Stealth +10, Thievery +10

Str 15 (+3) Dex 18 (+5) Wis 13 (+2)

Con 14 (+3) Int 9 (+0) Cha 9 (+0)

Alignment evil Languages Common, Goblin

Equipment leather armor, Triflik's blade (silvered weapon)

Level 2 Skirmisher

XP 125

Initiative +7
Perception +2
Low-light vision**FEATURES OF THE AREA**

Illumination: Bright light.

Basin: The first time a creature tosses a silver or gold coin in the basin, it regains a healing surge. A creature can benefit from the basin's magic only once. Coins tossed in the basin disappear and cannot be retrieved. Any character inspecting the basin can make a DC 15 Religion check to realize its power.

Double Doors: The double doors are locked and require a DC 15 Thievery check to open. They have AC 4, Reflex 4, Fortitude 12, 40 hit points, and a break DC of 18.

Portcullis: The portcullis provides cover. Ranged attacks made by creatures adjacent to the portcullis don't take the penalty. Lifting the portcullis requires a DC 28 Strength check.

Rubble: The rubble in the southern passageways is difficult terrain.

TREASURE

Parcel Number: 2 (Triflik's blade)

Triflik's blade is described on page 10.

10 Goblin Grunts (G)

Small natural humanoid

HP 1; a missed attack never damages a minion.

AC 15, Fortitude 13, Reflex 14, Will 12

Speed 6

STANDARD ACTIONS

① Short Sword (weapon) ♦ At-WIII

Attack: Melee 1 (one creature); +6 vs. AC

Hit: 4 damage.

② Shortbow (weapon) ♦ At-WIII

Attack: Ranged 15/30 (one creature); +6 vs. AC

Hit: 4 damage.

TRIGGERED ACTIONS

Goblin Tactics ♦ At-Will

Trigger: The goblin is missed by an attack.

Effect (Immediate Reaction): The goblin shifts 1 square.

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

Con 10 (+0) Int 8 (-1) Cha 7 (-2)

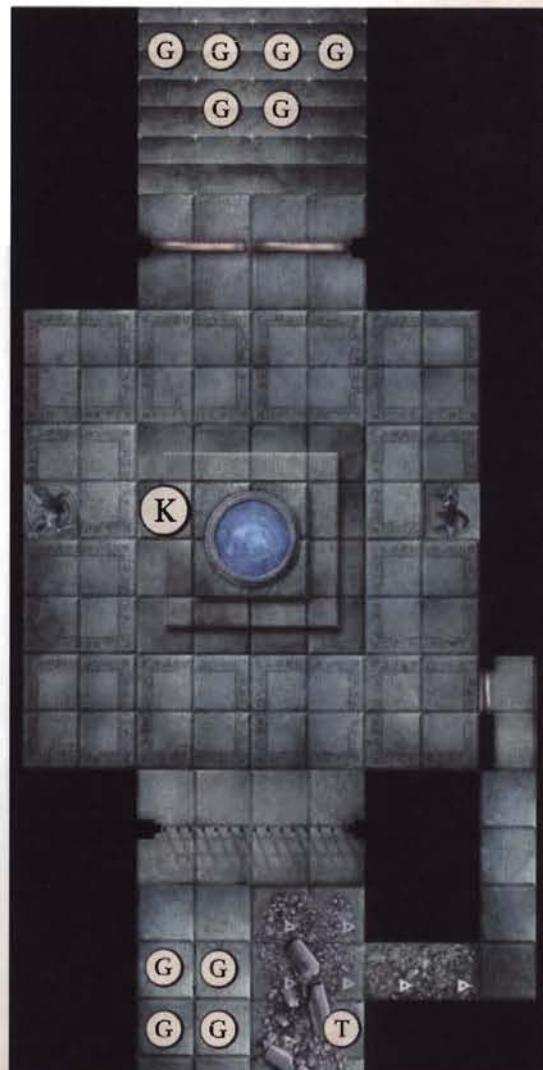
Alignment evil Languages Common, Goblin

Equipment leather armor, short sword, shortbow, 20 arrows

TACTICS

The goblins to the north break down the doors using a battering ram. It takes them 2 rounds. After breaching the doors, they charge into melee. While most of the goblins to the south fire arrows through the portcullis, Triflik and a couple of his minion guards go through the side passage.

Kiris Hoyt and the goblins aren't allies and don't really help one another. Have a minion occasionally fire at Hoyt, but otherwise have the goblins and Hoyt focus on killing the adventurers.



ENCOUNTER 12: HU-JAT'S SQUAD

Encounter Level 2 (675 XP)

SETUP

Hu-Jat, hobgoblin boss (H)

1 rage drake (D)

3 goblin warriors (W)

2 goblin grunts (G)

This encounter takes place at the abandoned Kiris mansion. Scouts constantly monitor the area, so it's nearly impossible to sneak up on the mansion. That said, if the adventurers devise a clever plan to sneak in, run with it!

The front of the mansion has three points of entry: the open main entrance plus a couple wide holes that were punched through the walls during the goblin invasion.

When the party approaches the mansion, read:

You come upon what remains of the Kiris mansion. Once an ornate, well-kept structure, it has suffered through years of poor treatment under goblin control. A couple of goblin guards stand out front—one in front of what used to be the main entrance and another amid the rubble of a large hole in the wall.

Place the goblin grunts on the map, but do not place the other antagonists immediately. Have the players place their characters' miniatures on the south edge of the map. **Read:**

A gravelly voice booms from within the mansion. "We've been waiting for you." A hobgoblin in heavy armor rides forward on the back of a large red drake. "Leave these goblin weaklings behind. Come test your mettle against a real warrior!"

As Hu-Jat, the rage drake, and the goblin warriors appear, place their miniatures on the map and have them roll initiative.

ROLEPLAYING HU-JAT

Hu-Jat berates his allies when they miss the characters or use poor tactics. He's not happy to be in Goribadd, and the party's intrusion raises his hackles. Despite his unpleasant disposition, he's kind to his rage drake mount, Yorthung. Here are some choice phrases Hu-Jat might say:

To the characters: "So you're the ones causing havoc in my town! I will roast your intestines and mount your heads above my throne!"

To the goblins: "You rabble! Watch what you're doing! Forty lashes for each time you fail me again!" or "I will not let these intruders take the mansion! I will pile your dead bodies in the doorways to keep them out, if I must!"

Hu-Jat, Hobgoblin Boss (H)	Level 2 Soldier (Leader)	
Medium natural humanoid	XP 125	
HP 37; Bloodied 18	Initiative +3	
AC 18, Fortitude 15, Reflex 13, Will 14	Perception +2	
Speed 6	Low-light vision	
TRAITS		
Goblin Phalanx Leader		
Hu-Jat gains a +2 bonus to AC while at least one goblin or hobgoblin ally is adjacent to him, and each goblin ally adjacent to him gains a +1 bonus to AC.		
STANDARD ACTIONS		
➊ Mace (weapon) ⚪ At-Will		
Attack: Melee 1 (one creature); +7 vs. AC		
Hit: 1d8 + 5 damage.		
➋ Javelin (weapon) ⚪ At-Will		
Attack: Ranged 10/20 (one creature); +7 vs. AC		
Hit: 1d6 + 5 damage.		
MINOR ACTIONS		
↳ Commander's Call (charm) ⚪ At-Will		
Effect: Close burst 3 (enemies in burst). Each target is marked until the end of Hu-Jat's next turn.		
TRIGGERED ACTIONS		
Mount's Sacrifice ⚪ At-Will		
Trigger: Hu-Jat is hit by an attack while mounted.		
Effect (Immediate Interrupt): The attack hits Hu-Jat's mount instead.		
➌ Rider's Clout ⚪ At-Will (1/round)		
Trigger: Hu-Jat's mount leaves a square adjacent to an enemy while charging.		
Attack (Free Action): Hu-Jat makes a melee basic attack against the enemy.		
Skills Athletics +9, Intimidate +9		
Str 17 (+4)	Dex 11 (+1)	Wis 13 (+2)
Con 13 (+2)	Int 12 (+2)	Cha 17 (+4)
Alignment evil	Languages Common, Goblin	
Equipment plate armor, heavy shield, mace, 3 javelins		

Rage Drake (D)	Level 5 Brute	
Large natural beast (mount, reptile)	XP 200	
HP 77; Bloodied 38	Initiative +3	
AC 17, Fortitude 18, Reflex 15, Will 16	Perception +4	
Speed 8		
TRAITS		
Raging Mount (mount) ⚪ At-Will		
While the drake is bloodied, its rider gains a +2 bonus to attack rolls and damage rolls with melee attacks.		
STANDARD ACTIONS		
➊ Bite ⚪ At-Will		
Attack: Melee 1 (one creature); +10 vs. AC, or +12 while the drake is bloodied		
Hit: 2d10 + 5 damage, or 2d10 + 7 while the drake is bloodied.		
➋ Raking Charge ⚪ At-Will		
Effect: The drake charges and makes the following attack twice against the target of its charge in place of a melee basic attack.		
Attack: Melee 1 (one creature); +10 vs. AC, or +12 while the drake is bloodied		
Hit: 1d6 + 4 damage, or 1d6 + 6 while the drake is bloodied.		
Skills Athletics +6, Strength +6		
Str 19 (+6)	Dex 13 (+3)	Wis 14 (+4)
Con 17 (+5)	Int 3 (-2)	Cha 12 (+3)
Alignment unaligned	Languages –	

3 Goblin Warriors (W)

Small natural humanoid

HP 29; Bloodied 14

AC 17, Fortitude 13, Reflex 15, Will 12

Speed 6

TRAITS**Great Position**

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

STANDARD ACTIONS**⊕ Spear (weapon) ♦ At-Will**

Attack: Melee 1 (one creature); +6 vs. AC

Hit: 1d8 + 3 damage.

⊗ Javelin (weapon) ♦ At-Will

Attack: Ranged 10/20 (one creature); +6 vs. AC

Hit: 1d6 + 3 damage.

⊗ Mobile Ranged Attack (weapon) ♦ At-Will

The goblin moves up to half its speed. At any point during that movement, it makes one ranged attack without provoking opportunity attacks.

TRIGGERED ACTIONS**Goblin Tactics ♦ At-Will**

Trigger: The goblin is missed by an attack.

Effect (Immediate Reaction): The goblin shifts 1 square.

Skills Stealth +10, Thievery +10

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

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

Alignment evil Languages Common, Goblin

Equipment leather armor, spear, 5 javelins

2 Goblin Grunts (G)

Small natural humanoid

HP 1; a missed attack never damages a minion.

AC 15, Fortitude 13, Reflex 14, Will 12

Speed 6

STANDARD ACTIONS**⊕ Short Sword (weapon) ♦ At-Will**

Attack: Melee 1 (one creature); +6 vs. AC

Hit: 4 damage.

⊗ Shortbow (weapon) ♦ At-Will

Attack: Ranged 15/30 (one creature); +6 vs. AC

Hit: 4 damage.

TRIGGERED ACTIONS**Goblin Tactics ♦ At-Will**

Trigger: The goblin is missed by an attack.

Effect (Immediate Reaction): The goblin shifts 1 square.

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

Con 10 (+0) Int 8 (-1) Cha 7 (-2)

Alignment evil Languages Common, Goblin

Level 1 Skirmisher

XP 100 each

Initiative +5

Perception +1

Low-light vision

The goblins try to confound enemies by making ranged attacks against foes that seem to favor melee combat and melee attacks against those that favor ranged attacks.

FEATURES OF THE AREA**Illumination:** Bright light.

Sliding Walls: Several of the mansion's walls can be slid open. They're identifiable on the map by the series of mechanisms inside the walls adjacent to them. Sliding a wall open or closed requires a standard action and a successful DC 10 Strength check.

Doors: All doors inside the mansion are unlocked.

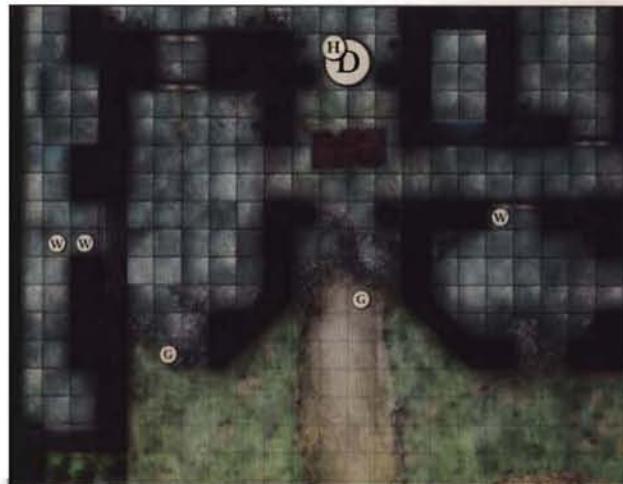
SLAIN BY THE STONE

If the adventurers use the *slaying stone* in this encounter, they'll most likely take out Hu-Jat or the rage drake. You don't need to make any adjustments if the slain enemy was already bloodied, but if the characters use the stone right away, have another goblin warrior join the battle.

TREASURE

Parcel Number: _____ (Suggested: 5)

Characters searching the mansion find treasure left by Kiris Dahn's citizens, plus what the goblins have looted from elsewhere in the town or stolen in raids.

**TACTICS**

Hu-Jat begins the encounter mounted on the rage drake and commands it to charge back and forth so he can use *rider's clout*. He funnels attacks toward the mount using *mount's sacrifice*, in the hope that he'll outlive the beast. (He cares about his drake, but not as much as he cares about himself.) Hu-Jat is not high enough in level to benefit from the rage drake's *raging mount* power.

The drake follows Hu-Jat's orders. If the hobgoblin dies, the beast goes out of control, attacking whoever stands nearest to it (determine randomly if more than one target is equally near).

ENCOUNTER 13: SEVERED EYES SHOWDOWN

Encounter Level 3 (850 XP)

SETUP

Vohx, Severed Eyes leader (V)

1 orc wolf shaman (W)

2 Severed Eyes orc bludgeoners (B)

1 Severed Eyes orc slasher (S)

Ideally, this encounter should occur before the characters use the *slaying stone*. The encounter as presented takes place amid farms, with the characters heading out of Gorizbadd after collecting the stone. That said, the location isn't tied too closely to the encounter, so you can place the encounter wherever the party happens to go.

The characters might detect the orcs. If they do, have the players place their characters on the road near one edge of the map. **Read:**

You hear a faint rustle of leaves and the clank of a weapon against a stone. You think enemies might be hiding in the nearby foliage, waiting for you.

If they don't detect the orcs, place the characters in the middle of the map on the road. **Read:**

Orcs leap out from hiding and charge toward you! Their leader has one missing eye and a scar across the empty socket. He shouts, "Bring me the stone!" His scar glows deep orange as he calls on its hidden magic.

Roll initiative. The orcs get a surprise round if the characters failed to detect them.

Severed Eyes Orc Slasher (S)

Medium natural humanoid

HP 42; Bloodied 21

AC 17, Fortitude 15, Reflex 16, Will 13

Speed 6 (8 while charging)

Level 3 Skirmisher

XP 150

Initiative +6

Perception +1

Low-light vision

STANDARD ACTIONS

➊ **Falchion** (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +8 vs. AC

Hit: 2d4 + 3 damage (crit 2d4 + 11).

➋ **Two-Scar Step** (weapon) ♦ At-Will

Effect: The orc makes a melee basic attack against two different creatures, with a -2 penalty to the attack rolls. It can shift half its speed between the attacks.

TRIGGERED ACTIONS

➌ **Bloodied Swing** ♦ Encounter

Trigger: The orc is bloodied.

Attack (Free Action): The orc slasher makes a melee basic attack and shifts its speed in either order.

Savage Demise

Trigger: The orc drops to 0 hit points.

Effect (No Action): The orc makes a melee basic attack.

Str 15 (+3) Dex 16 (+4) Wis 10 (+1)

Con 10 (+1) Int 8 (+0) Cha 6 (-1)

Alignment chaotic evil Languages Common, Giant

Equipment leather armor, falchion

Vohx, Severed Eyes Leader (V)

Medium natural humanoid, orc

Level 4 Controller (Leader)

XP 175

HP 56; Bloodied 28

Initiative +2

AC 18, Fortitude 18, Reflex 14, Will 16

Perception +2

Speed 6 (8 while charging)

Low-light vision

TRAITS

➊ Mercenary's Trap ♦ Aura 10

When any enemy within the aura who is flanked by Vohx's allies moves willingly, one of the flanking allies can make a melee basic attack against that enemy as an opportunity action.

STANDARD ACTIONS

➍ **Scimitar** (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +9 vs. AC

Hit: 1d8 + 5 damage (crit 1d8 + 13).

➋ **Entangling Chain** ♦ Encounter

Attack: Ranged 5 (one creature); +7 vs. Reflex

Hit: 1d8 + 6 damage, and the target is immobilized and takes ongoing 5 damage (save ends both).

Special: If the attack misses or the target saves against the power's immobilizing effect, Vohx's shackles fall into a square adjacent to the target. Vohx can recharge this power by picking them up.

➌ **Strike Fear** (fear, psychic) ♦ Recharge ☷ ☷ ☷

Attack: Close burst 2 (enemies in burst); +6 vs. Will

Hit: 1d6 + 4 psychic damage, and the target is slowed until the end of Vohx's next turn.

Effect: Vohx makes a melee basic attack against one creature he hit with this power.

MINOR ACTIONS

➍ **Eye of Leadership** ♦ At-Will

Effect: One ally in Vohx's line of sight gains a +2 bonus to attack rolls and saving throws until Vohx uses this power again or until he drops to 0 hit points.

TRIGGERED ACTIONS

➎ **Bloodied Defense** ♦ Encounter

Trigger: Vohx is first bloodied.

Effect (No Action): Vohx gains a +5 bonus to all defenses until the end of his next turn.

Savage Demise

Trigger: Vohx drops to 0 hit points.

Effect (No Action): Vohx makes a melee basic attack.

Str 18 (+6) Dex 11 (+2) Wis 10 (+2)

Con 16 (+5) Int 9 (+1) Cha 15 (+4)

Alignment chaotic evil Languages Common, Giant

Equipment hide armor, scimitar

TACTICS

The wolf shaman hangs back to make ranged attacks. The bludgeoners push enemies into flanks using shield push, setting them up to take advantage of Vohx's *mercenary's trap* aura. The slasher moves back and forth between groups of enemies, spreading out his attacks.

Vohx usually uses his *eye of leadership* on the bludgeoners, especially after they drop their shields. After immobilizing an enemy with *entangling chain*, he commands his allies to flank that target while using *strike fear* to keep enemies from getting away from the rest of the mercenary band. Though Vohx spends most of his time in close combat, *bloodied defense* should give him a brief reprieve to stave off an early death.

Orc Wolf Shaman (W)	Level 4 Artillery
Medium natural humanoid	XP 175
HP 41; Bloodied 20	Initiative +2
AC 16, Fortitude 14, Reflex 12, Will 16	Perception +11
Speed 6 (8 while charging)	Low-light vision
STANDARD ACTIONS	
(\dagger) Scimitar (weapon) \diamond At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d8 + 3 damage (crit 1d8 + 11).	
(\circledast) Lightning Strike (lightning) \diamond At-Will	
Attack: Ranged 10 (one creature); +9 vs. Reflex	
Hit: 1d8 + 4 lightning damage, and one creature within 5 squares of the target takes 5 lightning damage.	
Vengeful Wolf Spirit \diamond Encounter	
Effect: The orc brings forth a wolf spirit. It appears in an unoccupied square within 5 squares of the orc, moves 6 squares, then disappears. The wolf makes a melee attack (+9 vs. AC) against each creature whose space it enters. A creature hit by the attack takes 1d8 + 4 damage and falls prone.	
TRIGGERED ACTIONS	
Skull of the Wolf \diamond Encounter	
Trigger: The orc is first bloodied.	
Effect (Free Action): Until the end of the encounter, the orc doesn't provoke opportunity attacks when moving away from creatures it starts its turn adjacent to. In addition, <i>vengeful wolf spirit</i> recharges, and the orc uses it.	
Savage Demise	
Trigger: The orc drops to 0 hit points.	
Effect (No Action): The orc makes a melee basic attack.	
Str 15 (+4) Dex 10 (+2) Wis 18 (+6)	
Con 11 (+2) Int 10 (+2) Cha 11 (+2)	
Alignment chaotic evil Languages Common, Giant	
Equipment hide armor, scimitar	
2 Severed Eyes Orc Bludgeoners (B)	Level 4 Brute
Medium natural humanoid	XP 175 each
HP 65; Bloodied 32	Initiative +4
AC 16, Fortitude 16, Reflex 14, Will 12	Perception +2
Speed 6 (8 while charging)	Low-light vision
TRAITS	
Headless Blood	
While bloodied, the orc takes a -2 penalty to AC.	
STANDARD ACTIONS	
(\dagger) Morningstar (weapon) \diamond At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d10 + 6 damage, or 1d10 + 12 damage while bloodied.	
MINOR ACTIONS	
\dagger Shield Push \diamond At-Will (1/round)	
Requirement: The orc must be using a shield.	
Effect: Melee 1 (one creature the orc hit this turn). The orc pushes the target 1 square, then shifts 1 square into the space that the target left.	
TRIGGERED ACTIONS	
Savage Demise	
Trigger: The orc drops to 0 hit points.	
Effect (No Action): The orc makes a melee basic attack.	
Str 18 (+6) Dex 14 (+4) Wis 10 (+2)	
Con 15 (+4) Int 8 (+1) Cha 9 (+1)	
Alignment chaotic evil Languages Common, Giant	
Equipment chainmail, light shield, morningstar	

FEATURES OF THE AREA

Illumination: Bright light.

Foliage: The trees and shrubs are difficult terrain and heavily obscured. (A creature in the foliage has concealment against adjacent creatures and total concealment against creatures farther away.)

Houses: The farmhouses are abandoned and empty. A creature inside one has superior cover against creatures outside. A creature can climb onto a house with a DC 15 Athletics check. The roofs are 10 feet above the ground. They're made of thatch and are poorly maintained, so a creature that ends its turn on the roof must succeed on a DC 10 Acrobatics check or fall through, taking 1d10 damage.

Water Pond: The water pond is difficult terrain.

TREASURE

Parcel Number: _____ (Suggested: 1)

Parcel Number: _____ (Suggested: 7)

The orc mercenaries amassed their treasure from previous jobs.



CONCLUSION

By the end of the adventure, the adventurers should have collected the *slaying stone*, defeated the Severed Eyes, and made a big impression on at least one of Gorizbadd's factions.

THE STONE'S FATE

If the characters didn't use the *slaying stone* to kill an enemy, they need to decide what to do with it.

Return the stone to Treona: If the characters return the stone intact, Treona carries out a ritual that destroys the stone, rendering it harmless. If the characters used the stone's power, Treona and Alkirk demand to see the fragments as proof that the stone is destroyed. In either case, the characters get their quest XP and a parcel's worth of treasure for 2nd level.

Keep the stone: The two NPCs hire another group to take the *slaying stone* from the characters. Since the stone doesn't function outside Kiris Dahn, it's about as useful any other heavy rock.

Give the stone to a third party: The characters might try to sell the stone to one of Gorizbadd's factions or another interested party. This requires working with deceitful villains all too willing to double-cross the party.

Seek out Dreus Matrand: The Severed Eyes' benefactor, Dreus, has been studying similar relics. The characters might want to steal the fruits of her research and create new stones. This could provide the underpinnings of your next adventure (see "The Next Adventure," below).

LASTING TIES

At some future point, the characters might interact with the NPCs they met during this adventure.

TYRISTYS

The dragon doesn't care much for company. (She does accept suitable gifts, though.) The characters are better off leaving her alone until they've grown to a level of power comparable to hers (likely in paragon tier). They might be able to acquire her help or knowledge if they prove they're worth talking to.

KIRIS ALKIRK AND TREONA

Alkirk has some experience running a town but wasn't particularly good at it. Still, he could be a useful advisor if the adventurers establish a base of operations. Treona's ritual expertise might prove handy in all sorts of circumstances. She even knows *Raise Dead* and might use it on the characters' behalf if they can provide the component cost and bring their fallen comrade all the way back to Treona's tower.

THE NEXT ADVENTURE

Where the party goes next is up to you and your players. Here are some of the plot threads the players might want to follow from this adventure.

ORCS OF STONEFANG PASS

Characters who survive the Severed Eyes of Kiris Dahn might be eager to take the fight to the orcs. In HS2 *Orcs of Stonefang Pass*™, the adventurers are hired to clear a passage through the Stonefang Mountains and deal with the growing threat of orcs in the Nentir Vale.

STOP DREUS

The arcanist Dreus (described on page 5) hired the Severed Eyes to find the stone, and she has collected other ancient weapons of evil bent. The characters can interrogate the orcs or find other clues that can lead them to her citadel. They need to overcome her arcane defenses, as well as the elementals and other creatures that defend her.

THE ARCHITECTS' LEGACY

The tieflings who called themselves the Architects of Victory made far more than just the *slaying stones*. Their creations filled many armories, and no one can say who holds their dangerous handiwork today. Treona might be able to suggest where the adventurers might start searching for more.

HOYT'S FAMILY TREE

The offshoot of the Kiris family line to which Hoyt belonged was full of lycanthropes. If the characters talk to Kiris Alkirk about Hoyt, he can tell them the (rumored) whereabouts of others Kiris lycanthropes. The party might hunt down the cursed family to kill them or to find a cure for their affliction.

CLEAN OUT KIRIS DAHN

The adventurers might decide to cleanse the town of Kiris Dahn of its monstrous vermin. Since there are so many goblins, you might want to create a skill challenge with a few linchpin encounters. If the characters defeat these "sub-bosses," they drive off some number of goblins living in the town. The characters might want to bring back the humans who left the town, give the town to the kobolds, or just exterminate the goblins to ensure the region's safety.

VISIONS FROM THE STONE

The character who used the *slaying stone* might see horrific visions imparted by the dark magic used in its creation. The visions might show a gate to the Nine Hells or unfinished business related to the life of the creature the stone killed.

ADDITIONAL ENCOUNTERS

If the adventurers bypass encounters or if you plan to get them more XP over the course of this adventure, you can include some of the following encounters.

GOBLIN PATROL (LEVEL 1; 550 XP)

- ◆ 3 goblin warriors (level 1 skirmisher; *Monster Manual*, page 137)
- ◆ 1 goblin skullcleaver (level 3 brute; *Monster Manual*, page 137)
- ◆ 1 goblin acolyte of Maglubiyet (level 1 controller; *Monster Manual* 2, page 131)

If the characters stray too far toward the densely inhabited parts of the town, they run afoul of the goblin guards who patrol these areas. Fanatical followers of Bane's goblin exarch Maglubiyet lead these patrols.

KOBOLD SLUMHAUNTS (LEVEL 1; 575 XP)

- ◆ 2 kobold skirmishers (level 1 skirmisher; *Monster Manual*, page 167)
- ◆ 2 kobold guttersnipes (level 1 artillery; page 14)
- ◆ 1 kobold slyblade (level 4 lurker; *Monster Manual*, page 169)

The narrow alleys that cut between the ramshackle huts of the slum disguise numerous traps. When someone bumps a noise-making gourd alarm or trips into a net, the kobolds leap out to attack.

WELL-DEFENDED DUO (LEVEL 2; 625 XP)

- ◆ 2 stonefist defenders (level 2 skirmisher; *Monster Manual* 2, page 143)
- ◆ 2 goblin sharpshooters (level 2 artillery; *Monster Manual*, page 137)
- ◆ Magic crossbow turret (level 3 blaster; *Dungeon Master's Guide*, page 88)

Goblin twins found and reactivated a pair of homunculi, which came to regard the goblins as their masters. The goblins have the constructs bring them food and drink as they hide out in their well-defended room.

HOBGOBLIN REINFORCEMENTS (LEVEL 3; 750 XP)

- ◆ 2 hobgoblin archers (level 3 artillery; *Monster Manual*, page 139)

- ◆ 2 hobgoblin soldiers (level 3 soldier; *Monster Manual*, page 139)
- ◆ hobgoblin warcaster (level 3 controller; *Monster Manual*, page 140)

After the orcs began threatening the town, Hu-Jat sent for allies. The reinforcements have arrived and expect Hu-Jat to pay them well for killing his foes.

PARCEL AND QUEST CHECKLIST

This checklist is provided to help you make sure you assign the right amount of XP and treasure. Note that the *slaying stone* isn't counted as part of the party's treasure.

TREASURE PARCELS

Parcel and Contents	Placed	Collected
1. Level 5 magic item	<input type="checkbox"/>	<input type="checkbox"/>
2. <i>Triflik's blade</i> (see page 10)	<input type="checkbox"/>	<input type="checkbox"/>
3. Level 3 magic item	<input type="checkbox"/>	<input type="checkbox"/>
4. Level 2 magic item	<input type="checkbox"/>	<input type="checkbox"/>
5. 200 gp	<input type="checkbox"/>	<input type="checkbox"/>
6. 180 gp	<input type="checkbox"/>	<input type="checkbox"/>
7. 120 gp	<input type="checkbox"/>	<input type="checkbox"/>
8. 120 gp	<input type="checkbox"/>	<input type="checkbox"/>
9. 60 gp	<input type="checkbox"/>	<input type="checkbox"/>
10. 40 gp	<input type="checkbox"/>	<input type="checkbox"/>

QUESTS

Major Quest	XP	Assigned	Complete
Destroy the <i>slaying stone</i> (see page 2)	625	<input type="checkbox"/>	<input type="checkbox"/>

Minor Quests	XP	Assigned	Complete
Collect arcane writings (see page 2)	100	<input type="checkbox"/>	<input type="checkbox"/>
Kobolds on the warpath (see page 6)	100	<input type="checkbox"/>	<input type="checkbox"/>
_____	100	<input type="checkbox"/>	<input type="checkbox"/>
_____	100	<input type="checkbox"/>	<input type="checkbox"/>
_____	100	<input type="checkbox"/>	<input type="checkbox"/>
_____	100	<input type="checkbox"/>	<input type="checkbox"/>
_____	100	<input type="checkbox"/>	<input type="checkbox"/>

Extra Minor Quests*	XP	Assigned	Complete
_____	100	<input type="checkbox"/>	<input type="checkbox"/>
_____	100	<input type="checkbox"/>	<input type="checkbox"/>
_____	100	<input type="checkbox"/>	<input type="checkbox"/>

*Any extra quests you place here go beyond the XP budget this adventure normally expects.

BACKGROUNDS

Players might consider the following backgrounds for the characters they'll be using for this adventure. Each background ties into one of the story arcs of the campaign and includes a sample minor quest associated with it. Rules for using backgrounds appear on page 178 of *Player's Handbook* 2.

CITIZEN OF KIRIS DAHN

You were born in the waning town of Kiris Dahn and spent your early years there. The citizens abandoned the already dilapidated town eight years ago, but you remember how it once was. Was your family wealthy or poor? Did you know about the town's magical defenses? Have you seen the town since it was overrun and renamed Gorizbadd?

ASSOCIATED SKILLS

If you are a citizen of Kiris Dahn, you can choose Dungeoneering or Streetwise as your associated skill.

QUEST: FIND YOUR BELONGINGS

1st-Level Minor Quest (100 XP)

You complete this quest if you recover a beloved personal item from the ruins of Kiris Dahn.

DEFENDER OF THE OPPRESSED

Though the great empires of the world have fallen, tyranny still reigns on a small scale in many places. You swore to bring down tyrants both powerful and petty. Did you grow up under a tyrannical regime? Does it matter who is being oppressed? Would you rather fight for the victims or empower them to fight for themselves?

ASSOCIATED SKILLS

If you are a defender of the oppressed, you can choose History or Streetwise as your associated skill.

QUEST: FIGHT FOR FREEDOM

1st-Level Minor Quest (100 XP)

You complete this quest if you meet some people that live under oppressive control and help them escape or overpower their tyrants.

GOBLIN FOE

The disgusting creatures of the goblin family (goblins, hobgoblins, and bugbears) have earned your unending enmity. Did someone close to you get hurt or killed by goblins? Was a place you once lived looted or attacked? Do you abhor goblins for their cowardice? How about their awful smell?

ASSOCIATED SKILLS

If you are a goblin foe, you can choose Intimidate or Perception as your associated skill. (Most characters with this background choose to learn the Goblin language as the background benefit.)

QUEST: DESTROY GOBLIN CONTROL

1st-Level Minor Quest (100 XP)

You complete this quest if you remove the goblins from power in Gorizbadd/Kiris Dahn.

REDEEMER OF THE DESECRATED

Holy sites deserve respect and require protection. Across the world, especially amid ruins and in the lairs of monsters, divine shrines to good gods have been polluted by the presence of evil. You have taken it upon yourself to purify these places. Do you also hunt down those who desecrate shrines? What equipment do you carry to reconsecrate shrines?

ASSOCIATED SKILLS

If you are a redeemer of the desecrated, you can choose Dungeoneering or Religion as your associated skill.

QUEST: RECLAIM THE SHRINES

1st-Level Minor Quest (100 XP)

You complete this quest if you consecrate anew a holy place the goblins have desecrated or destroyed.

TREASURE HUNTER

Fascinated by antiquity and the magical arts, you've long dreamed of finding and collecting ancient enchanted items. Do you plan to create magic items yourself one day, or do you merely want to find and wield the power of items created by long-dead civilizations? Do you already possess an item you think has untapped magical potential? Were you intrigued by stories you've heard about famous relics? Are you just in it for the money?

ASSOCIATED SKILLS

If you are a treasure hunter, you can choose Arcana or History as your associated skill.

QUEST: HUNT FOR TREASURE

1st-Level Minor Quest (100 XP)

You complete this quest if you examine and catalog any magic items or other arcane creations over the course of your adventure.



DEATH HIDES IN KIRIS DAHN

Goblins have invaded Kiris Dahn, once a jewel in the crown of Nerath, the fallen human kingdom. Within its plundered ruins lie treasures yet to be unearthed, including the last of the *slaying stones*—deadly relics from bygone wars. Even now, evil forces scour the ruins in search of the stone, but they are not alone! Adventurers have come to Kiris Dahn, bringing death and destruction in their wake.

The *Slaying Stone*™ is a stand-alone DUNGEONS & DRAGONS® adventure designed for 1st-level characters. It fits easily into any homebrew campaign and features an easy-to-run encounter format and a full-color, double-sided battle map.

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