

SILVER LINING

A DUNGEONS & DRAGONS® *LIVING* *FORGOTTEN REALMS* ADVENTURE

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The commander of the Watchwall is looking for adventurers for a special mission into the Tannath Mountains. The Watchwall is always undermanned and the commander thinks he may have found some new recruits. But war, like politics, can make for strange bedfellows. A *Living Forgotten Realms* adventure set in Aglarond for characters levels 1 - 4. This adventure is the beginning of both the "Invisible Road" and "Circle of Stones" Major Quests.

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

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By sanctioning and reporting this adventure you accomplish a couple of things. First, it is an official game, tracked under your play history. Second, DMs gain rewards for sanctioned RPGA play if they are members of the DM REWARDS program. DMing this adventure is worth one (1) point.

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

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PREPARING FOR PLAY

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

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

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

READING MONSTER STAT BLOCKS

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

IMPORTANT DM INFORMATION

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

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

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

- **You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure.** This is especially important and applicable outside of combat encounters, but feel free to use the "scaling the encounter" advice (usually for adjusting to different-sized groups) to adjust combat encounters for groups that are having too easy or too hard of a time in an adventure.
- **Don't make the adventure too easy or too difficult for a group.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a "chance to shine."
- **Be mindful of pacing, and keep the game session moving along appropriately.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. *Living Forgotten Realms* adventures are designed to be played within 3.5 - 4 hours; try to be very aware

of running long or short. Adjust the pacing accordingly.

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

In short, being the DM for a *Living Forgotten Realms* adventure isn't about following the adventure's text word-for-word; it's about creating a fun, challenging game environment for the players. Chapters 1 and 2 of the *Dungeon Master's Guide* are filled with good information about being a DM for a D&D game.

APPROPRIATE CHARACTER LEVELS

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

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

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

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

FAILING TO DEFEAT AN ENCOUNTER

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

CHARACTER DEATH

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

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

MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second encounter they've had since the start of the adventure or their last extended rest. **Encounters that do not give**

out experience points do not count for purposes of reaching a milestone. Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

LASTING EFFECTS

Sometimes a PC suffers a lasting effect that isn't easily resolved before the end of the adventure. The two most common lasting effects are the death penalty and diseases.

Death Penalty: When a character dies and is brought back to life by the Raise Dead ritual, that character suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until they have reached three milestones. The player should simply record the adventure where the character died on their adventure log, and then keep a running tally of milestones reached. Once the PC has reached the third milestone since coming back to life, they no longer suffer the penalty.

Diseases: Diseases take hold of a character and last until they are cured or they reach their final state. Normally, a PC makes an Endurance check after each extended rest to see if the disease improves, worsens, or maintains its current condition. At the end of the adventure, any character suffering from a disease must resolve the disease to either its cure or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may decide to aid the afflicted character during this time. If a disease reaches its final state and the PC can get a Cure Disease ritual cast (and pay the appropriate costs), they may do so.

Other Lasting Effects: Other effects that last beyond the scope of the adventure should be resolved at the DM's discretion. Any effects that last for a specific period of time (that end after a certain number of days or a certain number of extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified). Effects that use some sort of adventuring benchmark of unknown duration (such as milestones) should be recorded on the character's logsheet and tracked across adventures.

ADVENTURE BACKGROUND

For many years a tribe of goblins known as the Cloudrippers have made their home in an abandoned silver mine located in the Tannath Mountains. Recently, a band of orcs led by a hooded wizard known only as the Saffron Devil invaded the mines. The goblins quickly determined they were outmatched and the majority of

the tribe fled while Balgron, their chief, and several of his finest warriors stayed behind to delay the invaders.

The tribe faced a difficult choice in determining where to go. Other goblin tribes, unfriendly to the Cloudrippers, had taken over most of the other abandoned mines. The Umber Marshes were just too dangerous. Undead roamed the wastes near Thay. And the rest were lands controlled by the so-called civilized races. Desperate, they decided their only hope was to seek help from the humans of Aglarond, hoping they could make some sort of deal.

The goblins sent Urk, the son their chief, to negotiate with Captain Arol, the leader of the watchwall forces and commander of the Army of the Green Drake.

Fortunately for the goblins, Captain Arol also had a problem. The threat of Undumor to the north has severely drained his forces. He can barely man the Watchwall and the task of keeping the monsters in the Umber Marshes at bay becomes harder each year. Captain Arol could never trust the goblins on the Wall itself but he could use them as scouts in the Umber Marshes. Unfortunately, he has no forces he could spare to retake the mines with.

DM'S INTRODUCTION

The adventure begins with a summons from Captain Arol, leader of the Army of the Green Drake and charged with defending the Watchwall. Captain Arol asks the PCs to retake an abandoned silver mine on behalf of the goblins that, in exchange, will help his forces by scouting the Umber Marshes and acting as an early warning system. One of the goblins has insisted on going along and will guide the PCs to the mines.

The abandoned silver mine is high up in the Tannath Mountains, and PCs must struggle through several obstacles to reach the silver mine.

The mine complex itself is a free form area; the PCs may make their way through the mines in whatever order they wish.

Once the mine complex has been cleared, the PCs can return to Captain Arol and tell him their mission has been successful. Depending on the PCs actions during the course of the adventure (see Earning Urk's Trust, below) the goblins may actually keep their end of the bargain.

URK THE GOBLIN

During the adventure, the PCs are accompanied by Urk, a goblin of the Cloudrippers tribe. Urk is the son of the tribal chief, Balgron. Urk is 3' 7" tall with dull red skin. He is savage and treacherous, like the rest of his kin, but he is also curious about other cultures as well. He insists

on accompanying the PCs both to prove his worth to the tribe as well as to learn more about other races by observing their actions. Urk is open minded enough that, if he concludes the adventure with a positive view of the PCs, he may consider changing his ways. See Earning Urk's Trust, below, for details.

During the adventure, Urk participates in battles only at your discretion. Use Urk to save the life of a dying PC, to help out in really difficult battles, to provide tips and otherwise get the PCs past sticking points - but do not make the entire adventure about Urk. Allow the PCs to win their own victories. If he enters combat, Urk prefers to stay back and use his javelins first, only resorting to melee when forced to. Urk carries an extra supply of 7 javelins, giving him 12 total.

If Urk dies, the adventure should continue. The PCs can decide at the end whether to bring his body back to Glarondar and whether or not to pay for a Raise Dead ritual (something that is well beyond the tribe's resources).

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

EARNING URK'S TRUST

During the course of the adventure, PCs have an opportunity to interact with Urk. Under normal circumstances, Urk would live a nasty, brutish, and short life raiding and plundering with his tribe mates. However, Urk is secretly interested in how other races live. He actually has the potential to be slightly better than is typical of his kind, but whether he reaches that potential is up to the PCs and how they treat him. Urk observes the PCs throughout the adventure. If the PCs

exhibit some kindness to Urk during the course of this adventure, they can turn his wicked little heart a bit nicer, which may pay off down the road.

Many encounters specify what the PCs need to do in order to earn a "trust point." If they manage to earn at least three trust points during the course of the adventure they earn Urk's trust and gain additional experience for completing the minor quest: Earning Urk's Trust. Note that trust points are earned based on the characters' actions, not their motives. A list of all the opportunities to gain or lose trust points may be found in **Appendix 2**.

MISSING GOBLINS

During the course of the adventure, the PCs may discover the locations and fates of the eight goblins that were left behind when the rest of the tribe fled the orc invasion. Whether the PCs find the surviving goblins, and how they treat the remains of the dead goblins, has an impact on whether or not they are able to gain Urk's trust. See **Appendix 3** for a summary of where all the missing goblins may be found (and in what condition).

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

You find yourselves in the fortress-city of Glarondar, which provides housing for the forces manning the Watchwall. The Watchwall is a thick, magically enhanced rampart that stands between the monstrous denizens of the Umber Marshes and the lands of Aglarond. The persistent rotting stench emanating from the marshes is a constant fact of life in the city.

You hear a young man calling out. "Hear ye citizens of Glarondar! Captain Arol of the Army of the Green Drake requires mountaineers and sellswords for a lucrative special assignment!" The boy is wearing a tabard bearing a majestic, green, stylized dragon-like lizard. He continues to walk down the street, crying out the announcement.

The crier is a human named Ralston who is a new recruit to the Army of the Green Drake. He has been sent by Captain Arol to fetch sellswords (adventurers) and people skilled in climbing mountains.

If the PCs ask Ralston what this is about, he doesn't know anything else. A PC making a Bluff, Diplomacy, or Intimidate check (DC 10) can get him to reveal that he thinks it has to do with "the captain's goblin problem." If they PCs want to know more, he directs them to Captain Arol's office.

ENCOUNTER 1: A GOBLIN'S PLEA

SETUP

Important NPCs: Captain Arol; Urk, goblin warrior

The PCs arrive at the office of Captain Arol, commander of the Army of the Green Drake.

You are ushered through the looping hallways of Glarond Keep to a small office with a window overlooking the courtyard. In the office a lean, middle aged man in an officer's uniform is shuffling through a stack of scrolls. In the far corner of the room a small, dirty goblin reeking of sweat sits on an overturned chamber pot attempting to clean between his toes with what appears to be a rat bone.

The human is Captain Arol, male, lean build, 5'7", with blue eyes and blond hair. He wears his rumpled and mildly stained uniform proudly and has a no nonsense air about him.

The goblin is Urk, a fierce, primitive warrior of the Cloudrippers tribe. See "Urk the Goblin" in the introduction for further details.

Captain Arol offers the PCs a seat, introduces himself, and asks the PCs to briefly describe their capabilities and qualifications for the mission. This is a good opportunity for character introductions. Once everyone has been introduced, read:

"Urk, here," Captain Arol says, directing his attention to the goblin, "is a member of the Cloudrippers. They are a tribe of goblins that dwell in one of the many abandoned silver mines in the Tannath Mountains. About a week ago, the Cloudrippers were evicted from their home. The remains of their tribe traveled down the mountain and came to Glarond Keep seeking refuge and aid. The tribe and I came to an accommodation, and since I can't spare any of my own men I was hoping you could help out."

Captain Arol is willing to provide the following information:

- In exchange for the Army's aid, the goblins have agreed to help scout the Umber Marches and provide an early warning of monster attacks against the Watchwall for a period of one year.
- Normally, Captain Arol wouldn't trust the goblins but the Army of the Green Drake (which is in charge of Glarond Keep) is significantly undermanned. They are desperate for help, and if

the goblins can provide early warning of monster attacks, it would be very helpful.

- Captain Arol is offering 10 / 15 gp per PC to retake the mine on behalf of the goblins and will provide provisions and basic camping equipment. In addition, any treasure in the mines may be kept by the PCs. Returning a portion of the goblins' valuables that might have been left behind would be an extra benefit to the relationship between the goblins and Captain Arol, but it is not required.
- Part of the arrangement is that Urk, the chief's son, goes along on the expedition. The goblins understand that the expedition will be led by the PCs. The PCs won't receive their payment if Urk dies under suspicious circumstances.

If the PCs have qualms about helping a bunch of savage goblins, Captain Arol emphasizes they are not helping the goblins so much as helping Captain Arol, the Army of the Green Drake, the Watchwall and, ultimately, Aglarond.

If asked, Urk can provide the following information:

- The invaders are a tribe of orcs. They appeared one night from tunnels that lead deeper into the mountain. They captured a few of the Cloudrippers and killed the rest.
- The tribe tried to resist, but were clearly outmatched. Their chief, Balgron (Urk's father), ordered an evacuation and stayed behind with a handful of warriors to buy the tribe time to escape. Urk was ordered to get the tribe to safety. As he left, he heard amongst the din of battle sizzling and crackling noises; Urk suspects the orcs had a spellcaster of some sort on their side.
- Urk wants to go along on the expedition to prove himself as a powerful warrior. PCs making an Insight check (DC 9) see indications that he is not telling the whole truth. A Diplomacy or Intimidate check (DC 9) gets Urk to admit that he also wants to study and learn more about how other races fight.
- Eight tribe members are unaccounted for, including Chief Balgron. Urk is anxious to determine what happened to them.

ENDING THE ENCOUNTER

If the PCs agree to help the goblins out, he asks them to recover the mines as soon as possible. The sooner the goblins start scouting the marshes, the better. If asked about additional equipment such as climbing gear, he unfortunately does not have any that he can spare.

ENCOUNTER 2: ASCENDING THE MOUNTAIN

**SKILL CHALLENGE LEVEL 2 / 4,
COMPLEXITY 2 (250 / 350 XP)**

SETUP

In this skill challenge, the PCs are starting out from the Watchwall and are trying to safely ascend the Tannath Mountains in order to reach the abandoned silver mine the goblins use as their home.

When the PCs are ready to leave on the trek up the mountain, read the following:

The gates of the Watchwall clang shut behind you as you begin your trek up the slopes to the abandoned silver mine. The Tannath Mountains are known for their steep, treacherous slopes. The few trails that do exist are sometimes made impassable by weather conditions, avalanches, or powerful creatures native to the mountains.

This challenge is broken up into several scenes. You can focus a scene on one or more of PCs, based on their abilities. Consider using different scenes to put the spotlight on different characters so all the players have a chance to participate in the skill challenge.

Some skill checks are defined as **Group** checks. A Group check is performed by all PCs in the group. If at least half the group successfully uses the skill in question then the PCs earn a success towards the skill challenge. If less than half the group successfully uses the skill in question then the PCs earn a failure.

During this encounter, Urk tries to prove himself by attempting one of challenges that faces the party. He takes the place of one of the PCs making the skill check. Despite his earnest attempt to help, he fails. Although Urk's failure does not count as a failure towards the skill challenge, do not tell the players this. Listed below in most of the scenes is a description of what Urk's attempt (and failure) looks like. The PCs' reaction to his failure determines if they earn a trust point.

SKILL CHALLENGE

Goal: The PCs must successfully climb the mountain and reach the abandoned silver mine.

Complexity: 2 (6 successes before 3 failures)

Primary Skills: Acrobatics, Athletics, Endurance, Nature

Other Skills: Arcana, Bluff, Diplomacy, Heal, Intimidate, Perception, Stealth

SCENE: CAPTURED CARTOGRAPHER

The trail continues to wind its way up the mountain past a deep cleft in the rock. You hear a high pitched cry for help. Ahead are a half dozen large, boulder-like creatures with arms and legs and made of living rock. They are menacing a half-elf they have cornered in the cleft.

An Arcana check (DC 15) identifies the boulder-like creatures as galeb duhr, rock creatures that can be very dangerous when riled (MM, pg 114). The galeb duhr have cornered a half-elven cartographer names Zair Castle, who unintentionally violated a galeb duhr custom and angered the creatures.

Urk prefers to leave the half-elf to his fate, not wanting to risk the mission on some random traveler. If the PCs insist on helping, Urk waits for the PCs but does not participate. If the PCs decide not to help, this challenge does not count towards either a success or failure.

If rescued, Zair Castle introduces himself and thanks the PCs for rescuing him. Zair is a cartographer who has been mapping the Tannath Mountains. He is a pleasant and mild-mannered but very focused on whatever it is he is doing. He is not a coward, but deplores fighting and killing.

If asked, Zair claims the map he's making is for a secretive, private backer and doesn't elaborate any more on this. He stumbled onto the abandoned mines just after the invasion but managed to escape without being captured by the orcs. Zair was making his way down the mountain when angry galeb duhr appeared.

Suggested Skills:

Arcana (DC 20/20, not a success or failure): The PC has heard of the galeb duhr before, and remembers that their code of conduct allows for "loremasters" to cross their lands unharmed. By explaining that the half-elf is a man of learning, the galeb duhr may agree to let him go. The galeb duhr only speak Dwarven and Giant.

Bluff (DC 10/11): If the PCs can come up with a convincing lie as to why the half-elf should be freed, the galeb duhr let them go.

Diplomacy (DC 15/16): The galeb duhr are unyielding as stone and not inclined to listen to reasoned arguments and one of them speaks common. The successful use of this skill allows PCs to construct an argument that pierces their stony reluctance to let intruders go.

Intimidate (DC 15/16): The safety of the galeb duhr clan is paramount. The successful use of this skill allows PCs to frighten the galeb duhr enough that they decide to let the half-elf go rather than risk combat.

If PCs insist on fighting, they manage to drive off the galeb duhr (who aren't really interested in fighting) but each PC loses one healing surge. The rescued half-elf is grateful for to his saviors. He provides them with an *instant campsite* and asks each PC for his or her name before continuing down the mountain on his own.

SCENE: AVALANCHE

This scene works best when run right after "Captured Cartographer."

Up ahead, the path you are taking up the mountain ends abruptly. A rock avalanche has wiped out a section of the trail, covering it in tons of rock.

A section of the trail, about 100 feet long, has been wiped out by a recent avalanche. The PCs must find a way across the avalanche area. There are no other routes up the mountain.

If Urk attempts this scene, he manages to climb about a third of the way across the avalanche area before falling and tumbling back to the PCs.

Suggested Skills:

Athletics (DC 10/11; Group): One of the PCs can climb ahead and secure a rope at the other end of the avalanche. The rest of the PCs can then carefully climb across; lower the DC by 2 for PCs using the rope to climb across. PCs that have the ability to climb at greater than ½ their speed (due to a power, magic item, racial ability, etc.) gain a +2 bonus to this check. Limited duration powers gain the bonus for one skill check.

Diplomacy (DC 15/16): Quick-thinking PCs can attempt to run back to the galeb duhr and parley with them. The galeb duhr have movement abilities (earth walk, burrow) that allow them to bypass the avalanche. PCs can attempt to negotiate with the galeb duhr for their assistance in either securing the rope at the other end or carrying the PCs across the avalanche area.

Nature (DC 15/16; not a success or failure): The PCs can evaluate how stable and secure the rock is and find the best path across. This does not generate a success or failure, but does give all the PCs a +2 bonus to all Athletics skill checks in this scene.

SCENE: SPOILED SUPPLIES

You've just finished a hardy meal of trail rations and are continuing your climb. A queasy feeling comes over you from the pit of your stomach. You feel unusually tired and achy.

The PCs were given rations by Captain Arol. Unfortunately, the rations were tainted. Optionally, if you know the PCs have faced an ongoing villain in a prior adventure, you can instead have the supplies be poisoned by that villain (add a mocking note from the villain, found after the supplies are consumed). The poison causes the PCs to become sick for a couple of hours, after which they recover quickly. If the PCs are unable to stave off the effects of the poison, they receive a -1 penalty to physical skill checks for the rest of this encounter.

If the PCs took precautions when buying supplies or if they have the means of magically creating food, this scene should be skipped.

If Urk attempts this scene, he tries to prove how hardy he is by enduring the poison. He fails, and becomes violently sick.

Suggested Skills:

Arcana (DC 15/16): The PC uses his or her knowledge of elixirs to create an antidote to the poison. PCs with the Alchemy feat gain a +2 bonus on this check.

Endurance (DC 10/11; Group): The PCs endure the poison until it runs its course. Each character who fails this check loses 1 healing surge, but such failures do not count against the overall skill challenge.

Heal (DC 10/11): The PC uses his or her knowledge of medicine to purge the poison from the group's bodies.

SCENE: BAD WEATHER

As you climb the mountain, the wind starts to pick up and clouds darken ominously.

A storm system moves across the mountain, bringing with it a short but heavy rain. The PCs have a little bit of time before it starts pouring rain, making the slopes of the mountain treacherous. The rain lasts an hour. When the sun comes back out it dries the trail quickly.

If Urk attempts this scene, he scouts out the area looking for a cave to hole up in. He finds one just as the rain begins to pour down. However, it quickly becomes apparent that the cave has a cracked floor and poisonous gas is slowly leaking into the cave. The PCs can either wait out the rainstorm in the cave in which

case they all become sick, or else they can search the mountainside in the pouring rain for another place to wait out the storm.

Suggested Skills:

Endure Elements ritual: Casting this ritual generates one automatic success (no roll required).

Athletics (DC 10/11; Group): The PCs push on with their climb, despite the bad weather and rain-slick mountain slopes.

Endurance (DC 10/11; Group): The PCs find a spot to wait out the storm and tough it out.

Nature (DC 15/16): The PCs use their knowledge of mountains to find the best spot to wait out the storm.

Perception (DC 15/16): The PCs search the area and find a small cave to wait the storm out.

SCENE: SLEEPING GIANT

You hear a loud rumbling noise around a nearby corner. Ahead of you is a huge giant, sleeping on a nearby slope, his arm resting on a pile of boulders. The boulders seem just small enough to fit in the giant's beefy hands.

A Nature check (DC 15) identifies the creature as a stone giant, an extremely dangerous, though not-too-smart, brute capable of hurling boulders a great distance. The giant has decided to take a small nap on a nearby hillside. It does not block the trail but is lying close to it. If the giant wakes up, he becomes angry and starts throwing rocks at the PCs. Instead of trying to make their way past the giant, the PCs can instead try to find an alternate route. They manage to find an alternate route that does not risk waking the giant up, but they earn one failure towards the skill challenge.

If Urk attempts this scene, he carefully leads the party ahead quietly using the Stealth skill. He makes it most of the way past the giant before he slips on a loose rock and noisily falls to the ground, waking the giant up.

Suggested Skills:

Athletics (DC 10/11; Group): The PCs run as quickly as they can past the giant, trying to get out of range before he can wake up and start chasing after them.

Nature (DC 20/20; not a success or failure): The characters surmise that if they assemble some "tribute" (food, manufactured goods, a few gold pieces per PC, etc.) the giant will be appeased and let them pass.

Stealth (DC 10/11; Group): The PCs sneak past the giant without waking him up.

If the PCs suggest attacking the giant, Urk urges strongly against it, noting it would take his whole tribe to defeat such a brute. If they still insist on fighting the stone giant they each lose two healing surges as they are quickly driven off by the giant (a level 14 monster). Fortunately it is too tired to bother with chasing them down and killing them.

ENDING THE ENCOUNTER

Success: The PCs successfully navigate their way up the mountain without any serious setbacks.

Failure: The PCs successfully navigate their way up the mountain but encounter numerous difficulties. Continue having the PCs roll checks until they achieve 6 successes. The PCs take a penalty based on the number of failures they receive:

0, 1, or 2 failures	Success! The PCs make it up the mountain.
3 or 4 failures	The PCs make it up the mountain but each PC loses 1 healing surge.
5, 6, or 7 failures	The PCs make it up the mountain but each PC loses 2 healing surges.
8 or more failures	The PCs make it up the mountain but each PC loses 2 healing surges and due to the trauma of the climb start out their first combat with a -2 penalty to attack rolls and all defenses (save ends both).

If the PCs choose to take an extended rest at the end of their climb, this eliminates the penalties listed above. However, the current inhabitants of the mines hear of adventurers on the mountain and are more prepared for invaders. Refer to the individual entries for how this affects each combat encounter.

EXPERIENCE POINTS

The characters receive 50 / 70 XP each for successfully completing the skill challenge.

TREASURE

If the PCs rescue Zair during the "Captured Cartographer" scene, he thanks them for saving him by giving them an *instant campsite*. The PCs also earn the story award *Befriended by Zair Castelle*.

EARNING URK'S TRUST

If the PCs remain silent about Urk's failure or offer him words of encouragement, they earn one trust point. Laughter or mocking comments about Urk hurt his already wounded pride and reinforces the notion that the more civilized races look down on goblinkind.

ENCOUNTER 3: THE MINE COMPLEX

SETUP

The abandoned silver mine is a small complex that the goblins use as their home. PCs are free to move about the complex in whatever order they wish. If asked, Urk can describe the general layout of the complex and what each of the rooms was used for.

For details on the layout of the mine, see **Appendix 1: Map of the Mine**.

AREA 1: THE DOOR

The tunnel ends abruptly at a large, ten-foot-wide wooden door. The door is dark red and has a sturdy handle and lock.

Urk knows nothing about this door. It is a new feature. The door (AC/Reflex: 5, Fortitude: 10, HP: 40) is locked, and requires a Thievery (DC 20) check to unlock. The door can be broken down as well (Strength check, DC 16). The orcs erected this door to keep random wildlife from wandering into the mine.

AREA 2: MEETING HALL

See Encounter 4 for details.

AREA 3: LIVING AREA

The tunnel ahead of you opens up into a large living area. Numerous blankets and bedrolls can be seen, many ripped apart and strewn about haphazardly. From somewhere in the wreckage, the faint cry of a child can be heard.

This cave was the living area for the goblins. After the orcs invaded the mines, they ransacked the area looking for treasure. A goblin family was killed during the invasion, but their child still lives. PCs searching the area find the young child still holding onto life. The young goblin child is malnourished and suffering a slight fever from an infected wound. A Heal check (DC 15) or some magical healing, along with a good meal, help her recover much of her strength.

Urk insists on aiding the child and ensuring she gets back to the tribe safely. Someone needs to carry the child; Urk volunteers if no one else does. Keep track of who has the child during future combat encounters - keeping her safe during combat can be difficult. She is

treated as a non-combatant minion (HP 1; all defenses 10; cannot attack).

AREA 4: SHRINE

This small cave contains several mangled benches and a stone slab that has been smashed in.

This cave was once a small shrine to Maglubiyet. After the orcs drove off the goblins they came into the shrine and destroyed it, smashing the altar and defacing the drawings.

PCs searching the remains of the shrine may make a Perception check (DC 15) to discover a small, bejeweled statuette made out of black onyx depicting a heavily muscled goblin with flaming eyes carrying a blood-soaked battleaxe. PCs examining the statuette may either ask Urk about whom it represents or else they can make a Religion check (DC 10). The statuette represents Maglubiyet, the exarch (god) of goblins and is a prized possession of the goblin tribe. It has been with them for generations.

If the PCs decide to keep it, Urk says nothing, but PCs can make an Insight check (DC 9) to determine that he is secretly disappointed. Although Urk wants to keep the statuette in the tribe's possession, he believes that the PCs are leaders, and the leader gets to take whatever they want to take. Urk doesn't expect the PCs to give the statuette back to the goblins. Might makes right, according to the goblin way, and mercy is for the weak. Sometime before the end of the adventure, however, Urk attempts to steal the statuette back using his Thievery skill.

The statuette is valuable, but it is not included as part of the treasure the PCs can gain in this adventure. Assume that any gain the PCs would get from selling this statue is offset by a corresponding decrease in other treasure, leaving the total unchanged.

AREA 5: KITCHEN AND STORAGE

This cave contains what looks like a primitive kitchen area. Towards the back of the cave lie numerous bags and boxes of supplies.

This cave is used as the kitchen and supply storage area. The boxes and bags contain food (mostly mushrooms) and mundane supplies, most of which are manufactured by the tribe and are of poor quality.

AREA 6: MINE SHAFT

See Encounter 6 for details.

AREA 7: BURIAL CHAMBER

This area is blocked by a small avalanche of stones to prevent predators from desecrating the burial chamber. Urk knows the location of this area but does not mention it unless asked. PCs passing by this tunnel can make a Perception check (DC 15) to detect that the blockage is not natural; treat this just like a secret door.

When the PCs enter the room, read the following:

This chamber is filled with numerous niches, many of which are covered by stones. A few of the uncovered niches contain goblin bodies wrapped in white cloth and stained with long dried blood. Weapons and shields can barely be seen underneath the burial shrouds. Between the niches are pictures depicting a tall, heavily muscled goblin in a red cloak carrying a battleaxe. This goblin is obviously venerated, as the images depict him victorious over his enemies, in various warlike stances.

This cave is used to inter the goblins' dead. The deceased are brought here wrapped in a burial shroud along with ceremonial arms and armor so that they might be properly armed when presented to Maglubiyet. A small amount of blood is spilled over the corpse, in acknowledgement of the deceased's sacrifice and contributions to the tribe. If the PCs have come here so that Urk might bury his fellow tribe members, this is the ritual he performs. It takes 15 minutes.

PCs making a Religion check (DC 10) identify the pictures on the walls as Maglubiyet, the exarch (god) of goblins. If the PCs search the burial chamber, they find a small amount of copper coins, flawed gems, and goblin-sized weapons left as offerings. These items have no value, but the PCs might plunder them anyway.

AREA 8: MUSHROOM FARM

See Encounter 7 for details.

ENDING THE ENCOUNTER

This encounter is a framework for the rest of the adventure; it "ends" when the PCs decide to leave the mine and return to Glarond Keep. The "Concluding the Adventure" section is located at the end of Encounter 6, but the PCs can tackle the encounters in any order based on their explorations of the mine.

EARNING URK'S TRUST

If the PCs do not steal the statuette of Maglubiyet from the tribe's shrine, and do not desecrate the shrine, they earn one trust point.

If the PCs find the child in Encounter 3 and return her alive to the tribe, they earn one trust point.

If the PCs take any treasure from the burial chamber, they lose one trust point.

TROUBLESHOOTING: I HATE GOBLINS!

Goblins are a common "favored enemy" for player characters. After all, they are a (nearly) universally evil and unpleasant lot, and (at least at the time of this writing) they are not a legal choice for a PC, which makes them relatively "safe" to hate (unlike drow, minotaurs, shadar-kai, undead, gnolls, and various other "monstrous" PC races). As such, there might be some PCs who absolutely refuse to travel with Urk, or who insist on killing him as soon as the first opportunity presents itself.

This situation can lead to a sharp division amongst the party members, where some of the PCs want to help Urk and others want to put his head on a pike. You will need to assess the maturity level and personality of your players to decide how far to allow this to go. If the players can handle it, then this could lead to some fun roleplaying. However, the goal here is not to make Urk the focal point of the entire adventure. If it is easier to have him stay behind, rather than have the adventure end before it even begins or fall apart halfway through, Captain Arol will agree to send a second group, accompanied by Urk, to the caves after the PCs have cleaned the orcs out. Of course, this prevents the PCs from getting the minor quest award or any rewards from the Cloudrippers.

On the other hand, Urk is not a player character, so if the PCs want to kill him during the adventure, they can. He flees as soon as any PC attacks him, and if he escapes, he returns to Captain Arol to report the PCs' betrayal. This causes the automatic failure of the minor quest, and Captain Arol also revokes all the PCs' pay from the Army of the Green Drake.

It is also possible that the PCs willingly allow Urk to accompany them, and even make him a valued member of the party, but the goblin manages to get himself killed anyway. In this case, the PCs will have to decide if they want to carry his body back to Glarond Keep, and whether or not they want to pay for a Raise Dead ritual. Even if it wasn't really the PCs' fault, the Cloudripper tribe will consider Urk's death to have occurred under "suspicious circumstances" unless the PCs are able to go to extraordinary lengths to turn Urk's death into a truly epic tale (this could be the subject of an impromptu skill challenge as the PCs spin a yarn about how Urk fought twelve orcs, a stone giant, and a purple worm single-handedly before finally succumbing).

ENCOUNTER 4: MEETING HALL

ENCOUNTER LEVEL 2 / 4 (500 / 700 XP)

SETUP

This encounter includes the following creatures at the low tier:

2 phalagars (Level 2) (P)

This encounter includes the following creatures at the high tier:

2 phalagars (Level 4) (P)

During the orcs' mining operations, a pair of phalagar were attracted to the noise and wandered into the caves looking for food. Phalagars are monstrous squid-like predators that live underground. The Saffron Devil fought the creatures and, rather than killing them, bound them to the area to protect against intruders and guard the orcs' payment until the job is done. He buried the orcs' payment in this chamber beneath a symbol of control that he created to bind the phalagars to the area. When all of the menhir stones are successfully removed from the mines, he'll release the phalagars and give the payment to the orcs.

As the adventurers enter the area, read:

A large chamber lies before you containing numerous benches and chairs that have been smashed and burned. A faint odor of burnt wood still lingers in the air. In the center of the room is a faint, glowing symbol that has been etched into the floor.

If any the PCs have a passive perception of 15 or higher, also read the following:

The rock underneath the glowing symbol has been disturbed recently, as if it has been dug out and then replaced.

If any of the PCs have a passive perception of 20 or higher, also read the following:

You also hear a faint slithering sound that seems to be coming from the floor.

The symbol on the floor is a control symbol used to keep the two phalagars bound to the hallway so they do not wander. The phalagars have retreated into the cavern

floor and are studying the situation, waiting for an opportune time to attack.

FEATURES OF THE AREA

Illumination: There is no illumination in the tunnel.

Control Symbol: A control symbol is mounted on the floor to bind the phalagars to this area. An Arcana check (DC 20) suggests that the symbol is designed to hurt someone or something if it gets too far away. The phalagars must stay within 20 squares of the control symbol. A PC making an Arcana or Thievery check (DC 15/16) while standing on the symbol can activate the *punishing pain* attack. Each activation of *punishing pain* requires a separate Arcana or Thievery check. If a PC fails a skill check to activate the symbol, they damage the symbol slightly instead. After the first failed skill check the phalagars no longer have to stay within 20 squares of the control symbol; after the second failure, the DCs to activate the symbol increase by 5; after the third failure, the *punishing pain* attack no longer functions and the symbol is destroyed.

R Punishing Pain (standard action 1/round, requires an Arcana or Thievery check; does not require line of sight or line of effect)
Targets one phalagar within 20 squares of the control symbol; +8 vs. Fortitude; 2d6 + 5 damage. *Effect* the target phalagar takes a -2 penalty to all attack rolls until the end of its next turn.

Smashed Furniture: Several piles of smashed furniture lie about this cavern, as shown on the map. These areas are considered difficult terrain.

TACTICS

The phalagars start the encounter hidden underground. The phalagars move out of the floor to attack, gaining a surprise round, but any PC with at least a 19/20 passive Perception score is not surprised. If possible, the phalagars attack PCs they can reach that are separated from the main party. The phalagars prefer to attack from 4 squares away so that they can gain the maximum benefit from their *threatening reach*. They use *tentacle grab* if attacking one PC, or *tentacle flurry* if several PCs are nearby. They maneuver through the floor and walls to achieve the best position and to protect themselves from attack.

If they are clearly outmatched, the phalagars retreat back into the surrounding rock with their burrow ability. However, they cannot go more than 20 squares away from the control symbol unless the PCs destroy it. If the PCs activate *punishing pain* and deal damage to the phalagars while they are hiding in the ground, this enrages them, causing them to return and fight to the

death. However, if the PCs destroy the symbol completely, the phalagars flee the mine once they are bloodied.

SCALING THE ENCOUNTER

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

Four PCs: Decrease the level of the phalagars by one. This lowers their attacks and defenses by 1. Reduce the hit points of the phalagars by 16.

Six PCs: Increase the level of the phalagars by one. This increases their attacks and defenses by 1. Increase the hit points of the phalagars by 16.

ENDING THE ENCOUNTER

Once the phalagars have been defeated or driven away, the PCs can search the cavern.

EXPERIENCE POINTS

The characters receive 100 / 140 experience points for successfully defeating the phalagars.

TREASURE

Buried underneath the rune etched in the floor is a small metal chest. Opening the chest requires a Thievery check (DC 20) or it can be broken open with a Strength check (DC 15). Inside the chest is a total of 40 / 60 gp per PC and a suit of *razor armor* +1. This payment was for the orcs, so the goblin tribe has no claim on it, and Urk will not object to the PCs claiming the contents of the chest.

ENCOUNTER 4: “MEETING HALL” STATISTICS (LOW LEVEL)

Phalagar (Level 2)		Level 2 Elite Controller	
Large natural magical beast		XP 250	
Initiative +3		Senses Perception +7; tremorsense 10	
HP 78; Bloodied 39			
AC 15; Fortitude 15, Reflex 13, Will 11			
Saving Throws +2			
Speed 6, burrow 6			
Action Points 1			
m Tentacle (standard; at-will)			
Reach 4; +7 vs. AC; 2d6 + 3 damage, and the target is grabbed (until escape).			
M Tentacle Flurry (standard; recharge 5 6)			
Close burst 2; +7 vs. AC; 2d6 + 3 damage, and the target is grabbed (until escape).			
Grinding Tentacles ♦ Acid			
At the start of the phalagar's turn, any creature it is grabbing takes 1d8 acid damage.			
Threatening Reach			
The phalagar can make opportunity attacks against all opponents within its reach (4 squares)			
Alignment Unaligned		Languages -	
Skills Stealth +8			
Str 20 (+6)	Dex 15 (+3)	Wis 13 (+2)	
Con 15 (+3)	Int 8 (+0)	Cha 10 (+1)	

ENCOUNTER 4: “MEETING HALL” STATISTICS (HIGH LEVEL)

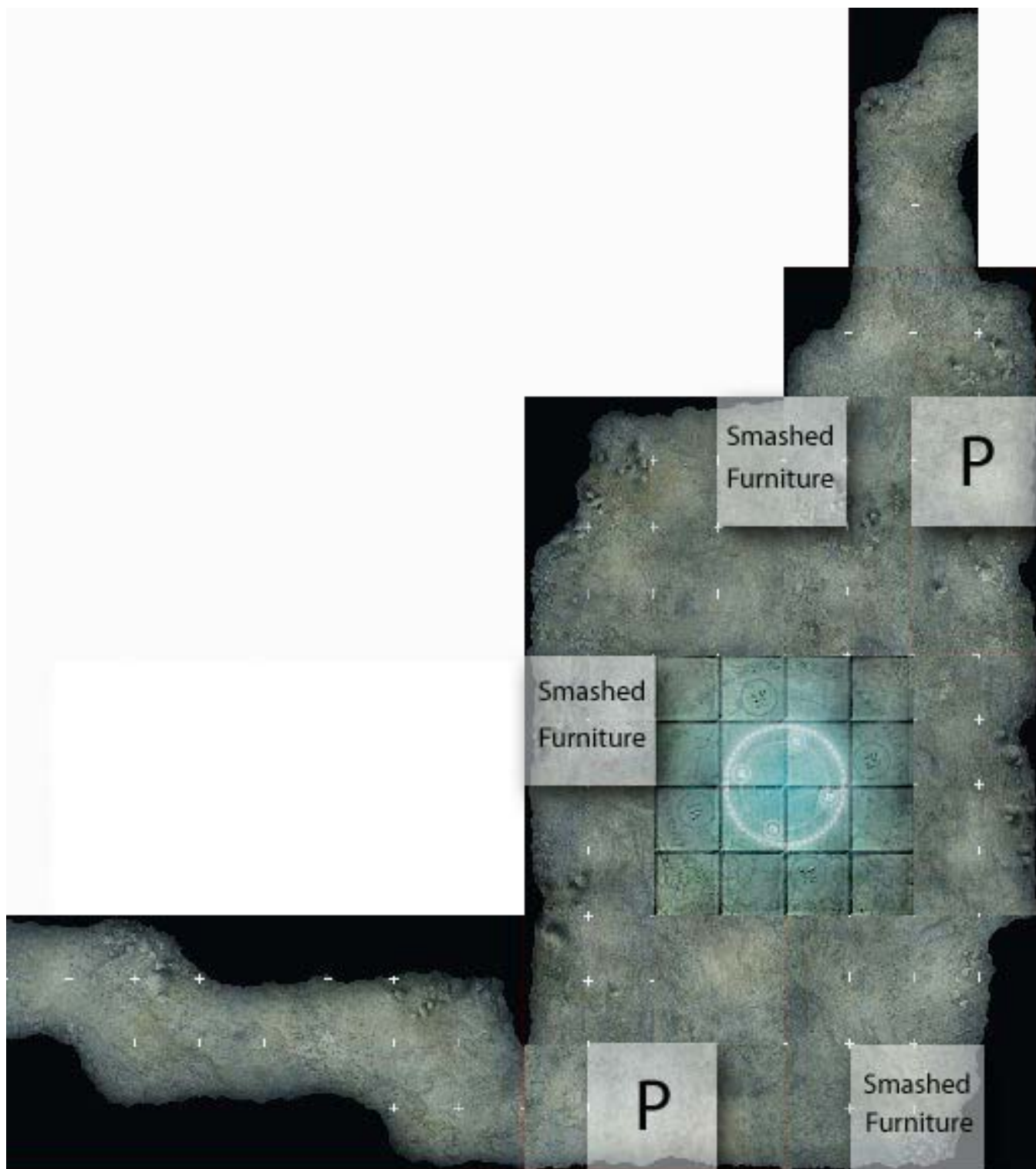
Phalagar (Level 4)		Level 4 Elite Controller	
Large natural magical beast		XP 350	
Initiative +4		Senses Perception +8; tremorsense 10	
HP 110; Bloodied 55			
AC 17; Fortitude 17, Reflex 15, Will 13			
Saving Throws +2			
Speed 6, burrow 6			
Action Points 1			
m Tentacle (standard; at-will)			
Reach 4; +9 vs. AC; 2d6 + 4 damage, and the target is grabbed (until escape).			
M Tentacle Flurry (standard; recharge 5 6)			
Close burst 2; +9 vs. AC; 2d6 + 5 damage, and the target is grabbed (until escape).			
Grinding Tentacle ♦ Acid			
At the start of the phalagar's turn, any creature it is grabbing takes 1d8 + 1 acid damage.			
Threatening Reach			
The phalagar can make opportunity attacks against all opponents within its reach (4 squares)			
Alignment Unaligned		Languages -	
Skills Stealth +9			
Str 20 (+7)	Dex 15 (+4)	Wis 13 (+3)	
Con 15 (+4)	Int 8 (+1)	Cha 10 (+2)	

ENCOUNTER 4: “MEETING HALL” MAP

TILE SETS NEEDED

Dungeon Tile Set 1 x1

Lost Caverns of the Underdark x1



ENCOUNTER 5: MINE SHAFT

ENCOUNTER LEVEL 2 / 4 (500 / 700 XP)

SETUP

This encounter includes the following creatures at the low tier:

1 orc beastmaster (Level 2) (O)

3 kruthik adults (Level 2) (K)

This encounter includes the following creatures at the high tier:

1 orc beastmaster (Level 4) (O)

3 kruthik adults (K)

As the adventurers enter the area, read:

The tunnel ahead opens up into a cavern. Several reptilian creatures with spiky, chitinous hides appear to be working to dig out parts of the cavern wall. A nearby orc seems to be directing their actions by making a series of high-pitched clicking noises that the reptiles apparently understand and obey.

The orc beastmaster is having the kruthiks carve out a slab of stone for his master, the Saffron Devil. The beasts' burrowing ability makes mining the stone much easier.

If the PCs took an extended rest prior to this encounter, the orc beastmaster is alert and watchful, granting him a +5 bonus to Perception checks.

FEATURES OF THE AREA

Illumination: The cavern is illuminated by torches.

Columns: This area has been mined extensively for stone, and two weak columns remain holding up the ceiling. The columns are blocking terrain. PCs succeeding in a Dungeoneering check (DC 10) determine that the columns are weak; destroying them will bring down part of the ceiling. If destroyed (AC/Reflex: 5, Fortitude: 10, HP: 40) the ceiling around the column collapses, attacking all nearby creatures, and turning the area into difficult terrain.

C Falling Ceiling (immediate reaction when the column is destroyed)
Close burst 2 centered on the column; +6 vs. Reflex; 3d6 + 1 damage. *Effect:* The area of the burst becomes difficult terrain.

Area and close burst attacks that include a column in its area of effect must include in the column as a target

unless the attacker has the ability to exclude specific squares from the area of effect.

TACTICS

For all purposes relating to the orc beastmaster's powers, the kruthiks count as "allied natural beasts" even though their type is not correct. This is because the beastmaster raised these creatures from hatchlings.

As soon as the orc beastmaster notices the PCs, he commands the kruthiks to stop digging and charge the PCs. The orc beastmaster waits until the kruthiks have acted first (delaying if necessary) and then moves in to flank one of the PCs. The orc beastmaster uses *release the hounds* to have the kruthiks maneuver for a flank. He attacks with his flail, and if attacked with a melee attack, uses his *sic 'em* power to order one of the kruthiks to retaliate. The beastmaster is inclined to surrender once bloodied, unless the PCs have killed any of his pet kruthiks, in which case he is enraged and fights to the death.

The kruthiks start combat with the *toxic spikes* if two PCs are close enough followed by a move action. Otherwise, they charge the nearest PC instead. The kruthiks then attack the PCs with their claws while waiting for *toxic spikes* to recharge. The kruthiks fight to the death unless ordered to stop attacking by the beastmaster.

SCALING THE ENCOUNTER

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

Four PCs: Remove one kruthik adult.

Six PCs: Add another kruthik adult.

ENDING THE ENCOUNTER

PCs examining the stone in this room can make an Arcana or Dungeoneering check (DC 10) to determine that the stone in this room is infused with crystals. An Arcana or History check (DC 25) reveals that this type of infused stone has sometimes been used by the ancient Yuir folk in the making of magical portals. PCs making a History or Religion check (DC 15) recognize that the partially carved stone is in the shape of a menhir stone. A Dungeoneering check (DC 15) reveals this vein of infused stone is almost completely tapped out.

If the orc beastmaster is captured, he can be forced to talk with a Bluff, Diplomacy, or Intimidate check (DC 15/16); choose an appropriate skill based on the way the PCs approach him. If successful, the orc beastmaster reveals the following information:

- The beastmaster belongs to the Festering Wound tribe, which was recruited by a powerful mage they call the Saffron Devil because he is as cruel as a devil and smells of saffron.
- The Saffron Devil always wears a hood and heavy robes, so the orcs have never gotten a good look at him. Judging from his build though, they think he is human.
- The orc beastmaster has been using his pets (the kruthiks) to do most of the quarrying for blocks of stone.
- The Saffron Devil and the Festering Wound tribe came here via the Underdark to take over the mine. The Saffron Devil said that this mine contains a special type of stone which is apparently very hard to find.
- The stone is to be shaped into obelisks with specific dimensions. Why, the beastmaster doesn't know.
- The Saffron Devil left here a few days ago with a caravan of giant ant beasts of burden and most of the Festering Wound tribe. The caravan had 30 of the obelisks. The orcs expect him to return for the remaining six stones and to retrieve their payment.
- Their payment is currently in the goblin meeting hall, guarded by a pair of deadly squid-like creatures who were placed there by the Saffron Devil to ensure that the orcs would hold up their end of the bargain.

The orc beastmaster refuses to say more, including any details on the Saffron Devil. The orc beastmaster is deathly afraid of what the Saffron Devil might do to his tribe if he talks.

Searching the area also turns up the bones and bodies of three goblins. All that is left of two of the goblins are bones, while the third corpse (Balgron, the tribal chief) is still relatively intact. Urk believes the other two were Leth and Circ, the chief's bodyguards.

Urk wants to take the bodies to the burial cave right away so underground predators do not devour the bodies. If the PCs insist on coming back later, he agrees reluctantly as long as the PCs promise to return for the bodies. If the PCs agree to bury the bodies, Urk carries them himself to a nearby cave the goblins use for burial (See Encounter 3, Area 6 for details). Before leaving, Urk says a quick prayer to Maglubiyet, asking him to take these goblins safely down the River Lorfang so that they may make a fine addition to his war host fighting against the evil Gruumsh.

EXPERIENCE POINTS

The characters receive 100 / 140 XP each for successfully defeating the monsters.

TREASURE

The adventurers find 25 gp per PC worth of silver ore. Amongst the dead goblin bodies, the PCs find a *watchful spirit totem +1* (low-level version only). The totem belonged to a tribal shaman who was killed during the invasion.

EARNING URK'S TRUST

If the PCs make time to carry the dead to the burial cave and participate (or at least do not interfere) in Urk's goblin burial ritual they gain one trust point. Characters who refuse to participate do not offend Urk as long as they show no disrespect to the goblin dead.

ENCOUNTER 5: “MINE SHAFT” STATISTICS (LOW LEVEL)

Orc Beastmaster (Level 2)	Level 2 Skirmisher (Leader)
Medium natural humanoid	XP 125
Initiative +5 Senses Perception +1, low-light vision Pack Frenzy aura 5; any ally within the aura gains a +2 bonus to damage rolls. HP 39; Bloodied 19 AC 16; Fortitude 15, Reflex 13, Will 14 Speed 6 (8 while charging)	
m Flail (standard; at-will) ♦ Weapon +7 vs. AC; 1d10 + 2 damage.	
M Warrior's Surge (standard, usable only while bloodied; encounter) ♦ Healing, Weapon The orc beastmaster makes a melee basic attack and regains 9 hit points.	
Combat Advantage The orc beastmaster deals 1d6 extra damage against any target granting combat advantage to it.	
Release the Hounds (minor; recharge 5 6) Each allied natural beast within 5 squares of the orc beastmaster can shift 1 square as a free action.	
Sic 'Em (immediate reaction, when hit by a melee attack; at-will) An allied natural beast adjacent to the attacker can make a melee basic attack as a free action against the target. The orc beastmaster then shifts 1 square.	
Alignment Chaotic Evil Languages Common, Giant Skills Intimidate +9, Nature +6 Str 19 (+5) Dex 14 (+3) Wis 10 (+1) Con 15 (+3) Int 10 (+1) Cha 16 (+4)	
Equipment hide armor, flail	

Kruthik Adult (Level 2)	Level 2 Brute
Medium natural humanoid (reptile)	XP 125
Initiative +5 Senses Perception +3, low-light vision, tremorsense 10 Gnanshing Horde aura 1; an enemy that ends its turn in the aura takes 2 damage. HP 47; Bloodied 23 AC 15; Fortitude 12, Reflex 13, Will 10 Speed 6, burrow 3 (tunneling), climb 6	
m Claw (standard; at-will) +6 vs. AC; 1d10 + 2 damage.	
R Toxic Spikes (standard; recharge 5 6) ♦ Poison The kruthik makes 2 attacks against two different targets; ranged 5; +5 vs. AC; 1d8 + 3 damage, and the target takes ongoing 5 poison damage and is slowed (save ends both).	
Alignment Unaligned Languages - Str 17 (+4) Dex 18 (+5) Wis 12 (+2) Con 17 (+4) Int 4 (-2) Cha 8 (+0)	

ENCOUNTER 5: “MINE SHAFT” STATISTICS (HIGH LEVEL)

Orc Beastmaster (Level 4)	Level 4 Skirmisher (Leader)
Medium natural humanoid	XP 175
Initiative +6 Senses Perception +2, low-light vision Pack Frenzy aura 5; any ally within the aura gains a +2 bonus to damage rolls. HP 55; Bloodied 27 AC 18; Fortitude 17, Reflex 15, Will 16 Speed 6 (8 while charging)	
m Flail (standard; at-will) ♦ Weapon	
+9 vs. AC; 1d10 + 3 damage.	
M Warrior's Surge (standard, usable only while bloodied; encounter)	
♦ Healing, Weapon	
The orc beastmaster makes a melee basic attack and regains 13 hit points.	
Combat Advantage	
The orc beastmaster deals 1d6 extra damage against any target granting combat advantage to it.	
Release the Hounds (minor; recharge 5 6)	
Each allied natural beast within 5 squares of the orc beastmaster can shift 1 square as a free action.	
Sic 'Em (immediate reaction, when hit by a melee attack; at-will)	
An allied natural beast adjacent to the attacker can make a melee basic attack as a free action against the target. The orc beastmaster then shifts 1 square.	
Alignment Chaotic Evil	Languages Common, Giant
Skills Intimidate +10, Nature +7	
Str 19 (+6)	Dex 14 (+4) Wis 10 (+2)
Con 15 (+4)	Int 10 (+2) Cha 16 (+5)
Equipment hide armor, flail	

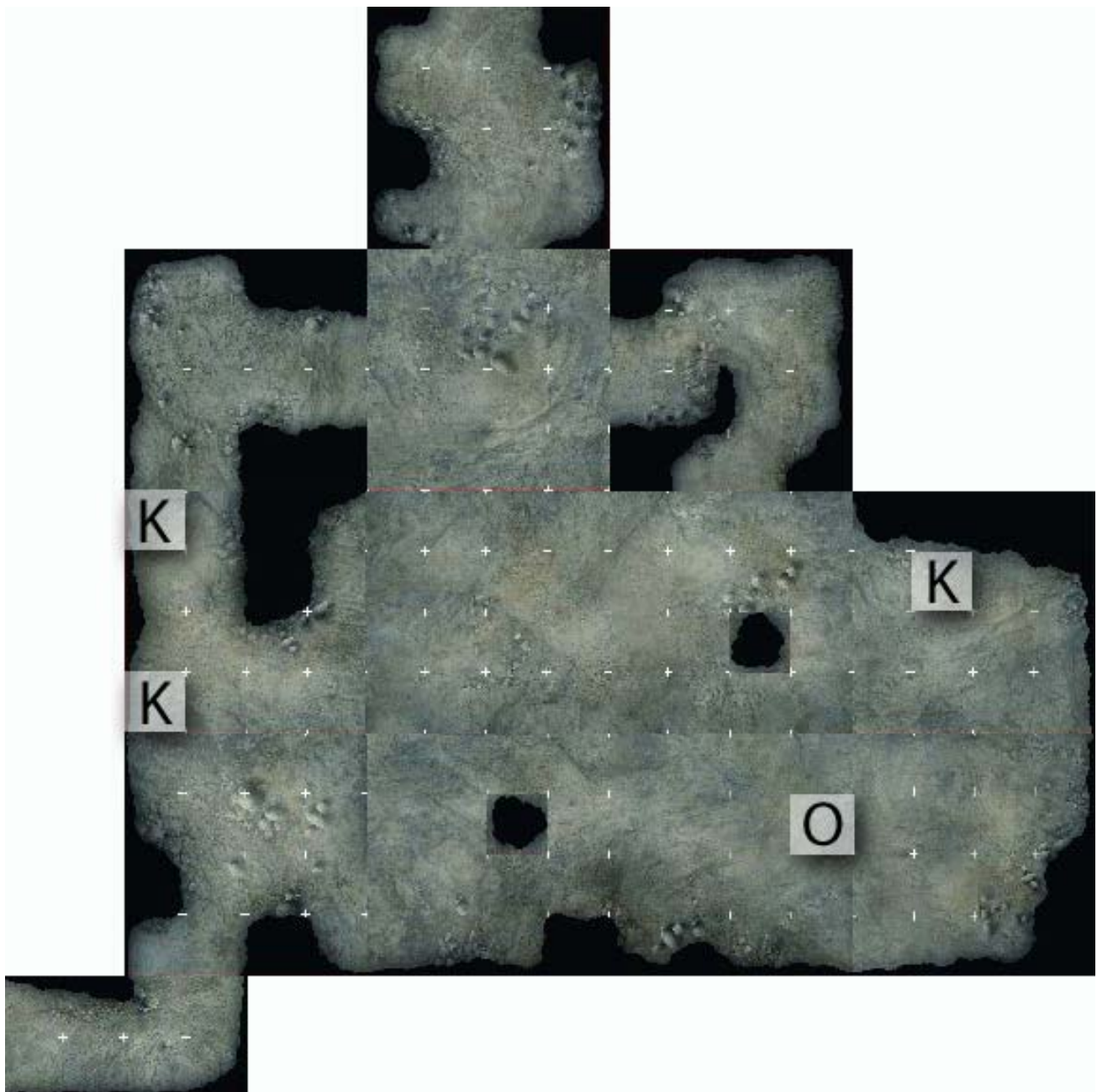
Kruthik Adult	Level 4 Brute
Medium natural humanoid (reptile)	XP 175
Initiative +6 Senses Perception +4, low-light vision, tremorsense 10 Gnanshing Horde aura 1; an enemy that ends its turn in the aura takes 2 damage. HP 67; Bloodied 33 AC 17; Fortitude 14, Reflex 15, Will 12 Speed 6, burrow 3 (tunneling), climb 6	
m Claw (standard; at-will)	
+8 vs. AC; 1d10 + 3 damage.	
R Toxic Spikes (standard; recharge 5 6) ♦ Poison	
The kruthik makes 2 attacks against two different targets; ranged 5; +7 vs. AC; 1d8 + 4 damage, and the target takes ongoing 5 poison damage and is slowed (save ends both).	
Alignment Unaligned	Languages -
Str 17 (+5)	Dex 18 (+6) Wis 12 (+3)
Con 17 (+5)	Int 4 (-1) Cha 8 (+1)

ENCOUNTER 5: “MINE SHAFT” MAP

TILE SETS NEEDED

Lost Caverns of the Underdark x1

Note: The two free-standing grey/black circles are the unstable columns.



ENCOUNTER 6: MUSHROOM FARM

ENCOUNTER LEVEL 2 / 4 (650 / 900 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 orc alchemist (Level 3) (O)
- 2 orc berserkers (Level 2) (B)
- 8 orc pyromaniacs (Level 2) (P)
- 2 giant ants (A)

This encounter includes the following creatures at the high tier:

- 1 orc alchemist (Level 5) (O)
- 2 orc berserkers (B)
- 8 orc pyromaniacs (Level 4) (P)
- 2 giant ants (A)

Before the PCs enter the area, determine if the orcs are aware of their approach.

If the PCs are not attempting to approach this area quietly, then the orcs are automatically aware of their approach.

If the PCs are trying to move quietly, they may make a group Stealth check (DC 14/15) to avoid detection. The Stealth check DC is based on the orc alchemist's passive Perception.

If the PCs took an extended rest prior to this encounter, the orcs are more watchful, gaining a +5 bonus on their Perception checks. This means that the PCs must beat a DC 19/20 on their group Stealth check in order to avoid detection, and the PCs must make this check twice. The first time, if the PCs fail the check, the orcs become aware of the PCs, get behind cover, and attempt to hide, giving them a possible surprise round against the PCs.

If the orcs are not aware of the PCs, they continue with their preparations to leave this area. The orc pyromaniacs are busy attaching a menhir stone to a sledge pulled by a pair of giant ants. The orc berserkers and orc alchemist are keeping a watch out for intruders.

As the adventurers enter the area, read:

Natural flowstone steps lead down to a small forest of mushrooms in the cavern ahead. Deeper in the cavern, you can hear the faint drip of water. The mushrooms seem to glow, dimly illuminating the area.

In addition, if the orcs are not aware of the PCs, read the following.

Towards the back of the cave, you can see a group of orcs securing a large, oblong stone onto a crude sledge pulled by two enormous ants. They do not seem to notice you.

FEATURES OF THE AREA

Illumination: The mushrooms are bioluminescent giving dim light to the entire cavern.

Flowstone Steps: The flowstone steps are treated as difficult terrain.

Cliff: The cliffs are 10 feet high. They can be climbed with an Athletics check (DC 10). Creatures at the top edge of the cliff can kneel down and receive a cover bonus against creatures that are within 4 squares of the base of the cliff. Creatures on the top edge of the cliff also ignore cover from any mushrooms and rocks within 2 squares of the base of the cliff.

Mushrooms: These bioluminescent mushrooms are difficult terrain and provide cover.

Pool of Water: The pool of water is small, but deep. The pool is 15 feet deep. Any creature entering the pool must use an Athletics check (DC 10) to swim.

Hanging Goblins: There are two goblins (Nell and Cutter: Athletics +2, Endurance +1, "G" on the map) tied up and suspended over the pool as sport for the orcs. As a move action on their first turn, one of the minions next to the pool cuts the rope, dropping the goblins in the water. The goblins are still bound hand and foot, so after falling into the pool of water, they start to drown and die after 3 rounds unless rescued by the PCs or Urk. The two goblins are noncombatants.

Rocks: The piles of rock are difficult terrain and provide cover.

TACTICS

The orcs are extremely bored and frustrated with the drudge work they are currently engaged in. They are doing it only out of fear of the Saffron Devil and in anticipation of their promised payment. They are more than happy to engage in bloodletting as soon as the opportunity presents itself. They attack immediately as soon as they become aware of the PCs.

The giant ants are just beasts of burden and do not engage in combat unless attacked (or included in the area of a damaging effect).

The orc pyromaniacs get close to the PCs and then bombard them with *flaming pitch*. If a PC engages an orc pyromaniac in melee, it always attempts to shift away

before attacking. Upon death, an orc pyromanic uses its *explosive charge* attack on the nearest PC.

The orc alchemist starts out with its *alchemical barrage*, choosing *stink bomb* and one of the other alchemical items, depending on the position of the PCs. The orc alchemist then continues using *acid jar* or *caustic glue* depending on the position of the PCs. If the orc alchemist runs out of alchemical items, it charges and uses its club.

The orc berserkers charge the nearest PC, attacking with their greataxes. The orc berserkers try and stay in front of the orc alchemist and orc pyromanics so they can bombard the PCs.

As soon as Urk notices his goblin tribe-mates in the pool, he fights his way over to where they are to help them out. He is not trained in Athletics, however, so he is not a great swimmer.

SCALING THE ENCOUNTER

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

Four PCs: Remove one orc berserker.

Six PCs: Add another orc berserker, or have one of the giant ants attack even if they are not provoked.

ENDING THE ENCOUNTER

The cliff towards the back of the cave continues on and turns into a tunnel that leads deeper into the mountain. There are two more giant ants in the tunnel. The giant ants are harnessed to a slab of stone embedded with crystalline formations. PCs making a History or Religion check (DC 10) recognize that the slab of stone is intended as a menhir stone. Menhir stones are used for a number of purposes, often as part of outdoor religious shrines or a part of a portal.

If captured and questioned, these orcs have the same information the orc beastmaster in Encounter 5 has.

If the PCs choose to wait for the Saffron Devil, he never returns.

Searching through the packs on the giant ants turns up a ritual book (see Treasure for details), several quills, and pots of ink.

The PCs may want to explore the tunnel that leads deeper into the mountain. If they do, they encounter numerous, large tunnels leading in all directions. PCs making a Dungeoneering or Nature check (DC 15) recognize the tunnels as being made by a huge tunneling beast of some sort. On a DC 20 check, they recognize the tunnels as specifically being made by a purple worm (MM p. 214). PCs who insist on continuing eventually encounter the purple worm, which chases

them back up the tunnel. The tunnel eventually leads to the Underdark and is beyond the scope of this adventure, although the Saffron Devil's plans for the menhir stones will certainly be revealed in due time.

EXPERIENCE POINTS

The characters receive 130 / 180 experience points for successfully defeating the orcs. (The giant ants are not counted as part of the XP budget for this encounter since they do not attack unless provoked.)

TREASURE

Amongst the orcs' possessions can be found an alchemical formula book containing the recipe for Clearwater Solution. The PCs can also claim the giant ants as mounts, if they are so inclined.

EARNING URK'S TRUST

If both of the goblins hanging over the pool survive, the PCs gain one trust point.

CONCLUDING THE ADVENTURE

Once the PCs have finished clearing the caves, Urk (if he still lives) acknowledges that the PCs have lived up to their part of the bargain. He says that his tribe will honor their part of the bargain as well. The PCs and Urk can travel back to Glarond Keep and give the tribe the good news. The Clouddippers tribe is overjoyed that the abandoned mine has been reclaimed and present the PCs with a *goblin totem* +1 and a pair of *boots of adept charging* (low-level only) or *goblin stompers* (high-level only).

Determine how many trust points the PCs have earned. If the PCs have earned at least three trust points, they gain bonus experience (20 / 30 XP) for completing the minor quest: Earning Urk's Trust. Also, Urk and his tribe do in fact live up to their promise and spend the next year scouting the Umber Marsh for Captain Arol and the Army of the Green Drake.

If the PCs were successful but did not earn enough trust points (or if Urk died and the PCs do not pay for a Raise Dead ritual to bring him back), the goblins keep their promise for about a month but then abandon Glarond Keep, never to return. Captain Arol is labeled a goblin-loving fool for ever trusting the word of a goblin. The PCs do not earn the quest XP.

Regardless of what happened with Urk, they earn the *Urk!* story object. Have each player make a note of any particularly interesting interactions their character had with Urk during the adventure. As long as the PCs discovered the strange menhirs being quarried from the mine, they earn the story award *Suspicious Stones*.

ENCOUNTER 6: “MUSHROOM FARM” STATISTICS (LOW LEVEL)

Orc Alchemist (Level 3)	Level 3 Controller
Medium natural humanoid	XP 150
Initiative +2 Senses Perception +4; low-light vision	
HP 47; Bloodied 23	
AC 17; Fortitude 15, Reflex 15, Will 16	
Speed 6 (8 while charging)	
m Club (standard; at-will) ♦ Weapon	
+6 vs. AC; 1d6 + 2 damage.	
M Warrior's Surge (standard, usable only while bloodied; encounter)	
♦ Healing, Weapon	
The orc alchemist makes a melee basic attack and regains 11 hit points.	
R Acid Jar (standard; at-will) ♦ Acid	
Ranged 5; +7 vs. Reflex; 1d10 + 2 acid damage, and each creature adjacent to the target takes 2 acid damage.	
A Caustic Glue (standard; at-will) ♦ Acid	
Area burst 1 within 10 squares; +7 vs. Reflex; the target takes 1d4 acid damage and is slowed (save ends).	
C Stink Bomb (standard; at-will) ♦ Zone	
Close blast 3; the blast creates a zone that lasts until the end of the orc alchemist's next turn. Creatures within the zone take a -2 penalty to attack rolls and to all defenses.	
Alchemical Barrage (standard; recharge 6) ♦ Acid	
The orc alchemist makes two attacks, choosing any combination of <i>acid jar</i> , <i>caustic glue</i> , and <i>stink bomb</i> .	
Alignment Chaotic evil	Languages Common, Giant
Skills Arcana +8, Nature +9	
Str 11 (+1)	Dex 12 (+2) Wis 16 (+4)
Con 15 (+3)	Int 14 (+3) Cha 8 (+0)
Equipment leather armor, club, 5 acid jars, 5 glue flasks, 5 stink bombs	

Orc Pyromaniac (Level 2)	Level 2 Minion Artillery
Medium natural humanoid	XP 31
Initiative +3 Senses Perception +0; low-light vision	
HP 1; a missed attack never damages a minion.	
AC 14; Fortitude 15, Reflex 14, Will 12	
Speed 6 (8 while charging)	
m War Pick (standard; at-will) ♦ Weapon	
+7 vs. AC; 3 damage.	
R Flaming Pitch (standard; requires flaming pitch bomb; at-will)	
♦ Fire, Weapon	
Ranged 5; +7 vs. Reflex; 3 fire damage.	
Explosive Charge (when reduced to 0 hit points and no enemy is adjacent to the orc pyromaniac)	
The orc pyromaniac charges the nearest enemy it can charge and makes a melee basic attack that deals 5 extra fire damage.	
Alignment Chaotic evil	Languages Common, Giant
Str 17 (+4)	Dex 14 (+3) Wis 8 (+0)
Con 14 (+3)	Int 7 (-1) Cha 10 (+1)
Equipment leather armor, 5 flaming pitch bombs	

Orc Berserker (Level 2)	Level 2 Brute
Medium natural humanoid	XP 125
Initiative +2 Senses Perception +1; low-light vision	
HP 46; Bloodied 23	
AC 13; Fortitude 15, Reflex 11, Will 10	
Speed 6 (8 while charging)	
m Greataxe (standard; at-will) ♦ Weapon	
+6 vs. AC; 1d12 + 4 damage (crit 1d12 + 16).	
M Warrior's Surge (standard, usable only while bloodied; encounter)	
♦ Healing, Weapon	
The orc berserker makes a melee basic attack and regains 11 hit points.	
Alignment Chaotic evil	Languages Common, Giant
Skills Endurance +9, Intimidate +5	
Str 20 (+6)	Dex 13 (+2) Wis 10 (+1)
Con 16 (+4)	Int 8 (+0) Cha 9 (+0)
Equipment greataxe, leather armor	

Giant Ant	Level 4 Skirmisher
Large natural beast (mount)	XP 175
Initiative +8 Senses Perception +8	
HP 54; Bloodied 27	
AC 18; Fortitude 17, Reflex 17, Will 14	
Speed 9	
m Bite (standard; at-will)	
+9 vs. AC; 1d10 + 4 damage, and the target is knocked prone.	
Skitter (while mounted by a friendly rider of 4 th level or higher; at-will) ♦ Mount	
The giant ant shifts 2 squares instead of 1 square when it shifts.	
Alignment Unaligned	Languages -
Str 19 (+6)	Dex 19 (+6) Wis 12 (+3)
Con 14 (+4)	Int 1 (-3) Cha 7 (+0)

ENCOUNTER 6: “MUSHROOM FARM” STATISTICS (HIGH LEVEL)

Orc Alchemist (Level 5)	Level 5 Controller
Medium natural humanoid	XP 200
Initiative +3 Senses Perception +5; low-light vision	
HP 63; Bloodied 31	
AC 19; Fortitude 17, Reflex 17, Will 18	
Speed 6 (8 while charging)	
m Club (standard; at-will) ♦ Weapon	
+8 vs. AC; 1d6 + 3 damage.	
M Warrior's Surge (standard, usable only while bloodied; encounter)	
♦ Healing, Weapon	
The orc alchemist makes a melee basic attack and regains 15 hit points.	
R Acid Jar (standard; at-will) ♦ Acid	
Ranged 5; +9 vs. Reflex; 1d10 + 3 acid damage, and each creature adjacent to the target takes 2 acid damage.	
A Caustic Glue (standard; at-will) ♦ Acid	
Area burst 1 within 10 squares; +9 vs. Reflex; the target takes 1d4 + 1 acid damage and is slowed (save ends).	
C Stink Bomb (standard; at-will) ♦ Zone	
Close blast 3; the blast creates a zone that lasts until the end of the orc alchemist's next turn. Creatures within the zone take a -2 penalty to attack rolls and to all defenses.	
Alchemical Barrage (standard; recharge 6) ♦ Acid	
The orc alchemist makes two attacks, choosing any combination of <i>acid jar</i> , <i>caustic glue</i> , and <i>stink bomb</i> .	
Alignment Chaotic evil	Languages Common, Giant
Skills Arcana +9, Nature +10	
Str 11 (+2)	Dex 12 (+3) Wis 17 (+5)
Con 15 (+4)	Int 14 (+4) Cha 8 (+1)
Equipment leather armor, club, 5 acid jars, 5 glue flasks, 5 stink bombs	

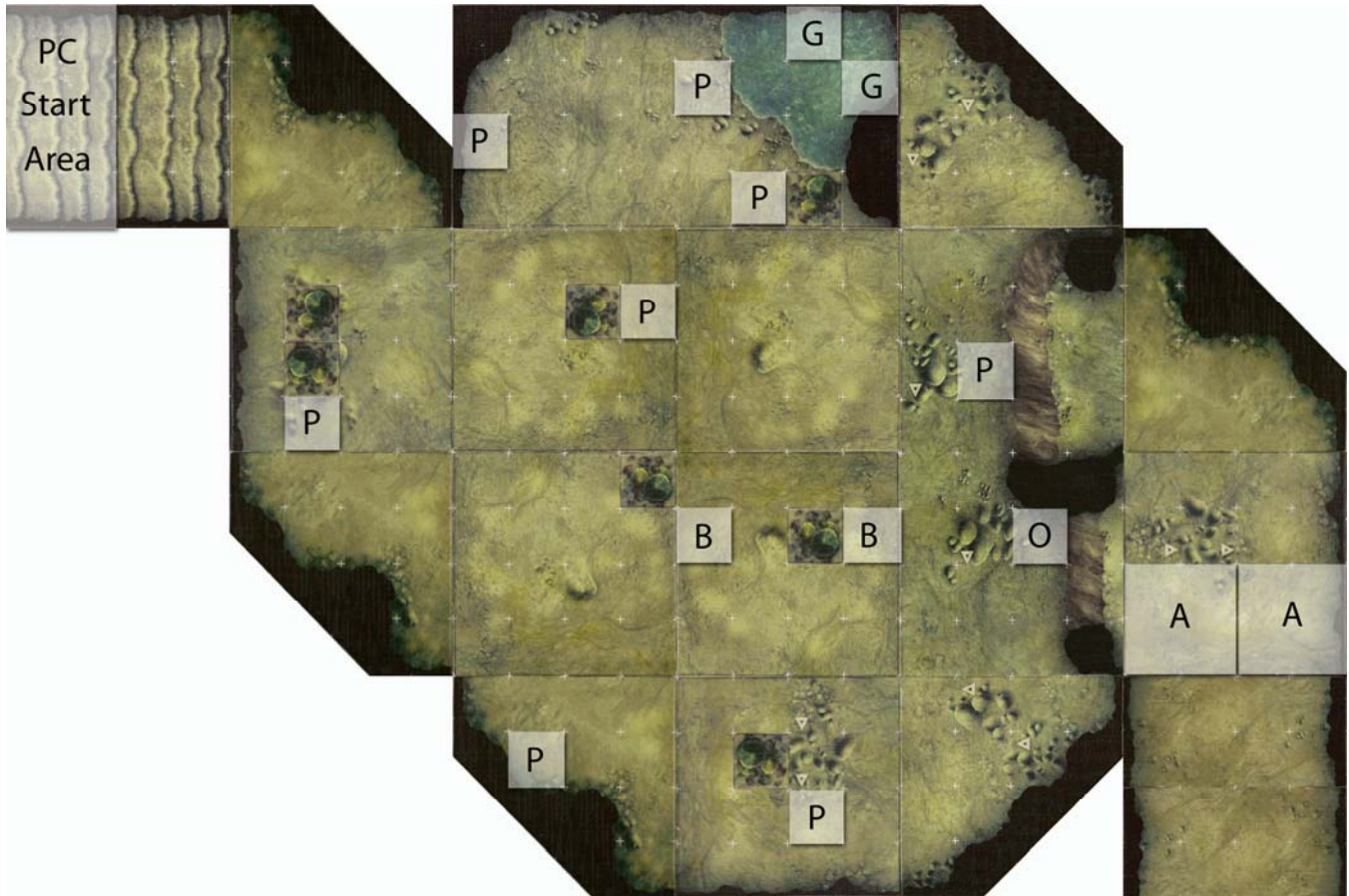
Orc Pyromaniac (Level 4)	Level 4 Minion Artillery
Medium natural humanoid	XP 44
Initiative +4 Senses Perception +1; low-light vision	
HP 1; a missed attack never damages a minion.	
AC 16; Fortitude 17, Reflex 16, Will 14	
Speed 6 (8 while charging)	
m War Pick (standard; at-will) ♦ Weapon	
+9 vs. AC; 4 damage.	
R Flaming Pitch (standard; requires flaming pitch bomb; at-will)	
♦ Fire, Weapon	
Ranged 5; +9 vs. Reflex; 4 fire damage.	
Explosive Charge (when reduced to 0 hit points and no enemy is adjacent to the orc pyromaniac)	
The orc pyromaniac charges the nearest enemy it can charge and makes a melee basic attack that deals 5 extra fire damage.	
Alignment Chaotic evil	Languages Common, Giant
Str 17 (+5)	Dex 14 (+4) Wis 8 (+1)
Con 14 (+4)	Int 7 (+0) Cha 10 (+2)
Equipment leather armor, 5 flaming pitch bombs	

Orc Berserker	Level 4 Brute
Medium natural humanoid	XP 175
Initiative +3 Senses Perception +2; low-light vision	
HP 66; Bloodied 33	
AC 15; Fortitude 17, Reflex 13, Will 12	
Speed 6 (8 while charging)	
m Greataxe (standard; at-will) ♦ Weapon	
+8 vs. AC; 1d12 + 5 damage (crit 1d12 + 17).	
M Warrior's Surge (standard, usable only while bloodied; encounter)	
♦ Healing, Weapon	
The orc berserker makes a melee basic attack and regains 16 hit points.	
Alignment Chaotic evil	Languages Common, Giant
Skills Endurance +10, Intimidate +6	
Str 20 (+7)	Dex 13 (+3) Wis 10 (+2)
Con 16 (+5)	Int 8 (+1) Cha 9 (+1)
Equipment greataxe, leather armor	

Giant Ant	Level 4 Skirmisher
Large natural beast (mount)	XP 175
Initiative +8 Senses Perception +8	
HP 54; Bloodied 27	
AC 18; Fortitude 17, Reflex 17, Will 14	
Speed 9	
m Bite (standard; at-will)	
+9 vs. AC; 1d10 + 4 damage, and the target is knocked prone.	
Skitter (while mounted by a friendly rider of 4 th level or higher; at-will) ♦ Mount	
The giant ant shifts 2 squares instead of 1 square when it shifts.	
Alignment Unaligned	Languages -
Str 19 (+6)	Dex 19 (+6) Wis 12 (+3)
Con 14 (+4)	Int 1 (-3) Cha 7 (+0)

ENCOUNTER 6: “MUSHROOM FARM” MAP

TILE SETS NEEDED
Caves of Carnage x2



REWARDS SUMMARY

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

EXPERIENCE POINTS

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

Encounter 2: Ascending the Mountain
50 / 70 XP

Encounter 4: Meeting Hall
100 / 140 XP

Encounter 5: Mine Shaft
100 / 140 XP

Encounter 6: Mushroom Farm
130 / 180 XP

Minor Quest: Earning Urk's Trust
20 / 30 XP

Total Possible Experience
400 / 560 XP

Gold per PC
75 / 100 gp
(Encounter 1: 10 / 15 gp, Encounter 4: 40 / 60 gp, Encounter 5: 25 gp)

TREASURE

Each PC receives treasure in the form of gold pieces as well as one share from a treasure bundle. The treasure bundle may give the PC more gold, a magic item, or something else of value. Each player makes one and only one selection for their character; players may choose the same treasure bundle. Note that it is possible (and likely) that some characters will not select a bundle for each session of play.

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that amount to that character's base gold award. It is possible and permissible for a character who spends more gold than he or she earns to have a negative total for the adventure. PCs receive 20% of the item's market price when they sell any magic item or consumable. They

receive 50% of the market price for ritual books and alchemical formulas.

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

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

EACH PC SELECTS ONE OF THE FOLLOWING BUNDLES:

Bundle A: *goblin totem +1* (AV, 2nd level)
Found in Conclusion (Minor Quest Reward)

Bundle B: *boots of adept charging* (AV, 2nd level) (low-level version only)
Found in Conclusion (Minor Quest Reward)

Bundle C: *goblin stompers* (AV, 6th level) (high-level version only)
Found in Conclusion (Minor Quest Reward)

Bundle D: *razor armor +1* (PH, 2nd level)
Found in Encounter 4

Bundle E: *watchful spirit totem +1* (PH2, 3rd level)
Found in Encounter 5

Bundle F: *giant ant (mount)* (AV, 4th level)
Found in Encounter 6 (taking this mount counts as a found magic item)

Bundle G: *instant campsite* (AV, 5th level)
Found in Encounter 2

Bundle H: alchemical formula book containing the recipe for Clearwater Solution (market price 100 gp)
Found in Encounter 6

Consumable plus Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add a *potion of healing* plus 0 / 25 gp to their rewards from this adventure. The player should write the consumable gained on their adventure log. That character (and only that character) then receives the consumable plus the listed amount of gold (if any) instead of any other treasure bundle. Consumable items

obtained in this fashion do not take up found magic item slots.

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 50 / 75 gp to their rewards from this adventure. That character (and only that character) receives more gold instead of any other treasure bundle.

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards. In this adventure, it is permissible (and expected) for the PCs to earn all three story awards.

AGLA08 Befriended by Zair Castelle

You rescued the half-elf cartographer, Zair Castelle, and earned his trust. He may be interested in your services at some future point. This marks the beginning of the *Invisible Road* Major Quest. The quest will be continued in future Aglarond regional adventures.

AGLA09 Suspicious Stones

You uncovered a secret mining operation unearthing large, mysterious stone blocks from a played out silver mine in the Tannath Mountains. A mysterious wizard called the Saffron Devil seems to be behind this, but to what purpose? This marks the beginning of the *Circle of Stones* Major Quest. The quest will be continued in future Aglarond regional adventures.

AGLA10 Urk!

You met an unusual goblin named Urk, a member of the Cloudripper tribe dwelling in the Tannath Mountains in Aglarond. In the following space, briefly note any important details of your interactions with Urk during the adventure. (For example: you befriended Urk, you tried to kill Urk, you did kill Urk, you were mean to Urk, you ignored Urk, you made Urk an honorary member of your Adventuring Company, and so forth.)

It is entirely possible that Urk, or some of his fellow Cloudrippers, will play a role in future Aglarond regional adventures, and this information will help your DM make appropriate decisions when the time comes.

ADVENTURE QUESTIONS

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

1. Did the PCs clear the mine so that the Cloudrippers could move back in?

- a. Yes
- b. No

2. Did the PCs gain Urk's trust?

- a. Yes
- b. No

3. Did Urk survive the adventure?

- a. Yes
- b. No

4. Did Zair Castelle survive the adventure?

- a. Yes
- b. No

NEW RULES

Boots of Adept Charging

Level 2

Rushing in is less dangerous in these studded leather boots.

Item Slot: Feet 520 gp

Property: After charging, you can shift 1 square before your turn ends.

Reference: *Adventurer's Vault*, page 126.

Giant Ant

Price 1,800 gp

Speed 9

Per Hour 4½ miles

Per Day 45 miles

Normal Load (lbs.) 237

Heavy Load (lbs.) 475

Push / Drag (lbs.) 1,187

Giant Ant		Level 4 Skirmisher
Large natural beast (mount)		XP 175
Initiative +8	Senses Perception +8	
HP 54; Bloodied 27		
AC 18; Fortitude 17, Reflex 17, Will 14		
Speed 9		
m Bite (standard; at-will)		
+9 vs. AC; 1d10 + 4 damage, and the target is knocked prone.		
Skitter (while mounted by a friendly rider of 4 th level or higher; at-will) ♦ Mount		
The giant ant shifts 2 squares instead of 1 square when it shifts.		
Alignment Unaligned		Languages -
Str 19 (+6)	Dex 19 (+6)	Wis 12 (+3)
Con 14 (+4)	Int 1 (-3)	Cha 7 (+0)

Reference: *Adventurer's Vault*, page 12.

Goblin Stompers

Level 6

These crude boots shift you safely away from an inaccurate attack.

Item Slot: Feet

Power (Encounter): Immediate Reaction. Use this power when a melee attack misses you. Shift 1 square

Reference: *Adventurer's Vault*, page 129.

Goblin Totem

Level 2

This crude weapon is carved from bone, its handle wrapped in leather. Holding the totem makes you feel more capable of facing even formidable sized opponents.

Lvl 2 +1 520 gp

Weapon: Any

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage

Property: Your attacks with this weapon against a creature larger than you have an additional bonus to damage rolls equal to the weapon's enhancement bonus.

Reference: *Forgotten Realms Campaign Guide*, page 56.

Instant Campsite

Level 5

This tightly packed satchel expands into a complete campsite that can automatically pack up again.

Wondrous Item 1,000 gp

Power (Daily): Standard Action. You open the satchel and it magically expands into a complete campsite, including a campfire and four two-person tents with bedrolls. The campfire lasts for up to 12 hours (requiring no fuel) or until you spend another standard action to pack the campsite back into the satchel once more.

Reference: *Adventurer's Vault*, page 173.

Watchful Spirit Totem

Level 3

Several animal faces seem to look out from this totem with wide eyes. Its magic, channeled through your spirit companion, lashes out at those who harm your allies.

Lvl 3 +1 680 gp **Implement (Totem)**

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage, or +1d12 damage against bloodied creatures

Property: You gain an item bonus to Perception checks equal to the totem's enhancement bonus.

Power (Daily): Minor Action. Until the end of your next turn, any enemy that damages an ally adjacent to your spirit companion takes damage equal to twice this totem's enhancement bonus.

Reference: *Player's Handbook 2*, page 208.

CLEARWATER SOLUTION

Level: 1 (market price 100 gp)

Category: Other

Time: 30 minutes

Component Cost: See below

Key Skill: Arcana, Nature, or Religion (no check)

Clearwater solution makes stagnant water drinkable and cleanses even the deadliest liquids.

Clearwater Solution

Level 1

This small glob of white jelly purifies even the most toxic liquids, from poisons to dwarven spirits.

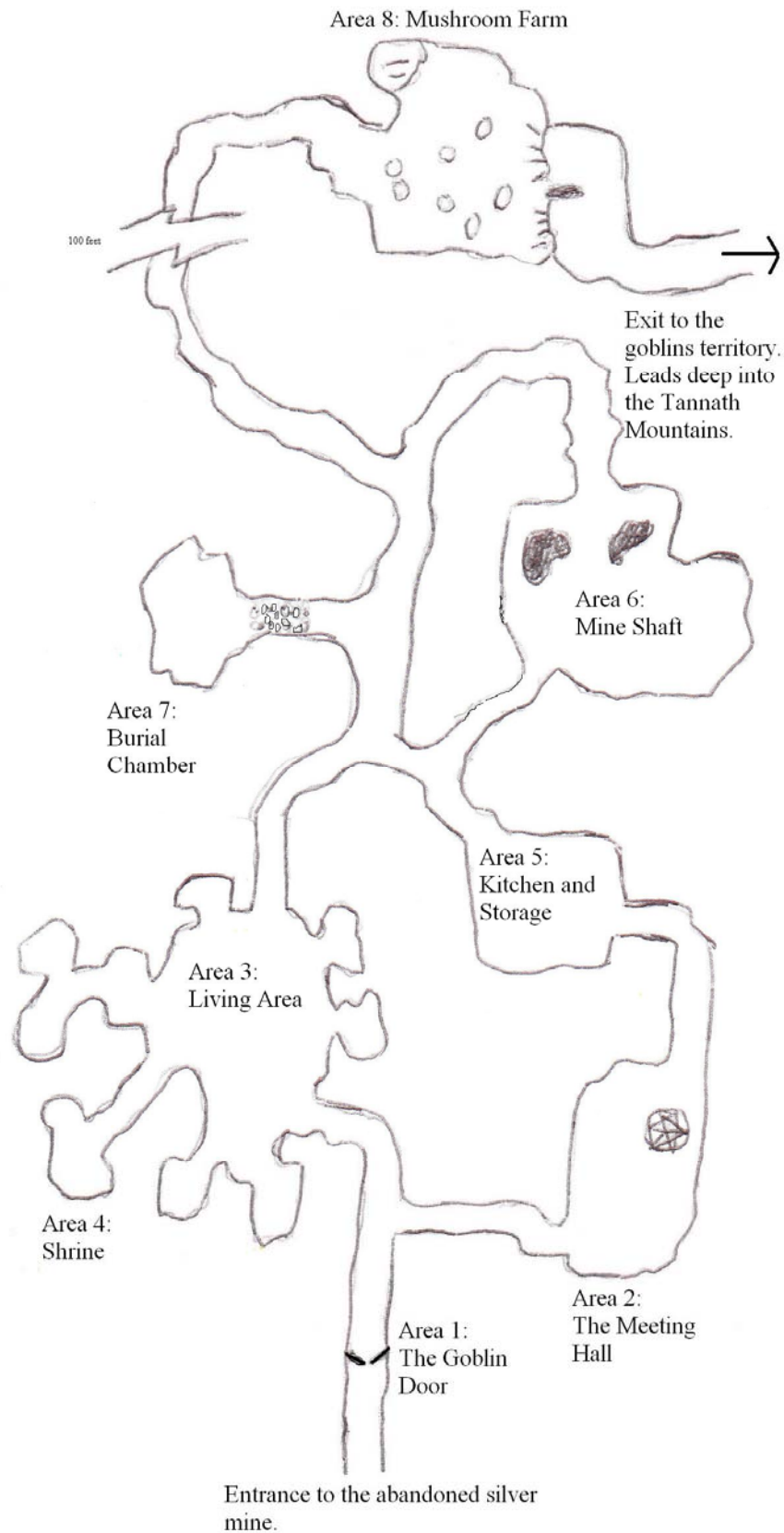
Alchemical Item 20 gp

Power (Consumable): Minor Action. Apply clearwater solution to a volume of liquid filling a cube 1 square on a side (5 feet by 5 feet by 5 feet; approximately 935 gallons). The solution removes any poison or disease present in the liquid after 1 minute.

Clearwater solution cannot remove poison or disease from water already in a creature's system, and it has no adverse effect on creatures with the aquatic or water keyword. If it's applied to a volume of liquid larger than the amount specified above, the clearwater solution has no effect.

Reference: *Adventurer's Vault*, page 27.

APPENDIX 1: MAP OF THE MINE



APPENDIX 2: EARNING URK'S TRUST

Throughout the adventure are actions the PCs can take to earn Urk's trust. Below is a summary of all those actions.

Trust Points	Encounter	Description
+1	2	Urk has an embarrassing failure during this encounter. If the PCs remain silent about Urk's failure or offer him words of encouragement, they earn one trust point. Laughter or mocking comments about Urk hurt his already wounded pride and reinforces the notion that the more civilized races look down on goblinkind.
+1	3 (Area 3)	The PCs recover the goblin child alive and deliver her back to the tribe safely
+1	3 (Area 4)	The PCs do not take or desecrate the statuette of Maglubiyet from the tribe's shrine.
-1	3 (Area 7)	The PCs take any treasure from the goblin's burial chamber
+1	6	The PCs make time to carry the dead to the burial cave and either participate or not interfere in the goblin burial ritual. Disrespect of the goblin dead does not earn the PCs a trust point.
+1	6	Both of the goblins hanging over the pool survive.

APPENDIX 3: GOBLIN LOCATION TABLE

Goblin	Enc. #	Status
Ore	3 (Area 3)	Dead
Whisper	3 (Area 3)	Dead
Bik	3 (Area 3)	Barely alive
Balgron	5	Dead.
Veth	5	Dead.
Circ	5	Dead.
Nell	6	Hanging over a pool
Cutter	6	Hanging over a pool