

VER2-04



GOBLIN KROWN

A One-Round D&D® LIVING GREYHAWK®
Verbobonc Regional Adventure

Version 1

by Terry Doner

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Rumors of an ancient evil circulate the rural areas of Southwestern Verbobonc. Goblins are growing bold and raiding thorps along the border between the Kron Hills and Verbobonc. And adventure for characters level 1-8.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

First, print this scenario. This scenario was created to support double-sided printing, but printing it single sided works as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before running the event. Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *DUNGEON MASTER's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It's also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. You cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for both the players and the DM to keep track of who is playing what character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK adventure. As a LIVING™ adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site (www.wizards.com/rpga), and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK Gazetteer.

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the character participating in the adventure. To determine the Average Party Level (APL):

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

By following these four steps, you have determined the modified APL. Throughout this adventure, APLs categorize the level of challenge that the characters face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to join them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in the Verbobonc. All characters pay one Time Units to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp.

ADVENTURE SUMMARY AND BACKGROUND

The Crown of the Goblin King of Kurotha is an ancient and mystical device of corruption. The crown is believed to hold the power to enthrall goblinoids and to imprison other races in the form of goblins, forcing all those enchanted by its powers to do the bidding of the wearer. The crown is made of brass and set with four dark green gems. It is currently in the possession of the minions of Vecna, a small cult operating out of Verbobonc City.

The leader of The Hand has sent the crown with Davout to the Kron Hills south of Greenway Valley to test the capabilities of this arcane object. Davout has enthralled a small force of goblins. He also has been

capturing wandering adventurers and those living in that part of the Kron Hills in order to test the crown.

Unknown to The Hand, using the powers of the crown has awakened a spirit deep in the crypts of the Citadel of St. Cuthbert. This spirit was Sir Daria, Guardian of Dornbrim, a small town between the City of Verbobonc and Greenway Valley. Dornbrim was attacked and nearly destroyed while Sir Daria was escorting Father Stephin of St. Cuthbert who was traveling to the Citadel of St. Cuthbert for a religious retreat and gathering of the Stars of the Cudgel. Upon his return, Sir Daria searched for and vanquished the Goblin King of Kurotha in an epic battle against one of the Flans foulest of minions, a half-infernal goblin. Sir Daria's spirit searches for a noble heart to champion the cause of good and return the crown to the Cathedral of St. Cuthbert.

The Hand becomes aware that the spirit of Sir Daria has enlisted the aid of the characters and seeks to destroy the characters before they can gain the crown and return it to the Cathedral of St. Cuthbert.

Encounter One – Insane Squire

An armored half-elven woman wearing the Arms of Lord Delevue drags her long sword stumbling and occasionally swinging at imaginary foes. She mumbles and then yells about goblins and missing people. What little sense the characters can make from this is something is happening at the Village of Tobren. Involving goblins and evil magic. She focus's on any half-orc character and asks if he is Sir Keval, a Knight Protector of the Great Realm.

Encounter Two – The Village of Tobren

Arriving at the Village of Tobren in the southeastern Kron Hills, the characters find the villagers in a state of depression and fear, due to the vilest evil since the Temple Crusade. Villagers tell the characters about the disappearance of men and woman. There have been raids for foodstuffs and most of their livestock has been slaughtered or taken. Goblin raiding parties are increasing and it is dangerous to be in the wilderness alone.

Encounter 3 – Raiding Party

While in the Village of Tobren, the characters have to decide to either stay overnight or look for signs of the goblin raiders. Either way they discover some goblins dressed in the rags of farmers. They are scavenging for food and anything else of value they can find. They prefer to avoid combat by running if given a chance. These are peasants who have been turned into Goblins by the Crown.

Encounter 4 – Women captured

Following the goblins' tracks the characters find a small wagon that some goblins are guiding. In it are three women, bound and gagged. Unbeknownst to the women, two of the goblins are actually the husbands to two of the women, taking them to Davout for transformation into goblins. The women, when freed say that one of the goblins was wearing a tunic much like one of their

missing husband's. They also mention how two of the Goblins were somewhat nicer than the others.

Encounter 5 – The Spirit

At this point the spirit has seen enough, and he tries to warn the party about the crown. He does this in the form of a spectral vision, Player Handout 1. The vision will be the Goblin King of Kurotha and the powers that the crown gave him. It shows the battle between the Goblin King and Sir Daria.

Encounter 6 – The Guards

As the party approaches the caves where Davout has taken up residence they have to get by or around his guardians.

Encounter 7 – The Sorcerer

The final encounter is with the sorcerer wearing the Goblin King's Crown. In addition there will be the Knight Protector of the Great Realm, Sir Keval, in goblinoid form, and a fair number of goblins.

Campaign Notes: It is five days prior to the full moon.

Any member of the Meta-Campaign Group – Mounted Borderers may play this event using Duty time in place of Time Units.

A member of the Meta-Campaign Group – Noble House Guards may play this event using Liege-Service in place of Time Units.

INTRODUCTION

The characters are traveling south on the road from the village of Stonewood, a small village nestled between a small patch of woods in the southwestern Viscounty and the Kron Hills. There are rumors of savage humanoids raiding farms in the area. They first met up at the small Inn of Stonewood and are now traveling together both to see if these rumors are true and for mutual safety. Now is a good time to have the characters introduce themselves.

ENCOUNTER 1: THE INSANE SQUIRE

Coming north towards the party is a half-elven woman in chain mail. She wears a surcoat bearing the Arms of Lord Delevue. Any character with Knowledge (local—Verbobonc), Knowledge (nobles), played Gift of Beauty or the Interactive at Ides of March 2002 easily recognize Lord Delevue's livery. She is dragging a longsword in the dirt behind her.

You have been traveling on the road since early morning. It has been quite some time since you encountered anyone else on the road. After a short mid-day meal break, you continue on for well over an hour. You're pushing on in hopes of reaching the small village of Tobren before nightfall.

A lone figure begins to come into view, approaching your direction on the road far ahead. Coming closer, this person seems to be stumbling and dragging something behind them.

Allow the players a chance to react. Nothing really happens until they get within 20 to 30 feet of the person.

As you approach, the stranger finally seems to notice you. She says "Beware! The people are missing and goblins are close!"

At this she swings her longsword at some imaginary foe (anyone with a martial weapon proficiency can tell she knows how to use the sword). She alternately mumbles and yells about goblins and missing people no matter what the characters say to her. She does not come even remotely close to swinging at the characters.

Her voice rises as she begins to chant.

*"Evil is quite near...
your heart must be pure ...
his eyes are clear ...
the strike must be sure ...
in his eyes do not peer!"*

A successful bardic knowledge check (DC 20) reveals that the chant is very old and vaguely familiar. If the check succeeded at DC 25 it is recognized as part of an epic poem about a paladin of St. Cuthbert known as Sir Daria. A success at DC 30 recalls that this Sir Daria was the guardian of a village not far from where the characters are now. Anyone with the knowledge skill can get the same information, but her DC is +5.

If there is one or more half-orcs in the party she picks one at random and does the following:

She seems to take notice of the half-orc for the first time. She squints as if looking from a distance. She then says "Sir Kevel? Is that you?"

She ignores the character if he says anything but yes. If he does say yes, she hugs him and thanks St. Cuthbert for his surviving a great ordeal. Then she notices that he is not Sir Kevel and attacks him.

If there are no half-orcs in the party, she focuses on an obvious wizard or sorcerer and screams, "Don't look at me!" With that she runs off down the road.

She has been driven mad by a combination of watching Sir Kevel turned into a goblin and being granted a vision by the Spirit of Sir Daria. There is no way to cure her and she does not stay with the party unless by force. If the party keeps her with them, they shall have little chance at stealth as she alternately chants and screams unless somehow prevented. If gagged she makes as much noise as possible struggling at the most inopportune moments.

ENCOUNTER 2: VILLAGE TOBREN

The road climbs over a small rise and, as you reach the top, you see the roofs of Tobren in the distance. It is late afternoon and the prospect of a warm cooked meal sounds really good right now. Although the village is fairly good sized there is very little activity to be seen from this distance.

Upon drawing nearer to the outlying buildings, you see some children scamper from behind a tree down the hill and run further into the village. You hear their voices in the distance as they yell "They ain't goblins ... they're people!"

Unless the characters do something rash here the villagers begin to emerge from their hiding places. The only men coming out of hiding in the village are either very old or very young. Yet, the women appear to be representative of most age groups. If the characters do anything that can be interpreted as hostile the villagers will hide until the characters leave.

A crowd of women and children begins to gather around you. Many of them begin asking questions:

"Have you seen my husband, Trey? He's short with brown hair..."

"Did Lord Delavue send you to save us?"

"Where is the rest of the army? Don't tell me you're it?"

"Are the goblins gone?"

Eventually a woman pushes her way toward the characters. She is tall and looks as if she knows how to use the axe she wears on her belt. The questions trail off as she nears the party. She speaks to the characters:

"Greetings. I am Cypsela, current mayor of the village of Tobren. If you'll follow me to my Inn, I may be able to answer some of your questions."

She turns her gaze on the crowd and raises her voice "Everyone else can come to the Inn after dinner and we'll have a village meeting".

She leads the characters to a building that is obviously an inn. A sign hangs above the doorway that says the "Sable Cygnet" and has a picture of a black bird of some sort on it. It has seen better days and there is some obvious scorch marks on the wall.

The interior of the Inn looks to be in better shape than the outside. Not lavish, but country comfortable best identifies the overall look and feel of the place. The bar is a stand-only type with a wooden foot rail. An ample stone fireplace sports three—more than double wide wooden pews offering a pleasant setting for warm conversation on cool evenings. One of the pews is closer to the floor providing easy seating possibly for gnomes. Even two tables in the great room are of gnomish stature. Several other tables fill the great room. A large former tree stump

with wooden planking on top serves as a low table in the center of the pews. A stairway on the opposite wall from the bar leads up to the second story. The interior walls are white washed between the stout wooden beams, giving the great room a bright, open look.

Your hostess invites you all to have a seat. She then moves behind the bar, pulls out a tray along with several mugs, and fills a large ceramic pitcher from a keg. Placing all on the tray, she comes from around the bar and serves the party ale. She sets down the tray and begins to tell the story of the village's recent troubles.

"It all started about a month ago. A strange wizard came through the village. He was very full of himself. High and mighty attitude, if you know what I mean. Kind of lazy too, like using magic to bring his mug to him rather than picking it up. Anyway, the first night he stayed here was the first time we saw a goblin in town. Then my husband, Robert disappeared. Next morning the wizard is gone. Then nearly every night since, more and more goblins come raiding, and people go missing. We fight them off as best we can but as I'm sure you could see, just about all our able bodied people are now missing or dead."

If the characters ask her about Sir Kevel she shakes her head up and down saying:

"Yes, I remember him. Now that was a noble knight. You could just tell he was a knight, but did he act like he was better than anyone else? Not him! Vowed he was going to rid us of the goblins. Him and his squire rode off the next morning towards the hills to the southeast. Not after paying his bill and leaving a nice tip too, that is."

If the characters describe Squire Sylvia from encounter 1, Cypsela says that it fits the squire's description.

"Shame about that nice knight. We figured the goblins killed him, as we saw the head goblin wearing his armor a few nights later. He's a big nasty one. Just hangs in the back telling the other ones what to do."

She answers any further questions she can, but she really doesn't know much more than she has already shared. She does mention that the goblins seem to raid for supplies. She'll say that they figure many of the villagers are dead because many of the goblins are seen wearing parts of the clothes of the missing people. She assumes the goblins are feral since they use makeshift weapons and wear little armor.

This used to be a prosperous village. Being on one of the north-south routes between the Viscounty and the Kron Hills as well as one of the few east west routes into the Lortmils. There was always regular traffic back a forth through the village. That's why this Inn and a few of the businesses may look more than what might be expected in a village this size, because business in earlier days easily kept the Inn and several businesses filled with customers. But, with the strained relations between Verbobonc and the Kron Hills Gnomes, the traffic has been slow. And the

increased Goblin raids have all but stopped the mountain people coming in for winter supplies.

She implores the characters to help in whatever way they can. The village cannot pay for anything as the goblin raids and lack of business have taken their toll. If they agree to help she offers them free room and board in the inn. If they question too much about what's in it for them, she charges 5 sp per night per person, plus 3 sp per meal without beverage.

The village meeting happens right after dinner. Several dozen villagers begin to crowd into the Inn. Most of the young and older males are present along with more than their number of women. Cypsela eventually whistles to get everyone's attention. Once all are quiet, she tells them whatever the characters told her they are going to do (guard the village, stop the goblins, and so on). None of this meets with a very favorable response. There will be mumbles of "yea, right," "what makes them any different than the others," or similar responses. A brave speech by one of the characters may quiet this talk (Perform [oratory] or Diplomacy DC 15), but the villagers leave the inn quietly afterwards.

ENCOUNTER 3: RAIDING PARTY

If the party stays the night in Tobren and mount any kind of guard, go with the following encounter.

A group of goblins stage a raid on the village late into the first watch. They approach the village from the southeast. Their entrance into the village is without caution. If anything, the goblins display confidence that there will be little to oppose them. Some of them are real goblins and the rest are villagers transformed by the crown. They are being sent to steal any foodstuffs as well as get more 'recruits'. The transformed goblins are wearing the tattered remains of farmers' and villagers' clothes while the real goblins are wearing studded leather armor.

ALL APLS

🗡️ **Goblin Villagers** (6): male humans (goblin form); Com1: hp 4, 4, 4, 4, 4, 4; see Appendix I.

APL 2 AND 4 (EL 3)

🗡️ **Goblin**: hp 4; see *Monster Manual*.

APL 6 (EL 5)

🗡️ **Goblins** (8): hp 4, 4, 4, 4, 4, 4, 4, 4; see *Monster Manual*.

🗡️ **Goblin Scrounger**: male goblins Rog2: hp 14; see Appendix I.

🗡️ **Goblin Drake**: male goblin Adp3; hp 18; see Appendix I.

🗡️ **Goblin Seer**: male goblin Clr3; hp 22; see Appendix I.

APL 8 (EL 7)

👉 **Goblins (8)**: hp 4, 4, 4, 4, 4, 4, 4, 4; see *Monster Manual*.

👉 **Goblin Scavenger**: male goblin Rog3; hp 18; see Appendix I.

👉 **Goblin Witchdoctor**: male goblin Adp4; hp 22; see Appendix I.

👉 **Goblin Profit**: male goblin Clr5; hp 32; see Appendix I.

Tactics: The Goblin raiding party is working to gain grain and other supplies from the Village. They are not expecting strong resistance and flee if strong resistance is encountered. At APL 6 and APL 8, the profit and witchdoctor covers the retreat of the raiding party with spells. There will be some sign of retreat that can be followed on a Track (Wilderness Lore) Check (DC 20). If captured, the real goblins do not speak. Any captured goblin villagers do communicate that they were commanded by their king to raid the village. Goblin villagers return to their true form if slain. Captured villagers can be restored with a *dispel magic* (20th-level caster). Once the raiding party has gathered supplies, a few bags of grain and such, they flee.

ENCOUNTER 4: WOMEN CAPTIVES

If the party successfully defended against the raid or caused them to flee, they discover that three women have gone missing from a part of the village that did not at first appear to be raided by the goblins.

Tracking at night or waiting until morning, the characters find the wagon with the three missing women and their goblin escort.

The crude path you are following gently rises up the slope ahead of you, southeast away from the village. The rolling countryside appears almost serene during this part of the evening/morning. As you trek further into the hills, the harsh sound of goblins' voices drifts to you from over the next rise.

If the party attempts any kind of stealth read the following:

Ahead of you, traveling down the path is a wagon with a crude cage made of wood in the wagon bed. In the cage are three women who you recognize from the village. They are bound and gagged but otherwise appear to be unharmed. Goblins are walking next to the cart as well as driving it. They appear unaware of your presence.

If the party just rushes up over the rise read the following:

Stopped on the path is a wagon with a crude cage in the wagon bed. Inside the cage are three women. There are goblins near the door to the cage trying to get the women out. Other goblins have spread out to either side of the path waiting for you.

ALL APLS

👉 **Goblin Villagers (6)**: male humans (goblin form), Com1: hp 4, 4, 4, 4, 4, 4; see Appendix I.

APL 2 (EL 5)

👉 **Goblins (8)**: hp 4, 4, 4, 4, 4, 4, 4, 4; see *Monster Manual*.

👉 **Goblin Scrounger**: male goblin Rog2: hp 14; see Appendix I.

👉 **Goblin Drake**: male goblin Adp3: hp 18; see Appendix I.

👉 **Goblin Seer**: male goblin Clr3: hp 22; see Appendix I.

APL 4 (EL 7)

👉 **Goblins (8)**: hp 4, 4, 4, 4, 4, 4, 4, 4; see *Monster Manual*.

👉 **Goblin Scavenger (2)**: male goblin Rog3: hp 18, 18; see Appendix I.

👉 **Goblin Profit**: male goblin Clr5; hp 32; see Appendix I.

APL 6 (EL 7)

👉 **Goblins (8)**: hp 4, 4, 4, 4, 4, 4, 4, 4; see *Monster Manual*.

👉 **Goblin Scavenger (2)**: male goblin Rog3: hp 18, 20; see Appendix I.

👉 **Goblin Seer**: male goblin Clr3: hp 22; see Appendix I.

APL 8 (EL 11)

👉 **Goblins (8)**: hp 4, 4, 4, 4, 4, 4, 4, 4; see *Monster Manual*.

👉 **Goblin Scout (3)**: male goblin Rog7: hp 34, 34, 34; see Appendix I.

👉 **Goblin Sub-Chief**: male goblin Rog5/Ftr3: hp 46; see Appendix I.

Tactics: The goblin party is working to gather the women and children of the outlying farms. A couple of the villagers in goblin form are near the cage and are trying to take the captives out of the cage. The villagers in goblin form make no attempt to fight the adventures and flee before any combat approaches them. The goblin force does not fight to the death and flee at the first sign things are going badly for them.

Developments: The cage contains three women from the farms around the village. They have been treated well. They even claim that two of the goblins closest to the cage were relatively kind to them. Also, they comment on how the clothes some of the goblins are wearing looked like those of their missing husbands/relatives/friends. One of the women states that she noticed a goblin wearing the tunic her husband had on when he was abducted. This appears both to have confused and upset them as they plead to be escorted to the safety of the village.

ENCOUNTER 5: SPIRIT OF SIR DARIA

After they are taken to the village, the women find some safely with friends and relatives. If they are brought in at night, the villagers appear exhausted. If they are brought in the next morning, the villagers are busy with their morning chores. Any discussion is short lived as people return to their beds or off to perform various chores. Cypsela does mention to the party that the villagers are beginning to have some hope after the party returned with the captured women, but they are afraid to hope too much just yet.

After the women are rescued and brought back safely to the village, Sir Daria's spirit is convinced of the characters good intentions. The spirit now awaits its chance to communicate with one of the party members. This is accomplished through a dream/vision when the party member is either taking a nap or asleep during the night.

A character is chosen in the following order of president:

- Paladin of St. Cuthbert
- Cleric of St. Cuthbert
- Follower of St. Cuthbert
- Lawful good character
- Good-aligned fighter
- Any good-aligned character
- Random character

The vision is as follows (Player Handout 1):

You see the ruins of a town in flames. Some buildings are brunt to the ground and smolder while others are still on fire. You make your way to the town's square. Everywhere you look you see goblins and hobgoblins burning and slaying anything they come across. You know you cannot stop them all, but a few of the bigger ones attack you and your sword flashes as you slay them.

You know the only way to stop them is to defeat their leader. So you move down the small streets towards the center of the town. Finally, when the destruction and death threatens to overwhelm your senses you arrive at the square. The leader stands there as if he has been waiting for you. He is the largest Goblin you have ever seen, well over nine feet tall. Large bat wings spread out to either side of him. He carries a large scimitar casually in one hand. Upon his head rests a crown made of brass. Four large green gems set in the crown give off a haunting gleam.

The creature, which somehow you know as the Goblin King of Kurotha, raises his head and meets your eyes. Your head spins and you know there is something he tried to do to you. But what ever it was, failed. Anger fills you from all the destruction you have witnessed. It now finds an outlet. You scream St. Cuthbert's name and charge the infernal Goblin King.

The fight wages for what seems like hours. For every wound you take you give two back, but the monstrosity before you seems to not notice. Finally, with one great lucky swing you sever the creature's head and the crown rolls off the lifeless head into the dust. But, your wounds are too much. As you watch, the leaderless goblins slink away into the background and begin to

change shape. You slump to the ground as darkness comes over you.

The selected character wakes in a sweat shouting, "No, not yet." It is early the next morning. This should convey to the character that the crown can turn people into goblins and that some of the goblins they have already faced were villagers. It should also tell them that the only way to undo the change is to slay the wearer of the crown.

The character in question may now share his "dream." if the character spent the night at the inn, Cypsela hastily enters the room asking if anything is wrong.

ENCOUNTER 6: THE GUARDS

Following the path left by the goblin raiders further into the hills takes you beyond the furthest fields and cabins. The hills become larger and the terrain more rugged.

Ahead, the ground slopes from the hilltop you are on down to a series of caves. Most of these caves seem to be recently carved into the hillside, but they are not what attract your attention. It is the two larger caves, the one above the other, that your eyes go to. The lower one is 20 feet wide and 15 feet high. The higher one is 50 feet wide and 30 feet high. The lower cave entrance has two alert goblins on watch.

The goblins on watch have turned a lever inside the entrance. This lever opens a gate in the upper cave and allows the guardian outside. The guardian has been raised and trained by Davout to attack anything outside the cave.

APL 2

There are no guards or guardian present at this APL. Be sure to adjust descriptions accordingly.

APL 4 (EL 6)

➤ **Goblin Guardian (2):** male goblin Ftr2; hp 14, 14; see Appendix I.

➤ **Manticore:** hp 57; see *Monster Manual*.

Tactics: The cavern entrance is well watched by both the goblin guardians and magic. An alarm spell warns the goblin guardians of anyone approaching unseen. The goblin guardians lull the party into approaching the lower portion of the cavern entrance as the true cavern guardian attacks from the larger cave.

The manticore flies out of the cave entrance and use his spike attack at range well above 100 feet. Throwing his spikes at those characters not in armor first. He can release as many as 6 spikes per throw and will not take to the ground until all spikes are used (there are 24 spikes).

APL 6 (EL 9)

➤ **Goblin Guardian (2):** male goblin Ftr2; hp 14, 14; see Appendix I.

➤ **Advanced Wyverns (2):** hp 80, 80; see Appendix I.

Tactics: The cavern entrance is well watched by both the goblin guardians and magic. An *alarm* spell warns the goblin guardians of anyone approaching unseen. The goblin guardians lull the party into approaching the lower portion of the cavern entrance as the true cavern guardian attacks from the larger cave. The goblin guardians use their poisoned blades and bolts to attack larger fighters.

The wyverns fly out of the cave and choose any unarmored characters or archers first. Using flight and their multiple attacks while coordinating their attacks in unison.

APL 8 (EL 11)

🔥 **Goblin Guardian** (2): male goblin Ftr2; hp 14, 14; see Appendix I.

🔥 **Emberdrake:** Lernean Pyrohydra, Seven-Headed; hp 84; see *Monster Manual*.

Tactics: The cavern entrance is well watched by both the goblin guardians and magic. An *alarm* spell warns the goblin guardians of anyone approaching unseen. The goblin guardians lull the party into approaching the lower portion of the cavern entrance as the true cavern guardian attacks from the larger cave. The goblin guardians use their poisoned blades and bolts to attack larger fighters.

The Hydra uses her multiple attacks and synchronizes her breath weapons to cover maximum area and targets.

Note: Killing or severing a head does not warrant the use of the Cleave or Great Cleave feat. The head is an appendage, not a separate creature.

As multiple heads are replaced with 2 new heads, the heads stagger their breath and bite attacks for maximum effect.

Developments: The main body of the goblin king is in the smaller cave. They are aware of the combat outside and awaits the outcome. If the guardian's are defeated and the characters don't enter the cave complex within 5 minutes (use a watch to time this), The Goblin King seeks to lure the party into the cave by sending out goblins.

If the characters retreat and return, they must fight a new guardian. Reduce the APL guardian by 1 step (APL 8 fights the Wyvern, APL 6 fights the manticore).

ENCOUNTER 7: THE KROWN

The smaller opening is the cave where Davout makes his lair. He has made this cave his sanctuary for purposes of spellcasting. He has become somewhat changed by his use of the crown. His ears now are sharp and pointed, and the beginnings of wings sprout from his back and his eyes have begun to glow an eerie red. The more he uses the Crown the more he takes on the shape of the Goblin King himself.

The tunnel beyond the lower cave opening opens into a large cavern. Occupying the far wall is an Alter. To what nefarious god you cannot make out from your vantage point. Scattered

throughout the cavern are the followers of the self-proclaimed Goblin King. A goblin wearing plate armor and wielding a short sword catches your eye, as well as the cloaked figure at his side. The obvious Goblin King is a tall man, or is that part man? Even from this distance you can see he wears an eye patch. His robes seem to stretch his frame as if they were sizes too small for him. He slowly turns his head in your direction and raises his hand ...

As the characters enter the cavern, the cloaked figure turns to face them. She appears to be an almost elven female with pointed ears and radiant fanged smile.

ALL APLS

🔥 **Goblin Villagers** (6): male humans (goblin form) Com1; hp 4, 4, 4, 4, 4, 4; see Appendix I.

🔥 **Sir Keval;** male half-orc (goblin form) Ftr8; hp 12; see Appendix I.

Villagers Tactics: The goblin villagers and Sir Keval attempt to protect their goblin king. The villagers are wearing simple clothes and wield clubs. Sir Keval's new form doesn't allow him to use his greatsword because of his smaller size, so he now uses a poisoned short sword. Sir Keval directs the goblins in Common, which only the goblin villagers understand.

APL 2 (EL 5)

🔥 **Goblins** (8): hp 4, 4, 4, 4, 4, 4, 4, 4; see *Monster Manual*.

🔥 **Davout of the Cult of the Hand (APL2 Version)** male human Sor4; hp 17; see Appendix I.

Tactics: The goblins rush the characters as Davout flies to gain the advantage over the characters. Davout attempts to *polymorph* the spell casters and targets the fighters with damaging spells. On the round following any successful polymorph, the polymorphed character attacks his companions.

APL 4 (EL 7)

🔥 **Goblins** (8): hp 4, 4, 4, 4, 4, 4, 4, 4; see *Monster Manual*.

🔥 **Goblin Scavenger:** male goblin Rog3; hp 18; see Appendix I.

🔥 **Davout of the Cult of the Hand (APL4 Version):** male human Sor6; hp 17; see Appendix I.

Tactics: The goblins rush the characters as Davout uses his ability to fly to gain the advantage over the characters. The goblin scavenger has been made invisible and attacks any warrior type with his poisoned blade. Davout attempts to polymorph the spell casters and targets the fighters with damaging spells. On the round following any successful polymorph, the polymorphed character attacks his companions.

APL 6 (EL 9)

🔥 **Goblins** (8): hp 4, 4, 4, 4, 4, 4, 4, 4; see *Monster Manual*.

🔪 **Goblin Scavenger**: male goblin Rog3; hp 18; see Appendix I.

🔪 **Goblin Profit**: male goblin Clr5; hp 32; see Appendix I.

🔪 **Davout of the Cult of the Hand (APL6 Version)**: male human Sor8; hp 17; see Appendix I.

Tactics: The goblins rush the characters as Davout uses his ability to fly to gain the advantage over the characters. The goblin scavenger has been made invisible and attacks any warrior type with his poisoned blade. The goblin profit uses his spells in support of the goblin warriors and attempts to stop larger warriors with his hold person. Davout attempts to polymorph the spell casters and targets the fighters with damaging spells. On the round following any successful polymorph, the polymorphed character attacks his companions.

APL 8 (EL 11)

🔪 **Goblins (8)**: hp 4, 4, 4, 4, 4, 4, 4, 4; see *Monster Manual*.

🔪 **Goblin Profit**: male goblinoid, Clr5; hp 32; see Appendix I.

🔪 **Goblin Scout**: male goblinoid, Rog7; hp 34; see Appendix I.

🔪 **Davout of the Cult of the Hand (APL8 Version)**: male human, Sor10; hp 17; see Appendix I.

Tactics: The goblins rush the characters as Davout uses his ability to fly to gain the advantage over the characters. The goblin scavenger has been made invisible and attacks any warrior type with his poisoned blade. The goblin profit uses his spells in support of the goblin warriors and attempts to stop larger warriors with his hold person. Davout attempts to polymorph the spell casters and targets the fighters with damaging spells. On the round following any successful polymorph, the polymorphed character attacks his companions.

Development Davout is not pleased to find intruders this far into his “realm.” Davout has grown overconfident with his new “toy.” His plans included taking over the entire village to both increase his “army” and provide a large remote base of operations for the Cult of Vecna. He is not about to let some would-be heroes spoil his plans.

BONUS COMBAT

Elissra attempts to teleport away but will fight if necessary to escape. She is a cunning and resourceful outsider. Offer this combat only to APL 8 if they have had little trouble with the guardian(s) outside.

🔪 **Elissra**: hp 43; see Appendix I.

Tactics: Using her spell-like abilities of *charm monster* and *suggestion*, Elissra attempts to turn the characters against one another. She also uses her alternate form ability to attempt the same. If forced into melee she attacks with her rope to entangle and finally summons other baatezu to her aid. Note: a summoned baatezu is not able to

summon another baatezu. She takes the first opportunity to teleport away.

Developments: If Elissra is prevented from teleporting away and defeated—be sure this is reported on the critical event’s summary.

Conclusion A

The characters defeat Davout and the remaining goblins either run away or beg for mercy. The moment the crown is removed from Davout all creatures transformed by the Crown revert to their natural form.

Any further investigation of the altar reveals it is dedicated to Vecna—Knowledge (religion) DC 12. It radiates evil to any who can detect it. The crown also radiates evil.

Returning the crown to the Cathedral of St. Cuthbert in Verbobonc City is the best recourse, but any religious sanctuary that is able to deal with the crown is suitable. The Abby of the Valorous Knight is a 10-day trip away and Verbobonc City is nine days’ travel away.

Review the description of the crown (DM Handout 1) if any character places the crown on their head. Any character placing the crown upon their head is immediately removed from play after they are slain by either their companions or a reinforced patrol of mounted knights from the Mounted Borderers and Defenders of the Faithful Knights.

For any characters that decide to keep the crown, the reinforced patrol of Mounted Borderers and Knights of the Faithful Defender arrest the characters and they are sentenced to one-year hard labor in the granite quarry. Mark 52 time units on their event certificate.

The Knights and Borderman are well aware of the crown as the reports from the townsfolk and Squire Sylvia has reached the local garrison. The garrison at Castle Hagthar has been alerted and dispatched additional troops as required to squelch the problem.

Conclusion B

The characters have been defeated by Davout and are part of his army. Mark their event certificate as such and record their names on the critical summary. Ensure the Player Name, RPGA Number and Character name is listed. Report this to meta-campaign@verbobonc.net as soon as possible after the event. The Triad will notify the players of the disposition of their character. The character may not be returned to play without a certificate from the Triad.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value to each character.

Encounter 3

APL6– 150 xp; APL8– 210 xp.

Encounter 4

APL2–150 xp; APL4–210 xp; APL6–210 xp; APL8–330 xp.

Encounter 6

APL4–180 xp; APL6–270 xp; APL8–330 xp.

Encounter 7

APL2–150 xp; APL4–210 xp; APL6–270 xp; APL8–330 xp.

Total possible experience

APL2 – 300 xp; APL4 – 600 xp; APL6 – 900 xp; APL8 – 1,200 xp.

Bonus Combat

Note: the party must actually fight and defeat the Devil to gain this reward. If Elissra is able to teleport away from the combat, the PCs are not rewarded this additional XP. Also note that if characters have already reached the XP cap for this adventure, this fight yield no XP reward.

For Slaying Elissra (the Baatezu) – 350 xp.

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a “treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minute per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (that is., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold piece each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason they pass up this treasure,

the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer*, or similar spell to determine what the item does, and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasures from each encounter add it up and that is number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the Gp Gained field of the adventure certificate.

Encounter 3

APL6– C: 21 gp; L: 11 gp; M: 8 gp

APL8– C: 21 gp; L: 11 gp; M: 8 gp

Encounter 4

APL2– C: 21 gp; L: 11 gp; M: 8 gp

APL4– C: 21 gp; L: 11 gp; M: 8 gp

APL6– C: 16 gp; L: 14 gp; M: 8 gp

APL8– C: 6 gp; L: 91 gp; M: 375 gp

Encounter 6

APL4– C: 1 gp; L: 7 gp; M: 0 gp

APL6– C: 1 gp; L: 7 gp; M: 0 gp

APL8– C: 1 gp; L: 7 gp; M: 0 gp

Encounter 7

APL2– C: 110 gp; L: 5 gp; M: 250 gp

APL4– C: 110 gp; L: 5 gp; M: 250 gp

APL6– C: 126 gp; L: 11 gp; M: 500 gp

APL8– C: 126 gp; L: 42 gp; M: 750 gp

Total possible treasure

APL2– 405 gp

APL4– 413 gp

APL6– 723 gp

APL8– 1,270 gp

Characters that have attempted to keep the Crown of Kurotha are arrested and imprisoned for 1 year. Add 52-time units to the cost of the module to represent hard labor in the granite quarry. Their character is out of play until the following year.

Any character that placed the Crown of Kurotha on their head is removed permanently from the campaign.

Characters that were turned into goblins have to contact the Triad at meta-campaign@verbobonc.net for further instructions.

Characters that turn the Crown of Kurotha over to the Church of St. Cuthbert are awarded an influence point with the Church of Cuthbert. Upon petition, the Church of Cuthbert grants a service as provided in the text of the 'Wayfarer's Guide to Verbobonc - Death and Heroic Deeds' section.

Also, characters that turn the Crown of Kurotha over to the Church of St. Cuthbert have access to purchase:

Magic Weapon Special Ability of Sure Striking

A sure striking weapon harms creatures with damage reduction as if it had a +5 enhancement bonus. Bows, crossbows, and slings cannot have the sure striking ability.

Caster Level: 6th; Prerequisites: Craft Magic Arms and Armor, greater magic weapon; Market Price: +1 bonus (2,000 gp).

From *Sword and Fist; A guidebook to Fighters and Monks* page 76.

(Frequency: Adventure)

-Potion of False Life: The drinker gains 1d10+3 temporary hit points. The effect lasts 3 hours.

Caster Level: 3rd; Prerequisites: Brew Potion, endurance, Market Price: 300 gp.

From *Sword and Fist; A guidebook to Fighters and Monks* page 77.

(Frequency: Adventure)

Members of the Mounted Borderers must report to meta-campaign@verbobonc.net an in-character report for possible commendation. The Player's Name and RPGA Number should accompany the report.

A member of the Meta-Campaign Group – Mounted Borderers may play this event using Duty time in place of Time Units. To receive Duty time, the player must present their membership certificate and the DM must mark the event on the certificate.

A member of the Meta-Campaign Group – Noble House Guards may play this event using Liege-Service in place of Time Units. To receive Liege-Service, the player must present their membership certificate and the DM must mark the event on the certificate.

APPENDIX I: NPCS

In the order they appear:

☛ **Squire Sylvia:** female half-elf Ftr4/Rng2: CR 6; Medium-size humanoid (human); HD 6d10+6; hp 46; Init +3; Spd 30 ft.; AC 18 (touch 13, flat-footed 15); Atks +11/+6 (1d8+6/19-20, longsword); +10/+5 ranged (1d8+4/x3, mighty long composite bow); SA: favored enemy: goblinoid +2, and giants +1; AL NG; SV Fort +8, Ref +4, Will +2; Str 18 (14), Dex 16, Con 12, Int 10, Wis 12, Cha 12.

Skills and Feats: Handle Animal +5, Jump +34, Ride +7, Speak Languages (Common, Elven, Goblin, Dwarven, Giant), Listen +5, Spot +5, Search +3, Wilderness Lore +4; Alertness, Ambidexterity (virtual), Blind Fighting, Extra Favored Enemy** (Giants), Track, Two-Weapon Fighting (virtual), Weapon Focus (longsword), Weapon Focus (composite longbow), Weapon Specialization (longsword).

Possessions: +1 longsword, +1 studded leather, amulet of natural armor +1, gauntlets of ogre power, mighty composite longbow (+4 Str bonus), ring of jumping, quiver with 14 arrows, belt pouch with 12 silver.

** This is a new feat, see Appendix II.

☛ **Goblin Villagers:** male human (goblinoid form), Com1: CR ½; Small humanoid; HD 1d4; hp 3; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atks -2 (1d6-2, club); AL NG; SV Fort +1, Ref +2, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Craft (Leatherwork) +1, Handle Animal +2, Listen +2, Profession (Farming) +3, Spot +2, Use Rope +2; Alertness, Skill Focus (Farming).

Possessions: club.

☛ **Goblin Scrounger:** male goblin Rog2: CR 2; Small humanoid (goblinoid); HD 1d8+2d6+2; hp 14; Init +3; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atks +4 (1d6+2/19-20, short sword), +4 ranged (1d8/19-20, light crossbow); SA sneak attack +1d6; SQ Darkvision 60 ft., evasion; AL NE; SV Fort +3, Ref +7, Will +0; Str 14, Dex 16, Con 12, Int 12, Wis 10, Cha 8.

Skills and Feats: Disable Device +6, Escape Artist +10, Hide +13, Listen +6, Move Silently +9, Open Lock +8, Speak Languages (Common, Goblin), Spot +6, Tumble +8, Use Rope +8; Weapon Finesse (short sword).

Possessions: short sword, studded leather armor, belt pouch 3 sp.

☛ **Goblin Drake:** male goblin Adp3: CR 2; Small humanoid (goblinoid); HD 1d8+3d6+2; hp 18; Init +6; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atks +1 (1d4/19-20, dagger), +3 ranged (1d8+1/19-20, light crossbow); SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +2, Will +6; Str 10, Dex 14, Con 12, Int 12, Wis 12, Cha 10.

Skills and Feats: Concentration +7, Hide +6, Knowledge (nature) +4, Listen +1, Move Silently +4,

Speak Language (Common, Goblin), Spellcraft +7, Spot +1, Wilderness Lore +3; Improved Initiative, Iron Will.

Possessions: dagger, belt pouch with small animal parts and an amethyst (30 gp).

Spells Known: (3/3; base DC = 11 + spell level): 0—detect magic, host sound, ghost sound; 1—cause fear, obscuring mist, sleep.

☛ **Goblin Seer:** male goblin Clr3: CR 3; Small humanoid (goblinoid); HD 4d8+3; hp 20; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atks +2 (1d6+1/x2, light mace), +3 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft.; AL NE; SV Fort +5, Ref +2, Will +3; Str 12, Dex 14, Con 12, Int 12, Wis 14, Cha 12.

Skills and Feats: Concentration +7, Hide +6, Listen +1, Move Silently +4, Speak Languages (Common, Goblin), Spellcraft +7, Spot +1; Spell Focus (Enchantment), Spell Focus (Necromancy).

Spells Prepared (4/3+1/2+1; base DC = 12 + spell level + 2 Enchantment or Necromancy): 0—detect magic, detect poison, guidance, read magic; 1st—change self*, bane, cause fear, doom; 2—invisibility*, hold person, silence.

*Domain spell. Deity: Vecna; Domains: Evil (cast Evil spells at +1 level higher), Trickery (Bluff, Disguise and Hide are class skills).

Possessions: chain shirt, light mace, *potion of wisdom*, *potion of cure light wounds*, small onyx hand with a silver eye etched in the palm (100 gp).

☛ **Goblin Scavenger:** male goblin Rog3: CR 3; Small humanoid (goblinoid); HD 1d8+3d6+3; hp 19; Init +3; Spd 30 ft.; AC 18 (touch 12, flat-footed 18); Atks +5 (1d6+2/19-20, short sword), +5 ranged (1d8/19-20, light crossbow); SA Sneak attack +2d6; SQ Darkvision 60 ft., Evasion, Uncanny Dodge; AL LE; SV Fort +4, Ref +7, Will +1; Str 14, Dex 16, Con 12, Int 12, Wis 10, Cha 8.

Skills and Feats: Disable Device +6, Escape Artist +11, Hide +14, Listen +7, Move Silently +10, Open Lock +9, Spot +7, Tumble +9, Use Rope +9; Dodge, Weapon Finesse (short sword).

Possessions: short sword, studded leather armor, belt pouch 3 sp.

☛ **Goblin Witchdoctor:** male goblin Adp4: CR 3; Small humanoid (goblinoid); HD 1d8+4d6+2; hp 21; Init +6; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atks +2 (1d4/19-20, dagger), +4 ranged (1d8+1/19-20, light crossbow); SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +2, Will +7; Str 10, Dex 14, Con 12, Int 12, Wis 13, Cha 10.

Skills and Feats: Concentration +8, Hide +6, Knowledge (nature) +4, Listen +1, Move Silently +2, Speak Language (Common, Goblin), Spellcraft +8, Spot +1, Wilderness Lore +4; Improved Initiative, Iron Will.

Possessions: dagger, belt pouch with small animal parts and an amethyst (30 gp).

Spells Known: (3/3; base DC = 11 + spell level): 0—*detect magic, host sound, ghost sound*; 1—*cause fear, obscuring mist, sleep*.

➤ **Goblin Profit** male goblin Clr5: CR 5; Small humanoid (goblinoid); HD 6d8+5; hp 43; Init +2; Spd 30 ft.; AC16 (touch 12, flat-footed 14); Atks +3 (1d6+1/x2, light mace), +4 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft.; AL NE; SV Fort +5, Ref +2, Will +3; Str 12, Dex 14, Con 12, Int 12, Wis 15, Cha 12.

Skills and Feats: Concentration +9, Hide +6, Listen +1, Move Silently +2, Speak Languages (Common, Goblin), Spellcraft +9, Spot +1; Greater Spell Focus (Enchantment), Spell Focus (Enchantment).

Spells Prepared (5/4+1/3+1/1+1; base DC = 12 + spell level + 2 Enchantment or Necromancy): 0—*detect magic, detect poison, guidance, read magic, resistance*; 1st—*change self*, bane, divine favor, doom, random action*; 2—*invisibility*, sound burst, hold person, silence*; 3rd—*non-detection*, protection from elements*.

**Domain spell.* Deity: Vecna; Domains: Evil (cast Evil spells at +1 level higher caster level), Trickery (Bluff, Disguise and Hide are class skills).

Possessions: chain shirt, light mace, *potion of wisdom*, *potion of cure light wounds*, small onyx hand with a silver eye etched in the palm (100 gp).

➤ **Goblin Scout** male goblin Rog7: CR 7; Small humanoid (goblinoid); HD 1d8+7d6+7; hp 37; Init +3; Spd 30 ft.; AC18 (touch 12, flat-footed 18); Atks +8 (1d6+2/19-20, masterwork short sword), +8 ranged (1d8/19-20, light crossbow); SA Sneak attack +4d6; SQ Darkvision 60 ft., evasion, uncanny dodge; AL NE; SV Fort +3, Ref +7, Will +0; Str 14, Dex 17, Con 12, Int 12, Wis 10, Cha 8.

Skills and feats: Disable Device +11, Escape Artist +15, Hide +18, Listen +11, Move Silently +14, Open Lock +13, Spot +11, Tumble +13, Use Rope +13; Dodge, Mobility, Weapon Finesse (short sword).

Poison (Ex): The scout's short sword is coated with wyvern poison; injury (first hit only); DC 17 for initial and secondary save; 2d6 temporary constitution loss. (On a roll of 1, the scout poisons himself.)

Possessions: masterwork short sword, studded leather armor, belt pouch 13 sp.

➤ **Goblin Sub-Chief** male goblin Rog6/Ftr2: CR 8; Small humanoid (goblinoid); HD 1d8+6d6+2d10+16; hp 60; Init +3; Spd 30 ft.; AC18 (touch 13, flat-footed 18); Atks +10/+5 (1d6+3/18-20, rapier), +9/+4 ranged (1d6/x3, shortbow); SA Sneak attack +3d6; SQ Darkvision 60 ft., evasion, uncanny dodge; AL NE; SV Fort +9, Ref +8, Will +4; Str 16, Dex 16, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Disable Device +10, Escape Artist +14, Hide +17, Listen +10, Move Silently +15, Open Lock +12, Spot +10, Tumble +12, Use Rope +12; Dodge, Iron Will, Mobility, Spring Attack, Weapon Focus (rapier).

Poison (Ex): Sub-chief's rapier is coated with wyvern poison; injury (first hit only); DC17 for initial and secondary save; 2d6 temporary constitution loss. (On a roll of 1, the sub-chief poisons himself.)

Possessions: chain mail, +1 rapier, +1 shield, belt pouch 32 gp.

➤ **Goblin Guardian** male goblin Ftr2: CR 2; Small humanoid (goblinoid); HD 2d10+4; hp 22; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); +5 melee (1d8+2/19-20, short sword), +4 ranged (1d8/19-20, light crossbow); AL CN; SV Fort +5, Ref +1, Will +2; AL CN; Str 15, Dex 14, Con 15, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +12, Listen +4, Move Silently +4, Spot +4; Alertness, Dirty Fighting*, Iron Will, Weapon Focus (short sword).

Poison (Ex): The Guardian's short swords are coated with wyvern poison; injury (first hit only); DC17 for initial and secondary save; 2d6 temporary constitution loss. (On a roll of 1, the guardian poisons himself.)

Equipment: studded leather, light crossbow with 10 bolts, short sword, and belt pouch with 34 sp.

* This is a new feat, see Appendix II.

➤ **Advanced Wyvern** huge dragon; CR 7; HD 10d12+16; hp 80; Init +1; Spd 20 ft., fly 60 ft. (poor); AC 17 (touch 9, flat-footed 16); Atk sting +10 melee (1d6+4 and poison, sting), bite +5 melee (2d8+2, bite), wings +5 melee (1d8+2, wings), or +10 melee (1d6+4, 2 claws); Face/Reach 10 ft. by 20 ft./10 ft.; SA Poison, improved grab, snatch; SQ scent; AL N; SV Fort +8, Ref +7, Will +7; Str 19, Dex 12, Con 15, Int 6, Wis 12, Cha 9.

Skills and Feats: Listen +16, Move Silently +12, Spot +16; Alertness, Flyby Attack.

Poison (Ex): Sing, Fortitude save (DC 17); initial and secondary damage 2d6 temporary Constitution.

Improved Grab (Ex): To use this ability, the wyvern must hit with both claw attacks. If it gets a hold, it hands on and stings.

Snatch (Ex): If a wyvern gets a hold on a Small or smaller creature, it automatically deals damage with both claws and sting attacks each round the hold is maintained.

The wyvern can drop a creature it has snatched as a free action or use a standard action to fling it aside. A flung creature travels 30 feet and takes 3d6 point of damage. If the wyvern flings it while flying, the creature suffers this amount or falling damage, whichever is greater.

➤ **Sir Keval** male half-orc (goblin form), Ftr8; CR 8; Small humanoid; HD 8d10+18; hp 12; Init +1; Spd 30 ft.; AC 22 (touch 11, flat-footed 21); Atks +7/+2 (1d6-1/19-20, short sword), +10/+5 (1d8/17-20, +2 greatsword); AL CG; SV Fort +6, Ref +3, Will +3; Str 8**(16), Dex 13**(12), Con 11**(16), Int 12, Wis 10, Cha 10.

Skills and Feats: Diplomacy +5, Handle Animal +3, Knowledge (Verbobonc Laws) +4, Knowledge (Verbobonc Nobility) +5, Listen +2, Ride +10, Search

+4, Speak Language (Common, Elven, Giant, Dwarven, Gnomish), Spot +5; Cleave, Great Cleave, Improved Critical (greatsword), Improved Sunder*, Power Attack, Power Lunge, Sunder, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Poison (Ex): Sir Keval's short sword is coated with wyvern poison; injury (first hit only); DC17 for initial and secondary save; 2d6 temporary constitution loss. (On a roll of 1, Sir Keval poisons himself.)

Possessions: short sword, +1 full plate, +2 greatsword, +1 shield, belt pouch 32 gp.

* This is a new feat: see Appendix II.

** Ability is modified by polymorph effect of the crown.

☛ **Davout of the Cult of Vecna (APL 2 version):** male human, Sor4, CR 4; Medium-size humanoid (human); HD 4d4; hp 15; Init +1; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atks +1 melee (1d6-1, staff), or +3 ranged (1d8/19-20, light crossbow); SA: polymorph other into goblin form (Fortitude Save DC 24), mass suggestion (Will Save DC 24); SQ: Immune to poison, detect enemy 300 ft., command utter loyalty of all goblins within 300 feet; SR: 14; AL NE; SV Fort +1, Ref +2, Will +5; Str 8, Dex 12, Con 10, Int 14, Wis 12, Cha 19 (17).

Skills and Feats: Alchemy +3, Concentration +11, Knowledge (Arcana) +9, Listen +2, Scry +7, Search +3, Spellcraft +9, Speak Language (Common, Goblin), Spot +2; Combat Casting, Extra Spell*, Spell Focus (Enchantment).

Spells Known (6/7/4; base DC = 14 + spell level +2 Enchantment): o-daze, detect magic, ghost sound, mage hand, mending, read magic; 1st-magic missile, ray of enfeeblement, shield, sleep; 2nd-protection from arrows.

Possessions: light crossbow with 10 bolts, ring of protection +1, belt pouch with 60 gp, platinum necklace (value 600 gp), potion of charisma, potion of fly, wand of mage armor (5th Level – 13 charges).

* This is a new feat: see Appendix II.

☛ **Davout of the Cult of Vecna (APL 4 version):** male human, Sor6, CR 6; Medium-size humanoid (human); HD 6d4; hp 21; Init +1; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atks +2 (1d6-1, staff), +4 ranged (1d8/19-20, light crossbow); SA polymorph other into goblin form (Fortitude Save DC 24), mass suggestion (Will Save DC 24); SQ: Immune to poison, detect enemy 300 ft., command utter loyalty of all goblins within 300 feet; SR: 16; AL NE; SV Fort +2, Ref +3, Will +6; Str 8, Dex 12, Con 10, Int 14, Wis 12, Cha 19 (17).

Skills and Feats: Alchemy +3, Concentration +12, Knowledge (Arcana) +11, Listen +2, Scry +9, Search +3, Spellcraft +11, Speak Language (Common, Elvin, Goblin), Spot +2; Combat Casting, Extra Spell*, Greater Spell Focus* (Enchantment), Spell Focus (Enchantment).

Spells Known (6/7/6/4 base DC = 14 + spell level +4 Enchantment): o-daze, detect magic, ghost sound, mage hand, mending, ray of frost, read magic; 1st-charm person,

magic missile, ray of enfeeblement, shield, sleep; 2nd-Melf's Acid Arrow, protection from arrows; 3rd-haste.

Possessions: light crossbow with 10 bolts, ring of protection +1, belt pouch with 60 gp, platinum necklace (value 600 gp), potion of charisma, potion of fly, wand of mage armor (5th Level – 13 charges).

* This is a new feat: see Appendix II.

☛ **Davout of the Cult of Vecna (APL 6 version):** male human, Sor8, CR 8; Medium-size humanoid (human); HD 8d4; hp 27; Init +1; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atks +3 (1d6-1, staff), +5 ranged (1d8/19-20, light crossbow); SA: polymorph other into goblin form (Fortitude Save DC 25), mass suggestion (Will Save DC 25); SQ: Immune to poison, detect enemy 300 ft., command utter loyalty of all goblins within 300 feet; SR: 18; AL NE; SV Fort +2, Ref +3, Will +7; Str 8, Dex 12, Con 10, Int 14, Wis 12, Cha 18.

Skills and Feats: Alchemy +3, Concentration +14, Knowledge (Arcana) +13, Listen +2, Scry +11, Search +3, Spellcraft +13, Speak Language (Common, Elvin, Goblin, Dwarven), Spot +2; Combat Casting, Extra Spell*, Greater Spell Focus* (Enchantment), Spell Focus (Enchantment).

Spells Known (6/7/7/6/4 base DC = 14 + spell level +4 Enchantment): o-daze, detect magic, flare, ghost sound, mage hand, mending, ray of frost, read magic; 1st-charm person, lesser fire orb**, magic missile, ray of enfeeblement, shield, sleep; 2nd-Melf's Acid Arrow, protection from arrows, web; 3rd-haste, slow; 4th-ice storm.

Possessions: light crossbow with 10 bolts, ring of protection +1, amulet of natural armor +1, belt pouch with 60 gp, platinum necklace (value 600 gp), potion of charisma, potion of fly, wand of mage armor (5th Level – 13 charges).

* This is a new feat: see Appendix II.

** This is a new spell; see Appendix II.

☛ **Davout of the Cult of Vecna (APL8 version):** male human, Sor10, CR10; medium humanoid (human); HD 10d4; hp 30; Init +1; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atks +4 (1d6-1, staff), +6 ranged (1d8/19-20, light crossbow); SA: polymorph other into goblin form (Fortitude Save DC25), mass suggestion (Will Save DC25); SQ: Immune to poison, detect enemy 300 ft., command utter loyalty of all goblins within 300 feet; SR: 20; AL NE; SV Fort +3, Ref +4, Will +8; Str 8, Dex 12, Con 10, Int 14, Wis 12, Cha 20 (18).

Skills and feats: Alchemy +3, Concentration +16, Knowledge (Arcana) +15, Listen +2, Scry +13, Search +3, Spellcraft +15, Speak Language (Common, Elvin, Gnomish, Goblin, Dwarven), Spot +2; Combat Casting, Extra Spell*, Greater Spell Focus* (Enchantment), Sanctum Spell*, Spell Focus (Enchantment), Spell Focus (Evocation).

Spells Known (6/7/7/6/5/3 base DC = 15 + spell level +2 Evocation or +4 Enchantment): o-daze, detect magic, flare, ghost sound, mage hand, mending, prestidigitation, ray of frost, read magic; 1st-charm person, lesser fire orb**, magic missile, ray of enfeeblement, shield, sleep; 2nd-invisibility, Melf's

Acid Arrow, protection from arrows, web; 3rd—haste, ice burst^{**}, slow; 4th—minor globe of invulnerability, ice storm; 5th—feeblemind.

Possessions: light crossbow with 10 bolts, bead of force, ring of protection +1, amulet of natural armor +1, belt pouch with 60 gp, platinum necklace (value 600 gp), potion of charisma, potion of fly, wand of mage armor (5th Level—13 charges).

Crown of Kurotha: Constant—SR10 + the wearer's HD, detect enemy 300 feet, immune to poison. All goblinoid creatures within 300 feet of the crown are utterly loyal to the Goblin King. All goblinoids will do anything to protect the Goblin King, even if that means slaying his or her companions or facing certain death (the command ability is otherwise similar to dominate person 20th-level sorcerer). Three times per day, the crown can be used to polymorph other into the form of a goblin. Once per day the wearer can call upon the crown to activate a mass suggestion. All powers are at 20th level caster and saves are DC20 + wearers Charisma Bonus.

* This is a new feat: see Appendix II.

** This is a new spell; see Appendix II.

☛ **Elissra:** Erinyes (Baatezu); Medium-size outsider (evil, lawful); CR 7; HD 8d8+6; hp 43; Init +1; Spd 30 ft., fly 50 ft. (average); AC 20 (touch 11, flat-footed 19); Atks +12/+7 melee (1d8+4 (17-20/x2 + bestows negative level, sword of life stealing); claw 1d3+1), +9/+4 ranged (1d8/x3 + fortitude save DC17 versus Wyvern poison, long composite bow); +9 ranged touch (entangled, rope); SA spell-like abilities, rope entangle, charm person, summon Baatezu; SQ Immune to fire and poison, resistance 20 to cold and acid, damage reduction 10/+1, SR 12, Baatezu abilities (Immune to fire and poison, resistance cold and acid 20, See in Darkness, Telepathy), tongues; AL LE; SV Fort +6, Ref +6, Will +7; Str 14, Dex 13, Con 13, Int 14, Wis 14, Cha 20.

Skills and Feats: Concentration +12, Disguise +11, Escape Artist +8, Hide +9, Listen +12, Move Silently +9, Search +12, Spot +12; Dodge, Mobility, Improved Critical (Longsword).

Spell Like Abilities: At will — (cast as 8th level sorcerer, save DC15 + spell Level) *animate dead*, *charm monster*, *desecrate*, *invisibility* (self only), *magic circle against good* (self only), *major image*, *polymorph self*, *produce flame*, *see invisibility*, *suggestion*, *unholy blight*.

Charm Person (Su): An Erinyes can charm a humanoid creature with a look. This is not a gaze attack and the target need not meet the Erinyes' eye. The ability has a range of 60 feet; an affected opponent must succeed at a will save (DC18) or become utterly loyal to the Erinyes. The victim will do anything to protect the Erinyes, even if that means slaying his or her companions or facing certain death. The ability is otherwise similar to charm person cast by an 8th-level sorcerer.

Entangle (Ex): Each erinyes carries a stout rope some 50 feet long that entangles opponents of any size

as an animate rope spell cast by a 16th level sorcerer. The Erinyes can hurl the rope 30 feet with no range penalty.

Summon Baatezu (SP): once per day an Erinyes can attempt to summon 2d10 lemures with a 50% chance of success, or 1d4 barbazus with a 35% chance of success.

Tongues (Su): an Erinyes has a permanent tongues ability as the spell cast by a 12th-level sorcerer. Erinyes usually sue verbal communications when dealing with mortals and save telepathic communication for conversing with other fiends.

Poison (Ex): Elissra's arrows are coated with wyvern poison; injury (first hit only); DC17 for initial and secondary save; 2d6 temporary constitution loss.

Possessions: *Sword of life stealing*, 50 ft rope, long composite bow, quiver with 10 arrows (coated with wyvern poison, belt pouch with 100 gp).

APPENDIX II: NEW RULES

FEATS

Dirty Fighting [General]

Description: You know the brutal and effective fighting tactics of the streets and back alleys.

Prerequisites: Base attack bonus +2.

Benefit: Make a melee attack roll normally. If successful, you inflict an additional +1d4 points of damage. This feat requires the full attack action.

Source: Sword and Fist: A Guidebook to Fighters and Monks, page 6.

Extra Favored Enemy [General]

Description: You select an additional favored enemy.

Prerequisites: Base attack bonus +5, at least one favored enemy.

Benefit: You add an extra favored enemy to your list (see Table 3–14 in the Player's Handbook) beyond your normal allotment. Initially, you gain the standard +1 bonus on damage and the usual skill checks against this new favored enemy. When you advance beyond the level at which you gained Extra Favored Enemy, this bonus increases in the same way other favored enemy bonuses do. For example, suppose you select goblinoids as your first favored enemy when you are a 1st-level ranger and magical beasts as your second when you reach 5th level. Then you take Extra Favored Enemy as your feat at 6th level and select aberrations. At this point, you have a +2 bonus against goblinoids and a +1 bonus against both magical beasts and aberrations. When you reach 10th level, your bonuses rise to +3 against goblinoids and +2 against magical beasts and aberrations.

Source: Masters of the Wild: A Guidebook to Barbarians, Druids and Rangers, page 22.

Extra Spell [General]

Description: You can learn one more spell.

Prerequisites: None

Benefit: You learn one additional spell at any level up to one level lower than the highest-level spell you can cast. Thus, a 4th-level sorcerer gains a new 0-level or 1st-level spell, expanding his repertoire. A 4th-level wizard can likewise learn an extra 0-level or 1st-level spell, but since wizards learn spells far more easily than sorcerers, this feat is of less use to her.

Special: You can gain this feat multiple times. Each time, you learn a new spell at any level up to one lower than the highest-level spell you can cast.

Source: Tome and Blood: A Guidebook to Sorcerers and Wizards, page 40.

Greater Spell Focus [General]

Description: Choose a school of magic to which you already have applied the Spell Focus feat. Your spells of that school are even more potent than normal.

Prerequisites: Spell Focus.

Benefit: Add +4 to the DC for all saving throws against spells from the school of magic you select to focus on. This overlaps (does not stack with) the bonus from Spell Focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

Source: Tome and Blood: A Guidebook to Sorcerers and Wizards, page 40.

Improved Sunder [General]

Description: You are adept at placing your attacks precisely where you want them to land.

Prerequisites: Base attack bonus +2, Sunder.

Benefit: When you strike an opponents weapon, you inflict double damage.

Source: Sword and Fist: A Guidebook to Fighters and Monks, page 7.

Sanctum Spell [Metamagic]

Description: Your spells have a home ground advantage.

Prerequisites: A sanctum spell has an effective spell level one level higher than normal if cast in your sanctum (see Special, below)—but if not cast in the sanctum, it has an effective spell level one level lower than normal. All effects dependent on spell level (such as save DCs or the ability to penetrate a minor globe of invulnerability) are calculated

according to the adjusted level. A sanctum spell uses a spell slot of the spell's normal level, modified by any other metamagic feats.

Special: Your sanctum is an area you have previously designated within a 10-foot/level radius from the center. This area can be a particular site, building, or structure. A sanctum can be designated within a larger structure, but its special advantages cut off beyond the maximum area. The designated area must be a site where you have spent a cumulative period of at least three months. Once designated, it takes seven days for the site to become a sanctum. If you designate a new area to be your sanctum, the benefits of the old one immediately fade. You may have only a single sanctum at one time.

Source: Tome and Blood: A Guidebook to Sorcerers and Wizards, page 41.

SPELLS

Ice Burst

Evocation [Cold]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. +10 ft./level)

Target: 30-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A hail of magical ice chunks erupts from a point in space. The chunks fly in all directions, hitting everything within the burst. The pelting ice deals 1d4 points of cold damage +1 point of blunt damage per caster level, to a maximum of 10d4+10.

Material Component: A chunk of ice or a single pearl

Source: Tome and Blood: A Guidebook to Sorcerers and Wizards, page 91.

Lesser Fire Orb

Evocation [Fire]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. +5 ft./2 level)

Target: Up to five creatures or objects, no two of which can be more than 15 ft. apart.

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

An orb of fire about 2 inches across shoots from your palm at its target, dealing 1d8 points of fire damage. You must succeed at a ranged touch attack to hit your target..

For every two levels of experience past 1st, you gain an additional orb that you shoot at the same time. You have two at 3rd level, three at 5th level, four at 7th level, and the maximum of five orbs at 9th level or higher. If you shoot multiple orbs, you can have them strike a single creature or several creatures. A single orb can strike only one creature. You must designate targets before you roll for SR or roll damage.

Source: Tome and Blood: A Guidebook to Sorcerers and Wizards, page 93.

PLAYER HANDOUT 1 – VISION OF SIR DARIA

You see the ruins of a town in flames. Some buildings are brunt to the ground while others are still on fire. You make your way to the town square. Everywhere you look you see goblins and hobgoblins burning and slaying anything they come across. You know you cannot stop them all, but a few of the bigger ones attack you and your sword flashes as you slay them.

You know the only way to stop them is to defeat their leader. So you move down the small streets towards the center of the town. Finally, when the destruction and death threatens to overwhelm your senses you arrive at the square. The leader stands there as if he has been waiting for you. He is the largest Goblin you have ever seen, well over 9 feet tall. Large bat wings spread out to either side of him. He carries a large scimitar casually in one hand. Upon his head rests a crown made of brass. Four large green gems set in the crown give off a haunting gleam.

The creature, which somehow you know as the Goblin King of Kurotha, raises his head and meets your eyes. Your head spins and you know there is something he tried to do to you. But whatever it was, failed. Anger fills you from all the destruction you have witnessed. It now finds an outlet. You scream St. Cuthbert's name and charge the infernal Goblin King.

The fight wages for what seems like hours. For every wound you take you give two back, but the monstrosity before you seems to not notice. Finally, with one great swing you sever the creature's head and the crown rolls off the lifeless head into the dust. But, your wounds are too much. As you watch, the leaderless goblins slink away into the background and begin to change shape. You slump to the ground as darkness comes over you.

DM Handout – Crown of Kurotha

The crown acts a conduit of power for Kurotha who was himself consumed by the power of the crown. In order to be used, the crown must be placed on the head of a humanoid creature. The bearer immediately loses 2 points of strength than may never be regained. Each week the crown is worn, the wearer transforms more into a goblin DC17 Will Check to resist the transformation each week, taking 6 weeks to transform in to an infernal goblin 1 size class larger than the original true form. Removal of the crown once worn always results in the death of the wearer. The crown, once worn, bestows the following abilities: Constant-SR10 + the wearer's HD, detect enemy 300 feet, immune to poison. All goblinoid creatures within 300 feet of the crown are utterly loyal to the Goblin King. All goblinoids will do anything to protect the Goblin King, even if that means slaying his or her companions or facing certain death (the command ability is otherwise similar to dominate person 20th- level sorcerer. Three times per day, the crown can be used to polymorph other into the form of a goblin. Once per day the wearer can call upon the crown to activate a mass suggestion. All powers are at 20th level caster and saves are DC20 + wearers Charisma Bonus.

GOBLIN KROWN CRITICAL EVENTS SUMMARY

List and characters arrested and imprisoned for one year (52 Tus)

Player Name
RPGA #

Player Character

List any character(s) who placed the Crown of Kurotha on their head.

Player Name
RPGA #

Player Character

List and characters turned into Goblins and remaining in Goblin form at the conclusion of the event due to being defeated by Davout and are now part of his army.

Player Name
RPGA #

Player Character

ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level): 0—*detect poison, guidance, read magic*; 1st—*bless, protection from evil**, *shield of faith*.

* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.