

Tomb of the Goblinslayer 4.2

By Matt Puccio with revisions by Bret Halford, Mike Paxton and William Haddon

A game for teams of 4 players, levels 1-2

Maximum of 6 levels per team

3 Novices per Team required if available

IFGS 7.0 Edition Fantasy Rules, Bluebook 2.12

Ratings

Fighting: 5 Mental: 4 Risk: 3 Physical: 4

Style

A Moderate Heroic Minor Game of 3 Sanctioned Game Hours

GD's Intent

The purpose of this game is to run a short event for novice players that will give them a feel for what a simple IFGS game is like. This could be run during a long afternoon or on a weekend that has no other games scheduled to run. It will be run in a park or someone's backyard, making it cheap for both PCs and NPCs, and the novices will come out of the game with some token treasure. It allows for role-playing, fighting, spell casting, puzzle solving, avoiding traps, picking locks, dealing with minor glyphs, etc. It will be easy to set up and produce, and requires a minimum of NPCs and game staff.

The Loremaster will be chosen from available experienced players while the novices will be "drafted" from a list of registered players. Novices must be drafted first, then Chapter members, and lastly PCs who are not Chapter members can be drafted. The draft will be informal, from a list of new members and other newcomers who have given us their names and addresses and express interest in playing.

Version 4.2 – Script double-checked for accuracy by Olan Knight, 14-APR-2014

Version 4.1 – 7.0 Rules with slight updates for the SGL by Mike Paxton and William Haddon, 2013

Version 4.0 – 7.0 Rules revision by Bret Halford 2012

Version 3.0 – 6.8 Rules version by Matt Puccio 1994

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GM and Staff Notes

- 1) NPCs never throat-slit. Goblins will, however, be happy to stab from behind.
- 2) Goblins are nasty, nasty. Brave in groups, cowards on their own. Ham it up!
- 3) At the end of the game, be careful about revealing the value of treasure items. Some of the magic items have both a mundane and a magical SAS value. Use of the TH1 “*Gauge Value of Non-Magical Treasure*” is necessary to determine the mundane value in game. Use of the TH2 “*Gauge Value of Magic Item*” is necessary to determine the value of the magic component in game. Be careful to only reveal the values to the thief using the skill, don't just call it out. Let the thief decide what to say; let the thief's companions decide whether to trust them. Without the use of these abilities, only reveal the values before the treasure split as needed to fill out the pink slips.

Background

The Villagers

The village of Edgewood has long had problems with the various goblin tribes in the surrounding area. Many years ago a mighty warrior named Githod defeated many Green Claw Goblins in his day. After he died, the villagers took his fist and kept it to protect the village from the goblin tribes. The fist is of vital symbolic importance to Edgewood, and many of the villagers are threatening to leave town if the fist is not recovered. Many of them also believe that the fist has spiritual powers which protect the town from the Goblin attacks.

The Goblins

The town of Edgewood was not always called Edgewood. Once it was the great town of Skrogrot, the center of goblin commerce in the area. A terrible human warrior named Githod arrived in the area and chased off the goblins. Soon after humans came to the region and founded the town of Edgewood.

Chieftain Snotwissel comes up with the perfect plan... steal the Hand of Githod that has protected the town! Everyone knows that the town is protected as long as the Hand is there, just as everyone knows that to steal the hand is to summon up the vengeful spirit of Githod Goblinslayer. But Snotwissel is the Stephen Hawking of goblins. He has figured out how to both remove the Hand AND dodge the vengeance of the great warrior who slaughtered every goblin in Skrogrot so many years ago... steal the hand from the town and ***return it to Githod himself***. So the goblins take the Hand and take it back to the Tomb. A small band breaks in to put the Hand back while the rest return to Skrogrot to finally reclaim it!

The way is littered with goblins too cowardly to actually go inside the Tomb, who volunteered to stay as rear guard "in case we woz followed!". Only the true goblin Heroes got inside... and were quickly killed by the skeletons.

Note the irony that the Hand is in no way magical and that Githod has no ghost.

Storyline

1) The village of Edgewood has a constant problem with a clan of Green Claw Goblins. This time around, the Goblins have raided the village, taking off with the town's sacred heirloom of their struggle against the goblins, which is contained in a large locked iron chest. The team meets with the mayor who agrees to give them 700gp if they can get it back from the goblins. Anything else found along the way is theirs to keep. A thief or ranger can track the goblins into the nearby woods. If none is on the team, the mayor can point out the direction the goblins left.

2) Following the tracks leads the team into an ambush with a couple of stupid goblins whose talent for ambushes is not very great. One of the goblins is lying on the ground, pretending to be asleep. The other is hiding in the woods and runs off when he sees that the odds are in the team's favor (there is no actual 2nd NPC for this). The "sleeping" goblin lets the team poke and search him, waiting for his companion to jump out and attack, and when nothing happens he will scare the team and then try to run away. If caught and questioned he can lead the team to the goblin caves. Otherwise, the tracks continue on to the caves.

3) The entrance to the cave/tomb is guarded by three goblin guards left behind by the other goblins, who proceeded into the cave. The guards will warn the team off with dire threats of revenge from the entire goblin clan and then attack if the PCs do not leave. At this point, if the ambusher is still with the party he will try to flee or fight against the team, probably dying in the process.

4) After the guards are incapacitated, the cave entrance beckons. Inside is a small room, apparently deserted except for a strange looking plant and two pools of water. One pool radiates magic. One is poisoned (mundane), the other heals a couple of points per person (magic); neither can be profitably carried off. Speaking with the plant or following tracks leads the team to a secret door in the cave wall. The plant also has four magical leaves which will heal a few LP and can be carried off.

5) Once through the door, a tunnel offers a number of traps and an obvious glyph. Burning torches and fresh tracks indicate that goblins were here recently. A dead goblin body and a more powerful but burnt out glyph warns the team of the dangers ahead. At the end of the tunnel lies a room with a locked door, giving thieves a chance to play. Teams without a thief can simply bash the lock in.

6) A coffin in the room beyond hints at what is to come. The lid to the coffin is very heavy, and can be lifted with a Knight's Strength I or two people moving it simultaneously. Before this can be done, a puzzle on the lid of the coffin must be solved for the team to continue. The team can then proceed down a staircase concealed by the coffin.

7) When the team comes to the end of the passage, they find that they are in a chamber with a bunch of dead goblins scattered around. One of the goblins still clutches the iron coffer with the town's heirloom in it, which also has a very difficult lock on it. As the team searches the bodies of the slain goblins, they are attacked by slow-moving undead who come out of a hidden panel in the wall. Once the fight is over the team finds some additional treasure on the bodies of the goblins, and the secret door the undead came out of leads to an exit back to the surface.

8) Proceeding back to town, the team see that the town is under attack by the Goblin Chieftain. After defeating him, they meet with the village elder again. The elder unlocks the chest and, finding the heirloom inside, gives the team their 700gp. The team receives the thanks of the town and goes on its way

Encounter Timing

Encounter		Time
1: Meet the Elder	15	
Travel	10	
2: Into Ambush	5	
Travel	0	
3: Guarding the Cave	15	
Travel	0	
4: Tomb Entrance	15	
Travel	0	
5: Trapped Tunnel	20	
Travel	0	
6: False Tomb	20	
Travel	5	
7: True Tomb/Skeletons	10	
Travel	10	
8: Return to Town	20	
Total Time		2hrs 40min

Encounter 1

Synopsis:

The village of Edgewood has a constant problem with a clan of Green Claw Goblins. This time around, the Goblins have raided the village, taking off with the town's sacred heirloom of their struggle against the goblins, which is contained in a large locked iron chest. The team meets with the mayor who agrees to give them 700gp if they can get it back from the goblins. Anything else found along the way is theirs to keep. A thief or ranger can track the goblins into the nearby woods. If none is on the team, the mayor can point out the direction the goblins left.

Detect Good/Evil – Good on Elder

Detect Magic – None

Thief's Legend Lore on People – "Githod Goblinslayer" – A great warrior known for his defense of the town of Edgewood from fierce goblin attacks. His petrified fist provides spiritual protection for the town.

#	Name	CL/Lvl	Life	Points	AR	Dmg	AL
1	Dorwith the Elder	F1	3/12/20	n/a	C2	3/2/2	G

Notes: Has no weapons and will not use any SAS.

Total Gold/Treasure: None

Description:

The team is met outside of town by Dorwith, the elder of the town of Edgewood.

Here is what Dorwith knows:

- Edgewood has constant Goblin troubles; the Green Claw clan attacks the farms outside town every spring. They do not attack the town itself because the town is protected by an artifact: the petrified fist of Githod Goblinslayer.
- A group of 10 goblins sneaked into town last night and took off with the town artifact. It is a well-known fact that to steal the fist means almost immediate doom from the vengeful ghost of Githod himself.
- He describes the iron strongbox the fist is in as locked with a very complex lock. It would take a lot of hacking to get into the box itself. Therefore he hopes that the goblins haven't gotten into the box itself yet, and the team should be able to return with the heirloom. He agrees to give the team 700gp if they can get it back from the goblins.
- Githod was a mighty warrior who once defeated many Green Claw Goblins in his day. The fist is of vital symbolic importance to Edgewood, and many of the villagers are threatening to leave town if the fist is not recovered. Many of them also believe that the fist has spiritual powers which protect the town from the Goblin attacks.
- Legends even say that this town once belonged to Goblins, before Githod cleared them all out.

The elder will point out where the goblins attacked him and the direction they took off in. He believes that the goblins went in the direction of the tomb of Githod Goblinslayer, who is buried in a nearby cave, and the townspeople are too afraid to go to the tomb for fear of being attacked by the Goblins, or Githod's ghost.

If asked why the Goblins might go to the tomb: Dorwith thinks that *maybe* the Goblins believe that if they give the hand *back* to Githod, they will avoid the wrath of his ghost.

He is certain to inform them that the town gives the team express permission to enter the tomb of

Githod if they find it necessary to recover the heirloom.

Any ranger or thief can easily see and follow the tracks of the clumsy goblins which lead into the woods towards the cave. Anyone else can also find the tracks, but it should take them slightly longer to role-play finding the tracks.

Props: Costume for Dorwith, key (encounter 8).

Encounter 2

Synopsis:

Following the tracks leads the team into an ambush set by a couple (well, just one now) of stupid goblins whose talent for ambushes it not very great. . The second goblin is hiding in the woods and runs off when he sees that the odds are in the team's favor (there is no actual 2nd NPC for this). The goblin leaps out, expecting his companion to jump out and attack too, and when nothing happens he will try to bluff the team, and when that fails try to run away. If caught and questioned he can lead the team to the goblin caves. Otherwise, the tracks continue on to the caves.

Detect Good - None

Detect Evil - Yes on goblin

Detect Magic - None

Detect Poison - None

Detect Traps – None

#	Name	CL/Lvl	Life	Points	AR	Dmg	AL
1	Nimrod the Goblin	F/1	3/12/20	n/a	L	4	E

Notes:

NPCs are not to strike downed PCs or throat slit PCs under any circumstances.

- 1) Nimrod wears stinky leather armor which is worthless and non-recoverable.
- 2) Nimrod will use *Battlefever* ONLY if he can get 30 feet away from any PC first - he needs to "get his courage up."
- 3) Nimrod may place a curse on a single PC by reciting the phrase "May the fleas of a thousand camels infest your armpits". He will do this only if being interrogated painfully or if his death is slow enough to allow such a dramatic death phrase. Overwhelming damage or a throat slit will prevent this action.

Total Gold/Treasure: 80 GP on Nimrod.

Description

A single goblin, named Nimrod, attempts to ambush the players – the form of the ambush being up to the NPC and the site. Nimrod believes he has a companion who will also jump out and join him in the ambush, but that companion has already fled when the PCs approached. The goblin is very nasty but cowardly, quickly cycling between screeching false bravado and sniveling fear. He will not want to fight a group of people but is willing to fight one person if they are weak looking. He will try to run off if the team gives him a chance. If they do so, he will run off into the woods toward the cave (Encounter 3), hoping to lead the PCs into an ambush with the goblins there. He could also be convinced to lead them there on the same theory (and try to give the PCs away by talking loudly as they approach the cave).

Nimrod and his "battle-brother" Numnutz volunteered to stay as "rear guard" so they didn't have to go to the Tomb, where they faced certain death at the hands of an angry ghost. He was not expecting such a strong band of adventurers though.

Nimrod has 80 greasy gold pieces in a grubby purse. However, to find the purse they must search Nimrod, and each PC searching Nimrod will catch Nimrod's Curse (this is in addition to the one curse Nimrod may actively inflict). A PC can catch at most one case of the curse.

Nimrod's Curse of the Fleas. Level 1 Curse. PC is infested with fleas until this curse is removed. At the beginning of each future game, they may chose to sacrifice 5 GP per game day (buying flea powder) to escape the effects of the curse for the day. The effects are simple itching and social ostracism, roleplaying effect only, no material effect on abilities, combat, etc.

NPC Role-playing suggestion: When captured at sword-point, act brave, try to touch the tip of a sword with your fingertip and explicitly use the fighter skill “*gauge non-magical weapons and armor*”. React to the results with exaggerated double-take and sudden fear.

Props: Costume for Nimrod, leather armor patch, 80 GP per team.

Optional props: symbol of Green Claw Goblins

Encounter 3

Synopsis:

The entrance to the cave/tomb is guarded by three goblin guards left behind by the other goblins, who proceeded into the cave. The guards will warn the team off with dire threats of revenge from the entire goblin clan and then attack if the PCs do not leave. At this point, if the ambusher is still with the party he will try to flee or fight against the team, probably dying in the process.

If questioned, these goblins were told to guard the entrance of the cave while the goblin heroes returned the box they stole from the village to the tomb.

Detect Good - None

Detect Evil - Yes on the goblins

Detect Magic - None

Detect Poison - None

Detect Traps - None

Goblin Guards

#	Name	CL/Lvl	Life	Points	AR	Dmg	AL
1	Garth	F/2	3/16/24	n/a	1 L	4	E
2	Shrank	F/1	3/12/20	n/a	1 L	3	E
3	Brink	MU/1	3/8/16	25	1 D*	2*	E

Notes:

NPCs are not to strike downed PCs or throat slit PCs under any circumstances.

1) Garth is not swinging his maximum damage due to a bad hangover. He will NOT use Battlefever.

2) Shrank will NOT use *battlefever*.

3) Brink will limit the spells he casts to *deadeye* 4pts and *crashtime* lvl 1 - he only knows those spells plus Electrify and Defense, and is too slow to put up another Electrify in combat. He starts with Defense (giving him 1 pt of armor) and Electrify for 6 pts up.

Total Gold/Treasure: The goblins have 30 gp between them (distribute randomly). None of the armor is recoverable.

Description

The three guards, left here by the other goblins, will verbally abuse the team of PCs, and warn them that the entire clan of Green Claw goblins, including Chieftain Snotwissel, the "most genius Goblin ever borned", is camped nearby to take over the town. The three guards are alert but stupid; they can be tricked if the team is sneaky or clever. They can be bribed with adequate gold (50gp or more) or copious drink, lured into the woods one at a time, distracted and *crashtimed* from behind, etc. They should be played as nasty sniveling buffoons who are easily fooled by any reasonable effort. They are here outside the Tomb because they would prefer to face following townsfolk rather than furious ghosts. Of course, adventurers are scarier than townsfolk...

They know that the "heroes" took the Hand inside to give it back to Githod so that he wouldn't be mad. Chieftain Snotwissel didn't go in because he had to get the warband ready to attack Skrogrot (what Edgewood was called back when it was a Goblin town, before Githod's "cleansing").

Props: Costumes for goblins, 2 leather armor patches, 1 red flag, 1 blue flag. 30Gp per team.

Optional props: symbol of Green Claw Goblins

Encounter 4

Synopsis:

After the guards are incapacitated, the cave entrance beckons. Inside is a small room, apparently deserted except for a strange-looking plant and two pools of water. One pool radiates magic. One is poisoned (mundane), the other heals a couple of points per person (magic); neither can be profitably carried off. Speaking with the plant or following tracks leads the team to a secret door in the cave wall. The plant also has four magical leaves which will heal a few LP and can be carried off.

Detect Good - None

Detect Evil - None

Detect Magic - Yes on Pool #1; yes on plant.

Detect Poison - Yes on Pool #2

Detect Traps - None

Druid's Detect Pure Water- No on Pool #2

Ranger's Nature Lore on the plant- Its leaves provide minor healing when eaten.

Total Gold/Treasure: 4 leaves of 5pt heal. Value: none (not recoverable from game).

Description

The small cave is occupied by two pools of water and a plant. Searching for secret doors by knocking on the cave walls or looking for small cracks in the walls will reveal a small door which can be pried open with a blade or other sharp object.

Druids speaking with the plants will learn that creatures passed into the wall a few hours ago. The plant also has four leaves on it. The leaves give 5pts healing when eaten, good for this game day only.

Savvies on Leaves:

When the entire leaf is eaten, I instantly give 5 points of healing, once only. Good only for this game day. End of Savvy.

The two pools look identical, however, they have different characteristics:

Pool #1 detects as magic. The water in this pool will provide 4pts of healing to anyone drinking from it, once per day. The water must remain within 20 feet of the pool to retain its magical effects. If it is carried off, it will become plain old H2O.

Savvy on Pool #1: When drunk from, my waters will instantly heal 4pts of damage. My waters must remain near me to be effective. The water will only heal each person once per day. End of Savvies.

Pool #2 does not detect as magic. It will poison anyone drinking from it: 4pts damage, armor independent plus weakness (queasiness and character can do only half melee damage for 5 minutes) . If the water is carried more than 20 feet from the pool it becomes plain old H2O.

Goblin tracks can be followed by a ranger or thief up to the wall, where they disappear.

Props: 1 silk plant (with at least 4 leaves), flour to outline pools

Optional: something more substantial to mark the pools with, like children's pools or blue tarps

Encounter 5

Synopsis:

Once through the door, a tunnel offers a number of traps and an obvious glyph. Burning torches and fresh tracks indicate that goblins were here recently. A dead goblin body and a more powerful but burnt out glyph warns the party of the dangers ahead. At the end of the tunnel lies a room with a locked door, giving thieves a chance to play. Teams without a thief can simply bash the lock in.

Detect Good - None

Detect Evil - None

Detect Magic - Yes on Uvas glyph

Detect Poison - None

Detect Traps - Yes on Uvas glyph, Yes on first and second tripwires.

Lock - Type A, complexity simple (25pts damage/5pt spell damage/3SP Reverse Lock)

Total Gold/Treasure: None. The leather armor on the dead goblin is worthless and not recoverable.

Description

Just inside the door to this 20' long tunnel lies the body of a goblin burned to death. His pockets are turned out, his "friends" clearly looted the body. In front of the body is a burned out glyph which is faintly visible: Svarq. It no longer detects as magic. There is nothing of value on the body. 6 feet past the body is another, more obvious glyph: Uvas (Area of effect: 10' diameter sphere around the glyph; Web for 5 minutes, unable to fight or move). This glyph the Goblins set behind them to protect themselves from any of their more greedy peers from sneaking up behind them.

A foot beyond the Uvas glyph is a tripline which will fire an arrow, 5pts Critical Hit, at the person setting it off. This arrow comes from in front of the team down the hall. There is a second tripline 5 feet beyond the first which fires another 5pt Critical Hit arrow at the last person in the party. This arrow comes from behind the team, above them in the doorway.

Beyond the tripwires are stepping stones spaced at roughly 3 foot intervals. There is a distinct patch of suckmud around the stepping stones, which appears as muddy earth. Big, muddy tracks in the mud can be seen by anyone, and muddy footprints lead up to the next door.

Anyone stepping into the suckmud will sink 6 inches down and then be stuck in place; they can be pulled out by two people or Knight Strength One. The suckmud does no damage. If left in the mud, they will eventually die of thirst. At the end of the corridor is a locked door. The lock is Type A, complexity simple (25pts damage/5pt spell damage/3SP Reverse Lock) and can be bashed in if no one can pick it.

Props: Dead body, glyphs (glitter-paint on cardboard or tile), flour for stepping stones, IFGS lock

Optional: Torch reps (with red ends to represent burning), triplines (fishing line attached to a mousetrap), actual reps for stones (carpet squares, stones, or tiles)

Encounter 6

Synopsis:

A coffin in the room hints at what is to come. The lid to the coffin is very heavy, and can be lifted with a Knight Strength One or two people moving it simultaneously. Before this can be done, a puzzle on the lid of the coffin must be solved for the team to continue. The team can then proceed down a passageway concealed by the coffin.

Detect Good - None

Detect Evil - None

Detect Magic - None

Detect Poison - None

Detect Traps - None

Thief's Legend Lore on People - "Githod Goblinslayer" - A great warrior known for his defense of the town of Edgewood from a fierce Green Claw goblin attack.

Total Gold/Treasure: None.

Description

The room is empty except for a stone coffin with a massive lid. There are markings on the lid which can be read with Read Languages. If this spell is used, the caster can read the following:

*Herein lies Githod Goblinslayer
Champion of Edgewood
Woe be it to anyone of Evil nature who disturbs his final resting place!*

Examination reveals that the lid is hinged to open on one distinct side, and that the top of the coffin is latched. On the lid is a puzzle which must be solved before the lid can be moved. Once the puzzle is completed, the latch is released with an audible click and the lid can be lifted by two people or someone using Knight Strength One. The coffin itself is immovable. Once the lid is removed a passageway is revealed, going down and into the next encounter.

Puzzle: This can be any type of physical representation of the mental challenge, such as a wooden puzzle, a three-dimensional metal puzzle, or any similar challenge that could be explained as being part of the decoration of the coffin-lid. It should be challenging, but not too difficult.

NOTE: Be careful when choosing 3D puzzles as they can be extremely difficult. Test it blind, i.e. without reading the solution first. If you can solve it in 15 minutes or less, it is suitable.

Props: Puzzle rep (producer's choice), coffin lid, markings on lid

Optional: Coffin rep (cardboard, wood, black plastic)

Encounter 7

Synopsis:

When the team comes to the end of the passage, they find that they are in a chamber with a bunch of dead Green Claw goblins scattered around. One of the goblins still clutches the iron coffer with the town's heirloom in it, which also has a very difficult lock on it. As the team searches the bodies of the slain goblins, they are attacked by slow-moving undead who come out of a thinly concealed corridor. Once the fight is over the team finds some additional treasure on the bodies of the goblins, and the corridor the undead came out of leads to an exit back to the surface.

Detect Good - None

Detect Evil - No on skeletons (they are neutral)

Detect Magic - Yes on 4 of the goblin bodies

Detect Poison - None

Detect Traps - None

Locks: On the strongbox, Type G, very difficult (Must Pick; cannot be broken open) - the box itself will sustain 500pts damage.

Skeletons

NPC Table

#	Name	CL/Lvl	Life	Points	AR	Dmg	AL
1	Skeleton	F/1	4/3/10	n/a	0	4	N
2	Skeleton	F/1	4/3/10	n/a	0	4	N
3	Skeleton	F/1	4/3/10	n/a	0	4	N
4	Skeleton	F/1	4/3/10	n/a	0	4	N
5	Skeleton	F/1	4/3/10	n/a	0	4	N

Notes:

NPCs are not to strike downed PCs or throat slit PCs under any circumstances.

1) All skeletons move and fight at 1/2 speed. This means swing slowly, walk slowly. Turning lasts for one minute. Skeletons cannot use any fighter SAS skills. Skeletons are not affected by *Crashtime*, *Simon's Spell*, *Enthrall*, *Fog Brain*, *Spook*, or any other Fear- or mind-related spell.

Total Gold/Treasure:

Goblin Gold 40 gp
Skeleton's Ring 30 gp
Strongbox with heirloom. Value: None
Stone of Savvy. Value: 180 gp
Amulet of Healing. Value: 172 gp
Scroll of Simon's Spell. Value: 135 gp
Ring of Detect Traps. Value: 230 gp

Description

The dead bodies of four green claw goblins have fresh sword wounds and one of the goblins has mud all over his boots. One of the goblins still clutches the iron strongbox. The goblins have 40 gp between them (randomly distribute). 60 seconds after the team enters the room skeletons will come out of the next corridor and attack the PCs.

The skeletons are dressed in ancient livery. One is missing its right hand. These are the skeletons of Githod Goblinslayer and his faithful retainers, cursed to rise each sunset as undead, never at rest. They were cursed by the spirits of the Goblins they slaughtered in Skogrot so many centuries ago.

If a PC begins investigating the concealed corridor, she will likely find the skeletons early.

When the fight is over the PCs can continue to search the goblin bodies and search the skeletons. One skeleton has a small ring worth 30 gp. There is some treasure on each goblin body. There are a few GP and one item from the following list on each body:

Item #1: Amulet of Healing. (Item # - game-id-01)

Total value: 172gp

Mundane value 100 gp

Bluebook value 72gp

BB Calculation: 6 pts 1-shot * 12gp/pt = 72 gp

Savvy 1: I am a stone of 6 pt generic healing. I must be used in one shot and. require a 5 second meditation time to invoke. I cannot be recharged

Savvy 2: I must be activated by a descendent of Githod Goblinslayer before my power may be used for the first time. End of Savvy.

Item #2: Stone of Savvy. (Item # - game-id-02)

Total Value 180 gp

Mundane value 0 gp

Bluebook value 180 gp

BB Calculation: 3 charges @ 60gp per charge 1 shot

Savvy 1: I contain three charges of the magic user spell Savvy. I require 5 seconds to invoke one charge. I am not rechargeable.

Savvy 2: I must be activated by a descendent of Githod Goblinslayer before my power may be used for the first time. End of Savvy.

Item #3: Scroll of Simon's Spell (Item # - game-id-03)

Total Value 135gp

Mundane value 0 gp

Bluebook value 135 gp

Bluebook Calculation: 1-shot, 3 levels at 45gp/lvl = 135gp

Savvy 1: I am a scroll of Simon's Spell (C1) cast at level 3. I require 5 seconds to read. I cannot be recharged.

Savvy 2: I must be activated by a descendent of Githod Goblinslayer before my power may be used for the first time. End of Savvy.

Item #4: Ring of Sense Traps. (Item # - game-id-04)

Total Value: 230 gp

Mundane value 10 gp

Bluebook value 220 gp

Bluebook Calculation: 1-shot, 2 charges at 110gp/charge

Savvy 1: I am a ring with two charges of the Sense Traps (T2) ability. Each charge requires 5 seconds of meditation time to invoke. I am not rechargeable.

Savvy 2: I must be activated by a descendent of Githod Goblinslayer before my power may be used for the first time. End of Savvy.

The strongbox is locked with a type G lock, very complex (Must Pick; cannot be broken with physical or spell damage). The Box itself is well-nigh indestructible: it looks like the goblins have been beating on it (unsuccessfully) and it will suffer another 500pts damage before cracking open. Inside is the town

heirloom, the mummified fist of Githod Goblinslayer.

The corridor the skeletons came from will lead out into the open on a hillside near the town.

Props: 4 dead bodies, 1 chest w/ IFGS lock, 1 each of the items per team: stone, amulet, scroll, ring, skeleton's ring, 40 gp

Optional: costumes for skeletons, symbols of Green Claw Goblins

Encounter 8

Synopsis:

Proceeding back to town, they notice the town is under attack by the Goblin Chieftain. After defeating him and his minions, the elder unlocks the chest and, finding the town's heirloom inside, gives the team their 700gp, plus an extra+800gp for saving his life. The team receives the thanks of the town and goes on its way.

Detect Good - Yes on Elder

Detect Evil - All Goblins

Detect Chaos - Snotwissel

Detect Magic - None

Detect Poison - None

Detect Traps - None

Good guys:

#	Name	CL/Lvl	Life	Points	AR	Dmg	AL
1	Dorwith the Elder	P/1	3/12/20	Na	C2	3	G

Bad Guys:

#	Name	CL/Lvl	Life	Points	AR	Dmg	AL
1	Chieftain Snotwissel	F/3	3/20/28	Na	2C	5/4/4	CE
2	Smish	F/1	3/12/20	Na	1L	3/2/2	E
3	Smesh	F/1	3/12/20	Na	1L	3/2/2	E

Notes: The chieftain should be armed with a large two handed weapon. Smish has two short swords. Smesh should have a single sword and a bow. They can use any Fighter SAS.

Total Gold/Treasure: 1500gp.

Description

As the PCs approach the town, the GM should describe to them that they see a faint black smoke coming from the direction of the village. As they get closer they should hear shouts of "Help!" and "Save us!" from Dorwith. The GM can describe that one of the outer buildings of the village has recently been set on fire.

Snotwissel is standing in the center of town standing over Dorwith (whom is on the ground). He turns to the PCs and should begin to make a speech. He says that now that the fist has been taken back to the tomb of Githod and away from the town, that the town is now his and that Skrogrot will be rebuilt over the ruins of Edgewood. He claims that is was his own ancestor, Snotbubbel, who severed the hand of Githod Goblinslayer. The NPC should feel free to extemporize and give a big speech about how victorious the goblins will be. If the PCs say that they have returned with the fist and show Snotwissel the box, it will immediately enrage him causing him to go into Battle Fever.

The fight should be a hard fight but good fight against the PCs. Smesh will try and use arrows as much as possible to disrupt casting. The NPC playing Snotwissel could easily take down the team swinging 5s so he must be careful to make it hard and climactic, but not win. None of the goblins will throatslit or attack Dorwith.

If the PCs break open the box and display the hand to Snotwissel and his goblins, panic should ensue. Smish and Smesh should immediately run away in fear. Snotwissel will be affected as per **Earth Calming** (D6) and his Battle Fever will be removed. He will be less sure of himself during the fight

but will continue the combat.

Once the goblins are defeated:

Dorwith gets up off the ground and thanks the PCs for saving him and the village. The goblin chieftain believed that the fist protected the town and therefore stole it from the village returning it to the tomb of Githod (so not to disturb Githod's ghost). If the PCs show Dorwith that the fist isn't magical, at first he will be superstitious. All of his life he has been told that it was because of the fist that the town was protected. He will explain that even if it doesn't hold any supernatural powers over the town, the goblins believe that it protects it. He says that in the future he will work with the villagers to protect the town themselves, rather than relying on the legacy of Githod. He thanks the PCs for showing them how to be strong for themselves.

If the PCs figure out that this village was once a goblin town (rare chance that they will figure it out, but it's possible), and mention it to Dorwith, Dorwith will be genuinely surprised. He knew that Githod fought many goblins back in his day and protected the humans that settled here. He had no idea that he destroyed a goblin town to build Edgewood. There will be a bit of remorse in his throat and say that in the future, perhaps the villagers can find a way to make peace with the goblins, rather than continuing this ongoing skirmish that has been going back and forth for years.

The magic items that were with the box with the fist are "keyed" to activate only if the Fist is in the possession of a descendant of Githod - in this case, Dorwith, who is Githod's descendant. If the Fist is not returned to Dorwith, the magic items will not activate and will have **no recoverable value**.

Once he has activated the items, that requirement (the second savvy) will disappear. If the team has the box, he will pull out a key and unlock it. If the fist is within, he will show his pleasure that the team has succeeded and give them the magic items which are with the fist. The items will be activated once the fist is given to Dorwith. He will inquire as to the fate of the Goblins; if he is told about their deaths he will be very grateful and will thank the team profusely, explaining how much this means to the town, etc.

In addition to the 700gp he promised the PCs, he also offers them an additional 800gp for saving his life from the evil goblin chieftain (a total of 1500 gp).

If the fist is not in the box (this means that the PCs took it out) and the PCs do not produce it or offer an explanation, Dorwith will lament the fact that the Green Claw Clan succeeded, and will thank the team for their efforts, but explain that he cannot afford to give the team their reward, for now he must hire other adventurers to find the fist. In this case the magic items will not activate; they are useless zero gold piece value items.

If Dorwith is attacked, he cannot resist and will attempt to flee. If captured or killed he has 1500gp on him.

Props: Costume for Dorwith, 1500 gp, key, 3 goblin outfits, 3 symbols of the Green Claw, 3 short swords, 1 bow, 1 two handed weapon.

Appendix A: Savvy and Curse Description List

Encounter 2:

Nimrod's Curse of the Fleas. Level 1 Curse. PC is infested with fleas until this curse is removed. At the beginning of each future game, they may chose to sacrifice 5 GP per game day (buying flea powder) to escape the effects of the curse for the day. The effects are simple persistent itching and resulting social ostracism, roleplaying effect only, no material effect on abilities or combat.

Encounter 4:

Savvy on Leaves: When eaten, I instantly give 5 points of healing, once only. Good only for this game day. End of Savvy.

Savvy on Pool #1: When drunk from, my waters will instantly heal 4pts of damage. My waters must remain near me to be effective. The water will only heal each person once per day. End of Savvies.

Item #1: Amulet of Healing. (Item # - game-id-01)

Total value: 172gp

Mundane value 100 gp

Bluebook value 72gp

BB Calculation: 6 pts 1-shot * 12gp/pt = 72 gp

Savvy 1: I am a stone of 6 pt generic healing. I must be used in one shot and. require a 5 second meditation time to invoke. I cannot be recharged

Savvy 2: I must be activated by a descendent of Githod Goblinslayer before my power may be used for the first time. End of Savvy.

Item #2: Stone of Savvy. (Item # - game-id-02)

Total Value 180 gp

Mundane value 0 gp

Bluebook value 180 gp

BB Calculation: 3 charges @ 60gp per charge 1 shot

Savvy 1: I contain three charges of the magic user spell Savvy. I require 5 seconds to invoke one charge. I am not rechargeable.

Savvy 2: I must be activated by a descendent of Githod Goblinslayer before my power may be used for the first time. End of Savvy.

Item #3: Scroll of Simon's Spell (Item # - game-id-03)

Total Value 135gp

Mundane value 0 gp

Bluebook value 135 gp

Bluebook Calculation: 1-shot, 3 levels at 45gp/lvl = 135gp

Savvy 1: I am a scroll of Simon's Spell (C1) cast at level 3. I require 5 seconds to read. I cannot be recharged.

Savvy 2: I must be activated by a descendent of Githod Goblinslayer before my power may be used for the first time. End of Savvy.

Item #4: Ring of Sense Traps. (Item # - game-id-04)

Total Value: 230 gp

Mundane value 10 gp

Bluebook value 220 gp

Bluebook Calculation: 1-shot, 2 charges at 110gp/charge

Savvy 1: I am a ring with two charges of the Sense Traps (T2) ability. Each charge requires 5 seconds of meditation time to invoke. I am not rechargeable.

Savvy 2: I must be activated by a descendent of Githod Goblinslayer before my power may be used for the first time. End of Savvy.

(Note: all above items lose the second savvy as soon as Dorwith activates them.)

Appendix B: Lore List

Encounter 1

Thief's Legend Lore on People - "Githod Goblinslayer" - A great warrior known for his defense of the town of Edgewood from fierce goblin attacks. His petrified fist provides spiritual protection for the town.

Encounter 4

Nature Lore (on plant): These leaves provide healing when eaten.

Encounter 6

Thief's Legend Lore on People - "Githod Goblinslayer" - A great warrior known for his defense of the town of Edgewood from fierce goblin attacks. His petrified fist provides spiritual protection for the town.

Appendix C: Recoverable Item and Game Reward List

Game Treasure Limit from Bluebook 2.12

4 PCs of level 1 and 2 ==> 500 EP per hour

Risk 3 ==> 40% of EP per PC

Sanctioned for 3 hours ==> 1500 EP per PC

Max treasure per PC ==> $1500 \times .4 = 600$ per PC x 4 PCs = 2400 gp total

Treasure Values

Encounter 2, Nimrod's gold	80 gp
Encounter 3, Goblin's gold	30 gp
Amulet of Healing	175 gp
Stone of Savvy	180 gp
Scroll of Simon's Spell	135 gp
Ring of Detect Traps	230 gp
Encounter 7, Goblin gold	40 gp
Encounter 7, Skeleton's Ring	30 gp
<u>Encounter 8, Final Reward</u>	<u>1500 gp</u>
Total Value	2400 gp

Pricing of Specific Items:

Item #1: Amulet of Healing. (Item # - game-id-01)

Total value: 172gp

Mundane value 100 gp

Bluebook value 72gp

BB Calculation: 6 pts 1-shot * 12gp/pt = 72 gp

Savvy 1: I am a stone of 6 pt generic healing. I must be used in one shot and. require a 5 second meditation time to invoke. I cannot be recharged

Savvy 2: I must be activated by a descendent of Githod Goblinslayer before my power may be used for the first time. End of Savvy.

Item #2: Stone of Savvy. (Item # - game-id-02)

Total Value 180 gp

Mundane value 0 gp

Bluebook value 180 gp

BB Calculation: 3 charges @ 60gp per charge 1 shot

Savvy 1: I contain three charges of the magic user spell Savvy. I require 5 seconds to invoke one charge. I am not rechargeable.

Savvy 2: I must be activated by a descendent of Githod Goblinslayer before my power may be used for the first time. End of Savvy.

Item #3: Scroll of Simon's Spell (Item # - game-id-03)

Total Value 135gp

Mundane value 0 gp

Bluebook value 135 gp

Bluebook Calculation: 1-shot, 3 levels at 45gp/lvl = 135gp

Savvy 1: I am a scroll of Simon's Spell (C1) cast at level 3. I require 5 seconds to read. I cannot be recharged.

Savvy 2: I must be activated by a descendent of Githod Goblinslayer before my power may be used for the first time. End of Savvy.

Item #4: Ring of Sense Traps. (Item # - game-id-04)

Total Value: 230 gp

Mundane value 10 gp

Bluebook value 220 gp

Bluebook Calculation: 1-shot, 2 charges at 110gp/charge

Savvy 1: I am a ring with two charges of the Sense Traps (T2) ability. Each charge requires 5 seconds of meditation time to invoke. I am not rechargeable.

Savvy 2: I must be activated by a descendent of Githod Goblinslayer before my power may be used for the first time. End of Savvy.

(Note: all above items lose the second savvy as soon as Dorwith activates them.)

Appendix D: Props List

Encounter	Basic Items	Recoverable Items / Team
1	Costume for Dorleth key	
2	Costumer for Nimrod, leather armor, green claw goblin symbol	80 gp
3	3 goblin costumes, 2 leather armor, 1 red flag, 1 blue flag, 3 green claw goblin symbols	30 gp
4	1 silk plant (with 4+ leaves), representation for 2 water pools	
5	Dead body, glyphs, stepping stones, IFGS lock, torches, triplines	
6	Puzzle rep, coffin rep with markings on lid	
7	4 dead goblin bodies, 4 green claw goblin symbols 5 skeleton costumes, 1 chest, 1 ifgs lock	4 magic treasure item reps per team, (scroll, stone, amulet, ring) Skeleton's ring 40 gp + 30 gp
8	3 Goblin Outfits (one being a goblin chieftain), 2 leather armor patches, one chain patch, one bow rep, one two handed weapon, 3 swords, 3 Green Claw Goblin Patches.	1500gp

Appendix E: NPC/Staff List

Game Staff (5)	
Game Producer	
Watchdog	
Safety Officer	
Treasury Representative	
Registry Representative	
NPCs (10)	
Dorwith (human elder)	
Nimrod (goblin)	
Garth, (goblin)	
Shrank, (goblin)	
Brink (goblin)	
Skeleton 1	
Skeleton 2	
Skeleton 3	
Skeleton 4	
Skeleton 5	
Chieftan Snotwissel (goblin)	
Smish (goblin)	
Smesh (goblin)	
GMs (1/team)	
GM 1	
GM 2	
GM 3	
GM 4	
GM 5	
GM 6	