

# Inn Peril

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A band of orcs attacks a roadside inn along the main road through the wilderness. Only the PCs stand between the orcs and the utter destruction of the inn and everyone trapped within it.

"Inn Peril" is an introductory *Dungeons & Dragons* Fourth Edition adventure for five 1<sup>st</sup>-level characters. It can be placed in any isolated region in any fantasy game world.



## ADVENTURE BACKGROUND

The Fallen Inn sits alongside the main road leading through the local kingdom, about a full day's ride from the nearest town. Nestled alongside a creek that burbles through the gentle hills that surround it, the inn provides travelers with a roof, a meal, and a dry bed at the end of a long day on the road.

Unfortunately, the Fallen Inn has fallen on hard times. Goblin bandits plaguing the road have driven off much of their business, and the few travelers and merchants that pass through the area tend to keep to their well-guarded caravans rather than spend the night in a strange inn.

Doron and Baria Hillsby—the husband and wife who serve as the inn's keepers—grew more desperate about their situation every day. Without enough customers to help support themselves and their three young children, they turned to watering their wine and engaging in petty larceny with their guests' belongings.

Then, one day, a blind, white-bearded dwarf named Stazak staggered into the inn with a deal for the Hillsbys. If they would but let him stay in their place and sell maps to the adventurers who sometimes stopped through, he would give them half of the proceeds of each sale.

Doron wanted to kick the old dwarf out, but Baria stayed his hand. With nothing to lose but a thin bit of broth and the use of a long-empty bed, the Hillsbys gave Stazak a week. On the last day, Stazak sold a map to a party of adventurers for a tidy sum, and he and the Hillsbys were in business.

What Stazak hasn't told the Hillsbys is that the maps all lead to the same place: a copse of trees in a nearby hollow.

When aspiring adventurers reach this place, they find no dungeon and no treasure waiting for them—just a goblin ambush.

After Stazak sells each map, he excuses himself so he can grab some air. Once outside, he hands a note to a goblin runner to take to Krysh, the bandits' leader, telling him to get his next ambush ready. Krysh then gathers enough of his goblins for the battle that they can destroy the adventurers with overwhelming numbers.

## ADVENTURE SYNOPSIS

The heroes stop at a roadside inn on their way from one part of the world to another. While there, a blind, old dwarf (Stazak) beckons them to his table and sells them a map to what he claims is the entrance of a hidden dungeon packed full of barely guarded treasure.

Unfortunately, Doron has gotten greedy. He's drugged Stazak's drink so that he can rob him of the money the heroes just gave him. This means that Stazak misses his meeting with the goblin runner, leaving Krysh unaware that the heroes are on their way.

When the heroes reach the spot on the map, they surprise a small band of goblins lolling about there. There is no dungeon. The goblins live in a nearby bandits' lair, and they hire unscrupulous humans to wander the area and send eager new victims their way.

Once the heroes defeat the goblins, they find nothing on the bodies but several other copies of the map.

The heroes return to the inn to confront Stazak. When they arrive, though, they discover Krysh and his goblins tearing the





place apart. Krysh takes the Hillsbys and their children hostage and urges the heroes to move on, as this affair doesn't involve them.

### ADVENTURE HOOKS

There are a number of ways the heroes can become involved in this adventure, whether they are traveling together or not.

**Adventure Awaits:** One or more of the PCs has heard a rumor about the blind, old dwarf who can open the gateway to adventure to them at a reasonable price. They arrive at roughly the same time and perhaps even compete for the chance to purchase a map from Stazak. Sensing a chance to make more money, the dwarf sets his price high and suggests that the heroes pool their money together and form an impromptu company of adventurers ready to make the most of their investment together.

**Gone Missing:** A friend of one of the PCs has gone missing. (She bought a map from Stazak a while back and fell victim to the goblin ambush soon after.) The friend was last known to be traveling the road outside of the Fallen Inn but never made it to her destination. The PC follows his friend's path, stopping and asking questions of everyone he meets, hoping to discover his friend's fate.

**Investment Opportunity:** Before Stazak arrived, the Hillsbys put out the word that they were looking to sell the inn to someone else at a good price. One of the PCs hopes to purchase the inn from them, perhaps by giving them a large share of any profits he might make as the new innkeeper. Until Stazak showed up, the Hillsbys might have been willing to entertain such an offer, but they aren't as desperate to sell now, especially since some people have started to come to the inn solely to purchase a map from Stazak.

**Bounty Hunters:** The leader of a nearby town has decided that his people cannot suffer living near a pack of goblin bandits any longer. He's offered a bounty of 1 gp per goblin head brought to his office as proof of a bandit's death. One or more of the PCs hopes to cash in on this offer and plans to use the Fallen Inn as a base of operations for this hunt.

### THE FALLEN INN

Read or paraphrase the following to get the adventure started.

*You have been traveling for most of the day, making your way along the road and around the gentle hills through which it winds. As dusk falls across the countryside, you begin to wonder if you might find someplace dry, warm, and safe in which you might sleep for the night. You spy a lantern burning on the north side of the road before you, and you continue toward it.*

*As you get closer, you see a faded sign hanging at an awkward angle from the front of the ramshackle building by a single, rusty chain. The words on it read "Fallen Inn." From the look of the place, it seems whoever painted that name on the sign must have been a prophet.*

When the heroes enter the inn, Baria greets them with a wide and happy grin. She knows that visitors this far from anywhere else are almost always customers, and customers mean money. She's determined to make returning customers out of them if she can.

The three children storm about the place, and Baria does nothing to keep them from chatting up the strangers, sitting on their laps, and generally making nuisances of themselves. The children are Baran (9-year-old boy), Damia (6-year-old girl), and Retus (3-year-old girl). They are all bright-eyed, cute, and curious about the world outside of the inn, and none of them have a shy bone in their bodies.

Baria is a bit nervous about letting Stazak get his hands on the heroes, so she tries to steer them away from the old dwarf. She doesn't know for sure what Stazak's scheme involves, although she has her suspicions. After all, none of the aspiring adventurers who purchase his maps ever come back.

Doron, on the other hand, plans to spike Stazak's drink and rob the blind dwarf, so he pushes the heroes toward the dwarf as hard as he can. The conflict between these urgings of the two owners of the inn eventually leads to some sparks to which the heroes bear witness.

Eventually, Doron wins the argument. Baria storms out of the room, shooing the children into the kitchen before her. As she goes, she tells her husband that if he's that excited about having their guests sit with "a smelly, blind dwarf," then he can eat his dinner with Stazak too.

Doron apologizes for Baria's outburst, assuring the heroes that she's only upset because faces like theirs have been such a rarity around these parts. Stazak sees that as his chance to launch into his sales pitch.







**Negotiation: Stazak**  
**Skill Challenge**

Level 1  
XP 100

*"Aye, friends," says the old, blind dwarf as he sticks a stubby finger under his blindfold and rubs it around in the empty socket beneath. "Times are hard in these parts, a fact I know better than most."*

*He rubs his crusty beard. "I have something that foolhardy young souls like yourselves might find of interest. It's the last remnant of my own days as an adventurer, which still don't seem like all that long ago. I'm loathe to part with it, but hopes and dreams don't fill a dwarf's belly, and I've sold off near everything else I own but these rags in which I'm dressed."*

*The dwarf fishes something grimy out of his pocket: a weathered piece of parchment that he fumbles with then unfolds with shaking hands. On it, black lines mark out the road down which you travel. In one grove toward the northeast, you spy a black X and the words "The Warlock's Dungeon. Here be treasure."*

*"Ah," Stazak says, almost to himself. "No, no. I can't do it. I can't do that to such a nice group of youngsters." He folds the parchment up once again. "It wouldn't be fair."*

**Complexity:** 1 (requires 4 successes before 2 failures)

**Primary Skills:** Bluff, Diplomacy, Insight,

**Other Skill:** Intimidate

**Victory:** Stazak agrees to sell the map to the players for 25 gp. If they don't have that much money on hand, he's willing to negotiate down to as little as 5 gp. He demands to see the money first, then bites it to make sure it's real before he hands over the map, groaning with anguish as he does.

**Defeat:** Stazak really wants to sell the heroes the map. He just knows that they'll value it more if he makes them work for it. If the heroes do so poorly at the challenge that they cannot

even convince themselves that they deserve the map, Stazak takes pity on them. Instead of a flat fee, he'll sell them the map for nothing—plus a single share of whatever valuables they extract from the dungeon two which the map leads.

**Bluff:** DC 10 (1 success). Two successes in a row reduce the next Diplomacy or Bluff check by -3. The heroes convince Stazak that they are far more competent than the rookies they seem to be.

**Diplomacy:** DC 10 (1 success). The heroes remind Stazak of what it was like to start out as an adventurer and make the point that they can use every break they can get.

**Insight:** DC 10 (1 success, maximum 2 successes). A result of 20 or higher tells the heroes that Stazak responds well to threats.

The heroes sympathize with Stazak's plight and show him how important it is to them to help a fellow adventurer out of a tight spot.

**Intimidate:** DC 10 (1 success). Any successful Intimidate check gives the heroes 2 successes.

Stazak is a shattered dwarf, the kind who sets up deals to sell people off to the tender mercies of the local goblins. Any threat of violence against him—a poor, blind dwarf who cannot defend himself—work extremely well.

**The Map**

By the time the heroes receive the map, it's already after dark. Both Stazak and Doron declare it far too late to venture forth tonight. To seal the deal, Doron brings out a round of drinks on the house.

Stazak offers a toast. "To new adventures and new friends. May they both bring many happy returns."

Soon after the toast, Stazak starts to nod off. Moments later, he knocks over his drink and falls beard first into the puddle on the table before him. Doron picks the dwarf up and throws him over his shoulder. "Happens every time," he says. "He just can't hold his drink."

Doron carries Stazak away to his room, then returns to see if the heroes need anything else before he escorts them to their own beds.

**TO THE DUNGEON**  
**Encounter Level 1 (500 XP)**

**Setup**

The heroes can head out to the dungeon marked on the map whenever they like, although they'll most likely leave the next morning. According to the map, the entrance to the dungeon is located in a hollow in a small woods off to the northeast of the inn, several miles north of the main road.

Getting to that hollow should take several hours on foot. When the heroes get close to the spot that they're looking for, read the following:

*The trees begin right where the map shows them, and from there it's not a far walk to the hollow that marks the dungeon's entrance. As you make your way deeper into the wood and come upon the lip of that hollow, you hear voices chattering below you. They do not sound friendly.*

Any of the players who understand Goblin recognize the language being spoken right away. All others who make an Intelligence check (DC 10) do as well. Those who fail can only pick out words like Gradagga and Stazak.

The goblins are griping about having to hang out here in the hollow even though no one's been sent this way for days. It doesn't seem fair to them, and what goblin ever made a name for himself by sitting around someplace on the off chance that a victim might wander by?

If the heroes decide to creep forward to get a better look at the goblins, this requires a Stealth check (DC 10). The goblins are relaxed and are distracting themselves with their conversation. If the heroes are careful, they should be able to establish combat advantage over the goblins.

The heroes could just leave the goblins alone, but the map indicates that the entrance to the dungeon for which they're searching is located right in the middle of the chatty creatures.

#### 4 GOBLIN CUTTERS (C)

#### 2 GOBLIN BLACKBLADES (B)

#### 2 GOBLIN WARRIORS (W)

**4 Goblin Cutters (C)** **Level 1 Minion**  
 Small natural humanoids XP 25 each  
**Initiative** +3 **Senses** Perception +1; low-light vision  
**HP** 1; a missed attack never damages a minion.  
**AC** 16; **Fortitude** 12, **Reflex** 14, **Will** 11  
**Speed** 6; see also *goblin tactics*  
**Short Sword** (standard; at-will) • Weapon  
 +5 vs. AC; 4 damage (5 damage if the goblin cutter has combat advantage against the target)  
**Goblin Tactics** (immediate reaction, when missed by a melee attack; at-will)  
 The goblin shifts 1 square.  
**Alignment** Evil **Languages** Common, Goblin  
**Skills** Stealth +5, Thievery +5  
**Str** 14 (+2) **Dex** 17 (+3) **Wis** 12 (+1)  
**Con** 13 (+1) **Int** 8 (-1) **Cha** 8 (-1)  
**Equipment** leather armor, short sword

#### 2 Goblin Blackblades (B) **Level 1 Lurker**

Small natural humanoids XP 100 each  
**Initiative** +7 **Senses** Perception +1; low-light vision  
**HP** 25; **Bloodied** 12  
**AC** 16; **Fortitude** 12, **Reflex** 14, **Will** 11  
**Speed** 6; see also *goblin tactics*  
**Short Sword** (standard; at-will) • Weapon  
 +5 vs. AC; 1d6+2 damage.  
**Combat Advantage**  
 The blackblade deals an extra 1d6 damage against any target it has combat advantage against.  
**Goblin Tactics** (immediate reaction, when missed by a melee attack; at-will)  
 The goblin shifts 1 square.  
**Sneaky**  
 When shifting, a goblin blackblade can move into a space occupied by an ally of its level or lower. The ally shifts into the blackblade's previous space as a free action.  
**Alignment** Evil **Languages** Common, Goblin  
**Skills** Stealth +10, Thievery +10  
**Str** 14 (+2) **Dex** 17 (+3) **Wis** 12 (+1)  
**Con** 13 (+1) **Int** 8 (-1) **Cha** 8 (-1)  
**Equipment** leather armor, short sword

#### 2 Goblin Warriors (W) **Level 1 Skirmisher**

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

#### TACTICS

As soon as the goblins become aware of the heroes' presence, they let out an ear-piercing battle cry and leap into action. Since they always set up ambushes for anyone Stazak sends their way, they're used to having the upper hand in any battle in the hollow, but that doesn't mean they're defenseless under any other circumstances.

Once the battle begins, the cutters rush the heroes straight on. The blackblades try to circle around to find an open flank. At the same time, the warriors seek partial cover behind any rocks or trees they can find. Then they try to stay as far back as possible and pepper the heroes with their javelins until they run out of them.

The goblins fight hard until it's clear that they don't have much of a chance against a properly prepared party. This happens as soon as any two of the warriors or blackblades go down. At that moment, any goblins still standing turn tail and flee.

#### FEATURES OF THE AREA

**Illumination:** The direct sunlight overhead lights up the whole clearing at the center of the hollow. The woods surrounding the clearing make vision to squares in them lightly obscured, which offers concealment (-2 penalty to attack rolls).

**Trees and Rocks:** Any trees and rocks inside the clearing offer cover (-2 penalty to attack rolls).

#### Entering the Dungeon

After the heroes deal with the goblins—either slaying them or driving them off—they have free access to the dungeon's entrance. Read the following to them:





There, in the center of the clearing, you spy an ironbound, wooden door set into the ground and partially obscured by ivy and leaves. A rusty iron ring sits in the center of it, almost begging you to pull it up and embark on the next stage of your adventure.

The heroes may make a big deal out of opening the door, but there's not much to it. It's a simple trap door without any real traps anywhere near it. It's heavy and requires a Strength check (DC 10) to open it. When the heroes finally manage to open the door, read the following:

*The door screeches open on rusty hinges, sending up a cloud of musty dust into the air. Beneath it, there's a small pit not even deep enough for a dwarf to stand in it without hitting his head should the door be closed again. Scattered on the floor, you see several pieces of paper with words and symbols scrawled upon them.*

The dungeon the heroes have sought does not exist. However, if they poke around in the bottom of the pit, a successful Perception check (DC 10) locates a small chest half buried in leaves and dirt.

The papers scattered about the bottom of the pit are the extra copies of Stazak's maps that the goblins keep here for when they need them. Some of them are torn or cut, and one of them has been soaked in blood that has long since dried. With a Perception check (DC 10), the heroes realize that the handwriting on these maps is identical to that on the map that Stazak sold them.

#### **Chest-Triggered Floor Pit Trap**

Level 1 Warder  
XP 100

*When a player lifts or opens the chest, this removes the counterweight from a lever beneath it. The entire floor of the pit gives way and dumps anyone standing in the short pit into the 10-foot-deep pit below it.*

**Trap:** A 2-by-2 section of the floor gives way when the trap is triggered.

#### **Perception**

- DC 20

#### **Trigger**

The trap is triggered whenever the chest is lifted or opened.

#### **Attack**

#### **Immediate Reaction      Melee**

**Target:** Anyone standing in the shallow pit.

**Attack:** +4 vs. Reflex

**Hit:** Target falls into the pit, takes 1d10 damage, and falls prone.

**Miss:** Target moves into any adjacent square around the shallow pit, and its move action ends immediately.

**Effect:** The floor over the pit opens and is no longer hidden. The chest falls into the pit as well.

#### **Countermeasures**

- An adjacent hero who is not in the pit can safely trigger the trap with a Thievery check (DC 10).
- An adjacent hero in the shallow pit can disable the trap with a Thievery check (DC 25). The chest can now be opened or removed without fear.
- A hero caught in the pit can climb out with an Athletics check (DC 15).

**Treasure:** If the heroes manage to open the chest, inside they find a *potion of healing* and assorted coins worth 75 gp.

## **BACK TO THE INN**

With the lack of a real dungeon where Stazak's map had promised one, plus the presence of several maps leading to this goblin-infested spot, the heroes should realize that they've been had. Some stubborn heroes may insist that there must be a dungeon around here somewhere. Let them root about for one as long as they like. They will not find one.

The racket from the goblins' battle with the heroes alerts the other goblins in the area to the fact that their sweet little deal with Stazak has gone sour. The leader of the goblins, a hexer named Krysh, has long suspected that the dwarf would eventually sell them out to a higher bidder, and he believes that this is exactly what has happened here. Figuring that the heroes are far too dangerous to confront head on, he does not stick around to ask questions of them or to offer support to the goblins the heroes have surprised. Instead, he gathers up the rest of the goblins and charges off to have his revenge.

Krysh and the remainder of his goblin bandits reach the Fallen Inn just before darkness. Knowing that their low-light vision grants them an advantage under the cover of night, they wait for sunset to fall. Then they light torches and hurl them onto the inn's thatched roof.

Once the people inside realize that the building is on fire and start to panic, the goblins move in. They take the Hillsbys by surprise, although Stazak is ready for them. When the blind dwarf woke up this morning and found his pockets empty and the heroes gone, he knew exactly what had happened and what the consequences would be.

Without warning from Stazak, the goblins would be unprepared, and the heroes might be able to pick them off in small groups or one at a time. If any of the goblins survived, they would be sure to come after Stazak for revenge. The only hope the dwarf and his hosts had would be if the heroes managed to kill every last one of the goblins—or at least leave only a few cowardly cutters who would be too intimidated to return to the inn to extract satisfaction.

Doron ignored Stazak's grumblings. He claimed that the heroes must have drugged the dwarf's drink and robbed him in the middle of the night. Baria was less sanguine about the issue, knowing that some angry group—either the heroes or the goblins—was bound to return to the inn. Doron told her that they would simply offer Stazak up to whomever came calling, which would rid them of the problem dwarf for good.

Baran, Damia, and Retus have no idea what's going on. They only know that both Stazak and their mother are mad at their father—but that happens regularly enough that they don't think much of it.

Soon after the fire starts, the Hillsbys panic. Baria gathers up the children while Doron takes up the rusty sword he keeps over the mantle in the common room. Baria wants to take the kids and dash out into the night, but Stazak stops her. He knows the goblins are trying to flush them out into the open so they can slaughter them. Their only hope is to wait here in the inn for as long as they can bear it and to hope that the goblins' patience runs out.



As Stazak predicts, Krysh lets his lust for revenge get the best of him. He and the goblins charge into the place and attack. Doron tries to defend his family, but the goblins best him in seconds, leaving him disarmed and with a vicious cut in his side. Baria huddles in the corner of the room, clutching her wailing children in her arms.

Stazak surrenders to Krysh and hopes to find a way to either talk or buy his way out of this situation. Unfortunately, Doron has all of his money, and Krysh isn't interested in discussions. The goblin wants every copper in the place, and he's about to start torturing Doron's children to get the man to show him where his money is hidden.

With the second floor of the inn already on fire, Doron does not have much time to make up his mind. He figures that the goblins will kill them all as soon as they have the money, though, so he stalls for time until he can figure out what to do.

Unfortunately, nothing comes to mind.

### BACK AT THE INN

Eager to confront Stazak over the map they purchased from him, the heroes head back to the Fallen Inn. Darkness falls over the land as they reach the clearing in which the inn sits. As they get closer, they see the glow of the inn's lights through the trees.

If the heroes decide to camp someplace as darkness falls, rather than press on, do what you can to encourage them. Spooky calls or bloodthirsty howls from unseen creatures crashing through the underbrush near the trail behind them should spur on the wiser heroes.

If the heroes insist on racing straight back to the inn fast enough to get them there before sunset, throw a random encounter or two at them to slow them down. This scene works best when set in darkness.

If nothing works, go ahead and run the encounter in daylight. The goblins may lose some of their advantages, but they should still provide the heroes a decent challenge.

Assuming the heroes approach in the gathering gloom of the night, read them the following:

*The road curves before you, back the way you came. You spy the glow of the inn's lanterns flickering in the darkness long before you can make out the rest of the building. As you draw closer to the place, you hear the crackling of flames and see glowing cinders drifting high into the night sky over the clearing in which the inn sits.*

*It's then that you realize that the place is on fire.*

As the heroes move toward the inn, they see that the place's roof is ablaze, and smoke is billowing out of the second-story windows. From somewhere inside, a woman screams, and children wail in fear.

If the heroes wish, they can try to negotiate with Krysh for the safety of the innocents inside the inn—and for Doron and Stazak too. If so, continue to "Inn Speaking" below. If they opt to go straight for the fight instead, skip down to "Inn Fighting."





## INN SPEAKING

### Negotiation: Krysh Skill Challenge

Level 1  
XP 200

The goblins chitter nervously as you approach, swinging around to point their weapons at the other people in the room. The burning timbers in the roof above crackle with fire and creak under their own weight. They will not remain long.

"Hold it!" the goblin hexer shouts. "Go away! If you come in, we will kill them all! This woman, these children, the blind dwarf, this... man. Their blood will be on your hands!"

**Complexity:** 2 (requires 6 successes before 3 failures)

**Primary Skills:** Bluff, Diplomacy, Insight, Intimidate

**Victory:** Krysh agrees to leave the Fallen Inn and never return. The damage he and his goblins have done to the building and to Doron shall suffice for their revenge. In exchange, the heroes must let them go unharmed into the night.

If the heroes renege on the deal, the goblins scatter and flee into the dark woods, hoping that the heroes are not foolhardy enough to pursue.

**Defeat:** Krysh demands that the heroes leave. If not, he will start killing people within three rounds. Proceed to "Inn Fighting" below.

**Bluff:** DC 15 (1 success). Two successes in a row reduce the next Intimidate or Bluff check by -3. The heroes convince Krysh that they have many friends with them, waiting in the darkness.

**Diplomacy:** DC 10 (1 success). The heroes point out that Krysh has already ruined the lives of everyone who lives in the inn. Shouldn't that be enough?

**Insight:** DC 10 (1 success, maximum 2 successes). The heroes express sympathy for Krysh's desire for revenge. After all, Stazak took them for fools as well.

**Intimidate:** DC 10 (1 success). The heroes point out that they stand ready to charge into the burning building and slaughter every goblin inside to save Stazak and the Hillsbys.

## INN FIGHTING

If words fail—or aren't even used—it's going to be a bloody fight between the goblins and the heroes.

**Encounter Level 2 (625 XP)**

**Setup**

7 goblin cutters (C) 3 goblin blackblades (B)

1 goblin hexer (H) Doron (D) Baria (B)

Stazak (S) 3 kids (K)

### 7 Goblin Cutters (C) Small natural humanoids

Level 1 Minion  
XP 25 each

**Initiative** +3      **Senses** Perception +1; low-light vision  
HP 1; a missed attack never damages a minion.

**AC** 16; **Fortitude** 12, **Reflex** 14, **Will** 11

**Speed** 6; see also *goblin tactics*

**Short Sword** (standard; at-will) • Weapon

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

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

The goblin shifts 1 square.

**Alignment** Evil      **Languages** Common, Goblin

**Skills** Stealth +5, Thievery +5

**Str** 14 (+2)

**Dex** 17 (+3)

**Wis** 12 (+1)

**Con** 13 (+1)

**Int** 8 (-1)

**Cha** 8 (-1)

**Equipment** leather armor, short sword

### 3 Goblin Blackblades (B) Small natural humanoids

Level 1 Lurker  
XP 100 each

**Initiative** +7

**Senses** Perception +1; low-light vision

HP 25; **Bloodied** 12

**AC** 16; **Fortitude** 12, **Reflex** 14, **Will** 11

**Speed** 6; see also *goblin tactics*

**Short Sword** (standard; at-will) • Weapon

+5 vs. AC; 1d6+2 damage.

**Combat Advantage**

The blackblade deals an extra 1d6 damage against any target it has combat advantage against.

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

The goblin shifts 1 square.

**Sneaky**

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

**Alignment** Evil      **Languages** Common, Goblin

**Skills** Stealth +10, Thievery +10

**Str** 14 (+2)

**Dex** 17 (+3)

**Wis** 12 (+1)

**Con** 13 (+1)

**Int** 8 (-1)

**Ctha** 8 (-1)

**Equipment** leather armor, short sword



**1 Goblin Hexer (H)** Level 3 Controller (Leader)  
**Small natural humanoids** XP 150

**Initiative** +3      **Senses** Perception +2; low-light vision  
**HP** 46; **Bloodied** 23

**AC** 17; **Fortitude** 14, **Reflex** 15, **Will** 16; see also *lead from the rear*

**Speed** 6; see also *goblin tactics*

**Hexer Rod** (standard; at-will) • Weapon  
+7 vs. AC; 1d6+1 damage.

**Blinding Hex** (standard; at-will) • Weapon  
Ranged 10; +7 vs. Fortitude; 2d6+1 damage, and the target is blinded (save ends).

**Stinging Hex** (standard; recharge 5 6)  
Ranged 10; +7 vs. Will; the target takes 3d6+1 damage if it moves during its turn (save ends).

**Vexing Cloud** (standard; sustain minor; encounter) • Zone  
Area burst 3 within 10; automatic hit; all enemies within the zone take a -2 penalty to attack rolls. The zone grants concealment to the goblin hexer and its allies. The goblin hexer can sustain the zone as a minor action, moving it up to 5 squares.

**Incite Bravery** (immediate reaction, when an ally uses *goblin tactics*; at-will)  
Ranged 10; the targeted ally can shift 2 more square and make an attack.

**Goblin Tactics** (immediate reaction, when missed by a melee attack; at-will)  
The goblin shifts 1 square.

**Lead from the Rear** (immediate interrupt, when targeted by a ranged attack; at-will)  
The goblin hexer can change the attack's target to an adjacent ally of its level or lower.

**Alignment** Evil      **Languages** Common, Goblin

**Skills** Stealth +10, Thievery +10

**Str** 10 (+1)      **Dex** 15 (+3)      **Wis** 13 (+2)

**Con** 14 (+3)      **Int** 9 (+0)      **Cha** 18 (+5)

**Equipment** leather robes, hexer rod

### TACTICS

As soon as the fight begins, Krysh sends the blackblades out to fight and gathers the cutters around him for protection. As they move into position, he casts *vexing cloud* around himself. He then casts *stinging hex* on the hero who seems to be the greatest threat (to himself—he doesn't care that much about the other goblins). After that, he casts *blinding hex* on the next greatest threats—especially spellcasters or others using ranged attacks.

Any time a goblin within 10 squares of Krysh uses *goblin tactics*, the hexer uses *incite bravery*. That goblin then gets to make a free attack.

If Krysh goes down, the other goblins flee into the night, leaving by the nearest doors and windows.

### FEATURES OF THE AREA

**Illumination:** The inside of the inn is brightly lit, and the fire on the top floor of the inn provides the equivalent of torchlight (bright light) up to 5 squares away from it.

**Doors:** None of the doors are barred or locked.

**Windows:** The windows are all open and unshuttered.

**Stairs:** The stairs to the upper floor are blocked by fire and smoke.

### CONCLUDING THE ADVENTURE

If the heroes kill or drive off the goblins, they still have to get Stazak and the Hillsbys out of the burning building. With the goblins out of the way, this isn't much trouble. There's no way to save the Fallen Inn—nothing much to do but grab a patch of dirt on the side of the road and watch it burn.

Doron does just that, looking at his dreams of being an innkeeper waft away into the clear night sky. Baria holds her children close to her, just happy that they all survived the evening intact. The kids seem relieved. After a moment, they start dancing in a circle around their mother.

If anyone asks, the kids are thrilled that their time at the inn is over. Now they can move back to the city and see their friends and extended family again. Baria smiles at this too.

Stazak grumbles at the heroes for drugging his drink and taking his money. It only takes a bewildered look from any of them for Stazak to understand the truth. He glowers through his sightless eyes at Doron for a moment then, and the innkeeper cringes at the thought of the dwarf attacking him. A moment later, though, Stazak's shoulders sag when he realizes that Doron's already lost everything but those last few coins.

The Hillsbys have nothing much to give the heroes for saving their lives. If asked about the money the heroes gave Stazak for the map, Doron turns crimson and offers to give it back—even though he has little else to his name.

Good heroes may see the wisdom in allowing the man to keep the coins as a small stake from which he and his family may be able to rebuild their lives. Give each hero an extra action point if they join in this act of kindness.

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*Matt Forbeck has worked full-time on games and fiction since 1989. He has designed collectible card games, roleplaying games, miniatures games, and board games, and written short fiction, comic books, novels, nonfiction, magazine articles, and computer game scripts and stories for companies including Atari, Bioware, High Voltage Software, Turbine, Ubisoft, Del Rey, Wizards of the Coast, Games Workshop, WizKids, Mattel, IDW, Image Comics, and Playmates Toys. For more information, visit [www.forbeck.com](http://www.forbeck.com).*



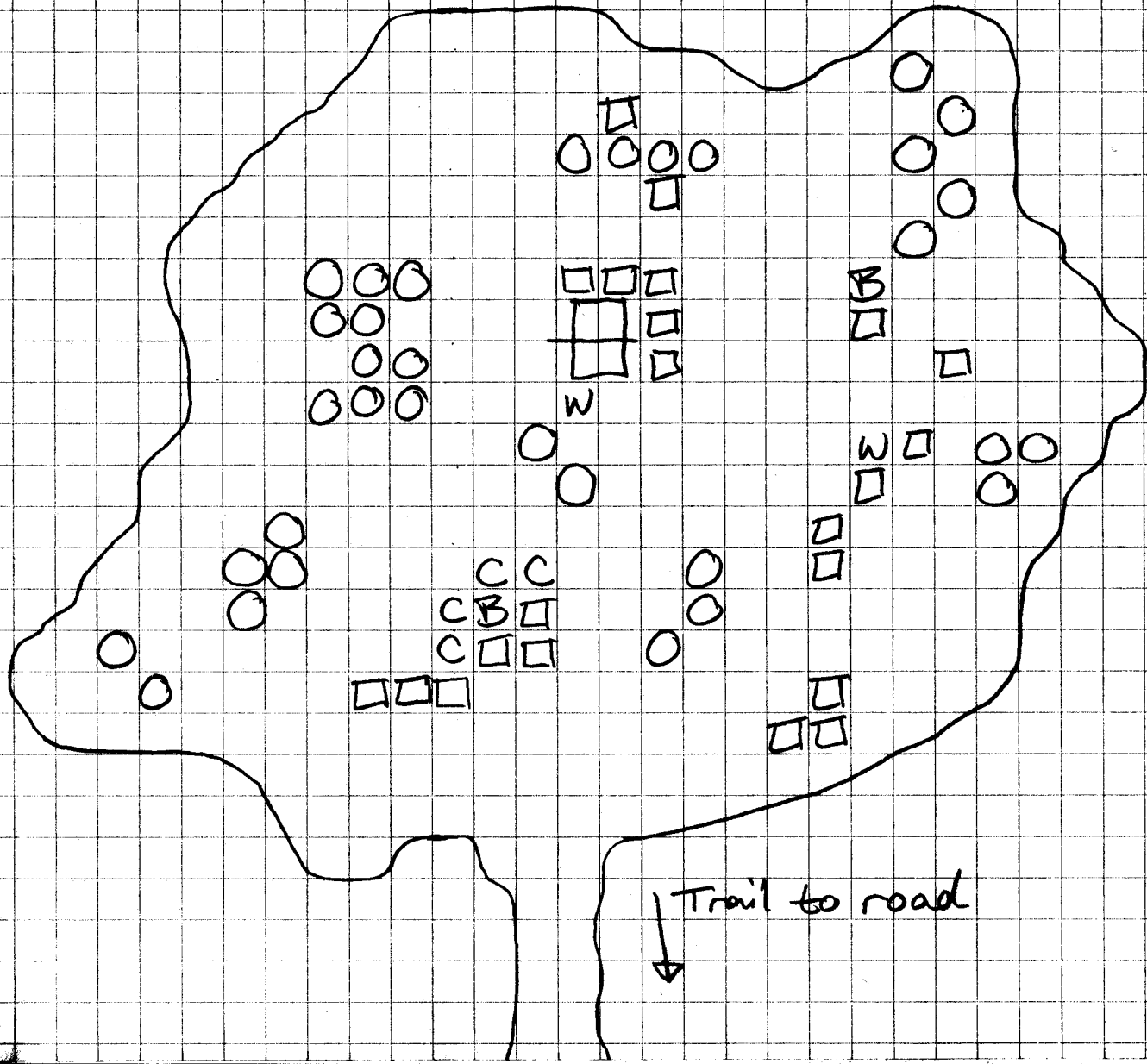


# The Goblins' Trap

1 square = 5'

- = tree
- = rock
- ⊞ = trap door

↑ N





The Fallen Inn  
 1 square = 5'

- ▧ = Stairs up
  - ▩ = window
  - ⊕ = chair
  - = table
  - ⊠ = door
- ▩ = Fireplace

↑ N

