

IN SEARCH OF JAFRY

A QUICKSTART ADVENTURE



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FILE DIRECTORY

There are a total of 6 individual files in this zipped package of files for this Quickstart Adventure.

FHG3101a — That is this file, the adventure itself.

FHG3101b — This file contains a dozen pregenerated characters for use with this adventure.

FHG3101c — This file is a *Novus Primer* for those who are unfamiliar with the system.

Maps Folder — This folder contains 4 images in jpg format. All of the images are of the cave where Jafry is being held, two in color, two in black & white. One of each type of map is also tagged with number and with locations of the bad guys, should they be alerted to the presence of the characters coming to rescue Jafry.

The maps are designed and formatted with Roll20 in mind, but may be used with other online VTTs. The scale on the maps is 1 square equals 5'.

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As always, as the Game Master (GM), you should feel fully free to adjust statistics or scenarios to better suit your campaign and/or setting. However, please take care to maintain play balance as the module established it.

However, for some words in these languages, and many place names are based on the words from these glossaries, it would be a good idea for us to have a small guide about pronunciations.

‘w’ – This is pronounced as a ‘wu’ sound, so dwyg (Sylvary for Forest) would be pronounced as ‘dwu-eeg’, but as a single syllable.

These deities also decided to import some of their favorite races, and they did so, bringing 8 races to Anwyn. There are two Human races, the D'Anui and the Zhuan; two

Elven races, the Sylvari and Verdyri, and then there is the dwarven race known as the Dvargr, the Dwelf race known as the Aeshi, the Orc race called the Odavi and the Gnome race called the Ethori. Each race settled in different parts of Anwyn, but they tend to mix freely in various locations.

It has been 130 years since the races were brought to Anwyn

ANWYN GEOGRAPHY

There are 7 regions in Anwyn and they are as follows:

TIR TUATH

This is the largest of the inhabited regions. It holds the kingdoms of Cymbri (D'Anui – a quasi-Celtic-like culture), Utara (Zhuan – a far eastern like culture), Aelftyr (Verdyri with a smattering of Sylvary – the Verdyri have a more Sylvan culture while the Sylvari have a more urban culture), and Chorak (Dvargr – the dwarves have a subterranean culture). Additionally, the Ethori (Gnomes) have several underground city-states and the Aeshi (Dwelfs) have an arboreal tribal culture within the Dark Woods, Duin Weald.

TIR CALEDI

This region has three main areas. Xondaz lies to the north. It is a land of rolling foothills and small plains and forests, perfect for the semi-nomadic Odavi (Orcs). Most of the eastern coast is taken up by the Canga Vytr, more commonly called the Wraithwood. It is the home of another large contingent of Aeshi. The Dwelfs of the Wraithwood tend to dislike outsiders in their lands, just as the Odavi do.

Between the Wraithwood and the mountains to the west lies the Mirr Valley. At the northern end of the valley is the Monster Pass up into the Esker Highlands. It is also way for creatures and monsters from the highlands to come down, thus other than Xondaz, there are no settlements north of the Mirr River, and the town of Mirrhyc has become a launching point for adventures heading to the highlands.

TIR HOIGE

A few decades after being transported to Anwyn, and after a circum-navigation of Anwyn had been completed, most of the Sylvari (High Elves) decide to sail to the west, to settle in Tir Hoige, also known as the Land of Youth. Many Wood Elves (Verdyri) also sailed west. The mountains on the eastern border of Tir Hoige seem to have random and sporadic portals to the realms of the fey, allowing faeries of various types to filter through and on down into Tir Hoige.

ESKER ARCHIA

Esker Archia is more commonly called the Esker Highlands since its average elevation is several hundred higher than the rest of Anwyn. It is covered in multiple ruins of various ages and materials as well as many megalithic structures, such as stone circles, dolmens, seemingly natural stone archways and tri-liths (3 stone pillars bending in and meeting in the center to form a triple archway), and many other types of henges. In fact there are so many that the Esker Highlands are sometimes called the Henge Plains. There are even rumors that some of the menhir dotting the landscape may be alive.

ILTHACH

Also known as the Haunted Steppes, this land is perpetually overcast, which is good for many of the things that make this place home. The Steppes and mesas and tabletop hills that dot this region have an unnatural connection to the lands of the dead. Places of the dead, especially those with undead, often fade into existence for a few weeks before fading away again. Sometimes, the undead that inhabit these places will leave them and wander aimlessly.

In the southern portion of the land, there is river in a deep chasm that empties into the Brackenmire, a massive swamp. This river is called the Demon's Run because somewhere near its headwaters is portal that cycles back and forth between the home planes of Devils and Demons, and it sometimes spits some out into the river, which is rapids for almost its entire length until it hits the swamps. So the Brackenmire is not only dangerous because of the creatures that survive in the swamps, but also because of the warring between the Demons and Devils that have ended up there as well.

TIR PHERYGL

This low coastal lands would likely be idyllic if it were not for the creatures that filter down from the highlands, especially the many types of giant lizard-like creatures that some scholars have named dinosaurs. And that does not even count the undead that filter north from Ilthach or the mutated creatures from Tuist Rhion.

TUIST RHION

Also called the Star Crater because this is where the meteor hit when Anwyn was sundered from its home world. The huge valley created is littered with many different types of magical crystals, as well creatures and plants that are highly magical in nature. The main area of this region also tends to be a zone of wild magic, where any spells cast can go very wrong very easily, not to mention how this wild ambient magic tends to warp creatures, giving them unusual abilities.

AND SO IT BEGINS...

It is the year 130 CE (Common Era), and adventure awaits just around the corner.

IN SEARCH OF JAFRY



INTRODUCTION

You and your friends are escorting a merchant, Byrgan, from Na-Kith to Na-Kutha when you stop at the small inn in the tiny village of Oakvale.

The Innkeeper, a friend of Byrgan tells you that his son has gone missing and that over the past two days, nobody has found sign of him. He begs you to help and even offers a reward of 5 silvers apiece for your help. Byrgan urges you to accept and help find Jafry!

During your first day of searching, you luck out and find a lead. You have found what looks to be the scene of a scuffle, with tracks leading out towards the north. The ones who made the tracks appear to be dragging what could be a prisoner.

The purpose of this adventure is for the PCs to find and enter the cavern and to rescue the child that has been kidnapped. This adventure is for a group of 4-6 starting adventurers of varying capabilities. Players are welcome to make their own characters using the core rules or to use one the pre-generated characters included.

It is expected that the GM will have experience running games before, as we will not be dwelling on the rules for running games overly much, but instead focusing only what which is required for running the adventure. It is also expected that the GM is familiar with the rules and that either he or at least one other player have a copy of the rules handy for play.

ADVENTURE LOCALE

Anwyn is the default setting for the Novus 2e RPG. As such, it is the default setting for this adventure as well.

In Anwyn, this adventure would be set in Cymbri, east of Na-Kish along the road to Na-Kutha. About 50 miles east of Na-Kish is the tiny village of Oakvale. The Oakvale Inn is the largest building in the village, and the village itself only has a few dozen other buildings, mostly homes.

IN OTHER SETTINGS

If you are planning on using this adventure in any other setting, it can be placed along any route between large towns or cities, so long as there are light forests and hills to the north. It is set within a small village along that route, in a region of light forests.

BACKGROUND

You and your friends have been hired by an older jewel merchant, Byrgan, to escort him from Na-Kish to Na-Kutha, a journey of 120 miles. Byrgan is in no rush and travels at a leisurely pace, only making about 25 miles per day.

On the second day of the journey, the party reaches the small village of Oakvale. Upon stopping at the inn, owned by Verun, Byrgan's friend of many years, he discovers that Verun's son, Jafry, has disappeared. Byrgan makes it clear that he has no plans on traveling any further until Jafry is home safe. He urges you and your friends to help find Jafry. Verun offers you a reward of 2 silvers each if you will help look for Jafry, and another 3 silvers each if you have to do any fighting. Byrgan urges you to accept and you eventually do, since Byrgan makes it clear that he is not leaving until Jafry is found.

Yesterday, the men of the village went out about half a day and returned by a different route. Today they did the same thing, but using different routes. The plan for the next day, is for them to go twice as far, and camp out in the forest and come back by way of a different route.

This is where our adventure begins.



DRAMATIS PERSONAE:

THE GOOD GUYS:

Verun, the innkeeper/merchant's son: Verun is a stout man. He is also a widower, so that his son is the only family that he has left. He is beside himself with worry over Jafry. He would be out searching for Jafry himself, if it were not for the village cleric talking him into coordinating the other searchers.

Jafry, the innkeeper/merchant's son: Jafry is about 12 years old, and is very scared of those who captured him. He will not be any of any aid since they have him locked away. However, should the adventurers free him, he can use his knowledge of Herbcraft to aid them in healing any wounds.

THE BAD GUYS:

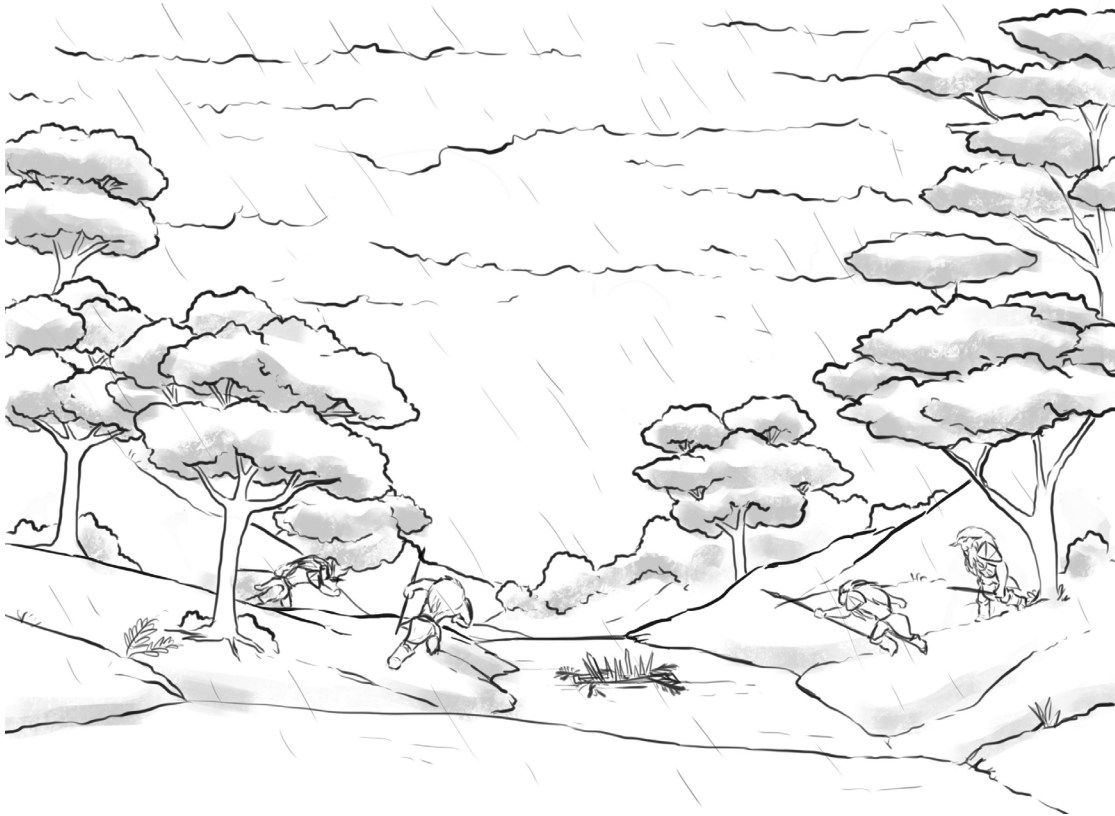
Giant Ants: They are hungry and won't like their meal being disturbed.

Goblins: These are under the command of a Hobgoblin and do his bidding. Their names are Mog, Larin, Curlk, and Shamj. Mog, Curlk, and Shamj are siblings. Mog is the obvious leader of the Goblins.

Hobgoblin: Tek Heliyg, the Hobgoblin is the leader of the Goblins and he is the one behind the kidnapping of Jafry. Tek is very clever and he has big plans for the future. He wants to become a bandit chief like the one he heard about in a place called Shorwood Forest. To this end, he has gathered his Goblins as a start, and kidnapped Jafry under the idea that he could turn Jafry into his loyal servant.

Tek has even prepared a contingency should he get caught, so that he might have something to use to bargain for the freedom of himself and his men. This includes a fake note giving him instructions to not harm the child until the ransom has been paid, a small bag of coins to offer in trade for his life, and a secondary cache of weapons and gear hidden away from their cave.

THE ADVENTURE



THE CLEARING

As you search the woods north of the village, a little more than a half a day's walk from the inn, you come across a clearing in the woods. There are recent signs of digging, and the ground is scuffed as if there had been a small scuffle of some sort.

Have the characters make one Tracking roll for each hour or portion of an hour that they follow the tracks. Any roll that is equal to or greater than 12 will be able to follow the tracks as the Goblins were not trying to hide their trail.

Upon reaching the area in front of the cave, have them one last tracking roll, and use the sidebar to the right to determine what specific information that they learn.

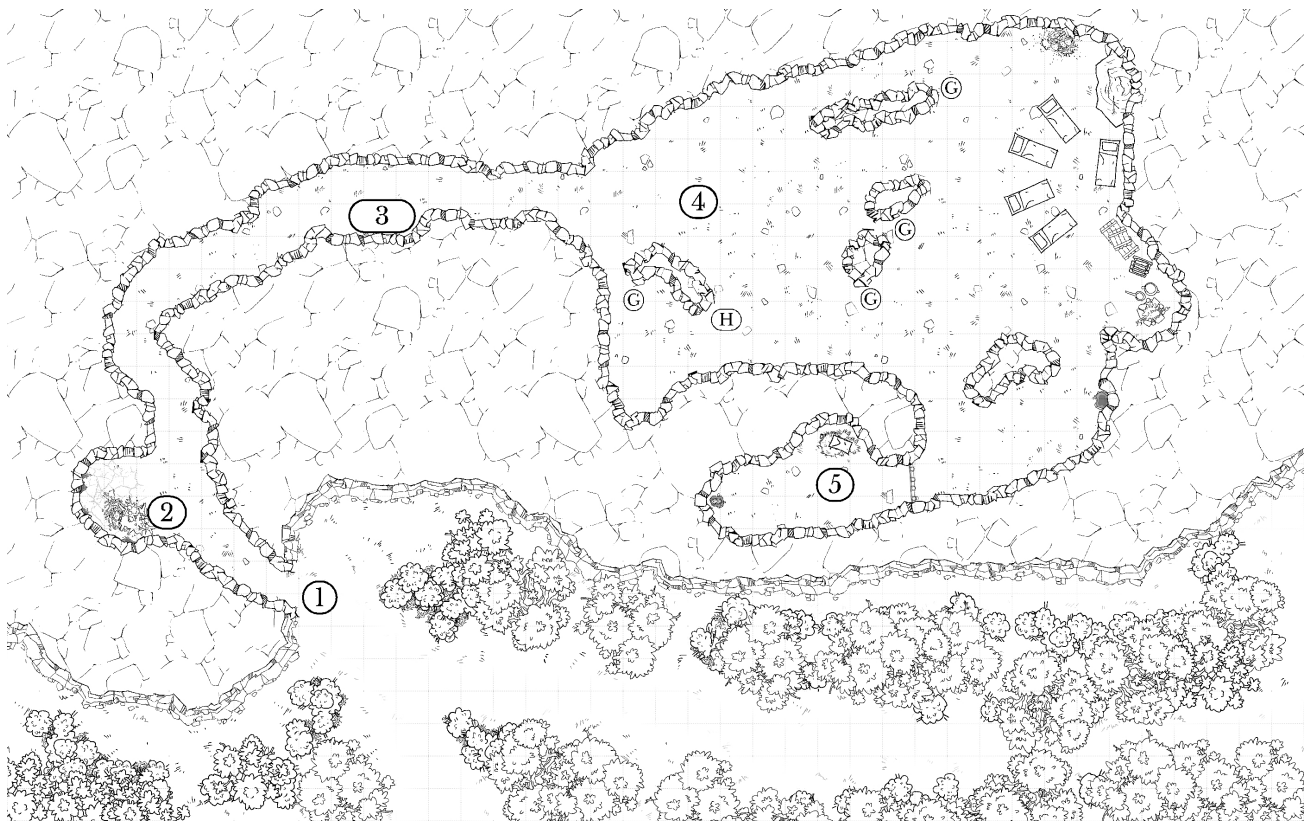
TRACKING RESULTS JUST OUTSIDE THE CAVE

TN 15 or higher: There are tracks from multiple beings and they head off to the north and it appears that they are dragging something.

TN 18 or higher: It appears that there are tracks of at least 4 individuals, and two of them are dragging something between them. The drag marks could have been made by them dragging the boy.

TN 20 or higher: There are total of 5 individuals and one of the five is noticeably larger than the others. The drag marks are definitely made from the heels of small boots being dragged along.

Note: If any player has either the Dwarf or Gnome Pre-Gens, or is playing a Dwarf or Gnome character, should they have made their own characters, have them make an Insight Roll. They gain a +3 to this roll. If they get a total of 15 or higher, they will recognize the smaller tracks as being from Goblins. If their Insight Roll is 18 or higher, they will also recognize larger tracks as being from a Hobgoblin.



THE GOBLIN CAVE

After following the tracks for about 2 and a half hours, the party will find a trail through the woods, and the tracks continue on, following the trail. About a mile further on, they will approach a hill with a small cliff face on its south side. The trail leads up to the mouth of the cave.

1) THE MOUTH OF THE CAVE

The tracks that you have been following lead you to the mouth of a small cave opening. The closer you get to the opening, the more tracks that you can see, going both directions. However, the set with the drag marks only go one direction, to the cave itself.

The opening is dark and the angle at which it goes into the side of the hill means that light does not enter it very far.

As the party prepares to enter the cave, have them make a Perception roll. The results will depend upon how well that they roll.

TN 15 or Higher: You notice some other tracks mixed in with those of the others. These tracks look unusual, almost like somebody was poking holes in the ground. You also notice that the ground inside the cave seems to be dirt, not stone.

TN 18 or Higher: The extra tracks are from six-legged creature. From the mouth of the cave, you also detect a faintly unpleasant odor. You notice that the dirt floor of the cave seems to be churned up a little bit.

TN 20 or Higher: You can tell that the extra tracks are from some sort of giant insect. From the number of tracks it is impossible to tell how many, but there are at least more than one. And from the mouth of the cave, you can detect an odor of decay, such as from rotting meat. You can also hear a faint clicking noise coming from the cave as well. You also notice that the floor of the cave is normally hard-packed dirt, but that there also seems to be a layer of churned earth spread across the top of it. Much of this, in the center of the tunnel appears to have been walked across many times, packing it back down, but not as tightly as along the walls.

2) ANTS AT THE PICNIC

GM Note: Depending upon the size and strength of the party, you can have more than two Giant Ants be present, or have them show up the round after combat starts. Regardless of how many appear, if a Giant Ant takes more than one Minor Wound, or takes a Major or Dire Wound, it will make a horrible screeching noise and run away, either out the mouth of the cave or back into the cracks in the wall and far away from the battle.

Just in from the mouth of the cave in the gloom beyond, there two ants feeding on a small pile of nasty small game carcasses, that a few weeks prior may have made a decent broth. The ants will recognize fresh food (the PCs) and attempt to munch on one or two characters.

Combat is almost inevitable with the Giant Ants. As long as they are conscious, they will attack the PCs as they try to pass. Surprise should not be a factor here, so no reason to check for it. The PCs will be wary because of the Goblins and the Giant Ants will sense the approach of the PCs.

As mentioned above, the Ants will attack until they receive a Major or Dire Wound, or they receive multiple Minor Wounds. And upon receiving enough damage to make them run, they will screech with a high pitched sound.

What the combat will do is to alert the Goblins and the Hobgoblin that there is somebody in the cave. There are three possible ways around this.

Put the Giant Ants to sleep and then go past them.

Lure the Giant Ants out of the cave somehow. The easiest method would be to toss bits of food into the cave mouth and then lead them away.

Provide the Giant Ants with fresh food. A freshly killed rabbit would be enough to satisfy them and allow the party to pass. This is how the Goblins get in an out so easily, they feed the Ants on a regular basis, so the Ants do not attack them.

3) THE PIT

Hidden along the southern side of the tunnel is pit trap. It is about 10' long and 5 feet wide, and bottom is lined with many sharpened stakes.

Spiked Pit Trap: S15/D—; +5 Spikes (5 x1d10); This is a 10' long x 5' wide pit, 5' deep. It is lined with many sharpened stakes. Anybody falling into the pit will be impaled by 1 to 10 spikes. A single attack roll is made and Base Damage is based on how many spikes they land on. Scaled Damage applies to the total of the combined Base Damage.

The pit is essentially covered with a tarp that has loose dirt spread across it. A successful search roll, if checking for traps will tell those looking that path of repacked dirt swerves to the left around the area of the trap. If they are not checking, the TN for spotting it is 18 rather than 15 (TN increased by a Minor Complication). Lighting Conditions and visual abilities of those searching for traps can also

adjust the TN for spotting the trap.

While the trap cannot be disarmed, it can be avoided easily by simply walking around it.



4) THE MAIN CAVERN

If the characters battled the Giant Ants, this would have alerted Tek Heliyg and his Goblins that there were intruders in the cavern. If they did not fight the Giant Ants, they will be unaware of the approach of the party, unless they do something else to give themselves away, such as falling in the trap.

Unlike the tunnel, the chamber itself is well lit. This is due to the light from their campfire reflecting off a multitude of crystals imbedded into the walls of the chamber. This makes it as bright as a heavily overcast day. However, there are no shadows since the light is so diffuse.

Additionally, once near the mouth of the chamber, the party will be able to detect the odor of roasting pork.

In the north eastern corner of the chamber, beside the bedrolls, is a small well of fresh water. And to one side of it, away from the bedrolls is a pile of ashes and pieces of burnt wood.

There are crevasses above the cook fire, and the smoke seems to be drawn to them, even though no smoke is visible outside. This means that these crevasses act like a chimney of sorts.

Along the southern side of the chamber is a deep hole dug into the ground. This is obviously the Goblin's latrine for use when they do not want to venture outside. It has only been lightly used.

There is what amounts to a smaller chamber off this one, closed off by a grate of woven branches, spiked to the wall. This is Jafry's cell and it has its own latrine hole as well, though this one is much more used than the other one.

IF ALERTED

If Tek Heliyg and his Goblins are alerted to the PCs, they will be set up as indicated on the GM's map. The Goblins all have Short Bows, and Tek Heliyg has a Light Crossbow.

As soon as the first PC enters the chamber, Tek will holler for them to halt and to leave his home. He will try to talk them into leaving, even offering to give up Jafry and the sack of coin that they have collected so far.

If the PCs refuse to parley, then he will order his Goblins to attack. They will fire each round as long as the PC are far enough away. Then drawing and using their Short Swords for melee.

The goal, if melee ensues, is to draw the PCs deeper into the chamber, while trying to maneuver them so that they are closer to the exit than the PCs. Once this is done, Tek will tell the PCs where they can find Jafry and that they better hurry if they want to keep him alive. At this point, he and the Goblins will all break off combat and run for the exit, trying to escape.

Any Goblin unable to escape, will immediately surrender at this point, knowing that Tek will try to free them later.

IF UNAWARE

If the Goblins and Hobgoblin are unaware of the PCs approach, one Goblin will be at the fire turning the spit, roasting the small pig that they had caught earlier that day. Tek Heliyg will be sitting on his beroll beside the wall and the rest of the Goblins sitting on theirs, all talking quietly.

If they are surprised by the PCs, they will immediately surrender and try to bargain for their lives and freedom. Tek Heliyg does all the talking for them as he is the only one who speaks the Common language.

Tek offers them a bag of coins and a message on a parchment scroll that speaks about the kidnapping. If pressed about who he got the note from, he will only tell the PCs if they release his Goblins and let them leave and a promise to let him leave after he tells them everything he knows. If needed, he will even agree to the PCs keeping their weapons when they are released.

Once his Goblins have been freed and left, he will tell the PCs how he had attempted to rob what appeared to be a merchant and how the guy turned the tables on him by being some sort of spell caster who easily immobilized him and his Goblins. He will describe the man as being large as a warrior and with fiery red hair. He will tell them that the man called himself Balin. He will also tell them where to find the bag of coin and the parchment scroll hidden behind a few rocks in a niche in the wall just outside Jafry's cell.

The parchment scroll contains the following message:

"To Tek Heliyg:

I will send word when the ransom is received. Keep the child alive until then ... I will send instructions on how to dispose of the evidence once I have the ransom.

Balin"



5) JAFRY'S CELL

This small section of the chamber has been closed off by a gateway made of branches woven together. It is held in place by metal pitons driven into the cave wall.

There is an opening in the middle large enough to pass a plate or bowl through, but not for Jafry to climb through.

Once into the cell, the PCs can see that while Jafry is scuffed and dirty, he is essentially unharmed. If any of the PCs are wounded, Jafry will offer to help them with his herbs. His captors had taken anything that could be used as a weapon, but left him everything else, including his satchel with his collection of herbs.

He will be able to make poultices that will double the rate of healing for any wounds received.

LOOSE ENDS

Neither Verun or Jafry will have any idea who Balin is or why he might have issues with them. The physical description of Balin, should the PCs have gotten one, rings no bells either. Nobody in the village will have any idea either. This is because Balin is completely made up, though he may resemble somebody that Tek Heliyg once saw. That opens the way for cases of mistaken identity down the road.

If Tek Heliyg or any of his Goblins either escaped or were released, they could also become future thorns in the side of the PCs.

Should the PCs attempt to track them from the cave, it will be easy to do for about a mile. At that point, the PCs will find an empty chest next to a hole in the ground (obviously recently unearthed). However, from that point, there will be no tracks from them for at least a mile radius around the chest. That is where one of Tek's contingencies runs out, and their passage is no longer traceless. It would be up to the GM to determine which direction they went, but for now, it would not be anywhere near the PCs.

THE REWARDS

MONETARY REWARDS

IN THE CAVE

The crates in the cavern where Jafry was being held only contain a few foodstuffs, such as vegetables for use in making stews. In one crate are various cooking utensils that would be needed.

In a niche in the south wall, about 4 feet off the ground, just outside Jafry's reach from his cell is a small bag of coins and a parchment scroll.

The bag holds 7 silver pieces, 1 bronze piece (slightly bent), and 9 copper pieces.

FROM VERUN

As promised, Verun gives the PCs each a bag containing 5 silver pieces.



EXPERIENCE REWARDS

Experience Awards in Novus are given for completing adventures. However, instead of handing out Experience Points, we hand out Character Points. As those character Points are spent, they are moved over to the Experience Point total.

For this adventure, the following Character Points may possibly be awarded:

- **+3 CP** – Completing the base adventure.
- **+5 CP** – This is awarded if the players are able to rescue Jafry and return him home safely.
- **-3 CP** – The party would not get the +5 and would get an additional -3 CP if Jafry is killed during the adventure
- **+1 CP** – if the party is successful against the Giant Ants
- **+1 CP** – if the party is successful in their encounter with the Hobgoblin and Goblins, with success being defined as getting past them somehow and freeing Jafry
- **+1 CP** – This is for each game session that the adventure takes, in this case 1 session is all it should take.

Should the party complete the adventure in one session and get Jafry home safely, they would each receive 11 Character Points in total. More might possibly be earned for individual rewards.

Normally, a character would not receive so many points all at once, but spread over several sessions. However, the nature of this adventure makes that impractical.

OTHER REWARDS

Verun is grateful for the return of his son. In addition to the coin promised them, he will also give them a 10% discount for any of his wares. Not only does he own and run the only inn/tavern in the village, but he also sells the herbs that his son collects as well as other goods that he gets from merchants passing through. There is no telling what he may have purchased at some point.

If played as part of a larger campaign, Byrgan will pay the adventurers upon reaching Na-Kutha and give them a bonus of 2 additional silver on top of the 5 silver he had already agreed to pay them to escorting him.

THE STATS

This section gives you the stats for the Giant Ants, as well as for Tek Heliyg and his Goblins.



ANT, GIANT

75

Hits:	24	Wounds: 5/3/2			
DT (AR):	18 (8)	CrTs: 5/7/9/11/13/15			
Init:	5	Move:	10'	# Enc:	2-20
Chr: 2 Con: 3 Dex: 3 Int: 0 Res: 2 Spd: 3 Str: 3 Wis: 2					
Aura	Insight	Might	Reflex	Stam.	Will
4	2	5	6	5	2
Attacks: 7 Bite (7)					
Skills: Perception 6 (+3 to Hear/Scent), Stealth 7, Track 9					

Giant Ants are about 2-3 feet long and weigh about 10-15 lbs, but can easily lift up to 500 lbs. They build and live in extensive tunnels systems, and the entrances to their “ant hills” stands 4 to 6 feet tall, with openings between 1 and 2 feet in diameter.

They will eat almost anything and will work together to bring down larger prey. They will also fiercely defend to any perceived threats.

GOBLINS (x4)

115

Hits:	28	Wounds: 4/3/2			
DT (AR):	19 (6)	CrTs: 4/6/8/10/12/14			
Init:	5	Move:	10'	# Enc:	1-10
Chr: 1 Con: 3 Dex: 3 Int: 2 Res: 1 Spd: 3 Str: 3 Wis: 2					
Aura	Insight	Might	Reflex	Stam.	Will
3	4	4	6	4	3
Attacks: 9 Short Spear (8), 9 Short Bow (6; RI: 50)					
Skills: Perception 7 (+3 to Hear), Ride 8, Stealth 9, Track 8					

Goblins are green-skinned humanoid creatures, between 4 and 5 feet tall, with slightly oversized heads and eyes with spindly limbs and long pointy ears. Their eyes are a bright yellow and they have Nightvision out to 500'. They dress in soft leathers and use simple weapons like spears and small bows.

Goblins are a tribal race and usually live in underground warrens, and their Geo-Awareness (+2 to any mapping related skill; always knows which way is North) helps to keep them from getting lost in underground tunnels and caverns. When they do leave the caverns, they usually ride specially bred wolves or boars that are large enough to use as mounts. Goblins are even able to speak the language of these mounts.

Goblin tribes are fiercely competitive, often warring between one another, unless there is a common foe or a strong leader who can unite them. They often use small shields and wear soft leather armor, including bracers, greaves and a skullcap.

HOBGOBLIN

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Hits: 32		Wounds: 6/4/2			
DT (AR): 18 (7)		CrTs: 6/8/10/12/14/16			
Init: 5		Move: 10'		# Enc: 1-10	
Chr: 1 Con: 4 Dex: 3 Int: 1 Res: 2 Spd: 3 Str: 4 Wis: 2					
Aura	Insight	Might	Reflex	Stam.	Will
3	3	6	6	6	3
Attacks: 13 Short Sword (10); 9 Light Crossbow (8; RI: 50)					
Skills: Perception 10, Stealth 11, Track 9					

It is rumored that Hobgoblins were the result of breeding between Orcs and Goblins, but scholars have been unable to prove this. Other scholars think that they are a completely separate race, or that they are a sub-race of Goblins. As with the Goblin/Orc half-breed theory, there is no proof either way.

What is known is that Hobgoblins are larger than Goblins, standing from 4.5 to 5.5 feet tall and that their skin is a mottled yellowish orange in color. But other than that, they look amazingly similar to Goblins.

Hobgoblins are greatly skilled in the use of Short Swords, almost prenatally so. This grants them a +2 to both their Attack Bonus and Base Damage (already added in) when using a Short Sword.

Hobgoblins wear reinforced leather armor, bracers and greaves. They tend to use small shields as well.

PRE-GENERATED CHARACTERS

The other PDF holds a dozen pre-generated characters. All but three of the characters take up only a single page. Those three characters have a second page for extra information such as Spells and Combat Moves.

It is recommended that you print them out in advance to hand out to your players. The characters are listed in alphabetical order, based on their Training Path.

There is a mix of races and Training Paths that allow for a diverse party. The idea was to have a one or two stereotypical types, but to also include some that are less so, to help show the possibilities of the system. The list includes:

- 1 Archer (Wood Elf — 1 page)
- 1 Bounty Hunter (Human — 1 page)
- 1 Magician (Human — 2 pages)
- 1 Mystic (Orc — 2 pages)
- 1 Monk (Dwelf — 2 pages)
- 2 Rogues (Dwarf & Dwelf — 1 page each)
- 2 Scouts (Wood Elf & Gnome — 1 page each)
- 1 Warder (Orc — 1 page)
- 2 Warriors (High Elf & Dwarf — 1 page each)

It should be noted that for the purposes of this adventure, all of the characters already know and trust one another having traveled together for a few months.