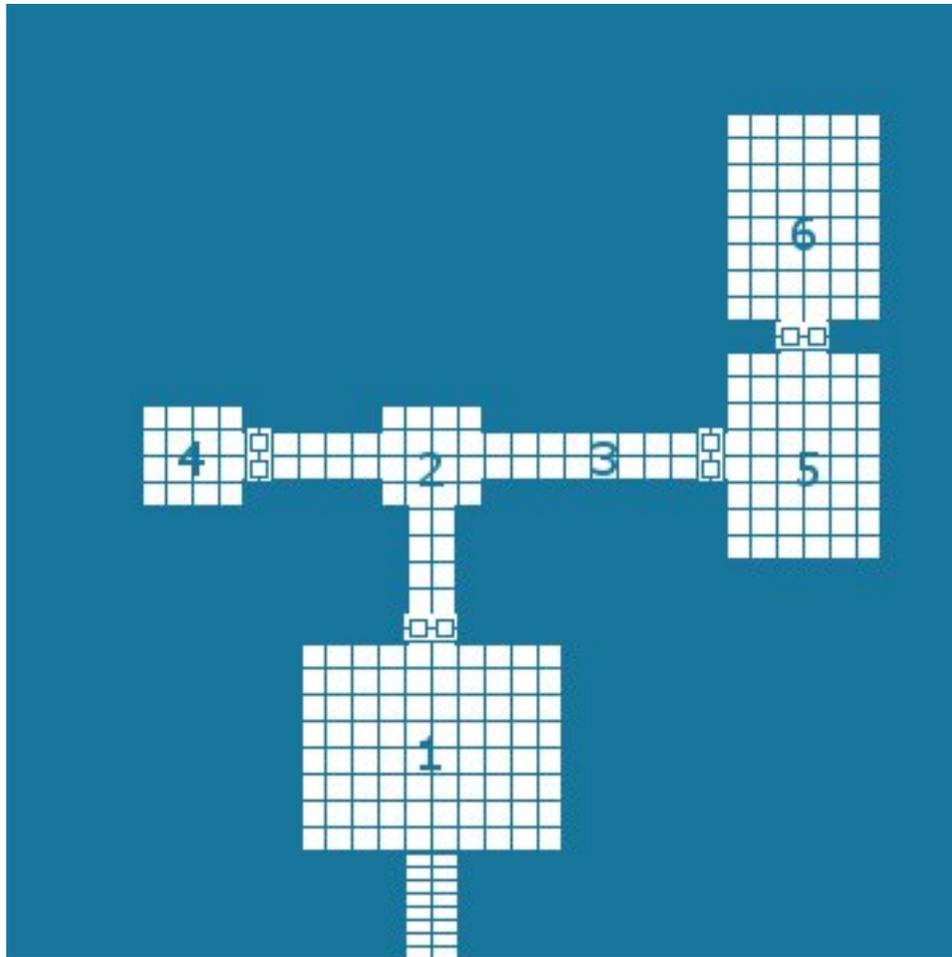


WOODLAND RUINS



Key:

□ Door

▬ Stairs

Adventure Seed:

A goblin shaman, Worsoth, has made its way into the heart of the forest; though physically weak, Worsoth can summon arcane bolts and shields. With a small band of goblin warriors, a tomb from several Ages past has been unearthed. The chieftain of the nearby elven camp suspects it may hold a relic from the past. This artifact, a cylinder as long as a forearm, surges with barely contained power.

The first few steps into the ruin reveals sputtering torchlight reflecting off moist stone walls. The large room is littered with rubble. A trio of goblin minions wait here.

Room 1: The large room has a few patches of rubble to provide cover from ranged attacks; one wily goblin minion wields a bow, while the other two possess short blades. After one goblin is defeated, another will attempt to flee to room 2.

If the genlocks win the battle, the unconscious bodies will be escorted to room 4.

Room 2: If a goblin escaped, it is quick to offer what little information it has; it is already out of the fight and will likely be punished for failure by Worsoth. The interrogation intimidation or persuasion.

Failure: The cowardly goblin can offer extra help.

Success: The goblin points and explains Worsoth is in room 5.

Critical: The goblin explains where Worsoth is located and how to avoid the trap in room 3.

Room 3: A long stone hallway leads from the room; the light dims considerably as each end is sealed shut by stone walls falling into place. The air is filled with a hiss as luminous green vapor drifts down toward the floor.

The walls are built of stone, thinner than the walls, and are treated as strong as weakened stone; lifting the stone is a challenging task. After two attempts at escape, the protagonists must make a check against poison of average potency each successive round. On a failure, the protagonists are rendered unconscious and taken to room 4..

Room 4: The room has one exit and little clutter. If captured, each protagonist is bound by weak ropes tied around the wrist. Their weapons rest in a dimly lit corner of the room. Regardless, two goblins rummage through the rubble searching for trinkets.

Room 5: This large room is lit by chandeliers hanging from black iron chains. A lone genlock creature wanders about and mutters to itself, its short black staff clacks against the flooring with each step. The other hand holds a silver cylinder just under a foot long.

Worsoth may have no armor and physically weak; however, the goblin shaman has potent magical power.

Room 6: The murals along the back wall of the large room reveals more of the history regarding the artifact. Understanding the ancient writings and images requires a check against magical histories. With success, perhaps the adventure may continue in the future...