

THE ADVENTURE OF THE GOLD COINS™



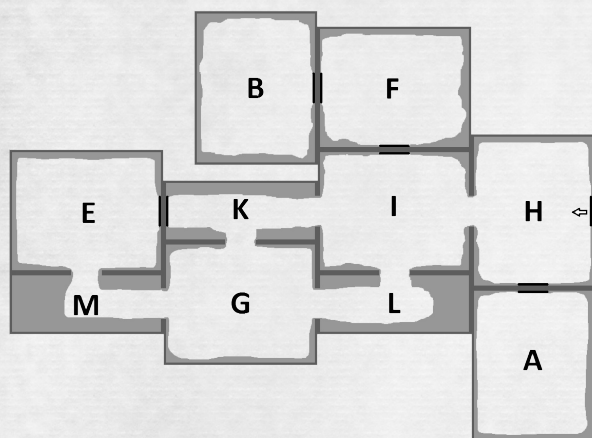
A Heroes & Treasure™ Mini-Campaign

How To Use This Booklet

Each mission in the campaign is on a two-page spread. It lists the number and name of the mission at the top.

Level 2: Inner Goblin Cave

There is a map that shows the layout of the rooms. There is an arrow pointing in at the point the party enters, and there may be an arrow pointing out to mark the exit, if there is one. Each room is marked with a letter that matches the letter on the large map tile to place. In some cases it may be possible to arrange a room in two different positions (e.g. if it has openings on opposite sides, as rooms C, D, and I do). If so, either arrangement is fine. On the map, doors are marked with a pair of solid black lines that show where to place the door tokens.



There are two possible Map Sets specified next. The first is “Caverns”, which is dark, has rough walls, and is labeled with white letters. The second is “Stone”, on the opposite side of the Caverns tiles, which is lighter, has shaped stone walls, and is labeled with red letters.

Next is a list of the monsters found in the level, which you can use during setup to collect the tokens and monster description cards you'll need.

Map Set: Caverns

Monsters in this level: Goblin Worker, Goblin Warrior, Goblin Elite, Giant Rat, Skeleton

Each room in a map is defined in four parts. The first is the letter that tells you which room on the map is being

described. This is followed by a section in *italics*. Paragraphs in italics can be read out loud to the players.

A This room is a small barracks, where soldiers live. There is a table on one wall, a small, closed box on the other, and several messy beds. One bed is messy because it still has a goblin in it.

Next is a list of the monsters found in the room, if any.

Monsters: 1 Goblin Worker, 1 Goblin Warrior

And then finally there is a section for Quest Master use, in regular type, that describes the room and its contents, along with any other special considerations (such as special monster behavior, traps, locks, treasure, etc.). Items that can be taken or other specials are called out in **bold** to make them harder to miss.

When the door is opened, the Worker is cleaning up, and the Warrior is in bed. The Warrior will not be ready to attack until the second combat round. The small box contains **two health potions**.

Browse ahead to understand the level before you run the players through it, especially your first time on that level. If you've already browsed and know what to expect, then you're ready to begin!

A few additional notes:

Characters are all presumed to have completed the base campaign of Heroes & Treasure, and they are therefore level 10. They remain level 10 throughout this campaign, but they should **not** use the Artifacts they found during that earlier campaign, though if the players need help, go ahead and let them use the Artifacts if you wish. If a reference is needed, the upgraded weapons the characters use are detailed on the next page, and the artifacts are detailed in level 8 of the *Adventure of the Mystic Rubies* booklet.

Introduction

This adventure begins, like many adventures do, in an inn.

After your party of adventurers succeed in recovering the mystic rubies – boy, was *that* exciting – you stop off at a small inn by the roadside for a meal and a quick rest.

In the middle of your dinner, you hear a loud crash from the kitchens in the back, and a yell. The innkeeper runs toward you and shouts, "Troll! In the kitchen!"

You pull out your weapons and rush forward, hearing the innkeeper's voice behind you: "Thought you ought to know.." You hear a thump as he faints.

By the time you get through the kitchen door, you only see a huge hole in the wall of the otherwise empty kitchen. Looking out, you see a huge troll running away with what looks like a giant stewpot in one giant hand, and some sort of cloth bag in the other.

After a minute, the innkeeper recovers and looks around the kitchen. "Well, it stole my stew.. but it also stole all the gold coins I've earned here this week! I've never heard of a troll stealing coins before." He looks more closely at your group and thinks for a moment. "You folks look pretty powerful. If you could recover the gold for me, I'll share it with you, and you can stay here for free any time you're passing by. What do you say?"

Well, you were looking forward to a well deserved rest, but this innkeeper doesn't look rich, and he probably does need that money back pretty badly. You head back to the dinner table to collect your armor and gear, and then you start following the very obvious trail the troll left through the nearby trees.

Weapons:

Warrior **A giant sword, very shiny and very heavy.** Uses the large grey "G" die.

Rogue **A carved wooden bow and quiver full of arrows.** Uses the green "B" die. The rogue can choose which of their weapons to use at all times, and the arrows never run out. The bow can attack any enemy in the room, not just the closest.

Cleric **A gleaming white hammer that fills you with a feeling of goodness.** Uses the white "H" die and always does 2-damage criticals on a hit against any skeleton or other undead monsters.

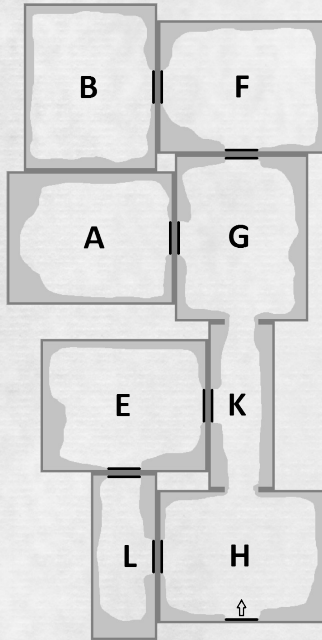
Wizard **A small, sharp dagger that glows blue with magic power.** Uses the blue "M" die and freezes the target on any roll of "2".

Level 1: Dirty Cave

Your party arrives at the entrance to a large cave at the base of a set of small mountains. There's a door at the entrance, but it's half-open.

Map Set: Caverns

Monsters in this level: Giant Rat, Spider, Ogre, Troll, Goblin Worker



Wandering Monsters: None

H You push aside the large chunk of wood that serves as a door and enter the cave. There are clear paths to exits on the north and west walls, but to your right, the east half of the room is filled with webs.

Monsters: 2 Spiders

The spiders are both to the east, so they will both be targeting whoever was standing to the right when the party entered the cave. There is no treasure to be found in the room, but if the party chooses to search the webs extra-carefully, an additional **Spider** will enter from the west and attack.

L You crawl through a short tunnel that leads around from the east to a door in the north.

E This small, cramped room has a lot of what looks like old, smashed furniture in it. Nothing you'd want to sit on. You see a number of shapes moving from various corners and shadows.

Monsters: 3 Giant Rats (larger)

The extra-large Giant Rats each have 2 more health than normal. Two come from near the west wall, and the third from the north-east corner. Digging through the broken pieces of stuff yields a **mana potion** and the seat of a chair that can be used as a **shield**.

K The corridor runs from north to south, with a rough door to the west.

G The corridor opens out into a large space with a high ceiling. To your right, the east side of the room is filled with piles of garbage that look like they're mostly old food. There are very large rats browsing through the piles. Two of them notice you and start to move toward you.

Monsters: 3 Giant Rats (larger)

The extra-large Giant Rats have 2 more health than normal. Only two will attack in the first round, while the third keeps rooting around in the garbage until round two. The garbage contains nothing any party members would want to eat, but there's a huge plate that can be used as a **shield**.

If there is a Rogue in the party, the Rogue notices an unbroken **health potion** in one of the softer piles of rotten food.

The door to room F is **jammed** and will only open if the piece of **lumber** from room A is used to pry it open. When examined:

The huge door to the north, really just a giant piece of hammered metal wedged into the door hole, is very stuck. You can see a gap in the side where you can put your hands and try to pull, but that doesn't work. If you could stick something strong in there, maybe you could use that to pry it open, but you don't want to bend any of your weapons doing it.

A *The door opens into a room filled with all sorts of items used for building things. Nothing in great condition, but it looks like there are a few strong, usable pieces of wood mixed in, some with webs on them. You knew there had to be more spiders around here somewhere. This is where.*

Monsters: 2 Spiders (larger)

The Spiders each have double the regular amount of health. After combat, the party can take a sturdy piece of **lumber** with them, which can be used to force open the door from room G to room F.

F *You force your way through the door, and immediately discover that the next room wasn't empty. The ogre who lives there obviously heard you working on the door, and he's standing right next to the entrance, club in hand. With a huge swing of his weapon, he hits each of you before you are even ready to fight.*

Monsters: 1 Ogre

The ogre is just to the right of the entry door, and he attacks each member of the party with a normal attack before combat properly starts. After combat ends:

You finally have a minute to look around the room. There are three non-broken (and very sturdy-looking) chairs around a non-broken table. There's some non-rotten food on the table, but nothing that looks useful to you. You do see the innkeeper's stewpot, empty, so you pick that up to bring back with you. There is a closed door to the west.

B *You enter what is clearly a room in someone's home. It makes you wonder if all the rooms here were part of someone's home. The "someone" is clearly the giant troll on the far side of the room, crouching down near a bundle of rags on a small bed - a bed much too small for the troll. You soon realize that the rags are actually a tiny, weak Goblin who looks very sick. The troll finally notices that you're there and turns to look at you. It doesn't attack, and looks a little scared.*

Monsters: 1 Troll, 1 Goblin Worker

The troll will not attack first, and the Goblin will never attack (and cannot be attacked while the troll lives). If the party insists on fighting, treat Gruk as having double the normal amount of health and a 2 health/round regeneration rate. It's not a battle the team should want to take on. If at any point in such a combat the party has a change of heart, then can yell, "Wait!" or similar, and Gruk will pause to talk.

When the party talks to the troll, she (for she is a she) will say, "Me Gruk. Friend sick. Need help friend. Gold buy magic?" and show the party the stolen bag of gold coins. The party can speak to her and she will understand questions, getting across again that the tiny Goblin is her best friend, but he is sick. She knows she needs potions of some sort to cure him, and thought the gold might help, but she has no idea how to buy things or where to go. Cleric spells and normal potions cannot cure the Goblin. She knows the adventurers killed the ogre, but will dismiss that with a shrug. When the party starts discussing ways to help:

You offer to help this sad troll. She walks you back outside into the starlit night, and points at a hole in a nearby cliffside. She says, "Greeny there. Greeny have magic drink. Give Gruk magic, and Gruk give gold." You realize that there's a way to get the gold back to the innkeeper without trying to hurt this nice troll. You didn't even know there were nice trolls! You start marching with determination toward the high cave entrance to find a magic healing potion, as Gruk watches you from the doorway to her home.

This completes the level.

However, if the party does fight anyway and manages to defeat Gruk:

The troll, looking very sad, reaches out toward the sick Goblin as she falls to the ground. The Goblin sobs and buries his head in the bits of his pillow. You search the room and find the stolen bag of gold, and you return to the innkeeper with it. Still, you find yourselves feeling guilty, and you wonder if there was a better way to have handled everything.

This completes the campaign. Perhaps try again without killing Gruk.

Level 2: Goblin Cave

You make your way slowly up to the cave. You carefully peer in from behind some nearby rocks, and you see Goblins just inside. They look like sentries, guarding whatever's inside. Probably more Goblins.

Map Set: Caverns

Monsters in this level: Goblin Warrior, Goblin Elite, Goblin Wizard, Goblin Leader



Wandering Monsters: Orange "D" Die, Goblin Elite

D

If there is a Rogue in the party:

The Rogue motions for the rest of you to wait behind the rocks. They sneak forward and throw some pebbles into the cave. One of the guards comes out to investigate. The Rogue, invisible, leads them away from the cave and down the slope, then runs back up to rejoin you.

Always:

You enter the cave and see that there is a neat table and chairs, plus some weapons racks along the wall. Overall it's a lot cleaner and more organized than what you expected to see in a cave.

Monsters: 2 Goblin Elite

If there is a Rogue in the party, there is now only 1 Goblin to fight. When that fight is over, the other sentry returns and fights from the doorway, while the party has moved to the center. So in that case, the Goblins are fought one at a time, rather than simultaneously. If the party immediately realizes that the other Goblin will return, they may reorder themselves within the room before he shows up. Searching the room (after both sentries are defeated) results in a **health potion**:

You find a health potion, but you realize it's just a normal potion like you see every day, not the special kind that Gruk seems to need to cure her friend.

I *You find yourselves in a crossroads, with paths to all four doors well worn into the dirt floor of the cave. This is clearly a secret Goblin hideout, and so close to town! Your visit to Gruk was very valuable, since now you can remove this danger to the townspeople as well.*

The room is empty, but roll for wandering monsters each time the party enters. If they are attacked twice in total, don't roll any more. The eastern door is **locked** and requires the key found in room A.

B *The passageway leads into a brightly lit study. There are three Goblins in the room reading. They jump up when they see you.*

Monsters: 2 Goblin Warriors, 1 Goblin Wizard

The Goblin Warriors are in the center of the room, while the Goblin Wizard is in the northwest corner, putting her out of easy reach of melee weapons. She will use her strongest spells first. When combat is over, the party can find **2 mana potions** and a **health potion** on the table and nearby shelves.

F *The party enters a large cavern with a door in the west wall. Before you can react, a fireball comes streaking right toward you from off in the distance.*

Monsters: 2 Goblin Wizards

The two Goblins are against the south wall. The east-side Goblin has just cast a Fireball spell at the closest target, but otherwise they will only use their Frost Bolt spells regardless of difficulty level. Combat may begin normally once the fireball is resolved. The Goblins will use all their spells, targeting casters first, before attacking with weapons.

A You enter a room which is clearly a barracks, where soldiers live. There are four beds and four chests to hold items. Luckily for you, there are only two Goblins.

Monsters: 2 Goblin Elite

After combat, the party can search the room and find a **shield** and an iron **key**, which opens the locked door in room I.

E You unlock the door and open it. You step into a surprisingly cozy office, with a bed and chest against the north wall and a desk in front of you. There is a very large Goblin behind the desk, becoming instantly enraged when he sees you.

Monsters: Goblin Leader

At the end of combat, if the adventurers are successful, they can search the chest:

You break open the lock and open the chest. Inside you see a few gems, which you keep for yourselves, as well as three red potions that seem to glow in the darkness of the box. Gruk didn't say anything about needing so many potions – you don't think – but you take them all just to be sure.

J You follow a long corridor up from the Goblin lair, coming out from a small, hidden opening even farther up the slope.

You return to Gruk the Troll and present her with the three potions you found. She grunts and snarls, which you realize are just how she is saying thanks. She pours all three potions into a large pot she has bubbling over the fire. Other ingredients must already be cooking in there. She stirs quickly with the pointy end of her club, and there's a POOF and a flash of light. She picks up the whole pot, which must be very, very hot, and pours the boiling potion right into the tiny Goblin's mouth. He yelps and jumps up, fanning his face wildly! He starts to get mad at Gruk about the burning drink, and then realizes that he's standing up!

The Goblin, now a healthy shade of green, cheers and hugs Gruk, who looks, well, probably happy. It's pretty hard to tell with a Troll. After a minute, they both come over and hug you... which is a nice thing, but not as pleasant as it sounds. Gruk needs a bath. Maybe three or four baths.

Gruk hands you the bag of coins she took, and grunts her apologies to the innkeeper for taking it. She even offers one of her spare clubs to help pay for the kitchen wall she broke. Your party heads back to the inn, happy that you could help everyone.

By Jason Davis

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