

And So It Begins by Ralph Glatt

An introductory adventure for beginning players.

The King has hired out the group of adventurers to investigate the disappearance of some people in one of the smaller villages. He will give the group whatever provisions they need (within reason) and pay each member 100 gp each when they have recovered the villagers. The group has found a trail that leads to a set of stairs, the remains of a former monastery.

- 1) Guard Room: Two goblins stand by the door watching three other goblins playing knucklebones. They all will attack if disturbed. If the battle seems to go bad for them, one will blow on a silent whistle that will summon the wolves in the next room. There are 12 sp on the table.
- 2) Kennel: Three big wolves are here, drinking water, eating meat, and resting up.
- 3) Armory: Various arms are scattered around this room. One of the short swords is magical.
- 4) Bunk Room: Six goblins are here, resting. They will attack anyone who wakes them. Among the rags they sleep in is a cloak worth 15 gp.
- 5) Fountain Room: There is a fountain here that, with each drink, heals 1-6 hp. If the party takes some with them, the water (while tasty) will no longer heal them.
- 6) Kitchen: Three goblins are here, roasting mutton in the fireplace. All are armed with kitchen utensils.
- 7) Larder: Various types of game are hanging here, as well as a wheel of unusually good cheese.
- 8) Waste Room: In this room is a deep pit that the goblins throw their garbage. A muck monster down in the pit feeds off of the waste. Anyone brave enough to try and kill the muck monster will find 50 gp of gems in its belly.
- 9) Prison: A family of farmers is locked up in here. One of them, a 10 year old boy, wants to join the party and become an adventurer, too.
- 10) Witchdoctors Bedroom: Beside the bed is a nightstand with a locked drawer that contains a book with 10 cantrips. The wall decorations are made of dried blood and charcoal, depicting various goblin rituals.
- 11) Chiefs Office: The chief is here with a goblin Witchdoctor and two commanders, discussing plans to raid for more slaves.

The commanders fight as bugbears, and the chief fights like an ogre. The Witchdoctor stands in the back and casts cantrips at the party. There is a map on the table, and instructions from a slaver named Duneedon.

- 12) Commanders Bunk: There are two ramshakled beds, various furs (none valuable) and the Commanders pet giant rat.
- 13) Chiefs Room: Ornate bed (worth 200gp if the party can take it with them) and a chest with rags, 25 sp and the key to the treasury.
- 14) The Treasury: The door to this room is locked tight, and the Chief has the only key. The party finds 100 gp, six gems of 15 gp value, 200 sp and a chest of 100 food tokens, which, when flipped in the air, turns into a meal of bread, cheese and wine.

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