

Numbered Paragraphs

1. "I already killed half your tribe," you growl, "and if you don't let me pass, I'll kill you, too."
Roll an Intimidate check (DC 10). On a success, you gain +2 to your next check in this skills challenge and can use this skill again, though the DC increases by 2 over what it was last time. On a failure, the goblins attack immediately.
2. These goblins are dressed in threadbare rags, and it seems unlikely that they could have survived in the snow for long on their own. Weirder still, though their clothes are threadbare, their weapons are in good repair. Go back to the Encounter and continue it.
3. You think hard about the recent history of Luskan, especially as it relates to these starving goblins. Make a History check. If you succeed on a DC15, go to #15. Otherwise, return to Encounter 1, Conclusion, and finish it.
4. The goblins take your food and listen, finally giving grudging acceptance to what you say. "Yes," says the larger of the two goblin warriors, "winter hard. Brutal. Shadow-men order us out and then take our food and spoils. We left with nothing. Chief side with shadow-men. Many mouths hungry."
"Perhaps it is time for a new chief," you reply.
"Perhaps," the goblin agrees. He rummages through his pack. "Here," he says. He holds out a small flask. "Shadow-men give. You take. You kill chief. You leave in peace. We live. You live. Is better, yes?"
You look down. The goblin has given you a potion--a powerful potion to enhance your fighting reflexes! "Yes," you agree. "This is better. I will kill your chief for you. But... what are the shadow-men?"
"Here," the goblin says. He hands you a black disk--a holy symbol.
You may now make a Religion check, DC 10. On a success, go to #22 and return. Then go to #26.
5. If you succeeded on a DC 15 Stealth Check, go to #16. Otherwise, go to Encounter #2 and run it.
6. The goblins' trail is not at all hard to follow, and indeed, after little more than a quarter-hour, you come to a break in the trees. To make a Stealth check, go to #5. To make a Perception check, go to #24. To simply burst through the trees and attack, go to #11.
7. You stop a moment and listen but don't notice anything out of the ordinary. Go to Encounter 1 on Page 4 and begin. The monsters there gain a Surprise Round action.
8. From the scratches on the cave walls and the organized way in which these goblins fight, you would guess that they have been raiding a lot this winter. And from the fact that they are still starving, it seems likely that they've been passing along a substantial portion of tribute to someone else outside the cave complex.
9. You follow the tracks into the woods, but after a few minutes, the newly falling snow covers all traces of the goblins. You look but can make nothing of the trail. Go to #29.
10. Seeing the goblins, you and Heath both start running. But the goblins are persistent--surprisingly persistent. However, you eventually outstrip them, breaking away by sheer force of will and by the

monumental power of your endurance. Eventually the gates of Luskan loom large in front of you. Go to #40.

11. Go to Encounter #2 and run it. You and Heath gain +5 to your Initiative rolls.

12. You and Heath discuss the matter but decide not to follow the goblin tracks back to their lair. It's cold outside, and you want to reach Luskan before dark. Taking time to explore a dingy goblin hovel is not conducive to that goal. Go to #29.

13. The goblins close in, attacking relentlessly. The pain is unbearable, and soon you feel your lifeblood running red through your fingers. This is the end--and it's all Heath's fault. "By all the forgotten gods, he'll pay", you swear. "Heath will pay!" To be continued...

14. These goblins are clearly starving. Were you to offer them food, you would almost certainly be able to make peace with them. Realizing this counts as one success, and you gain +5 on any potential Diplomacy checks that involve offering the goblins food. Return to the encounter and finish it.

15. You think hard about the goblins and their situation. It's winter, and these guys are obviously freezing and starving. This close to Luskan, that should not be. They should be able to raid trading caravans or... something. But clearly that hasn't happened. What if there's a food shortage in Luskan? Such shortages are common in winter, especially in that foul city. Could the food shortage be severe? You look down at the starved dogs that the goblins have with them, and reluctantly conclude that they represent a potentially valuable source of food. It's distasteful, but you decide to put them in your pack. You'll dress the carcasses later; at least they won't spoil in the snow. Return to Encounter 1, Conclusion, and continue.

16. You and Heath burst through the trees with blades drawn, ready for war! Go to Encounter #2 and run it. You and Heath have surprised the monsters. You gain a Surprise Round Action.

17. Heath is dead, but you've survived--and triumphed. Somehow, you know that there will be no further pursuit, that you've made your point. You search through the wreckage of the goblins' and Heath's gear, finally finding Heath's short sword, which in retrospect, you realize is a magic blade. You pocket that--along with Heath's money (75 gp)--and then hightail it back onto the road, heading straight on for Luskan. The rest of the day passes without incident, and soon you sight the ruins of the Hosttower of the Arcane. You've made it. Luskan. At last. To be continued...

18. Heath runs ahead, quickly outstripping you. Behind you, the goblins soon begin to close in. You call out, "Heath!" But if he hears you, there is no sign. Heath has abandoned you to your fate! Go back to the encounter and run it--without Heath to back you up. After the encounter, go to #41 instead of #39 or #40.

19. You look closely at the goblin families and realize that several are sick with a lung infection common to the upper regions of the Underdark. This counts as one success, and you may now make a Heal check (DC 10) to help aid some of the sick goblin children. On a success, you have succeeded in winning over the goblins in this chamber. They are no longer trying to kill you. Return to the encounter and finish it.

20. You pause a moment to consider your surroundings carefully. You note that the goblins themselves are mostly similar to the others you've seen, i.e. starving, but that they're different in one important way, too. These goblins are wearing holy symbols around their necks. Also, there is blood on the floor and a set of fresh scratches in the wall. It seems likely that there has been a battle here--relatively recently. If you make a Nature or Dungeoneering check, you gain +2 to your d20 roll. Return to the encounter and finish it.

You can now make a Religion Check (DC 10). On a success, go to #22. On a failure, you do not recognize the goblins' holy symbol. Return to the encounter and finish it.

21. You discuss the matter with Heath, and after a short debate, decide to pursue the goblins back to their lair. Roll either a Nature or Perception Check (DC 7). On a success, go to #6. On a failure, go to #9.

22. You study the symbol closely and soon realize that it's a holy symbol of Shar! That's strange! Goblins don't normally worship Shar. Go back to the encounter and finish it.

23. These goblins are obviously starving, and in this snow, they cannot have come far. Their cavern is probably close by, and more to the point, it's likely that they've been attacking travelers on this road for some time. Go back to Encounter 1 and continue it.

24. If you succeeded on a DC 15 Perception Check, go to #35. Otherwise, go to Encounter #2 and run it.

25. If you picked up the slaughtered dog carcasses, you may now offer them to the hungry goblins as a peace offering and make this check at DC 8. Otherwise, this is a DC 15 check. This check counts as one success. Return to the encounter and finish it.

26. You have gained a Level 5 Potion of Clarity. Now return to the adventure and finish it.

Potion of Clarity		Level 5+	
This cool cyan liquid hones your physical and mental acuity at a critical moment.			
Lvl 5	50 gp	Lvl 20	5,000 gp
Lvl 10	200 gp	Lvl 25	25,000 gp
Lvl 15	1,000 gp	Lvl 30	125,000 gp
Potion			
Power (Consumable): Minor Action. Drink this potion and spend a healing surge. You do not regain hit points as normal. Instead, once during this encounter as a free action, you can reroll a d20 roll you just made, gaining a +1 bonus on the reroll. You must use the result of the reroll.			

27. Goblins often live in caves, and given this weather, that seems even more likely in this case. To find the goblins' lair, you need only look for a rock formation that could house a large cave. Go back to Encounter 1 and continue it.

28. A lone hobgoblin? Leading an entire tribe of goblins? That's weird! You gain +5 to your next Perception check. Go back to the encounter and finish it.

29. You and Heath continue on the road to Luskan, hoping not to encounter any more goblins. At this point, there's not much else that you can do, not with the snow falling as hard as it is. Go to Encounter 4 and run it.

30. You scream out a battle cry, trying your best to Intimidate the goblins into backing down. If two or more of the Frost Goblin Cutters are dead and the Goblin Blackblade is bloodied, then make an Intimidate check (DC 10). On a success, the remaining goblins flee, heading backwards into the tunnel marked as Chamber A.

If you fail your Intimidate check or have not yet killed at least two Frost Goblin Cutters and bloodied the Goblin Blackblade, then your attempt to Intimidate the enemy is a failure, and you may not use this skill again.

Return to the encounter and finish it.

31. You run and then slam into the door, forcing it open easily. However, in so doing alert the monsters to your presence. However, you have at least gotten into the room before the monsters notice. Return to the encounter and finish, rolling initiative normally. You may start anywhere within 15 feet (3 squares) of the door.

32. You hear movement and the snarling of some hungry animal up ahead. Go to Page 4 and begin Encounter 1.

33. You and Heath run for it, but though you easily outstrip the goblins, Heath soon flags, falling behind. You stop. "Heath?" you call. Heath looks but is too out of breath to speak. If you leave Heath, go to #40. If you stop and wait for him, return to the encounter and finish it.

34. There's something going on with that hobgoblin. The magical emanations are all wrong. Best be careful. That thing probably isn't a real hobgoblin at all. Return to the encounter and finish it.

35. Up ahead, you can see the far edge of the little forest. Beyond that, there are a pair of obviously freezing goblin guards with bows and a trio of starving dogs--clearly from the same pack as those you faced earlier. They've not yet seen you, owing to the difficulties inherent in operating in the midst of such blinding snow.

If you charge, go to #16. Otherwise, go to Encounter #2 and run it. You and Heath gain +5 to your Initiative Rolls.

36. If you either saw the scratches on the cave denoting the earlier battles or recognized the goblin's Holy Symbol, then you make this check at DC 10. Otherwise, it is a DC 15 check to lie to these goblins in their own home. Think up a lie quickly and tell it. This counts as one success. Return to the encounter and finish it.

37. The goblins are Sharrans, you think. I bet I can fool them!

"Hail, Dark Brother!" you cry. "Well met. I am come with orders from our Leader."

The hobgoblin looks skeptical. "Lucyan sent you?" it says in flawless Common. "Why? This makes no sense." The hobgoblin turns to his companions. "Leave us. Wait outside the door."

The other goblins leave, and the hobgoblin turns back to you. "Now 'dark brother', show me your holy symbol and whisper your Secret."

Uh oh! The gig is up! But at least the other goblins are outside the room, and you've gotten a momentary advantage.

You and Heath start this encounter inside the room and adjacent to the hobgoblin. You gain a

Surprise Round action. Meanwhile, the other goblins start outside the door and must wait one round before they can re-enter and rejoin the fight. Return to the encounter and finish it.

38. The goblin warriors lie dead at your feet. Around you, goblin women and children huddle in their filth. You can easily kill them, but there is nothing to be gained from their deaths--save for cold vengeance. At last you notice a bottle lying on the ground at the feet of one of the goblin warriors. It was once a valuable potion, but now it is a cracked and broken wreck. Too bad for you. Return to the adventure and finish it.

39. You and Heath have successfully defeated the goblins' plans. There will be no further pursuit--you've made your point. You hightail it back onto the road, heading straight on for Luskan. The rest of the day passes without incident, and soon you sight the ruins of the Hosttower of the Arcane. You've made it. Luskan. At last. THE END.

40. You look back, but fear grips you. You want to help Heath, but the fool is dead weight and you know it. You run. Soon, the air fills with the sounds of Heath death agonies. Well, it's an ignoble end, but it's an ending. Soon you see the rising spire of the ruined Hosttower of the Arcane. You've made it. True, Heath is dead, but who cares? You've survived, and that's all that matters. THE END.

41. If you survived, go to #42. If you died, go to #13.

42. Heath has abandoned you, but against all odds you've survived. Bleeding and plenty angry, you know that there will be vengeance. Yes! Heath will feel your anger! He will DIE!!! The rest of the day passes in silence, with you brooding on your vengeance. Soon, the Hosttower of the Arcane looms large. You've reached Luskan. Presumably Heath is inside. Now it is time for revenge. To be continued...

43. You slip quietly down the stairs and pick the lock without anyone noticing. You and Heath can now attack the monsters with Surprise. You gain a Surprise Round action and +5 to your Initiative check for this combat. Return to the encounter and finish it.

44. Something is off about that hobgoblin. It doesn't look right. In fact, when you look closely, you realize that it isn't a hobgoblin at all. It's a doppelganger! What the Heck? Someone is manipulating these goblins! And you would be well-advised to keep that thing from flanking you. Go back to the encounter and finish it.