

Sample file

Westgate Adventures!

Module APS02

AN ADVENTURE FOR EARLY-LEVEL CHARACTERS OF LEVELS 1-3

Warrens of the Great Goblin Chief

By: Dominick Pelletier



Author: Dominick Pelletier
Editor: Nick Dante Rockers
Cover Illustration: The Endless Slug
Interior Illustration: The Endless Slug
Creative Consultant: Evelina Zielinski
Layout: Dominick Pelletier
Cartography: Dominick Pelletier
Penguin Cuddler: Evelina Zielinski

Special thanks to the Wednesday Night RL Players!

Non-ISBN Version

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INTRODUCTION

Welcome to Westgate! After centuries of warfare, dark times, and epochs of lost knowledge, the world is ready again for able-bodied adventurers to explore and reclaim all which was forgotten. The Western Weald is one such front of hinterlands brimming with adventure potential for new and old adventurers alike. Sometimes, certain adventures come knocking at the gate.

PLAYERS STOP READING AT THIS POINT!

The rest of the material of this module is intended for the Game Master's eyes only. Players who have any knowledge of the material after this point are in danger of damaging the entire role-playing experience for themselves and the rest of the players, as a large part of the experience of role-playing exists in the exploration and discovery of the material written hereafter. Knowing things before they happen outside of an "in-game," character-perspective context is the realm of video game walkthroughs and movie trailers, not the rich, social hobby of role-playing games.

Notes for the Game Master: Warrens of the Great Goblin Chief is an OSRIC-compatible adventure designed for four to eight player characters at levels 1 through 3 (14 maximum total levels). This module is primarily designed for new parties, early in their group career, beginning a new series of adventures, but this adventure may be inserted into any already running campaign with proper modification. The party may be of any type, with any combination of classes and species. No specific classes are suggested as we have attempted to make this game "class-neutral", allowing any group to tackle challenges in their own unique way.

The dungeon-levels in this module were left intentionally sparse, requiring you to fill

in details to all areas *well before* play begins. This is not laziness on our part – this module is an outline of events that can occur in any game setting, not a short story. As with all great Game Masters, such as yourself, monster statistics, numbers, treasure, and special situations will need to be altered to suit your particular campaign flavor, style, and needs. Special pre-game care must be taken for the final encounters of this module. The goblin feud and the Westgate showdown must be planned well in advance of a game night.

Finally, this module comes with a series of appendices which will aid you in your manipulation of the classic goblin to make certain your players have an unforgettable experience in the warrens and beyond.

ABILITY AND PROFICIENCY CHECKS

Occasionally, this module may require that a PC or NPC check against his or her ability scores or a proficiency skill. The *Westgate Adventures! Campaign Setting* materials explains such rules in depth. The following is a quick-reference set of rules if you are without the proper resources. GMs running strictly OSRIC games do not need these rules as OSRIC does not use proficiency systems. We suggest that if you wish to try a proficiency test under OSRIC rules, to test as an ability score test instead.

In all cases, checks should only be required in cases where the proficiency or ability is being *actively tested and there is a chance of failure*. In most cases, a roll is not required to perform a proficiency or ability task in an average manner. A character with basket-weaving should roll only if entering a contest, making a basket for use as a magical item, or expediting the task, for example. Such a character should always be able to make a basket with the proper time expenditure without a test required.

The *Westgate Adventures! Campaign Setting* uses a 3d6 to determine success of any

ability score or proficiency test. **The character must roll under his or her proficiency score or ability score to succeed.** The GM may alter the difficulty of the roll by assigning penalties or bonuses to the player's roll. Bonuses are subtracted from die rolls and may reduce the roll below "0". Penalties are added to die rolls and have no upper limit. All characters, whether PC or NPC, receive automatic bonuses or penalties to proficiency tests (only) based on ability scores which are related to the proficiency being tested. For reference, you may use the table below to determine related ability score modifiers to proficiency check die rolls.

In the *Westgate Adventures!* setting, the target numbers for non-weapon proficiencies are not based on ability scores as many of the 1e and 2e compatible games require. *Westgate Adventures!* proficiencies are exclusive knowledge which can vary greatly between each character and are unrelated to ability scores. Instead, ability scores only adjust the die roll for checking against related proficiency success rolls. In general, commoners will have much higher scores and ability with proficiencies because commoners practice these skills daily as a profession. Adventurers are a profession unto themselves and no longer practice most proficiencies. It is assumed that any beginning non-weapon proficiencies for a character are skills learned *before* the character decided to adventure. Class skills represent adventurer proficiencies. However, adventurers do gain additional points to increase known proficiencies and gain new proficiencies as characters advance in level and age. Should a character retire, he or she will continue to gain proficiency slots. Proficiency ratings are thus abstract representations of specific knowledge and are results of experience, not the cause of experience. Complete information on proficiency systems can be located in the *Westgate* campaign setting materials.

Remember, in no case should a PC be awarded XP for a proficiency or ability check. Proficiencies are used to develop a character or story and are not considered sufficient PC learning experiences when successfully used.

Table 1: Proficiency Test Modifiers for Related Ability Scores

Relevant Ability Score	Bonus or Penalty to Proficiency Check
24-25	+8
22-23	+6
20-21	+5
18.50-19	+4
18-18.49	+3
16-17	+2
14-15	+1
8-13	0
6-7	-1
5	-2
4	-3
3	-4
2	-5
1	-6
0	-8

