

## Pre Session 1 - The Guild

You have been training under the watchful eye of Gwyneth. She is the Guru of the Defensive Arts Guild in this province and has taught you everything she knows about combat.

Today is a special day. Each of you will be tested to determine if you are ready to progress from the rank of Guild Initiate to Guild Member.

You are not sure what is in store for you, but you soon find out....

[Proceed with session 1]

## Post Session 1 - The Guild

You search the Guild for Guru Gwyneth, but she is nowhere to be found.

You are not sure what has happened to her or if she is still testing you.

Just then you hear scream for help coming from outside of the Guild.

You rush to the source of the scream and you come upon Harold, an apprentice to Gwyneth. It is clear that he has been engaged in combat and he is currently struggling to stand. You run to his aid and hoist him off of the floor. You ask him what happened.

He says "she has been taken. Gwyneth has been TAKEN! There was a monster, a Goblin. She was taken by a Goblin. We must hurry if we are to catch up with her!"

## Pre Session 2 - The Cave

You have been on the trail of the Goblin for days. And you are determined to rescue Gwyneth!

Harold has healed over the last week in your care. He has also been an excellent guide and very informative about this province's land. Also, he suspects the Goblin is making for the coastal region of this province to transport Gwyneth to the Goblin homeland.

Harold doesn't know what is in store for Gwyneth if the Goblin escapes, but it can't be anything good.

Nevertheless, there is still hope.

You and Harold have determined that the Goblin is hiking over the mountain before you. But Harold knows of a passage through the mountain—a cave—that should allow you to overtake the Goblin and rescue Gwyneth.

[Proceed with session 2]

## Post Session 2 - The Cave

You have fought your way out of the cave!

As you feel the sun upon your face, you are excited to be free of the cold, dark of the interior of the mountain.

Now that you have reached the other side of the mountain, you are a few days journey ahead of the Goblin now.

It is time to devise a trap to ensnare the Goblin and rescue Gwyneth.

## Pre Session 3 - The Forest

Several days have passed.

You have set a trap for the Goblin and you now see him approaching. Additionally, you see Gwyneth in tow. It appears she is being held in some kind of floating, magic field and her eyes are open, but she looks unconscious.

As the Goblin draws closer, you ambush him in hopes of catching him off guard.

[Proceed with session 3 - first attack]

The Goblin has been startled by your ambush, but when he looks at your party, he seems surprisingly calm.

The Goblin shouts at your group, “why have you not disposed of these Guild initiates? I told you to meet me at the boat!”

You wonder who the Goblin is speaking to, but then you hear a voice adjacent to you answer rapidly, “I didn’t have any choice! I was injured when we captured the Guru. I needed them to help me catch up with you.”

“Well now that you are here, let’s finish them off and be on our way.

[Proceed with session 3]

## Post Session 3 - The Forest

After a hard-fought battle—filled with deception—you must recuperate with your party. There is still a chance to save Gwyneth, but you must regain your strength in order to defeat this Goblin.

## Pre Session 4 - The Mountainside

You have recovered from the betrayal last week. Over the last few days, you have covered a lot of ground on a mountainside trail. In fact, you are expecting to catch up with the Goblin and Gwyneth before they reach the coast.

While traveling, you come upon group of Mountain Aphids feeding on the vegetation surrounding your path. Also, you notice there are Stone Ants running from aphid to aphid. Upon further inspection, it looks like some of these giant ants are herding the aphids into a pen. Simultaneously, other ants are stroking the backs of the Mountain Aphids to milk them of the honeydew they produce.

As an aside, Mountain Aphids and Stone Ants have a symbiotic relationship. Ants protect the aphids from predators and keep them well fed. In turn, the aphids produce honeydew as a byproduct which is the main food source for the ants.

Since, these insects are all along the quickest trail to the coast, there will be no avoiding them. You can either attempt to sneak past the beasts or catch them off guard with a surprise attack. What will it be?

[Proceed with session 4 - Sneak or Surprise]

(If the group tries to sneak by the insects, they fail and are immediately engaged. If the group initiates a surprise attack on the insects the surprise succeeds and the party gets a free attack.)

After some of the Stone Ants and Mountain Aphids have been defeated, the commotion attracts a Golem. Since the Golem's food source is mostly Mountain Aphids, it attempts to consume these unnoticed. However, as soon as the aphids are being consumed, their distress attracts the attention of many Stone Ants who turn their wrath on the golem.

In order to continue to the coast, the heroes must defeat these monsters to pass.

[Proceed with session 4 - Golem]

## Post Session 4 - The Mountainside

After defeating the mighty golem, and many of the insects have fled, you are ready to make the final push to save Gwyneth. You progress a few more miles and ahead you see the coast. At the shore, you see a Goblin ship docked and know there is still time, although limited, to reengage the Goblin.

## Pre Session 5 - The Coast

It has been many weeks since you left the Guild in search of Gwyneth. Now you have reached the shore where the Goblin vessel is docked. As you approach the ship, the Goblin, who is about to escort a floating, unconscious Gwyneth onto the ship, sees you. The Goblin shouts, "It seems I underestimated Gwyneth's students. No matter. This ends NOW!" With a roar, the Goblin engages you.

[Proceed with session 5 - Goblin]

After the Goblin has been weakened, the magic shielding its true form begins to fade. Before the heroes stands a monstrous foe and a floating severed hand. Both of these entities resume attacking the heroes in exasperated rage.

[Proceed with session 5 - True Form Goblin & Severed Hand]

## Post Session 5 - The Coast

After the final form of the Goblin is defeated, the enchanted hand lets out a deafening screech and shoots off into the distance with hysterical speed. No one knows where it will travel or if this magical being will return.

Yet, these thoughts are fleeting at the moment as the magical field engulfing Gwyneth fades and disappears with departure of the hand.

You rush to Gwyneth and catch her before she falls to the ground. Immediately, she awakes with a start and looks around in confusion. "You defeated my captor?!? You vanquished Goregoth, the Destroyer? Incredible! I can't imagine how powerful this team of heroes must be. Indeed, all of you have become strong warriors and I am officially promoting you from initiates to members of the Defensive Arts Guild. You have more than earned this honor! And now, we need to journey back to the Guild in preparation for the next season of initiates."

You prepare for the long journey back to the Guild as it will take several weeks to reach your homeland. And after escorting Gwyneth back to her domain, you will be sure to ask her if Goregoth was the name of Goblin that captured her, or something else entirely....