

Labyrinth

Michael Prinke, Michael Coltre, Ji Hye Choi, Adam Gottschalk, and Jack Clark

March 21, 2007

Table of Contents

STORY	5
Background	5
Scene 1 – The Hero Approaches	6
Scene 2 – Mardock the Wise	6
Scene 3 – Poor Emmett.....	7
Scene 4 – There May Be a Cure.....	7
Scene 5 – Emmett is Cured.....	8
Scene 6A – The Blacksmith’s Trust	8
Scene 6B – Dalas Accompanies the PC	9
Scene 6C – Balthazar joins the PC and Dalas	9
Scene 7A – The Blacksmith’s Son Rescued	10
Scene 7B – Father and Son Reunited.....	10
Scene 8A – Goblin Whuppin’ Time.....	10
Scene 8B – The Last Battle	11
Scene 9 – Farewell.....	11
CAST	11
PC.....	11
Emmett	11
Mardock the	11
Wise.....	11
Mayor Orson.....	12

Orson's	12
Daughter	12
Regina	12
Ophelia	12
Ophelia's	12
Daughter	12
Ophelia's	12
Son	12
Nicholas	12
Balthazar	12
Balthazar's	12
Son	12
Mary	13
Dalas	13
Johnathan	13
Johnathan's	13
Son	13
Abe	13
Gordon	13
Gordon's	13
Daughter	13
Gordon's	13
Son	13
Alice.....	13
MISCELLANEOUS DEFINITIONS.....	14
Items.....	14
Emmett's Symptoms: The Goblin Curse	15
APPENDIX A – STORY FLOW CHARTS	16
Main Plot.....	16
Wild Goose Chase	17
Mardock the Wise	18
Emmett's Ailment.....	19
A Cure for Emmett.....	20
APPENDIX B – AREA MAPS AND DESCRIPTIONS	21
Jekk (Town).....	21
Map.....	21
Character.....	21
History and Purpose.....	21
Layout.....	21
Encounters.....	22

Items.....	22
BEACH.....	23
Map.....	23
Character.....	23
History and Purpose.....	23
Layout.....	24
Encounters.....	24
Items.....	24
Forest.....	25
Map.....	25
Character.....	25
History and Purpose.....	25
Layout.....	25
Encounters.....	26
Items.....	26
Jekk Plains.....	26
Map.....	26
Character.....	26
History and Purpose.....	27
Layout.....	27
Encounters.....	27
Items.....	27
Mountain.....	28
Map.....	28
Character.....	28
History and Purpose.....	28
Layout.....	28
Encounters.....	29
Items.....	29
“Cookie-Cutter” Caves.....	30
Map.....	30
Character.....	31
History and Purpose.....	32
Layout.....	32
Encounters.....	32
Items.....	32
LABYRINTH CAVE.....	33
MAP.....	33
Character.....	34
History and Purpose.....	34
Layout.....	34
Encounters.....	34
Items.....	34

Beach Cave	35
Map.....	35
Character.....	35
History and Purpose.....	35
Layout.....	35
Encounters.....	35
Items.....	35
Plains Cave	36
Map.....	36
Character.....	36
History and Purpose.....	37
Layout It's a cave with two exits.	37
Encounters.....	37
Items.....	37
Mountain Cave	37
Map.....	37
Character.....	38
History and Purpose.....	38
Layout.....	39
Encounters.....	39
Items.....	39
LABYRINTH	40
Map.....	40
Character.....	42
History and Purpose.....	42
Layout and Encounters	42
Items.....	43
APPENDIX F – FOES.....	44
Goblins	44

Background

The Beginning

The PC is a would-be adventurer setting out to make a name for him/herself in the world. One day, in his/her travels, he/she comes across a small town. As he/she comes to find, the children of this town have been kidnapped by goblins and taken into a labyrinth somewhere on the town's outskirts. Unfortunately, it's been a few generations since any of the townsfolk visited the labyrinth, so all they know are vague ideas of where it might be. What they know is that the entrance is inside a cave somewhere near town, goblins have lived there since anybody can remember, and there are a lot of booby traps inside. The tidbit about the caves is vague since the surrounding country is riddled with them. The only man in town who can tell the PC where it is exactly is Emmett, a grizzled, hardboiled old man who lives in a shack and is so out of it that he speaks in riddles. The only other clue is a wizard who lives in the woods, but nobody in the town trusts him and the PC is warned not to approach him.

Entering the Labyrinth

The PC has several options in finding the cave that houses the labyrinth.

1 - With some inquiry about Emmett, the PC will find that he was actually a warrior who defended the town against the goblins. Then, one day, about a year or two ago, his mind just went and he started rambling the way he does today. He was just sitting in a bar, having a drink, and then he started twitching. With some more inquiry about his symptoms, they'll find that he's actually under a curse the goblins put on him—though nobody's really sure how. If he/she gathers some potion ingredients in the forest, the PC, with the help of the town's wizard, can restore Emmett's mental health, discern the exact location of the labyrinth without equivocation, and as an added bonus get a nifty sword from Emmett in thanks.

2 – If the player understands “he speaks in riddles these days,” with reference to Emmett, they can take what he says for clues that need to be deciphered.

3 – Generally one can expect the place with the most goblins around it to be the place where the goblins make their lair. If the player pays attention to this, they can narrow down the area it's in.

4 – The player can just check all the caves. However, there are four unique caves around the town's surrounding forests, plains, beach, and mountains, one of which houses the actual labyrinth, plus countless other cookie-cutter caves which are distinctly difficult to navigate, and goblins like to make their home in all of them.

5 – The player may stumble upon the back door to the labyrinth inside the town, in the cellar of the tavern where Emmett was first seen going crazy. As it turns out, the goblins

slipped him one hell of a mickey. If the player takes the time to think about it and consider they had to get the curse to him *somehow*, and that it happened in the bar, they'll realize goblins must've snuck into the bar somehow and that it's a good place to look. That the secret trap door in here is a door to the labyrinth is unclear as it leads directly into the middle of it rather than the beginning.

The Labyrinth

Inside the labyrinth, the player will discover that things are not quite what they seem. Rather than being met by booby traps like arrow-shooting walls and the like, the player is met by a series of puzzles that challenge his/her mind as well as a small horde of goblins, ranging from the peons they met outside to more experienced, more powerful warriors and sorcerers. The children are distributed throughout the labyrinth's halls in various rooms; there are a total of 7 to be found. One of the children—the Mayor's daughter—is the personal servant of the King of the Goblins, whom the PC must defeat in order to take her home.

Scene 1 – The Hero Approaches

Abstract: *A gloom hangs in the silence of the small town of Jekk as the PC enters. If one weren't any wiser, one could mistake this place as being abandoned. No one stands in the streets, yet torchlight illuminates the darkened town.*

- **Background:** This is more or less the beginning of things. There's no movement in the streets of Jekk to speak of except perhaps a stray chicken or two.
- **Location:** The entrance to the town and the first couple of yards from the entrance.
- **Progression:** After the PC moves a little ways in, the event is triggered and the PC is approached by Emmett, who rants, raves, and generally seems very upset by his/her appearance. Moments later, the mayor shows up and cuts in, sending Emmett back to his shack. Emmett leaves, and the mayor explains Emmett's not quite right in the head. Seeing that the PC is clearly a traveling adventurer, the mayor asks him/her to help recover the town's children, who have been stolen by goblins. Before leaving, he explains that there's one person the PC should avoid, and that's Mardock, the old wizard who lives in the woods nearby.

[Return to Top](#)

Scene 2 – Mardock the Wise

Abstract: *There is nothing sinister about Mardock's home; no idols, no artifacts of dark power, no sacrificial altars. Just desks piled high with books and parchment, shelves of books, and the natural light of the forest shining through the windows. There's an air of peace and scholarly tranquility here.*

- **Background:** The player, most likely out of curiosity, will take a step into Mardock's unlocked house. Mardock sits at his desk deep in thought. His desk is littered with papers and books, as is the rest of the place. While some

bookshelves are neatly organized, others are sloppily so, with books falling on top of one another and forming piles at the foot of the shelf.

- **Location:** Area 3: Forest – Mardock’s House.
- **Progression:** On entering, Mardock looks up and smiles, greeting the PC in a friendly fashion and inviting him/her in. He begins by asking the PC if they believe him to be a dark sorcerer as the Mayor says. Mardock then, one way or the other, explains that he came to this town with the intention of educating these people, but they find his ways foreign and frightening, and so he has come to have the label of “Dark Sorcerer.” “If you will trust me,” he offers, “I will be more than happy to aid you in any way I can; but I’m afraid my knowledge of the situation is terribly scant as no one in town will speak with me. I dare not step in lest I be tarred and feathered! But that is neither here nor there. I’ll do what I can with any information you can provide me. Do we have an accord?” If the player accepts, a number of conversations regarding topics the PC finds out about in town will appear as they are discovered. If the player rejects Mardock’s offer, though, he will simply say that it is always open and that they are free to change their mind any time. Mardock will also offer his services in creating magic items such as potions.

[Return to Top](#)

Scene 3 – Poor Emmett

Abstract: *The very air itself seems sickly; the mountainside is the very image of a cemetery, with only dead, stick-like trees reaching into the foggy, grey air.*

- **Background:** The player enters the mountains for the first time. Seeing Emmett’s cabin—which they can find out about by talking with the townspeople—they approach it and enter. Inside, Ophelia is tending to Emmett, who sits in a chair, muttering to himself.
- **Location:** Area 5: Mountains – Emmett’s House
- **Progression:** Emmett immediately jumps to his feet and rushes over to the PC, ranting. Alarmed, Ophelia interposes herself between Emmett and the PC and tells him to calm down, apologizing profusely to the PC. As he reluctantly returns to his chair, Ophelia walks over to the stove and puts a pot of soup on, saying she wished there were some way to cure poor Emmett of his affliction.

[Return to Top](#)

Scene 4 – There May Be a Cure

Abstract: *Mardock acts with resolve; with the right knowledge at hand, with determination he instantly calls to mind what needs to be done. The scholarly tranquility of his home turns to studious industry.*

- **Background:** If the player bothers speaking to both Emmett and Ophelia after scene 3, he/she gains access to a conversation with Mardock wherein

he/she details his symptoms and his previous condition. The event then begins.

- **Location:** Area 3: Forest – Mardock’s House
- **Progression:** Mardock jumps to his feet and rushes to a bookshelf to grab a book before excitedly telling the PC that Emmett is suffering from a curse, not actually sick; mental degeneration is gradual, not sudden as it seems in his case, and from what Emmett is saying it seems like he’s trying to communicate something. This seems to be a muddling curse—and if Mardock is right, he can cure it. He needs only a few ingredients. He tells the player to collect a spider’s eye, a lock of wolf’s fur, a blue mushroom, and a pixie’s wing from the mountains, plains, beach, and forest, respectively, and then moves over to his alchemical tools to start working on the potion.

[Return to Top](#)

Scene 5 – Emmett is Cured

Abstract: *Emmett’s Awakening is as from a long nightmare, not just for him, but for the entire town. The bleak atmosphere almost seems an illusion in the face of the ray of hope this brings.*

- **Background:** Having brought Mardock the ingredients, the PC will receive the potion to cure Emmett. The PC heads to his home to give him the potion.
- **Location:** Area 5: Mountains – Emmett’s House
- **Progression:** When the player hands Emmett the potion to drink it, Ophelia rushes to stop him/her as she has no idea what’s in that bottle. Emmett drinks it anyway, and in but a few moments he wakes up, looking around and wondering what in hades just happened to him. Ophelia gapes in disbelief as he quite coherently states, “It’s okay, Ophelia. I’m fine now. If this [man/woman] is half as good as [he/she]’d have to be to whip up that cure, I reckon your children’ll be home soon and probably needing a hot meal more than me.” Ophelia simply nods and leaves while Emmett expresses his gratitude. He goes over to a chest in the corner of the room—one that couldn’t be picked—and opens it, taking out an old longsword. He presents the PC with an Adamantium Longsword and tells him/her to go kick some goblin butt. He also says if he/she needs anything else to go talk to Balthazar and tell him Emmett sent them; they go way back. Finally, he tells the player *exactly* where to find the cave that holds the Labyrinth. It’s in the forest, on the far west side, in a grove concealed by brush.

[Return to Top](#)

Scene 6A – The Blacksmith’s Trust

Abstract: *The fiery spirits of the blacksmith and his apprentice rise to match those of their forge as they join the PC to put the goblins in their place once and for all!*

- **Background:** With Emmett cured, the PC need only speak with the Balthazar to initiate this event.
- **Location:** Area 4: Town – Blacksmith’s Shop
- **Progression:** Balthazar looks upon the PC with awe and admiration for having cured his long-time friend. After a moment to express his gratitude, he calls to his wife to get him his mace. Meanwhile, Dalas fetches up his own sword and leaves his station to join the two, stating that he’s going too. Mary gives Balthazar his mace, telling him she won’t try to stop him but asking him to please be careful. Balthazar tells her not to worry and to mind the shop while he’s away. “Now,” he says, “let’s go put those little rascals in their place, eh lads?” to which Dalas responds enthusiastically. The two of them join the PC as party members, and Mary becomes the new shopkeeper for the blacksmith’s shop.

[Return to Top](#)

Scene 6B – Dalas Accompanies the PC

Abstract: *Despite Balthazar’s mistrust, Dalas is willing to do what’s right and help our hero face the goblins.*

- **Background:** The PC must have set foot in the Labyrinth itself to initiate this event, and it can only be initiated if Emmett isn’t cured.
- **Location:** Area 4: Town – Blacksmith’s Shop
- **Progression:** After speaking to Dalas, he will fetch up his sword and leave his post, telling Balthazar he’s off to help the PC fight the Goblins. Balthazar sternly tells him to watch himself and takes over the position of the shopkeeper for the blacksmith’s shop.

[Return to Top](#)

Scene 6C – Balthazar joins the PC and Dalas

Abstract: *The fiery spirits of the blacksmith and his apprentice rise to match those of their forge as they join the PC to put the goblins in their place once and for all!*

- **Background:** With Emmett cured, the PC need only speak with Balthazar to initiate this event. This only happens if the PC got Dalas into the party first before curing Emmett—for whatever reason.
- **Location:** Area 4: Town – Blacksmith’s Shop
- **Progression:** Balthazar looks upon the PC with awe and admiration for having cured his long-time friend. After a moment to express his gratitude, he calls to his wife to get him his mace. Mary gives Balthazar his mace, telling him she won’t try to stop him but asking him to please be careful. Balthazar tells her not to worry and to mind the shop while he’s away. “Now,” he says, “let’s go put those little rascals in their place, eh lads?” to which Dalas responds enthusiastically. The two of them join the PC as party members.

Scene 7A – The Blacksmith’s Son Rescued

Abstract: *To much surprise even the darkness of the labyrinth can hold a friendly surprise every once in a while.*

- **Background:** The PC enters the middle of the labyrinth, where they find Balthazar’s Son.
- **Location:** Labyrinth B – near secret entrance to inn.
- **Progression:** The player speaks to Balthazar’s son, who states he escaped the Goblins’ cage and ran to get help, only he can’t get the doorway out open. He notes the door that leads to the bar. The PC sends him out and is free to attempt to force the door open.

[Return to Top](#)

Scene 7B – Father and Son Reunited

Abstract: *Feelings of warmth arise as Balthazar and his son reunite. The blacksmith is happy to find his son safe and sound.*

- **Background:** The PC enters the middle of the labyrinth with Balthazar in the party.
- **Location:** Labyrinth B – near secret entrance to inn.
- **Progression:** As the PC approaches Balthazar’s son, the old blacksmith rushes over to meet him. The two of them exchange affections. Balthazar’s son assures his father he gave the goblins hell, and Balthazar bets he did. He informs his father of the doorway into the inn, and Balthazar bashes it open, sending him out. The PC is then free to continue on their quest.

[Return to Top](#)

Scene 8A – Goblin Whuppin’ Time

Abstract: *An angry blacksmith, his headstrong apprentice, and a hero now face off against the King of the Goblins.*

Does he really think he stands a chance?

- **Background:** The PC, having rescued all the children, receives the key to the Goblin King’s throne room from the last child and enters with Balthazar and Dalas both on hand.
- **Location:** Labyrinth C – Throne Room
- **Progression:** The party faces off against the Goblin King and exchanges insults with him before flying into a three-on-one battle they’re sure to win.

[Return to Top](#)

Scene 8B – The Last Battle

Abstract: *The PC faces off against the Goblin King and his array of sorcerous powers in the heart of the Labyrinth...*

Who will survive?

- **Background:** The PC, having rescued all the children, receives the key to the Goblin King's throne room from the last child and enters.
- **Location:** Labyrinth C – Throne Room
- **Progression:** The PC faces off against the Goblin King, demanding he release the mayor's daughter. He refuses and challenges the PC to a battle to the death. And so the fight begins.

[Return to Top](#)

Scene 9 – Farewell

Abstract: *Life has returned to the quaint little village along with the children.*

- **Background:** The Goblin king is slain; the mayor's daughter rescued; instantly we cut to this scene.
- **Location:** Area 1: Town
- **Progression:** The PC, the mayor's daughter, and any other party members enter town together to the open arms of its people. The Mayor gives the PC his reward—several hundred gold pieces—and tells him/her that if there's anything he can do, ever, to repay him/her, all he/she need do is ask. With that and the fond farewells of the town's people, the PC heads off, onto his/her next adventure.

[Return to Top](#)

Cast

PC The player's character.

Emmett Once a proud, strong warrior who guarded the town from the goblins, Emmett has been reduced to a crazy old rambling man. Only he knows exactly where the goblins' lair is, but he only speaks in riddles now. If approached with questions, he'll answer, but in strange riddles.

Mardock the Wise The old wizard who lives in the forest. His practices as a spellcaster have given him a bad name in the eyes of the townsfolk, but he's a benevolent figure who only wishes to help them with his knowledge even if they fear him. Unfortunately, since nobody will speak to him, his information is

limited, and he relies on the PC for information on the situation. He can be a great asset as he sells a variety of spells and potions.

- Mayor Orson** The Mayor of the town, who is too anguished by the loss of his daughter and too afraid of the goblins that menace the town to really do anything other than ask the PC for help. Still, he holds a wealth of information about the other townsfolk.
- Orson's Daughter** One of the children taken; she was the oldest of them and became the Goblin king's personal servant.
- Regina** Mayor Orson's wife. She can explain her husband's ineffectualness. Mostly, though, she's there because there didn't seem to be enough women to have all the children in town.
- Ophelia** A woman who tends to Emmett in his cabin. She can give details on Emmett's affliction.
- Ophelia's Daughter** One of the children taken into the labyrinth; works in the kitchen of the Labyrinth cooking food for the goblins. A Tomboy of sorts, confesses to having spit in their food.
- Ophelia's Son** One of the children taken into the labyrinth; is imprisoned in one of several cages in the labyrinth's prison.
- Nicholas** Every town has that one slimy opportunist who wants to make a buck off peoples' hardship. This is the guy. He sells anti-Goblin charms that don't work in the town square. He's an outsider, not actually a resident, and has explored the surrounding territory. He holds a few clues as to where the labyrinth might be; namely, he knows where the unique caves are. But he'll only part with that information for a price. For a lower price, he'll part with simple goods like supplies, lockpicks and the like.
- Balthazar** The town's blacksmith; a burly, bearded fellow who doesn't trust outsiders (his logic being the goblins are outsiders too) and thinks all the townsfolk should go out and raid the goblins' lair... if they could only find it. It takes a lot to win his trust, but it's invaluable; if the PC restores Emmett's composure, Balthazar will gladly take up his own sword to fight alongside him/her.
- Balthazar's Son** One of the children taken into the labyrinth; as tough as his old man and twice as spunky, he tended to get into trouble a lot. As such, it's no surprise that he escaped his cage and can be found hiding near the entryway in the bar. He just can't get the trap door open.

- Mary** Balthazar's more receptive wife. Mostly talks about how much she hopes her husband and son will be okay and offers insight into their personalities.
- Dalas** An apprentice blacksmith under the tutelage of Balthazar. A bright and talented adolescent, he'll offer his sword to the PC—but only after they find the labyrinth. In the meantime, he'll sell weapons and armor at a reasonable price.
- Johnathan** A farmer who runs the town's mill. He has a bit of knowledge about the goblins' activities to offer the player; namely pertaining to where the goblins tend to appear most.
- Johnathan's Son** One of the children taken into the labyrinth; is imprisoned in one of the cages in the labyrinth's prison.
- Abe** The bartender and owner of the local inn. He'll give the PC lodging and, if approached with the right information (having first spoken to Ophelia about Emmett's illness), tell him/her about the first time Emmett started rambling.
- Gordon** A farmer who works alongside Johnathan; the loss of his children was so much to bear that he's been in Abe's tavern, drunk ever since it happened.
- Gordon's Daughter** One of the children taken into the labyrinth. She can be found tending to the goblins' quarters. "It's not so bad," she'll say, "it's a lot like cleaning up after the horses."
- Gordon's Son** Gordon's son was a little more feisty, but he wasn't as successful as Balthazar's son in that he's not anywhere near an exit.
- Alice** The waitress at Abe's bar. She can tell the player about strange sounds and the like, giving clues as to the goblins' activities and how they were able to smuggle the kids out and drug Emmett so covertly.

[Return to Top](#)

Miscellaneous Definitions

Items

Item	Detail
Wolf's Hair	Quest Item for curing Emmett
Spider's Eye	Quest Item for curing Emmett
Blue Mushroom	Quest Item for curing Emmett
Pixie Wing	Quest Item for curing Emmett
Curative Potion	Quest Item for curing Emmett – Give to Emmett to cure him.
Emmett's Sword	Adamantine Longsword; reward for curing Emmett.
Potion of Cure	Sold by Mardock in his shop.
Light Wounds	
Potion of Bull's Strength	Sold by Mardock in his shop.
Potion of Cat's Grace	Sold by Mardock in his shop.
Potion of Haste	Sold by Mardock in his shop.
Potion of Cure Disease	Sold by Mardock in his shop.
Wand of Magic Missile L5	Sold by Mardock in his shop.
Leather Armor	Sold by Dalas in his shop.
Studded Leather Armor	Sold by Dalas in his shop.
Hide Armor	Sold by Dalas in his shop.
Chain Shirt	Sold by Dalas in his shop.
Chainmail Armor	Sold by Dalas in his shop.
Scale-Mail Armor	Sold by Dalas in his shop.
Half-Plate	Sold by Dalas in his shop.
Full Platemail	Sold by Dalas in his shop.
Longsword	Sold by Dalas in his shop.
Short Sword	Sold by Dalas in his shop.
Greatsword	Sold by Dalas in his shop.
Bastard Sword	Sold by Dalas in his shop.
Handaxe	Sold by Dalas in his shop.
Battleaxe	Sold by Dalas in his shop.
Greataxe	Sold by Dalas in his shop.
Light Mace	Sold by Dalas in his shop.
Heavy Mace	Sold by Dalas in his shop.
Morningstar	Sold by Dalas in his shop.
Dagger	Sold by Dalas in his shop.
Crossbow Bolts (10)	Sold by Dalas in his shop.
Arrows (10)	Sold by Dalas in his shop.
Longbow	Sold by Dalas in his shop.

Lockpicks (5)

Sold by Nicholas.

Emmett's Symptoms: The Goblin Curse

Speaking in riddles, erratic, frustrated behavior as he seems to try to communicate but doesn't. Seems like no disease ever seen, and Emmett was too clear-headed to suddenly get an advanced case of old-timer's sickness.

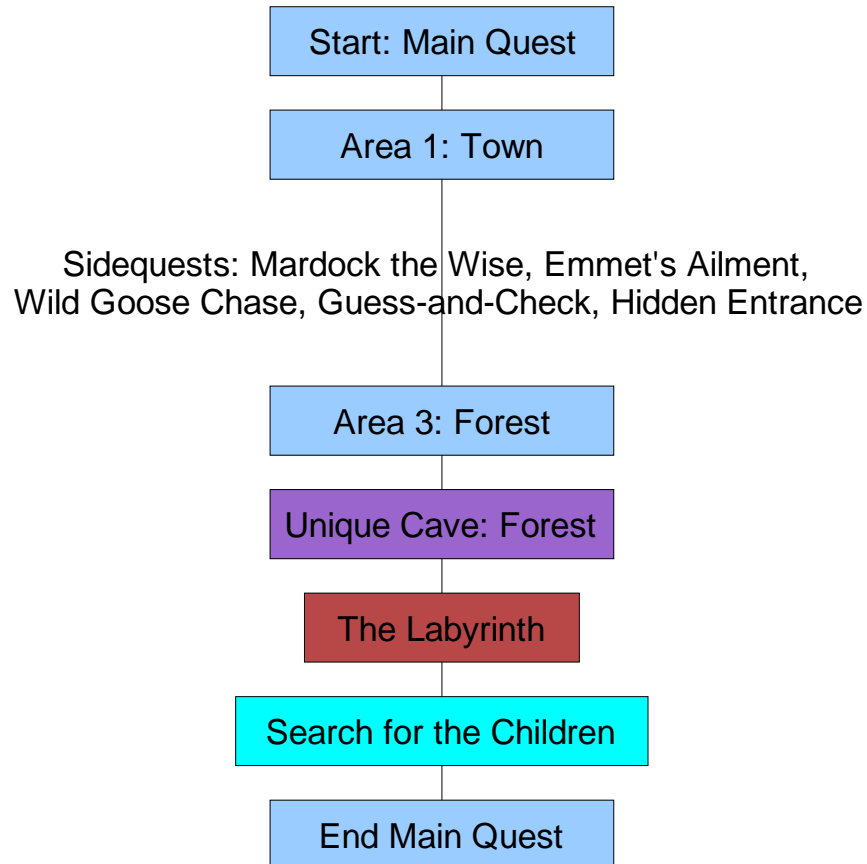
The curse itself entails muddling the victim's brain such that he can't string a set of ideas together. In Emmett's case it was mistaken for alzheimer's syndrome (called old-timer's sickness in this world) since he was very old.

[Return to Top](#)

Appendix A – Story Flow Charts

Main Plot

The PC's main goal is to get the children back. He/she doesn't *need* to do any of the extra stuff in between going into the forest and the town, but it's recommended at least one of those sidequests be taken to ease the burden.



[Return to Top](#)

Wild Goose Chase

The only way to get together enough money to pay Nicholas off is to actually go out and explore the caves, so in essence he's tricking the PC into going out, plundering some caves, and bringing him back the loot.

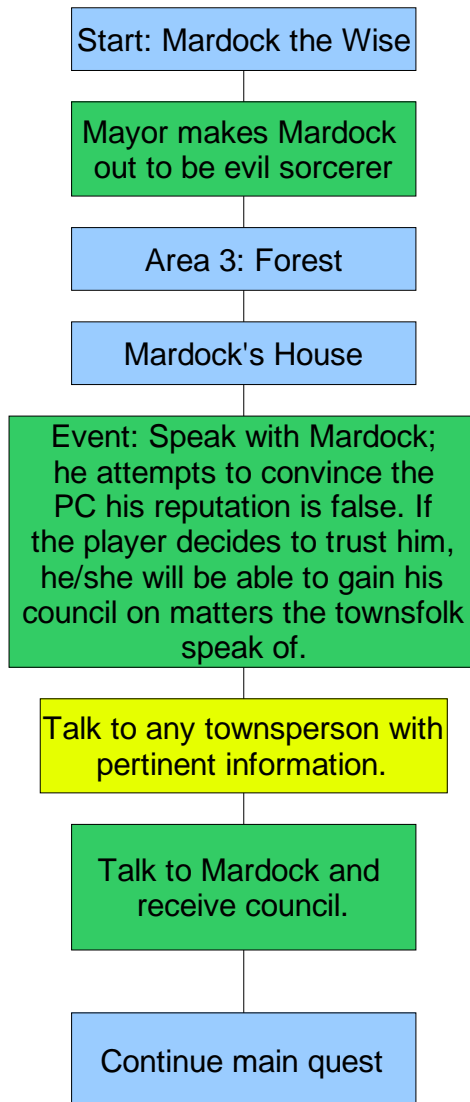


Notes: Nicholas will only reveal each cave's location after the player has found and visited the last one. In essence, he tricks the PC into finding the treasure in these caves for him.

[Return to Top](#)

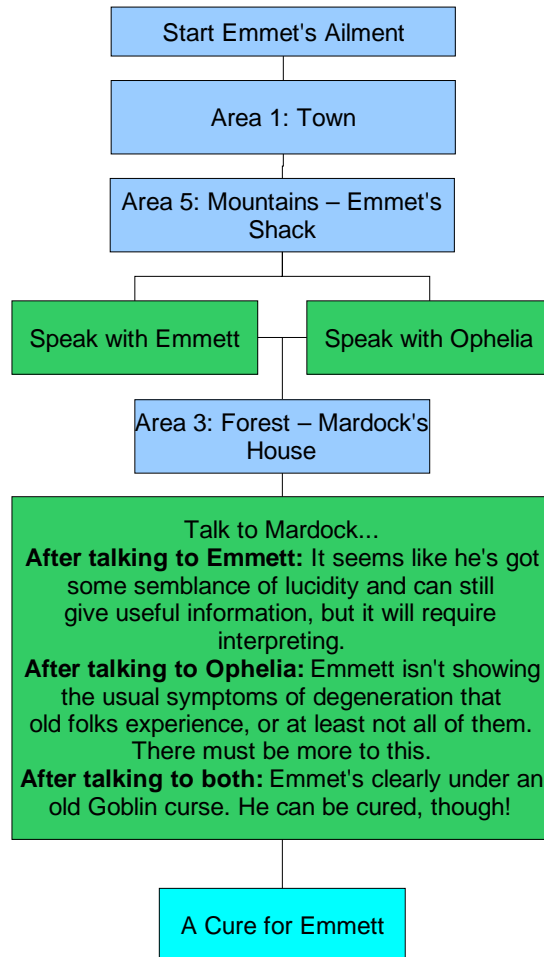
Mardock the Wise

Mardock, the wizard who lives in the forest, has much to offer the PC should he/she approach him and trust him.



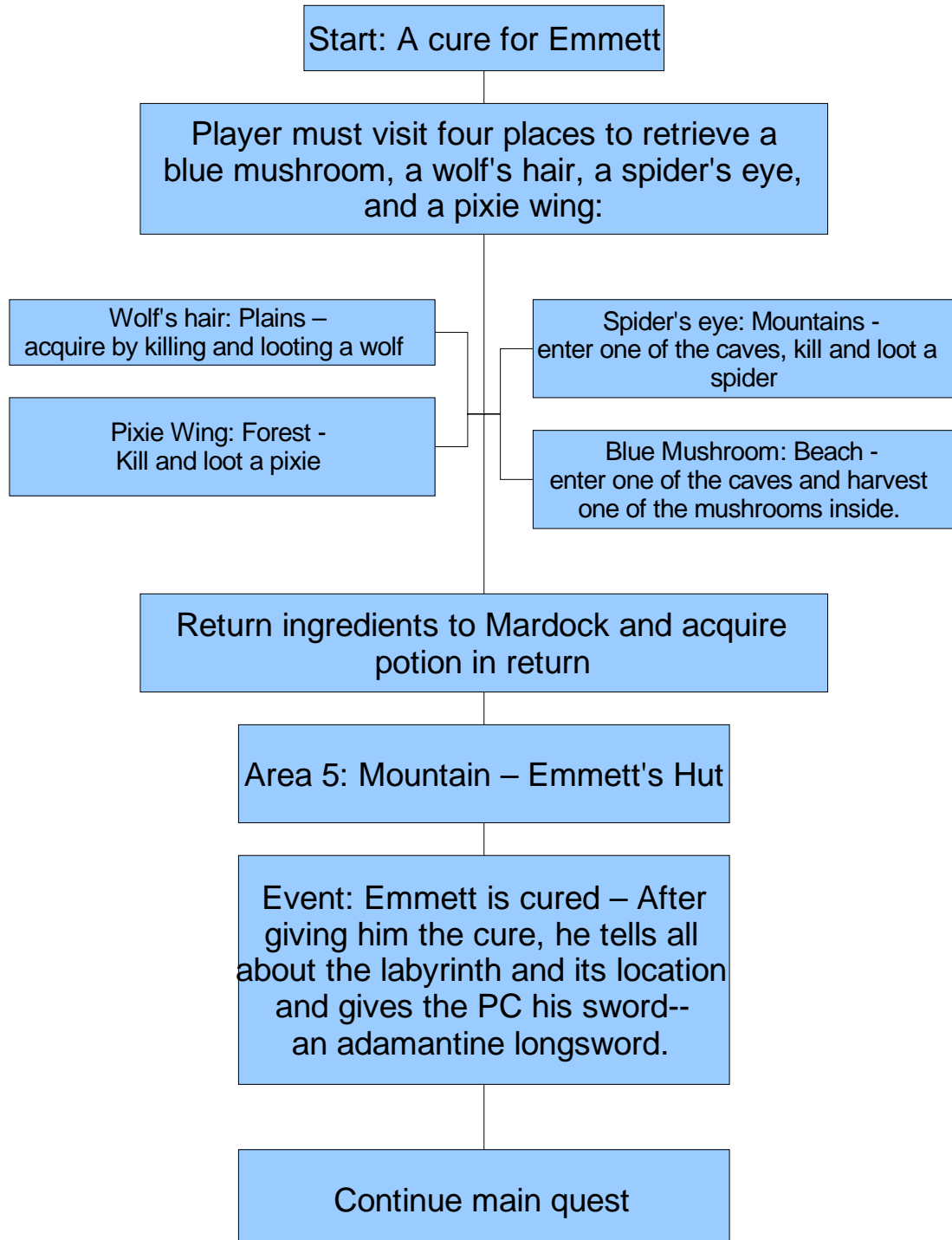
[Return to Top](#)

Emmet's Ailment



[Return to Top](#)

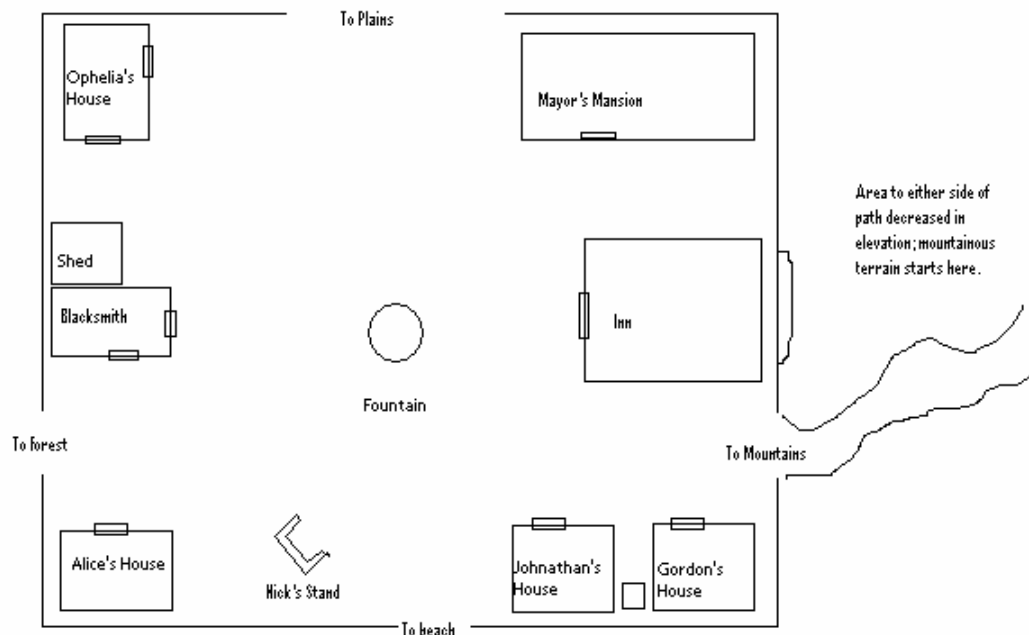
A Cure for Emmett



Appendix B – Area Maps and Descriptions

Jekk (Town)

Map



Character

The town of Jekk is somber, but shows signs of life. It's not *entirely* grim and morbid, more simply suffering a depression. The trees are green and the water is blue; the surroundings are abundant with life. It's just empty and lonely and sad here.

History and Purpose

The children of this town were taken by Goblins one night. The PC is here following up that rumor, hoping to make a name for him/herself by solving the town's little problem. It seems that they were once guarded by a warrior named Emmett, but recently he's gone funny in the head.

Layout

A fence surrounds the perimeter of the town. To the north, there's the main entrance from the plains and the town's farmland. To the south, there's the beach and the ocean. To the east, there's the mountains, and to the west, the forest.

Ophelia, a kind widow, sort of a nurse-figure, makes her home in the northwest corner. In the middle-west, Balthazar's blacksmith shop and his tool shed are setup. He, his wife, his son, and his apprentice live on the second floor. Alice, the waitress at the inn, lives in the southwest corner. Nicholas, a sleazy carpet-bagger, has set up a cart where he sells fake anti-Goblin charms nearby, between the house and the exit to the beach. Jonothan and Gordon both have their houses set up to the southeast corner, sharing a latrine. The Inn is in the middle-east, overlooking a short cliff and the mountain range. Finally, to the northeast Mayor Orson's mansion stands. In the center of the town is a fountain.

Encounters

In the Inn: This is where the PC meets Abe, Alice, and Gordon, who will all have important facts regarding the onset of Emmett's illness.

In the Blacksmith's Shop: This is where the PC will find Dalas, Balthazar, and Mary, who have important services to offer; Dalas and Balthazar can become party members, as detailed in Scenes 6A, 6B, and 6C.

In the Mayor's Mansion: The player can speak with Mayor Orson and his wife, Regina here.

Other houses: Unoccupied; other characters are elsewhere.

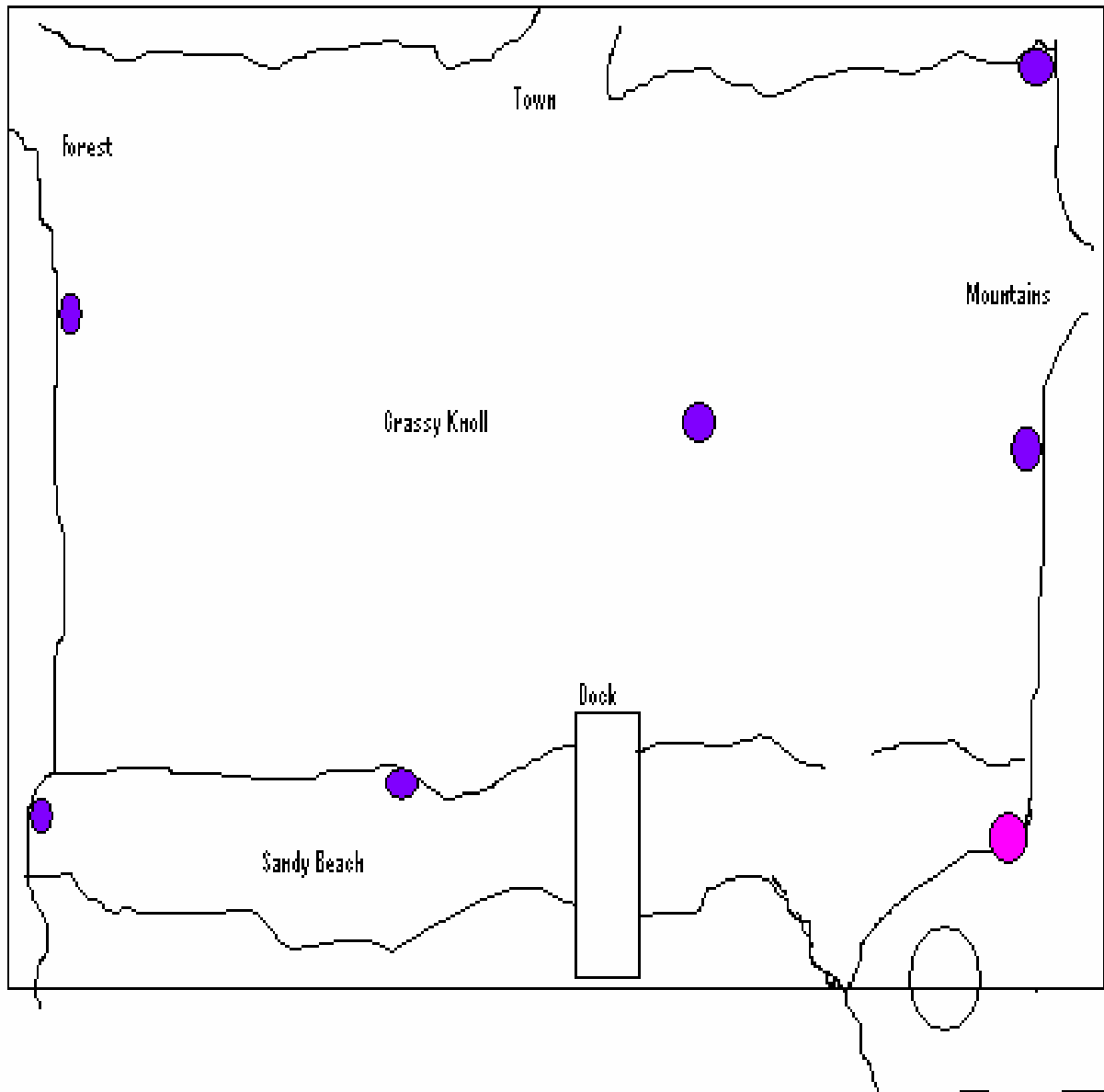
Items

All items detailed under Items section above as being sold in Dalas's shop.

[Return to Top](#)

Beach

Map



Character

The beach is a serene reflection of the peace that usually graces Jekk. While no one is here, it offers a certain warmth and refuge in the face of the more dangerous mountains and forest and the somber town.

History and Purpose

The beach serves as both a place where the townspeople set up their celebrations and as a transportation medium—at least, when a ship is in. Which none are right now. The town exports crops and imports a few other goods through here.

Layout

The beach is actually going to be larger than depicted here, and the dock will be longer as well. Everything within the boxed-off area is explorable. To the north, there are three entrance/exits: one to the east for the mountains, one to town to the direct north, and one to the west for the forest. The grassy knoll is higher in elevation than the beach itself, with sort of a short cliff face separating the two. The gap in the cliff face is an incline that the player can traverse down. To the southeast, there's an extremely high cliff, on top of which is a lighthouse. Cliffs surround this area to avoid players running into invisible walls.

The blue dots are all cookie-cutter caves, and the purple dot is a cave unique to the beach set into the base of the lighthouse cliff.

Encounters

A handful of badgers and rabbits make their home on the grassy knoll. The caves are home to dire badgers and weasels.

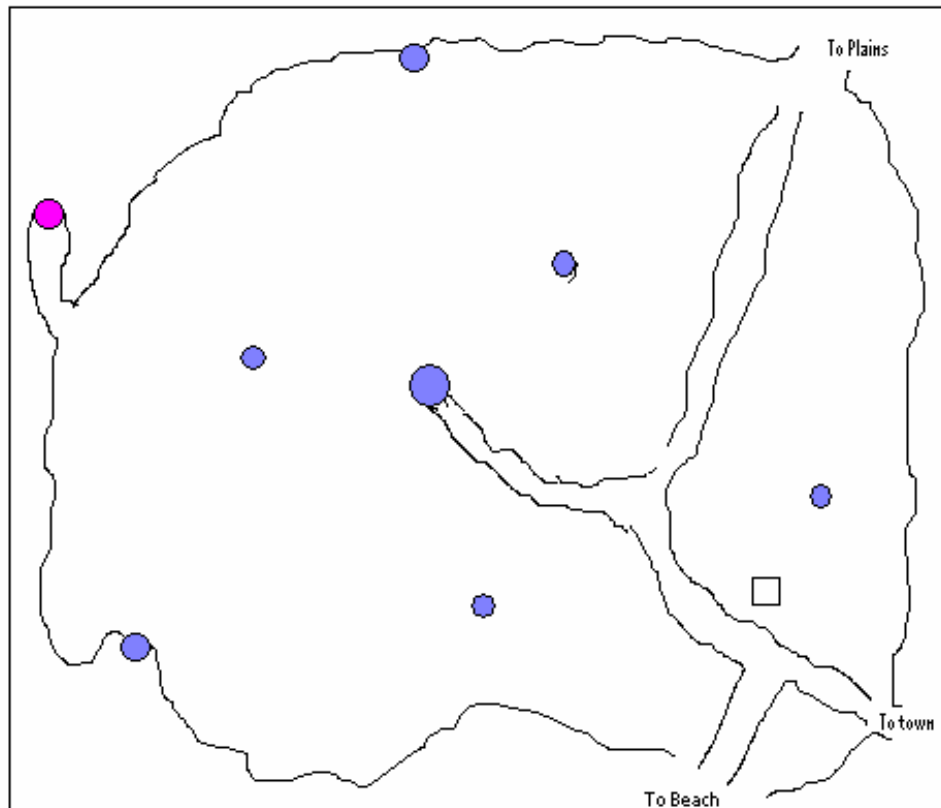
Items

Blue mushrooms can be harvested from any of the caves here. One or two of the cookie-cutter caves will feature chests with gold in them. The unique cave will also contain treasure.

[Return to Top](#)

Forest

Map



Notes: Trees aren't shown. The entire area is depressed downwards to avoid invisible wall problems, and the walls are covered in greenery. Trees are interspersed randomly but for the paths shown, on which there are no trees.

Character

The forest is mysterious and dark, but with rays of sunlight coming through the canopy. If anything, it represents the corruption and darkness that has gripped the lively, lovely village.

History and Purpose

The children of this town were taken by Goblins one night. The PC is here following up that rumor, hoping to make a name for him/herself by solving the town's little problem. It seems that they were once guarded by a warrior named Emmett, but recently he's gone funny in the head.

Layout

See the note next to the map for details. The path is slightly receded, as if it's been worn down by feet treading on it. Again, all the blue dots are cookie-cutter caves and the purple one is the unique cave. In this case, the unique cave also houses the labyrinth. The white square not far from town is Mardock's house.

Encounters

A handful of pixies inhabit this area, particularly around and within the cookie-cutter cave in the center. Otherwise it plays home to dire badgers and, of course, the most goblins of any overworld area in the module.

The PC can speak with Mardock the Wise at his house.

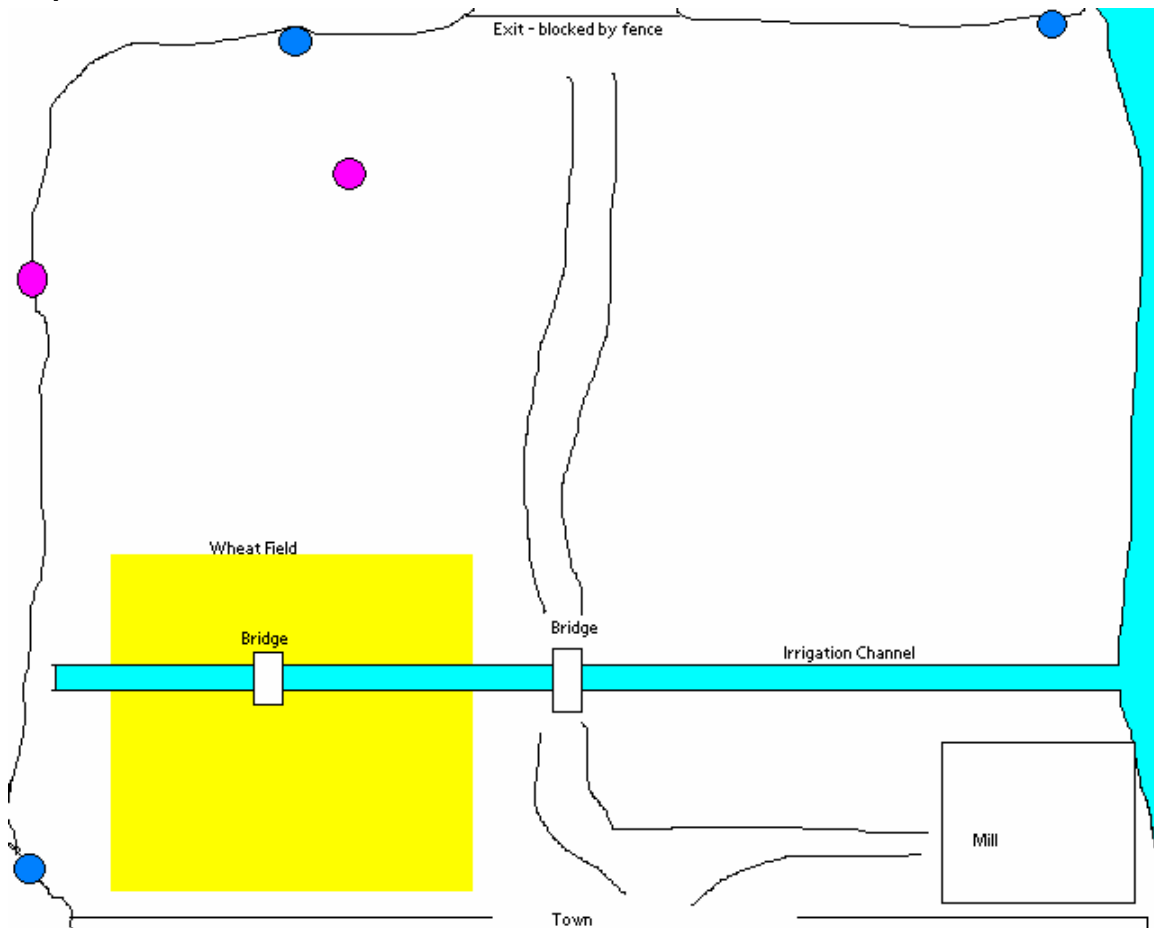
Items

Pixie Wings can be taken from dead pixies, and there are some chests to be found in the cookie-cutter caves.

[Return to Top](#)

Jekk Plains

Map



Character

The plains represent the advancing evil on Jekk; the irrigation channel is the line which neither side dare cross. On the town side, it's safe. It's an extension of the town. On the

other side, the advancing forces of evil. This is the front line of the war to keep Jekk, in that goblins raid the wheat field regularly.

History and Purpose

Jekk's source of prosperity has taken a turn for the wild ever since Gordon started spending more time in a bottle than he did tending to the field. With only Johnathan to look after it, it's more than can be handled.

Layout

On the town's side, the grass is well kept. On the other side, the grass has grown tall and thick and is starting to encroach on the field. The mill stands tall in the southeast, just outside town, right next to the river. A path goes up to one of the bridges across the channel and to the exit from Jekk's territory, and there are a pair of caves (in blue) to be found towards the north. The unique cave of this area actually has two exits.

Encounters

There are no monsters on the town's side of the channel. Wolves, badgers, rats, and goblins wander the tall grass on the other side. Goblins are especially frequent in the unique cave and the wheat field. A pack of wolves lives in the north cave, and still more rats—and several dire rats—live in the river cave. The mill is also home to the common rat.

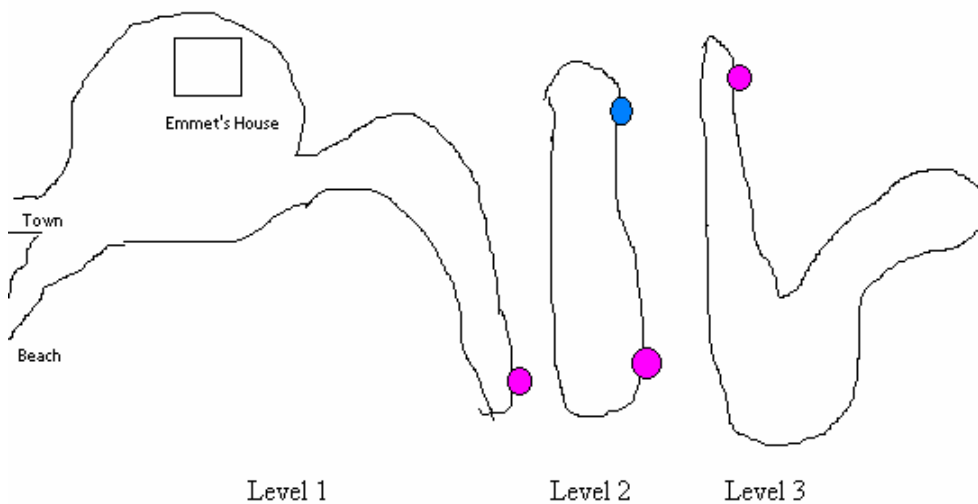
The PC can find Johnathan at the edge of the wheat field, just to the east of the bridge and the path. He can tell the player of what the goblins have been up to since they kidnapped the children and where they tend to show up most.

Items

Wolf fur can be looted off wolves, and there's some treasure to be found in the unique cave, though not in the others. A handaxe and a crossbow can be found in the mill.

Mountain

Map



Character

The mountains are a reflection of what Jekk might become if the goblins are not stopped. Dead, cold, and lifeless, it suggests a cemetery with its bleak atmosphere. It's a place of mourning as it's where Emmett lives and he's quite ill.

History and Purpose

The mountains are reputedly the most dangerous place near Jekk, inhabited by monstrous creatures that even goblins dare not approach. Only Emmett could be brave enough—or crazy enough—to live here. He chose to do so that he might best serve as the town's protector. Now, Ophelia tends to the sad shadow of his former self in his house.

Layout

The areas enclosed by black lines are areas that the PC can walk on. The elevation is always increasing from left to right (west to east) on the map, with the rightmost area as

the highest the PC can go on this little mountain. From there, he/she can see the mountain range.

Emmett's house sits at the foot of the mountain like a rest stop, and is accessible both from the town and the beach.

There are only two caves in this area: one unique, three-floor cave with an exit/entrance on each level, and one cookie-cutter on the midmost level of the mountain.

Encounters

Giant spiders make their homes in the caves of this mountain, and a few like to skulk around the higher two levels. Only a few scared goblins live in the cookie-cutter cave on level 2, afraid to leave the cave. They can be negotiated with rather than killed at the PC's option, and with a good enough intimidate skill they can be convinced to tell the PC that the cave he/she is looking for is in the forest.

The PC can meet Emmett and Ophelia here and thus take on the sidequest to cure Emmett.

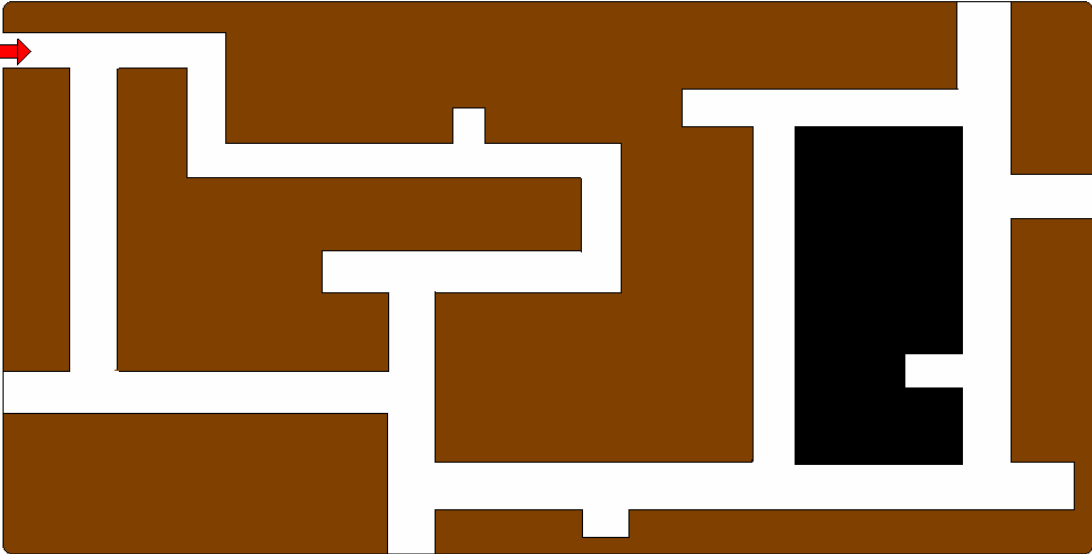
Items

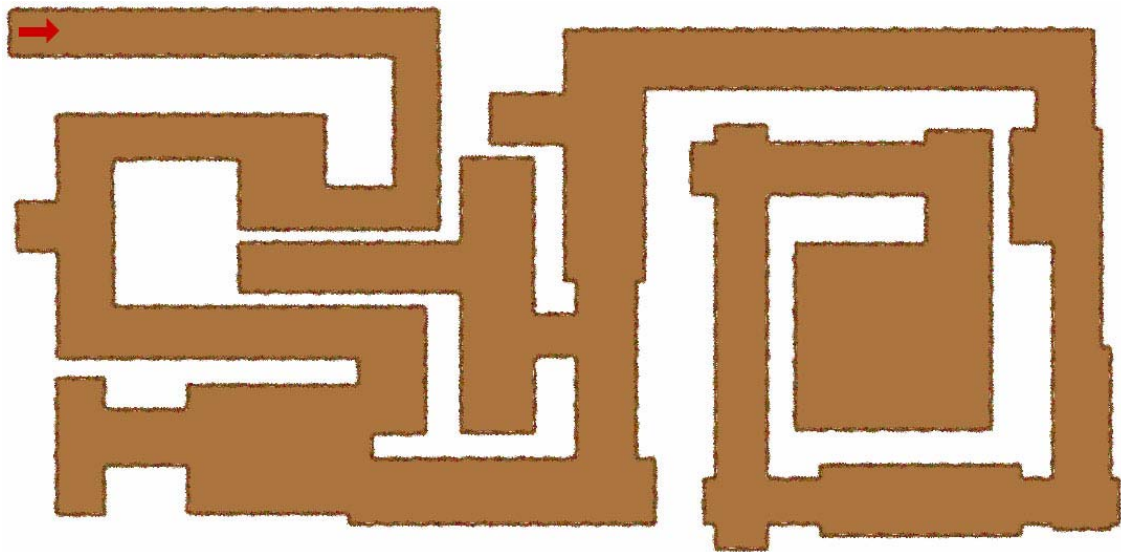
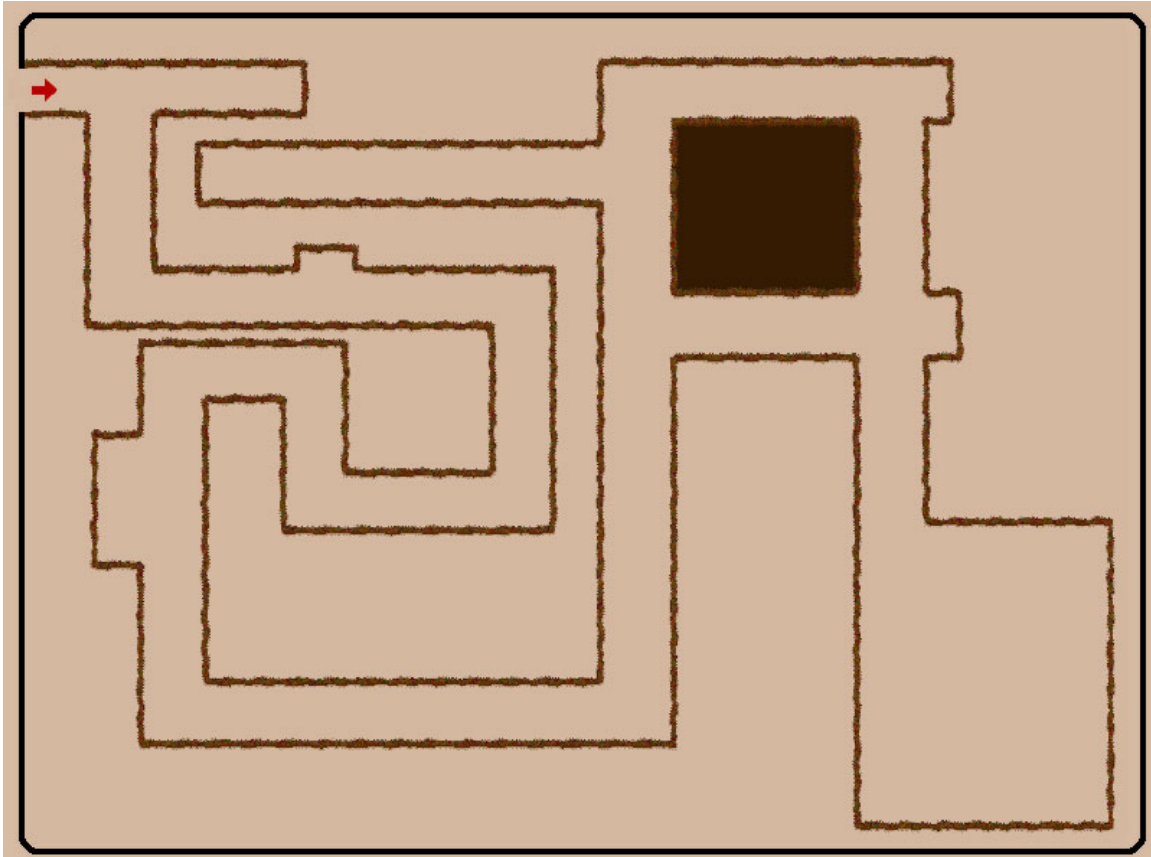
Emmett's sword is received in Emmett's house. There's some gold to be found in the goblins' cave on level 2, and spider eyes can be looted from the spiders here for use with the sidequest to cure Emmett.

[Return to Top](#)

“Cookie-Cutter” Caves

Map





Character

The “cookie-cutter” caves all have the same character, roughly, but that they are adjusted to suit their locations and given a few unique twists per area. Apart from the flavoring they’re given for whether they’re in the plains and inhabited by wolves or whether they’re in the woods and have pixies in them, they’re a mischievous bunch, decoys to

mislead the PC from the actual cave of the labyrinth. They should almost seem to be laughing at the PC; at the end of any given tunnel, instead of finding the labyrinth, there's one gold piece, or a single goblin warrior, or some such nonsense. In a way, the cookie-cutter caves are the character of the goblins themselves.

History and Purpose

Jekk was once one big lake when there were still glaciers moving through here. As such, water eroded out a series of caves all over the landscape, most especially in the area that's now the forest.

Layout

There are only three actual layouts—apart from those of the four caves that have been labeled “unique” and thus their own areas—for the caves in this module as a convenient, time-saving way to litter the land with caves upon caves and confound the player as they find that looking for the labyrinth isn't going to be a linear quest. All three layouts are detailed above. Caves will be “tweaked” in order to make each one seem more unique; lighting will be altered, placables will be changed, some sections of cavern will be removed, et cetera, but in the end it will be easier to start with a series of template caves and just alter them on the fly than to actually try and design over a dozen unique layouts.

Encounters

Encounters in these caves are detailed in the overworld areas that they are set in.

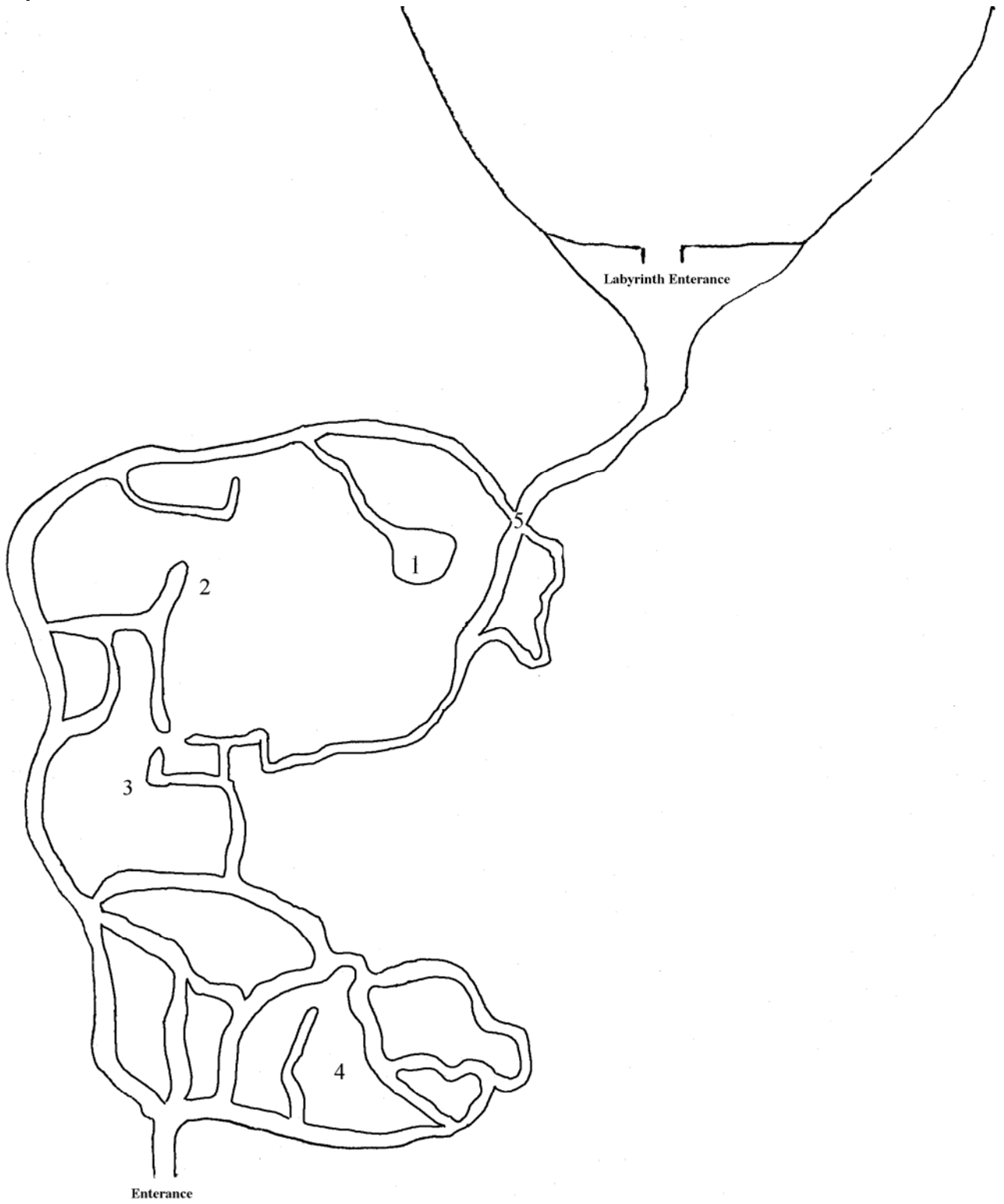
Items

Occasionally, when there are goblins inhabiting these caves, they will have at least one chest of gold pieces for the PC to loot. Otherwise the loot is detailed in the entries for the areas in which these caves are found.

[Return to Top](#)

Labyrinth Cave

Map



Character

The Labyrinth Cave is foreboding and daunting, a complex series of tunnels that holds something deeper and darker. It'll be a fairly dark place.

History and Purpose

This cave once served as the home to a tribe of goblins long ago, but a younger, more spry Emmett cleaned them out with a vengeance. The remnants of those goblins have returned to make this place and the ancient ruins deep within their lair.

Layout

A long tangle of caves, the Labyrinth Cave is probably going to be separated into at least two different areas.

Encounters

Goblins love this place. There's plenty of them waiting around corners, ready to whirl an axe into the PC's skull or unleash a volley of crossbow bolts at him/her from down the hall.

1 – A cache of weapons guarded by a Bugbear. Goblins need to stay armed in case of danger, after all.

2 – This series of dead ends is a sort of trap. The northern one has a chest filled with gold in it; the southern one contains a series of goblins with crossbows that will wait for the PC to approach the chest before firing. They are led by a goblin sorcerer.

3 – Another treasure chest here, but this one's booby trapped with a fireball spell.

4 – This particular network of caves is rife with goblin ambushes; at least two goblin rogues take up in this part, waiting to get a good sneak attack in.

5 – Another ambush is set up at this junction; Goblins wait in the western hall to strike anyone who passes by.

Items

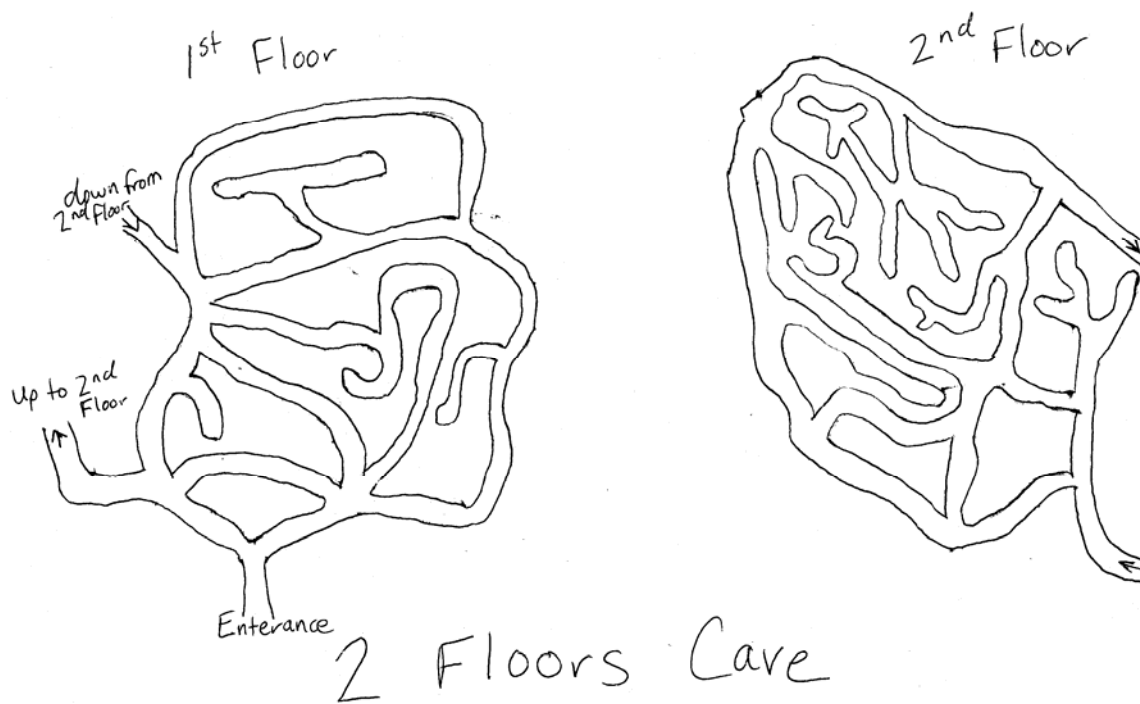
Two chests of gold at points 2 and 3.

A cache of weapons, including three crossbows, two light maces, five sets of 10 arrows, a set of 10 +1 crossbow bolts, and a set of 10 +1 arrows, are at point 1.

[Return to Top](#)

Beach Cave

Map



Character

The Beach's unique cave is the tone-setter for the other caves on the beach. Only a handful of goblins actually lives here. In a way, it continues the tradition of the cookie-cutters, being more complex and more unique than they are but still being a mere dummy and not much more. Entering this cave is like getting ready to do a drug bust but finding out the drug dealers moved their lab somewhere else already.

History and Purpose

This cave sits below the lighthouse, eroded out by water over centuries to become fairly extensive.

Layout

It's likely a few of the tangles will be taken out of this cave to make things a little simpler.

Encounters

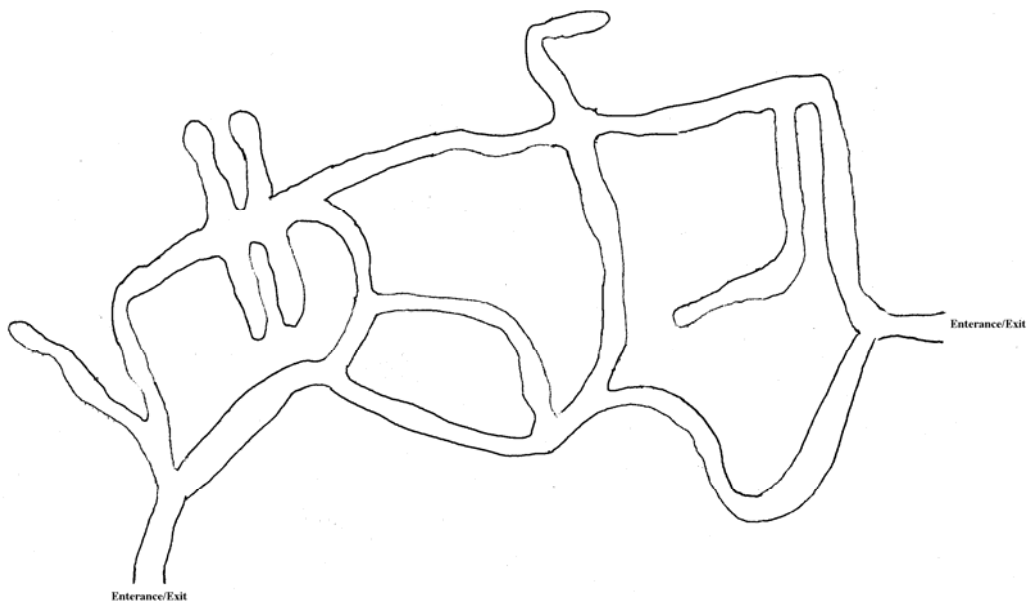
A handful of goblins lurk in this cave alongside the badgers that make their home here, giving a sense that just when the player suspects they've all been cleared out, he/she is proven wrong.

Items

Blue mushrooms can be harvested anywhere they can be found in this cave. There are no treasure chests to be found as the goblins are just sort of using this place as a decoy to keep townsfolk confused.

Plains Cave

Map



Character

The Plains Cave is the tricky bastard of the tricky bastards; a cave that's made to make it seem like there's more caves than there actually are. It'll be very easy—especially after

roaming the forest for a little while—for the player to mistake one of the entrances of this cave which he/she has already been to for a completely new cave, especially since it's unique and both ends will look totally different from any other cave he/she has been in.

History and Purpose

There's not much of a history behind this cave. It's just a cave with two entrances, and goblins like to mount raids on the town's crops from here.

Layout

It's a cave with two exits.

Encounters

Goblins take up residence especially towards the southernmost (leftmost in the map above) entrance to this cave. Wolves are rather partial to the northernmost (rightmost in the map above) entrance and the middle section. The "H" intersection in the upper right corner has a Goblin archer in each little hall.

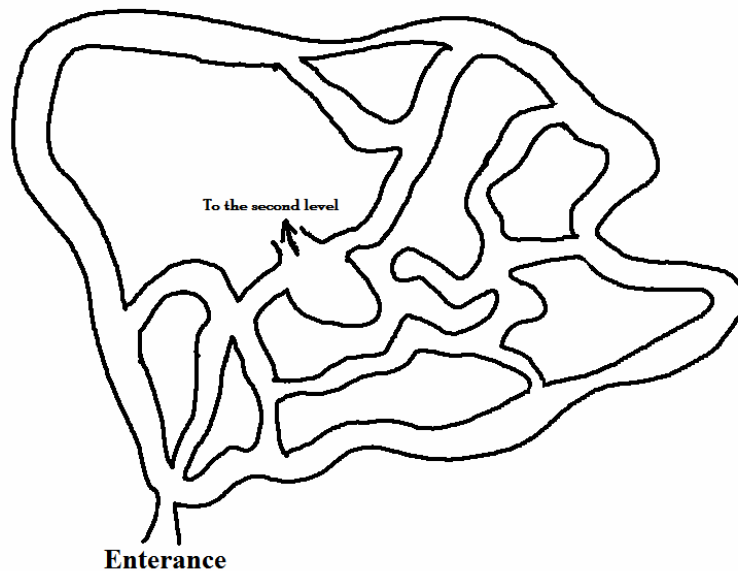
Items

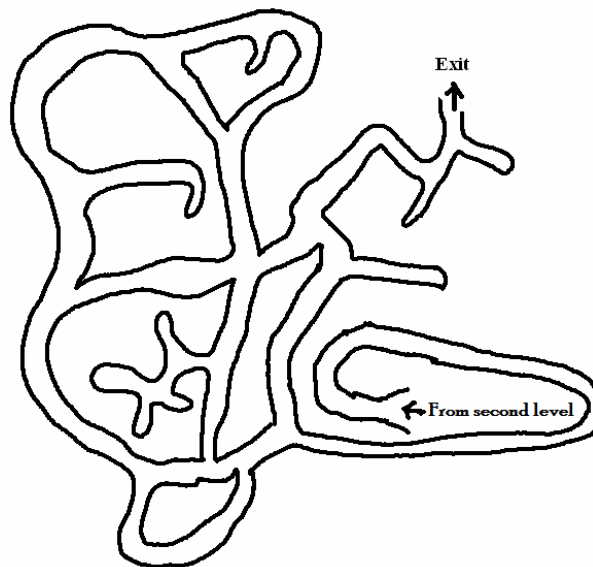
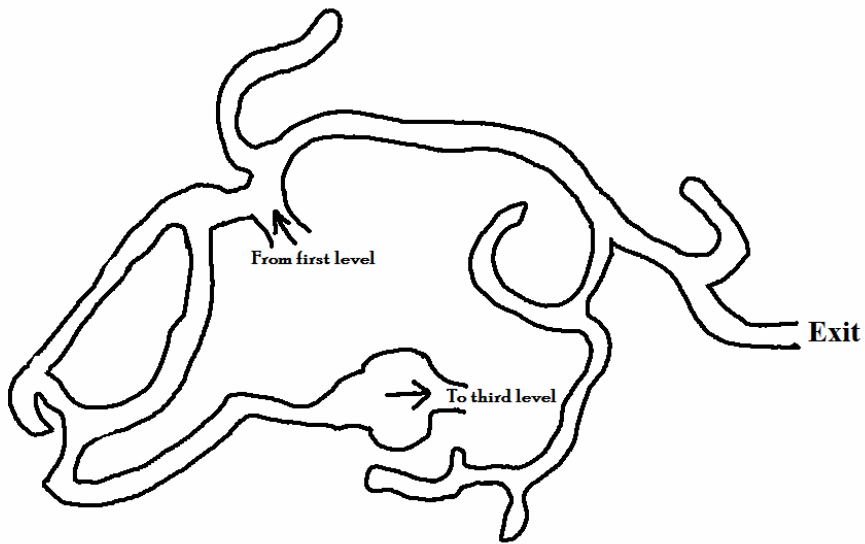
The archers guard some of the goblins' more valuable stuff, including the key to the old mill, a chest of gold, a suit of masterwork leather, and a masterwork greataxe. As stated before, the wolves drop wolves' fur.

[Return to Top](#)

Mountain Cave

Map





Character

This cave is different from all the others in that it is very explicitly not the Goblins' lair. This is the spiders' lair. Goblins do not belong here. People do not belong here. Stay out.

History and Purpose

The mountains have been home to giant spiders since anybody can remember. These caves have been host to the death of many a fool who wanders in, thinking they're going to meet a tarantula but instead meeting a six-foot tall arachnid with rabies.

Layout

The caves are meant to be a web, both to help suggest spidery thoughts and to put a scare into the player; getting lost in here means getting lost in a cave filled with really big spiders who respawn periodically. It's a small web, but even a small one can be disorienting with as many twists as can be seen above. A few landmarks will be placed here and there to show the fastest path to the next floor and the exits; namely, those paths *won't* have webs in them.

Encounters

Spiders, spiders, and more spiders. There's a *reason* nothing else intelligibly lives in these mountains. They're set to respawn five minutes after being slain, giving the impression of limitless spiders. The spiders get tougher the higher the PC goes into the caves.

Items

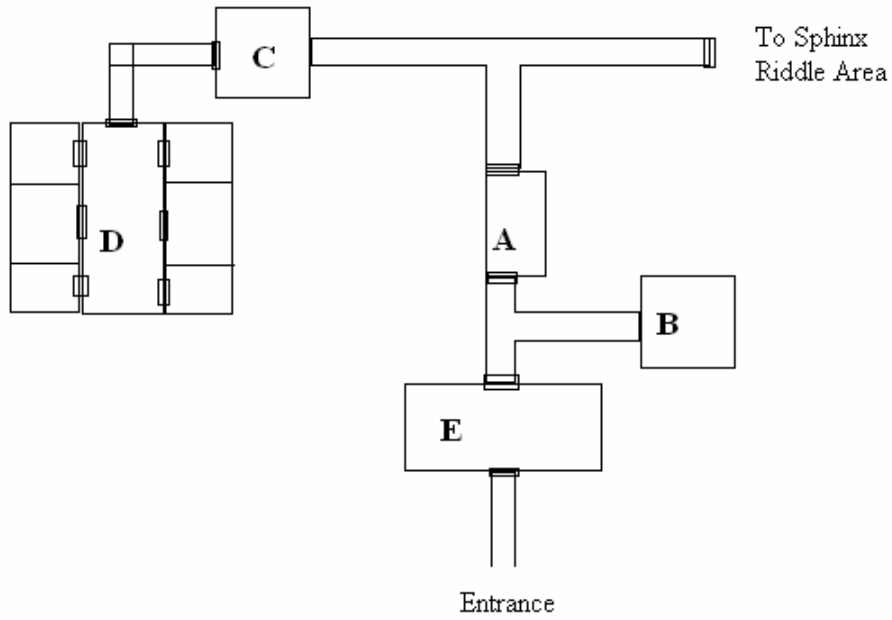
A handful of the corpses lying around have some weapons and armor. They get better as the PC goes higher up in the caves.

[Return to Top](#)

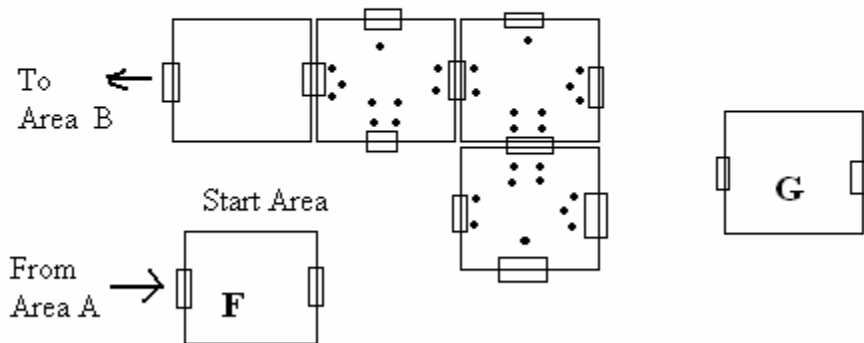
Labyrinth

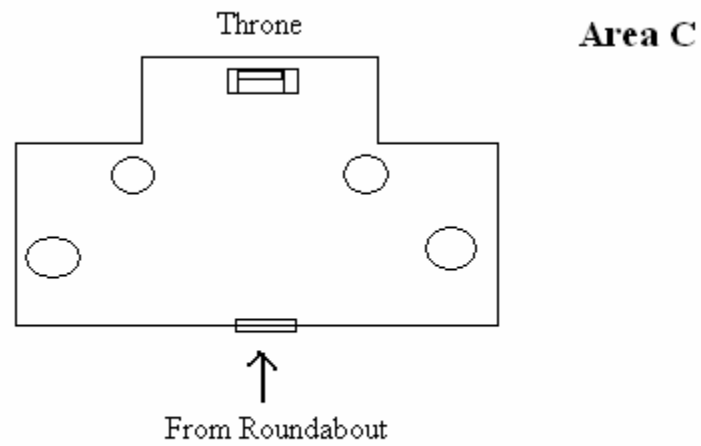
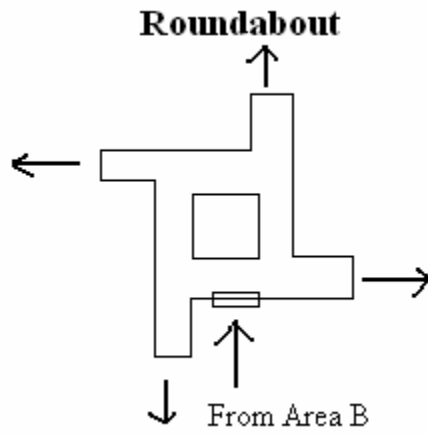
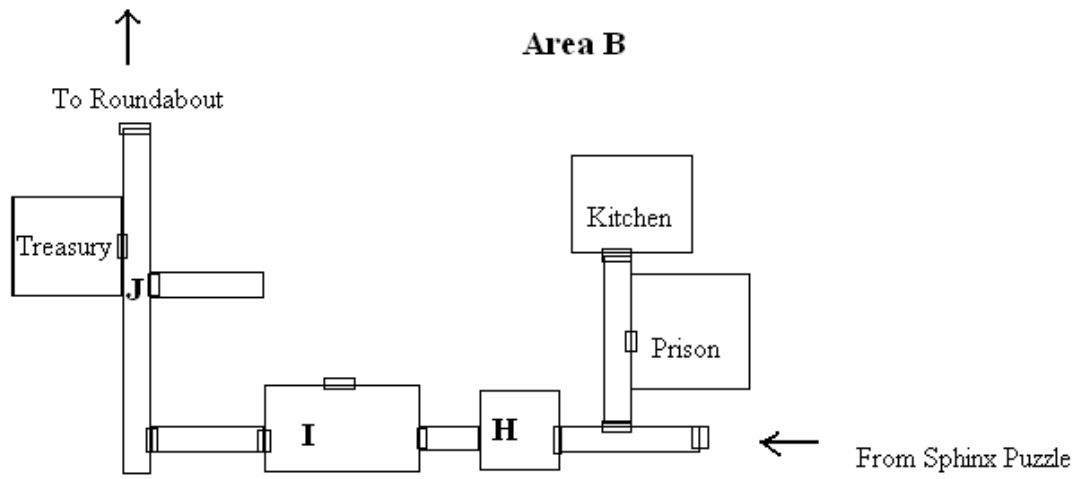
Map

Area A



Sphinx Riddle Area





Character

The Labyrinth is the goblins' stronghold; it's their home turf. It should come off as being cocky, throwing the PC off with tricks that haven't been seen until they come here. Think of it as like being in the shoes of Harry and Marv in Home Alone, but replace the obnoxious youngster with a little snot-nosed goblin.

History and Purpose

See Labyrinth Cave

Layout and Encounters

E – Entrance Hall

The welcoming committee consists of a pair of goblin warriors and a goblin sorcerer.

A – The pointless trap room.

Here the PC will find one locked door (north) and a false door (east). There's a set of four levers here. Pulling any given lever shocks the PC for 1 damage. They don't really do anything else, they just shock the PC while they try to figure out what combination opens the door that doesn't really work.

B – The key and the chest.

In this room, on a pedestal, there is a key. Just behind it, a chest. The key is needed to unlock the locked door in the north of A. If the PC tries to open the chest, it will be locked. If the PC tries to open the chest after getting the key, the chest will eat the key and the PC will have to force open the chest to get it out. Forcing the chest open causes a goblin warrior and two peons to teleport in and attack the PC.

C – The ignoramus

A bugbear guards the door on the west side of this room. He doesn't seem to realize the PC isn't a goblin. The PC may speak with him or try to take him down. With a good enough bluff check, the PC can fool him into giving him/her the key to the barracks.

D – Barracks

There's two goblin warriors and four peons in this room. Once they're all cleared out, the player is free to talk to Johnathan's Daughter, who is in the southeast corner room cleaning up.

F – Sphinx Riddle Entrance

The Sphinx Riddle area is a permutation on the riddle of the sphinx, as its name suggests. In the entry room, labeled F on the map, there is a plaque reading, "the toddler crawls at dawn, then the man stands tall on his own feet at noon, and then the old man hobbles on his cane at dusk." This is a hint as to how to proceed through the next set of rooms. There is one correct path through, shown on the map. The other doors all lead to the dump area (see G). Each door in these rooms is numbered by a series of statues next to it. The PC must first go through the door with four statues, then two statues, and then three, each signifying how many legs the person walks on. After that, he/she can proceed.

G – Sphinx Riddle Dump Area

If the player chooses the wrong door, it will lead here, even if he/she chooses the door he/she initially entered through. In this area, he/she is confronted by a bugbear, whom he/she must defeat to proceed. The door on the west is the entrance, which can't be passed through again, and the door on the east is the exit, which puts the PC back in the starting chamber.

H – Countdown to Freedom

On entering this room, the doors shut and lock, and a timer begins counting down from 10. A switch in the center of the room resets the timer. There are four more levers in the room, each of which does nothing. When the timer runs out, the doors open.

I – Exit to Inn Cellar

Here the PC will find the locked door to the cellar of the inn. Balthazar's son can be found in this room.

J – Ambush

To the south end of this hall Gordon's son waits. He, like Balthazar's son, managed to escape, and spotted an ambush up ahead. The ambush consists of a goblin warrior with a crossbow and a pair of peons with throwing axes, and after they run out of those, daggers. This warrior holds the key to the prison door.

Prison – The remaining children, with the exception of Ophelia's daughter and Orson's daughter, are in here.

Kitchen – Ophelia's daughter is in here preparing food. A pair of goblin peons has something to say about taking their cook.

Treasury – Two bugbears sit in this room, guarding the riches of the goblins. They're both fierce warriors, each with barbarian levels.

Roundabout – Printed on the walls around the center is a riddle: "Right is right, except when right is left." Any of the hallways extending from this roundabout will take the PC to area C. The northern one is the one where the PC appears should he/she exit Area C back to this room.

Area C – The throne room. Here the PC meets the Goblin King and fights him to the death for the Mayor's daughter.

Items

Key in room B, 1000 gold in the Treasury, two +1 longswords (loot from bugbears) in Treasury.

[Return to Top](#)

Appendix F – Foes

Goblins

The Goblins live all over the country on the town's outskirts, making their home in an ancient labyrinth somewhere underground. They constantly focus their efforts to try and rid the area of the townsfolk who have settled here that they might claim this territory as their own.

The Goblins come in three flavors: the basic peons that roam the countryside and pose a challenge perhaps to a level 1 character, sorcerers who have fairly rudimentary attack spells, and warriors. The peons do most of the dirty work outside the labyrinth while the other two varieties tend to be in charge of things and lead groups of them—usually from within the labyrinth. Peons are also found in roles as cooks and smiths and the like, again being responsible for the dirty work in goblin society.

The Goblins are led by a Goblin Wizard named Munch. Mostly he pretends to be powerful, but his magic is fairly sloppy since he tends to overextend himself into spells he's not yet ready to use. He is, however, very cunning, having set up a number of the booby traps of the labyrinth himself and having orchestrated the curse placed on Emmett so that nobody could find the goblins' lair.

Wild Animals

A variety of wild animals live in the areas surrounding the town of Jekk. On the plains and in the forests, wolves roam freely—though more so in the plains than the forest, which is the domain of fey such as pixies. Giant spiders make their homes in the caves of this land, and rats can be found practically everywhere.

[Return to Top](#)