

CHAPTER ONE: TEMPLE OF THE NIGHTBRINGERS

SUMMARY

A tribe of goblins are raiding travelers on the Long Road, and our heroes decide to help. After a dangerous overland journey, they enter a mysterious abandoned temple where they encounter terrifying monsters, deadly traps, dark magic, and a shocking secret. Will they survive the Temple of the Nightbringers?

ACHIEVEMENTS

COME TOGETHER! 20 XP

Heed Tarth Blackwarden's call and form an adventuring party.

ON THE ROAD 20 XP

Travel to Melton along the Long Road.

SWEET TALKER 100 XP

Persuade Frida Greatheart to allow you in to Melton and gather information from the patrons of The Weary Knight.

FUZZY WUZIG WUZ A BUGBEAR 200 XP

Successfully defeat Wuzig in combat or convince him to allow you across his bridge.

A POX UPON YOUR HOUSE! 50 XP

Convince Pox to join you.

WORG LOVE GOT TO DO WITH IT? 200 XP

Dispense of the Worgs in the guardroom.

DISKMAN 20 XP

Find the obsidian disk.

SLEEPING BEASTIES 150 XP

Dispense of the goblins in the dormitory.

THE READING DEAD 200 XP

Kill the zombies in the library.

SANCTUARY! 50 XP

Use the obsidian disc to unlock the secrets of Shar.

SUMMONING'S HAPPENING HERE, WHAT IT IS AIN'T EXACTLY CLEAR 200 XP

Discover the secret of the summoning chamber and dispense with any baddies that appear.

DINNER PARTY 400 XP

Use strategy and cunning to defeat the goblins in the dining hall.

EVERYTHING BUT THE KITCHEN SINK 20 XP

Discover Stink and Retch being held hostage in the kitchen.

ARGUE WITH THIS! 200 XP

Defeat the hobgoblin lieutenants.

MASK OF THE NIGHTBRINGERS 400 XP

Defeat Frida Greatheart and her worg companion. Recover the obsidian mask.



Credit: Theresa Dapra

TEMPLE OF THE NIGHTBRINGERS 20 XP

Complete Chapter One: Temple of the Nightbringers.

TOTAL XP: 2250/5 = 450 EACH