
Dungeons and Dragons 4th Edition compatible

**Siege of Santpoint:
Trouble on the churchyard**

5 players of 1st level

Paper & Plastic encounter

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SIEGE OF SANDPOINT: TROUBLE ON THE CHURCHYARD

ENCOUNTER LEVEL 1 (700 XP)

SETUP

“Welcome, fellow Sandpoint’s citizens. After three years of hard work we are about to be blessed with a new, holy place where address our prayers to the gods”

The cathedral is just to be opened to the public and Father Zantus is having the inauguration speech, when a group of goblins, although peculiar ones, suddenly pop out of their hidings and start bringing some havoc. Meanwhile the crowd, fortunately a small one, tries to manage the panic and to reach safety.

The number of enemies depends on the number and skill of the PCs.

2 **Goblin Burner**

5 **Goblin Gutter**

As the characters began the encounter read:

A small crowd of fifteen citizens ha gathered in front of the almost rebuilt cathedral. Wooden scaffoldings still dress the building, but the most part of the work had be done. From tomorrow everyone will be able to praise the gods, or curse them, in the new building. Father Zantus, the head of the Sandpoint’s church is standing on the wooden stage, ready to perform what will be the most uninspired speech of the story of Sandpoint

The square is featureless, except for the wooden stage in the churchyard.

If the players approach the statue read:

The boring inauguration speech is suddenly interrupted by a scream. When you look around you notice some small blue humanoids are appeared ant surrounded the square in front of the cathedral. In the far end of the square, you notice a couple blue creatures holding torches, jumping
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out their hiding place and heading directly toward the cathedral, while some other humanoids comes from the streets around

TACTICS

Goblin Burners go in a straight line toward the cathedral, attacking everyone would cause to suffer an opportunity attack. If the target won’t die with the first attack they consider to take the attack to go ignite the cathedral. When they are adjacent to the building, they try to put it on fire.

Goblin Gutters try to kill everyone. When they are confronted with PCs, they will try to concentrate on them, flank them and gut them. Playing them like blood lusted psychopath grants more fun.

Peasants are in panic and just try to exit from the map. While panicking is not obvious they use the fastest or safest route.

Goblin Gutter	Level 1 Soldier	
Small Natural Humanoid	XP 100	
<i>Bald, blue skinned, with shark-like tooth, wielding oversized knives, these little humanoids seems a lot more frightening in close combat that from a distance. Lucky them, they move pretty fast.</i>		
Initiative +6	Perception +0	
HP 28 Bloodied 14		
AC 17; Fortitude 12, Reflex 16, Will 12		
Speed 7		
⬇️ Cut (Standard; at-will) ♦ Weapon		
<i>With a flash of light, one of the big knives aim to your throat.</i>		
+8 vs. AC; 1d6+3 damage.		
⬇️ Gut (Standard; at-will) ♦ Weapon		
<i>Once your defenses has dropped, the other knife goes toward your guts</i>		
+8 vs. AC; 2d6+3 damage		
Special: The goblin gutter can use the Gut power only if in the same round the target has already been successfully hit by another goblin.		
Alignment Evil	Languages Goblin	
Skills Acrobatics +7, Athletics +7, Endurance +6		
Equipment: Scrap armor, dogslicer x2		
Str 15(+2)	Dex 15(+2)	Wis 11(+0)
Con 12(+1)	Int 7(-2)	Cha 9(-1)

Encounter template made from the
Module Template by Dennis Dollins
www.keyourcars.com
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