

A PATHFINDER-COMPATIBLE ADVENTURE FOR 3-6 PLAYERS OF 1st LEVEL

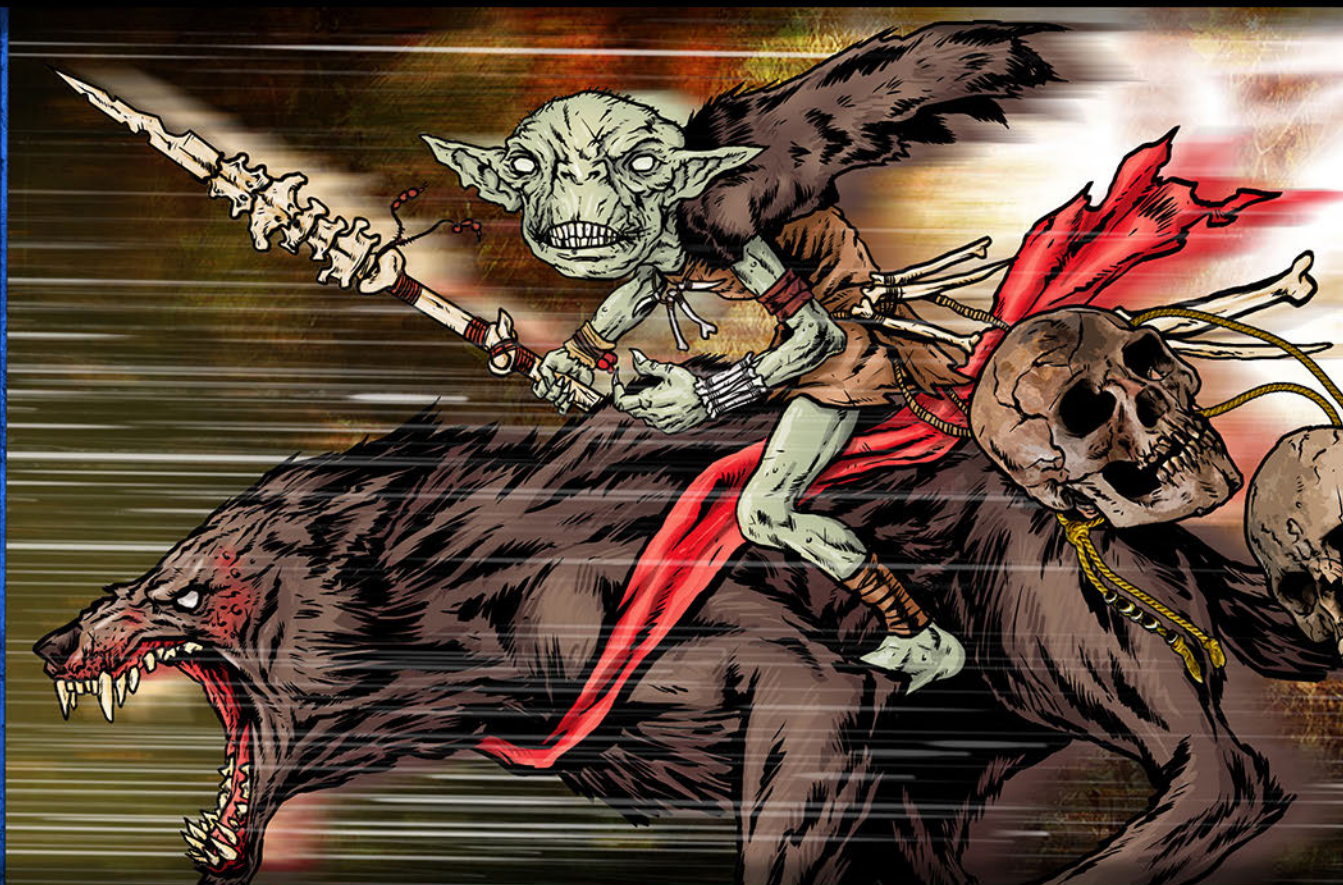
A DOLLAR
DUNGEON



The Ghoul Mall



Part 1 of 3 In The Goblin Isles Series



A DOLLAR DUNGEON ADVENTURE SUITABLE TO BE PLAYED IN ONE EVENING



CREDITS

The Ghoul Well

CREDITS

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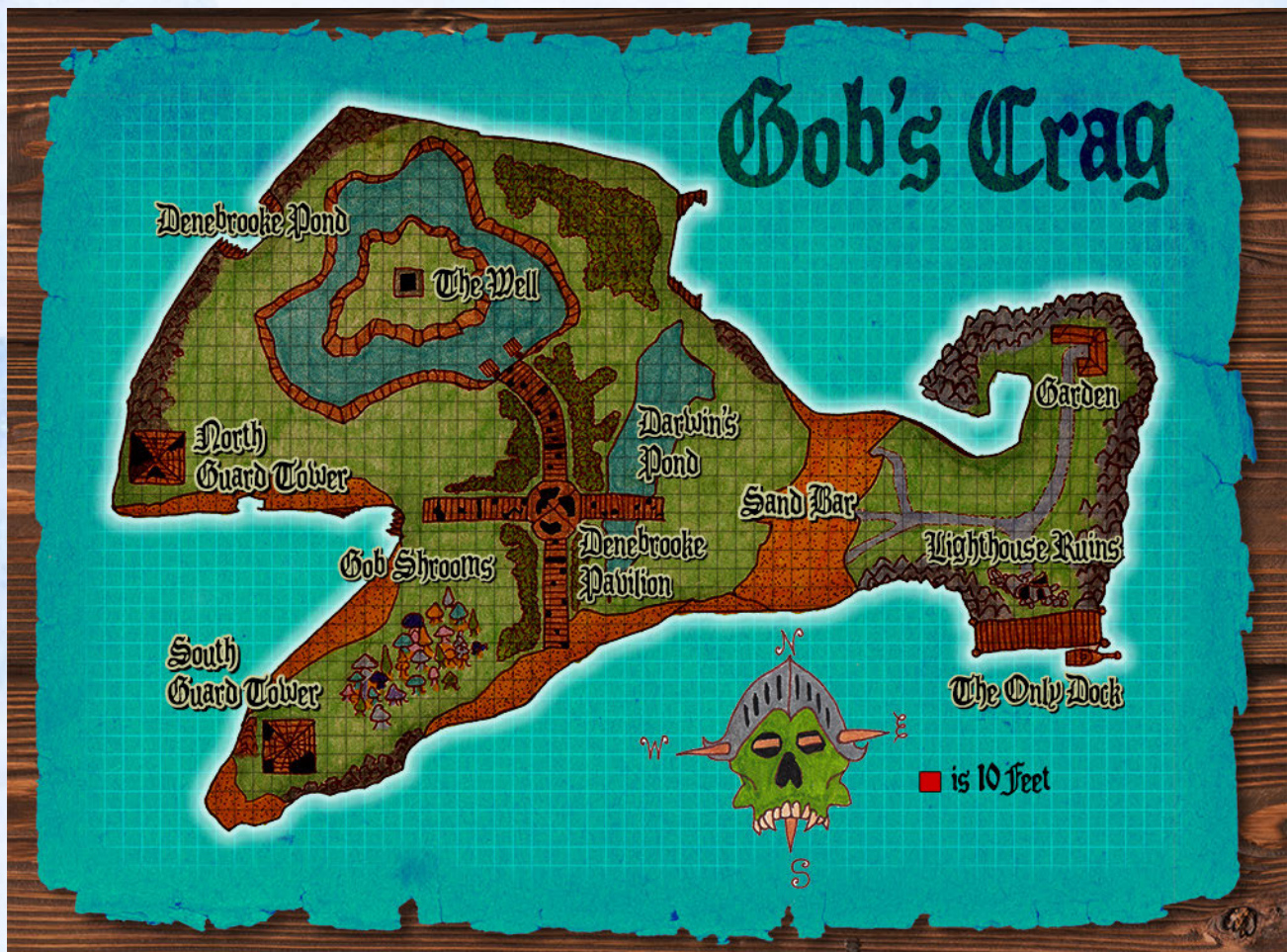
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INTRODUCTION



Your party has recently been sought out by a prominent nobleman named Kirkpatrick and you've agreed to meet this man at a small, nondescript inn to discuss business. After a brief wait, a regal-looking gentleman flanked on either side by a pair of stout henchmen approaches your table and introduces himself.

"Thank you for meeting me on such short notice. I am Sir Reginald Kirkpatrick of Veldere. I will be brief and to the point, as I value your time as well as my own."

"My son was the knight, Sir Callius of Veldere. He was taken from me six months ago. *Vanished completely.* I've had the local law authorities as well as my own investigators look into the situation and through interrogating a captured Karagon soldier, we now have every reason to believe that my son, along with his soon-to-be bride, were savagely hacked to death and cast into the old wishing well on Denebrooke Island."

"The soldier we captured was a high-ranking soldier of Duke Karios. He revealed to us a story that still sickens me to this day and makes my wife an inconsolable wreck."

ADVENTURE BACKGROUND

"My son Callius visited the small city of Karagon with the hopes of raising charities for his cause regarding poor, orphaned children and widowers of soldiers that have fought and died for our causes. On his voyages to Karagon, he met Duke Karios and was welcomed to his kingdom. Soon, my son found and fell in love with a beautiful girl named Wiona. The dilemma with this is that *Wiona was the wife of Duke Karios of Karagon.*"

"We learned from this captured soldier that one night, the Duke himself and a small force of soldiers followed my son Callius and his newfound lover to Denebrooke Island. There, the squad of men found Wiona and my son asleep in each other's arms at the base of the Denebrooke Wishing Well. At the order of Duke Karios, the soldiers then viciously chopped and hacked the couple to death whilst they slept. Not even a *chance* was given to my son to defend himself. At the waive of his hand, Karios ordered the illicit lovers to be cast into the well, left there to sink and rot in the waters below."

"Realizing how well-known and loved my son was throughout the realms, Duke Karios did something almost as unspeakable as the murder of my son. He released all of the Goblin prisoners of war that were held on nearby **Orthigos Island**. These Goblins, with their newfound freedom, were given highly suspicious land grants that consisted of three islands. The reason for this strategy was simple. Duke Karios now had a quick and easy solution to cover up and guard his many secrets and atrocities that he has been committing for years. All three of these islands are now completely and utterly inhabited by pirate Goblins of almost every kind. Without even knowing it, these wild Goblins have become dangerous and vicious **guardians** to the many vile atrocities perpetuated by Karios and his wicked and fanatical followers. Added to that, with their force of might and superior numbers, Karios still maintains a certain amount of control over the islands and **The Knob Horn Goblin Tribe** that dwells freely there."

"Our spies have used gliders to fly over what is now called **Gobs Crag**, in order to provide you with accurate maps for your party. Some of my men however, were shot down, as we've never heard back from them ever again."

"Unfortunately, there seems to be only one safe way onto the island and that is from the only bridge we saw left intact, which is at the southeastern most tip of the isle. You might be able to land elsewhere, but our spies have reported almost every square foot of the island's edges are stacked with jagged rocks and punji tree stakes."

"I ask that you to recover the bodies of my son and the Duchess Wiona, you will each receive 1,000gp. You will be able to recognize their bodies by their rings. We must try and prove to neighboring authorities that a murder has been committed by Karios. It is said that he threw his sigil sword into the well to eliminate the evidence forever. At the very least, a holy ceremony and burial is what we must do for the dead. You will also receive an additional **bounty of 50 gp for every goblin head you bring back to us.** *We must crush this goblin horde now* before they become too organized and begin to lay siege to our homelands."

"This will not be easy, and I must tell you something important. Goblins have exceptional hearing, but the high winds and the ocean waves should cover up any sounds of combat that should ensue in and around the island. Still, I urge you to take caution here... A single goblin alarm horn could alert the entire island of your presence and unleash the entire Goblin tribe all at once upon you. My men will now escort you to the ship you are to use for this raid. If you make it through this, I have more tasks for you to do. Farewell for now."

And with that, the nobleman leaves with two men and you are promptly escorted to your ship.



THE ADVENTURE BEGINS

ABOUT THIS ADVENTURE

This adventure is intended for 3-6 Player Characters of 1st level. This adventure was designed specifically for two reasons. The first reason for this adventure is *to be played in a single game session between 3-6 hours*.

The second reason for this adventure is to introduce newbies to role-playing games and adventures. This is largely a **PATHFINDER-COMPATIBLE** adventure, but due to its simple and compact design, it could easily be adapted for almost any fantasy role-playing game system, aka, system agnostic.

This adventure is also the very first of a very affordable line of digital products called **DOLLAR DUNGEONS**. These are short adventures that are either one-shots or parts of a mini-series. Look for 'em!

Please feel free to modify this adventure in any way that may suit or enhance your campaign. **The Gob's Crag map on page 2 is a PC/PLAYER AND GM MAP.**

THE ADVENTURE BEGINS

The voyage to the Goblin-infested island was rough but uneventful, yet you can't help but feel nervous and anxious to prove yourself. The wind gusts are very strong and the waves are larger than normal for this time of year. The ocean spray covers you with a light mist and you can't help but notice a smoky, ashen taste in the air. Suddenly, the island comes into view and you see the only surviving dock which is the only sure way onto the island. A schooner is tied to the dock and you can vaguely make out a sign held up by two flaming spears. The sign says, "WELKUM."

THE ONLY DOCK - This rickety 70' x 20' dock has seen better days. Shafts of wood are missing here and there and the ship that is docked here is almost as bad. The ship is a shoddy, two-masted schooner with painted black sails. Two torches perched high upon pikes support the misspelled welcome sign. The word is spelled wrong in two places and has been written in a scraggly, sloppy style in black tar on filthy sailcloth.

If the PCs decide to board and inspect the ship, they will quickly realize that there are no live occupants, but curiously, two dozen shields are strewn about on both the port and starboard sides of the ship. A **DC 15 Perception** check allows the PCs to notice that the name on the side of the ship, **THE CLOISTER**, has been painted over.

LIGHTHOUSE RUINS - The decimated ruins of this lighthouse lead you to believe that something very large was used to destroy this entire structure. The pale blue moon peeks at you between the remaining standing walls as you maneuver through the structure's husk. Also maneuvering throughout the ruins is another being, which is *definitely not human*. This being has the upper torso of a Goblin and the bottom four legs of a large and filthy dog. The creature growls and levels a crossbow at you.

GOBTAUR - CR 4 - XP 800

Init +6; Senses Darkvision 60 ft.; Perception +8

DEFENSE

AC 20, Touch 15, Flat-footed 15 (+3 Armor, +5 Dex, +2 Nat)

HP 27 (4d10+16)

Fort +3, Ref +9, Will +6

OFFENSE

Speed 50 Ft.

Ranged Crossbow +9 (1d8+1)

STATISTICS

STR 15, DEX 20, CON 17, INT 11, WIS 14, CHA 12

GOBTAUR HANDOUT



GOB'S CRAG EAST

The Gobtaur's only weapon is a crossbow and 11 crossbow bolts in a quiver at its right hip. He has no treasure. GM TIP: Play this creature as a very hot-tempered, nervous and agitated creature. He really likes hurling violent insults at his potential victims in Goblin such as,

"Gooth tuh tamLAH!"

Which translates to: **"You are ALL gonna die!"**

GARDEN - As you head to the northeast corner of the island, you notice very large dog tracks. The tracks are longer and wider than that of normal dogs or wolves and have very long claw marks accompanying them. The sound of baying hounds can be heard coming from the area named, GARDEN on your maps. As you make it over a slight ridge, the garden comes into view along with **3 surly-looking Goblins**. The Goblins are playing cards and they each have a bottle of rum next to them. The hounds begin growling as you approach. The agitated Goblin Dogs alert the three Goblins to your approach and they quickly knock barbed arrows. One of the Gobs hastily opens the gate unleashing the **3 Goblin Dogs!**

These 3 Goblins carry short swords and have short bows with 16 arrows each.

GOBLIN ~ CR 1/3 ~ XP 135

Init +6; Senses Darkvision 60 ft.; Perception -1

DEFENSE

AC 16, Touch 13, Flat-footed 14 (+2 Armor, +2 Dex, +1 Shield)

HP 3-12 (1d10+2) GM Discretion

Fort +3, Ref +2, Will -1

OFFENSE

Speed 30 Ft.

Melee Short Sword +2 (1d4/19-20)

Ranged Short Bow +4 (1d4/x3)

STATISTICS

STR 11, DEX 15, CON 12, INT 10, WIS 9, CHA 6

GOBLIN DOG ~ CR 1 ~ XP 400

Init +2; Senses Low-light vision, Scent; Perception +1

DEFENSE

AC 13, Touch 12, Flat-footed 11 (+2 Dex, +1 Natural)

HP 9 (1d8+5)

Fort +4, Ref +4, Will +1

Immune Disease

OFFENSE

Speed 50 Ft.

Melee Bite +2 (1d6+3 plus allergic reaction)

STATISTICS

STR 15, DEX 14, CON 15, INT 2, WIS 12, CHA 8

SKELETON SAND BAR - The map you hold proves to be accurate as you come across a sand bar that stretches across the entirety of this part of the island. As you move through the sand bar, you notice to both sides of you the sand begin to move on its own. **6 Skeletons** dig themselves lazily out of their sandy graves and attack wielding scimitars!

These skeletons wear the armors of the Veldere kingdom. If searched, the PCs will find a total of **33gp** in belt pouches.

SKELETON ~ CR 1/3 ~ XP 135

Init +6; Senses Darkvision 60 ft.; Perception +0

DEFENSE

AC 16, Touch 12, Flat-footed 14 (+2 Armor, +2 Dex, +2 Nat)

HP 6 (1d8)

Fort +0, Ref +2, Will +2

DR 5/bludgeoning; Immune Cold, Undead Traits

OFFENSE

Speed 30 Ft.

Melee Broken Scimitar +0 (1d6) or 2 Claws +2 (1d4+2)

STATISTICS

STR 15, DEX 14, CON —, INT —, WIS 10, CHA 10

GOB'S CRAG WEST

DARWIN'S POND - Heading westward, you notice a small pond stretching north to south and a rickety bridge leading up to a gazebo. The pond's water appears to be filthy and clogged with swamp weed that has collected on the water's surface.

DENEBROOKE PAVILION - From this distance you see some agitation going on here. As you draw nearer you see **4 Goblins** surrounding 3 fighting humanoids. A closer look reveals that two of the four Goblins have bamboo shafts with nooses at their ends. At the end of these sticks are two snarling **ZOMBIES**. In the midst of this battle is a male elf with a green hood. Unfortunately, his only weapon is a rusty dagger. The Goblins laugh sadistically as the Zombies lunge and attack the poorly-armed elf.

The Goblins are armed with Light Crossbows and Spears. If the PCs defeat these sadistic Goblins, they will find a total of 13cp, 16sp and 60gp. The elf is a first-level Ranger named **FLORIAN THE ELF!** Florian will help the party and has 6 HP left.

GOB SHROOMS - An oblong patch of extremely colorful mushrooms lies before you. This patch of mushrooms is about 80 feet in width by 80 feet in length. The size of these mushrooms are enormous and range from three feet tall to six feet tall and are of every imaginable color, texture *and taste*.

Any attempt to harvest these legendary "magic" mushrooms will bring a variety of bizarre and outrageous outcomes. These mushrooms are highly hallucinogenic and can be chopped up and sold for **10gp per square foot**. This particular patch of shrooms measures **640 square feet**.

GM NOTE: Treat these magic mushrooms as you see fit. They might have an alcoholic effect, they might have a healing effect, drug effect, etc.

GUARD TOWER NORTH - An old and worn guard tower looms before you. The tower is made of wooden logs and green wooden planks, but the roof has several gaping holes in it.

A thorough search of this abandoned tower reveals an ivory-handled, **silver-headed Mace +1**, a 50' rope, grapple and an empty scroll case.

GUARD TOWER SOUTH - This tower is 30' in height and the four thick logs that support this tower have Goblin totem carvings etched into the base. You hear arguing coming from the tower in the offensive Goblin tongue.

Inside are **5 Goblins** cooking a Gnome on a dual-flame fire pit. The Gnome has purple hair.

DENEBROOKE POND - This pond is as filthy as the first pond you came across earlier. In the very heart of the pond is an upraised area of earth that measures about 80' feet wide. You can make out a large well made from Gnarl Stones. The well's roof is shabby and small bits of it fly away into the wind.

ZOMBIE ~ CR 1/2 ~ XP 200

Init +0; Senses Darkvision 60 ft.; Perception +0

DEFENSE

AC 12, Touch 10, Flat-footed 12 (+2 Natural)

HP 16 (2d8+3)

Fort +0, Ref +0, Will +3

DR 5/slashing; Immune Undead Traits

OFFENSE

Speed 30 Ft.

Melee Slam +4 (1d6+4)

STATISTICS

STR 17, DEX 10, CON —, INT —, WIS 10, CHA 10



THE GHOUL WELL



THE GHOUL WELL

THE GHOUL WELL

1. OUTSIDE THE WELL - The moon shines down on the rare Gnarl Stones that were used to create the well. A handful of round, bronzed wishing rocks still lie atop the well's slick ledge. The rocks must have been used for making innocent, romantic wishes for lovers both young and old. A sudden wind stirs up a heap of dead leaves and whistles down the depths of the well itself, seemingly beckoning you down the ladder below.

2. THE LADDER DOWN - Gazing down, you see nothing but darkness and the slight shimmering of water. The smell of saltwater invades your nostrils, but something else as well. You smell the undeniable stench of the dead. *Suddenly, a single arrow is fired from below and up towards you!*

GM, either choose a PC that deserves this arrow or roll an appropriate die that corresponds to the number of PCs in the player's party (1d4, 1d6, etc.)

3. GRIM GOBLIN SENTRY - Ten feet down the ladder to the west you notice a hollowed-out section that has been cut out from the side of the well. Stuffed snugly into this aperture is a slab of thick, wooden beams that have been crudely bound together. There is an iron ring that has been drilled into the wood. From this vantage point it seems as if this slab of beams act as a form of doorway or roof of some sort. Something that might be used to keep things on the surface from entering down into the dank well below. On the eastern side of the well's slimy walls, you see a dim light glowing from about ten feet below you. This light emits from a chamber or corridor of some sort. You hear a clanking noise coming from this area as a long, hooked spear is thrust up at you! A misshapen creature that looks like a cross between a sickly-greenish Goblin

and a Ghoul is at the other end of this spear. A gust of decaying rot emits from this filthy creature's gaping maw, its teeth gnashing as it thrusts at you!

This is a **Grim Goblin**. These creatures are from the Goblin family, but have cultivated a taste for the dead through necromantic magic tampering. Treat this creature statistically as a regular Goblin.

4. SPYING LEDGE - A mangled mass of vines and brambles raises up six to seven feet forming a rough, mushroom-shaped ledge. Two hollow tubes extend from the ceiling down to end four feet above the ledge's surface. You get the impression that these shafts are used as makeshift listening devices to what happens on the surface of this well.

5. GHOUL - 15' down the well, a 10' square chamber cut from the west wall merely holds garbage.



THE GHOUL WELL

6. GHOUL - Across from the refuse chamber and slightly below you, another opened chamber with a dim light awaits you. Spanning the distance between the refuse chamber and the one below is a **rickety rope and wood slat bridge**. The wood looks old and waterlogged but definitely strong enough to hold your weight. You hear slurping and gnashing noises coming from within this chamber. At the end of the bridge, a well-made Cutlass sticks out from the moist, grimy earth. You can see the unmistakable “K” sigil that is associated with Duke Karios and his endeavors. Inside this 10 foot deep and 20 foot wide chamber, your eyes fall upon a grisly sight. Surrounding a large snake-like body, **6 Ghouls are feasting heartily!**

See page 12 for mini-stat block. The dead body the Ghouls were feasting upon is that of a giant boa constrictor. The sword is a **Cutlass +1**.

7. MEAT HANGER - Crudely-cut and very slippery stairs extend up and down for about 15 feet. A pit lies before you with another ladder leading down into the inky darkness. Hanging from the ceiling, from rusty iron chains are 3 dead bodies. The bodies are all human and quite dead. Bite marks are apparent all over these bodies. ***This appears to be some form of primitive meat locker.***

8. COVERED BODIES - This is a tiny cubbyhole of a room. No more than 6 feet square, the room has four heaps covered under loosely-tilled soil. The heaps resemble that of human bodies.

A further examination reveals 4 dead human bodies. Many Ghouls prefer to cover their dead only to retrieve them later for a more “**succulent pound of flesh.**” A thorough search reveals that the corpses have not been searched. **One Scroll of Light**, 64cp, 34 sp, 46gp and a **Potion of Cure Light Wounds**.



9. GRIM GRAVEDIGGER - This room is a 6 foot square room. A sickly-looking Goblin that has Ghoulish characteristics is digging furiously at several heaps in the ground. The filthy creature sniffs at the air, pauses, then spins around wielding a blood-encrusted shovel in a deadly, whizzing arc!

GM, treat this Grim Goblin as a Goblin with a taste for dead flesh and the shovel as an axe. A search reveals a small treasure amongst the dead bodies here that consists of 9 cp, 23 sp and a **gold bar** (100gp)

10. STORAGE AREA - This area is scarcely 3 feet square in size. There is a small cache of weapons here. 120 arrows, two hand axes, a chisel, a mace and an empty backpack are strewn about here.

11. STORAGE AREA - This area contains nothing but slats of wood and two coils of heavy rope.

THE GHOUL WELL

12. GHOUL CHAMPION - A rather muscular and tall Ghoul is peering over the ledge at the lip of this cavern-like room. The Ghoul is facing the easterly direction and is dropping huge chunks of meat to something thrashing below. The smile on this Ghoul's face sends chills up and down your spine. Almost as if this were some *gruesome and dramatic show*, this sneering, smiling Ghoul slowly starts to look up at you. He snarls and attacks!

GM, use mini-stat block below. This monster will try to **Bull Rush** a party member into the Aquatic Goblin Lair below. **See area 14, but with 20 HP.**

13. THE LACEDON - A pair of heavy, beige drapes cover the two openings to this chamber. These drapes appear to be made from stitched together human skin. Sitting at a rock slab table feasting alone is what appears to be a Ghoul, yet with certain distinct characteristics that suggest this to be a marine creature as well. Long, webbed ears perk up as you enter. Webbed hands with sharp talons curl around a gold chalice laced with blood. The creature belches, smiles and rises to attack! The creature emits a shriek that hurts your ears. Its eyes turn up into its head very much like a shark. Razor sharp teeth bared for a live feast!

GHOUl ~ CR 1 ~ XP 400

Init +2; Senses Darkvision 60 ft.; Perception +7

DEFENSE

AC 14, Touch 12, Flat-footed 12 (+2 Dex, +2 Natural)

HP 14 (2d8+4)

Fort +2, Ref +2, Will +5

Defensive Abilities Channel Resistance +2

OFFENSE

Speed 30 Ft.

Melee Bite +3 (1d6+1 plus disease & paralysis)

2 Claws +3 (1d6+1 plus paralysis)

STATISTICS

STR 13, DEX 15, CON —, INT 13, WIS 14, CHA 14



LAGOLOCH THE LACEDON - CR 3 ~ CE XP 800

AC 14 HP 29 (4d8+8)

STR 14 DEX 16 CON -

INT 14 WIS 15 CHA 15

MELEE Bite +3 (1d6+1 plus disease & paralysis)
and 2 claws +3 (1d6+1 plus paralysis)

SPECIAL ATTACKS Paralysis (1d4+1 rounds,
DC 13, *Elves are immune!*)

GM, if the PCs defeat the Lacedon and perform a thorough search, they will uncover the following treasures that Lagoloch has hoarded.

- 15 “Lady Finger” Silver Bars, 45gp each
- 11 Heavy Doubloon Coins, 16gp each
- 2 Large Ivory Elephant Tusks, 75gp each
- A Golden Chalice, 150gp
- A **Shield +1** with an Ivory Inner Handle
- A small box of 12 Very Fine “Cigars”, 5gp each

THE ADVENTURE ENDS



14. AQUATIC GOBLIN LAIR - The waters here are 4 feet deep. Branches rise up from the well's floor here and there. Something else rises up from the murky waters as well. A human skull protrudes just enough for you to discern what it is. The skull's eye sockets have been crushed through some violent attack. A swirling of the waters erupts from

AQUATIC GOBLIN ~ CR 1/3 ~ XP 135

Init +6; Senses Blindsense 30 ft.; Darkvision 60 ft.; Perception +6

DEFENSE

AC 16, Touch 13, Flat-footed 14

HP 7 (1d10+2)

Fort +3, Ref +2, Will -1

OFFENSE

Speed 60 Ft.

Melee Bite -1 (1d4+1) or 2 Claws +1 (1d4+1)

Special Attacks Contact Poison (DC 10) 1d2 Dex Damage

STATISTICS

STR 9, DEX 15, CON 16, INT 10, WIS 9, CHA 4

the easterly direction. You catch a glimpse of a rowboat lashed to a branch as small wakes of water form on either side of the boat. They are about 30 feet away and start to gain speed. Blue fins then protrude from the water, as well as 6 ghoulish faces. *These are Aquatic Goblins!*

If the PCs slay the Aquatic Goblins and search the watery floor of the well, they will **uncover the 2 bodies of the slain lovers, Duchess Wiona and Prince Callius in area 15.**

15. THE LOVERS - Two submerged skeletons are found here. The flesh is gone, but their rings and royal garments remain. **These are the bodies of Wiona and Callius.** They still have the symbolic pink ribbon tied around each others' wrists. An almost completely buried box rests at their feet.

A third skeleton is found and it appears that this poor, forgotten soul was a fighter of some sort. A **Dagger +1** is in a scabbard at his waist. His belt pouch contains 15gp. The well leads out to the sea heading east. *The box is filled with love letters.*

THE ADVENTURE ENDS

The PCs were tasked with two things:

1. Retrieving the bodies of the slain lovers.
2. Finding some form of PROOF that Duke Karios has slain the two lovers. **The +1 Sigil Cutlass will prove this adequately enough.**

1. Retrieving the bodies of the two lovers, suggested +250-500 XP per PC.
2. Finding the +1 Sigil Cutlass, +300 XP each.

Part 2 of this 3-part series will be available very soon, so please stay tuned!

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