

A ONE NIGHT STAND ADVENTURE

FOR 2ND - 5TH LEVEL!

THE FORGOTTEN Tomb OF FELGAR the GOBLIN KING

AN ADVENTURE, STANDEES, AND FULL-SCALE MAP TILES
FOR USE WITH THE PATHFINDER ROLEPLAYING GAME

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

*Before the westward migration and the trail of ten-thousand tears, before the plague of fire, before even the Giants' war against the Southern Gods, there lived a warrior unlike any seen before or since.
Felgar — King of the Goblins!*

He did not cower before the pink-skinned humans. He did not flee from the hammers of the dwarves. He never bent his knee to the elf lords in their treetop kingdoms.

No! Felgar raised the goblin race from the mud using just the strength of his good sword arm. He carved out a kingdom from the wilderness and brought us together as a single, unified people.

The day he died is still the blackest day in our history. And the day we forgot his burial spot was the day we were doomed to subservience.

THE FORGOTTEN TOMB OF FELGAR THE GOBLIN KING

Like all **One Night Stand** adventures, *The Forgotten Tomb of Felgar the Goblin King* contains everything you'll need for an evening of fun using the *Pathfinder* RPG.

Inside you will find:



- **Adventure:** The following pages detail the background and action that will constitute the adventure itself. We've provided all of the NPC details needed in a new stat block format that makes it easy to print and use at the table. Let us know what you think by emailing hyrum@supergeniusgames.com with your comments.
- **Map Tiles:** Following the adventure write-up are 16 map tiles that, when cut out and assembled, create a battlemat with a one-inch square grid. There are also alternative tiles to use in order to keep the secret parts of the map hidden until the heroes make the appropriate discoveries.
- **Tactical Maps:** After the map tiles are a series of tactical maps and notes to make running the adventure easier for the Game Master. Also, starting on page 4 we include stat block cards that can be printed out and used at the table, speeding up play by having all game related information at your fingertips.
- **Standees:** With the tactical maps are a collection of cut-and-tape standees representing all the creatures and monsters encountered in this adventure.

ADVENTURE SYNOPSIS

The Forgotten Tomb of Felgar the Goblin King begins as the heroes reach the Cave of Souls. They will first be confronted by goblin guards, who are standing watch while their leader and other worshippers perform some sort of rite deeper inside. If the heroes do not

dispatch the guards quickly, they may find themselves overwhelmed as more goblins come to join the fight.

In the main room of the Cave of Souls, the heroes will face the goblin leader and his minions. And, just a few minutes later, an ochre jelly that eats through the cave's back wall. The ochre jelly's entrance will reveal another chamber behind the Cave of Souls which the heroes may want to explore if they survive the combat.

The newly revealed cavern is an Ancient Catacomb where goblins buried their greatest heroes. Eerie and unsettling, here the heroes will face a handful of ancient goblin heroes who are now reanimated as undead creatures. At the back of the cave the heroes will find a section of the wall that is not natural stone. Some hand-made and carefully-crafted structure lies behind it.

Breaking through the wall reveals the long lost Tomb of Felgar, King of the Goblins. The wall opens into a treasure room, but deeper in the structure the heroes will find the tomb itself. This is the final resting place of the legendary Felgar. However, the Goblin King does not approve of this disturbance nor of his treasury being plundered. In order to escape, the heroes will have to defeat the phantom warrior and his ghostly attendants.

GETTING STARTED

As the Game Master, you know the best way to get your players involved in this adventure. It could be inserted as part of an ongoing plot or merely a chance encounter

the heroes happen upon as they travel to their next goal. However, if you want a background more closely tied to the events of the adventure, we suggest the following.

While passing through a remote village, the heroes are approached by the town elders who ask for their assistance. In times past, these lands were plagued by goblins until the creatures were killed and driven off by other heroes. Lately, though, the goblins have been returning, seeking the Cave of Souls.

The Cave of Souls is a legendary goblin holy site whose actual location has been lost to the mists of time. Goblins across the world speak of it with great reverence and, if it were to be found, it would become the focus of new pilgrimages and a gathering place for all goblin kind. The townsfolk do not want to live next to a spot that is even rumored to be a goblin holy place, so they ask the heroes to drive away the goblins and convince them that this is not the site they are looking for.

THE CAVE OF SOULS

The adventure begins as the heroes find the site that the goblins believe is the Cave of Souls. The first part of the adventure takes place in these caves.

1. CAVE ENTRANCE

This cave entrance is similar to many others in the area. If the heroes have sharp eyes (Perception check, DC 10), they may notice the cave floor has been quite heavily traveled recently. The footprints of the goblins and

their pets are there to be found if the heroes look hard enough.

Unless the heroes are especially quiet (Have the PCs make Stealth checks, opposed by Perception checks from the guards.) the goblin guards will hear them and be prepared to attack if the heroes move further into the cave.

2. GUARD POST

The goblins have left two bombardier beetles (A) at the entrance to the Cave of Souls, and sent two goblin warriors (B) and a goblin blackblade (C) to wait in a side passage.

Once the heroes engage the beetles in combat, the goblins will come out from their hiding spot to surround the heroes and strike them down for trespassing on this holy site.

The goblins in the Cave of Souls will immediately hear the sound of battle, but will not do anything about it unless the fight lasts more than 10 rounds.

3. CAVE OF SOULS

This is a long lost goblin holy site. By studying the shrine, anyone who can read goblin or has an insight into their culture (Knowledge (History) check, DC 20) may be able to discover that it is a shrine honoring their ancient heroes.

In here are a goblin hexer (D), four goblin worshippers (goblin cutters) (E) and a pair of goblin sharpshooters (F). They automatically are aware of any fight that takes place by the Guard Post, unless the heroes manage some

extraordinary measures to hide their actions. If the fight there lasts longer than 10 rounds, the goblin sharpshooters will move up and begin assisting the guards but the goblin hexer and the worshippers will stay where they are until the heroes enter the Cave of Souls or the Guard Post battle enters round 12.

When they join the fray, the worshippers will swarm around the heroes to distract and slow them down while the goblin hexer uses his magical abilities to lay low the invading infidels. All the while he'll hurl vile insults their way along with wishes that their souls writhe for all eternity in the Hell of Fetid Sludge. He will likewise make flowery admonitions for Graxnorn the Formless (a minor goblin deity and ruler of the Hell of Fetid Sludge) to come and strike down the infidels where they stand.

In a bit of serendipity, it just so happens that an ochre jelly (G) has sensed the commotion in the cave. Once the hexer takes at least 12 points of damage, on the following round the ochre jelly will eat its way through the rear wall of the Cave of Souls and enter the combat.

The ochre jelly is not on the side of the goblins, it is merely looking for a meal. It will move toward the nearest creature and begin attacking it.

When the combat is through, it should be clear to the heroes that there is another chamber beyond.

4. CRYPT OF GOBLIN HEROES

This is a chamber where ancient goblins entombed the greatest of their fallen heroes. Originally, they did so because of the proximity to King Felgar's Tomb. But after the tomb was

BOMARDIER BEETLE		CR 2
N Medium vermin	XP 600	
Initiative: +0	Senses: darkvision 60 ft.; Perception +0	
HP 13 (2d8+4)	Saves: Fort +7, Ref +2, Will +2	
AC 17, touch 9, flat-footed 17 (+8 natural, -1 size)		
Immune: mind-affecting effects		
Speed: 20 ft., fly 20 ft. (poor)	Space: 10 ft.; Reach: 5 ft.	
Melee: slam +8 (2d8+6)		
Special Attacks: trample (1d6+6, DC 17)		
Acid spray 10' cone (1d4+2, DC 11 (Fort))		
Base Atk +5; CMB +10; CMD 20 (28 vs. trip)		Skills: Fly -6
Str 19, Dex 10, Con 15, Int —, Wis 10, Cha 9		

GOBLIN BLACKBLADE		CR 1/2
NE S Goblin Rogue 1	XP 200	
Initiative: +4	Senses: darkvision 60 ft.; Perception +3	
HP 6 (1d8+1)	Saves: Fort +1, Ref +6, Will -1	
AC 17, touch 15, flat-footed 13 (+2 armor, +4 Dex, +1 size)		
Feats: Nimble Moves, Rogue Weapon Proficiencies		
Speed: 30 ft.	Space: 5 ft.; Reach: 5 ft.	
Melee: short sword +3 (1d4+2), unarmed strike +3 (1d2+2)		
Ranged: short bow +5 (1d4)		
Special Attacks: sneak attack +1d6		
Base Atk +1; CMB +1; CMD 15		Str 14, Dex 18, Con 12, Int 10, Wis 8, Cha 8
Skills: Acrobatics +8, Disable Device +8, Escape Artist +8, Fly +6, Intimidate +3, Perception +3, Ride +9, Sleight of Hand +8, Stealth +16, Swim +6		Languages: Goblin SQ: Trapfinding +1
		Combat Gear: Leather Armor, Shortbow, Shortsword

GOBLIN SHARPSHOOTER		CR 1/2
NE S Goblin Rogue 1	XP 200	
Initiative: +5	Senses: darkvision 60 ft.; Perception +3	
HP 7 (1d8+2)	Saves: Fort +1, Ref +7, Will -1	
AC 18, touch 16, flat-footed 13 (+2 armor, +5 Dex, +1 size)		
Feats: Rapid Reload: Crossbow(L), Rogue Weapon Proficiencies		
Speed: 30 ft.	Space: 5 ft.; Reach: 5 ft.	
Melee: shortsword +3 (1d4+2), unarmed strike +3 (1d2+2)		
Ranged: crossbow, light (1d6)		
Special Attacks: sneak attack +1d6		
Base Atk +1; CMB +1; CMD 16		Str 14, Dex 20, Con 13, Int 7, Wis 8, Cha 6
Skills: Acrobatics +9, Climb +6, Disable Device +9, Escape Artist +9, Perception +3, Ride +9, Stealth +17		Languages: Goblin SQ: Trapfinding +1
		Combat Gear: Leather armor, shortsword, crossbow, light

GOBLIN CUTTER		CR 1/3
NE S Goblin Warrior 1	XP 135	
Initiative: +2	Senses: darkvision 60 ft.; Perception -1	
HP 8 (1d10+2)	Saves: Fort +3, Ref +2, Will -1	
AC 18, touch 13, flat-footed 16 (+4 armor, +1 shield, +2 Dex, +1 size)		
Feats: Step Up		
Speed: 30 ft.	Space: 5 ft.; Reach: 5 ft.	
Melee: longsword +4 (1d6+2), unarmed strike +4 (1d2+2)		
Ranged: shortbow +4 (1d4)		
Base Atk +2; CMB +2; CMD 14		Str 14, Dex 15, Con 13, Int 8, Wis 9, Cha 7
Skills: Acrobatics -1, Climb +3, Escape Artist -1, Fly +1, Ride +6, Stealth +7, Swim -1		Languages: Goblin
		Combat Gear: Longsword, chain shirt, light wooden shield, shortbow

GOBLIN HEXER		CR 3
NE S Goblin Sorcerer 1	XP 800	
Initiative: +2	Senses: darkvision 60 ft.; Perception -1	
HP 24 (4d6+8)	Saves: Fort +2, Ref +3, Will +3	
AC 14, touch 13, flat-footed 12 (+2 Dex, +1 size, +1 natural)		
Feats: Eschew Materials (bonus feat), Imp Counterspell, Spell Focus: Necromancy*		
Speed: 30 ft.	Space: 5 ft.; Reach: 5 ft.	
Melee: dagger +2 (1d3-1), unarmed strike +3 (1d2-1)		
Special Attacks: claws +2 (1d4-2)		
Spells Known (CL 4, +2 melee touch, +5 ranged touch): 0 (DC 13) Acid Splash, Bleed, Daze, Ray of Frost, Resistance, Touch of Fatigue; 1 (DC 14, 7/day) Cause Fear, Chill Touch, Mage Armor, Magic Missile; 2 (DC 15, 4/day) Acid Arrow		
Base Atk +3; CMB +0; CMD 12		Str 8, Dex 14, Con 12, Int 8, Wis 8, Cha 17
Skills: Fly +4, Ride +6, Spellcraft +6, Stealth +10		Languages: Goblin SQ: Drac*: Black Dragon (Acid); Combat Gear: Dagger, Pot. of Shield of Faith +2 (2)

GOBLIN WARRIOR		CR 1/2
NE S Goblin Fighter 1	XP 200	
Initiative: +1	Senses: darkvision 60 ft.; Perception -1	
HP 9 (1d10+2)	Saves: Fort +4, Ref +1, Will -1	
AC 21, touch 12, flat-footed 20 (+6 armor, +3 shield, +1 Dex, +1 size)		
Feats: Shield Focus, Step Up		
Speed: 20 ft.	Space: 5 ft.; Reach: 5 ft.	
Melee: shortspear +5 (1d4+3), unarmed strike +5 (1d2+3)		
Ranged: shortspear +3 (1d4)		
Base Atk +2; CMB +3; CMD 14		Str 16, Dex 12, Con 14, Int 9, Wis 8, Cha 6
Skills: Acrobatics -6, Climb +0, Escape Artist -6, Fly -4, Intimidate +2, Ride +5, Stealth +2, Swim -4		Languages: Goblin
		Combat Gear: Shortspear, chainmail, heavy steel shield

OCHRE JELLY		CR 5
N Large ooze	XP 1600	
Initiative: -5	Senses: blindsight 60 ft.; Perception -5	
HP 63 (6d8+36)	Saves: Fort +8, Ref -3, Will -3	
AC 4, touch 4, flat-footed 4 (-5 Dex, -1 size)		
Immune: electricity, mind-affecting effects, ooze traits, slashing and piercing damage		
Speed: 10 ft., climb 10 ft.	Space: 10 ft.; Reach: 5 ft.	
Melee: slam +5 (2d4+3 plus 1d4 acid and grab)		
Special Attacks: constrict (2d4+3 plus 1d4 acid)		
Defensive Abilities: split*		
Base Atk +4; CMB +7 (+11 grapple); CMD 12 (can't be tripped)		Skills: Climb +10
Str 14, Dex 1, Con 22, Int —, Wis 1, Cha 1		

*Split (Ex) Slashing weapons, piercing weapons, and electricity attacks deal no damage to an ochre jelly. Instead the creature splits into two identical jellies, each with half of the original creature's current hit point total, rounded down. A jelly with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

GHOUL		CR 1
CE Small undead (goblin)	XP 400	
Initiative: +2	Senses: blindsight 60 ft.; Perception +7	
HP 13 (2d8+4)	Saves: Fort +2, Ref +2, Will +5	
AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)		
Special: channel resistance +2; ghoul fever*; paralysis (1d4+1 rounds, DC 13)		
Speed: 30 ft.	Space: 5 ft.; Reach: 5 ft.	
Melee: bite +3 (1d6+1 plus disease and paralysis)		
2 claws +3 (1d6+1 plus paralysis)		
Base Atk +1; CMB +2; CMD 14		Feats: Weapon Finesse
Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 14		Skills: Acrobatics +4, Climb +6, Perception +7, Stealth +7, Swim +3

*Disease (Ghoul Fever) Bite—injury; save Fort DC 12; onset 1 day; frequency 1 day; effect 1d5 Con and 1d5 Dex damage; cure 2 consecutive saves.

PLAGUE ZOMBIE		CR 1/2
NE Small undead (goblin)	XP 200	
Initiative: +0	Senses: blindsight 60 ft.; Perception +0	
HP 12 (2d8+3)	Saves: Fort +0, Ref +0, Will +3	
AC 12, touch 11, flat-footed 11 (+1 Dex, +1 natural)		
Immune: undead traits		
Speed: 30 ft.	Space: 5 ft.; Reach: 5 ft.	
Melee: slam +3 (1d6+3 plus disease)		
death burst: Fort save vs. zombie rot on death		
Base Atk +1; CMB +4; CMD 14		Feats: Toughness
Str 15, Dex 12, Con —, Int —, Wis 10, Cha 10		Special: staggard

*Disease (Zombie Rot) Slam; save Fort DC = 10 + 1/2 the zombie's Hit Dice + the zombie's Cha modifier; onset 1d4 days; frequency 1 day; effect 1d2 Con; this damage cannot be healed while the creature is infected; cure 2 consecutive saves.

SHADOW		CR 3
CE Small undead (incorporeal, goblin)		XP 800
Initiative: +2	Senses: darkvision 60 ft.; Perception +8	
HP 19 (3d8+6)	Saves: Fort +3, Ref +3, Will +4	
AC 15, touch 15, flat-footed 12 (+2 deflection, +2 Dex, +1 dodge)		
Special: incorporeal, channel resistance +2; Immune: undead traits		
Speed: 40' fly (good)	Space: 5 ft.; Reach: 5 ft.	
Melee: incorporeal touch +4 (1d6 Strength damage)		
Special Attacks: create spawn		
Base Atk +2; CMB +4; CMD 17		
Str —, Dex 14, Con —, Int 6, Wis 12, Cha 15		
Feats: Dodge, Skill Focus (Perception)		
Languages: Goblin		
Skills: Fly +11, Perception +8, Stealth +8 (+12 in dim light, +4 in bright light);		
Racial Modifiers +4 Stealth in dim light (–4 in bright light)		

SKELETAL CHAMPION		CR 2
CE Small undead (goblin), fighter		XP 600
Initiative: +6	Senses: darkvision 60 ft.; Perception +6	
HP 17 (3 HD; 2d8+1d10+3)	Saves: Fort +3, Ref +2, Will +3	
AC 22, touch 13, flat 19 (+6 armor, +2 Dex, +2 natural, +2 shield)		
Special: DR 5/bludgeoning; channel resistance +4; Immune: cold, undead traits		
Speed: 30 ft.	Space: 5 ft.; Reach: 5 ft.	
Melee: +1 longsword +6 (1d8+3/19–20)		
Base Atk +2; CMB +5; CMD 15		Str 15, Dex 15, Con —, Int 9, Wis 10, Cha 10
Feats: Cleave, Improved Initiative, Power Attack, Weapon Focus (longsword)		
Skills: Intimidate +7, Perception +6, Stealth –1 Languages: Goblin		

sealed and forgotten, they continued to bring bodies here and inter them out of tradition. In the final years before the ancient heroes drove goblins from this land, the crypt was sealed so that only the shrine in the Cave of Souls remained accessible.

The Crypt is eerie and filled with coffins and sarcophagi, and due to the proximity to the Cave of Souls, over the years foul energies from the cave has caused 5 of the bodies to reanimate as zombies (K), and another body to transform into a ghoul (J). They each rise from the coffins only once

the PCs begin exploring the room and move to attack. They do not flee unless magically compelled to do so, and will never surrender. If the Game Master wishes, the coffins may contain minor treasure (some copper and silver pieces as well as some broken pieces of jewelry), but the real prize here lies at the back of the cave.

In the deepest part of the Crypt, a section of cave wall has crumbled revealing a corner of King Felgar's Tomb. This wall was clearly crafted by artisans and skilled builders, but it is not particularly well reinforced and can be broken through with enough time and effort. (Hardness: 6, Hit Points: 75, DC: 30)

For the adventure to continue the PCs will have to get into the actual tomb. GMs should make it difficult, but not impossible to get through this wall and into the tomb.

5. FORGOTTEN PASSAGE

This is a passage that leads to the entrance to King Felgar's Tomb. It was closed off ages ago, years even before the Crypt was sealed. It is impossible for the heroes to notice the false wall leading to this passage until after they have discovered the Crypt of Goblin Heroes, and even then recognizing that the wall is false requires extraordinary skill and luck (Perception check, DC 35).

Breaking through the solid stone wall can be done, but it requires significant effort and some amount of time. (Hardness: 8, Hit Points: 500, DC: 40) Once through, the passage leads to the Tomb entrance, whose doors are still in good enough repair that they can be opened easily, if not quietly.

FELGAR'S TOMB

The second half of the adventure takes place inside the forgotten tomb itself.

6. TREASURE ROOM

The most likely way the heroes will get into the tomb is from the Crypt of Goblin Heroes by smashing through through the wall of the Treasure Room. Inside they will find all of the gold, jewels, art objects, and other treasure with which King Felgar was buried, and which was left in tribute in the years until the tomb was sealed.

The air inside the room is stale and foul, and everything is covered with thick layers of dust, as one might expect in a tomb that has been sealed for centuries.

The walls of the room are covered with images of King Felgar and the many conquests and exploits he had during his reign. They make him out to be a fierce warrior, a wise king, and a keen intellect.

With a successful Perception check (DC 15) the PCs will find 10 platinum pieces, 325 gold pieces, 580 silver pieces, 2,573 copper pieces, various pieces of jewelry worth 400 gp, and some rare and potentially valuable pieces of goblin artwork. However, the goblin art pieces are trapped, which if set off, destroys the artwork and melts much of the money.

Type: magic; **Perception:** DC 28; **Disable Device:** DC 28

EFFECTS

Trigger: proximity (*alarm*); **Reset:** none

Effect: spell effect (*fireball*, 6d6 fire damage, DC 14 Reflex save for half damage); multiple targets (all targets in a 20-ft.-radius burst)

The Treasure Room of Felgar's Tomb is a good place to plant actual legendary items to which you want the heroes to have access. It is also a good way to provide items that point to the background and history of your campaign setting.

7. HALLWAY

This passage is likewise covered in dust and decay. Its walls are covered with images of the King Felgar's death and funeral. If the artwork is to be believed, he died fighting off an army of humans single handedly, and that the entire goblin world mourned when he fell.

8. ENTRANCE

The tomb's entrance was originally a place for pilgrims to make offerings to the fallen king. It is covered in the dust of ages, but was obviously a grand room at one point. The walls are covered with images of King Felgar ascending to the heavens and looking down on his former subjects. Those who are shown leaving tributes at tomb are rewarded with gold and earthly

pleasures, while those who do not are quickly devoured by monsters or slain by humans.

There is nothing of any value in the room currently, nor is there anything dangerous.

The door to the tomb still works, though it opens noisily. The Forgotten Passage beyond leads to a false wall that was constructed ages ago to protect the tomb from human looters and desecrators.

9. TOMB

The walls of the chamber do not have any paintings, but rather have weapons, shields, and pieces of armor hanging on them. Four full suits of goblin-sized heavy armor stand guard over the room. Anyone inspecting the armor will easily discover that each suit contains the skeletal remains of a goblin warrior.

This is the actual burial chamber of King Felgar. The focal point is his intricately designed and jewel-encrusted sarcophagus, which bears a life-like sculpture of him on the lid. His visage is wise but stern, and he is shown holding a great sword as though even in death he was eternally ready for battle. Inside, PCs will find Flegar's mummified remains in a suit of plate mail, gripping a sword identical to the one shown on the lid.

The room remains quiet as a tomb should be as long as the heroes do not attempt to remove any of the treasure from where it lays. Inspecting it is fine, but once they take a weapon off the wall or, worse, a jewel from the sarcophagus, the spirits of the deceased will demand revenge.

King Felgar will return as a shadow (H) and three of his attendants will rise as skeletal champions (I) and attempt to slay or drive off the living intruders. If they are successful in causing the heroes to flee, the undead will not chase them outside the cave complex, stopping in room 2, the Guard Post. However, they will remain alert and vigilant, patrolling the cave complex for the next 1d6+3 days, and will immediately attack anyone who violates their resting place.

CONCLUSION

The heroes should get standard experience points for defeating the creatures, plus an additional 1200 XP if the party came here to save a nearby town (as suggested in the "Getting Started" section). If the spoils of the Treasure Room seem too valuable, then replace a good portion of them with costume jewelry, fool's gold, and forged art. These are, after all, the tribute left by goblins, and therefore may not actually be all that valuable after all.

Further adventures could involve dealing with other bands of goblins that are searching for the Cave of Souls. Alternatively, the heroes might try to convince the townsfolk that it's wrong to keep the goblins from their cultural heritage. They could help forge a lasting peace between the goblins and the humans, and be forever hailed as great diplomats. The choice is up to you.

BRING A GENIUS TO THE TABLE!

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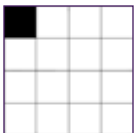
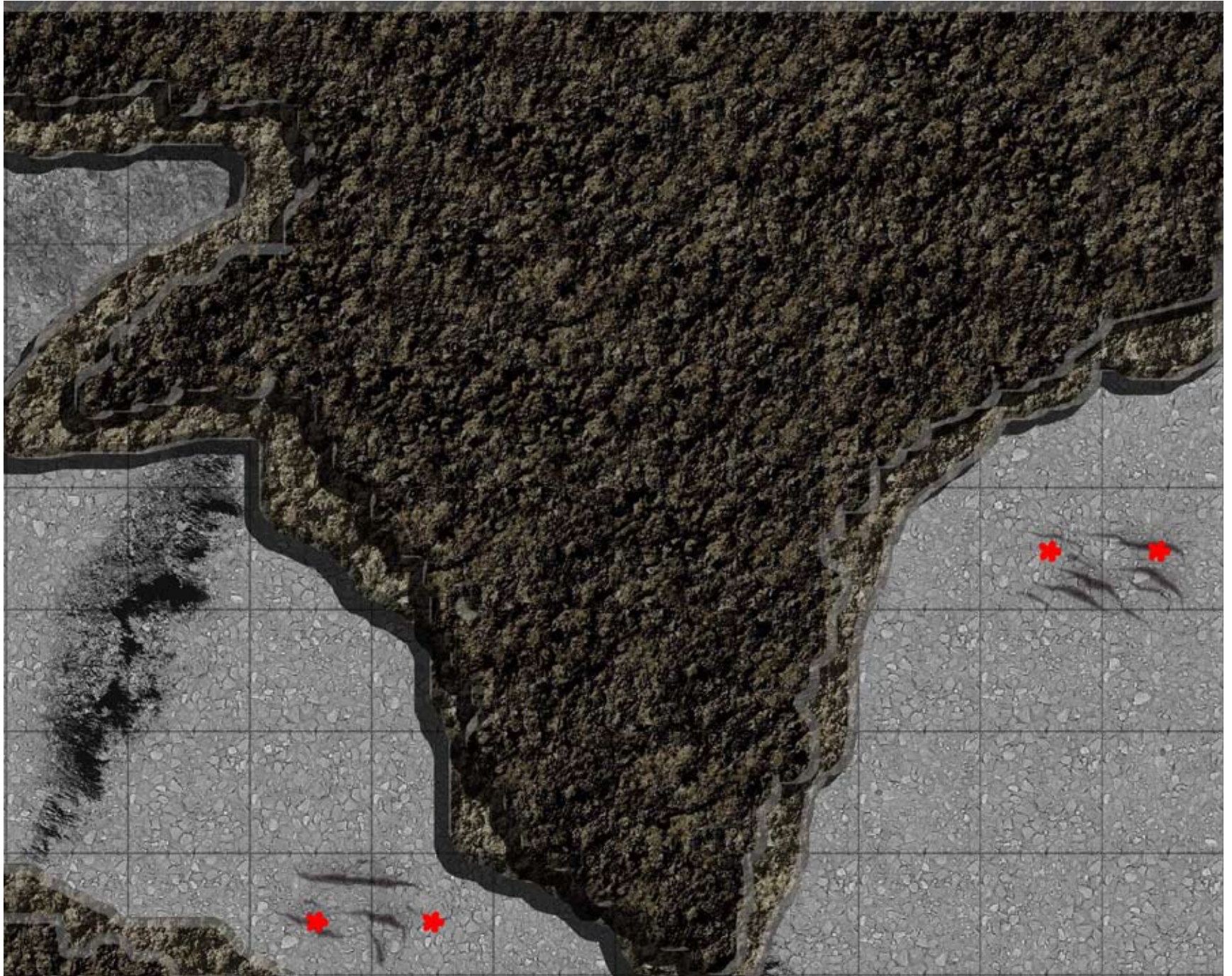
The final battle of Felgar the Goblin King



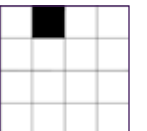
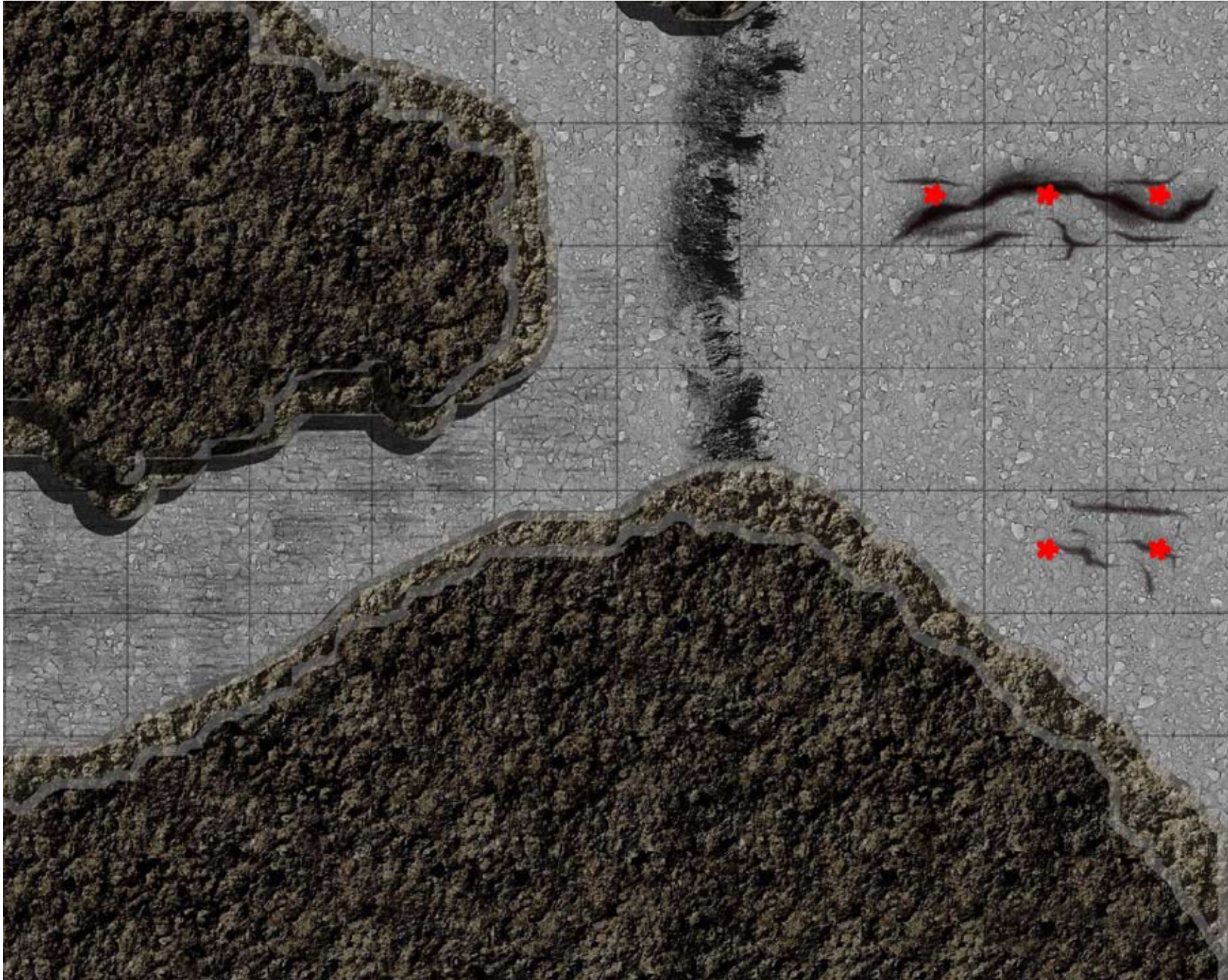
GM MAP

1. Cave Entrance
2. Guard Post
3. Cave of Souls
4. Crypt of Goblin Heroes
5. Forgotten Passage
6. Treasure Room
7. Hallway
8. Tomb Entrance
9. Felgar's Tomb

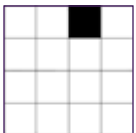
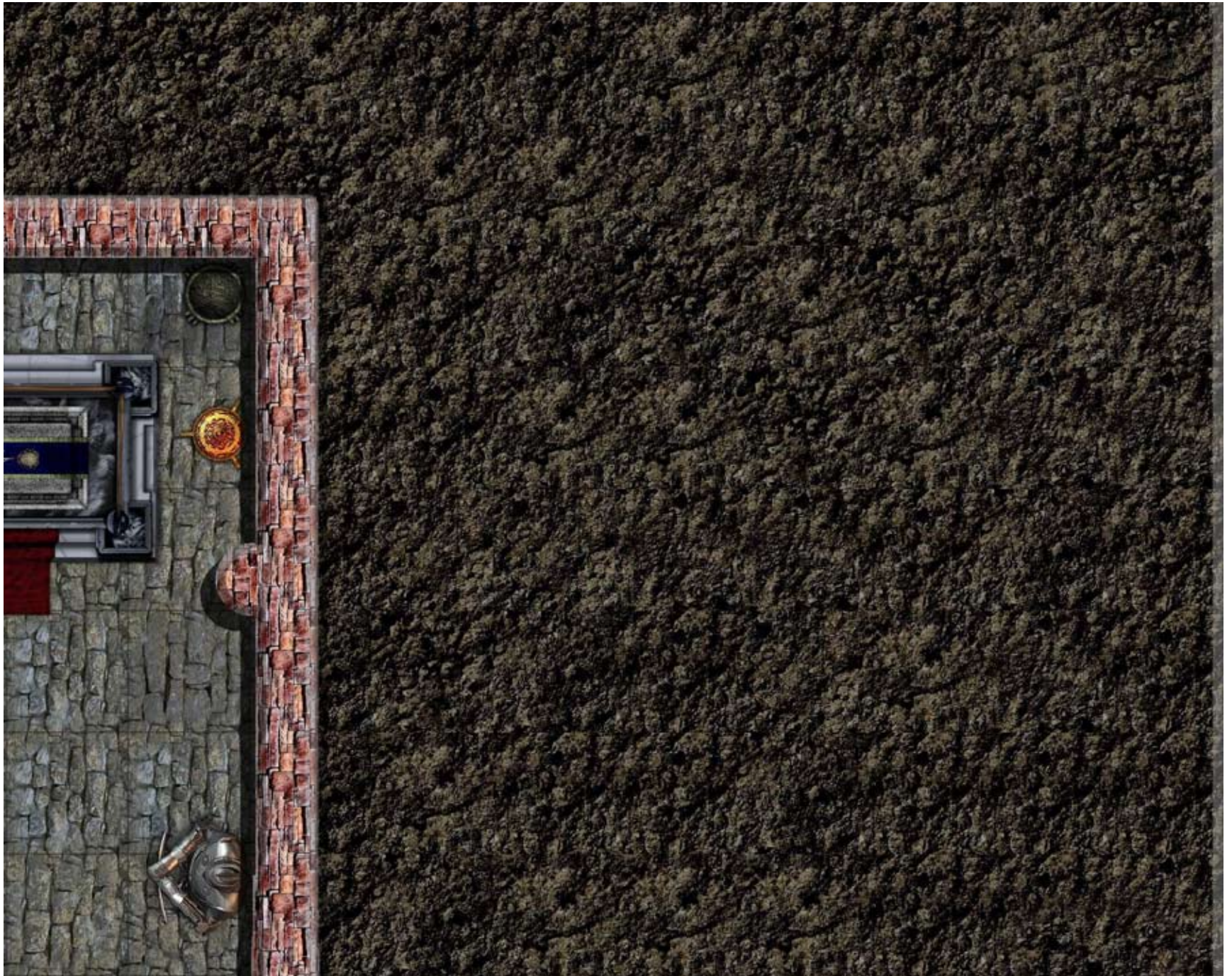
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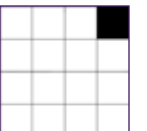
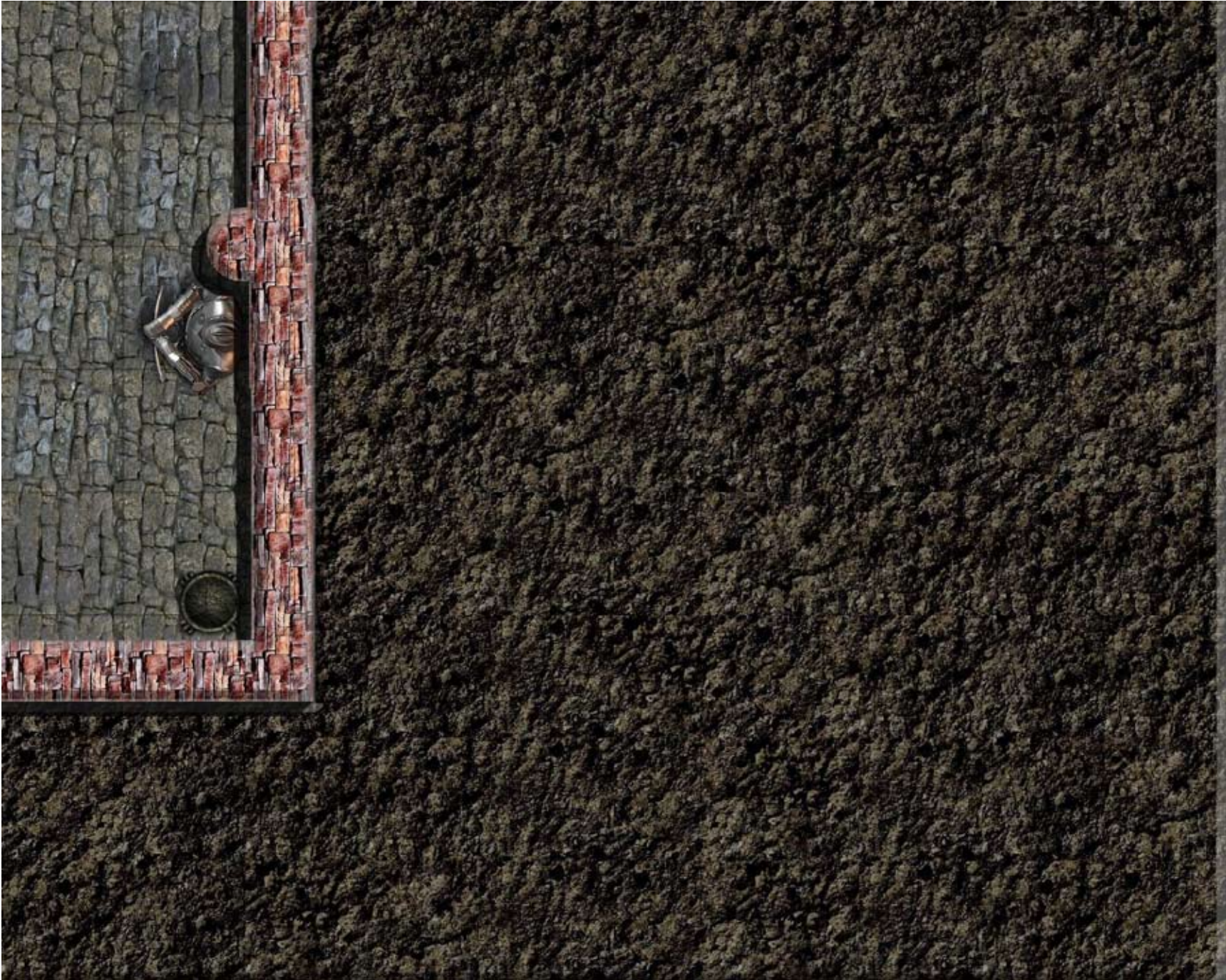
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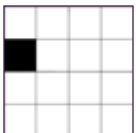
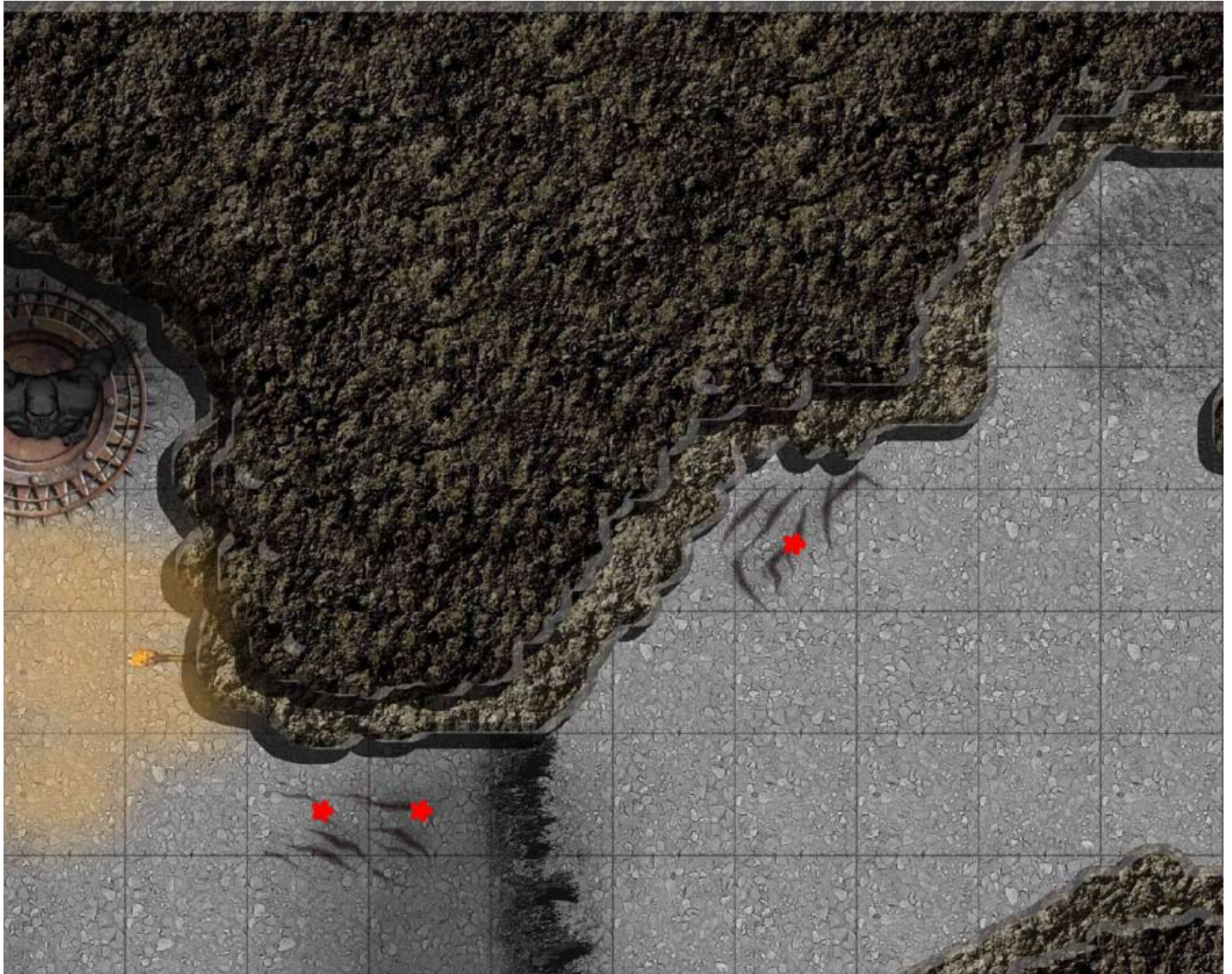
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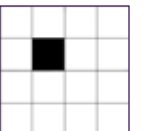
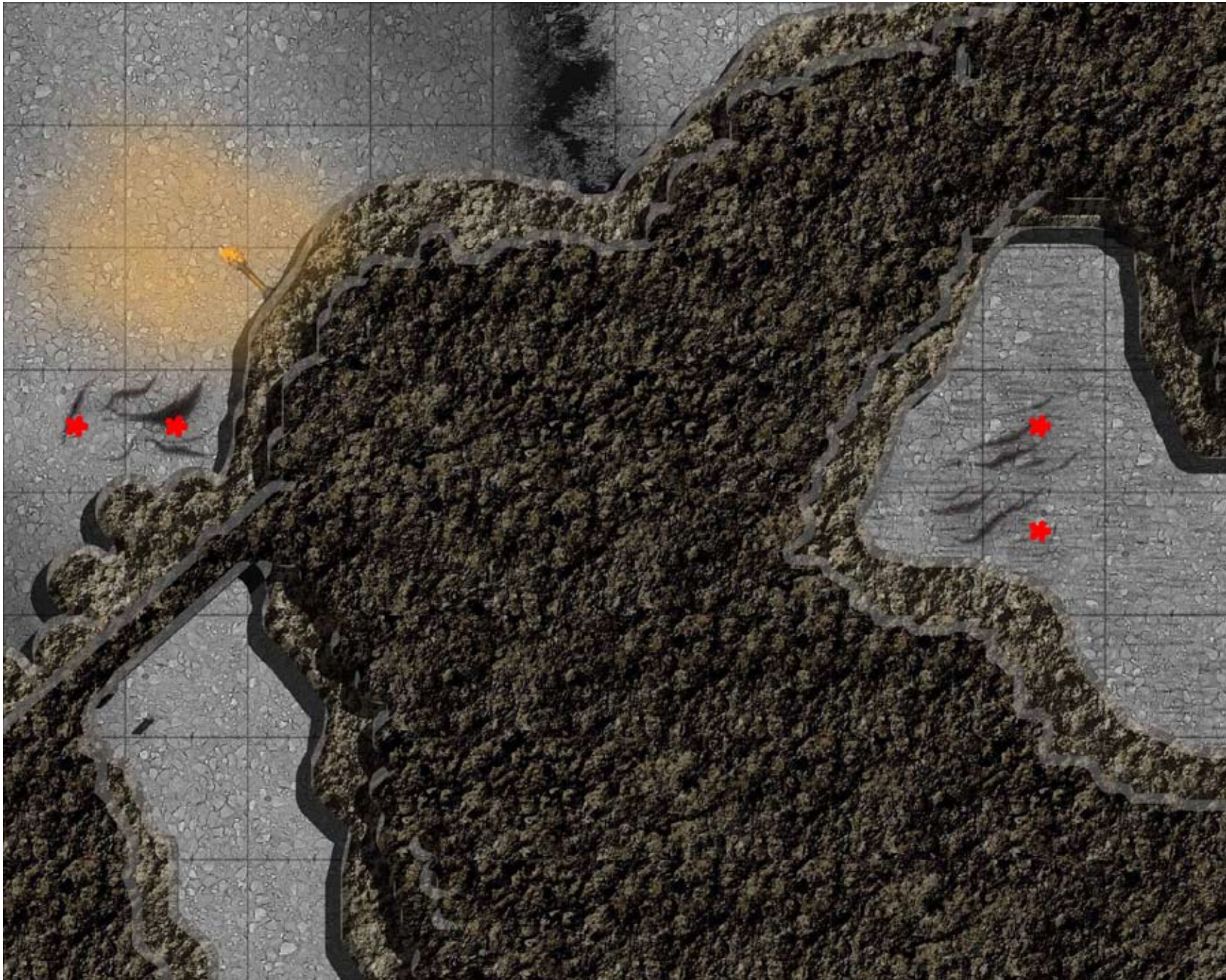
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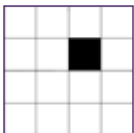
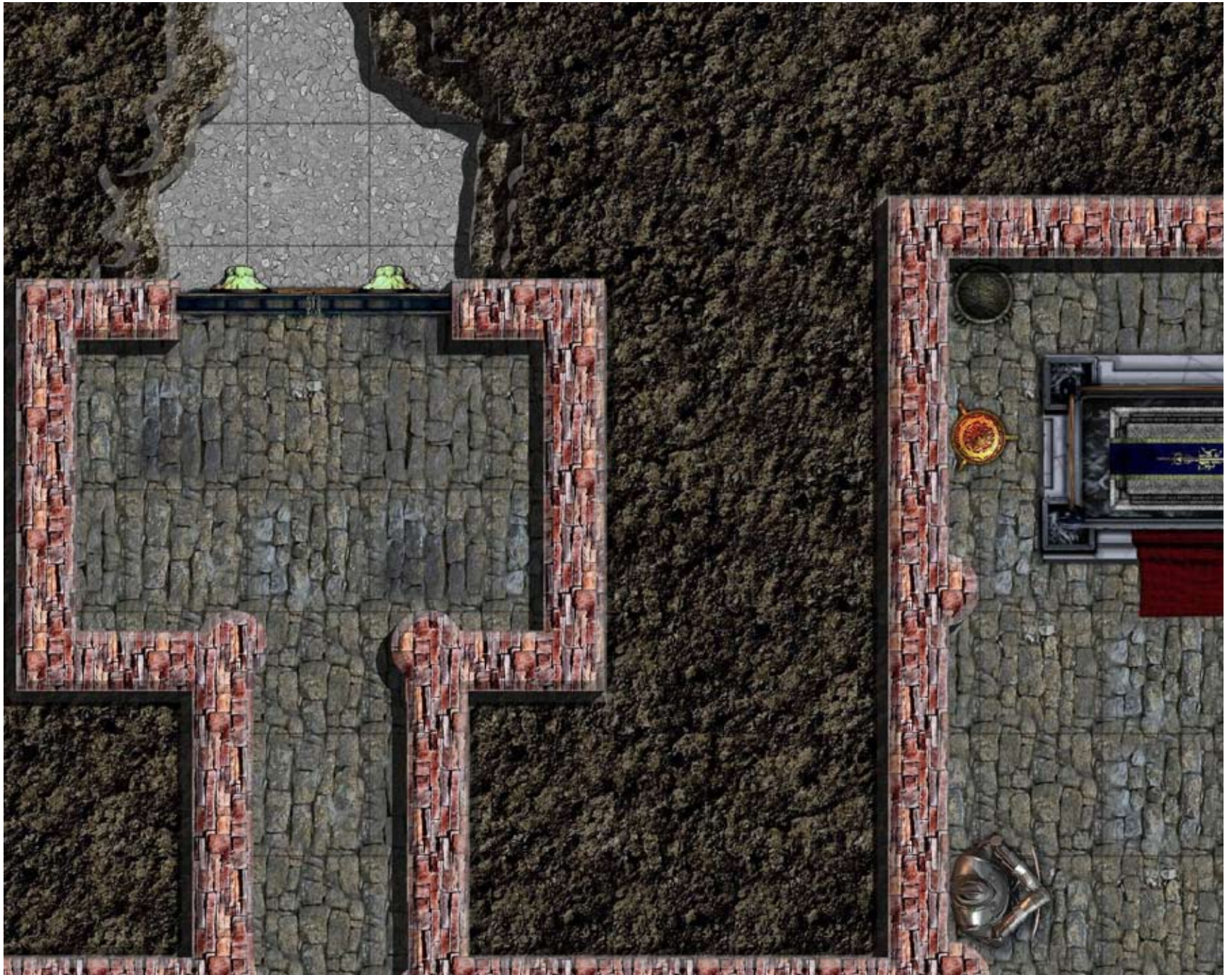
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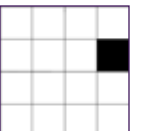
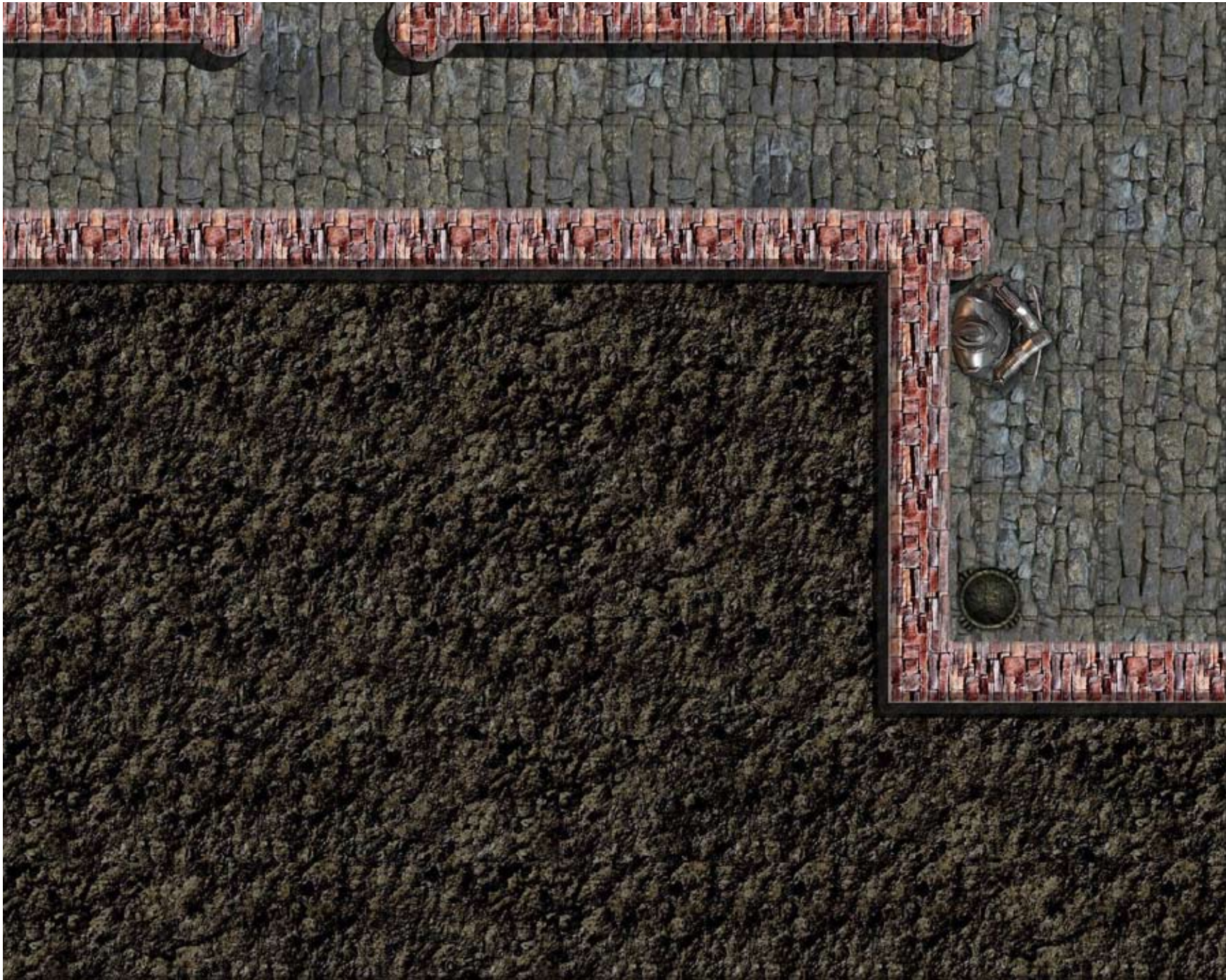
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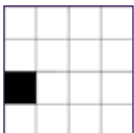
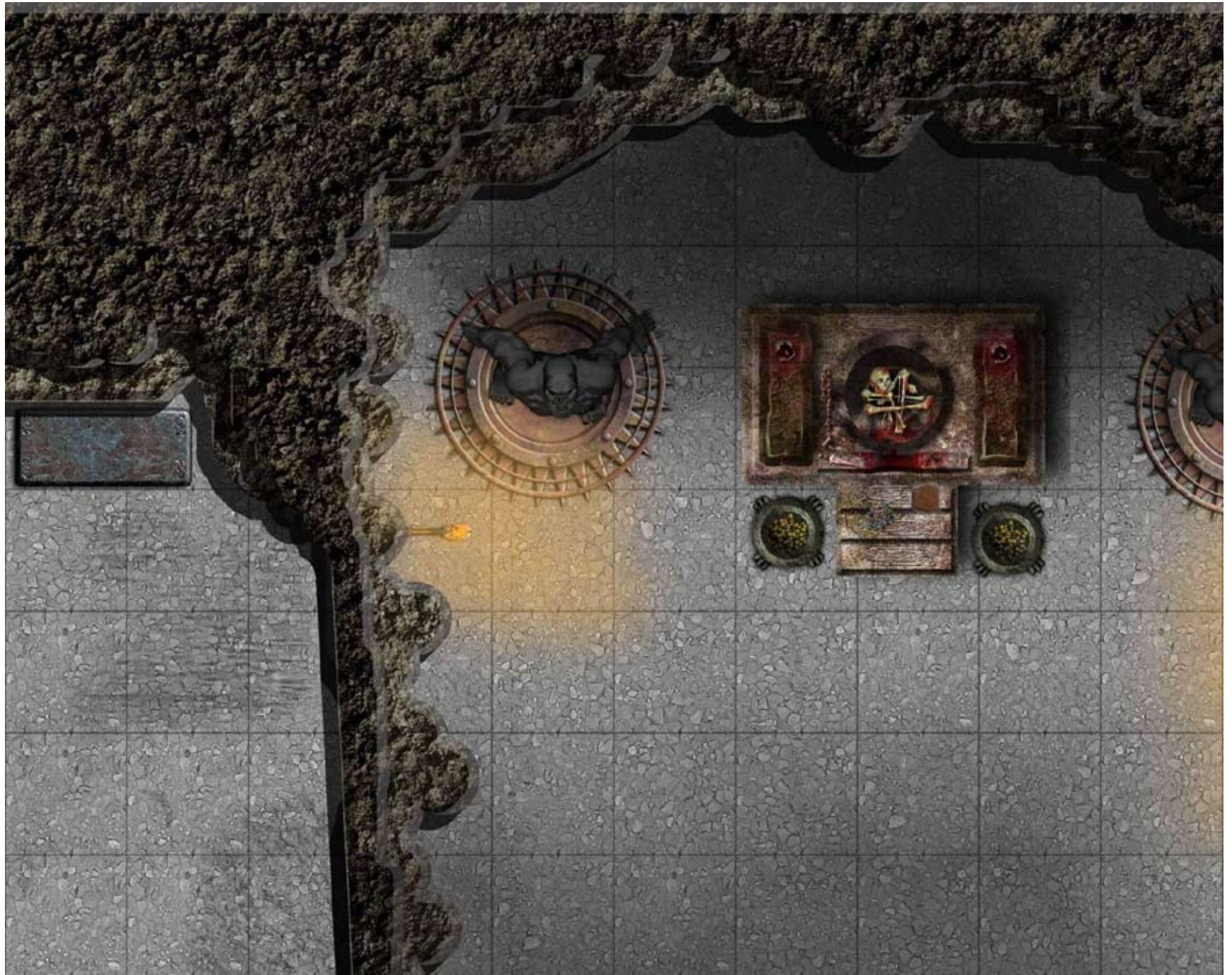
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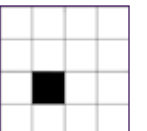
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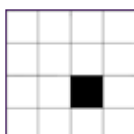
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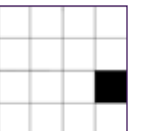
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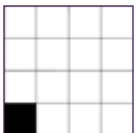
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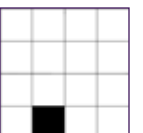
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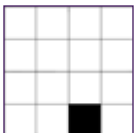
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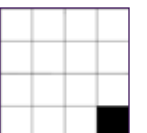
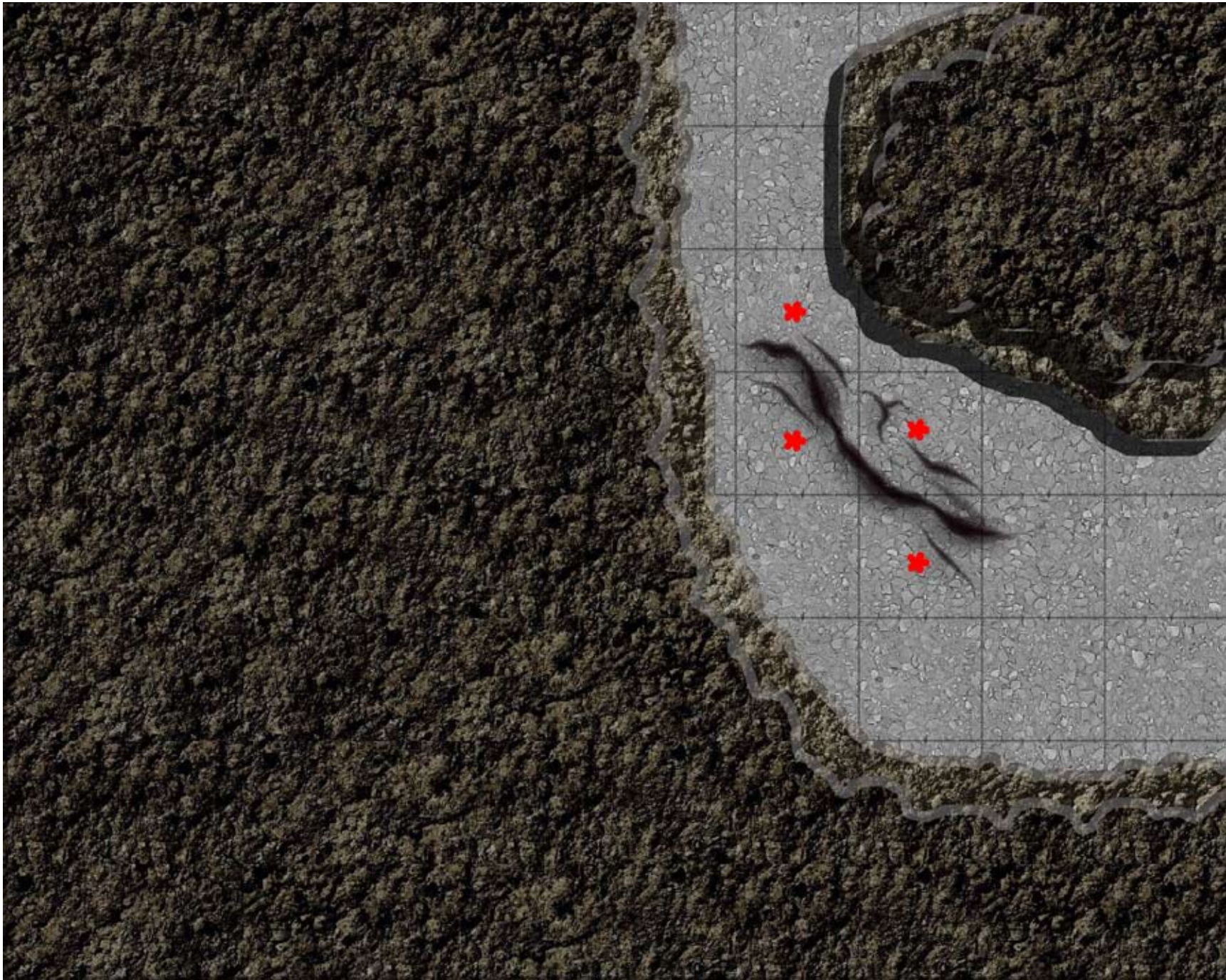
Tile #14



Tile #15



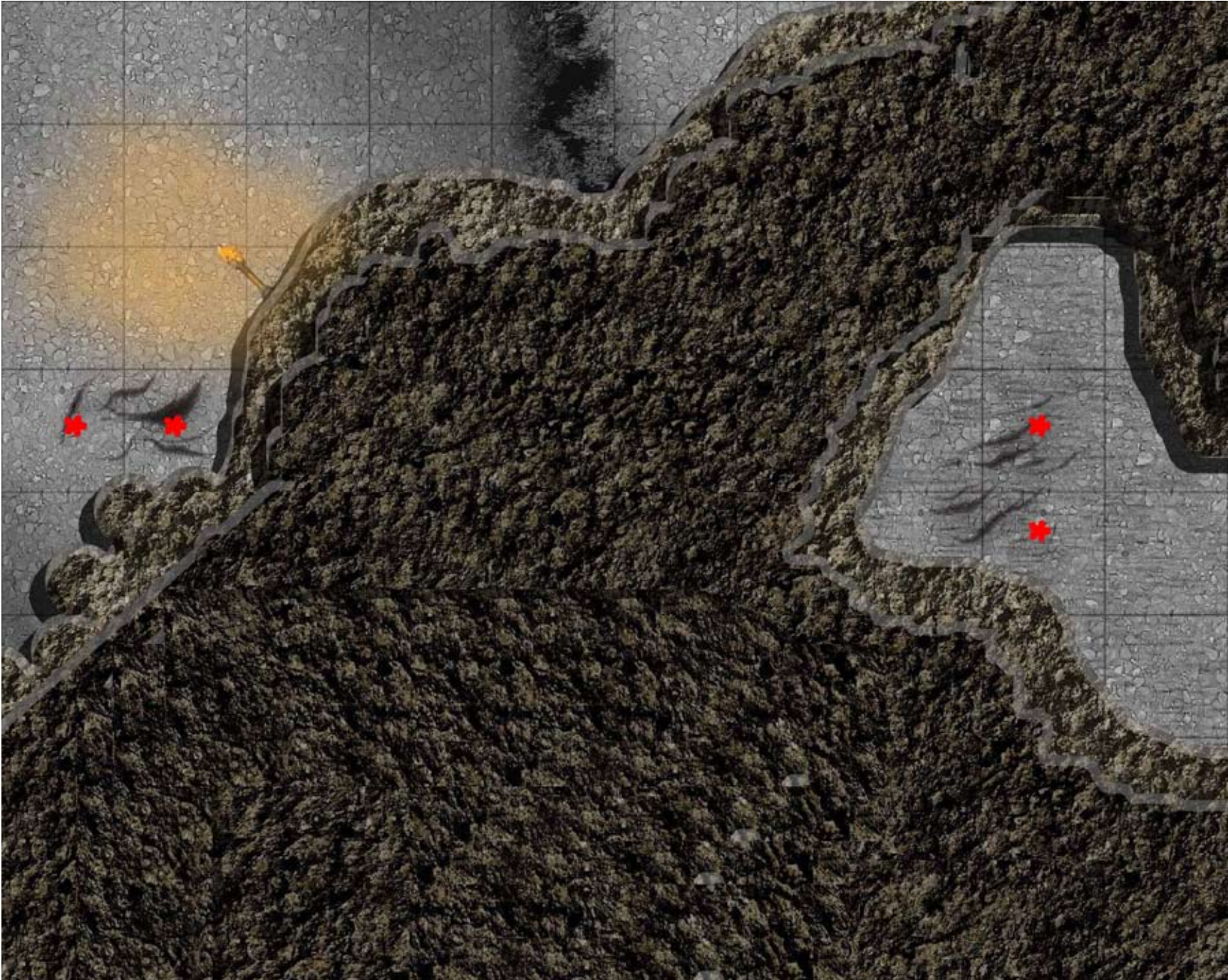
Tile #16



Alternate tiles for hiding the secret goblin burial chamber and Felgar's tomb. Tile #'s 3, 4, 7, 8, 13, 14, 15, 16



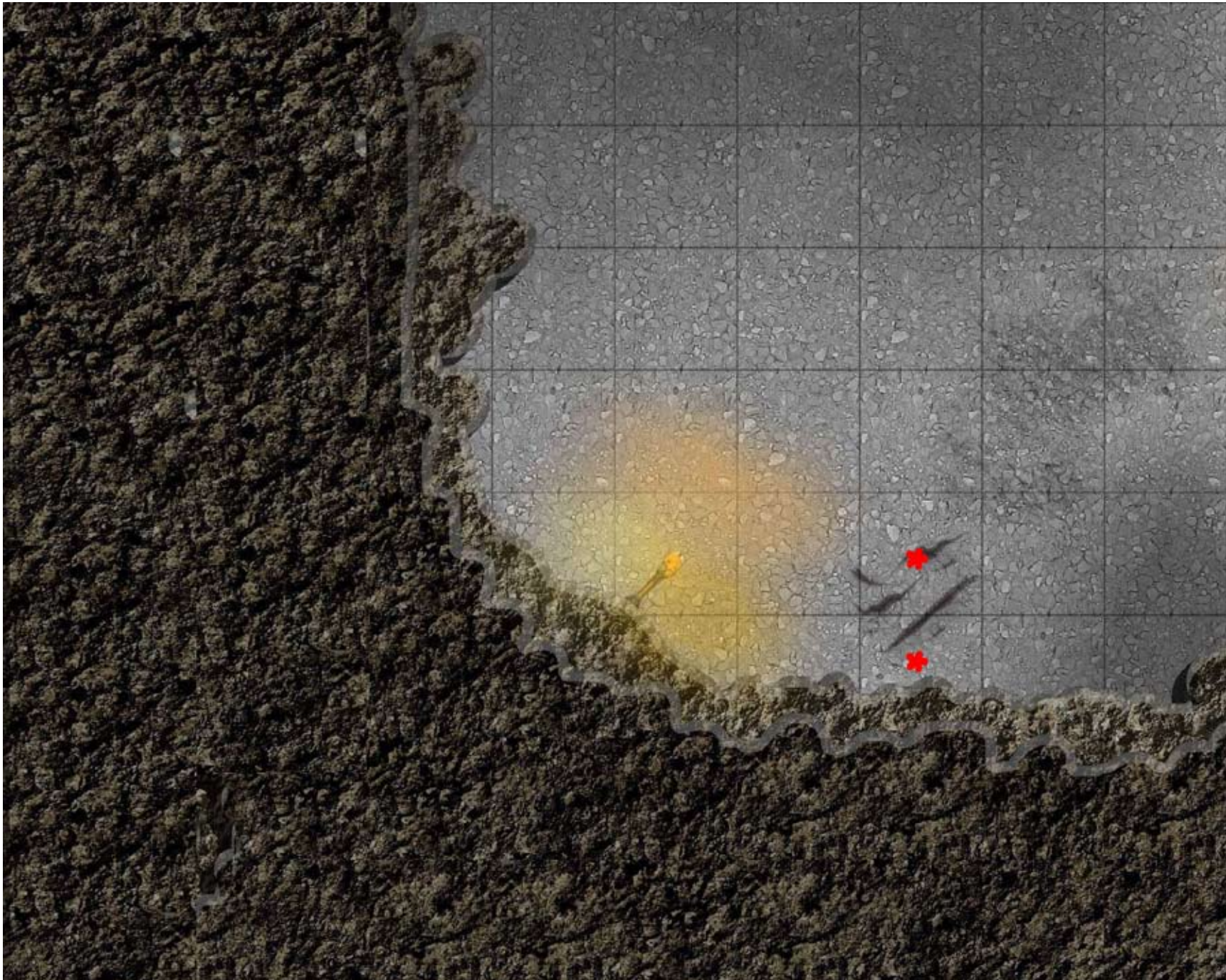
Alternate Tile #6



Alternate Tile #9



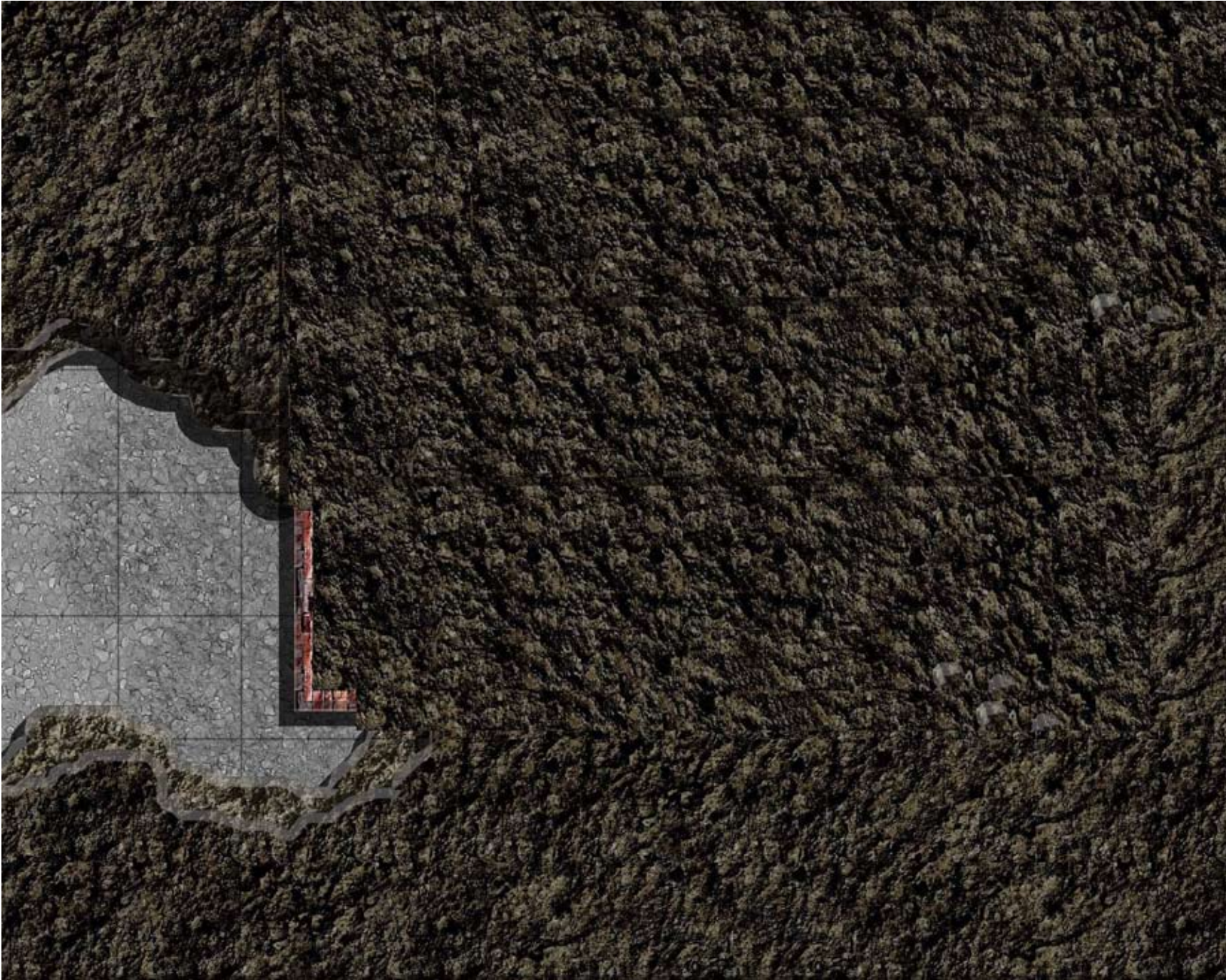
Alternate Tile #10



Alternate Tile #11



Alternate Tile #12

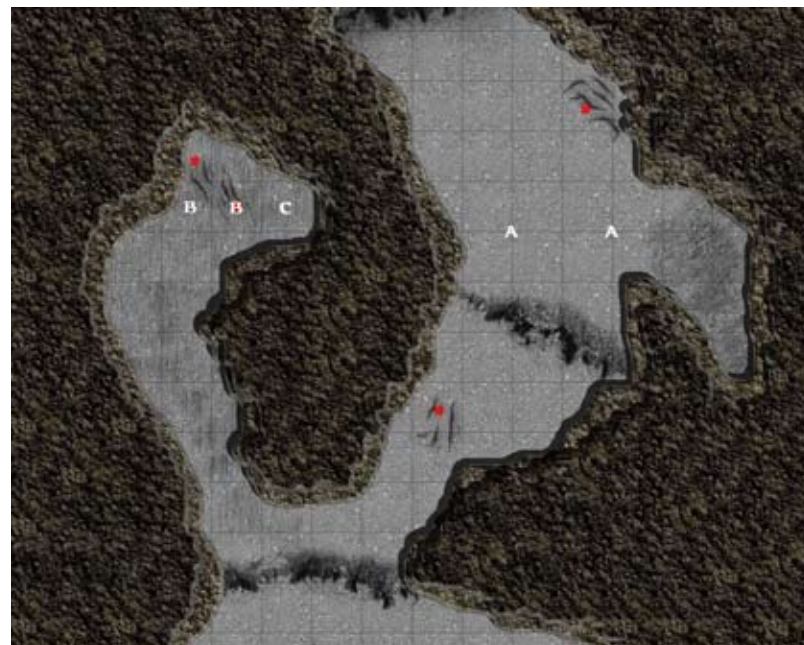


ENCOUNTER #1 - ENTRANCE/GUARD POST

The goblins have left two bombardier beetles (A) at the entrance to the Cave of Souls, and sent two goblin warriors (B) and a goblin blackblade (C) to wait in a side passage.

Once the heroes engage the bombardier beetles in combat, the goblins will come out from their hiding spot to surround the heroes and strike them down for trespassing on this holy site.

The goblins in the Cave of Souls will immediately hear the sound of battle, but will not do anything about it unless the fight lasts for more than 10 rounds.



B		A		C	D		E		31

ENCOUNTER #2 - CAVE OF SOULS

In this room are a goblin hexer (D), four goblin worshippers (goblin cutters) (E) and a pair of goblin sharpshooters (F). They automatically are aware of any fight that takes place by the Guard Post, unless the heroes manage some extraordinary measures to hide their actions. If the fight there lasts longer than 10 rounds, the archers will move up and begin assisting the guards but the priest and the worshippers will stay where they are until the heroes enter the Cave of Souls or the Guard Post battle enters round 12.

When they join the fray, the worshippers will swarm around the heroes to distract and slow them down while the priest uses his magical abilities to lay low



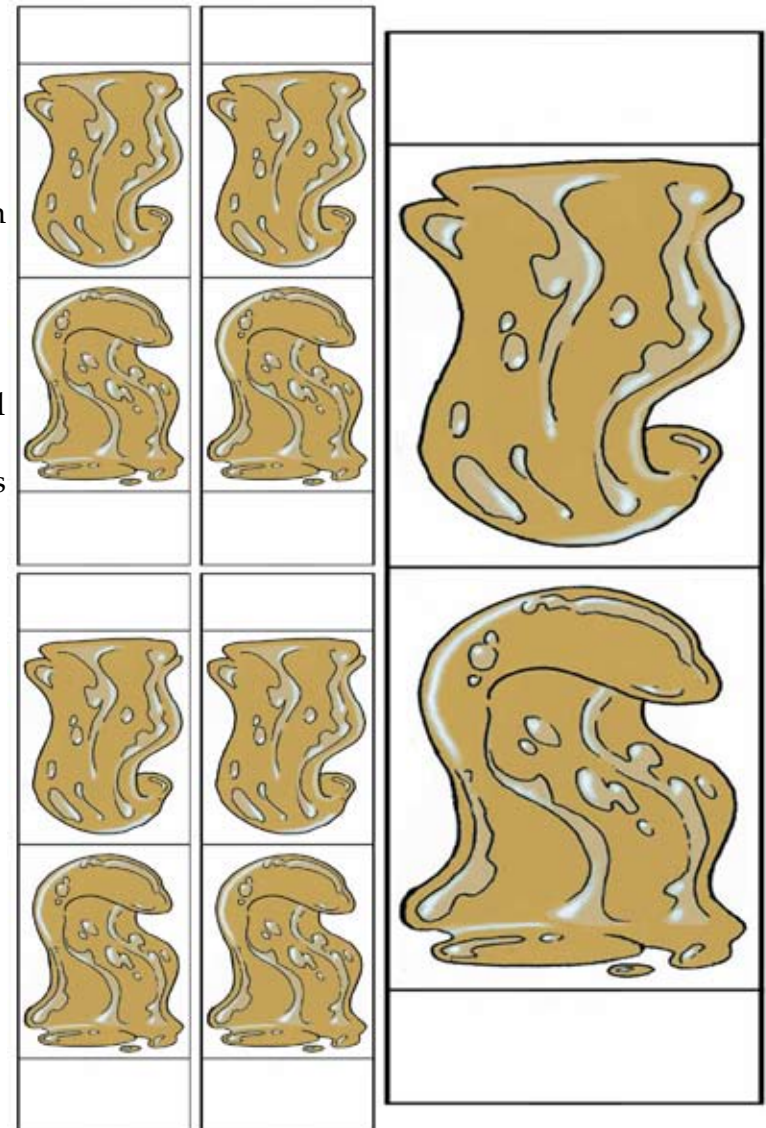
the invading infidels. All the while he'll hurl vile insults their way along with wishes that their souls writhe for all eternity in the Hell of Fetid Sludge. He will likewise make flowery admonitions for Graxnorn the Formless (a minor goblin deity and ruler of the Hell of Fetid Sludge) to come and strike down the infidels where they stand.

In a bit of serendipity, it just so happens that a ochre jelly (G) has sensed the commotion in the cave. Once the priest has been reduced to half his health, on the following round the ooze will eat its way through the rear wall of the Cave of Souls and enter the combat.

The ochre jelly is not on the side of the goblins, it is merely looking for a meal. It will move toward the nearest creature and begin attacking it.



F



G



ENCOUNTER #3 - CRYPT OF GOBLIN HEROES

The Crypt is eerie and filled with coffins and sarcophagi, and due to the proximity to the Cave of Souls, over the years foul energies from the cave has caused 5 of the bodies to reanimate as zombies (K), and another body to transform into a ghoul (J). They each rise from the coffins only once the PCs begin exploring the room and move to attack. They do not flee unless magically compelled to do so, and will never surrender.

J



K



ENCOUNTER #4 - THE TOMB OF FELGAR

The room remains quiet as a tomb should be as long as the heroes do not attempt to remove any of the treasure from where it lays. Inspecting it is fine, but once they take a weapon off the wall or, worse, a jewel from the sarcophagus, the spirits of the deceased will demand revenge.

King Felgar will return as a shadow (H) and three of his attendants will rise as skeletal champions (I) and attempt to slay or drive off the living intruders. If they are successful in causing the heroes to flee, the spirits will not chase them further than the walls of the tomb. However, they will remain alert and vigilant for the next week, and will immediately attack anyone who violates their resting place.



I



H



A goblin worshipper

