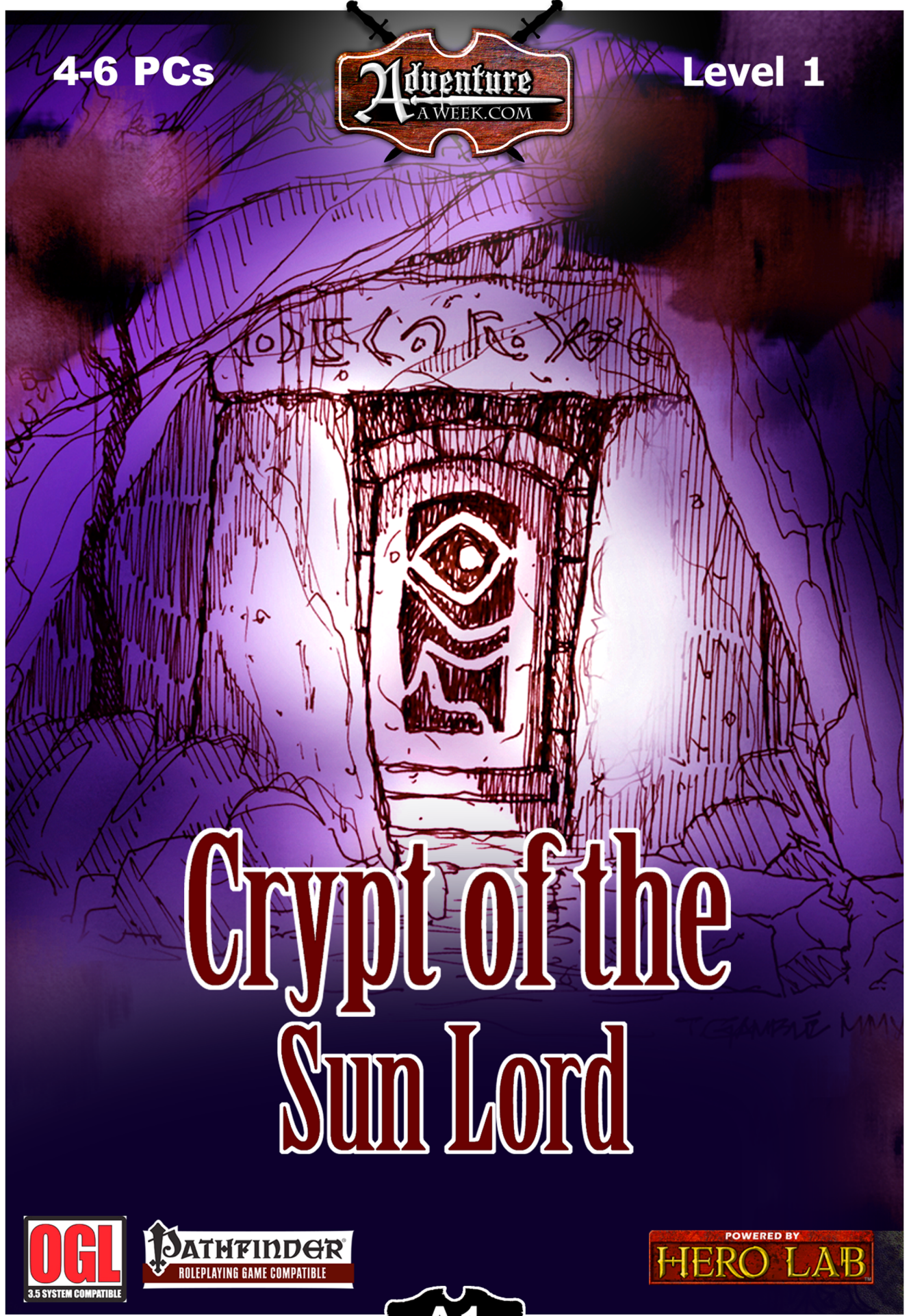


4-6 PCs



Level 1



Crypt of the Sun Lord



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“Crypt of the Sun Lord” is a 3.5 OGL & Pathfinder Compatible Adventure designed for four to six 1st-level characters.

This product makes use of the 3.5 OGL, Pathfinder Roleplaying Game Core Rulebook, Pathfinder Roleplaying Game, and Pathfinder Roleplaying Game Bestiary. These rules can be found online as part of the 3.5 SRD and Pathfinder

Roleplaying Game Reference Document at <http://www.d20srd.org/> and <http://paizo.com/pathfinderRPG/prd/> respectively.

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Adventure Background

Lord Ka'Teek ruled over the Ancestor People from 348-356 and brought about the time of land warming through his worship of the sun. The increased regional temperature encouraged both plant and animal life to flourish which in turn helped the Ancestor People grow and prosper. After his death, the land again cooled and the Ancestor People built this site as a monument to his greatness. He was buried with his wife in a great chamber filled with the riches that he procured during his short life. 6 animals were blessed and sacrificed then placed in chambers adjacent to the Sun Lord to guard over his tomb. The tomb was sealed with a great Kla'da stone (protection stone) which helped magically conceal the entrance to the tomb and guarded against grave robbers. After being constructed the Crypt of Sun Lord rested untouched for over a thousand years.

Present Day

A few months ago three goblin brothers were busy wrestling over a silver piece when they accidentally slammed into a pile of boulders causing a land slide. The land slide loosened a magical Kla'da stone revealing the entrance to the Crypt of the Sun Lord. When the goblins reached the bottom of the hill they spotted the entrance to the crypt and decided to investigate. The goblins entered the crypt and proceeded down a short hallway into a grand circular chamber. Upon the floor of this chamber was a mural depicting a large sun surrounded by six animals. Atop the sun rested a powerful looking human male and female. The three goblin brothers Grog, Beek, and Dulug decided that this was a perfect base of operations for their new raiding group.

Adventure Hook

The goblin Grog steals a precious keepsake from one of the PCs and disappears into the Crypt of Sun Lord Ka'Teek. The adventurers follow only to find numerous traps and undead guardians between themselves and their quarry. Getting the keepsake back will prove more difficult than anticipated.

Adventure Synopsis

The adventurers travel by ship across the Serpent Lake with a group of Rybalkan soldiers. They arrive upon the shore next to the Ruins of Ka'Teek to camp for the night. As they sleep a goblin steals a precious keepsake from one of the PCs and disappears into the nearby ruins. The PCs pursue and find themselves confronting undead guardians of the Sun Lord while avoiding dangerous traps. Hidden within the tomb are many treasures including the powerful Blade of Sun Lord Ka'Teek. Eventually the PCs confront the goblin Grog and retrieve their keepsake.

Part One: Serpent Lake

If you are running the Adventureaweek Campaign Setting read Chapter One. If not you may proceed to Chapter Two.

The PCs hail from the Klavek Kingdom, the most powerful country in the world. The kingdom is paying citizens to pack up and relocate to the small fishing of Rybalka. The monarchy has had difficulty convincing citizens to relocate to [Rybalka](#) due to its close proximity to [Vikmordere](#) territory.

The horrific stories of [Vikmordere](#) brutality keep many Klavekians from accepting the relocation offer. Tales persist of frequent raids on the Klavekian lowland towns and villages. All Klavekian children are told frightening bedtime stories of the [Vikmordere](#) warriors. The tales speak of demon-like Vikmordere warriors which arrive at nightfall to slay the Klavekians and steal their belongings. They are described as ghostly demons who return to their ships with their loot, only to disappear back into the mountains from which they came. Recently the monarchy has sought out adventurers looking for fame and riches, both of which are promised to be found in [Vikmordere](#) lands. The [Klavek Kingdom](#) is paying a handsome sum to adventurers brave enough to make the trek. In the past the journey to [Rybalka](#) has been plagued by many tragedies. Thus the Klavek Military now personally escorts new potential citizens and adventurers to [Rybalka](#) via ship.

Enter the PCs

The players begin the adventure sailing upon a mighty Vikmordere raiding vessel. The vessel and its crew navigate the great Serpent Lake en route to Rybalka. This enormous raiding vessel was taken by the Klavek soldiers after their victorious battle against the Vikmordere in Rybalka. The Vikmordere ship is now used for passenger and cargo transport by the Klavekian soldiers.

You are in the Eastern Mountain Region of the Klavek Kingdom, a dangerous expanse of wilderness accessible only by boat via the massive Serpent Lake. Serpent Lake is a vast series of interlocking glacial lakes that stretch as far as the eye can see down the Vikmordere Valley, surrounded on all sides by jagged blue icy crags topped with a dusty white snow that blows off the inaccessible cliffs and into the forests below.



Read the following to the players:



The cold wind bites at your face like an ethereal ogre born from the icy mountain mist and powdery snow. You ride upon a magnificent vessel made of finely carved wood. This ship was crafted by your enemy, the Vikmordere barbarians. The Vikmordere who built this boat most likely died at the hands of Klavekian soldiers in the great battle at Rybalka. The soldiers who fought in that battle were brave and seasoned warriors, like the very men who work tirelessly rowing this enormous vessel ever deeper into the dangerous Vikmordere territory.

A few years back the Klavekian monarchy claimed ownership of a small isolated fishing village named Rybalka.

The small fishing village of Rybalka which was once Vikmordere, is on a peninsula that stretches out over Serpent Lake. By ousting the Vikmordere from Rybalka, the Klavekians sought to stop the raids on the low land plains towns and villages. This was a strategic move by the Klavekian monarchy because by securing Rybalka the Klavekians also gained ownership over a very profitable iron mine. The Rybalka mine was the primary source for the Vikmordere's ore for tools, weapons, and armor.



Direct the following text and dialog at the leader of the party, preferably a warrior:



It was over two weeks ago that you left the safety of your homeland, the central Klavek Kingdom. It had been a rigorous day of training under your mentor at the guild, you were exhausted but invigorated by the cold air and fresh morning snow. A courier passed by, casually handing you a flier. At first you thought nothing of it and almost tossed it aside, but the courier nodded at you with a knowing smile, so you kept it and ducked into a local establishment to take a closer look.

Unfurling the flier, your attention was immediately drawn to the closing of the letter; It had the crest of the Royal Monarchy and was signed by King Tokolvor Klavek XIII! You stopped dead in your tracks after realizing that you held an official invitation from the King of the entire Klavek Kingdom. The invitation granted you and a group of adventuring companions whom you deemed worthy free travel to Rybalka, a remote fishing village on the outskirts of the Klavek Kingdom! Not only this, but by reporting for duty to Mayor Igor Leonid of Rybalka each man or woman would be paid a sum of 100 gold pieces. Given that the Klavek Kingdom was in the middle of recession 100 gold was incredibly enticing! On top of this, the letter stated that additional payments would be secured for adventurers willing to take on specific quests for the mayor of Rybalka.

You may now direct your attention back to the group as a whole:



That was over two weeks ago, and now you are beginning to wonder if accepting the offer was such a good idea. Another cold wave splashes against the side of the enormous Vikmordere raiding vessel and sends a freezing mist spraying in your faces. The vessel rocks slightly and you negotiate with your queasy stomach to determine if you have anything left to donate to the Serpent Lake.



The Vikmordere Vessel upon which you ride is a massive beast, designed and crafted by those deemed “barbarians” by the Klavek Kingdom. Shipbuilding is primarily a Vikmordere specialization characterized by slender and flexible boats, with symmetrical ends with true keel. They are clinker built, which is the overlapping of planks riveted together. They usually have the head of a great serpent protruding from the bow and stern. This particular ship holds all of those characteristic traits, but in addition the captain proudly displays the Klavek Kingdom flag of two swords crossed and pointed down behind a horizontal wooden Balkmore Shield upon a white and red background. The swords are black which signifies a time of peace, if a flag with white swords is flown this signifies that the Klavek Kingdom is at war. The white is meant to represent the magical swords of snow and ice wielded by the Klavekian Generals.

Remember as the Game Master it is your responsibility to assist in the immersion of the players in this world. Take on the personality of the captain in this next stanza by scrunching up your face and walking around the gaming table interacting with the players. Read his lines with an accent of your choice.



“They should have named this the Serpent Ocean!” your captain calls above the roaring winter wind. “It takes hours and hours of rowing like this to get across this huge glacial lake and reach Rybalka. Today Mother Nature is a boon, we have a head wind and our work cut out for us! So, you and your friends there ain’t never been out this far eh?”

Have each player describe him or herself and allow them to respond to the captain. Use this opportunity to get them involved playing their characters, establishing a voice or accent, and rolling dice.

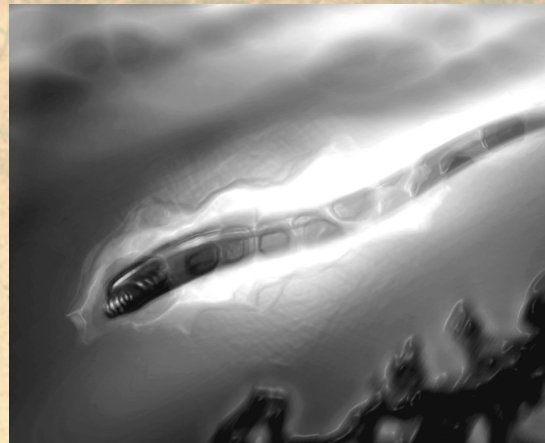


If any of the players are demi-humans and in disguise (to avoid unnecessary suspicion from the xenophobic Klavekians) have them roll Disguise DC 10 checks. If they succeed they may shield themselves from the captain's eyes without creating too much of a scene in front of the soldiers.

Continue once the players have finished introducing themselves.



“Just wait until you see Rybalka, what a sight she is. She’s not much but a smattering of wooden cabins and buildings on the lake’s edge, but she’s home to a great many folk... an the beautiful land is the reason we’re up here. That and the fact that holdin’ the mine keeps all that iron outta the hands of the damned Vikmordere.” The captain spits some tobacco in the clear lake water and gazes out over the lake like a proud father. “Yes, she’s a beauty alright and she’ll kill ya in a second if ya let your guard down.” With that the captain bursts into an old mining song as the men row their way deeper and deeper into Vikmordere Territory.



You run your hands over the smooth curved edge of the boat as you gently pull yourself to a standing position. The water is so still, it reflects the sky like a mirror making the clouds and blue sky below indiscernible from above. Small ripples from the boat and oars roll over the lake gently rolling away the beautiful illusion. You cannot help but smile at the beauty here. Your eyes catch a circling raptor in the sky above, searching the water for an easy fish to catch in its razor sharp talons. Scanning the adjacent hillsides you see a thick forest of evergreen trees dotted here and there with gray stones; perhaps the ruins of a once great civilization.





RYBALKA

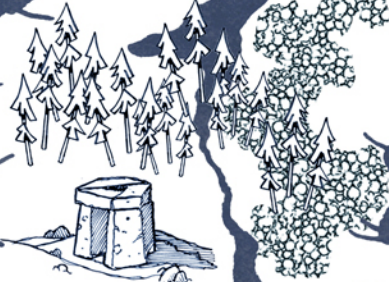


Overview of RYBALKAN PENINSULA
in relationship to SERPENT LAKE

GLACIER



Typical
Rybalkan Miner
Transport



Burial
Mound



Hunter's Cabin



DARK WOOD



Mine Loading
Cavern Entry

Sun Lord
Ka'Teek's Crypt



Miner Transport
Fortified Entry

VILLAGE OF
RYBALKA



Typical Vikmordere Style
Iron Ore Vessel



RYBALKAN PENINSULA

VILLAGE OF RYBALKA AND ENVIRONS

Part Two: A Short Respite

The PCs travel by ship with a group of soldiers across the great [Serpent Lake](#).

As the sun begins to set behind the travelers on the great lake, the captain orders the soldiers to row for shore to camp for the night.



The soldiers row for shore as the sun makes its way down in the sky. The sun seems to rest upon the great lake for a moment before seemingly submerging itself partially in the cold water to cool itself from a long hard day of work. The rays cast by the great orb trickle across the ripples made by the oars so that the hardened soldiers now row in a pink and orange sea, quite vivid when cast against the stoic white of the snow and ice upon the trees and shore. As the vessel approaches land you can make out large white pillars worn and crumbling from ages exposed in the elements. A few white stones can be made out, mostly hidden by overgrown sod and ice encrusted snow.

The soldiers row hard to shore, the captain calls out “brace yourselves!” , and the boat answers by slamming into the shore causing passengers to lurch forward momentarily before the vessel finally comes to rest partially upon the white, snow covered shore. A couple soldiers jump out of the boat and secure ropes to a large white stone pillar from which dangle bright green icy leaves and long clear icicles.

Have the players roll Spot/Perception DC 15.



Read the following to those who succeed:

As you disembark you notice a white door with strange symbols etched upon its surface embedded in the hillside adjacent to the ruins. It stares at you like a menacing white eye in the otherwise earth colored hillside, surrounded by gray boulders which have slid out of the earth over the years of freeze and thaw. There are no footprints in the snow which seems to put you at ease a bit, but there’s something unsettling about that door which you can’t quite put your finger on.



Continue reading to the party as a whole:

“Make camp”, says the captain quietly. The soldiers move like they have done this a hundred times before, forming a line from the boat and tossing goods and supplies down the line to the captain who carries them partway up the hill and under a large fir tree which will shelter you from the snow and ice. Before long all the goods are unpacked and you kick back next to a roaring fire while the soldiers laugh, drink, and tell ghost stories. The crackling embers and ashes follow the twisting trails of smoke up into the darkening sky as the last rays of sun disappear behind an ocean of green evergreens topped with white snow.



The camp is arranged in a fairly simple fashion on a small hill just a short jaunt east from the Ruins of Ka’Teek. Bedrolls and wool blankets litter the area in a circle around the roaring campfire with a couple tents set up for the captain and the NPC from the village.

If the players wish to chat with the soldiers, captain, or passengers at this point feel free to freestyle.



After the players engage in some dialog they may bed down for the evening and try and keep warm by the fire. The captain orders two guards to take first watch, after the first two hours these guards will wake another two and so on. After 3 hours have passed, a goblin named **Grog** sneaks into the camp. He makes his way over to the PCs and steals something valuable, a signet ring, a holy symbol, or a fighter's guild pin and makes off with it into the ruins. The soldiers on watch are busy whittling wood and drinking.

When they spot the goblin it's too late, the goblin is already halfway to the cover of the ruins.

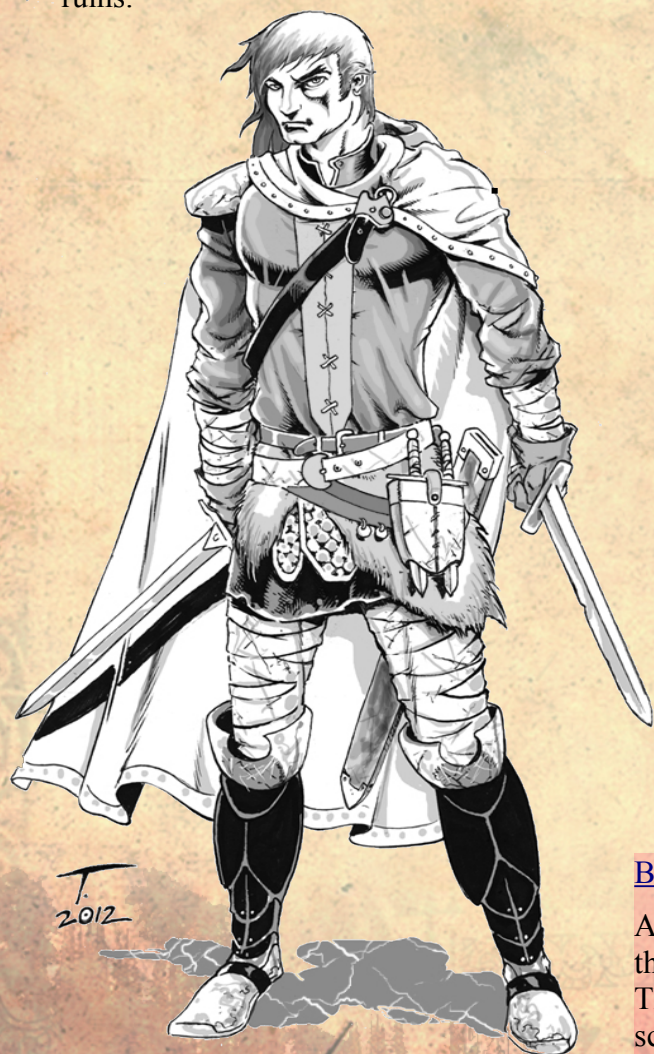
Attempt to startle your players when you scream out "Goblin!" in the following text:

"Goblin!" you leap up half expecting the sun to be up, but it's still dark and freezing cold outside. You look around and see the soldiers waking up and fumbling through their belongings to get their swords loose from scabbards. A solitary guard has his sword out and is running down the hill away from camp and into the darkness. "Hold!" yells the captain, his voice echoing off into the ruins. He gets up, half dressed with his sword drawn and saunters down the hill towards the soldier. "Never run headfirst into battle when you know not where you run. It could be a trap." He reaches the soldier and you can barely hear their voices above the whisper of the chill wind and barely see them outside the shroud of night. "Calm down and tell us what happened."



The captain returns to the group and tells everyone to check their belongings to see if anything is missing. At this point decide which character and what special family heirloom was stolen.

When the PCs search their gear tell the appropriate player what has gone missing and how much it means to their character. If this doesn't get the group motivated to search for the goblin and investigate the ruins be sure and spur them on. If they flat out refuse then allow them to progress through the adventure however they wish. If they do refuse, skip the ruins and introduce an encounter at daybreak with a hungry Black Bear.



[Black Bear \(d20\)/\(Pathfinder\)/Index](#)

A black bear has been desperately searching for food in the area and attempts to get into one of the PC's rations. The PC's can choose to dispatch the bear in combat or attempt to scare it off. If they attempt the latter have many guards join in, surrounding the beast and warding it away with their swords.

Too difficult? If the black bear is too difficult for the PCs feel free to toss a few guards into the fray utilizing standard statistics for level 1 NPC fighters. There are also 10 additional soldiers and the captain whom may join in if the battle is going poorly. The captain is a standard level 4 fighter with a +1 longsword.



Part Three: Into the Ruins



Ruins/Crypt of Sun Lord Ka'Teek

Location: Crypt of Sun Lord Ka'Teek

Dangers: Goblins, Traps, Undead

Lighting: None, light source required

Walls: Old crumbling gray stone etched with symbols of the sun

Doors: Rotted Wood (or stone where noted)

Mood/Theme: Ancient, Crumbling, Monument to Hero

Location: This site of ruins rests along the southwestern tip of the Rybalkan Peninsula and was named after the great Sun Lord Ka'Teek.

History: Lord Ka'Teek ruled over the Ancestor People from 348-356 and brought about the time of land warming through his worship of the sun. After his death the Ancestor People built this site as a monument to his greatness. He was buried with his wife in a large chamber filled with the riches that he procured during his short life. 6 animals were blessed and sacrificed then placed in chambers adjacent to the Sun Lord to guard over his tomb. The tomb was sealed with a great Kla'da Stone which helped magically conceal the entrance to the tomb and guarded against grave robbers.

Once the players decide to investigate the ruins and attempt to retrieve the family heirloom read this:

You descend the hill and enter the snow covered ruins. Most of the ruins consist of tall pillars covered in snow, vines and moss, and streaked with black tears from the years of weather and wind digging dirt into its surface only to wash it free again. You shine a torch to and fro as you walk through the piles of white rubble and around the pillars, half expecting a goblin to jump out at any moment. The ruins stretch the length of a few buildings before ending at the strange white stone door in the hillside.



The PCs may search the area as long as they like but will not find the goblin. There are many footprints in the snow; Anyone skilled in tracking or who is of the Druid or Ranger class will notice that there are goblin footprints of varying sizes interspersed with the animal prints.

The goblin prints lead in all different directions, but if a druid or ranger player can make a successful Search/Perception DC 15 they will find that the most recent prints lead directly to the strange stone door set into the hillside.



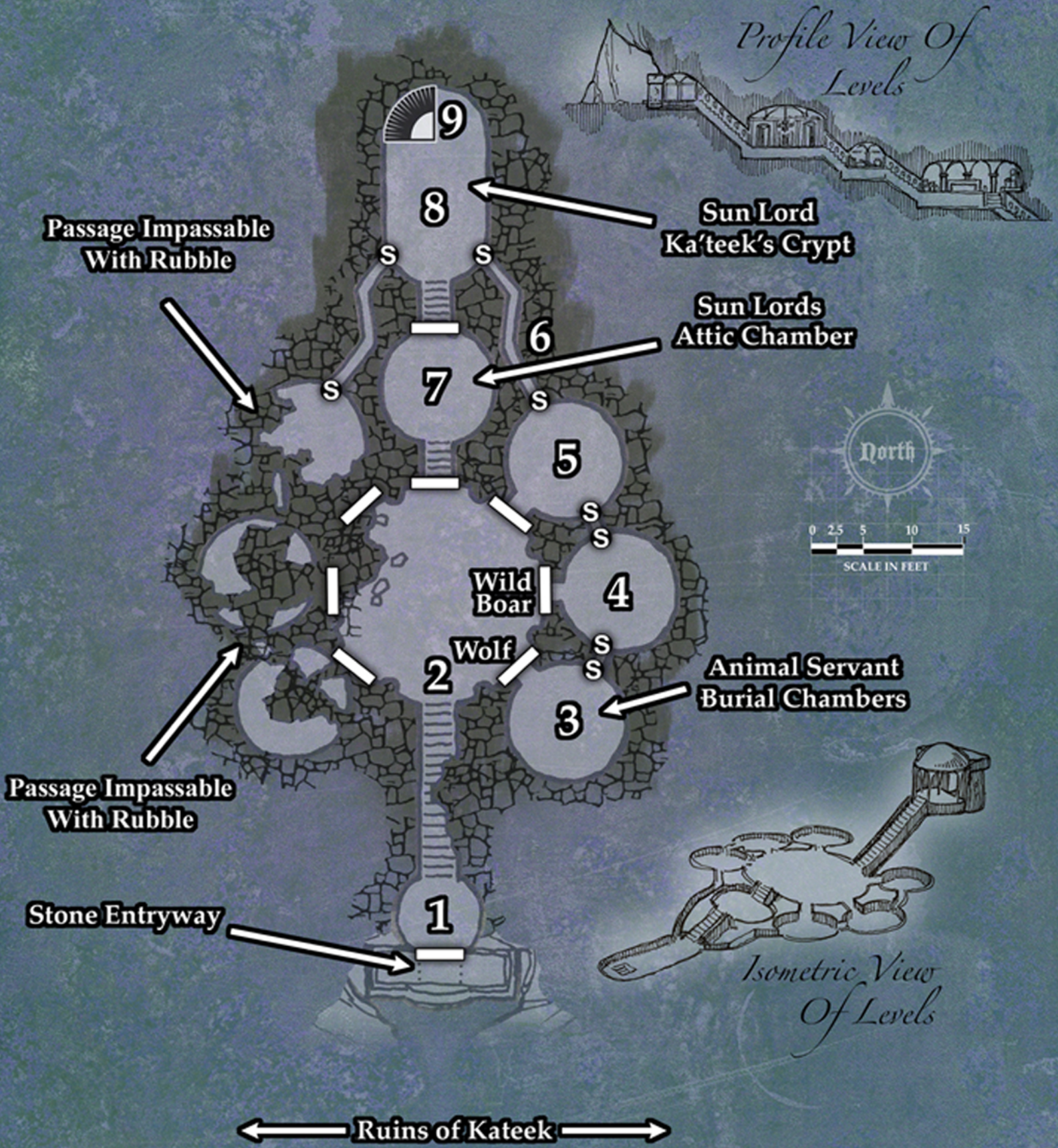
The stone set in the hillside is quite thick and appears to weigh a substantial amount. It appears that at some point the earth has shifted leaving a small opening which one could squeeze through on one side of the door. The front of the stone is decorated in symmetrical patterns and a large circle with what appears to be flames shooting out and meeting the other lines in the pattern. Thus, you discern that the circle most likely represents the sun although this is only a guess.

Two soldiers named Hans and Velt will approach before the group enters and offer to guard the exit in case the goblin tries to sneak out. Hans is outgoing and has a thick accent (similar to Russian) and Velt is so drunk he can barely stand.

The PCs may squeeze through the opening and enter the Crypt of the Sun Lord Ka'Teek.



CRYPT OF SUN LORD KA'TEEK



**Note: A light source is required for anyone without low-light or dark vision.*

1. Hallway



A short hallway extends from the entry and leads down a flight of stairs into the darkness. Halfway down the stairwell the wall and ceiling have collapsed causing a cave in of dirt and rocks piled knee high. You must climb through the rubble to proceed down the corridor.

Climb DC 12

Success: Safely descend stairs

Failure: Trip and fall down stairs (1d4 damage)



Partway down the corridor you notice white bones buried amidst the rubble. As you are climbing over the precarious debris a large rock is pushed aside exposing an animal skull. The scattered bones twitch and begin to whip through the air coalescing into an animated skeletal creature that resembles a dog.

The goblins have been coming and going from the crypt for some time now without disturbing this skeletal guardian. When the PCs expose the animal skull it triggers ancient magic which summons forth the spirit of the creature.

Skeletal Dog - [3.5](#)

[OGL/Pathfinder/Index](#)



Movement: Rubble & Debris: The rubble makes it impossible to move past friendly PCs near the halfway mark on the stairs. The scattered debris makes footing treacherous. PCs must move at 1/4 movement or risk a fall (1d4 damage). A successful Climb DC 15 will allow a PC to move at 1/2 speed without the risk of falling.

Location: The Skeletal Dog may be placed part-way down the stairs or in the Entry Chamber (area 2 on the map).

GM Note: This undead creature is different than the “Wolf Animal Servant” shown in area 3. This Skeletal Dog was Sun Lord Ka’Teek’s close friend. His name was “Dolek” and in life was always at the Sun Lord’s side. When Ka’Teek passed away, the dog refused to leave the crypt thus was sealed and buried forever with his master and best friend.

2. Entry Chamber

Once the PCs safely reach the bottom of the stairs an archway beckons them into a large chamber with an elaborate mural.

After descending the stairs and passing through the archway you enter a large circular room with a domed ceiling about 30 feet across. The ceiling appears to have once proudly displayed a detailed mural which now is lined with thousands and cracks and missing plaster. Roots from the trees above burst through the ceiling and into the chamber, dangling clumps of dirt from their web-like root structures. Upon the floor is a highly detailed and colorful mural of a large sun which encompasses almost the entire floor. Around the sun are six animals, each painted before a large wooden door. The animals painted upon the floor to your left are difficult to make out as a cave in has blocked off much that area with rubble and earth. Presumably three doors await buried beneath years of collapsed earth and rock. Directly across from you is a white stone door similar to the entry stone. In front of this door, standing atop the sun mural is a noble looking man with a woman at his side holding his arm. The eyes of the man are two suns staring out at the world and warming it with his gaze. You feel mesmerized and at peace gazing upon the mural and almost forget your purpose in coming here.

The three doors to the left are inaccessible and would take weeks of digging by the group to unearth them. The majority of the ceiling in that area has completely caved in, burying the rooms in rubble and leaving whatever was once there a mystery.

The middle door on the eastern wall is slightly ajar. If anyone approaches read the section on **area 4**.

The NE and SE doors are closed and locked tight. They appear solid and reinforced but upon closer inspection are actually rotted from years of melting snow seeping through the earth and into the crypt.

Opening the NE & SE Doors

A PC can attempt to

Open Locks/Disable Device DC: 20 or

Smash the door: Hardness: 4 HP: 10 Break DC: 11

Since the wood is wet, fire will have little or no effect on the doors.



Search/Perception vs. DC 12

A successful search of the rubble will uncover a chest which holds 31 gp, a scroll, and a rotten dog collar with a silver plated steel clasp fashioned in the shape of a wolf head. The scroll tells a fragmented story of the Sun Lord Ka'Teek which the GM can paraphrase using the historical information on the history of Lord Ka'Teek at the beginning of this section.



3. Animal Servant Burial Chambers: Wolf

A large wolf is painted upon the floor before this door. As previously listed this door is locked and shut tight. An alternative means of access lies in the use of the secret passages which run directly behind the animal crypts.



Upon entering this room the sound of bones scraping against stone can be heard in the darkness. Suddenly and without warning, a pile of shifting bones vaguely resembling a lone wolf lunges forward from the shadows. The skeleton's bones are cracked in places presumably from years of falling rubble which have demolished the stone sacrificial altar in the middle of this room. Roaring silently, the skeletal beast bares a set of gnarled sharp fangs and rushes the party!

4. Animal Servant Burial Chambers: Wild Boar

The faint smell of smoke and a recently cooked meal is noticeable when approaching this door. The image of a wild boar is painted directly in front of this door.



The three goblins quickly hide- Beek presses himself up against the wall behind the door, Dulug takes refuge behind the sacrificial altar, and Grog ducks behind a pile of rubble. Directly behind the rubble is a secret passage leading out of this room and connecting the three eastern rooms, Grog will use this as a last resort to escape should the need arise.

The goblins have prepared 2 traps for invaders knowing full well that their raiding activities would eventually gain them enemies. Each of these traps is designed to disable a single intruder and block the advance of additional foes.

Wolf Skeleton (d20)

Skeletal Wolf (Pathfinder)

Index

Strategy: The undead wolf is a servant of the Sun Lord Ka'Teek and is charged with protecting these tombs from invaders. It will mercilessly attack until destroyed and cannot be turned by priests due to a life-blood bond to protect its master.



At the base of the altar in this room is a small wooden chest partially smashed open and buried by rubble from the collapsing ceiling.

Dulug who is good with tools has devised an ingenious set of pulleys with rope that attaches to the door and some rubble on the ceiling directly overhead. The ropes are wound in such a way that opening the door will cause the unstable ceiling above to cave in upon the first person stepping through the door and hopefully block any additional invaders standing outside.



DOOR TRAP

Search/Perception DC 17
Disable Device DC 17



CR 2; mechanical; touch trigger; repair reset; single target; Atk +12 melee (2d6), 1 in 10 chance of being buried alive: 2d4 rounds -2 rounds per person assisting to free trapped PC.

Note: Damage applies only to the PC opening the door. It will take the other PCs 1 round each to traverse the rubble pile and enter the room. The goblins will use this time to their advantage.



Beek spent the past 3 weeks digging and then concealing this hole in the floor. It's located just a few steps into the room in the direction of the sacrificial altar and concealed with a tightly drawn blanket sprinkled with dirt and light rubble. It only drops about 8 feet down, but after lining the bottom of the pit with sharpened wooden spikes and rotten animal carcasses Beek has created a fetid, disease infested hole capable of impaling and infecting the foolhardy.

PIT TRAP

Search/Perception DC 17
Disable Device DC 17 – Reflex Save avoids!



CR 2; mechanical; location trigger; manual reset; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. Squares); pit spikes & poison (Atk +10 melee / 1d4+2 damage); Fort Save vs. DC 12 or within 2 days PC contracts a disease which reduces Constitution by 4 points until properly healed by a priest.



You push open the heavy wooden door which reveals a large chamber full of rubble. A gray stone sacrificial altar decorated only by a large sun carving stands undamaged towards the back of the room.

Three steps descend from the entryway into the room and lead directly to a sacrificial altar carved with the symbol of the sun. Upon the altar rests the skeleton of a giant boar which is covered in thick dust and cobwebs. There is a small campfire smoldering in the corner next to which rests a walking stick and a half eaten rabbit. There are some filthy blankets and animal hides piled in another corner and feces and urine in yet another. A large pile of rubble rests against the northeast corner presumably collapsed from the years of pressure by the roots above. The rubble obscures the view of this corner of the room.



[Trap triggered if not found/disabled.]

If the PCs descend the stairs, **[Trap triggered if not found/disabled.]** the goblins will spring forth from their hiding places and attack!

(3) [Goblins \(d20\) /Index](#)

[Goblin\(Pathfinder\)/Index](#)



Special: Grog is tougher than your average goblin, and has AC 17 / HP 15, his other stats are identical to his brothers.

Strategy: As soon as the PCs enter the room and spring the pit trap, the 3 goblins attack in unison with ranged weapons. Beek and Dulug use slings while Grog uses a short bow. If the PCs draw close to any of the goblins they drop the ranged weapon and attack with a morning star. The goblins will flee if reduced to 1/2 HP or less. Try and keep Grog alive so the PCs have something to lure them through the ruins.

Retreat: At the first sign of physical danger Grog will duck behind the rubble and take refuge in the secret passages. He then makes his way to the Sun Lord's inner crypt where he waits in hiding just inside the secret door. Grog hopes that the PCs will trigger traps, injuring themselves as they progress through the crypt. If any of the PCs expose valuable treasure Grog plans on sneaking up and attacking the injured PC from behind.

If worse comes to worst Grog plans on escaping to the outside world as soon as the party turns their backs.

5. Animal Servant Burial Chambers: Elk

A noble Elk is painted upon the floor before the door to this room. As previously listed this door is locked and shut tight, either a break attempt (hardness 3) or open locks (DC 20) can be made to gain access. An alternative means of access lies in the use of the secret passages which run directly behind the animal crypts.



You push open the door and a cold gust of air rushes out like a ghost trying to escape its crypt. A stone sacrificial altar carved with the symbol of the sun sits towards the back of the room. Upon the altar rest the remains of a large elk complete with an enormous rack of horns. Three steps descend into what is now a partially flooded chamber, the top of the water is iced over giving the appearance of a glass floor.



Spot/Perception vs. DC 15

Success: “A glint of gold catches your eye. It seems to come from the bones atop the altar.”

The Elk is not undead as in the other room. If a thorough search is performed on the skeletal remains a small gold amulet fashioned into a symbol of the sun can be found hanging on the horns. The amulet is worth 15 gp on the standard market or 50gp to a historical collector. This amulet is needed to open the door to area 7.

6. Secret Passages

These secret passages were built for the Sun Lord in the afterlife. The Ancestor People wanted Sun Lord Ka'Teek to have an alternative way to reach his animal servants should the domed chamber collapse. The domed chamber itself has actually held up quite well despite years of abuse from shifting earth and invasive tree roots. The secret passages suffered a few cave-ins which cut off the previously circular route through the crypt.

Search/Perception vs. DC 22

The entrance to each secret passage is perfectly hidden and further disguised with magic.



Certain sections of the passages have been blocked with fallen rubble (as shown on the map). These areas are extremely dangerous and any digging or moving of rocks will cause a cave-in **dealing 2d6 damage to whomever is within a 20 foot radius of the collapse and has a 40% chance of burying the PC alive.** The PC can be **dug out in 1d4 rounds** during which time they take **1d2 crushing damage per round.**

If the PCs have already been to **area 4**, the goblin brother Grog might be hiding in the darkness of one of the secret passages. Grog will only attack the PCs in these passages if he has an ideal opportunity to do so without risking his own life in the process. Grog will continue to flee through the passages from the PCs until he either escapes the crypt or can surprise the PCs while they are involved in combat.

7. Sun Lord's Attic Chamber

The door to this room is made of solid stone and fashioned identical to the “kla'da stao” (protection stone) at the crypt entrance. It weighs a lot, yet can be physically pushed and held aside by a person strong enough. A portcullis trap waits just inside the doorway to room #7 which will either skewer or trap whoever decides to enter once the door is held. A safer way exists to enter this area of the crypt: There is a small circular depression in the center of the stone. The golden amulet from **area 5** fits perfectly into this depression. Once the amulet is inserted the door automatically rolls into the wall. The portcullis trap is also disarmed so that the PCs may safely pass into the inner sanctum.

If the PCs decide to try and push the door aside it requires a **DC 20 Strength** check to open.



Once opened and first PC enters:



Portcullis Trap
Search/Perception DC 17
Disable Device DC 17

CR 1; mechanical; location trigger; manual reset; Atk +10 melee (3d6).

Note: Damage applies only to those underneath the portcullis. Portcullis blocks passageway.

A set of stairs leads down and into the Sun Lord's Attic.



This small antechamber has a rotted wooden bench on either side of the room with the mosaic of the sun inlaid with yellow stones upon the floor. A decorative chandelier made from clear crystals hangs above dangling from a rusty chain and covered in moss and black lichen. The chandelier flickers, imbued with a faint magical light seemingly at the end of its life.

The center of the yellow stones is supported by slender boards long since rotted (and designed to do so over time). If any weight is applied to the stones the center of the floor will collapse into a pit trap.



Camouflaged Pit Trap
Search/Perception DC 17
Disable Device DC 17

DC 20 Reflex Save avoids

CR 1; mechanical; location trigger; manual reset; 10 ft. deep (1d6, fall)

8. Crypt of Sun Lord Ka'Teek

Surprisingly the final door to the Sun Lord's crypt is unlocked and devoid of traps. The door to the crypt is made of stone yet lighter than the other two and engraved with a highly detailed and painted image of the setting sun.

Although made of white stone and similar to the other two doors you are surprised to find this door quite light and devoid of locks or traps. The door slides easily into the wall revealing a short jaunt of stairs before opening up into a dark crypt beyond.

Four skeletal warriors stand in this room, one in each corner. They stand like statues, adorned with torn chain mail shirts marked with a symbol of the sun. Each tightly grasps an ancient longsword, point down against the old dusty stone tile floor.

This room is much larger than the domed entry room of the crypt proper, decorated on all walls with carved suns painted yellow and the floor inlaid with yellow stones which make up a great sun which fills the entire room. A white and yellow marble slab is laid in the dead center of the room directly above the center of the mosaic sun; the slab is decorated with suns made of pure gold. Atop the marble slab rests the skeleton of a human, his clothing and flesh long since rotted away. He grasps a powerful looking blade engraved with 3 runes shaped like blazing stars which glows with a faint light illuminating and casting eerie shadows of his skeleton which dance upon the walls.



Crypt of Sun Lord Ka'Teek



This is the final resting place of the great Sun Lord Ka'Teek of the Ancestor People. Laid to rest here almost one thousand years ago.

The four skeletons only move if provoked or if the Blade of the Sun Lord is touched by anyone other than the Sun Lord Ka'Teek.

The Sun Lord Ka'Teek's body has been reduced to a crumbling skeleton grasping the Blade of the Sun Lord which glows with a faint light. He rests upon a slab of bright white and yellow marble decorated with suns made of pure gold.

Thieves will have a hard time prying off the gold suns as they are protected by strong wards which cause Shock Damage of 1d4+4 if they are touched or physically manipulated in any way.

The Sun Lord's wife rests directly at his side, her arm wrapped around his. The skeleton is not undead as the Sun Lord passed into the afterlife at peace with himself, his people, and the land. If the PCs take his sword they trigger a trap which launches a spear from a concealed hole on the marble slab.



Blade of the Sun Lord - Minor Artifact

Strong Evocation [Light]; CL 16th; Weight 2lbs



Lore: The Blade of the Sun Lord was forged in the year 350 for the great Sun Lord Ka'Teek. The blade is lined with three sun runes which radiate magic when a detect magic spell is cast upon the sword. The hilt is made from a black stone which seems to absorb sunlight during the day, and becomes warm to the touch at night when the blade is glowing.

Fact: The Blade of the Sun Lord is considered a Bastard Sword +2/+4 vs. Evil Creatures (when fully charged) that is treated as a shortsword in terms of weight and size. The three images of the sun on the blade are the stored power for the special functions and therefore it has a total of 3 available charges.

Characters levels 1-6 which wield the blade obtain only the +2 attack and damage bonus (for both standard and evil creatures) but none of the other abilities. The sword makes all of its special powers (and the +4 vs. evil) known once the PC surpasses level 6.

One use of the Command Word “sol” will produce daylight radiance and will use one engraved sun.

One use of the Command Word “dheur” will cause the weapon to inflict double damage against Negative Energy Plane or Undead creatures and will also use one engraved sun.

One use of the Command Word “ra” will send a ray of Searing Light per the spell as if cast by a level 5 cleric and will also use two engraved suns.

Each time an engraved sun is used, it disappears. This reduces the bonus against evil creatures by one, so that it is +4 whilst there are three suns, +3 when there are two suns and the standard +2 when there is one or no sun engraving.

Sun inscriptions reappear each equinox or upon a new owner's acquisition of the blade.

When wielded in darkness this sword emanates sunlight in a 30' radius. Skeletons & Zombies avoid the wielder of this blade unless cornered. Vampires will flee from the light that emanates from this blade, attacking the wielder only if no other options are available.

Plunging the blade into the ground creates a Circle of Protection from Undead in a 10' radius for a number of rounds equal to the owner's level

This blade bonds with an owner of good alignment after being wielded for one week. Once bound, the blade will always attempt to return to its owner if lost or stolen. It will fall off wagons, slip out of sheaths, and finds any way possible to return. If the owner of the blade commits a single evil act the blade will abandon its owner in search of a more suitable candidate. The bond is severed with the owner's death. If the blade is used by a neutral or evil character it functions as a +1 weapon with no special effects and tries to escape the character's grasp at every available opportunity.

Blade of the Sun Lord Copyright 2012 AdventureWeek.com, LLP; Authors: Stephen Yeardeley and Jonathan Nelson.

If Grog survived and escaped during the last battle he will be hiding just inside the secret passage in the eastern wall of the room. He waits in hiding until an opportunity arises to either escape the PCs or attack them when they are down. Grog covets the Blade of the Sun Lord but thus far has chickened out at each attempt to steal it. He fears that the Sun Lord Ka'Teek will rise up and kill him. If the PCs make it easy for him to sneak in and snatch it (by falling for the trap and dropping the blade) then he will surely take it!



NOTE: If the [Blade of the Sun Lord](#) is touched by anyone read the following



Four skeletal figures garbed in torn chain shirts with the symbol of the sun emblazoned upon them step forward from every corner of the room. Each warrior grasps an ancient steel blade and one by one they begin to march forward.



**Spear Trap (hidden in altar)**

Trap Protects the Blade of the Sun Lord

Search/Perception DC 18

Disable Device DC 18

CR 1; mechanical; location trigger; manual reset; Atk +12 ranged (1d8/×3, spear)

Note: 200-ft. max range, target determined randomly from those in its path.

(4) Skeletal Guardians

CR 1 XP 400

LG Medium undead

Init +6 **Senses** darkvision 60 ft. **Perception** +0

DEFENSE

AC 15, touch 12, flat-footed 14 (+2 armor, +2 Dex, +2 natural)

hp 10 (1d8+6)

Fort +0, **Ref** +2, **Will** +2

DR 5/bludgeoning; Immune cold, undead traits

OFFENSE

Speed 30 ft.

Melee ancient longsword +1 (1d8+1), claw –3 (1d4+1) or 2 claws +2 (1d4+2)

STATISTICS

Str 15 **Dex** 14 **Con** - **Int** - **Wis** 10 **Cha** 10

Base Atk +0; **CMB** +2; **CMD** 14

Feats Improved InitiativeB

Gear broken & torn chain shirt, broken scimitar

ECOLOGY

Environment any

Organization any

Treasure none

A secret compartment on the floor designed to blend in with the rest of the stones can be found with a successful **Search/Perception Check DC 20**.



The secret door is located near the back section of the crypt. This compartment pulls back and reveals a set of stone stairs which spiral down into the Sun Lord's treasure horde in area 9.

9. Lord Ka'Teek's Treasure Horde

The stairs spiral down into very tight quarters which twist down 2 flights before emptying into a 10' x 40' long dark chamber. The bricks which comprise this room are chiseled from an opaque black stone which make it very difficult to see, even with light. Sconces along the wall hold rotted torches and two green vases are set back on stone recesses on either side of the room. You can just barely make out a couple treasure chests against the back wall of the room amidst a pile of swords and armor.

After getting about halfway across the room you hear the sound of stone grinding against stone. Turning around you see that a hidden door in the wall has opened and out march skeletons armed, armored, and branded with the symbol of the sun. They begin to march towards you, intent on dispatching the intruders.

Use the same Skeletal Guardian statistics and number of skeletons as in area 8.

These Skeletal Guards are the personal guardians of the Sun Lord Ka'Teek. They were bound in life to protect the Sun Lord and his treasures, and thus also do so in death. Clerics cannot turn these undead as they willingly gave up their lives to protect the Sun Lord for all eternity.





The two treasure chests are empty and actually a ruse designed to lure grave robbers into a dead end so that the Sun Lord's personal guardians may slay them. The swords and armor piled in the back of the room are badly rusted and of no use.

The 2 green vases were once enemies of the Sun Lord who were magically transformed into works of art by a powerful sorcerer and granted to the Sun Lord as a gift. The green vases are powerful intelligent (INT 15) Trolls who have been trapped in this form for over 1000 years. A simple dispel magic spell will destroy the aging curse and free the creatures. If freed from their prison they will thank the PCs and leave the crypt to disappear into the forest. If provoked, the Trolls will attack. If the PCs let them go they may come to their aid at some point in the future.

Within the secret room from which the skeletons emerged rests the treasure of Sun Lord Ka'Teek.

212 gp, 230 sp, 4 gray gems (worth 10 gp each)

Ancient longbow which has somehow survived all this time intact. (Longbow +1).



Search/Perception vs. DC 20

There is a loose stone in the wall behind the treasure horde. Once the stone is removed a small ring will tumble out of the hole and onto the floor. The ring is a gold & silver Life Ring engraved with a sun, star, and moon.

Life Ring

Aura moderate transmutation; CL 12th



Slot hand; Weight 3 oz.

Lore: Long ago these Life Rings were created by a Priest of the Heavens as a gift for Sun Lord Ka'Teek and his followers. Little else is known regarding their history.

Fact: When a Life Ring is worn it bestows 20 temporary hit points on the wearer. When the 20 temporary hit points are expended the ring is drained of all magic and will no longer function nor be detected as magical.

Creation: Aid, Shield Other, Ring of Protection +1 (10 hp), +2 (20 hp), +3 (30 hp)

Part Four: No Rest for the Weary

After exploring the Crypt of Sun Lord Ka'Teek the group will return to the safety of the soldier camp outside. The soldiers will press the group for details regarding their exploration of the crypt. Most of the soldiers will be very impressed if the group explored the entire crypt and fought the undead and goblins within. The recant of this tale to any Rybalkan Klavek soldiers in the future will give the PCs a +1 on any kind of diplomacy or negotiation checks. Read this text aloud when the group seems ready to move on:



A wet heavy fog rests over the encampment and reaches its arms out over the lake. As you try to see your way and gather your belongings the sun sends the first rays of daylight over the mountains. The sun pierces through the thick layer of fog driving it back into the shadowy forest. This reveals a glistening lake spotted with tiny bugs which quickly become food to a plethora of leaping fish. The soldiers rush to load the Vikmordere vessel so they may have a chance at catching a fish before the captain gives the order to move out. The guards fumble for their fishing poles and begin to run their line. Here comes the captain, looks like they might have to wait for breakfast.

The captain gives the order to move out and thus the ship rows away from the Ruins of the Sun Lord Ka'Teek and off towards the village of Rybalka. Though not before the men stop for a few minutes to catch some trout!





A1 - Experience Awards

- 100 | Retrieving the family heirloom the goblin Grog stole
- 100 | Finding the loose stone in Lord Ka'Teek's treasure horde
- 400 | Retrieving the Blade of the Sun Lord
- 100 each | Support Roles: Cartographer, Treasure Keeper, Adventure Log, Time Keeper/Initiative Tracker
- 100-300 each | Role-Playing experience: varies depending on if player role-played and/or altered their voice/accent
- CR experience as applicable
- Any additional awards you feel are appropriate



Thanks for playing!

Bear, Black

Size/Type: Medium Animal

Hit Dice: 3d8+6 (19 hp)

Initiative: +1

Speed: 40 ft. (8 squares)

Armor Class: 13 (+1 Dex, +2 natural), touch 11, flat-footed 12

Base Attack/Grapple: +2/+6

Attack: Claw +6 melee (1d4+4)

Full Attack: 2 claws +6 melee (1d4+4) and bite +1 melee (1d6+2)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Low-light vision, scent

Saves: Fort +5, Ref +4, Will +2

Str 19, **Dex** 13, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Skills: Climb +4, Listen +4, Spot +4, Swim +8

Feats: Endurance, Run

Environment: Temperate forests

Organization: Solitary or pair

Challenge Rating: 2

Advancement: 4-5 HD (Medium)

Level Adjustment: —

Combat

Black bears rip prey with their claws and teeth.

Skills +4 racial bonus on Swim checks.

The black bear is a forest-dwelling omnivore that usually is not dangerous unless an interloper threatens its cubs or food supply.

Black bears can be pure black, blond, or cinnamon in color and are rarely more than 5 feet long.

This index contains the individual statblocks required to run this adventure, presented here for those not wishing to use the SRD Hyperlinks. Each encounter contains a link marked index that will bring you to the appropriate page.

Light Orange Statblock Being for 3.5
And Light Red being Pathfinder

Black Bear CR 3

XP 800

N Medium animal

Init +3; **Senses** low-light vision, scent;

Perception +6

DEFENSE

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)

hp 32 (5d8+10)

Fort +6, **Ref** +7, **Will** +2

OFFENSE

Speed 40 ft.

Melee 2 claws +6 (1d4+3 plus grab), bite +6 (1d4+3)

Space 5 ft.; **Reach** 5 ft.

STATISTICS

Str 17, **Dex** 17, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +3; **CMB** +7 (+11 grapple); **CMD** 19 (23 vs. trip)

Feats Endurance, Run, Skill Focus (Survival)

Skills Perception +6, Survival +5, Swim +12;

Racial Modifiers +4 Swim

ECOLOGY

Environment cold forests

Organization solitary or pair

Treasure none

The black bear is a forest-dwelling omnivore that usually is not dangerous unless an interloper threatens its cubs or food supply. Black bears can be pure black, blond, or cinnamon in color and are rarely more than 5 feet long.

Skeletal Dog

Size/Type: Medium Undead

Hit Dice: 2d12 (13 hp)

Initiative: 7

Speed: 50 ft. (10 squares)

Armor Class: 14 (+3 Dex, +1 natural), touch 13, flat-footed 11

Base Attack/Grapple: +1/+2

Attack: Bite +2 melee (1d4+1)

Full Attack: Bite +2 melee (1d4+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits

Saves: Fort +0, Ref +3, Will +3

Str 13, Dex 17, Con 0, Int 0, Wis 10, Cha 1

Feats: Improved Initiative

Environment: Temperate forests

Organization: Any

Challenge Rating: 1

Treasure: None

Alignment: N

Advancement: 3 HD (Medium); 4-6 HD (Large)

Level Adjustment: —

Skeletal Dog CR 1

(400 xp)

N medium undead

Init +7; Senses darkvision 60 ft.; **Perception +0**

DEFENSE

AC 14, touch 13, flat-footed 11 (+3 Dex, +1 natural)

hp 13

Fort +1, Ref +4, Will +3

OFFENSE

Speed 50 ft.

Melee Bite +2 (1d4+1/x2) + trip

STATISTICS

Str 13, Dex 17, Con -, Int -, Wis 10, Cha 10

Base Atk +1, CMB +1, CMD 15

ECOLOGY

Environment Cold or temperate forests

Organization Any, usually pack (3-12)

Treasure None

Yellowed bone and bleached white teeth are the trademarks of these skeletal canines.

Skeletal Wolf

Size/Type: Medium Undead

Hit Dice: 2d12 (13 hp)

Initiative: 7

Speed: 50 ft. (10 squares)

Armor Class: 15 (+3 Dex, +2 natural), touch 13, flat-footed 12

Base Attack/Grapple: +1/+2

Attack: Bite +2 melee (1d6+1)

Full Attack: Bite +2 melee (1d6+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits

Saves: Fort +0, Ref +3, Will +3

Str 13, Dex 17, Con 0, Int 0, Wis 10, Cha 1

Feats: Improved Initiative

Environment: Temperate forests

Organization: Any

Challenge Rating: 1

Treasure: None

Alignment: NE

Advancement: 3 HD (M); 4-6 HD (L)

Level Adjustment: —

Strategy: The undead wolf is a servant of the Sun Lord Ka'Teek and is charged with protecting these tombs from invaders. It will mercilessly attack until destroyed and cannot be turned by priests due to a life-blood bond to protect its master.

Skeletal Wolf CR 1

(400 xp)

NE medium undead

Init +7; **Senses** darkvision 60 ft.; **Perception** +0

DEFENSE

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)

hp 13

Fort +1, **Ref** +4, **Will** +3

OFFENSE

Speed 50 ft.

Melee Bite +2 (1d6+1/x2) + trip

STATISTICS

Str 13, **Dex** 17, **Con** -, **Int** -, **Wis** 10, **Cha** 10

Base Atk +1, **CMB** +1, **CMD** 15

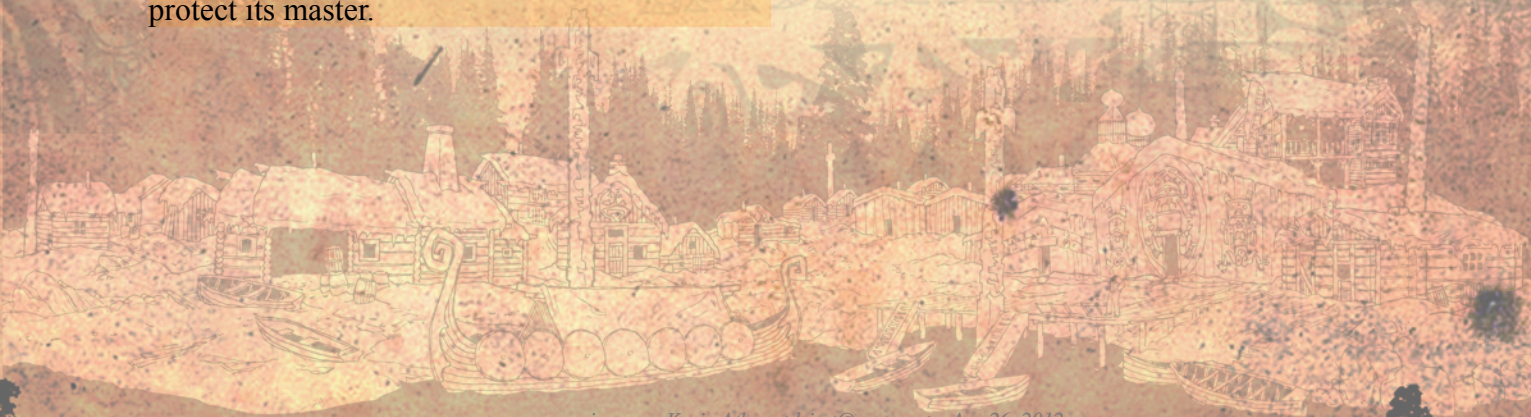
ECOLOGY

Environment Cold or temperate forests

Organizatio Any, usually pack (3-12)

Treasure None

Strategy: The undead wolf is a servant of the Sun Lord Ka'Teek and is charged with protecting these tombs from invaders. It will mercilessly attack until destroyed and cannot be turned by priests due to a life-blood bond to protect its master.



Goblin

1st-Level Warrior

Size/Type: Small Humanoid (Goblinoid)

Hit Dice: 1d8+1 (5 hp)

Initiative: 1

Speed: 30 ft. (6 squares)

Armor Class: 15 (+1 size, +1 Dex, +2 leather armor, +1 light shield), touch 12, flat-footed 14

Base Attack/Grapple: +1/-3

Attack: Morningstar +2 melee (1d6) or javelin +3 ranged (1d4)

Full Attack: Morningstar +2 melee (1d6) or javelin +3 ranged (1d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Darkvision 60 ft.

Saves: Fort +3, Ref +1, Will -1

Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6

Skills: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2

Feats: Alertness

Environment: Temperate plains

Organization: Gang (4-9), band (10-100 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th-6th level), warband (10-24 with worg mounts), or tribe (40-400 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th-8th level, 10-24 worgs, and 2-4 dire wolves)

Challenge Rating: 1/3

Treasure: Standard

Alignment: Usually neutral evil

Advancement: By character class

Level Adjustment: 0

A goblin stands 3 to 3½ feet tall and weigh 40 to 45 pounds. Its eyes are usually dull and glazed, varying in color from red to yellow. A goblin's skin color ranges from yellow through any shade of orange to a deep red; usually all members of a single tribe are about the same color. Goblins wear clothing of dark leather, tending toward drab, soiled-looking colors. Goblins speak Goblin; those with Intelligence scores of 12 or higher also speak Common.

Most goblins encountered outside their homes are warriors; the information in the statistics block is for one of 1st level.

Combat

Being bullied by bigger, stronger creatures has taught goblins to exploit what few advantages they have: sheer numbers and malicious ingenuity. The concept of a fair fight is meaningless in their society. They favor ambushes, overwhelming odds, dirty tricks, and any other edge they can devise.

Goblins have a poor grasp of strategy and are cowardly by nature, tending to flee the field if a battle turns against them. With proper supervision, though, they can implement reasonably complex plans, and in such circumstances their numbers can be a deadly advantage.

Skills

Goblins have a +4 racial bonus on Move Silently and Ride checks. Goblin cavalry (mounted on worgs) usually select the Mounted Combat feat in place of the Alertness feat, which reduces their Spot and Listen check modifiers from +3 to +1.

Challenge Rating

Goblins with levels in NPC classes have a CR equal to their character level -2.

This creature stands barely three feet tall, its scrawny, humanoid body dwarfed by its wide, ungainly head.

Goblin CR 1/3

XP 135

Goblin warrior 1

NE Small humanoid (goblinoid)

Init +6; Senses darkvision 60 ft.; **Perception** –1

DEFENSE

AC 16, touch 13, flat-footed 14 (+2 armor, +2 Dex, +1 shield, +1 size)

hp 6 (1d10+1)

Fort +3, **Ref** +2, **Will** –1

OFFENSE

Speed 30 ft.

Melee short sword +2 (1d4/19–20)

Ranged short bow +4 (1d4/×3)

STATISTICS

Str 11, **Dex** 15, **Con** 12, **Int** 10, **Wis** 9, **Cha** 6 **Base**

Atk +1; **CMB** +0; **CMD** 12

Feats Improved Initiative

Skills Ride +10, Stealth +10, Swim +4; Racial Modifiers +4 Ride, +4 Stealth

Languages Goblin

ECOLOGY

Environment temperate forest and plains (usually coastal regions)

Organization gang (4–9), warband (10–16 with goblin dog mounts), or tribe (17+ plus 100% noncombatants; 1 sergeant of 3rd level per 20 adults; 1 or 2 lieutenants of 4th or 5th level; 1 leader of 6th–8th level; and 10–40 goblin dogs, wolves, or worgs)

Treasure NPC gear (leather armor, light wooden shield, short sword, short bow with 20 arrows, other treasure)

Goblins prefer to dwell in caves, amid large and dense thickets of thistles and brambles, or in structures built and then abandoned by others. Very few goblins have the drive to build structures of their own. Coastlines are favored, as goblins are quite fond of sifting through junk and flotsam in an unending quest to find treasures among the refuse of more civilized races.

Goblin hatred runs deep, and few things inspire their wrath more than gnomes (who have long fought against goblins), horses (who frighten goblins tremendously), and regular dogs (whom goblins regard as pale imitations of goblin dogs).

Goblins are also quite superstitious, and treat magic with a fawning mixture of awe and fear. They have the habit of ascribing magic to the mundane as well, with fire and writing both taking on mystical power in goblin society. Fire is much loved by goblins for its capacity to wreak great destruction and because it doesn't require size or strength to wield, but written words are hated. Goblins believe that writing steals words out of your head, and as a result of this belief, goblins are universally illiterate.

Goblins are voracious and can eat their body weight in food daily without growing fat. Goblin lairs always have numerous storerooms and larders. While they prefer human and gnome flesh, a goblin won't turn down any food—except, perhaps, vegetables.

Combat

Being bullied by bigger, stronger creatures has taught goblins to exploit what few advantages they have: sheer numbers and malicious ingenuity. The concept of a fair fight is meaningless in their society. They favor ambushes, overwhelming odds, dirty tricks, and any other edge they can devise.

Goblins have a poor grasp of strategy and are cowardly by nature, tending to flee the field if a battle turns against them. With proper supervision, though, they can implement reasonably complex plans, and in such circumstances their numbers can be a deadly advantage.

Skills

Goblins have a +4 racial bonus on Move Silently and Ride checks. Goblin cavalry (mounted on worgs) usually select the Mounted Combat feat in place of the Alertness feat, which reduces their Spot and Listen check modifiers from +3 to +1.

Challenge Rating

Goblins with levels in NPC classes have a CR equal to their character level –2.

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THE ADVENTURERS TRAVEL ACROSS SERPENT LAKE WITH A GROUP OF RYBALKAN SOLDIERS. THE GROUP CAMPS FOR THE NIGHT ADJACENT TO THE RUINS OF KA'TEEK. AS THEY SLEEP A GOBLIN STEALS A PRECIOUS KEEPSAKE FROM ONE OF THE PCs AND DISAPPEARS INTO THE RUINS. THE PARTY PURSUES AND FINDS THEMSELVES CONFRONTING UNDEAD GUARDIANS OF THE SUN LORD WHILE AVOIDING DANGEROUS TRAPS.

WILL THE PCs FIND THE GOBLIN AND RETRIEVE THEIR PROPERTY OR STUMBLE UPON SOMETHING MUCH MORE SINISTER?