Barrow of the Ogre King is designed for five 1st-level adventurers.

For many years, goblins have laired in a nearby dungeon hidden in the boughs of the Southwood. This dungeon is known to some as the Barrow of the Ogre King. The barrow is a remnant of the vanished dwarven kingdom of Ammarindar.

A local wizard named Curuvar recently sold to Garwan’s Curiosities a dagger made from the pointed horn of some creature. This dagger is the horn totem (see page 11), which Curuvar stole from the Barrow of the Ogre King, prompting the goblins to attack Loudwater.

Synopsis

Goblins lairing in a ruin about ten miles south of Loudwater are agitated by the theft of a relic and attack the town to recover the item. The player characters must then decide whether to deal with the goblins. If the PCs decide to attack the goblins in their home, they must find the Barrow of the Ogre King, face traps and goblins alike, and ultimately enter the ancient catacomb where the goblins interred the Ogre King.

Involving the PCs

The easiest way to involve the characters in this adventure is to run the Raid on Loudwater encounter. You have a couple other options for involving characters in this adventure.

Garwan’s Curiosities: Garwan tells characters that other treasures like the horn totem (an item on special display in his shop) might be found in the Barrow of the Ogre King. Garwan has no interest in recovering the items himself, for his adventuring days are over, but he encourages the characters to explore the area.

Dead Goblin Shaman: While traveling through the area near Loudwater, the characters chance upon a dead goblin hexer carrying the goblin scroll described below.

Finding the Barrow

Several clues and pieces of information can help lead characters to the Barrow of the Ogre King.

The PCs can acquire the goblin scroll upon looting the goblin hexer in the first encounter. Unless circumstances prevent the characters from searching the body, they automatically find the scroll. If characters don’t find the scroll on their own, a helpful NPC, such as Sunsteen, might provide it. The scroll has the following message written in Goblin. If no
character speaks Goblin, the PCs can find someone within Loudwater to translate, such as Garwan, Zark, Caruvar, or any other NPC that might reasonably know Goblin.

Kerwig,
I learned through divinations that the totem is in a shop called Garwan’s Curiosities in Loudwater. Go and retrieve it. Use the old barrel of alchemist’s fire.
You know how important this is. Without the totem, it will be harder to perform the magic. We must get the object back if we are to revive the Ogre King!
Do not fail. I will continue forward with the magic even if every one of you must be sacrificed. We must get back the totem!

High Shaman Sancossug

The goblins were numerous and made no effort to conceal their trail, so any character can follow the path without needing a skill check. Characters can also obtain directions with a DC 15 Streetwise check in Loudwater or by asking Caruvar.

If characters are interested in learning more about the Ogre King, they can make a DC 20 History check or a DC 15 Streetwise check to learn the following information.

The creature later dubbed the Ogre King discovered the ruins of the dwarven kingdom of Ammarindar in the Southwood some eighty years ago. He established a lair and subjugated local goblins. The Ogre King lasted just ten years, during which time his goblins raided far and wide. The ogre was slain by a group of adventurers passing through the area.

**General Details**

**Doors:** The doors in the Barrow of the Ogre King remain in working order. The doors are solid stone set in 3-foot-wide, 6-foot-tall frames. They are about 4 inches thick and extremely heavy; they’re built to swivel or pivot in place and are not actually suspended from hinges. The doors are unlocked unless otherwise noted, and they require a DC 25 Strength check to break down. The doors have AC 5, Reflex 5, Fortitude 10, and 80 hit points.

**Illumination:** Bright light; goblins have low-light vision and must rely on artificial light in areas where the sun’s light doesn’t reach. The goblins keep the dungeon illuminated with crude torches. Unless otherwise noted, all areas of the subterranean portion of the Barrow of the Ogre King are illuminated with bright light.

**B1. Common Entrance**

Tucked away under the boughs of the Southwood lies the Barrow of the Ogre King. The barrow consists of jumbled, overgrown ruins beneath which lies a three-level dungeon.

When the PCs approach, read:

An ill-disguised trail leads through the woods and culminates in a jumble of pale stone ruins. The area is littered with the gnawed bones and visceral remains of various mammals. The trail leads through the mouth of a dwarf’s face carved into one of the still-standing stone walls. Beyond the wall is a wide, grassy courtyard.

The trail that leads into the ruins is mostly a ruse. The path leads directly to the overgrown courtyard, which has a trap that deposits ill-prepared wanderers into area B2. The goblins use their own secret entrance (see below).

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**False-Floor Pit**

**Level 4 Warder Trap XP 175**

Stones cover the courtyard, supported by weakened timbers that collapse when just the right amount of weight is applied. The trap covers a 20-by-40-foot area.

**Perception**

+ DC 24: The character notices the false stonework.

**Trigger**

The trap attacks when three Medium creatures occupy the courtyard. A Large creature counts as two Medium creatures, and two Small creatures count as one Medium creature.

**Attack**

**Immediate Reaction Melee**

**Target:** Each creature in the courtyard when the trap is triggered

**Attack:** +7 vs. Reflex

**Hit:** The target falls 20 feet into area B2, takes 2d10 damage, and is knocked prone.

**Miss:** The target enters the nearest nontrapped square.

**Effect:** The false floor opens and the pit is no longer hidden.

**Countermeasures**

+ An adjacent character can trigger the trap with a DC 10 Thievery check. The floor falls into the pit.
+ A character can walk around the pit.
+ A character can climb to the bottom of the pit with a DC 15 Athletics check once the trap is sprung.

The secret entrance lies on the opposite side of the courtyard from where the path enters the area. The goblins move around the edge of the courtyard to get there.

The area where the goblins enter is piled with rubble and stone, and the ground is covered with footprints. With a DC 17 Perception check, a character notices that one slab of stone appears loose. This stone can be moved aside, revealing a hole that contains a ladder. The ladder goes down about 20 feet before entering a small room where a secret door (DC 15 Perception check to find) leads south to B2.
B2. Slaughter Pit
If PCs enter this chamber, whether by falling through the false floor or coming down the ladder and through the secret door, the tactical encounter is triggered.


B3. Contested Hallway
This hallway is cordoned off from two other chambers, and it leads northward to a set of stairs that descends farther into the dungeon. The room to the west of the hallway contains zombies, and the room to the east contains two goblins. PCs might attempt to sneak down the hall using Stealth checks. If they do not elect to use Stealth or if a character fails a Stealth check, the encounter is triggered.


B4. Upper Catacomb
The stairway at the end of the hall in B3 descends 10 feet and comes to a set of double doors that leads into this room. Several goblins and hobgoblins wait inside. When PCs enter this room, the Upper Catacomb tactical encounter is triggered.

A door in the east leads to area B5; the door is locked and requires a DC 20 Thievery check to open.

In the northwest section of the room, a pit opens into area B6. A stairway descends into the pit.


B5. Goblin Warren
A short, 10-foot-wide passage provides access to the chamber where most of the goblins in the barrow sleep and eat. This chamber has no tactical encounter because the goblins normally occupying this room are encountered elsewhere in the dungeon.

When the PCs enter the area, read:

*This goblin lair is thick with filth and dung. The room includes a few crude trappings, such as piles of hay for bedding and flimsy, makeshift tables. The southern wall is heaped with a pile of junk, including cracked statuary, broken armor, rusted weapons, bits of cloth and leather, rotting furniture, and other detritus.*

*Treasure: Among the junk and filth of this room are actually a few valuables. A search of the area reveals the following items: two small silver statues worth 50 sp each; three gold, gem-inset rings worth 30 gp each; and a suit of +1 magic chainmail. Also among the items are two 50-foot lengths of rope, 15 crude torches, and a supply of stale, moldy food and over-fermented ale and spirits.*

B6. Ancient Catacomb
The desiccated remains of long-dead dwarves lie in the recesses of this enormous chamber. The goblins have looted the graves of what few items remained when they moved into the barrow. PCs who attempt to search the recesses find only disintegrating dwarf bones. This chamber has no encounter because the only goblin who enters this area is the high shaman, Sancossug.

When the PCs enter this area, read:

*The floor of the upper catacomb opens to reveal a vast underground cavity. The walls are covered with holes and recesses containing the disintegrating bones of dwarves. A stone staircase lit with flaming torches at 30-foot intervals hugs the outer wall of the shaft, leaving areas of intermittent darkness amid the illumination. The spiraling circle of torches appears to descend about 100 feet to the bottom level of the chamber.*

The characters need not make any kind of skill check to descend the stairs.

B7. Tomb of the Ogre King
At the bottom of the catacombs, a torchlit corridor leads to the east and opens into a 20-by-20-foot chamber.
When the PCs reach the bottom of the shaft, read:

To the east, a large, dirt-encrusted sarcophagus sits in the center of a 20-by-20-foot recess. A goblin painted with clay and mud stands vigilantly over the sarcophagus.

The goblin standing over the sarcophagus is High Shaman Sancossug. He is waiting for the goblin raiders to return with the horn totem so he can perform a ritual that he believes will revive the Ogre King.

Sancossug sees the PCs as soon as they arrive at the bottom of the shaft.

When Sancossug sees the PCs, read:

The goblin's eyes widen and he demands in Common, “How did you get here? What do you want? This is sacred ground and you must leave now!”

The shaman is willing to converse with characters, and he relays the information below based on the questions the PCs ask and the direction the conversation takes. Sancossug is practical and does not throw away his life foolishly. Even if the PCs reveal that they have killed the rest of his tribe, the shaman does not attack, knowing that if these adventurers killed his kin, they might succeed in killing him as well. However, if the characters attempt to disturb the sarcophagus or the tomb in any way, the High Shaman attacks and fights to the death.

Who was the Ogre King?
“The Ogre King was more than an ogre—he was touched by a divine spark. He had great and amazing powers.”

How will the Ogre King return?
“I know magic that will revive him, and I pray each day at his side for the strength and faith to perform the necessary magic.”

What will he do when he returns?
“He shall reveal his divinity by raising up those of us who kept his memory alive. He shall then lead us to glory!”

Do you need the totems?
“I don’t need the totems—faith can bridge all gaps, but the renewal would go better if all the Ogre King’s bones were returned to his grave. We will get back what was stolen from us at any cost.”

Where is the skull totem?
The shaman’s eyes flicker to the sarcophagus. He looks at you and exclaims, “You can’t have it. You must leave now!”

Development: Within the sarcophagus lies the Ogre King’s mortal remains: the bones of a large humanoid creature. The skull is inscribed with blood-red filigree and set as the headpiece of a crude mace. One of the skull’s horns is missing. The weapon is the skull totem.

The High Shaman allows the PCs to leave if they give him the horn totem. He vows the goblins won’t trouble Loudwater further. If the PCs break this deal instead of fighting, award each of them 250 XP. If the PCs reveal that they have the horn totem or if a character is wounding it but refuses to give it to Sancossug, then he attacks.

If the PCs are concerned that the goblin might succeed in reviving the Ogre King, they might inquire as to the ritual Sancossug intends to perform. Sancossug gladly tells them about the ritual, and a DC 10 Religion or Arcana check allows a character to realize that it is not a legitimate ritual and will have no effect.

### High Shaman Sancossug

<table>
<thead>
<tr>
<th>Level 3 Solo Controller</th>
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<td>Small natural humanoid, goblin</td>
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| Initiative | Senses Perception | +2; low-light vision |
| HP | AC 22; Fortitude 17, Reflex 20, Will 22 |
| Saving Throws | +5 |
| Speed | 6 |
| Action Points | 2 |

- **Shaman Rod** (standard; at will) + **Weapon**
  - +7 vs. AC; 1d6 + 1 damage
  - Fire Cloud (standard; recharge **×2**) + **Fire**
    - Close burst 3 within 10; +7 vs. Reflex; 3d6 + 1 fire damage.
  - Blinding Cloud (standard; recharge **×2**) + **Fire**
    - Close burst 3 within 10; +7 vs. Fortitude; 2d6 + 1 damage, and the target is blinded until the end of its next turn.
  - Stinging Cloud (standard; recharge **×2**)
    - Close burst 3 within 10; +7 vs. Will; 3d6 + 1 damage.
- **Misdirection** (immediate reaction, when targeted by a ranged attack; at will)
  - Change the attack’s target to an adjacent foe.

**Goblin Tactics** (immediate reaction, when missed by a melee attack; at will)

- The shaman shifts 1 square.
- **Skills** Stealth +10, Thievery +10
- **Str** 10 (+1) **Dex** 15 (+3) **Con** 14 (+3) **Int** 9 (+0) **Wis** 13 (+2) **Cha** 18 (+5)
- Equipment leather armor, shaman rod

### Skull Totem

<table>
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<tr>
<th>Level 2</th>
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<td>Elaborate traceries cover this large humanoid skull. It has two horns, though one is broken off at the base. The skull is bound to a leather-wrapped haft, giving the object the shape and appearance of a mace.</td>
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- **Lvl 2** + **1** 520 gp
- **Weapon**: Mace
- **Enhancement**: Attack rolls and damage rolls
- **Critical**: +1d6 damage
- **Property**: Your attacks with this weapon against a creature larger than you have an additional +1 bonus to damage rolls.
B2. SLAUGHTER PIT

Encounter Level 4 (850 XP)

Setup

A group of goblins occupies this room, keeping guard. The PCs enter the area either through the secret door to the north or from the pit trap in B1.

Starved dogs are kept in a hidden pit trap at the upper area of the room.

This encounter includes the following trap and creatures:

- 2 goblin warriors (W)
- 2 goblin skullcleavers (S)
- 1 goblin hexer (H)
- 4 starved dogs (D)
- 1 false-floor pit (T)

When one or more PCs fall into this room, read:

The ground suddenly falls away. You plummet for a moment and then slam into the ground in a large, torchlit room.

Then, regardless of the direction from which the PCs enter the room, read:

The chamber ascends steeply to the west. Goblins stand at the top of the slope, partly obscured by intervening statues of dwarves in armor. The goblins instantly raise their javelins.

2 Goblin Warriors (W)
Small natural humanoid XP 100 each

Initiative +5
Senses Perception +1; low-light vision
HP 29; Bloodied 14
AC 17; Fortitude 13, Reflex 15, Will 12
Speed 6; see also mobile ranged attack and goblin tactics

▶ Spear (standard; at-will) + Weapon
+6 vs. AC; 1d6 + 2 damage.

▶ Javelin (standard; at-will) + Weapon
Ranged 10/20; +6 vs. AC; 1d6 + 2 damage.

▶ Mobile Ranged Attack (standard; at-will)
The goblin warrior can move up to half its speed; at any point during that movement, it makes one ranged attack without provoking an opportunity attack.

Great Position
If, on its turn, a goblin warrior ends its move at least 4 squares away from its starting point, it deals an extra 1d6 damage on its ranged attacks until the start of its next turn.

Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)
The goblin shifts 1 square.

Alignment Evil
Languages Common, Goblin

Skills Stealth +10, Thievery +10
Str 14 (+2)  Dex 17 (+3)  Wis 12 (+1)
Con 13 (+1)  Int 8 (+1)  Cha 8 (+1)

Equipment leather armor, spear, 5 javelins in sheaf

2 Goblin Skullcleavers (S)
Small natural humanoid

Initiative +6
Senses Perception +2; low-light vision
HP 53; Bloodied 26; see also bloodied rage
AC 16; Fortitude 15, Reflex 14, Will 12
Speed 5; see also goblin tactics

▶ Battleaxe (standard; at-will) + Weapon
+6 vs. AC; 1d10 + 5 damage, or 2d10 + 5 while bloodied.

Goblin Hexer (H)
Small natural humanoid

Initiative +3
Senses Perception +2; low-light vision
HP 46; Bloodied 23
AC 17; Fortitude 14, Reflex 15, Will 16; see also lead from the rear
Speed 6; see also goblin tactics

▶ Hexer Rod (standard; at-will) + Weapon
+7 vs. AC; 1d6 + 1 damage.

▶ Blinding Hex (standard; at-will)
Ranged 10; +7 vs. Fortitude; 2d6 + 1 damage, and the target is blinded (save ends).

▶ Stinging Hex (standard; recharge 2/3)
Ranged 10; +7 vs. Will; the target takes 3d6 + 1 damage if it moves during its turn (save ends).

Area burst 3 within 10; automatic hit; all enemies within the zone take a -2 penalty to attack rolls. The zone grants concealment to the goblin hexer and its allies. The goblin hexer can sustain the zone as a minor action, moving it up to 5 squares.

▶ Incite Bravery (immediate reaction, when an ally uses goblin tactics; at-will)
Ranged 10; the targeted ally can shift 2 more squares and make an attack.

Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)
The goblin shifts 1 square.

Lead from the Rear (immediate interrupt, when targeted by a ranged attack; at-will)
The goblin hexer can change the attack’s target to an adjacent ally of its level or lower.

Alignment Evil
Languages Common, Goblin

Skills Stealth +10, Thievery +10
Str 10 (+1)  Dex 15 (+3)  Wis 13 (+2)
Con 14 (+3)  Int 9 (+1)  Cha 18 (+5)

Equipment leather robes, hexer rod
When one or more PCs make it to the top of the slope, the goblin warriors retreat and let the skullcleavers fight in melee. All the goblins move along the edge of the trap, trying to lure PCs into the area. The dogs attack any creature that falls into the pit.

**False-Floor Pit (T)**  
Level 1 Warder Trap XP 100  
A covered pit is hidden near the center of the room. A cunning network of weak timber covered with thin flagstone is rigged to drop a creature into a 10-foot-deep pit.

**Perception**  
+ DC 23: The character notices the false stonework.

**Trigger**  
The trap attacks when a character enters one of the squares containing the trap.

**Attack**  
Immediate Reaction Melee  
Target: The creature that triggered the trap.  
Attack: +4 vs. Reflex  
Hit: Target falls 10 feet into the pit, takes 1d10 damage, and is knocked prone.  
Miss: Target returns to the last square it occupied, and its move action ends immediately.  
Effect: The false floor opens and the pit is no longer hidden.

**Countermeasures**  
+ An adjacent character can trigger the trap with a DC 5 Thievery check. The floor falls into the pit.  
+ A character can climb out of the pit with a DC 20 Athletics check.

**Features of the Area**

**Rubble:** Broken stones cover the floor of the lower area of B2, making the squares difficult terrain.

**Sloped Floor:** These squares are difficult terrain when ascending (moving west). The terrain is not difficult for those descending the slope or remaining at the same level (moving north, south, or east).

**Secret Door:** Characters can locate this secret door with a DC 15 Perception check. The passage leads into a small chamber and from there up a ladder to B1.

**Stepping Disk:** This disk is shaped like a plug and is inscribed with Davlek letters forming nonsensical words. A creature that steps in the square containing the disk is attacked (+5 vs. Will). On a successful attack, the creature disappears, arriving in a silvery space that appears to have no end. Each round, the vanished creature is attacked again. When an attack fails, the creature reappears on the disk and must step off or else be subject to another attack in the following round. If a creature or object occupies the space in which a character would appear, the character appears in the nearest available square.

Moving a disk causes its magic to lapse and any creatures currently under the disk’s effect to immediately reappear. The magic returns once the disk is placed on a flat surface and left undisturbed for one day.

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**TACTICS**

In the first round, the goblin warriors lose their javelins, both aiming at the closest PC they can see. The two goblin skullcleavers delay, but they take an action to charge as soon as a PC makes it up the slope. The hexer readies a ranged attack against the first PC to appear.

**STRIKING DISK**

With a successful DC 20 History check, a character knows that the Ammarindar dwarves were rumored to be able to cross their empire instantaneously. The secret of using the stepping disks is lost to time, though. You might choose to base an adventure on the stepping disks by creating a dungeon in deeper, more dangerous Ammarindar ruins. The disk weighs 100 pounds and is movable if any PC wants to transport it for later study.
**Encounter Level 2 (625 XP)**

**Setup**

Goblins occupy the shrine to the east, while zombies shuffle around in the crypt to the west. Characters might attempt to sneak down the hall and past the rooms, but each must make a DC 12 Stealth check for every 2 squares moved (DC 17 if moving more than 2 squares in a single move). If characters enter either of the side chambers, or if they fail their Stealth checks, the creatures become aware of them and attack. The zombies are controlled by High Shaman Sancossug and ignore the goblins.

This encounter includes the following creatures:

- 5 zombie rotters (R)
- 2 zombies (Z)
- 1 goblin skullcleaver (S)
- 1 goblin blackblade (G)

When the PCs first enter the hallway, read:

This 10-foot-wide flagstone hallway abruptly drops away into a set of stairs to the north. The putrid scent of death wafts from a closed portcullis on the west side of the passage. A closed stone door seals a chamber on the east.

**Perception Check**

DC 12 Faint shuffling sounds emerge from the west.
DC 17 The sound of at least one creature’s raspy breathing emanates from beneath the eastern door.

If the PCs do not move using Stealth, then as soon as they are 6 squares into the corridor, the creatures in the side chambers become aware of them and attack.

When the creatures attack, read:

From the west, dwarflike zombies shuffle forward, mouths open with hunger. To the east, a hulking, hair-covered goblin charges out, roaring with fury. Behind it, a smaller goblin darts among the shadows.

**Tactics**

The two zombies move forward first, one using a minor action to open the portcullis. They move adjacent to the nearest PC and attack. The rotters then shuffle forward into any other available squares and join the attack.

The goblin skullcleaver rushes through the doorway and attacks the closest PC he can see. The goblin blackblade uses sneak to negotiate the hallway and find an opportunity to gain combat advantage.

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**5 Zombie Rotters (R)**

**Level 1 Minion**

Medium natural animate (undead) XP 25 each

- Initiative -2
- Senses Perception -1; darkvision
- HP 1; a missed attack never damages a minion.
- AC 13; Fortitude 13, Reflex 9, Will 10
- Immune disease, poison
- Speed 4
- Slam (standard; at-will)
  - +6 vs. AC; 5 damage.
- Alignment Unaligned
- Languages –
- Str 14 (+2)
- Dex 6 (-2)
- Wis 8 (-1)
- Con 10 (+0)
- Int 1 (-5)
- Cha 3 (-4)

**2 Zombies (Z)**

**Level 2 Brute**

Medium natural animate (undead) XP 125 each

- Initiative -1
- Senses Perception +0; darkvision
- HP 40; Blooded 20; see also zombie weakness
- AC 13; Fortitude 13, Reflex 9, Will 10
- Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant
- Speed 4
- Slam (standard; at-will)
  - +6 vs. AC; 2d6 + 2 damage.
- Zombie Grab (standard; at-will)
  - +4 vs. Reflex; the target is grabbed (until escape). Checks made to escape the zombie’s grab take a -5 penalty.
- Zombie Weakness
- Any critical hit to a zombie reduces it to 0 hit points instantly.
- Alignment Unaligned
- Languages –
- Str 14 (+3)
- Dex 6 (-1)
- Wis 8 (+0)
- Con 10 (+1)
- Int 1 (-4)
- Cha 3 (-3)
Features of the Area

Illumination: Varies; torches in the hallway and shrine keep that area illuminated with bright light. However, the northern and southern alcoves of the crypt are not illuminated by the torchlight and are dark.

Crypt: The floor of the room that contains the zombies is slick with mold and covered in bones and refuse. Squares in this area are difficult terrain for any creatures that are not undead. Among the bones and detritus are a few valuables (see Treasure, below).

Northern Doors: The creatures in area B4 hear any conflict in the hallway, but they remain in their area, preparing to fight. They prefer to fight in a larger area where they can take advantage of their numbers.

Shrine: The chamber to the east contains no features except for a 7-foot-tall stone statue standing on a short marble podium. Dirt and clay cake the statue’s surface, blurring its features and making it impossible to identify. Characters might recognize this fact as a sign that the statue was recently unearthed and placed in this chamber.

Scratched into the hardened clay are words in Goblin meaning “Ogre King.” If characters take a moment to clean off the statue, what initially resembled a large humanoid is actually revealed to be a sculpture of a burly ogre wielding a battleaxe.

The goblins have placed several offerings at the base of the statue (see Treasure, below).

Stairs: A creature that falls prone while occupying a square that contains stairs risks tumbling to the base of the stairway. A creature knocked prone on the stairs must succeed on a DC 15 Acrobatics check or else slide to the bottom of the staircase, remain prone, and take 1d10 damage.

Treasure: Both rooms contain a few pieces of treasure. A character can make a DC 15 Perception check in the crypt to locate 20 gp and one ruby worth 100 gp. Characters in the shrine find a cache on the marble base of the statue containing one potion of healing and 117 gp.
B4. UPPER CATACOMB

Encounter Level 3 (700 XP)

Setup

When the characters initially see this area, only the goblin hexer and the hobgoblin archer are visible. The hobgoblin soldiers hide out of sight at the entrance, and the goblin warrior lingers in the nether space of the stepping disk.

If the PCs manage to bypass the previous encounter using Stealth, the creatures in this room might be less prepared for a fight. You should rearrange the starting positions of the creatures as appropriate.

This encounter includes the following creatures:
- 2 hobgoblin soldiers (S)
- 1 goblin hexer (H)
- 1 hobgoblin archer (A)
- 1 goblin warrior (see Tactics for starting position)

When the PCs open the door to this area, read:

Double doors open into a wide chamber with a tiled floor. The northwest corner of the room falls away into darkness, though a staircase appears to descend into the pit. South of the step is a rune-inscribed disk, and to the east of the hole is a fountain. Several goblins in the chamber are poised for action.

Goblin Warrior

Small natural humanoid

XP 100

Initiative +5  Senses Perception +1; low-light vision

HP 29; Bloodied 14

AC 17; Fortitude 13, Reflex 15, Will 12

Speed 6; see also mobile ranged attack and goblin tactics

† Spear (standard; at-will)  † Weapon

+6 vs. AC; 1d8 + 2 damage.

† Javelin (standard; at-will)  † Weapon

Ranged 10/20; +6 vs. AC; 1d6 + 2 damage.

† Mobile Ranged Attack (standard; at-will)

The goblin warrior can move up to half its speed; at any point during that movement, it makes one ranged attack without provoking an opportunity attack.

Great Position

If, on its turn, a goblin warrior ends its move at least 4 squares away from its starting point, it deals an extra 1d6 damage on its ranged attacks until the start of its next turn.

Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)

The goblin shifts 1 square.

Alignment Evil  Languages Common, Goblin

Skills Stealth +10, Thievery +10

Str 14 (+2)  Dex 17 (+3)  Wis 12 (+1)

Con 13 (+1)  Int 8 (-1)  Cha 8 (-1)

Equipment leather armor, spear, 5 javelins in sheaf

Hobgoblin Archer (A)

Medium natural humanoid (goblin)

XP 150

Initiative +7  Senses Perception +8; low-light vision

HP 39; Bloodied 19

AC 17; Fortitude 13, Reflex 15, Will 13

Speed 6

† Longsword (standard; at-will)  † Weapon

+6 vs. AC; 1d8 + 2 damage.

† Longbow (standard; at-will)  † Weapon

Ranged 20/40; +9 vs. AC; 1d10 + 4 damage, and the hobgoblin archer grants an ally within 5 squares of it a +2 bonus to its next ranged attack roll against the same target.

Hobgoblin Resilience (instant reaction, when the hobgoblin archer suffers an effect that a save can end; encounter)

The hobgoblin archer rolls a saving throw against the effect.

Alignment Evil  Languages Common, Goblin

Skills Athletics +5, History +6

Str 14 (+3)  Dex 19 (+5)  Wis 14 (+3)

Con 15 (+3)  Int 11 (+1)  Cha 10 (+1)

Equipment leather armor, longsword, longbow, quiver of 30 arrows

Goblin Hexer (H)

Small natural humanoid

XP 150

Initiative +3  Senses Perception +2; low-light vision

HP 46; Bloodied 23

AC 17; Fortitude 14, Reflex 15, Will 16; see also lead from the rear

Speed 6; see also goblin tactics

† Hexer Rod (standard; at-will)  † Weapon

+7 vs. AC; 1d6 + 1 damage.

† Blinding Hex (standard; at-will)

Ranged 10; +7 vs. Fortitude; 2d6 + 1 damage, and the target is blinded (save ends).

† Stinging Hex (standard; recharge 2; at-will)

Ranged 10; +7 vs. Will; the target takes 3d6 + 1 damage if it moves during its turn (save ends).

† Vexing Cloud (standard; sustain minor; encounter)  + Zone

Area burst 3 within 10; automatic hit; all enemies within the zone take a -2 penalty to attack rolls. The zone grants concealment to the goblin hexer and its allies. The goblin hexer can sustain the zone as a minor action, moving it up to 5 squares.

† Incite Bravery (immediate reaction, when an ally uses goblin tactics; at-will)

Ranged 10; the targeted ally can shift 2 more squares and make an attack.

Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)

The goblin shifts 1 square.

Lead from the Rear (immediate interrupt, when targeted by a ranged attack; at-will)

The goblin hexer can change the attack’s target to an adjacent ally of its level or lower.

Alignment Evil  Languages Common, Goblin

Skills Athletics +6, History +6

Str 14 (+3)  Dex 15 (+3)  Wis 13 (+2)

Con 14 (+3)  Int 9 (+0)  Cha 18 (+5)

Equipment leather robes, hexer rod

Level 3 Controller (Leader)

Small natural humanoid

XP 150

Initiative +3  Senses Perception +2; low-light vision

HP 46; Bloodied 23

AC 17; Fortitude 14, Reflex 15, Will 16; see also lead from the rear

Speed 6; see also goblin tactics

† Hexer Rod (standard; at-will)  † Weapon

+7 vs. AC; 1d6 + 1 damage.

† Blinding Hex (standard; at-will)

Ranged 10; +7 vs. Fortitude; 2d6 + 1 damage, and the target is blinded (save ends).

† Stinging Hex (standard; recharge 2; at-will)

Ranged 10; +7 vs. Will; the target takes 3d6 + 1 damage if it moves during its turn (save ends).

† Vexing Cloud (standard; sustain minor; encounter)  + Zone

Area burst 3 within 10; automatic hit; all enemies within the zone take a -2 penalty to attack rolls. The zone grants concealment to the goblin hexer and its allies. The goblin hexer can sustain the zone as a minor action, moving it up to 5 squares.

† Incite Bravery (immediate reaction, when an ally uses goblin tactics; at-will)

Ranged 10; the targeted ally can shift 2 more squares and make an attack.

Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)

The goblin shifts 1 square.

Lead from the Rear (immediate interrupt, when targeted by a ranged attack; at-will)

The goblin hexer can change the attack’s target to an adjacent ally of its level or lower.

Alignment Evil  Languages Common, Goblin

Skills Athletics +6, History +6

Str 14 (+3)  Dex 15 (+3)  Wis 13 (+2)

Con 14 (+3)  Int 9 (+0)  Cha 18 (+5)

Equipment leather robes, hexer rod

Level 3 Artillery

Medium natural humanoid (goblin)

XP 150

Initiative +7  Senses Perception +8; low-light vision

HP 39; Bloodied 19

AC 17; Fortitude 13, Reflex 15, Will 13

Speed 6

† Longsword (standard; at-will)  † Weapon

+6 vs. AC; 1d8 + 2 damage.

† Longbow (standard; at-will)  † Weapon

Ranged 20/40; +9 vs. AC; 1d10 + 4 damage, and the hobgoblin archer grants an ally within 5 squares of it a +2 bonus to its next ranged attack roll against the same target.

Hobgoblin Resilience (immediate reaction, when the hobgoblin archer suffers an effect that a save can end; encounter)

The hobgoblin archer rolls a saving throw against the effect.

Alignment Evil  Languages Common, Goblin

Skills Athletics +5, History +6

Str 14 (+3)  Dex 19 (+5)  Wis 14 (+3)

Con 15 (+3)  Int 11 (+1)  Cha 10 (+1)

Equipment leather armor, longsword, longbow, quiver of 30 arrows
**Features of the Area**

**Eastern Door:** The door is locked and requires a DC 20 Thievery check or the key in the goblin hexer’s possession to open.

**Fountain:** The squares that the fountain occupies are difficult terrain. A DC 20 History check reveals that the fountain dates back to the dwarven kingdom of Ammarindar. A DC 20 Arcana check reveals that magic is the source of the water’s ongoing flow.

**Hole:** This gap opens into a 100-foot drop to the floor of B6. The enemies in this area don’t actively try to knock characters in, but if a PC ends his or her move adjacent to the hole, then an enemy lined up for a bull rush attempt to push the character in. A creature that falls down the hole takes 10d10 damage and is knocked prone. A falling character can attempt a DC 20 Athletics check to catch hold of the stone for each 10-foot increment he or she falls. However, a character can only make three such attempts.

**Stairway:** A slender stairway begins along the north wall and circles down to the lowest level of the catacombs (see B7 on page 20).

**Stepping Disk:** This disk is shaped like a plug and is inscribed with Davek letters forming nonsensical words. A creature that steps in the square containing the disk is attacked (+5 vs. Will). On a successful attack, the creature disappears, arriving in a silvery space that appears to have no end.

Each round, the vanished creature is attacked again. When an attack fails, the creature reappears on the disk and must step off or else take another attack in the following round. If a creature or object occupies the space in which a character would appear, the character appears in the nearest available square.

Moving a disk causes its magic to lapse and any creatures currently under the disk’s effect to immediately reappear. The magic returns once the disk is placed on a flat surface and left undisturbed for one day.