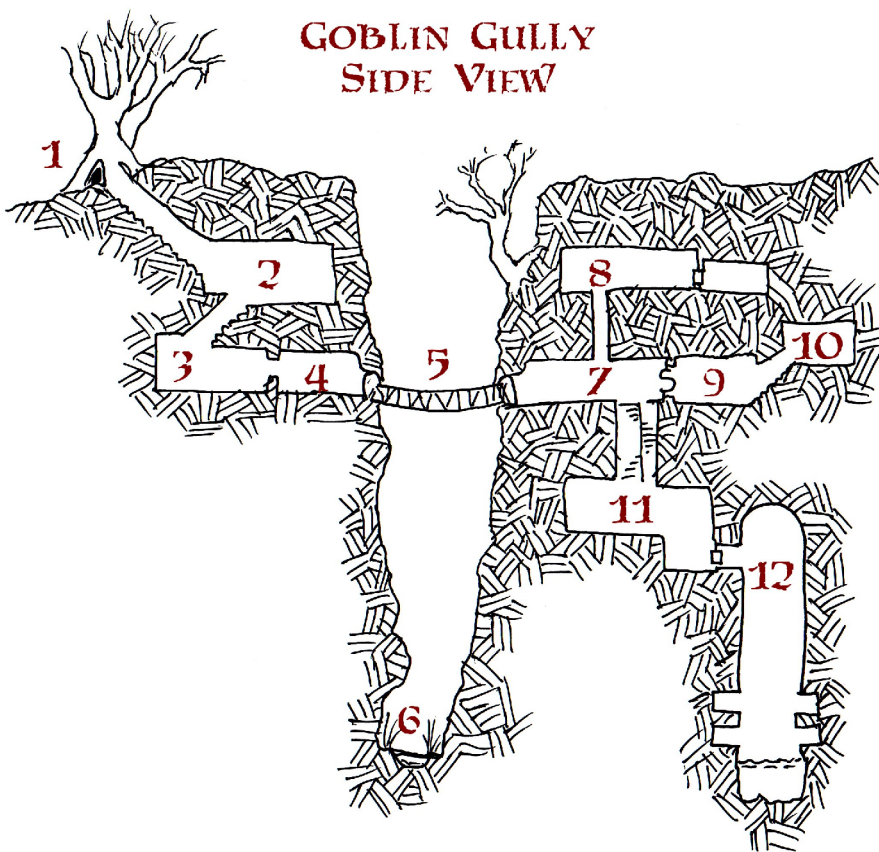


GOBLIN GULLY

a level 1-2 adventure by Dyson Logos

GOBLIN GULLY SIDE VIEW



Everyone in the area knows of the old Kale slave pit in the ravine outside of town. It fell into disuse with the collapse of the Kale empire, and only the occasional group of adolescent would-be adventurers ever goes there anymore.

But then the Erhurr Farm was found ransacked, the family missing. And now someone has rebuilt the bridge between the two sides of the old slave pit.

RUMOURS

Roll 1d12 for rumours on the table below. Each adventurer from town knows 1d3 rumours, while visitors can learn 1d2 rumours by asking around.

- 1-2. (T) The pits have been taken over by goblin raiders.
- 3. (T) There are secret areas in the old slave pits that have never been explored since they were abandoned
- 4-5. (F) The Erhurr family had a magic axe among their stolen possessions.
- 6-7. (F) The slave pits are run by abandoned mutant slaves.
- 8. (F) There is a secret entrance into pits at the bottom of the ravine.
- 9. (T) Creepy leftovers of ancient Kale experiments still lurk in the depths of the slave pit.
- 10-11. (T) The main entrance to the pit is a cave now overgrown by a huge tree.
- 12. (F) It's not goblins or mutants in the pits, but one of the boys in town who was abandoned there and has gone feral.

- 1. Entrance** – two **goblins** are up in the tree watching for approaching trouble. The downside is they can't do much about it except attack – their position makes it unlikely that they will be able to get down to warn their companions when attacked.
- 2. Empty Antechamber**
- 3. Grand Hall** – this 40 foot wide chamber has columns along each wall and is home to **4 goblins**. The entrance to area 4 requires climbing through the mouth of a relief carving of a huge demon.
- 4. West Bridge Room** – **2 goblins** with short bows in here fire into any battles in area 3 and otherwise guard the bridge (area 5).
- 5. The Bridge** – this rope and wood bridge was built by the goblins, but the supports for it are ancient carved stone. While dangerous looking, the bridge is quite sturdy and safe. Moving on the bridge is at quarter speed at best, and can only be done in single file.
- 6. Gully Floor** – looking through the reeds along the stream at the base of the gully will reveal the long-decomposed body of an adolescent male, missing from town for 2 years after being pushed out of area 4 by his friends long before the goblins rebuilt the bridge.
- 7. Empty Chamber** – a goblin in area 8 watches for intruders to spring a surprise attack on them – preferably when they head down to area 11.
- 8. Boss' Chambers** – the goblins climb in and out of this room through a narrow shaft, usually using a rope attached to a ring in the floor. There are **4 goblins** here as well as their leader who has maximum hit points and who attacks with +1 to hit and damage. The second room is the leader's personal room, and contains much of the clothes of the Erhurr family as well as the goblin treasure of **5,000 cp**, **2,000 ep**, a scroll of **bles** and a **potion of fire resistance**.
- 9. Secret Chamber** – the goblins have not discovered this secret room. The secret door is trapped, and drops a heavy rock in the opening a few seconds after being pushed open. Whoever opens the door must make a save against petrification or suffer 1d10 damage. The room contains the skeletons of two elven guards equipped with rusted (worthless) chainmail, helmets and each has a magically preserved (but otherwise non-magical) **two handed sword** that glows with **continual light**.
- 10. Secret Storage** – this room contains barrels of ancient ruined arrows and there are the remains of bows and swords on the walls. On the back wall of the room is a **crystal living statue** of an elf that will attack anyone who disturbs the contents of the room.
- 11. Barracks** – another **6 goblins** live down at the base of these spiral stairs. The goblins in area 8 will sneak down to attack anyone heading down the stairs. The door to area 12 is barred from this side.
- 12. The Pit** – the bottom of this room is flooded and 50 feet below the entrance. A set of narrow spiral stairs lead down to the alcoves just above the water level. Once the door is open a gurgling, sloshing sound can be heard from below. The pit is home to a putrescent mutant mass of flesh – the last remnant of the Kale experiments. It is treated as a **black pudding** but is far more terrifying looking as putrescent appendages grow and are reabsorbed. Creatures with less than 4 Hit Dice seeing it must make a save versus spells or flee as if under the effects of a **cause fear** spell. If they fail to bolt the door, the creature will be free to destroy the town...