

SM  
06

A WORLD OF  
BARNAYNIA  
RPG SETTING



# The Warren

By Simon Miles

*A dungeon-based adventure for OSRIC Fantasy Role Playing Game*

*Designed for 6-10 characters of levels 5-8.*



Baron Ketterall's lands are beset by a plague of marauding goblins!

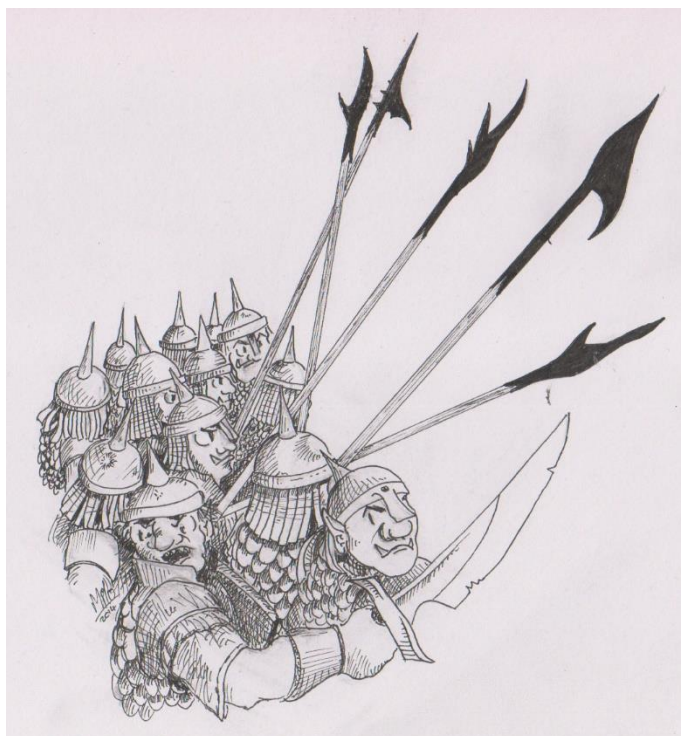
*Goblins* you say? Pah! Who's afraid of a few poxy goblins?

But two experienced parties have already gone looking for the goblin lair –  
never to be heard of again.

Poxy goblins you say? Be afraid, be *very* afraid...

## THE WARREN

This is a very different dungeon designed for player character party of 6-10 characters of levels 5-8. Encounters could be changed to work well for even higher levels too. It is designed as a stand-alone adventure but could be relatively easy to slot into an existing campaign. Standard format OSRIC statistics are included for play and, where appropriate, statistics for NPCs with and without weapon specialisation are included depending on your GM's preference. The scenario is designed to be an **extremely challenging** adventure that might undermine a player's bravado in dealing with low-level monsters such as goblins. Unusual traps, tricks and special weapons are used by the inhabitants of the dungeon to cause the party as much trouble as possible.



### *Note from the Author to prospective GMs:*

The inspiration for this dungeon comes from a combination of an article called "Monsters Have Feelings Too" in an early edition of White Dwarf magazine, the novel "Snuff" by Terry Pratchett and the author's own refereeing experiences of guiding a party of reasonably experienced players through a small goblin dungeon. In the latter case simple barricade traps for the party and good use of missile and oil attacks were employed and the defenders moved around a lot rather than being stuck in the same room all the time. The party made *very* heavy weather of getting through this area of the dungeon and even started referring to it as the 'Stalingrad Level'.

So, what might happen if some goblins got in some outside help and designed their own living space from the ground down? How could they make goblin Utopia (and player Hell)? The result is this dungeon...

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# THE WARREN

## PLAYER'S INTRODUCTION

The Burning Woods are a large forested area on the south side of the kingdom covering several thousand square miles up to the foothills of the Blue Mountains to the Southeast and the Horn Mountains to the Southwest [*or whatever locale suits the GM's existing campaign*]. The Burning Woods are primarily a deciduous forest but the cooler areas south and west, further up the mountains, have more evergreen trees too. Scattered throughout the forest are many Red Eldars, a tree known as Nethellessar to the elves (meaning 'Blood Sap') or Giztract to the orcs (literally 'Blood Wood'). The red foliage of these trees gives the woods their Common name and the sap is also red in colour and known for its unusual properties.

The woods are not a patrolled area and are famous for being the haunt of numerous humanoid tribes, ogres, trolls and giant-kind. Deep in the luxuriant canopy are scattered ancient sites of forgotten function and heritage - the place has abundant wild magic.

To the north of these woods and before the civilised (patrolled) baronies of the southern kingdom are some more normal woods and marshes. These areas are unpatrolled, generally, and can be considered 'Wilderness'. Beyond these lonely areas further north are scattered fortified villages and farms that owe a taciturn allegiance to the King of the Land. The peoples of this borderland area are no strangers to the occasional raid by unwanted guests from the Burning Woods.

But of late one band of goblins has been bypassing these harder targets and striking deeper into the civilised lands beyond with alarmingly thorough and well-organised ferocity. There seems no pattern to these attacks and the few survivors report goblins, warg riders, ogres and bugbears apparently working together.

Of course, any mention of goblins, organised or not, usually draws scorn and contempt from serious adventurers approached to sort the situation out. It was only after some effort the local baron managed to hire two parties of reasonable reputation to investigate.

Neither group has been heard of again.

Indeed, one dead goblin from the latest raid was found to be wearing a signet ring known to be a precious item belonging to the leader of the second party sent. A signet ring from a renowned seventh level fighter.

Understandably, this has caused some consternation among the barons and the advert for help has been re-posted, this time offering higher rewards for the destruction of the goblin horde.

As a result of growing bar bills and pressure from other creditors, the players now find themselves at the castle of Baron Ketterall awaiting an audience with the Baron himself, a famous mage.



## DUNGEON MASTER'S INTRODUCTION

*All the notes in the dungeon should be read thoroughly before you attempt to run this scenario. It will be practically impossible to get the most out of the dungeon unless you know the maps well and have thought about how the goblins will react to invaders. Throughout, boxed sections of text can be read out to the players without fear of giving away any secrets.*

Baron Ketterall is a sensible man keen to get an easy life administering his barony and using the profits he makes from trade tariffs to fund his own magical research. His main income is from timber from the woodlands to the south (not the Burning Woods themselves, which are much further away) and meat from cattle, pig and sheep farming widespread around the barony. This ready availability of meat makes him a prime target for the goblins even though he is not on the borders of the Burning Woods. In fact, he is shielded from the woods by the lands of his neighbour, the Baron Trollbane and he is frustrated that the goblin raiders appear to be able to side-step Trollbane's considerably better protected (although poorer) holdings and strike north.

Baron Ketterall might have suspected that Trollbane could be in league with the goblins himself but, to be frank, Trollbane isn't clever enough for that and Ketterall realises this. The truth of the matter is that the goblin king, Grottle, and his allies, Teller Brunt and Iislindar Thell, are using their wits to by-pass Trollbane via the marshes and woodlands Trollbane's lazy soldiers deem too insignificant to patrol properly (or at all). Ketterall is unaware of these significant holes in Trollbane's defences and remains nonplussed about the whole situation.

The person Ketterall meets with before the party is a dwarven warrior named Lazlow Deepner, who emerges from the meeting looking unhappy and engages the party in a brief chat. He will tell them he was here

looking for the job of killing the goblins and offered to put together a dwarf warband for the baron. Unfortunately the baron "only" offered him 500gp per dwarf on the raid and 10gp per goblin head brought back. Lazlow feels this is too cheap and turned the offer down.

This is a lie, Lazlow didn't want the work and in fact is Teller Brunt in disguise, scouting for information. He did propose a dwarf warband to the baron but he deliberately demanded too much for the job and refused Ketterall's best offer, which was 3gp per adult goblin head with no basic pay. Brunt is deliberately trying to rubbish Ketterall's negotiations with the party before they start.

The character of Lazlow Deepner is reasonably well known around the southern baronies and has been seen on a number of occasions travelling between the old trade routes east of the area and the newer trade routes to the west. He works as a caravan guard (he says) and is always seeking better paying employ. This is not a unique tale around here and, since the dwarven kingdoms of the Blue Mountains are not far away, the sight of dwarven warriors, traders and tinkers is uncommon but not unknown in the area. Lazlow uses this cover to explore the area in great depth and has built up a very clear map of all the useful locations for about a hundred miles in every direction. He knows where all the rich farms are, the state of the defences and the general disposition of the baronial troops in the area. He uses shrewd bribes and informants to learn about changes in the plans of the barons. He also uses misinformation and trickery to frustrate plans to deal with the goblin threat. The party may never find out about Brunt's secret identity and, if he escapes a party's successful attack on the goblin lair, he could go on to become a more significant foe.

All these characters are dealt with in more detail in the Key NPCs section.

Baron Ketterall will initially offer 1gp per adult goblin head brought in but may raise this to 3gp. He can afford to offer no more than this and will be somewhat disdainful of parties that ask for more.

## RUMOURS AND MORE INFORMATION

An investigation of the goblin raids among the local communities will turn up numerous interesting rumours and tittle-tattle, much of which is true after a fashion. The local farmers are very worried about the goblin raids and tell of similar raids in baronies all along the border, hundreds of miles east and west. Hundreds of livestock have been taken, many farmers killed or vanished and properties damaged (although rarely completely destroyed – the raiders are deliberately not trying to drive the human settlers from the area, so that they can raid them again). Precise figures are difficult to ascertain but Ketterall has lost perhaps two hundred inhabitants, mostly missing, Trollbane about half this and the other baronies about the same as Trollbane. Very few goblins seem to have been killed, although the locals think the goblins take their dead away with them (they don't; they are better raiders than they are given credit for and have suffered few losses).

Perhaps of more interest to the party are the details of the parties that went before them – two groups of humans and elves, warriors of some reputation with the best equipment, magical weapons and armour. They had mages and priests with them as well and seemed very confident in their abilities to wipe out some crummy goblins. The GM can invent details of these parties to suitably interest the party but the general description of them is 7-9 party members of levels 6-10 in each, about half fighters of fighter-multiclassed but no Rangers. Make sure the party realise they should be able to keep any magical items they find, even if they once belonged to these other parties.

It is not anticipated that the party will spend long in the baronies seeking information but, if the GM requires it, a poster will be placed on the inn wall offering a reward of 2000gp for the safe return of Sir Hugo Marshall, leader of the first party to go after the goblins and sole son and heir to a Baron of one of the bigger and wealthier areas closer to the capital. Sir Hugo can be identified from his arms decorating his magic shield (the party can find his rotting cadaver in area 19 Level Two of the Warren) but nothing will be given for confirmation of his death.

### Rumour List:

1. The Burning Woods are haunted by the ancient spirits of long dead civilisations (*partly true – there are other possibilities of dungeons beyond the Warren if the GM wishes*)
2. The Burning Woods are a wild and tangled area full of monsters and death (*true*)
3. The Goblins are being paid by other barons not to attack them (*false*)
4. The Goblins are far too clever – they must be having help (*true*) from the Deep Elves (*partly true*) or some supernatural entity (*false*)
5. The Goblins are the servants of a witch from the mountains and are collecting children for her spells (*false*)
6. The Goblins are working for a band of giants collecting food for their masters (*false*)
7. If you cast certain spells over your farm or decorate it with the skeletons of certain creatures the goblins will not attack (*false*)
8. The goblins only attack on moonless nights (*false*)
9. The second party that attacked the lair was made up of twenty characters of very high level, including a prince of the realm (*false*)
10. The Goblins use poison on their swords and arrows (*true*)

11. Baron Ketterall is a wise master and his subjects have complete faith in him (*mostly true*)
12. Baron Trollbane got his barony because he saved the king's life in a battle (*true*)
13. Baron Trollbane's wife is a powerful sorceress who has bribed the goblins not to attack her husband's barony (*false*)
14. Since the goblins appeared in the area fewer traders and travellers pass this way – trade has suffered (*true*)
15. The goblins are always accompanied by more powerful monsters (*true*), Deep Elves and powerful undead (*false*)
16. There are many old ruins in the Burning Woods hiding ancient mysteries, magic and evil (*true*)
17. This area used to be the realm of gnomes but a great disease or curse wiped them out hundreds of years ago (*partly true – it was a trading centre and religious site that became unfashionable so the gnomes moved away*)
18. The land hidden by the Burning Woods is broken and pitted with hidden valleys and sink holes (*true*)
19. The sap of the Red Eldar tree that gives the woods their name has strange and mystical properties (*true*)
20. The goblins that have been raiding the baronies are cunning and quick; they are far more dangerous than normal goblins (*true*)
21. There's a nest of green dragons in the edge of the woods (*false*)
22. If you light a bonfire on one of the hills near the woods on the night of a full moon all the goblin leaders will come and parley with you (*false*)

### **So what happened to the other parties?**

The first party was a less than professional group cobbled together by a thief on the

make. While they were all experienced adventurers they were not used to working together and lacked wilderness skills. They were ambushed repeatedly in the woods, isolated from each other and wiped out before they even got to the Warren.

The second group were more professional and used to working as a team, including the missing Sir Hugo. They found the Warren, avoided the main sink-hole initially and headed in through the ogre rooms. They quickly came apart under withering fire as their cleric was taken down first and then their two mages. A dwarf called Gericz, Sir Hugo and the party's surviving thief, Mobblar, managed to make it out of the dungeon and sought shelter in the sinkhole (area 8, level1), where Sir Hugo and Mobblar were killed. Gericz made it back to the surface but was butchered there by the goblins that were waiting for him.

### **TRAVEL IN THE BARONIES**

To reach the Burning Woods the party will need to travel for two or three days through the Barony of Trollbane. This is an opportunity to spy out the land and generally get a better feel for what is going on. These lands are fertile but villages few and far between. The land is steeply hilled with bare hilltops, woods on the slopes and bogs and marshes in most of the valleys. Roads within the baronies are single cart tracks but all well-travelled by merchants and patrols. Signs can be found of less savoury creatures off the beaten track but these are seldom more than passing through and rarely of a significant level; the usual kinds of wanderers for this kind of terrain.

Villages are walled and guarded by their own militia, outlying farms are likewise fortified and the inhabitants grim and well-armed. A little research into the lifestyles and castles of the Scottish Reavers will illustrate the kind of constructions to be seen. The locals are not unduly suspicious of strangers who are human or demi-human but they will be intolerant of

half-orcs and gnomes because they “look like goblins”. All suitable, sensible precautions are taken and the best use made of the available land in well-drained, relatively level areas. Farms are built on upland areas with good views and high walls – everything designed with a view to defence. Raids from the Burning Woods and other areas happen often enough that the inhabitants are well prepared. It is a good place to make a living and certainly a lot less grim than other farming areas on the border with the Wild Lands far to the west. At least it used to be.

There are inns in villages that can offer room and board, although staff are often made to double-up sleeping arrangements to accommodate strangers. Food, drink and hospitality are of a welcoming level and only slightly more expensive than one might expect.



If the party take time to explore the further reaches of Trollbane's barony they will quickly realise that, outside the main farming areas, the hills and valleys are a lot less well patrolled than they might be. There are patrol routes but these are rarely varied and stick to the higher ground in the southern side of the barony. Once past

these (day-time only) watched routes intruders could then strike north. No one seems to mind this too much as, until recently, it hasn't been a problem. A party that points out these weaknesses will be treated with contempt and hostility by Trollbane and incredulity by Ketterall.

It is about a day's ride from the edge of Trollbane's lands to the Burning Woods, across sparse woodland and marshy ground between low hills covered with tall gorse and bushes.

### TRAVEL IN THE BURNING WOODS

The Burning Woods are a blend of classical fantasy landscape types, all heavily wooded. The terrain is steeply hilly but the hills are not high or large. The underlying geology is predominantly soft limestone and there are many sinkholes and natural cavern complexes on or near the surface as a result. There are also numerous deeper cave systems with access even down into the Deepworld, although there are no major monster colonies close to the Barony of Trollbane – no Deep Elves or Deep Race in the area. Due to the large concentrations of natural magic and other resources in the area there are the remains of many ancient civilisations scattered through the woods. Temples, forts, industrial complexes and such are fairly common, usually ruined and overgrown but often still in use as lairs by wandering monsters or new inhabitants from the Deepworld. You can put in here whatever you like but note that the area around the Warren is relatively clear of such things and certainly there are no other monsters in permanent residence with ten miles of the Warren. As regards distance, the Warren is barely eight miles from the edge of the wild wood but it will take the party 4-6 hours to cover this distance, even if they know where they are going, due to the depth of foliage, steep hills and ravines, marshes and bogs in the area. Likewise it takes a goblin raid 4 hours to get to the edge of the woods so they normally set out mid-afternoon with the aim of being deep

into the safe areas of the baronies before dawn the next day when they need to hide up again.

Should the party, for any reason, clash with a raiding party they will find themselves facing a cunning and fast-moving foe. Goblin raiding parties are usually about 20+4d10 goblins, 6+1d6 bugbears and 1d4-1 ogres with a 6+2d6 wargs and riders acting as heavy cavalry. There will usually be about 2d10 wolf riders acting as scouts and screening the main group (numbers included in the total number). Wolf riders will not engage with the enemy except as archers in support of the infantry, preferably having circled around behind the party.

Remember, the goblins have done this many times and are getting very good at it. They will use fast-moving riders and missile weapons to harry the party during the day and then attack from more than one direction at night, seeking to hit quickly and flee. Their aim is always to wear the party down and lure the party apart into twos or threes. Any party member unlucky enough to find themselves separated from the rest of the party should be attacked mercilessly. The idea is to not only kill the party but generally cause them to use up spells and deny them rest. To this end there will always have archers close by to cover their retreats and snipe at the party. If the goblin forces suffer 50% losses they will not hesitate to break off fights, scatter and recollect themselves at an emergency rendezvous which they regularly agree as they are marching.

## WANDERING MONSTERS

For the civilised lands, on roads, use the encounter tables for patrolled temperate lands in the Core Rules. Away from the roads use the wilderness wandering monsters but only check once a day. When the party move into the Burning Woods use the same (forested) tables but check three times a day and twice at night. Note that the Burning Woods are riot with

creatures and every wanderer has learnt to move about with considerable caution. Non-intelligent wanderers and animals will not bother parties using a watch fire. Intelligent wanderers will be quite circumspect about approaching any party that appears well-armed or taking reasonable precautions. Encounters that do take place will be chance collisions on unmarked trails or carefully managed ambushes. It is quite possible the party will be considerably badly mauled before they even reach the dungeon.

In the dungeon itself, there will be no wandering monsters in the three levels of the Warren but always remember that in the main goblin areas the party should be under constant attack and disturbance from the goblin defenders. Usually the party will not be able to get within two miles of the Warren without the goblins being aware of them, however if they are using reasonable strategies for concealment or are approaching invisibly or by flying they will be able to give the goblin scouts the slip in the dense forest. It is suggested cautious and subtle parties are rewarded with being allowed close to the Warren without being spotted. Brash or careless parties will not be so fortunate.

The goblins scout the whole area in pairs of wolf riders that do not engage in combat with anything. When an invader is sighted they will be tracked and watched throughout their approach. If the opportunity for an ambush or night camp attack presents itself the goblins will make the maximum use of such an opportunity. How this is engineered is up to the GM but consider a close approach by Brunt's apprentices to pick off stragglers or sentries, then using hit and run attacks and arrows poisoned with Eldar Sap (see Goblin Weapons sections below). If a party is weakened or ceases to move forwards then the goblins pour in from all directions with missile fire and spells. Note that the woods are dense but criss-crossed with animal tracks and such. Goblins can use these tracks easily but

larger monsters and party members, including wolf riders, will be restricted to the larger tracks which may make them easier to avoid or ambush. Bugbears could be used as shock troops but any attack will last no more than 2-3 rounds before the goblins break off and flee. Of course this is a feint and, should party members pursue they will find themselves attacked with poisoned arrows and weighted nets as soon as they are sixty yards or more from the camp. Goblin tactics will be to immobilise and kill attackers and their mounts without risking goblin deaths in any number. Attacks will be concentrated on un-armoured opponents and obvious spell-casters. If the party do defeat such an attack and manage to inflict significant casualties on the goblins, further attacks will not occur – the goblins will withdraw and trust their defences below ground. Details of the party, such as how many and descriptions of them all, will be circulated around all the goblins to help to target attacks. If the party show any weakness or suffer any serious casualties the goblins will continue to attack relentlessly as often as possible, preventing rest, spell revision or prayer.

## **FINDING THE WARREN**

Once the party are within a couple of miles of the Warren they will soon find goblin and bugbear tracks leading back to the sunken rift where the Warren is located. This is quite deliberate. Indeed, the goblins are very careful that the real entrances to their lair out in the woods are very well hidden and tracks to them disguised. Rangers and woodsmen will be able to find these sites if they really look but the party still might not realize these are entrances to the Warren – see the encounter area descriptions for more. The goblins want to draw anyone curious enough into their front gate, where they can manage the attack and contain the threat. This is not to say the real entrances are unprotected, see Level Two areas 25, 40 and 64 for more details of these.

By far the largest proportion of the tracks lead down the two ramps into the rift. Some then go into the caves at 3, 4 and 5 on Level One but the heaviest tracks and ones most often used (every night by a gang of goblins especially assigned to the task as a false entrance) lead to entrance 8 – the Sinkhole. There are ten goblins and two bugbears in this gang and their job, which they love, is to walk back and forth around the surrounding area leaving tracks back to the valley and down to the Sinkhole. This activity is curtailed when it is known outsiders are in the rift though, so it is unlikely they will be encountered. It is even less likely the party will figure out what their purpose is, other than patrolling.

As soon as the party enter the area they will probably then be under direct surveillance even if they haven't already been spotted by the goblin scouts. In the spring and summer goblins are concealed in the upper branches of the larger trees, keeping an eye on the ramps and sending messages via other entrances when the party makes their move. During the autumn lack of leaf cover precludes this activity but then the spies at locations 9 and 10 on the Level One map, who are there all the time, have a clear field of view of the whole valley. However, there are still ways to conceal approach and the GM will have to use his/her judgment on whether the party get into the rift without being spotted. The GM needs to think carefully about the approach the party take as to whether the goblins are alerted or not. Even if the goblins are alerted they will not attack the party in the rift but rather wait until they come below ground. Ideally the goblins want the party to take the decoy route down into the most obviously busy hole in the centre of the rift.

When approaching the valley the party will probably approach along the riverbank to the waterfall at location 6 or to the top of the cliffs near one of the ramps 1 or 2, having followed the tracks of the goblins here. If the party ask for more

information regarding the tracks tell them they are multiple goblins, increasing in numbers as you get closer to the valley. Among them are warg, wolf and bugbear tracks. Indications are of twenty or thirty goblins having travelled into or out of the ramps every day/night regularly for some time.

Note that the wolves and wargs are not quartered in the valley itself but rather used as ranging patrols further out into the Burning Woods. Some are fed in the compound but they are only usually summoned (with hunting horns) to the rift the night before a raid sets off. This maintains a better perimeter security for the goblins and resolves the issue of having to feed so many hungry mouths. As a result the wolves and wargs will be heard at night all around the area but are unlikely to be seen in the valley itself, unless the GM has an idea for some extra trouble for the party.

### **Tunnels and Caves**

The area around the Warren is a limestone landscape made up of three or four different grades of limestone of grey and light brown hues. In the valley itself the limestone is soft stuff, almost as soft as chalk, which has allowed water to excavate a natural cavern complex and the goblins to extend their own caves quickly and efficiently. In the dungeons there are three types of cavern – natural caves, goblin constructions and older chambers. None of these areas are lit as all the inhabitants of the cave systems have Infravision. Light sources are marked on the maps as red stars for the campfires and cooking fires and red dots for torches. Torches are not used for light but to ignite oil traps. They are kept lit but in screened boxes to prevent them interfering with the goblin Infravision. In fact, they are usually located behind and above front-line troops so that they don't interfere with the defender's Infravision but might mess with

the attackers', without silhouetting the goblins.

Note that all areas inhabited by the goblins will smell bad and be full of dirt, parasites and the other nasty results of bad lifestyle choices. Specifically, if the party choose to rest in an area inhabited by goblins they each have a 5% cumulative chance per hour of contracting a skin disease or parasitic infection. The effect of this depends on the GM but a model might be a –1 adjustment to hit due to itching, Int check, to focus enough to cast spells, and –20% penalty on Hide chances.

When reading the maps take a careful note of the scales used. These are far from the typical 10 feet per square standard and in fact each small square is only 2 ½ feet to a side, with the small corridors only being 3 feet wide. This is very deliberate and is discussed in detail under Goblin Constructions below.

### **Natural Caverns**

These are preferred by the goblins as living quarters from an aesthetic point of view, but also exist around the area apart from the goblin's requirements (especially the bugbear caves). In these areas the walls are slick with water and smooth with new lime. They are very difficult to climb (-20% chance). Everywhere in them water can be heard dripping, plopping and flowing, the sounds echoing throughout the caves in confusing and misleading ways. These sounds will often confound Listen rolls and help to disguise quiet movement. The air can be cold and clear or warm and fetid, depending on the local inhabitants (warm and fetid for bugbear and goblin accommodation).

### **Goblin Constructions**

Wherever the goblins have dug new caves they have used a uniform, square style of a small scale. These are all the small tunnels, secret passages and custom-manufactured

traps. Throughout they are roughly square in cross-section and faced in a crazy-paving style of thick tiles; a deliberate choice as it makes building in secret doors much easier. All these constructions are new, varying between a few months and three years old. The walls are still damp and often slick with water or condensation (climb at -5%). In these caves sounds echo about a lot and give those seeking to move silently a 20% bonus on their rolls due to the camouflaging noise usually present.

As has been pointed out already, the goblin corridors are mainly only three feet wide and six feet tall. This is larger than the goblins need but the extra head-height allows for greater ventilation to the deeper parts of the Warren. This is plenty of room for goblins but will be tight and very frustrating for the party – indeed they will find it impossible to manoeuvre large weapons around the tight corners and low-ceilings. Specifically staves, poles, two-handed swords, pole-arms, spears over 6' long, long-bows, slings and all similar items and weapons will be near-impossible to get through or use. Larger characters (5'8"+) wearing banded, splint or plate mail will find they have to go sideways at a crouch. **Characters moving at a crouch will move at half their maximum move only.**

Assuming they can even use their weapons in the corridors, **characters over 5'2" in height suffer a -2 to hit and damage rolls** due to space constraints (this includes all missile weapons except darts). Likewise spell caster will struggle with spells with semantic components; **if over 5'6" tall and/or 180 lbs then spell casters will have an additional 50% chance of spell failure to spells with semantic components.** Stairs are of small steps but steep, forty-five degrees (5 feet up or down for every 5 feet moved horizontally), requiring a Dex check to get down them safely if moving at speed. Characters over 6 feet tall or in bulky armour will receive a 3 point penalty on their Dex check due to the

difficulty of seeing what their feet are doing in such bulky armour and limited space. Falling down stairs causes 1d4 points per 5 foot section fallen. See also Very Low Ceiling areas notes below. The GM should note that goblins rarely fall and should be considered to have a Dex of 18 on these checks due to familiarity, when seeing if they fall when descending steps at speed.

### Older Chambers

Whether the original builders of the complex here were gnomes, intelligent goblins, subterranean halflings, dwarves or some other species of diminutive humanoid is unclear as they have been inhabited by many different species over the many centuries they have been here. What their original purposes were has also been lost but their quality of construction is readily apparent. The chambers have been accurately cut and faced with blocks of the local stone in a consistent light brown colour. The dimensions are still modest, most corridors being only five feet wide and ten feet tall, rooms are also ten feet high. Doors are elegant stone forms with ingenious and close-fitting granite hinges. Stairs are of small steps but steep, forty-five degrees, requiring a Dex check to get down them safely if moving at speed as above.

Ceilings are square and 8 to 10 feet high; 10 feet in chambers and eight feet in the corridors.

Despite the quality of the workmanship, nature has had its way and walls are damp with water due to condensation and poor ventilation. Many walls and corners are thick with black mould like a student's bathroom. For the main this is harmless but makes the place smell of damp and feel cold all the time, which the goblins like. The air is still and stale, often pungent with the smells of the beasts that live in the area. Sounds echo madly and all movement is accompanied by clanking echoes, hissed voices and dull grunts. Moving silently is

aided by this and any Move Silent rolls in the caverns are made at +20% due to the abundance of disguising noise.

## SPECIAL WEAPONS, TACTICS, AND ENCOUNTERS

### Goblin Weapons

Due to the lack of availability of good metal for weapons and the skills to work it the goblins of the Warren have developed some of their own solutions to the problems of their restricted supplies. Their main weapons are short 3 foot spears, similar to the Zulu Assegai but shorter and with serrated edges. These function entirely as normal short spears except that damage is 1d4+1 against small, medium and large targets.

Goblins also have flint daggers (treat as knives) and frequently use small hand-held darts. These darts do 1 point of damage per hit and can be thrown at a rate of fire of 3 darts per round with normal dart ranges. When the goblins are using darts they will always coat the points with Eldar Blade Venom (see below).

Goblins use short bows made of specially treated boiled bone and animal gut. These bows are slightly smaller than normal short bows (allowing them to be used normally in goblin corridors) but otherwise work exactly the same. They look a bit like Composite Short Bows but have two-thirds of the maximum range of normal Short Bows due to their primitive construction, although they have the same medium and short ranges. The arrows for these bows are shorter than normal and the damage they do is 1d6-1 against large, medium and small targets. This means that they might do no actual damage as they are rarely propelled as fast as normal arrow speeds. However, even if no HP damage is done the fact the arrow has hit does mean that the skin of the target has been broken and so any poison on the arrow, such as Red Eldar Blade Venom, could still affect the target – the target must still make a poison saving throw.

The goblins have managed to obtain a number of light and heavy crossbows as well, which they will try and use, treated with Red Eldar blade venom, in main ambush sites where space is restricted.

### Red Eldar Sap

The sap from the Red Eldar tree can be collected like natural rubber; by putting a simple 'tap' into the trunk and bleeding it off. One tap on one tree can provide about a pint of sap a week. This strange substance has a number of very special properties. When distilled and mixed with certain other substances it can be used as a kind of intoxicant or blade venom. If mixed with certain minerals (phosphor-rich) it can also be used as rather poor lamp oil. The goblins use both these materials a lot.

**Red Eldar Sap Blade Venom** doesn't work well on longer blades but goblins will ALWAYS coat their arrows, darts and crossbow bolts with it. When hit a character must save versus poison at +2; *roll separately for each hit*. If they fail then after 1d6+1 rounds they will start suffering blurred vision, nausea and headaches for 1d6+4 turns. The result of this is they suffer -1 on to hit, damage, dodge and saving throws, -5% on skill check chances.

If the character is affected a second time *before* the first has worn off this penalty goes up to -2 or -10%. Likewise if poisoned and they fail a saving throw a *third* time this penalty goes up to -3 or -15%, and the victim becomes unable to cast spells.

If the character are unlucky enough to suffer a fourth poisoning they will become unconscious when the fourth dose takes effect (1d6+1 rounds after the hit) and wake up when the effects wear off, with a terrible headache for 3d6 hours. Note that this substance only affects humans and demi-humans in this way. Humanoids, giant-kin and all other animals experience only mild discomfort. Half-orcs get a +4

on their saving throw instead of the usual +2.

**Red Eldar Sap lamp oil** works exactly the same as normal lamp oil except slightly weaker. The illuminated area is only 30' radius, damage from splashes and burning is half that of normal oil, rounded up, although it burns just as long. Red Eldar Sap smells slightly of patchouli oil in its raw form, very strongly when burnt, but not at all of normal lamp oil.

### **Spies and Scouts**

Goblins make very good use of spies and scouts. There are a number of adolescent goblins moving about the halls at any time, as silently as possible, watching for intruders and generally keeping an eye on what their foes are doing. These youths are usually only armed with knives and wear no armour (ac 7) to allow them to move quietly or appear harmless if caught. Assume that at any time that there will be at least one of these chaps, if not a larger number of goblins more heavily armed, within 2-3 corners of where the party are. Likewise every spy-hole and circular path will be used to keep track of the party. In this way the goblins will ALWAYS know where the party members are and their leaders will use their natural cunning to be able to quickly formulate the best tactics for attacking rears, flanks, injured party members and assisting retreating or trapped comrades.

### **Noise Gangs**

These small groups of 4 or 5 adolescent goblins are scattered through the complex and are each led by a senior, experienced goblin. They are equipped with small reed instruments that give off a strange hooting noise, bits of old armour they hit with metal drumsticks, small tympanis and drums. Their purpose is to make noise. They will move around the complex, once the alarm is raised, meticulously avoiding the main combat areas, taking it in turns to make the biggest cacophony they can manage for several rounds to a turn, then go silent and relocate whilst another group

takes up the noisy job. The result of this noise is a constant, low-level psychological warfare on the party. It will distract them, prevent sleep (if they have any chance) and disguise the movement of goblins about the complex completely. Of course the goblins are used to it, having been in the Noise Gangs themselves when they were younger, so they know the form and will even direct and request noise at the most useful times. What influence this has on the players is up to the GM but certainly keep reminding them that they can hear this maddening noise sometimes close, sometimes further away, all the time disguising any attempt they might be trying to make to communicate with each other or listen for attackers.

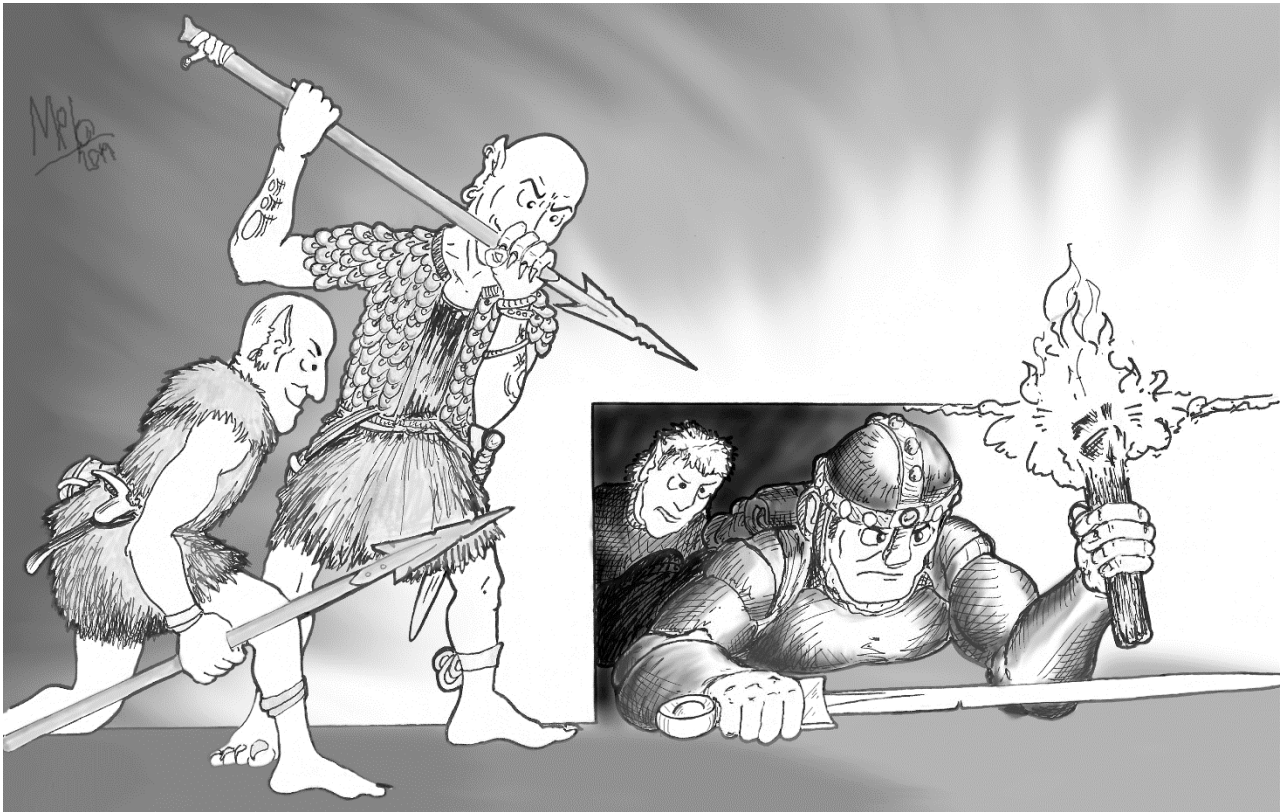
### **Very Low Ceiling Areas**

These areas are marked on the map and are usually five feet section of corridor where the ceiling is even lower than normal – namely 3'10" or thereabouts. Characters (and goblins) of height 4' or less can move through these areas without concern. However, anyone over 4' tall will suffer the following impediments as they move through the spaces:

4-5 feet tall – will have to stoop moving through the space; movement halved, -2 to hit and damage if they can even use their weapon, lose all Dex bonuses to AC and will automatically lose the initiative against any attacker waiting for them as they emerge from the other end.

5'1" to 7' tall – will have to crawl through the space; movement quartered, no attacking possible, lose all Dex bonuses to AC AND attackers get +2 to hit due to near stationary target, lose first attack emerging at the other end while they stand up and sort themselves out (attackers still at +2 to hit).

Bigger than 7 feet tall – will have to belly-crawl through the space; as above but attackers at +3 to hit as they emerge due to them being prone.



These can be a nasty little source of constant irritation and damage to the party throughout the attack. Note that the areas are almost always immediately before a ninety-degree turn, allowing the goblins to wait for crawlers and strike from a flank, possibly with surprise, while following characters can't help or even get around the party members. While the party are negotiating these areas the goblins can circle around and attack their rear or make good their escape if low on numbers. If shorter party members pile through and give chase they could very quickly get separated from their comrades and be surrounded in force.

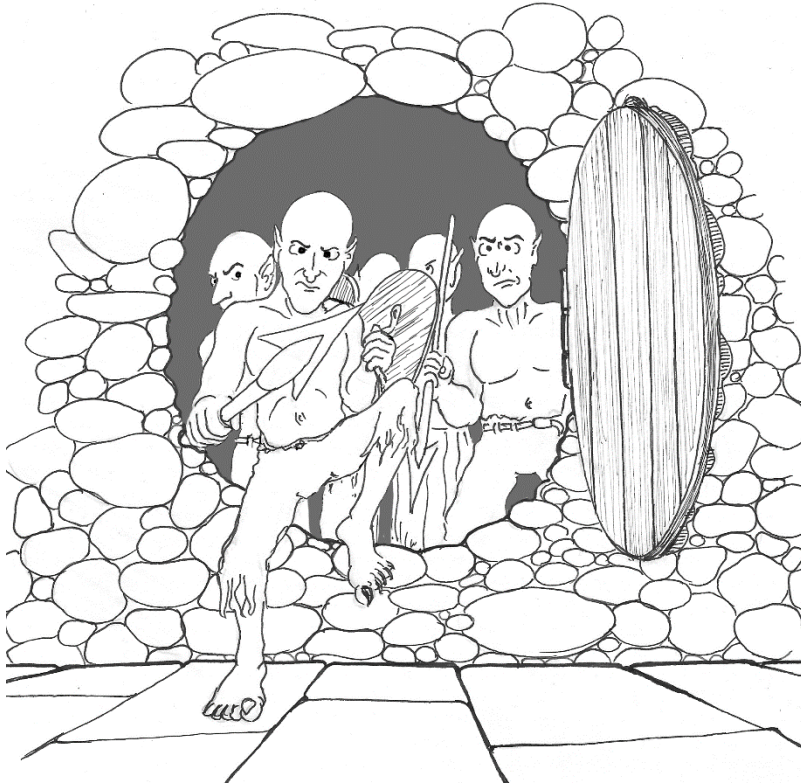
### Secret Doors

The goblins have made a LOT of secret doors around their dungeon. These are carefully constructed and sited in places specifically to make it less likely they will be stumbled across. They are silent operating and have a thin stone covering to sound right when tapped (unless specifically listening in which case they have normal chances of detection). All the goblins are trained in how to use them silently and drilled in making sure they are

secured after closing to prevent them being left open. This is beaten (literally) into the goblins from an early age and they will not forget. Each door is about 3 feet diameter and located about 2-4 inches off the ground. This allows goblins to get through very easily and quickly. If the goblins are moving and trying to remain quiet they can get 4 warriors through per round and have time to close it after them. If not worried about making noise they can get 8 through, or 6 and close it after them. All the doors have a small spy-hole that allows the goblins behind the door to check the short section of corridor immediately on the other side.

This makes the network of secret doors very useful in a hit-and-run campaign but there are some problems with these doors as follows: They are only secret from one side. Which side is usually obvious from where they are located but as a rule of thumb the side on the larger corridor or room side of the door is the secret side. The secret doors are obvious from the other side as is the spy-hole and latching mechanism. All the secret doors open into the secret side, away from the enemy.

Secret doors will take an average strength person with an appropriate tool two rounds to smash. An angry, strong character who is REALLY annoyed with sneaky little goblins pin-cushioning his backside with poison arrows could smash a secret door in a round with a sword or axe.



It is also possible that characters with appropriate skills may start to be able to spot these secret doors more easily as they are all 'of a kind'. For instance, after the party have seen 4 or 5 examples you may allow elves to spot these doors as Concealed doors (i.e. 1 in 6 chance if in 10' of them). You might extend this to dwarves, gnomes and characters with stone-working style skills. If the party state they are specifically looking for the signs of the doors then increase these chances and extend the 1 in 6 chance to non-elves of Int 11+. The Secret Doors are excellent but because they are all the same their usefulness will degrade against a party that becomes used to them.

There are a number of Concealed Doors in the dungeon as well. These are very deliberately placed and are slightly

different in style to the Secret Doors, allowing them to be spotted slightly more easily. This is good for the goblins as they are all the access-ways into traps designed to take characters down blind alleys and generally distract them from the real Secret Doors and proper access ways into the dungeon. The party might notice this pattern and start avoiding Concealed Doors and looking only for Secret Ones. Reward them with experience if they work this out.

### LOCAL KNOWLEDGE AND ENDLESS ATTRITION

**The monsters in this dungeon don't stay still; they move about.** Moreover, they move about in a deliberate, calculated way designed to cause the maximum damage and attrition to an enemy's ability and will to fight. It is likely that from the very moment the party enter the area of the Warren they will be under attack of one form or another, whether they

realise it or not. The goblins will be observing their progress carefully and moving troops to be ready to ambush them. Of course, goblins are naturally cautious and cowardly in order to survive, so aggressive parties may be able to make space for themselves or quickly push the goblins away from their frontal defences. The spies will never attack directly, so as not to give away the location of secret doors, spy-holes and such, but they will guide the other goblins onto the party's flanks and rear in order to do as much damage as possible using constant hit and run tactics.

All the goblins know the secret ways intimately. They built them after all, and have lived and trained in them for years. They can move quickly and quietly through the whole place and know their

colleagues will be doing the exact same as them, working together to whittle down the enemy and kill them. The goblins have excellent morale because they know this works. The party are the third party to try and kill the goblins. But the goblins killed and ate the others and are now using their weapons to attack the party because they want to eat this party too.

The emphasis is on constant attrition. The goblins will appear, fire an arrow or two each and then run away, aiming to get far enough away so they can get through a secret door and 'disappear' before the party come around a corner. BY this time another group, using another secret door, will have come up on the back or flank of the party and fire some more arrows, retreating even before the party know where the arrows came from...

The goblins will do this all the time. When the party are moving, pausing, thinking, preparing or trying to rest they will be under constant attack. The combination of small packets of damage, poisoning, tight corridors, mapping difficulties and so on will (or should) drive your party to despair. Even if they leave the complex and flee they will be attacked, ambushed and harried all the way. Even though this is a simple dungeon with mainly just goblins in it you could easily find it killing quite a few of the party, possibly wiping the party out!

Key to you running this adventure properly is a thorough understanding of the map and the area, along with the tactics of the goblins. Note that only the northern half of the Third Level is actually living quarters for the goblins – the rest of it is, essentially, one big trap. The only way into the living quarters is past areas 27 and 28, both of which are designed to look like they are the final living quarters and suggest attackers should look no further. The goblins will do everything in their power to stop a party getting this close. The party may even notice a more determined turn to the goblins attacks in this area – pressing their skirmishing

longer, closing to melee and so on. Make sure you understand which way secret doors go in the areas the party are in. Familiarise yourself with where access ways up and down come out at – there is help with this from cross-sections through encounter areas to help out with dealing with them. Always bear in mind that this is all on a much smaller scale than most dungeons. This will help those characters with special skills like running and jumping. They may be able to get across pit traps and reach goblins on the other side, although most such pits have a raised side on the other side with a parapet to prevent such attacks.

Also make sure you are aware of the main NPCs and their abilities and items. They will not hesitate to get involved with supporting their troops' efforts, although without exposing themselves to direct danger if at all possible. Brunt and Iislindar Thell will use their magic however and wherever it will benefit the goblins. Likewise Brunt's little apprentices will keep careful track of the party and use any opportunity to isolate and attack any party members silly enough to allow themselves to be separated.

If the party do manage to get away before the complex is cleansed then the goblins' leaders will review all their tactics ready for the next time although they are more likely to rest on their laurels if they have seen off another party of pesky adventurers. Traps will be reset, repaired or possibly changed. Discovered secret doors might be blocked up or booby-trapped. If time allows new tunnels might be dug – one tactic they haven't used much is hidden murder-holes in the ceilings of corridors, allowing goblins to drop oil or other things on attackers from concealment. Likewise, Brunt might put on his disguise again and head back to civilisation to find out what the party plan to do next. The goblins and their masters will not stand still, but likewise it is very unlikely they will abandon their base and relocate.

Of course, the party will soon develop tactics of its own to deal with the goblins and there are plenty they can try – be generous with experience points for new tactics that work. Some of the more obvious ones are:

**Spells** - Area affect spells may well engulf the party as well – Fireball blasts will seek the path of least resistance to the extent of their affected volumes, although they will also blow secret doors off their hinges. The blow-back from a carelessly cast Fireball spell has been known to wipe out entire parties. Lightning Bolt likewise can bounce around unpredictably, although this could be to the advantage of the party. There are some spells that will give the party a definite advantage, like Cloudkill and such, but there's not much to be done about such things. If the party have access to such powers they may find themselves wasting them on uninhabited bits of the dungeon or getting them trapped by doors where they can't do much harm. Web spells can be a very effective way of shutting off corridors but the goblins know they burn well.

**Grenades** - Careless use of oil can hurt the party too. The whole place is damp (and slippery) so things won't burn well, although the smoke from an oil fire can limit visibility a lot. In such cases the advantage will be with those used to the dark and who know their way around.

One of the most effective strategies is using a Charm Monster spell or similar to get one or more of the goblins working for the party. This will help them hugely, if they can talk the right language, so reward this tactic well with experience points. And then have the other goblins shoot the traitor...

## **GOBLIN CULTS**

Teller Brunt has been very careful to prevent the goblins having any person or organisation that might represent a threat to himself or Grottle. To this end the goblins have no clerical magic and no

witch doctors, shamans or 'wise women' they might use for healing and such. This may be a problem for them, especially in terms of some of the protection and detection spells they might find useful. However, it does mean the goblins have no collective reason or cult other than the words, actions and orders of Grottle and his lackeys. Despite this there remains is a certain level of superstition within the goblins as they have a racial preference for their own particular brand of nature deity or spirit. As a result of this the party will find little mascots and curios among the bodies of the dead they slay (the GM may wish to start building this into a sinister sub-plot with the various fingers of previous parties produced as pendants for instance). The only spiritually significant site within the lair is the mud pool (area 37 on level 3) although the decorated shrine that has hidden ways down to area 40 Level 3 might arouse some curiosity as well (even though these are purely theatrical) and the old chanting chamber area 55 on level 3.

Note: The goblin social structure does not really recognise the family as a social unit, although there is a consistent spine to their organisation based on the matriarchy drawn from knowing whom your mother is and who her mother was. Into this structure has evolved all goblin perception of who they are as an individual and who their father might have been, which may be a number of individuals in most cases. This is a positive link within the tribal system as the concept of potentially being a half-brother or sister to any goblin in the tribe. This in turn allows individuals to build a strong bond with almost any goblin from the tribe and even wider links among the goblin community.

## **BOOK-KEEPING**

This dungeon is different to most dungeons in that the inhabitants move about a lot. Rather than having fixed encounters with a few wandering monsters, there are few fixed encounters in the goblin tunnels and

most of the goblin tribe will be mobile during an attack. This is a challenge for the GM as much for the players as you will have to try and keep track of all the goblins as they move about the combat zone. To assist with this there is a roster sheet at the back with all the areas and populations listed with tick-boxes for if/when they get killed. You can use these to re-supply areas when the party manage to get some of the goblins and if you tick them off in pencil you can shift them around as they regroup and form new fighting teams. Each area has its commanders and is equipped with noisemakers and young

goblin messengers to keep everything ticking along. Experience suggests you need to keep on top of this or, when it really gets going, you'll find yourself suddenly running out of goblins just when you could launch another rear attack from some secret doors the party missed.

Generally, the goblins act in combat teams of six individuals. These loose organisations are posted as a whole on various tasks. The goblins are very used to how they all work and think, using simple sign language to communicate when under siege.

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## KEY TO ENCOUNTER AREAS

### Level One – The Surface

The endless green and red of the woodland is broken here by bright sunlight. You can hear the crashing of a waterfall and the air is bright and filled with birdsong. In front of you is a sunken area of land, perhaps only a hundred and twenty feet east to west and two hundred north to south. It is about seventy feet deep and many large, old deciduous trees grow in it. The walls are rough cliffs of loose stone that look tricky to climb but you can see two trails down the northeast corner and the south side of the area. The northwest quarter of the sunken area is filled with a lake fed by a waterfall on the north cliff. You can see what look like cave mouths against the base of the walls and in the centre of the area is what looks like a sinkhole maybe ten feet across. The ground around the sinkhole and cave mouths is churned by many passing feet and there are strong posts and ropes at the tops of the sinkhole supporting a pretty serious looking rope ladder. There's plenty of signs of activity in terms of tracks on the floor and such but you can see no sign of anything moving about at the moment.



Remember that the cliffs and rift areas are closely observed from 9 and 10 at all times and in summer there will be 3 or 4 other carefully camouflaged goblins in the trees too. Climbing the cliff is hazardous due to the crumbling nature of the rock, -25% on any climb walls roll unless there is a rope securely fastened at the top down which the character is climbing. In such a case, a goblin may well sneak out of hiding to cut the rope when the last party member goes down...

## 1 The Southern Ramp

This rough track slopes down towards the bottom of the rift at an alarmingly steep angle. You can see many tracks and prints in the mud, mainly goblin but some larger and some paw prints too. It looks slippery but not too dangerous.

The decent is safe enough if taken steadily. If done in a hurry then characters will need to make a Dex check to avoid slipping. If they fail make another Dex check. If they pass the second they have fallen but stayed on the track, 1d4 damage only. If they fail the second check they have fallen off the ledge and will fall 1d4 x10 feet to the floor. From the bottom of the ramp the caves 3 and 4 are clearly visible with trails going to them. The bulk of the traffic seems to head off to the northwest, most then splitting north towards 8, some going west towards 5.

## 2 The Northern Ramp

Here a curved track drops rapidly down the side of the rift. The mud on it is scattered with footprints, mainly goblin with some larger ones. The footings look steady with some parts shored up with planks of wood held in place by wooden pegs.

This decent is safer than 1 but not really favoured. From the bottom most tracks head off for 8 with only a few following the base of the cliff around to 4 and 3.

## 3 Entrance to the Bugbear Lair

Here is a wide low opening into the cliff-face. The ground around it is scattered with bones of numerous creatures, mainly cattle, sheep, boar and deer. The entrance reeks of some monstrous creature's faecal matter.

There are some goblin and a lot of larger (bugbear) tracks here. This entrance connects to area 1 on Level One.

## 4 Northern Entrance to Bugbear Lair

Someone or something has arranged a number of cow skulls around the top of this cave mouth, dug in and secured with

wooden pegs. Numerous other animal bones are strewn about and a foul stench seeps from the darkness beyond.

There are goblin and bugbear tracks here too. This connects with area 7 on Level 2. There is nothing special about the skulls but too much time spent messing about with them will alert the bugbears inside if the bugbears are not already aware of the party.

## 5 Entrance to the Western Caves

The sunlight picks out a small area of rubble just beyond the mouth of this cave. The mud outside is churned with passing feet but not as much as other caves. As you approach you hear grunted conversation inside and then silence.

Inside two ogres are waiting to ambush the party – see area 32 on Level Two. If the party have somehow managed to get to the cave without raising the alarm the ogres will be on guard but more likely to continue chatting while they look out across the rift floor.

## 6 The Waterfall

At this point a small river tumbles over a ledge and splatters down some natural steps into the pool below. The steps are large with some significant drops between them. The overall height of the fall is about seventy feet but this is broken into several drops of between five and twenty feet each.

There is a concealed door behind the waterfall, about halfway up behind the largest drop. Clambering about behind the waterfall searching for concealed entrances is difficult and cold. Climb Walls at -25% each round. A fall will result in 1-3d6 damage unless secured, depending how high they were, and then potential drowning. Below the waterfall the pool is about twenty feet deep and churns with strange currents. The door is not locked but encrusted with lime scale and jammed shut. It will take three rounds of work with a hammer and chisel or six rounds with an axe to hack it open. The goblins will be watching curiously

throughout as they have no idea this door exists. Beyond the door is a small natural cave, area 23 on Level Two.

### **7 The Pool**

The waterfall drops into a calm pool of dark blue water. The light and disturbance of the surface makes it impossible to see below the water level.

Below the surface the water is crystal clear and clogged with pondweed. The water flows quickly away through many fist-sized holes in the floor of the pool leading to the caves below. None of the tunnels are large enough to take a person but they are big enough for fish and small creatures to come and go. The pool offers a source of food and fresh water to the goblins but they tend not to use it much, preferring the stream in their living quarters on level three. Anyone swimming in the pool may have difficulty if they get too close to any of the tunnels and will find a few broken nets and fishing hooks at the bottom, but there's nothing very dangerous here.

### **8 The Sink Hole**

At this point in the rift floor there is a broad hole in the ground, about ten feet across. From it can clearly be heard splashing and dripping water. The hole appears natural but firmly secured to the top on the south side of the hole is a wide rope ladder with sturdy wooden treads. There are also two ropes tied up at the tops to strong stakes, evidently for raising or lowering equipment into the hole. The place is surrounded by many tracks of all kinds.

The ropes and ladder are perfectly safe but wet and slippery. They go about eighty feet down to the floor of area 9 of Level Two. There is no reason why a healthy adventurer climbing down here carefully would fall but if they are rushing or only using one hand (due to holding a torch or sword) then they should make a climb walls check every 10 feet at a +40% bonus (base 40 if no climb walls skill is known – Life Skills such as Mountaineering can be included as an extra 40% climb skill). The characters can use the cargo lift ropes to

lower people, belay down or rappel climbers on the ladder. This will all have the normal chance of success for a slippery rope but good safety ideas should be rewarded with 100xp.

### **9 Watch Hole**

There are some dove holes in the cliff face here. There is nothing unusual about this and it shouldn't be mentioned unless specifically looked for (examining the cliff top for climbing holes, hand-holds or bat-caves etc). If the players, for any reason, should sit and watch the holes for an hour or so they will notice several aren't used by the pigeons. These are spy holes from the top of the access hole leading to area 64 on Level Three. There will always be at least two goblins here, more if the party haven't yet entered the dungeon levels. The view from the holes is remarkably effective, being higher than the trees, and allows the goblins here to see the top of both ramps, areas 3 and 4 on this level, all of the pool and area 8 as well as the other spy-hole at 10 (just). It isn't apparent unless looked for but the trees have been pruned back to allow clear views of key areas from here. The hole up to here from area 64 on Level Three also carries on up at an angle away from the rift. This gets to the surface in a hollow tree that has been disguised to not look hollow. This is an emergency exit for the goblins and very rarely used.

### **10 Watch Hole**

The broken ground around the underside of the ramp here allows the two goblins (at least) always stationed at this spy hole to look out onto the rift and watch what happens at areas 4 and 5 and the other spy-hole at 9. Although not as high as 10 (only twenty feet off the ground) this spy-hole does give a good view of most of the southern half of the rift as is possible between the tree trunks. The hole is below the level of the ramp so the watchers can't see who is on the ramp but they will probably hear them. There is a rope ladder at the back of the hidden cave that leads down to area 36 on Level Two.

## Level Two – Top Level

### 1 Bugbear Lair Entrance

The cave entrance leads up some rough-hewn steps to a large chamber scattered with low, squat stalagmites and with a high ceiling (15 feet). The air is cold, damp and stinks of animal waste. The endless dripping of water and splashing of hidden pools fills your ears. The surface of the limestone sparkles in the light. Even as you reach the top step you are peppered with crossbow bolts and several large, roaring figures lurch from hiding places and swing huge weapons to attack you.

There are sixteen bugbears living in these caves and they will in all probability all be here ready to ambush the party if any if the goblins have been able to report the presence of the party at all. The bugbears lack the subtlety to come up with a cunning plan to trap the party and are always too eager to wait long enough for the whole party to get into the room before they attack – but they surprise on a 1-3 on a d6. They have ten heavy crossbows and all will fire first, six will then reload while the remaining ten bugbears will charge into melee. Their leader, Futumsh, will always be in the front rank. Because of the shape of the entrance eight bugbears at once can strike at the front ranks of characters emerging from the hole, four to each side (although still a maximum of four to a single, leading character unless the bugbears can get behind the intruder). The bugbears will fight until half are dead before fleeing down the hole (by jumping down it) to area 4. They will then grab their personal treasure and quit the whole dungeon through whatever route is easiest. They have no allegiance to the goblins other than mutual benefit. The leader has been *Charmed* by Brunt but unless Brunt is here that will not stop him leaving.

15 Bugbears AC 4 due to shield use (otherwise AC 5), HP 18 each, HD 3+1, Damage Morning Star or crossbow (no Red Eldar Blade

Venom), 207xp each, treasure in sleeping room.

1 Bugbear leader type "Futumsh" AC 4 due to shield use, HP 25, HD 3+1, Damage Morning Star +2 to damage due to sheer size, 235xp. Futumsh wears golden armbands worth 40gp each but all other personal wealth is with his bedding.

### 2 Loot Room

This large, cool room appears to be used as a meat store. Several cow carcasses, half a dozen sheep, two skinned humans and four skinned orcs are hanging from a wooden rack fastened to the ceiling. On the floor below the wrack are some butchery tools and the complete hides of the cows. Cold water drips off everything. The ceiling is domed from 15 feet at the sides to 25 feet in the middle.

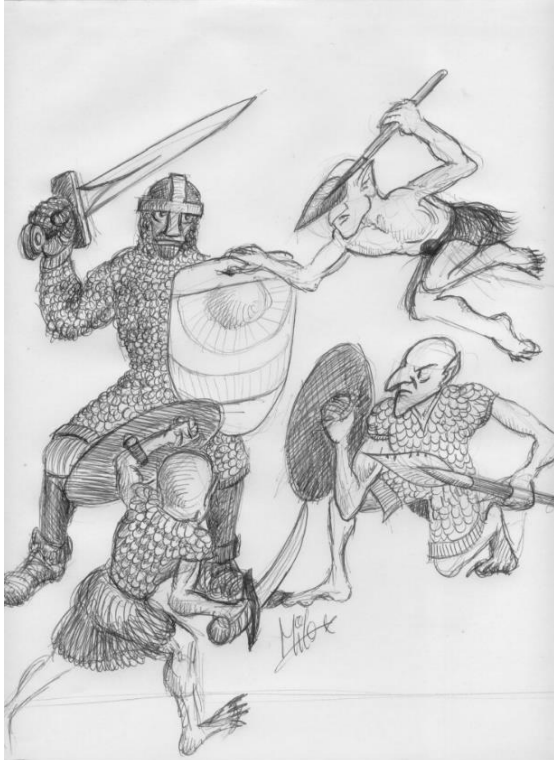
This room has nothing dangerous in it. The meat is good to eat and the eight hides worth about 3gp each. In theory the bugbears are supposed to share this meat with the ogres but there are always arguments about it. The goblins behind the spy-holes will keep careful track of what's going on in here. The spy-holes themselves are practically impossible to spot and are located thirteen feet up the wall behind lumpy, veined limestone. Only a *True Seeing* spell is likely to spot them unless a search is undertaken at close range on the relevant area of wall 13 feet up.

### 3 Potential Ambush Site

The floor of this large room is coated with matted blood and entrails. Being cold this matter is not rotting away as quickly as it might but there is still a strong stench of offal in the air. Among the rubbish can be seen clothing and armour. The ceiling uneven, between eight and twelve feet high

This is a dumping ground for the waste from the last room. There is nothing of any value or danger here. However, if the

party choose to search the room without leaving a suitable door guard the goblins and any surviving bugbears will attack their rear. This attack will be performed by twelve goblins plus any remaining bugbears. They will throw 12 pot bottles of Red Eldar Lamp Oil down first, along with several lit torches, resulting in 1d8 x 1d4 burning oil splash damage for everyone in the room, save vs. Petrification to reduce damage by a half.



The splashed oil may ignite furs, parchment or light fabrics but the many small fires that are causing the damage are insufficient to start outdoor clothes, wood or leather burning.

If the goblins have surprise or no one is closing to melee then the attackers will fire one round of arrows (treated with Red Eldar Blade Venom) into the party and flee back out into the valley and up the southern ramp, any remaining bugbears will be used as a rear-guard. The burning Eldar Lamp Oil will block the exit for the party for 4 rounds. Anyone running through it will take 1d8 points fire damage

Should the party be taking suitable rear-guard action then the goblins will not

attack but keep watch from the exit into room 1 from room 2 and the spy-holes. If the party say they are specifically watching for any sign of activity there they might spot a goblin face peering around the corner – if they have light or infravision to see it. The goblins are not happy attacking here as there is no clear get-away route but they will not pass up a chance to do the party some serious harm if the opportunity presents itself.

#### 4 Bugbear Living Area

This area has the stench of a barrack room after everyone has had a stomach complaint. There are several large piles of leaves and other rubbish along the north wall and a pool occupies the southern third of the room. Next to the pool is a small hole in the ground with trapdoor made of sticks tied together like a cage door. There is a cooking fire in the middle of the room with a metal spit and some pans next to it. The ceiling is shaped like the inside of a peaked roof, ten feet high at the edges and twenty-five feet along the middle

Four bugbears sleep in this area and their foul, leafy nests are arranged around the north wall. These are the youngest bugbears and have the worst positions as they have to move their beds at mealtimes. Cooking is done over the fire and there are some simple pots and pans there, all stolen from raids. Searching the beds will discover the following loot: 180gp, 250sp, 4 plain rings (not magical, 2gp each), and a gold 10-minute (1 turn) egg-timer worth 50gp. The pool is shallow and fed and drained through many small holes, it has nothing living in it besides some tiny fish.

By the side of the pool is a 5 foot pit with a crude wooden cage door over the top. Inside is a 4-year old human male child. This boy has been fed on scraps for six or seven months. He is filthy and completely feral. He will probably not respond well to anyone and seek to flee unless shown great kindness and fed properly. If frightened by

the party he will flee or, if trapped, do a little dance hooting various little tunes. This is what the bugbears make him do to amuse them. How the party deal with this poor unfortunate is potentially a more complex conundrum than the dungeon itself. Remind callous party members of their alignments if required.

### 5 Goblin Spy-Holes

These two locations mark where some solitary goblins are watching what the bugbears get up to. There will be extra goblins here if the party are in the bugbear lair, watching silently, but if not there will only be one elderly goblin present. The main reason for these spy-holes is to keep watch on the bugbears and the meat for the ogres. The bugbears are unaware of the existence of these holes, which are practically impossible to spot. Only a True Seeing spell is likely to spot them unless a detailed search of the relevant area seven feet from the floor is undertaken.

### 6 Bugbear Living Area

The floor of this fusty and rank-smelling chamber is almost covered in a thick matting of leaves, some fresh, some not so. On top of these layers are scattered a number of piles of cloth that may serve as blankets. Amongst this are some bags and other odds and ends. In the centre of the room is a small pool with some fishing lines dangling in it.

This is the main bugbear living area and seven manage somehow to bed down in this space. Most of the floor apart from a narrow walkway between the exits is covered with their matted, filthy leaf and blanket bedding. The pool is very deep but winds a lot as it gets deeper, eventually connecting up with the out-flows from the lake. Arranged on four hangers are some fishing lines, which may have four or five blind cave fish caught on them at any time. Searching the bedding will find the following loot: 128gp, 240sp, 20pp, some brass bangles (2gp the lot), a decorated bronze half-helm suitable for a halfling (10gp), six silver arrows, some elegantly

carved wooden chess pieces but no board (set incomplete, worth 3gp).

### 7 Bugbear Lair North Entrance

If the party look like they are coming in this way the bugbears will arrange their ambush for here instead but it will otherwise run as area 1. There are beds for the remaining five bugbears in here with some loot buried in them: 210gp, 180sp, 10pp; a gold ring (25gp); a set of silver marbles (5gp); a bag of children's toys (worthless); a collection of 34 assorted keys in a leather bag (none of them fit anything useful, a bugbear collects them on raids believing keys have magical powers) and a bone scroll case containing four documents: A map of the Baronies of Trollbane and Ketterall with some areas in Trollbane shaded in black (these are the safe passage areas, unpatrolled by night); two bills of sale dated about six months ago referring to the sale of weapons by a weapon smith in the capital to Baron Trollbane (these were taken from a merchant one of the raids ambushed – they took the payment the merchant was carrying for his delivery and ate the merchant); a **Scroll of two spells**, *Sleep* and *Affect Normal Fires*.



### 8 Lost Chamber

This small room is uninhabited and unused by anything of interest. It contains only

some discarded human iron ration containers in one corner.

### 9 Below the Sink Hole

As you descend the sinkhole gets steadily wider, opening to a width of about fifteen feet by the time you get to the bottom. The air is damp and cold. Your ears are filled with the sound of running water; dripping, splashing and plopping echoing from every direction. In the dim light from above you can see a narrow exit north, a wider one west and above you to the south a natural ledge, perhaps ten feet up the wall. In the noise from the running water everywhere you can hear no sound of movement. All the caves are still and dark.

The sheer noise of water here will necessitate anyone wishing to talk to people at the top of the sink hole to shout or use sign language (if light is available). There are no patrols in this area – the whole sink-hole section is a decoy trap kept with hungry monsters to do the goblin's hard work for them. Ironically this is perhaps the only area (besides the Lost Halls 21-27) where the party might be able to escape the attentions of the goblins. **The goblins will not pursue the party down into this area**, although they will fire down onto people in the room below and keep watch on the top – very closely.

### 10 Wide Chamber

Water cascades down the sides of this area, pooling and dribbling all over the floor making it slippery and treacherous to move about on. There is an incongruous candelabra hanging from the centre of the ceiling but the candles on it are guttered and cold, the wooden frame mouldering in the damp air.

There is nothing alive or of value in this room. A fleeing party might slip and fall over here but normal movement is without peril. The candelabra was Teller Brunt's idea, when he was drunk, as a distraction.

### 11 The Bat Cave

As you glance around the room you become aware of a constant, frothing movement in the ceiling. As you look up you realise this is the roost for a vast colony of bats. The whole roof is swarming with thousands of them, the floor piled high with their hardened droppings, probably several feet deep.

The bats are a harmless variety and may only cause confusion if aroused or the party happen to be here at dusk or just before dawn when they are on the move. The goblins do use them for food when they have to, putting nets over the Sink Hole mouth.

### 12 The Grell

This slick, damp chamber appears to be a dead-end. The floor and ceiling are well populated with stalagmites and stalactites although some have been broken off pretty recently.

A grell has attempted to conceal itself above the entrance and will attack the first person entering. Its concealment is good but it will not automatically surprise – normal chances apply. The secret door in the south wall has been sealed shut with lime scale over the years and if detected requires a combined strength of 36 to open or 80 points damage to open. Either opening technique will render the door non-secret as the smashed limestone will mark the frame quite clearly. The goblins are unaware of this door.

Grell AC 4, HP 30, HD 5, Damage 10x1d4 + paralysis, 1x1d6 (beak), only hits to main body will take hp off the total, 965xp, no treasure.

### 13 The Old Shrine

The dry, stale air of this room suggests it has been sealed and airtight for a long time.

There is nothing significant about this room although rusty hooks on the walls and a mess on the floor suggests it was

once hung with rich tapestries, long since dissolved by age.

#### 14 Dressing Room

The walls of this long room have clothing hooks and armour racks carved into them. Hanging on the hooks are a number of items including three suits of chainmail and seven scarlet robes, several hoods and woven leather belts, also in scarlet.

These ancient clothes were left when the shrine was abandoned. The owners left in such haste they forgot these things (or were killed before they could get them). Age has turned the non-magical fabrics to weak webs and the non-magical chainmail to seized scrap. All these will fall apart when touched. However among the kit are a **Cloak of Elvenkind** and a suit of dwarf-sized **Chainmail +2**.



#### 15 Shrine of Belloq

This little chamber's walls are intricately carved in the likeness of grape vines with large bunches of grapes liberally scattered among them, made from red stone. At the east end in a small altar upon which are two silver goblets and a glass bottle. One cup has fallen over but the other remains upright and contains the dried remains of a red liquid. The cork is still in the bottle and it looks to contain a red liquid.

All the liquid was once wine but has long since been any good or, indeed, been wine.

The bottle contains desiccated red dust. The bottle is worthless but the silver goblets are small and of fine craftsmanship, worth 50gp each or 120gp for the pair.

#### 16 Side Chamber

The twisting, narrow corridor opens into a low, broad room barely four feet high. There are no stalagmites or stalactites here but the floor is uneven and slick with moisture.

The floor conceals an immature Trapper, barely 100 square feet but covering most of the west side of the room.

Trapper (immature) AC 3, HP 30, HD 6, Damage 4+ victim's AC per round, smother in 6 rounds, half or no damage from cold and fire, 1260xp, no treasure.

#### 17 Dead End

Water cascades from the walls of this room collecting in two large pools in the floor, draining away deeper into the earth. The ceiling is covered in thousands of stalactites of small size.

The rock pools are drained off through many small tubes, none larger than a fist, however the larger, southern pool is the home of a Water Weird.

Water Weird AC 4, HP 15, HD 3+3 (strikes as 6HD monster), Damage drowning, immune to many attacks, edged weapons do only 1 point of damage, 430xp. No treasure.

#### 18 Junction room

This irregularly shaped room is a meeting point of three passages, all running wet and filled with dripping and splashing sounds. There is a curious lump just to the left of the entrance, something covered in lime scale or white mould.

The object is a pouch of fine white suede leather dropped by a previous adventurer fleeing for their lives. It contains three gems and two rings. The gems are worth

100gp, 500gp and 1000gp, one ring is a signet ring worth 25gp and belonging to an adventurer, the other is a **Ring of Feather Falling**.

### 19 Where the Heroes Fall

Next to the eastern entrance of this room lie two prostrate figures. They are covered in water but their clothes are battered, soiled and bloodstained.

These are the mortal remains of two adventurers from a previous party that fled down here after all their comrades were killed (one dropped the suede pouch in room 18). They encountered the Clay Golem that battered them to death and cast them down into the adjacent chamber. One was a cavalier and dragged his thief comrade here before succumbing to his wounds. Their skins have rotted and their flesh is a mouldering mush riddled with maggots and similar creatures. Most of their kit is useless now but they do have the following: 210gp, 50pp, a silver ring (20gp), a fine silver neck chain (50gp), a **+2 broad sword**, a **+1 large shield**, a non-magical silk rope (30-feet long), and a belt buckle inlaid with gems worth 300gp. All of these items will be recognised by anyone knowing the adventurers and family members may try and insist on their return. The GM might use this as another plot hook for the party or merely to annoy them with some powerful NPC busy-bodies.

### 20 Squeeze Chamber

The entrance to this small room is a tight squeeze and the ceiling lowers quickly to about two feet, requiring you to crawl if you want to go further. The whole place is damp although not running with water.

Beyond this room the floor drops slightly and is thick with mud where the water drains away into the depths. This mud is quicksand and if a party member crawls beyond room 20 they will find themselves being sucked into it, probably head-first. A Difficult Lift is required to pull a character out by their feet (two characters may combine their chances, one on each leg).

Characters can drown in the mud in 5+Con segments, one attempt to pull them out may be made every 4 segments. Pulling them out is very uncomfortable for the person being pulled and will cause 1d4 points of damage. They may also develop a phobia about mud and such...

### 21 The Ancient Sentinel

[At the bottom of the stairs] The endless wet limestone of the caves comes to a halt here and the corridor is square cut, faced with large blocks of a light brown stone, although still damp. Beyond is a steep set of stairs up and narrow tunnel rising into the darkness. The stairs are cut small, for some smaller humanoid perhaps, and are worn by the ancient passage of many small feet.

There is nothing of note here other than the change in the dungeon environment.

As you get to the top of the stairs you see a door opposite, encrusted with limestone from ages of running water flowing across it. Even as you notice this, a huge figure lurches out of the darkness, swinging its massive fists towards you.



The figure is a Clay Golem placed here by some ancient power although probably not the creatures that originally built these halls. There is not a lot of room for such a huge monster here so any kind of combat will be problematic for the party in terms of getting onto its flanks and so on. This creature has kept the goblins away from the Lost Halls beyond and will possibly do the same to the party. His sole purpose is to stop anyone except its master (long dead

and gone) from going through the door beyond. Note that it has suffered some damage in the past and cannot see invisible characters. If a Ranger or similar tracker has a look at the stairs they can confirm that no one has come this way for many months.

If the party come through the north door from the Lost Halls then the Golem will remain inanimate and not attack, unless they make the mistake of turning around and trying to go back the way they came or they attack it first- it will defend itself.

Clay Golem AC 7 (hit only by magical blunt weapons), HP 34 remaining, HD 11, Damage 3-30, can haste 3 times a day for 3 rounds each time. 3400xp. No treasure.

## 22 Old Entry Chamber

22a This door is not locked or trapped but the centuries of limey water flowing over it has sealed its edges solid. A combined strength of 45 points is needed to pull it off its hinges, or damage of 150hp to smash it down. Any of these actions will remove the surprise chance from any monster close by although the Clay Golem in 21 will not leave its room.

This smooth carved room seems to have escaped the constant dampness of the caves. The walls are delicately carved with friezes that still bear the remains of the vibrant colours they were once painted with. The scenes depicted are of some mining folk, perhaps dwarves or similar but lacking beards. They are digging riches from the earth and making objects of great beauty and delicacy with the precious metals they are mining. Many of them wear feathers as decoration or perhaps a sign of rank. Over the door on the far side of the room is pictured a mailed figure with a mace wearing a crown hung with brightly painted feathers, all carved of stone.

The door is barred from the other side but can be opened with a normal open-doors roll. However, if the door is opened

without first saying the password "davelt" the figure in mail will animate and attack. There is very little likelihood the party will be able to find out the password without magical aid as it is not recorded anywhere. The diminutive figure is effectively a 3 foot solo Caryatid Column armed with a **+1 mace** (the mace remains when the column is dead and can be kept by the party).

Caryatid Lintel Guard AC 5 (25% chance weapons hitting it will break), HP 22, HD 5, Damage 1d6+1 from mace. No treasure (other than the **+1 mace**). 220xp.

## 23 Behind the Waterfall

Accessing this chamber is very tricky. It was once a fine hallway with a decorated frame around the portal but the flow of centuries of water has erased the fine carvings and the doorway itself is all but invisible – treat as a concealed door from the outside although obvious from the inside. A combined strength of 45 points is needed to pull it off its hinges, or damage of 100hp to smash it down. Any of these actions will remove the surprise chance from any monster close by.

This small chamber a natural cavern that has been enhanced with delicate abstract carvings and inlaid with colourful rock and crystals. The whole space glitters like a rainbow from the reflections of the lights you carry. On the floor in the east side of the room is a circular hole, intricately framed although now encrusted with lime. It has an elegant stone ladder on the west side leading down into darkness. Heavy drops of water fall into the abyss and it echoes with drips and splashes. Every surface is slick with water. To the south is a door but this has obviously been sealed shut by centuries of lime build-up (*unless the party have battered their way in this way*).

The ladder is structurally sound and leads down 120 feet to the end of a corridor below. It is very slippery and requires a Dex check (d20) every 40 feet if moving normally; every 20 feet if moving in haste.

A failure means a fall but simple rope-use and taking your time can reduce this risk to zero if the party aren't careless about it. The corridor and hole down are also carved and inlaid with decorative rocks and crystals (all quartz and other colourful but worthless minerals).

#### **24 Lost Halls - Main Chamber**

The stone door swings easily open on ancient but delicate stone hinges, revealing a large room once warm and inviting. The ceiling is ten feet high, the same height as the corridor, and the place is scattered with the stone remains of ancient furniture. The elegant stone skeletons of these curious chairs, tables and so on must have once been wrapped in fine fabrics and elegantly stuffed. Now only the slightest vestigial trace of richly coloured fabrics remain. All the furniture is curiously small, evidently built for creatures only three to four feet tall. The walls look to have once been hung with rich tapestries and the ceiling still bears a rusted but intricate iron chandelier of short height but wide design.

There is nothing alive or of value in here.

#### **25 Lost Halls - Resting Chamber**

The centrepiece of this chamber is the remains of the stone frame of a four-poster bed on the west wall. About the room are three small cots as well as the remains of chairs and a table. There are racks that may once have held clothes and a broad chest at the foot of the bed. All the furniture is designed small, evidently built for creatures only three to four feet tall and their babies.

Other than the contents of the stone chest there is nothing of value here. The chest is not locked or trapped but the stone lid is an intricate and tight fit with a clasp that holds it airtight. Once the catch is pulled the lid will pop slightly with a hiss of expelled air. Within are some clothes many centuries old but still reasonably fresh and wearable. They are entirely bright and rainbow-hued, designed for male or female figures of about 3'6" height.

They are made of a cotton-like fibre acquired from large fungi common in the Deepworld and dyed magnificent colours (most peoples of Barnaynia have heard about such fabric used by the subterranean races as much as surface-dwellers use cotton and wool. Certainly dwarves and gnomes will identify it immediately). At the bottom of the chest are some fine slippers and headdresses decorated with marvellous feathers from birds of unknown origin but incredible splendour. These are probably worth something to a museum but they are not magical in any way. They are however of symbolic significance and, when worn, a character of any physical stature will not be ignored by the creature in the prison in area 27.

#### **26 Lost Halls - Laboratory**

This room was once evidently a workroom or laboratory of some description. Arranged neatly around it are many workbenches and cupboards, all made of stone, supporting varied apparatus and equipment. Any wooden or perishable materials have long since been desiccated by time, but the glass, pot and metal artefacts remain. You can immediately identify flasks, tubes, bottles and stands of every shape and style, some still containing the powdered remains of whatever curious material they were once filled with. This room lacks the sumptuous decoration of the last but the expense lavished on equipping the place is obvious. On the east wall is a ceiling-high cabinet with glass-fronted doors containing thousands of scrolls of parchment and many small books. To the south is an exit with a heavy but rusted portcullis lowered to block it. The handles and chain to raise the portcullis, which has a slot in the ceiling into which it can be withdrawn, are to the east side of the opening. However, the chain and metalwork appears rusted solid and will probably no longer function.

There is nothing alive in this room. The ancient laboratory equipment is fascinating but not especially valuable given its delicacy and the ready availability

of similar items in any large city. If the party are determined enough they could make about 150gp from selling it all, if they could get it unbroken back to civilisation. It would all weigh about 40 pounds but would need an equal amount of packing too. Any Magic-User or subclass will know it's not worth the effort. The scrolls and books are a different matter and, if studied, contain a vast amount of information about the habitats and inhabitants of many relatively unknown areas of the Elemental Plane of Air, although it is written in an ancient and forgotten language. Any Magic-user studying the information contained therein for a month will gain the requisite knowledge (but not the power unless he is already of sufficient level) to manufacture a Censer of Controlling Air Elementals from a golden bowl of value 2000gp. The scrolls can be sold for 2-5000gp depending on the nature of the buyer, if one can be found. The University of Dunromin would pay 3000gp for them but would initially offer only 1000gp.

Careful searching of the room will reveal a small, secret drawer in the base of the stone scroll cabinet. In this small compartment is a scroll with about 1000 words of ancient script on it. The scroll wraps a blue-silver glass phial about two inches long and sealed with wax. The phial glows with an eerie light but does not detect as magic (it's far more subtle than that). A Comprehend Languages spell or similar and some time spent reading the scroll will reveal the ritual with which the phial was constructed. More importantly it contains the information that, if broken, the phial will immediately free any "bound spirit of the elements associated with the plight of its containment". This of course means that breaking it will release the prisoner in room 27. It does not contain any information as to how the prisoner was summoned or bound and this information will not be found in the scrolls either. The secrets of the mage's skill in this endeavour died with him over a thousand years ago.

If the party randomly open the books or cast *Detect Magic* they will discover one elegant (but worthless) little green leather-bound book has been *Fire-trapped*, damage 1d4+12 points. If this trap is triggered within 5 feet of anything flammable (for instance the scroll collection) the flammable material will be incinerated, including the scroll wrapping the phial but not the phial itself. A *Detect Magic* spell will also reveal a dweomer from the area around the portcullis (marked 'a' on the map) to the south.



### 27 Lost Halls - The Ancient Prisoner

Opening the portcullis will take a successful Difficult Lift roll and, due to the space restrictions, only two characters can combine their rolls to lift it. Once raised there are plenty of crevices in the stonework that the gate can be wedged open safely with an iron spike or similar (using a dagger will ruin the dagger unless it is magical). The function of the portcullis is to magically contain the prisoner – it makes no difference to the integrity of the prison as regards whether the portcullis is open or shut. If it is somehow completely removed (e.g. by *Disintegrate* spell) then the prisoner will be freed.

Through the gate nothing can be seen although a faint draft is blowing through

the bars from beyond. The Drafts are tiny, playful Air Elementals that accompany their master everywhere; there are between fifty and sixty of these harmless and non-intelligent entities around the room at any one time and they behave pretty much like invisible, insubstantial flying kittens. A mischievous DM might cause endless annoyance with them as regards extinguishing flames, moving scrolls and light items about and tangling hair.

If the party try to get some illumination into the space beyond it will show a blank, empty chamber and a glistening, white humanoid of slim build and human height. This being is invisible to Infravision as it is the same temperature as the air about it. The being stands and wanders aimlessly about the chamber, hissing and muttering to itself in unintelligible whispers. Although clearly visible it is made of tendrils of glowing air like mist, endlessly coiling and insubstantial. The noises it makes are audible to anyone in the room who is quiet enough to hear a whisper.

This is Hethellatharr, a Lord of the Air, which means he is a creature of significant rank and power among Air Elementals and of Lawful Neutral alignment. If statistics are required he is identical in all but alignment and appearance to a type-F demon. However combat is unlikely as he has no material form on the Prime Material Plane in his current, bound state and will ignore the party unless one of them is wearing one of the headdresses from the chest in room 25. If he is engaged in effective combat he will defend himself.

If Hethellatharr's attention can be got then he will steadfastly refuse (he speaks all languages) to tell the party anything other than his name, origin and that he was summoned and imprisoned here by a mage some time many years ago. The mage's body was to be found in the northeast corner, where he died of natural causes during one of his many discussions with his prisoner. The mage's mortal remains have long since been ground to dust and

scattered by the increasingly frustrated Air Lord. After the mage died his family fled the area in haste, fearing the Lord of the Air's wrath but not realising he was trapped and powerless.

Hethellatharr has no idea how to break the enchantment placed upon him but he is released by simply breaking the glass phial hidden in room 26 or permanently and completely destroying the portcullis door. If the party break the phial Hethellatharr will sense his prison broken and simply vanish back to his plane of origin immediately. The party might only profit from this if they have made some bargain with the creature before this point. The Lord of the Air will honour any such bargain and will do so in good faith – not trying to twist the meaning like a Djinn with a *Wish* (needless to say, he has no power to grant wishes). If asked what he can do for the party rather than being asked to fulfil a specific request (the GM can be as free and easy here as he sees fit) then Hethellatharr will say he is a Master of Air and Information and knows all there is to know about all that has ever happened. He will offer to reward the party with the answers to any three questions they may ask him now or in the future – they need only ask his name and the question when they wish to know, his air elementals will carry their request to him and the air about them will speak his response within 1d12+1 rounds. Hethellatharr can know anything that might be seen or heard by the air, although this does not include written information as he has no use for script. If he cannot know the answer he will inform the party of this and this will not use up one of their questions – he is SUCH a nice guy. Or at least very grateful to them.

He might of course reveal lots of information about the Warren and even the names and/or races of the chief protagonists, but be careful to keep a count of the questions and punish the party for carelessness.

## 28 Ceremonial Entrance Chamber

The door to this room is hidden, but only good enough to be classed as a Concealed Door. Opening it reveals a short corridor to a rectangular room.

You look into a plain but tall room, the walls carved with writhing fronds of stone like the walls have grown living limbs or as in a small area within a dense forest of vines and creepers.

This room's walls have been elegantly carved by the goblins to help hide the watch-slits concealed around the ceiling, which is fifteen feet high. These watch-slits are big enough to fire crossbows through if required. Red Eldar Lamp Oil could also be poured through in small quantities but the purpose of the slits is mainly spying. They can only be detected as Secret Doors if the ceiling edges are specifically searched.

When the goblins meet and negotiate with another group (of whatever creatures they need to be diplomatic with) this is the entrance to their lair they allow the other party access to. It leads to the next level but in a contained and easily managed way. The trapdoor in the floor is clearly visible but is barred from the underneath (which will delay the party) and will be *Fire-Trapped* if the major NPCs have had the opportunity to observe the party coming this way. Goblins escaping from the firing of room 30 will come back this way through a secret trapdoor in the ceiling in the southwest corner, but if they have a round or more before the party pursue them in here no trace of the door or the rope they use to climb down will remain. This room is key to the defence of the dungeon in that it allows the goblins to observe the party from rooms 33 and 34 and organise rear-attacks. It also allows them to warn those on the next level (through the more regularly used access in room 34) to expect visitors, if they haven't already. Note that young goblins will be sent with warnings and messages as soon as the party move through this area or any

connected to it. It is extremely unlikely the party would get down to the next level through this room without the goblins down there already being well aware of the party coming and being completely prepared for them.

Should the party or any other group need to negotiate with Grottle or the other significant NPCs, they will be led in through this area and any meeting/audience will take place in room 3 on level 3. Should guests be accommodated in the goblin lair then they will only be allowed access to room 4 on level 3.

## 29 Ogre Sleeping Area

This stinking room has a campfire burning in the middle and a spit construction over it, currently empty. Around the edge of the room are piles of leaves, rags and other material that seem to serve as beds for some giant creatures. There are simple chairs and even a rough wooden table as well. Each bed has a box or sack next to it evidently containing the things valued by the owners of the beds. There doesn't appear to be anything alive in here.

The six ogres in room 31 sleep here. They have made it as comfortable as they can and generally enjoy life here. Note that while the party are seeking loot in here additional goblins from the roster may attack their rear. If this happens use six goblins from the roster which will throw a flask of oil and fire arrows into the room. They will then flee away north and out of the dungeon into the rift, seeking to loop around and return, in pairs, through another entrance, thus not giving away the location of any secret doors. The boxes and sack contain the following:

Box 1 – 230gp, 160sp, 34pp, three gems worth 50gp each, a silver dagger and a collection of wood carvings of strange blobby things.

Box 2 – 187gp, 240sp, a diamond tiara worth 2000gp, and a parchment in a bone scroll tube. The

parchment contains a map of the Baronies of Trollbane and Ketterall with some areas in Trollbane shaded in black (these are the safe passage areas, unpatrolled by night).

Sack 1 – 203gp, 65sp and a collection of peasant's hats, none of any value.

Sack 2 – 160gp, 300sp and a delicate wooden box containing about 100 human canine teeth. The box is worth 10gp.

Sack 3 – 280gp, 150sp, 20 gems worth 10gp each, a polished and varnished large cat (leopard) scull, and a glass jar containing a foul smelling paste (not magical – an old ogre cure for earache – if the party are foolish enough to ingest this it will cause 1d3 hit points of vomiting damage).

Sack 4 – 186gp, 140 sp, 24pp, 6 gems worth 25gp each and a set of brass knuckles, human size (+1 to punching damage).

### 30 Fire Trap Room

The walls and floor of this room are running wet even more than the corridor behind you. There are two crude chairs in here, a little big for a human, and a box in the southwest corner. You can see a door to the north on your right. The air is strong with the scent of patchouli oil, even above the stench of the ogres and goblins.

When one of the party goes over to the door a goblin will open the small, concealed trapdoor in the ceiling, ten feet in this room, and drop in a lit torch. Allow an initiative check and any appropriately prepared PC might be able to do something before the torch hits the floor – Dex check at –3 penalty to catch it. The water has actually been removed from this room and replaced with lots of oil, hence the smell. Characters in the room will take 3d8 points of damage from the explosion, save

vs. Petrification to halve this damage. Characters in the entrance corridor will take 1d8 points, save vs. Petrification to jump back into the main corridor and avoid all damage. The fire will continue to burn in the room for 5 rounds doing 1d8 per round to anyone staying in there. People who leave immediately will not be around for the second round's damage. The North door and the box are dressing for the trap. The hole in the ceiling is 8 inches diameter and the stone door over it will be replaced and barred as soon as the torch is dropped.

### 31 Ambush Room

As you come down the stairs you see a room ahead, wide but short. At the far side is the top of some more stairs going down. Just as you approach the bottom of the stairs you see half a dozen goblins with bows pop up from down the steps.

Assuming the inhabitants have been informed of the party's arrival from area 32, the six goblins will fire their bows once and then duck back down. If the party are surprised then they will not have a chance to react, if they lose the initiative the goblins will have ducked before they can do anything. Only if the party win the initiative and have missile weapons or spells ready can they hope to get the goblins.

If the party charge the goblins there are three ogres on each side of the entrance, on the same level as the party, being very quiet and waiting to attack the flanks of the party. These ogres know they cannot fit down the goblin caves and will fight to the death if they can see no escape. If the ogres are holding up the party in this room the goblins will continue to pop up, fire as many volleys as they can get away with before fleeing away south. They will not go through the Secret Door if the party are close on their heels but lead them south. Once the party is passed the secret door another four goblins will emerge and fire at the party's rear after closing the door behind them. If the goblins cannot escape

they will fight to the death rather than reveal any of the Secret or Concealed doors.

6 ogres AC 3 (chainmail pieces and heavy furs), HP 25 each, HD 4+1, Damage Large Club 1d8+2 due to strength, 215xp each, no treasure.

Goblins – use 6 or 10 adults from the roster.

### 32 Ogre Cave

Inside this room are two ogres who are expecting the party and so won't be surprised. They stand on each side of the entrance just out of sight until the first rank of the party is through the entrance. The goblins keep them fed and reasonably well informed and use them for muscle in the attacks. They've never really had it so good. They know the party is on the way over from their goblin helpers on the other side of the secret door. The ogres are equipped with spiked clubs and have got into the habit of wearing chainmail coats (hacked together from several human coats fastened with loops of leather).

2 Ogres AC 1, HP 25, 28, HD 4+1, D 2d6 from spiked clubs, 215xp and 230xp, each has a sack of coins and gems in their bed piles: sack 1 contains 325gp, 890sp, 10 gems worth 10gp each and 60 pieces of pretty quartz (worthless). Sack 2 contains 280gp, 560sp, 20pp and twenty gems worth 10gp each.

If the party have somehow managed not to alert the goblins so far the ogres will be sat at the fire chatting about the weather. There will always be a goblin or two at the spy-hole.

A careful search the room will reveal there's some strange muddy trails around the south wall and that some of the bits of rubble are from dressed stone, none of which is present in this room. There is a spy-hole concealed nine feet up on the rough wall of the chamber – find as a Secret Door. Behind the spy hole are two goblins. If the party find the secret door or

the spy-hole one will run off to raise the alarm while the other throws a vial of oil through the spy-hole and onto the campfire. This will explode and do 1d4 points to all in the room failing a save against Petrification. The goblin will then flee.

### 33 Partially Collapsed Room

The west end of this room is collapsed and large piles of rubble are scattered about the room.

If the party are pursuing some goblins then the goblins will make a stand here rather than give away the location of the secret doors. Note that there are four goblins from the roster hiding behind the secret door at the bottom of the stairs to the west and another one watching room 28 through the spy-hole. All these goblins will fight to the death if they have to but may seek to escape by running past the party and back the way the party came.

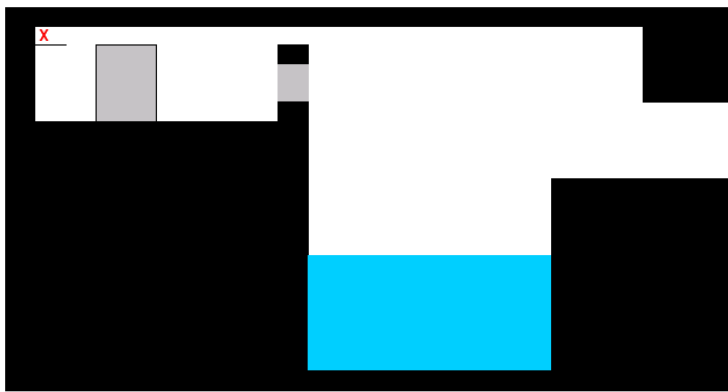
### 34 Guardroom

This small chamber is crowded with wooden pallets, bunks, hammocks, clothing and weapon racks. The air stinks bad by even goblin standards.

This room serves as the home for 20 goblins on multi-level crude bunks and hammocks. The place is so jumbled movement through it by anyone over 4 feet tall is at a quarter rate or they will trip and fall or garrote themselves on a hammock. A concealed trapdoor in the floor leads to area 8 on Level 3. There are also two secret doors in here, hidden from anyone in this room but easily accessible as space between the bunk beds has been left for exactly that purpose. A search of the room will take 3 people 12 rounds and reveal about 30sp and 20gp in change, along with two vials of Red Eldar Sap Blade Venom (each vial good for 20 arrows) and three vials of Red Eldar Lamp Oil.

### 35 Main Defence Room

Entering this room you see a torch in a wall sconce on the far side of the room. In front of you is a seven foot flat area and then a ditch five feet down to water. The ditch is about eight feet wide and the far side is five feet higher than this side with a six-foot stone barricade at the top, crenulated and cut with arrow slits. The top of the barricade is only three feet short of the ceiling. Goblins can be seen behind the barricade evidently preparing to fire at you. The place reeks of goblin and patchouli oil.



Section through room 35, level 2, looking south

There are twelve goblins from the roster in here along with two young ones on messenger duties (one to inform others when the party arrives and one to be sent if the battle is going against the goblins or the party retreats). The goblins in here will fight to the death rather than retreat. Six have light crossbows and will fire over the top, five have bows and will fire through the arrow slits.

Goblins behind crenulations are AC 3 due to cover, those behind arrow slits are AC 0. The water is seven feet deep and has a layer of Red Eldar Lamp Oil on the top, which the goblins will ignite if any of the characters jump in the water and try to swim across. They have a torch ready to light from the wall torch and toss in the water. Characters in the oil when it is ignited will take 1d8 points damage per round of exposure. The lamp oil on the water will burn for 4 rounds. The goblins also have four vials of lamp oil they can use as missiles.

This is an area that is crucial to the goblin defence. If the party look like breaking through here messengers will be sent or alarm horns blown to warn the rest of the dungeon of this. Reinforcements are likely to be deployed to the party's rear and may include powerful NPCs or goblins capable of melee.

### 36 Access up

This small room is the bottom of a fifty-foot tube, 3 feet wide, with a rope ladder up to watch post 10 on Level 1. Up to 20 goblins from the roster may be hiding here ready to ambush the party or having fled them,

but unless the alarm has been raised only two goblins will be at the top of the tube watching the rift.

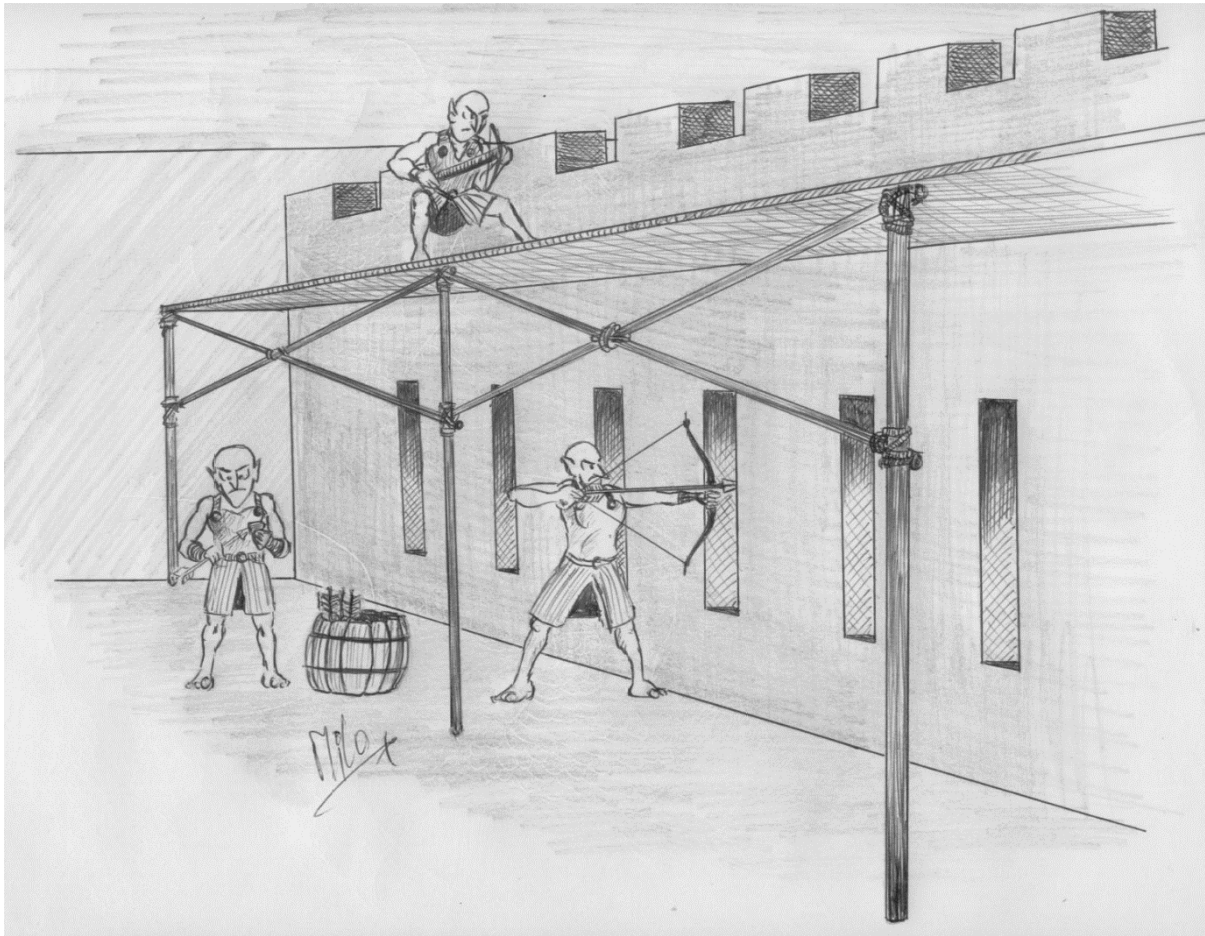
### 37 Guardroom

A mess of bunks, piles of bedding and hammocks suitable for thirty goblins. A determined search will take 3 people 12 rounds and produce 20gp and 30sp in loose change. There is a Secret door in the north wall but this is not

generally used for ambushes as the tunnel beyond is only 2½ feet in diameter and too small to allow fast access in or out. It leads to the bugbear surveillance spy-holes.

### 38 Command Post

This small room is where the goblin commanders for this part of the dungeon will be stationed when under attack, although they can also move around as the situation dictates. In here will be two leader types, three young goblin messengers and two goblin guards, all to be taken off the roster. Numerous goblin ambush parties will flow through here as well harassing the party. The leaders here have split their forces into groups of six goblins each (in addition to those already positioned in areas 31 and 33) usually working in two group teams, covering each other. All the goblins have bows and spears and all are moving around the complex, working closely with each other, aiming to ambush and harass the party as much as possible. These are some of the



best goblins in the dungeon and are very disciplined, but if things are getting very bad the survivors will seek to hide in an undiscovered secret area or flee down through area 34.

### 39 Guardroom and Redoubt

The east half of this room has pallets and bedding for ten goblins but each doorway has a four-foot movable barricade next to it. These barricades fit into holes in the floor rendering them immobile (difficult lift to move them from the corridor side once fitted) and only allowing a 12-inch gap at the top. Goblins behind these crenulations are AC 3 due to cover. Through the 12 inch gap the defending goblins can fire bows at attackers and throw oil vials. There is nothing of value here.

### 40 Guardroom and Redoubt

No normal goblins are billeted in this room but there are slightly roomier beds for four leader types who will probably be out and about fighting the good fight. Each door

has a movable barricade next to it. These barricades fit into holes in the floor rendering them immobile (difficult lift to move them from the corridor side once fitted) and only allowing a 12-inch gap at the top. Goblins behind these crenulations are AC 3 due to cover. Through this gap the defending goblins can fire bows at attackers and throw oil vials. If the beds are searched, taking 1 person 3 rounds, the party will find 3 little leather belt pouches of human style, each containing 20gp.

### 41 Siege Store

This little Aladdin's cave contains the stores for the defence of this part of the dungeon. Carefully stowed on hooks and shelves around the room and watched over by an elderly goblin (not on roster, he never leaves his store, AC 6, HP 4, HD 1-1, Damage short spear 2-5, 9xp, 3sp) are the following: 6 goblin short bows, 60 goblin arrows, 100 goblin darts, 10 short spears, 10 vials of Red Eldar Blade Venom (enough

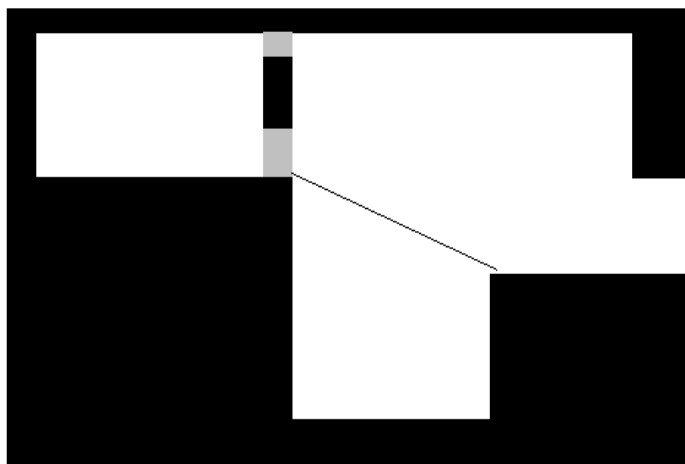
for 20 arrows each), 10 vials of Red Eldar Lamp Oil, 30 torches, 5 small, round shields, 5 hammers and 20 cold-chisels, 5 planks of wood 6 inches wide by one thick by four feet long, 6 x 50-foot lengths of rope, 2 tinderboxes, a grappling hook, a box of nails and two small hammers.

## Level Three – The Main Lair

### 1 Ceremonial Entry Chamber

This large chamber has a fifteen-foot high ceiling. A ceiling trap door opens above the top of a platform down from which leads a steep set of stairs. The walls of the room are painted with swirling patterns of many different red, purple and yellow shades blending into abstract shapes. In the centre of the north and west walls are doors while in the south a corridor leads off into darkness. The atmosphere is even more humid and stench-filled than above but remains uncomfortably chilly. Your ears can still hear distant dripping of water but otherwise the air is still.

If the party are already in a running battle with the goblins they may hear distant bangs, crashes and strange trumpeting from an uncertain direction (one of the noise gangs) but otherwise no sound of living creatures can be heard. Neither of the doors is locked and goblins watch from behind a spy hole in the secret door at all times. This room sometimes doubles as a formal greeting chamber where Grottle



Section through room 2, level 3, looking east

meets representatives of other local tribes, the ogres or the bugbears, as required.

### 2 The Fortress Room

This room is intended as a proper fighting chamber designed specifically to appear to be the front door of the main complex. The goblins will use this room to do as much damage to the party and, more importantly, to observe the party's style, magic and tactics with an aim to getting them to use up as many of their spells as possible. Of course there are some spells that will tear this room apart but the plan involves keeping as few a number of goblin warriors in harm's way in open combat in this room as possible. The larger part of the warriors and planners will be working out encircling manoeuvres, ambushes elsewhere and sharing information on what the party members are doing. Thus the number of goblins in any area of effect in here will be minimal.

#### 2a The Corridor Approach

Beyond the unlocked door is a short corridor ending in a stone wall or barricade with some arrow slits cut in it. The area smells strongly of patchouli oil.

The floor of this area is slick with Eldar Lamp Oil which will be fired only when several of the characters are in the corridor or one has reached the wall. The oil will be fired by the dropping of a lit taper from one of the slits. Those in the area will take 2d4 points per round for 4 rounds. Those able to get away can try a save versus Petrification to get out of the fire in the first round for only 1d4 points.

As with all these kinds of room, the torch is kept burning so as to be ready to be used to set fire to the oil in the pit. There is a board mounted below and around the sconce to prevent the light from it silhouetting the goblins on the wall-top or behind the arrow-slits. The light is sufficient to prevent Infravision working but the goblins are used to this and suffer no penalties due to the light levels.

Behind the barricade are 4 goblins (from the roster) armed with light crossbows with blade-venom. The barricade itself looks like a wall but is stone tiles on a wooden frame fastened to hooks on the room-side of the door. It takes 40 strength points to force the barricade away from the wall or three rounds with an axe to hack through. Of course, it is likely the party will not realise the barricade is not a wall and may waste time being shot with crossbow bolts looking for a secret door. Goblins behind arrow slits are AC 0 due to cover. As and when the party do break through, the surviving goblins will retreat beyond the walkway.

### 2b Walkway Defence

The walkway slopes steeply up to a hole in the wall two and a half feet wide and four feet tall.

The walkway looks like fixed stone eight inches thick but is a painted wooden box with a top just thick enough to support two human-sized people. When the goblins from 2a are through the wall a barricade will be put across this hole with the same difficulty to open as the barricade at 2a above. The walkway itself is a trap and when a party member is on it a peg is knocked out from the goblin side of the wall and the walkway drops into the pit. The drop is ten feet and falling characters can make a Dex check for half damage, however once they are in the pit they are exposed to fire from the goblins above and being burnt when the Eldar Lamp Oil is lit (see below).

This large room is evidently heavily defended. Across the middle of the chamber is a pit stretching east to west, wall to wall, ten feet deep and ten feet wide with only a narrow walkway sloping up from the south side to the north. The south side of this pit is a flat, low area with a corridor going south. To the north of the pit is a raised area five feet higher than the lower side and topped with a stone, crenulated wall that stops only three feet short of the roof. Into this wall are cut

several arrow slits. Behind the battlements and arrow-slits can be seen goblins moving. Above and beyond them are several torches contained behind some curious boards. The end of the walkway across the pit is a barricade, as tall as the wall.

Beyond the wall are eighteen fighting goblins from the roster (in addition to the four from 2a) and two messengers. Goblins behind crenulations are AC 3 due to cover, those behind arrow slits are AC 0. These goblins will not be reinforced but there are another six goblins from the roster in the corridor near location 14 and six more behind the secret door on the way to location 60. More goblins will be ready behind the other secret doors around this area of the complex. The goblins in this room (2) are armed with six darts, spears and bows with 20 arrows each, with all missile weapons coated in Eldar Blade Venom. There are six quivers of 20 additional arrows hung behind the walls. Once the party are in sight then a constant stream of missiles will be kept up to do as much damage to them as possible. However, the goblins will retreat if the wall is breached, heading for area 17 at full speed (with the aim of splitting the party up or at least getting it in an ambush from the rear using the secret doors).

The pit is filled with an inch of Eldar Lamp Oil at the bottom. Once fired this oil will burn for 10 rounds and anyone in the pit will take 2d4 points per round. Any flammable clothing will also be set alight, possibly burning on for a round or two after the wearer gets out, for 1d4 points per round. Putting out such flames precludes any other action and anyone in the pit will be incapable of doing anything requiring concentration (including spell casting or using missile weapons). If the party try and get across the walkway they will need to make a Dex check to avoid falling if they are running and/or hit by a missile or wearing bulky armour. Even if the trap isn't triggered stumbling on the

steep walkway will result in a fall of 10+1d4 feet for 1d6+1 points damage.

### 3 Formal Meeting Chamber

This room has walls painted with rich red and gold paint over carved swirling patterns. Rising from the floor to the ceiling are four pillars of coiled gold and red, making the whole place look like a view from inside a living intestine. In the centre of the room is a throne, similarly carved of swirling gold and red ropes of rock. There are two doors in the room, one to the south and one to the west.

This room is used by Grottle to meet with visitors from potential or existing allies. Before any guests are led in here Grottle and his entourage (never any non-goblins) in their best armour and polished weapons will go into the small room 3a so they can process out to meet their guests without giving away where the real lair is. The gold and red decoration is entirely for show. It is hastily carved with dried mud used to smooth its profile. If the party were to spend several weeks scraping off the gold mix covering they could get 100gp worth of gold dust out of the yellow lacquer the room has been covered in. The place is dressed to impress.

### 3a The Grand Processional

You look into a short corridor decorated in gold and red like the room before. The corridor has no visible exits besides the way you came in.

### 4 Guest Chambers

The whole of the west side of this room is a floor to ceiling tapestry of dull russet stripes on an ochre background. The rest of the room is featureless stone.

This is where overnight guests are to be accommodated. It is a grand idea from Teller Brunt as regards using this lair as a base for extending wider cooperation with other groups and building an empire. As yet no one has actually stayed here. The tapestry is woven fungal fibres, dried and cured to prevent wastage, an old Deep Elf skill, should there be anyone in the party

to recognise it. The colours are very dull – just various shades of baby-poo.

### 5 The Trap Room

#### 5a The Block

At this point on the map at huge block is suspended in the ceiling and the joins between it and the corridor roof concealed with painted cloth. The block is fairly loose fitting into the ceiling so Elves might spot 'something' wrong with the ceiling as per spotting a Concealed Door (1 in 6 chance – the GM might extend this chance to other stone-using, underground-dwelling party members). Once the party (or most of them) are through the block (which has been hollowed out from the north side to make it lighter and easier to lift) will be dropped by goblins in area 6 and 6a. Anyone under the block when it is released must save versus Petrification to get out of the way (north or south) or die – the mass of the block is enough to crush even an ogre in Full Plate armour, although not equal to a solid block of stone of the same dimensions. Of course, the GM may allow inventive players to come up with some way of jamming the block up (it is a reasonably loose fit so just jamming an iron spike or weapon up the side will not work). Once the block has been dropped the wheel in 6a will be used to open the portcullis to allow the beast from area 7 to be released out onto the party.

You can see a wide, grimy room scattered with offal and bits and pieces of broken equipment, including pieces of armour and old, rusted weapons. Beyond you can see a short corridor lit by eerie green light and protected by an open pit. Beyond this you can see another room with what looks like a shrine supporting a golden idol, perhaps two feet tall with glittering gems inlaid in its eyes. You can also see a corridor away to the east

#### 5b The Idol

The idol is a painted wooden lure with costume-jewellery eyes. The whole of room 5 is unguarded and intended purely as a space to trap the party and allow the

beast from room 7 to come in and attack them up.

### 6 The Hoist Room

6a Hoist for the portcullis over the entrance to room 7. Two goblins can raise this in one round to release the beast. To the east of this small area is a ladder up to a hole in the south wall through which the beast can be fed.

The large hoist in the main area of room 6 needs twenty goblins (combined Str of 160) to hoist the block up from area 5a. It is released by a single goblin watching the corridor from a spy hole high in the wall where the block drops. The spy hole is blocked by the block. The chains supporting the block are linked to an ingenious block and tackle arrangement the goblins stole from the dwarves of the nearby mountains. Without the block and tackle a combined Str of 540 is required to lift the block.

### 7 The Beast

This pebble and treasure-strewn room is the cage of a Margoyles. When the portcullis is opened the beast will burst out and straight into combat with whoever it finds first, ripping, rending and tearing in a mad blood-lust. Despite being a prisoner it will even ignore any gaps past the block and carry on attacking the party until dead. When all victims are dead the goblins do not try to herd the beast but wait for it to wander back into its cage and then drop the portcullis again. They feed it, infrequently, through a food shoot too small for it to crawl up from area 6a.



Margoyles AC 2, HP 36, HD 5, Damage 1-6/1-6/2-8/2-8, 80% undetectable

when stationary and requires +1 or better weapons to hit, missile weapons and *Magic Missile* spells have no effect, xp 566. Scattered about the chamber it came from are +2 **dagger**, six +3 **crossbow bolts**, six gems worth 100gp each and a crown worth 500gp. There is also 250gp in coins scattered about the room.

### 8 Guardroom

This small, square room has a number of rugs and empty crates strewn around it. There are dice and other games scattered amongst the mess. The place stinks. In the southeast corner is a simple wooden ladder up to a robust trapdoor in the ceiling.

The trapdoor in the ceiling leads to room 34 on level 2. If an attack is underway this door will be shut and barred unless the day's password is given. There will be 12+1d6 goblins off the roster in here and room 9 unless an attack is under way, in which case they may already be in the passageways. There is no treasure here.

### 9 Hidden Guardroom

This large-ish room is strewn with rugs, stools and broken chairs. There are a few whetstones around and several sets of dice and other gaming pieces. The place smells badly of goblin.

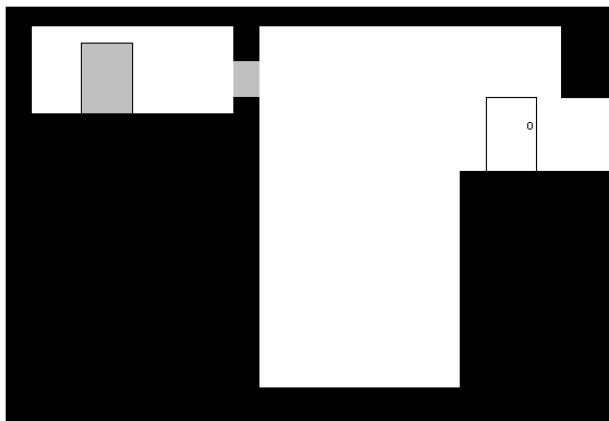
The goblins on guard duty will normally be distributed between this room and room 8. However, if the lair is under attack teams might be mustered here before being moved around the complex according to instructions passed through from the commanders in room 10. This room is not equipped as a defensive location but could be used as an ambush site if the party wait here too long.

### 10 Control Room

In this room is a table on top of which is a curious piece of parchment held down by some stones. On the parchment are drawn some strange shapes and laid on those are some coloured stones.

If surprised, there may be several leader-type goblins in here along with bodyguards and senior leaders, depending on how the defence is going. If the party have managed to get in here without raising the alarm then there will be a goblin leader on guard duty with several messengers and some guards, all chatting and chilling out. The main defence of this level will be coordinated initially from this room. Leader types will pass through here to get to their assigned positions and many of the ambushes will be set and supplied from here as well. Goblins fleeing this room will not use the secret doors but can go north through room 11 or west through room 8, whichever route is available. The parchment is a kind of map but the information on it about troop deployments will be out of date by the time the party see it and the schematic of the rooms is more confusing than the London Underground map without a key or any labels. The party might understand from it that there are more passages than they might expect but they will not be able to get any other useful information from it.

### 11 Lesser Fortress Room



Section through room 11, level 3, looking south

[If entering from the northwest] The corridor continues to a door at the end but for the last 10-13 feet there is no wall to the left. Immediately next to the passageway for this stretch is a pit more than ten feet square and about fifteen feet deep. The bottom of the pit is rough stone with many embedded flint blades, all covered by a few inches of translucent red

liquid. The east wall, five feet higher than your floor level, is pierced by six arrow slits beyond which you can see the glow of firelight – bright enough to ruin your infravision but not light enough to provide anything more than flickering shadows beyond the slits. The room smells strongly of patchouli oil.

Behind the arrow slits are twelve goblin warriors and several messengers coming and going. Goblins behind arrow slits are AC 0 due to cover.

As with all these kinds of room, the torch is kept burning so as to be ready to be used to set fire to the oil in the pit. There is a board mounted below and around the sconce to prevent the light from it silhouetting the goblins on the wall-top or behind the arrow-slits. The light is sufficient to prevent Infravision working but the goblins are used to this and suffer no penalties due to the light levels.

The goblins are armed with goblin bows and six can fire at characters across the room at any time. They have plenty of arrows, all with blade venom on them. The door is false but is real insofar as it is hinged on the right and appears locked (in order to keep the party trying to get through it but not useful as cover). The goblins will only fire the lamp oil in the pit if they stand a good chance of killing some of the party (if they are climbing over or have fallen in the pit). Those in the pit when it is fired will take 2d4 points flame damage per round for 5 rounds. Those escaping the pit will continue to take 1d4 points the next round unless something is done to put out the fires on their clothes. Anyone climbing around the walls will take 1d6 points per round over the pit when the oil is burning and suffer –40% chance on any Climb Walls rolls. Falling into the pit will cause 2d6 points falling damage due to the jagged nature of the floor plus any burning effects.

[If the party enter through the smaller passages] You enter a room with small exits north and south and a raised stone

walkway along the west wall about four feet off the floor. Above the walkway are arrow slits looking out into a room beyond. There are two torches burning near the ceiling in the two east corners within reach of anyone on the parapet behind the arrow slits.

This is a small space for the kind of attack that has been coordinated here. If the archers are killed they will be replaced but otherwise there is no real way to harm the inhabitants of this room from the west without some kind of magic (*Stone Shape* or similar). Of course, given the room behind the arrow slits is so small there is a big risk of blow-back from area affect spells like *Fireball* or *Web* cast through the arrow slits. It also means the goblins themselves will struggle to fight from this area. They will be able to keep up a good level of fire at characters in the passageway but, as soon as the party realise the door is false and retreat, then the room 11 will be abandoned. Only a couple of archers will be left behind to keep watch.

### **12 Junction Room**

This small room is a junction and coordination centre for this part of the dungeon. A leader-type goblin will be here with several messengers and some guards at all times. As and when room 10 is over-run the leaders might use this as a second command post but there is not a lot of room here. To the west of this room is a narrow squeeze in the mess of corridors. This gap is only about six inches wide but as high as the corridors; even goblins have to squeeze through it slowly. Anyone over 4 feet tall or of average of greater build will not be able to get through this gap without magic, although the goblins will try and use it to shoot or burn the party – it is more than large enough to set a lamp-oil trap and set fire to it from cover.

### **13 The Corridors of Madness**

If the party find the doors into this network of corridors they will find themselves plagued by hit-and-run tactics from many goblins. In truth there will rarely be more

than four groups of six adult goblins from the roster in the corridors, plus some observers, but they will fire one volley and flee to the next corner every time the party approach any corner. The goblins will also make the maximum use of the low-ceiling sections to draw the party apart and separate spell-casters from armoured members. Remember, the goblins will avoid melee unless the party member is prone or otherwise vulnerable, for instance crawling out of a low area. Use this little network to infuriate the party. Keep pushing them and don't let them stop for a moment. It will be difficult keeping track of exactly where all the party members are at any one time of course, not to mention the goblins. As soon as the goblins are out of the line of sight of the party then the party will lose track of them. Listening is no use due to the Noise Gangs in the area.

### **14 Dummy Door**

This door is intended purely as a lure. It is not trapped but will appear to be a firmly locked door and will defeat all attempts open it. A *Knock* spell or four rounds with an axe will reveal the door as false and the wall beyond as being solid. This is another way for the party to waste time and resources while the goblins plan and regroup.

### **15 Spike Trap**

Turning the handle of the door to the south of this area drops several dozen weighted spikes from the ceiling. The holes are hidden by thin smears of powder and paste which hide the holes without slowing the darts down.

Anyone in the last five feet square of the corridor will be hit by 1d4 spikes for 1d4 points damage each. Anyone wearing a helmet will be protected from 1d2 of the spikes. Goblins will not be caught by the spikes and fleeing goblins will set the trap as they close the door behind them. The spikes were coated with Eldar blade venom but, in an unusual oversight, it hasn't been freshened and has dried to a harmless goo. The trap is not a very efficient one and

takes the goblins about eight hours to re-set.

### 16 Pit Trap Room

Behind the rather obvious concealed door is a small room with a door on the other side. The door is a dummy and the pit-trap will trigger if anyone weighing more than 40lbs stands on it (it won't be triggered by normal probing). The pit is a twenty-foot drop onto spikes coated with Eldar blade venom (although this has dried to harmless goo as room 15). Damage is 2d6 falling damage and 1d6-1 spikes for 1d6 each. Needless to say, goblins attacking from the corridor will not let the party have the time to rescue characters in the pit unmolested.

### 17 Ambush Site

While the party look for clues and doors here they will be exposed to attacks from the rear from goblins from the secret passages beyond area 14. If they chase these goblins back into the corridor towards area 14 the goblins will exit back through room 2 (jumping the pit easily at a run) while other goblins from area 18 might attack the party's rear. If a goblin is caught in this area they might make a break for the secret door leading to area 19 rather than anywhere else to lure the party into another set of traps.

### 18 Watch-room

This small chamber marks the location from where the ambushes for the area are managed. While there is the opportunity to use the arrow-slit in the west wall to fire at characters in the corridor it will not be taken except at the back of retreating characters. The slit is high in the ceiling among a set of 'damaged' wall tiles, not uncommon in the area. Elves might spot it as a Concealed Door. In the room will be 1 leader-type goblin, two normal adults armed with heavy crossbows as well as their normal equipment, and some messengers. The aim is to coordinate rear attacks along with the set-piece ambush in room 19. As a result these goblins will *never* retreat through the secret doors that

might lead the party to the safe way through the complex.

### 19 Crossfire Room

This huge room is designed to be a major ambush site although it is likely a resourceful party will quickly turn the tables on the goblins or abandon this as an access-way to the hidden rooms. The goblins do over-estimate the usefulness of this room and believe they will get the party to come this way very easily and quickly.

[Approaching from the southwest] You look out onto a very strange, natural cavern. In front of you is a walkway across the large space, connecting rocky platforms with stone planks about six inches broad and a few feet long. Below these paths and platforms you can see a lower floor of jagged, uneven stones about ten feet down. At the end of the walkway you can make out a stone alcove and what looks like a door. To your right the floor drops again to a rapid stream of cold water, the stream is no more than eight feet across. The other side of the river is a blank, uneven wall, as is the wall to your left.

The wall to the right hides many concealed arrow slits behind which are eighteen or more goblin warriors with bows and blade venom arrows, with supporting goblins to replace them, and messengers. These goblins will not fire until the party realise the door to the north (19c) is false. Goblins behind arrow slits are AC 0 due to cover. There is very little cover for the party apart from behind the rock columns supporting the walkway. If the party jump down to the floor of the main chamber they must make a Dex check on 1d20 due to the uneven nature of the floor. If they fail they will take 1d6 points of damage. If they fall onto this area they will automatically take 1d6 damage (no Dex check). Note that the arrow slits are ten feet above the level of the walkway, that's twenty feet above the floor of the chamber and thirty feet above

the river. This gives them an excellent view over the whole room.

In the west side of the chamber are two eight-foot pits that are not immediately obvious from the entrance. They offer a possible safe area for the party except that they both have pools of two Green Slimes at the bottom – anyone jumping into these pits will suffer an automatic hit from the slime. If in haste a Dex check might be required for the party member to keep their feet as they land, depending how vicious the GM is feeling.

Green Slimes x4, AC 9, HD 2, HP 12 each,  
Damage special, xp 634 each.

### 19a The walkways

The walkways are substantial and strongly fixed in place. They will support anyone walking or running over them. They will offer no cover from the east though. The rocky platforms will offer some cover but, firing from the extreme ends of the east wall, the goblins can get almost anyone behind the two smaller platforms and anyone behind the main platform unless they are taking extreme precautions or are very small. The goblin plan is to herd some of the party into the slime pits or to try and get them into the water.

### 19b The underwater river

This river is about seven to twelve feet deep through this part of the dungeon. It is very fast flowing and soon dips down, deeper into the earth and the Deepworld. Anyone getting into the river without securing themselves could be swept away. They will have one round, underwater, to try and stop themselves or drown. If they can breathe underwater then they will find themselves in a very deep and dangerous place very quickly and certainly unable to find any more air to breathe for twenty minute at least.

If the person in the water can stop themselves then they will be fired upon by the goblins if visible on the surface. Anyone trying to use the water as cover must fight against the current (Str checks

every round at least to hang on or you might allow a thief a Climb Walls chance to move across the bottom) and be able to deal with the cold (the GM can decide how serious to make this).

### 19c False door

This door is not a simple false door; behind it is a small cavity and it is fastened in place at the ‘hinges’ and as if a bar was keeping it shut in the middle. Open Doors attempts will fail. Smashing the door for 10 points of damage or more in total will reveal the truth, as will a successful Detect Traps roll. While it looks like there is cover around this door this is not the case. The walls have been shaped so that any character at the door will be in clear view of all the goblins.

### 20 Major Guardroom

This room is cramped with piles of matted refuse and rough wooden frames onto which are hung hammocks and other cloth constructions several layers high. The fetid place stinks of animal and goblin smells sufficient to make your eyes water.

This room is one of the main accommodation areas for the goblins and as such is home to about thirty goblins at any one time, more during attacks. They only rest here and will not leave any valuables here but rather keep their kit with their families in the northern caves. Fighting in amongst all this mess is quite a challenge, as is moving rapidly through it. Even goblins move at a slightly reduced rate in here (60 feet), anything bigger will have their movement halved. There is the opportunity for goblins to hide and even ambush the party in here, certainly some goblins can use the mass of cover to get around behind the party or send them on a wild goose chase.

### 21 Storeroom

This small room is stacked with the materials needed to maintain a small army of goblins. In rough and ready wracks around the room you can see arrows, darts, spears and jars and bottles of various types.

This room contains ten spare spears, a hundred darts, four goblin bows and sixty goblin arrows. There are three jars of Eldar Blade Venom, enough for twenty darts or arrows each. There are also ten vials of Eldar lamp oil, ten torches and four stolen tinderboxes.

## 22 Guardroom

This room is primarily used as an assembly room for goblin fighting bands. It could be used to support and ambush or just for delaying tactics. There are barricades for the entrances that will restrict the view to the top twelve inches of the space and require a combined strength of 36 to knock in or a successful Difficult Lift in order to lift the barricade out of its fixings. Of course the goblins behind the barrier will be firing at the party all the while they are trying to open the barricade.

## 23 Leaders Room

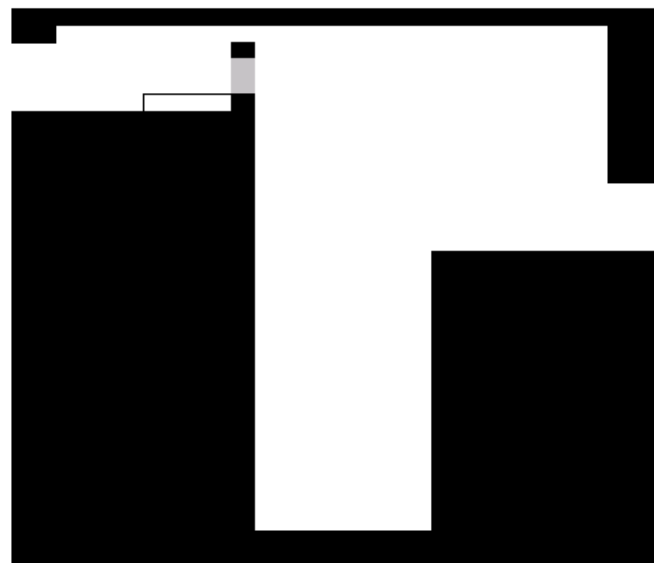
This room is quite unlike any other goblin room in the whole complex in that it is equipped for a level of comfort the goblins have seen on their raids and chosen to duplicate. The walls are hung with victory banners and a large shield, which are probably the coats of arms of the border patrols the goblins have encountered and killed. On a small table are seven different styles of bottles of wine, all empty, and some cups made of pewter bowls fitted inside human skulls. There are also three chairs and around the edges of the room are three rough beds.

This room is where three leader types live when they are under siege, which isn't often. In here are three cots and some comfortable, small chairs. There are two banners from Ketterall and one from Trollbane, as well as a red one with a vague skull/moon motif they took from some orcs. There is also a large shield painted with the coat of arms of one of the adventurers from one of the parties that came before the party. None of the decorations are worth anything but they might have the party wasting some time and possibly getting trapped here.

## 24 Barbican Room

You look into a split-level room that smells of patchouli oil. To the east is a lower, exposed area and to the west a raised area with a crenulated wall on the top. There is only a twelve-inch gap between the top of the wall and the ceiling and there are several arrow slits in the wall as well. Between the wall in the west and the flat area in the east is a ten-foot wide and fifteen foot deep pit. At the bottom of the pit are jagged rocks and broken glass, all glistening with damp. In the northwest corner is a torch over a large board that keeps the west side of the room in darkness and the east side in red, garish half-light.

The pit is fifteen feet deep but the jagged floor ensures anyone falling in will take 2d6 points damage. The oil at the bottom will burn for five rounds when fired. Anyone in the pit when it is fired will take 2d4 points per round, anyone directly over it will take 1d6 and if they are climbing at the time they will suffer -30% on their climb walls chance. Anyone escaping the pit will take another 1d4 points of damage the next round unless something is done immediately to put out the fire on their clothes. The platform to the west is fifteen feet higher than the east so falling from there will be 4d6, due to the jagged floor. Behind the wall will be enough goblins from the roster to do a lot of damage to the party if they are coming from the east.



Cross-section through room 24 level 3, looking north

As with all these kinds of room, the torch is kept burning so as to be ready to be used to set fire to the oil in the pit. There is a board mounted below and around the sconce to prevent the light from it silhouetting the goblins on the wall-top or behind the arrow-slits. The light is sufficient to prevent Infravision working but the goblins are used to this and suffer no penalties due to the light levels.

Goblins behind crenulations are AC 3 due to cover, those behind arrow slits are AC 0. If the party are coming into the room from the west then it is likely they will find no goblins in here at all. Shrewd characters might wonder why there is no way for the goblins to get from east to west and reward this observation with 200xp experience. If things get to a point where the party are managing to get over the wall then the goblins will not flee into the rest of the lair but rather use the secret passage back to the east side to try a flanking or rear attack or hide and wait until they have a chance to flee up the ladder and back out.

#### **25 Access out**

A rugged ladder leads up from the centre of this room, disappearing through a hole in the ceiling.

There is nothing strange about this room other than it is one of the real goblin access routes into the lair. At the top the hole opens to a small chamber hidden under the bowl of a huge and gnarly willow tree at the side of a stream feeding into the river that leads to the falls into the rift. The climb is about 150 feet but the ladder is robust and well-fixed. It leads to the west bank of the stream and the goblins are well trained in using the fast moving water to hide their passage: They always move across the water and then away, effectively disguising the location of secret door under the willow tree. It is possible the party will discover this entrance if they are sensible enough to look far and wide for alternative access into the lair. If they do so (by whatever means) then give good experience bonuses (perhaps 1000xp

shared) and then let them face the Barbican Room 24.

#### **26 Guardroom**

This room is a tangled mess of wooden pallets, frames, cupboards and hammocks. The stench is almost over-powering and it's difficult to tell if there is anything alive in here or not.

This room is the accommodation for twelve goblin warriors and several messengers, including one of the noise gangs. A determined party could spend twenty rounds finding the loot, which is 238sp and 47gp, along with, unusually, a diamond ring worth 500gp. There will probably be a dozen or so rats in here as well but they will likely avoid the party. Searching the place has a 10% chance per person of getting an infectious skin disease.

#### **27 False Lair**

You look into a goblin living area and your senses are assailed with the stench of ripe bodies making your eyes water. The floor is strewn with rubbish and the clutter of day-to-day life while the ceiling is unusually high at fifteen feet. From hooks in the roof stand wooden frames and between these ropes and hammocks are slung in their dozens. There's barely room to turn on the spot and if you're over four feet tall barely room to move at all. Quite how many goblins could be quartered here is hard to say but there must be thirty or maybe fifty different hammocks, nests or beds of one sort or another, all at different heights.

This is the sleeping quarters for a dozen young males and is kept deliberately busy to look like it's the final sleeping chambers for the remains of the tribe. A clever party will work out that there are nowhere near enough quarters for the number of goblins encountered nor have the party seen any cooking or toilet facilities, but many may not think too deeply about it. A skilful ranger will notice a concentration of traffic around the secret door in the approach corridor but there is no other

sign the real main living area is so close. Any goblins that have fled the party in this direction may be hiding here if they haven't had a chance to seek another exit. If a prolonged search is undertaken the party could find 23sp and 16gp.

### 28 False Throne Room

This room is hung with the skins of cattle, humans and many other creatures. In the centre of the area is a small throne of various more comfortable skins thrown over a wooden frame. Behind this is a large padded area that might serve as a bed for half a dozen goblins. There are weapon racks along the walls and two large chests on one side of the room. The place stinks of goblin and mouldy food.

As per room 27, this area is designed to stop a party searching for the main living areas beyond the secret door in the corridor outside. Several goblins sleep in luxury here to keep up the lived-in appearance. Both chests are trapped and locked (poison needle in both cases, save versus poison or take 1d8+12 points damage). The keys are carried by one of the leader goblins, you may have the party find these already. Inside is an assortment of junk including fine porcelain figurines (chipped and broken), silver-plated tableware, carved ivory and horn ornaments and lots of costume jewellery, worth 40gp the lot but weighing 300 coins. Also in the chests are some coins and gems of real worth, to keep up appearances: Chest 1 has 780sp, 1200cp and 70gp. Chest 2 has 3200cp in sacks, 310sp and 20 gems worth 10gp each.

**NOTE:** if the party gains entry into these 'false lair' rooms the goblins might try the ploy of pretending to abandon the complex, hoping the party will think they have won and go home. This will certainly make the party look foolish if they are still around when the goblin raids recommence after only a week or two, probably with a renewed ferocity and contempt for the 'rules' of war.

### 29 Living Area Entryway

The corridor opens into a rough cavern with walls slick with moisture. You are standing in a lower area looking up at eight-foot walls with crenulated tops. Over the top of this you can see goblins armed with bows and darts. A fire burns beyond giving the rough walls and ceiling a glistening, reptilian hue.

There will be as many goblins here as the GM can rustle up trying to prevent the party at this last gasp from getting to the goblin family caves beyond. There are two short, wide ladders behind the wall that are used by the goblins to move into the ambush rooms to the south. These ladders are never left in place but always hauled up after troops have passed one way or the other. Goblins behind crenulations are AC 3 due to cover. Otherwise this room serves no real purpose other than as a thoroughfare.



### 30 Cookhouse

Two large fires are kept burning here, over which are arranged metal frames supporting spits and pots laden with dead creatures and broths evidently for feeding the goblin population. Scattered around the room are numerous eating implements, some slaughtered creatures, sacks of grain, baskets of fruit and so on.

The uncooked food here is of an acceptable form, although stale as it was robbed from the baronies on the last raid. If the alarm has not been raised there will be many goblins here of all ages working on feeding the tribe. Close investigation will reveal

the meat is mostly of an acceptable kind although there is human, orc and halfling mixed with it.

### 31 Eatery

Goblins sit to eat here. Eating is a communal time and the whole tribe will meet their relatives and friends here to eat the various mixtures of slop produced next door. The cooks in goblin society are important people and the whole eating process ritualised in terms of showing respect for the ranking members of the tribe, who eat first.

**NOTE:** Besides the fighting members of the tribe (detailed in the roster at the end) there will also be a number of goblins unable to fight because they are too young or are pregnant – about thirty females and sixty young. These individuals will be in the natural cavern-based living areas. If no alarm has been raised than they will all be living and playing around the place. If the alarm has been raised they and their mothers will be scampering from area to area trying to stay out of the same room as the party and not get in the way of the fighting goblins trying to kill the party.

Don't forget the goblins will keep up their fight and flight tactics even here, operating in three or four large groups constantly attacking from the rear and flanks, firing missiles and fleeing. At no time will the goblins give up on their consistently proven attrition tactics, simply because they have no alternative strategy. Obviously the NPCs might become more visible in these encounters, unless they have already been killed, made their escape or hidden in their secret chambers.

### 32 Atrium

A fire burns in this room, warming various blankets, hoods and cloaks that are hung from racks around the walls.

There will always be at least four guards posted here with messengers. Returning patrols share their all-weather gear and store it here, to prevent the rest of the lair getting too messed up (!).

### 33 Large Living Area

Three big wood fires keep this large area uncomfortably warm and humid. Wooden frames support myriad cloth partitions surrounding small family areas rendering something approaching privacy perhaps. The result is a maze of roofless tents hung with hammocks and floored with noisome mounds of filthy rags and leaves.

This place will be scattered with any surviving goblins grabbing their possessions and families, aiming to escape before the slaughter. If the alarm hasn't been raised then there will be dozens of goblin children and adults in here going about their daily business. A determined search will discover 456sp, 176gp and whole rafts of junk and broken toys, not to mention exposing the characters to a 25% chance of getting some kind of infectious disease. There are about twenty rats in the area too but these are likely to avoid the party.

### 34 Grottle's Throne Room

The centrepiece of this smaller natural chamber is a large boulder over which have been thrown bearskins and other furs. The walls are hung with many skins of animals, humans and demi-humans, all mouldering in the warm wetness. A large fire burns in one alcove, illuminating brass and copper plates on the wall that scatter the light around the room in a magnificent, flaring way. Also hung around the walls are numerous other trophies, mainly skulls and the weapons of the fallen, too big for goblin hands to use effectively.

If no alarm has been raised Grottle will be here with several leader types, bodyguards and other hangers-on, possibly planning another raid (pending Teller's approval of course). The room is mainly for show but the weapons, helmets, shields and other equipment may be of interest to the party. There are ten large spears, two lances, four battle-axes, six morning stars, two halberds, a bardiche, a glaive, twelve long

swords and four broad swords. There are twelve large shields and six great-helms. All of this equipment is of good quality and in reasonable repair, one of the Battle Axes is a **+1 Battle Axe**, one of the great-helms is a **Helm of Protection +2** (functions as per the ring of the same name but still allows the wearer to wear two other rings). The various other objects are of no value. The skulls are mainly of wild beasts, bears, wargs, owlbears and so on, but there are also some human and elven skulls and a set of twelve dwarf skulls.

### 35 Large Living Area

This natural cavern has a particularly high ceiling crowded with stalactites. From these a steady stream of water falls into a dirty pool in the centre of the room that must drain away through the rock below. All around the edge of the room are crowded little enclosures of colourful cloth and fur partitions. Within these are wooden frames supporting hammocks and lanterns, trophies and other paraphernalia associated with the booty of a successful goblin horde. The place stinks.

This is a relatively upper-class goblin neighbourhood and the hovels are decorated with colourful tittle-tattle brought back from raids into the north. A careful search will probably infest the party with a better class of flea or skin disease than the other rooms and also bring to light quite a lot of sparkly junk. An hour's searching will reveal 368gp, 895sp, 105gp and sixty gems worth about 1gp each. There is a 25% chance of catching a disease from searching the area. There are many normal rats in this area as well but these will avoid the party completely.

### 36 Atrium

This broad chamber is lit and warmed by a small fire on a raised metal platform to the southwest. Piled to the northeast is a huge pile of firewood, neatly chopped and stacked to allow them to dry in the warm air and covered with ancient oilskins to keep off the incessant dripping water from

the ceiling. There is a space to the southeast for storage too, with odd wooden rails with two recently killed deer laid over them.

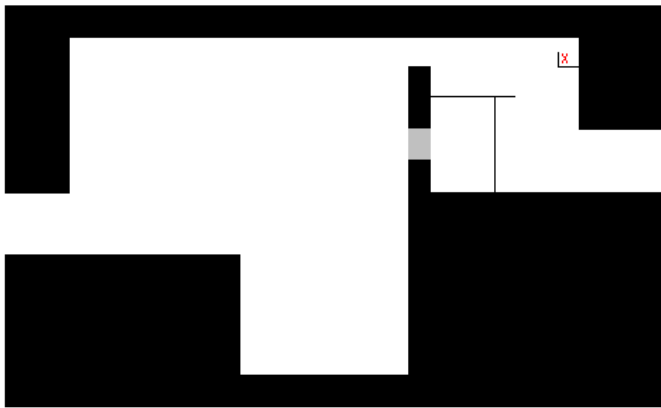
This is a regularly used entrance to the complex, hence the storage of firewood here. If the party needs it there is probably enough wood in here to supply any desire the party has for burning, other than smoking the goblins out (there are too many little water holes in the ceilings to allow for smoke to build up sufficiently to cause the goblins any problems). The deer are freshly killed and awaiting space to be made for them in the kitchens. There is nothing else of interest or value here. If the alarm has not been raised there will be two to four goblin guards here, with two messengers and probably a number of other goblins going about daily chores.

### 37 Hot Mud Pool

From the ledge you look down about eight feet into a pool of runny mud. The air is warm here and the occasional bubble of hot air appears through the mud surface exuding a foul, sulphurous smell. Hung around the walls of the chamber are some curious bits of wood, some large lumps but others just fragments of coiled wood. As you look closer you see there are many feathers of different kinds of birds fastened to these crude wooden forms too.

There are many things the goblins use the hot, mineral rich mud from this room for. They use it primarily as a general ointment for any kind of wound and the heat and water-tight nature of the dried mud means it is not a bad form of sterile bandage, but fits more like a plaster-cast. Deep below are some hot pools and the heat rises at last to the surface here, having dropped to a mere hot-bath level of temperature. However, the goblin tribe is distinctly lacking in any spiritual leadership and they have fallen into a basic kind of iconology, worshipping, or at least praying to, vague nature spirits. To this end this dim chamber has come to have some spiritual significance to the goblins and

they think the hot mud helps in healing (it is a mild antiseptic as well). There is nothing of real value here other than anthropomorphic curiosities. The smell of sulphur is quite strong in this room but is lost in the stench of the goblins beyond.



Section through room 38, level 2, looking north

### 38 Barbican Room

*[From the west]* You look onto a small flat area beyond which is a ten-foot wide and ten-foot deep pit. The far wall is pierced, about five feet above your eye-level, by five arrow-slits. The last foot of the far wall is open and you can see the glow of a torch away to the right side of the gap. The floor of the pit is covered in jagged rocks and stinks of patchouli oil.

Beyond the guard wall are twelve to sixteen goblins with bows and four light crossbows. The crossbows will be fired over the top of the wall, the bows through the arrow slits (one goblin bow to each of the five slits). Goblins behind crenulations are AC 3 due to cover, those behind arrow slits are AC 0. The floor level of the east side is five feet above the floor to the west allowing goblins to fire down on the party. All their missiles will be treated with Eldar blade-venom. If anyone falls into the pit they will take 1d10 damage from the fall due to the jagged rocks. Even someone jumping carefully down will take 1d6 points unless they make a Dex check.

As with all these kinds of room, the torch is kept burning so as to be ready to be used to set fire to the oil in the pit. There is a board mounted below and around the

sconce to prevent the light from it silhouetting the goblins on the wall-top or behind the arrow-slits. The light is sufficient to prevent Infravision working but the goblins are used to this and suffer no penalties due to the light levels.

If the lamp oil in the pit is fired it will burn for 4 rounds and anyone in the pit will take 2d4 points damage per round, anyone above it (climbing the wall for instance) will take 1d6 and suffer -30% on any skill checks they are doing at the time. Spell casting is impossible when on fire. People climbing out of the fire will take another 1d4 damage each round until they manage to put out the fires on them (rolling about the wet ground for a round is sufficient for this).

*[If entering from the east]* You are in a long fighting chamber. There is a set of arrow slits at floor level to the west and a walkway above them giving access to a crenulated wall-top. There are weapon racks about the room and numerous piles of crossbow bolts and arrows. In the southeast corner is a burning torch in a wall sconce with a strange board beneath it that prevents the light from the torch from illuminating the main area of the room. There are six unlit torches piled ready in the southeast corner as well.

### 39 Guardroom

This rancid little chamber stinks of damp and goblin sweat. There are odd timber scaffolds about the room hung with hammocks and cloth screens apparently creating a number of semi-private little sleeping and living areas. The floor is strewn with filth of all kinds and you notice rats scurrying away from you.

There could be twelve goblins in here if no alarm has been raised, otherwise it will be empty. Searching the horrible detritus of the goblin's bedrolls could get the party 13gp, 78sp, 412sp and 30% per person chance of a disease.

#### 40 Access Up

In the centre of the room is a sturdy wooden ladder leading up into a large hole in the roof. Cool air blows down from this hole and you can see the ladder vanishes into darkness as it climbs higher than you can see.

The ladder leads up 130 feet to a small earth chamber with access out into the surface world. There are two Secret Doors leading into this top room from either side of a large stone cairn, about twelve feet across. If approached from above this cairn appears to be the centrepiece of some kind of goblin cemetery. Around a rough clearing in the woods are dozens of skulls, all goblins, many painted in different natural dyes. It appears to be a place where the goblins place their dead for some kind of ritual purpose. This again is a misleading sight. The goblins don't care about their dead and merely pile the skulls here to scare people. The idea it is some kind of shrine to the dead helps explain the amount of tracks leading to the place - this is pretty much the second entrance to the lair but the goblins are still very careful about leaving tracks and it doesn't look anywhere near as busy as the main rift.

#### 41 Comfortable Sitting Area

This room is of marked contrast to everywhere else you have seen in the cave system. The air is scented with perfumes and incense, the floor padded with rugs and furs. The walls are hung with a huge variety of tapestries and rugs. Two lanterns are hung from the ceiling on chains to illuminate the area. There is a sofa and four comfy chairs that appear to have been made from nailing a number of different chairs together in a rather random process. The style and patterning you can make out suggests halfling manufacture and size. Tables are also about the room, supporting fine tableware and some wine bottles. There is a bookshelf against one wall and a writing desk next to it is provisioned with a wide variety of different styles of writing equipment.

This is where Iislindar and Teller spend most of their time when in the lair. They both have a passion for reading and the bookshelf is loaded down with books on various subjects, fact and fiction (all stolen on various raids).

There are also a number of scrolls containing information and plans as regards the special weapons the goblins use, tactics and notes on experiences gained from raids and spying missions to the various baronies around the area. This information is unlikely to be of any use to the party but includes sketch-maps of the wilderness and baronial areas with safe-routes and patrolled areas marked, details of fortified buildings, farms and villages about the land, rosters of men-at-arms, key leaders and their descriptions and so on. The wealth of information suggests the goblin leaders have extensive spy networks and/or informers in the area (see Teller's description below). The information has no real worth save to alarm the local barons. Of course, checking all the scrolls and learning this will take some time - up to an hour.

The books are worth about 300gp but weigh 150 pounds. The tapestries and rugs are worth about 300gp but weigh 200 pounds. The gold, glass and silver table-wear is worth 1250gp and weighs 15 pounds. The various writing equipment is worth 700gp and weighs 10 pounds. All this loot is not particularly delicate and can be easily transported in large sacks. The wine is pleasant enough but not particularly valuable. It is very unlikely anyone will be encountered in this area unless the party have managed a completely covert entry to the dungeon complex. In this incredible eventuality both Teller and Iislindar might be found here. Note that much of the furniture is too big to get down the halls so the goblins had to take them apart and put them back together again to get them down here, hence the messy construction.

## 42 Dining Room

This room is dominated by an elegant 3'x6' dining table of elven manufacture surrounded by an assortment of chairs. The table supports a strange mixture of bowls, cups and plates with a variety of mismatched cutlery. The walls are hung with rugs and the floor covered with furs. Two lanterns are hung from the ceiling but these are not lit.

Teller and Iislindar rarely use this room. The rugs and carpets are worth about 400gp but weigh 200 pounds. The table-wear is mostly junk but some gold and silver items can be found worth about 250gp and weighing 20 pounds. Again the furniture in here is too big to get down the corridors. A shrewd party might take this as an indication that there is another way into the complex, however the goblins have been very careful to disassemble this furniture and (mostly) reassemble it all reasonably effectively (far better than in the other rooms). Careful investigation will discover the scrapes and scratches where the kit has been taken apart and that about four inches has been cut off all the legs of the table. The top of the table was designed to break down into three pieces as it is of a Halfling design to be moved into a hole.

## 43 Iislindar's Bedroom

The door opens to a comfortable living area appointed with tasteful drapes around a fabulous four-poster bed. The linen is clean but slept in and there are three wardrobes to the left. A comfortable couch is strewn with clothes fit for an elf-sized male. A lantern hangs from the ceiling providing a soft, mood light of deep red. By the side of the bed is a dressing table with a number of drawers and boxes.

This is the comfortable boudoir of the half-Deep Elf Iislindar. The furniture is of little worth but there are delicate silks and ermine garments in the wardrobes that might be sold for 950gp for a weight of 40 pounds. In the wardrobe can be found three suits of dark leather armour of

various styles and one of these is a suit of **leather armour +2** of an elven size. In the drawers and boxes on the dresser are various items of male jewellery; four matching signet rings worth 20gp each or 120gp for the set; 6 fine silver rings worth 50gp each; a coronet with diamonds worth 1200gp and a simple silver neck-chain worth 75gp with a silver key.

Under the bed is a secret door into the floor with a locked lock and poison needle trap (save versus poison or suffer 1d20 points damage and be paralysed for 1d6 hours). The silver key fits the lock and the door reveals a large hole in the floor containing five large, rugged sacks. Using the key will also trigger the trap unless it is turned the wrong way first.



Sack 1 has 550gp in it. Sack 2 has 240gp and 300gp in it, sack 3 has 600gp in it, and sack 4 has 100gp and 150gp in it. There is also a box under the sacks containing 20 gems, 15 worth 50gp, 3 worth 100gp and 2 worth 500gp. The box itself is intricately carved onyx inlaid in satin wood, worth 60gp. The last sack contains the half-elf's spell books. The GM can randomly roll what spells the chap has but it is suggested 2d6 per level for the first four levels, including the ones he has memorized – see the NPC details later in the scenario.

## 44 Commanders' Hideaway

This little room is used by Teller Brunt and Iislindar to spy on their goblins in the eating rooms below. The little passages lead to elevated slits from which the two can see the main movements of the goblins

below. There is nothing of note in here unless it is being used to monitor the party or the party want to use it to spy on any surviving goblins. The goblins are well aware of the slits and take appropriate action to keep their activities secret.

#### 45 Teller's Bedchamber

This curious room is decorated with a mess of mismatched loot from dozens of different homes. There are jewellery boxes, dressing tables, apothecaries, jars, bottles, vases, tankards and all manner of other junk. On one side of the room is a nest of cushions and blankets that looks like it's the sleeping place of some dwarf-sized creature. Incense burners keep out most of the goblin stench and small plates and glasses show the remains of several meals slowly rotting. There are also piles of books littered about the area and dozens of pictures fastened haphazardly around the walls of the room.

Sorting through the junk in this room to find the real valuables will take several hours and assumes the party have some skill in telling the real treasure from the trash (which Teller doesn't, really). There are four golden goblets worth 20gp each, fourteen assorted jewellery items worth 50gp each and some very nice sets of earrings – two pairs worth 200gp per pair and one pair worth 500gp. Of the pictures there are about twenty worth 10gp each, but they each weigh 8 pounds, and four that are worth 500gp (also 8 pounds). There is a crown worth 2000gp and a bag of 40 gems; 25 worth 1gp, 7 worth 50gp, 6 worth 100gp and 2 worth 500gp. Of the bottles there are some very choice wines, six bottles worth 100gp each.

There is a bucket containing twelve short swords, one of which is decorated with gems and worth 400gp, and one of which is a **Cursed –2 short sword**. On a small table near the door there are a **Potion of Longevity** and two different appearance **Potions of Poison**. The books are worth about 500gp for the lot and weigh 200 pounds.

The pile of cushions is Teller's bed and conceals a small trapdoor in the floor adjacent to the wall. This opens to a hidden cupboard containing Teller's spell books and four bone scroll cases. The GM can randomly determine what spells Teller has besides the ones he has revised – it is suggested he has 3d6 spells per level for the first four levels. The first three scroll cases contain **spell scrolls**; one of two Magic User spells; *Wall of Fire* and *Wall of Force*, one of three magic-user spells; *Magic Missile*, *Explosive Runes* and *Flaming Arrow*, one of two Illusionist Spells; *Improved Invisibility* and *Dispel Illusion* (all will cast at level twelve ability). The last scroll tube contains a treasure map – the GM can use this as a hook for another adventure or link into an existing campaign as suits them. If neither of these suits then the scroll tube could contain a set of stolen love letters, which the original receiver might pay handsomely for the return of.



Also in the mess of cushions is a small case, like a glasses case for a child's glasses, which is easily over-looked. The party must state they are carefully looking through all the cushions (or sleeping on them). The case contains a pair of **Lenses of Minute Seeing**.

#### 46 Large Communal Room

You peer into a room that is fogged with moisture and thick with smells so unpleasant your eyes start streaming (again). The ceiling varies in height from four feet to ten feet all around the room and is scattered with many stalactites, although the longer ones are broken off about four feet from the ground. The floor is scattered with rugs and furs, each one laden with tools and raw materials of all kinds. There are several small kilns and open fires burning, adding to the smoky atmosphere.

While the goblins tend to live out their days all over the complex this room is where they work on various pieces of jobs that can't be completed in their living quarters. There are areas where leather is prepared and armour repaired, wood is worked, weapons made and so on. Basically every normal, working task you can think of is probably present here, apart from cooking. If the alarm hasn't been raised anything up to fifty or sixty goblins of various ages will be present here and even if the alarm has been raised there will still be about a dozen in here finishing off jobs or watching equipment that can't be left unattended (curing leather, firing pots or melting iron for example). There is no organisation, rhyme nor reason to the lay out and the place is awash with all kinds of scrap metal, wood, cloth, leather, bits and pieces and other general junk. None of it is worth anything even in the slightest but it is all vital to the smooth functioning of the lair. To get an idea of how this all works have a look at some films of sweat-shops and car repair garages in struggling third-world communities. There are dozens of brilliant examples of recycling and inventing new uses for existing things, but none of it will be of any interest at all to the PCs who live in a world where such concepts are generally someone else's job.

#### 47 Mass Sleeping Chamber

This vaguely hemi-spherical room looks as though the walls have been worked to enlarge it and certainly the floor has been worked to flatten it. This is not particularly obvious though as the whole room is crowded with wooden frames hung with screens and hammocks, crowded with piles of filth, sacks of belongings, food scraps and rubbish.

There are sleeping quarters for about a hundred goblins of various ages here in different levels of beds and hammocks. Babies and mothers sleep at the bottom and the goblins get progressively higher as they get older – up to about eight feet off the ground for the really old before they 'shuffle off' their mortal coil. Of course goblin society being what it is there are very few that make it to old age. As far as the adventurers are concerned, searching this area will probably (25%) give them a disease. After an hour or two they will have turned up 28gp, 298sp and about 673cp. They will also find 20 gems worth 1gp each. There are rats in this area too although they are likely to steer clear of the party unless they torch the place and stand close to the exits.

#### 48 Clean Water Room

The air in this room is noticeably colder and cleaner than anywhere else in the caverns. On the west side of the room runs a fast, shallow river, glittering in the light of the fire in the southeast corner. Along the edge of the river are stacked dozens of different styles of metal and pot drinking vessels, evidently used for transporting and drinking the water from the underground river. Towards the southern, downstream end of the river large boulders have been dropped into the water as a kind of weir to restrict the flow and there are some piles of rags and blankets near these. By the fire are racks supporting more large rags and blankets, all steaming in the heat. At the north end of the river a number of fishing lines are hung into the flowing water.

This room provides the clean water for the goblins to drink and (on special occasions) wash in. There are laundering facilities and even some safety features (the large boulders prevent small goblins who fall in the water from being swept away but also act as beating block for wringing out wet cloth). While it might seem strange for the goblins to have a laundry, they do have some showy clothes they like to be bright and colourful for special occasions. They also need to wash stolen garments to get rid of the stench of their previous, predominantly human, owners. The fishing lines at the top of the stream catch about ten fish a day – enough to add a little variation to the goblin diet. The racks are laundry-drying areas.



#### 49 Large Communal Area

A grey fog hangs in the air of this foul smelling cavern. The ceiling is high and several small streams of water cascade over rocky outcrops around the edge of the room. In the main part of the room are many low tables supporting tools, raw materials, junk and cloth. It would seem some kind of manufacturing is taking place here, probably of clothes, bedding and general tools for living. You can't see anything particularly valuable or magical other than a general, multi-purpose workshop. The only thing that really stands out is a mass of pipes, oil burners and round copper vessels that is bubbling,

bubbling and popping in the west side of the room.

This is a general manufacturing and work area, much as room 46, although this one is more aimed at textiles rather than hardware (not that there is any clear demarcation between the two areas other than a larger number of tables here). If the alarm hasn't been raised there might be anything up to forty goblins of various ages in here working away on various projects. There will also be horse-trading and barter going on but not for real money – mostly for food, favours, tools and textiles.

The large construction of pipes and bowls in the west side is an Eldar Sap Still used for refining the Eldar Sap into lamp oil and siphoning off blade venom. There will *always* be at least three goblins here looking after the Still. If the goblins are killed or driven off and the various fires under the still are not put out then the pressure will build until the whole thing explodes as a sixth level *Fireball* spell equivalent (although the fire is non-magical) after 1d6+6 rounds. If the various fires on the device are put out then the whole thing could be dismantled and transported at great inconvenience to civilisation and sold for its scrap copper value of about 800cp. Due its complexity it is of no interest to any scholar who could probably build the same thing safer and cheaper using glass. Detailed study of the mechanism will only reveal that it's much easier to make superior products in the traditional way.

#### 50 The Head

As you have explored the caves you have almost become accustomed to the eye-watering stench of the place, but this room smells even worse than any other area you have been to. On one side flows a fast-moving underground stream and next to this are many wide wooden buckets. There are some pits cut into the stone floor on the east side of the room, each about two feet

wide and three deep, containing foul-smelling liquid.

This is where the goblins satisfy the call of nature. They use the buckets and tip their waste into the river. This is downstream of the fresh water room 48 and so the goblins neatly keep their caverns reasonably clean and don't poison themselves. Most of the time that is, when they remember to wash out the buckets and empty them in the right river... If the party want to look they will find many of the buckets are still half-full.

The holes in the floor contain goblin urine and are for tanning leather. They all contain some hides that are being prepared to be made into leather armour. If the alarm hasn't been raised there may be a few goblins in here.

### 51 Mass Sleeping Chamber

This grim, wide area has a low ceiling, varying between three and five feet high. Water slicks the walls and renders everything damp and mouldy. The place is a warren of cloth sheets and partitions between small living quarters.

There is sleeping space for about fifty goblins here, mixed into groups that might be familial in nature, or more likely based on charismatic individuals or sociopaths and their offspring. Whatever the social networks at play here as far as the party are concerned the place is a swamp of potential ambushes and stabbings from hidden spaces, the low ceiling makes it painful and awkward to traverse. Searching will take a long time, hours perhaps, and produce about 12gp, 328sp and 878cp, along with costume jewellery and about 20 gems worth 1gp each. Searchers will be 25% likely to catch a disease and be open to retaliatory strikes the whole time.

The goblins will not be averse to torching the whole place to get the party (or any of the other sleeping areas). Being caught in this conflagration will result in 2d6 points damage per round and a further 1d6 per

round once out of the flames until burning clothes can be put out.

### 52 Mass Sleeping Chamber

This room has an undulating ceiling and has noticeably dryer atmosphere than the rest of the chamber. The floor rises slightly meaning the space is well drained but the whole area is crammed with a framework of cloth blinds, hammocks and dumping grounds for filth that may or may not be sleeping mounds for something. The place is thick with the same stench of rotting food, goblin body odour and faeces as the rest of the place.

About fifty goblins sleep here normally apart from the southernmost 'lump' in the wall, which is where Teller's apprentices sleep. In this space, curtained off from the rest of the area and with air scented by incense burners, are three human-sized cots. Under each cot is a kind of carpet-bag with the men's gear in – ready for a quick escape. The kit bags contain human clothes, weapon care tools, small purses (200gp each in assorted coins) and so on. It might seem odd that Teller keeps these individuals so far from his own quarters but this is in order that they be regularly seen travelling through the goblin caves and so more likely to notice any activity Teller deems inappropriate. Teller himself would never roam into these caves.

Due to the better drainage this room is one of the more desirable caverns and as a result has a higher proportion of females in the area, along with their young. Of course, what we might call the "liberation" of the goblin women happened many, many centuries ago and, as a result, the distinction between male and female is less obvious to a non-goblin except when the females are pregnant or actually breast-feeding. The place is as fetid as all the other areas and a thorough search is 25% likely to cause a disease. The search will take 4 man-hours and provide a lot of costume jewellery, 50 gems worth 1gp each, 16 items of jewellery worth 5gp

each, some interesting but worthless crystals, 38gp, 621sp and 918cp.

### 53 Fungi Food Farm

You enter a warm, humid room and the lights you carry illuminate an alien landscape. The whole space is filled with strange, spongy structures, long strands of fibrous material and huge mushrooms. The air is clearer than the last room but still reeks of mould and rotting matter. The roof seems irregular and jagged with large stone pillars mixed with the huge fungal structures.

This large room is a fungi farm. Here the goblins use ancient cave-dweller craft to feed different forms of normal fungi and thaumofungi the right kinds of refuse and flesh that allows them to grow and prosper, providing the goblin farmers with a steady crop of edible plant material supplementing their meagre diets with the vitamins and minerals they need to survive. While there are no monster fungi growing here there are few that are completely harmless. Careless movement through the area will result in burst puff-balls and grazes from strange species.

Characters thus exposed are 25% likely per five rounds to develop an allergic

reaction (or similar) to one of the species that will result in the character being incapacitated within 24 hours unless they save versus poison. If they fail a system shock roll they will die after 1d6 days. If they pass their system shock roll they will recover in 2d6 days. A *Cure Disease* Spell or *Neutralise Poison* will allow the character to recover in an hour. A *Slow Poison* will negate the need for a System Shock roll. Characters immune to disease will not be affected by this reaction. If any character is stupid enough to taste any of the fungi then they must make a saving throw against poison as any/all of the fungi here is poisonous to humans and demi-humans, even if cooked, although cooking will reduce it to a less harmful poison. The effects of the fungi will vary between incapacitating stomach cramps and/or nausea to 1d20 points of damage or even death.

The party are likely to try and search the area and the 25% check should be made every 5 rounds they search. The characters may try and burn out the room but will find any fires started quickly smoulder out in the damp conditions (unless a *Fireball* or similar is used, which will incinerate everything in the room). There is no treasure in this room.

### 54 Storage Room

This room appears to be a slightly organised dump. The relatively high ceiling is eight feet tall around the perimeter and fifteen feet high in the middle. Apart from some corridors through the mess the whole space is stacked with tons of material ranging from wood, carved stone tools, broken armour and shields of larger than goblin-size, spears, banners, agricultural implements, broken furniture, stacks and bales of mouldering cloth and leather, broken pots and pans, wicker baskets, broken pots and almost every type of household equipment you can imagine.

After their raids goblins tend to grab and bring back anything they can move. When



they get it home they then set about seeing what they could use it for. Many bits and bobs are used in their intended way but many more are used in new and innovative ways.

However, there is still a lot of stuff that either they can't find a use for or they can see a use for but not just at the moment. That kit is stored here. Anything you can imagine can be found here, including armour for many different races and weapons bearing the coats of arms of several missing individuals from raids and adventuring parties in the area. None of it is magical or even particularly useful due to poor care been taken of it, but if the party want something they might find it here. They will not find crossbows, short bows, quarrels, arrows, darts, spearheads or glassware.

### **55 Old Chanting Room**

The astonishing echoes produced in this room immediately grab your attention. It is shaped like a huge tube reaching higher than you can see upwards. The room is hung with a vast variety of masks made, apparently, from skin, wood, skulls and other natural materials. There are perhaps two or three hundred of them reaching up into the roof out of the reach of your lights.

The goblin religion of ancestor and spirit worship was originally practiced in this small room. The acoustics of the room lent it special significance and it is still regarded as a holy (unholy) place. No goblins will remain here long these days as the main representation of this cult has been removed by Teller Brunt.

The echoes in here are so efficient that conversation is practically impossible and anyone in the nearby rooms will be alerted to the presence of the noise-maker in here. There is nothing magical or dangerous here.

### **56 Goblin Leader Counsel Chamber**

The natural caverns change again here in a room of faced stone lit with a fire in the east end. The room has a higher ceiling,

about twelve feet, and is hung around the walls with cotton sheets, each painted in a complex but abstract pattern. Some of these sheets feature recognisable images of skulls, weapons or natural phenomena. About the middle of the room are seven chairs, or at least chair-like structures, padded with soiled cushions.

The goblin leader types sometimes meet here to discuss plans, issues, orders and so on. There is unlikely to be anyone here most of the time although the fire is kept going by young goblins tasked with the job. The fire is only just ticking over but there is wood piled nearby to stoke it up when needed.

### **57 Throne Room**

Against the east wall of this chamber is a crudely fashioned throne apparently made of spears and pole-arms of various designs and sizes. Over this are laid several wolf skins and embroidered cushions of other than goblin manufacture. The walls are hung with battered shields, broken weapons and the skulls of numerous different creatures, many humans and demi-humans among them.

This serves as a grand meeting hall and trophy-room but in truth is very rarely used. Most of Grottle's business is done in his living quarters, or for bigger meetings there is more space in the warmer room next door. There is nothing of any value here, but concealed behind a shield bearing the coat of arms of a minor baron from the far northwest is a secret door of the same style as the goblin fighting chambers to the south.

### **58 The Tribe's Loot**

(at least the big bits no one can carry around with them, or use...)

This small chamber is carefully stacked with a number of items that seem to have some value to the tribe but are too large to be carried about. Some are dented and damaged, others don't really have any particular value other than as curiosities. There are a number of weapons too large

for goblins, as well as silverware and some golden objects. Some large mineral formations glitter in the light and there are some bolts of cloth, carefully wrapped in waxed cotton to protect them from the worst of the damp.

There are no traps here and the goods are generally hoarded for use in trade and barter with other tribes or monsters for favours, boons and produce. Assuming the party can manage to rake through the various cheap, plated items and polished bronze they can find quite a lot of interest here: four suits of chain mail, two suits of plate mail, a completely ruined suit of dress plate mail, four large shields, three suits of splinted mail, four long bows including a **+2 Long Bow**, a suit of human-size **Plate Mail +2**, **Large Shield +3**, Human sized suit of **Ring Mail +1**, a large ornate, glass mirror (100gp, weighing 12 pounds), two small silver mirrors (5gp each), complete set of silver tableware (250gp), set of crystal glasses (50gp), four large silver tureens (30gp each), six bolts of silk (50gp each), a jade and ivory chess-set (200gp), a collection of ornamental walking sticks and staves (non-magical, 60gp the lot), a chest made of teak and inlaid with mother of pearl (50gp) containing a portable shrine and decorations for the primary Gnome god (400gp to a gnome), two large crystals of quartz (no value), a large lump of amber (60gp), some gold candle sticks (300gp the set), a decorated but impractical ceremonial broad sword (200gp) and a pile of copper bowls, cauldrons and other cookware (60gp the lot but awkward and bulky to carry 60 pounds encumbrance).

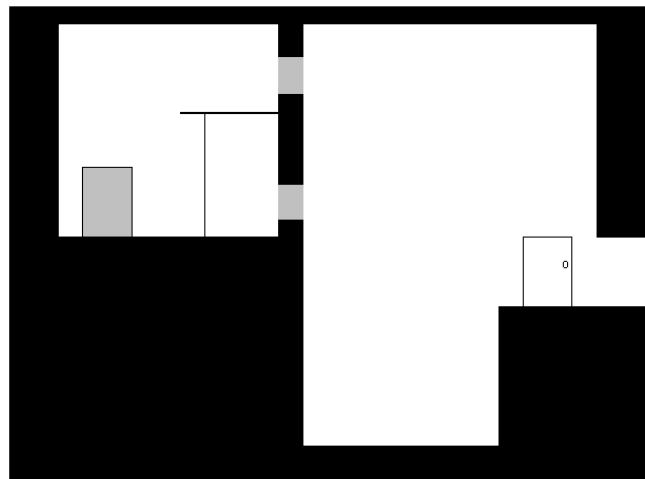
### 59 Command Centre

From this small chamber the defence of the western side of the complex is organised. During a siege, if caught unawares, there will be two or three leader-type goblins here with half a dozen to a dozen warriors and half a dozen messengers.

They have a barricade they can put over the east entrance which locks into loops cut in the stone. Lifting it out takes two

people from the west side, or a successful bend bars/lift gates from the east. The barricade is thick, heavy wood coated in a flame-proof pitch. The barricade has two small arrow-slits in it and goes up to four inches short of the top of the five-foot doorway, allowing those on the inside to fire unrestricted through the slits and space with bows.

They have additional arrows stored here so they can keep up a bombardment of 10 arrows a round down the corridor for up to 20 rounds. They can also throw lit Eldar lamp-oil clay pots for half normal oil damage. The slope of the corridor east is such that the whole drop can be seen from the barricade except the very bottom foot of each flight of steps, not that anyone bigger than an unarmoured hobbit could hide in these spaces.



Section through room 60, level 3, looking north

### 60 Major Fighting Room

[Entering from the east] you are on a ledge next to a pit. The pit is ten feet wide and perhaps twenty deep with spikes and broken glass at the bottom. The near side ledge is a five-foot wide walkway leading to doors to the north and south. The ceiling is very high for this place, twenty feet in fact. The far wall is pierced by dozens of arrow slits on two levels, one five feet above your floor level, one at fifteen. The whole room smells of patchouli oil.

Falling into the pit will result in 2d6 points of damage from the fall plus 1d8 from the

jagged stuff at the bottom (half this if wearing any armour tougher than leather). The floor has a layer of Eldar lamp oil on it that will burn for 5 rounds once lit. This fire will do anyone in the pit 2d4 points of fire damage per round and 1d6 to anyone climbing the walls above it with a ~30% penalty to any climb-walls skill. Anyone climbing out of the fire will continue to suffer 1d4 points of fire damage per round until the fire in the clothes is put out. There are up to thirty warrior goblins in the room beyond, supported by messengers and lots of spare ammunition.



Goblins behind arrow slits are AC 0 due to cover. In any round sixteen can fire their bows through the slits at a rate of fire of two arrows, with Eldar blade venom per round each. They each have twenty arrows and there are stocks of another 200 in total to hand in buckets. The doors to the north and south are false but will appear normal, as if barred from the other side. Their false-ness will only become apparent after they have taken 20 points of battering damage, a *Knock* spell or a successful Find Traps roll.

Goblin tactics here will be to concentrate fire on unarmoured opponents and only light the oil in the pit if any living creatures are in it or over it. The goblins also have 8 clay-pot Molotov cocktails of Eldar lamp oil they can throw for half normal thrown oil damage. These will be aimed at party members in armour as they realise they only need to hit the ground near them to affect them and that their missile weapons will have limited affect on armoured opponents.

The goblins have two torches behind the west wall but these are carried to where they are needed rather than being held in a wall sconce. As with all these kinds of room, the torch is kept burning so as to be ready to be used to set fire to the oil in the pit. The light is sufficient to prevent Infravision working but the goblins are used to this and suffer no penalties due to the light levels.

The wall separating the two halves of the room is one foot thick and made of stone. There are eight well-spaced arrow slits at each level.

[West side] You look into a well-equipped fighting room. The east wall is split into two levels, one at ground level and one served by a wooden walkway seven feet off the ground. These two areas allow the defenders easy access to sixteen arrow slits well-spaced along the east wall to allow the defenders to fire into the room beyond to the east. There are quivers and buckets of spare arrows hanging from the framework of the platforms and a small table supporting a rack of clay pots with damp rags hanging out of the top of them.

If the party manage to get in here while there are still goblins here then the defenders will fight as hard as they can to get through the north door and leg it anywhere they can get that is safe. There are two young-ish goblins carrying the torches, which they will use as clubs against the party for normal club damage plus 1d4 fire damage (and the chance of igniting flammable clothes – save versus

petrification or suffer 1d4 points of fire damage every round until extinguished).

### **61 Guard Room**

This small room acts as a communication and mustering point for the goblins. There are wooden cots stacked against the west and north walls for sleeping but only about sixteen goblins could sleep here when under siege – this is not a normal sleeping area.

### **62 Armoury**

There are twenty spare spears and two hundred arrows stored here, ready for use in the other rooms. There is also a box of ten darts and three pot flasks of Eldar lamp oil.

### **63 Ambush Room**

There will always be six goblins in here, armed and ready with one watching through the peephole in the north exit. They will wait to ambush any passing party from the rear and then flee back whichever way the party came from, hopefully without revealing the secret door they came through. Their attack will be a round of missile fire (with Eldar blade venom) and then run. The room itself is basically equipped with four cots for sleeping in and some noisome rugs for sitting around on. These guards are changed regularly so they won't be caught napping from boredom. A skilled Ranger or Tracker who is looking could spot the increased use of the section of floor around the secret door.

### **64 Escape Route**

This exit is used only as an emergency escape route by the goblins and so will have no tracks leading to or from it. The narrow hole has a rugged ladder on it but is pretty tight even for a goblin. Any goblin fleeing up this way can get up very easily and quickly but anyone larger than a goblin will struggle and anyone over 5 feet tall (assuming normal proportions as regards shoulder width) will not be able to fit up here. The tube going up to the surface is not straight but twists every ten feet to prevent sighting or missile fire up

the shaft. The total height of the shaft is about 130 feet and comes out in a hollow tree.

This tree has been carefully disguised and water-proofed to prevent rain getting in or appearing hollow. Two goblins will be in the tree at the top watching the woods through tiny spy-holes some eight feet off the ground. About three quarters of the way up the tube is a side passage to the spy-holes hidden by pigeonholes – area 9 on Level One.

## **KEY NPCS**

### **Baron Ketterall**

The Baron is a slim, ancient human with a slightly stooped bearing and a passion for jade green and black in his clothing. He inherited his Barony from his father some years ago, effectively ending his



adventuring career but providing him immediately with the necessary funds for him to continue his research into various spells involving animating liquids. He is married to a very young wife and has two infant sons. His court is mainly made up of merchants and farmers who are solely concerned with maximising their own profits. This suits Baron Ketterall very well as he then taxes them on all their earnings.

What level mage he is depends on the requirements of the campaign although it is suggested he is at least 10th. He employs a small body of men at arms and three apprentice mages to defend his holdings. He has also been known to hire a local Ranger as there are no Troll Hunters in this area of the country to gather information for him. The idea to advertise for adventurers to help with the goblin problem was his own but he managed to persuade several neighbouring barons, including Trollbane, to enter into the agreement too and share the funding.

Ketterall comes across as distracted and set in his ways but is a very shrewd man and a good judge of character. He has no time for the strange dwarf Lazlow Deepner and would not be surprised to discover the chap was trying to stir things up. He will tolerate the party insofar as it suits his ends but will be far from keen on spending any more time with them than is absolutely necessary. However, one of his apprentices, Jethro Dubya, will be very keen on finding out everything the party can tell him about any discoveries they make. He may even put together his own adventuring party if the party abandon the quest or seem to have left some stones unturned. The party may find Jethro's interest suspicious but it is entirely selfish.

Ketterall is an honest man from an old family and will honour any bargain he enters into. He will also indulge a successful party and reward them with unmentioned boons such as paying their inn bill and sorting them out with decent transport for the journey home.

## **Baron Trollbane**

Gert Trollbane and his intimidating wife are new to the rank of Baron. Gert was a successful adventurer who served the king well in recent wars. The barony was a reward as the previous baron died young and heirless some five years ago. The locals are still getting used to his style and, to be frank, taking a lot of liberties with his management of the general running of things. Corruption is rife, bribes will be required to achieve anything official but will also get the party pretty much anything they need. Likewise the baronial militia are skimping on their more important duties to a dangerous degree, which is why the goblins can move quickly and quietly through the relatively poor pickings on Barony Trollbane to the much fatter fields of Ketterall beyond. Needless to say, being old school and an old family, Ketterall himself will need some convincing that things in Trollbane have become so lax. Indeed, he will give anyone criticising Trollbane, the king or any other part of the country's establishment short shrift.

Trollbane himself is a dull but capable warrior, his wife a suspicious and capricious woman with only slightly more wit than her husband. Although a happy marriage they are frustrated by their lack of children and perhaps trust their underlings far too much.

They are in an unfortunate position as they have no idea how to run a barony and their closest adviser, a merchant by the name of Butrum Gully, is probably the most corrupt individual for some distance. If someone would just explain to them how things should be done and kick Gully out then they would probably make a much better go of the whole thing. Ketterall is perfectly positioned to do exactly this but is unaware of the need and wouldn't interfere anyway, unless invited.

Baron Trollbane is a tall, broad man with a thick head of black curly hair and a beard. His long sword is always near at hand and

he wears his favourite chainmail whenever not in the castle. He enjoys hunting and beer but not so much as to have diluted his ability. His wife is always close but is wise enough (just) to keep her role subservient to her husband in public so as not to undermine his authority.



### Grottle the Goblin King

Grottle is huge for a goblin, nearly five feet tall. He was so outstanding as a youth in the Hellmarch Mountains that the Deep Elves pulled him out of his tribe and trained him as a Fighter for their circus gladiator pits. As a result Grottle has Fighter levels rather than normal goblin leader statistics. He has achieved the equivalent powers of a seventh level fighter and is a considerable opponent as a result. As well as being very skilful Grottle is clever and, probably, astonishingly lucky. He was bought from the fighting pits by Iisindar and instead employed as a bodyguard. As things turned out, Iisindar was able to insert Grottle as the leader of a small goblin tribe and since then the pair have achieved much. However, it was only

the insightful leadership of Teller Brunt that brought them up to the surface world, expanded their tribe and set them on the incredibly profitable path they currently enjoy. Grottle is a work-a-day goblin at heart but loves his new power, tribe and comfortable position. He will do anything in his power to maintain his position and destroy anyone trying to do him or his tribe harm.

7th Level Fighter Goblin: All LE, AC 0 (Dex and **Elven Chainmail +2**), HP 55, Damage **+2 short sword** in right hand, normal dagger in left, 3 attacks every two rounds with both weapons (-1 to hit with dagger due to using 2 weapons with Dex 18), +1/+2 to hit and damage on everything due to Strength. He also has a short bow and 12 x **+2 arrows** (and +3 to hit due to Dex).

If you use the Weapon Specialisation rules then Grottle is double-specialised in Shortsword, giving him an additional +3/+3 to hit and damage, giving him a total of +6 to hit and +7 to damage with this weapon and two attacks per round, with his dagger in his left hand he is +0/+2 to hit and damage and 3/2 attacks per round. This will make him very dangerous unless the party are similarly skilled-up.

Grottle also has two **Potions of Healing**, a **Potion of Gaseous Form** (emergency escape route), and a **Pearl of Wisdom** in an earring (he is unaware that it has no effect on him). Beneath his armour he wears a diamond necklace (2000gp), and he has matching ruby rings on his middle fingers (300gp each). The bulk of his treasure he keeps in his personal chambers (room 34 Level 3).

If/when the party manage to kill Grottle, he is worth 1825xp

### Teller Brunt (Lazlow Deepner)

Teller is a human afflicted with the Dwarfism disease. This gives him considerable physical handicaps but he has discovered that the slightly

intoxicating effect of the Red Eldar blade venom when specially mixed with other local herbs allows him to bear the physical discomfort of his condition and function to the full effect of his abilities for several days at a time. His earlier life was not so fortunate. Faced with a lifetime of being a second-rate circus act Teller was able to survive but turned to thievery and then, through a contact discovered in the criminal world, became an Assassin. His natural talent for disguise and mimicry, mixed with a nerve of steel and bright wit marked him out as an excellent spy. However, after only a few years at such work he was posing as a merchant's jester on a caravan that was raided by Deep Elves. Captured and taken into the Deepworld, Teller spent three years in captivity before happening to meet Iislindar. The two formed a makeshift partnership and, following Teller's advice, made for the rich rewards of the surface world. Together they made a considerable amount of money raiding, thieving and generally using their considerable talents to get money any which way. The next stage of their plan (and Teller's true calling) was to get Teller trained as a Magic-user using the character with two classes rules. After more adventures the two characters brushed once more with the Deep Elves and met Grottle. Seeing another opportunity to make some money they bought him and headed for the surface world once more.

Over the last few years with their growing goblin horde, Teller has also 'recruited' some young half-elves whom he has had trained as Fighter-Assassins. These three young lads are kept close as potential spies and assistants as Teller tries to distance himself from the dangerous business end of the operations. To this end these individuals will be used first to cause harm to the party but not in as careless a way as the goblins are thrown into the mincer.

Teller is a very shrewd and resourceful man with a vast amount of experience. He uses this and his natural guile to make the

best of most situations. He is also adept in spotting when things are going wrong and getting out.

His partnership with Iislindar is one of convenience but there is also some genuine affection and camaraderie there. Teller has some earthy failings but is a charming and entertaining companion. He has developed a second personality, disguised as a travelling dwarven adventurer called Lazlow Deepner, which he uses to spy on the neighbouring baronies and, occasionally, much deeper into the kingdom and its towns and fleshpots. He is very good at this character now but his time 'in country' is limited by the effect of the sap, which only keeps him functioning properly for 3-4 days before the side-effects become too painful.

If the lair is attacked Teller will never be seen in his Lazlow disguise until he has time and opportunity to distance himself from the lair. That said, he will advise Grottle on the best tactics and study any party's strategies very carefully as the battle progresses. He will use his considerable personal power to help fight the party too, probably without actually exposing himself.

Human 5th level Assassin and 8th level Magic User, Al LE, AC 3 (**Bracers of Defence AC4**), HP 26, Damage from spells, assassination and **dagger +2**. Teller also has several magic items he will use very wisely, including lending potions and such to his apprentices or even goblins if it will suit his purposes. He carries with him a **Ring of Infravision**, **Dust of Disappearance** (2 pinches), **Boots of Varied Tracks**, two **Potions of Healing**, a **Potion of Fire Resistance**, **Potion of Speed**, **Potion of Invisibility** (enough for 8 doses that will last 6 turns each). Most of his personal wealth is kept in his private apartments but he carries on him two delicate rings, plane gold, worth 50gp each and a fine golden neck chain worth 300gp. In a belt pouch he carries four gems worth 100gp each and six gems worth 50gp each.

Teller's revised spells are: 4,3,3,2

*Magic Missile* (4 missiles), *Jump*, *Burning Hands*, *Charm Person*, *ESP*, *Web*, *Darkness 15' Radius*, *Lightning Bolt*, *Hold Person*, *Invisibility 10' radius*, *Fire Trap* and *Fire Trap* (i.e. using 2 spell slots, which he will use on doors in the party's path, or behind them if they double-back...).

Teller will do anything to escape with his life but successfully dealing with him on a permanent basis should be worth 3100xp.

### **Iislindar Thell**

Iislindar is a half-Deep Elf whose mother was a significant priest in a Spider Cult in the Deepworld. This enabled him to rise in rank as a Fighter-Magic-user despite his mixed race. As his mother fell into disfavour due to the machinations and changes in the temple structure, Iislindar saw it was prudent to distance himself from the caverns of his youth. After a few years surviving as a mercenary among the warring families within the Deep Elf civilisation he met Teller and the two formed an immediate friendship of the most unusual kind.

Iislindar has pale skin for a Deep Elf and fair hair. He can use skin pigments to appear more like a Deep Elf if it suits him but otherwise he can pass for a swarthy and rather rugged half-elf. Although he avoids such encounters as might cause him trouble, instead letting Teller do the talking while he plays the simple servant, easily ignored.

He is not as cunning as Teller but is far from as stupid as he often makes out. He is also a vicious fighter with plenty of experience and ability. He will not hesitate to use his powers to assist his allies but will, of course, absolutely avoid exposing himself to any risk if at all possible.

Half-Deep Elf 7th level fighter, 7th level Magic-user, Al LE, AC -3 ( +2 **Chain Mail**, +2 **Buckler** and Dex), HP 66, Damage +4 **Short Sword** which when combined with his **Gauntlets of Ogre Power** give him +7 to hit and +10 to damage, spells, hand

crossbow (darts coated in Red Eldar Bladevenom). Iislindar will always be wearing **Elven cloak and Boots**, enabling him to move and hide with ease in most environments. His other magic items include **Potion of Healing**, **Potion of Fire Resistance**, **Potion of Fire Breath** and a **Ring of Jumping**. He has a nipple-ring that is made of rose gold and encrusted with small sapphires worth 800gp but otherwise his treasure is in his sleeping quarters in a hidden box.

If you use the Rules for Weapon Specialisation, Iislindar is double-specialised in short sword which, with his Gauntlets, gives him +10 to hit and +13 to damage with his short sword with 2 attacks per round.

Iislindar's revised spells are: 4,3,2,1

*Burning Hands*, *Spider Climb*, *Charm Person*, *Unseen Servant*, *Mirror Image*, *Web*, *Wizard Lock*, *Invisibility*, *Lightning Bolt*, *Protection from Normal Missiles*, *Polymorph Self*.

Iislindar is a considerably dangerous opponent and is worth 2560xp.

### **Teller's Apprentices**

Teller and Iislindar have recruited three evil half-elves to their 'cause' and started training them in the ways in which they want them to behave. These young lads were trained as Fighters by Iislindar and Assassins by Teller. They are still young despite having been with their masters for over three years. There were originally seven of them but the others perished on raids or weren't up to the demands of the training. The remaining lucky three are called Belly, Grinder and Shackles (their real names are never used – the GM might invent some interesting history for them if it suits the campaign).

These youths know the complex well and speak fluent goblin as well as Common and Loomish (Elven). The goblins will follow their orders and support their attempts to do the party damage. The apprentices will not try and take on any party in open

combat but are more likely to tail the party and attack stragglers at an opportune moment, three onto one if possible. They will not get dragged into a slugging match and will run when confronted forcefully (e.g. by more than one party member or the front of an armoured character).

They are all of small, slight build and move through all but the low-ceiling areas as easily as the goblins (all are about five feet tall). They are dressed in black cloth over their armour, soft boots, gloves and dark balaclavas.

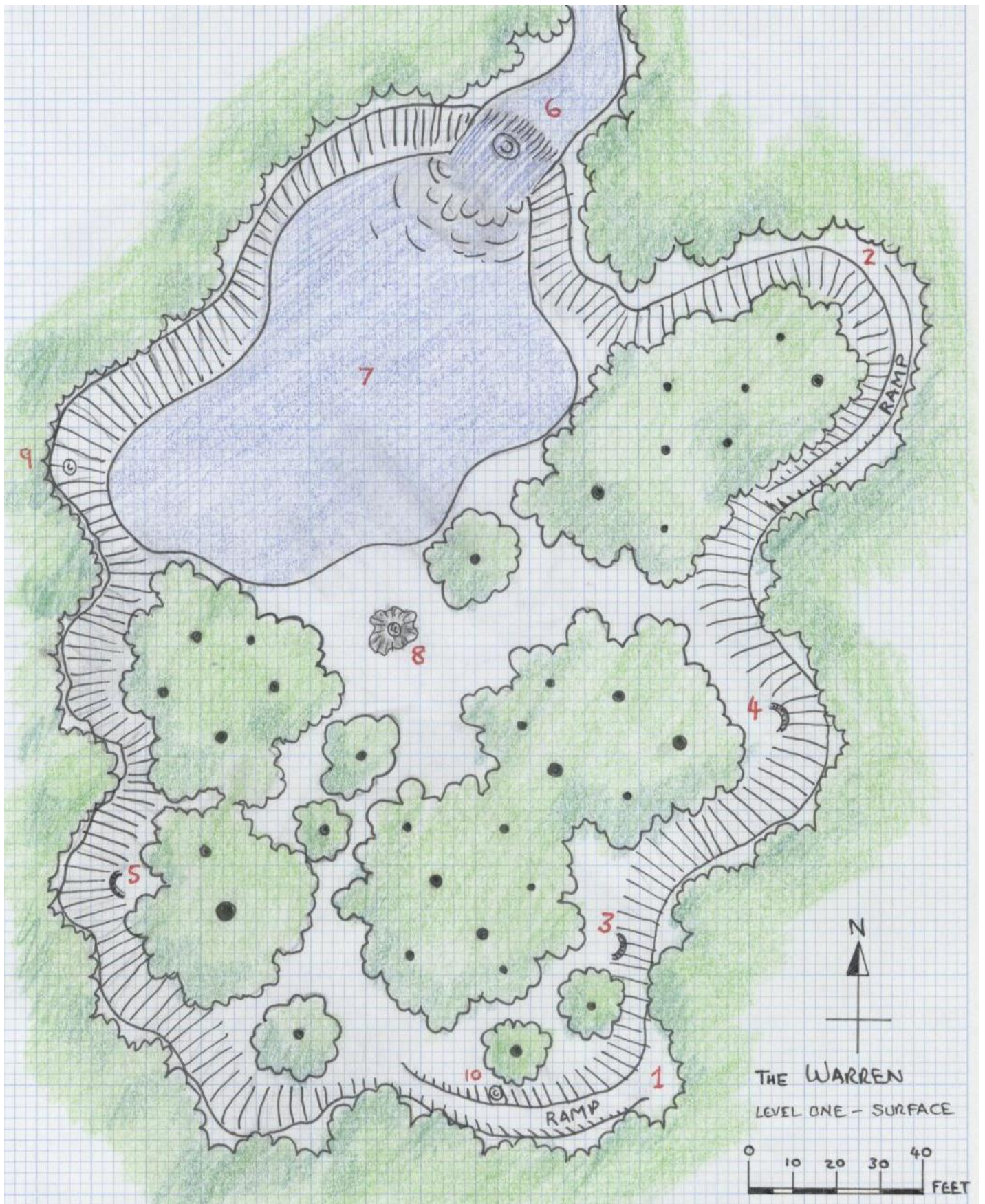
Three Fighter/Assassins 1st/1st level, Al LE, AC 4 (leather armour and dexterity), HP 6, 8 and 9, Damage dagger or short sword, daggers coated in Red Eldar poison or bows (also poisoned). These youths will

use their hide and move silent skills to get behind any member of the party and use backstab or Assassination skills as appropriate, selecting dagger or short sword depending on whether they are aiming to poison or damage. They each have 20pp and three gems worth 50gp in their pockets, wrapped in cloth so as not to rattle as they move. Each also carries a flask of Red Eldar Blade Venom with 12 uses left, and a **Potion of Invisibility** which they will use in 8 mouthfuls each giving 6 turns invisibility. xp 85, 89 and 91 respectively.

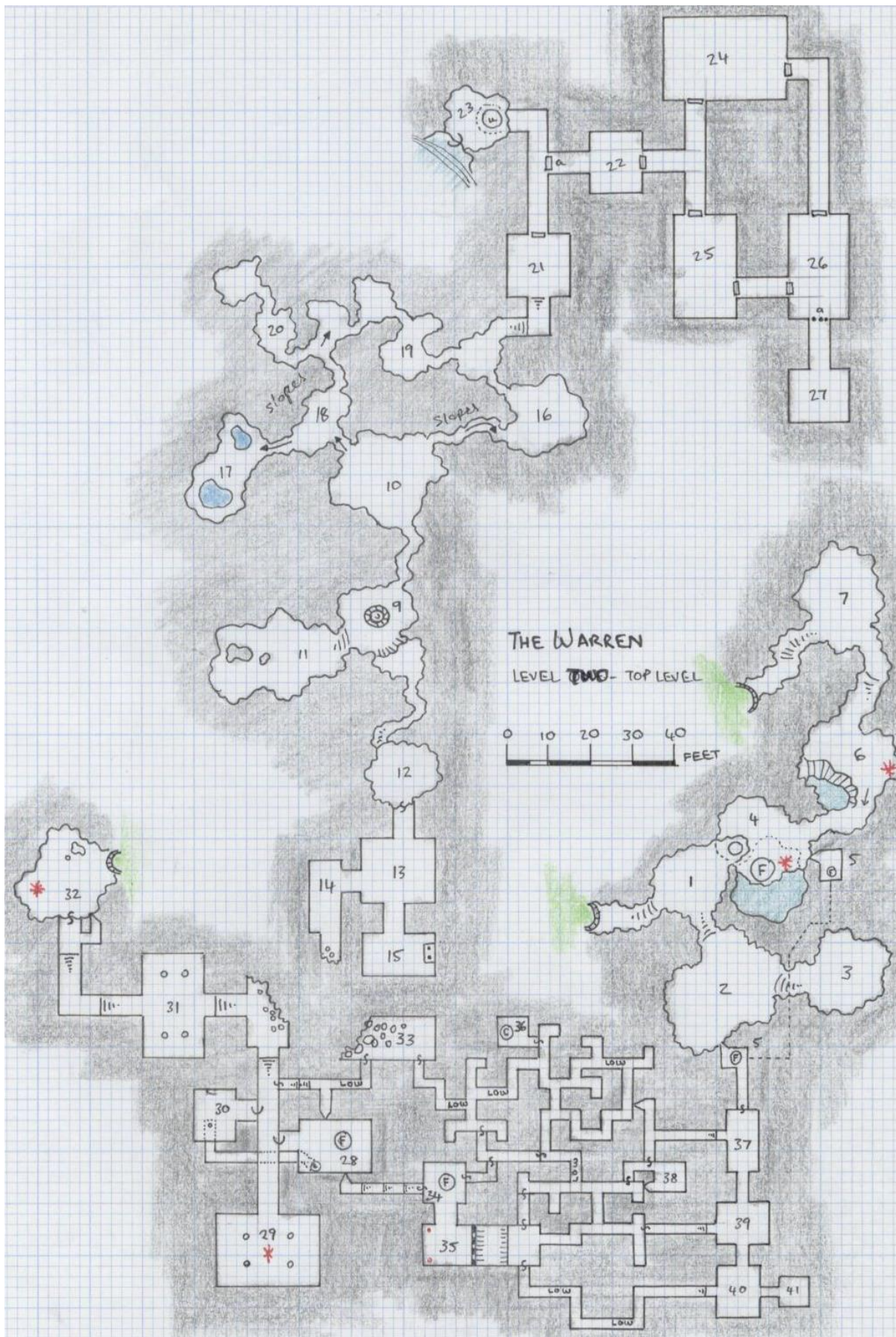
If you are using the weapon specialisation rules then all these three are specialised in the short sword, giving them +1 to hit and +2 to damage per attack and 3 attacks every 2 rounds.



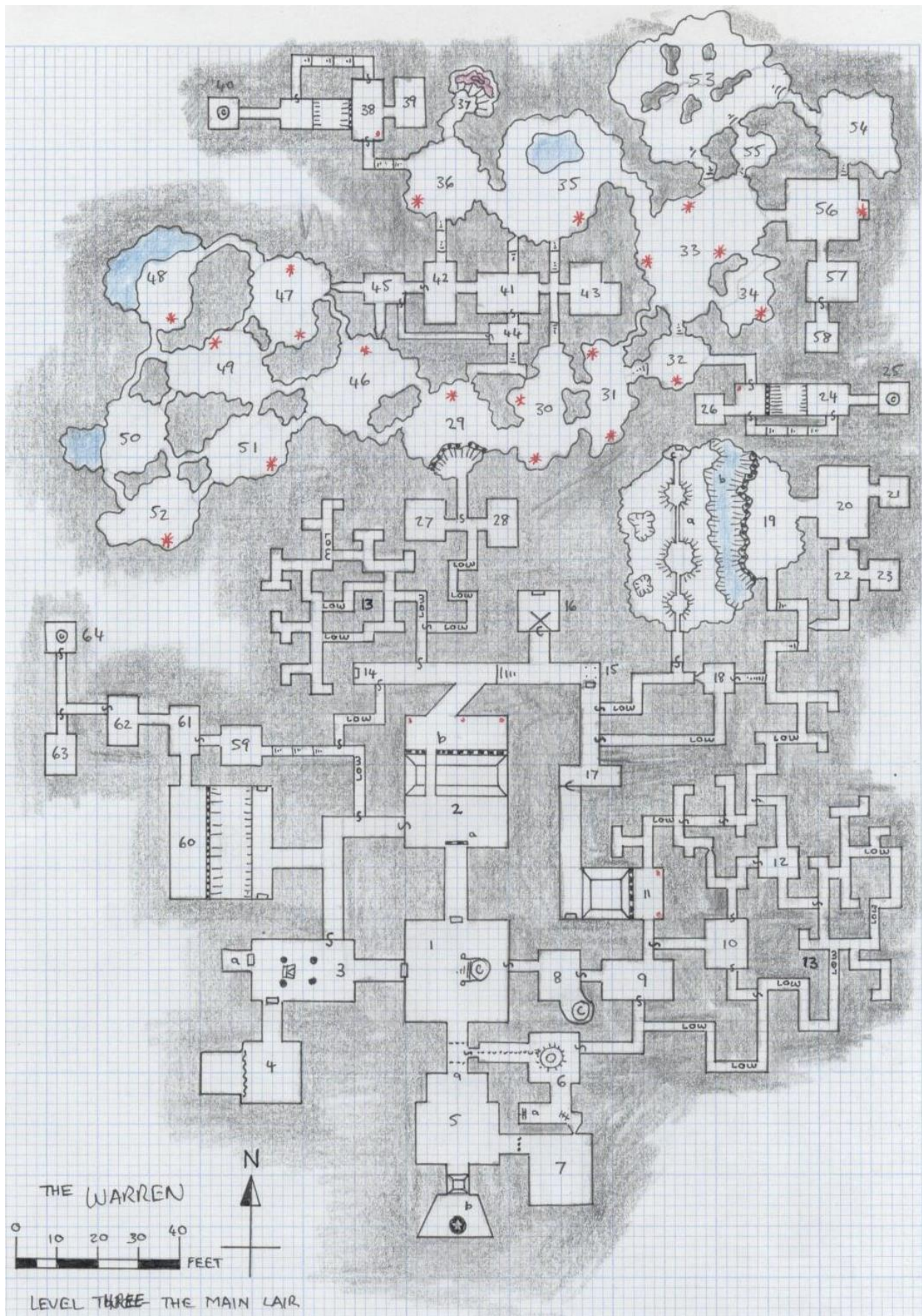
# THE WARREN – DUNGEON MAP LEVEL 1



# THE WARREN – DUNGEON MAP LEVEL 2



# THE WARREN – DUNGEON MAP LEVEL 3



## MONSTER ROSTER

This section is designed to help you keep track of the fatalities amongst the goblins and their allies in the dungeon. As the various goblins ambush the party and get killed off keep track of them here – it will let you know what reserves the goblins have and when they might want to call it quits.

### Goblin Roster 1 – Goblins on Level 2:

[based around rooms 28 to 40 – note that goblins don't carry their treasure around with them]

**Leaders** – AC 5, HD 1, Damage bow or dart (both with Eldar Blade Venom) or spear

8		8		8	
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**Warrior Goblins** (male or female) – AC 5, HD 1-1, Damage bow or dart (both with Eldar Blade Venom) or spear.

4		4		4		4		4		4		4	
5		5		5		5		5		5		5	
4		4		4		4		4		4		4	
5		5		5		5		5		5		5	
4		4		4		4		4		4		4	
6		6		6		6		6		6		6	

4		4		4		4		4		4		4	
5		5		5		5		5		5		5	
4		4		4		4		4		4		4	
5		5		5		5		5		5		5	
4		4		4		4		4		4		4	
6		6		6		6		6		6		6	

**Scouts** – AC 7, HD 1-1, damage knife or dart.

3		2		3		2	
3		2		3		2	
3		2		3		2	
3		2		3		2	
3		2		3		2	
3		2		3		2	

**Noise gang** – AC 5, HD 1-1, damage knife

6		6	
3		3	
3		3	
3		3	
3		3	
3		3	

**Goblin Roster 2 – Central Regiment (Level 3):**

[based around rooms 2, 3, 13, 27-28, 59-64]

**Leaders** – AC 5, HD 1, Damage bow or dart (both with Eldar Blade Venom) or spear

8		8		8	
---	--	---	--	---	--

**Warrior Goblins** (male or female) – AC 5, HD 1-1, Damage bow or dart (both with Eldar Blade Venom) or spear.

5		5		5		5		5		5		5	
4		4		4		4		4		4		4	
5		5		5		5		5		5		5	
4		4		4		4		4		4		4	
6		6		6		6		6		6		6	

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4		4		4		4		4		4		4	
5		5		5		5		5		5		5	
4		4		4		4		4		4		4	
6		6		6		6		6		6		6	

**Scouts** – AC 7, HD 1-1, damage knife or dart.

3		2		3		2	
3		2		3		2	
3		2		3		2	
3		2		3		2	
3		2		3		2	
3		2		3		2	

**Noise gangs** – AC 5, HD 1-1, damage knife

6		6	
3		3	
3		3	
3		3	
3		3	
3		3	

**Goblin Roster 3 – Eastern Regiment (level 3):**

[based around rooms 6-23]

**Leaders** – AC 5, HD 1, Damage bow or dart (both with Eldar Blade Venom) or spear

8		8		8		8		8	
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**Warrior Goblins** (male or female) – AC 5, HD 1-1, Damage bow or dart (both with Eldar Blade Venom) or spear.

4		4		4		4		4		4		4	
5		5		5		5		5		5		5	
4		4		4		4		4		4		4	
5		5		5		5		5		5		5	
4		4		4		4		4		4		4	
6		6		6		6		6		6		6	

4		4		4		4		4		4		4	
5		5		5		5		5		5		5	
4		4		4		4		4		4		4	
5		5		5		5		5		5		5	
4		4		4		4		4		4		4	
6		6		6		6		6		6		6	

4		4		4		4		4		4		4	
5		5		5		5		5		5		5	
4		4		4		4		4		4		4	
5		5		5		5		5		5		5	
4		4		4		4		4		4		4	
6		6		6		6		6		6		6	

**Scouts** – AC 7, HD 1-1, damage knife or dart.

3		2		3		2	
3		2		3		2	
3		2		3		2	
3		2		3		2	
3		2		3		2	
3		2		3		2	

**Noise gangs** – AC 5, HD 1-1, damage knife

6		6	
3		3	
3		3	
3		3	
3		3	
3		3	

**Goblin Roster 4 – Northern Regiment (Level 3):**

[based around rooms 24-58, excluding 27 and 28]

Leaders – AC 5, HD 1, Damage bow or dart (both with Eldar Blade Venom) or spear

8		8		8		8		8	
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**Warrior Goblins** (male or female) – AC 5, HD 1-1, Damage bow or dart (both with Eldar Blade Venom) or spear.

4		4		4		4		4		4		4	
5		5		5		5		5		5		5	
4		4		4		4		4		4		4	
5		5		5		5		5		5		5	
4		4		4		4		4		4		4	
6		6		6		6		6		6		6	

4		4		4		4		4		4		4	
5		5		5		5		5		5		5	
4		4		4		4		4		4		4	
5		5		5		5		5		5		5	
4		4		4		4		4		4		4	
6		6		6		6		6		6		6	

4		4		4		4		4		4		4	
5		5		5		5		5		5		5	
4		4		4		4		4		4		4	
5		5		5		5		5		5		5	
4		4		4		4		4		4		4	
6		6		6		6		6		6		6	

4		4		4		4		4		4		4	
5		5		5		5		5		5		5	
4		4		4		4		4		4		4	
5		5		5		5		5		5		5	
4		4		4		4		4		4		4	
6		6		6		6		6		6		6	

**Scouts** – AC 7, HD 1-1, damage knife or dart.

3		2		3		2	
3		2		3		2	
3		2		3		2	
3		2		3		2	
3		2		3		2	
3		2		3		2	

**Noise gangs** – AC 5, HD 1-1, damage knife

6		6	
3		3	
3		3	
3		3	
3		3	
3		3	

### NPCs:

Could be encountered anywhere – see the section on NPCs above for more information:

Teller	26		Iislindar	66		Grottle	55	
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Apprentice 1	9		Apprentice 2	8		Apprentice 3	6	
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### Bugbears:

Level 2, rooms 1 to 7

AC 4, HD 3+1, Damage Morning Star or Cross bow

25		Leader		18		18		18		18	
18		18		18		18		18		18	
18		18		18		18		18		18	

### Ogres:

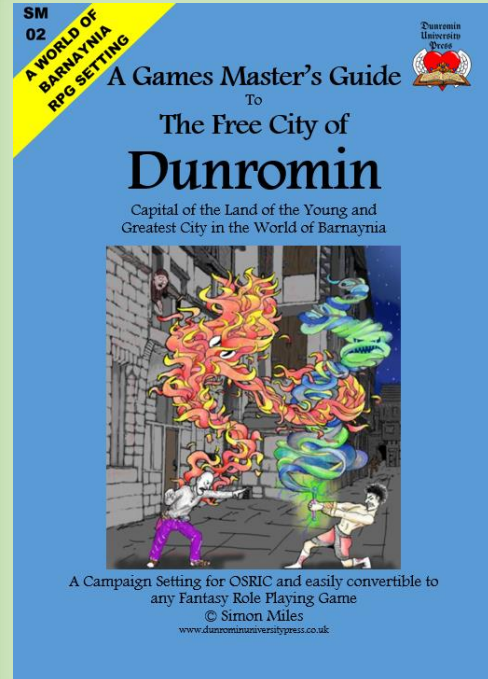
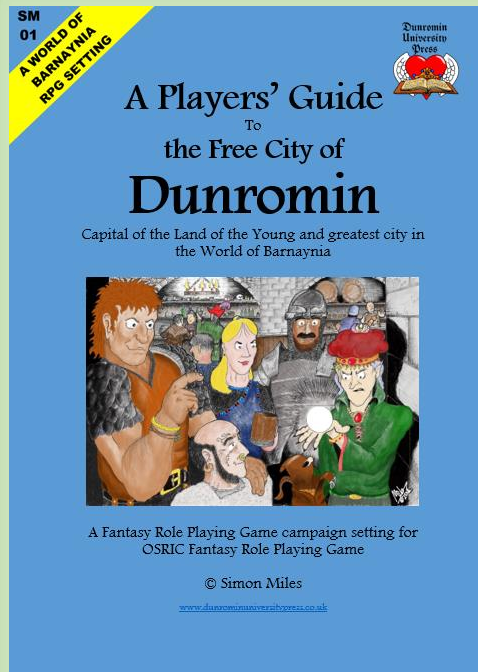
Level 2, rooms 29 to 32

AC 3 (chainmail pieces and heavy furs), HD 4+1, Damage Large Club 1d8+2

25		25		25		25		25		25	
25		Leader:		28							



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