

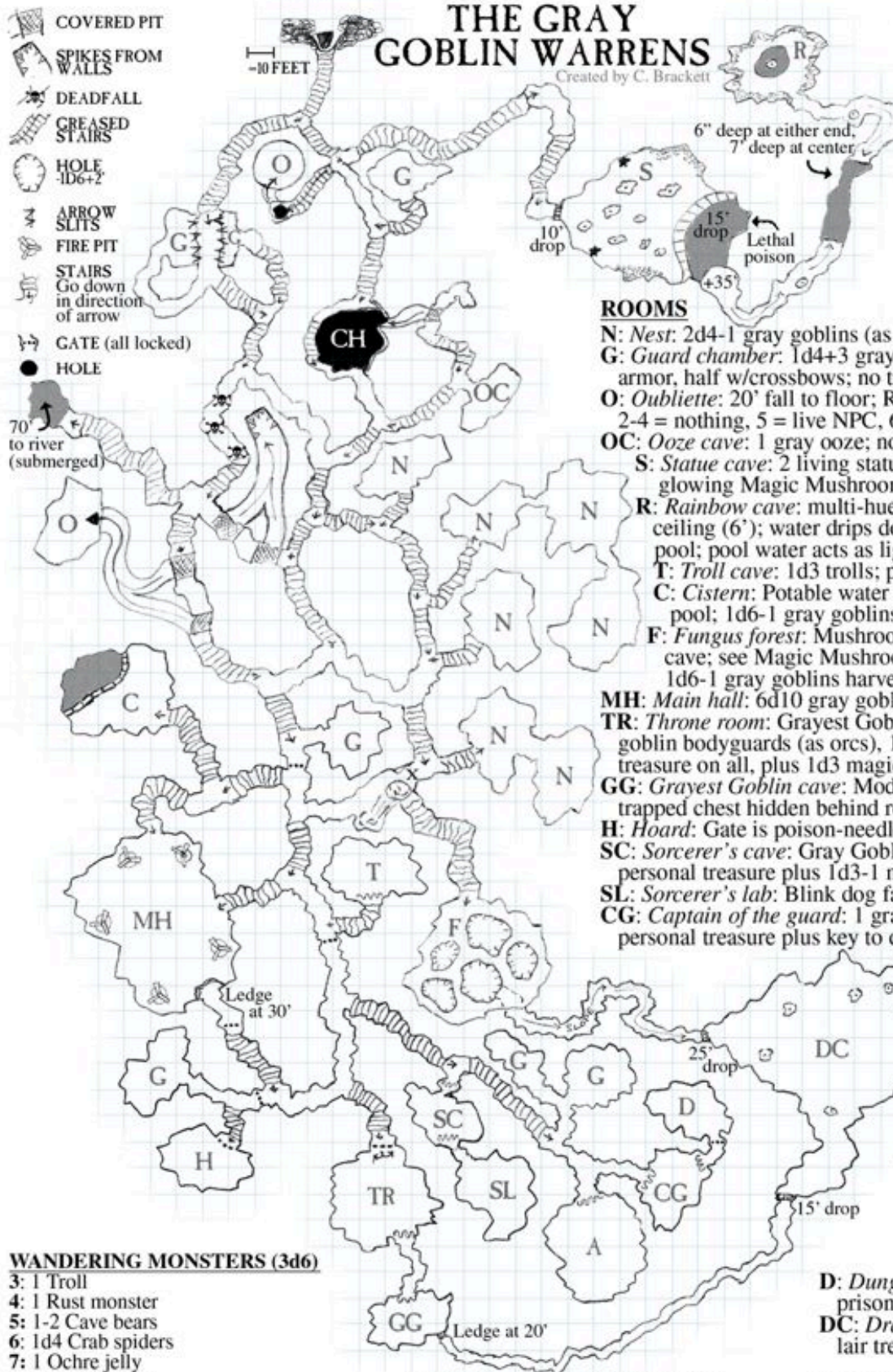
THE GRAY GOBLIN WARRENS

Created by C. Brackett

-  COVERED PIT
-  SPIKES FROM WALLS
-  DEADFALL
-  CREASED STAIRS
-  HOLE
-1d6+2
-  ARROW SLITS
-  FIRE PIT
-  STAIRS
Go down in direction of arrow
-  GATE (all locked)
-  HOLE

70' to river (submerged)

10 FEET



BACKGROUND: Recognizable by their rock-gray, wart-covered skin, the gray goblins have long been a scourge upon the local area: raiding villages, stealing livestock, attacking merchant caravans, kidnapping young maidens, etc. The goblins lair in a network of caves and tunnels beneath Hags' Tor, under which is also rumored to be the lair of a red dragon (although many think this nothing more than legend, since nobody's seen it in 100 years).

ROOMS

- N:** Nest: 2d4-1 gray goblins (as goblins); personal treasure only.
- G:** Guard chamber: 1d4+3 gray goblin guards (as orcs) in light armor, half w/crossbows; no treasure.
- O:** Oubliette: 20' fall to floor; Roll d6: 1 = wandering monster, 2-4 = nothing, 5 = live NPC, 6 = small treasure.
- OC:** Ooze cave: 1 gray ooze; no treasure.
- S:** Statue cave: 2 living statues (★) of Goblin-mother goddess, glowing Magic Mushrooms on north & south walls.
- R:** Rainbow cave: multi-hued crystals line the walls & low ceiling (6'); water drips down crystal formation in center of pool; pool water acts as light healing if ingested.
- T:** Troll cave: 1d3 trolls; personal treasure.
- C:** Cistern: Potable water from natural spring collects in pool; 1d6-1 gray goblins fetching water; personal treasure.
- F:** Fungus forest: Mushrooms of all sizes (up to 8' tall) fill cave; see Magic Mushroom Effects table if any are eaten; 1d6-1 gray goblins harvesting mushrooms; pers. treasure.
- MH:** Main hall: 6d10 gray goblins feasting; pers. treasure.
- TR:** Throne room: Grayest Goblin (as bugbear), 1d4+1 gray goblin bodyguards (as orcs), 1 troll bodyguard; personal treasure on all, plus 1d3 magic items on Grayest Goblin.
- GG:** Grayest Goblin cave: Moderate treasure in poison-needle trapped chest hidden behind rock in northeast alcove.
- H:** Hoard: Gate is poison-needle trapped; lair treasure.
- SC:** Sorcerer's cave: Gray Goblin sorcerer (4th level); personal treasure plus 1d3-1 magic items.
- SL:** Sorcerer's lab: Blink dog familiar; moderate treasure.
- CG:** Captain of the guard: 1 gray goblin captain (as hobgoblin); personal treasure plus key to dungeon (see Room D).

A: Armory: Poor quality weapons of all basic varieties.

CH: Chasm: Shaft drops 127' to underground lake below; rises 216' to top of Hags' Tor.

X: Boulder trap: Giant boulder rolls from wall to 'x' when triggered; PC's at 'x' save or die; attracts monsters; immediately make 1d3 rolls on Wandering Monster table.

D: Dungeon: 1d4-1 live & 1d4 dead prisoners chained to wall. No treasure.

DC: Dragon's cave: Mature red dragon; lair treasure (under the dragon).

MAGIC MUSHROOM EFFECTS (d12)

- 1: "Gack!" (You're dead.)
- 2-3: "Urk!" (You suffer a light wound and spend the next 1d6 turns vomiting.)
- 4-5: "Ungh!" (Nausea; -2 "to hit"/1d6 turns.)
- 6-7: "Whoa! Look at my hand!" (You're unable to do anything useful for 1d4 turns.)
- 8-9: "Tastes like chicken." (No effect.)
- 10-11: "Yummy." (+2 "to hit"/1d6 turns.)
- 12: "Mmmm... Mushrooms..." (All wounds healed, but save or fall asleep/1d6 hours.)

WANDERING MONSTERS (3d6)

- 3: 1 Troll
- 4: 1 Rust monster
- 5: 1-2 Cave bears
- 6: 1d4 Crab spiders
- 7: 1 Ochre jelly
- 8: 3d6 Giant rats
- 9: 1d4+2 Gray goblin guards (as Room G)
- 10: 1d4 Gray goblin guards (as Room G)
- 11: 1d4+1 Gray goblins (as Room N)
- 12: 1d4+3 Gray goblins (as Room N)
- 13: 2d4 Giant centipedes
- 14: 1d8 Stirges
- 15: 1d8 Shriekers
- 16: 1d4 Carrion crawlers
- 17: 1 Gelatinous cube
- 18: Strange Discovery (roll on next table)

STRANGE DISCOVERIES (3d6)

- 3: Green slime on the ceiling above!
- 4-5: A 3'-diameter hole; where does it lead?
- 6-7: A small treasure, dropped & forgotten.
- 8-9: A mundane item, dropped & forgotten.
- 10-11: Nothing - must have been the wind.
- 12-13: An escaped prisoner (live NPC).
- 14-15: A friendly rat (it becomes your pet).
- 16-17: A key (will open the next locked gate).
- 18: Funny looking mushrooms. (Roll on next table if ingested.)