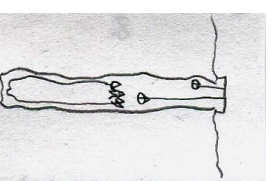
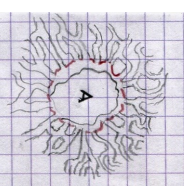


Long ago, the land was infested with goliath-sized worms. Stretching across miles of mud flats in the kingdom of Guffistan are enormous worm tunnels. Rumor has it that the goblin king has taken up residence in one of these, mining the ground for all it's worth. It is also said that a dark wizard of unimaginable power dwells here. Recently villagers from a nearby town have been disappearing, supposedly kidnapped by the wizard.

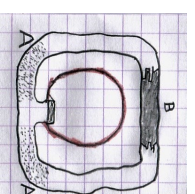
The pit, shown in side view to the right, is made up of 15 stacked levels, accessed by a pulley system with 2 circular platforms, counterbalancing each other. When the party goes past level 7 they will meet the other platform ascending full of goblins impatient at their delay! The 2nd platform has a rotted patch in the center the goblins avoid; PCs stepping there must save or fall.



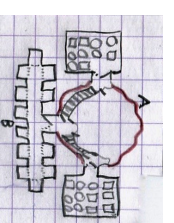
Level 11



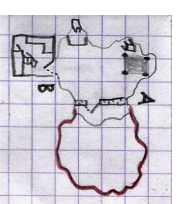
Level 12



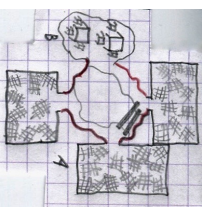
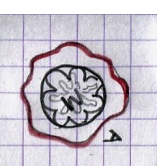
Level 13



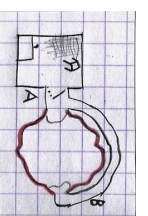
Level 14



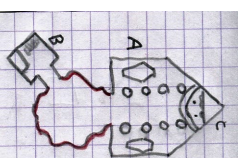
Level 15



Level 6



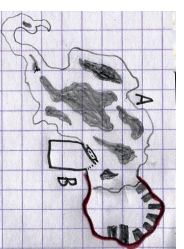
Level 7



Level 8



Level 10



(A) Sleeping Quarters:

each has 5d4 goblins awake, & 1d4 asleep, who will awaken sleepers & attack. (B) 4 goblins gambling, 1d4 drinking.

(A) Master Bedroom:

the leader of goblins & 4 guards. If guards are killed, Grizzletooth (leader) will try to get PCs to kill dragon. Cot stuffed with gold & gems. (B) Hall: passage from lift 2.

(A) Shrine:

columns covered with eyes that follow you. Two slabs hold beheaded bodies. Dais holds 2 braziers & bas-relief face of Gnumsh. mouth leads to (C). (B) Bedroom: (C) all kinds of offerings (gems, trinkets, etc.) are here.

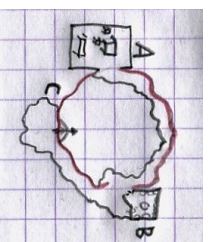
(A) Mine: same as level 10. (B) Vault:

guarded by 2d4 goblins & 2 stone giants. Same as 10

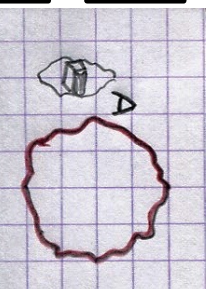
(A) Mine: 10d4 goblins mining.

(B) Vault:

guarded by 2d4 goblins & 3 hellhounds. Goblins are depositing gems and precious metals.



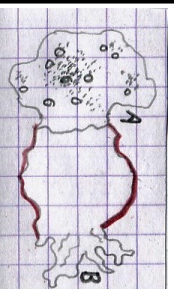
Level 1



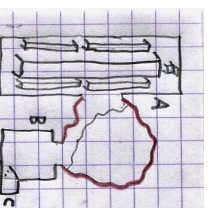
Level 2



Level 3



Level 4



Level 5

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(A) Catacombs:

(A) Mine supports collapse when floorboards at A are trod (2-12 damage & trapped by rubble). (B) Korn Lair: floor has collapsed into 20' deep chasm inhabited by xorn.

(A) Storeroom:

iron doors with fireball trap, password is "Fire." All the wizard's magic items and trophies are in these rooms. (B) Prison: many tortured prisoners are in cells.

(A) Bedroom: a gem the size of an olive sits on bedside table. Secret cubby holds 500gp. (A) Workroom: wizard (Ringhand: human, hp 38, AC 0/20, has all the rings in the DMG) is here. Is pouring over book, does not notice PCs.

(A) Bottom:

fossilized rock worm has sat here for 75 million blood moons.

(A) Goblin guards: 3 goblins sit around table gambling. (B) Army: (C) ballista mounted on wall.

(A) Buried chest contains 75000 gp.

(A) All kinds of mushrooms line shaft—alchemy heaven! If all are harvested, an alchemist would pay 300gp.

(A) Dragon Lair: Snake the black dragon just moved in. He is still young but has treasure. Goblins hate & fear him. (B) Snake is making a new room with his acid.

(A) Dining Hall: a large feasting hall "more like it" (B) Kitchen: (C) food pantry: