

A **NEW** Adventure Pack for the

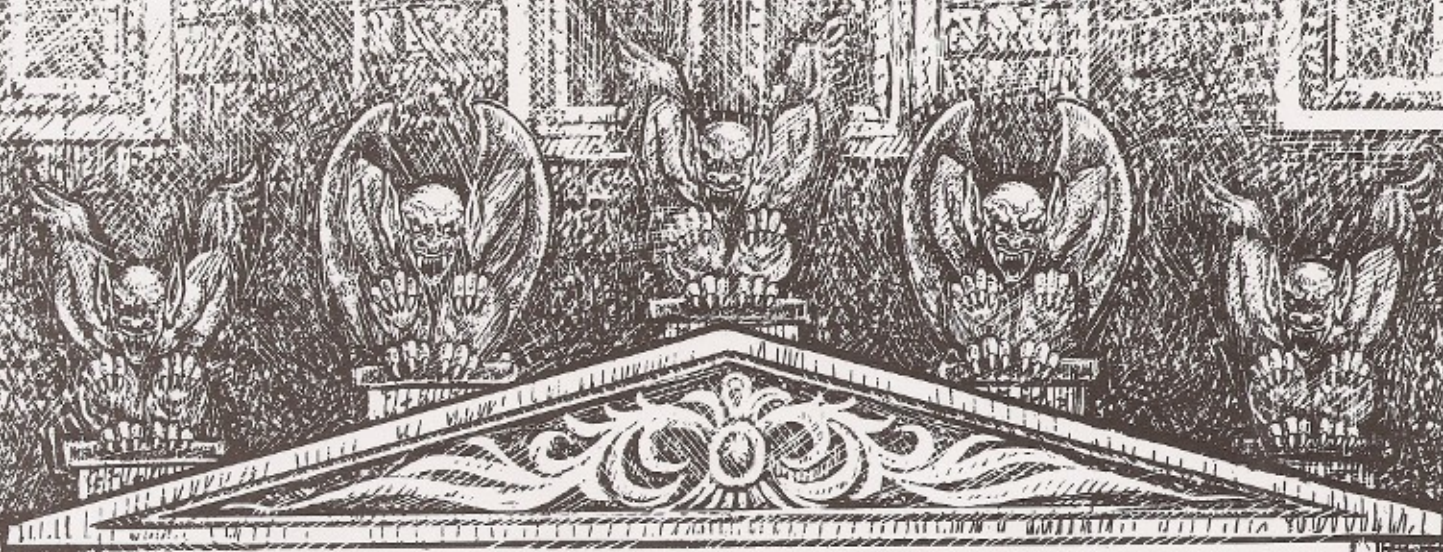
Dungeons & Dragons[®]

GAME

The Goblin's Lair



Battle Against The Goblin King and his Three Armies!



Goblin's Lair Instruction Sheet

Read This Sheet First!

Three adventures for the D&D® Game and a fantasy adventure *Goblin's Lair* mini-game too! Prepare yourself for lots of fun and excitement in the worlds of your imagination!

The *Goblins' Lair* Adventure Pack is another supplement to the new DUNGEONS & DRAGONS® Game and allows players to become great heroes facing dangers and excitement in search of fame and fortune. The Adventure Pack provides three exciting D&D role-playing adventures featuring the classic foes from fantasy and folklore—goblins! The game booklets are accompanied by three detailed full-color maps and dozens of fold-up counters for your adventurers and monsters.

And as an added bonus, we've included a complete *Goblin's Lair* fantasy adventure mini-game. This box gives you everything you need to play. There are traps and treasure, hazards and monsters, just like the DUNGEONS & DRAGONS game, but the simple, easy-to-learn, and fast-moving rules let you show friends, neighbors, and relatives what it's like to play the DUNGEONS & DRAGONS role-playing game.

Contents

Each *Goblin's Lair* Adventure Pack contains the following components for use with the games:

- Three 16-page booklets and full-color mapsheets: *Red Hand Trail*, *Trouble Below*, and *Palace of Dread*;
- Three sheets of full-color die-cut fold-up character and monster figures, similar to those in the DUNGEONS & DRAGONS game;
- One sheet of character cards, featuring 8 ready-to-play characters for use with all the booklet adventures and the mini-game;
- Three sheets of full-color die-cut tiles, featuring other monsters and dungeon scenery for adding and changing details within the dungeons; and
- One six-sided-die and one ten-sided-die.

Goblin's Lair Adventures

To use any of the three DUNGEONS & DRAGONS game adventures, read the booklet for each adventure while studying the full-color map sheet for it. These are not complete games in themselves; you'll need a copy of the DUNGEONS & DRAGONS Game in order to play them. If you have the D&D *Thunder Rift* game accessory, you can easily use that setting as a framework for the adventures in this box.

Pages 7 and 8 of the *Red Hand Trail* booklet contain the DM's handouts for the adventures; the text will note when handouts need to come into play. Reference maps of each mapsheet are provided for the Dungeon Master on the back page of each booklet; these DM's maps show the DM how to set up each room for the role-playing adventures.

Assemble the stand-ups for characters and monsters as needed for each adventure.

Goblin's Lair Mini-Game

The central pages of the *Palace of Dread* booklet (pp. 7-10) should be pulled out and kept to one side. These pages contain the *Goblin's Lair* mini-game. Read the mini-game rules before playing, and keep them handy for reference during the game. Place additional details (tiles) on the map as desired and, before you know it, you'll be on your way into exciting fantasy adventures!

Acknowledgements

Thanks to our *Goblin's Lair* mini-game playtesters for taking time out of their busy schedules to have some fun and lend their comments: Karen Boomgarden, Anne Brown, Bruce Heard, "Slade" Henson, Rob King, Julia Martin, Colin McComb, Jon Pickens, Thomas Reid, Dori Watry, and Steve Winter.

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Dungeons & Dragons®

Official Game Adventure

Red Hand Trail

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Red Hand Trail

Adventure Summary

A young and ambitious goblin chieftain has led a small warband raiding out of the Burning Hills and into the settled lands of Thunder Rift. From a base in a cavern complex, the raiders have destroyed several isolated farms. The caverns have other inhabitants, as the goblins have discovered in the course of exploring, but they are content to secure an area for their own use and leave the rest. This means that the player characters will face other monsters as well as goblins when they enter the caves on their punitive expedition.

This is the easiest of the Goblin's Lair adventures to play, and it is recommended that you play this adventure first before going on to tougher adventures in *Trouble Below* and *Palace of Dread*. However, *Red Hand Trail* can be played as a separate adventure in its own right if you wish.

As an option, these adventures can be set in Thunder Rift, the fantasy setting developed for the entry-level D&D® game. This simply gives the players and the Dungeon Master more material for their games, and shows them what exists outside of the dungeons. For more information on this setting, see the *Thunder Rift* accessory published by TSR.

PC Briefing

You and your comrades have been travelling through Thunder Rift in search of adventure and renown. The farmers and villagers have little use for adventurers themselves, but they have directed you to the village of Kleine.

You expect it will be difficult to gain an audience with the mayor of Kleine, but to your surprise you are ushered into his presence almost immediately. As you enter, you find him talking to a farmer, who stands respectfully in front of the mayor's desk with his cap in his hand. They both look up as you enter, and the farmer stops talking.

"Well, well," says the mayor, looking the party up and down, "Perhaps my prayers have been answered after all. I'm told you're looking for adventure—well, if the reports I've just been hearing are true, Bedan here may have just what you're looking for. Tell these people your story, Bedan."

The farmer turns toward you, and begins his tale, a little nervously. "Well, see . . . um, we got trouble with goblins. They come out o' the Burnin' Hills not long ago. Three farms been burnt down already, an' no one left 'em alive. We're all afeared to go in the fields . . . 'course the crop'll rot in the ground 'less we do. So anyways, they sent me to fetch help."

The mayor takes up the story.

"For days now, isolated farms in the area have been subject to murderous raids by the goblins of the Red Hand tribe. We don't know what purpose lies behind these raids, apart from the desire for plunder and food. We have, however, heard that the goblin tribes had long been dissatisfied with their old tribal king. A strong and cunning chieftain can hope to become the king of the entire tribe—normally by murdering the existing king—and this may have happened with the Red Hand goblins. When small warbands have gone raiding in the past, they were usually led by a young and ambitious chieftain who wanted to prove himself to the tribal elders and establish a strong following among the tribe. I suspect that this warband is led by such an individual."

"As Bedan says, there have been no survivors from their raids, but scouts have examined the goblins' tracks, and estimate that there are twenty or so of them—certainly not more than thirty. The goblins have just been tracked to a series of small caverns deep within the Burning Hills, just to the east of where the Drake River flows through the hills. The caves have never been fully explored, but a local shepherd has drawn a map of the part he knows. The goblins are within a day's striking distance of Kleine, and that's not something I like to think about."

"The leader of these goblins appears to be very competent. So far, they have always managed to avoid our traps and ambushes, as well as get around the defenses of the farms they have attacked. The goblins of the Burning Hills have always been unruly, fractious, and generally uncooperative creatures, so their leader must be very strong and forceful to keep them under control. This one seems to be doing a very good job, I must admit."

"We don't have enough troops to flush the goblins

out into the open grasslands and wipe them out. In any case, normal soldiers aren't trained for fighting in tight spaces, dealing with any set traps, or handling the other situations that can arise when you're travelling within caverns and underground. So we have a need of your skills. You must go into the caves and take the fight to the goblin camp itself. These raids cannot go unpunished, and the people of this region must be protected from the goblins."

"Well, kind adventurers, there you have it. If I were twenty years younger I'd join you myself. Instead, I can only send my best wishes along with you. Bedan will be able to guide you close to the goblin caverns, I'm sure. Here's the map I mentioned—very incomplete, I know, but it does show you at least part of the caves from when it was a silver mine. Good luck."

At this point, the Dungeon Master should give the players Handout A1 for them to look over and use as a map of the caverns. If the players wish to collect more equipment in Kleine, the mayor provides any nonmagical equipment the party needs before they leave.

Journey to the Caves

When the players are ready to begin, read the following:

Travelling with Bedan, you skirt the edges of Lake Ostrel and move eastward into the Burning Hills. The journey is without incident, although almost everyone you meet along the road is full of news and wild rumors about fresh goblin raids. Some people claim to have seen huge armies of thousands of the creatures, but you suspect that their tales have grown in the telling. Despite the tall tales, the burnt-out ruins of a number of farms convince all of you that there is certainly some danger here.

Bedan stops when you are within sight of the crude bridge over the river, and nothing will persuade him to go closer. You are on your own now. What do you do?

When the players decide how to approach the suspected goblin base, have them place their fold-up figures on the map in the appropriate spaces. If they wait until night, rooms 1 and 13 are not illuminated by daylight.



DM Notes

Boxed Text: Boxed text should be read aloud to give players descriptions of any scenes, events, monsters, and characters they encounter. The Dungeon Master can use his or her own words, but he or she shouldn't forget to give players all the information in the text.

Cave-ins: If the cavern walls in this dungeon suffer more than 20 points of damage, the wall section will collapse and the ceiling over the square closest to the damaged wall falls down, filling the entire square with rubble. Any character or creature standing in a square that becomes filled with rubble is buried, and must make a successful saving throw vs Dragon Breath or suffer 2d6 points of damage. Survivors must roll their Strength scores or lower on 1d20 to struggle free from the rubble—they can take no other actions until they are free. Other characters can help, and subtract two points from the die roll for each person aiding the victim. A collapsed square is blocked; it is impossible to see, fight, fire missiles, or cast spells across the obstruction. It takes one character two turns to clear a blocked square with a shovel and four turns without one.

Flooded Passages: The water within these flooded passages is deep enough to come over a character's head. Unarmored characters may swim 3 squares per round. Characters in leather armor may swim 2 squares per round, but must roll their Strength score or less on a d20 each round, suffering 1 point of drowning damage on each failure. Characters wearing heavier kinds of armor automatically sink to the bottom of the river; they may walk or crawl 1 square per round along the bottom, and automatically suffer 1 point of drowning damage per round while under water. Fighting, missile fire, and spellcasting are all impossible to accomplish while a character is swimming; a person or creature who is underwater cannot be struck with weapons or spells.

Goblin Equipment and Treasure: With the exception of the chief, all the goblins wear leather armor and carry a shield, giving them each an armor class of 6 (AC6). Their shields are painted with the crude design of a red hand. If the party surprises a group of goblins, they will not have their shields ready. Goblins who are not attacked in the first round of combat will pick up their shields, but the others will have to do without, and will have an AC7. Archers will also be AC7 while using their bows. Each goblin carries the equivalent of 2d6 ep, mostly in silver and copper coins.

Goblinease: All goblins encountered in this adventure speak only their own language and characters who don't speak the goblin language will not be able to communicate with the goblins. Even if a character knows goblinease, the Dungeon Master can help to bring the goblins alive by imitating their language for the players. Speak nonsense words very rapidly and in a slightly high-pitched voice, using mainly o and u vowel sounds and g and b consonants.

Half-squares: Since most of this complex consists of natural caves, rooms and passages are not always on a perfect grid pattern. Some of the squares on the map are "half-squares"—half open space and half solid rock. Because a half-square offers less space than a full square, the following rules apply:

- It is not possible to enter or pass through a half-square that is occupied by another creature.
- A creature occupying a half-square suffers a penalty of -1 to hit in melee combat due to the confined space. This penalty does not apply to spellcasting or missile fire.

Light: Unless stated otherwise in the room descriptions, all rooms and passages are pitch dark. The goblins can see with their infravision and eat their meat raw, so they do not need lanterns, torches or fires.

Maps and Counters: There is a DM's reference map for this adventure on page 16. This is a reduced copy of the color mapsheet, and it shows where monsters and other features are placed during play. The DM will find fold-up figures and stand-up or flat counters for all these features in the box. As the player characters enter a new area, the DM should place all the monsters and other features in that area using the reference map. Unless otherwise stated in the Map Key, a monster is always represented by a fold-up figure, and a feature is always represented by a tile.

Subterranean Lakes & Streams: These are usually shallow enough to be waded, but may be fast-running with treacherous footing. Refer to the notes in the individual room descriptions. It is not possible to see the bottom of a stream, even with magical light. Wading characters fight and fire missiles with a -2 penalty; these penalties apply to all creatures unless stated otherwise.

Wandering Monsters: Roll 1d6 every other turn to see if a wandering monster enters the area. Wandering monsters are never encountered in areas 15-18. See the Wandering Monster Table on page 15.

Map Key

1. Entrance Cave

Daylight illuminates the front part of the cave, and you can just make out a side-passage. Opposite the passage, a lit torch is jammed into a crack in the wall about 3 feet from the ground. The cave narrows at the back and seems to turn into a passage.

The floor of the cave is smooth with a noticeable path worn to area 2 by the old miners. The torch was put there by the goblins, for a small hole in the wall behind it leads to a wasps' nest. If the torch is removed or extinguished, the wasps will pour out of the nest, attacking the nearest creature in a swarm. At this point, the DM should replace the torch tile with the wasp swarm tile. The wasp swarm attacks the nearest character as a single creature.

Wasp Swarm (1): AC7; HD 2*; hp 12; MV 30' (10'), flying 60' (20'); #AT 1 area effect; Dmg special; THAC0 16; Save NM; ML 11; AL N; XP 25.

The wasp swarm can move into a square occupied by another creature—the swarm can only attack creatures in the same square as itself. The swarm automatically hits any character or creature in the same square. Armored victims (and monsters with AC5 or better) attacked by the swarm take 2 points of damage per round; unarmored victims (and monsters with AC6 or worse) take 4 points of damage per round.

A character or creature who leaves the area covered by the swarm, or who swats at the insects with a weapon or torch (hands have no effect) instead of another action, takes 1 point of damage that round. Diving under water kills all the insects after one round; during that round, normal damage is suffered. The swarm attacks until there is no living enemy visible in the cave, or until destroyed.

2. Old Mine Workings

This is a room with smooth walls and a regular shape. One passage leads off to the left, and another opening ahead is choked with rubble. Apart from a broken oil lamp and the rusted head of a pick, the room is empty.



The goblins triggered the cave-in that seals off areas 4-8 after meeting the wraith in area 5. Characters examining the walls closely are permitted to roll 1d6 as if searching for secret doors or traps. If the roll is successful, the character spots a fragmentary vein of silver ore in the wall—not enough to be valuable, but enough to show what was mined here.

3. Old Mine Store

This small, rectangular room is clearly artificial. A few fragments of rotten wood and rusted iron are all that remains of the door. The floor of the room is littered with debris.

If the debris is searched, it is possible to find 1d6 iron spikes, a small hammer (1d4 damage, may be thrown) and 20 feet of rope that is still sound. Searching the debris will disturb a family of normal rats which lives here. The DM should secretly roll 1d6 for each character examining the rubble; the first character to roll 1 has disturbed the rats. Place a rat pack tile in the same square as the character; the rats have leaped out of the debris all around!

The five rats attack as a single creature. The pack makes one bite attack against the character who disturbed it, and then flees straight for the cave entrance through areas 2 and 1. The rats take the shortest route out of the caves, and any character in the way is subjected to one bite attack as the rats pass through his or her square.

Normal Rats (5): AC9; HD x; hp 5; MV 60' (20'); #AT 1 bite/pack; Dmg 1d6 + disease; THAC0 19; Save NM; ML 5; AL N; XP 10.

The rats move and attack as a pack. Anyone bitten by a rat pack has a 5% chance of being infected with a disease—check each time a character is bitten. If a bite is diseased, the XP value of the rats rises to 30 and the diseased character must make a Saving Throw vs. Poison; if the roll is failed, the character either dies in 1d6 days (25% chance) or lies sick in bed for one month, unable to go adventuring (75% chance).

4. Face Entrance

The entrance to the mine's working faces is blocked by a rockfall, which can be cleared in the usual way. The DM should place a rubble tile as shown on the DM's map. Beneath the rubble is the corpse of a goblin, who was

apparently killed when the rockfall occurred. If the party clears the rockfall, replace the rubble tile with a skull and bones tile to represent the corpse. Its sword and shield are broken and useless, but searching the body will turn up a dagger and a belt-pouch containing 6 sp. Then, read the following to the players:

You are in a small, squarish area, with two narrow tunnels leading off on either side. The walls have distinct greyish bands in the rock—possibly the seams of ore that the miners sought.

The DM should read the descriptions of areas 5-8 carefully once the party enters here, as things can happen quickly.

5. Collapsed Gallery

Place a rubble tile as shown on the DM's map, then read the following to the players:

The far end of the gallery is choked with rubble and other debris. As you set foot in the gallery, a pale blue light suddenly begins to shine from inside the rubble. Becoming brighter, the light pours from the rubble and seems to draw itself together into a human shape. You find yourselves looking at a nearly transparent, pale blue figure, and it doesn't seem to be pleased to see you. Floating a few inches above the ground, the ghostly figure rushes toward you with a ghastly wail.

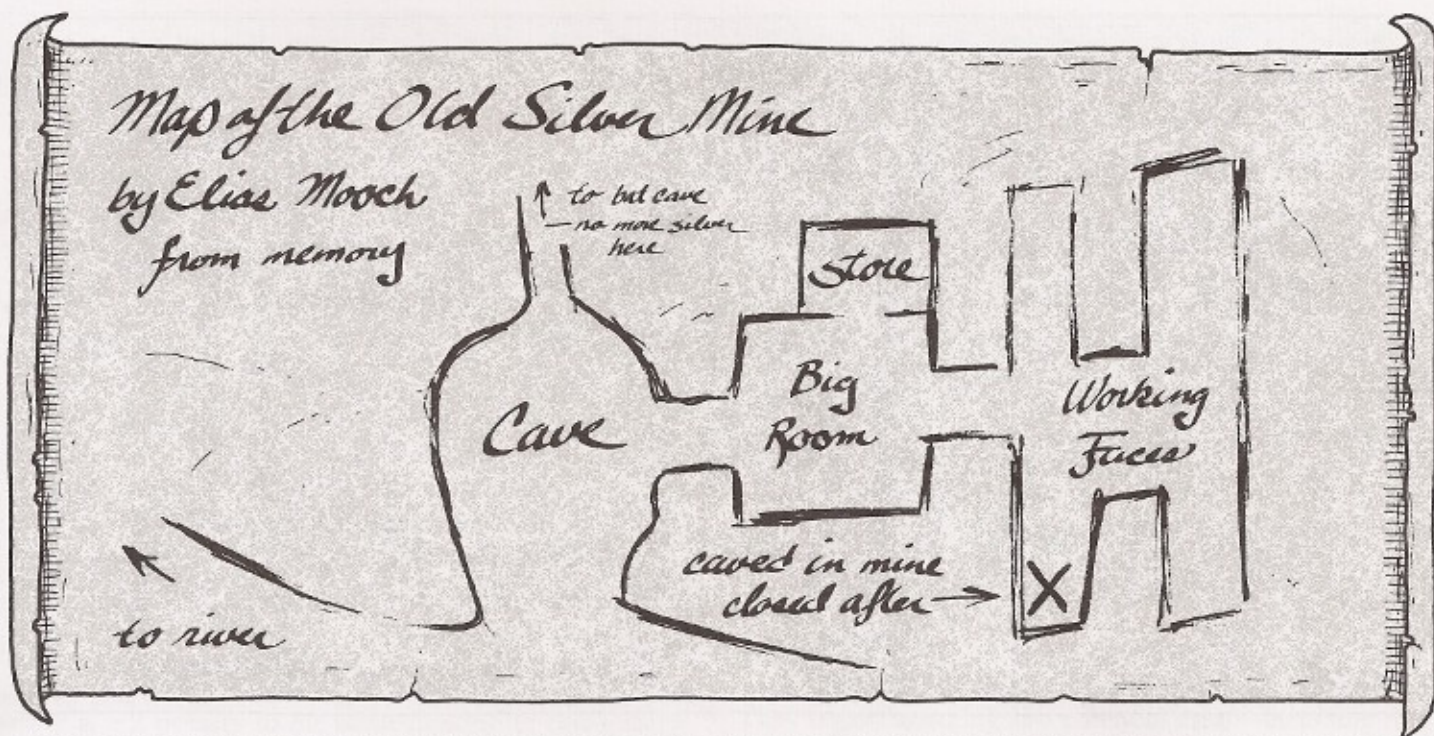
Place a wraith fold-up figure on the rubble tile at the end of the gallery. Each side rolls for initiative, and the fight is on!

Wraith: AC3; HD 4**; hp 19; MV 120' (40'), Fly 240' (80'); #AT 1 touch; Dmg 1d6 + energy drain; THAC0 16; Save F4; ML 11; AL C; XP 175.

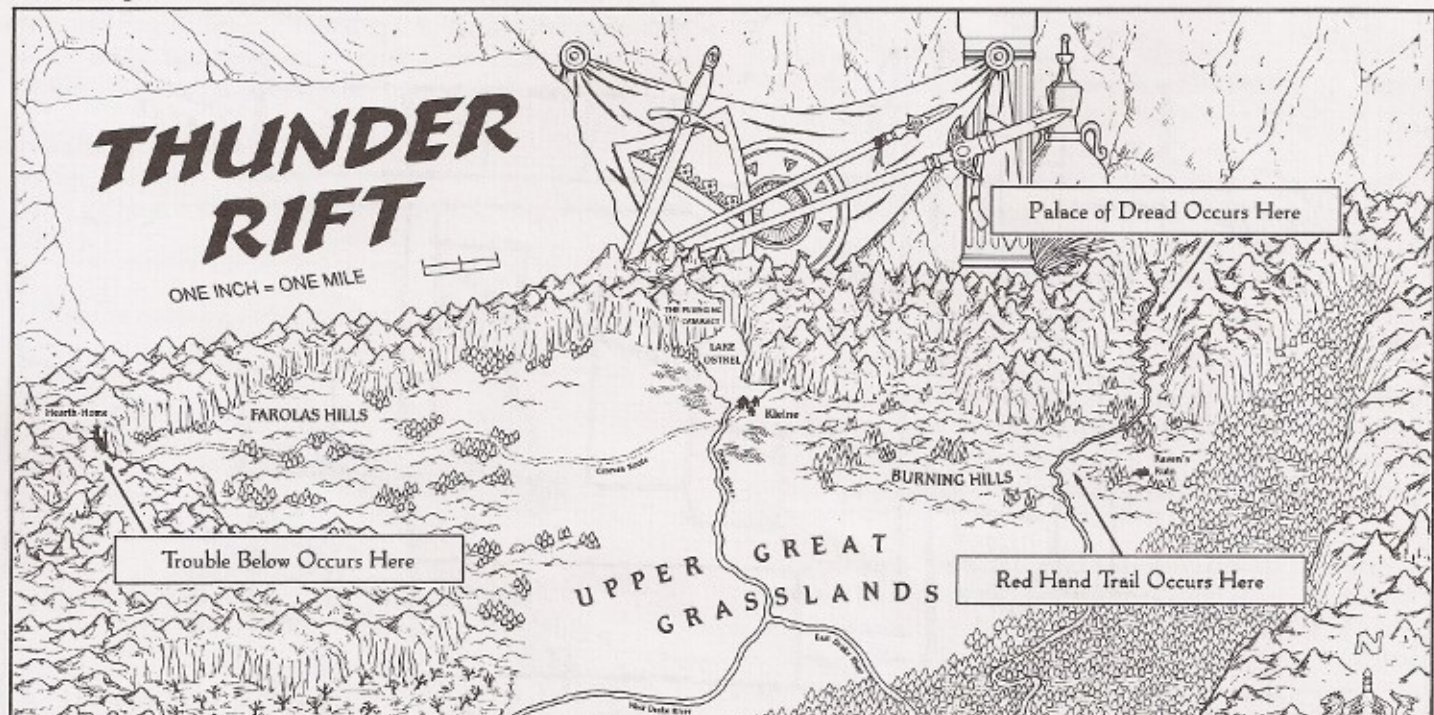
The tortured spirit of a miner who was killed in a cave-in, the wraith is immune to *sleep*, *charm* and *hold* spells, and can only be hit by silver or magical weapons. Silver weapons cause only half damage. The wraith cannot leave the gallery, and will sink back down into the rubble if there is no living creature in the gallery.

If the rubble at the end of the gallery is cleared, the unfortunate miner's body will be found—replace the rubble tile with a skull and bones tile. There is nothing of value on the body.

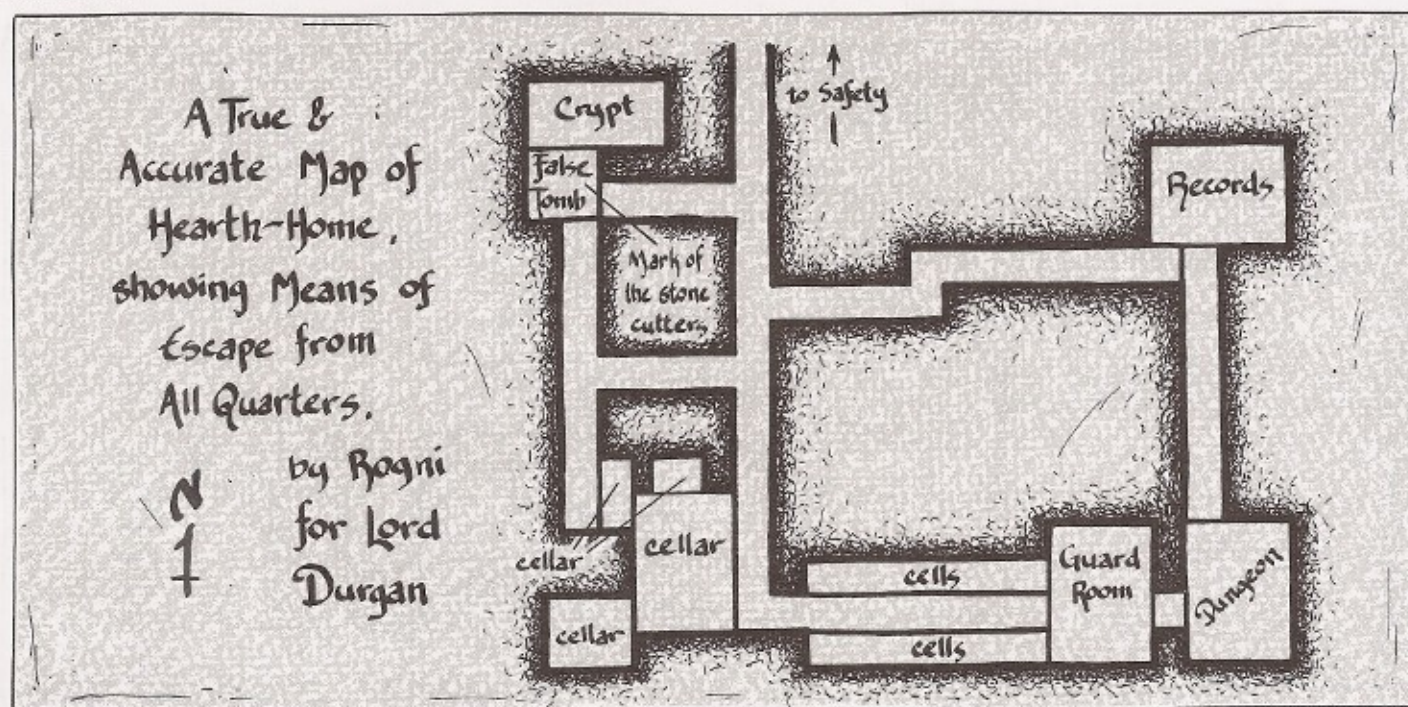
Handout A1



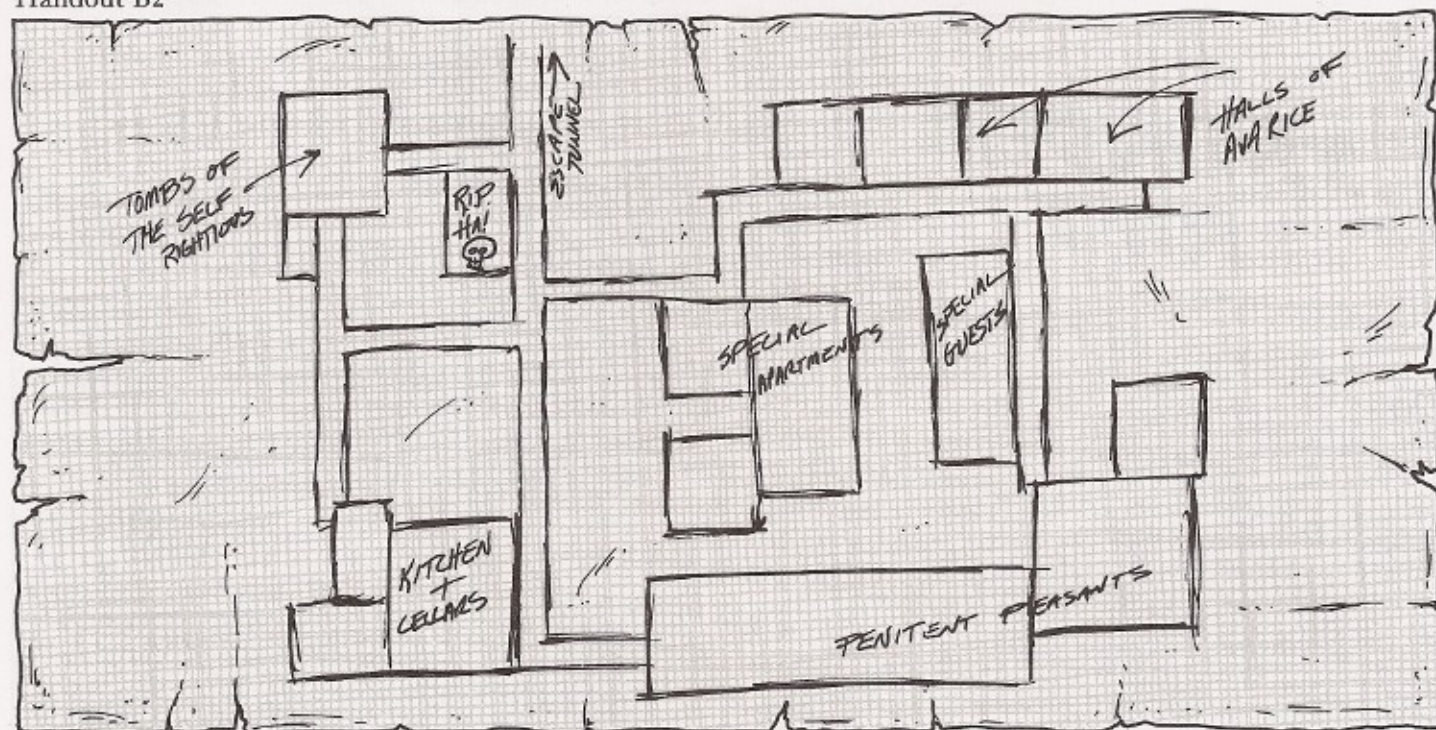
Area Map



Handout B1



Handout B2



6. Empty Gallery

This narrow passage comes to a halt after a few yards. It appears to be empty.

The passage is indeed empty, but it is somewhat unstable. A dwarf character who searches the passage should roll 1d6 as normal; if the roll is successful, the character spots a number of cracks and fractures in the ceiling and walls that reveal the passage could collapse at any time. This gallery has double the normal chance of collapsing—refer to the notes on cave-ins under the “DM Notes” at the start of this booklet.

7. Low Gallery

This gallery has a clearance only about four feet high, and is not as neatly finished as the others. Perhaps the mine was abandoned before it could be completed. It appears to be empty.

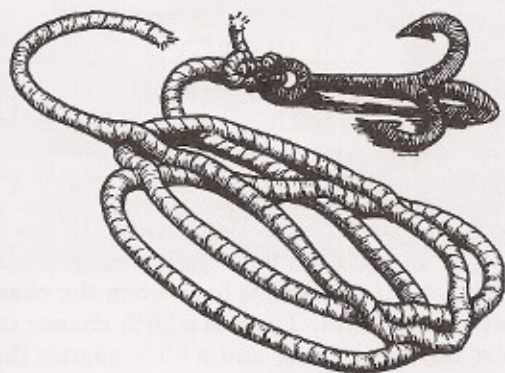
Human or elven characters moving and fighting in this passage are at a disadvantage due to their height. They suffer a -2 penalty to hit while fighting in this gallery, and any character without a helmet must make a successful Saving Throw vs. Dragon Breath each round while moving in here; a failed roll indicates the character has hit his or her head for a single point of damage.

There is nothing of interest or value in this gallery.

8. Gallery

This gallery ends after a few yards. It appears to be empty.

There is nothing of interest or value in this gallery.



9. Bat Roost

This is a high cave, with the ceiling almost out of sight. The air is filled with a musty smell and a high-pitched chittering noise; as you look up, you see a huge mass of small bats roosting on the ceiling.

The bats become disturbed if any light is brought into the cave, or if there are any loud, high-pitched noises. If the bats are disturbed, they will fill the air in a whirring, chittering mass, causing confusion as described in the DUNGEONS & DRAGONS® rulebook.

There is a large tile for the bats. They fill the entire cave, and everyone in the cave is affected by them. The bats will take 2d6 rounds to clear out of the cave, at this time, their confusion effect ends.

Normal Bat (thousands): AC6; HD 1/4*; hp 1; MV 9' (3'); Fly 120' (40'); #AT confusion; Dmg nil; THAC0 n/a; Save NM; ML 6; AL N; XP 5.

Living on the floor of the cave, feeding on offal and scraps dropped by the bats, are five giant centipedes. They regard anything as a potential meal—including the PCs! They are not affected by the confusion caused by the bats.

Giant Centipedes (5): AC9; HD 1/2; hp 4, 3, 2, 2, 1; MV 60' (20'); #AT 1 bite; Dmg poison; THAC0 19; Save NM; ML 7; AL N; XP 6.

Anyone bitten by the centipedes must roll a successful Saving Throw vs. Poison or become ill for ten days, moving at only half speed and becoming too weak to perform any physical action other than walking.

10. Underground River

The passage broadens out slightly, and a cold, fast-flowing stream crosses it, issuing from a hole in the west wall and disappearing into a low fissure in the east wall. The passage continues beyond the river.

Unarmored characters and characters in leather armor can jump across the stream without difficulty; characters in metal armor need to make a successful Saving Throw vs. Dragon Breath if their Dexterity is 10 or less. A failed roll means that the character lands in the water—refer to the notes on flooded passages under the “DM Notes” at the front of this booklet.

11. Sentry Cave

This small, rough cave narrows to a passage heading west.

The cave is empty, but there is a sentry posted here. The sentry is asleep when the PCs enter; only characters with infravision or some light source can see the goblin snoozing in the passage. Roll for initiative, but reduce the PCs' roll by one point if they have light sources (such as torches and lanterns) with them and by another point if they were noisy in area 10.

If the goblin wins initiative, it wakes up and scampers off down the passage. If the PCs win initiative, the goblin stays asleep—but it will be awakened by any loud noise, or if a torch or lantern is brought within 2 squares of it. The goblin sentry will never fight if it has the option to flee. It will head for area 12 to raise the alarm. If the sentry escapes, note that the alarm has been raised. This will make a difference to later encounters.

Goblin Sentry: AC6; HD 1-1; hp 5; MV 90' (30'); #AT 1 short sword; Dmg 1d6; THAC0 19; Save NM; ML 7; AL C; XP 5.

Use a goblin fold-up figure for the sentry.

12. Bridge Point

This passage broadens out after a few yards. A stream flows through it, and on the other side another passage leads off. On your side of the stream, the passage is blocked by a rockfall.

If the alarm has been raised, read the following to the players:

On the far side of the stream are three goblin archers, and three arrows come whistling toward you. There is a log on their side of the stream—presumably they used it as a bridge, but now you have to cross the stream another way.

Replace the log tile as shown on the DM's map with the three goblin fold-up figures as also shown on the DM's map. Then, begin the melee.

Goblin Archer: AC6; HD 1-1; hp 5; MV 90' (30'); #AT 1 short bow or short sword; Dmg 1d6; THAC0 19; Save NM; ML 7; AL C; XP 5.

Each archer has fired a single arrow, aiming at the first three characters they see. They automatically gain initiative on the first round of this combat, since they were ready and waiting for the party to arrive. The archers continue to fire until the party reaches the stream; at this point, they will run back into area 14. Refer to the notes on jumping and wading streams at the front of this booklet and in the description of area 10.

If the alarm has not been raised, place a log tile across the stream as shown on the DM's map, but do not place the goblin fold-up figures. Then, read the following to the players:

A log lies across the stream, making a crude bridge. You can see that the passage across the stream soon broadens out into a cavern. From the cavern, you can hear the sounds of movement and several voices chattering in the goblin tongue.

Provided they are not unduly noisy, the party can approach the cavern (area 14) without alerting the goblins within. Characters can either wade the stream (see the DM Notes, before this Map Key), or cross it using the log as a bridge.

At the far end of this passage is an area of rubble—place a rubble tile on the mapsheet when the PCs come within sight of it. Characters who investigate the rubble will find a stone on top with a crude design scratched into it. Characters who understand the goblin tongue will recognize it as a sign of danger. The rubble can be cleared in the normal way—read the description of area 13 as the party begins to clear the rubble.

13. Bear Cave

Daylight illuminates this cave faintly. The floor is littered with leaves, branches, bones and other debris, and the air is thick with a strong musky smell.

The blockage between this cave and area 12 was caused deliberately by the goblins, to keep the bear out of 'their' part of the caves. If the bear is here when the characters enter, it will attack them. There is a 20% chance that the bear is here during the day, and a 45% chance that it is

here at night. If the bear is here, place the grizzly bear fold-up figure as shown on the DM's map.

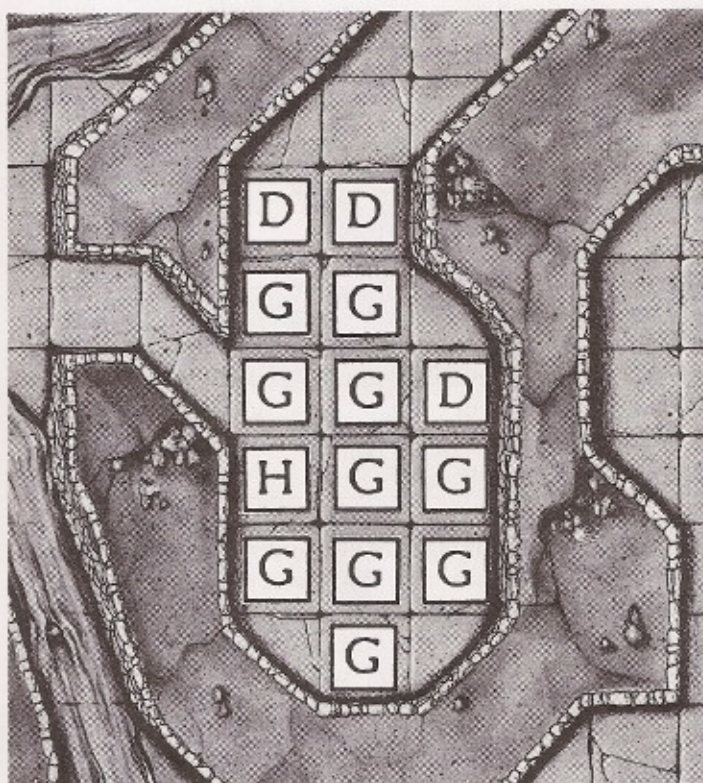
Grizzly Bear: AC8; HD 5*; hp 25; MV 120' (40'); #AT 2 claws, 1 bite; Dmg 1d4/1d4/1d8; THAC0 15; Save F3; ML 10; AL N; XP 300.

If the bear hits an opponent with both claws in the same round, it will hug for an additional 2d8 damage.

14. Small Cavern

This small cavern narrows slightly into a broad passage, which leads off to the north.

If the alarm has been raised, place ten goblin fold-up figures, three dire wolf fold-up figures and one goblin chief fold-up figure in area 14, as shown on the following diagram. Note that this is not the same arrangement as shown on the DM's map. Then, read the following to the players:



The goblins are ready for you, with weapons drawn. There must be at least a dozen of them and three big, fierce-looking wolves. A huge armored goblin bellows an order, pointing at you with a large ornate mace. The goblin horde charges at you.

These are ten goblin troopers and the goblin chief who have been alerted by the alarm. The warband's three dire wolf mounts also join in the fray. The three archers from area 12 have dropped their bows and picked up shields for hand-to-hand combat.

Goblin Troopers (10): AC6; HD 1-1; hp 7, 6, 6, 6, 5, 3, 3, 2, 2, 1; MV 90' (30'); #AT 1 short sword; Dmg 1d6; THAC0 19; Save NM; ML 7; AL C; XP 5.

Use goblin fold-up figures from the DUNGEONS & DRAGONS box to make up the necessary numbers.

Goblin Chief: AC4; HD 2; hp 9; MV 90' (30'); #AT 1 mace +1; Dmg 1d6 +1; THAC0 17; Save F2; ML 7; AL C; XP 25.

The goblin chief has a mace +1 and a shield +2; their bonuses have been figured into the statistics above.

Dire Wolves (3): AC6; HD 4 +1; hp 17, 15, 14; MV 150' (50'); #AT 1 bite; Dmg 2d4; THAC0 15; Save F2; ML 8; AL N; XP 125.

There are two dire wolf fold-up figures in this box. Use the wolf fold-up figure from the D&D® box for the third wolf.

The goblin chief will let his troops do the fighting, but will step in to help his goblins against a character who is obviously winning.

If the alarm has not been raised, read the following to the players:

All is quiet in here. From along the passage, you hear a number of raised voices in the goblin tongue.

Characters familiar with the goblin tongue will be able to tell that the voices are shouting encouragement and insults in almost equal proportions.

15. Occupation Cave

This is a large cave with a high ceiling and a pool in the middle. There are many goblins here—this must be their main living area.

If the alarm has been raised, the party will already have encountered the main goblin force. Place the bedding tiles as shown in the DM's reference map, but do not place the goblin fold-up figures.

If the alarm has not been raised, place the bedding tiles and goblin fold-up figures as shown on the DM's reference map. Then, read the following to the players:

There are nine goblins in the room, gathered together in a group beside the pool. They seem to be squabbling about something—two of them are rolling around on the floor grappling with each other, while the other seven stand around them and shout encouragement. They are so intent on the fight that they have not noticed your approach.

The goblins are distracted and suffer a -2 penalty to their initiative roll for the first round of combat.

Goblin Troopers (9): AC6; HD 1-1; hp 6, 6, 5, 4, 3, 3, 2, 2, 1; MV 90' (30'); #AT 1 short sword; Dmg 1d6; THAC0 19; Save NM; ML 7; AL C; XP 5.

After four rounds of combat in this room, the goblin chief from area 17 will come to see what is going on.

Scattered around the room are small bundles of filthy blankets and straw—the goblins' bedding. Any character moving onto or across one of these bundles must roll a d20. If the result is more than half the character's Dexterity score, the character stumbles and can only spend the next round recovering his or her balance. Characters searching the bedding have a 25% chance of finding 1d10 sp in each one in copper and silver coins.

The central pool in the cavern is actually a sheer-sided sinkhole 20 feet deep. Refer to the rules on subterranean lakes at the front of this booklet. At the bottom is a rotted leather pouch containing four nuggets of silver ore, worth 50 gp each. The ore was stolen from the mine years ago, and left here by a thief who never returned for it.

16. Chief's Antechamber

This cave seems to be deserted—there is not even the normal debris that you have seen elsewhere. A passage leads off at the far end; a ragged blanket hangs across it as a curtain.

If the alarm has not been raised, the chief's dire wolf mount will be resting in here. Its job is to guard the area, and it will attack any creature other than a goblin who enters. It will growl warningly at goblins who enter, before yelping to attract the chief.

If the alarm has been raised, the dire wolf will have been encountered in area 14; do not place its fold-up figure as shown on the DM's reference map.

Dire Wolf: AC6; HD 4 + 1; hp 17; MV 150' (50'); #AT 1 bite; Dmg 2d4; THAC0 15; Save F2; ML 8; AL N; XP 125.

Sewn into the bottom of the blanket (on the side facing away from area 16) are small bells taken from goats from the farms the goblins looted. The chief has attached them to the blanket as a kind of alarm; movement of the blanket causes the bells to ring, alerting all in area 17 that someone is entering. The weight of the bells pulls the blanket a little more taut than it would normally be, and a thief can spot the crude alarm system as if it were a trap.

17. Chief's Chamber

The floor of this small chamber is strewn with moth-eaten furs, blankets, and other debris. At one side is a pile of bedding, similar to those you have seen in other rooms but of better quality. Beside the pile of bedding is an iron-bound wooden chest, and a saddle of unusual design.

If the goblin chief has not yet been encountered, he will be here. If the goblin chief has been encountered, do not place his fold-up figure as shown on the DM's reference map. Either way, the bedding and treasure chest tiles should be placed as shown.

Goblin Chief: AC4; HD 2; hp 9; MV 90' (30'); #AT 1 mace + 1; Dmg 1d6 + 1; THAC0 17; Save F2; ML 7; AL C; XP 25.

The goblin chief has a *mace* +1 and a *shield* +2; their bonuses have been reckoned into the statistics above.

The chest contains the warband's treasure: 150 cp, 65 sp, and 71 gp in coin, plus an assortment of gems and jewelry from their raids. There is a pair of polished turquoise earrings (20 gp), a gold cloak-pin set with garnet (100 gp), a handful of carved onyx chess-pieces (5 in all, worth 10 gp each), a large spider preserved in amber (100 gp) and a huge faceted ruby (500 gp). The saddle is made to fit a dire wolf, and might be sold to a collector for 25 gp.

18. Wolves' Lair

This cave is used by the warband's dire wolves and their riders.

If the alarm has been raised, the occupants of this cave have gone into area 14 for the battle. Do not place their fold-up figures as shown on the DM's reference map.

If no alarm has been raised, place dire wolf and goblin fold-up figures as shown on the DM's reference map. Then, read the boxed text below to the players.

Either way, place the bedding tiles as shown on the DM's reference map.

Two strong-looking and heavily-scarred goblins sit in here, gnawing on joints of raw meat and occasionally throwing scraps to two large wolves that sit with them. They all look up sharply as you enter.

Goblin Troopers (2): AC6; HD 1-1; hp 7, 6.; MV 90' (30'); #AT 1 short sword; Dmg 1d6; THAC0 19; Save NM; ML 7; AL C; XP 5.

Dire Wolves (2): AC6; HD 4 + 1; hp 15, 14; MV 150' (50'); #AT 1 bite; Dmg 2d4; THAC0 15; Save F2; ML 8; AL N; XP 125.

The goblins take one round to stand up and ready their weapons. Five rounds of fighting in here will bring the goblin chief from area 17 to investigate.

There are three piles of filthy bedding in this cave; refer to the description of area 15 for special rules concerning them. Searching the bedding has a 75% chance of yielding 2d10 sp in silver and copper coins. Beside each of the beds is a strangely-designed saddle (to fit a dire wolf), which might be sold to a collector for 25 gp.



19. Fungus Cave

The air in here is very damp and musty, and the floor is glistening and slick underfoot. Water runs down the southern wall and drips from the ceiling, and there are several small pools on the floor. Several of them are covered by a floating layer of multicolored scum, and there are patches of fungus on the walls in many places. Some of them appear to have been scraped off recently.

There is a large patch of yellow mold on the wall and floor at the far end of the cavern. Place a yellow mold tile as shown on the DM's map.

Yellow Mold: AC can always be hit; HD 2; hp 11; MV 0; #AT spores; Dmg 1d6 + special; THAC0 19; Save F2; ML n/a; AL N; XP 25.

The mold can only be damaged by fire; a torch causes 1d4 points of damage each round. If the mold is touched—even by a torch—it may (50% chance per touch) release a cloud of spores measuring 10' × 10' × 10'; anyone within area of the cloud suffers 1d6 points of damage and must make a successful Saving Throw vs. Death Ray or choke to death within 6 rounds.

Not far away from the yellow mold is a mold of a phosphorescent purple color. Small, bright lights can be seen moving around within the mold. The lights are actually ants harvesting the mold. Because it is their main food source, the ants have become luminous themselves, glowing in the darkness like glow-worms. If the mold is disturbed, the ants will attack in a swarm immediately. Place an ant swarm tile on the same square as the character who disturbed the mold.

Ant Swarm: AC7; HD 2*; hp 12; MV 30' (10'); #AT 1 area effect; Dmg special; THAC0 16; Save NM; ML 11; AL N; XP 25.

The ant swarm can move into a square occupied by another creature—it can only attack creatures in the same square as itself. The swarm makes no attack roll against its target, but automatically hits. Armored victims (and monsters with a natural AC of 5 or better) in the same square as the swarm take 2 points of damage per round; unarmored victims (and monsters with a natural AC of 6 or worse) take 4 points of damage per round.

A character or creature who leaves the area covered by the swarm, or who swats at the insects with a weapon or

torch (hands have no effect) instead of performing any other action, takes only 1 point of damage per round. Diving under water kills all the insects after 1 round; during that round, normal damage is suffered. The swarm attacks until it or any visible opponent is destroyed.

The other fungi, although multicolored and interesting, are harmless—they are a delicacy to the goblins, who have been harvesting many of them. Anyone drinking the water from the scum-covered pools must make a successful Saving Throw vs. Poison or become violently ill for 24 hours, moving at half speed and unable to perform any physical action other than walking.

20. Slide

This low, narrow passage slopes downward sharply. Everything is extremely damp and slick. Water runs down the walls, and the floor glistens with moisture. The passage bends to the right after a few yards, and is lost to sight.

This passage was once a secondary watercourse, like the fungus cave. Blocked by a rockfall, it is now a dead end—a very steep, very slippery, and potentially very painful dead end.

Anyone moving down the passage without being secured (for example, by a rope held by comrades on more secure ground) must roll a d20 each round. If the result is more than the character's Dexterity score, the character falls, and slides out of control down the passage and into the debris of the rockfall. This collision causes 1d6 points of damage to an unarmored character or a character in leather armor, and 1d6-2 (minimum 1) points of damage to a character in metal armor.

Also in the cavern, lurking against one wall, is a gray ooze. Place a gray ooze fold-up figure as shown on the DM's map. It regards anything that enters the cavern as a meal. While fighting the gray ooze, each character must roll a d20 as above; on a failed roll the character slips and falls, and is unable to attack or do anything else except stand up during that round.

Gray Ooze: AC 8; HD 3*; hp 18; MV 10' (3'); #AT 1 touch; Dmg 2d8; THAC0 17; Save F2; ML 12; AL N; XP 50.

The ooze looks like wet stone, and is very difficult to see. It secretes a powerful acid that dissolves and destroys normal armor and weapons in one round, and can destroy magical items in one turn. Only stone is immune to the acid. After the first hit, the ooze clings to its victim, inflicting 2d8 points of damage per round to bare skin. Gray ooze is immune to fire and cold, but it can be harmed by weapons and lightning.

21. Flooded Passage

The underground river has carved a passage for itself through the rock. The flooded passage is about four feet in diameter, and the water level is within an inch of the ceiling of the tunnel. The dark water flows swiftly, and you cannot see the bottom.

Refer to the notes on flooded passages at the front of this booklet. Any characters who try to swim out of the caverns by using this waterway take damage as described in the "DM Notes" section but can swim into the waterfall where the stream enters the river outside of the caverns.

22. The Waterfall

A small waterfall about eight feet high pours out of a hole in the steep hillside. From the bottom, it looks like there is room to crawl into the opening where the water pours out — if you can get up there.

The waterfall drops for eight feet into a small pool and then into the Drake River. A thief can climb to the ledge using the Climb Sheer Surfaces ability; other characters will need a rope or some other means of reaching the ledge.

It is possible to enter the complex from the waterfall, forcing a way upstream against the rushing water. The torrent is so strong that characters trying this route must roll their Strength score or less at the start of each round of movement. If the check is successful, characters may move one square, but may not do anything else that turn. If the check is unsuccessful, the character is swept back for 1d6 squares. If this takes the character over the edge of the waterfall, the character falls into the pool eight feet below. The water cushions his fall, but even so the character takes 1 point of damage. Refer to the "DM Notes" on flooded passages at the start of the booklet.

Wandering Monster Table

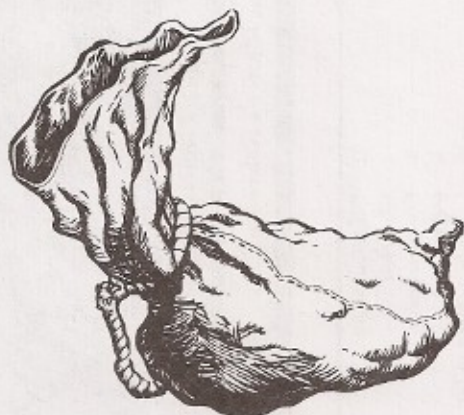
A wandering monster encounter is indicated with a roll of 1 on a 1d6. If a monster is encountered, roll on the following table:

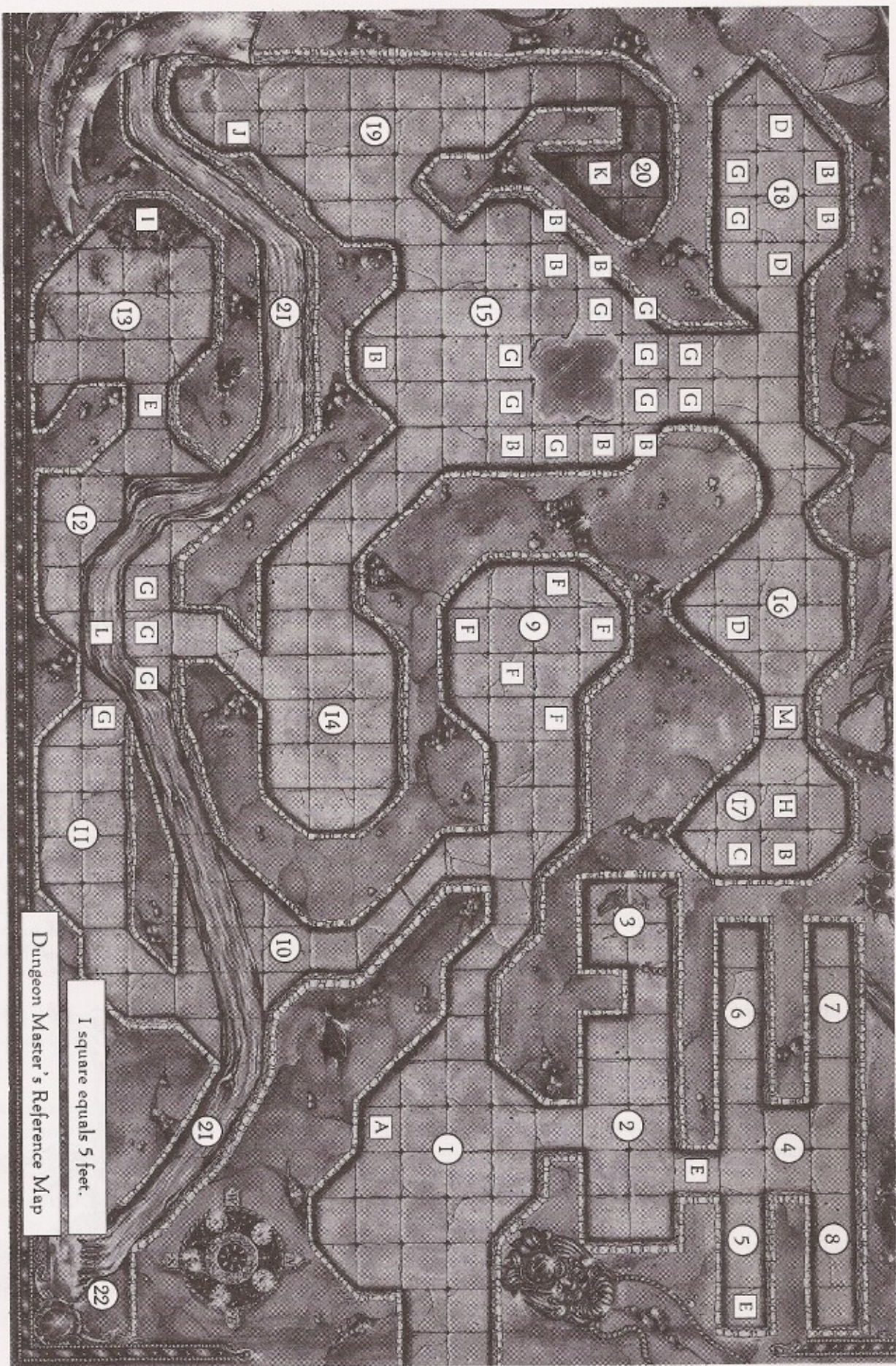
<i>D20 Roll</i>	<i>Monster</i>	<i>Number</i>
1	Beetle, Fire	1d6
2	Bugbear	1d3
3	Carion Crawler	1
4	Centipede, Giant	1d4
5-12	Goblin	1d6
13	Gray Ooze	1
14	Hobgoblin	1d4
15	Owl Bear	1
16	Rat, Giant	2
17	Snake, Rock Python	1
18-20	Wolf, Dire	1d3

The d3: There is no such thing as a three-sided die. To roll 1d3, you simply roll 1d6 and halve the result, rounding fractions up. Thus, a roll of 1 or 2 equals 1, a roll of 3 or 4 equals 2, and a roll of 5 or 6 equals 3.

Rewards

If the PCs manage to clear the goblin warband out of the caves, the grateful farmers of the area will offer them 50 gp total. This is all that these simple folk can raise, and it may be divided between the PCs as the players wish. Additionally, the PCs may keep any treasure the find in the caves. If the DM wishes, the mayor of Kleine might add more rewards in terms of money, equipment, or a banquet in Kleine in the heroes' honor.





1 square equals 5 feet.

Dungeon Master's Reference Map

- | | | | | |
|----------------------|-------------------------|---------------------|---------------------------|--------------------------------|
| 1. Entrance Caw | 9. Bat Roost | 17. Chief's Chamber | A. Torch Tile | I. Grizzly Bear Foldup |
| 2. Old Mine Workings | 10. Underground River | 18. Wolves' Lair | B. Bedding Tile | J. Yellow Mold Tile |
| 3. Old Mine Store | 11. Sentry Cave | 19. Fungus Cave | C. Chest Tile | K. Gray Ooze Foldup |
| 4. Face Entrance | 12. Bridge Point | 20. Slide | D. Dire Wolf Foldup | L. Leaf Tile |
| 5. Collapsed Gallery | 13. Bear Cave | 21. Flooded Passage | E. Rubble Tile | M. Curtain (Door Standup) Tile |
| 6. Empty Gallery | 14. Small Cavern | 22. Waterfall | F. Giant Centipede Foldup | |
| 7. Low Gallery | 15. Occupation Caw | | G. Goblin Foldup | |
| 8. Gallery | 16. Chief's Antechamber | | H. Goblin Chief Foldup | |

Dungeons & Dragons

Official Game Adventure

Trouble Below

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Trouble Below

Adventure Summary

A goblin warband has found the secret tunnel which leads from the dwarven keep of Hearth-Home to the nearby hills. The tunnel is intended to be a means of escape if the keep ever falls to attackers, but now it has provided goblins with an easy way into the Underkeep.

So far, the goblins have confined their attentions to the various underground rooms that make up the Underkeep, but sooner or later they will find a way to the surface. They pose a serious threat to Hearth-Home—the goblins must be cleared out of the Underkeep so this breach in security can be repaired before the orcs hear of it and overrun the dwarven keep.

This adventure is slightly more challenging than *Red Hand Trail*, and it is recommended that it is played after that quest and before *Palace of Dread*. However, the scenario in *Trouble Below* can easily be played independently from the rest.

PC Briefing

You are gathered together in the great hall of the dwarven keep of Hearth-Home. The Mayor of Kleine sent you with a message for the dwarves, reporting on renewed goblin activity at the northern edge of Thunder Rift. Lord Ragni of Hearth-Home listens with interest, especially as you report that goblins are moving into the area in some numbers. His brow furrows in thought.

"It may be time for another military campaign against the goblins," he says, half to himself. "My ancestors drove them out when the area was first settled, but it looks like they've recovered their losses from those battles and they're coming back. Most worrying . . ."

The lord's musings are interrupted by the arrival of a servant, who rushes into the hall in a panic.

"My lord! My lord!" he shouts, "There are goblins in the cellars! Hundreds of 'em! They . . ."

"Calm yourself!" orders Lord Ragni. "Now, start at the beginning. Who saw these goblins, and where were they?" The servant swallows hard, and takes a couple of deep breaths.

"My lord," he begins, a little calmer, "Cook sent me down from the kitchen to fetch a new sack of flour. I went down to the well-room, and there was this awful

racket coming from behind the door to the food store. Well, I put my eye to the keyhole, and there they were! All these goblins, tearing the sacks up and prying crates open—horrible, it was!"

"How many did you see?" asks Lord Ragni.

"Oooh, hundreds my lord! They were all over!"

"How many?" asks the dwarf-lord again.

"Well . . ." the servant begins to count on his fingers, "Four, I think—but you could tell there was more of 'em by the noise!"

"Very well," says Lord Ragni, "what did you do then?"

"Well," says the servant, "I ran to tell Cook and he said to tell you! We've blocked the cellar door and Cook's given everyone in the kitchens a carving-knife in case the goblins come out!"

"Very well," says Lord Ragni, "Go back and tell Cook to make certain they don't come into the kitchens. I'll organize some people to get them out of the cellars." The servant leaves, and the dwarf-lord turns to you.

"It seems that the goblins are getting bolder," he says. "Something will definitely have to be done about them. But first of all, we need to get our cellars back. I'll post guards over all the entrances to the Underkeep, and try to keep them out of the castle. Since you people have the most recent experience of goblin-fighting, I want you to go down and clear them out. But first, there are a few things you should know about the Underkeep."

"The Underkeep has four parts: in addition to the kitchen cellars, there are the dungeons, the vaults, and the crypt. They are all connected together by secret passages, and are also linked to an escape tunnel built by my ancestors in the chance that the keep should fall to attackers. I would bet that the goblins have found the other end of this tunnel, and that's how they got in."

"A few words of warning before you start. I mean no offense, but I know what adventurers often do when they get into ancient dungeons. First, the crypt. If the goblins are in there, I expect you to clear them out, but I shall be most disappointed if you disturb the tombs unnecessarily. All else aside, it is the tradition of Hearth-Home that nothing of value is buried with a departed Lord, so that everything can be handed down to his successor. Therefore, there is nothing to be found among the dead."

"Secondly, the vaults. No helping yourselves to the contents of the coffers. That's tax money from the whole of Hearth-Home, and it has work to do maintaining the keep and protecting its people. If you are successful in clearing the goblins out, I'll reward you well enough, don't worry."

"Finally, there are rumors of things in the Underkeep that may be more dangerous than goblins. Mad Lord Gargin, one of my less-lamented ancestors, was the black sheep of the family some years past. People said he dabbled in evil magic and alchemy, and who knows what else. When he died, his body simply disappeared, and no one knows where he was buried. There is a story claiming that he secretly built a set of hidden rooms in the Underkeep for his sinister works decades ago, but they have never been found."

"Well, that's all you need to know. I'll just wish you luck and let you gather your equipment. How do you want to enter the Underkeep? The goblins have definitely reached the kitchen cellars, so you could confront them there. You can also use the other entrances through the crypt, the vault, or the dungeons in the hope of coming around behind them. Where do you wish to make your stand?"

Starting the Adventure

When the players decide which entrance their characters will take, set up their stand-up counters in the appropriate entry chamber: area 1 for the kitchens, area 9 for the crypt, area 20 for the vaults, and area 24 for the dungeons. The DM should refer to the appropriate room description, read the players the boxed text describing the room, and the adventure begins!

Dungeon Master's Notes

Boxed Text: Boxed text can be read aloud to give players a basic description of the scenes, events, monsters, and characters they encounter. Dungeon Masters can improvise and use their own words instead, but they should be sure to give the players all the important information given in the boxed text.

Goblin Equipment and Treasure: All the goblins have the standard equipment of leather armor and a shield (Armor Class 6). The shield is painted with the crude design of a red hand. If the party surprises a group of goblins, they will not have their shields ready. Those not attacked in the first round of combat will pick up their shields, but the others will have to do without them, and will be AC7. Personal treasure is not given for each goblin in the band—each goblin has 3d10 silver coins (or the equivalent in copper coins).

Goblines: All the goblins encountered in this adventure speak only their own language. Characters who do not specifically speak the goblin language will not be able to communicate with the goblins. The Dungeon Master can help to bring the goblins alive by imitating their language for the players. Utter nonsense words and gibberish very rapidly and in a slightly high-pitched voice, using mainly o and u vowel sounds and g and b consonants.

Light: Unless stated otherwise in specific room descriptions, all rooms and passages in these adventures are pitch dark. The goblins can see with their infravision and they tend to eat their meat raw, so they do not need lanterns, torches or fires.

Maps and Counters: There is a DM's reference map for this adventure on p. 16. This is a reduced copy of the color playsheet, showing where monsters and other features are placed when the players enter an area. Fold-up figures and stand-up or flat counters for all these features are provided in the box; the fold-up figures from the D&D® Game Box are also used. As player characters enter a new area, the DM should place all the monsters and other features within that area, following the DM's reference map. Unless otherwise stated in the area description in the Map Key, a monster is always represented by a fold-up figure, and room features are shown by tiles.

Secret Doors: Unless stated otherwise in individual area descriptions, a secret door that leads from a room to a passage is concealed on the "room" side and obvious on the "passage" side. A secret door that leads from a room to another room is concealed on both sides.

Wandering Monsters: Roll 1d6 every other turn to see if a wandering monster enters the room or passage. Wandering monsters are never encountered in areas 7, 8, 10, 12, 13, 15-21, 23, and 30-32. See the Wandering Monster Table on page 15.

Map Key

1. Landing

Stairs from the palace kitchens lead down to the cellars. The landing is a roughly rectangular room, with a door at the far end. In the corner opposite the stairs is the main well-shaft for the dwarven stronghold, with a hole in the ceiling above it to allow buckets to be let down from the kitchens themselves. On the southern wall is another hole in the ceiling, with ropes and pulleys hanging from it—a kind of ‘dumb waiter’ allowing food to be hauled up from the cellars to the kitchens.

The door to the food store (area 2) is not locked. The well-shaft is 40 feet deep with ten feet of water at the bottom. The dumb waiter allows a person in the kitchens to haul up to 1500 lb weight of food at a time.

2. Food Store

This is a large room, piled with crates and sacks. Two doors—one on the eastern wall and one on the southern wall—have been broken off their hinges. A secret door in the western wall also lies open, leading into the dark passage beyond (area 29). There are four goblins in this room, tearing through the food. They look up as you enter.

If the party entered from area 29 through the secret door, the goblins will be surprised. Also, the eastern door leading to area 1 is closed but not locked.

Goblins (4): AC6; HD1-1; hp 5, 4, 4, 2; MV 90' (30'); #AT 1 short sword; Dmg 1d6; THAC0 19; Save NM; ML 7; AL C; XP 5.

After one round of fighting occurs here, the goblins from area 3 come to investigate. After 4 rounds of combat, goblins from area 4 arrive, drawn by the noise.

3. Cold Store

This room is colder than the other rooms. Two goblins are chewing on cold lamb meat, and other meat hangs from hooks in the ceiling. The goblins jump up, drawing their weapons as you enter.

If looked for, the walls of this room radiate magic—the room is magically kept cold to keep the meat fresh longer.

Goblins (2): AC6; HD 1-1; hp 4, 3; MV 90' (30'); #AT 1 short sword; Dmg 1d6; THAC0 19; Save NM; ML 7; AL C; XP 5.

4. Wine Cellar

This small room is lined with racks of bottles and numerous casks—or at least, it used to be. Now, everything has been torn down and wrecked, and the floor is slippery with spilt wine and ale. There are three goblins in here—they draw their swords and advance on you, somewhat unsteadily.

The slippery floor imposes a -1 to hit penalty on all characters engaged in melee combat in this room. It does not affect missile combat. The goblins in this room suffer a -2 penalty to hit.

Goblins (3): AC6; HD 1-1; hp 4, 4, 3; MV 90' (30'); #AT 1 short sword; Dmg 1d6; THAC0 19; Save NM; ML 7; AL C; XP 5.

5. Secret Passage

This short passage is empty. There is a secret door at either end (easily seen when in the passage itself), and the passage turns west at the southern end to area 6.

This passage links the tombs and the kitchen cellars. The goblins have not yet discovered the secret door leading here from area 3, and they have not yet penetrated into the tombs.

6. Secret Passage

This passage heads west from the tombs to meet with a long, straight passage (area 29) at a T-junction. As you move along it, you see two goblins a few yards away. They draw weapons and charge at you.

This passage provides one link between the tombs, the kitchen cellars, and the escape tunnel through which the goblins entered the Underkeep. The goblins are heading



east down the passage, exploring. If they don't notice the party, they will stop at the door to area 7 and spend two rounds breaking it open. They will then explore the tombs. If forced to flee from combat, they will try to head north via area 29 to area 2.

Goblins (2): AC6; HD 1-1; hp 5, 3; MV 90' (30'); #AT 1 short sword; Dmg 1d6; THAC0 19; Save NM; ML 7; AL C; XP 5.

7. Tomb of Lord Hargun

The bronze door on the southern end of this tomb bears the name of Lord Hargun, and a date from 150 years ago. The door opens to a short passage off of a small rectangular and very dusty room with the Lord's sarcophagus in an eastern alcove.

There are no traps protecting this tomb. If the sarcophagus is opened, it is completely empty.

This tomb's secret passages, allows access to areas 5 and 6, linking the tombs to the cellars. The true tomb of Lord Hargun, in area 8, is behind another secret door in this tomb.

8. True Tomb of Lord Hargun

A short passage leads to a small room, with an ornate sarcophagus against the wall in one corner. Lord Hargun is depicted on the carved lid, lying on his back with the hilt of his sword held tightly in both hands. The sword is made of metal and around the edges of the sarcophagus lid are letters of brass which tell of the Lord's deeds.

The metal sword and letters on the sarcophagus lid are magically charged, and anyone touching either the sword or the letters on the edge of the lid will receive a shock for 1d3 damage. It is very difficult to lift the lid of the sarcophagus without touching the metal letters at the sides—if any player states that their character is deliberately trying to avoid the letters while lifting the lid, have the character make a Dexterity check—failure results in a shock as normal. In order to move the lid, a character must make a successful Dexterity check and a successful Strength check in the same round.

The sarcophagus was not well-sealed when the Lord was buried and, as a result, a few spores of yellow mold got in and began to grow on the decaying body. If the PCs

open the sarcophagus, place two yellow mold tiles on the sarcophagus. The inside of the sarcophagus is now a mass of yellow mold, and raising the lid will cause a cloud of spores to billow forth, filling the tomb entirely. There is nothing of value in the sarcophagus.

Yellow Mold: AC Is always hit; HD 2*; hp 11; MV 0; #AT Spores; Dmg 1d6 + special; THAC0 19; Save F2; ML N/A; AL N; XP 25.

9. Crypt

Stairs from the Lord's apartments lead down to the family crypt, a large rectangular room with several large bronze slabs set into the walls. The crypt is undisturbed, and there seem to be no other doors.

The doors to the individual tombs have no locks or handles—after all, they were intended to seal the tombs for all eternity. However, the bronze door to tomb 7 is actually a secret door which may be detected and opened as usual. The secret door to area 11 looks exactly like one of the bronze tomb doors. The other tomb doors are sealed, but may be forced open by a character who makes a successful Strength check.

10. Tomb of Lord Burgrim

The bronze door of this tomb gives the name of Lord Burgrim and a date from about a century ago. Once the heavy door is opened, a short passage opens into a square room with an ornately-carved sarcophagus against the back wall. The sarcophagus lid shows Lord Burgrim lying as if asleep with a small dragon sitting by his head.

This tomb is trapped to deter robbers. Any tampering or interference with the lid of the sarcophagus causes an eruption of flame to pour from the mouth of the carved dragon. There is a period of two rounds before the mechanism of the trap reaches full working status; for these two rounds, vague rumbling noises issue forth from the sarcophagus lid, and the occasional goblet of liquid fire drips from the dragon's jaws onto the lid.

On the third round, a sheet of fire pours from the dragon's jaws, filling the room entirely. This attack causes 1d4 points of fire damage to every character in the room for each round that they remain there. Each round,

a character may attempt a Saving Throw vs. Dragon Breath. If the throw is successful, damage is halved for that round. Fractions are rounded up. There is enough fuel in the mechanism to keep the trap operating continuously for six rounds. After the six round, the dragon's fire is spent, and the trap no longer works.

The body of Lord Burgrim is in an advanced state of decay. It smells awful and looks worse, and every character looking into the open sarcophagus must make a Wisdom check. Those who fail do not have the willpower to keep looking at the terrible sight, and must leave the tomb immediately. There is absolutely nothing of value in the sarcophagus.

11. Secret Passage

This straight passage runs from a plain bronze door at the east end to a T-junction at the west. It is unoccupied and apparently featureless.

This passage provides one of two routes that link the tombs with the escape tunnel through which the goblins entered the Underkeep. The other route is via areas 6 and 7. The door leading from area 9 to this passage is apparently the bronze door-marker of another tomb; it bears the name of Lord Burin with a 200 year old date.

A dwarf character, or a character who speaks the dwarven tongue, is permitted an Intelligence check when reading this inscription. If the check is successful, the character realizes that Burin is a dwarven word for a tool used in cutting and carving stone; the character gains a bonus of +1 to any dice roll for finding this secret door.

12. Tomb of Lord Durgan

The inscription on the bronze door of this tomb bears the name of Lord Durgan and a date around four hundred years ago. The tomb itself consists of a short, narrow passage which broadens out slightly into a small room. Lord Durgan's sarcophagus rests in the back of the room. The lid is carved with an image of the lord, fully armored and lying at rest.

The tomb is trapped to prevent tomb-robbers from disturbing Lord Durgan's rest. If anyone tries to lift the lid of the sarcophagus or push it aside, a mechanism in

the lid fires a spread of small darts in all directions from various concealed holes in the carving. Each character in the room is subject to one missile attack of THAC0 18. The darts cause only 1 point of damage each, but they are also coated with poison—any character injured by a dart must make a Saving Throw vs. Poison or lose another 1d4 hit points. Characters in the passage are safe from the darts.

The body of Lord Durgan has been reduced to a skeleton over the centuries, and the armor in which he was buried is now just a thin shell of rust. There is nothing of value or interest in the tomb.

13. Tomb of Lord Gargin the Mad

The tomb of the Mad Lord is hidden behind a secret door in passage 11. The door may be detected normally, but may only be opened by a character making a successful Strength check once it has been detected. If the door is opened, read the following to the players:

You are in a small room, which is empty apart from a weirdly-carved sarcophagus. The floor is littered with bones—but as you watch, the bones gather together, and you find two skeletons advancing on you wielding heavy bones as clubs.

Skeletons (2): AC7; HD 1; hp 8, 7; MV 60' (20'); #AT 1 club; Dmg 1-4; THAC0 19; Save F1; ML 12; AL C; XP 10.

The skeletons will not leave this room to pursue fleeing characters. This room radiates evil very strongly if a *detect evil* or similar spell is used, and cleric characters trying to turn the skeletons suffer a -2 penalty to their rolls. However, the skeletons are destroyed on a 'T' (turn) result as well as a 'D' (destroy).

The sarcophagus also radiates great evil, and if opened (two characters must make successful Strength checks in the same round to shift the heavy stone lid), PCs will find the moldering body of Mad Lord Gargin. One round after moving the lid, the Mad Lord leaps from the sarcophagus to attack the intruders. Because of his dabbling in evil magics, he cannot rest in death and is now a wight.

Wight: AC5; HD 3; hp 13; MV 90' (30'); #AT 1; Dmg Energy drain; THAC0 17; Save F3; ML 12; AL C; XP 50.

The Mad Lord was buried resting on a thick layer of electrum pieces—2,000 in all—which line the bottom of the sarcophagus. Also in the sarcophagus is a magical *warhammer +1*, but the wight will not use this weapon. Instead, it will attack bare-handed in order to use its energy drain ability.

14. Linking Passage

This short passage runs from a dead end in the west to a T-intersection in the east. About halfway along the passage, there are three goblins pulling at something in the north wall.

This passage links the passages around the treasury to the main escape tunnel. The secret door linking this passage to area 17 is concealed on both sides, and so far the goblins have not found it. However, three goblins are currently struggling with the secret door on the north side of the passage. If the PCs are entering this passage from area 17, they will walk straight into them before the goblins can ready their shields (AC6).

Goblins (3): AC6; HD 1-1; hp 6, 5, 5; MV 90' (30'); #AT 1 short sword; Dmg 1d6; THAC0 19; Save NM; ML 7; AL C; XP 5.

The goblins have also found the secret door to area 30, and are currently struggling to open it when they are interrupted by the party. Any character with a Strength score of 16 or greater can open the secret door to area 30 with a successful Strength check.

15. Pit Trap

The secret door swings open, revealing a long corridor running straight ahead.

This trap is designed to protect the Keep's treasury. The entire passage is an illusion, and all characters are permitted a Saving Throw vs. Spells to realize this. The illusion covers a pit trap, and the first character who steps into the illusory corridor will fall through it and into the pit, suffering 1 point of falling damage. Place a pit trap tile in the room only after the first character has fallen, or after any character has made a Saving Throw and penetrated the illusion. The pit is 10 feet deep, and the character will either need the thief's climbing ability or a rope in order to get out.

16. Trap Room

This bare room appears to be completely empty, apart from a pair of double doors in the south wall.

This whole room is a trap. In the original design of this part of the Underkeep, the dwarven builders intended that robbers would find the door to this room rather than the secret door to the treasury (area 18). The doors in the south wall are false, and trigger the traps. As soon as either door is touched, many things happen all at once:

- the door slams shut (hitting anyone in the doorway for 1d4 points of damage and throwing them into area 17), and is sealed by a *wizard lock*.
- the false doors assume a humanoid shape, step away from the wall and attack the intruders, revealing their true nature as a pair of wood golems. Place the two wood golem fold-ups in the squares in front of the false doors.
- a *sleep* spell is cast into the whole area. The golems do not attack sleeping characters, or characters who pretend to be asleep. They react to movement, and remain still if there is nothing moving in the room.

Wood Golems (2): AC7; HD 2 + 2*; hp 15, 12; MV 120' (40'); #AT 1 fist; Dmg 1d8; THAC0 17; Save F1; ML 12; AL N; XP 35.

The golems are immune to gases, *sleep*, *charm*, *hold* and *magic missile* spells, and can only be damaged by magic or magical weapons. They suffer a -1 penalty to initiative rolls. They burn easily (-2 penalty to all Saving Throws vs. Fire) if ignited magically. Magical fire attacks gain +1 damage per die. Wood golems are immune to all forms of missile fire.

17. Trapped Passage

This passage runs east and west. At the west end, it opens into a larger space, while at the east end, it comes to a dead end. There appear to be no doors or other features in the passage other than the door in the southeastern corner.

This passage connects with area 22 in the west and area 14 in the east, forming part of the secret passage network. Because it is so close to the treasury, it has been fitted with a number of traps to stop robbers and explorers. Of the



two secret doors and one normal-looking door opening from the passage's east end, only one is not a trap. Full details of the traps are found in the individual room descriptions. No secret doors opening into this passage are evident from this passage.

18. Treasury

The secret door grates open, your lights penetrate the gloom, and they are met with the glint of gold. Several large chests are scattered about the room, with bags and piles of loose coins here and there.

This entire room is a trap designed to deal with would-be burglars. The room radiates magic if a *detect magic* spell or ability is used. Whenever living creatures enter more than five feet into the room and a member of the lord's family is not among them, the door will slam shut (automatically hitting anyone who is in the process of entering or leaving for 1d3 points of damage), and it will be sealed by a *hold portal* spell, cast at 15th level. At the same time, a magical bell rings in the Lord's chambers. A detail of the Lord's Guard, led by the lord himself, will come down to see who has been caught.

In the case of the player characters, Lord Ragni is torn between annoyance and embarrassment. To their credit, he forgot to tell the PCs about the trap; however, they should not be poking around in his treasury. The Lord arrives 2d6 rounds after the trap is sprung; place the dwarf lord fold-up figure in the passage next to the door of this room, and the six dwarf fold-up figures in the passage directly behind him.

Suddenly the door opens, and you turn to face your captor. Through the doorway, you can see a detachment of the Lord's Guard, in full armor. Lord Ragni leans into the room, looks you up and down, and snorts in irritation.

"Well," he says, "it looks like you found the treasury. S'pose I should have told you to keep away from it. *Hrumph* Well, no goblins here, so it's best you leave this room and carry on. Oh, and put back anything you might have picked up, will you? This certainly isn't what I'm paying you for."

With that, he turns and leaves, heading back up to the ground level of the keep and taking his guards with him.

The PCs should take the none-too-subtle hint and leave the dwarves' riches in the treasury alone. If they do not, the Lord will find out about the thieves in the end, and deal harshly with them—see the "Rewards" section at the end of this booklet.

If the PCs attack the Lord and his guards, the DM should check the alignment of each character very carefully—this is definitely an evil act, and only characters of chaotic alignment would even consider it. If players of good or neutral characters insist on this course of action, the DM should tell the players that their characters are acting out of alignment, and may incur some penalty as a result. If players still want their characters to attack, the combat goes ahead with ill luck for the PCs (see below).

Statistics for Lord Ragni and his guards are given below. For each guard who is killed, another guard will appear; simply remove the fold-up figure representing the slain guard and replace it back in the passage, behind the other surviving guards. This represents reinforcements coming into the Underkeep to deal with the disturbance. Hearth-Home is a vast settlement, and the numbers of guards available are effectively unlimited—the player characters cannot win this fight, and the players should realize that their characters must either surrender or die in a pointless battle.

Surrendering characters are imprisoned in the dungeon (area 28) until they or their comrades pay a fine of 100 gp for each imprisoned character. The party cannot claim any of the rewards at the end of this booklet if a player character attacks the lord or any of his guards.

Lord Ragni: AC2; HD 9; hp 36; MV 60' (20'); #AT 1 sword; Dmg 1-8; THAC0 15; Save D9 (see below); ML 10; AL L; XP 900. Lord Ragni's saving throws are as follows: Death Ray/Poison 4, Magic Wands 5, Paralysis/Turn to Stone 6, Rods/Dragon Breath 7, Staves/Spells 6.

Dwarf Guards (see above for numbers): AC 4; HD 3; hp 20 each; MV 60' (20'); #AT 1 sword; Dmg 1-8; THAC0 19; Save D3; ML 10 while Lord Ragni is alive, 8 otherwise; AL L; XP 35.

There are about 20,000 gp in the treasury, mostly in copper and silver coins. The DM should make a note of anything the PCs remove from the Treasury—this information will be needed later, as noted in the section headed "Rewards" at the end of this booklet.

The secret door leading to area 19 may be opened by twisting an empty torch-bracket in the wall beside it.

19. Special Treasury

Part of the wall swings back to reveal a small, hidden room. The room is packed with caskets and trunks of various sizes.

This room is where the dwarf-lord's special treasures are kept. It is guarded by an air elemental, which will try to prevent the entry of any person or persons who are not accompanied by the current lord.

Air Elemental: AC0; HD 12; hp 52; MV 360' (120') flying; #AT 1 special; Dmg 2d8; THAC0 8; Save F12; ML 10; AL n; XP 1,100.

The elemental is summoned and controlled by one of the magical items in the room, and its duty is to prevent intruders from entering the room, not destroying them once they have entered. Therefore, the elemental stations itself in the doorway—any creature trying to enter this room will suffer an automatic hit, and those of first or second level must make a saving throw vs. Death Ray or be hurled back into area 18 for 1 point of damage.

If any character forces a way into the room, the elemental will move with the character, attacking each round until the character leaves the room. If there is more than one character in the room, the elemental will attack the character farthest from the door into area 18.

The treasure in this room is not detailed here, since it is intended to be impossible for player characters to reach it. The players should quickly realize that their characters cannot defeat the elemental—and that they have no business here—and leave. If it looks like the party is determined to fight the elemental to the bitter end, or if they manage to defeat it, the DM should have Lord Ragni and his guards arrive as in the description of area 17 to deter them from stealing treasure. Severely wounded characters might receive a *cure light wounds* spell each, and the party will be sent on its way, never to be welcome among the dwarves ever again.

20. Record Room

Stairs lead down from the keep's chancery offices to a rectangular room lined with shelves of books and parchments. In the center of the room stands a large table which is also littered with parchments. There appears to be no other exit from this room.

This room is where the Keep's records are kept. The scrolls and books are tax records, court cases, tributes to the dwarves' king, and other matters from the founding of the keep to the present day. It takes one round to examine one 5-foot stretch of shelves, and a separate search is necessary to look for traps or secret doors. No matter how long the party spends searching the shelves here, they will not find anything of interest or value.

There are two secret doors in the room, one on the southeastern wall and another in the northwestern corner, leading to areas 21 and 22 respectively. Both are activated by pushing in the center shelf, which causes a section of shelves to hinge inwards.

21. Secret Document Store

The secret door swings inward to reveal a smaller room, again lined with shelves which are crammed with papers and books.

This room is used to store documents of a confidential or dangerous nature. A search of the room will turn up several accounts of Mad Lord Gargin's misdeeds, as well as papers concerning certain indiscretions on the part of Lord Burgrim, although he was never charged. This information could easily embarrass the current lord if it ever came to light.

Another interesting document may be found after 1d6 rounds of searching in the room. It is Handout B1, a partial map of the Underkeep. It does not include the secret rooms installed by Mad Lord Gargin, but it is otherwise complete.

22. Secret Passage

This wide passage runs north-south, with a dead end in the north and a fork at the southern end. There is a door at the northern end of the west wall, and another at the southern side of the western fork. A passage runs off east from the southern fork.

This passage links the dungeon complex with the treasury complex. The secret doors to areas 20 and 24 are obvious from this side; those to 23a-c and 18 are not. The southeastern fork connects with area 18. There is nothing else of note in this passage.

23. Secret Cells

These cells were constructed by Mad Lord Gargin to house his special victims. When he died, the secret of their existence died with him. All three secret doors are opened by pushing a stone in the wall to the left of the door.

23a. The Forgotten Prisoner

The secret door swings inward to reveal a short passage leading to a tiny cell. The cell is filthy, and has a musty smell, as if it was undisturbed for some time. The floor is littered with straw and other debris; occasional fragments of bone can be seen among the litter.

This cell housed a prisoner at the time of the Mad Lord's death. Since then, the prisoner was forgotten and died—and is now a ghoul.

Ghoul: AC6; HD 2*; hp 10; MV 90' (30'); #AT 2 claws/1 bite; Dmg 1d3/1d3/1d3 + special; THAC0 18; Save F2; ML 9; AL C; XP 25.

The ghoul is immune to *sleep* and *charm* spells. Any hit from a ghoul paralyzes any creature of ogre-size or smaller (except elves) unless the character makes a successful Saving Throw vs. Paralysis. Once an opponent is paralyzed, the ghoul turns and attacks another opponent. The paralysis lasts 2d4 turns or until magically cured.

23b: Empty Cell

This cell is identical to 23a, except that it is uninhabited.

23c: Damp Cell

The rotting smell in here is overpowering. The walls glisten with moisture, and a mass of mustard-colored mold is growing on the filthy straw.

Use a yellow mold tile to represent the mold.

Yellow Mold: AC can always be hit; HD 2; hp 11; MV 0; #AT spores; Dmg 1d6 + special; THAC0 19; Save F2; ML n/a; AL N; XP 25.

The mold can only be damaged by fire; a torch causes 1d4 points of damage each round. If the mold is touched—even by a torch—it may (50% chance per touch) release a cloud of spores measuring 10' × 10' × 10'. Anyone within the cloud suffers 1d6 points of damage and must make a successful Saving Throw vs. Death Ray or choke to death within 6 rounds.

24. Dungeon

Stairs lead down from the lord's audience chamber to the dungeon. It is a large, dismal room lit by torches in wall-brackets. There are doors in the southern wall, the north wall by the stairs, and the eastern wall.

The dungeon area has been evacuated since the first sighting of goblins in the cellars, and all the doors are closed and locked. The room is empty.

25. Jailer's Room

This small room is crudely furnished with a small bed, a table and a chair. A chest stands at the foot of the bed.

This room is the jailer's quarters when the dungeon is in use; with the goblin attack, the jailer has been evacuated along with the prisoners. The room contains nothing remarkable; the chest has a padlock, and contains a few spare items of threadbare, filthy clothing and—right at the bottom—a small leather pouch containing the jailer's life savings: 25 silver pieces.

26. Store-room

This tiny room is packed with chains, padlocks, fetters, and other equipment.

This is a store-room for the dungeon area, and currently contains 6 sets of leg-fetters, 4 sets of arm-fetters (like handcuffs, but with a slightly longer chain), and 4 ankle-fetters with heavy iron balls to weigh prisoners down.

Imaginative characters might take some of these chains to use as improvised weapons. Due to their nature, all of these weapons suffer penalties to hit. Fetters can be used like flails with a -1 penalty to hit, causing 1d4 + 1 points

of damage on a successful hit. Thrown like bolas, fetters have a range of 10/15/20, a -2 hit penalty, and cause 1d3 points of damage when they hit; the victim must also make a Saving Throw vs. Death Ray or fall and do nothing on the next round but try to get up. A ball and chain is very heavy, and can only be used as a weapon by characters with a Strength of 16 or better. It suffers a -3 penalty to hit, but does 2d6 points damage. Thrown, the ball has a range of 5/7/10, a -4 penalty to hit, and deals 1d10 points of damage upon impact.

27. Guard Room

This room has a door in the center of the west wall and one in the center of the east wall. There is a table and two chairs in the middle of the room. An iron nail is in the wall beside the east door.

This room houses a pair of armed guards when the cells are in use; the nail beside the south door is where the keys normally hang. The door through which the party did not enter the room is closed and locked.

28. Cells

A passage leads east-west, with a door at the western end and a dead end to the east. There are four doors on either side of the passage, each with a high, small barred window. Four goblins are in the hallway, turning toward you as you enter.

The goblins have reached the cells, but have not pushed any further west on this side of the Underkeep. The secret door at the eastern end of the cell block is intact and closed—the goblins figured out how it worked rather than simply ripping it off its hinges.

Goblins (4): AC6; HD 1-1; hp 7, 5, 3, 3; MV 90' (30'); #AT 1 short sword; Dmg 1d6; THAC0 19; Save NM; ML 7; AL C; XP 5.

Contents of the cells are as follows:

Cell 28a: The door is wide open and the cell is empty.

Cell 28b: One goblin is hiding behind the door, waiting for the chance to flee or to attack from behind. The door is ajar.

Cell 28c: Two goblins are fighting over a meat-bone they found in the cell. They will join a fight in the main passage after two rounds. The door is wide open.

Cell 28d: The door is locked to this empty cell.

Cell 28e: The cell is empty and its door is ajar.

Cell 28f: The door is open to this empty cell.

Cell 28g: This empty cell's door is open.

Cell 28h: The door is closed, but the lock is broken. Five rats are foraging among the debris in the cell. They will flee down a hole in the northeast corner of the cell if spotted, making a bite attack on anyone in their way. Use a rat pack tile to represent them.

Rat Pack (1): AC9; HD 1/2; hp 5; MV 60' (20'); #AT 1 bite/pack; Dmg 1d6 + disease; THAC0 19; Save NM; ML 5; AL N; XP 10.

The rats move and attack as a pack. Anyone bitten by a rat pack has a 5% chance of being infected with a disease—check each time a character is bitten. If the bite was diseased, the rat pack's XP value rises to 30. The bitten character must make a Saving Throw vs. Poison—if the roll is failed, the character either dies in 1d6 days (25% chance) or lies sick in bed for one month, unable to go adventuring (75% chance).

29. Escape Tunnel

This long, straight passage goes from a dead-end in the north, extending south for as far as the eye can see. Two passages lead off from the main tunnel, one to the east, and one to the west.

This is the heart of the secret tunnel system of the Underkeep of Hearth-Home. It was designed to allow the dwarves to escape from the castle if it should fall to attackers. Unfortunately, the goblins discovered the far end of this tunnel, and the dwarven escape passage now serves as a route for attackers to approach the castle.

Every time the party enters this passage, there is a 20% chance that they will find 1d6 goblins entering from the tunnel off the southern edge of the map. If the party wanders into the tunnel and leaves the mapped area, they will encounter 1d3 parties of 1d6 goblins coming through the tunnel before exiting the tunnel in the lands about one mile south of Hearth-Home.



30. Lord Gargin's Study

This room was a study or library at one time, but is now completely destroyed. Broken furniture and tattered parchments are strewn everywhere, and a door in the west wall has been torn off its hinges. Through the doorway, you can hear shrieking and jabbering in the goblin tongue. Three goblins are rummaging through the debris in here, and they look up with their weapons readied as you enter.

Goblins (3): AC6; HD 1-1; hp 7, 5, 3; MV 90' (30'); #AT 1 short sword; Dmg 1d6; THAC0 19; Save NM; ML 7; AL C; XP 5.

If a fight breaks out in here, both sides suffer a -2 penalty to hit and normal movement rates are halved because of the sea of shredded paper, destroyed furniture, and other debris. Anyone who is hit for maximum damage by a melee attack in this room must make a successful Dexterity check or fall over. Fallen characters must spend the next round getting up with no other actions. For this ability check, assume that the goblins have a Dexterity score of 9.

Fire is a severe hazard in this room. If any fire-based spells (like *fireball*) are cast in the room, or if any fire source is dropped in the room, the debris will easily catch fire. Dropped torches or candles easily ignite the debris; a dropped lantern has a 25% chance of doing so. The fire spreads rapidly, filling the entire room in one round. Each person in the burning room suffers 1d4 points of fire damage per round until he or she leaves. The flames and smoke reduce visibility to two squares, or ten feet. The fire burns itself out in 1d6 turns.

If the debris is searched carefully (searching takes a full turn), there is a chance that some of Lord Gargin's writings will be intact if the room has not been gutted by fire. Each character can roll only once to check for the parchments. Each character's chances of success are as follows (use the dice from the D&D® Game Box):

Fighter, Dwarf	1 in 12
Thief, Halfling	1 in 10
Cleric	1 in 8
Magic-User, Elf	1 in 6

If a character finds something, the DM should roll secretly on the following table:

D6 Roll	Item Found
1-5	Spells
6	Scroll

"Spells" indicates that the character found a number of pages of a spell book containing 1d3 spells on them. The DM should randomly generate these from the magic-user spells in the DUNGEONS & DRAGONS® Rule Book, using 1d3 for level and 1d12 for the actual spell. If a duplicate appears, do not reroll. Magic-users may copy these spells into their own spell books.

"Scroll" means that a magical scroll has been found; the Scrolls Subtable in the DUNGEONS & DRAGONS Rule Book can determine what the scroll is. If a treasure map is indicated, give the players Handout B2.

31. Lord Gargin's Laboratory

This large rectangular room is similar to the study, its contents ruined and scattered about the room; the only difference is that the wreckage consists mainly of wood, glass, and metal rather than paper. Judging by the debris, this was once the laboratory of a magician or alchemist, but now is just a huge mess. There are two doors in the eastern wall of this room, both torn off their hinges. Through the northeastern doorway, you can hear movement and frantic jabbering in the goblin tongue.

This was once the secret laboratory of Mad Lord Gargin, closed and hidden since the lord's death. This is where the Mad Lord conducted his questionable experiments in magic and alchemy. Now, it is as thoroughly wrecked as the study thanks to the efforts of some overzealous goblins.

If a fight breaks out within this room, both sides suffer a -2 penalty to hit and normal movement rates are halved because of the debris covering the floor. Anyone who is hit for maximum damage by a melee attack in this room must make a successful Dexterity check or lose their balance and fall over; fallen characters must spend the next round doing nothing but getting up. For this check, the goblins have a Dexterity of 9.

Each round, there is a 5% chance of some unusual event taking place. When the goblins wrecked the laboratory, they unwittingly broke various containers of alchemical substances, bringing them into contact with each other, and some interesting magical and chemical reactions are happening on the floor beneath the debris. If an event takes place, roll on the following table:

D20 Roll	Event
1-3	Flare
4-6	Spores
7-8	Gas
9	Explosion
10-11	Flash
12-14	Darkness
15-16	Fear
17-18	Blight
19-20	Sleep

To locate where events take place, roll 1d4 to determine its east-west location, and 1d6 to determine its north-south location. For example, 1 and 1 place the flare in the southwest corner of the laboratory, while 6 and 4 place it in the northeast corner.

Flare: Flame jets shoot up from the floor. Anyone in the square takes 1d4 points of fire damage, halved by a successful Saving Throw vs. Dragon Breath.

Spores: A small puff of yellow spores fill the air briefly in one square. The spores last for one turn—mark the square with a yellow mold tile. Any creature in or passing through the square suffers the effects of yellow mold spores.

Gas: A small cloud of gas belches up from the debris. Roll a d6. On a score of 1-3, the gas is flammable, and immediately explodes if any fire (a torch or lantern) is present in the square where it appeared. See Explosion below. On a roll of 4-6, the gas is poisonous, and any creature in the square must make a Saving Throw vs. Poison or suffer 1d6 points of damage. Either type of gas dissipates immediately after taking effect.

Explosion: There is a loud bang in the room. Any creature in the square where the explosion took place suffers 1d6 points of damage and is deafened for 1d6 turns; any creature in an adjoining square suffers 1d2 points of damage and is deafened for 1d3 turns.

Flash: A blinding flash fills the room. Characters who make a successful Saving Throw vs. Paralysis cover their eyes in time; all others are blinded for 2d4 rounds. If the room was affected by Darkness (see below), normal lighting is restored.

Darkness: The room is plunged into darkness, as if a *continual darkness* spell had been cast over the area.

Fear: Every creature in the room must make a Saving Throw vs. Spells or suffer the effects of *fear*, as the reverse of the spell *remove fear*.

Blight: Every creature in the room must make a Saving Throw vs. Spells or suffer the effects of *blight*, as the reverse of the spell *bleed*.

Sleep: Every creature in the room must make a Saving Throw vs. Spells or suffer the effects of a *sleep* spell.

32. Enchantment and Summoning Room

As you look into this room, you are aware of a strong smell of brimstone. The room is basically square, with no other exits. Fragments of magical designs can be seen on the floor and walls. What catches your attention, though, is the battle taking place in the room—four goblins are fighting against a huge winged, fanged monster with a hide the color of stone. Their swords seem unable to affect the monster. As you watch, it sends a goblin flying across the room with a sweep of one claw.

This was once Mad Lord Gargin's enchantment and summoning chamber, where he conducted many of his evil magical practices. When the goblins stumbled in here, they disturbed a gargoyle which had been set to guard the chamber many decades ago.

Goblins (4): AC6; HD 1-1; hp 5, 3, 2, 2; MV 90' (30'); #AT 1 short sword; Dmg 1d6; THAC0 19; Save NM; ML 7; AL C; XP 5.

Gargoyle: AC5; HD 4**; hp 22; MV 90' (30'), flying 150' (50'); #AT 2 claws/1 bite/1 horn; Dmg 1d3/1d3/1d6/1d4; THAC0 16; Save F8; ML 11; AL C; XP 175.

The gargoyle is immune to *sleep* and *charm* spells, and can only be damaged by magic or magical weapons. The beast has its back to the party as they enter the room, so they automatically gain surprise against both it and the goblins, who are too busy (and terrified!) to notice the PCs. The goblins will flee if they get the chance, heading out of the complex by the quickest route possible: areas 32-31-30-14-29 and out through the escape tunnel.

Wandering Monster Table

Whenever a wandering monster encounter is indicated, roll on the following table:

D20 Roll	Monster	Number
1	Bat, normal	Special
2	Beetle, Fire	1d6
3	Carrion Crawler	1
4-13	Goblin	1d6
14	Green Slime	1
15	Gray Ooze	1
16-17	Rat, Normal	Special
18	Rat, Giant	2
19	Snake, Rock Python	1d4
20	Wolf, Dire	1d3

The d3: There is no such thing as a three-sided die; to roll 1d3, you simply roll 1d6 and halve the result, rounding fractions up. Thus, a roll of 1 or 2 equals 1, a roll of 3 or 4 equals 2, and a roll of 5 or 6 equals 3.

If normal bats are encountered, do not roll dice to determine their numbers. Instead, the bats fill the whole of the area in a swirling, chittering mass. Use a large tile to represent the swarm of bats.

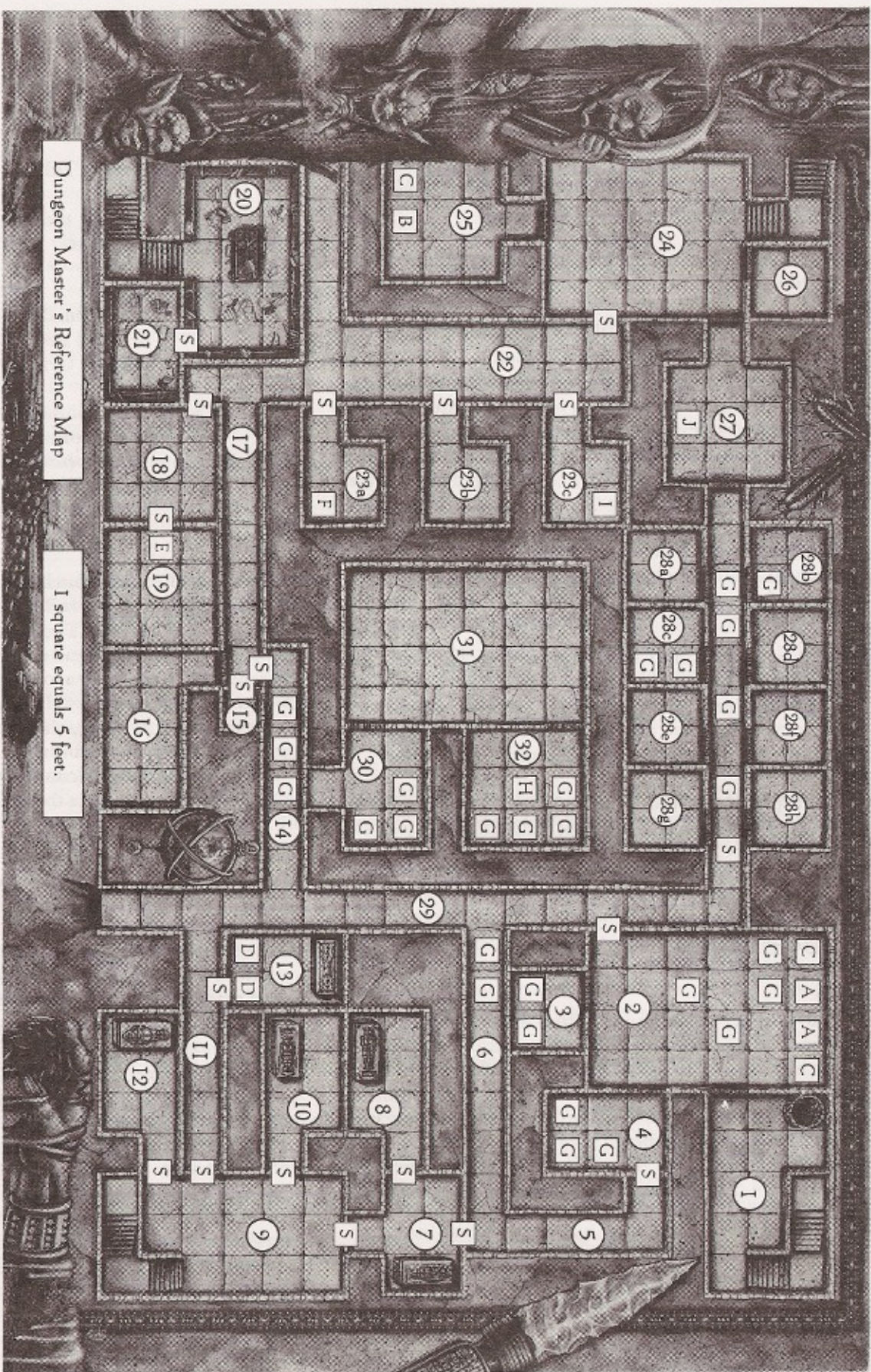
If normal rats are encountered, roll 1d4 and use that many rat pack tiles. Note that each tile represents a group of 5 rats.

Rewards

If the party successfully drives all the goblins from the Underkeep, Lord Ragni rewards them with 100 gp each.

Before the reward is given, though, he will call upon his court magician to cast a spell on them. The characters are bathed in a violet light, and any item taken from the Keep's treasury (areas 18 and 19) magically frees itself from its hiding-place and drops at the offending character's feet. Characters who are found guilty of pilfering from the treasury receive no reward.

The reward is halved (for everyone!) if the PCs have interfered with the tombs of the Lord's ancestors. Note that simply opening a tomb does not count as interference—but opening a sarcophagus most certainly does! However, Lord Ragni will grant a 20 gp bonus to each of the PCs for finding the tomb of Mad Lord Gargin and dealing with its undead inhabitants.



Dungeon Master's Reference Map

1 square equals 5 feet.

1. Landing
2. Food Store
3. Cold Store
4. Wine Cellar
5. Secret Passage
6. Secret Passage
7. Tomb of Lord Harguin
8. True Tomb of Lord Harguin
9. Crypt
10. Tomb of Lord Burgin
11. Secret Passage
12. Tomb of Lord Dargun
13. Tomb of Lord Garguin the Mad
14. Lintling Passage
15. Pit Trap
16. Trap Room
17. Trapped Passage
18. Treasury
19. Special Treasury
20. Record Room
21. Secret Document Store
22. Secret Passage
23. Secret Cells
24. Empty Cell
25. Damp Cell
26. Dungeon
27. Jailer's Room
28. Store Room
29. Guard Room
30. Cells
31. Escape Tunnel
32. Lord Garguin's Study
33. Lord Garguin's Laboratory
34. Enchantment Room
35. Baron's Tile
36. Bedding Tile
37. Chest Tile
38. Skeleton Foldup
39. Air Elemental Foldup
40. Ghoul Foldup
41. Goblin Foldup
42. Gargyle Foldup
43. Yellow Mold Tile
44. Table and Chairs Tile
45. Secret Door Standup Tile

(place only when found)

Dungeons & Dragons®

Official Game Adventure

Palace of Dread

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Palace of Dread

Adventure Summary

Agents for the Mayor of Kleine have discovered the stronghold of the Red Hand goblins deep within the Burning Hills. They have also discovered that the goblins are forming an alliance with local hobgoblin and bugbear tribes to sweep the humans out of Thunder Rift forever.

The PCs must reach the lair before the hobgoblin and bugbear agents return to their own tribes. If the envoys do not return, the tribes will assume that the goblins murdered them and attack the goblins instead of the human settlements. In this way, the humans of Thunder Rift gain some unexpected allies against the Red Hand goblins.

This is the most dangerous and demanding of the three adventures in this set. It is recommended that you play it after *Red Hand Trail* and *Trouble Below*. However, it can stand alone as an adventure in its own right if you wish.

PC Briefing

You have been summoned before the Mayor of Kleine. He appears worried.

"Adventurers," he says gravely, "I have alarming news. Ever since the first goblin raids, I have had scouts and trackers searching for the goblins' main stronghold. If the reports are true, they have found it—the ruins of an old gnome burrow-town, deep in the Burning Hills. It must have been conquered decades ago."

"Scouts also report seeing hobgoblins and bugbears entering the goblin stronghold. It is rumored that they are negotiating a powerful alliance with the purpose of sweeping down into Thunder Rift and driving the humans out forever. This alliance must be stopped at all costs."

"So, adventurers, we need you to drive the goblins from their stronghold and rescue any gnomes there. Furthermore, you must prevent the hobgoblins and bugbears from escaping. Both races are suspicious and violent, and there is a good chance they will turn against the goblins if their people don't return. That will buy time for us to muster an army to force these evil creatures back into the mountains."

"The goblin stronghold is in the Burning Hills. Good luck, adventurers, and remember—countless lives depend on the success of your expedition."



Journey to the Burning Hills

With a guide provided by the Mayor of Kleine, you and your companions travel for two rainy days through a craggy, ominous landscape of rocky outcrops and steep-sided valleys. You can see the occasional tracks of wolves in the mud—notably larger than normal—along with the footprints of goblins and other, larger creatures.

Finally, your guide stops short, and points up the steep valley. Near the top of a ridge, you can just see an opening. A series of ledges make a zigzag track up the valley side to reach it. Without a word, your guide rides off at a gallop. You are on your own, and nightfall is setting in.

The PCs can climb to the opening without any trouble, but the path is too rocky and treacherous for horses. They will have to leave their mounts in the valley, and carry their equipment from here. The path is wide enough to walk in single file, so players should set up their fold-up figures on the eastern edge of the mapsheet in a marching order.

DM Notes

Boxed Text: Boxed text can be read aloud to give players a basic description of the scenes, events, monsters, and characters encountered during play. Dungeon Masters can use their own words instead, but be sure to give players all the information given in the boxed text.

Disease: A character exposed to disease must make a Saving Throw vs. Poison; success means that the character avoids the disease. Failure means the character has a 25% chance of dying within 1-6 days, or a 75% chance of falling ill for one month and needing complete rest for that time.

Goblin Bedding: In some caves, characters will discover filthy piles of straw and other materials. These piles serve as the goblins' beds and may conceal some possessions; characters have a 25% chance to find 1d10 sp in each bundle. They also make unstable footing in a fight. Any character or goblin moving onto or across any bedding must roll a d20. If the result is more than half the character's Dexterity, the character stumbles and can only regain his or her balance during the next round.

Goblin Equipment and Treasure: Unless stated otherwise in the Map Key, all the goblins wear leather armor and a shield (AC6). The shield is painted with the crude design of a red hand. If the party surprises a group of goblins, they will not have their shields ready. Those not attacked in the first round of combat can pick up their shields, but the others have to fight without them, and will be AC7. Archers will also be AC7 when using their bows. Each goblin carries the equivalent of 2d6 ep in silver and copper coins.

Goblines: All 'normal' goblins encountered in this adventure speak only their own language. The goblin king and his bodyguard also speak the languages of hobgoblins and bugbears. Hobgoblins and bugbears speak their own language plus the goblin tongue. Characters who do not speak any of these languages will not be able to communicate with most of the creatures they encounter. The Dungeon Master can help to bring the goblins alive by imitating their language for your players. Speak nonsense words very rapidly and in a slightly high-pitched voice, using mainly o and u vowel sounds and g and b consonants. For hobgoblins, use a normal tone of voice; for bugbears, speak in as low a tone as possible.

Half-squares: Because most of this complex consists of natural caves, the rooms and passages are not regular. To reflect this, some of the squares on the map are "half-squares"—half open space and half solid rock. Because a half-square offers less space than a full square, the following rules apply:

- It is not possible to enter or pass through a half-square occupied by another creature.
- A creature occupying a half-square suffers a penalty of -1 to hit in melee, owing to the confined space. This penalty does not apply to spellcasting or missile fire.

Light: Unless stated otherwise, all rooms and passages are dark. Goblins see with their infravision and eat their meat raw, so they don't need light sources or fires.

Low Passages: Since this complex was made by gnomes, many of the passages are only around 5' high. This doesn't bother goblins, dwarves, or halflings. However, humans, elves, hobgoblins, and bugbears all suffer a -2 penalty to hit and damage while fighting in low passages. This penalty is cumulative with all others (half-square in a passage = a -3 penalty to hit and a -2 penalty to damage). The room ceilings are higher, and there are no penalties for fighting in rooms. These penalties don't apply to missile fire or spells.

Maps and Counters: There is a DM's reference map for this adventure on page 16. This is a reduced copy of the color mapsheet, and shows where monsters and other features are placed. Fold-up figures and stand-up or flat counters are provided for these. As the player characters enter a new area, the DM places the monsters and other features in that area (except secret doors) by following the reference map. Unless stated otherwise, a monster is represented by a fold-up figure, and a feature is always depicted by a tile.

Wandering Monsters: Roll 1d6 every other turn; a roll of 1 indicates that a wandering monster has entered the room or passage the party has entered. Wandering monsters are never encountered in Locations 6-10, 15, 16, 18, and 20. See the Wandering Monster Table on page 15 for more information.

Map Key

1. Entrance Passage

As you approach the cave-mouth, everything seems quiet. A low passage runs a few paces into the rock of the valley-side before turning to the left and going out of sight. The passage is high enough for a dwarf or halfling to pass easily, but humans and elves have to stoop to enter the passage.

If any fighting takes place in this passage, refer to the DM Notes on low passages at the start of this booklet.

Around the corner of the passage, out of reach of daylight, two shriekers have been placed as alarms. The shriekers begin wailing as soon as any character or light source enters the area beyond the entry tunnel, and continue shrieking for 1d3 rounds. The noise doesn't attract monsters, but it does alert the goblin sentries in area 2.

Shriekers (2): AC7; HD 3; hp 17, 12; MV 9' (3'); #AT none; Dmg nil; THAC0 n/a; Save F2; ML 12; AL N; XP 35.

2. Guard Room

This is a large cave with a half-dozen piles of filthy straw and other materials toward the east end. One passage leads off to the north, and another to the west.

A sentry force of five goblins is posted here at all times, under the command of a sub-chief from the goblin king's bodyguard. They will react to the noise of the shriekers in area 1 by preparing their weapons and moving to the positions marked in the GM's map.

If the party manages to enter without setting the shriekers off, they will be resting on the piles of straw at the south end of the cave, and will take one round to rise and ready their weapons.

The guards are drilled in a simple defensive strategy. Two of them station themselves either side of the doorway to area 1, preparing to attack intruders as they enter. The remaining four (including the guard commander) stay in the main part of the cave, pick up short bows and fire arrows down the passage, dropping their bows and picking up shields and moving to assist their colleagues when the first intruder is engaged in the doorway. Note that they are AC7 when firing arrows, and AC6 when they pick up their shields.

Goblins (5): AC6; HD 1-1; hp 7, 6, 6, 5, 3, 3; MV 90' (30'); #AT 1 short sword or short bow; Dmg 1d6; THAC0 19; Save NM; ML 7; AL C; XP 5.

Goblin Chief: AC6; HD 2; hp 12; MV 90' (30'); #AT 1 sword; Dmg 1d8; THAC0 18; Save F1; ML 7; AL C; XP 20.

The goblins from area 3 will come to reinforce their colleagues after 6 rounds of fighting in here.

3. Junction Cave

This medium-sized cave has passages leading off from it in all directions. The cave is scattered with a half-dozen piles of straw and rubbish.

Like area 3, five goblins are stationed here under the command of one of the king's bodyguard. Their task is to act as a backup to the sentry force, and to regulate comings and goings at this important junction-point in the complex. Their tactic is to rush any intruders and try to overwhelm them.

Goblin Sentries (5): AC6; HD 1-1; hp 7, 6, 5, 5, 3; MV 90' (30'); #AT 1 short sword; Dmg 1d6; THAC0 19; Save NM; ML 7; AL C; XP 5.

Goblin Bodyguard: AC6; HD 2; hp 9; MV 90' (30'); #AT 1 sword; Dmg 1d8; THAC0 18; Save F1; ML 7; AL C; XP 20.

The goblins from area 4 will come to investigate after 6 rounds of fighting in here.

4. Barracks

The floor of this large cave is scattered with piles of filthy straw and other bedding.

This is the main barracks for the goblins, and it is currently occupied by eight off-duty goblin warriors. If the party has fought less than six rounds of combat in area 3, then 1d4 goblins (those nearest the entrance to area 3) are ready to fight, and one goblin will join them in each of the four following rounds. If the party has fought for 6 or more rounds in area 3, all eight goblins are ready to fight, and some of them may already have joined combat in area 3.

Unprepared goblins are AC6; it will snatch up its short sword and shield to defend itself, but suffers a -1 penalty to hit due to the distraction of unfastened straps and loose pieces of armor.

Goblins (8): AC6; HD 1-1; hp 6, 4, 3, 3, 2, 2, 1, 1; MV 90' (30'); #AT 1 short sword; Dmg 1d6; THAC0 19; Save NM; ML 7; AL C; XP 5.

5. Food Store

This small cave has no other obvious exits. The far end of the cave is piled with animal carcasses, chunks of meat, and other unidentified objects. The stench in here is overpowering, and the heap of food is covered with small beetles, worms and other lowlife.

Anyone who enters this cave must make a Saving Throw vs. Poison or be nauseated by the smell, suffering a -2 penalty to hit for d6 turns. The goblins are immune to the stench here.

Unknown to the goblins, a carrion crawler has hatched and flourished in this nutrient-rich environment. Having grown to adult size, the carrion crawler lives at the back of the pile, and normally ignores all goings-on in the rest of the cave. However, it will attack any character who makes a search of the pile, interpreting this action as hostile.

Do not place the fold-up figure for the carrion crawler on the map until a character is adjacent to the food-pile. Then, the carrion crawler bursts out of the pile, tentacles flailing—place its fold-up figure as shown on the DM's reference map now. The creature gains automatic surprise on the first round of combat. It will not leave the cave to pursue fleeing characters.

The pile of food makes treacherous footing, and all characters suffer a -1 penalty to hit while in contact with the pile (ie while their figure is on a square with food in it). Any character who rolls a 1 (reduced by the penalty to 0) on his attack die must make an immediate Dexterity check or fall. A fallen character loses all Dexterity-based bonuses to AC, and may do nothing during the next round except get back up. The carrion crawler suffers no such penalty.

Carrion Crawler: AC7; HD 3 + 1; hp 13; MV 120' (40'); #AT 8 tentacles; Dmg Paralysis; THAC0 16; Save F2; ML 9; AL N; XP 75.

A tentacle hit does no actual damage, but a character hit by a tentacle must make a successful Saving Throw vs. Paralysis or be paralyzed for 2d4 turns. In the absence of any further threat, the carrion crawler will drag its paralyzed prey back into the pile of food, for later consumption.

6. Slave Pens

This chamber is rectangular, and has clearly been carved out of the living rock. There are doors in the north and the east. Huddled in the room are several ragged, starved-looking gnomes, chained together and watched over by two goblins.



These are some gnomes who survived the goblin attack on the complex, and are now slaves. Weakened by hunger and hampered by their chains, they cannot fight, but will cheer weakly as the characters attack their slave-drivers.

Goblin Slave-Drivers (2): AC7; HD 1-1; hp 6, 5; MV 90' (30'); #AT 1 short sword; Dmg 1d6; THAC0 19; Save NM; ML 7; AL C; XP 5.

Use normal goblin fold-up figures for the slave-drivers. The slave-drivers have no shields, but are equipped with a short sword and a whip each.

The whip may be used to cause damage (1d2 points) or to entangle. When a whip is used to entangle, a successful hit inflicts no damage, but the victim must make a Saving Throw vs. Death Ray, with a bonus of +1 for every 3 levels wholly or partly completed (ie level 1-3 = +1; level 4-6 = +2, etc). Monsters substitute hit dice for levels. If the Saving Throw is failed, the victim is entangled, and may do nothing except repeat the Saving Throw once per round until it is successful.

More detailed rules for whips may be found in the *DUNGEONS & DRAGONS® Rules Cyclopedia*.

Gnome Slaves (4): AC8; HD 1; hp 1 each; MV 60' (20'); #AT None; Dmg nil; THAC0 18; ML 8; AL L; XP 10.

Use the gnomes fold-up figure from the D&D® boxed set to represent the slaves. They will stay huddled together at all times and only fight in self-defense.

The gnomes have been reduced to 1 hit point each through ill-treatment and starvation; if they receive any kind of magical healing, the DM should roll 1d8 for each individual to determine the 'full' hit point score. They are too weak to fight, and move at half the 'normal' speed shown above.

There are no keys to the gnomes' chains, but the chains can be cut by a sword or axe. Each gnome's chains are AC0 with 5 hit points. If they are set free, the gnomes will hide in this room until the goblins are driven from the complex.

7. Slave Mine

This rectangular chamber is largely artificial, although the back wall is rough-hewn. A crew of ragged, sick-looking gnomes toils feebly under the direction of a goblin slave-driver. Here and there, reddish glowing objects hang on the wall, casting a fitful and gloomy light on the scene.

Goblin Slave-Driver: AC7; HD 1-1; hp 5; MV 90' (30'); #AT 1 short sword; Dmg 1d6; THAC0 19; Save NM; ML 7; AL C; XP 5.

Use a normal goblin fold-up figure for the slave-driver. The slave-driver has no shield, but is equipped with a short sword and a whip. Rules for whips are given in the description of area 6 above.

Gnome Slaves (4): AC8; HD 1; hp 1 each; MV 60' (20'); #AT None; Dmg nil; THAC0 18; Save D1; ML 8; AL L; XP 10.

Use the gnomes fold-up figure from the D&D® Game to represent the slaves. They stay huddled together at all times and will only fight in self-defense.

The gnomes have been reduced to 1 hit point each through ill-treatment and starvation; if they receive any kind of magical healing, the DM should roll 1d8 for each individual to determine the 'full' hit point score. They are too weak to fight, and move at half the 'normal' speed shown above. The goblins do not allow them any picks or other equipment, and they are working the mine with their bare hands.

There are no keys to the gnomes' chains, but the chains can be cut by a sword or axe. The chains are AC0 with 5 hp for each gnome. If they are set free, the gnomes will continue to hide in this room until the goblins are cleared from the complex.

The glowing objects on the walls are fire beetle glands, which the gnomes use for lighting. There are six in all. If the characters remove the glands, the DM should determine how many days each gland continues to glow by rolling 1d4.

8. Passage

This passage seems to be artificial, but it is low. It is high enough for a gnome or goblin to pass without difficulty, but humans and elves have to stoop.

If any fighting takes place in this passage, the DM should refer to the DM Notes on low passages at the start of this booklet.

9. Beetle Farm

This narrow chamber is lit by a reddish glow. The floor is covered by a thick layer of debris, and you can see several huge beetles—each nearly a yard long—moving about in the rubbish. Each beetle has three glowing lights—one on either side of the head, and one near the back of its abdomen.

This room is a nursery where the gnomes raised fire beetles for their glands. The goblins have left this area largely untouched.

Fire Beetles (6): AC4; HD 1 + 2; hp 10, 7, 7, 6, 5, 3; MV 120' (40'); #AT 1 bite; Dmg 2d4; THAC0 19; Save F1; ML 7; AL C; XP 15.

The beetles will regard any living creature who enters the room as a potential meal.

At the far end of the room, half-concealed in the rubbish, is a mass of fist-sized whitish objects shaped like small watermelons; these are fire beetle eggs, and can be sold to an NPC magic-user for 100 gp.

Anyone searching the rubbish that litters the floor of the room has a 20% chance of being exposed to a disease—see the DM Notes. There is nothing of interest in this litter, which seems to be food scraps and other organic waste.

10. Slave Workshop

This rectangular chamber appears to be a workshop of some kind. There is a furnace and anvil on one side, and a range of workbenches against the opposite wall. Two starved-looking gnomes work at the furnace under the stern eyes of a goblin slave-driver.

The goblins have discovered that the gnomes are far better craftsmen than themselves, and have set these gnomes to work making new weapons for them. Even though the gnomes hardly have their hearts in their work, the result is obviously better than any goblin could manage.

Goblin Slave-Driver: AC7; HD 1-1; hp 5; MV 90' (30'); #AT 1 short sword; Dmg 1d6; THAC0 19; Save NM; ML 7; AL C; XP 5.

The slave-driver has no shield, but is equipped with a short sword and a whip. Rules for whips are given in the description of area 6 above.

Gnome Slaves (2): AC8; HD 1; hp 1 each; MV 60' (20'); #AT 1 hammer; Dmg 1d4; THAC0 18; Save D1; ML 8; AL L; XP 10.

Use the gnomes fold-up figure from the D&D® boxed set to represent the slaves. They will stay huddled together at all times.

The gnomes have been reduced to 1 hit point each through ill-treatment and starvation; if they receive any kind of magical healing, the DM should roll 1d8 for each to determine the 'full' hit point score. Although they are not chained, they are almost too weak to raise their hammers, but they will join in the fight against their captors when the characters appear. They suffer a -2 penalty both to hit and damage rolls because of their weakened conditions.

Goblins' Lair is a complete fantasy mini-game that uses the components from this box. It is less complex than the DUNGEONS & DRAGONS® game, and is a quick introduction to the excitement of fantasy adventure games!

Winning the Games

Goblin's Lair has one crucial goal—the heroes must find the goblin king and defeat him! There are other goals, such as collecting treasures, defeating other monsters, and clearing out the entire dungeon, but the fall of the goblin king must happen to complete the game. The monsters' goal in the *Goblin's Lair* mini-game is to defeat the heroes in combat and prevent them from exploring the entire dungeon.

Starting the Game

This box gives you all you need to play *Goblins' Lair*, except for some paper and pencils. You'll need one of the color maps, this pull-out *Goblin's Lair* Rules Section, at least one ten-sided die, and the fold-up figures for the monsters and heroes.

One player controls the monsters and the other players each control one hero. The monster player chooses the mapsheet and places it on the table. He or she then places stand-up door counters on the mapsheet at any possible locations desired.

Next, each player selects a hero and takes the fold-up figure for that hero and the character card with the hero's or heroine's game statistics. Place the hero figures in the area marked "1" on the mapsheet, and the game is ready to go!

Heroes and Monsters

This game allows heroes to explore the unknown for treasure and adventure. Monsters are the main hazard they face. Fold-up figures represent all the heroes and monsters in this set.

Ability Scores

Each figure has ability scores, given on the Hero Roster and the Monster Roster, that define what the figure can do. The scores for heroes are also on character cards for easy reference.

- Move** shows how many squares a figure moves in a turn;
- Attack** reveals how deadly a fighter the figure is;
- Defense** tells how good the figure is at avoiding being hit;
- Search** shows how easily a hero can find hidden treasure (heroes only);
- Lives** shows how many times a hero or the goblin king can be wounded before being put out of action; and
- Notes** refer to spellcasting and missile fire, which will be explained later (heroes only).

The Monster Player

The role of the monster player is very similar to the role of the Dungeon Master in a DUNGEONS & DRAGONS® role-playing game. When a hero opens a room, movement is temporarily stopped. This player then rolls on the Monster Table to determine what creatures lurk in the shadows. He then places the indicated monsters in the room and then hero movement is finished. The monster player also decides where the monsters move and makes all the dice rolls for them.

Turn Sequence

The game is played in turns, and each turn is split into a number of phases:

In the **hero move phase**, the heroes are moved and any randomly discovered monsters are placed;

In the **monster move phase**, the monsters are moved;

In the **hero combat phase**, the heroes attack monsters;

In the **monster combat phase**, the monsters fight back;

In the **search phase**, the heroes can search for treasure.

A turn may not consist of all phases at all times. For example, if no monsters are found, there is no monster move phase and no combat phase—play goes straight to the search phase. If a battle takes more than one turn, then there is no search phase for the heroes involved in battle until the monsters are all defeated.



Movement

Figures can move a number of squares up to their Move score. A move can be in any direction or any combination. *Diagonal movement can only occur if there are two open squares adjacent to an obstacle, figure, or wall*; for example, if a figure is in a doorway, another figure cannot move (or fight) diagonally through the doorway. A figure may not move through solid rock or wooden obstacles.

A figure cannot enter a square occupied by another figure. A figure's movement ends when it moves next to an enemy—the figures are now in combat.

Movement Order

Monsters move in any order the monster player desires. The heroes also move in any order they wish. If there are arguments over heroes' movement, all hero players roll a 10-sided die and move in order from the highest to the lowest.

Doors, Half Squares and Obstacles

Opening or closing a door costs one additional movement point. Half-squares on the map count as full squares for movement purposes. Any obstacles printed on the map (pools, tables, furniture, etc.) can be moved around by normal movement. Streams and rivers, like the one on the *Red Hand Trail* mapsheet, do not affect movement at all in this mini-game and count as normal squares.

Any figures can move onto tables and furniture at the cost of one extra movement point. There are no advantages in moving on top of obstacles.

Movement in Combat

When a figure moves next to an enemy figure, the moving figure stops and both figures are considered to be in combat. Any figures starting next to an enemy can move one square during its move as long as it stays next to any enemy figures it is in contact with.

A figure in combat may also *escape* in its move. The figure moves normally, but its opponent gets a free attack with a +2 bonus to the dice roll (See Combat).

Monster Placement and Movement

When the heroes open a new area, (opening a door during the hero movement phase), they might find monsters. The monster player rolls on the Monster Table. If monsters appear, the monster player sets the fold-up figures in the room wherever he or she chooses. However, *monster figures cannot be placed next to the door*. If there are more monsters than squares in the room, the extra monsters don't appear. After monsters are placed, the hero figures resume movement (A hero might even shut the door he just opened!). Once the monsters are set up and the heroes' movement is concluded, the monster movement phase begins.

Examples of Illegal Movement

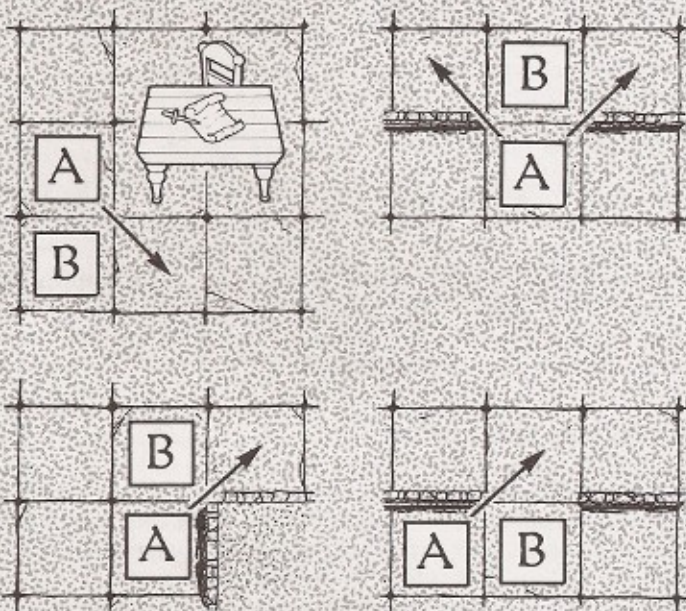


Figure A cannot move in the arrow's direction.

Do not roll for monsters in a room if the heroes have already opened the room and defeated all the monsters there. Such rooms are cleared for the rest of the game.

Combat

In order to fight each other, two figures must be in adjacent squares, including diagonally adjacent squares. The only exceptions to this are missile fire and magic.

Combat takes place in two phases. First the heroes attack, and then the monsters strike back. A hero cannot attack another hero.

To attack, roll a 10-sided die and add the attacker's Attack score. If the result is equal to or greater than the target's Defense score, the attack hits. **Note that all natural rolls of 1s count as misses and all natural 10s count as hits, regardless of Attack adjustments or an enemy's Defense score.** If a monster is hit, it is defeated and removed from play; if a hero or the goblin king (see Game Goals) is hit, one Life is lost. Each player should keep careful track of his or her hero's current number of Lives. A hero reduced to zero Lives is incapacitated and out of the game.

Each player should keep a count of the Attack points of all the monsters his or her hero has defeated. The monster player should do the same for all the heroes his or her monsters has beaten. At the end of the game, these points are added up for each surviving hero, and they are used to find out who has won.

Missile Fire

Hugo and Rissiel carry missile weapons that allow them to hit targets from a distance. Hugo has a sling and Rissiel wields a bow. Roll a 10-sided die as a normal attack, and make sure there is a clear line of sight to the target. If a straight line from attacker to target must pass through a square containing an enemy figure or another obstruction, then there is no line of sight and the attacker must select another target. If in doubt, lay down a ruler or a piece of string on the mapsheet. Hugo and Rissiel can attack with missile weapons through other hero figures, provided there is still a line of sight.

Magic

Ariel, Bryn, and Rissiel can cast spells in certain phases during the turn. At the start of the game, each hero selects two spells—except Ariel, who can choose four spells.

To cast a spell at a target, line of sight is needed—see the section on missile fire. When a character first casts a spell, it is automatically successful. Each time after that, the player must roll 1d10 for the character before casting the same spell. Each spell is marked with a number; if the d10 roll is less than that number, the spellcaster has forgotten the spell and cannot use it for the rest of the game. The spells available to all spellcasters are the following:

Spell List

Cure Light Wounds (5): This spell is cast in the hero movement phase and restores up to 2 Lives to the caster or a hero adjacent to the caster. A hero cannot have more than 4 Lives.

Haste (4): Cast in the hero movement phase, this spell allows the caster or a hero next to the caster to move up to twice his or her Move score this turn. *Hasted* heroes can move past monsters without stopping due to their speed. This spell does not replace movement if used by the caster, but using it on another hero negates the caster's movement.

Hold Person (4): This spell is cast on an enemy figure during the hero combat phase. That *held* figure cannot attack during the monster combat phase.

Magic Missile (5): This spell can only be cast during the hero combat phase. The *magic missile* automatically hits any target in a straight line of sight and is not impeded by other heroes.

Paralysis (3): When cast in the hero movement phase, one enemy target is paralyzed and may not move during the monster movement phase. That enemy figure can still attack during the monster combat phase, however.

Shield (3): This spell is cast in the hero combat phase instead of attacking. It increases the caster's Defense score alone by 2 points for the rest of this battle (defeat all monsters in room).

Searching

Heroes in a numbered room without monsters can search it for treasure. Roll a 10-sided die and add the hero's Search score. If the score is more than six, the hero has found something. The player then checks the Treasure Table, noting down what has been found. If a search roll is a 12 or greater, the player rolls a 10-sided die and consults the Special Treasures Table. A hero can search a room only once—the monster player should keep a note of which rooms each hero has searched.

Game Goals

The Goblin King

The monster player's most important and potent monster is the goblin king. This creature is the only monster that has multiple lives, just as the heroes do. The goblin king must be found and defeated three times by the heroes before the game can end.

The goblin king is not on the Monster Table since he does not appear randomly on the mapsheet. After the heroes explore at least 50% of the dungeon, the monster player rolls a 6-sided die. The result is which of the six highest numbered areas on the mapsheet the goblin king is in. The monster player secretly marks the area on some scrap paper. When a hero opens that room, the monster player rolls normally on the Monster Table, and includes these monsters with the goblin king.

The goblin king is a unique monster and can use special treasures. When he is placed, the monster player rolls on the Special Treasures Subtable to find what magical item the king owns. The goblin king can use special items as the heroes can, but player heroes can claim his special items as treasures once he is defeated. The goblin king cannot use potions; roll again for another item if this is rolled.

Ending the Game

The game can end two different ways. If half or more of the heroes have been incapacitated by the monster player, the game ends. It also stops when the heroes have explored every room on the mapsheet, and there are no new rooms to enter.

To find out who has won the game, add up the total Attack points of monsters defeated by each surviving hero (or heroes defeated by the monsters), and add the gold piece value of treasure found to that total. Special treasures (the sword, shield, charm, and any unused potions) count as 10 gold pieces each; magical potions that are used during the game do not count toward the final scoring. The player with the highest total is the winner. Keep in mind that players whose heroes are incapacitated (lost all four Lives) can still win if they have enough points when they are removed from the game.

Goblin's Lair Reference Sheet

Hero Roster

Name	Move	Attack	Defense	Search	Lives	Notes
Ariel Dreamweave	6	4	10	2	4	4S
Bryn the Pious	5	4	13	2	4	2S
Corinna Ravenshield	4	6	14	2	4	
Hagrim Flintfist	4	6	12	4	4	
Hikaru the Quick	6	5	11	4	4	
Hugo Brandywine	4	5	12	4	4	M
Rissiel Stillglade	5	5	11	2	4	2S, M

Notes: #S = # of spells, M = missile weapon

Spells

Three heroes in this mini-game can cast magic: Bryn the Pious, Rissiel Stillglade, and Ariel Dreamweave. Unless otherwise stated, spells replace the normal activity of the phase in which they are using magic. Casting *cure light wounds* replaces movement as it's cast in the hero movement phase. For more information on the spells and spellcasting, see the Spell List in the Magic section.

When a character first casts a spell, it is automatically successful. Each time after that, the player rolls a 10-sided die before the hero casts the same spell. If the d10 roll is less than the number listed with the spell, the spellcaster has forgotten the spell and cannot use it for the rest of the game.

Spells

- Cure Light Wounds (5):** Cast in the hero movement phase; restores up to 2 Lives to the caster or a hero next to the caster.
- Haste (4):** Cast in the hero movement phase; double Move score for the caster or a hero next to the caster for this turn.
- Hold Person (4):** Cast during the hero combat phase; *held* figure cannot attack during the monster combat phase.
- Magic Missile (5):** Cast during the hero combat phase; *magic missile* automatically hits target in straight line of sight.
- Paralysis (3):** Cast in the hero movement phase; enemy is paralyzed during the monster movement phase.
- Shield (3):** Cast in the hero combat phase; increases caster's Defense by 2 points for this battle.

Treasure Table

Roll a 10-sided die and add the hero's Search score:

Search Total	Treasure
3-6	Nothing—there was no treasure to find!
7-11	Gold—you find 1d10 gold pieces.
12	Roll again on the Special Treasure Subtable

Special Treasure Subtable

D10 Roll	Treasure
1-3	<i>Healing Potion</i> —restores 1 Life to 1 hero
4-5	<i>Super-Healing Potion</i> —restores 2 Lives to 1 hero
6	<i>Magic Shield</i> —adds 2 to the character's Defense
7	<i>Magic Sword</i> —adds 2 to the character's Attack
8-9	<i>Potion of Speed</i> —adds 2 to drinker's Move
10	<i>Lucky Charm</i> —adds 1 to the character's die rolls

Note: Drinking a potion is done in the hero movement phase and replaces movement for that turn.

Monster Roster

Name	Move	Attack	Defense
Air Elemental	7	10	15
Carrion Crawler	5	8	10
Dire Wolf	7	9	12
Fire Beetle	5	5	10
Gargoyle	5	10	14
Giant Rat	6	4	8
Goblin	4	4	9
Goblin Chief	4	6	11
Goblin King	4	8	13*
Hobgoblin	4	7	12
Owl Bear	6	9	13
Skeleton	3	4	9
Wight	4	9	13
Wraith	6	8	15

* Goblin King has three Lives; heroes must score three successful hits against him to defeat him. Heroes gain Attack points as experience for each hit on the goblin king, but only the person who defeats the king the third time gets his magical item.

Monster Table

Roll 2d10 and add the total number of heroes to the roll.

Total Roll	Monster
3-9	No Monsters In Area
10	2 Goblins
11	3 Fire Beetles
12	1 Carrion Crawler
13	2 Goblins and 1 Goblin Chief
14	2 Skeletons and 1 Giant Rat
15	2 Giant Rats
16	5 Goblins
17	3 Goblins and 1 Dire Wolf
18	3 Dire Wolves
19	1 Owl Bear
20	1 Wight
21	5 Goblins and 1 Goblin Chief
22	4 Hobgoblins
23	1 Wraith
24	2 Goblin Chiefs and 2 Hobgoblins
25	1 Air Elemental
26	1 Gargoyle
27	2 Gargoyles

There is a hidden space in the floor beneath the anvil; this is where the gnomes hid some treasure when the goblins overran the complex. There are three matched garnets worth 100 gp each and a tear-drop diamond pendant worth 1,300 gp. There are also scraps of partly-worked silver worth 250 gp in all.

When the fight in here is over, the gnomes will offer the characters their choice of anything that is in the workshop, including the treasure in the concealed space. There are four completed short swords and six hammers in various sizes: two hammers large enough to count as war hammers, three smaller ones (1d4 damage; may be thrown, range 10/20/30), and one sledgehammer of immense size (for a gnome). This must be used two-handed, but does 1d10 damage on a successful hit.

The gnomes will then go to area 6 and wait for the goblins to be cleared from the complex.

11. Goblin Communal Area

This large, irregular cavern has a number of exits. The floor is littered with gnawed bones and other debris. A group of goblins are gathered around some kind of disturbance in the middle of the cavern, jabbering excitedly in their own tongue. As you enter, the goblins look round, and you can see that they have been watching a fight between two giant rats. Two of the goblins pull the rats away from each other, and bark commands, pointing at you. The giant rats charge you side-by-side, their previous fight forgotten. The goblins draw weapons and advance on you.

Giant Rats (2): AC7; HD 1/2; hp 2, 2; MV 120' (60'); #AT 1 bite; Dmg 1d3 + disease; THAC0 19; Save NM; ML 8; AL N; XP 5.

Goblins (6): AC6; HD 1-1; hp 6, 6, 5, 4, 2, 2; MV 90' (30'); #AT 1 short sword; Dmg 1d6; THAC0 19; Save NM; ML 7; AL C; XP 5.

12. Passage

This passage seems to be artificial, for it is perfectly straight along the middle and the walls, floor and ceiling are smooth. But its ceiling is very low—again, high enough for a gnome or goblin to pass without difficulty, but humans and elves will have to stoop.

If any fighting takes place in this passage, the DM should refer to the DM Notes on low passages at the start of this booklet.

13. Wolf Rider Quarters

This cavern is irregular in shape, narrowing slightly in the middle. Four goblins turn and draw weapons as you enter, and one of them calls out in the goblin tongue. From the far part of the cave, three large and powerful-looking wolves charge out at you.

Goblin Wolf Riders (3): AC6; HD 1-1; hp 7, 6, 5; MV 90' (30'); #AT 1 short sword; Dmg 1d6; THAC0 19; Save NM; ML 7; AL C; XP 5.

Dire Wolves (3): AC6; HD 4+1; hp 19, 17, 14; MV 150' (50'); #AT 1 bite; Dmg 2d4; THAC0 15; Save F2; ML 8; AL N; XP 125.

Use normal goblin fold-up figures for the wolf riders. Piled against one wall are three spears, and three saddles of a strange design (to fit a dire wolf), which might be sold to a collector for 25 gp each.

14. Chief's Antechamber

This cavern is rounded, with one exit to the east and one to the north. Two scarred and strong-looking goblins stand beside the northern exit, which has a rich tapestry of gnomish design hung upside-down across it. The goblins snarl and draw their weapons as you enter.

Goblin Bodyguards (2): AC6; HD 2; hp 12; MV 90' (30'); #AT 1 sword; Dmg 1d8; THAC0 18; Save F1; ML 7; AL C; XP 20.

Use goblin fold-up figures for the goblin bodyguards.

After 4 rounds of combat in here, the goblin king will come from area 15 to investigate. When their king appears, the goblins' morale (ML) rises to 9.

The tapestry is damaged but could be sold for 100 gp.

15. Goblin King's Chamber

This oval chamber is luxuriously-appointed compared with the rest of the complex. It looks like all the rugs, tapestries, and other soft furnishings from the whole of the complex were brought here after the goblins conquered it. They are scattered around the cave, and a mound of them against the back wall presumably serves the goblin king for a bed.

At the first sign of trouble, the goblin king will order his pet owl bear to attack, and try to escape from the room to muster his forces and counter-attack. However, he is prepared to fight to the death if he is cornered here.

Owl Bear: AC5; HD 5; hp 24; MV 120' (40'); #AT 2 claws/1 bite; Dmg 1d6/1d8/1d8; THAC0 15; Save F3; ML 9; AL N; XP 175.

If both claws hit a single opponent in the same round, the owl bear will hug the target for an extra 2d8 points of damage.

Goblin King: AC4; HD 3; hp 15; MV 90' (30'); #AT 1 sword; Dmg 1d8 + 1; THAC0 17; Save F3; ML 9; AL C; XP 25.

The goblin king wears a large gold ring inscribed with an owl's-head design; it is a magical *ring of owl bear control*, a very rare magical item that enables him to control a single owl bear in a like manner as a more common *ring of animal control* allows the wearer to control normal animals. He wears ornate (but nonmagical) chain mail, originally made for a gnome but crudely adapted to fit him, and carries a shield. He fights with a magical sword +2. The bonuses for the sword are not included in his THAC0 and damage scores above. He also wears a magnificent gold cloak-pin worth 300 gold pieces.

The entrance to area 16 is partially hidden behind a smaller pile of tapestries and rugs. It is a crawlway only 2 feet high, and no one can attack or cast spells while crawling through it.

16. Treasure Vault

This small, low chamber is piled with treasure, which the goblins have presumably stolen from the gnomes.

The treasure is strewn about the chamber in no particular order. It would take several hours to sort it all into different coins, gems and so forth. The treasure includes: 4,000 cp, 2,000 sp, 500 gp, a matched pair of sapphires worth 500 gp each, a huge ruby worth 1,000 gp, a jewelled crown worth 1,500 gp, a jewelled scepter worth 1,600 gp, and a pair of jewelled brooches worth 500 gp each.

17. Passage

This passage seems to be artificial, but it is very low. It is high enough for a gnome or goblin to pass without difficulty, but the humans and elves among you will have to stoop to pass through this smooth hallway.

If any fighting takes place in this passage, the DM should refer to the DM Notes on low passages at the start of this booklet.

18. Secret Room

This room does not seem to have been discovered by the goblins, for it is still neat and tidy. On hooks along one wall hang several ornate gnome-sized robes worked with gold and silver thread. A small chest stands beside them and, next to the chest, two staves lean against the wall.

The robes are ceremonial dress for gnome shamans; any character will realize this on a successful Intelligence check. There are four robes in all, and each would be worth 50 gp to a collector or 10 gp to merchants for the gold and silver thread.

The chest is locked, and contains three silver pendants worked with the design of a faceted gem. The pendants are not magical, and are worth 75 gp each for their silver content. However, any character who wears one of these pendants while in combat with goblins will gain the benefits of a *blest* spell for one day—a gift from the Immortals who watch over the gnomish race. Also in the chest are two small stoppered earthenware jars, each containing a *potion of healing*.

The staves leaning against the wall are not magical. They count as clubs if used in combat.

19. Shrine

This chamber is part natural and part artificial. There are two exits—one in the northwest corner and one in the southeast corner. The walls are normally decorated with beautiful gnomish religious frescoes, but these have been crudely daubed over by the goblins, using mud and other substances. The altar in the center of the shrine has been chipped and defaced, and a skull rests beside it.

The goblins have taken over the gnomes' shrine for their own evil purposes. The skull beside the altar is an old gnome's skull, as any character will realize on a successful Intelligence check. There is nothing of interest or value in the room.

Any sound of combat, loud talking, or other noises made in this room will alert the goblin shaman, and he will come from area 20 to investigate.

20. Shaman's Room

This irregular cave is largely intact. There is a small cot against one wall, and a desk and some shelves stand opposite. The contents of the desk and shelves are now strewn across the floor, but the furniture is undamaged.

The goblin tribe's shaman—the nearest thing these creatures have to a cleric—has taken over this room and the shrine in area 19 as his own territory. He looks like an old and wizened

goblin, with a multitude of scars and tattoos making strange patterns on his hide. He also wears a brightly-colored robe sewn with feathers, small bones, short, soft leather boots, and other strange objects.

Goblin Shaman: AC7; HD 4; hp 25; MV 90' (30'); #AT 1 club + spells; Dmg 1d6; THAC0 16; Save C4; ML 9; AL C; XP 125. Spells: *cause light wounds*, *darkness*; *hold person*.

If the fight is going against him, he will cast his *darkness* spell and try to escape. His main weapon is a *snake staff*, and he has a *ring of fire resistance* among the objects sewn onto his robe. He doesn't know what the ring does (nothing, actually, since it is not on his finger), but he added it to his robe for luck. Use the rock python fold-up figure from the D&D® Game box to represent the snake staff in snake form.

21. Passage

This passage seems to be artificial, but it is very low—a gnome or goblin can pass through this area without difficulty, but the humans and elves of the party will have to stoop to walk through here.

If any fighting takes place in this passage, the DM should refer to the DM Notes on low passages at the start of this booklet.

22. Meeting Area

This large cavern has a number of exits. A large, flat rock rises up in the middle of the cave floor. The cavern is unoccupied, but you can hear the sound of activity coming from beyond two of the exits.

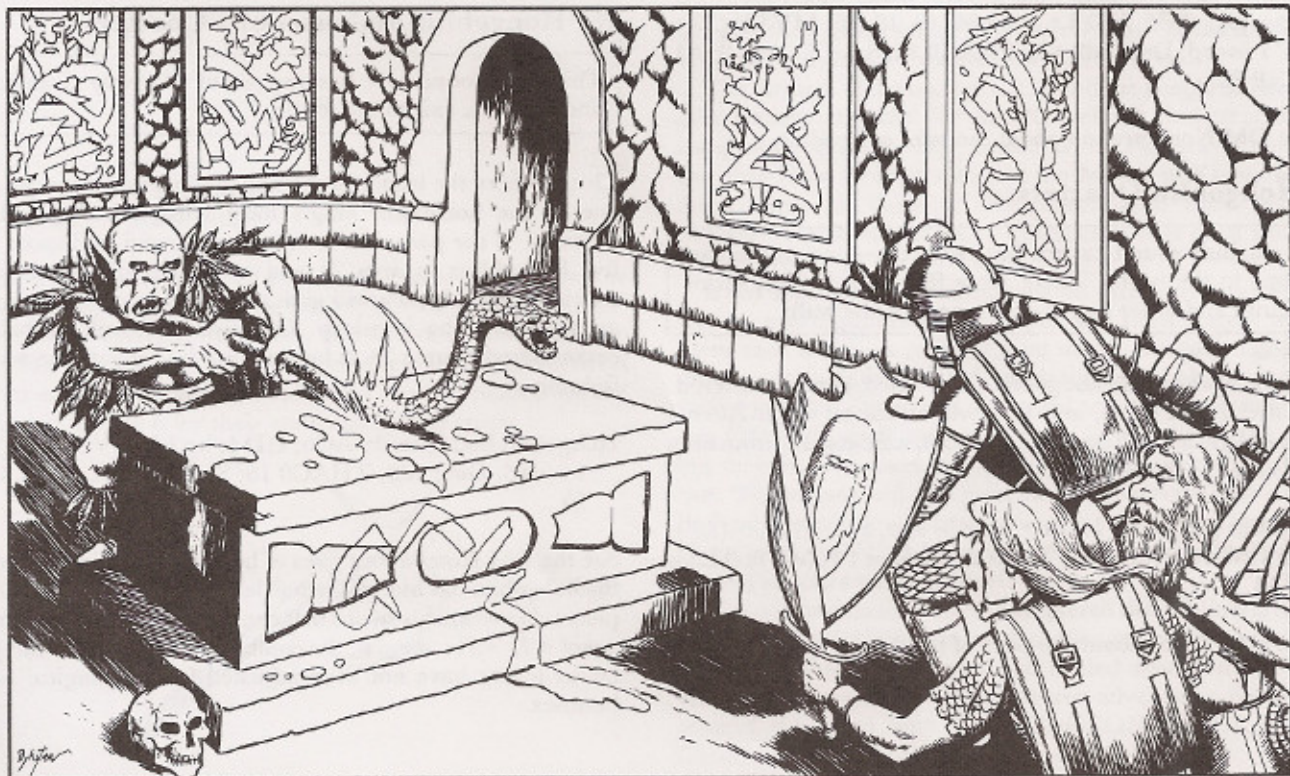
This chamber is the center of the guest accommodations for the visiting hobgoblins and bugbears; it is also the place where negotiations are conducted. At the moment, the talks are deadlocked, and each group has retired to its chambers to rest and think. The sound of any other loud noises in here will bring one or two members of each visiting group to investigate.

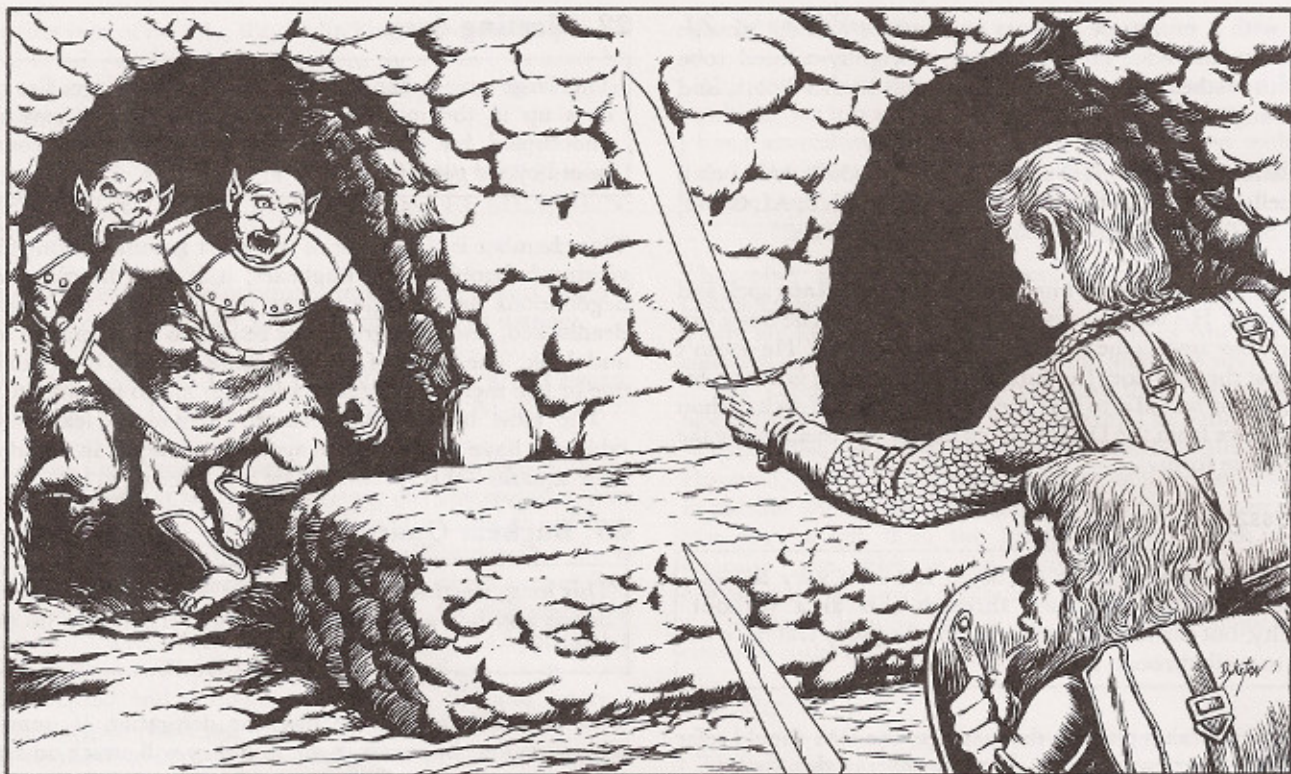
The 'table' is about two feet high. Anyone who leaps onto the table will have an advantage against opponents in all adjacent floor squares—this is reflected by a +1 bonus to hit.

23. Bugbear Quarters

This long, narrow cavern is strewn with piles of straw and debris and has a distinct musty smell. There are no other exits.

This cavern is where the bugbear delegation is quartered. There are four bugbears in all, and they will attack on sight.





Bugbears (4): AC5; HD 3 + 1; hp 24, 19, 18, 16; MV 90' (30'); #AT 1 sword; Dmg 1d8 + 1; THAC0 16; Save F3; ML 9; AL C; XP 75.

See the DM Notes section about the piles of bedding.

24. Hobgoblin Quarters

This smallish round cavern has two exits—one to the east and one to the north. There are a few piles of filthy straw (bedding) and other bits of debris against the walls.

This cave is where the hobgoblin junior envoys are quartered. There are five of them, and they will attack on sight. After 3 rounds of fighting in here, the hobgoblin ambassador from area 25 will come to investigate.

Hobgoblins (5): AC6; HD 1 + 1; hp 9, 9, 9, 6, 5; MV 90' (30'); #AT 1 sword; Dmg 1d8; THAC0 18; Save F1; ML 8; AL C; XP 15.

See the DM Notes about the piles of bedding.

25. Hobgoblin Ambassador's Quarters

This small round cave has one pile of relatively clean straw, and only one exit to the south.

This is where the leader of the hobgoblin envoys resides. He is one of the hobgoblin king's most trusted bodyguards and advisors. If the party has somehow managed to dispose of the five hobgoblins in area 24 and approach this room without making a sound, they will gain automatic surprise against the ambassador, who is asleep. Otherwise, he will probably be encountered in area 24 as he comes to investigate the sound of fighting.

Hobgoblin Bodyguard: AC6; HD 4; hp 17; MV 90' (30'); #AT 1 sword; Dmg 1d8; THAC0 16; Save F3; ML 8; AL C; XP 75.

See the DM Notes about piles of bedding. Within his bedding, the hobgoblin has hidden a small leather bag that holds 50 silver pieces. He wears his sword belt constantly and carries a magical sword +1, +3 vs. dragons; the combat statistics for the hobgoblin envoy leader have not been adjusted for the magical sword's bonuses.

26. Gladiatorial Pit

This cavern has been hewn into a roughly square shape, and has a narrow walkway around a deep pit in the middle of the room; a low rail prevents clumsy observers from easily falling into the pit. There are traces of dried blood, bones, broken weapons, and other debris in the sand and gravel at the bottom of the pit.

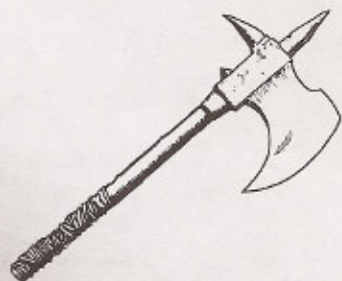
This room is used as a negotiating tool in the treaty discussions—whenever two parties disagree, they simply come here (or, a more likely option, send one of their minions as a proxy) and the matter is decided by combat. The pit is roughly ten feet square and ten feet deep, and there are traces of bone fragments, torn strips of armor and skin, fragments of broken weapons, and various other debris littering the floor. If the debris is searched thoroughly, the PCs will find 2 cp, dropped by one combatant during a contest.

Wandering Monster Table

Roll 1d6 every other turn; a roll of 1 indicates that a wandering monster has entered the room or passage the party has entered. Whenever a wandering monster encounter is indicated, roll on the following table:

D20 Roll	Monster	Number
1	Bats, normal	1d10 × 10
2	Beetles, Fire	1d6
3-6	Bugbears	1d4
7	Centipedes, Giant	1d4
8-9	Gnomes	4*
10-16	Goblins	1d6
17-19	Hobgoblins	1d4
20	Rats, Giant	2

* These gnomes are escorted by 1 goblin slave-driver. Use the gnome fold-up figure from the DUNGEONS & DRAGONS® Game box to represent the slaves, and a normal goblin fold-up figure for the slave-driver. The gnomes will stay huddled together at all times, and will only fight in self-defense. See the description of area 6 for their stats and special rules.



Rewards

If the PCs succeed in clearing the complex of monsters, the gnomes will, of course, be very grateful. They will allow the PCs to keep all the treasure they have found, apart from the crown and scepter from the treasure horde in area 16; these two items are the traditional property of the gnome king. They will also insist on keeping all of the robes and pendants from area 18, since they specifically belong to the gnome priesthood. Even if the PCs do not keep these items, they will still count as treasure for experience purposes.

If the PCs insist on keeping the items which the gnomes want returned, the gnomes will not resist them—they are in no fit state to do so! However, they will make a complaint to their ally, Lord Ragni of Hearth-Home, who will order the PCs to return the items, backing his order up with armed troops if necessary. If the PCs have to be forced to return the items, they do not count as treasure for experience purposes.

Shortly after the conclusion of the adventure, each of the PCs will receive a small package from a gnome courier who arrives at the PCs' homes. The packages each contain a simple but elegantly-designed iron pendant with a faceted gem design similar to that on the silver pendants from area 18. These pendants are worth 25 gp each for the beauty of their workmanship, but may prove to be more valuable than mere money: they mark the wearer as a true friend of gnomekind, and grant the bearer a +4 bonus to all rolls on the NPC Reaction Chart when dealing with gnomes. The gnomes will not give these gifts to their liberators if the PCs had to be forced to hand back the aforementioned gnomish relics.

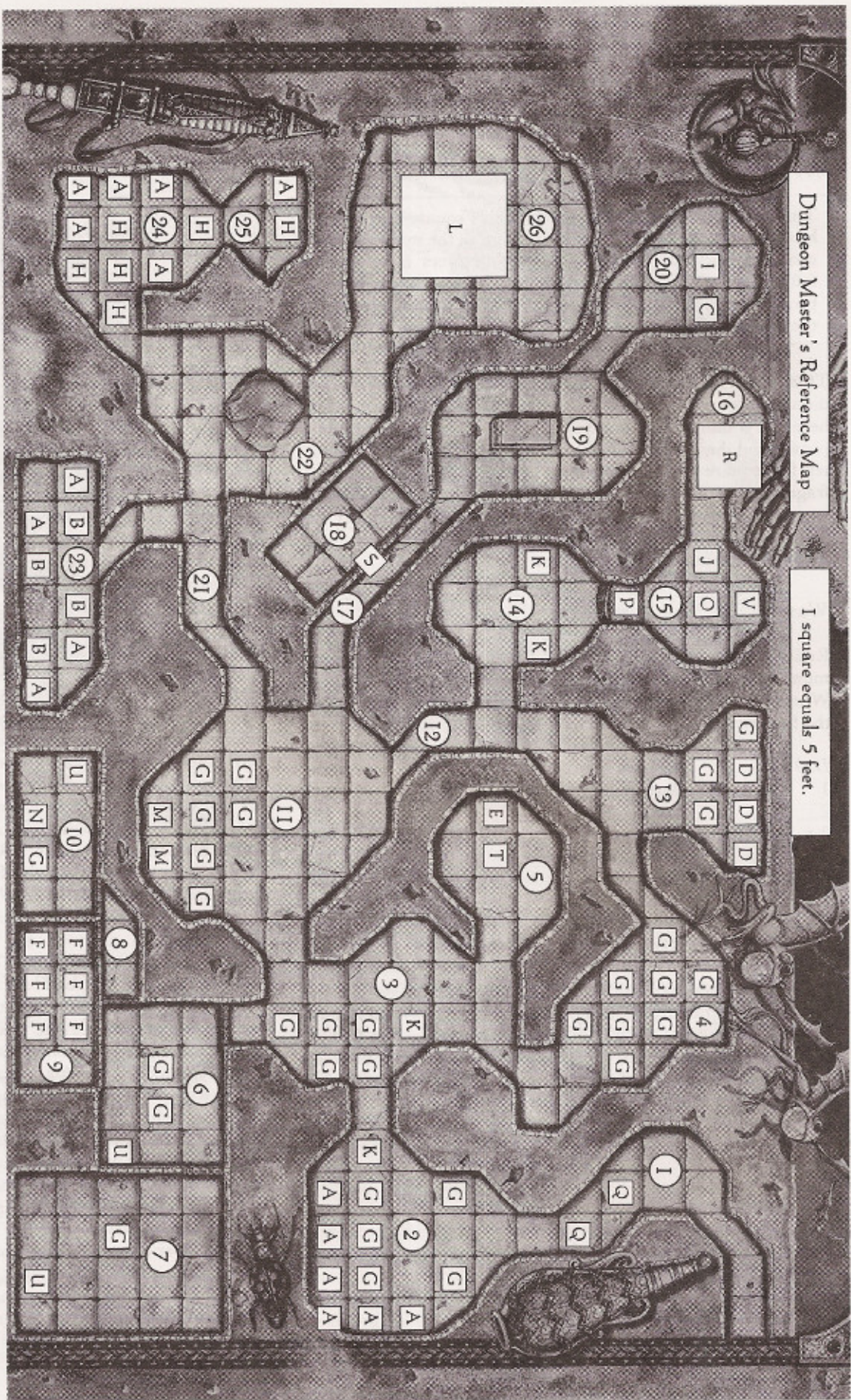
The farmers of the northern Rift and the people of Kleine are all especially thankful for the PCs' efforts and treat them to sumptuous meals at their homes as the PCs travel out of the Burning Hills. Lord Ragni and the Mayor of Kleine will add their thanks to those of the gnomes and their respective peoples—thanks to the PCs, Thunder Rift is once more safe and secure for all the good races.

If the PCs have now completed all three adventures in this set, the two dignitaries (the Mayor and Lord Ragni) will give them each a gift—a *potion of giant strength* for each fighter and dwarf, a *potion of invisibility* for each thief and halfling, a *potion of healing* for each cleric, and a magical scroll for each magic-user and Elf. Each scroll contains 2 spells of the character's choice, but they must be from the levels which the character is able to cast. The Mayor will also present each character with a medal, an Iron Star of Kleine; anyone wearing this medal gains +2 to all rolls on the NPC Reaction Chart when dealing with the human inhabitants of Thunder Rift.

The player characters have conquered the goblin uprisings of the Thunder Rift! What new challenges await them in the future? Flushed with victory and loaded down with treasures, the adventurers move on to greater adventures just waiting around the bend with the DUNGEONS & DRAGONS® Game!

Dungeon Master's Reference Map

1 square equals 5 feet.



1. Entrance Passage
2. Guard Room
3. Junction Cave
4. Barracks
5. Food Store
6. Slave Pens
7. Slave Mine
8. Passage
9. Beetle Farm
10. Slave Workshop
11. Goblin Communal Area
12. Passage
13. Wolf Rider Quarters

14. Chief's Antechamber
15. Goblin King's Chamber
16. Treasure Vault
17. Passage
18. Secret Room
19. Shrine
20. Shaman's Room
21. Passage
22. Meeting Area
23. Bugbear Quarters
24. Hobgoblin Quarters
25. Hobgoblin Ambassador's Quarters
26. Gladiatorial Pit

- | | |
|---------------------------|--------------------------------|
| A. Bedding Tile | N. Gnomes Foldup |
| B. Bugbear Foldup | O. Owlbear Foldup |
| C. Desk Tile | P. Curtain (Door Standup) Tile |
| D. Dire Wolf Foldup | Q. Shrieker Foldup |
| E. Carrion Crawler Foldup | R. Treasure Hoard Tile |
| F. Fire Beetle Foldup | S. Secret Door Standup Tile |
| G. Goblin Foldup | (place only when found) |
| H. Hobgoblin Foldup | T. Food Pile Tile |
| I. Goblin Shaman Foldup | U. Forge Tile |
| J. Goblin King Foldup | V. Taperites Tile |
| K. Goblin Chief Foldup | |
| L. Gladiatorial Pit | |
| M. Giant Rat Foldup | |

Hero #1 Hagrid Flintfist, Dwarf

Move: 4 Attack: 6
Search: 4 Defense: 12
Lives: 4



Hero #5: Bryn the Pious, Cleric

Move: 5 Attack: 4
Search: 2 Defense: 13
Lives: 4

Special Ability: Two spells



Hero #2 Hikaru the Quick, Thief

Move: 6 Attack: 5
Search: 4 Defense: 11
Lives: 4



Hero #6: Ariel Dreamweave, Magic-User

Move: 6 Attack: 4
Search: 2 Defense: 10
Lives: 4

Special Ability: Four spells



Hero #3: Hugo Brandywine, Halfling

Move: 4 Attack: 5
Search: 4 Defense: 12
Lives: 4

Special Ability: Missile weapon



Hero #7: Corinna Ravenshield, Fighter

Move: 4 Attack: 6
Search: 2 Defense: 14
Lives: 4



Hero #4: Rissiel Stillglade, Elf

Move: 4 Attack: 6
Search: 4 Defense: 12
Lives: 4

Special Ability: Missile weapon, two spells



The Goblin King

Move: 4 Attack: 8
Search: n/a Defense: 13
Lives: 3

Special Ability: Use magical treasure.



PC #5: Bryn the Pious, Cleric

Level:	2	Alignment:	L
Strength	13	Hit Points:	12
Intelligence	10	Armor Class:	2
Wisdom	15	Money:	3 gp
Dexterity	11	Experience:	2000
Constitution	13		
Charisma	15		

Equipment: Plate mail, shield, mace, sling with 10 stones, holy symbol, backpack, small sack, lantern, 3 flasks of oil, 2 vials of holy water, wolvesbane, tinderbox, iron rations.

Spells known: Any 1 1st level cleric spell.

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PC #6: Ariel Dreamweave, Magic-User

Level:	2	Alignment:	N
Strength	9	Hit Points:	5
Intelligence	16	Armor Class:	9
Wisdom	10	Money:	20 gp
Dexterity	11	Experience:	3200
Constitution	11		
Charisma	12		

Equipment: Dagger, robes, backpack, small sack, lantern, 3 flasks of oil, mirror, wolvesbane, tinderbox, iron rations, spellbook.

Spells known: 2 1st level magic-user spells.

Spells in spellbook: *Charm person, hold portal, read languages, read magic, shield, sleep.*

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PC #7: Corinna Ravenshield

Level:	2	Alignment:	N
Strength	16	Hit Points:	15
Intelligence	13	Armor Class:	0
Wisdom	11	Money:	4 gp
Dexterity	14	Experience:	2500
Constitution	14		
Charisma	15		

Equipment: Plate mail, *shield +1*, sword, battle axe, six torches, tinderbox, two flasks of oil, a 50-foot rope, backpack, iron rations.

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The Goblin King of the Red Hand Tribe

Armor Class:	4
Hit Dice:	3
Hit Points:	15
Move:	90' (30')
Attacks:	1 sword +2
Damage:	1d8 +3 (sword bonus included)
Save As:	Fighter 3
Morale:	9
Treasure Type:	See Palace of Dread, room 16
Alignment:	C
XP Value:	25

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PC #1: Hagrid Flintfist, Dwarf

Level:	1	Alignment:	N
Strength	15	Hit Points:	7
Intelligence	8	Armor Class:	2
Wisdom	13	Money:	15 gp
Dexterity	10	Experience:	0
Constitution	14		
Charisma	12		

Equipment: Plate mail, shield, sword, dagger, hand axe, 2 flasks of oil, hammer, 12 iron spikes, a 50-foot rope, backpack, iron rations.

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PC #2: Hikaru the Quick, Thief

Level:	1	Alignment:	N
Strength	11	Hit Points:	4
Intelligence	14	Armor Class:	4
Wisdom	12	Money:	19 gp
Dexterity	18	Experience:	900
Constitution	12		
Charisma	12		

Equipment: Leather armor, sword, 2 daggers, silver dagger, cross-bow, case with 30 quarrels, thief's tools, lantern, backpack, 3 small sacks, 2 flasks of oil, tinderbox, hammer, 10 iron spikes, a 50-foot rope, backpack, iron rations, *potion of invisibility*.

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PC #3: Hugo Brandywine, Halfling

Level:	2	Alignment:	N
Strength	9	Hit Points:	10
Intelligence	11	Armor Class:	2
Wisdom	13	Money:	13 gp
Dexterity	15	Experience:	2600
Constitution	17		
Charisma	10		

Equipment: Chain mail, shield, short sword, 2 daggers, sling with 30 stones, a 50-foot rope, backpack, 2 small sacks, iron rations, wine-skin, *ring of animal control*.

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PC #4: Rissiel Stillglade, Elf

Level:	1	Alignment:	N
Strength	12	Hit Points:	5
Intelligence	14	Armor Class:	3
Wisdom	13	Money:	7 gp
Dexterity	16	Experience:	700
Constitution	11		
Charisma	12		

Equipment: Chain mail, sword, dagger, short bow with 20 arrows, 2 silver-tipped arrows, backpack, spellbook.

Spells known: 1 1st level magic-user spell.

Spells in spellbook: *Charm person, magic missile, protection from evil, read magic, shield.*

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Carrion-Crawler
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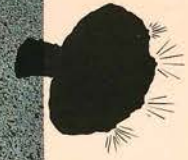
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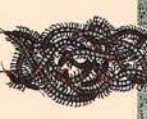
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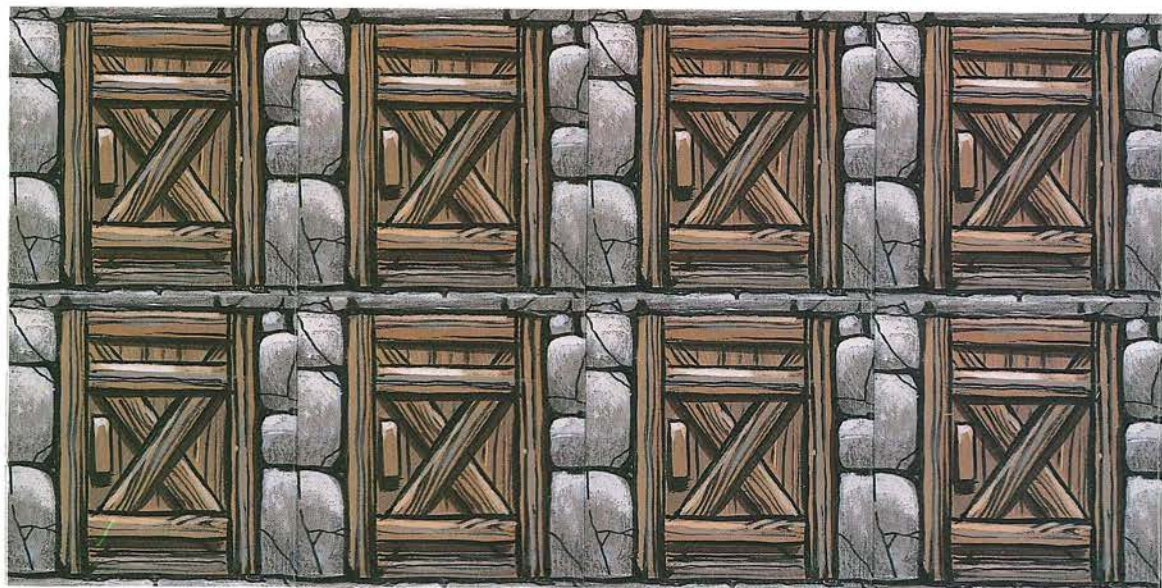
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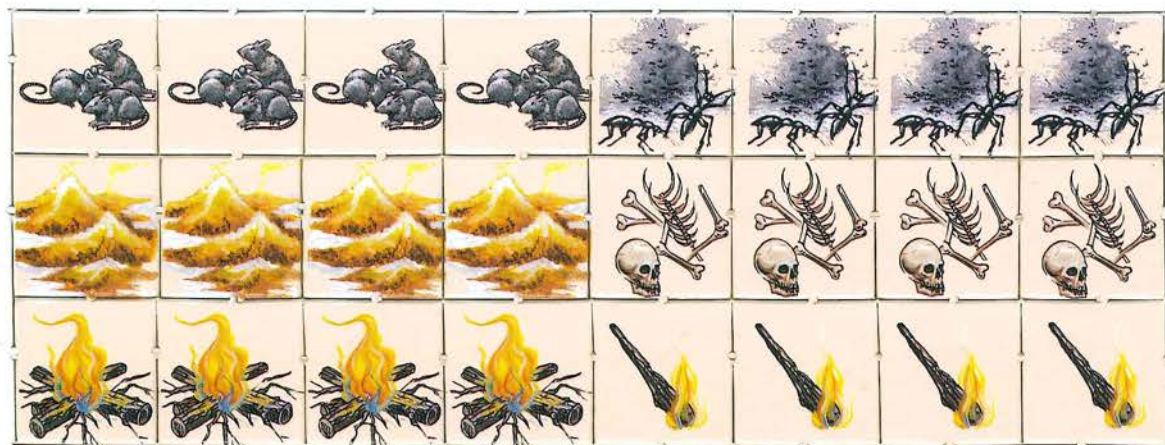
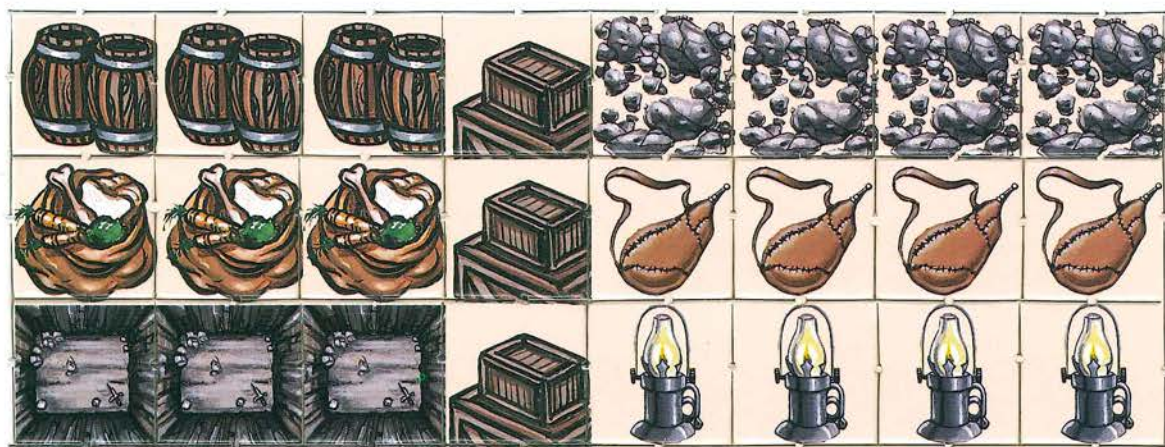
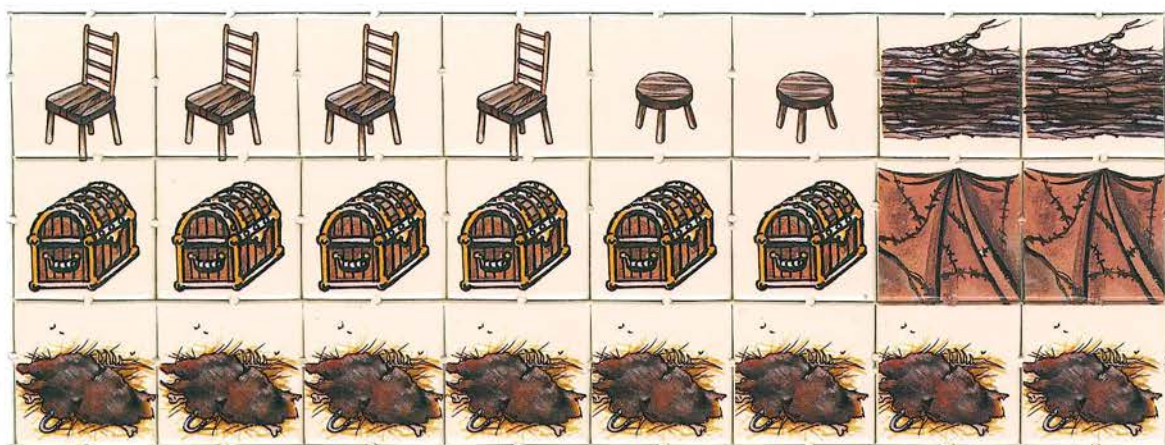
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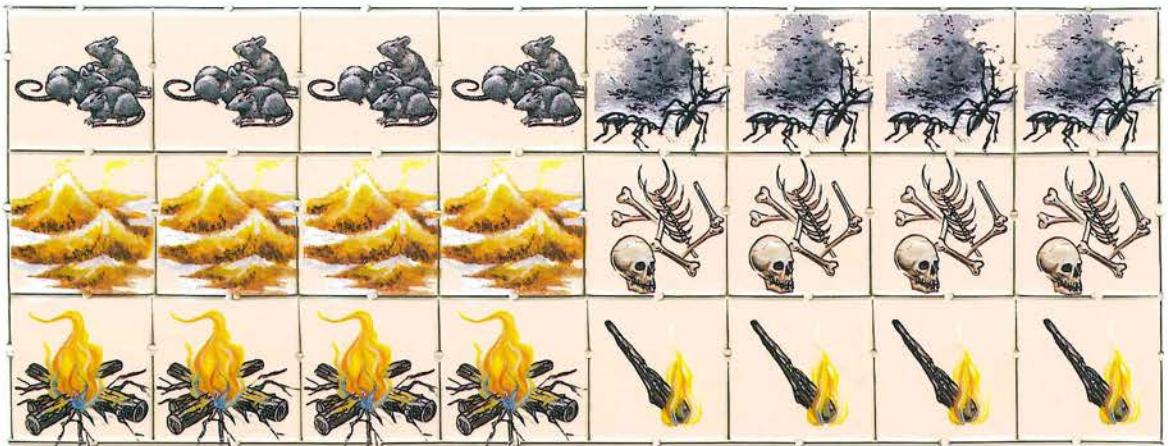
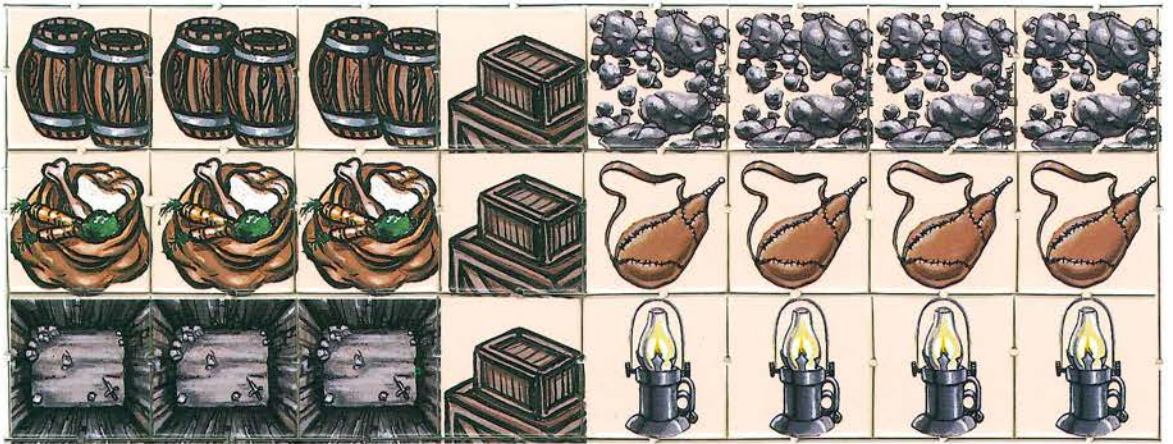
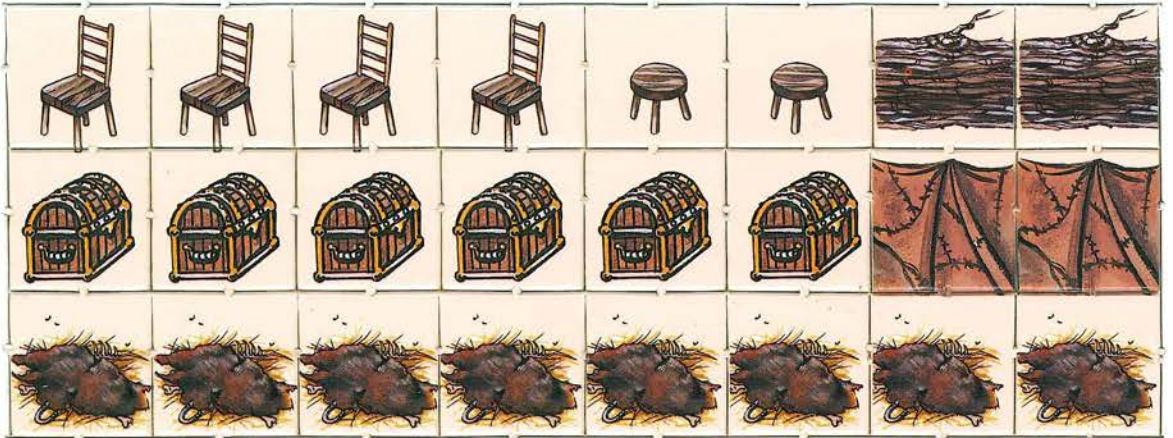
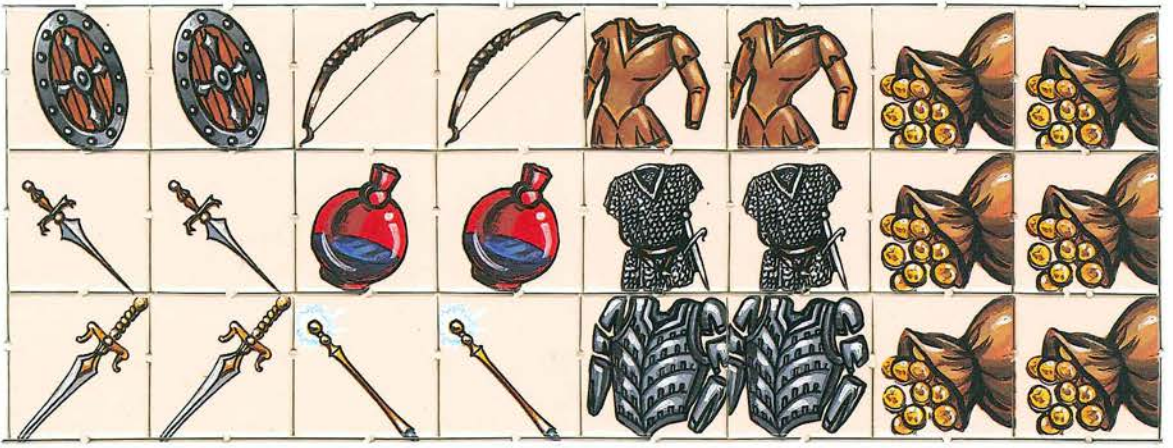
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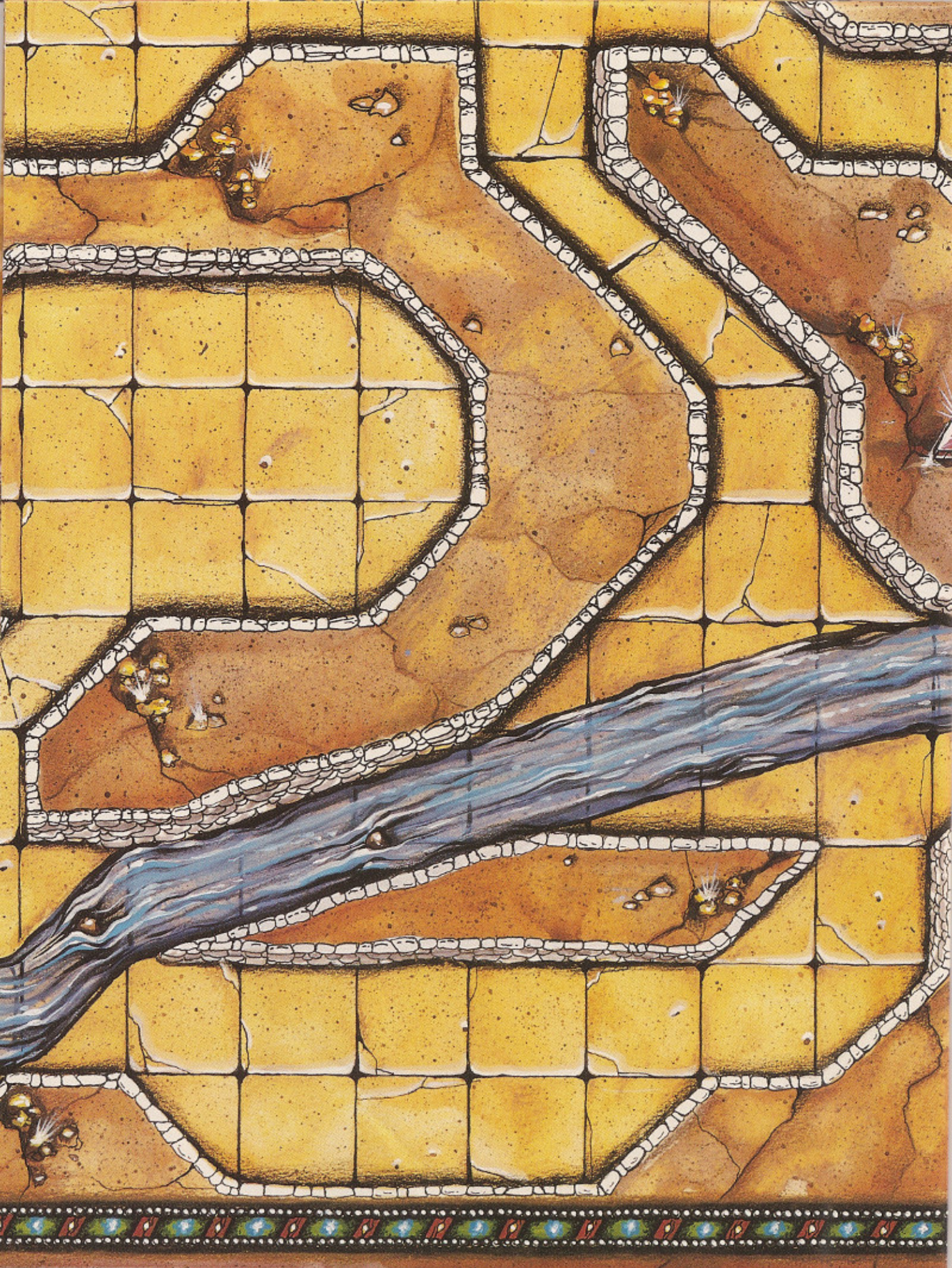


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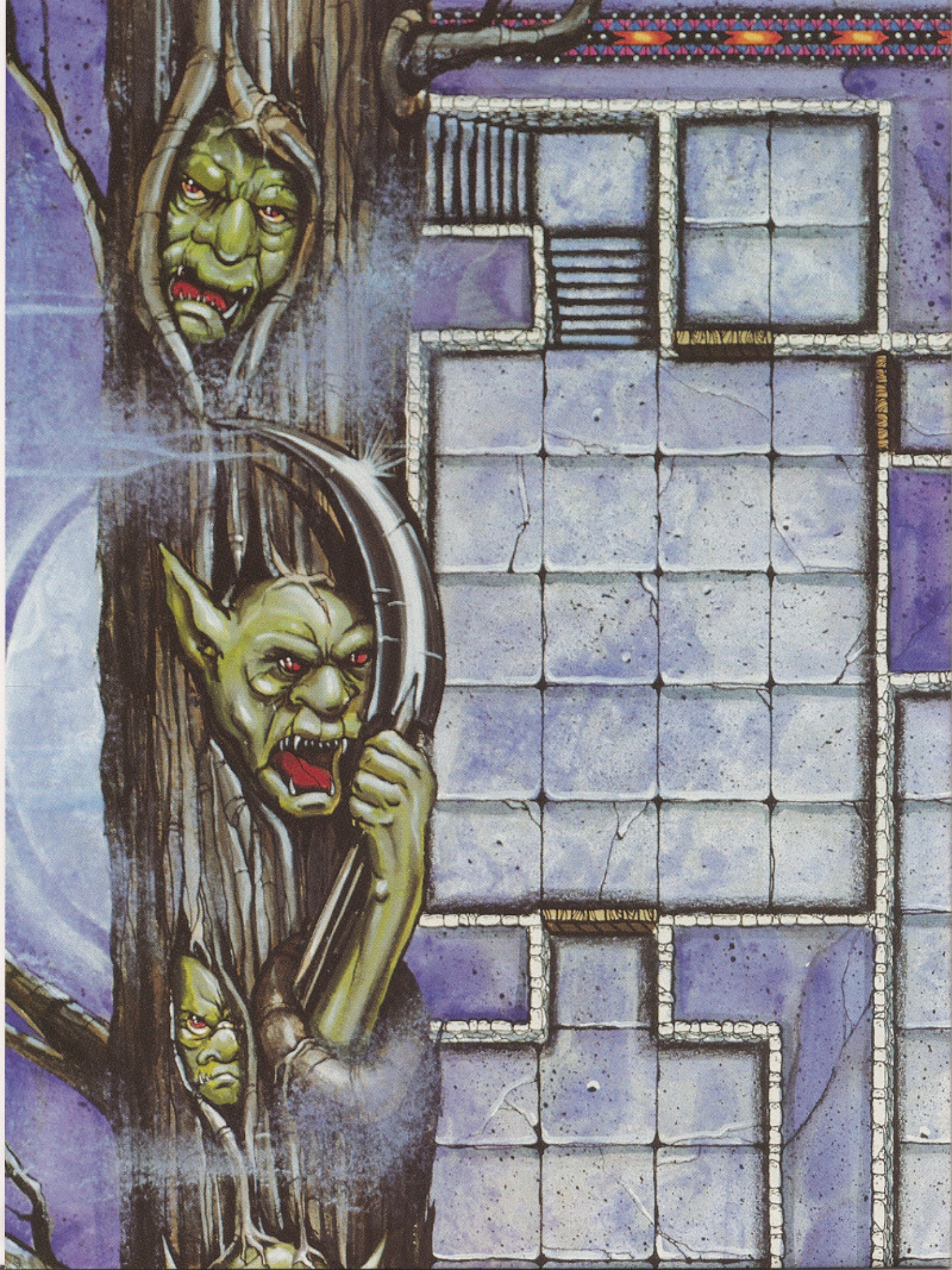




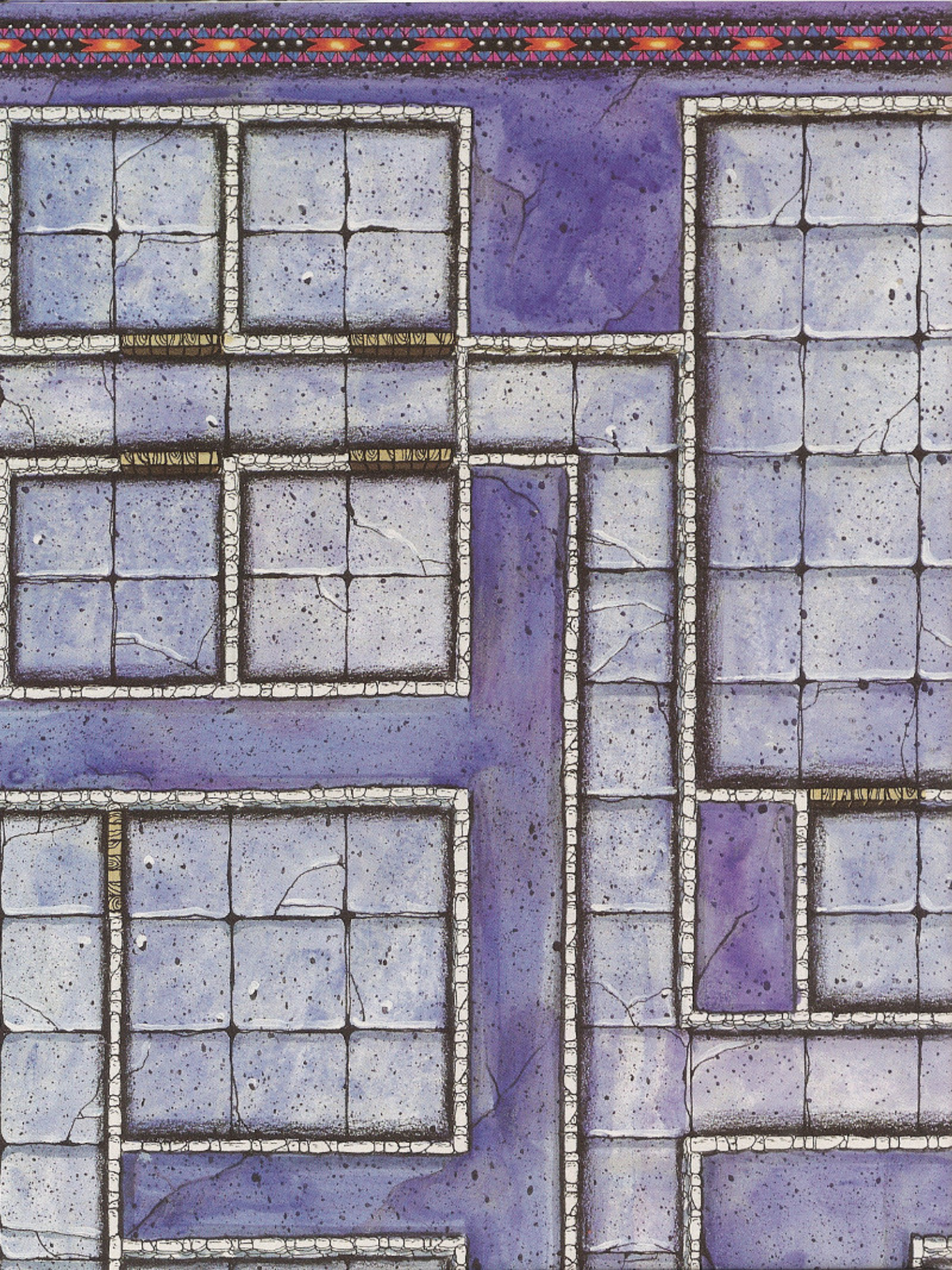


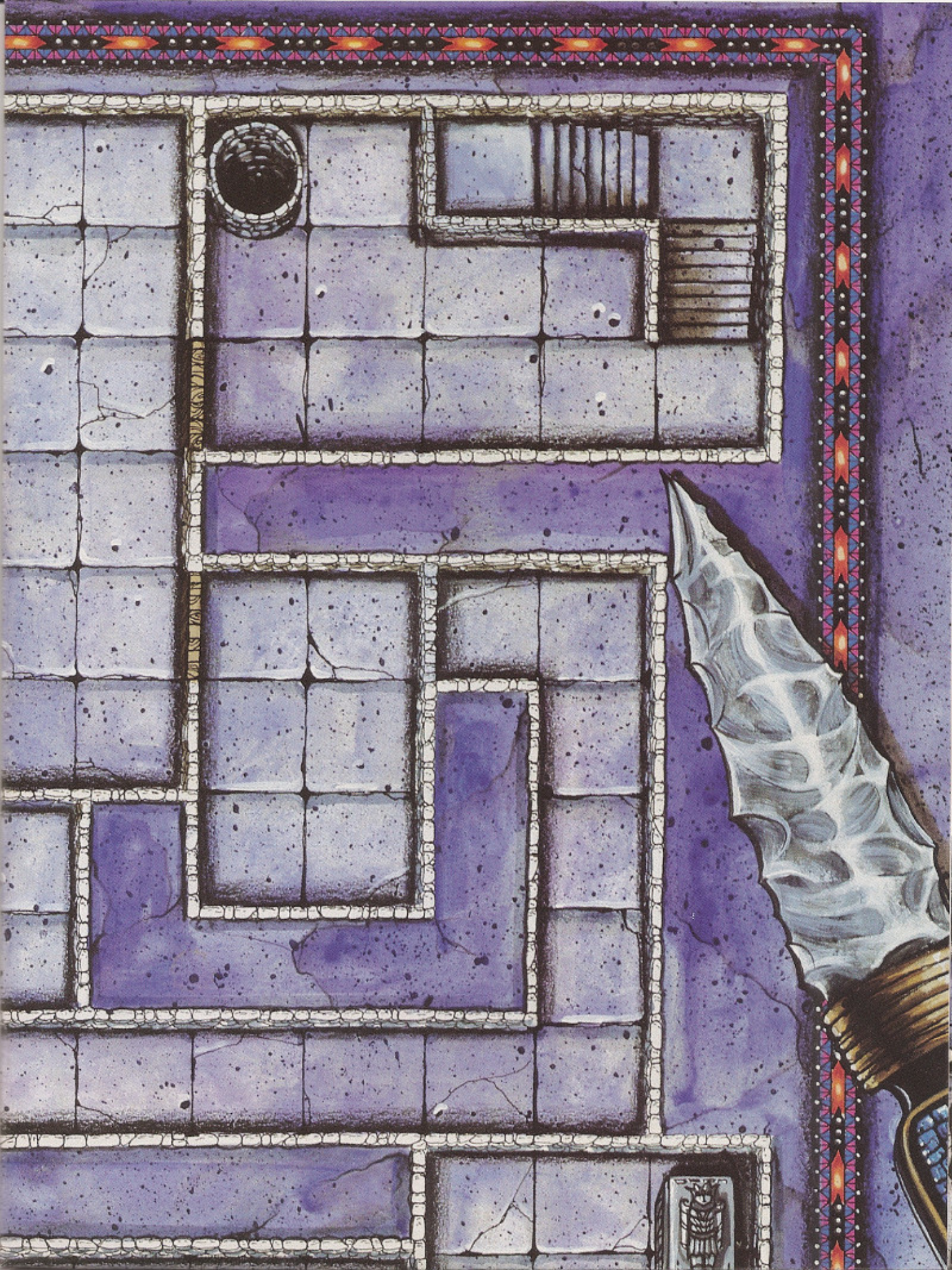


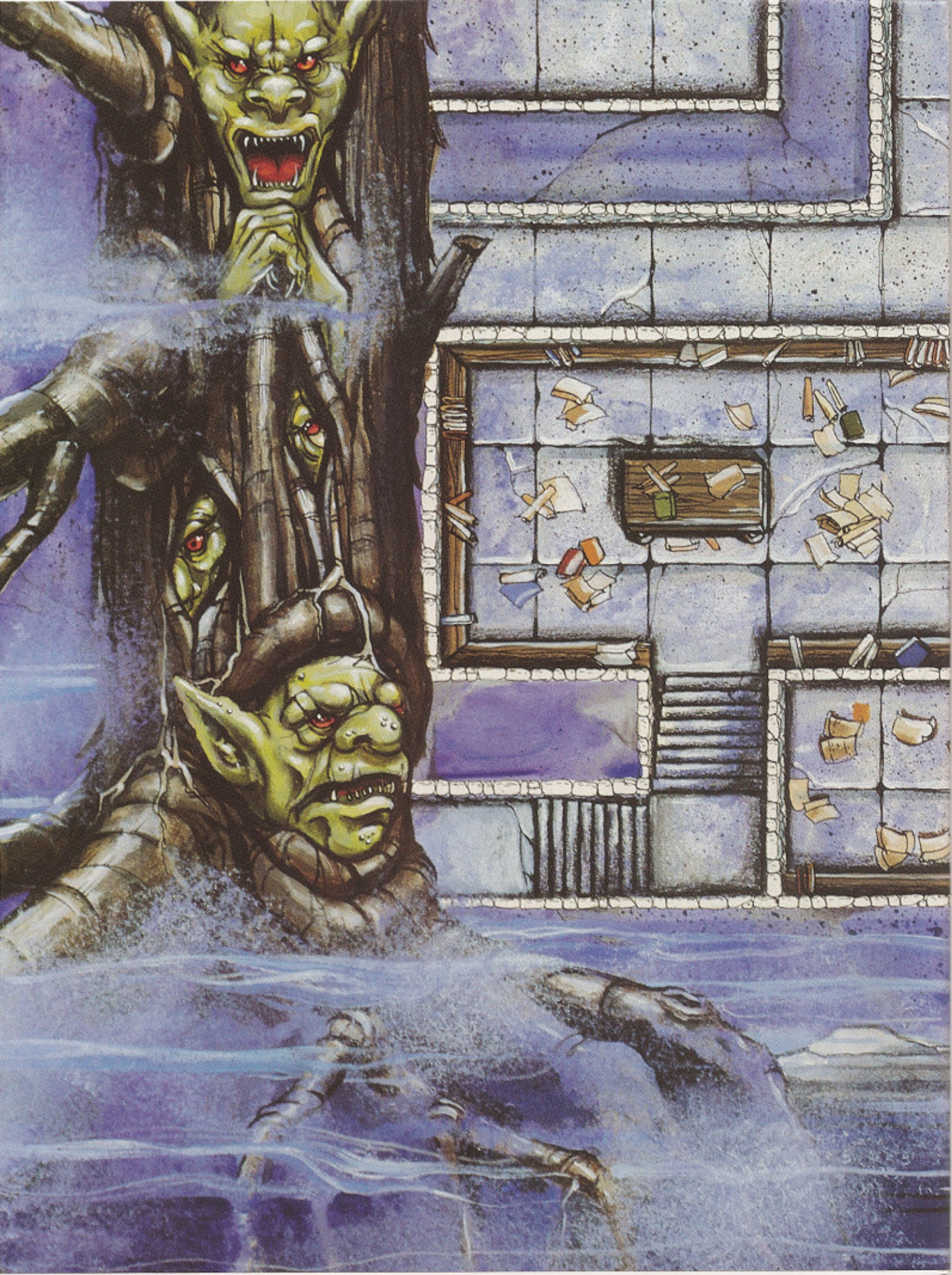
Red Hand Trail

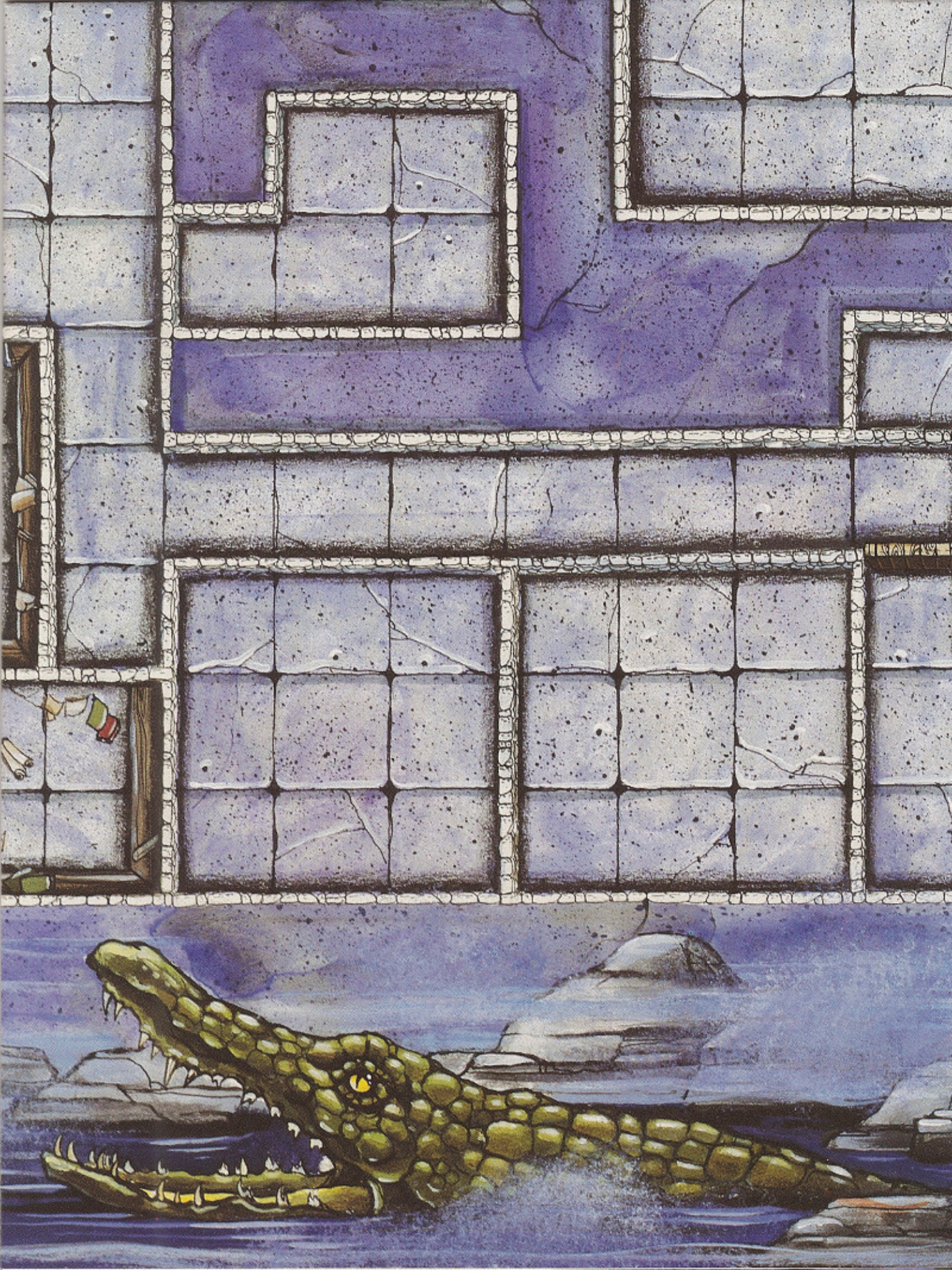










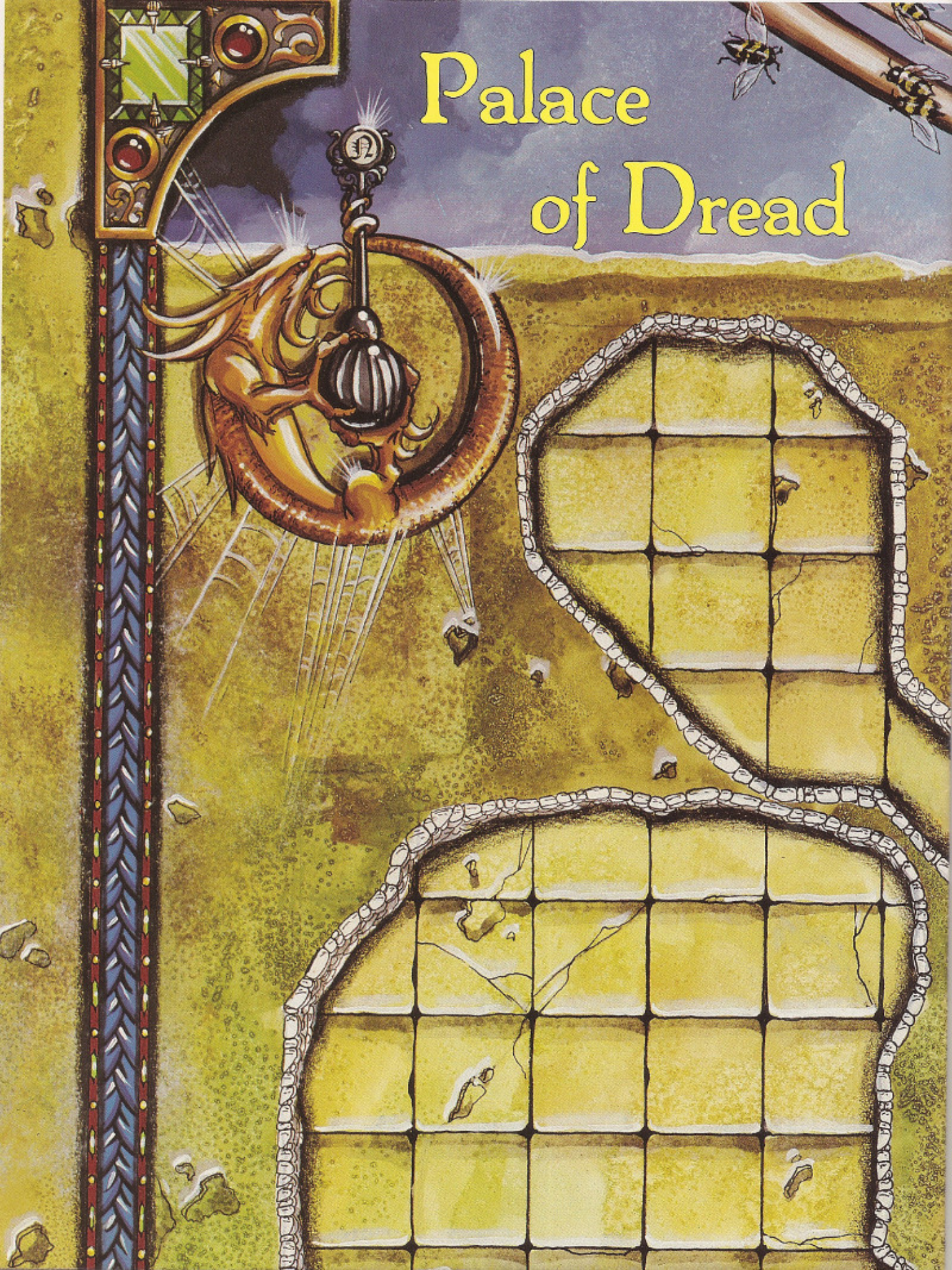




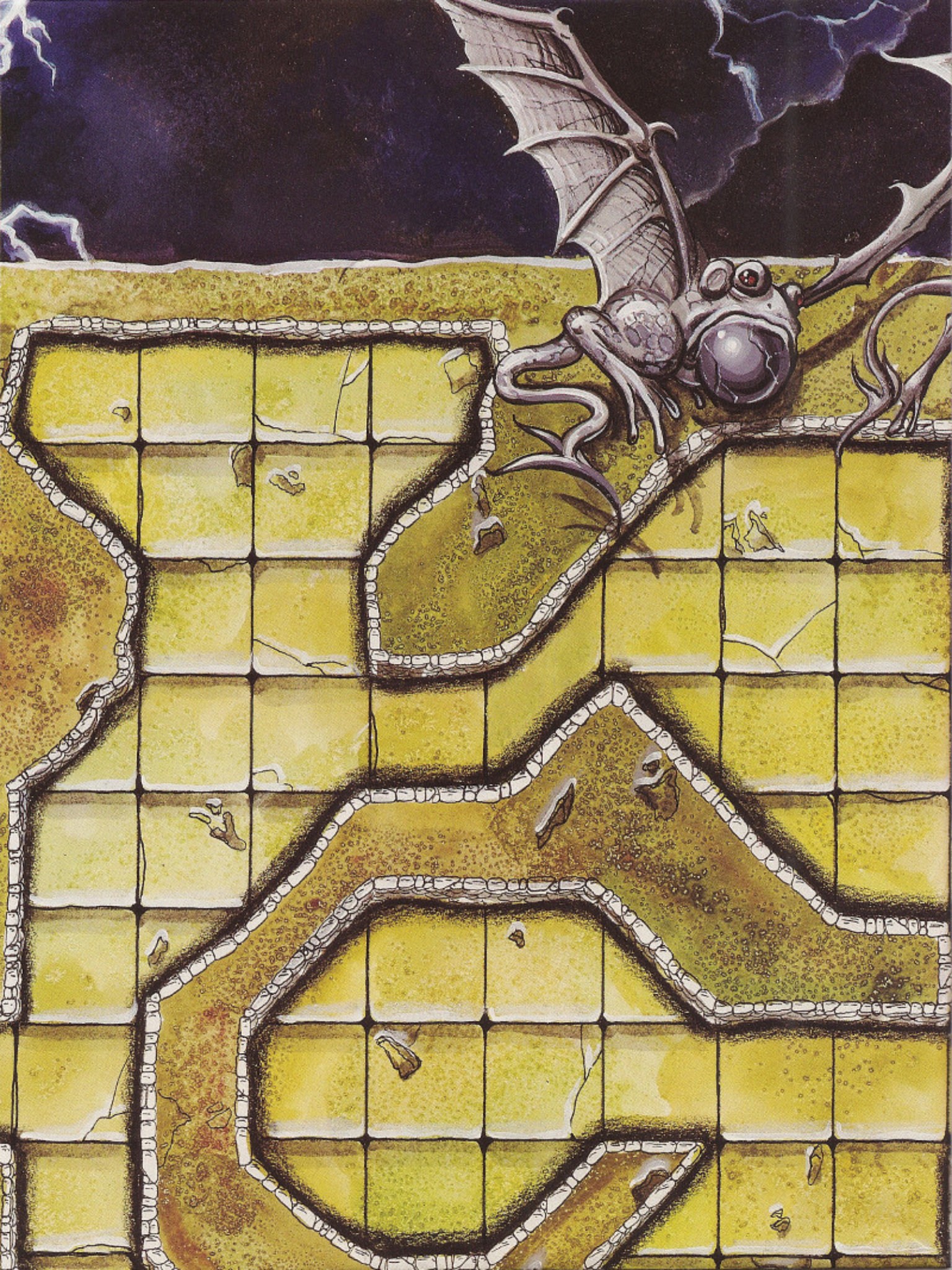
Trouble Below



Palace of Dread

















...**"They're only goblins," Bryn boasted when he took on this quest. "They can't possibly hurt a seasoned adventurer!" As the flame flickered out on his torch and the low chuckles of battle-hungry goblins came out of the shadows, Bryn and his exhausted companions began to feel icy fear replace their bluster...**

Enjoy hours of fun and excitement with this latest entry-level supplement for the **DUNGEONS & DRAGONS®** game! The Goblin's Lair Adventure Pack allows players to play mighty heroes and heroines banding together against the crafty goblin armies!

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For 2 or more players ages 11 and up.

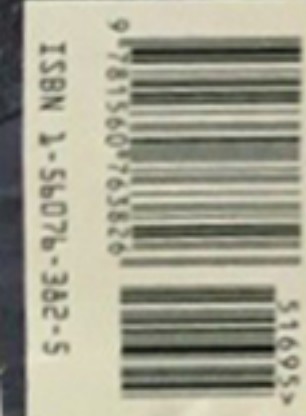
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This box includes:

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- One sheet of character reference cards.
- 72 character and monster standup counters.
- One six-sided die and one ten-sided die.

- 128 tiles to add details to the dungeons (including 3-D standup doors and secret doors!).
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