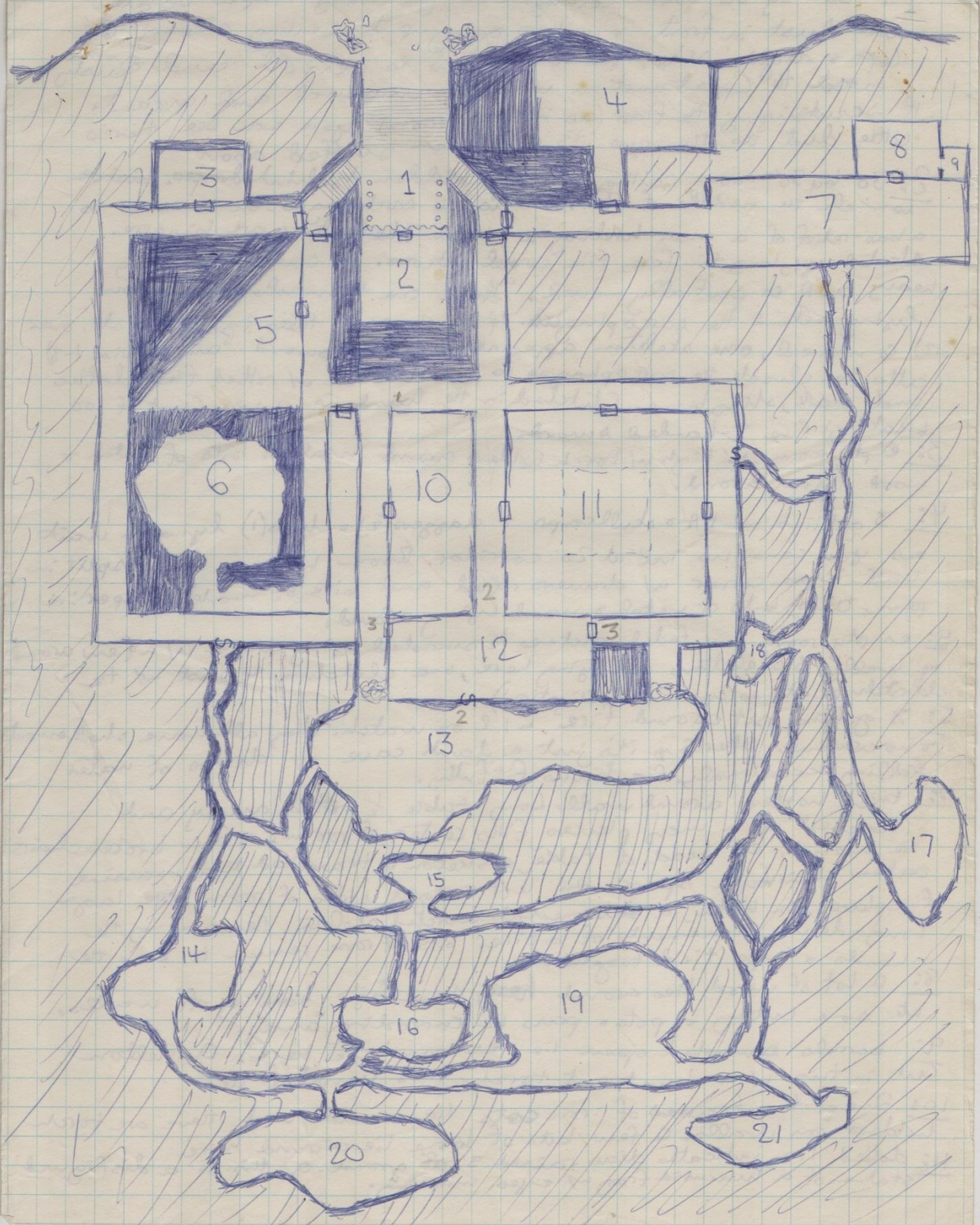


1 square = 10 ft.





- 1: 30' by 30' room, ceilings 20' high. Heavy drapes coated with dust in front & pillars going up to ceiling along the left & right side. The atmosphere is very old and dusty ~~and~~ the construction is very unusual and ancient. If scrutinizing the floor (as in every room) you can see there's little dust as ~~there~~ as it's all been scuffed about.
- 2: 30' by 30' room, ceiling 10' high, hidden behind drapes. Inside ~~in~~ in the middle of the room is a sarcophagus. on the cover is a bas-relief of a man holding a sword. The features are bizarre, slanted eyes, long, thin face, fine, ~~crude~~ features. The cover looks very heavy and is partially moved. There are 2 smashed skeletons lying behind the sarcophagus. If the cover (it takes 3 people w/ str. over 12) is moved, one skeleton appears w/ a long sword and (surprise 1-3) attacks. beside the sarcophagus is a skeleton w/ rotted ~~first~~ clothes and dark, shiny bones. Clutched in the hands is a very (front of 100 breaking) fine 2-handed sword.
- 3: empty room, 10' high w/ torch holders around walls. bits of metal & wood lying around.
- 4: 3 goblins w/ LA & skullcaps & daggers (2) & clubs (1) lying in wait as you come up initial 20' corridor. Room has a desk split in half in one corner w/ drawers rifled and bits of moldy paper in pen. also, bits of metal & wood lying around.
- 5: empty room w/ faded pictures  $\frac{1}{2}$  smashed lying around w/ a few around the walls. 3 skeletons are lying here, one clutching a bust w/ the eldritch features (ancient civilization).
- 6: 3 goblins sit around fire w/ 2 on watch. They all have short swords & no armour. Otherwise it's just a dark cave w/ drops of water falling occasionally. fire burns fitfully.
- 7: torch holders around wall, long table  $\frac{1}{2}$  rotted away and hacked up in many places. In center of room, a few broken chairs lie around. At head of table, a skeleton is transixed to a massive broken chair by a spear. In left & right sides of room are large fireplaces, in both, a ~~at~~ somewhat scorched skeleton lies among the long-dead remnants of a fire. bits of rope remain to keep the hands & legs tied together.
- 8: a lot of wood lies around ~~here~~ some bits hanging off walls, etc. some cutlery & pots & pans lie corroding away.
- 9: barrels smashed open lie everywhere here. A skeleton sits in two w/ a burnt out torch lies amidst them.
- 10: In the two frames of iron cots lie around and there are torch holders on walls. A few bits of bone lie around here.
- 11: dotted line indicates dias raised 3' off ground. On this is a disfigured statue of a humanoid frog w/ eyes missing.



12: room empty except for (torchholders around walls)  
two chests side by side at far side of room before  
ea. side of secret door. The left one contains two  
slightly disfigured (50 g.p. ea.) jewels (eyes of statues) and  
50 g.p. w/ weird runes on both sides. The right one  
contains a poisonous snake on top of a pile of  
coinage. It consists of: 150 c.p., 300 E.P., 50 S.P. & 20 G.P.  
There is a slit where the door is and a goblin watches  
everything that enters the room.

13: main headquarters of goblins/hobgoblins.  
There is 1 hobgoblin here and 8 goblins, 2 at ea.  
pile of rubble w/ stings & daggers, 1 on watch  
w/ short sword, 3 sleeping & the hobgoblin is munching  
at a dry bone. He has chain mail & has a whip  
(1-4) and a morning star. The ~~all~~ All the goblins have  
no armor and the resting ones have clubs.  
In the room are confiscated chains & cots + a fire.

14: 1 goblin sleeps here w/ LA & staff.

15: 2 goblins playing knucklebones beside a fire  
here. They have daggers & no armor.

16, 17, 18, 19 - empty caves w/ cold fireplaces  
in center.

20: 3 goblins guard 120 gp lying in the remains  
of a chest. They have LA & skullcap. They  
have shortbows & spears. Two are sitting  
around a fire beyond the gold while the third sits  
in the shadows a little to one side of the entrance.

21: one hobgoblin sitting by a fire. He is slowly  
dying and has claw marks all over him.  
he has 2 HP. He is leaning on his spear.  
no armor

Things to note:

All corridors & rooms are dimly lit by strips



of some luminescent rock. You can see for 20'.  
This is all except for in the caves, where it is  
totally dark.

The goblins are emaciated to an extreme  
degree and will eat anything. They have been  
trapped in here for a very long time and used  
to be a tribe of 500, but are down to this no.  
thru cannibalization. The hobgoblins are a little  
better off. They can (5%) go a bit crazy in  
the presence of possible food (i.e. go "puss, puss,  
puss" to the character, holding a club behind  
his back.) This used to be a temple of the  
ancient civilization but all original inhabitants  
are dead

Wandering monster table (every 60 & 3 turns)

1 in 20

1-3: normal goblins

4-6: crazed goblins