



A – Entrance Cave. A number of rats occupy this cave, picking at a few bones that litter the ground. At the back of this cave are 3 passages. The passage to the right branches off into two further passages. At this branch sits a Roper, disguised as a stalagmite. Around the “stalagmite” are the skeletons of 2 goblins and a wolf.

B – Web Cave. This cave is filled with webs. In the webs are corpses of adventurers. They have various pieces of equipment, maybe even pouches of gold. If the webs are disturbed, a giant spider descends from the cave roof and attacks.

C – Wolf Kennel. 5 trained wolves are here.

D – Giant Rat Nest. 3 giant rats live here.

E – Cavern E is always an empty cavern. The size of the caverns and the number of passages leading away are variable, as shown on the Dungeon Master’s map.

F – Cages. Tied to rocks and a pulley system, are 5 cages. 3 are suspended 20 ft. in the air. In the first cage is the former goblin leader; Nibolg. He will help the party if they agree to restore him to leadership. The other 2 cages hold human corpses.

G – At the points marked G are Goblin guard posts. There is a small fire, with 3 goblins standing nearby.

H – Goblin Cavern. This is the goblins living area. 10 goblins are currently here. Each has 5 cp on them.

I – Kitchen and Larder. The kitchen area is where food is prepared by a goblin cook and his 2 assistants. The south part of the cavern is colder, acting as a larder where meat hangs from hooks hammered into the ceiling.

J – Junk Pile. A massive pile of garbage sits here.

K – Goblin Throne Room. Ugluk the Orc sits on a raised wooden throne, guarded by 5 goblins. He has a key to area L around his neck.

L – Treasure Room. The door is locked. An ogre chained to a rock guards this room, although he will become distracted if meat is thrown to the far side of the room. A treasure chest contains 600 gp.

Twisting Cavern by Paul Penna

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Background – Five years ago the Goblin Nailbiter Clan were driven out of the mountains by savage Orc war bands. This led them to occupy a cavern near Docktown.

Since then the populace of Docktown have tried to manage the problem themselves, but when their militia engaged the Goblin forces, they discovered that the Goblins were led by a savage Orc.

Ugluk was shunned by his people for worshipping forbidden Gods, and after wandering for a number of years, found a home with the Goblins.

But becoming the Goblins champion was not enough for Ugluk, and he has now usurped the position of leader, ruling the Goblins himself.

The major of Docktown is offering a 500 gp to any adventurers that can rid the town of the threat.

The Goblin raiders are easily tracked back to their lair at the edge of the mountains.