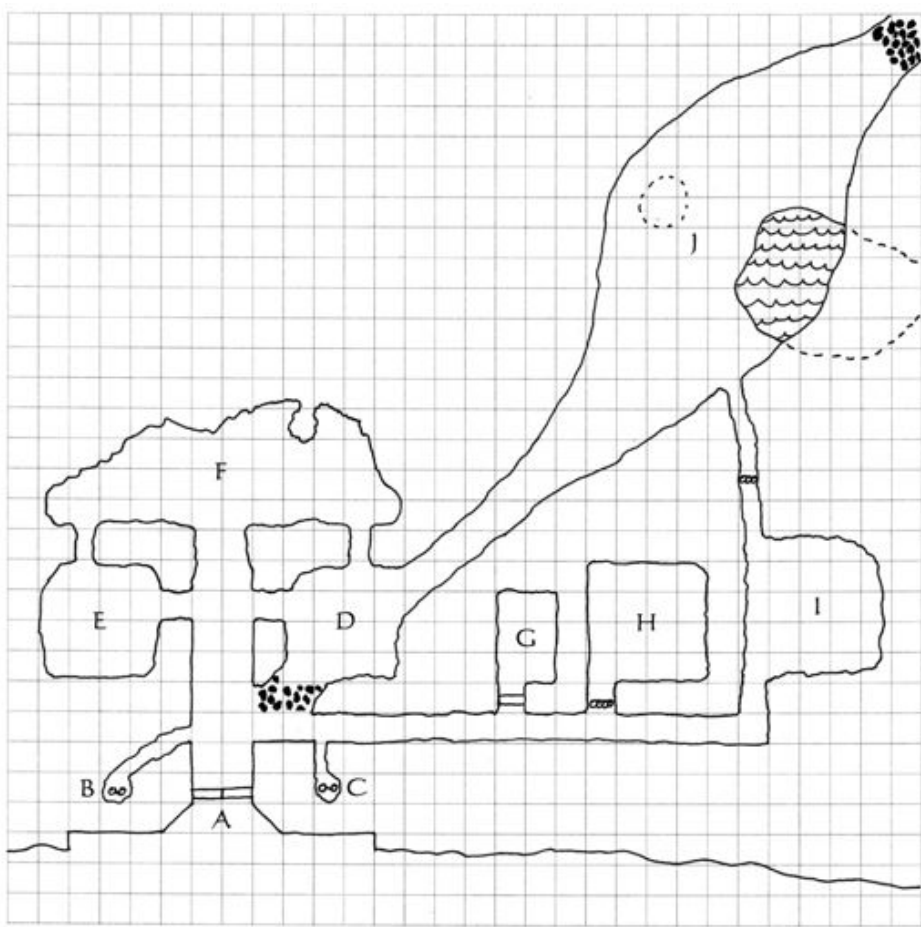


Under Construction

1 Square = 10 feet



Background

Thurn, an evil dwarven cleric, has taken over construction of a suitable temple to his evil god(ess). The temple is being carved into the side of a limestone cliff, on the site of an existing cave. Thurn despises his goblin workers and often takes his frustrations out on them. He would gladly replace them with almost anything else, including skeletons or captured adventurers. Between Thurn's management technique and an increasing sense that this project is cursed, morale among the goblins is exceptionally low and they are generally terrified of Thurn and his growing skeleton force (see H).

Wandering Monsters

1d20 per turn

4 in 20 in construction area (D, E, F and J)

1-5: 1-3 goblin miners (unarmed)

6: Thurn (see G)

1 in 20 in other areas

1-4: 1-2 goblin miners (unarmed)

5: 1 goblin guards (from B or C)

6: Thurn (see G)

Room Key

A. The temple entrance has been recessed into the face of a cliff. On either side of the entrance, two arrow slits 30' above ground provide a vantage point for sentries. Two heavy oaken doors (imported dwarven construction) protect the entrance and are barred from the inside. There is no non-magical way to easily open the doors from the outside, but every hour there is a 1 in 8 chance that a party of d4 goblin workers will open the doors to check their nearby food traps.

B/C. These ladders ascend to small (10'x10') sentry posts on either side of the entrance. Each holds one goblin archer. Due to essentially 24x7 shifts, they are not very attentive and are prone to surprise. If the party approaches A with any reasonable degree of stealth, they are unlikely to be spotted.

D. Construction area. The corner of this room is a now chest high pile of excavated stone. 1-3 goblins are here, working on completing the stone wall. The work here is not overly loud and these goblins may investigate noises from other areas.

The goblins will fight if pressed, but due to low morale and the sense that this temple is cursed, will flee quickly toward the cave (J) and their barracks (I) especially if Thurn is not present.

E. Construction area. No goblins are currently working here.

F. The eventual grand temple room. There are 2d8 goblin miners hard at work here. There is a 1 in 8 chance that Thurn is here as well, supervising the construction of the column. The work is constant and loud, so the workers are easily surprised and not likely to notice noises from in other areas.

G. Thurn's room. A locked (average difficulty) solid oaken door protects this room. Thurn is a low-mid level dwarven cleric, lawful evil. He wears chainmail and carries a magical warhammer. In his room a locked chest holds documents from his order about the temple and a few hundred gold pieces. He will fight to the death to defend the temple, but he will attempt to flee and throw all of the goblins and skeletons at the adventurers first before taking them on himself.

H. Skeleton stockade. A rough wood gate, tied with rope, seals off this room. Thurn has managed to animate several (2d4) goblin skeletons and has tried to put them to work as a construction crew, but they terrify the current living goblin crew. The skeletons are unarmed.

I. Goblin barracks. There is no door to the hallway, but a rough wooden gate prevents animals from entering from the cave (J). There are 2d4 goblins here at any time, almost always asleep due to long shifts. They carry no weapons as their tools are all at the construction area. There is little of value here among the rags and hides.

J. Cavern. The cavern has several notable features. The ceiling has partially collapsed (dotted circle), providing natural light, a debris pile, a possible entrance/escape route, and the occasional wild animal. The pool is still somewhat populated with cave fish and provides much of the food for the goblins. The back of the cave is now almost completely blocked by stone rubble from the excavation, but could lead somewhere interesting.