

# Goblin House

An Adventure for Characters Levels 3-5 set in the Rosewood Highlands



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 **Rosethrone  
Publishing**

# Goblin House

An adventure for  
Characters levels 3-5

Written for *Swords & Wizards*  
*in the Highlands* rules,  
rules variant of *Swords & Wizardry*



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## Goblin House

Inspired by the short story "Faith" by Poul and Karen Anderson

This adventure is intended for a strong and balanced party of Characters Levels 3-5, though higher level characters could certainly find challenge in the Goblin House. It is written for Swords & Wizards in the Highlands, a Swords & Wizardry Variant, but should be fully compatible with most classic RPGs.

### Adventure Background

Three years ago, a strange, grey and black doorless house sprung up overnight in a clearing in the dark forest to the east of Hope Cross Village. Oric the Hunter, Jorn the Trapper, Constable Arten Waller and a group of village men went to investigate. They came back with few answers and one of their number, Oric the Hunter who climbed atop the glassy slate roof to investigate the chimney, returned cut to ribbons and infected with a terribly wasting disease.

Shiralla the Witchwoman used her magical arts to divine the nature of this new alien structure: a Goblin House. Little is known about Goblin Houses but that they appear suddenly, as if they grow up right from the ground itself, and soon after their appearance, animals and grain and trinkets, and, worst of all, children go missing. Sure enough, three days after the Goblin House appeared, sheep came up missing from the flocks on the Southdowns. Then the grain bin was broken into. A cow went missing a few days later. And then the little ones started to disappear.

The locals besieged the Goblin House with battering ram and flaming pitch, but to no avail. The house stood, smoldering but undamaged. Petitions to the Governor of Jacob's Well brought a garrison of soldiers and a powerful wizard to gain entrance to the terrible structure, but they left three weeks later after half their number, including their magic user, succumbed to a strange wasting sickness.

Every spring, two or three children go missing from the village, every summer a few animals disappear, every fall the harvest is plundered. The locals have begrudgingly accepted the fact that Hope Cross is cursed and wait in terror every spring for what they call "The Culling" to begin another year of horror. It is only through the short winter days and long winter nights that the people find any peace as they pray for the house to disappear as suddenly as it appeared.

### The Goblin House Travels

The Goblin House (see Denizens below for more information about who really lives in the Goblin House) is a fragment of the Dark Faerie Realm that magically insinuates itself into the mortal realm at random intervals. The denizens of the House raid the local area for food and slaves.

The Goblin House (and the dungeons beneath) will simply appear overnight in a clearing, within a mile or so of a village or a town where it will remain for 4d12 months before simply disappearing without a trace overnight. When the Goblin House

travels, everything within is shifted through the spirit realm to the new location.

### A Note on Monsters

The creatures in Rosethrone Publishing adventures are often variants of creatures typically found in other role-playing games. We have published a draft version of our bestiary which is (more-or-less) updated with our particular variations of these creatures. Standard monsters from your favorite RPG can certainly be used to conform more closely to your game world. Most of the variations are cosmetic, some a simple name change, but some have more extensive differences such as undead in the Highlands all drain ability scores (for 20 minutes per undead hit die, though some are permanent).

### Hooks/Getting the Party Involved

- They camp in the woods. The next morning, not 100 yards from where they set camp, a grey and black slate-covered doorless building is standing in a clearing... that wasn't there the night before.
- Traveling through the area, possibly on their way to another adventure (such as "A Shadow Over the Greatwood" or "The Mud King of Stoney Creek"), the party stops at a village (Camden Village or the Hamlet in either of the aforementioned adventures) for the night and hears tales of the annual Culling and the locals speculate on how much they will lose this year (depending on the season – with anger and fear about losing children in the late winter or early spring, with resignation and defeat about losing animals or harvest in the summer or fall).
- Caravan Guards! The party's caravan is traveling through the area, stops to resupply at a local village, and a baby goes missing!

### Rumors

- "The winter was a long one, praise the Saints, but now that we're planning, the Culling'll start, and it'll be hard for them young mothers. Ain't been a year in forever that has started off good."
- "Been a lot more wolves in the woods lately. Maybe they chased off the Goblins and we'll finally be at peace."
- "Gabby went out to that blasted House after her baby disappeared and threw rocks at it 'til she couldn't stand no more. She says she heard wicked laughter coming from behind them walls."
- "We's cursed, there's no two ways about it. Done offended the Saints somehow, I swear. I bet it's that foreigner and his elf-eyed wife."
- "I hear old Oric ain't been the same since he took sick from that cursed House in the woods. Seen him limping outta town the other day."



# The Goblin House

## Outdoor Encounters

While this adventure is intended to be slotted into an existing campaign world or to be run alongside another adventure, the following encounters are all related to the Goblin House and can provide clues as to what is going on.

## General Random Encounters

These encounters will be within a mile or so radius of the Goblin House, not in the Glade itself. Near the Secret Entrance are more specific random encounters below.

2d6	Encounter	Notes
2	1 Goblin	With a stolen: 1. Infant 2. Wheelbarrow 3. Mule 4. Goat 5. Pig 6. Pie 7. Goose 8. Bag of Goose Down
3	Greenhag	Looking to form an alliance with the Goblin House, will pretend to be a lost old lady
4	Oric the Hunter	Tracking a Goblin, if accosted he will lose the trail and get very angry
5	2 Goblins	Butchering a cow, they will run away if confronted (right to the Secret Entrance)
6	1 Mazel (random, not Ululu)	Scouting the area, will try to stay hidden, will try to flee (away from the Secret Entrance) if confronted
7	1d3 Goblins	Looking for something to steal
8	1d4 Goblins	Rushing back to the Secret Entrance with a sack full of 1. Salt 2. Grain 3. Hunan Hair 4. Silver Coins (93) 5. Children's Books 6. Sugar
9	2d4 Wolves	Hunting, aggressive
10	1d3 Goblins	Looking for something to steal
11	1d3 Goblins and 1 Mazel	They have stolen an infant and it is crying loudly. The Goblins keep passing it back and forth and the Mazel (Hork) keeps hitting the Goblins with a sharp stick
12	An escaped child slave	Wandering aimlessly, terrified. Knows the whole layout of the Goblin House (he/she is sneaky and clever) but has no idea how to get back to the Secret Entrance

## In the Glade of the Goblin House

2d6	Encounter	Notes
2	1d12 Wolves	Hunting, very aggressive, will attack any prey they perceive as weak enough to take
3	1d6 Giant Dragonflies	Hunting, seeking frogs, birds, and other small prey
4	2d4 Coyotes	Ravenous, will attack any creature encountered, but cowardly and will flee after one or more are injured
5	1d8 Songbirds	Hiding from predators
6	1d12 Ravens	Squawking loudly
7	1d4 Groundhogs	Grazing
8	3d4 Squirrels and a fiary	Playing tag
9	1 Porcupine	Curled up in a ball
10	1 Spectral Haunt	Begins following a random person, imitating every move he or she makes
11	1d6 Stirges	Hunting
12	1d4 Giant Badgers	Running away from wolves, aggressive because they are afraid

## Near the Secret Entrance

2d6	Encounter	Notes
2	2 Frantic Sprites	Searching for one of their clan who was taken by a Goblin. She is: 1. Dead (nailed to a tree) 2. Taken by a different clan of Goblins 3. Taken by Goblin House Goblins who are devouring her 4. Just lost, she chased a butterfly
3-4	Animal Wounded by Goblins	1. Wolf, attacks any who try to help 2. Giant Badger, dying 3. Giant Turtle, shell crushed 4. Songbird, stripped of all its feathers
5-9	1d4 Goblins OR 1 Mazel (Random)	50% leaving the stump, 50% coming back to the stump
10-11	2 Goblins	Fighting over who gets to tell Hork about the giant pile of gold they swear they saw
12	1 Goblin	Lost in the woods

# The Goblin House

## Approaching the Goblin House

The area around the Goblin House is lovely: fields of wildflowers, smoke grass and wild barley surround small fruit trees and a clump of evergreens. Birds chirp and insects buzz.

The Goblin House stands in stark contrast to the pastoral scene around it: grey and black slate, glass sharp and hard as iron covers the entire windowless, doorless structure. The only likely means of ingress is the large chimney in the center of the structure that shimmers with heat and trails grey smoke day or night.

**Speaking with the animals** of the area (birds, squirrels, a porcupine and a family of groundhogs call the glade home) will reveal that they have never seen or smelled a goblin in the glade, but their unnatural scent is strong to the west about 400 yards which, to the birds is a "quick glide," to the squirrels is "where the beechnuts are," to the groundhogs is "where the worms are easy to find," and for the porcupine is "where the trees are easy to climb."

## Entering the Goblin House

The only (non-magical) methods of entering the Goblin House are somehow dropping down the chimney and not getting cooked or entering via the Secret Entrance (which leads to area 4 in the Dungeons Under the Goblin House). The Secret Entrance is in a hollow stump 1200 feet to the west of the Goblin House. Rangers, Foresters, Druids and others with extensive knowledge of nature in general and trees in particular will note that the stump is not native to the area.



# The Goblin House

## The Denizens of Goblin House

Goblin House is the colloquial name for these structures, but they would be better called Dark Fairy Houses as they are the magical dwellings of Mazels who, while they may look a bit like hulking Goblins, treat Goblin-kin as lowly slaves. Humans and other mortals are mere cattle to Mazels.

Seven Mazels live here (room number):

- **Brumm** (13) – the largest and strongest of the Mazels, Hork's number two, a little slow-witted, ends almost every sentence with a question ("He is good, no?" or "I understand how you feel, yes?") – wears a tattered green cape
- **Drongg** (23) – the spiritual leader of the Mazels, more cruel than Hork but not as clever, Drongg is the head butcher, wears a leather apron and wields a cleaver and a boning knife, an eighth level MU
- **Hork** (13) – the leader of the Mazels, cruel and heartless, sly and very intelligent, wears a chain shirt and wields a mace (fights as F7), Hork is constantly washing off "the taint of mortals" from his hands
- **Khreeh** (13) – the weakest of the Mazels, a yes-man for Hork, occasionally secretly eats Goblins, wears a long, dirty moth-eaten tunic with flowers embroidered across the chest
- **Mother Carrion** (11) – the alchemist of the tribe and brewer of foul ale (from entrails no less), carries a half dozen potions at all times (as well as a very large flask of Mother Carrion's best ale), wields a magic dagger (**The Rusty Spike**, dagger +2, on successful hit save vs. poison or be infected with disease and lose 1 hp per hour until cured)
- **Smaga** (22) – small and wiry, Smaga is the tribe chef, carries a large sack over his shoulder filled with spices and other... less identifiable things, wields a whole arsenal of knives (treat as daggers and throwing daggers)
- **Ululu** (24) – the Mazel elder, all Ululu wants to do is eat, forgets his own name sometimes, is prone to violent fits, wears a ridiculous felt hat and wields a club (that he swears is a magic staff)

NOTE: each Mazel has three matching keys, two for the doors in room 9 and one for both doors in room 16. In addition, each has a key to their own room, except Ululu who lost his.

### Notes on the Slaves

The children were all taken as infants and know nothing but a life in the Goblin House. They might be curious upon meeting some "big folk like them" but they are just as likely to run screaming for their Masters to protect them. If well-treated by intruders, the children will readily leave the Goblin House.

The Goblins have been enslaved for generations and know nothing more than servitude to their Mazel Masters. They are fanatically loyal and will defend their Masters to the death.

Eighteen Goblin slaves serve here.

While they are generally mistreated by their Mazel Masters, the Goblin slaves are fanatically loyal.

- |                |                  |                |
|----------------|------------------|----------------|
| • <b>Azbag</b> | • <b>Mauhur</b>  | • <b>Tepo</b>  |
| • <b>Gagol</b> | • <b>Nix</b>     | • <b>Thef</b>  |
| • <b>Grauk</b> | • <b>Nod</b>     | • <b>Trul</b>  |
| • <b>Lug</b>   | • <b>Nud</b>     | • <b>Tuf</b>   |
| • <b>Lugog</b> | • <b>Prug</b>    | • <b>Udbau</b> |
| • <b>Madba</b> | • <b>Slothog</b> | • <b>Urgog</b> |

Twenty-five Children slaves/cattle serve here or every ethnicity and skin color, none over 12 years old, none over 4'6" tall. Some notable children are:

- **Apples**: boy, 11, large for his age, a little plump
- **Baby Blue**: girl, 10 months old, cries a lot
- **Bright Eyes**: girl, seven years old, inquisitive
- **Cockeye**: boy, 6, scrawny with a lazy eye, laughs a lot
- **Me Too**: girl, 6, dirty and quiet, complains a lot
- **Rat Chaser**: boy, 8 years old, quick and smart
- **Runt**: boy, 10, small for his age, brave and defiant, gets in trouble a lot
- **Squeaky**: girl, 9, bossy but compassionate
- **Tiny**: boy, 3, physically strong and headstrong
- **Tummy**: boy, 4, very fat, lazy but kind

## Where Are They?

Individual rooms might have some denizens who are almost always there (the guards in areas 15 and 17, for example). Other rooms will say something like 1d6-2 Goblins will be here meaning 0-4 Goblins might be in this room at any given time. Other rooms will say something like there is a 40% chance that 3 Goblin and 4 Human Slaves will be here. Ululu is 90% likely to be in his chamber (24) at any given time.

## Intruders

If the Goblin House is alerted to intruders, the **Mazels** (almost certainly without Ululu, see 24 below) will gather all the remaining **Goblin Slaves** they can (they will abandon the children) and lock themselves in the most defensible room(s) with fallback positions. Prime rooms for defense are (in order of likelihood): 9, 15, 16 (they will be loathe to abandon the heart but self-preservation will force their hand), and finally room 25 (as an absolute final stand, first releasing Dashar and begging for his help, then summoning the Lord of the Wind to petition his aid).

## Captured Intruders

The Mazels are not kind to intruders. Those who are not killed outright will be bound and imprisoned in the Grand Hall of Preparation (area 9 below), chained and hobbled (Achilles tendons cut) to await "preparation." One by one they will be butchered and prepared for a Grand Feast, each feast 2-4 days apart. Any intruders who are killed are thrown to the Goblin Slaves (12, 19, 21) to consume and then the remains are tossed to the Offal Dweller (area 20). Anything carried by intruders that is not of interest to the Mazels or the Goblins is tossed in the Junk Room (26).

# The Goblin House

## The Goblin House

There are no doors or windows in the Goblin House. The denizens and their visitors and victims enter and exit through the Secret Entrance (see below).

**The Exterior:** the walls and roof of the Goblin House are 12' thick slabs of black and grey streaked stone whose uneven surface has razor-sharp grooves cut at various angles.

**Climbing the Exterior:** Climbing the outside of the building without heavy leather protective gear causes 1d4 hp of damage each round, plus 1d4 hp of bleeding damage each subsequent round (as wounds are infected with this magical stone which suppresses clotting in wounds). Only magical healing will stop the bleeding and anyone who does not receive such treatment will bleed out quickly. Wearing heavy protective leather (gloves and leather armor) gives the climber a saving throw (vs. poison) each round of climbing. The climbing is relatively easy (thieves gain a +25% bonus, others make a Dexterity check with a +2 bonus) as the slope of the low roof is fairly shallow.

**The Chimney:** the lining is 3' in diameter, the exterior is 8' in diameter. A person could easily be lowered down the chimney... if he or she was immune to heat and fire damage. A powerful wave of magical heat constantly radiates from this chimney causing anyone who is not magically protected to suffer 3d6 hp of heat damage per round of descent (the chimney goes down 100' to the Room of the Arcane Fire, below). See the Room of Arcane Fire for more information about the magical fire and heat.

### Key to the House

#### 1. The Upper House

The roof to this cavernous room is supported by three pillars, two of which are hollow.

The floor and walls are the same black and grey streaked stone the outer structure is fabricated from. Debris is scattered about: wood, stone chips, mud and blood, none of which seems to have a source in this room. There is a 40% chance that a **Mazel (random)** and two **Goblin** slaves are here, the Mazel peering into the crystal ball (see below) and the Goblins cleaning the debris piles.

**The north pillar:** a secret door in the north side (careful observation will note the near straight-line seams in the stonework – the catch is a small iron hook embedded in the mortar). Iron rungs are set in the side of the shaft that drops 60' to the secret trap door in room 7 below.

**The central pillar:** the chimney from the Room of Arcane Fire (room 18) 100' below.

**The stairs:** wind down a shaft 60' to The Scrying Hall (area 2).

**The dais on the north wall:** Two large **tapestries** depict the warped and twisted reality that is the Dark Faerie Realm and the Court of the Night Queen. A **table** on which rests a **crystal ball**. The crystal ball is usable only by faerie-kin and can reveal anything (even that which is magically hidden or invisible) in a 500' radius of the crystal ball.

## The Dungeons of the Goblin House

The walls, floor and ceiling are all rough sandstone, blackened with age and soot.

Torches burn in brackets at 30' intervals throughout the complex and every chamber has two or three torches burning (with the exception of Room 14, the Human Slave Barracks, see below).

### 2. The Scrying Hall

Stone stairs wind clockwise up 60' to The House (area 1).

**Tapestries:** 8'x8' hangings on the east and west wall.

East wall: A stylized heart, with crooked white lines "growing" from the bottom, overlaid by random red diagonal lines (The Heart of the House, area 16)

West wall: A shining orb with light rays emanating in all directions and a unicorn inside the orb (the crystal ball in 1 above)

**Secret Door:** hidden behind the spiral staircase (the door is on the left side, under the steps – which spiral upward clockwise – a 2' tall secret door and tunnel under the stairs to area 3 – **latch** is an upside down heart on the side of the staircase which must be turned clockwise to open the secret door)

### 3. Secret Panic Room

Any Mazel cut off from the others during an invasion will hide in this room.

Two cots, a small table with a deck of cards on it, a shelf with 9 books (all poetry, written in six different languages).

Under one of the cots is a small, unlocked velvet lined pine box with a gold framed hand mirror (which allows the holder to see into any room in the Goblin House, simply by naming the room – in demonic – while holding the mirror).

### 4. The Great Door

This massive oak door (8' wide and 9' high) is triple latched on the right side and opens inwardly.

The latches, simple sliding bolts, are about 2', 4' and 6' off the floor and must be slid in the proper order for the door to open (middle, bottom, top). If the bolts are slid in the wrong order, the door magically locks – dispel magic at 12<sup>th</sup> or greater level to open.

Short of bashing it in, there is no way to open the door from the outside, though there is a large brass doorknocker that booms throughout the complex when used.

The tunnel leads to the **Secret Entrance**, 1200' to the west, exiting through a hollow stump (see Entering the Goblin House above).

# The Goblin House

## 5. Gilban's Mirror

At the end of this short corridor is a cloth draped over the wall.

Behind the cloth is a gold-framed mirror mounted to the wall. **Gilban's Mirror** is **Mirror of Revealing**.

- anything hidden, disguised, invisible, etc. is revealed in the mirror's reflection
- any lie told before the mirror will be reflected as the truth

## 6. Lord of the Wind

A 10' tall marble statue of the Mazels' patron demon lord: Grushaan the Lord of the Wind, a winged vulture-headed, scaly abomination.

If the command phrase is spoken ("In the name Grushaan, Lord of the Wind, I command you!"), the statue animates as a **Marble Guardian (Small)**.

## 7. Secret Trap Door

Two sturdy stone bookcases are built into the southern wall here.

The western bookcase has baubles, knickknacks and a few dozen books scattered about including:

- a jar of eyeballs (glass eyes, actually, all with green irises)
- a pewter box engraved with a variety of fruits (velvet lined with a wax-sealed envelope which contains apple seeds)
- an expertly carved wooden soldier (**Simeon's Carved Figurines** – command word spoken and grows to a **Wooden Warrior** which serves for 1d4+4 rounds)
- a jar filled with an inky black, tar-like substance (inert **Oozing Black Death**)
- a mummified goblin hand
- a spool of fine silver chain (about 25' of chain, worth 100 gp)
- a clay jug, cork and wax sealed, covered in salt and dried algae (contains very strong wine, 90 years old, worth 1200 gp)
- nine books written in a foreign language (from the far southern kingdoms, history, poetry, theology)
- seven books written in the local language (poetry)
- three books written in a magical language (failed magical research, though if studied long enough a **Delayed Blast Fireball** spell could be worked out, if the researcher has at least a 16 Intelligence which will be able to see the fatal flaw in the research)
- twenty-six children's books

The eastern bookcase is empty, the shelves well-worn. The denizens use this bookcase as a ladder to reach the **secret trapdoor** in the ceiling.

## 8. Grand Feast Hall

A great wooden banquet table dominates this room. All foodstuffs are prepared in the north end of this grand chamber.

**The Feast:** all the Mazels (with 1d6+3 "honored" Goblin slaves) are around the table which is laden with fruits, pies, breads and sweets, with the body of a child baked with an apple in its mouth while the remainder of the Goblin slaves serve the meal, clean up the vomit and generally rush about trying to stay out of their masters' way.

The Feast is a noisome, vulgar affair of the Masters celebrating that one of the children has "made the measure" (large enough to eat...).

The Feast lasts 8-10 hours and the revelers generally fall into a drunken stupor for another 2-4 hours following. The floors, walls and even ceiling are caked in vomit, waste and thrown food.

**Non-Feast:** the room is meticulously clean, with 1d4+3 Goblin slaves and 1d3 Human slaves scrubbing, mopping, polishing and sweeping at any given time.

**The Grate:** in the floor in the northwest end of the room drops through a 4' diameter shaft coated in waste 40' to the Offal Dweller (room 20).

## 9. Grand Hall of Preparation

The doors to this room are always locked. Each of the Mazels carries keys for these locks.

Four pillars carved as women with demonic visages, a sunken tiled waterless pool with a grate in the bottom, a huge abstract tapestry on the west wall, three cabinets on the east wall.

**The Pillars:** are four **Caryatid Columns** any one of which may be animated without sacrificing the stability of the ceiling – this will be the first tactic of a Mazel discovering an intruder in this chamber (while the Mazel hurries off to summon reinforcements).

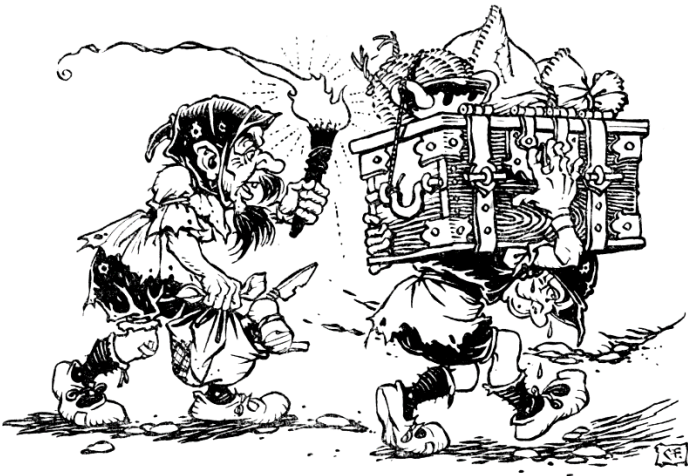
**The Pool:** this is the catch basin for the blood when the Mazels ritually sacrifice their victims. Above the pool are a dozen hooks set into the stone of the ceiling. The **Grate** covers a 50' long, 2' diameter shaft that is glass smooth, leading down to the Heart of the Hall (area 16).

**The Tapestry:** depicts flowers and lines and strange geometric shapes. It is spattered and stained, though the stains are hard to detect considering the random nature of the image (blood stains).

**The Cabinets:** contain chains, knives, cleavers, saws and various other tools.



# The Goblin House



## 10. Stairs

The doors at the top and bottom of this winding staircase (which drops 40') are always locked (each Mazel has a key)

The north wall of the 30' long corridor between the staircases is a mosaic tile depiction of the face of Grushaan, Lord of the Wind, the Mazels' patron demon.

## 11. Mother Carrion's Brew Hall

**The curtain** that covers the entrance to this hall is made of many layers of leather with a foaming mug inexpertly painted on the outer surface, effectively blocking sound and smell from escaping the room. When the passing beyond the curtain, intruders must make a save vs. poison or become overcome with the stench of the room, gagging and retching on hands and knees, unable to do anything else for 1d4 rounds. Those who succeed in their save still suffer a -1 on all rolls for 1d4 rounds.

A still against the east wall, a pile of debris in the northeast corner, two overflowing, bubbling vats in the northwest alcove, piles of bottles, jugs and barrels against the south wall.

**The still:** constantly percolating and shaking, seeming ready to explode at any minute (indeed, if the still is violently shaken, it will explode for 6d6 hp damage to anyone in this room, save vs. dragon breath for half damage).

**The pile of debris:** is Mother Carrion's bed, and consists of human hair stuffed pillows, untanned animal hides, teeth from all manner of creatures, and large rotting mushroom caps. Buried among the debris is a leather sack containing 300 gp and nine rubies worth 200 gp each.

**The vats:** contain Mother Carrion's ingredients, a soupy mix of entrails, organs and less identifiable ingredients which bubbles and sloshes incessantly. If disturbed, each vat will rise up as a **Gibbering Mass** and attack.

NOTE: the floor around the vats is very slippery, melee is at -3 for all with a Dexterity score of less than 15.

**The bottles, jugs and barrels:** are randomly piled, some filled with "Mother Carrion's Best," most empty.

## 12. Goblin Slaves

1d8-1 Goblins here at any given time. Seven **Goblins** sleep here when their Masters allow, ostensibly guarding the door to the Human Slaves (14), though the Goblins are always so exhausted when here that they sleep soundly (95% chance that any Goblins encountered here will be asleep).

## 13. Hork's Chamber

Hork, Brumm and Khreeh share this chamber.

A fountain on the east wall with an apparatus next to it, chairs and tables against the south wall, three tall cabinets against the north wall, a statue in the southern corridor.

**The fountain:** used by the Mazels obsessively to clean themselves, washing away the "taint of mortals" as Hork calls it.

**The apparatus:** is a simple weight and height measuring device, though its design is elaborate and ornamented. The height measuring only goes as high as 4'6".

**The chairs and tables:** uncomfortable but serviceable.

**The cabinets:** the three "cabinets" are actually vertical sleeping chambers. Hork is convinced that this is the proper way to rest and Brumm and Khreeh, his ardent supporters, have followed suit.

**The statue:** in the corridor is a small depiction of Grushaan, Lord of the Wind (see 6 above for a description). If the command phrase is shouted from anywhere within this room ("In the name Grushaan, Lord of the Wind, I summon the storm!"), the statue opens its mouth and a gust of hurricane force wind blasts outward, causing anything in the corridor or the 20' immediately beyond to be slammed into the cabinet on the north wall, shattering the cabinet and causing 6d6hp of damage (save vs. dragon breath for half) to any victims. Items caught in the blast must also make a save or be destroyed.

## 14. The Human Slaves

All twenty-five human children live in relative squalor here on bunkbeds lined up against the walls. The room is spotless.

No torches burn in this dim room, though a number of stubby candles burn here and there.

The children, all stolen when they were infants, have known no other life and no other creatures but the Goblin/Mazel masters that they serve.

The walls in the eastern alcove are plastered with pictures torn out of children's books (trees, birds and other animals, etc.)

## 15. Guards

Two **Goblins** armed with shortswords and daggers stand at attention outside this locked door (see 16 below).

They consider guard duty an honor and take it very seriously, defending the door with their lives. They have no idea what lies beyond.

# The Goblin House

## 16. Heart of the House

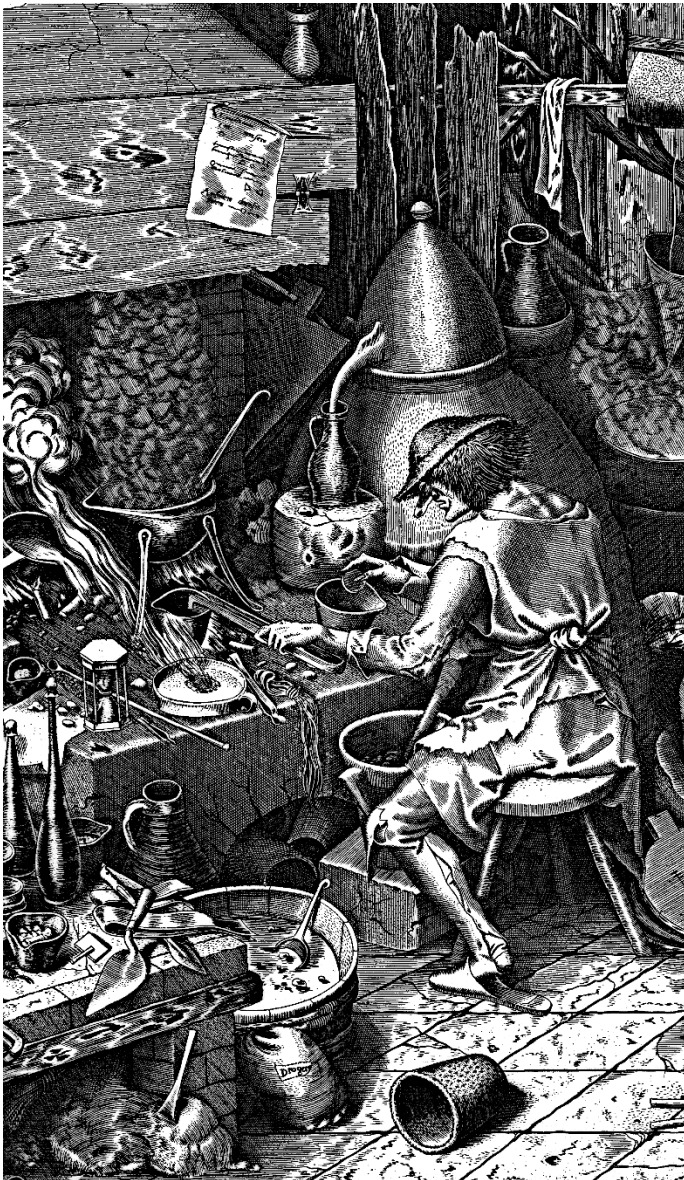
The doors to this room are locked at all times, with each Mazel having a key that unlocks both doors.

A grate in the ceiling below which is a concave depression in the floor, with channels cut into the slightly downward sloping (to the east) floor.

The walls of the southern corridor are covered in a soft, fleshy texture which pulsates slightly.

In the eastern alcove is the **Heart of the House**, a True Giant's beating heart which has tendrils of **Rope Fungus** growing from the floor to into the bottom of the heart.

Destroying the Heart of the House destroys the magic of the house. The upper structure collapses and the lower levels become permanently anchored to the mortal realm. The heart can take 100 hp of damage and is regenerated by the blood of mortal sacrifices (at the rate of 1 point per hp of the sacrificed creature).



## 17. Guards

The door in the west wall is unlocked. The door in the north wall is locked (see 16 above).

Two **Goblins** armed with shortswords and daggers stand at attention outside this locked door in the north wall.

They consider guard duty an honor and take it very seriously, defending the door with their lives. They have no idea what lies beyond.

40% of the time 1d3 Goblin Slaves will be here cleaning.

## 18. Room of Arcane Fire

Rows of cabinets against the northwest wall, a large table against the southern wall and an intensely hot furnace in the southeast corner.

There is a 75% chance that Drongg will be here with 1d4 Goblin Slaves.

**The cabinets:** contain all manner of spell components and other weirdness in drawers of various sizes. There is a 50% chance that any spell components sought after will be found here (enough for 1d4 castings). In addition, there are 100 glass marbles, 13 small amethysts (worth 30 gp each) and a mummified goblin hand.

**The table:** this large wooden table has burn marks, deep cuts and many, many stains on the surface.

- beakers and other alchemical apparatus are neatly arrayed against the wall
- a pile of parchments (written on in tiny, messy, alien writing which, if translated [from demonic] is most of a formula for controlling the Heart of the House)
- a book lying open to the twelfth page (Drongg's spell book containing:
  - 1: Charm Person, Dancing Lights, Detect Magic, Feather Fall, Light, Message, Magic Aura, Unseen Servant;
  - 2: Audible Glamour, Continual Light, Detect Invisibility, Invisibility, Levitate;
  - 3: Fireball, Haste, Infravision, Slow, Water Breathing;
  - 4: Fear, Polymorph Self, Wizard Eye)

**The Furnace:** the fire in the furnace is a bound **Fire Elemental**. Drongg will release the Fire Elemental if intruders interrupt his work here. The Fire Elemental will attack any intruders at Drongg's command. If the Fire Elemental suffers more than 50% hit point loss, it will turn on Drongg and attack the Mazel.

# The Goblin House

## 19. Goblin Slaves

1d8-3 Goblins here at any given time. Five **Goblins** sleep here when their Masters allow. The Goblins are always so exhausted when here that they sleep soundly (95% chance that any Goblins encountered here will be asleep).

## 20. Offal Dweller

The door is not locked.

This room is deep with mud and muck, offal and other waste, piled high (3-4' high piles) throughout the room. One of the piles is an **Offal Dweller** who happily consumes all of the Mazels' waste. When the door opens, the Dweller will not move, expecting some tasty treat (say a flayed corpse) to be tossed in. If nothing is offered after 2 rounds, the Dweller will rise up to investigate. It is not normally hostile, but it is always hungry so it considers anything in the room potential food (especially intruders!)

## 21. Goblin Slaves

1d10-4 Goblins will be here at any given time. Six **Goblins** sleep here when their Masters allow.

## 22. Smaga's Chamber

Door is locked, only Smaga has the key.

Bed, table and chair, worn but comfortable, locked chest.

**Locked Chest** (Smaga has the key): contains three books (Mazel cookbooks "How To Serve Man") and a leather sack with 4 emeralds (worth 200 gp each), a brass medallion on a brass chain (medallion depicts St. Ashar), and a tin flask with a syrupy green liquid in it - a **Potion of Vitality**.

The **Secret Door** is not locked, a 2' tall door hidden by the locked chest and opens inwardly with a simple push.

## 23. Drongg's Chamber

The door is locked, only Drongg has the key.

**Outer Chamber:** chair, desk, large rough-spun wool curtain dividing the room.

**The desk:** papers on the desktop and in drawers are written in sloppy hand, a demonic language. If translated, they indicate that Drongg has been researching how to control the Heart of the House.

**The Inner Chamber:** large bed, chest of drawers, locked chest

**The chest of drawers:** contains 53 tiny charms and trinkets generally worthless, though all of them are magically prepared to have a protective spell cast upon them (to be used as a protective charm: e.g. if protection from evil were cast on one trinket, the wearer will gain +1 to rolls when confronting an evil creature). Such charms usually last 2d12 hours before the magic wears off.

**The locked chest:** contains about 10 yards of red velvet fabric bunched up, with three glass vials (two of blue watery substance and one of a light green thick gel - two **Potions of Healing** and one **Potion of Giant Strength**) and a satchel with 300 gp bundled up in the folds of the cloth. If the cloth is not carefully handled, there is a 35% chance that 1d3 potions will fall out and shatter.

The **Secret Door** is not locked. It is hidden as a design in the stone and opens inwardly with a simple push.



# The Goblin House

## 24. Ululu's Chamber

Door is not locked.

Two beds, two chests. Ululu is 90% likely to be here, even if all the other Mazels have gone off to defend the lair.

Both beds have been slept in (Ululu can't make up his mind which is more comfortable) and both chests have an array of worthless junk in them which Ululu will constantly be digging through looking for "that thing" that he's always searching for...

## 25. Summoning Chamber

Once a month (on a new moon) the Mazels gather here to worship their demonic patron, Grushaan the Lord of the Wind, a winged vulture-headed, scaly creature led by Drongg.

Sometimes Drongg comes here alone to petition his patron. There's a 10% chance that Drongg will be here. Otherwise, there will be 1d2 Goblin Slaves here.

The summoning circle in the southwest corner of the room is chalk sealed over with wax. If the circle is disrupted, there is a 10% chance that Grushaan will notice and come to investigate.

If the Mazels make their last stand here, they will choose to release Dashar from his prison (see 28 below), but the Stone Wight will not defend his captors (in fact, he will try to kill them).

Finally, in desperation, Drongg will summon Grushaan the Lord of the Wind and petition him for aid against intruders. He will offer his aid but will demand all the Goblin slaves as payment. He will then aid the Mazels against the intruders and, if successful, will then eat all the Mazels except Drongg.



## 26. The Junk Room

The outer door (to 25) is never locked. The inner door (to 26) is always locked, though the key hangs on the wall next to the door.

Boxes, sacks, crates and barrels, plunder from dozens of villages the Goblin House has terrorized. Much of what is here is worthless junk, though among the piles of detritus might be found:

- a pair of muddy low boots
- a greasy leather purse holding a silver coin worn nearly featureless by decades of handling
- a 10-pound round of mild white cheese (from the far south) with a few slices taken out of it
- a worn but well-made dagger at the bottom of a filthy rawhide pouch
- a faded map of the old Hamlish Kingdom
- a scroll-case holding a fairly good map of the city of Malan
- a purple stone pendant (polished to a perfect sphere) on a leather cord
- a battle-scarred shield painted purple and white
- a quiver of 17 arrows
- a box with twenty random pages of scriptures from the Church of the Holy Saints with blasphemies written across them in red ink
- a mace (**Saint Ashar's Hammer**, mace +2, wielder can cast Spiritual Hammer three times per day)
- a rain-stained sheet of vellum on which is penned, in a scrawling hand, the dates and times of all of the boats and ships that have passed by High Point from the first of the year to the sixth day of the fifth month
- a silver ring, blackened with tarnish, engraved with the name Elanis in the outside (worth 200 gp)
- a rusted knife, blade etched with a holy prayer, in a leather sheath
- a sooty vest quilted in a fish scale pattern
- four usable swords, nine usable daggers, a chain shirt, a helm

## 27. Dashar's Walk

The door to this room is always locked. The key hangs on the wall next to the door in room 26.

The floor from the door to stairs down to 28 has a deep groove worn in it, as Dashar walks his prison from end to end constantly. 50% chance that Dashar is in this room (see below), otherwise he will come in 1d6 rounds either to investigate the intrusion or simply taking his brooding endless walk.

If the door is left ajar, Dashar will attempt to flee, ignoring any creatures in this room, or attacking any who get in his way.

## 27. Dashar's Doom

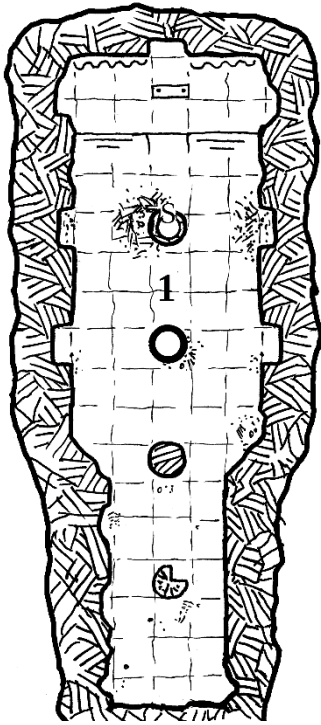
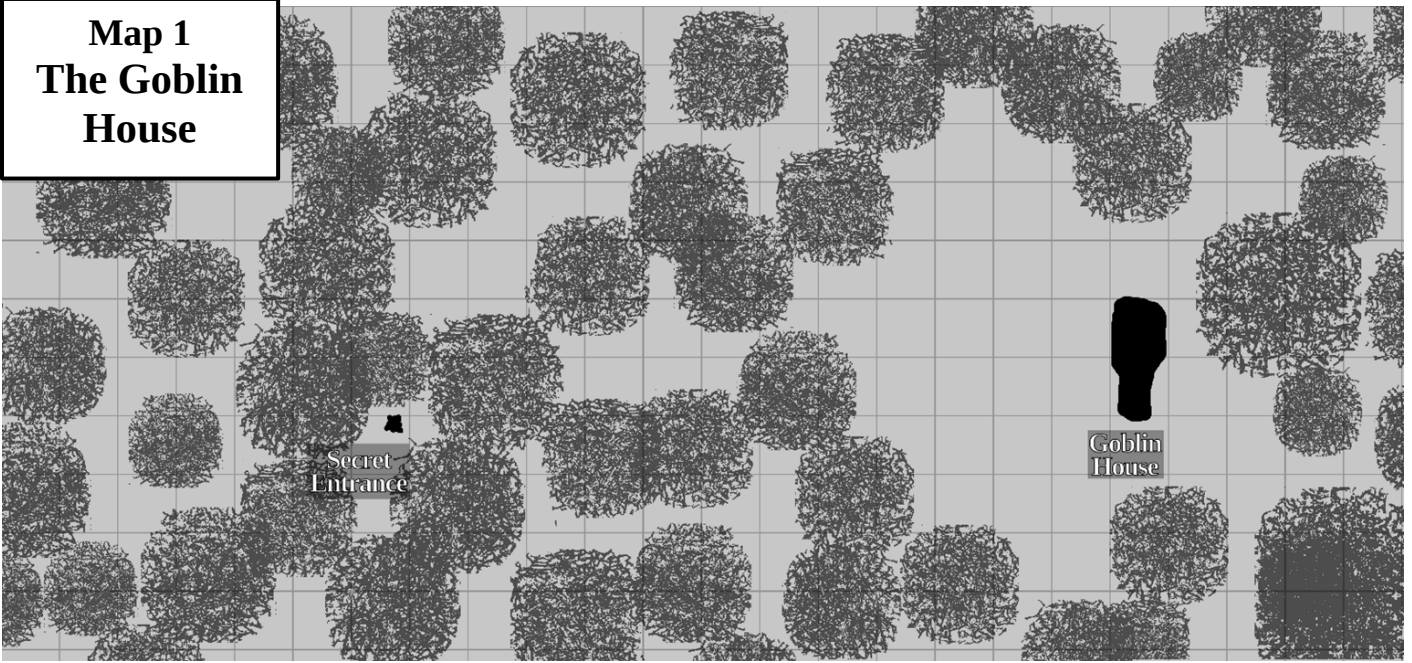
The stairs and floor here have the same deep groove worn in them from Dashar's endless pacing back and forth.

Dashar is a **Stone Wight** imprisoned here generations ago, driven mad by his isolation and imprisonment.

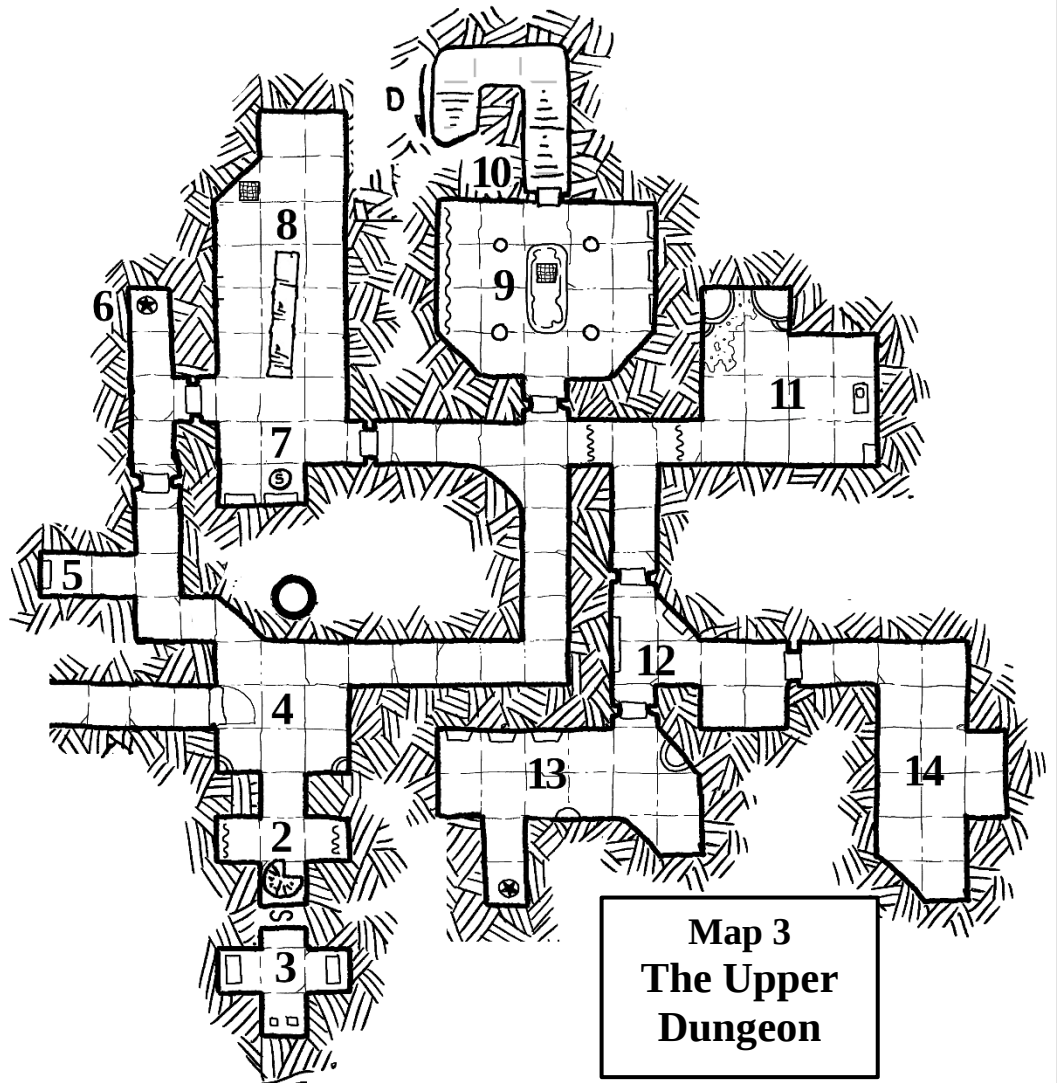


# The Goblin House

Map 1  
The Goblin  
House



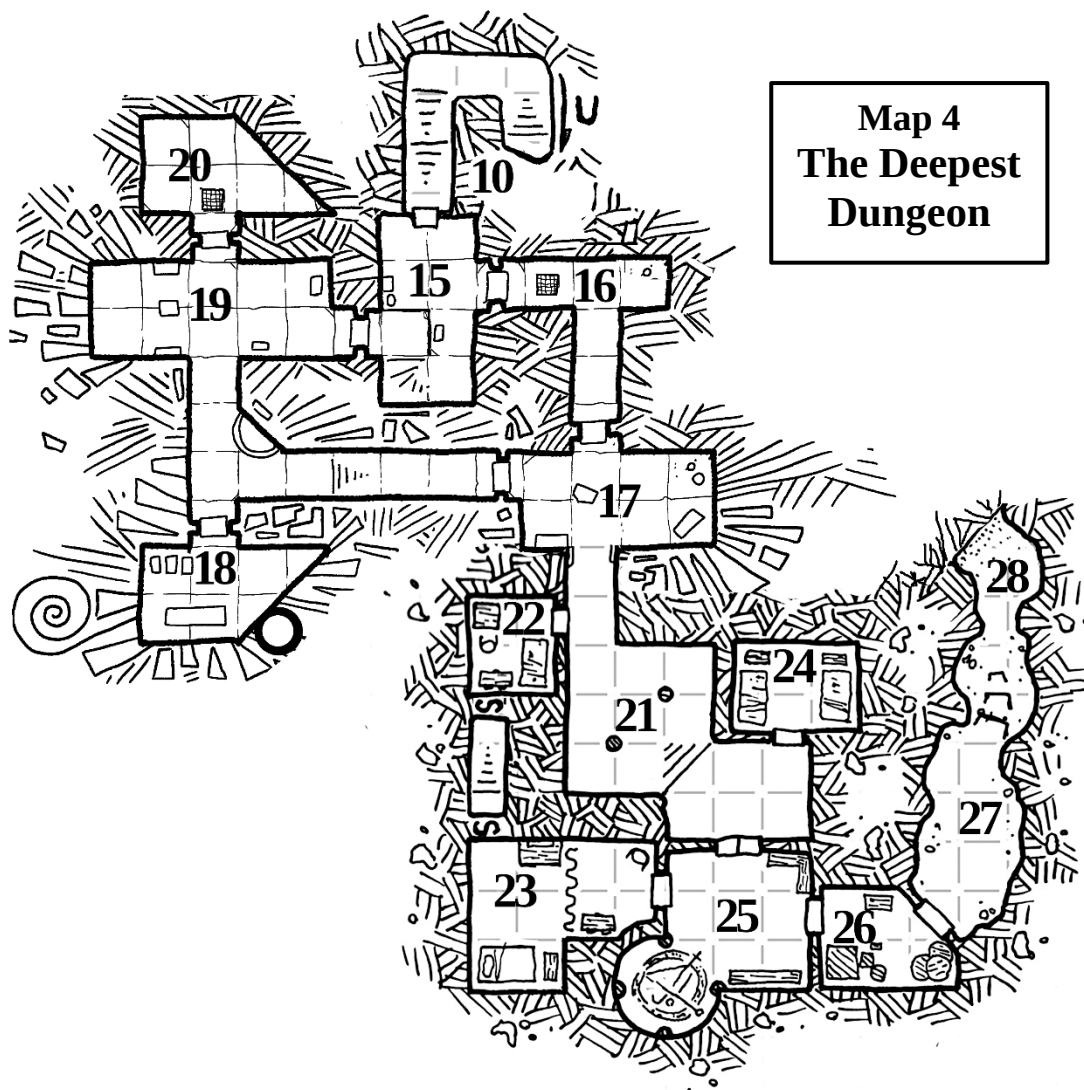
Map 2  
The Upper  
Level



Map 3  
The Upper  
Dungeon



# The Goblin House



## Combined Monster Statistic Chart

<b>Caryatid Column</b>	HD 5; AC 5[14]; Atk 1 stone sword (2-8); Move 6; SD Snap wpns.
<b>Elemental, Fire</b>	HD 16; AC 2 [17]; Atk 1 strike (3d8); Move 12; Save 3; CL/XP 17/3400; Special: Ignite materials, immune to non-magic weapons
<b>Gibbering Mass</b>	HD 5; AC 1[18]; Atk Envelop (damage special); Move 3 (24 when attacking); Save 12; CL/XP 6/400; Special: Envelop, regeneration
<b>Goblin, Goblin-kin</b>	HD 1-1 to 2; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP B/10; Special: -1 to hit in sunlight
<b>Marble Guardian (Small)</b>	Marble Guardian (Small): HD 30 hp; AC 7[12]; Atk fist (2d8); Move 6; Save 14; Special: Immunities
<b>Mazel</b>	HD 4; AC 8[11]; Atk weapon (1d8 or 1d4); move 12; Save 12; CL/XP 3/60; Special: Thief Abilities
<b>Offal Dweller</b>	HD 7; AC 3 [16]; Atk 2 tentacles (1d8), bite (1d4+1); Move 6; Save 9; CL/XP 8/800; Special: Disease
<b>Oozing Black Death</b>	HD 10; AC 6 [13]; Atk 1 attack (2d8); Move 6; Save 5; CL/XP 12/2000; Special: Digestive surface, regeneration, immune to cold, divides when hit with lightning
<b>Rope Fungus</b>	HD 4; AC 6[13]; Atk 1d6+4 tendrils (1d6); Move 0; Save 13; CL/XP 6/400; Special: Strangulation
<b>Wight, Stone</b>	Stone Wight: HD 3; AC 5[14]; Atk 1 claw (1hp + ability drain); Move 9; Save 14; CL/XP 8/800; Special: Drain 1 point of Strength with hit, hit only by magic or silver weapons, victim must save vs. spells or turn to stone
<b>Wooden Warrior</b>	HD 9 (40 hp); AC 2 [17]; Atk 2 slams (2d6); Move 12; Save 6; CL/XP 10/1400; Special: Alarm, immunity to cold and electricity, double damage from fire

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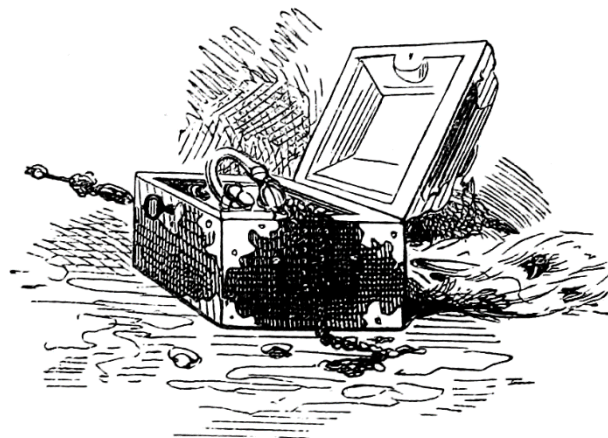
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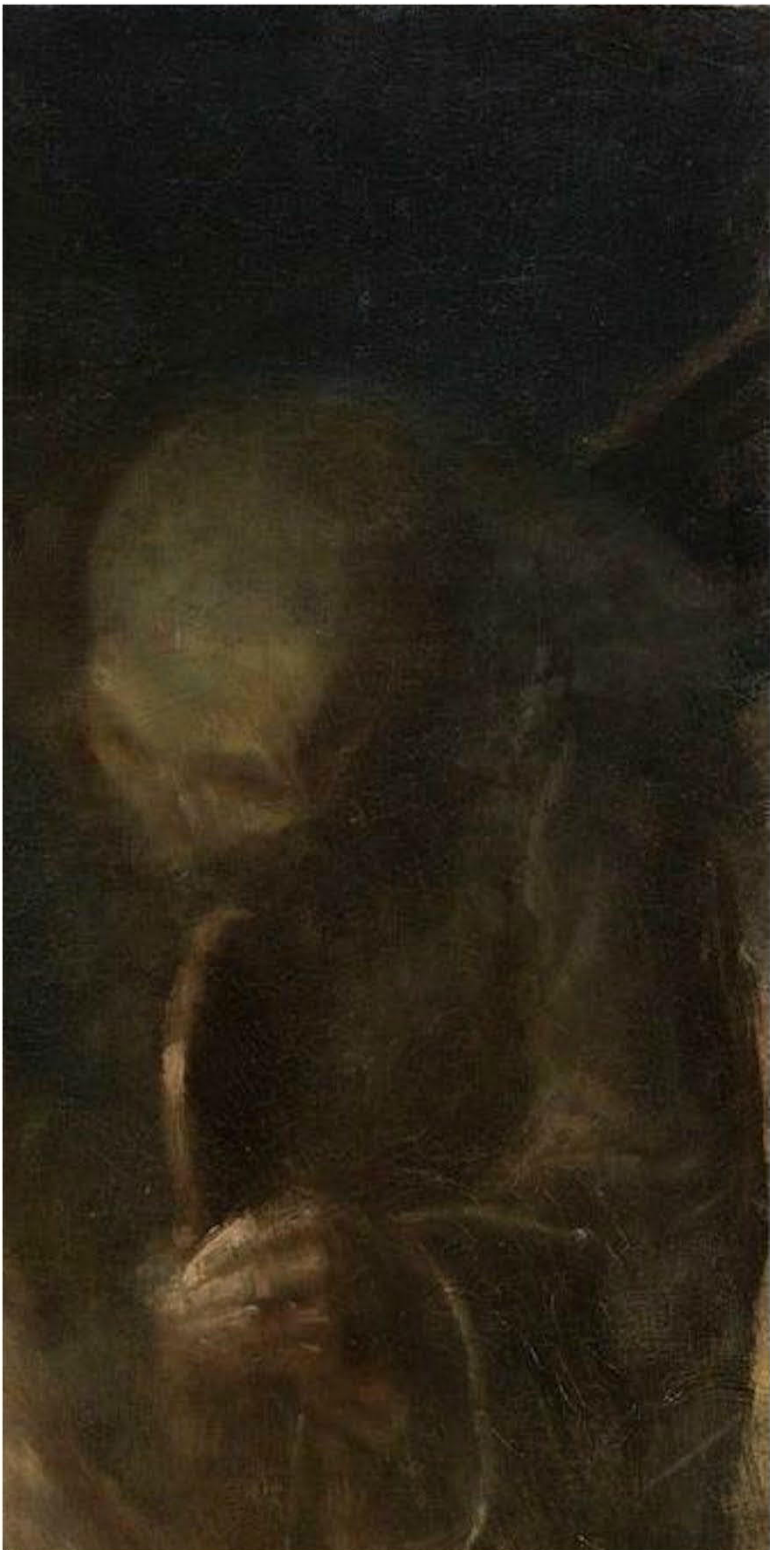
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# The Rosewood Highlands

## An Adventure for Characters Level 3-5



Three years ago, a strange, grey and black doorless house sprung up overnight in a clearing in the dark forest to the east of Hope Cross Village. Oric the Hunter, Jorn the Trapper, Constable Arten Waller and a group of village men went to investigate. They came back with few answers and one of their number, Oric the Hunter who climbed atop the glassy slate roof to investigate the chimney, returned cut to ribbons and infected with a terribly wasting disease.

Shiralla the Witchwoman used her magical arts to divine the nature of this new alien structure: a Goblin House. Little is known about Goblin Houses but that they appear suddenly, as if they grow up right from the ground itself, and soon after their appearance, animals and grain and trinkets, and, worst of all, children go missing. Sure enough, three days after the Goblin House appeared, sheep came up missing from the flocks on the Southdowns. Then the grain bin was broken into. A cow went missing a few days later. And then the little ones started to disappear.

The locals besieged the Goblin House with battering ram and flaming pitch, but to no avail. The house stood, smoldering but undamaged. Petitions to the Governor of Jacob's Well brought a garrison of soldiers and a powerful wizard to gain entrance to the terrible structure, but they left three weeks later after half their number, including their magic user, succumbed to a strange wasting sickness.

Every spring, two or three children go missing from the village, every summer a few animals disappear, every fall the harvest is plundered. The locals have begrudgingly accepted the fact that Hope Cross is cursed and wait in terror every spring for what they call "The Culling" to begin another year of horror. It is only through the short winter days and long winter nights that the people find any peace as they pray for the house to disappear as suddenly as it appeared.

A short adventure set in the Rosewood Highlands for Character Levels 3-5.