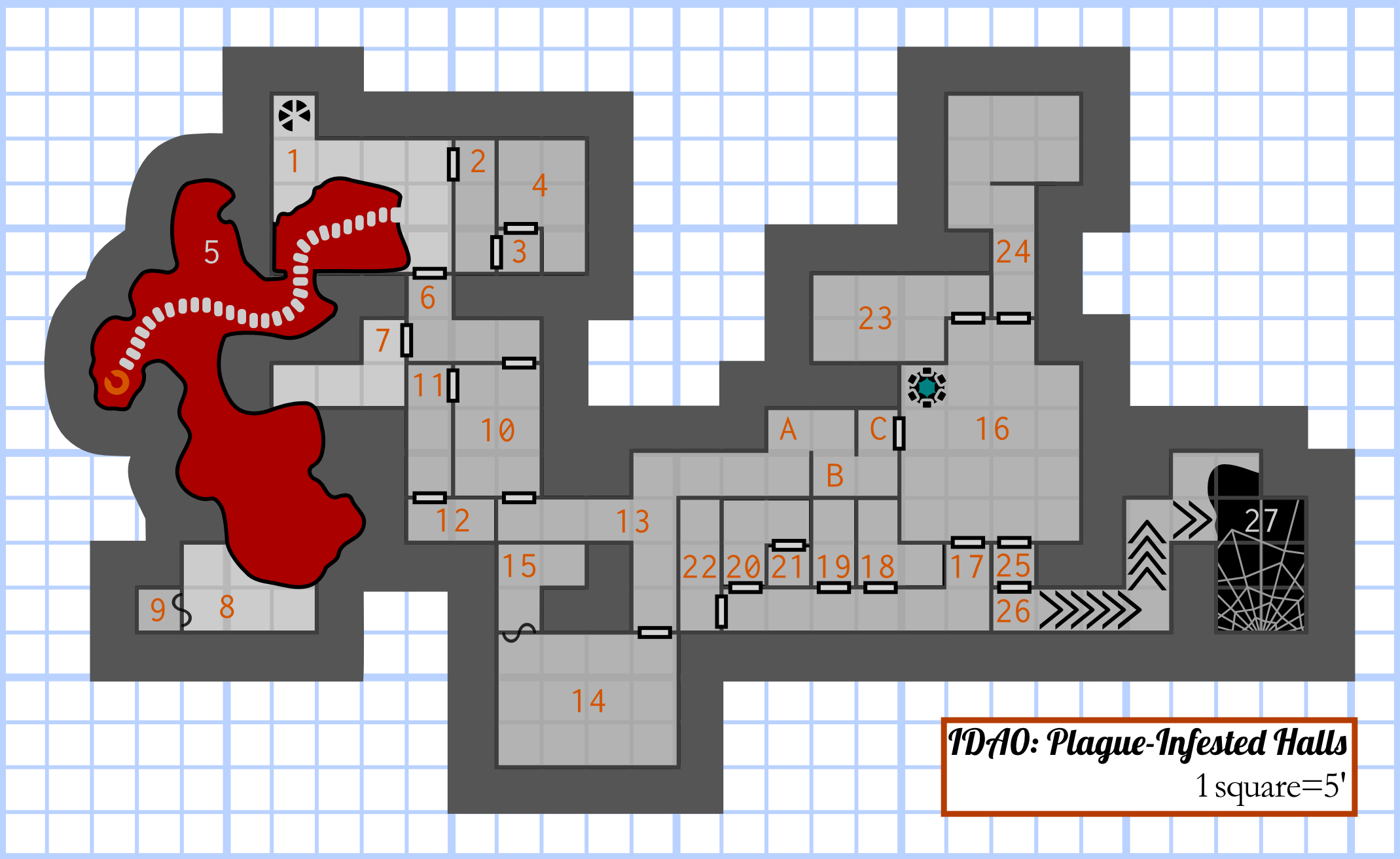
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**Monsters & Traps**

**Axe Trap**. *A rusted battleaxe swings down on a thick chain.* Deals 1d8 damage on hit (save halves).

**Durakrag**. *This goblin carries* ***Gurradr-Dur****, and will give it freely if escorted to safety.* Fights as a Goblin, but with Al: N.

**Ethereal Spider**. *This evil, intelligent spider lurks in the shadows, eating only the sentient creatures who wander into its traps lined with Ethereal Spiderweb.* HD 2. Armor Class 7 [12]. Atks: Bite 1d6. Save 16. Special: *Ethereal Spiderweb: Invisible webs. Anyone who walks into them suffers magical sleep for one hour if they fail their save.* Al: C. CL 3. XP 60.

**Explosive Zombie**. *This scab-encrusted creature explodes when killed.* HD 1. Armor Class 9 [10]. Atk: Infectious Bite 1d2. Save 17. Special: *Infectious Bite* (see **Goblin Zombie**); *Explosive Death: Explodes into shards of bone if killed, dealing 1d6 damage to anyone within 5’ (save halves).* Al: C. CL 1.

**Francesco**. *Cowardly, holier-than-thou goblin monk who talks constantly of Saint Sebastian’s grace. Fled to Captain’s Closet when the trouble began, and accidentally locked himself in.* Fights as a goblin, but with Al: L.

**Goblin Zombie**. *These plague-infested zombies are incredibly weak, but dangerous for their infectious bite.* 1 HP. Armor Class 9 [10]. Atk: Infectious Bite 1d2. Save 18. Special: *Infectious Bite: Anyone bit two or more times by a Goblin Zombie must save at +2, or take d12 damage. If they die, they rise the next day as a zombie.* Al: C. CL B. XP 20.

**Gory Skeleton**. *These ghastly skeletons are covered in chunks of flesh.* Fights as a Skeleton.

**Horse Strangler**. *This massive blue snake could easily swallow a horse.* HD 2. Armor Class 8 [11]. Atks: Bite 1d4, Constrict 1d4/round. Move 8. Save 16. Al: N. CL 2. XP 30.

**Spark Elemental**. *This living gout of flame is intensely curious, following and observing interesting creatures and setting small fires along the way.* HD 1. Armor Class 8 [11]. Atks: Tackle 1d4+flame. Save 17. Al: N. CL 1. XP 15.

**Trapper’s Noose**. *Your foot is caught in a mess of ropes, yanking you into the air!* Unless the victim saves, they are yanked off the floor and hang from the ceiling by their foot. Simultaneously, a steel disk falls from the ceiling, making a tremendous noise.

**Zombie Sorcerer**. *This zombie spellcaster’s magical abilities are enhanced in death, tho it casts spells only at random.* Fights as a **Goblin Zombie**, but casts randomly-targeted spell each round. Roll 1d4: 1, Light; 2, Magic Missile; 3, Shield; 4, Sleep. HD 2. CL 3. XP 60

**Items**

**Chi Rho Key**. Beautiful silver key with handle shaped into Chi Rho. Worth 100 gp, unlocks chest in **8**.

**Draught of Shivering Touch**. Reduces the drinker to half HP for one hour. However, they also become ghostly, walking thru walls and damaged only by magical weapons.

**Ectoplasm**. An expert alchemist can distil with wheat kernels to create a **Draught of Shivering Touch**.

**Ellim Leaf**. Wrap one around a wound to double the natural healing rate for two days, to 2 HP/day.

**Ethereal Spiderweb**. As in **Ethereal Spider** description. Expires 72 hours after it is spun.

**Ever-Burning Oil**. 1d6 damage/round. If connection to **Font of Oil** is broken, burns away over in one week.

**Font of Oil**. Pours forth gallon of **Ever-Burning Oil**/day. Activate with 7-day ritual costing 1000 gp and a level-3 Magic-User. Also useful to summon Fire Elementals.

**Gurradr-Dur**. “From my grandfather”, Goblin. +1 buckler with iron strapping over copper. Face engraved with Celtic cross, Lord’s Prayer in Goblin around inner edge.

**Misericorde**. “An act of mercy”, Old French. Silvery bastard sword engraved with crosses. Any living creature with 3 or less HP struck by this weapon dies instantly. Its grip is like an armored arm, the hand clutching a skull pommel with jade pieces for eyes.

**Ring of the Forbidden Fruit**. White-gold with large red ruby. Engraving: “die comederis ex eo morte morieris” (“If you eat from it, you will surely die”, from Genesis 2:17). Anyone whose lips or tongue touch the ruby for the first time must make a saving throw or die immediately; in 1d4 days their skeleton tears itself from their body and rises as a **Gory Skeleton**.

**Strand of Ever-Glowing Ivy**. Silvery strand of magical ivy. Wrapping this ivy around one’s head grants +1 to Intelligence, but can have strange effects at full moon…

**Virulent Oak**. Any alchemist can combine with moss-oak to create a poison dealing two damage/hour for d4 hours.

**Wandering Monsters**

Check once per turn; 1-in-6 chance per turn.

**1.** 1d3 **Goblin Zombies**

**2.** **Spark Elemental**

**3.** 1d4 Stirges

**4.** 1d4 **Goblin Zombies** and a **Zombie Sorcerer**

**5.** Giant Centipede (small, non-lethal)

**6.** Surviving goblin, crazed with hunger and trauma

**Key**

**1. Entryway**. Bright. Pool of **Ever-Burning Oil** intrudes from burnt-out door. Two headless hobgoblin corpses lie on floor: one wears high-quality ring mail (AC 6 [13]) and necklace bearing the **Chi Rho Key**.

**2. Jail Foyer**. Dark. Door to **3** heavily barred from the outside. Door bears crucifix, symbol of goblin god, sign reading “Demons!” in Goblin. Pounding noise heard from **3** on a 1–2 on 1d6 (1–3 for non-humans).

**3. Jail Anteroom**. Dark. Three **Gory Skeletons** pound ceaselessly on door to **2**. They relentlessly pursue the first living creature they see.

**4. Jail**. Dark. Three half-rotten bodies missing their skeletons: two elven, one human. Hands and feet chained to walls. Chain around each neck bears iron placard reading “TRAITOR” in Elvish and Latin. The human’s chain also bears the **Ring of the Forbidden Fruit**.

**5. Hall of Everburning Oil**. Bright. Pool of oil 1" deep burns eternally. Even walkway thru cavern deals half-damage due to intense heat. Oil flows from **Font of Oil** at west end of cavern.

**6. Empty Hallway**. Dark. Door to **7** is stuck.

**7. Breached Hallway**. Bright. **Everburning Oil** flows in from breached wall to **5**. Coming within 5’ of oil summons **Spark Elemental**—not necessarily hostile.

**8. Captain’s Chambers**. Bright. **Everburning Oil** flows in from breached wall to **5**. Large bed, carved oak table, two chairs. Beneath bed is a locked iron chest (opens with **Chi Rho Key** from **1**): 133 gp and **Misericorde**. Walls paneled in wood; knocking on west wall reveals secret closet **9**.

**9. Captain’s Closet**. Dark. Contains **Francesco**, stack of 1d8 Gospel scrolls worth 60 gp each.

**10. Guard Room**. Dark. One **Goblin Zombie** and one Dwarf Zombie (treat as **Goblin Zombie**) wander among pieces of other goblins… Door to **11** is locked.

**11. Armory**. Dark. On shelves: **Sea Trident**, a portable ram, 40 crossbow bolts, 5 caltrops. Heavy stones, chairs, other furniture are piled up against the door to **12**. Halflings smell rotten stench at door crack.

**12. Zombie Closet**. Dark. Inside, **Explosive Zombie** wearing goblin nobleman’s finery. Carries a purse of 70 gp in small rubies and sapphires.

**13. Trapped Hallway**. Dark. Five **Goblin Zombies**. Trapped squares: **A** is a **Trapper’s Noose** that has already been sprung; **Goblin Zombie** hanging from ceiling silent until player stands under him, then tries to pull their head off. **B** is also a **Trapper’s Noose**. **C** is an **Axe Trap**. Entrance to **16** blocked by large table tipped up against doorframe; weight of chairs behind the table make the table quite hard to move. Mixed in among chairs are 1d6 more goblin corpses.

**14. War Room**. Dark. Furniture covered in bloodstains, plus two goblin corpses. After 1d4 turns, these **Goblin Zombies** rise and attack. Walls lined with shelves, including several scrolls and books. Among these are a beautifully illuminated Gospel According to St. John (worth 230 gp), and a magic Scroll (Table 73 in *Swords & Wizardry Core Rules*). In the center of the room is a heavy oak table, carved with depictions of war, and 2d8 chairs of varying quality and size.

Careful investigation (if this is the first time the dungeon has been visited) hears a very faint whimpering coming from behind the northwest shelf. Moving it reveals a small opening to **15**.

**15. Secret Pit**. Dark. In 20’ pit below is **Durakrag**, starving and raving. Floor littered with waterskins.

**16. Dining Hall**. Dark. Contains two upright tables, 2d8 chairs, and a well. Floating in well is a goblin’s body—it seems he attempted swim until rescue arrived. His body carries the key to **23**. Door to **17** is labeled “Quarantine” in Goblin and blocked. Door to **23** also locked.

**17. Hallway**. Dark. Inside, three goblins who seem to have died of thirst. None show any signs of zombification before their deaths.

**18. Quarters 1**. Dark. Two bunkbeds made of wood. Beneath a mattress is handaxe engraved with birds.

**19. Quarters 2**. Dark. Another bunkbed; under one pillow is a note in Goblin detailing complaint about “Ugly, foul-smelling guest from the undercity”.

**20. Wizard’s Quarters**. Dark. Contains a larger bed, another bunkbed, some wizarding robes embroidered with silver thread. Door to **21** is locked.

**21. Wizard’s Closet**. Shelves, Potion (Table 72, *S&W Core*)

**22. Barracks**. Dark. Four more sets of bunkbeds, packed close together. Also basic possessions, including 211 sp, a Lantern, and 8 flasks of oil.

**23. Kitchen**. Dark. 2d4 **Goblin Zombies**, and a **Zombie Sorcerer** with key to **21**. On shelves: rotten food, cookware. Plus a cabinet of alchemical ingredients: jars labeled (in Goblin and Latin): “1x Piranha Eyes”, “2x **Virulent Oak**”, “2x **Ectoplasm**”, and “5x **Ellim Leaf**”.

**24. Wine Cellar**. Dark. Contains 1d100+4 bottles of wine. Hiding in the dark (surprises 1–5 on 1d6) is a *very* hungry **Horse Strangler** with a silver tag reading “scruffy”. This snake will not attack goblins, however.

**25. Stench Lock**. Dark. Door has scrawled in Goblin: “Trash Only. Spiders!” Plus crude drawing of a spider.

**26. Garbage Chute**. Dark. Sloped and greasy: easy to descend, tricky to climb back up. The stench is awful.

**27. Garbage Pit**. Dark. Pit in the center is about 30 feet deep. An **Ethereal Spider** lurks in invisible web above the pit. Trash on edge of pit contains nothing of worth, except a shimmering, faintly-glowing green **Strand of Ever-Glowing Ivy**. A recessed staircase descending into the pit leads to the underdark and undercity.