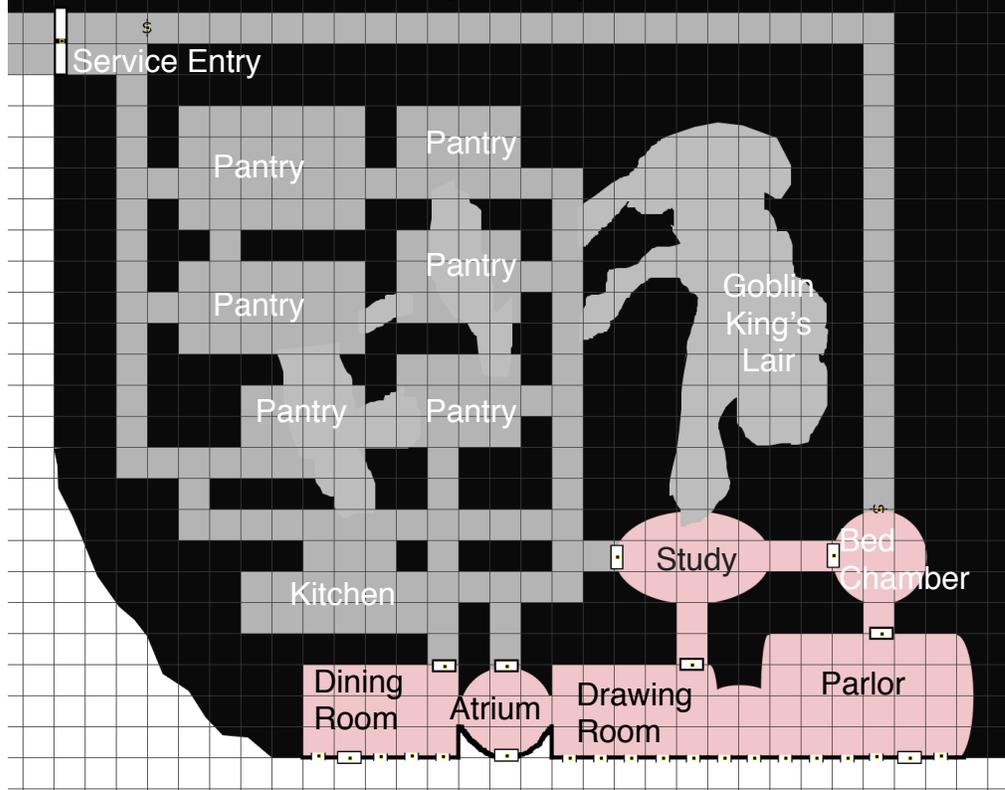


Lord Dulally's Hall by Travis Miller



Dining Room: The decorations in this room have been destroyed. The lesser goblins have turned this into their fest hall where they drink and eat after night fall. The remains of meals, broken crockery, smashed ale barrels and platters can be found in here.

Atrium: The goblins have blocked and braced the door on the north side of this room. The only way through it would require destroying the door or removing the bracing from the passageway on the north side of the door. The atrium is full of refuse from the dining room.

Drawing Room: The goblins are using it to dump trash and bones from their meals. The north door in this room is braced from the north. The windows on the south wall are smashed. The glass is all over the floor making it difficult to move through room stealthily.

Parlor: The door on the south wall was smashed in. Parts of the door lay on the floor. The windows on the south wall are also smashed. The north door is locked and the goblin king's right hand man has the key. The hinges are on the north side and the door opens into the bed chamber. The door is very heavy and bound with iron. Anyone listening at the door will note sniffing and growling coming from the other side.

Bed Chamber: A secret door opens into a passageway that leads into the service area. The goblins have managed to force a large bear into this room. They feed it the occasional slave or captive and torment it with sticks for fun. The bear is hungry and injured and thus very dangerous. It will attack any creature on sight but is afraid of fire.

Study: The goblins have a guard room here. 10 goblins will be found here at all times. They have collected lantern oil, tinder and torches here to deal with any intruders coming from the drawing room. The guards all have spears and crossbows.

Goblin Kings Lair: The goblin king with several his strongest warriors (full hit dice), his harem and a shaman reside here. The shaman has a bone club with a +1 enchantment. The goblin king has a very nasty war dog chained by the large comfy chair he has taken up as a throne. He has moved most of the furniture and all of the treasure from Lord Dulally's hall into this room. The goblin has also attired himself in the finest clothes of the halfling lord. The goblin king has had the remaining ale, spirits and tobacco from lord Dulally's stores brought into this room and sitting behind his throne. The war dog bites anyone except the king who tries to get near to the stores. The dog is almost never surprised.

Pantries: The majority of the goblin tribe has taken up residence in these spaces. They've consumed most of the stores and are using the various crates and barrels for furniture. The linens, curtains and useful materials from the rest of the hall have been dragged into these rooms and can be found torn and mounded up in places where the goblins sleep. 1d12 - 1 goblins can be found in any of these rooms. Little else other than filth from the goblins can be found in these rooms.

Kitchen: The goblins prepare their grisly meals here.

Service Entry: The goblins have 10 guards posted here with crossbows, oil and torches.

Halfling Lord Dulally's Hall

Lord Bunco Dulally is known as an eccentric. He has built a modest hole just outside of the halfling settlement. He loves to hunt and fish and keep fruit trees. The land is a quiet place on the edge of a "quaint" old forest with some boar, red deer and elk in abundance. The nearby river is teeming with trout. The owner parted with the property for a very reasonable sum. This pleased the thrifty lord Dulally.

Bunco had a considerable number of pantries and store rooms dug where he could store pelts and the salted, dried and smoked meat from his hunting. Soon after moving in he began to hunt and fish. His catch was significant. He also had several trees removed to plant orchards and vineyards.

His activities drew the attention of a druid who was taking care of the area. The druid asked the halfling why he had built his new hall in this spot. Lord Dulally informed the druid that he had bought the land from a gnome. The druid informed the halfling that no gnome owned that land and Lord Dulally had been swindled. The druid went on to say that the land was within the area claimed by a goblin tribe and Lord Dulally's activities had drawn their attention. Growing red faced, Lord Dulally told the druid to be off and that he wasn't leaving on the account of some smelly druid.

Within a few days, a large force of goblins showed up. Lord Dulally and his retainers fled for dear life back into the halfling settlement.

After running the halfling and his retainers out, the goblin force returned to tell their king of the opulence of the halfling's hall. The king came to see the hall for himself and decided that it would be site of his court. The goblin king didn't like the airy and sunlit front rooms of the halfling's hall and decided on some redecorating. He had his minions and slaves dig a proper goblin lair into the hill, connect several of the pantry rooms together and moved in with his warband and females.

The druid can be found near the goblin's lair and may be willing to help the PC's break into the hall as one his bear friends has been captured and is slowly being taunted and starved to death by the goblins for their sport. He doesn't know much about the layout of the hall however. If attacked in the daytime, the entire tribe of 100+ goblins will be present. If attacked at night at least 1/3 of the tribe will be out hunting, raiding or gathering tribute from other humanoids. The goblins have managed to find the secret corridor from the service area to the Bed Chamber but don't use it since the bear is being kept there.

[Blog of Lairs](#)

Map made with [Dungeonographer](#).