

Goblin Shrine of the Spidergods

Four young couples, out for a moonlight stroll, have disappeared, and the town elders have offered a reward for their return. These are not the first to go missing, and it is feared that if they are not found soon, they never will be. The only clues are tracks leading to the mouth of an unexplored cave...

Not long ago, the Deep Goblins tunnelled accidentally into a giant spider-infested cavern. Sealing the tunnel, they built a shrine above it. Now they raid the surface by night to procure sacrifices for their new spidergods. Once the rescue mission begins, one captive will be thrown down the chute in the Chamber of Sacrifice every hour. Down in the cavern of the spidergods, the victims will be hunted, paralyzed, and stored for later devouring.

LEVEL 1

1. Den. There are 2-8 **dire wolves** predisposed to attack, but will obey basic commands issued in Goblinish. There is a scrap of torn fabric from a dress on the west wall.
2. Barracks. There are 2-8 **goblins** playing dice. There are spears, clubs, and shields on a rack. 14 g.p. on table.

LEVEL 2

1. Reception Chamber. There are 2 **goblins** on guard, armed with spears and each carrying a key to one of the two locked doors. They will try to alert the guards in room 2 if intruders are noticed.
2. Barracks. There are 3-12 **goblins** sleeping, drinking, or gambling at knife-throwing. 23 s.p. on table.
3. Refectory & Kitchen. There are 2-5 **goblins** cooking.
4. Priestly Quarters. There are 1-4 **goblin shamans** sleeping or studying. A scroll with 2 spells is hidden in a pillowcase.
5. Chamber of Reflection. There are 1-4 **goblin shamans** engaged in ritualistic eye-jabbing, ear-boxing, and shoving.
6. Store Room. Foodstuffs, religious items, 27 vials of giant spider anti-venom (good for all forms of arachnid venom).
7. Chamber of Anointment. Four hollow idols burning a foul incense. Basin of unholy oil. Four **goblin guards** (maximum strength).
8. Holding Cells. One or more captives.
9. Chamber of Sacrifice. Four **goblin shamans** (maximum level). Each wears an amulet worth 200 g.p. and a spider mask. One of the newly anointed sacrifices is being escorted by 2 **goblin guards** (max. strength) to the hole, which leads to room 1 on level 3.

LEVEL 3

1. Unholy Abode. **Giant spider** (max. strength). One or more captives. *Diadem of Telepathy* on floor.
- 2-5 Unholy Chambers. 1-4 **giant spiders** each.

