

### Room #1:

- Door (west, 1 from north): wooden, simple, stuck
- Empty

### Room #2:

- Door (north, 3 from west): wooden, strong, stuck
- Monsters
  - **vampire spawn (1)**  
4d12+3 (29 hp), AC 15, Slam +5 melee (1d6+4 plus energy drain)

### Room #3:

- Door (east, 2 from north): wooden, simple, stuck
- Door (west, 2 from north): (concealed) false wall, stuck
- Door (south, 4 from west): wooden, good, stuck
- Monsters

- **wraith** (1l)
  - 5d12 (32 hp), AC 15, Incorporeal touch +5 melee
  - (1d4 plus 1d6 Constitution drain)
- **Treasure**
  - 50 gold coins (50 gp)
  - gemstone - lapis lazuli (8 gp)
  - gemstone - white pearl (110 gp)
  - carved bone statuette (90 gp)
  - scroll (arcane)
    - halt undead (l3, cl5)
    - ghoul touch (l2, cl3) (525 gp)
- **Features**
  - bones (humanoid)
  - anvil
  - cold spot
  - pit (shallow)

### Room #4:

- Door (south, 1 from west): (concealed) false wall, free
- Monsters
  - **ghoul** (1)
    - 2d12 (13 hp), AC 14, Bite +2 melee (1d6+1 plus paralysis) and 2 claws +0 melee (1d3 plus paralysis)
- Treasure
  - 60 gold coins (60 gp)
  - gold dragon comb with red garnet eye (500 gp)
  - Masterwork rapier (320 gp)
- Features
  - bloodstain
  - words (scrawled)
  - pedestal
  - spinning wheel
  - chute
- Trap
  - spiked pit trap (20 ft. deep) (CR2) (Find/Disable DC 22)

### Room #5:

- Door (east, 3 from north): iron, free, trapped [trap: pit trap (20 ft. deep) (CR1) (2d6, fail) (Find/Disable DC 22)]
- Door (west, 3 from north): wooden, simple, locked
- Features
  - teeth
  - chasm
  - tapestry

### Room #6:

- Door (south, 1 from west): stone, locked
- Hidden Treasure (Search DC 22)
  - 1,000 silver coins (100 gp)

### Room #7:

- Door (east, 2 from north): wooden, strong, stuck

- Features
  - ropes
  - nest (animal)
  - table (large)
  - rack

### Room #8:

- Door (south, 3 from west): (concealed) iron, locked, behind tapestry
- Hidden Treasure (Search DC 22)
  - 3,000 copper coins (30 gp)
  - wand of magic missile (5th-level caster) (9 charges) (3750 gp)

### Room #9:

- Door (south, 1 from west): wooden, simple, stuck
- Monsters
  - **lizardfolk** (3)
    - 2d8+2 (11 hp), AC 17, 2 claws +2 melee (1d4+1) and bite +0 melee (1d4); or club +2 melee (1d6+1) and bite +0 melee (1d4); or javelin +1 ranged (1d6+1)
- Treasure
  - potion: cure light wounds (50 gp)
- Features
  - dishes
  - branding iron
  - flint and tinder
  - hook
  - cupboard
  - casket

**Room #10:**

- Door (east, 2 from north): wooden, good, stuck
- Features
  - razor
  - discarded weapons

- paint
- curtain
- arch
- pit (shallow)
- forge

**Room #11:**

- Door (east, 2 from north): (concealed) iron, locked, behind tapestry
- Monsters
  - **scorpion, medium-size monstrous (vermin)** (2)  
2d8+4 (13 hp), AC 14, 2 claws +2 melee (1d4+1) and sting -3 melee (1d4 plus poison)

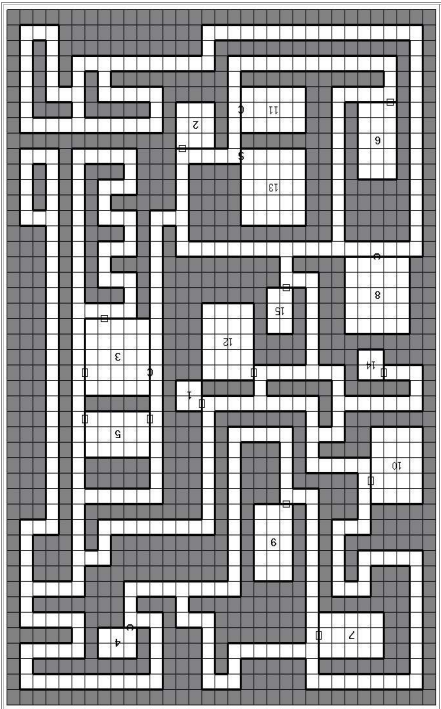
- Features
  - rivulet
  - utensils
  - skull
  - branding iron
  - bookcase
  - tub

**Room #12:**

- Door (west, 1 from north): wooden, strong, stuck
- Monsters
  - **goblin** (8)  
1d8+1 (5 hp), AC 15, Morningstar +2 melee (1d6)  
or javelin +3 ranged (1d4)
- Treasure
  - 800 silver coins (80 gp)

**Room #13:**

- Door (east, 5 from north): (secret) passwall, magic word trigger
- Features
  - paint
  - pottery shard
  - carving



Microлите20: Lair of the Goblin Hoard

[illegible]

This dungeon generator has received **2,251,290** hits since 10 Nov 2000!  
 Open Source Content License (OSCC). The algorithms to populate the  
 rooms and the monster and room contents are from the [JBuck Dungeon Generator](https://github.com/jbuck/dungeon-generator).  
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Hook  
You wander into town, and as you sit in the pub nursing your money ale, you hear news of a band of goblins who have raided and pillaged along a small stretch of road nearby. You and your comrades decide to raid the nest, and seize their spoils.

Dungeon created and managed by Jamie Bucks dungeon generator: <http://www.aag.net/~manman/dungeon.cgi>

Modified for Microt20 and PocketM20  
by Arthur H. Johnson II, dm@aetn.com

Microt20 Available at:  
<http://home.grewulf.net/m20/>  
and <http://arthur.fmi.net/m20/>

Adventure compatible with Primary Fantasy SRD  
More adventures available at:  
<http://arthur.fmi.net/adventures/>

## Room #15:

- Door (west, 1 from north): wooden, good, free, trapped [trap: spiked pit trap (40 ft. deep) (CR3) (4d6, fall) pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4 + each) (Find/Disable DC 22)]
- Monsters
- **giant ant (vermin) (3)**
- Treasure
  - 2d8 (9 hp), AC 17, Bite +1 melee (1d6)
  - 20 platinum coins (200 gp)
  - 420 silver coins (42 gp)
- Room #15:**
  - Empty
  - up-sliding
  - Door (south, 1 from west): simple, locked,

**Room #14:**