

Goblin Lair by Tom Cartos

Background

Jealous of their larger Orc brethren, the Goblins of Clan Snakerot have fashioned their own 'stronghold' of sorts in the mountainside. Between the waterfall overlook, hastily built palisade and cunning traps they feel pretty secure and are rather smug about it.

To make sure they can really rub in their superiority over Clan Vargash, they have even been breeding Worgs en-masse in a pit that the creatures are quickly outgrowing. Boss Rachit has ensured his followers that his well-engineered pen will keep the worgs contained until they are needed, although he is starting to have some doubts in private.

Grid Information

GRID SIZE – 34x22 (300DPI)

VTT SIZE – 4760x3080 (140DPI)

RECOMMENDED PRINT SIZE – A1/ANSI D

Key

Clifftop

- **01 – Overlook**
- **02 – Tents**
- **03 – Campfire**

Entrance

- **04 – Palisade Entrance**
- **05 – Guard Tent**
- **06 – Worg Pit Access**
- **07 – Storage**
- **08 – Trapped Pressure Plates**
- **09 – Gathering Chamber**
- **10 – Hidden Waterfall Entrance**

Underground

- **11 – Archer's Ambush**
- **12 – Hidden Passage**
- **13 – Boss' Chambers**
- **14 – Cells**
- **15 – Flooded Cell/Toilet**

- 16 – Eating Chamber
- 17 – Sleeping Chamber
- 18 – Worg Pit
- 19 - Storage