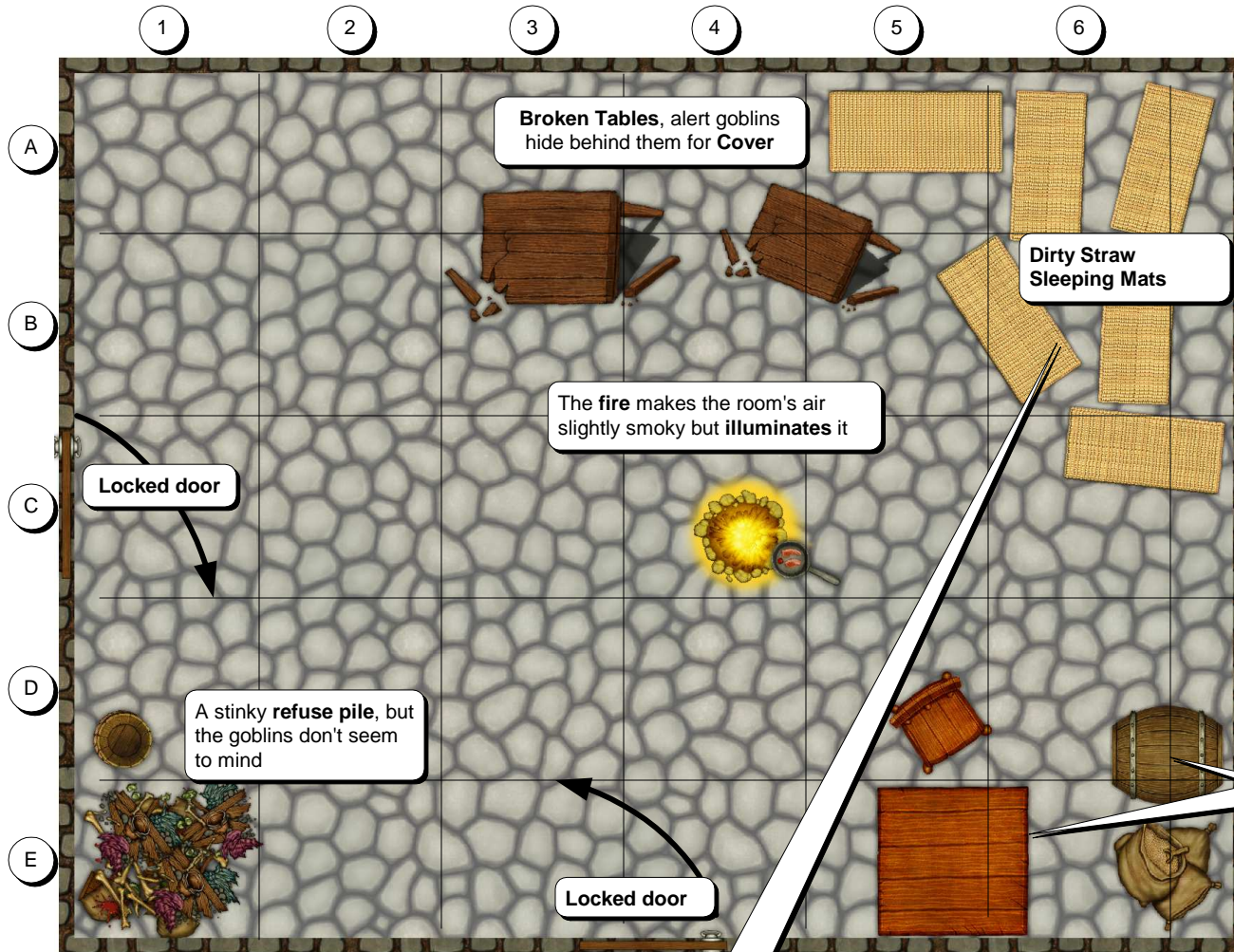


WARRIORS ROOM

This smelly, disorderly room houses six of the goblins' warriors. In one corner is a refuse dump that stinks of filth and rot. The opposite corner has straw mats where they sleep. In the near-center of the room is a cooking fire pit that illuminates the room in a shadowy light. The goblins spend a great deal of time in this room playing dice games, cooking fouled meat or making bread, and sleeping.



Goblins

OSRIC, p. 196

6 small lawful evil humanoids

Move: 60

Armour Class: 6

HD: 1-7 hp

RSW: 18 **BW:** 20 **DPP:** 16

PP: 17 **Spell:** 19

THACO: 20

#Att: 1

Damage: by weapon type

1-Sling: 1d4+1(35',ammo 15)

2-Spear: 1d6

3-Short Sword: 1d6

4-Morning Star: 2d4

Special: Infravision 60

Treasure: 12sp each

	NPC Dam.	Surp.	Ready	HP
A	1&3	A5	A5	2
B	1&3	A3	A3	2
C	2&3	D5	C3	3
D	2&3	C6	D4	4
E	4	C6	C2	5
F	4	C6	D3	5

Locked Doors

Both doors are locked but can be opened with a normal "open doors" check. Listen checks reveal goblin voices and scuffling feet/furniture.

Quick Names

Datunm, Mkatg, Nkom, Tenods, Xboman, Xgudeb, Xsomt, Zkex, Zsunr

Quick Descriptors

fetid, foul, sweaty, filthy, unkempt, disorderly, slovenly, grubby, smoky, fummy, broken, fragmented

Treasure!

Under the sleeping mats in small bags:

A - 50 sp

B - 25 sp

C - 28 sp

D - 1 gem worth 50gp

E - 2 gp, 50 sp

F - 3 gp, 23 sp

Cover (OSRIC p.122)

The goblins will use the ruined tables as cover when possible. Goblins using the tables to attack in melee (with spears) get a -2 AC bonus. Goblins with ranged attacks get a -4 AC bonus as they duck behind the table when not throwing.

Goblin Tactics

The Goblins with morning stars will immediately close to melee. Those with slings will try to stay behind the busted tables for **Cover**. The others will form a line in melee, but if necessary will retreat behind the tables

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