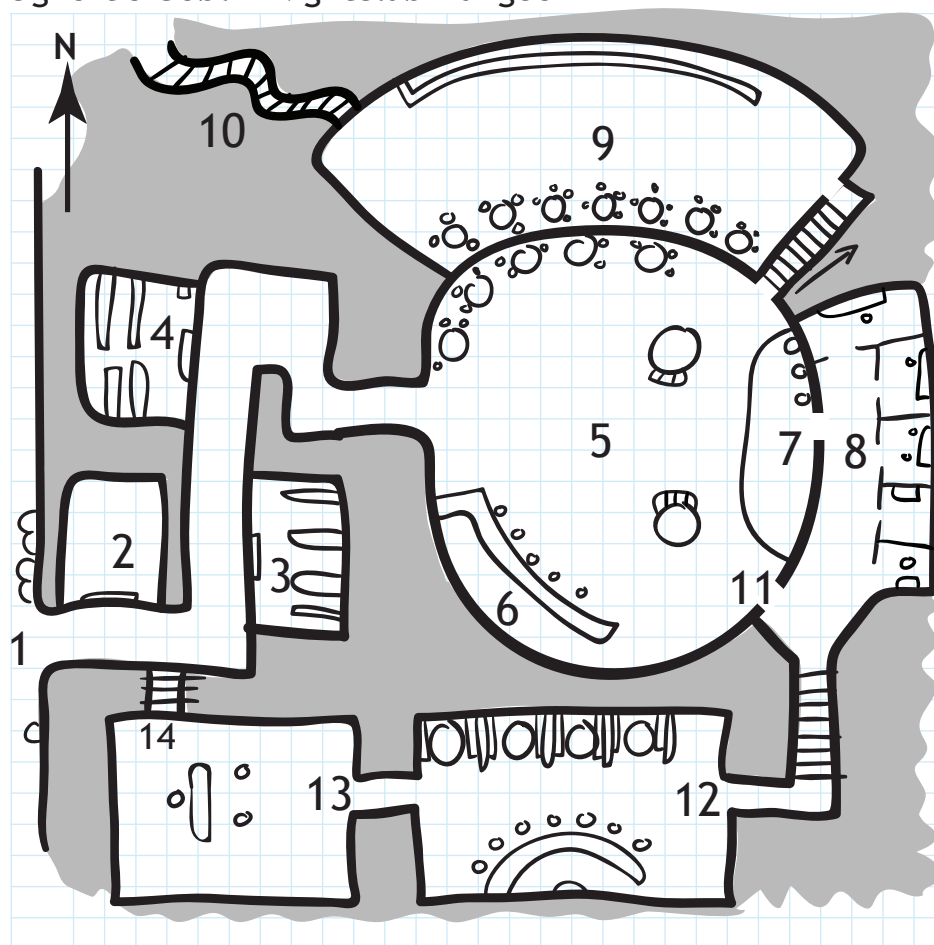


# THE GREEN OYSTER

Ognort's Goblin Nightclub Dungeon

by Rob Lang

thefreerpgblog.blogspot.com



## BACKGROUND

Ognort's Nightclub is where Goblins go to relax, drink, carouse and fight! Ognort is rich and has amassed much wealth. Buried in the side of a hill, local villagers have long gotten used to Goblins *passing through* their hamlets *without* causing trouble. They all know where it is but have no idea why you would want to go there! Players can either fight their way in or dress like Goblins, pay a silver and get in. Chances are they'll fight their way out!

## REVELLER TYPES (MONSTERS)

There are four groups in the club:

**Goblins** - drunk on Spoo, high spirited but not very capable. Inside the club they are unarmed.

**Workers** - dancers, musicians, barmen. Sober and often scantily clad. Will only attack if attacked and are handy in a fight. Some have instruments that act like a blunt.

**Bouncers** - either Hobgoblins or just big goblins. Will be armed but without a blade weapon.

**Ognort** - has a rusty sword and will try and run if startled. See more below.

## KEY

- 1. The Entrance.** A large stone arch with torches either side. A conspicuous trapdoor with a normal pit is right in front of the door to ward off unwanted. Staffed by two bouncers, who can smell trouble but can't tell the difference between a Goblin and another race dressed like a Goblin.
- 2. Box Office.** Each entrant must pay a silver to 'Blind Lugs', a short sighted Goblin who bites each coin.
- 3. Coat check.** Everyone must hand in capes/coats. Staffed by a female Goblin who will make suggestive comments about the player team. She will not realise they are not Goblins, she does that to everything that moves.
- 4. Weapons and armour check.** No weapons are allowed into the club. Thieves any other sneaky types might be able to conceal a dagger but armour and weapons will have to go. If they cause a fuss, the bouncers will be called. If the players want to ransack the store room, they will find mostly rubbish weapons and armour except a very cool magic sword that when held smells so bad to Goblins they might run rather than fight.
- 5. Main dance floor.** Heaving with dancing Goblins. Tables to the North and scantily clad Goblins on two podiums. A bar to the south (6), which is always 4 Goblins deep and which sells rotten beer and Spoo (1 copper). The stage to the East (7) hosts the band and periodically a singer with a shrieking voice or a dance act of thrashing about. The roof is armed with a net, ready to take everyone down if the dance floor gets too rowdy. Little, short lived fisticuffs break out constantly over spilt

beer, looking at someone's girlfriend or being ugly.

**8. Backstage.** This is where the entertainers hang out. They often get tips from the Revellers. There are silver and gold trinkets hidden in boxes back here.

**9. The Mezzanine.** A quieter restaurant area that looks out over the throng of the main dance floor. The Mezzanine is used by enterprising Goblins who wish to sell their wares or services, the group are likely to be approached while there. A balcony is ideal for throwing people over.

**10. Secret Passage to outside.** Hidden behind a statue of Ognort, this secret passage isn't really known about to anyone but Ognort. Easy to find.

**11. Door to backstage/VIP.** Guarded by a large, armoured Goblin this heavy oak door leads to the backstage and VIP area. VIPs are identified by a silver coin cut in half. If the players watch carefully enough, they might see other Goblins getting in this way.

**12. The VIP area.** A higher class of Goblin and friends of Ognort can be found here. Booths on the north wall, bar to the south. Much of the plotting goes on here and fighting means expulsion.

**13. Entry to Ognort's office.** Guarded by Fugg, a large and intensely stupid Goblin. Can be tricked with even the simplest logic. Armed with a club. Will fight if called.

Ognort will be entertaining some female Goblins when the players arrive. The treasure is in a big wooden box in the corner. He keeps his rusty sword under the desk. If hugely outnumbered, he'll try and run out the secret passage (14) otherwise he'll fight, calling in Fugg and any other bouncers.