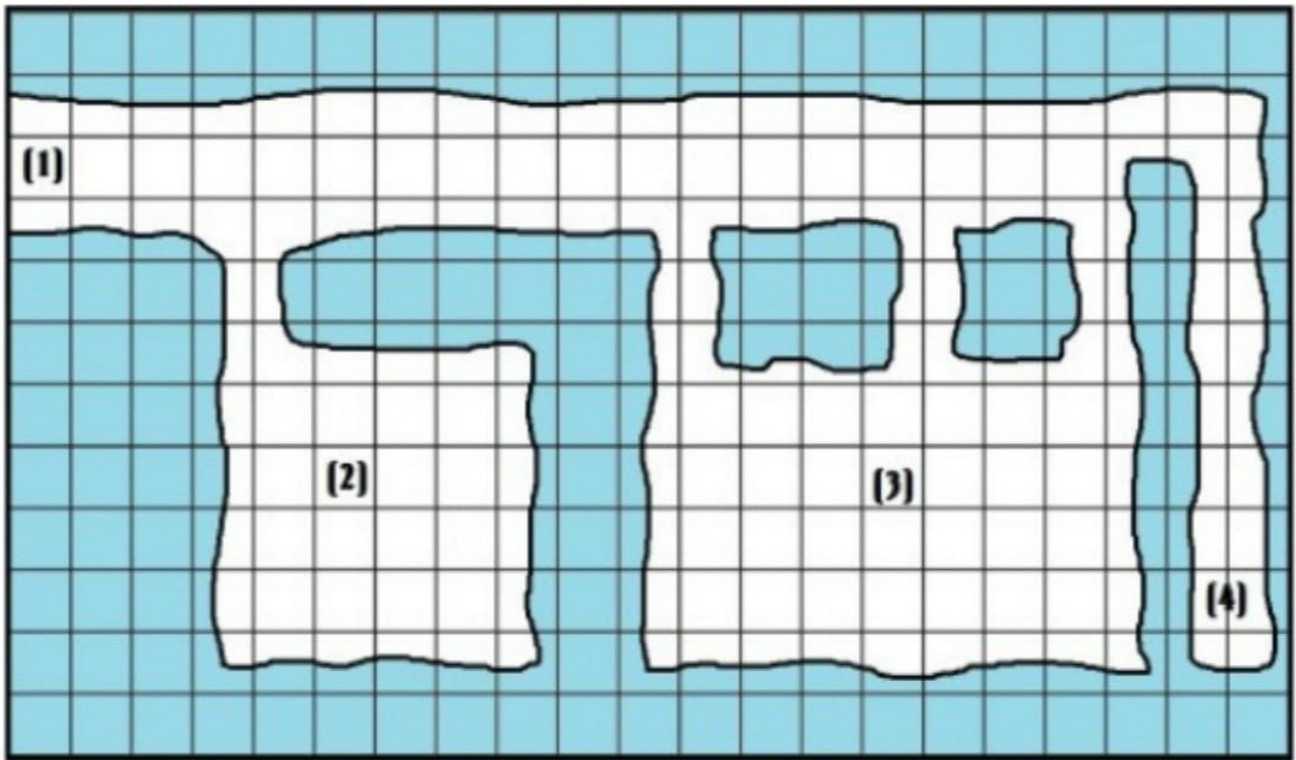


**Goblin Bandit Camp
&
More Goblin Bandit Camp**



**TWO SCENARIOS IN ONE BOOK
FOR USE WITH OSR B/X RULE SYSTEMS
FOR LEVELS 1-3**



GOBLIN BANDIT CAMP

....A small band of Goblins have made an old mine their base of operations for raiding the small farms in the area. The Goblins have mainly been taking livestock and have avoided harming anyone in the process. The locals have sent word out that they wish to hire some brave souls that are willing to drive them out and end all their raids.

- 1 Entrance -

Unless the party approaches with caution they will be met with an all out charge attack by 5 Goblins while the 6th one runs back into the mine and sounds the alarm to the others.

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- 2 Goblin Quarters -

There is a total of 12 Goblins that call this room their own. There is a total of 18 sleeping mats and 5 crates in this room. Once the Goblin from 1 has sound the alarm 6 of the Goblins will rush to reinforce the entrance while the remaining 6 will set up a second line of defense.

- 3 Elite Goblin Quarters -

6 Elite Goblins call this room their own. This room contains 6 sleeping mats and a big pile of old clothes as well as 6 crates. There is also 9 female Goblins and 6 Goblin children but they do not fight. Once the alarm has been sounded these 6 Elite Goblins will rush out of the room and join the Goblins at the second line of defense.

- 4 Trash Room -

At the end of this hall is a small Gelatinous Cube that the Goblins use to help dispose of their garbage. The Gelatinous Cube will look at the PC's as if they was food and will move towards them to attack.

- Encounter/Treasure

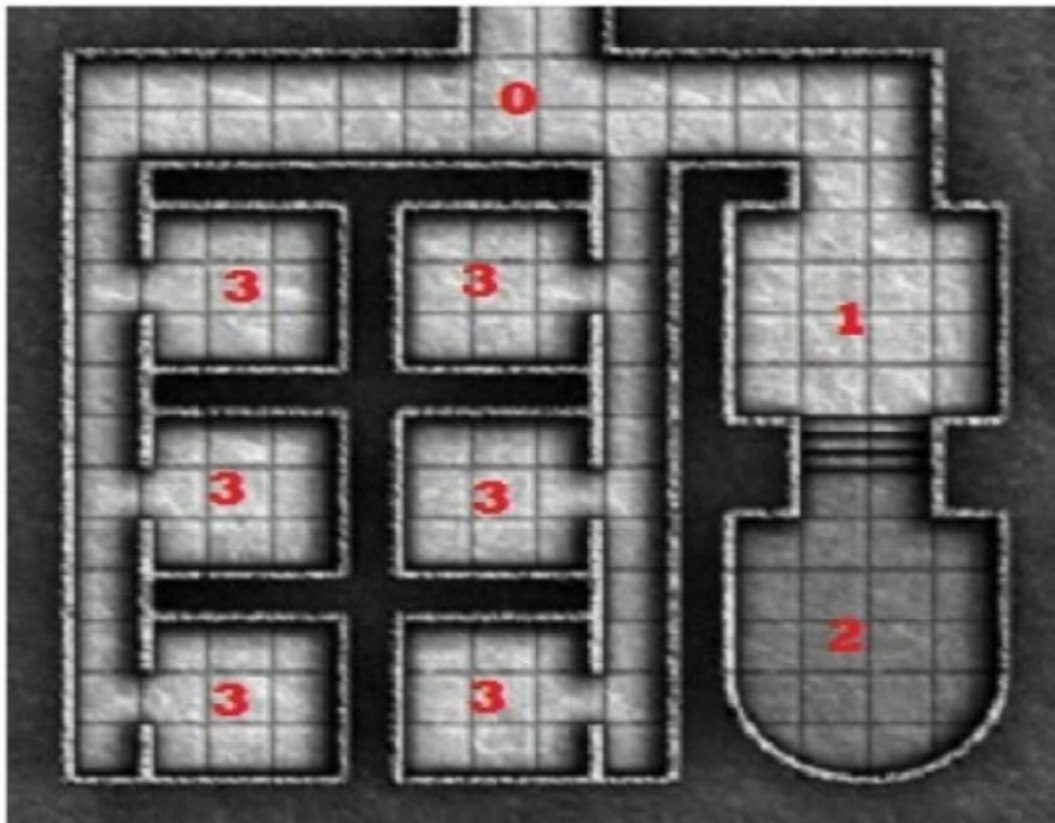
- 1. 10ep per Goblin
- 2. 5ep per Goblin
- 4 Gems v=5gp each
- 3. 10sp per Elite Goblin
- 500cp in a sack
- 2 Rings v=10gp each
- General Items v=90sp

If the players search this area they will have (the same chance of finding a secret door) a chance at finding a long forgotten hidden cache of treasure located in a small cut-out in the wall where someone has wedged a rock into it to help hide it.

- 4. 10gp and 1pp
- 1 Potion of Healing
- 1 Dagger +1
- 2 scroll spells
- 1 Bag of Holding

...Upon your return to the locals with proof of your success they reward youe efforts with a feast and a collected amount of 100gp's (obviously this can be more....)





More Goblin Bandit Camp

....Word has gotten out about well your party of heroes handled the band of Goblin Bandits .. It appears that there is another group of Goblin Bandits raiding a small village just a few days ride away from your location. "Goblins Are Everywhere!" or so it seems these days.....

- Entrance/Hallways -

The entrance is always guarded by 4 Goblins and if any intruder tries to enter 3 will attack and the 4th will sound the alarm with a horn. 4 rounds after the alarm is sounded another 4 goblins will join the battle. After the additional 4

Goblins join in, every 2 rounds another 4 will join the battle (this will happen 4 times – the Goblins are from rooms #3)

– 1 Grand Hall -

This is where the Elite Goblin leaders hold all their meetings with the Goblin troops. The party will encounter 10 Goblins here and they will not join the battle at the Entrance as their job is to guard this area from intruders. If a battle starts here, the Elite Goblins from room #2 will join the battle in 2 rounds. There are various crates and boxes lining the walls.

– 2 Elite Goblins Quarters -

This is where the Elite Goblins sleep. The party will encounter 8 Elite Goblins unless they met them in room #1. This room contains 8 sleeping mats and numerous crates, sacks, bags, and the like.

– 3 Goblin Barracks -

Each of these rooms contain 4 sleeping mats and 4 crates. Unless the party does a sneak attack and go undetected, they will not encounter any of the Goblins in any of the rooms.

– Encounter/Treasure -

0. 12sp on each Goblin
1. 12sp on each Goblin
2. 12sp and 6gp Each Elite Goblin. The room also contains 200ep, 50gp, 4pp, 4 Rings v=5gp each, 10 Gems v=3gp each, 2 Bags of Holding, 2 Potions of Healing, 1 Spell scroll.
3. Various Items v=5sp each crate



Master Monster Matrix

Gelatinous Cube

AC: 8 HD: 4* ATT: 1
DAM: 2D4 + PARALYSIS
SAVE AS: F2
MORALE: 12
AL: N XP: 125

If A PC Gets Hit They
Must Save VS. Paralysis
Fail: Paralyze 2D4 Turns

Goblin

AC: 6 HD: 1-1 ATT: 1
DAM: BY WEAPON
SAVE AS: NORMAL MAN
MORALE: 7 / 9
AL: C XP: 3

Stats For An Elite Goblin Is
Same As Above Except:
HD: 2 XP: 6

Normal Wolf

AC: 7 HD: 2 +2 ATT: 1 (BITE)
DAM: 1D6 SAVE AS: F1
MORALE: 8 AL: N XP: 25

FOR MORE MONSTER INFORMATION
PLEASE CONSULT YOUR
RULEBOOK

Scimitar of the Goblin Army



The Official Goblin Army outfits each elite goblin with one of the known world's best forged weapons. Nobody knows where or even how they got the knowledge to create such a weapon. All anybody knows who has been hit by one is the fact it does what it is supposed to do with effective results. The metal has yet to be identified and the handle is wrapped in normal leathers. Due to the great balance, craftsmanship, and materials, this weapon offers a non-magical bonus.

+3 to hit / +3 to damage

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