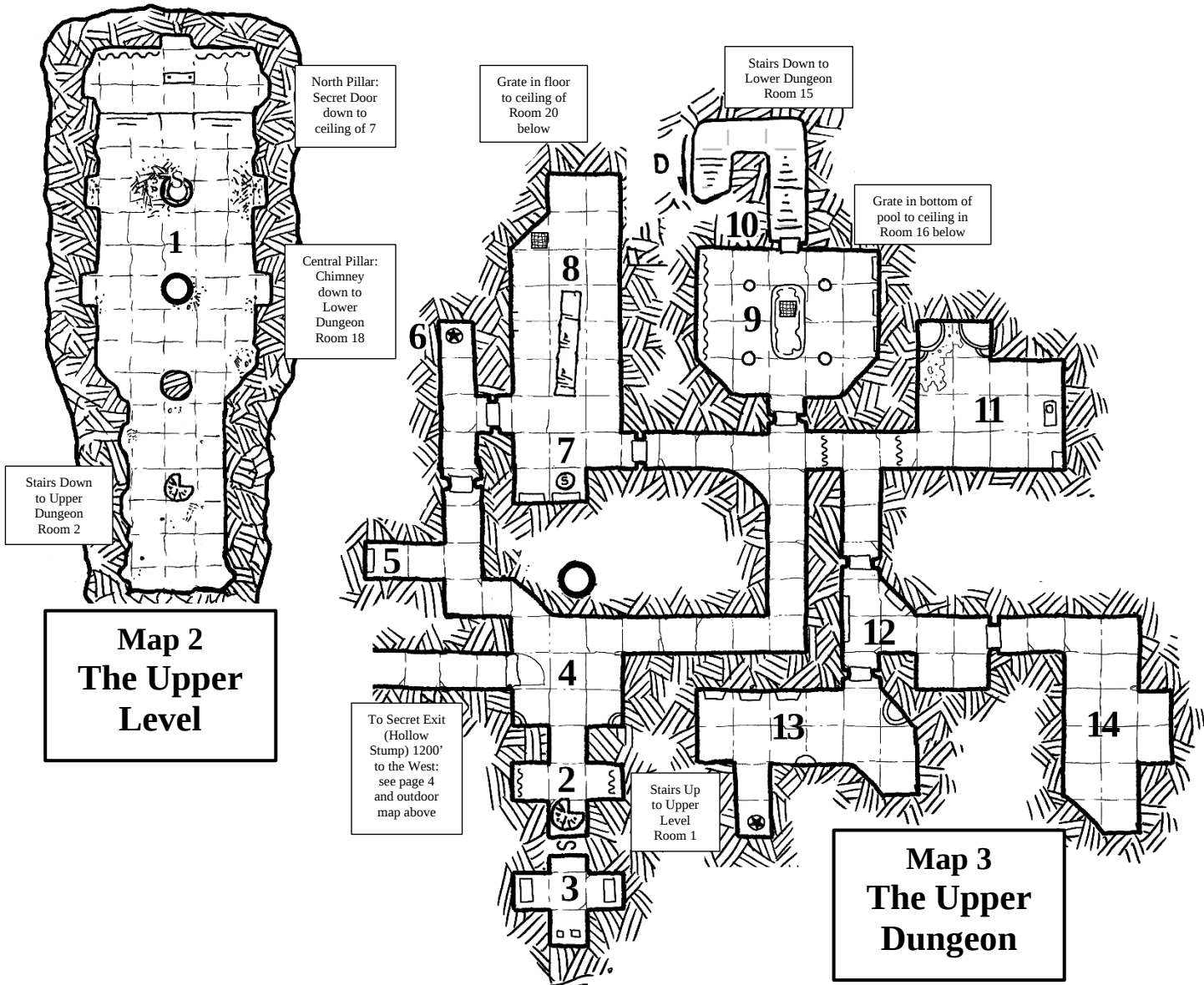
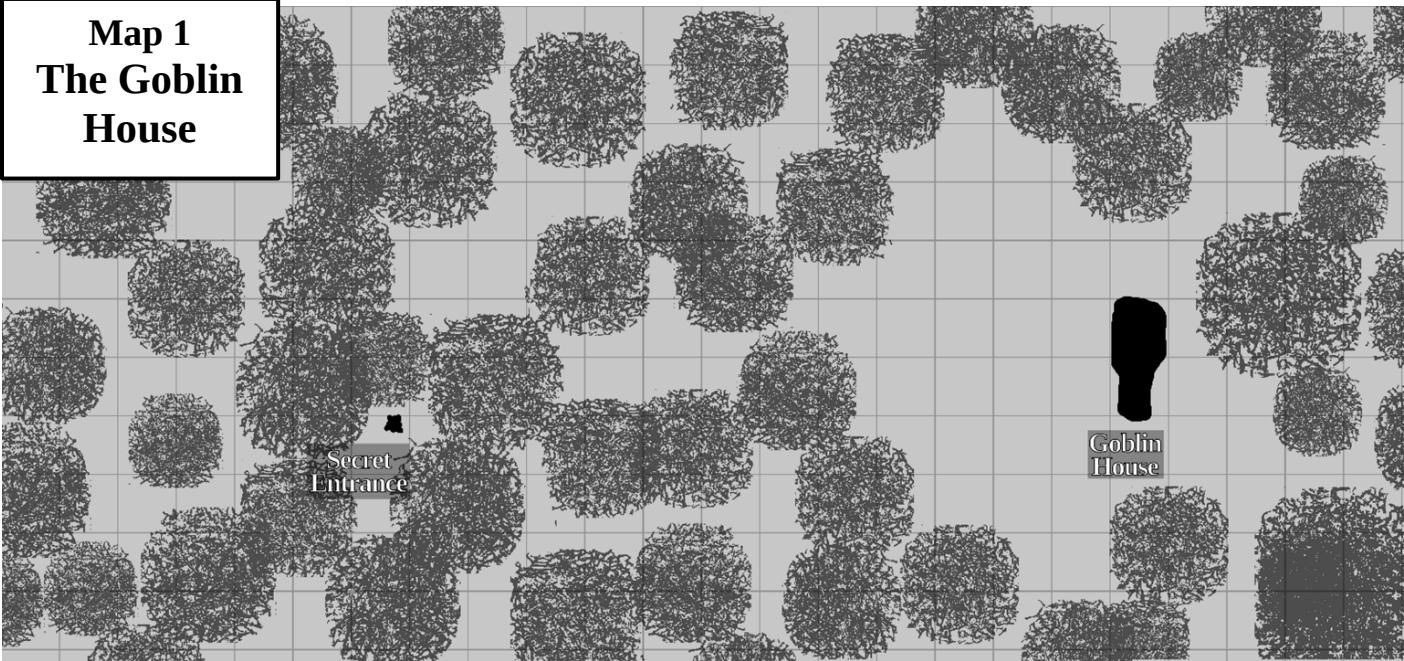


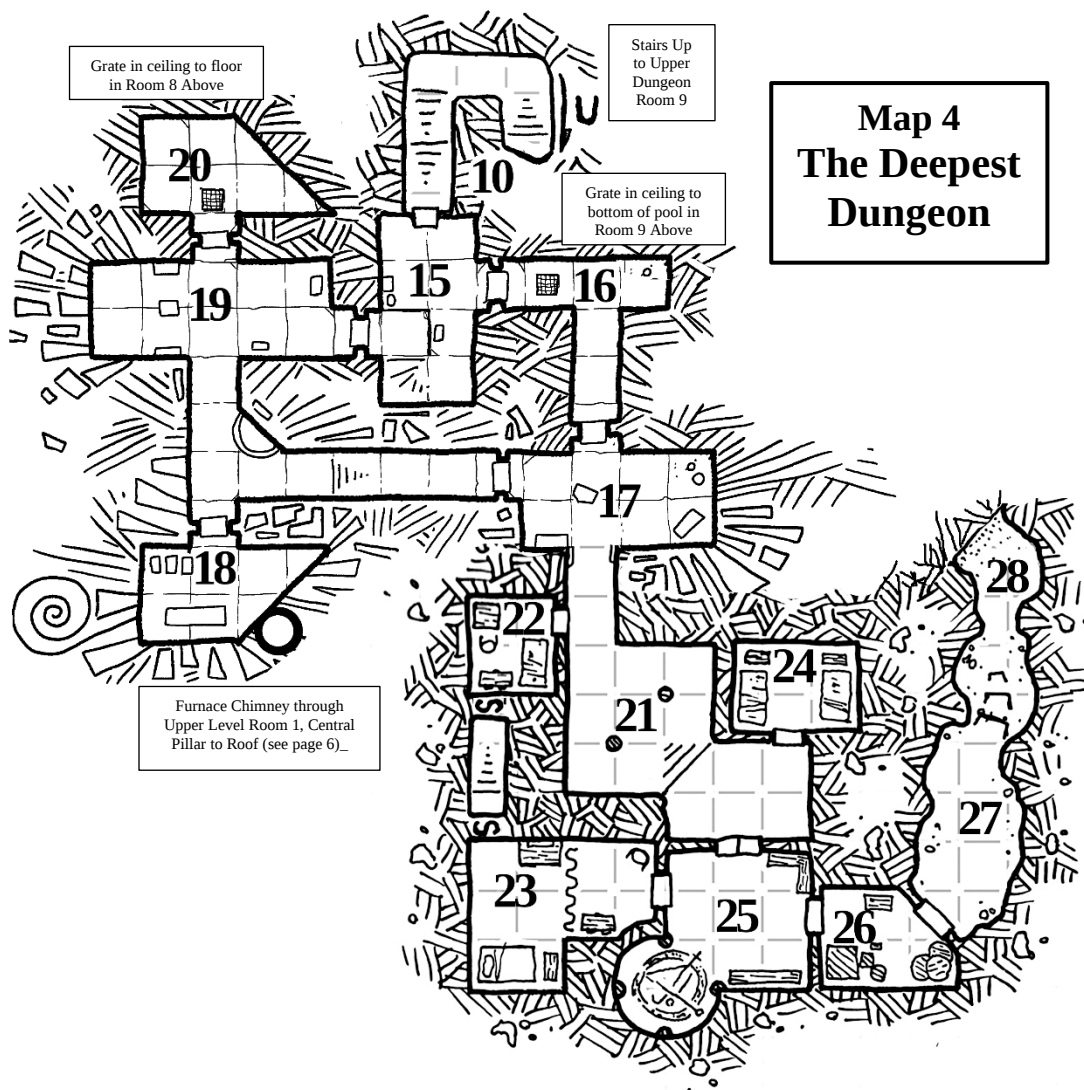
# The Goblin House

**Map 1  
The Goblin House**



**Map 3  
The Upper Dungeon**

# The Goblin House



## Combined Monster Statistic Chart

<b>Caryatid Column</b>	HD 5; AC 5[14]; Atk 1 stone sword (2-8); Move 6; SD Snap wpns.
<b>Elemental, Fire</b>	HD 16; AC 2 [17]; Atk 1 strike (3d8); Move 12; Save 3; CL/XP 17/3400; Special: Ignite materials, immune to non-magic weapons
<b>Gibbering Mass</b>	HD 5; AC 1[18]; Atk Envelop (damage special); Move 3 (24 when attacking); Save 12; CL/XP 6/400; Special: Envelop, regeneration
<b>Goblin, Goblin-kin</b>	HD 1-1 to 2; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP B/10; Special: -1 to hit in sunlight
<b>Marble Guardian (Small)</b>	Marble Guardian (Small): HD 30 hp; AC 7[12]; Atk fist (2d8); Move 6; Save 14; Special: Immunities
<b>Mazel</b>	HD 4; AC 8[11]; Atk weapon (1d8 or 1d4); move 12; Save 12; CL/XP 3/60; Special: Thief Abilities
<b>Offal Dweller</b>	HD 7; AC 3 [16]; Atk 2 tentacles (1d8), bite (1d4+1); Move 6; Save 9; CL/XP 8/800; Special: Disease
<b>Oozing Black Death</b>	HD 10; AC 6 [13]; Atk 1 attack (2d8); Move 6; Save 5; CL/XP 12/2000; Special: Digestive surface, regeneration, immune to cold, divides when hit with lightning
<b>Rope Fungus</b>	HD 4; AC 6[13]; Atk 1d6+4 tendrils (1d6); Move 0; Save 13; CL/XP 6/400; Special: Strangulation
<b>Wight, Stone</b>	Stone Wight: HD 3; AC 5[14]; Atk 1 claw (1hp + ability drain); Move 9; Save 14; CL/XP 8/800; Special: Drain 1 point of Strength with hit, hit only by magic or silver weapons, victim must save vs. spells or turn to stone
<b>Wooden Warrior</b>	HD 9 (40 hp); AC 2 [17]; Atk 2 slams (2d6); Move 12; Save 6; CL/XP 10/1400; Special: Alarm, immunity to cold and electricity, double damage from fire

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