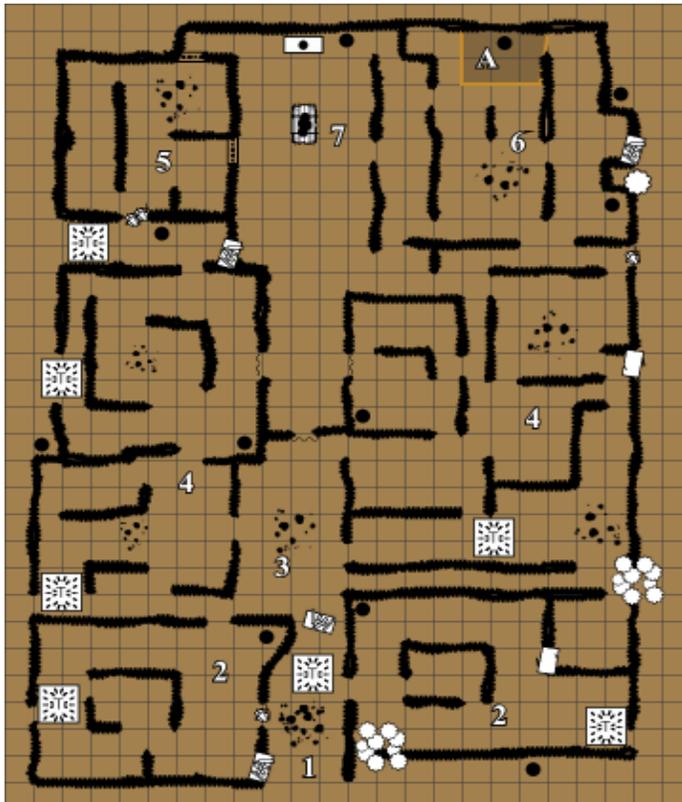


GOBLINVILLE

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1 square = 5 feet

Goblinville is a small goblin community located in the outskirts of a vast ruined city. The goblins scavenge from the ruins, ever vigilant against predatory orcs and opportunistic adventurers. Chief Foz has turned their tiny village into a veritable goblin fortress.

Male goblins wear leather armor and are armed with a mix of spears, short bows, daggers and throwing stones. Goblin females wear no armor, wielding rusty knives or throwing stones. Goblin young just throw stones.

Proficient scavengers, adult goblins are adorned with small bits of crude jewelry made of precious metals and stones (warriors = 2d6 GP; females = 1d6 GP; young = 0 GP).

Barricades (■) block many of the entrances into the goblin village. These are crude barriers, easily smashed, but doing so makes lots of noise, quickly alerting the goblins.

Goblin holes (●), all interconnected via a vast network of goblin-sized tunnels, allow the goblins to easily move about the village, quickly and unseen. The tunnels are also frequented by the goblin's giant rat pets and other, uninvited, 'guests.'

Goblin Tunnel Encounters (Roll 1d6 each turn in tunnels):

- 1-2 = 2d4 Goblin young; they flee, shrieking
- 3-4 = 3d4 Giant rats aggressively attack
- 5 = A hungry giant spider out looking for a meal
- 6 = An irate giant centipede

Pit traps (□, 10'x10'x10') have been dug along the outer perimeter. They are easily spotted, but not so easily circumvented. The pits are

staked, and the stakes coated with a toxic excremental brew. Any poor unfortunate impaled upon a stake must make a save vs. poison or eventually succumb to a nasty flesh-eating disease.

Walls of crumbling mortar and stone stand 5 to 6 feet high. The goblins are adept at scrambling up and running along the walls, from which they fight whenever possible, hurling spears, arrows, stones, even their own feces, down upon invaders. When the alarm is raised, the walls come alive with agitated goblins. If the party attempts to climb the walls and takes no special precautions, there is a 2-in-6 chance (day or night) that a goblin sentry, walking the wall, will notice and raise alarm.

1) Goblin Sentries: Two goblin sentries stand guard at the entrance. They are vigilant, if not proficient, guards.

2) Bachelor's Quarters: Up to 1d6+6 uncoupled male goblins sleep in each room to the left and right of the main entrance (area 1), where they can respond quickly to any threats.

3) Inner Guard Post: Two more goblin sentries stand watch near the south barricade. They are less wary than the outer guards.

4) Couples Quarters: Mated goblins live in the middle part of the village, along with their offspring. At any given time each room contains 2d6 males, 3d6 females and 3d6 young.

5) Pantry: The goblin's uneaten captives are imprisoned in this closed-off area. The goblins have installed crude wooden gates on the north and east entrances. Two goblin sentries stand upon the western wall; all the other walls have a single sentry. Presently two orc scouts lay imprisoned within, awaiting their gastronomic fate.

6) Foz's Harem: The northeastern portion of the village is reserved for the chieftan's quarters, and his harem. Chief Foz is attended by six of the choicest goblin females, all of which are armed and fight like warriors. Foz's girls wear various bits of precious adornment worth 1d6x50 GP each.

Along the north wall (area A) is a rubbish pit, wherein most of goblin's trash is deposited. The tribe's giant rat pets make their nests here, along with an otyugh hidden beneath the layers of refuse.

The rats like to steal shiny baubles and incorporate them into their nests, which observant adventurers may notice. Each round spent scrounging in the pit yields up 1d6x5 GP worth of gold and silver jewelry, plateware, cutlery and other such valuables. It also prompts repeated attacks by agitated giant rats (1d4 rat attacks each round, per scrounger) and one pissed-off otyugh.

7) Foz's Throneroom: Chief Foz, the 'Firewalker,' is a massive (3 HD), red-hued goblin. A mutant, he is immune to fire and heat, and frequently "walks" the fire pit to prove his potency to the tribe. Foz wears chainmail armor and wields a +1 mace. Jewel encrusted golden chains adorn his shoulders (900 GP value). In his other hand he often wields a jug of noxious 'goblin juice.'

Foz is protected by four hulking goblin bodyguards (2 HD), wearing chainmail, wielding spears, adorned with 1d6x100 GP worth of jewelry and 'shiny bits.'

Should Foz be attacked in his throne room, he and his guards will raise a hue-and-cry, alerting his harem (area 6), who come rushing to his aid. Any other goblins close enough to hear the fighting will also join in, hurling missiles from the crumbling wall tops.